



Esports Entertainment Group is a Nasdaq listed esports and online gambling company founded in 2014. EEG operates several consumer facing platforms and services across the esports ecosystem, described in detail below. We intend to make expansion in Ohio across all of our vertical a strategic priority and believe this will be commercially beneficial for both EEG as well as the state of Ohio and its constituents.

### **Helix Esports Centers-**

-Helix Centers are esports arcades that offer a variety of entertainment experiences including casual video game play, competitive tournaments, high school leagues, large groups and esports bootcamps.

-The centers help provide equitable access to technology for students and young adults and offer STEM programming as well as provide entry-level jobs for members of the local community.

*-We are in discussions with several entities in Ohio including the Hall of Fame Village and the Cleveland Cavaliers about opening co-branded Helix Centers in the state.*



### **EGL Tournament Platform-**

-EGL is a proprietary technology platform that enables live and online gaming events and tournaments. Our services include full turnkey esports events and live broadcast production.

-We have signed numerous partnership agreements with US professional sports organizations to host tournaments on their behalf such as the Philadelphia Eagles, LA Kings / LA Galaxy, New England Patriots, Baltimore Ravens, Denver Broncos and Philadelphia Union.

*-We are currently in late-stage discussions with the Cleveland Cavaliers and Cincinnati Bengals about similar strategic partnerships.*

## **LANduel-**

-LANduel is proprietary player-vs-player skill-based wagering platform, built on Unity engine, that allows for wagering on third-party video games.

-We are currently working with the Department of Gaming Enforcement in New Jersey to ensure that LANduel is being developed with the intent to provide fun, safe and meaningful competition with the framework of the law.

-We intend to enable LANduel to operate within in our Helix Centers as well as across the ggCircuit network that we control.

*-We have received an outside legal opinion that because this platform operates as a game of skill versus chance, it is legal under current Ohio state law.*

## **Vie.gg-**

-Vie.gg is an internally built, esports-focused online sports betting platform.

-The platform is currently going through testing in the New Jersey DGE testing lab and our application for a license in that jurisdiction is in-progress.

*-We intend to offer real-money gambling on professional esports competitions. We do NOT plan to offer the ability to wager on intercollegiate esports.*

*-We suggest working with the Ohio regulatory body and the Esports Integrity Commission to create a Competitive Integrity and Participant Safety framework.*

## **Esports Integrity Commission- <https://esic.gg/about/>**

-ESIC is a not-for-profit members association established in 2016 to take responsibility for disruption prevention investigation and prosecution of all forms of cheating in esports, including, but not limited to, match manipulation and doping.

-The mission of ESIC is to be the recognized guardian of the integrity of esports and to take responsibility for disruption, prevention, investigation and prosecution of all forms of cheating, including, but not limited to, match manipulation and doping.

-ESIC exists to unite the industry under the shared values and visions essential to fight against corruption in any form.