**HERO**

**Video Games & Esports ETF**

**KEY FEATURES**

**High Growth Potential**
HERO enables investors to access high growth potential through companies that are positioned to benefit from the increasing popularity of video games and esports.

**Unconstrained Approach**
HERO’s composition transcends classic sector, industry, and geographic classifications by tracking an emerging theme.

**ETF Efficiency**
In a single trade, HERO delivers access to dozens of companies with high exposure to the video game and esports theme.

**FUND DETAILS**

- **Inception Date:** 10/25/2019
- **Underlying Index:** Solactive Video Games & Esports Index
- **Number of Holdings:** 40
- **Assets Under Management:** $121.94 mil
- **Total Expense Ratio:** 0.50%
- **Distribution Frequency:** Semi-Annually

**TRADING DETAILS**

- **Ticker:** HERO
- **CUSIP:** 37954Y392
- **Exchange:** NASDAQ
- **Bloomberg IOPV Ticker:** HEROIV
- **Index Ticker:** SOLHERO

**PERFORMANCE (%)**

<table>
<thead>
<tr>
<th></th>
<th>Current Quarter</th>
<th>Year to Date</th>
<th>One Year</th>
<th>Three Year</th>
<th>Cumulative Since Inception</th>
</tr>
</thead>
<tbody>
<tr>
<td>HERO at NAV</td>
<td>40.47%</td>
<td>40.98%</td>
<td>-</td>
<td>-</td>
<td>53.85%</td>
</tr>
<tr>
<td>HERO at Market Price</td>
<td>40.44%</td>
<td>41.21%</td>
<td>-</td>
<td>-</td>
<td>54.28%</td>
</tr>
<tr>
<td>Solactive Video Games &amp; Esports Index</td>
<td>40.65%</td>
<td>41.33%</td>
<td>-</td>
<td>-</td>
<td>54.25%</td>
</tr>
</tbody>
</table>

**TOP 10 HOLDINGS (%)**

<table>
<thead>
<tr>
<th>Holdings</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sea Ltd</td>
<td>8.79%</td>
</tr>
<tr>
<td>NVIDIA Corp</td>
<td>6.87%</td>
</tr>
<tr>
<td>Bilibili Inc</td>
<td>6.87%</td>
</tr>
<tr>
<td>Activision Blizzard Inc</td>
<td>5.59%</td>
</tr>
<tr>
<td>NetEase Inc</td>
<td>5.53%</td>
</tr>
<tr>
<td>Nexen Co Ltd</td>
<td>5.33%</td>
</tr>
<tr>
<td>Electronic Arts Inc</td>
<td>5.27%</td>
</tr>
<tr>
<td>Nintendo Co Ltd</td>
<td>5.15%</td>
</tr>
<tr>
<td>Take-Two Interactive Software Inc</td>
<td>4.84%</td>
</tr>
<tr>
<td>Zynga Inc</td>
<td>4.84%</td>
</tr>
</tbody>
</table>

**INDUSTRY BREAKDOWN (%)**

- Interactive Home Entertainment: 89.02%
- Semiconductors: 6.87%
- Interactive Media & Services: 4.11%

**COUNTRY BREAKDOWN (%)**

- United States: 28.25%
- Japan: 22.48%
- China: 20.01%
- South Korea: 9.41%
- Singapore: 9.35%
- Sweden: 4.82%
- France: 4.04%
- Ireland: 0.93%
- Taiwan: 0.71%

The performance data quoted represents past performance and does not guarantee future results. Investment return and principal value of an investment will fluctuate so that an investor’s shares, when sold or redeemed, may be worth more or less than their original cost. Current performance may be higher or lower than the performance quoted. High short term performance of the fund is unusual and investors should not expect such performance to be repeated. Returns for periods greater than one year are annualized. Market price returns are based upon the midpoint of the bid/ask spread at the close of the exchange and do not represent the returns you would receive if you traded shares at other times. For performance data current to the most recent month end, please call 1-888-493-8631, or visit www.globalxetfs.com.
DEFINITIONS

Solactive Video Games & Esports Index

The Solactive Video Games & Esports Index is designed to provide exposure to exchange-listed companies that are positioned to benefit from increased consumption related to video games and esports, including companies whose principal business is in video game development/publishing, video game and esports content distribution and streaming, operating/owning esports leagues/teams, and producing video game/esports hardware. To be eligible for the Solactive Video Games & Esports Index, a company is considered by the Index Provider to be a Video Games & Esports Company if the company generates at least 50% of its revenues from video games and esports activities, as determined by the Index Provider.