





# RECREATION 2018

## ESPORTS ENTERTAINMENT GROUP INC. Rank 25 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 Assets, Current, increasing the Economic Capital Ratio by 1,280% points. The greatest weakness of ESPORTS ENTERTAINMENT GROUP INC. is the variable Net Income, reducing the Economic Capital Ratio by 812% points.

The company's Economic Capital Ratio, given in the ranking table, is -757%, being 600% points below the market average of -157%.

Input Variable	Value in 1000 USD
Assets, Current	623
Assets, Non-Current	0
Cost of Goods and Services Sold	0
Depreciation and Amortization	0
General and Administrative Expense	152
Intangible Assets	22
Lease Asset	0
Liabilities, Current	57
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	115
Other Compr. Net Income	0
Other Expenses	602
Other Liabilities	30
Other Net Income	-84
Other Revenues	0
Property Plant and Equipment	0
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	759
Liabilities	87
Expenses	754
Revenues	0
Stockholders Equity	672
Net Income	-838
Comprehensive Net Income	-838
Economic Capital Ratio	-757%