

## BlueStar E-Games Index

The BlueStar E-Games Index (BEGAMNTR) tracks the performance the largest and most liquid companies in the global Electronic Games Industry. This is a modified market cap-weighted index, and only includes companies that generate at least 50% of their revenue from the development or commercialization of video games, electronic board games, video game consoles, or hardware used to play video or electronic games.

### Key Features



All Time High/Low      52-Week High/Low

Total Return Net Index      533.31/98.12      533.31/389.12

#### Size and Liquidity Requirements

Float-adjusted market capitalization of at least 100 mIn USD. Six-month average-daily-value-traded of at least 500000 USD.

#### Universe

Companies must derive at least 50% of revenue from video gaming or e-sports services, or offer video game consoles.

#### Diversification

Companies are weighted by float-adjusted market capitalization with a maximum component weight of 7%.

#### Review

Semi-annual in June and December.

### Index Data

#### INDEX PARAMETERS

Launch Date	05 Oct 2018	Components	65
Type	Sector	Volatility (1 year)	19.91
Currency	USD	Full MCap bn USD	4,280.36
Base Date	29 Dec 2014	Float MCap bn USD	3,334.00
Base Value	100.00	Correlation* (1 year)	0.95

\* MVIS Global Video Gaming & eSports Index

#### FUNDAMENTALS\*

Price/Earnings Trailing	19.28
Price/Book	3.64
Price/Sales	3.33
Price/Cash Flow	15.07
Dividend Yield	0.74

\* as of 31 Aug 2021

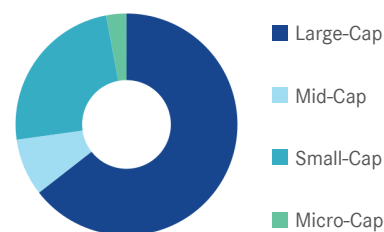
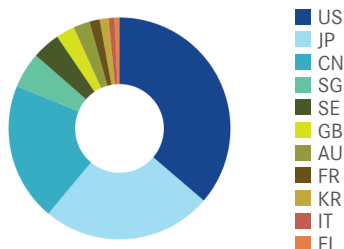
#### ANNUALISED PERFORMANCE\*

1 Month	0.91%
1 Year	10.96%
3 Years	17.18%
5 Years	19.58%
Since Inception	24.40%

\* Total Return Net Index

### Country and Size Weightings

Country	Count	Weight
United States	13	36.28%
Japan	20	24.80%
China	15	20.16%
Singapore	2	5.17%
Sweden	6	4.11%
United Kingdom	3	2.71%
Australia	1	2.38%
France	2	1.53%
South Korea	1	1.25%
Italy	1	0.91%
Finland	1	0.69%

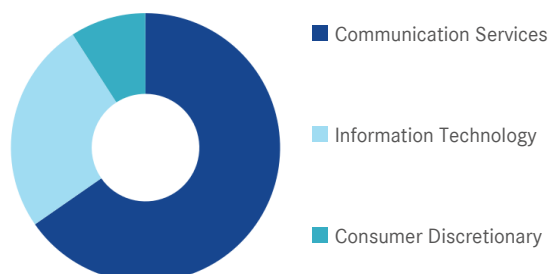


Size	Count	Weight
Large-Cap (> 6 bn)	24	64.46%
Mid-Cap (1.5 bn - 6 bn)	10	8.33%
Small-Cap (0.2 bn - 1.5 bn)	28	24.27%
Micro-Cap (0.0 bn - 0.2 bn)	3	2.93%

## BlueStar E-Games Index

### Sector Weightings

Sector	Count	Weight
Communication Services	53	65.34%
Information Technology	8	25.56%
Consumer Discretionary	4	9.10%



### Index Components

Top Components by Weight	Country	Weight	Best Performing Components	YTD	1 Day
NVIDIA CORP	US	9.77%	Archosaur Games Inc	-55.89%	6.58%
TENCENT HOLDINGS LTD	KY	5.53%	Atari	6.83%	6.03%
ADVANCED MICRO DEVICES	US	4.67%	XD Inc	-4.00%	5.63%
SEA LTD	KY	4.60%	UNITY SOFTWARE INC	-8.16%	5.57%
NINTENDO CO LTD	JP	4.26%	Corsair Gaming, Inc.	-23.05%	3.15%
MICROSOFT CORP	US	3.85%			
SONY GROUP CORP	JP	3.70%			
UNITY SOFTWARE INC	US	3.00%			
ARISTOCRAT LEISURE LTD	AU	2.38%			
ACTIVISION BLIZZARD INC	US	2.27%			
Sohu.com Inc ADR	CN	2.19%			
ELECTRONIC ARTS INC	US	2.18%			
<b>Subtotal</b>		<b>48.40%</b>			

Worst Performing Components	YTD	1 Day
STILLFRONT GROUP AB	-40.98%	-2.65%
Fire Rock Holdings Ltd	110.35%	-2.36%
G5 Entertainment AB	-0.53%	-1.33%
HUYA, Inc ADR	-56.40%	-0.69%
Homeland Interactive Technology Ltd	-60.99%	-0.47%

### Symbols

	Symbol	ISIN	WKN	Sedol	Bloomberg	Reuters	Telekurs
Price Index	-	-	-	-	-	-	-
Total Return Net	BEGAMNTR	DE000A3CLJ54	A3CLJ5	BLNPNK9	BEGAMNTR	.BEGAMNTR	57061615
Total Return Gross	-	-	-	-	-	-	-

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