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Esports Mogul Offers Popular Console Game Titles

HIGHLIGHTS

- **As part of the Silver Slam tournament series, Esports Mogul has extended their game title catalogue for Mogul.gg.**
- **Console games, which have not been integrated on Mogul.gg previously, will engage with a new target market and aggressively drive user acquisition.**
- **In 2018, console games were expected to generate \$34.6 billion and 25% of the gaming market.**

Esports Mogul Asia Pacific Limited (ASX: ESH) (**the Company**) is proud to announce they are expanding their game title catalogue to include some of the most popular console game titles.

As part of Silver Slam, the Company's AU\$275,000 tournament series (*ASX Announcement, 20 December 2018*), Mogul.gg will enable major console titles to be included in one of the biggest tournament series Asia has ever seen.

The console games which can be hosted on Mogul.gg are:

- **Fortnite** – 200m+ players worldwide
- **Overwatch** – 40m+ players worldwide
- **Rainbow Six Siege** – 40m+ players worldwide
- **Call of Duty: Black Ops 4** – US\$500 million sales worldwide in the launch weekend alone
- **Super Smash Bros. Ultimate** – The fastest-selling game in the series
- **Pro Evolution Soccer 19** – 100m+ sales worldwide
- **NBA 2K19** – Best-selling sports game of 2018
- **TEKKEN 7** – 47m+ sales worldwide across the Tekken series

Some of these game titles can be played multi-platform (i.e. console and PC) which Mogul.gg is proud to be able to support.

The Company is confident that offering these popular console titles will aggressively drive user acquisition as in 2018 console games held 25% of the gaming market and were expected to generate \$34.6 billion, according to Newzoo. As console games have not previously been integrated on Mogul.gg, a new demographic of gamers will be able to be contacted and acquired.

The Company will update the market on the additional PC and mobile titles to be added to Mogul.gg throughout January.

Esports Mogul Managing Director, Gernot Abl, said:

“Being able to offer some of the biggest console games on the market is a great feat for the Company. We will be able to extend Mogul.gg to a new demographic of users and with a \$275,000 prize pool for Silver Slam, Mogul.gg is an appealing platform to play these games. I look forward to updating the market on the additional PC and mobile titles we will be integrating with.”

-ENDS-

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About Esports Mogul Asia Pacific Limited

Esports Mogul is an ASX listed (ASX: ESH) esports media and software business, with an initial focus on Australia, Asia and Latin America. At its core is **Mogul** – the world’s best tournament and matchmaking platform with full automation for major esports titles.

Esports is one of the fastest growing industries in the world. It’s estimated that there are currently 2.2 billion gamers across all platforms globally, and in 2017 the total video game market size was estimated to be US\$116 billion.

About the Mogul Tournament Platform Technology

Mogul is proud to be the world’s best online esports tournament platform offering not only full tournament automation but also state of the art esports empowering social features. Given strong game-publisher relationships, Mogul is already **deeply integrated** with the leading global esports titles, and is the only platform that allows **completely automated** tournament play and results across multiple games.

The top-class technology stack enables esports fans to compete and organise tournaments with ease. Esports enthusiasts can also follow streamers and elite esports results from around the globe. The platform deeply integrates with game title APIs (application programming interface) and rich features to provide gamers with the best user experience possible, including:

- Automated gameplay experience
- Multiple tournament modes
- Friendly esports communities
- Lifetime player statistics
- Achievements, ranks and rewards
- Match reminder notifications
- Easy tournament administrative access.

Mogul can also provide semi-automated brackets for **any game** including mobile (e.g. Vainglory) and console (e.g. NBA 2k) titles for strategic partners and brands.

Mogul is currently available in English, Thai and Vietnamese with plans to roll out a localised language function in Spanish, Portuguese, Chinese and Indonesian in the near term.