

Wedbush ETFMG Video Game Tech ETF¹

as of 9/30/23

GAMR[®] provides pure-play and diversified exposure to a dynamic intersection of technology and entertainment.

The first ETF to target the video game tech industry.²

The video game industry is est. to reach a value of \$314B by 2026.³

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.⁴

FOR MORE INFORMATION

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FUND INFORMATION

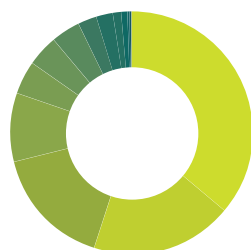
Fund Inception 3/8/16
 Ticker GAMR
 AUM⁵ \$42.8M
 CUSIP 26924G706
 ISIN US26924G7060
 Stock Exchange NYSE ARCA
 Expense Ratio 0.75%
 Intraday NAV (IIV)⁶ GAMR.IV
 NAV Symbol GAMR.NV
 Rebalance Freq. Quarterly

Performance

	CUMULATIVE				ANNUALIZED				
	1 MONTH	3 MONTH	YTD	SINCE INCEP.	1 YEAR	3 YEARS	5 YEARS	10 YEARS	SINCE INCEP.
MARKET PRICE	-6.20%	-11.95%	-3.41%	133.88%	5.42%	-6.64%	3.59%		11.89%
NAV	-6.39%	-11.77%	-3.61%	134.18%	5.01%	-6.45%	3.58%		11.91%
INDEX	-6.33%	-11.69%	-3.10%	140.18%	5.92%	-6.08%	4.18%		12.28%

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 (%)



35.90	United States	2.66	Ireland
18.91	Japan	2.18	Poland
16.03	Korea, Republic of	1.11	Singapore
9.04	China	0.67	Switzerland
4.40	Taiwan	0.28	United Kingdom
4.10	Sweden	0.27	Italy
3.78	France		

Sub Industry Exposure (%)



68.56	Interactive Home Entertainment
4.69	Storage & Technology Hardware
4.40	Interactive Media & Services
4.06	Semiconductors
3.58	Application Software
2.66	IT consulting & Other Services
2.59	Leisure Products
2.42	Computer & Electronics Retail
1.49	Systems Software
0.98	Advertising
0.97	Casinos & gaming
0.89	Consumer Electronics
0.86	Broadcasting
0.83	Broadline Retail
0.35	Healthcare Equipment

TOP 10 FUND HOLDINGS (%)

International Game System	3.05
Ubisoft Entertainment	2.92
Roblox Corp	2.79
Activision Blizzard Inc	2.77
Electronic Arts Inc	2.74
Sciplay Corp	2.73
Playtika Holdings Corp	2.69
Take-Two Interactive Software	2.69
Keyword Studios	2.66
Nintendo Co Ltd	2.64

KEY INDEX FACTS

Index Provider EE FUND MGMT
 No. of Holdings⁷ 88
 Index Ticker EEFVG

etfmgr.com/GAMR

This fund is a series in the ETF Managers Trust

About the Fund

The Wedbush ETFMG Video Game Tech ETF (GAMR®) 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™. 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.

About the Index

The EEFund Video Game Tech Index™ (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.etfmfg.com/GAMR. Read the prospectus carefully before investing.

¹ 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").

² First-to-market claim is based on our review of industry data as of March 8, 2016. No information to the contrary has come to our attention to date. For more information or inquiries about this claim, please contact info@etfmfg.com

³ Mordor Intelligence, 2021.

⁴ Source: www.statista.com

⁵ AUM as of 9/30/23 and is subject to change on a daily basis.

⁶ Net Asset Value is the net value of an investment fund's assets less its liabilities, divided by the number of shares outstanding. Expenses and fees, including management and distribution fees, if any, are accrued daily and taken into account for purposes of determining NAV. NAV is determined each business day, normally as of the close of regular trading of the New York Stock Exchange (ordinarily 4:00pm., Eastern time). Market returns are based upon the midpoint of the bid-ask spread at 4:00pm Eastern time (when NAV is normally determined for most ETFs). Market price returns do not represent the returns you would receive if you traded shares at other times.

⁷ Holdings are subject to change without notice.

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.

The ETFMG Funds are distributed by Foreside Fund Services, LLC. Not an adviser affiliate.

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

ETF Managers Group LLC is a wholly owned subsidiary of Exchange Traded Managers Group LLC (collectively, "ETFMG"). ETFMG is not affiliated with EEFund Management or Wedbush Securities LLC.

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.