



ASX RELEASE
12 November 2024

Clarification of Quarterly Activities Report for the quarter ending 30 September 2024

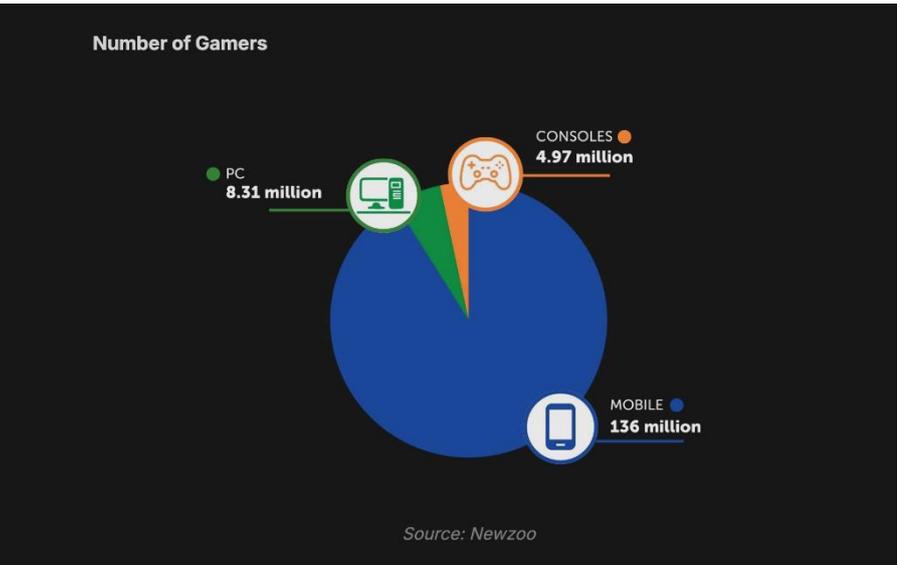
SportsHero Limited (ASX: SHO) (**Company**) refers to the Quarterly Activities Report (**Report**) for the quarter ending 30 September 2024 announced on 31 October 2024.

The Company wishes to clarify the following matters:

1. In relation to the payment of \$73,000 to related parties, these payments were in respect of payments made to Directors for non-executive director fees and salaries as full-time executives.
2. In relation to market statistics contained in the Report below is a table of the relevant statistics quoted in the Report and their source:

Market statistic	Source
<i>"SportsHero and iGV.com exclusively launched their "Family Game Room" product into the Indonesian market, offering Indonesia's estimated 8.3 million PC gamers access to over 200 popular titles"</i>	: https://allcorrectgames.com/insights/the-gaming-market-in-indonesia/
<i>"the country boasts 149.28 million gamers,"</i>	the 149.28 is a total number from this image that is in the same article link as above in #1: $8.31 + 4.97 + 136 = 149.28$

For personal use only

	 <p>Number of Gamers</p> <table border="1"><thead><tr><th>Platform</th><th>Number of Gamers</th></tr></thead><tbody><tr><td>PC</td><td>8.31 million</td></tr><tr><td>CONSOLES</td><td>4.97 million</td></tr><tr><td>MOBILE</td><td>136 million</td></tr></tbody></table> <p>Source: Newzoo</p>	Platform	Number of Gamers	PC	8.31 million	CONSOLES	4.97 million	MOBILE	136 million
Platform	Number of Gamers								
PC	8.31 million								
CONSOLES	4.97 million								
MOBILE	136 million								
<p><i>“SportsHero and iGV.Com have integrated two established local payment methods for Indonesia (OVO and Link Aja), meaning the Family Game Room service is easily accessible, with 110 million Indonesians using OVO and 89 million Indonesians using Aja”</i></p>	<p>https://cdn-api.markitdigital.com/apiman-gateway/ASX/asx-research/1.0/file/2924-02851817-6A1225069</p>								

3. Below is a summary of the expenditure incurred on the activities described in the Report:

Net cash used in operating activities for the Quarter ending 30 September 2024 totalled \$326k which included:

- Development of the KitaGaruda app \$22k
- Advertising and marketing of the KitaGaruda app \$12k
- Staff costs \$169k
- Corporate and administration costs \$123k

For further information with respect to the Placement, please refer to the announcement released to the Company's ASX platform on 31 October 2024.

AUTHORISED FOR ISSUE TO ASX BY THE BOARD OF SPORTSHERO LIMITED