





RealRate

RECREATION 2016

Esports Entertainment Group INC Rank 28 of 29



The relative strengths and weaknesses of Esports Entertainment Group INC are analyzed with respect to the market average, including all of its competitors. We analyzed all variables having an effect on the Economic Capital Ratio.

The greatest strength of Esports Entertainment Group INC compared to the market average is the variable Selling General and Administrative Expense, increasing the Economic Capital Ratio by 97% points. The greatest weakness of Esports Entertainment Group INC is the variable Net Income, reducing the Economic Capital Ratio by 1,380% points.

The company's Economic Capital Ratio, given in the ranking table, is -1,408%, being 1,299% points below the market average of -109%.

Input Variable	Value in 1000 USD
Assets, Current	133
Assets, Non-Current	0
Cost of Goods and Services Sold	0
Depreciation and Amortization	0
General and Administrative Expense	42
Intangible Assets	0
Lease Asset	0
Liabilities, Current	10
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	30
Other Compr. Net Income	0
Other Expenses	262
Other Liabilities	26
Other Net Income	2.1
Other Revenues	0
Property Plant and Equipment	0
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	163
Liabilities	36
Expenses	304
Revenues	0
Stockholders Equity	127
Net Income	-302
Comprehensive Net Income	-302
Economic Capital Ratio	-1,408%