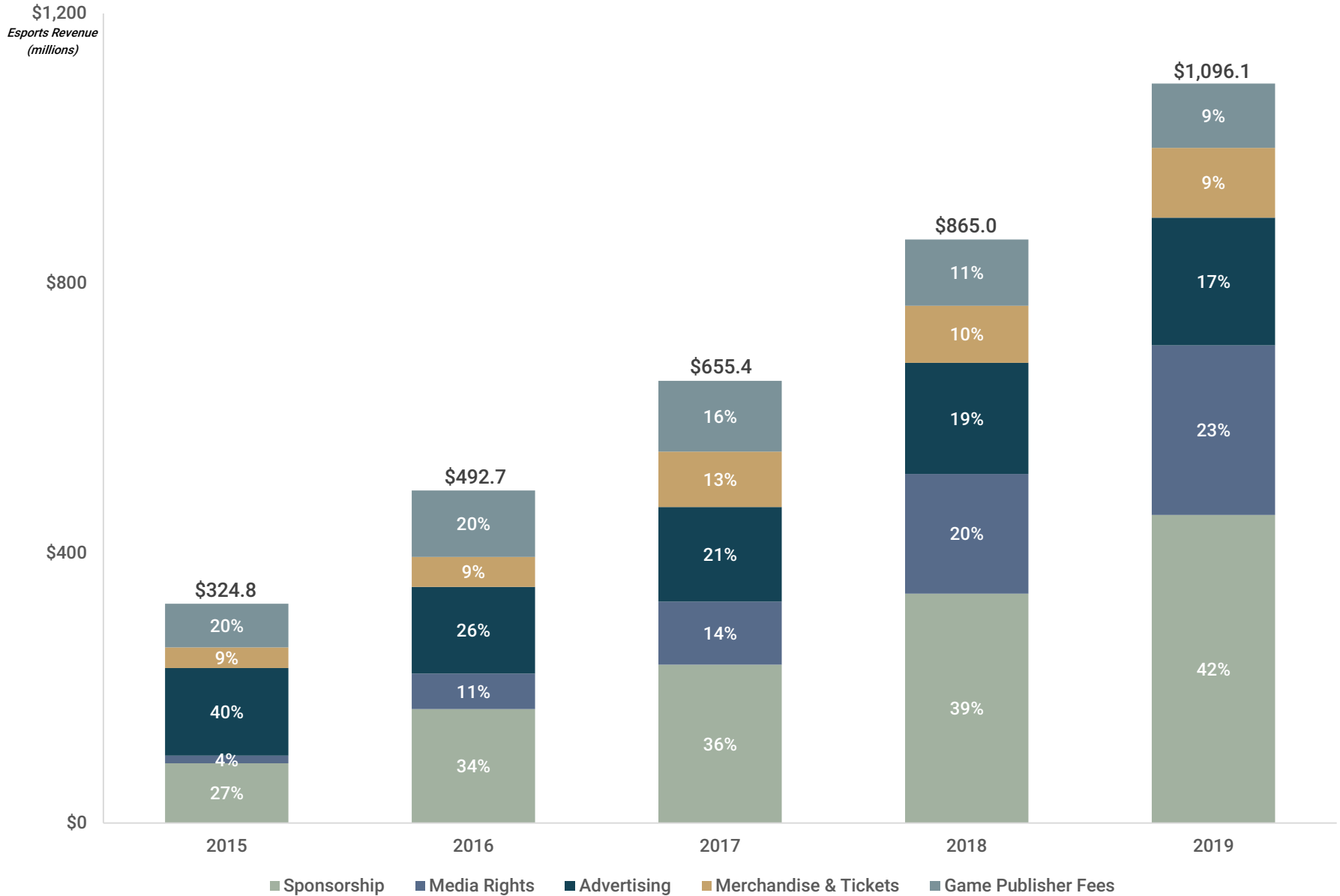


With Established Leagues In Place, Esports Revenues Are Projected To Exceed \$1 Billion In 2019



How quickly will non-endemic brands enter the space to reach this highly coveted audience?