

INVESTOR PRESENTATION – MAY 2022



# X1 ESPORTS AND ENTERTAINMENT LTD.

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**AN ESPORTS PORTFOLIO COMPANY**

**Reference to Prospectus**

The information contained in this presentation does not purport to be all inclusive or to contain all information that a prospective investor may require. Prospective investors are encouraged to conduct their own analyses and reviews of the Company and of the information contained in this presentation. Without limitation, prospective investors should consider the advice of their financial, legal, accounting, tax and other advisors and such other factors that they consider appropriate in investigating and analyzing the Company.

A prospectus containing important information relating to the securities described in this presentation has been filed with the securities regulatory authorities. A copy of the prospectus, and any amendments, is required to be delivered with this document. Copies of the prospectus may be obtained from Research Capital Corp. at . There will not be any sale or any acceptance of an offer to buy the securities until a receipt for the final prospectus has been issued. This document does not provide full disclosure of all material facts relating to the securities offered. Investors should read the final prospectus and any amendment, for disclosure of those facts, especially risk factors relating to the securities offered, before making an investment decision.

# DISCLAIMER

## Forward-Looking Information

Certain statements contained in this presentation constitute forward-looking statements and forward-looking information (collectively, "forward-looking statements"). Such forward-looking statements relate to possible events, conditions or financial performance of X1 Esports and Entertainment Ltd. (the "Company") based on future economic conditions and courses of action. All statements other than statements of historical fact are forward-looking statements. The use of any words or phrases such as "seek," "anticipate," "plan", "continue", "estimate", "expect", "may", "will", "project", "predict", "potential", "targeting", "intend", "could", "might", "should", "believe", "will likely result", "are expected to", "will continue", "is anticipated", "believes", "estimated", "intends", "plans", "projection", "outlook" and similar expressions are intended to identify forward-looking statements. Examples of forward-looking statements include, among others, the Company's proposed acquisitions of Tyrus LLC (represented in the Presentation as Tyrus.TV) and ShiftRLE including any impact on the Company's business and financial condition, assessment of, the esports industry, expansion of the Company's business to include sponsorships, , and the completion of the initial public offering on the terms outlined in this Presentation. These statements involve known and unknown risks, assumptions, uncertainties, and other factors that may cause actual results or events to differ materially from those anticipated in such forward-looking statements.

The forward-looking statements are based on management's current opinions, estimates and assumptions in light of our experience and perception of historical trends, current trends, current conditions and expected future developments, as well as other factors that management currently believes appropriate and reasonable in the circumstances, including, among others, the adverse impact of the COVID-19 pandemic to the Company's operations, and to the broader market for and customers of the Company's products; the impact of global conditions on the Company's stakeholders; general economic and financial conditions; product acceptance and competing products; internet and system infrastructure functionality; information technology security; cash available to fund operations; availability of capital; the successful integration of acquired businesses such as Tyrus LLC and ShiftRLE or any others that the Company seeks to acquire, as well as the completion of the proposed acquisitions themselves; changes in customer demand; and other public documents of the Company available at [www.sedar.com](http://www.sedar.com). The Company believes there is a reasonable basis for the expectations reflected in the forward-looking statements; however, no assurance can be given that these expectations and the underlying opinions, estimates, and assumptions will prove to be correct. The forward-looking statements included in this presentation should not be unduly relied upon by investors.

All of the forward-looking statements and information contained in this presentation speak only as of the date of this presentation and are expressly qualified by the foregoing cautionary statements. The Company expressly disclaims any obligation to update or alter statements containing any forward-looking statements, or the factors or assumptions underlying them, whether as a result of new information, future events or otherwise, except as required by applicable law.

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# WHAT IS ESPORTS?

'Esports' describes the world of competitive, organized video gaming.

Competitors from different leagues or teams face off in the same games that are popular with at-home gamers: Fortnite, League of Legends, Counter-Strike, Call of Duty, Overwatch and Madden NFL, to name a few.

These gamers are watched and followed by millions of fans all over the world, who attend live events or tune in on TV or online.

# AN ESPORTS PORTFOLIO COMPANY

X1 Esports and Entertainment Ltd. is a diversified portfolio company with several business objectives as part of the company's growth strategy.

In 2021, X1 Esports acquired a competitive Esports organization based in the UK – **RixGG**.

During 2022, X1 has signed non-binding term sheets to acquire two assets:

1. **Tyrus.TV** (influencer management agency)
2. **ShiftRLE** (media asset)

X1 plans to build upon its existing portfolio of assets via a combination of organic growth and accretive M&A.

**RixGG** is a competitive Esports organization based in the U.K -- fielding teams in **League of Legends: Wild Rift** and **Valorant**.

**RixGG** has also hosted Esports tournaments such as **Huntress Trials** to provide females and marginalized gender groups a way to compete in Esports as well as to scout talent.



# MANAGEMENT & DIRECTORS

## CEO

### MARK ELFENBEIN

Mr. Elfenbein has previously served as chief revenue officer, president or CEO of five publicly traded companies in the areas of music, gaming, mobile and artificial intelligence (AI). In particular, he was chief revenue officer at Sentient Technologies, an AI company. Prior to that, Mr. Elfenbein was president and CEO of Slyce Technologies, where he led the company's deployment of a visual search technology that had deployed with Home Depot, Best Buy and other Fortune 500 companies. Earlier in his career, Mr. Elfenbein was a founder of Mood Media, a provider of in-store music and sensory experiences, as well as co-founder and head of revenue for Fun Technologies, an online pay-to-play tournament gaming business which was acquired by Liberty Media. Mark earned a B.B.A. degree from the University of Manitoba. He resides in the Minneapolis, Minnesota area.

## CFO

### SAMANTHA SHORTER

Ms. Shorter has over a decade of experience in providing reporting, assurance and accounting services to publicly traded companies, including technology companies. She left public practice in 2011, where she acted in the capacity of audit manager with Davidson & Company LLP, a major Canadian accounting firm, and has since taken on a variety of leadership roles. Her governance and accounting knowledge facilitates effective implementation and oversight for financial reporting, administration and internal controls development and budgeting. Ms. Shorter completed a Bachelor of Commerce with Honours at the University of British Columbia. She is a Chartered Professional Accountant (CPA, CA) and Certified Internal Auditor.

## DIRECTOR

### LATIKA PRASAD

Ms. Latika Prasad has been an officer and/or a director of private and publicly traded companies for 30 years. She is currently the Corporate Secretary of Realgold Resources Corp. since December 2016 and Director and member of the audit committee of Turmalina Metals Corp. since July 31, 2021 (TSXV: TBX). She was a Director and Corporate Secretary of Turmalina Metals Corp. from April 2017 to July 2019, and previously, Director at Southern Empire Resources Corp. from March 2020 to June 2021 (TSXV: SMP) and Director and Assistant Corporate Secretary at Wabi Exploration Inc. (CNSX: WAB) from September 2015 to July 2017. She served as the Chief Financial Officer of Azincourt Resources Inc. (TSXV: AAZ) from October 2011 until June 2013 and as a Director from May 2011 to April 2013. Ms. Prasad also has 30 years of audit experience from starting with VSE companies in 1988, preparing quarterly reports for reporting issuers and filing with VSE and BCSC, and serving as CFO of several companies, of which five were reporting issuers. In addition to Turmalina Metals Corp., Ms. Prasad is also on the audit committee of Carmanah Minerals Corp. and was on the audit committee of Southern Empire Resources Corp. (TSXV: SMP) from March 2020 to June 2021.

## DIRECTOR

### BILL O'HARA

Bill is the former Managing Director, Head of Equity Sales at Haywood Securities. Bill joined Haywood Securities in 2003 after an institutional equity sales role at Credit Suisse First Boston and National Bank Financial. Prior to that, he was an associate equity analyst in the gold sector at First Marathon Securities. Bill holds a Master of Science degree from London School of Economics, with distinction and the CFA designation.

## DIRECTOR

### JAN HOFFMANN

Mr. Hoffmann has more than 10 years of experience in the esports industry ranging from media, production, player, and professional management. He competed as a professional esports player for mousesports from 2014 to 2015. Later he joined Fnatic as a manager and coach, winning a world championship title in Blizzard's "Heroes of the Storm" in 2017. From there he was promoted to Head of Team Operations and responsible for leading organisation wide esports operations. His career at Fnatic lasted from 2016 to 2020.

# CAPITAL STRUCTURE

## X1 ESPORTS AND ENTERTAINMENT LTD.

CAPITALIZATION TABLE	SHARES (Minimum Offering)	SHARES (Maximum Offering)	PRICE
FOUNDERS ROUND	10,000,000	10,000,000	
ROUND 1	13,000,000	13,000,000	\$0.05
ROUND 2	12,166,000	12,166,000	\$0.15
ROUND 3	4,541,116	4,541,115	\$0.35
IPO ROUND (AS UNITS)	6,666,667	7,777,778	\$0.45
AGENT'S FEE	66,667	66,667	
<b>BASIC SHARES ON LISTING</b>	<b>46,440,450</b>	<b>47,551,560</b>	
WARRANTS	6,666,667	7,777,778	\$0.70
AGENT'S WARRANTS	66,667	66,667	\$0.70
AGENT'S OPTIONS	400,000	466,667	\$0.70
ADVISORY OPTIONS	133,333	155,556	\$0.70
INCENTIVE OPTIONS	3,500,000	3,500,000	\$0.45
<b>TOTAL FULLY-DILUTED SHARES</b>	<b>57,207,117</b>	<b>59,518,228</b>	

The prospectus (the "Prospectus") is being filed by X1 Esports and Entertainment Ltd. (the "Company") to qualify the distribution in each of the provinces of Canada, other than Quebec, a minimum of 6,666,667 Units (as defined herein) (the "Minimum Offering") and a maximum of 7,777,778 Units (the "Maximum Offering") of the Company at a price of \$0.45 per Unit (the "Offering Price").

**THANK YOU!**



[WWW.X1ESPORTS.COM](http://WWW.X1ESPORTS.COM)