





# RECREATION 2017

## ESPORTS ENTERTAINMENT GROUP INC. Rank 27 of 30



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 Assets, Current, increasing the Economic Capital Ratio by 536% points. The greatest weakness of ESPORTS ENTERTAINMENT GROUP INC. is the variable Net Income, reducing the Economic Capital Ratio by 934% points.

The company's Economic Capital Ratio, given in the ranking table, is -1,138%, being 843% points below the market average of -295%.

Input Variable	Value in 1000 USD
Assets, Current	149
Assets, Non-Current	0
Cost of Goods and Services Sold	0
Depreciation and Amortization	0
General and Administrative Expense	56
Intangible Assets	0
Lease Asset	0
Liabilities, Current	57
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	30
Other Compr. Net Income	0
Other Expenses	297
Other Liabilities	33
Other Net Income	15
Other Revenues	0
Property Plant and Equipment	0
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	179
Liabilities	90
Expenses	353
Revenues	0
Stockholders Equity	89
Net Income	-338
Comprehensive Net Income	-338
Economic Capital Ratio	-1,138%