
Quarterly Activities Report: March Quarter 2016

Volta Mining Limited (“**Volta**” or the “**Company**”) (ASX: **VTM**), is pleased to present its quarterly activities report for the period 1 January 2016 to 31 March 2016.

Key Points

- » **Volta announced its intention to acquire 100% of the issued capital of eSports Mogul Pty Ltd (“ESM”).** (*refer ASX releases on 3 Feb 2016 and 22 April 2016*)
- » **The Company has successfully completed Deue Diligence and is progressing the ESM transaction, including steps required to re-comply with the listing requirements set out in Chapters 1 and 2 of the ASX Listing Rules.**
- » **The transaction timetable has been updated to reflect an updated and extended review process by the ASX for re-compliance listings - please refer below.**

Acquisition of eSports Mogul Pty Ltd

On 2 February 2016, Volta entered into a binding agreement to acquire 100% of the issued capital of eSports Mogul Pty Ltd, subject to a number of conditions (*refer ASX release 3 Feb 2016*). Subsequently, Volta has completed due diligence (*refer ASX release 24 Feb 2016*) on the transaction and executed a Share Sale Agreement (*refer ASX release 22 April 2016*).

The Company is required to re-comply with the listing requirements set out in Chapters 1 and 2 of the ASX Listing Rules to complete the transaction.

Updated Indicative Timetable

ASX has recently introduced new steps as part of its review of notices of meeting for re-compliance listings. As a result, ASX’s review of the Company’s Notice of Meeting will take longer than initially anticipated. Accordingly, the indicative transaction timetable has been amended since the Company’s ASX release on 22 April 2016 and is now provided below.

The Company will hold its AGM on 31 May 2016 as previously advised, and will now also hold a separate EGM, expected to be 15 June 2016 to approve the acquisition of eSport Mogul.

The Notice of Meeting for the AGM will be despatched to shareholders on 29 April 2016.

The updated indicative timetable below is in relation to the EGM for the proposed acquisition of ESM:-

Event	Date
Despatch of Notice of Extraordinary General Meeting	16 May 2016
Lodgement of Prospectus with ASIC	16 May 2016
Prospectus offer opens	23 May 2016
Suspension of the Company's securities from trading on ASX at the opening of trading	15 June 2016
Extraordinary General Meeting	15 June 2016
Prospectus offer closes	15 June 2016
Issue of all New Shares	20 June 2016
Completion of the Proposed Transaction	20 June 2016
Satisfaction of ASX conditions for reinstatement	27 June 2016
Commencement of trading of New Shares on ASX under the new ASX code "ESH"	30 June 2016

*** These dates are indicative only and are subject to change. The Directors reserve the right to amend the timetable without notice.**

About the eSports Mogul Business Model

Role of eSports Mogul ("ESM")

ESM has a 10 year exclusive, non-transferrable, non-assignable right to advertise, market and promote the eSports Hero Inc ("ESH") platform ("ESH Platform") in the APAC region, subject to meeting ongoing performance conditions.

As a marketing company, ESM's role will be to generate quality traffic to the ESH Platform and engage users on an ongoing basis. Under the terms of the Platform Licence Agreement ("PLA"), ESH will distribute 65% of any revenue attributable to the APAC region to ESM and ESH will retain 35% of the revenue for providing the services outlined below in the "Role of ESH" section.

ESM will be leveraging a range of proven gamer related media using the below tools to drive its virtuous circle.



Role of ESH

Under the terms of the PLA, ESH will be responsible for the following:

1. Providing access to and hosting the ESH Platform
2. Providing technical oversight and development
3. Maintaining contracts with end users
4. Maintaining contracts with payment providers
5. Maintaining any operational and player trust accounts

The ESH Platform

With an estimated 1.7bn¹ global video gaming population the opportunity to build the ultimate eSports portal is enormous. The ESH Platform will provide a range of engagements for users. These engagements will make them feel part of a vibrant eSports community. Component elements that the platform will supply from day one include:



¹ NewZoo Report & <http://www.statista.com/statistics/293304/number-video-gamers>

Learn

Casual and hard core gamers alike need to feel the site will actively enhance their play. This will be served through:

- Best in class video sharing of excellent play from users and non-users. Including voice overs from experts within each different video game category (e.g. First Person Shooter, MOBA, Sports) as well as specific experts to the title (e.g. DoTA2, League of Legends, FIFA); and
- Streaming forums for walk throughs and explanations from tournament winners as well as recognised experts or trainers from each video game title of interest.

Share

The ability to share, socialise and engage on both a broad group level as well as a closed group of chosen friends. This will be served through:

- Integration with Facebook, Twitter, Instagram and other social media outlets. Enabling fans to link back articles, streams, game snapshots or simply alert friends of upcoming events of interest; and
- Chat facilities throughout the platform segmented into different areas of interest. From a direct friend on friend feed to a specific team based chat to a broad messaging across the whole site ecosystem.

Stream

Integration with streaming services such as Twitch.tv, Azuba, YouTube Gaming and others provide global exposure, enabling users to:

- Live stream their content - be it a walk through, game, shout-cast, or relevant eSports report such as their attendance at a tournament;
- Link in friendship groups and a wider audience base to watch the user play;
- Attract followers to start their rise of status amongst the eSports community; and
- Prove their worth in order to be recruited to a professional team.

Compete

Play against other users within the ecosystem. Game functionality will be delivered on a title by title basis to include:

- 1 vs 1 games;
- 5 vs 5 games;
- Bracketed knock out rounds (like the Australian Open or Wimbledon); and
- Large scale tournaments (like PGA Tour).

Watch

Twitch.tv's 100 million unique visitors a month show the depth of interest in players wanting to watch others play. Our platform will enable users to tune in to games across their title of interest (e.g. FIFA) across their structure of interest (e.g. all of the categories listed above in the 'Compete' section)

Buy

The ESH Platform will have a dedicated shop where users will be able to purchase:

- Digital downloaded games at a discount to traditional retailers such as Amazon or Steam;
- Skins or other tradable accumulations that gamers build and swap with each other; and
- Products from future sponsors and partners. This will include PC's, Modems, Monitors and other hardware.

Recruit

eSports teams are quickly becoming the new franchise acquisition. Our intentions are to:

- Leverage tournaments to showcase talent;
- Create elite groupings of players for different countries and regions;
- Partner with other businesses to recruit and train these players to become professional players; and
- Leverage this newly found Professional status through ongoing engagement in the platform as well as ancillary benefits such as everyday players having competed against them and the platform being known as a recruitment hotbed.

Stargaze

Playing against the best players in the world.

- ESH and ESM will recruit noted players in order to have public matches against our general population;
- Professional players will also join the forums, send emails to fans and be generally made available to engage with fans; and
- We will also aim to have professionals embedded in team play activity. With the ultimate goal to have 5 v 5 matches that include one professional on each team.

Combining these eight elements underneath one platform will allow us to drive our business goals of:

- Acquiring millions of regular visitors;
- Creating a rationale to have multiple visits with long durations of time on site;
- Recruiting best in class individual players and teams as well as casual and hard core gamers; and
- Creating compelling content for all range of enthusiasts.

Sources of Revenue

The principal revenue sources flowing from the eSports Hero Platform will be as follows:

1. Advertising Revenue
2. Merchandise Sales
3. Tournament Fees
4. Data resale
5. Strategic Alliances

Rights Issue

On 27 November 2015, the Company lodged a Prospectus with ASIC for an underwritten three-for-four pro rata non-renounceable options issue to raise approximately A\$514,435 before costs (*refer ASX release 26 November 2015*).

The issue closed on 22 December 2015, with the shortfall options being issued in accordance with the Prospectus on 6 January 2016, to complete the capital raising in full.

Volta Mining Tenement Schedule

Following is the schedule of Volta Mining Limited minerals tenements as at 31 March 2016.

Tenement	Grant Date/Status	Location	Ownership held by Volta Mining Limited
E47/2606 (Granted)	21 August 2013	Pilbara, WA	100% through acquisition of Pilbara Commodities Ltd
E47/2607 (Granted)	4 April 2014	Pilbara, WA	100% through acquisition of Pilbara Commodities Ltd
E47/2608 (Granted)	4 April 2014	Pilbara, WA	100% through acquisition of Pilbara Commodities Ltd
E47/2855 (Granted)	5 August 2015	Pilbara, WA	100% through acquisition of Pilbara Commodities Ltd
E47/3082	First priority in Ballot	Pilbara, WA	100%

- ENDS -

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