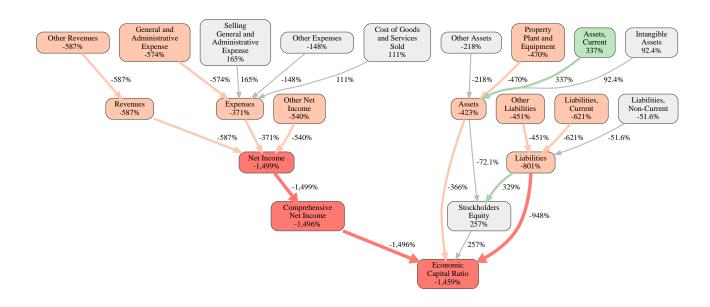


RECREATION 2020



Super League Gaming Inc. Rank 27 of 28





RECREATION 2020



Super League Gaming Inc. Rank 27 of 28

The relative strengths and weaknesses of Super League Gaming 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 Super League Gaming Inc. compared to the market average is the variable Assets, Current, increasing the Economic Capital Ratio by 337% points. The greatest weakness of Super League Gaming Inc. is the variable Net Income, reducing the Economic Capital Ratio by 1,499% points.

The company's Economic Capital Ratio, given in the ranking table, is -1,708%, being 1,459% points below the market average of -250%.

Input Variable	Value in 1000 USD
Assets, Current	9,659
Assets, Non-Current	0
Cost of Goods and Services Sold	513
Depreciation and Amortization	0
General and Administrative Expense	12,333
Intangible Assets	4,549
Lease Asset	0
Liabilities, Current	1,004
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	0
Other Compr. Net Income	0
Other Expenses	9,008
Other Liabilities	0
Other Net Income	-9,909
Other Revenues	1,084
Property Plant and Equipment	239
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	14,447
Liabilities	1,004
Expenses	21,854
Revenues	1,084
Stockholders Equity	13,443
Net Income	-30,679
Comprehensive Net Income	-30,679
Economic Capital Ratio	-1,708%

