

# GAMR<sup>®</sup>



## Wedbush ETFMG Video Game Tech ETF<sup>4</sup>

as of 12/31/22

GAMR<sup>®</sup> provides pure-play and diversified exposure to a dynamic intersection of technology and entertainment.



The first ETF to target the video game tech industry.



The video game industry is est. to reach a value of \$314B by 2026.<sup>5</sup>



The video game industry is enjoyed by over 3 billion loyal users and influences many other tech industries such as virtual reality software and cloud-based services.<sup>6</sup>

### FOR MORE INFORMATION

Website: [etfmgr.com/GAMR](http://etfmgr.com/GAMR)  
 Email: [info@etfmgr.com](mailto:info@etfmgr.com)  
 Sales Inquiries: 1.844.ETF.MGRS

### FUND INFORMATION

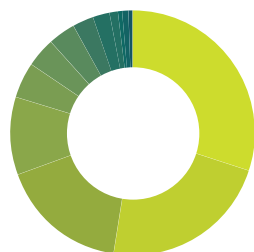
Fund Inception 3/8/16  
 Ticker GAMR  
 AUM<sup>1</sup> \$52.8M  
 CUSIP 26924G706  
 ISIN US26924G7060  
 Stock Exchange NYSE ARCA  
 Expense Ratio 0.75%  
 Security Lending Income<sup>3</sup> 0.30%  
 Intraday NAV (IIV) GAMR.IV  
 NAV Symbol GAMR.NV  
 Rebalance Freq. Quarterly

### Performance

	CUMULATIVE				ANNUALIZED				
	1 MONTH	3 MONTH	YTD	SINCE INCEP.	1 YEAR	3 YEARS	5 YEARS	10 YEARS	SINCE INCEP.
MARKET PRICE	-1.65%	9.15%	-36.96%	142.15%	-36.96%	8.77%	4.29%		13.85%
NAV	-1.16%	8.94%	-36.94%	142.94%	-36.94%	8.76%	4.43%		13.91%
INDEX	-1.27%	-9.31%	-36.72%	147.86%	-36.72%	9.46%	4.99%		14.24%

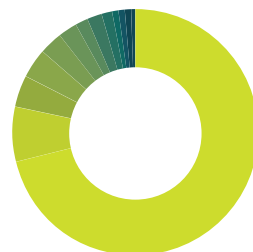
Performance data quoted represents past performance and does not guarantee future results. The investment return and principal value of an investment will fluctuate so that an investor's shares, when redeemed, may be worth more or less than their original cost. Current performance of the Funds may be lower or higher than the performance quoted. All performance is historical and includes reinvestment of dividends and capital gains. Performance data current to the most recent month end may be obtained by calling 1-844-ETF-MGRS (1-844-383-6477). Performance is annualized for periods greater than 1 year.

### Country Exposure (%)



30.09	United States	2.76	Poland
22.30	Japan	2.34	Ireland
16.90	Korea, Republic of	1.01	Singapore
10.20	China	0.74	United Kingdom
4.65	Sweden	0.68	Switzerland
3.93	Taiwan	0.42	Italy
3.45	France		

### Sub Industry Exposure (%)



69.84	Interactive Home Entertainment
7.15	Interactive Media & Services
4.10	Technology Hardware, Storage & Peripherals
3.71	Semiconductors
2.96	Application Software
2.34	IT Consulting & Other Services
1.81	Leisure Products
1.80	Computer & Electronics Retail
1.48	Systems Software
1.34	Advertising
0.92	Broadcasting
0.82	Consumer Electronics
0.79	Internet & Direct Marketing
0.41	Casinos & Gaming

### TOP 10 FUND HOLDINGS (%)

Bilibili Inc	3.61
Netmarble Corp	3.17
International Game System	2.89
Kakao Games Corp	2.76
CD Project Sa	2.76
Nexon Co Ltd	2.68
Capcom Co Ltd	2.67
Square-Enix Holdings	2.64
Activision Blizzard Inc	2.64
Ncsoft Corp	2.58

### KEY INDEX FACTS

Index Provider EE FUND MGMT  
 No. of Holdings<sup>2</sup> 87  
 Index Ticker EEFVG

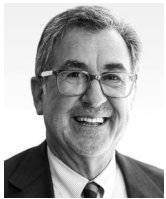
[etfmgr.com/GAMR](http://etfmgr.com/GAMR)

This fund is a series in the ETF Managers Trust

## About the Fund

The Wedbush ETFMG Video Game Tech ETF (GAMR<sup>®</sup>) seeks to provide investment results that, before fees and expenses, correspond generally to the price and yield performance of the EEFund Video Game Tech Index<sup>™</sup>. The Index is designed to reflect the performance of companies involved in the video game technology industry, including game developers, console and chip manufacturers and game retailers.

## Meet the Expert



### Michael Pachter Managing Director of Equity Research at Wedbush Securities

A 15+ year industry veteran covering key video game tech companies, the entertainment software, entertainment retail, social internet, e-commerce and movies/entertainment sectors.

## About the Index

The EEFund Video Game Tech Index<sup>™</sup> (the "Index") provides a benchmark for investors interested in tracking companies actively involved in the electronic gaming industry including the entertainment, education and simulation segments. The Index uses a market-capitalization weighted allocation across the pure-play and non-pure-play sectors and a set weight for the conglomerate sector as well as an equal-weighted allocation methodology for all components within each sector allocation. The Index was created and is maintained by EEFund Management. An investment cannot be made directly in an Index.

**Carefully consider the Fund's investment objectives, risk factors, charges, and expenses before investing. This and additional information can be found in the Fund's prospectus, which may be obtained by calling 1-844-ETF-MGRS (1-844-383-6477), or by visiting [www.etfmg.com/GAMR](http://www.etfmg.com/GAMR). Read the prospectus carefully before investing.**

<sup>1</sup> AUM as of 12/31/22 and is subject to change on a daily basis.

<sup>2</sup> Holdings are subject to change without notice.

<sup>3</sup> Security Lending income is expressed as the result of dividing net securities lending income for the twelve months ending 12/31/22 divided by the average daily net assets of the Fund for the same period.

<sup>4</sup> Effective April 17, 2020, the name of ETFMG Video Game Tech ETF (the "Fund") is changed to the Wedbush ETFMG Video Game Tech ETF. Effective August 1, 2017 the name of the PureFunds Video Game Tech ETF is changed to the ETFMG Video Game Tech ETF. (the "Fund").

<sup>5</sup> Mordor Intelligence, 2021.

<sup>6</sup> Source: [www.statista.com](http://www.statista.com)

Investing involves risk, including the possible loss of principal. Shares of any ETF are bought and sold at market price (not NAV), may trade at a discount or premium to NAV and are not individually redeemed from the Fund. Brokerage commissions will reduce returns. Narrowly focused investments typically exhibit higher volatility. Video Game Tech Companies face intense competition, both domestically and internationally, may have limited product lines, markets, financial resources or personnel, may have products that face rapid obsolescence, and are heavily dependent on the protection of patent and intellectual property rights. Video Game Tech Companies are also subject to increasing regulatory constraints, particularly with respect to cybersecurity and privacy. Such factors may adversely affect the profitability and value of such companies. Investments in foreign securities involve political, economic and currency risks, greater volatility and differences in accounting methods. The Fund is non-diversified, meaning it may concentrate its assets in fewer individual holdings than a diversified fund. Investments in smaller companies tend to have limited liquidity and greater price volatility than large-capitalization companies. The Fund's return may not match or achieve a high degree of correlation with the return of the EEFund Video Game Tech Index. To the extent the Fund utilizes a sampling approach, it may experience tracking error to a greater extent than if the Fund had sought to replicate the Index. Diversification does not guarantee a profit, nor does it protect against a loss in a declining market.

ETF Managers Group LLC is the investment adviser to the Fund.

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The Fund is intended to be made available only to U.S. residents. Under no circumstances is any information provided on this website intended for distribution to or use by, or to be an offer to sell to or solicitation of an offer to buy the Fund or any investment product or service of, any person or entity in any jurisdiction or country, other than the United States, where such distribution, use, offer or solicitation would subject the Fund or its affiliates to any registration requirement or be unlawful under the securities laws of that jurisdiction or country.