Betashares Video Games and Esports ETF

betashares

ASX: GAME

Objective

GAME aims to track the performance of an Index (before fees and expenses) that provides exposure to a portfolio of leading global video gaming and esports companies.

Benefits

Exposure to the growth potential of the video games and esports industry

Video games and esports have been growing strongly, and now generate more revenue than the movie business and North American sports combined. Industry revenue, profit margins, and the number of global players are all forecast to increase in the coming years.

Exposure to leading video gaming and esports innovators

GAME provides exposure to a portfolio of the world's leading video games and esports companies, including Roblox, Nintendo, NetEase and Electronic Arts.

Portfolio diversification

GAME offers potential portfolio diversification benefits to Australian investors, given that video gaming and sports are under-represented in the Australian market.
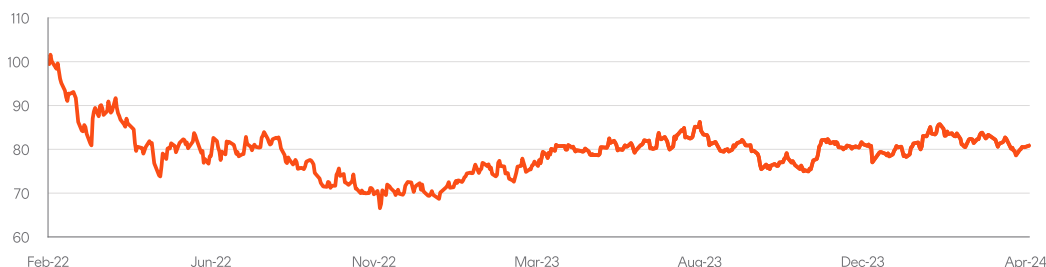
Performance

PERIOD	1 mth	3 mth	6 mth	1 yr	3 yr (p.a.)	5 yr (p.a.)	10 yr (p.a.)	Inception (p.a.)
FUND	-2.77%	1.08%	6.97%	0.84%	-	-	-	-9.10%
INDEX	-2.72%	1.10%	7.17%	1.03%	-10.55%	3.97%	-	-8.80%

Calendar year performance

PERIOD	YTD	2023	2022	2021	2020	2019	2018	2017
FUND	1.83%	12.83%	-	-	-	-	-	-
INDEX	1.87%	13.49%	-31.49%	-9.99%	57.06%	26.13%	-	-

Value of $100 invested since inception

Source: Betashares, Bloomberg. **Past performance is not indicative of future performance.**
Fund returns are calculated in A$ using net asset value per unit at the start and end of the specified period and do not reflect the brokerage or bid-ask spread that investors may incur when buying and selling units on the ASX. Returns are after fund management costs, assume reinvestment of any distributions and do not take into account income tax.

Fund information

Betashares Funds can be bought or sold during the trading day on the ASX, and trade like shares.

ASX CODE GAME
BLOOMBERG CODE GAME AU
IRESS CODE GAME.AXW
DISTRIBUTIONS
AT LEAST ANNUALLY
MGT FEE* 0.57% P.A.
FUND INCEPTION 7 FEB 22

About the index

INDEX
NASDAQ CTA GLOBAL VIDEO GAMES & ESPORTS INDEX

BLOOMBERG CODE
PLAYERAN

FORWARD P/E RATIO 24.27X

P/B RATIO 2.63X
WEIGHTED AVG MARKET CAP
A$96.73B
NO OF COMPONENTS 43

*Other costs apply. Please refer to the PDS.

Categorisation

GLOBAL TECHNOLOGY

THEMATIC

CAPITAL APPRECIATION

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ASX: GAME

Sector allocation

Interactive Home Entertainment	70.6%
Application Software	12.9%
Interactive Media & Services	10.5%
Leisure Products	5.5%
IT Consulting & Other Services	0.6%

Country allocation

United States	35.4%
Japan	28.2%
China	21.2%
South Korea	8.2%
Sweden	2.3%
France	1.5%
Poland	1.5%
Ireland	0.6%
Britain	0.3%
Other	0.8%
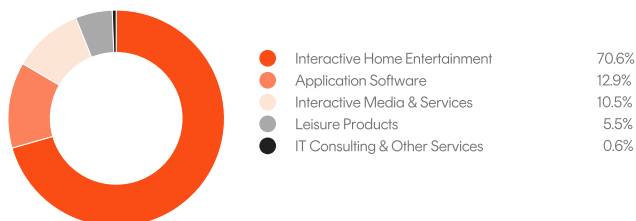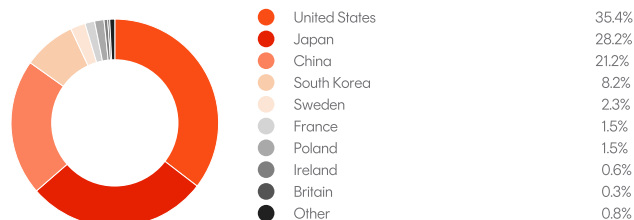
Top 10 exposures

COMPANY	WEIGHTING
Tencent Holdings	10.2%
Take-Two Interactive Software	7.9%
AppLovin Corp	7.8%
Electronic Arts Inc	7.6%
NetEase Inc	7.5%
ROBLOX Corp	7.1%
Nintendo Co	7.1%
Unity Software Inc	5.0%
Capcom Co	4.3%
Bandai Namco Holdings	4.2%

Distributions

12 mth distribution yield (%)	0.5%

Yield is calculated by summing the prior 12-month per unit distributions divided by the closing NAV per unit at the end of the relevant period. Yield will vary and may be lower at time of investment. **Past performance is not indicative of future performance.**