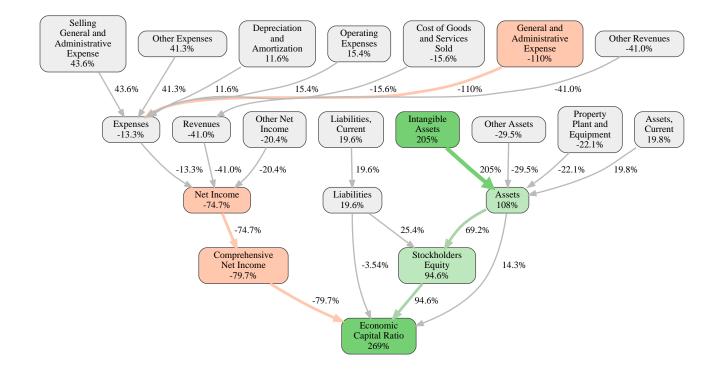
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The relative strengths and weaknesses of ESPORTS ENTERTAINMENT GROUP INC. are analyzed with respect to the market average, including all of its competitors. We analyzed all variables having an effect on the Economic Capital Ratio.

The greatest strength of ESPORTS ENTERTAINMENT GROUP INC. compared to the market average is the variable Intangible Assets, increasing the Economic Capital Ratio by 205% points. The greatest weakness of ESPORTS ENTERTAINMENT GROUP INC. is the variable General and Administrative Expense, reducing the Economic Capital Ratio by 110% points.

The company's Economic Capital Ratio, given in the ranking table, is -40%, being 269% points above the market average of -309%.

Input Variable	Value in 1000 USD
Assets, Current	29,710
Assets, Non-Current	0
Cost of Goods and Services Sold	7,861
Depreciation and Amortization	0
General and Administrative Expense	24,611
Intangible Assets	86,710
Lease Asset	1,273
Liabilities, Current	12,176
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	1,315
Other Compr. Net Income	-669
Other Expenses	6,227
Other Liabilities	32,773
Other Net Income	-4,458
Other Revenues	16,784
Property Plant and Equipment	727
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	119,735
Liabilities	44,950
Expenses	38,699
Revenues	16,784
Stockholders Equity	74,785
Net Income	-26,373
Comprehensive Net Income	-27,042
Economic Capital Ratio	-40%

