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## **DISCLAIMER CONTINUED**

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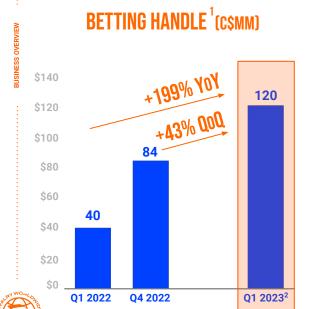
- +17% AVERAGE MOM GROWTH IN REVENUE ON A TTM BASIS (AS OF MARCH 2023)
  Rivalry is consistent in delivering growth, with a trailing two year average of +17% MoM increase in revenue.
- WELL CAPITALIZED WITH NO DEBT, AND A CONTINUALLY NARROWING CASH BURN ON THE PATH TO PROFITABILITY Providing confidence in our balance sheet to execute on our growth roadmap.
- DIFFERENTIATED STRATEGY AND UNIT ECONOMICS INSULATES AGAINST TIGHTENING CAPITAL MARKETS

  Rivalry's approach in new markets drives KPIs while preserving capital at the beginning of the marketing cycle.
- THE MOST ENGAGED BRAND IN ESPORTS BETTING GLOBALLY, OWNING THE NEXT GENERATION BETTOR DEMOGRAPHIC Rivalry has an engaged community (lowering CAC), of which nearly 80% are under the age of 30 years old.
- 5 ORIGINALLY DEVELOPED AND OWNED TECH STACK
  Enhances Rivalry's intrinsic value and provides long-term operating leverage.
- ABILITY TO SCALE CORE VERTICALS THROUGH BOTH ORGANIC GROWTH AND M&A
  Strategically enhancing Rivalry's brand resonance and geographic reach, earning greater demographic wallet share.



# **COMPANY RECORD QUARTER FOR BETTING HANDLE, REVENUE, AND GROSS PROFIT**

SUBSTANTIAL YOY GROWTH DELIVERED RECORD RESULTS WHILE MARKETING SPEND DROPPED 5% YOY, A TESTAMENT TO RIVALRY'S MARKET LEADERSHIP IN NEXT GENERATION SPORTS BETTING AND CASINO







### WHAT IT MEANS TO BE DIFFERENTIATED



### **WE DO NOT AGGRESSIVELY BONUS.**

+50% YOY REDUCTION IN BONUS RELATIVE TO REVENUE IN 2022.
EXCESSIVE BONUSING IS NOT SCALABLE AND CREATES A TRANSIENT USERBASE.



### BRAND LOVE AND INNOVATIVE PRODUCTS ARE PROFITABLE.

INVESTING IN OUR BRAND REDUCES RELIANCE ON CUSTOMER ACQUISITION SPEND AND ACCELERATES THE CYCLE TO ACHIEVING POSITIVE UNIT ECONOMICS.



### **WE BUILT AND OWN PROPRIETARY TECH.**

OUR INNOVATIVE PRODUCTS ARE CRAFTED FOR THE NEXT GENERATION OF CUSTOMERS.



7

## **CAPTURING THE NEXT GENERATION OF BETTORS**



VS

AVERAGE BETTOR AGE 35-45
AVERAGE VIEWER AGE 49

Focus on acquiring next generation users, a demographic that seeks brand affinity and a modern user experience



Marketing strategies shown to yield brand-agnostic users across an aging demographic

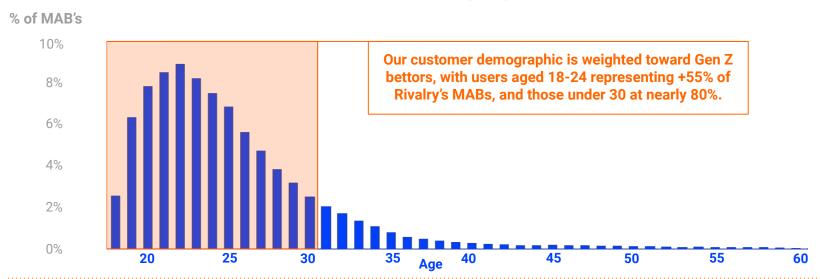




## WINNING THE COHORT OF BETTORS WITH THE LARGEST LTV UPSIDE

### RIVALRY'S USER EXPERIENCE IS UNIQUELY CRAFTED FOR GEN Z AND YOUNG MILLENNIALS

### RIVALRY MONTHLY ACTIVE BETTOR (MAB) BY AGE (% TOTAL)





9

## **MOBILE-FIRST USER EXPERIENCE BUILT FOR THE NEXT GENERATION**

### PLATFORM HIGHLIGHTS

### PROPRIETARY TECH STACK.

Built in-house, allowing for limitless product expansion.

### **CUSTOM DEVELOPED LOYALTY PLATFORM.**

Connecting products and content across the Rivalry platform that enhance user experience and value.

### FULLY INTEGRATED OPS MANAGEMENT SYSTEM.

Robust payments, risk management, compliance, anti-fraud, and customer management systems.

#### ORIGINAL IP DEVELOPMENT.

In-house games team rebuilding what the international online casino looks like.





## **RIVALRY GAMES CASINO FOR THE NEXT GENERATION**

### **REDEFINING ONLINE CASINO GAMING**

### PROPRIETARY CASINO PLATFORM LAUNCHED.

Casino.exe offers a reimagined betting experience for a new audience that seeks more interactive entertainment.

### **CURATED EXPERIENCE.**

With Casino.exe users can play Rivalry's suite of originally developed games (ex. Rushlane) and third-party casino (ex. Aviator) in an online environment curated for our user demographic, with a more expansive offering to come.

#### ENHANCED CUSTOMER ECONOMICS.

Casino reduces the impact of seasonality in esports, increases customer values, and offers more stable customer margin profiles.

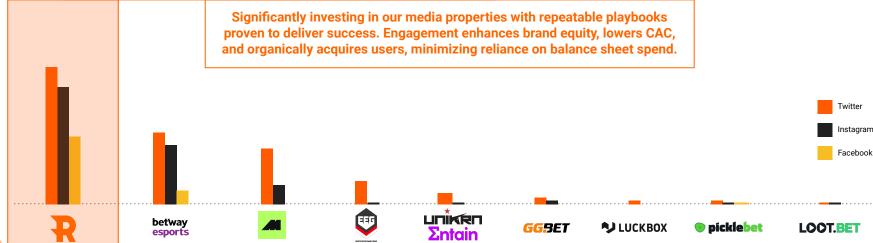




## THE MOST ENGAGED BRAND IN ESPORTS BETTING GLOBALLY

### RIVALRY'S ESPORTS CONTENT PROWESS ESTABLISHES A USER FUNNEL INTO THE NEXT GENERATION OF BETTORS

### MONTHLY MEASURED ENGAGEMENT ACROSS KEY SOCIAL PLATFORMS<sup>1</sup>



# **CREATING INNOVATIVE BRAND EXPERIENCES EVERYWHERE WE GO**

### **CONTENT CREATORS**

More than 150 partnered content creators across our key markets.









### **TEAM SPONSORSHIP**

Regularly sponsoring the most relevant esports teams in the world.







### **SOCIAL MEDIA**

More than 700,000 followers across our social media properties engaging daily.







### **ONLINE EVENTS**

Creating interactive and engaging events for both fans and bettors.







#### ON LAND

Unique land-based ads in current and future regulated Rivalry markets.









## **GROWING OUR GLOBAL LICENSE PORTFOLIO**

REGULATED MARKET | LAUNCHED MAY 2022



**AUSTRALIAN LICENSE** 

THE MOST VALUABLE BETTING MARKET PER CAPITA

SIZEABLE ESPORTS AUDIENCE REAFFIRMED BY RIVALRY'S ALREADY ENGAGED AUSTRALIAN SOCIAL MEDIA PRESENCE

### REGULATED MARKET | LAUNCHED APRIL 2022



ON IARIO LICENSE

ONT EQUIVALENT TO THE 4TH-5TH MOST VALUABLE U.S. STATE

A GROWING NATIONWIDE ESPORTS AUDIENCE.
RIVALRY IS BASED IN ONTARIO, A HOMETOWN ADVANTAGE
IN AN INCREASINGLY BETTOR-FRIENDLY JURISDICTION

### **GREY MARKETS | LAUNCHED SUMMER 2018**





PROVIDES ACCESS TO > 100 GLOBAL GREY MARKETS

RIVALRY BEGAN WITH THIS GLOBAL LICENSE
TO DEMONSTRATE PROOF OF CONCEPT
AND ESTABLISH ITS GLOBAL PRESENCE

RIVALRY ANTICIPATES ROLLING OUT ITS BETTING AND CASINO OFFERING ACROSS A PIPELINE OF REGULATED MARKETS, AND ADDITIONAL MARKETS PURSUANT TO ITS ISLE OF MAN LICENSE



# **BETTING MARKET SIZE**

### **GLOBAL INDUSTRY GROWING AT +10% YOY**



ESPORTS BETTING IS THE FASTEST GROWING SEGMENT AT A 52% CAGR



AUSTRALIA \$2B - \$3B SPORTS BETTING TAM

RIVALRY LAUNCHED
IN AUSTRALIA IN MAY 2022.

AUSTRALIA IS THE MOST VALUABLE BETTING MARKET PER CAPITA.



CANADA \$2B - \$3B SPORTS BETTING TAM

RIVALRY LAUNCHED IN ONTARIO IN APRIL 2022.

ONTARIO IS WIDELY CONSIDERED TO BE ONE OF THE MORE VALUABLE BETTING MARKETS PER CAPITA IN THE WORLD.



## **SCALING ECONOMICALLY CRAWL. WALK. RUN.**

RIVALRY'S STRATEGY IN NEW MARKETS FOLLOWS A PROVEN & REPEATABLE "CRAWL-WALK-RUN" APPROACH THAT TO DATE HAS RESULTED IN AS MUCH AS 90% DECLINES IN CAC AND 100X INCREASES IN BETTING HANDLE OVER THE FIRST 12 MONTHS OF RIVALRY'S FORMAL LAUNCH IN NEW MARKETS

CRAWL

Proof of concept unit economics

Commence cycle of building local awareness through Rivalry's acquisition channels

Limited spend invested in marketing and deliberate product rollout with rapid user feedback cycles WALK

Unit economics hit breakeven

Achieve critical mass ARPU and user growth rates that cover CAC

Adjust marketing spend in real-time based on Rivalry KPIs in market RUN

Positive, margin-enhanced unit economics

Operating leverage via customer brand love, and continued product innovation to support customer wallet growth

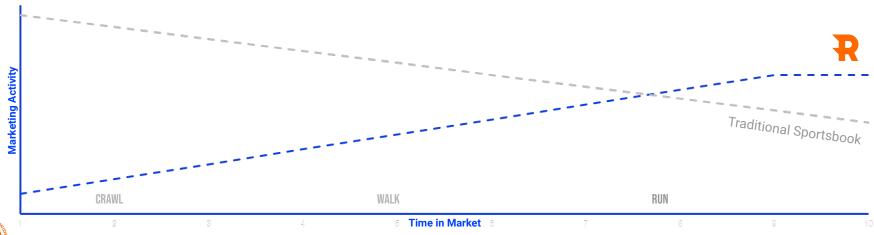
Rivalry has achieved profitable unit & market level economics at scale in multiple jurisdictions



## SCALING ECONOMICALLY DIFFERENTIATED MARKETING APPROACH

RIVALRY'S MARKETING ACTIVITY TACTICALLY SCALES OVER TIME, THE INVERSE OF TRADITIONAL SPORTSBOOKS, DRIVING RIVALRY'S DISCIPLINED ROI FOCUS AND LONG-RUN UNIT ECONOMIC PROFITABILITY

### RIVALRY MARKETING ACTIVITY IN NEW JURISDICTIONS OVER TIME

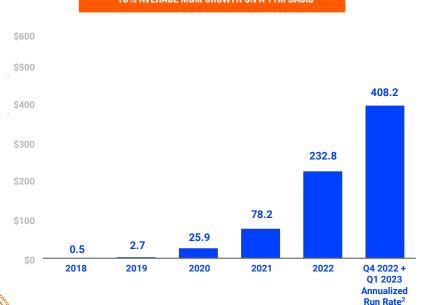




## **RESULTS DRIVEN BY OUR LEAN AND FOCUSED ROI CULTURE**

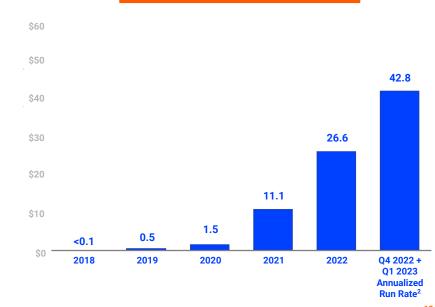
### BETTING HANDLE<sup>1</sup> (C\$MM)

+16% AVERAGE MOM GROWTH ON A TTM BASIS



### REPORTED REVENUE (C\$MM)

+17% AVERAGE MOM GROWTH ON A TTM BASIS





### **LEADERSHIP TEAM**



**STEVEN SALZ** 

Co-Founder & CEO, Director

Steven is a longstanding stakeholder in the gaming industry dating back to before it became a mainstream phenomena. Prior to founding Rivalry, Steven served in capital markets roles at multiple investment banks.



RII I I FVY

Corporate Development

Billy is a serial entrepreneur notably having co-founded & partnered with Sir Richard Branson to create Virgin Gaming, after which Billy co-founded has found himself most inspired at Virgin Mega (acquired by NIKE), cannabis company Mettrum Health Corp. (acquired by Canopy Growth), and cannabis CPG brand Slang Worldwide Inc.



KEJDA QORRI

CFO

Kejda holds CPA, CMA, CBV designations and a MAcc, and is a highly qualified and experienced finance professional with over a decade of experience in the financial services industry.



#### **ALEXANDER NORLING**

Global Head of Creative

Alex is an award winning Creative Director. He's worked on a wide range of clients & categories but the intersection of marketing and entertainment where he has led multiple projects for Adidas, Red Bull (Music), Twitch and Riot Games.



RYAN WHITE

Co-Founder & CTO, Director

Ryan is an experienced technologist. Beyond serving as Head of Interactive Development for global innovation and strategy firm Idea Couture, the bulk of his career is comprised of entrepreneurial initiatives.



#### MATTHEW BIANCHINI

VP of Compliance

Matt is a CPA, CA, CFE, with over 10 years of experience in the financial services industry. He began his career leading complex forensic accounting investigations. Most recently, he led the development of several risk and compliance programs for a large global bank.



#### **KEVIN WIMER**

Co-Founder & COO, Director

Kevin was a professional esports player (dating back to early 2000s), and has notably funded and built six internet-based companies, boasting expertise in customer acquisition.



#### Tory Pearson

Director of People & Culture

Tory is a multi-faceted HR professional, having worked in HR operations and talent acquisition for several years. Previously, she helped multiple tech companies (Resolver, Wagepoint) win notable awards for workplace experience & culture.



#### CHFFSAN CHFW

Strategic Advisor

Cheesan has 20+ years of experience building businesses and advising senior leaders in the tech ecosystem. She is currently the CSO at Manifest Climate, and previously was the COO of RBC Ventures, and built a global innovation consultancy for 10 years (exit to Cognizant).



## **BOARD OF DIRECTORS**



#### STEVE ISENBERG

Co-Founder & Chairman

Steve has 25+ years of experience in Canadian capital markets. Steve sits on the local advisory committee of the TSX Venture Exchange and is the Founder & CEO of M Partners.



#### **STEVEN SALZ**

Co-Founder & CEO, Director

Steven is a longstanding stakeholder in the gaming industry dating back to before it became a mainstream phenomena. Prior to founding Rivalry, Steven served in capital markets roles at multiple investment banks.



#### **KIRSTINE STEWART**

Director

Kirstine has held a series of executive positions in Canada and the US working at the intersection of media and technology, currently serving as the CRO of Pex. Kristine was previously Head of CBC, after which she served as VP of North American Media at Twitter, and Head of the Future of Media at the World Economic Forum (WEF).



#### RYAN WHITE

Co-Founder & CTO, Director

Ryan is an experienced technologist. Beyond serving as Head of Interactive Development for global innovation and strategy firm Idea Couture, the bulk of his career is comprised of entrepreneurial initiatives.



#### **STEPHEN RIGBY**

Director

Most recently the President and CEO of the Ontario Lottery and Gaming Corporation (OLG), prior to then served as National Security Advisor to the Prime Minister of Canada



#### **KEVIN WIMER**

Co-Founder & COO, Director

Kevin was a professional esports player (dating back to early 2000s), and has notably funded and built a six internet-based companies, boasting expertise in customer acquisition.



# **CAPITAL** STRUCTURE

### **TSXV: RVLY**

### **CAPITALIZATION**

(CAD\$MM except per share amounts)

Total Shares Outstanding¹ 62,100,948
Equity Incentive Plan (authorized) 11,869,981
Total Fully Diluted Shares Outstanding 73,970,929

Note: 4,866,012 shares from Strategic Financing are not included.

Share Price (CAD\$/share) <sup>2</sup>	\$1.51
Equity Value (fully diluted)	\$112
Debt	\$0
Cash <sup>3</sup>	\$13
Note: \$7.3M Strategic Financing is not included in this cash amount.	
Enterprise Value (fully diluted)	\$99





