

**ASX Release  
22nd September 2020**

## **Mogul to use custom matchmaking for Fortnite competitions and tournaments**

### **HIGHLIGHTS**

- Mogul to elevate Fortnite tournament experience to world class
- Mogul will use custom matchmaking for greater tournament experiences for players
- Brings additional opportunities for dynamic broadcasts

Esports Mogul Limited ("**Mogul**")(**ASX:ESH**), the world's most advanced tournament and matchmaking platform, is pleased to advise that it is improving their Fortnite tournament experience by using custom matchmaking. We will also be able to increase reporting accuracy of key statistics for scoring and bring additional opportunities for dynamic broadcasts. Overall this will enable a better tournament experience for players and fans.

Mogul CEO, Michael Rubinelli commented:

"This is another big step for Mogul players and partners. These improvements take an already great player experience and elevate it to world class. Mogul partner brands will be able to deliver exclusive tournament content, and streaming experiences along with many other desired features. We look forward to working with the Fortnite community for years to come"

-ENDS-

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

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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 through branded tournaments.
- 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