

**ASX Release  
10 September 2020**

## **Board Changes**

Mogul, the world's most advanced tournament and matchmaking platform, is pleased to advise that following the appointments of Michael Rubinelli as Chief Executive Officer and Kate Vale to the Board, and in line with the announcement released on 27th May, 2020, the Company advises that Gernot Abl will replace Adam Jacoby and serve as Non-Executive Chairman effective immediately. Adam will continue as a Non-Executive Director until the end of October, 2020.

Mogul Director, Adam Jacoby, commented:

"It has been an absolute pleasure to be involved in Mogul's journey to date, and watch it grow from a mining company to a premier esports organisation with a global footprint. Over the last 6 months we have instituted a number of strategic and forward thinking changes that have brought in just the right talent to accelerate Mogul's position in the esports field. Although the growth of my other professional duties have now made a continued role at Mogul untenable, I'm confident that I'm leaving it in good hands, with a fantastic future ahead for the company."

-ENDS-

### **For further information, please contact:**

Gernot Abl  
Non-Exec Chairman  
Mogul  
T: +61 419 802 653  
E: [gernot.abl@mogul.gg](mailto:gernot.abl@mogul.gg)

**ASX Release authorised by Mr Gernot Abl**

### **About Esports Mogul (ASX:ESH)**

Esports Mogul Limited (ASX: ESH) (**Mogul** or the **Company**) is an ASX listed esports media and software business.

Mogul owns and operates the mogul.gg tournament platform – the **world's most advanced pure-play online esports tournament and matchmaking platform** with automation for major esports titles, including in platform chat and streaming functionality.

Mogul's platform attracts esports teams, tournament organisers, influencers, community groups, game publishers, and players of any skill level with a centralised esports offering built on an industry-leading tournament and matchmaking platform.

- Gamers join the mogul.gg community to compete for glory, cash and prizes in all the major esports game titles – cross-platform and title agnostic
- Game publishers are able to reduce the cost of grassroots esports activations, supporting their game titles through Branded Hubs
- Esports teams get better fan engagement and active participation while building new revenue streams through team memberships, branded tournaments, and fan subscriptions
- Tournament organisers, influencers, and community groups can run their own online events – improving player experience, monetising their audience, reducing operating costs, and saving time in event administration and management