



15 March 2016, PERTH, AUSTRALIA

ASX RELEASE

eSports Mogul

- Company Presentation

Volta Mining Limited (“Volta”, or “the Company”) (ASX: VTM), is pleased to release the Company Presentation of **eSports Mogul Pty Ltd (“ESM”)**. The presentation relates to the eSports industry and business of ESM only. Volta will keep the market informed with regards to the proposed timeline for completion of the acquisition of ESM, including the despatch of the Notice of Meeting to Volta shareholders and the lodgement of the Prospectus with ASIC.

Key Points

- » During February, the ESM Management Team has been engaged. (refer page 12 of the Corporate presentation)
- » Platform updates and improved functionality is in progress.

Commenting on recent progress, Mr Gernot Abl, MD of ESM said “We are excited to have assembled such an experienced team for the Asia Pacific launch. The eSports Tournament Platform has been well received in the USA since its launch in late 2015, and we are confident that it will be well received in the Asia Pacific Region as well.”

- ENDS -

Company Contacts:

David Sumich
Managing Director – Volta Mining
T +61 8 9429 8875
E david.sumich@voltamining.com.au

Gernot Abl
Managing Director – eSports Mogul Pty Ltd
T +61 419 802 653
E gernot@esportshero.com

ESPORTS MOGUL



Powered by
ESPORTS HERO[®]
TOURNAMENT PLATFORM

Investor Presentation

WWW.ESPORTSHERO.COM

Disclaimer

Disclaimer:

•This presentation has been prepared by eSports Mogul Limited (**ESM** or the **Company**). It contains general information about the Company's activities current as at the date of the presentation. The information is provided in summary form and does not purport to be complete. This presentation is not to be distributed (nor taken to have been distributed) to any persons in any jurisdictions to whom an offer or solicitation to buy shares in the Company would be unlawful. Any recipient of the presentation should observe any such restrictions on the distribution of this presentation and warrants to the Company that the receipt of the presentation is not unlawful. It should not be considered as an offer or invitation to subscribe for or purchase any securities in the Company or as an inducement to make an offer or invitation with respect to those securities. No agreement to subscribe for securities in the Company will be entered into on the basis of this presentation or any information, opinions or conclusions expressed in the course of this presentation.

•This presentation is not a prospectus, product disclosure document or other offering document under Australian law or under any other law. It has been prepared for information purposes only. This presentation contains general summary information and does not take into account the investment objectives, financial situation and particular needs of any individual investor. It is not financial product advice and investors should obtain their own independent advice from qualified financial advisors having regard to their objectives, financial situation and needs. ESM nor any of their related bodies corporate is licensed to provide financial product advice.

•This presentation and information, opinions or conclusions expressed in the course of this presentation contains forecasts and forward looking information. Such forecasts, projections and information are not a guarantee of future performance, involve unknown risks and uncertainties. Actual results and developments will almost certainly differ materially from those expressed or implied.

•You should not act or refrain from acting in reliance on this presentation, or any information, opinions or conclusions expressed in the course of this presentation. This presentation does not purport to be all inclusive or to contain all information which its recipients may require in order to make an informed assessment of the prospects of ESM. You should conduct your own investigation and perform your own analysis in order to satisfy yourself as to the accuracy and completeness of the information, statements and opinions contained in this presentation before making any investment decision. Recipients of this presentation must undertake their own due diligence and make their own assumptions in respect of the information contained in this presentation and should obtain independent professional advice before may any decision based on the information. No representation or warranty, express or implied, is made in relation to the fairness, accuracy or completeness of the information, opinions and conclusions expressed in the course of this presentation. To the maximum extent permitted by law, no representation, warranty or undertaking, express or implied, is made and, to the maximum extent permitted by law, no responsibility or liability is accepted by the Company or any of its officers, employees, agents or consultant or any other person as to the adequacy, accuracy, completeness or reasonableness of the information in this presentation. To the maximum extent permitted by law, no responsibility for any errors or omissions from this presentation whether arising out of negligence or otherwise is accepted. An investment in the shares of the Company is to be considered highly speculative.

•This presentation and information, opinions or conclusions expressed in the course of this presentation should be read in conjunction with ESM's other periodic and disclosure announcements which are available on the ESM website.

What is eSports

eSports:

- eSports is the professional video gamer equivalent to sport
- The biggest sport you have never heard of
- 1.75bn gamers globally
 - DOTA 2 with on average 675,000 concurrent players¹
 - 13bn hours of FIFA15 played in 1 year²



¹ <http://steamcharts.com/app/570>

² <http://news.futhead.com/posts/fifa-15/31376-fifa-15-tops-13-billion-hours-played>

eSports is a Global Phenomenon

Established audience base	188m in 2015 forecasted to grow to 238m by 2017 ¹
Established professional teams	Alisher Usmanov co-owner of mail.ru and Megafon invested US\$100m into team Vitrus.pro ²
Broadcast support for viewers	Twitch.tv has 100m unique visitors a month and was purchase by Amazon in 2014 for ~US\$1B ³ ESPN, Fox, NBC and Hoyts all covering content
Peripheral industries leveraging passion	Multiple Fantasy and wagering companies including Unikrn which raised US\$10m in 2015 for a dedicated eSports betting platform ⁴
Maturing fandom	eSports stars have millions of Facebook followers, their own t-shirts and streaming channels

References:

¹ <http://superdata-research.myshopify.com/products/esports-market-brief-2015>

² <http://www.redbull.com/en/esports/stories/1331754099932/what-can-100-million-buy-an-esports-team>

³ <http://www.businessinsider.com.au/amazon-buys-twitch-2014-8>

⁴ <http://finance.yahoo.com/news/unikrn-closes-series-binary-capital-113000793.html>

The Market Opportunity

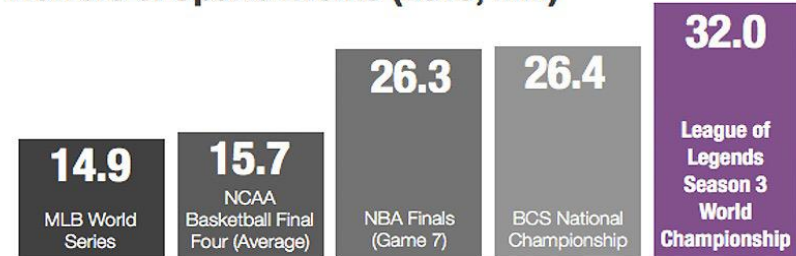
- eSports is a subset of the estimated US\$81bn+ global video games market
- 1.7bn players across all platforms competing globally



The eSports Market

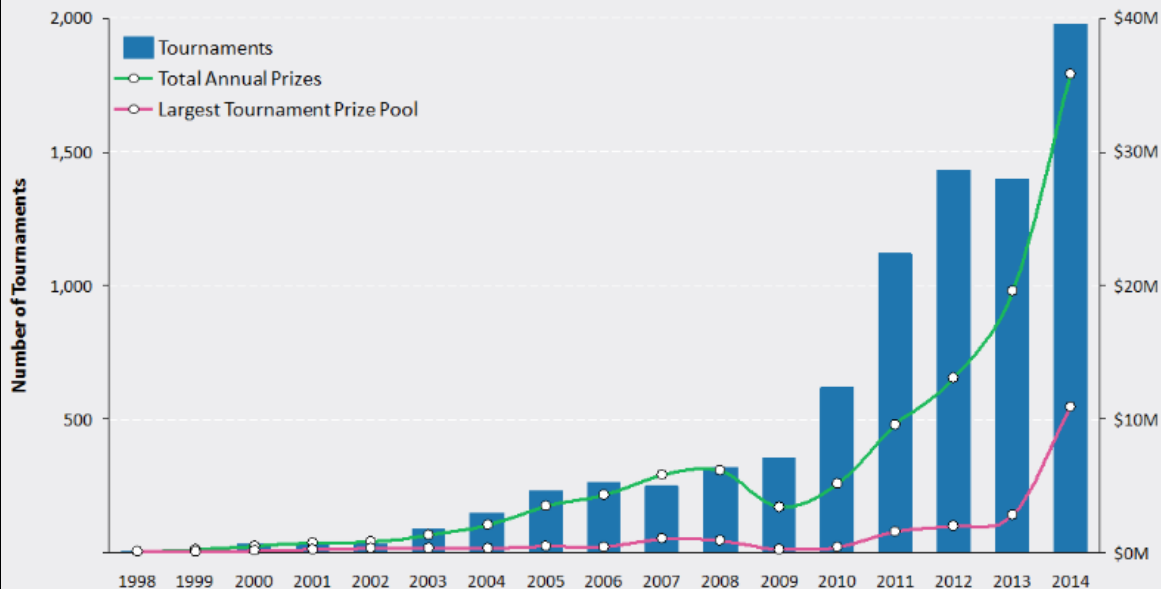
- eSports championship viewership eclipsing major Sports Events and Cable TV audiences

Viewers of Sports Events (2013, MM)



© SuperData Research

eSports Tournament Metrics
(Global)



SPORTSREDEF

esportearnings | @PrashobMenon

- eSports tournament participation is increasing exponentially
- Tournament prizes rival major sports events with the recent DOTA 2 invitational prize pool exceeding US\$25m

The eSports Mogul Key Assets

1. ESM has a 20% equitable interest in eSports Hero - www.esportshero.com - a leading eSports company headquartered in New York City
2. A 10 year exclusive licence for the APAC region – inc. China[#]
 - Largest games region globally with an estimated 817m gamers in 2014*
 - APAC market share is #1 @34% of the global gaming market or \$25.16bn*
 - APAC eSports Penetration is #1 with 54% of global eSports enthusiasts*

[#] Subject to meeting certain performance milestones

*Source: New Zoo

Platform Features

The screenshot displays the ESportsHero website interface. At the top, the navigation bar includes the ESportsHero logo, links for PLAY, WATCH, LEARN, CREATE, and SHOP, and buttons for REGISTER and LOGIN. A red arrow points from the REGISTER button to the text 'eCommerce Store'. Below the navigation bar, the main content area features a large banner for 'INSTANT MICROTOURNAMENTS' with a sub-header 'The first Compliant Skilled Gaming Money Match Platform. Earn supplementary income or start an eSports Career!'. To the right of this banner is a 'QUICK MATCH' section with a sub-header 'Instantly Find an Opponent.' and three dropdown menus for 'Select Game', 'Select Amount', and 'Select Region', followed by an 'ENTER QUEUE' button. A red arrow points from the 'QUICK MATCH' section to the text 'Direct Challenge & Quick Matches'. Below the banner, a horizontal row of game icons is shown, including League of Legends, Hearthstone, Dota 2, Counter-Strike, FIFA 16, StarCraft, Super Smash Bros, Heroes of the Storm, and Rocket League. A red arrow points from this row to the text 'Available eSports Titles'. At the bottom, a featured match section shows a match between 'Team A' (Bishop) and 'Team B' (JJcale). Team A's profile includes a ranking of 173, 3 wins, 13 win %, and \$8.00 earnings. Team B's profile includes a ranking of 598, 0 wins, 0 win %, and \$0.00 earnings. A red arrow points from the 'VIEW PROFILE' button for Team B to the text 'Player History & Profile'. Another red arrow points from the match section to the text 'Featured "Heavy Weight" Matches'.

ESportsHERO
TOURNAMENT PLATFORM

PLAY WATCH LEARN CREATE SHOP

REGISTER LOGIN

INSTANT MICROTOURNAMENTS
The first Compliant Skilled Gaming Money Match Platform.
Earn supplementary income or start an eSports Career!

QUICK MATCH
Instantly Find an Opponent.

Select Game
Select Amount
Select Region

ENTER QUEUE
Going AFK during your match will auto result in a loss.

League of Legends
Hearthstone
DOTA 2
Counter-Strike
FIFA 16
StarCraft
Super Smash Bros
Heroes of the Storm
Rocket League

PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW PLAY NOW

Team A
Bishop
Battle.net ID: Bishop#1427

Ranking 173
3 Wins 13 Win % \$8.00 Earnings
VIEW PROFILE

Team B
JJcale
Battle.net ID: jjcale#1521

Ranking 598
0 Wins 0 Win % \$0.00 Earnings
VIEW PROFILE

Prize Pool \$4.00

Featured "Heavy Weight" Matches

Player History & Profile

How the Platform Works



Deposit money online
using globally accepted
payment providers

Currency = USD

Compete in eSports
Matches & Tournaments
for real money

Fixed or Variable service
fee is charged for
facilitating the Match or
Tournament

Money is automatically
transferred on result
verification

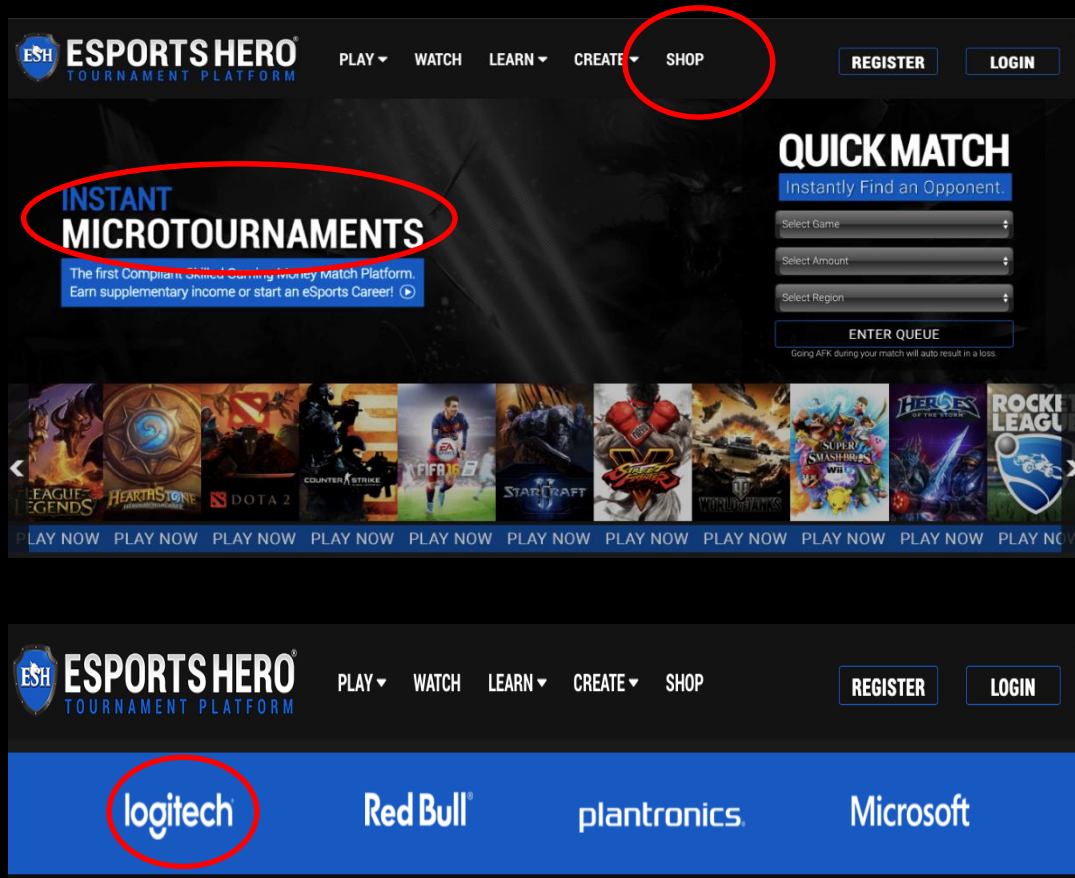
Funds are automatically
added, held in escrow,
and subtracted from
your account as you play

Cash out at any time

Identity Verification &
KYC Compliant

Monetisation

Multiple Revenue Sources



- Tournament Entrance fees
- Advertising Revenue
- Merchandise Sales
- Data Resale
- Live event management & Sponsorship opportunities

Marketing, Engagement & Management

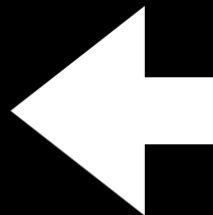
Traffic Generation

- Ad buys
- Tournaments
- Publishers tie ins
- Vloggers
- Social Media
- PR / Events
- Streaming



Strategic Partnerships


- Publisher tie ins. e.g. Activision
- Sponsorships e.g. GoPro
- Payment providers
- Sponsored teams (grass roots)
- Sponsorships of professional teams
- Cafés



Customer Management

- Segmentation management
- Targeted tournaments
- Community management
- Activation toolsets
- Churn reduction management
- Gamification

Competitor Analysis

	Real money	Instant winnings opportunity	1v1	5v5	4 seat bracket	Other styles of brackets / tournament	Automated results*	Self Launching*	Real APAC Presence
	✓	✓	✓	✓	✓	✓	✓	✓	✓
	✓	✓	✓			✓			
	✓	✓	✓						
	✓	✓	✓			✓			
	✓					✓			

* Post Launch

Experienced Team



Gernot Abl – Managing Director

- Director with New York based eSports Hero Inc.
- Law, Corporate Finance and Consulting background
- A lifelong gamer with significant success in the online gaming industry



Jonathan Noal – Chief Operating Officer

- Over 20 years marketing and management experience
- Founder of BoilerRoom - awarded Direct Agency of the Year
- Director of Digital Download and Distribution company for games



Marc Bell – Regional Manager

- 20 years of experience in interactive media
- Worked for AAA gaming companies including Wargaming, Meteor Entertainment
- Founder Freemeum - an agency that guides game developers and publishers on successful launch strategies



Rodney Block – Strategic Adviser

- Director, Head of ANZ, SEA and India Sales for GoPro
- Over 20 years of Video Games experience, was Vice President for THQ APAC and Japan
- Launched Disney Infinity throughout ANZ