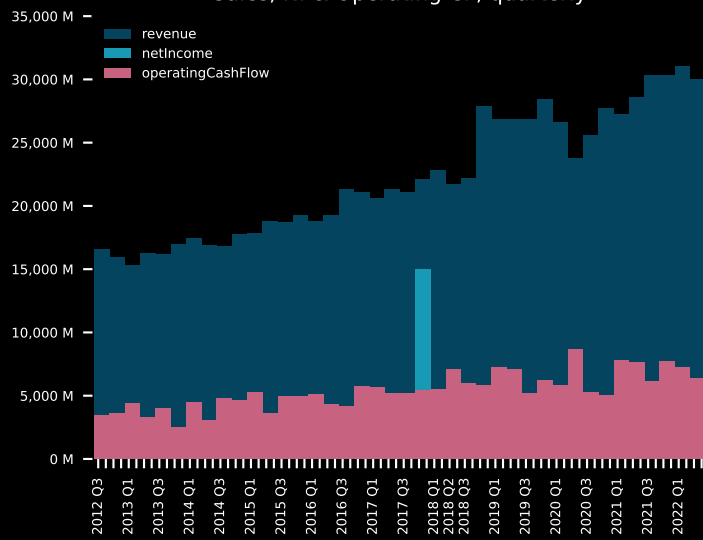
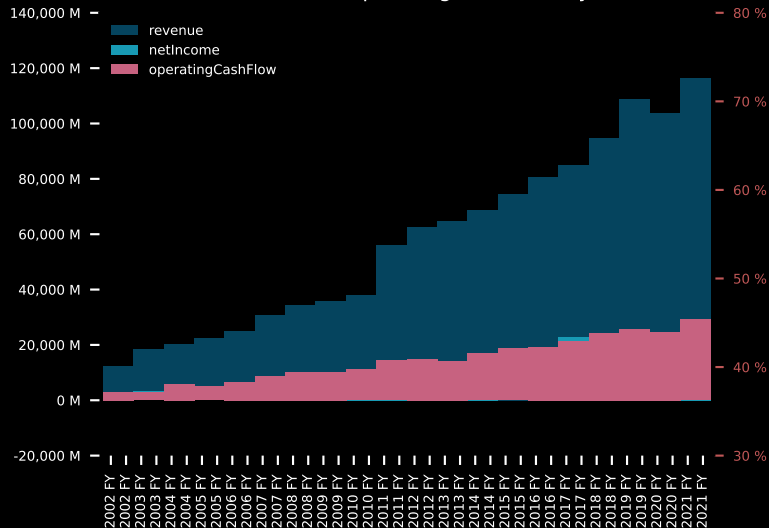


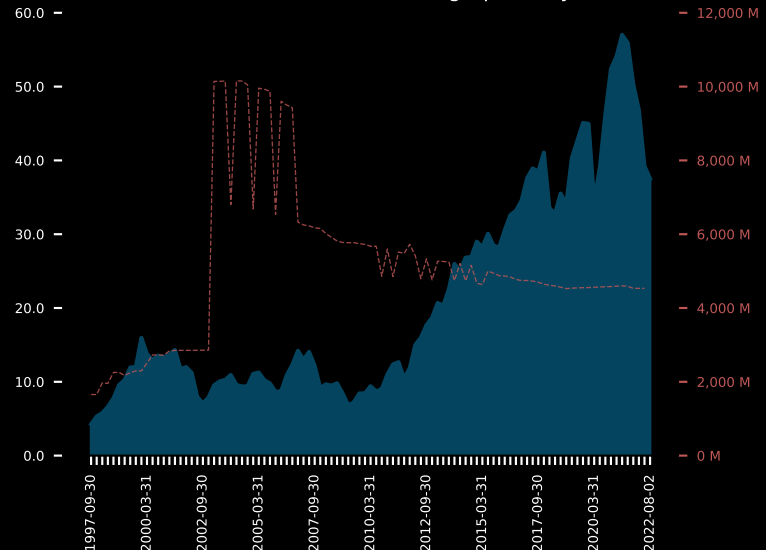
Sales, NI & Operating CF, quarterly



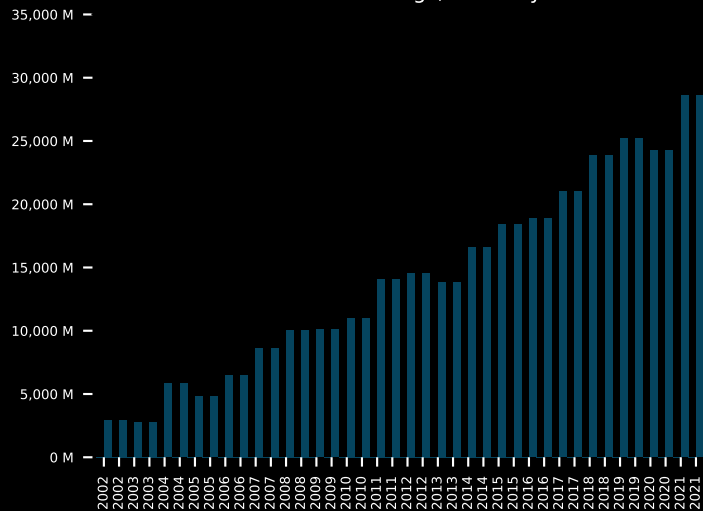
Sales, NI & Operating CF, annually



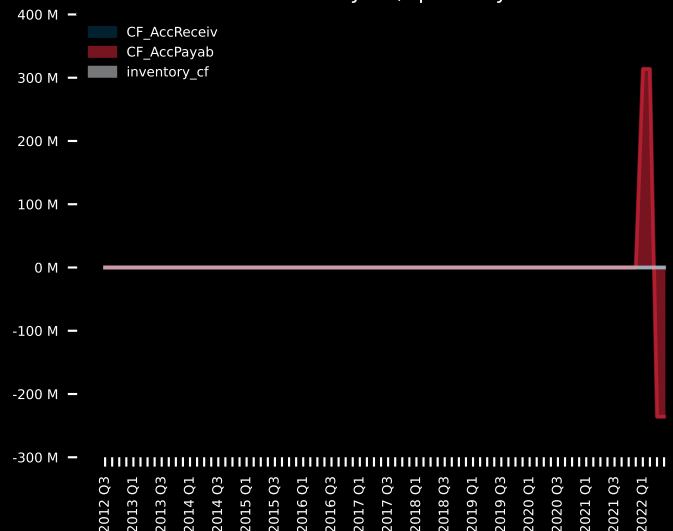
Price vs shares outstanding, quarterly



Owners Earnings, annually

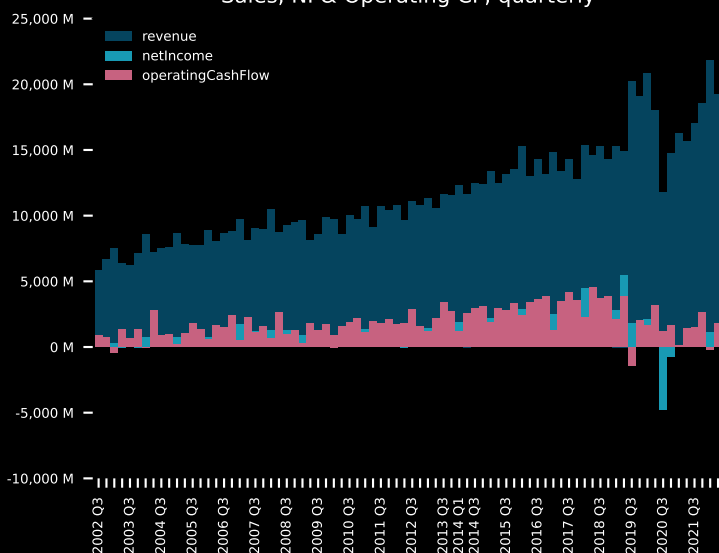


Inventory CF, quarterly

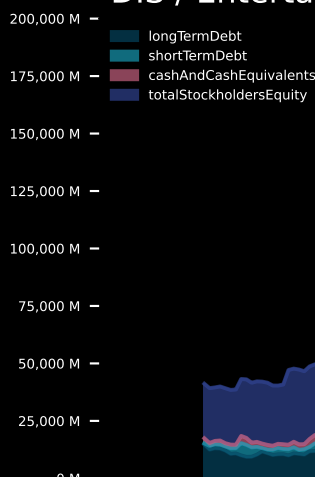


Comcast Corporation operates as a media and technology company worldwide. It operates through Cable Communications, Media, Studios, Theme Parks, and Sky segments. The Cable Communications segment offers broadband, video, voice, wireless, and other services to residential and business customers under the Xfinity brand; and advertising services. The Media segment operates NBCUniversal's television and streaming platforms, including national, regional, and international cable networks, the NBC and Telemundo broadcast, and Peacock networks. The Studios segment operates NBCUniversal's film and television studio production and distribution operations. The Theme Parks segment operates Universal theme parks in Orlando, Florida; Hollywood, California; Osaka, Japan; and Beijing, China. The Sky segment offers direct to consumer services, such as video, broadband, voice and wireless phone.

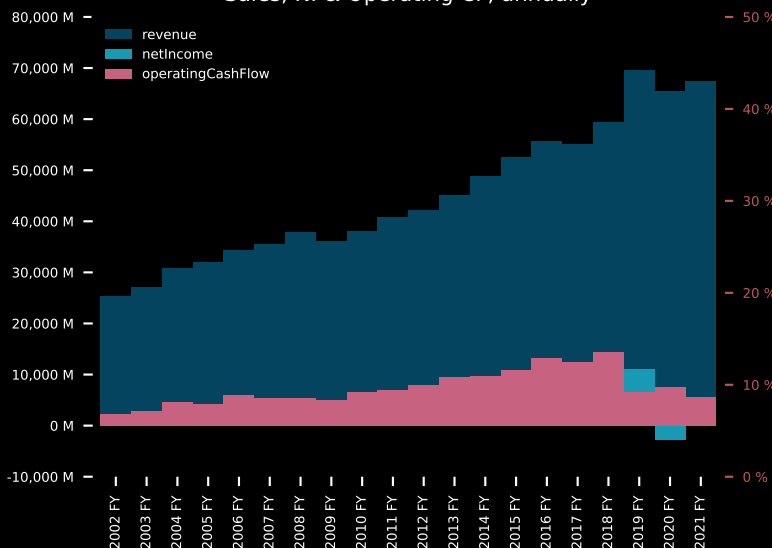
Sales, NI & Operating CF, quarterly



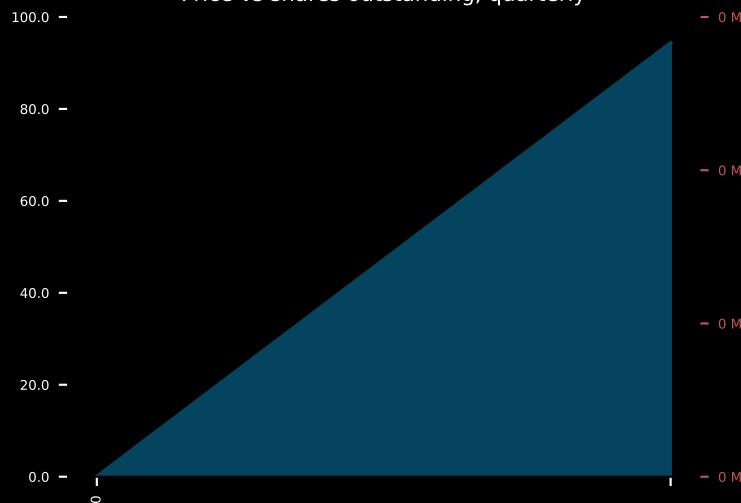
DIS / Entertainment / US / 2022-06-25



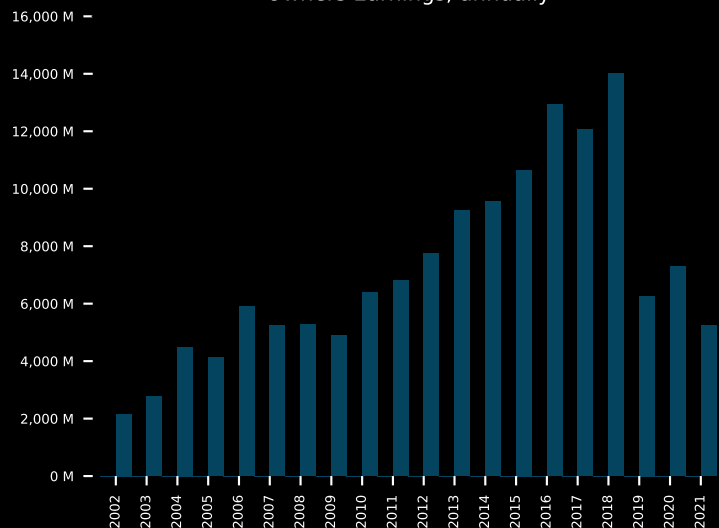
Sales, NI & Operating CF, annually



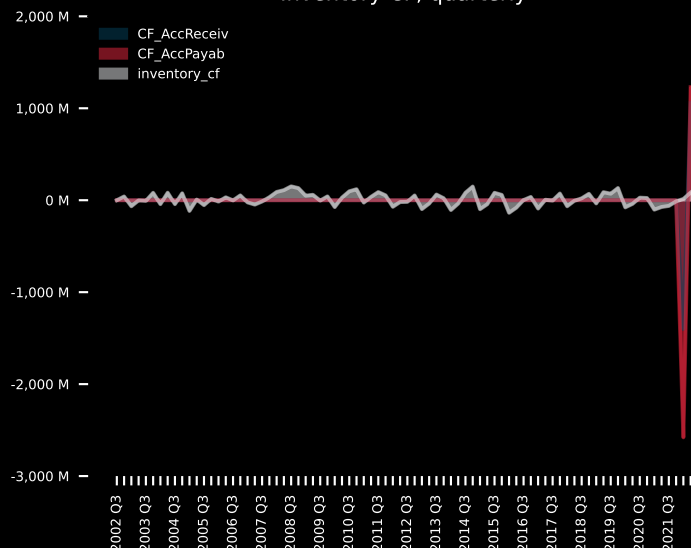
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly

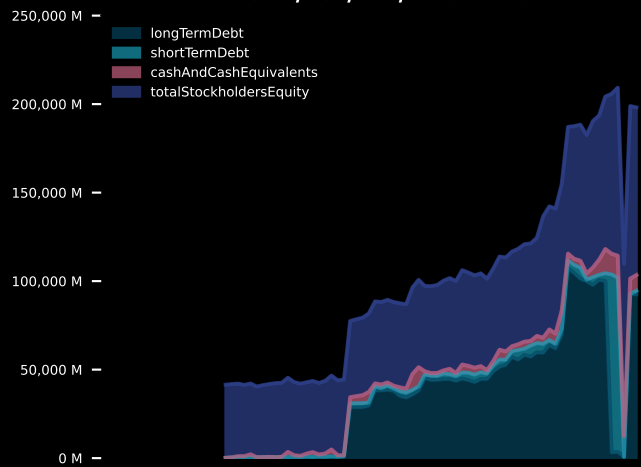


The Walt Disney Company, together with its subsidiaries, operates as an entertainment company worldwide. It operates through two segments, Disney Media and Entertainment Distribution; and Disney Parks, Experiences and Products. The company engages in the film and episodic television content production and distribution activities, as well as operates television broadcast networks under the ABC, Disney, ESPN, Freeform, FX, Fox, National Geographic, and Star brands; and studios that produces motion pictures under the Walt Disney Pictures, Twentieth Century Studios, Marvel, Lucasfilm, Pixar, and Searchlight Pictures banners. It also offers direct-to-consumer streaming services through Disney+, Disney+ Hotstar, ESPN+, Hulu, and Star+; sale/licensing of film and television content to third-party television and subscription video on demand services; theatrical, home entertainment, and music distribution services;

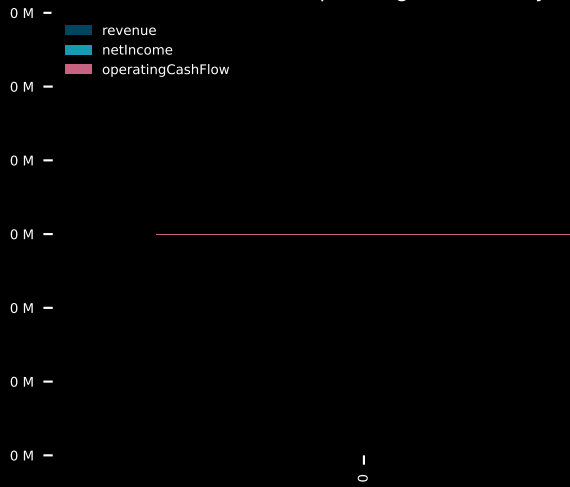
Sales, NI & Operating CF, quarterly



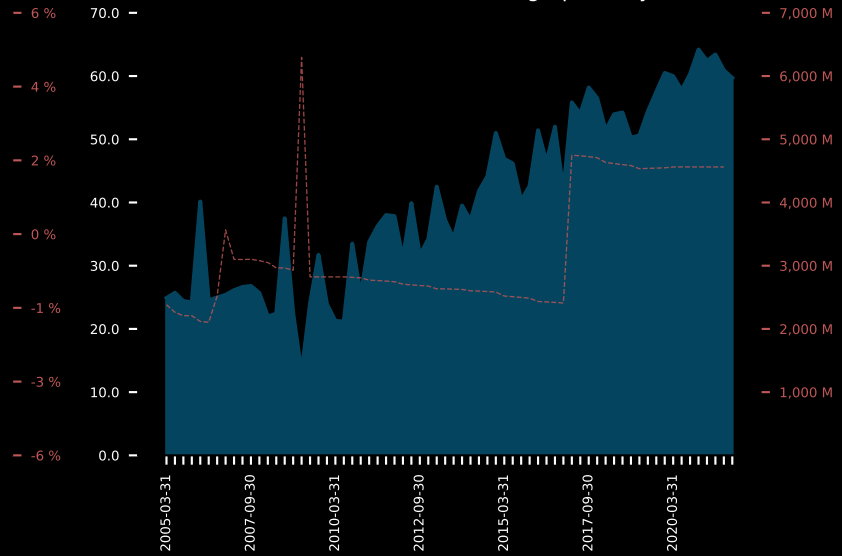
CCZ / 0 / 0 / 2022-06-25



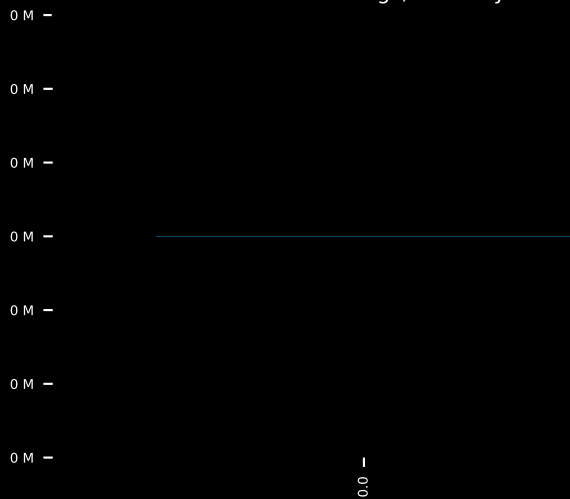
Sales, NI & Operating CF, annually



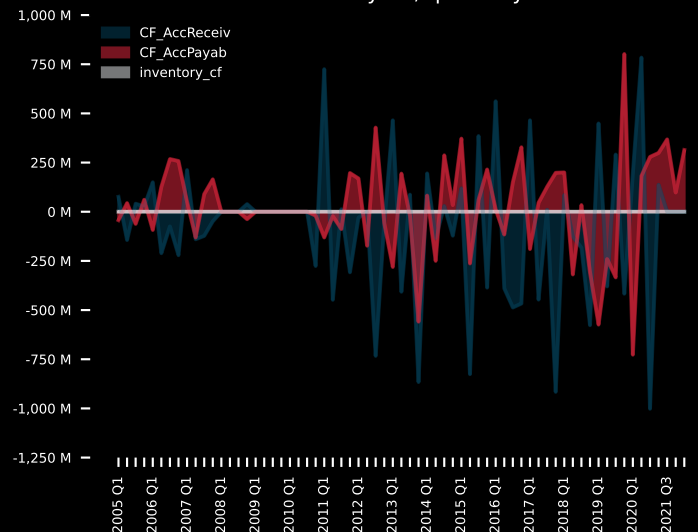
Price vs shares outstanding, quarterly



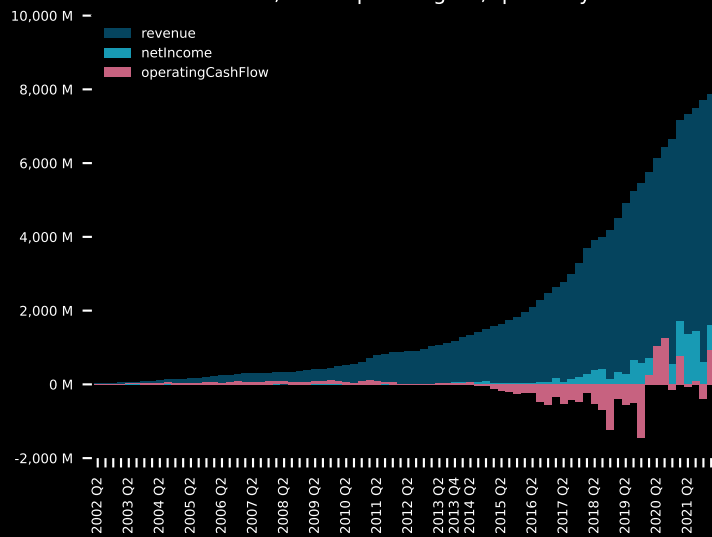
Owners Earnings, annually



Inventory CF, quarterly



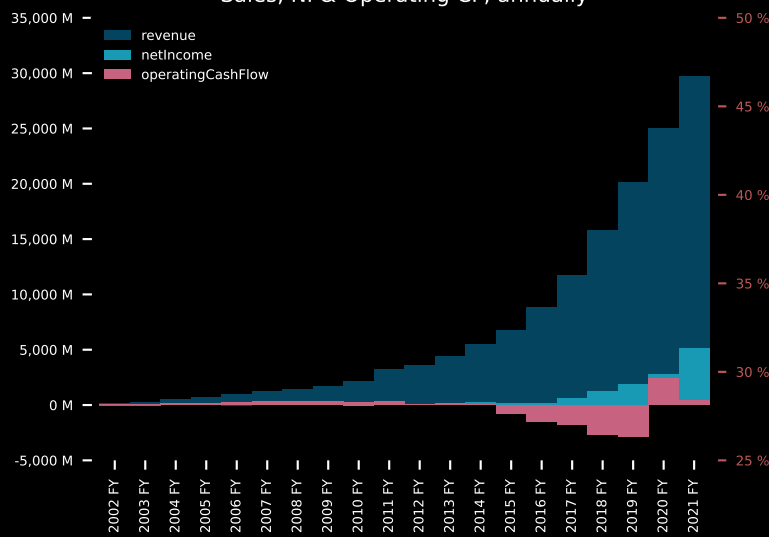
Sales, NI & Operating CF, quarterly



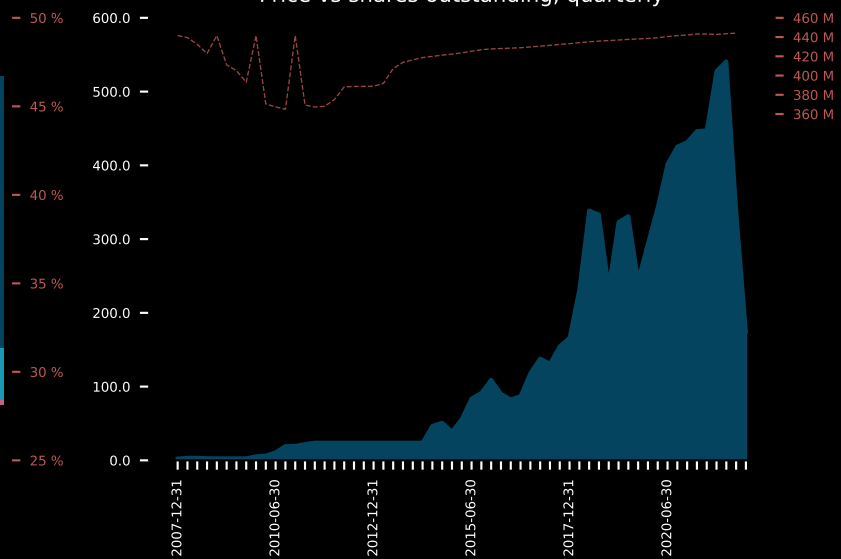
NFC.DE / Entertainment / US / 2022-06-25



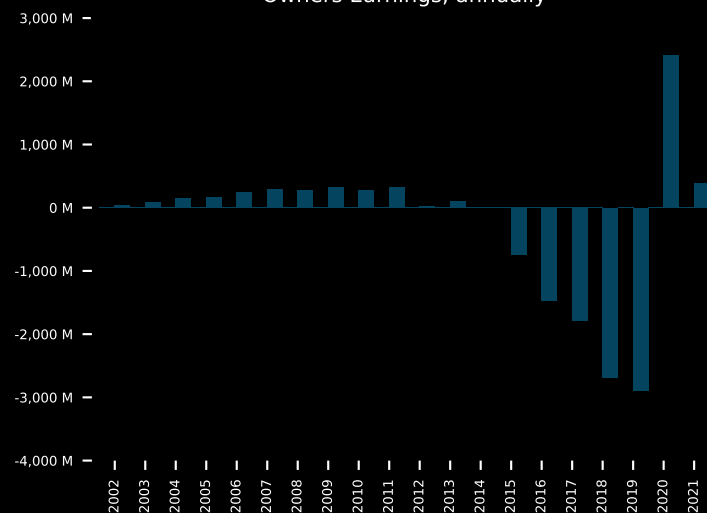
Sales, NI & Operating CF, annually



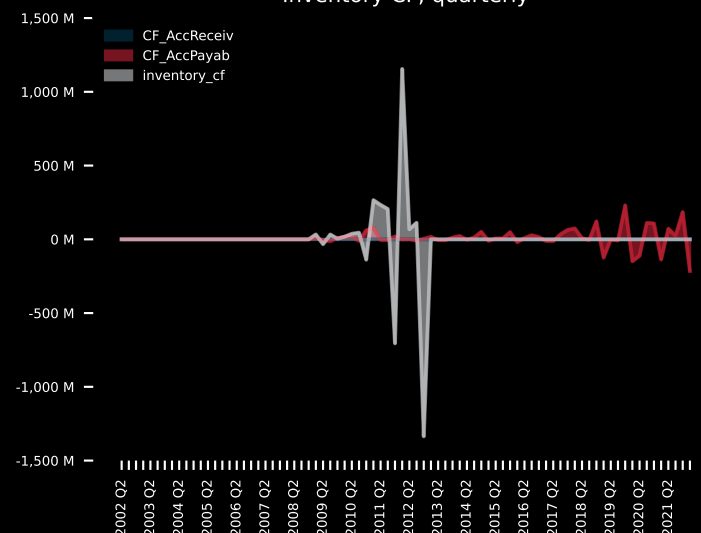
Price vs shares outstanding, quarterly



Owners Earnings, annually

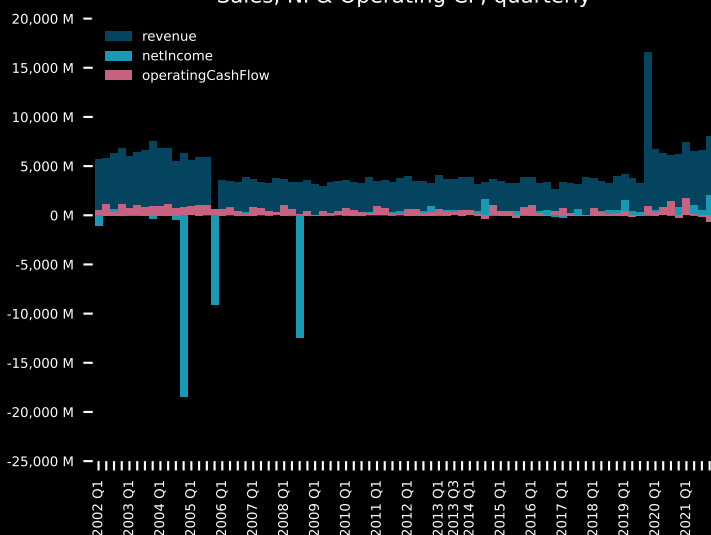


Inventory CF, quarterly

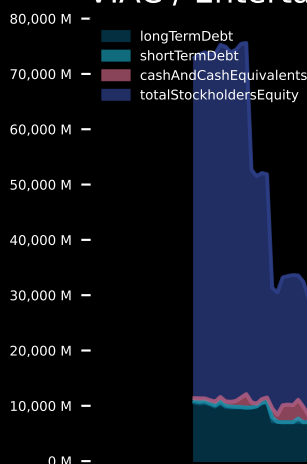


Netflix, Inc. provides entertainment services. It offers TV series, documentaries, feature films, and mobile games across various genres and languages. The company provides members the ability to receive streaming content through a host of internet-connected devices, including TVs, digital video players, television set-top boxes, and mobile devices. It also provides DVDs-by-mail membership services in the United States. The company has approximately 222 million paid members in 190 countries. Netflix, Inc. was incorporated in 1997 and is headquartered in Los Gatos, California.

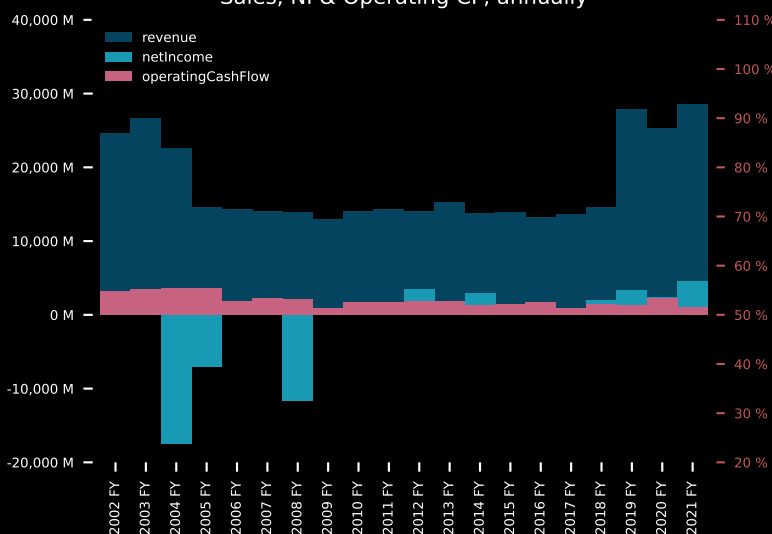
Sales, NI & Operating CF, quarterly



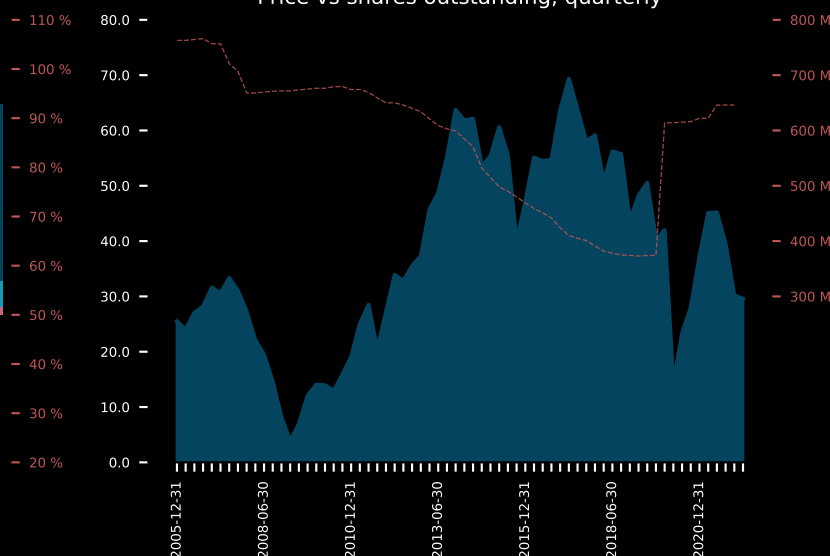
VIAC / Entertainment / US / 2022-06-24



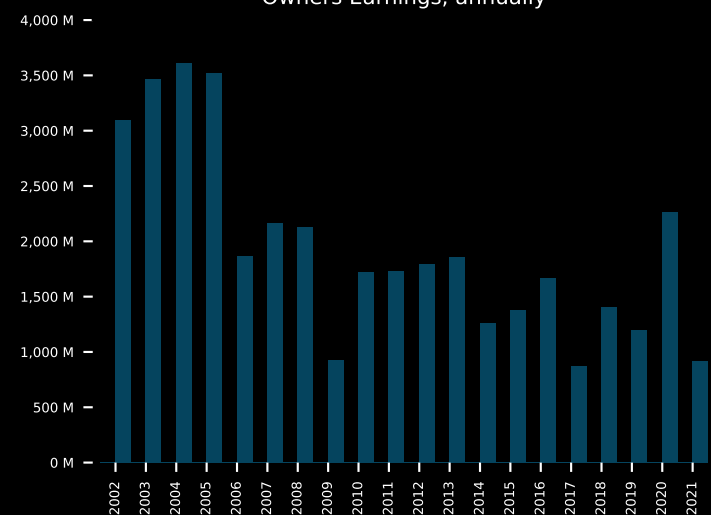
Sales, NI & Operating CF, annually



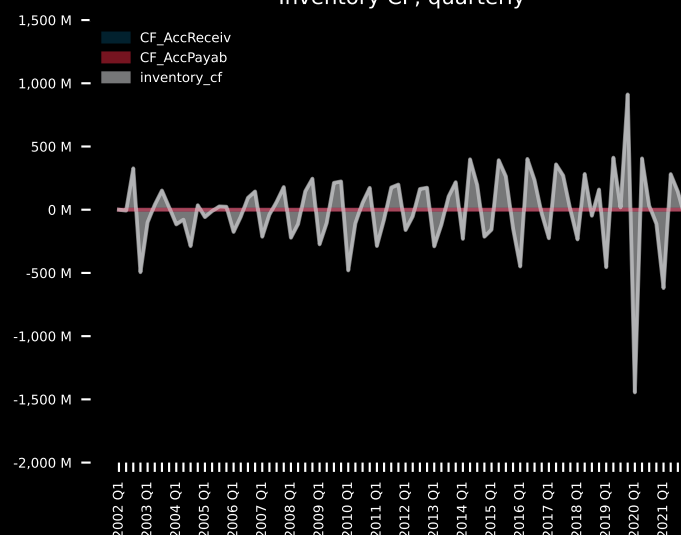
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly

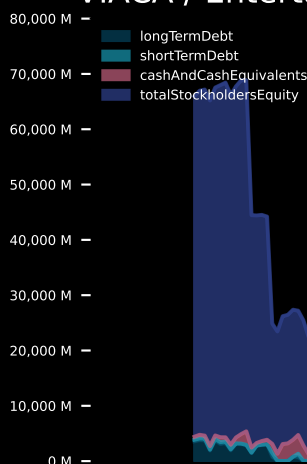


ViacomCBS Inc. operates as a media and entertainment company worldwide. The company operates through TV Entertainment, Cable Networks, and Filmed Entertainment segments. The TV Entertainment segment distributes a schedule of news and public affairs broadcasts, and sports and entertainment programming; acquires or develops, and schedules programming on the CBS Television Network that includes primetime comedies and dramas, reality, specials, kids' programs, daytime dramas, game shows, and late night programs; produces or distributes talk shows, court shows, game shows, and newsmagazines; owns and operates 29 broadcast television stations; and operates CBS Sports Network, a 24/7 cable program service that provides college sports and related content, as well as streaming and cable subscription services. The Cable Networks segment creates and acquires programming for distribution and

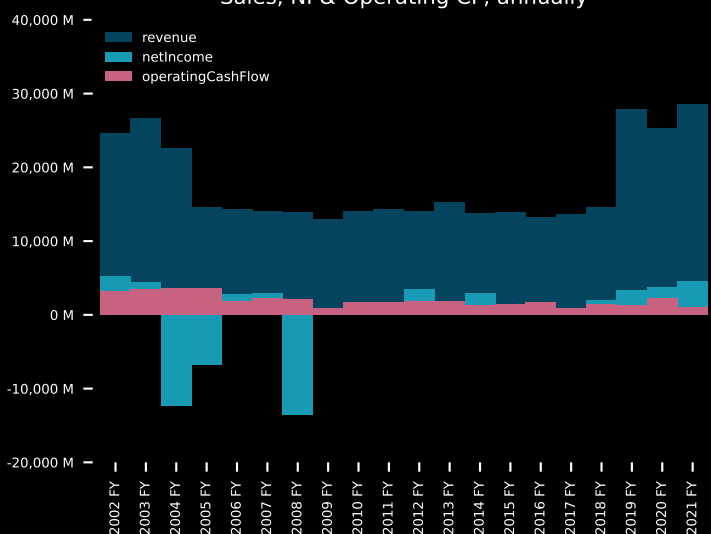
Sales, NI & Operating CF, quarterly



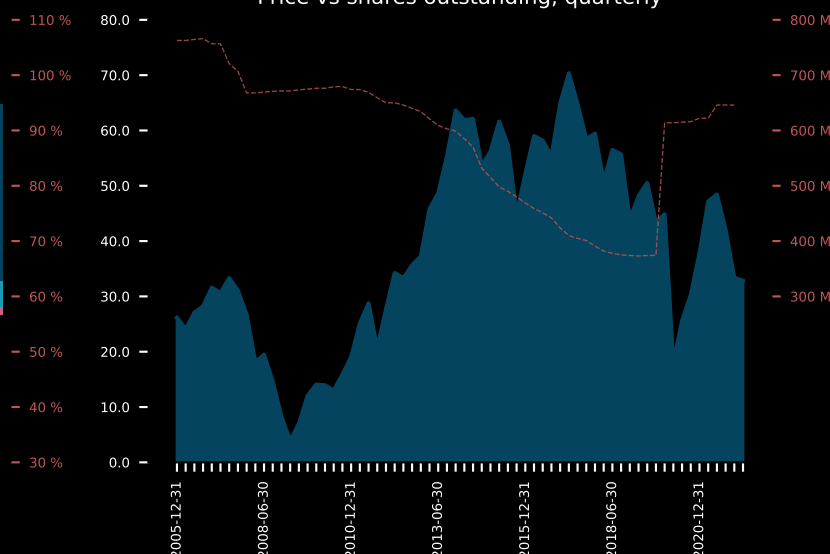
VIACA / Entertainment / US / 2022-06-25



Sales, NI & Operating CF, annually



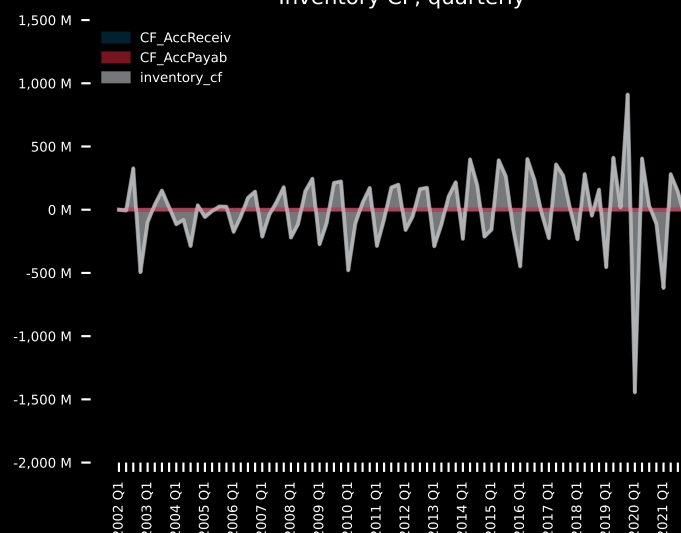
Price vs shares outstanding, quarterly



Owners Earnings, annually

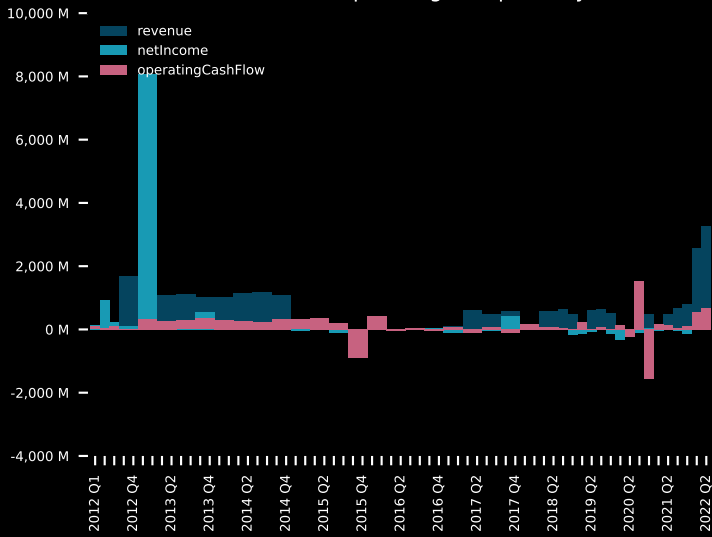


Inventory CF, quarterly

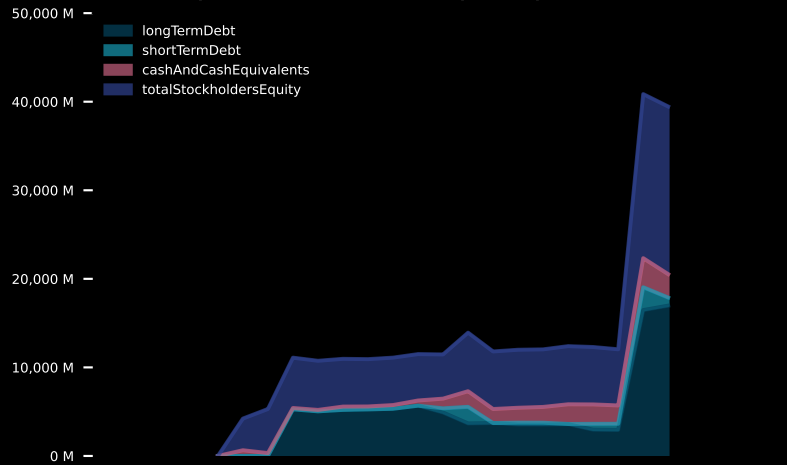


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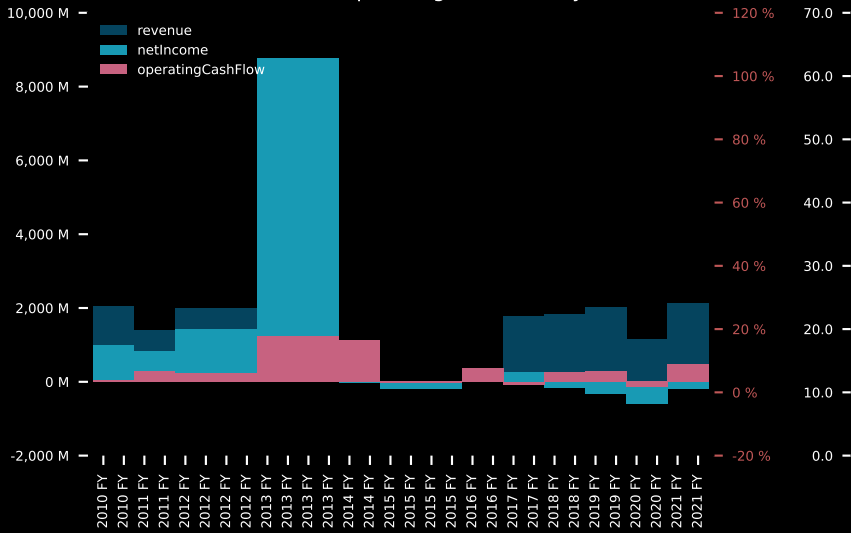
Sales, NI & Operating CF, quarterly



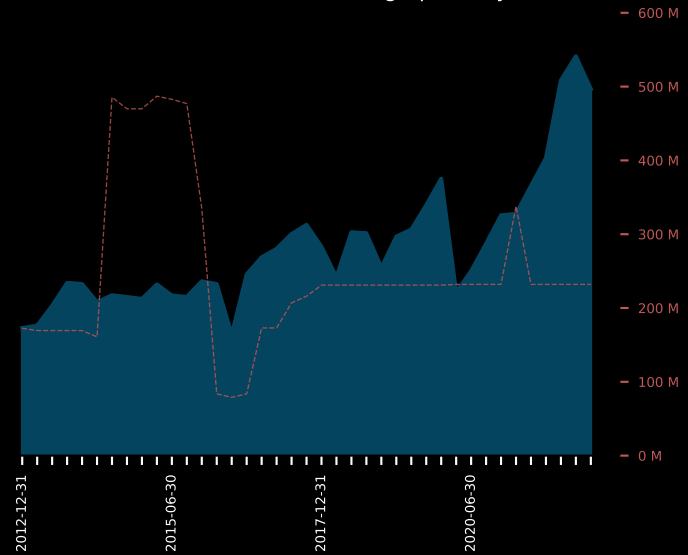
FWONA / Entertainment / US / 2022-08-07



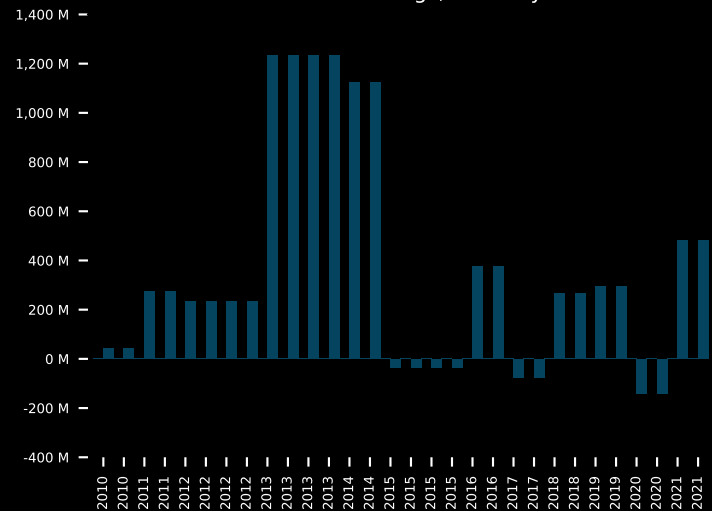
Sales, NI & Operating CF, annually



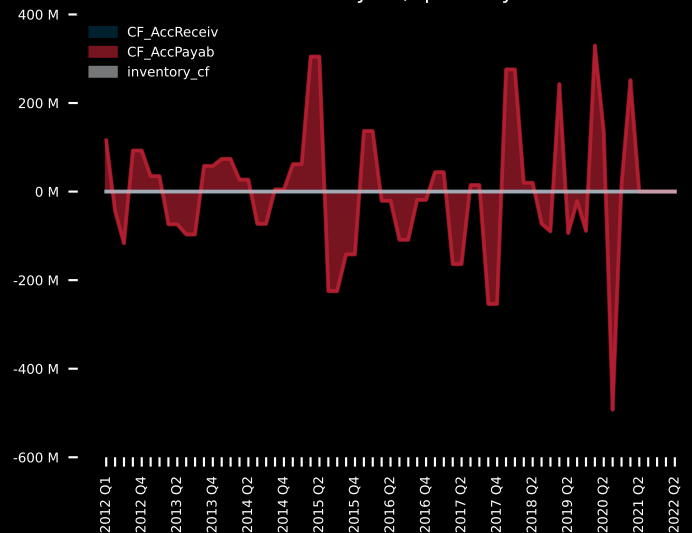
Price vs shares outstanding, quarterly



Owners Earnings, annually

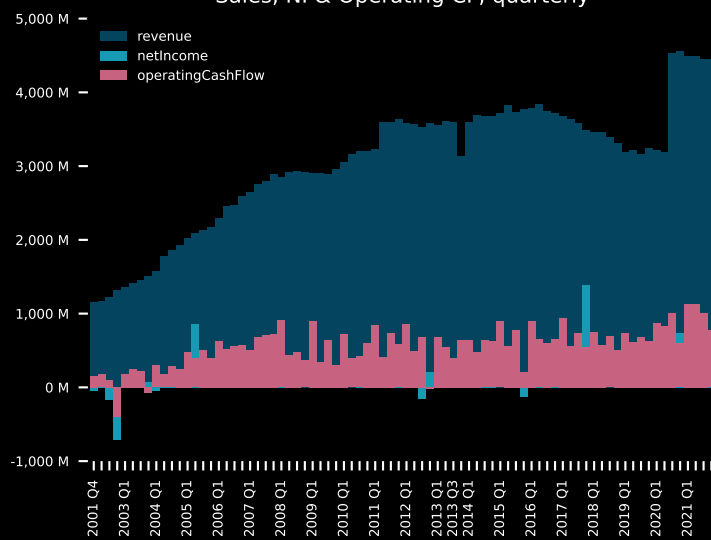


Inventory CF, quarterly



Formula One Group engages in the motorsports business in the United States and internationally. It holds commercial rights for the world championship, approximately a nine-month long motor race-based competition in which teams compete for the constructors' championship and drivers compete for the drivers' championship. The company was founded in 1950 and is based in Englewood, Colorado. Formula One Group is a subsidiary of Liberty Media Corporation.

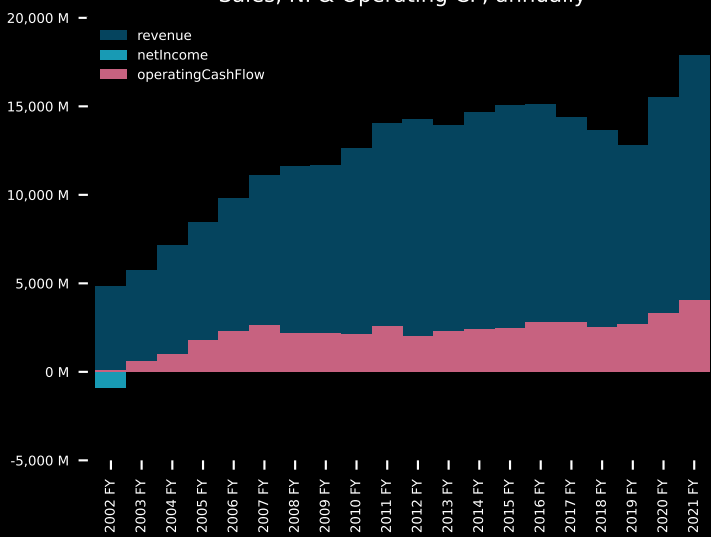
Sales, NI & Operating CF, quarterly



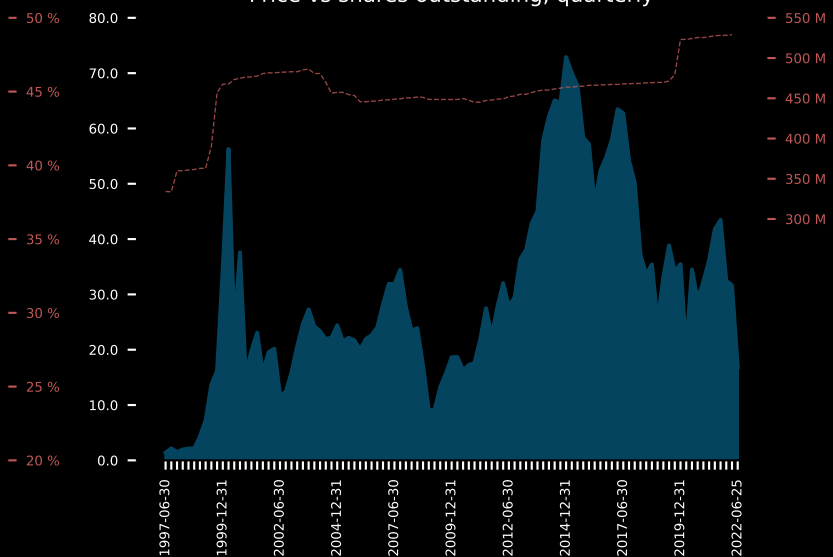
DISH / Entertainment / US / 2022-06-25



Sales, NI & Operating CF, annually



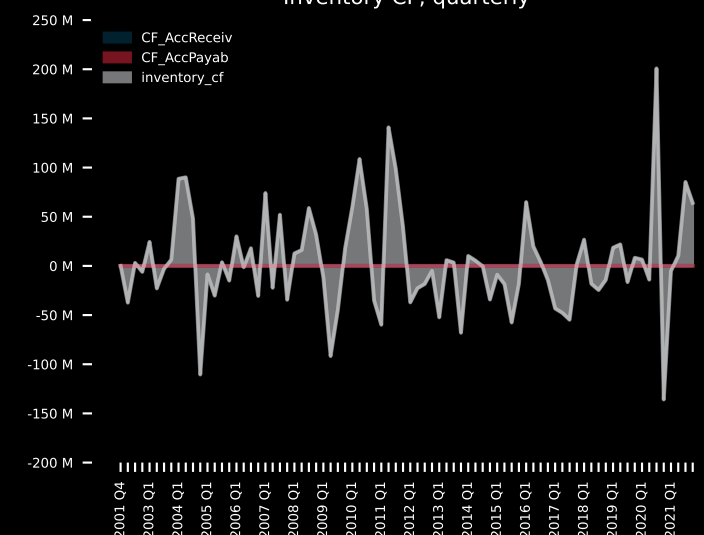
Price vs shares outstanding, quarterly



Owners Earnings, annually

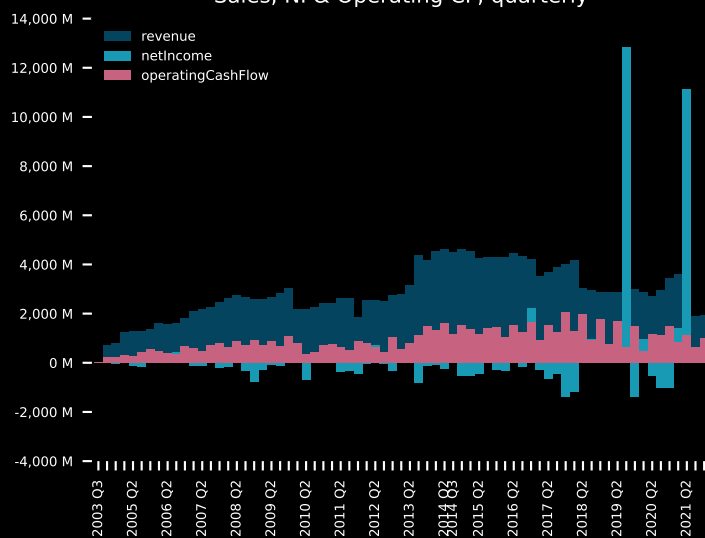


Inventory CF, quarterly

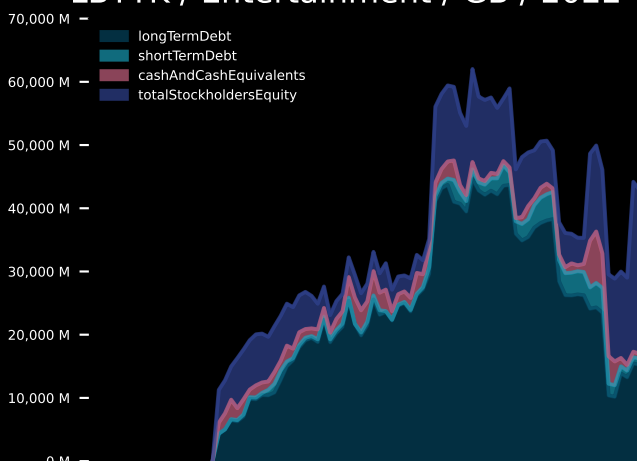


DISH Network Corporation, together with its subsidiaries, provides pay-TV services in the United States. The company operates in two segments, Pay-TV and Wireless. It offers video services under the DISH TV brand; and programming packages that include programming through national broadcast networks, local broadcast networks, and national and regional cable networks, as well as regional and specialty sports channels, premium movie channels, and Latino and international programming packages. The company also provides access to movies and television shows through TV or Internet-connected devices; and dishanywhere.com and mobile applications on Internet-connected devices to view authorized content, search program listings, and remotely control certain features of their DVRs. In addition, it offers Sling TV services, including Sling domestic, Sling International, Sling Latino, Sling Orange, and Sling Blue.

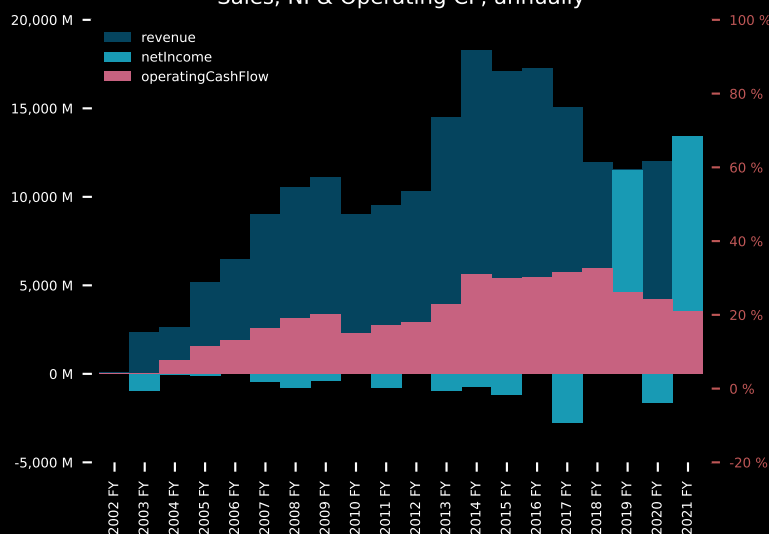
Sales, NI & Operating CF, quarterly



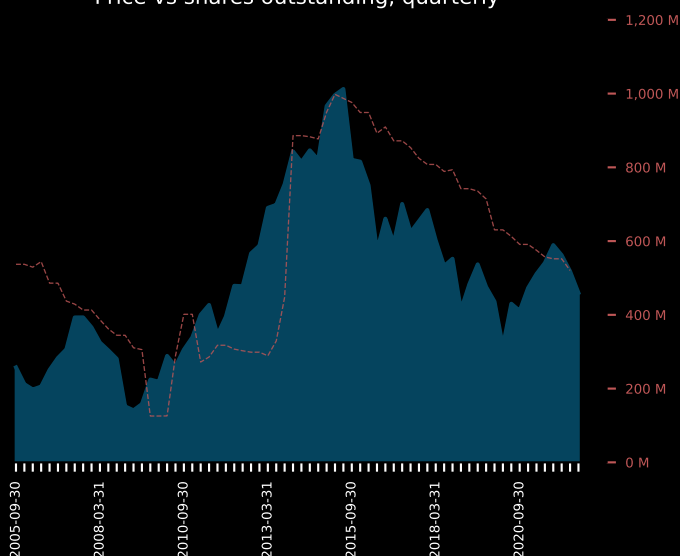
LBTYK / Entertainment / GB / 2022-06-24



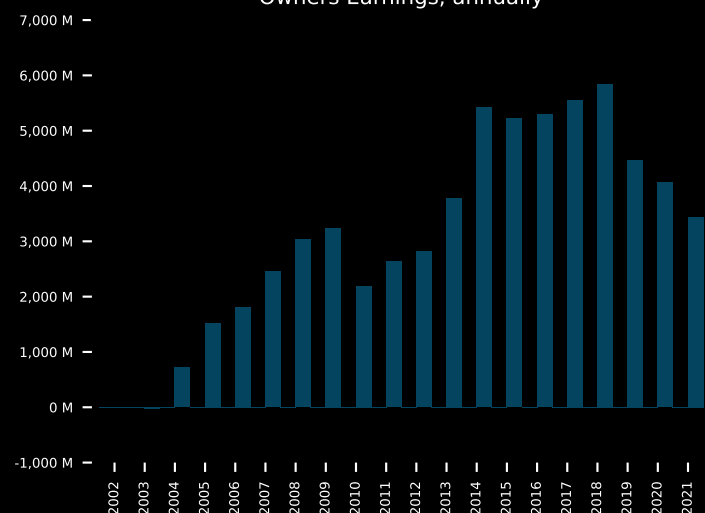
Sales, NI & Operating CF, annually



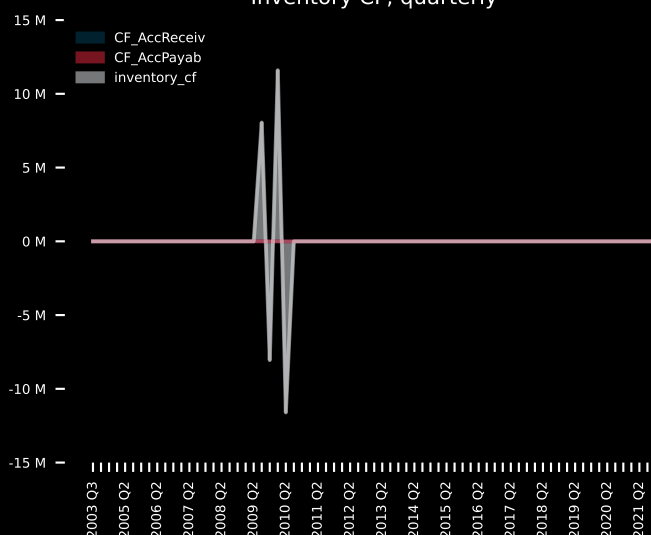
Price vs shares outstanding, quarterly



Owners Earnings, annually

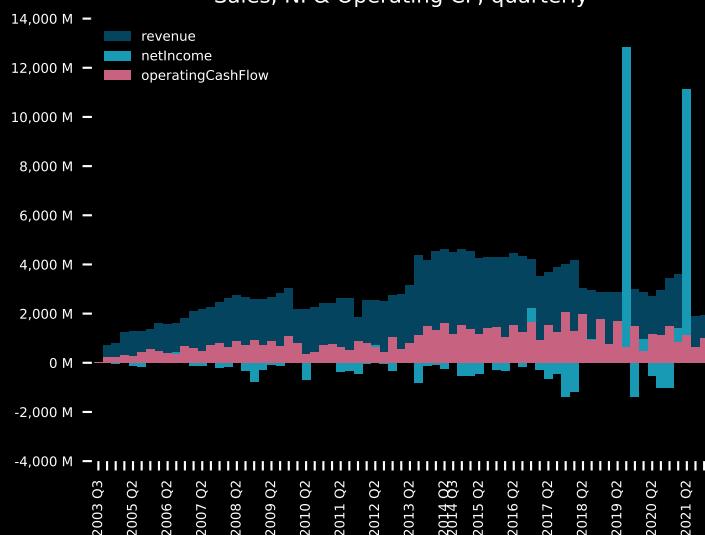


Inventory CF, quarterly

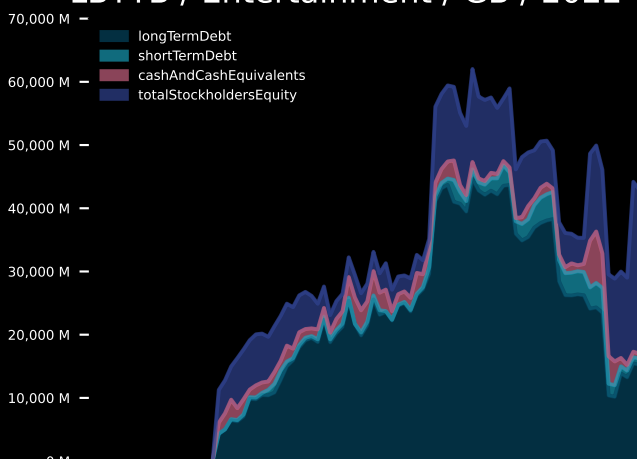


Liberty Global plc, together with its subsidiaries, provides broadband internet, video, fixed-line telephony, and mobile communications services to residential and business customers. It offers value-added broadband services, such as intelligent WiFi features; security; smart home, online storage solutions, and Web spaces; Connect Box, a set-top or Horizon box that delivers in-home Wi-Fi service; community Wi-Fi via routers in home, which provides access to the internet; and public Wi-Fi access points in train stations, hotels, bars, restaurants, and other public places. The company also provides various tiers of digital video programming and audio services, as well as digital video recorders and multimedia home gateway systems; and channels, including general entertainment, sports, movies, series, documentaries, lifestyles, news, adult, children, and ethnic and foreign channels. In addition, it offers postpaid and prepaid mobile services;

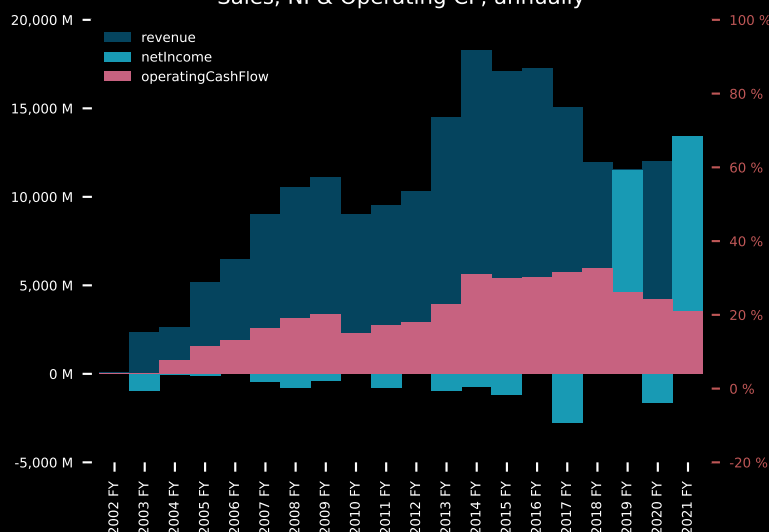
Sales, NI & Operating CF, quarterly



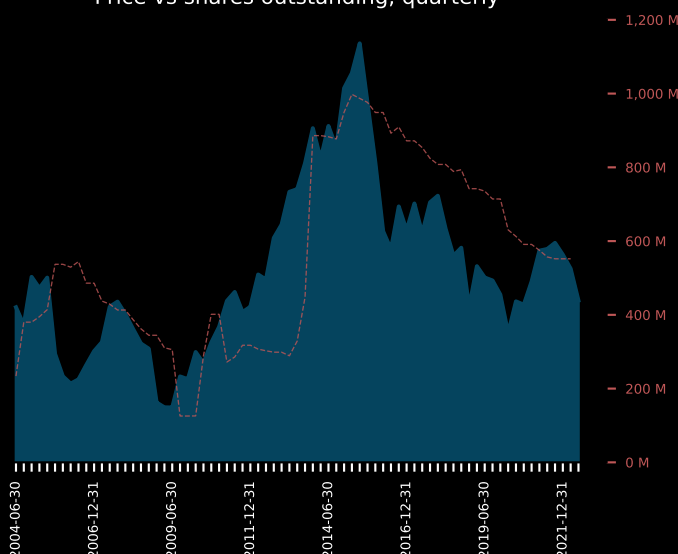
LBTYB / Entertainment / GB / 2022-06-25



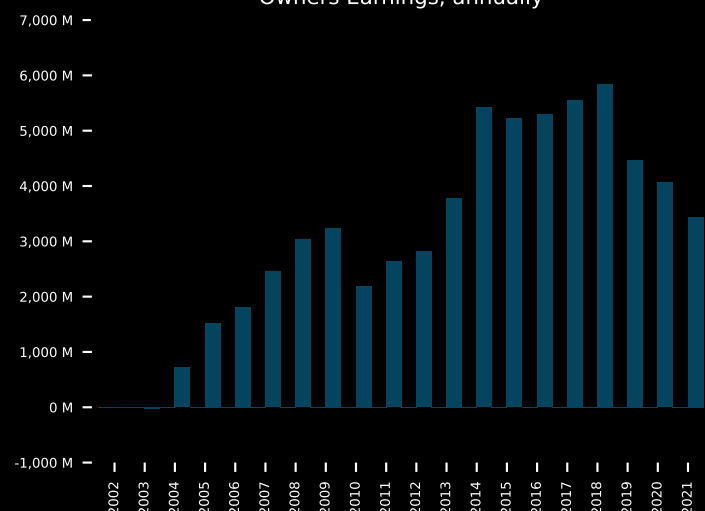
Sales, NI & Operating CF, annually



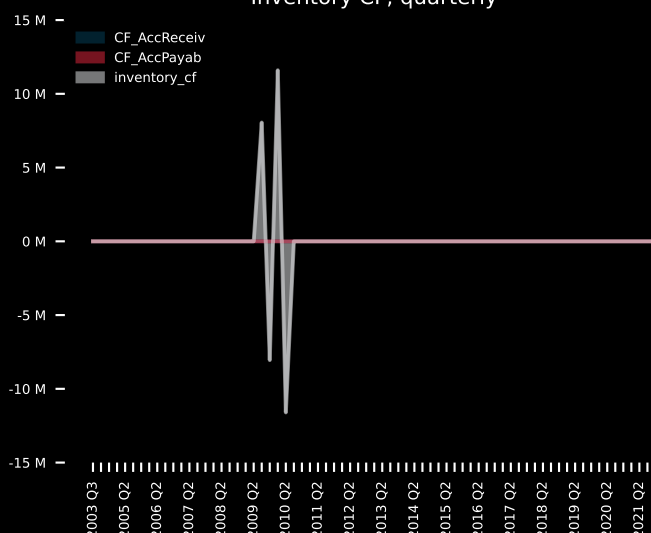
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly

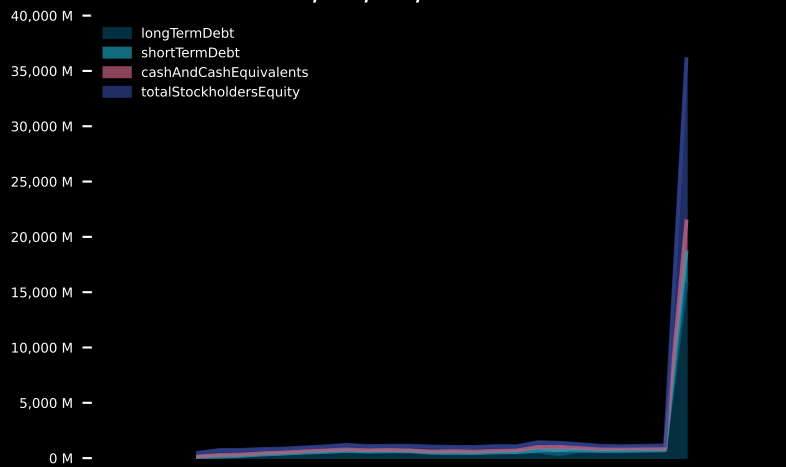


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Sales, NI & Operating CF, quarterly



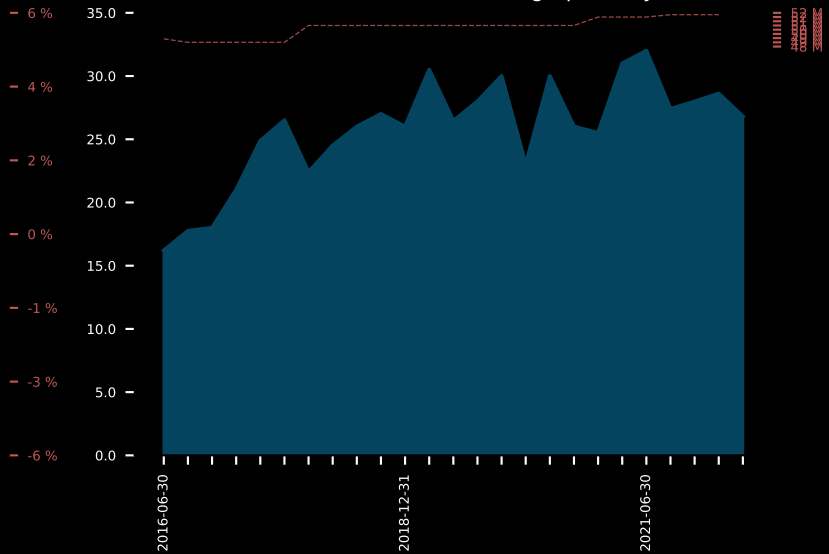
BATRB / 0 / 0 / 2022-06-24



Sales, NI & Operating CF, annually



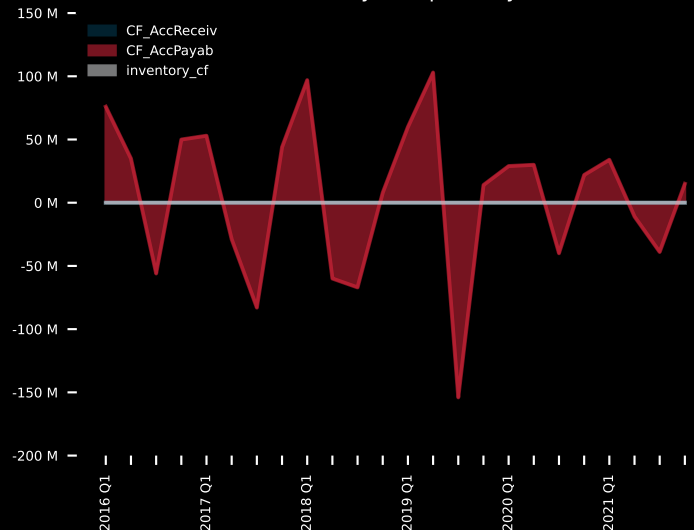
Price vs shares outstanding, quarterly



Owners Earnings, annually



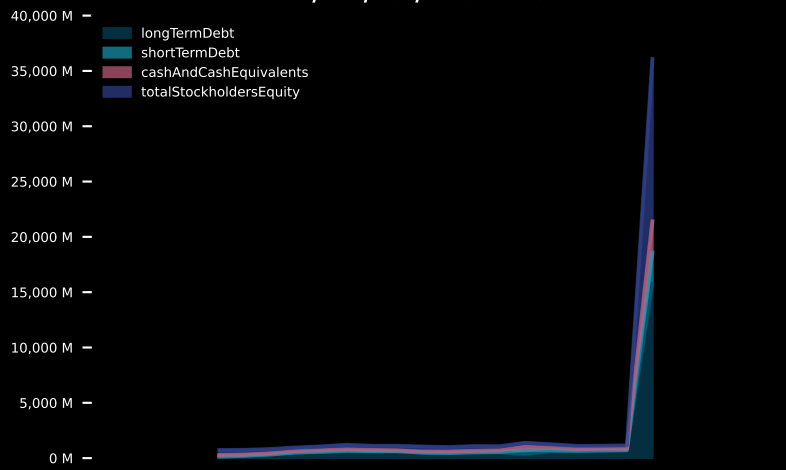
Inventory CF, quarterly



Sales, NI & Operating CF, quarterly



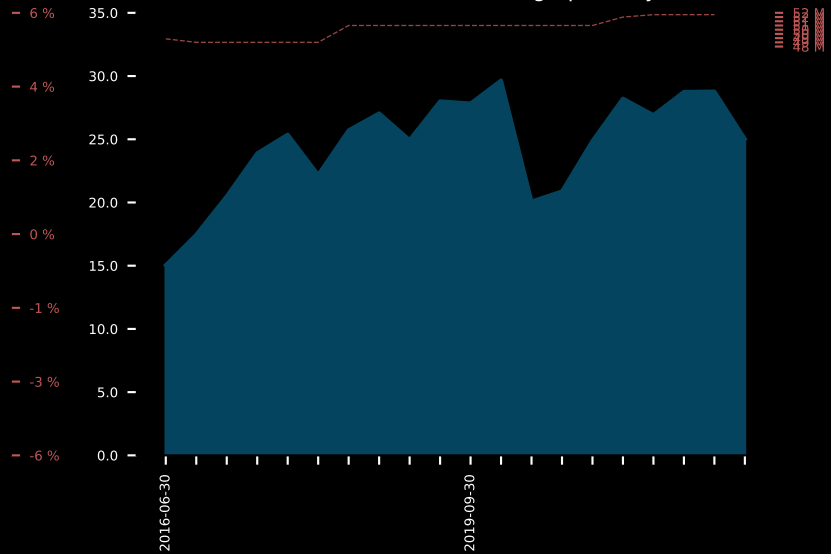
BATRA / 0 / 0 / 2022-06-24



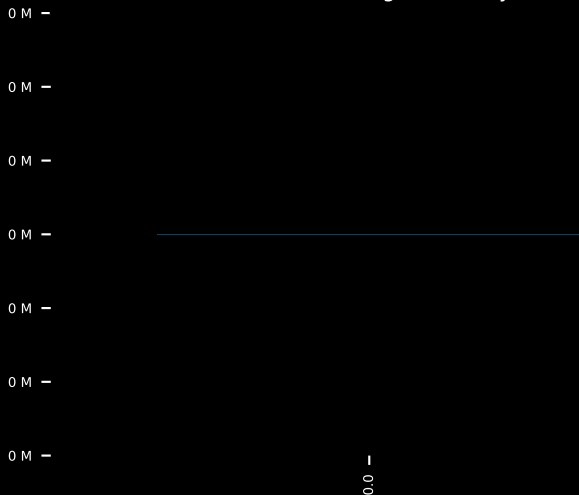
Sales, NI & Operating CF, annually



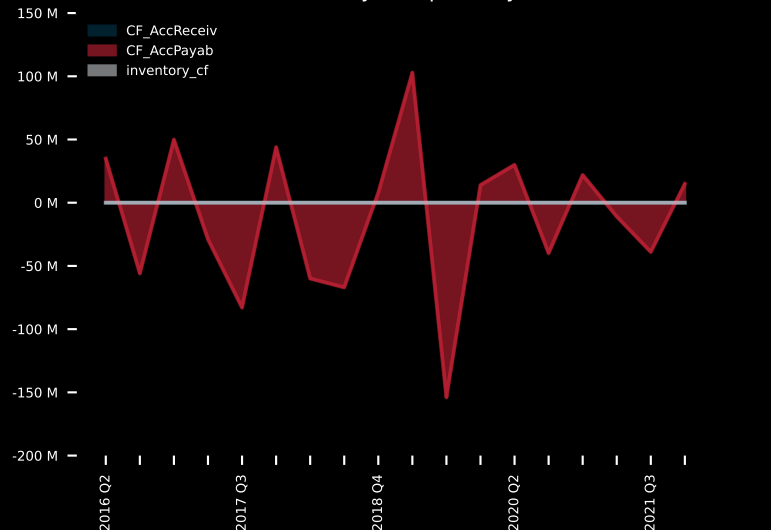
Price vs shares outstanding, quarterly



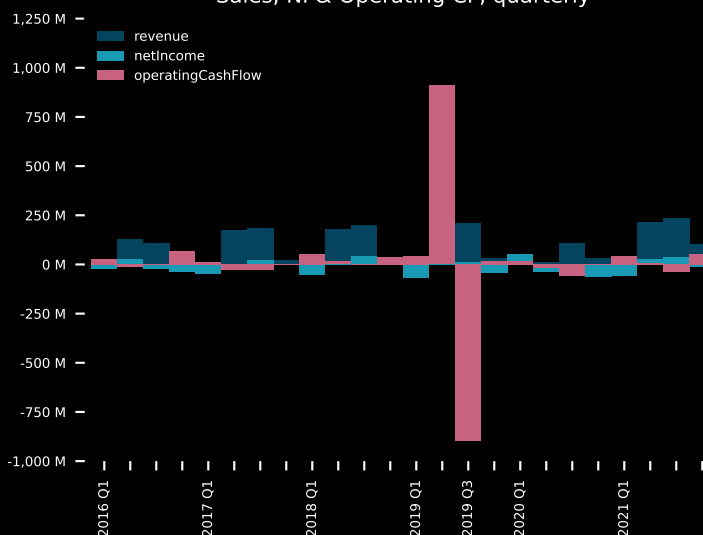
Owners Earnings, annually



Inventory CF, quarterly



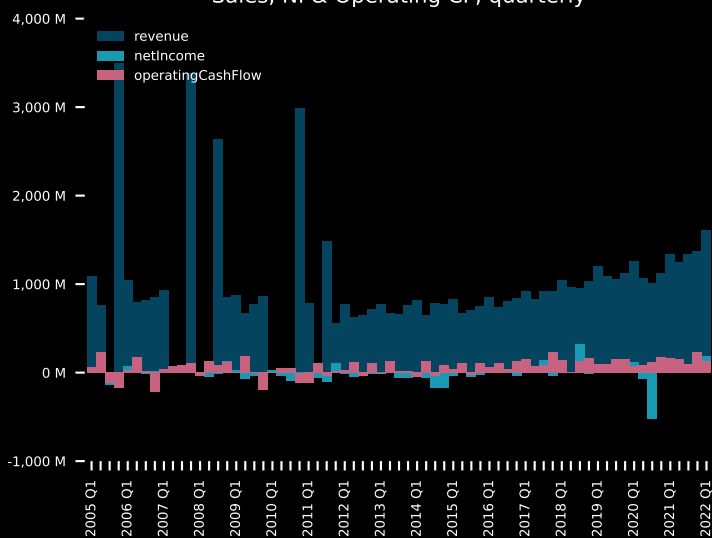
Sales, NI & Operating CF, quarterly



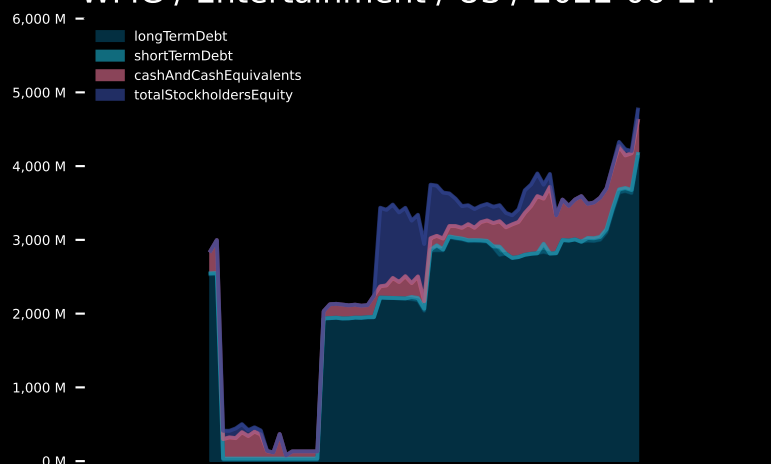
BTRK / Entertainment / US / 2022-06-25



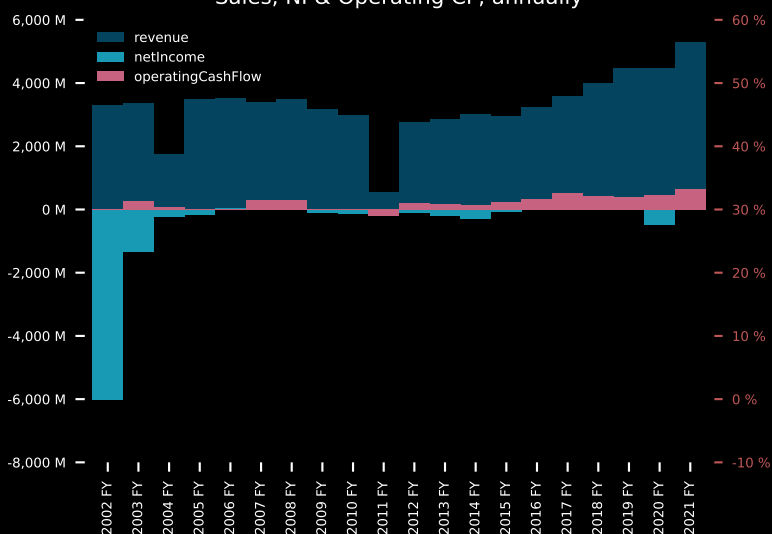
Sales, NI & Operating CF, quarterly



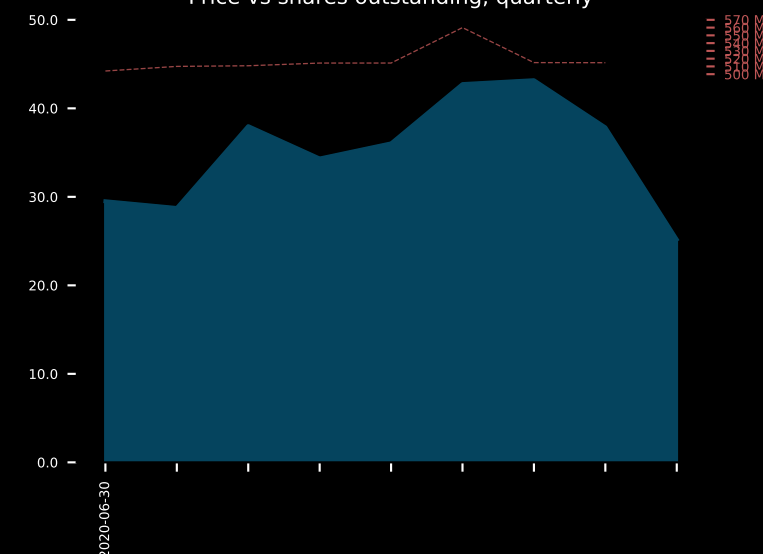
WMG / Entertainment / US / 2022-06-24



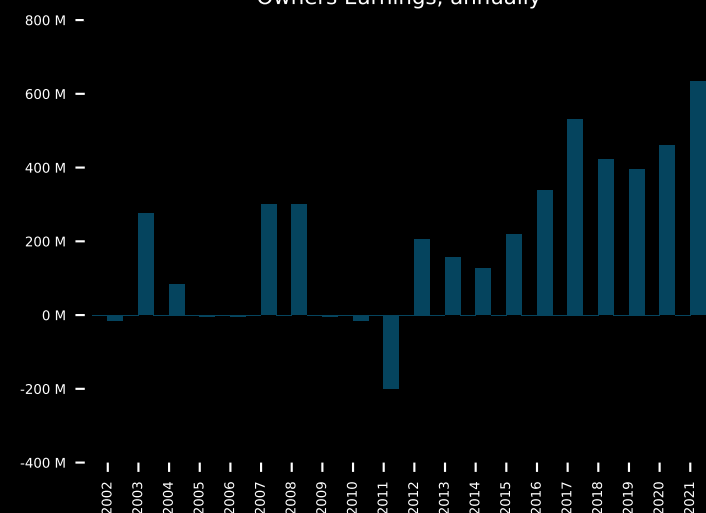
Sales, NI & Operating CF, annually



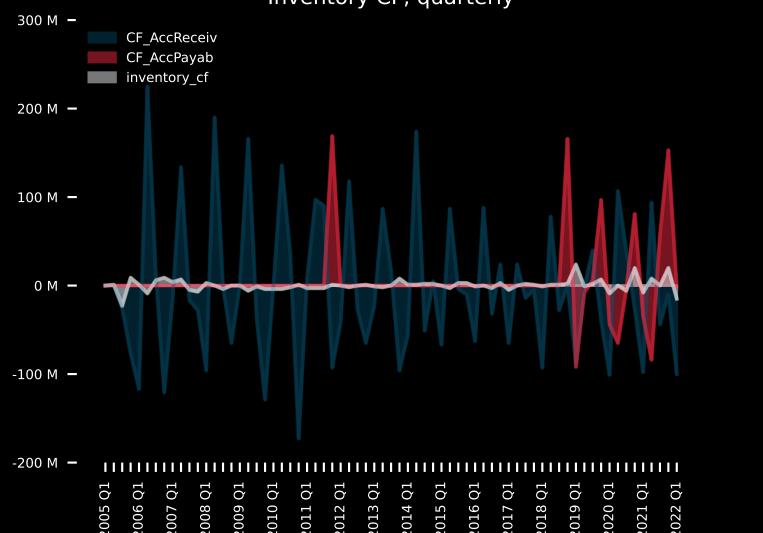
Price vs shares outstanding, quarterly



Owners Earnings, annually

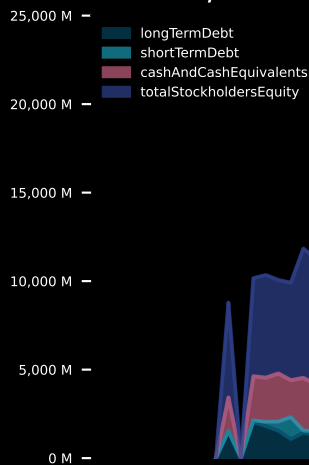
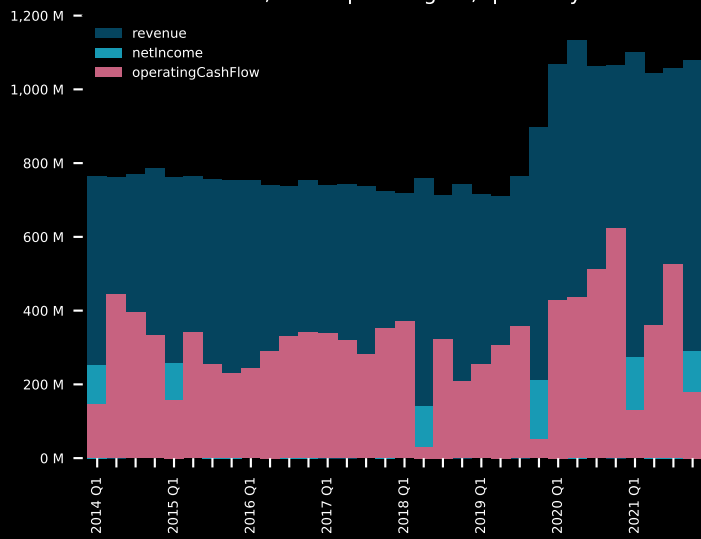


Inventory CF, quarterly



Warner Music Group Corp. operates as a music entertainment company in the United States, the United Kingdom, Germany, and internationally. The company operates through Recorded Music and Music Publishing segments. The Recorded Music segment is involved in the discovery and development of recording artists, as well as related marketing, promotion, distribution, sale, and licensing of music created by such recording artists; markets its music catalog through compilations and reissues of previously released music and video titles, as well as previously unreleased materials; and conducts its operation primarily through a collection of record labels, such as Warner Records and Atlantic Records, as well as Asylum, Big Beat, Canvasback, East West, Erato, FFRR, Fueled by Ramen, Nonesuch, Parlophone, Reprise, Roadrunner, Sire, Spinnin' Records, Warner Classics, and Warner Music Nashville. This segment markets, distributes, and

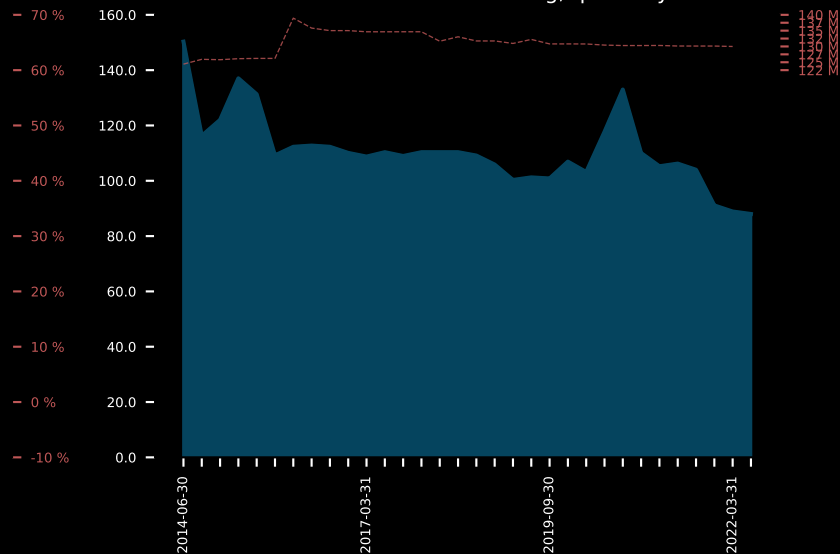
Sales, NI & Operating CF, quarterly



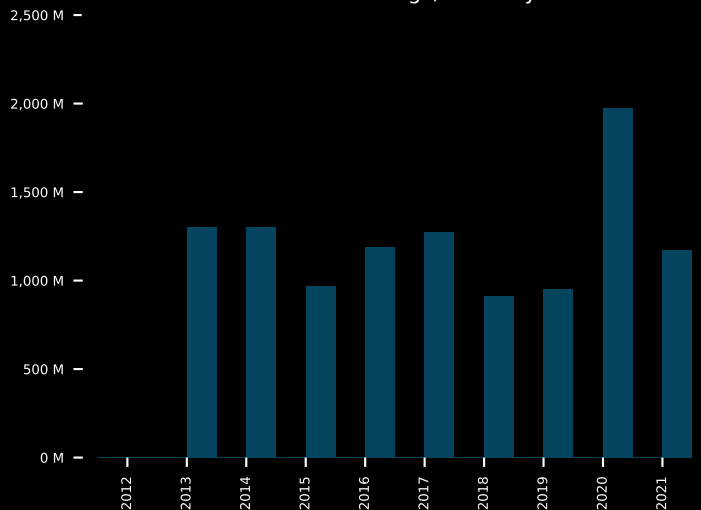
Sales, NI & Operating CF, annually



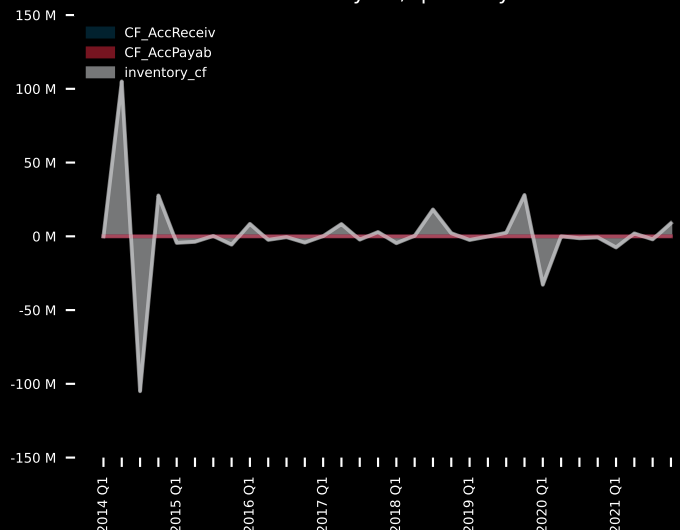
Price vs shares outstanding, quarterly



Owners Earnings, annually

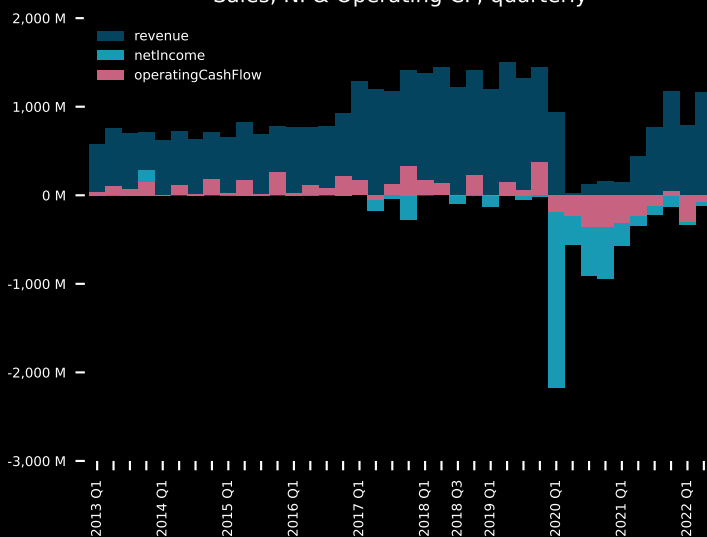


Inventory CF, quarterly

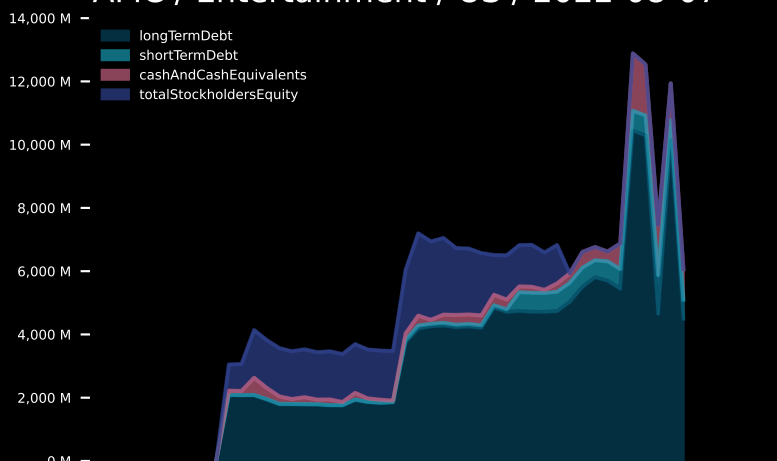


Taiwan Optical Platform Co., Ltd. operates as a multiple system operator in Taiwan. It offers cable television services, including broadcasting, installation, advertising, leases, and paid channels. The company also provides broadband telecommunication services, such as broadband Internet, local networks, and circuit leasing. In addition, it operates satellite TV stations; and offers consultancy and channel copyright agency services for cable TV system operators. The company was formerly known as Bao Yue Investment Co., Ltd. and changed its name to Taiwan Optical Platform Co., Ltd. in January 2013. Taiwan Optical Platform Co., Ltd. was founded in 2006 and is based in Taichung City, Taiwan.

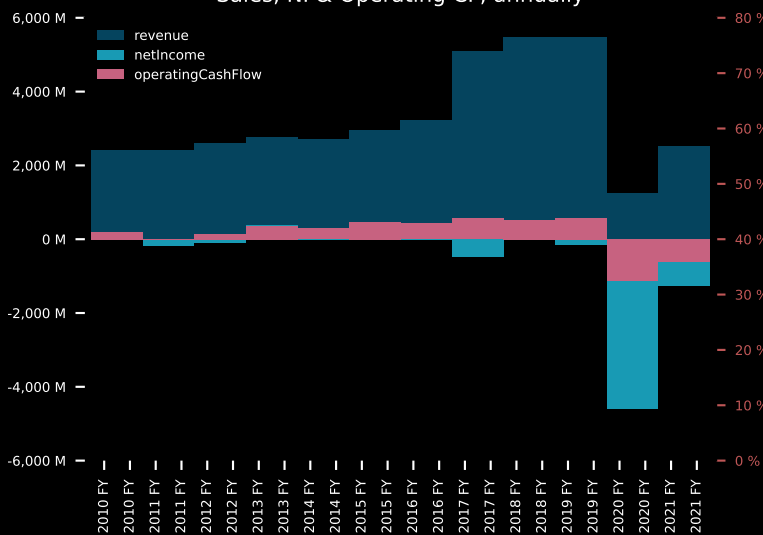
Sales, NI & Operating CF, quarterly



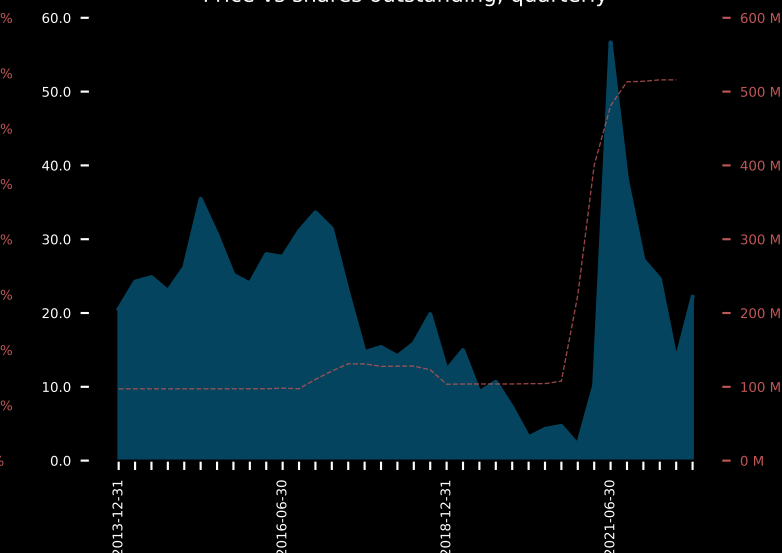
AMC / Entertainment / US / 2022-08-07



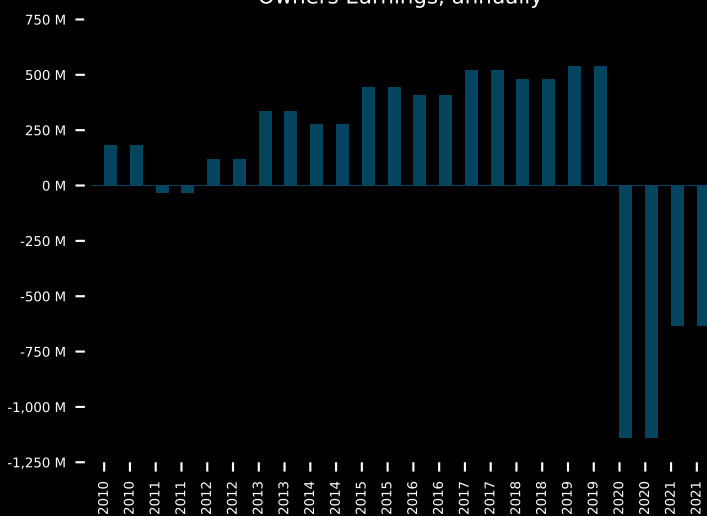
Sales, NI & Operating CF, annually



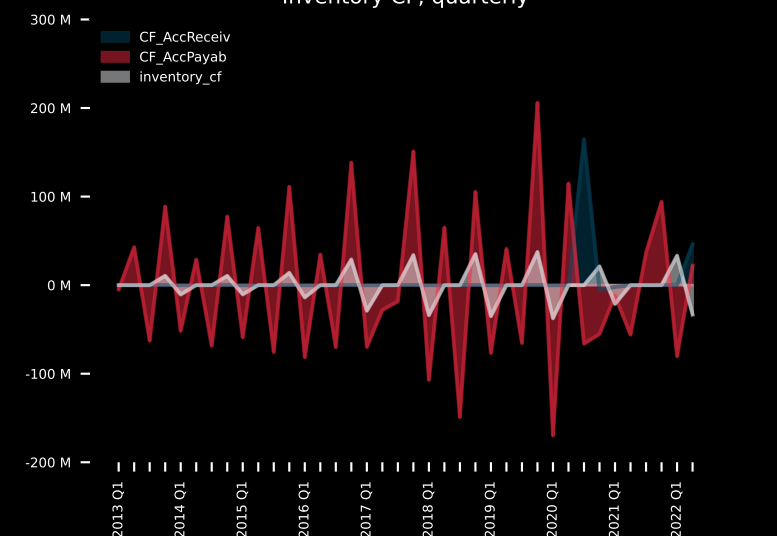
Price vs shares outstanding, quarterly



Owners Earnings, annually

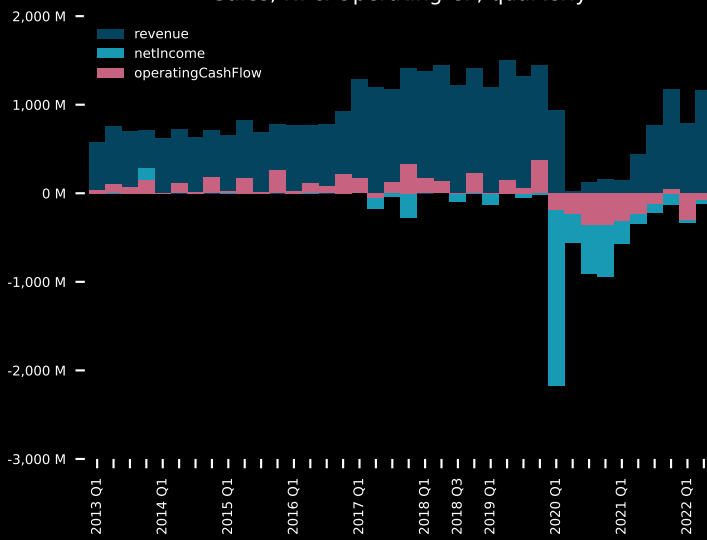


Inventory CF, quarterly

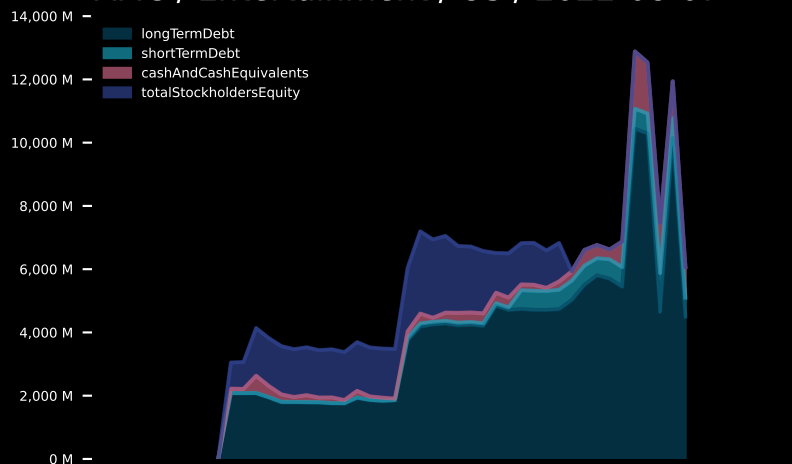


AMC Entertainment Holdings, Inc., through its subsidiaries, engages in the theatrical exhibition business. The company owns, operates, or has interests in theatres in the United States and Europe. As of March 1, 2022, it operated approximately 950 theatres and 10,600 screens. The company was founded in 1920 and is headquartered in Leawood, Kansas.

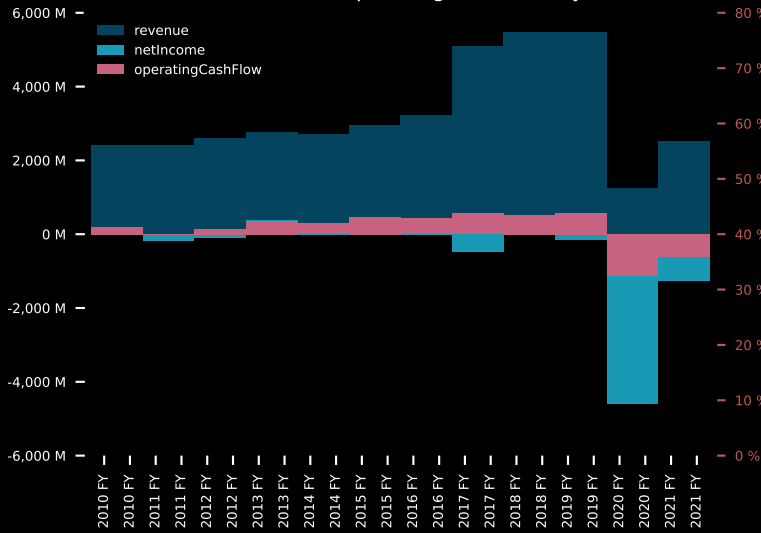
Sales, NI & Operating CF, quarterly



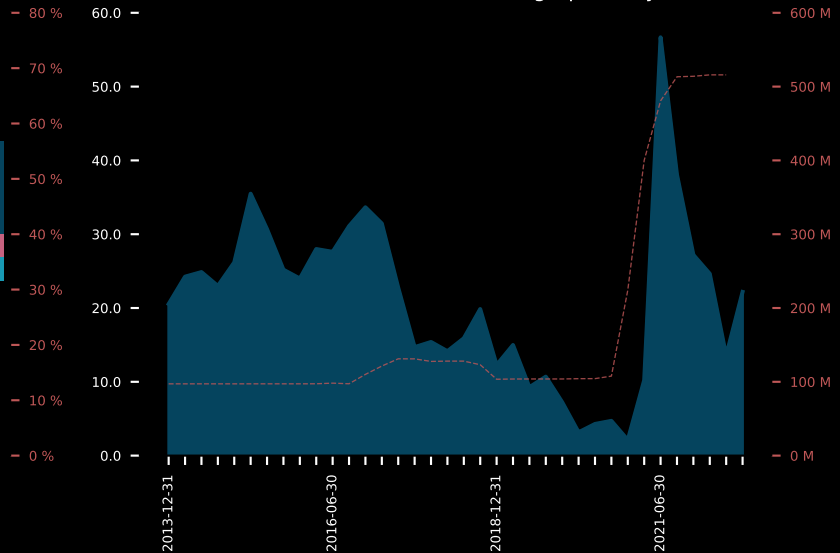
AMC / Entertainment / US / 2022-08-07



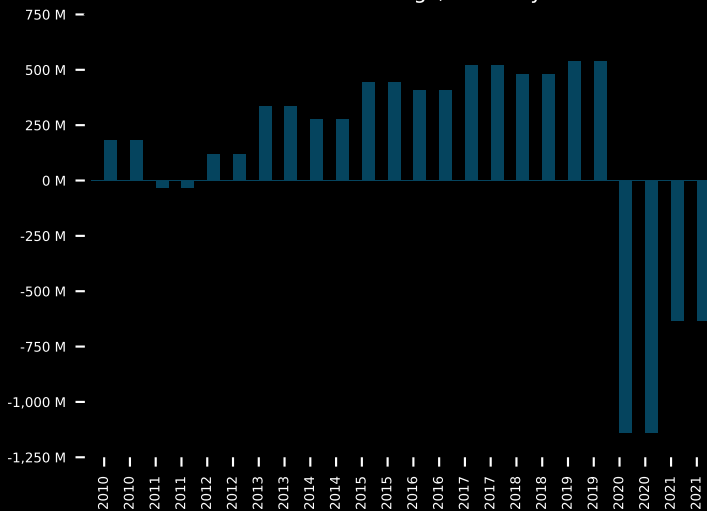
Sales, NI & Operating CF, annually



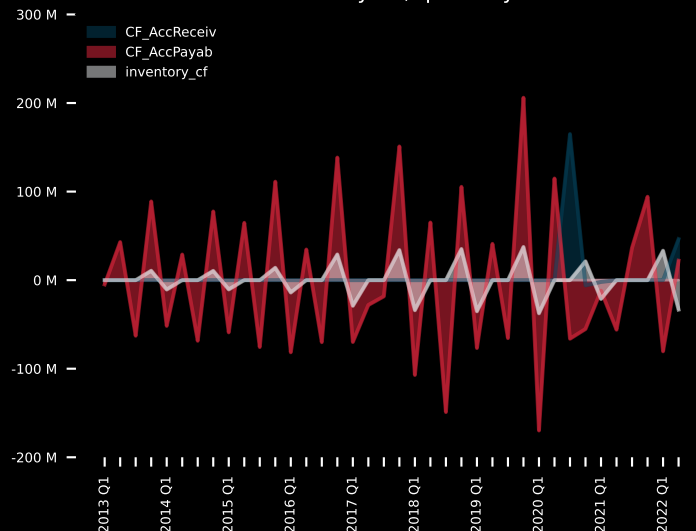
Price vs shares outstanding, quarterly



Owners Earnings, annually

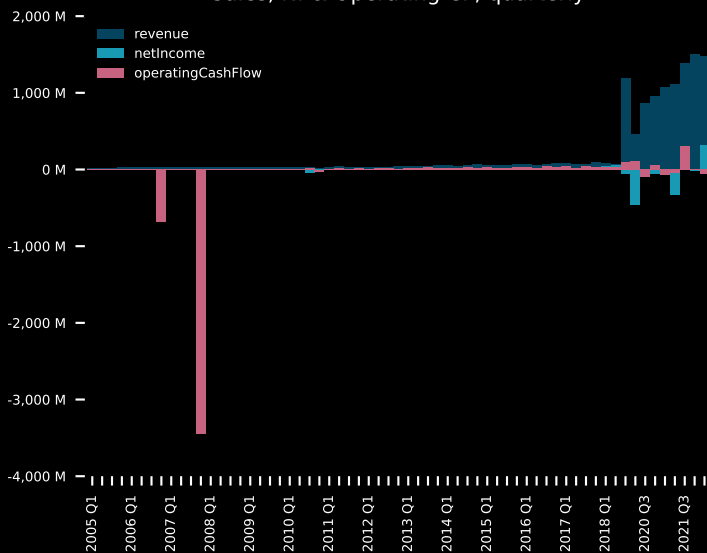


Inventory CF, quarterly



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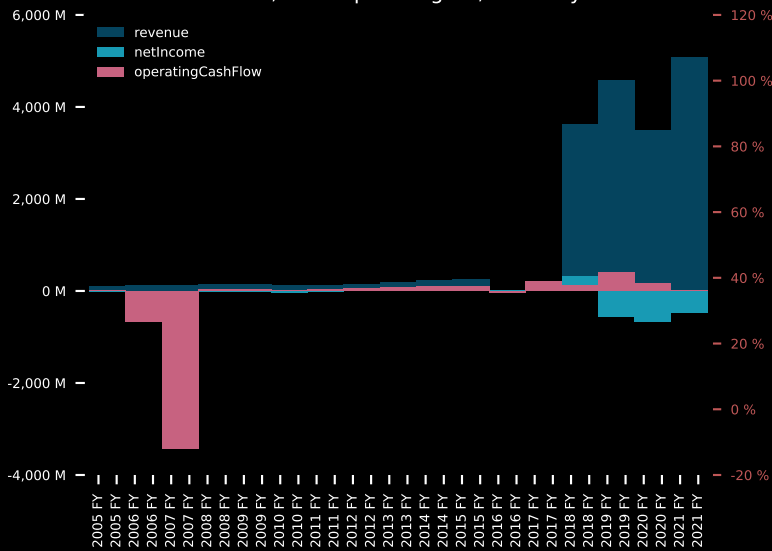
Sales, NI & Operating CF, quarterly



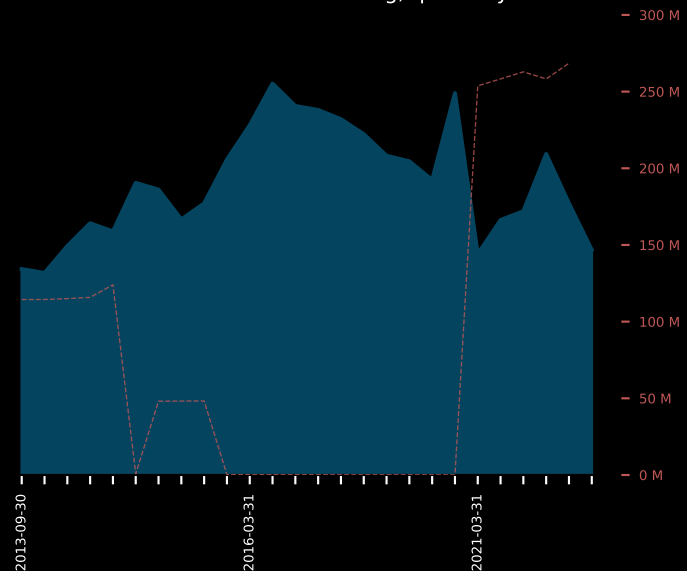
EDR / Entertainment / US / 2022-08-11



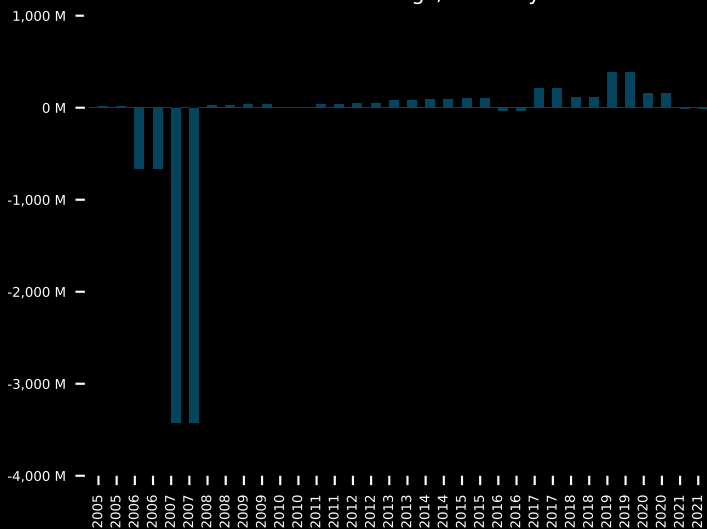
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly

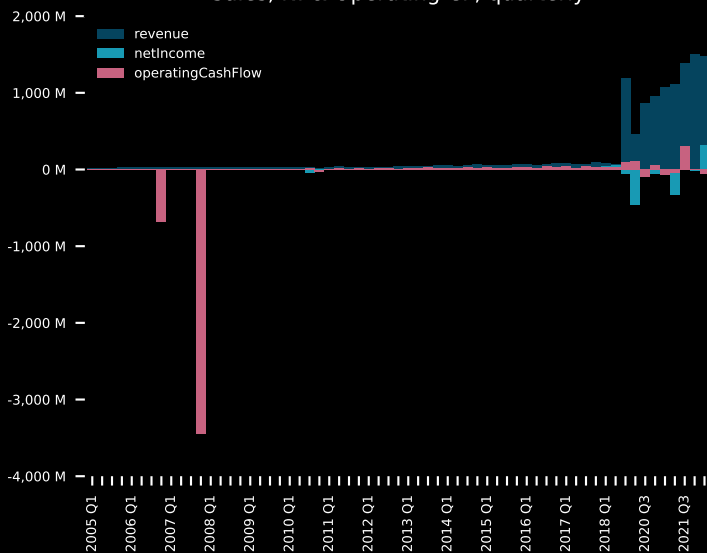


Owners Earnings, annually



Endeavor Group Holdings, Inc. operates as an entertainment, sports, and content company in the United States, the United Kingdom, and internationally. It operates in three segments: Owned Sports Properties, Events, Experiences & Rights, and Representation. The Owned Sports Properties segment operates a portfolio of sports properties, including Ultimate Fighting Championship, Professional Bull Rider, Euroleague, and Diamond Baseball Holdings, that license broadcast and other intellectual property rights and operate exclusive live events. The Events, Experiences & Rights segment provides services to a portfolio of live events, including sporting events, fashion, art fairs and music, culinary, and lifestyle festivals. This segment also owns and operates the IMG Academy, an academic and sports training institution; and produces and distributes sports video programming. The Representation segment offers services to a diverse

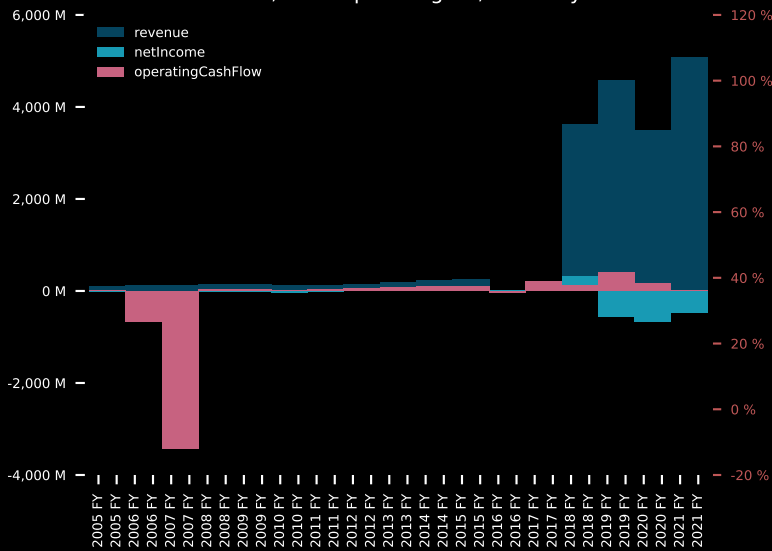
Sales, NI & Operating CF, quarterly



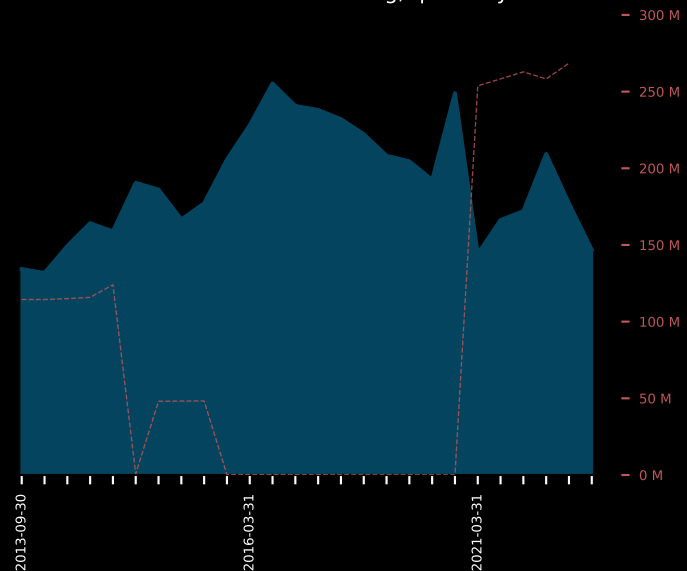
EDR / Entertainment / US / 2022-08-11



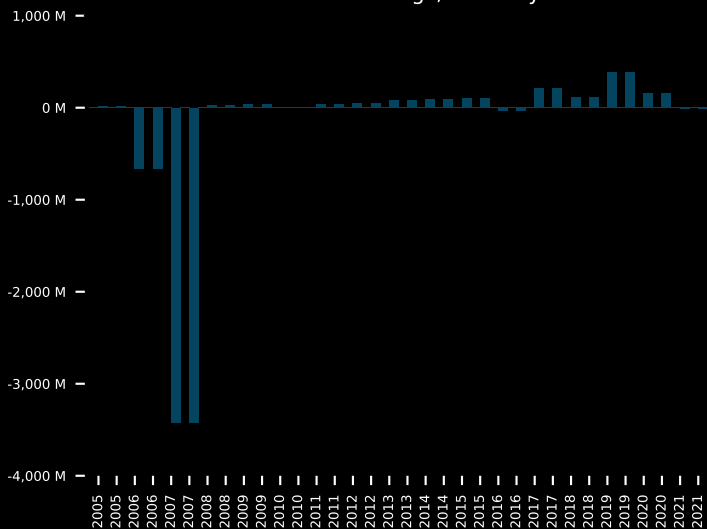
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly

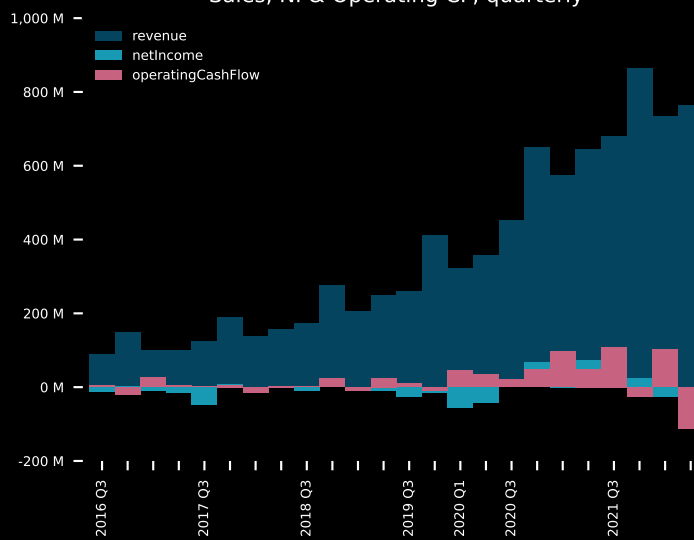


Owners Earnings, annually



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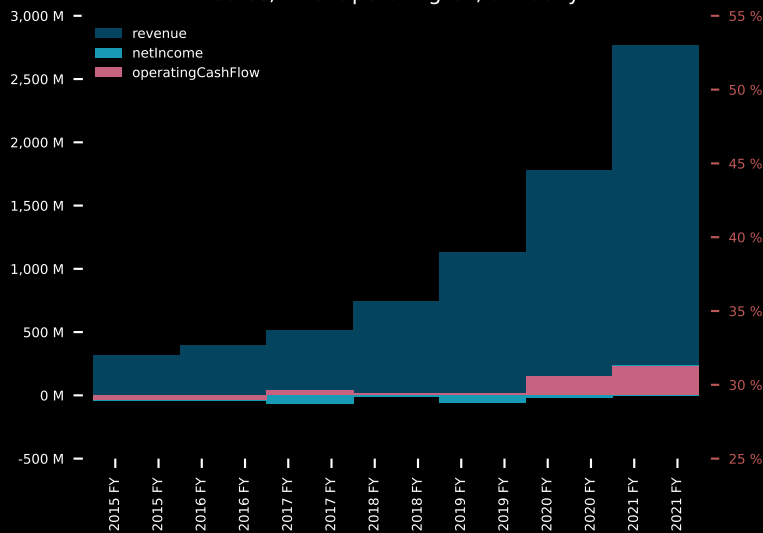
Sales, NI & Operating CF, quarterly



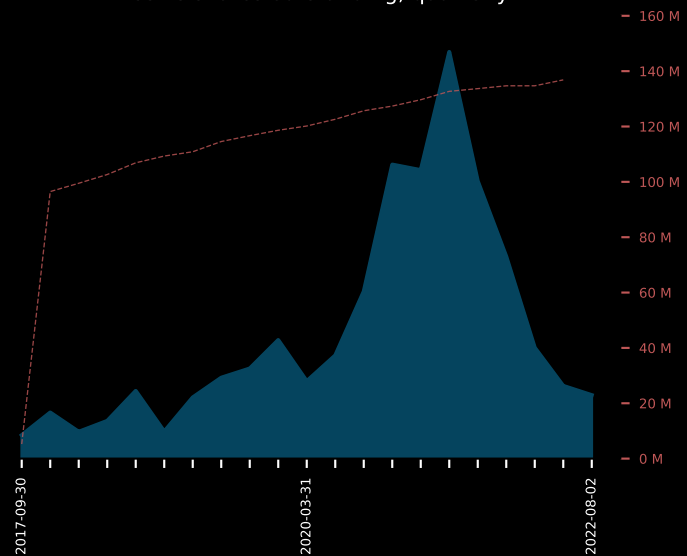
ROKU / Entertainment / US / 2022-08-02



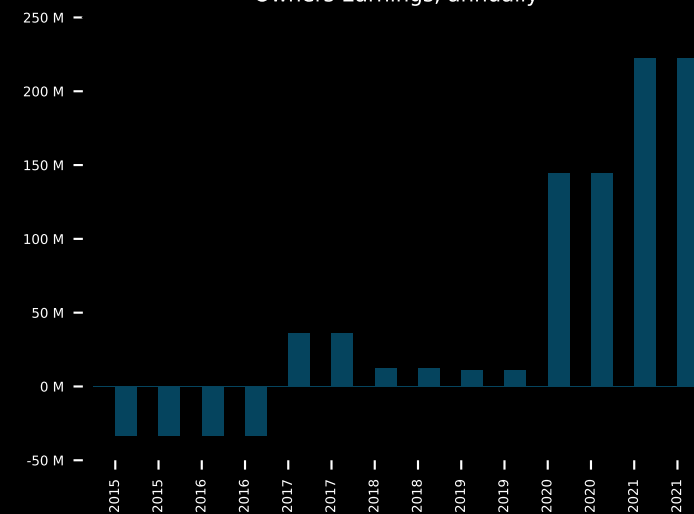
Sales, NI & Operating CF, annually



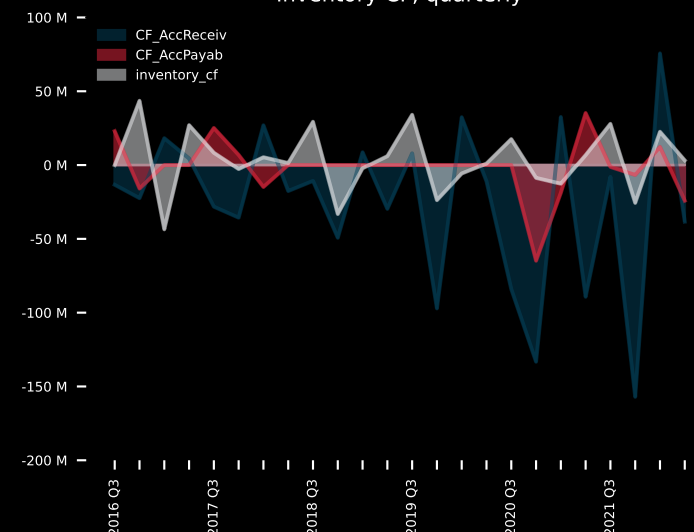
Price vs shares outstanding, quarterly



Owners Earnings, annually

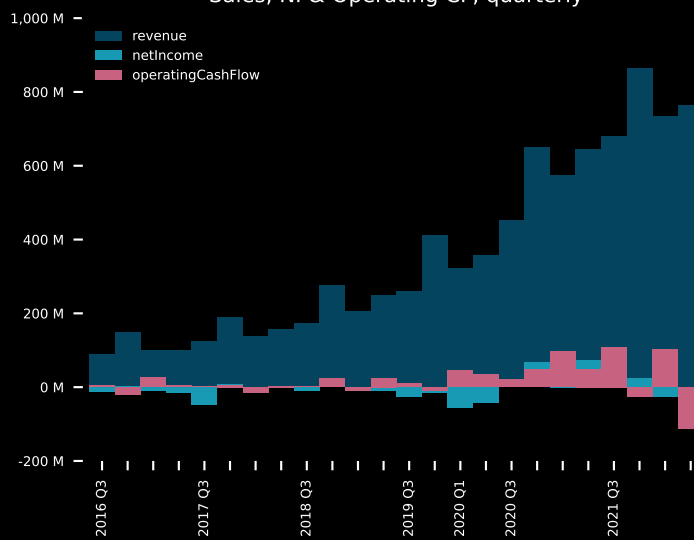


Inventory CF, quarterly



Roku, Inc., together with its subsidiaries, operates a TV streaming platform. The company operates in two segments, Platform and Player. Its platform allows users to discover and access various movies and TV episodes, as well as live TV, news sports, shows, and others. As of December 31, 2021, the company had 60.1 million active accounts. It also provides digital and video advertising, content distribution, subscription, and billing services, as well as other commerce transactions, and brand sponsorship and promotions; and manufactures, sells, and licenses smart TVs under the Roku TV name. In addition, the company offers streaming players, and audio products and accessories under the Roku brand name; and sells branded channel buttons on remote controls of streaming devices. It provides its products and services through retailers and distributors, as well as directly to customers through its website in the United

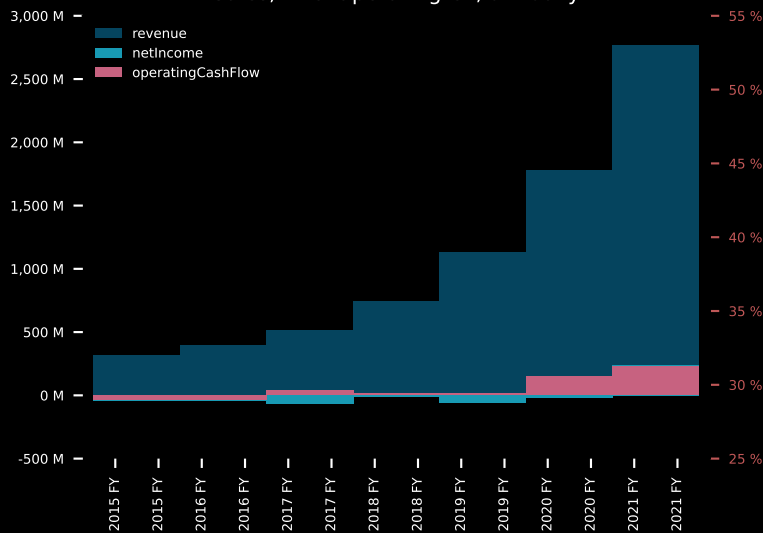
Sales, NI & Operating CF, quarterly



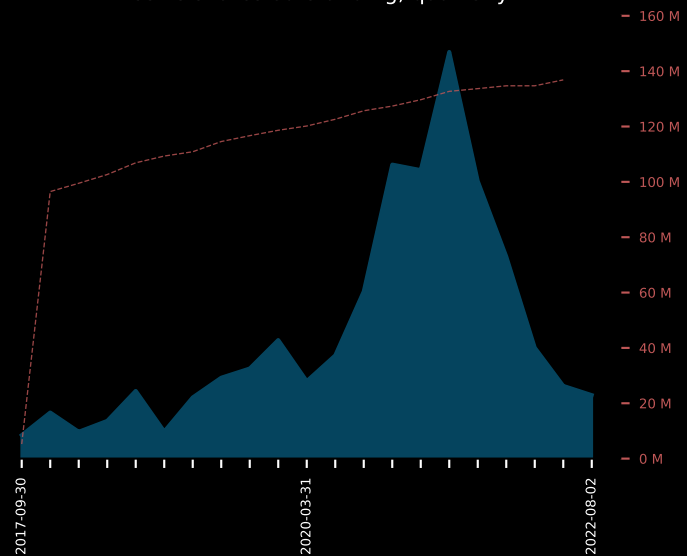
ROKU / Entertainment / US / 2022-08-02



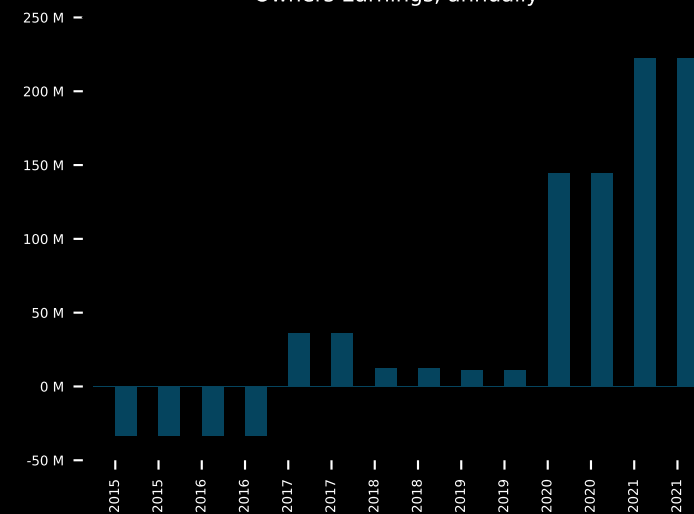
Sales, NI & Operating CF, annually



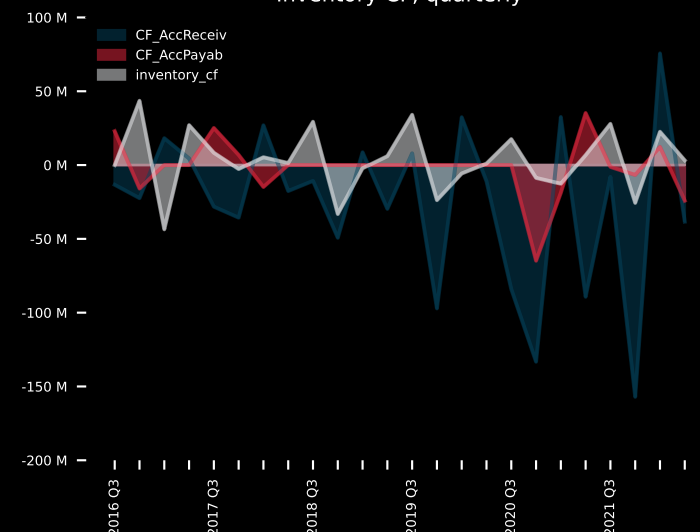
Price vs shares outstanding, quarterly



Owners Earnings, annually

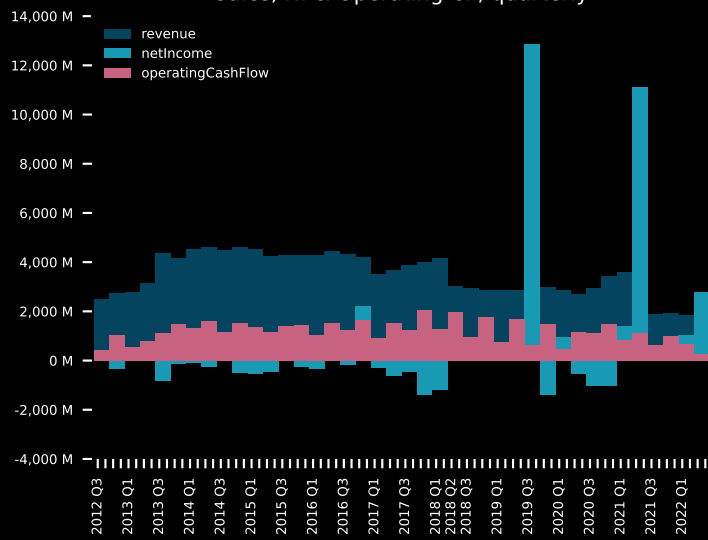


Inventory CF, quarterly

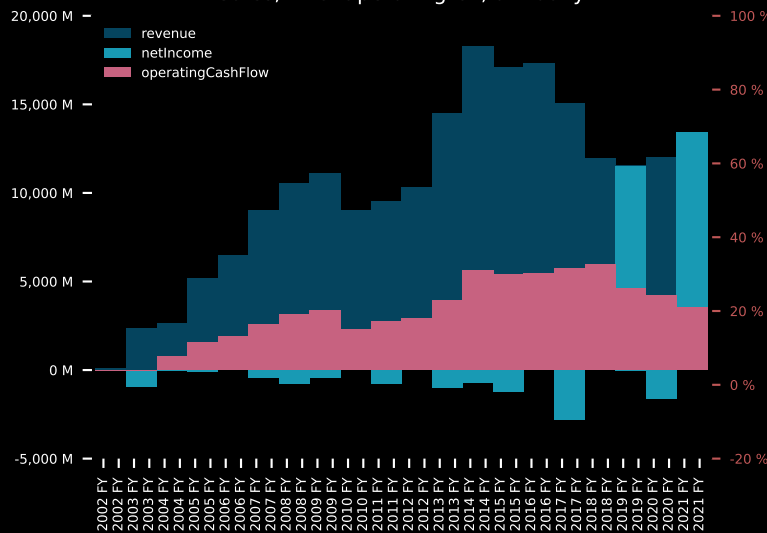


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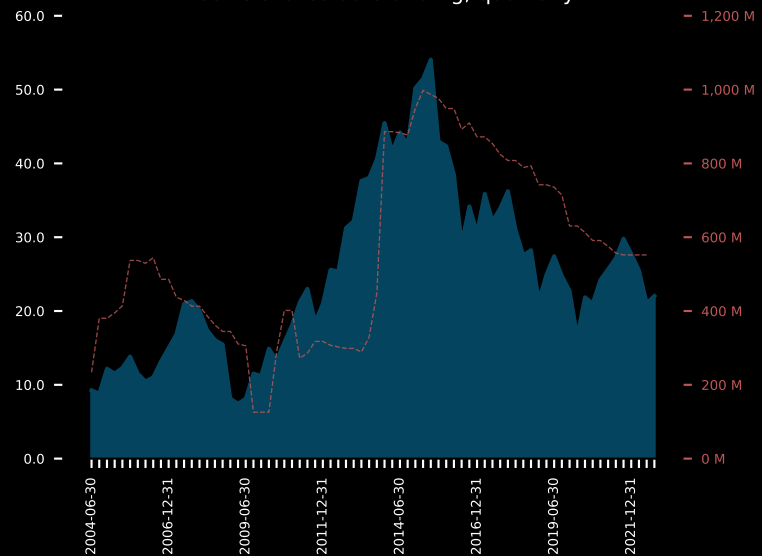
Sales, NI & Operating CF, quarterly



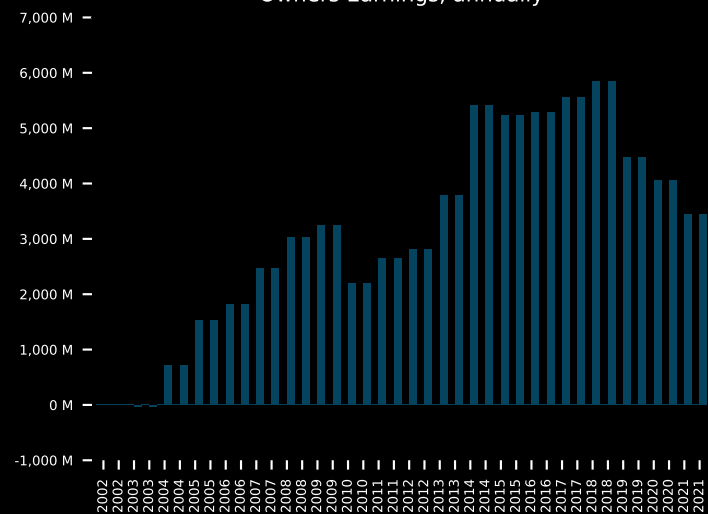
Sales, NI & Operating CF, annually



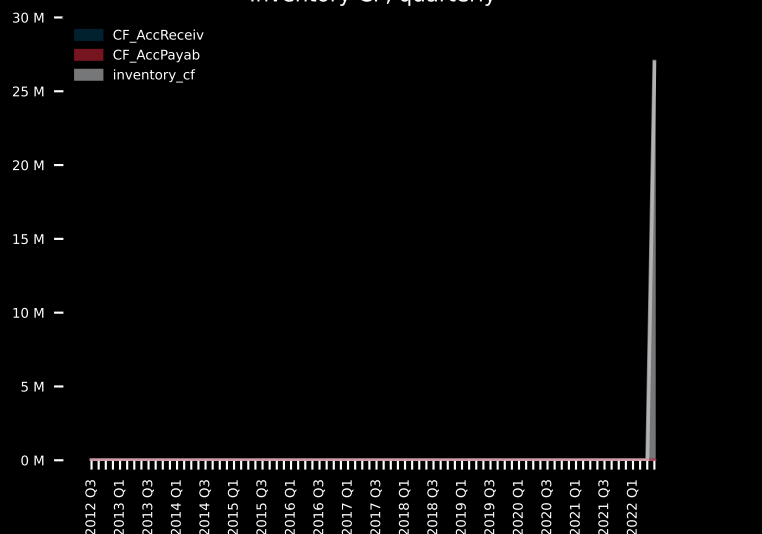
Price vs shares outstanding, quarterly



Owners Earnings, annually

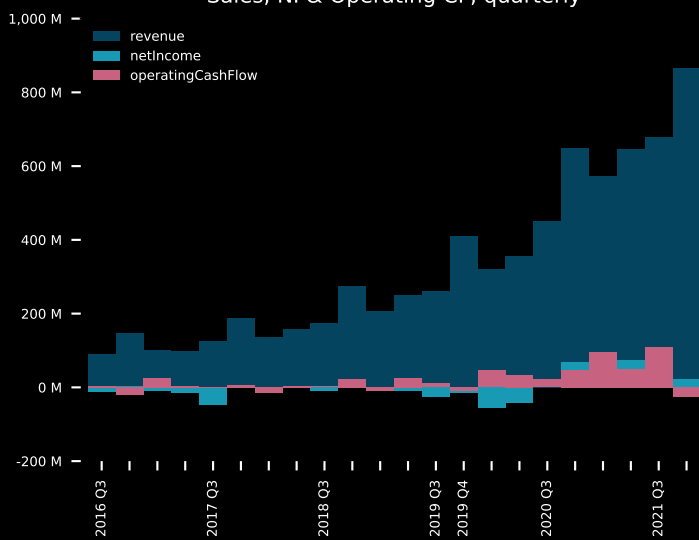


Inventory CF, quarterly



Liberty Global plc, together with its subsidiaries, provides broadband internet, video, fixed-line telephony, and mobile communications services to residential and business customers. It offers value-added broadband services, such as intelligent WiFi features; security; smart home, online storage solutions, and Web spaces; Connect Box, a set-top or Horizon box that delivers in-home Wi-Fi service; community Wi-Fi via routers in home, which provides access to the internet; and public Wi-Fi access points in train stations, hotels, bars, restaurants, and other public places. The company also provides various tiers of digital video programming and audio services, as well as digital video recorders and multimedia home gateway systems; and channels, including general entertainment, sports, movies, series, documentaries, lifestyles, news, adult, children, and ethnic and foreign channels. In addition, it offers postpaid and prepaid mobile services;

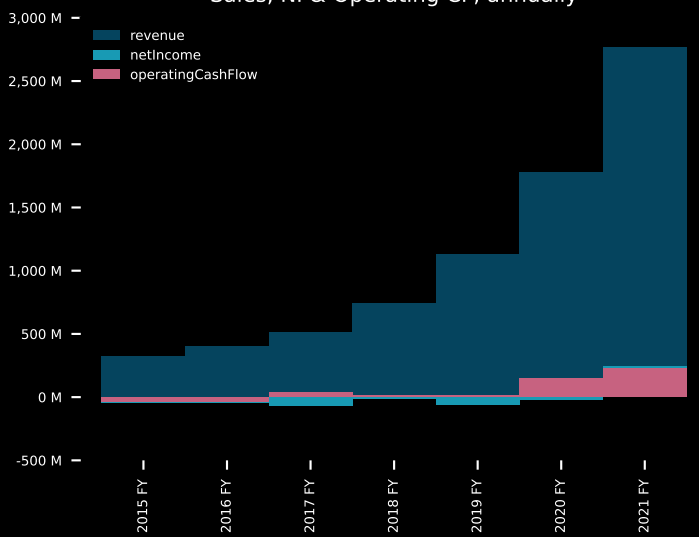
Sales, NI & Operating CF, quarterly



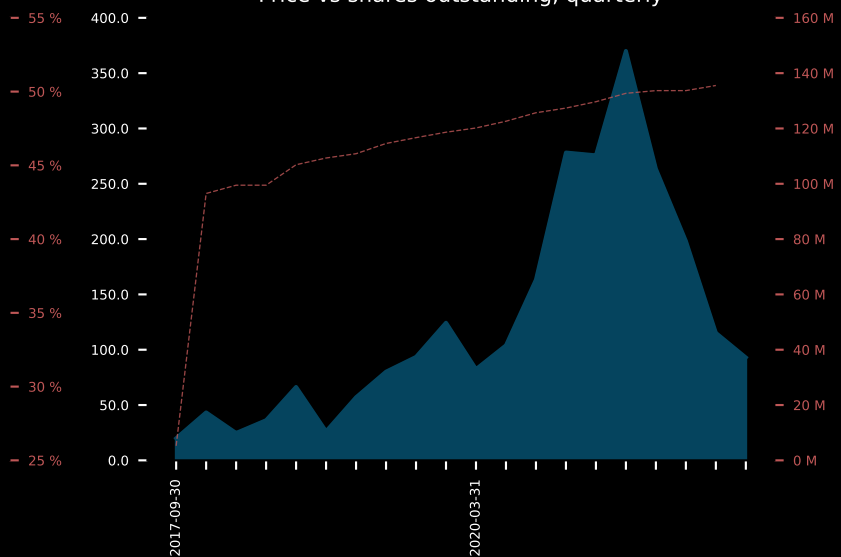
R35.F / Entertainment / US / 2022-06-25



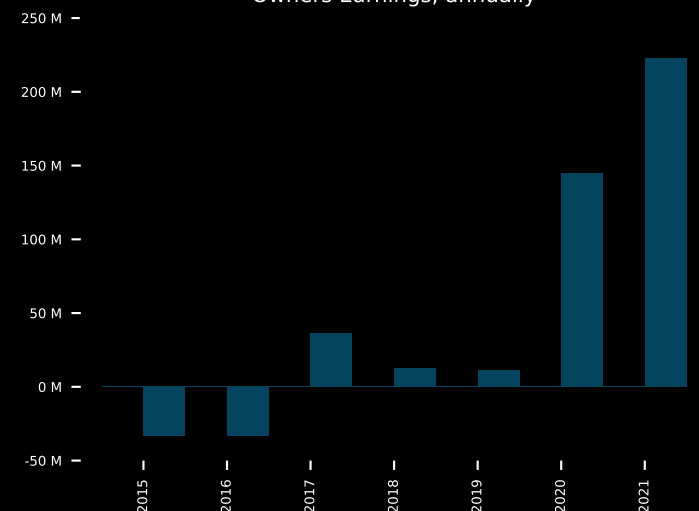
Sales, NI & Operating CF, annually



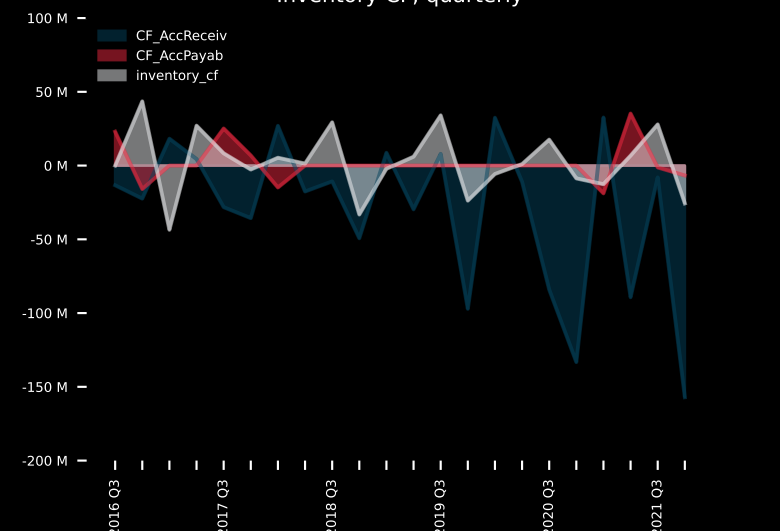
Price vs shares outstanding, quarterly



Owners Earnings, annually

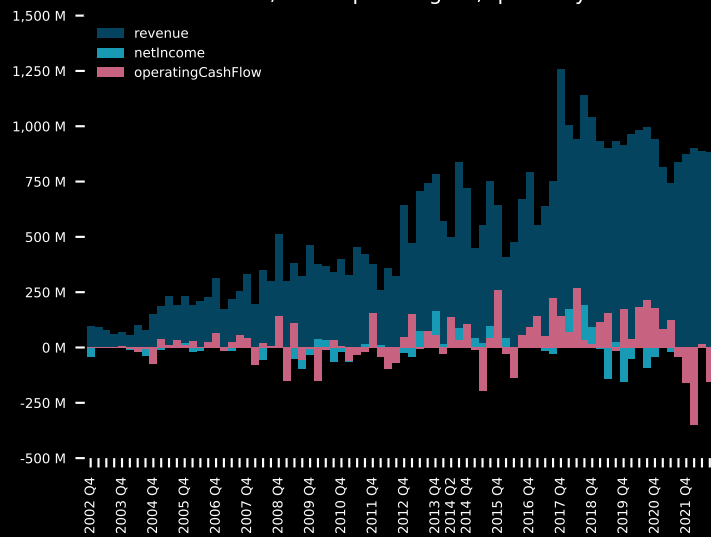


Inventory CF, quarterly

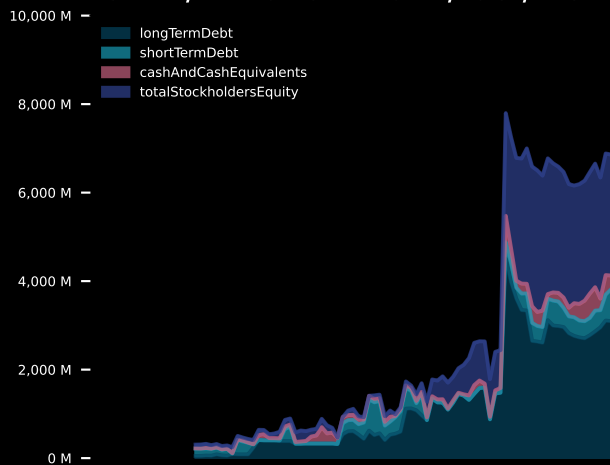


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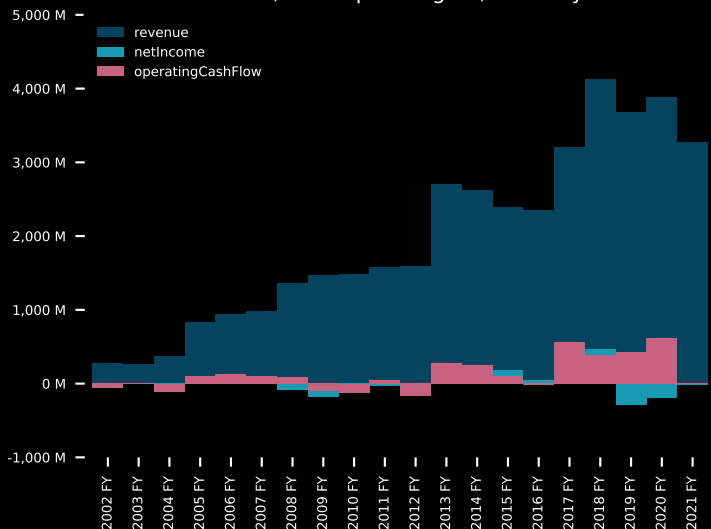
Sales, NI & Operating CF, quarterly



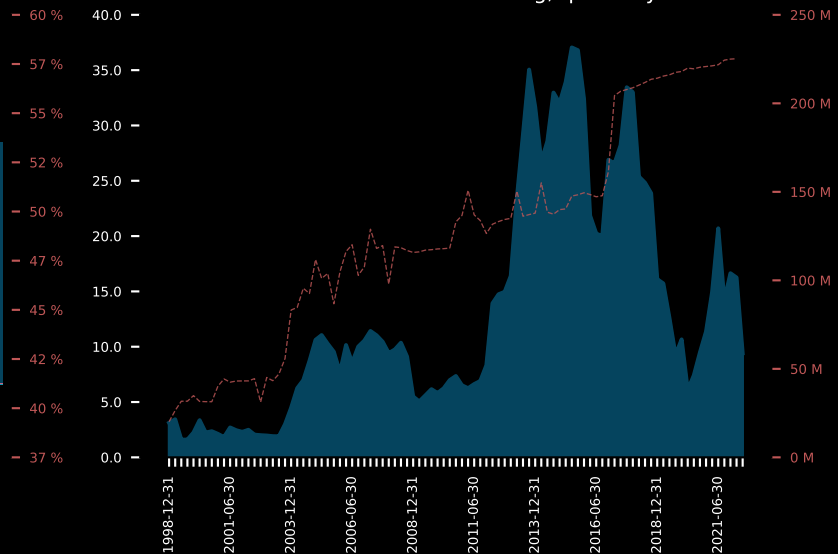
LGF-A / Entertainment / US / 2022-06-25



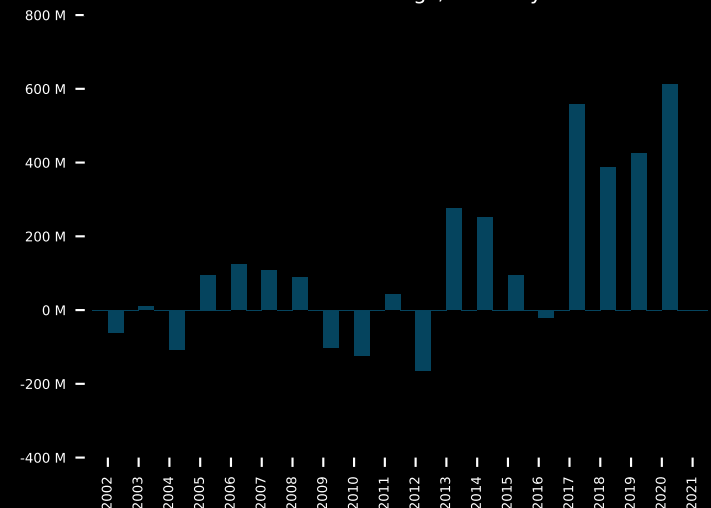
Sales, NI & Operating CF, annually



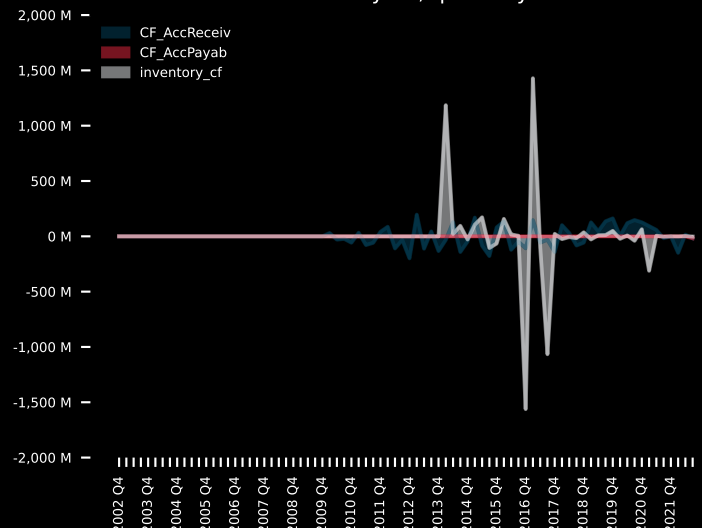
Price vs shares outstanding, quarterly



Owners Earnings, annually

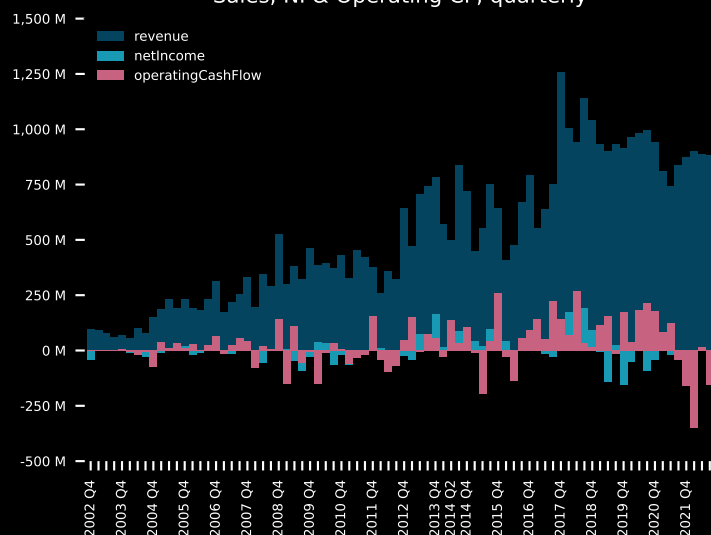


Inventory CF, quarterly

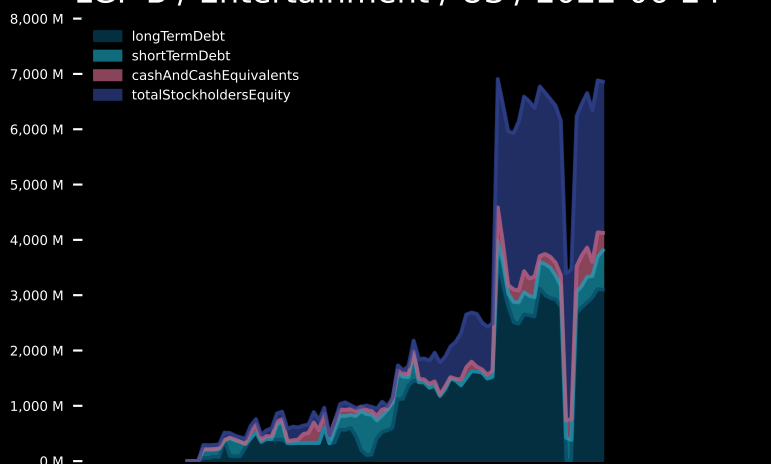


Lions Gate Entertainment Corp. engages in film, television, subscription, and location-based entertainment businesses in Canada, the United States, and internationally. It operates through three segments: Motion Picture, Television Production, and Media Networks. The Motion Picture segment engages in the development and production of feature films; acquisition of North American and worldwide distribution rights; North American theatrical, home entertainment, and television distribution of feature films produced and acquired; and worldwide licensing of distribution rights to feature films produced and acquired. The Television Production segment is involved in the development, production, and worldwide distribution of television productions, including television series, television movies and mini-series, and non-fiction programming. It also licenses Starz original series productions to Starz Networks and STARZPLAY International;

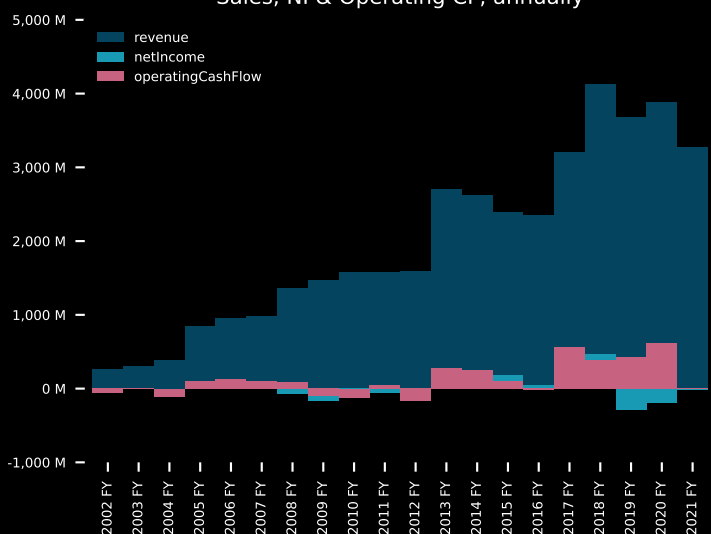
Sales, NI & Operating CF, quarterly



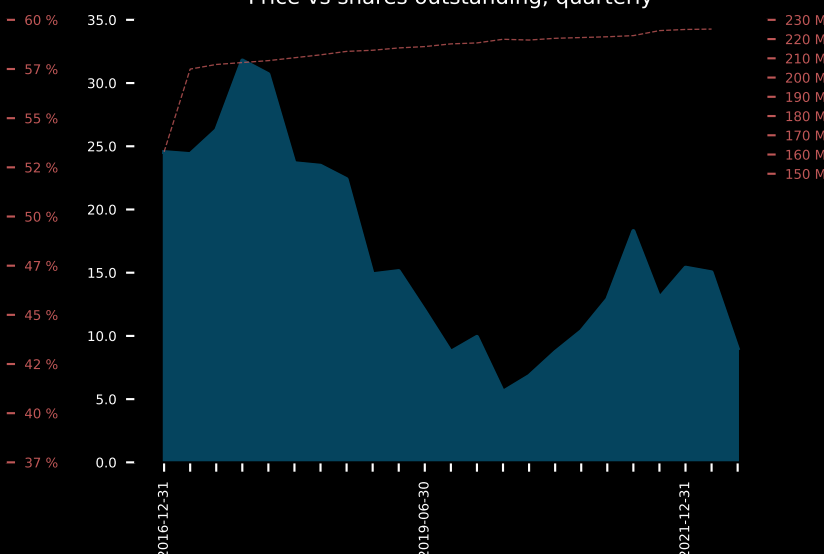
LGF-B / Entertainment / US / 2022-06-24



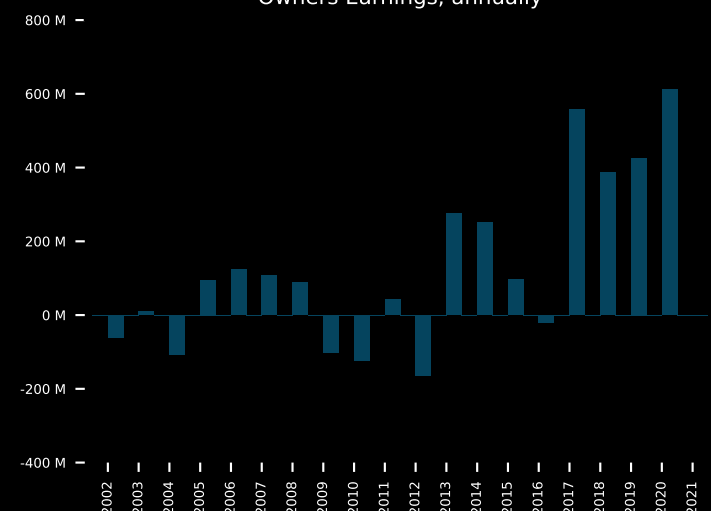
Sales, NI & Operating CF, annually



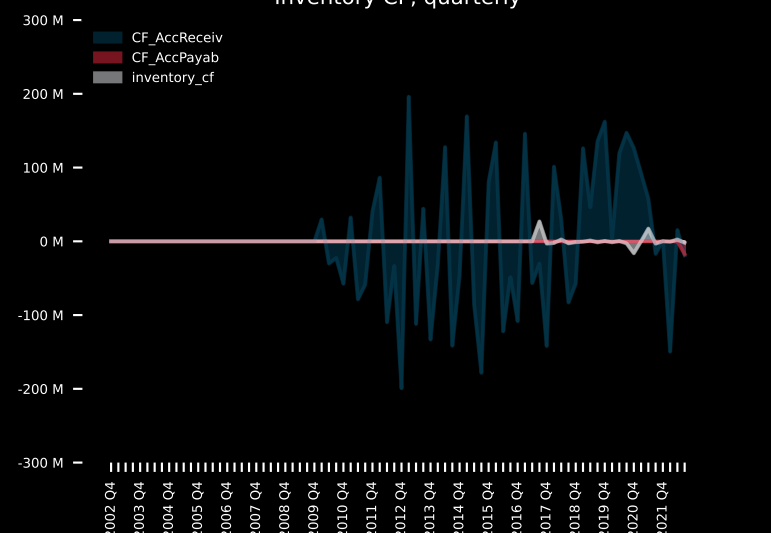
Price vs shares outstanding, quarterly



Owners Earnings, annually

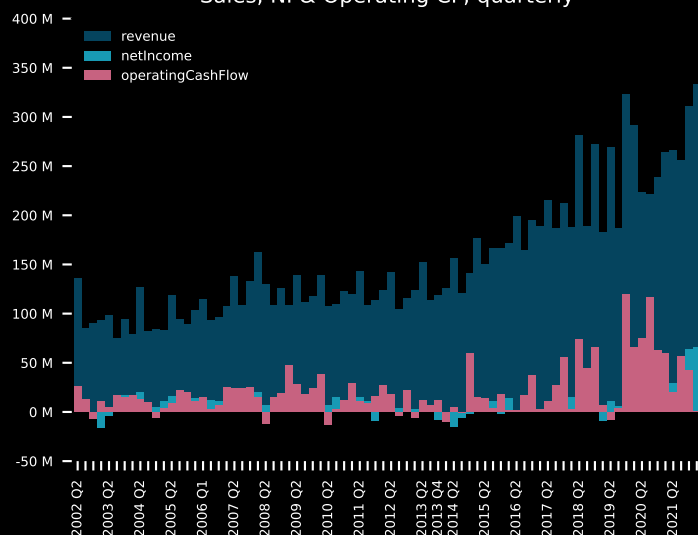


Inventory CF, quarterly

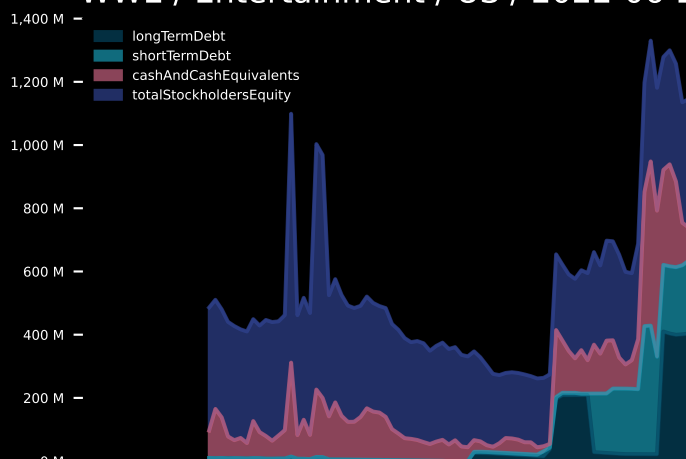


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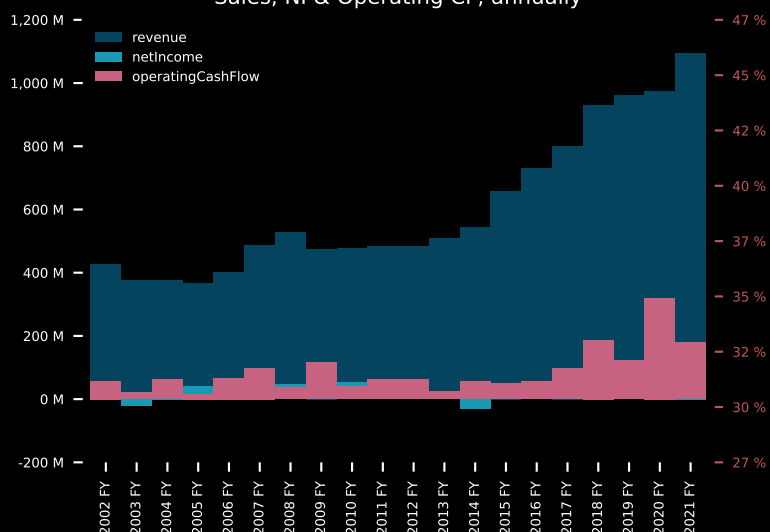
Sales, NI & Operating CF, quarterly



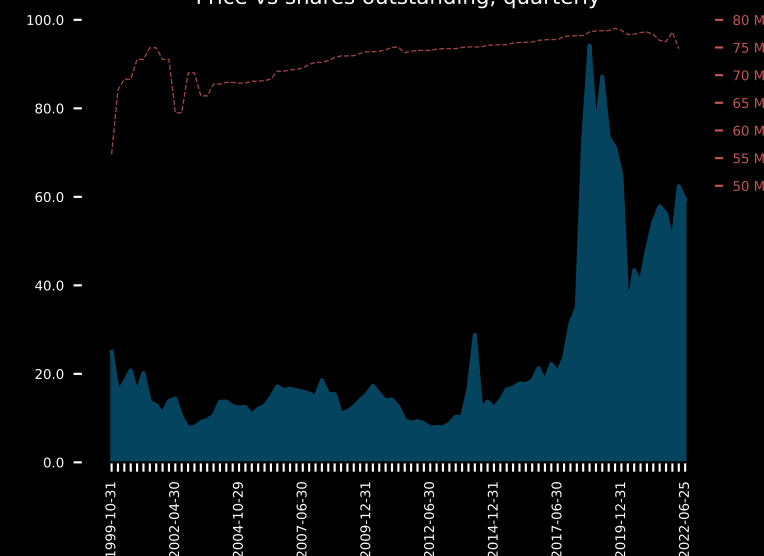
WWE / Entertainment / US / 2022-06-25



Sales, NI & Operating CF, annually



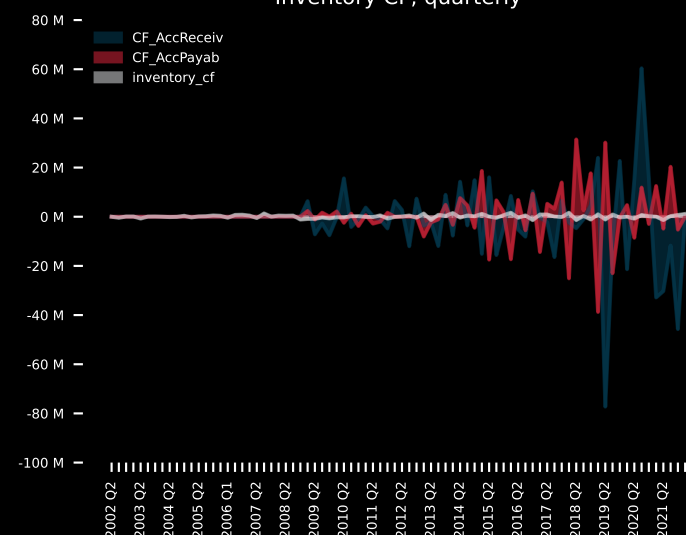
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly



World Wrestling Entertainment, Inc., an integrated media and entertainment company, engages in the sports entertainment business in North America, Europe, the Middle East, Africa, the Asia Pacific, and Latin America. It operates through three segments: Media, Live Events, and Consumer Products. The Media segment engages in the production and monetization of long-form and short-form video content across various platforms, including WWE Network, broadcast and pay television, and digital and social media, as well as filmed entertainment. The Live Events segment is involved in the sale of tickets; provision of event services; and sale of travel packages related to its live events. The Consumer Products segment engages in merchandising of WWE branded products, such as video games, toys, apparel, and books through licensing arrangements and direct to consumer sales, as well as through a commerce

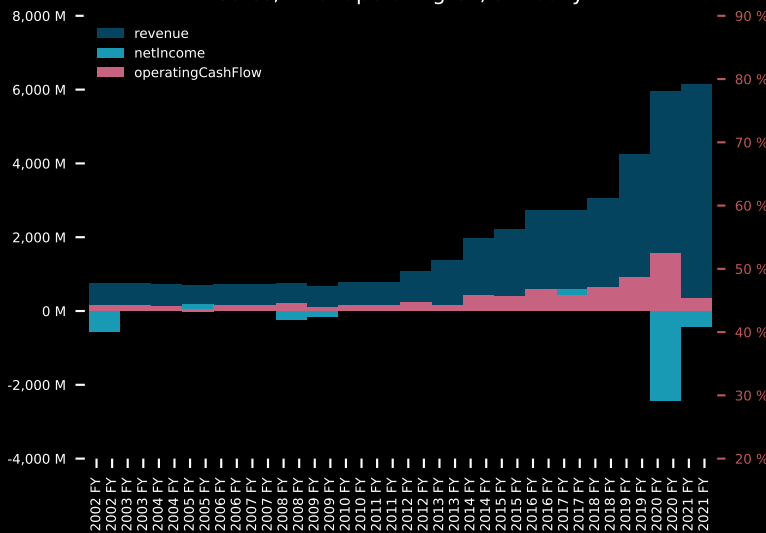
Sales, NI & Operating CF, quarterly



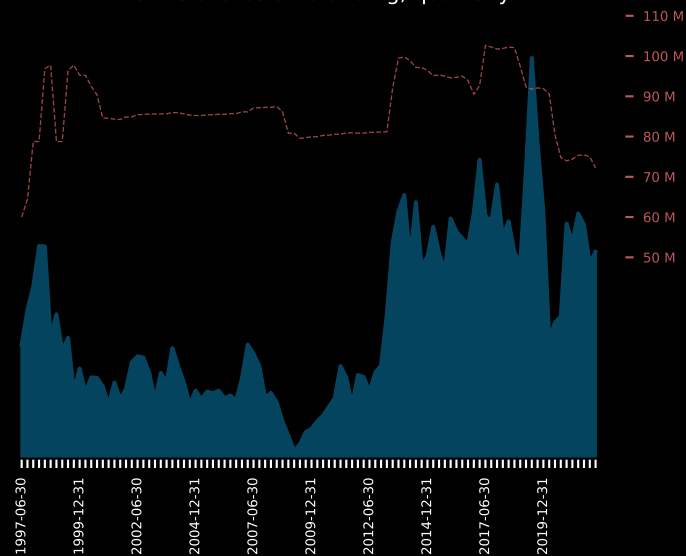
SBGI / Entertainment / US / 2022-08-07



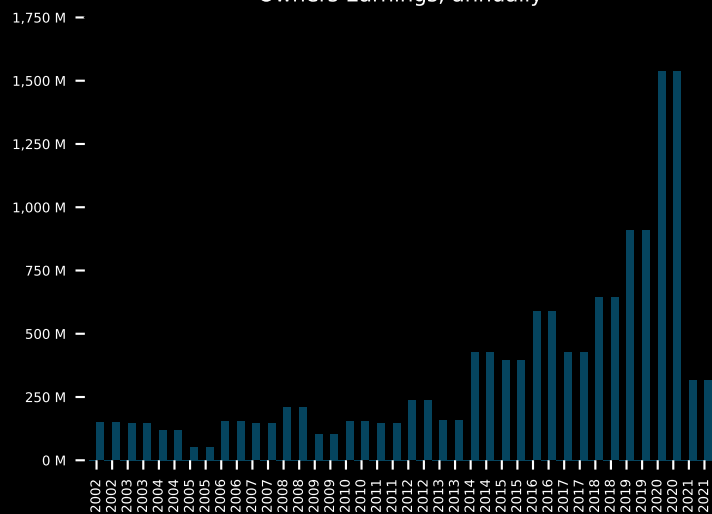
Sales, NI & Operating CF, annually



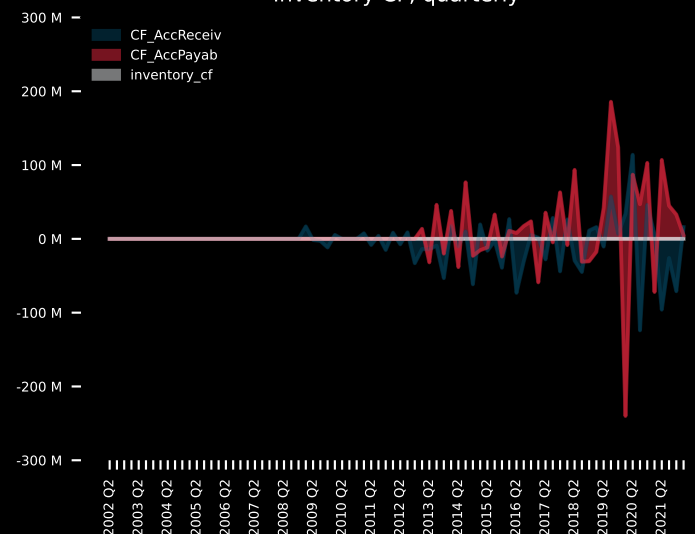
Price vs shares outstanding, quarterly



Owners Earnings, annually

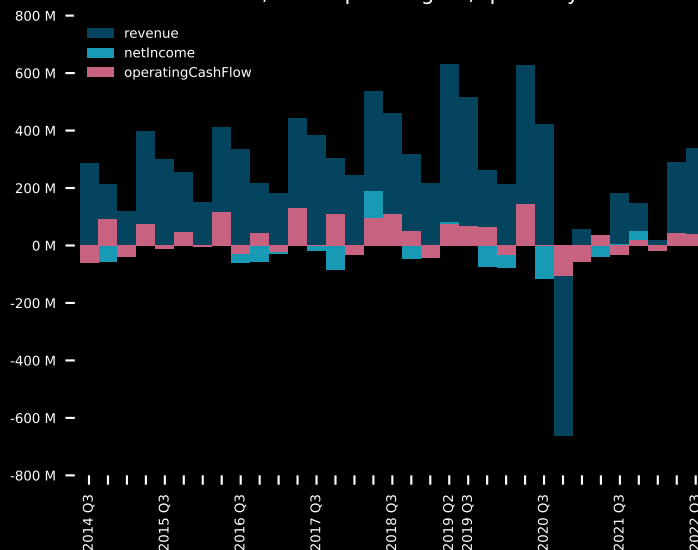


Inventory CF, quarterly

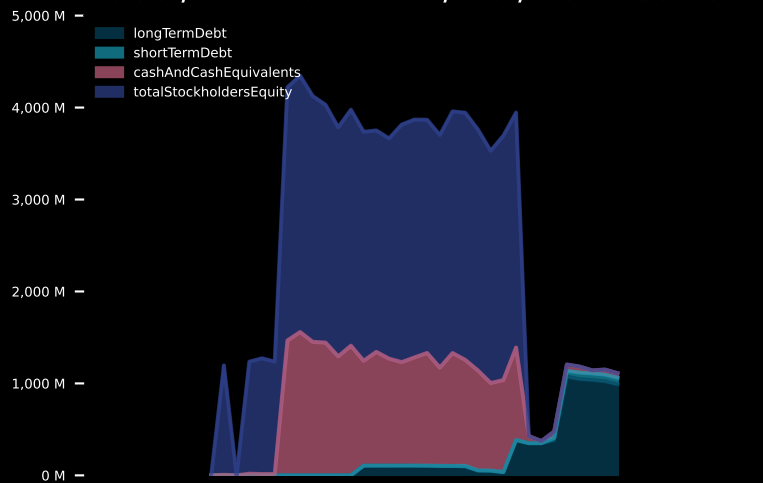


Sinclair Broadcast Group, Inc. operates as a media company in the United States. The company operates in two segments, Broadcast and Local Sports. The Broadcast segment broadcasts free over-the-air programming, such as network provided programs, locally-produced news, local sporting events, programming from program service arrangements, syndicated entertainment programs, and programming to television viewing audiences in the communities through its local television stations. As of December 31, 2021, the segment owned, operated, and provided services to 185 stations and 634 channels in 86 markets. The Local Sports segment operates regional sports networks. This segment broadcasts professional sports games and produce content. In addition, this segment owns regional sports network, which has the rights to air games of 45 professional sports teams and other sporting events. The company also owns and

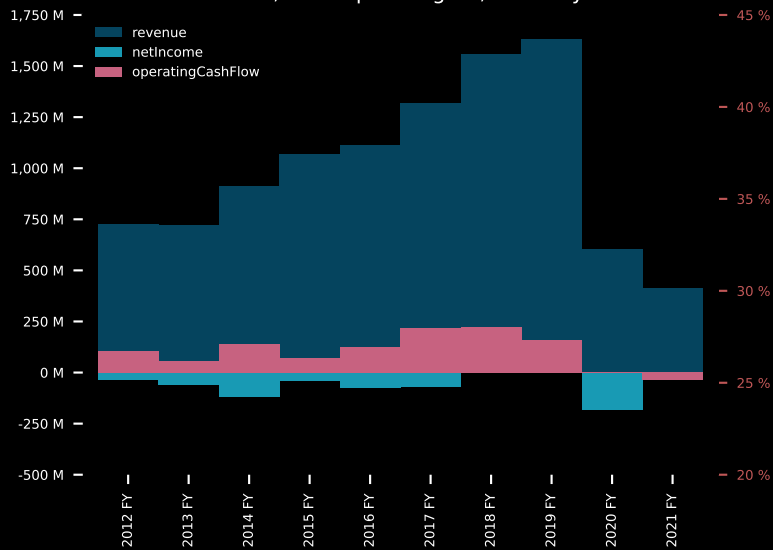
Sales, NI & Operating CF, quarterly



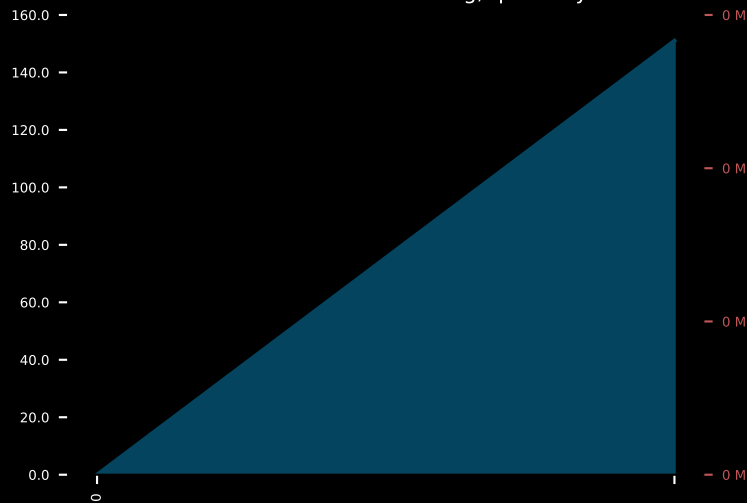
MSGs / Entertainment / US / 2022-06-25



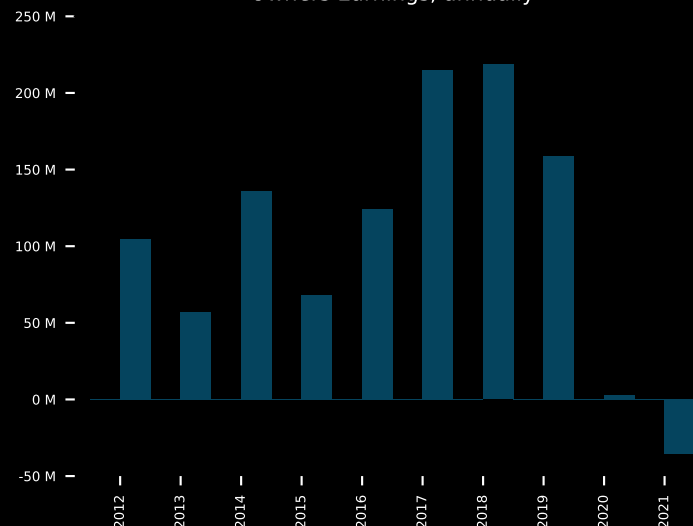
Sales, NI & Operating CF, annually



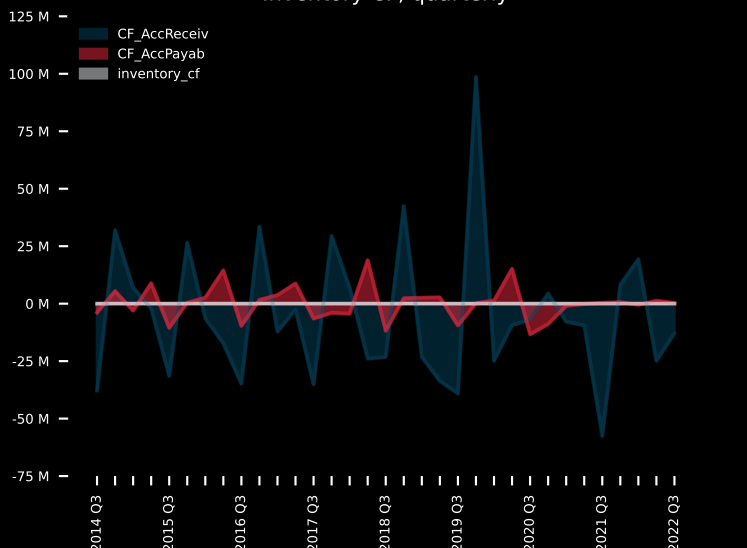
Price vs shares outstanding, quarterly



Owners Earnings, annually

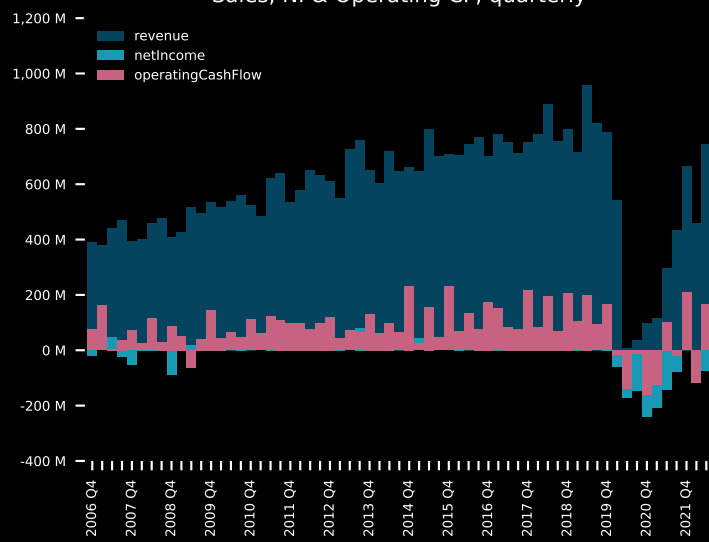


Inventory CF, quarterly

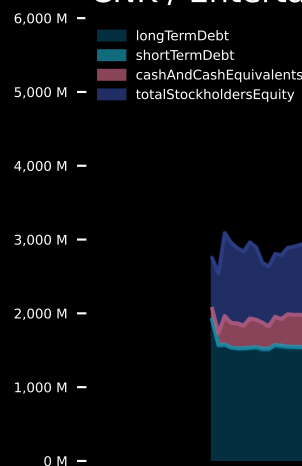


Madison Square Garden Sports Corp. operates as a professional sports company. The company owns and operates a portfolio of assets consists of the New York Knickerbockers of the National Basketball Association NBA and the New York Rangers of the National Hockey League NHL. Its other professional franchises include two development league teams, the Hartford Wolf Pack of the American Hockey League (AHL) and the Westchester Knicks of the NBA G League (NBAGL). It also owns Knicks Gaming, an esports franchise that competes in the NBA 2K League, as well as a controlling interest in Counter Logic Gaming (CLG), a North American esports organization. In addition, the company operates two professional sports team performance centers, the Madison Square Garden Training Center in Greenburgh and the CLG Performance Center in Los Angeles. Madison Square Garden Sports Corp. was formerly known as The Madison Square

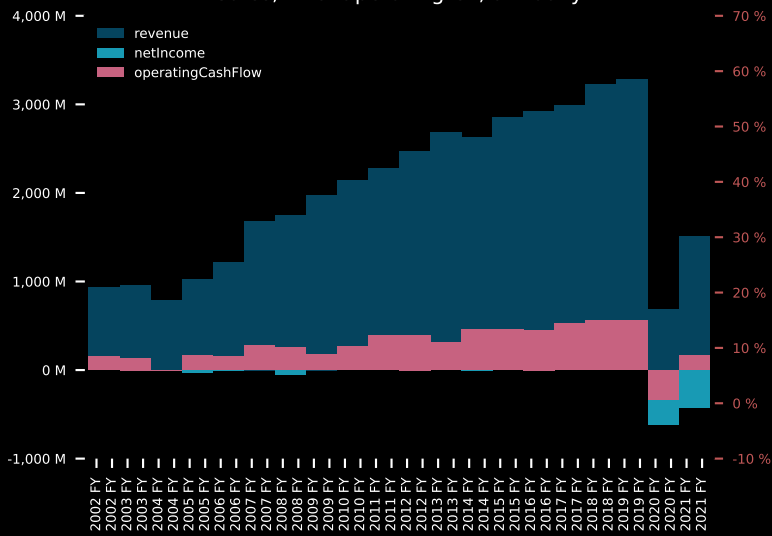
Sales, NI & Operating CF, quarterly



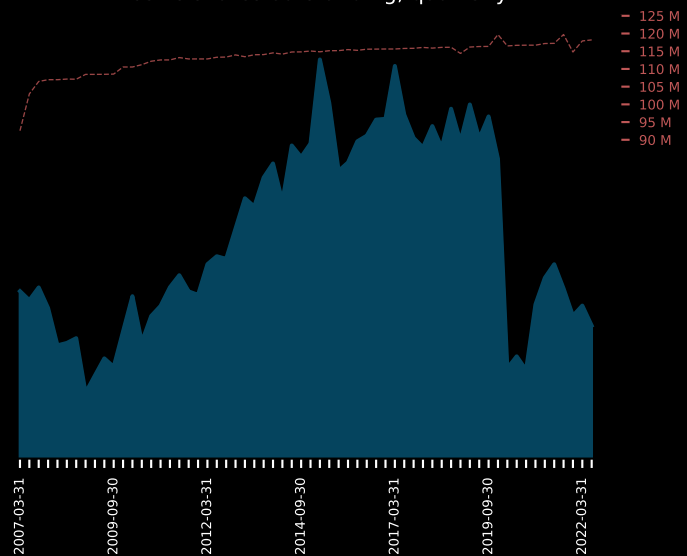
CNK / Entertainment / US / 2022-08-07



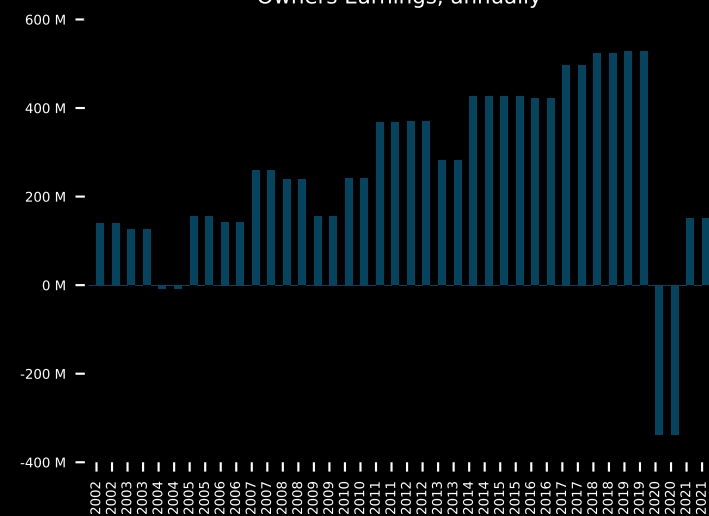
Sales, NI & Operating CF, annually



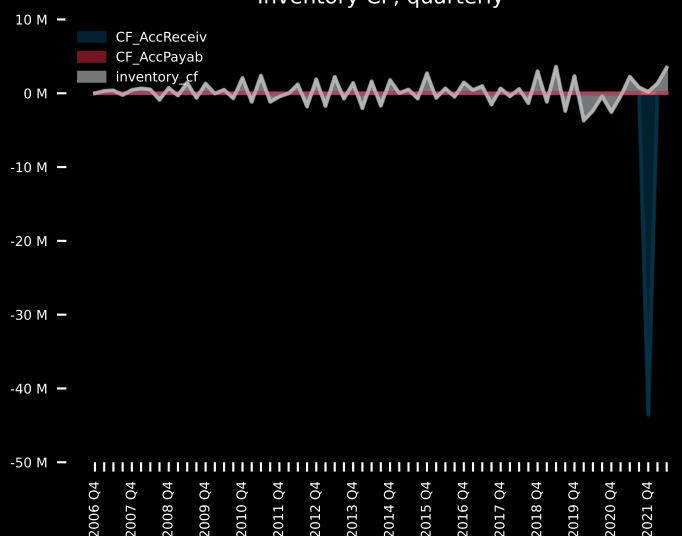
Price vs shares outstanding, quarterly



Owners Earnings, annually

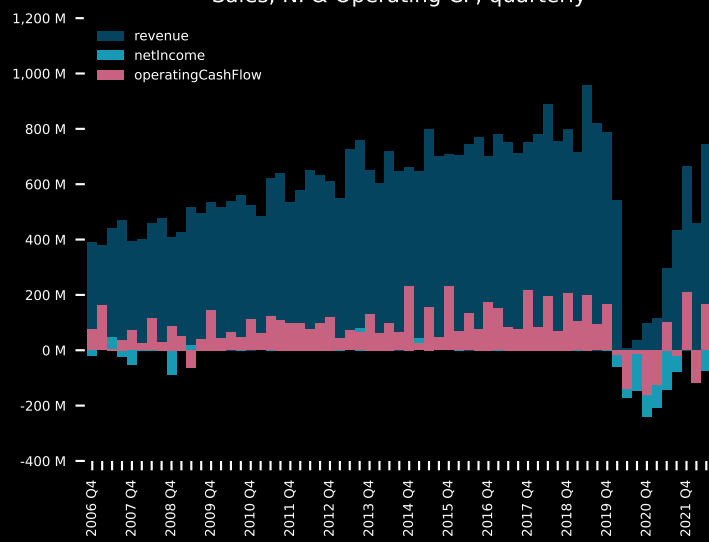


Inventory CF, quarterly

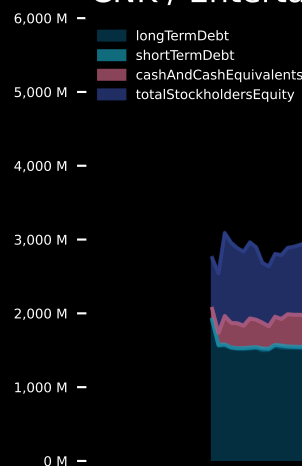


Cinemark Holdings, Inc., together with its subsidiaries, engages in the motion picture exhibition business. As of June 30, 2022, it operated 522 theatres with 5,868 screens in the United States, and South and Central America. The company was founded in 1984 and is headquartered in Plano, Texas.

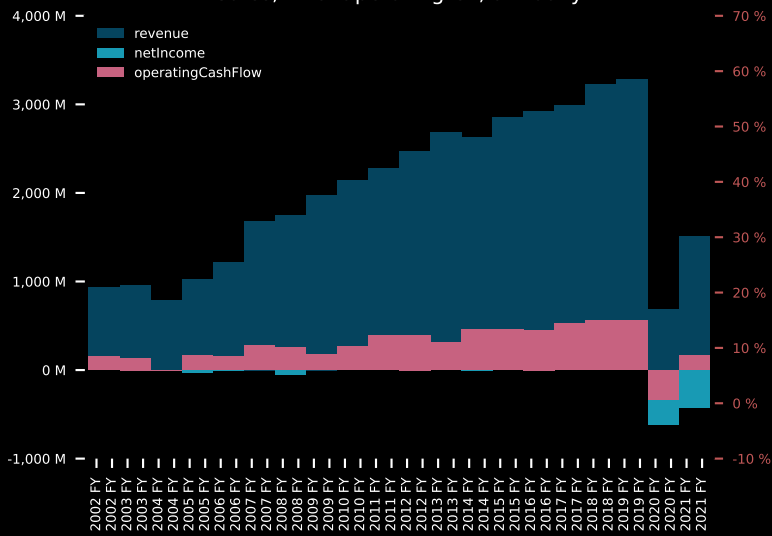
Sales, NI & Operating CF, quarterly



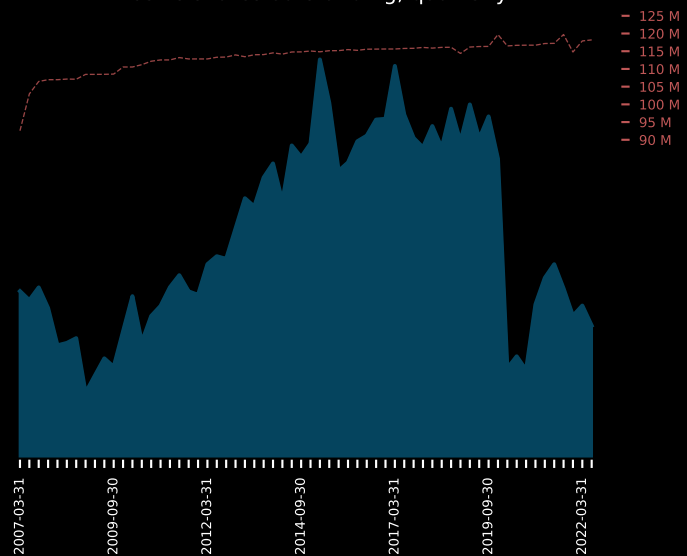
CNK / Entertainment / US / 2022-08-07



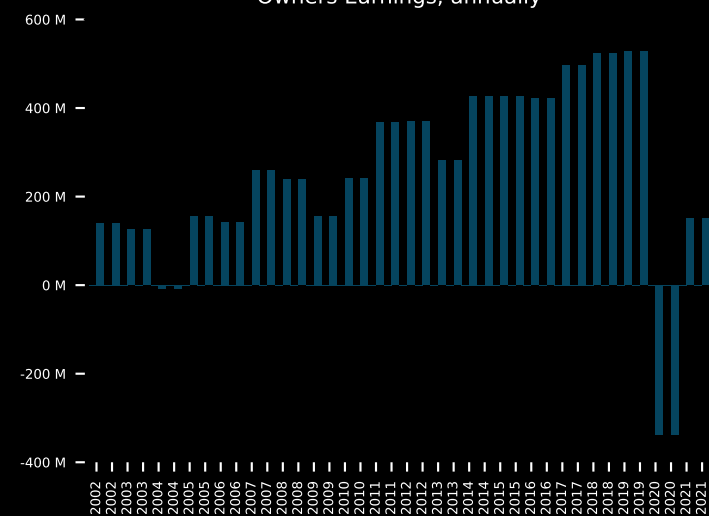
Sales, NI & Operating CF, annually



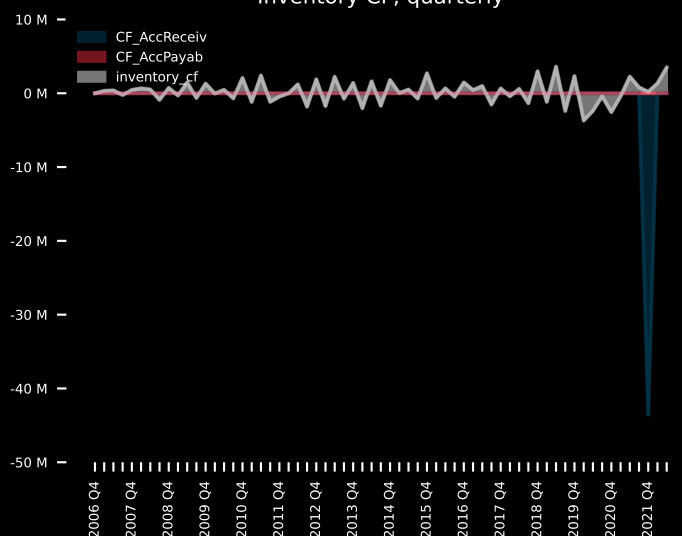
Price vs shares outstanding, quarterly



Owners Earnings, annually

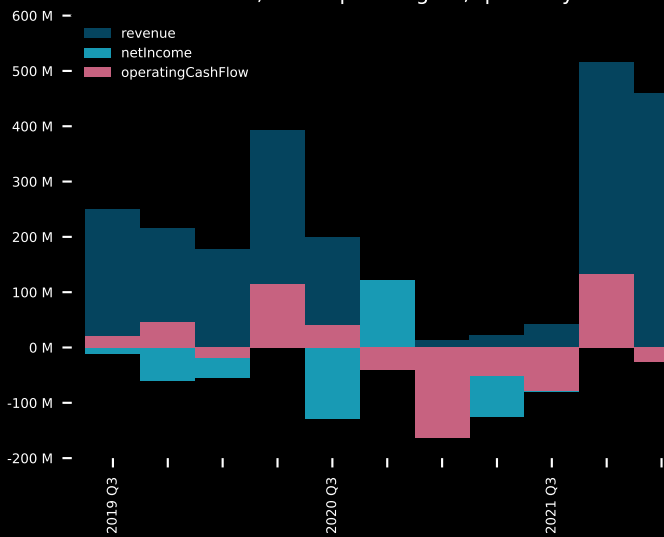


Inventory CF, quarterly

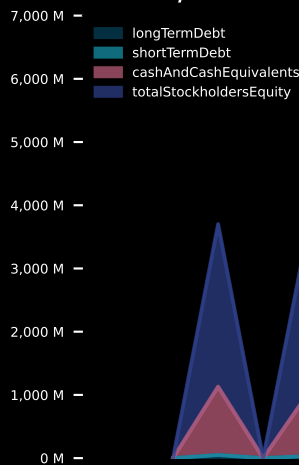


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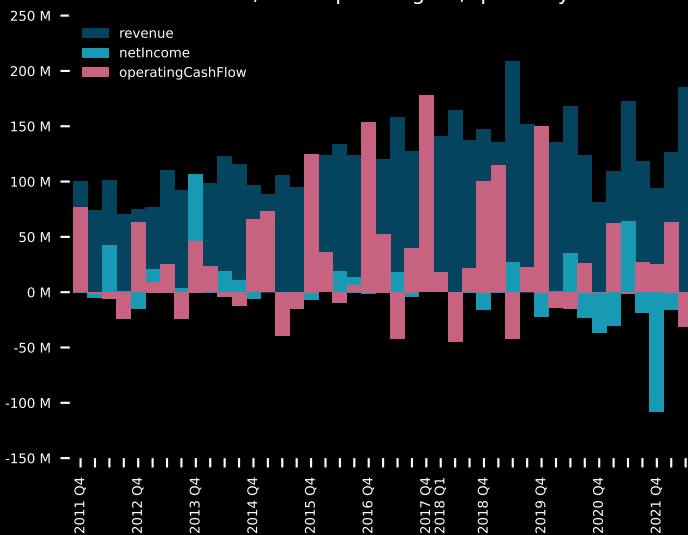
Sales, NI & Operating CF, quarterly



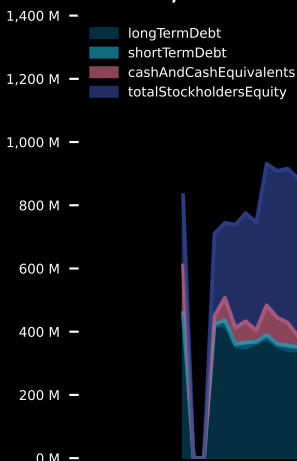
MSGE / Entertainment / US / 2022-06-25



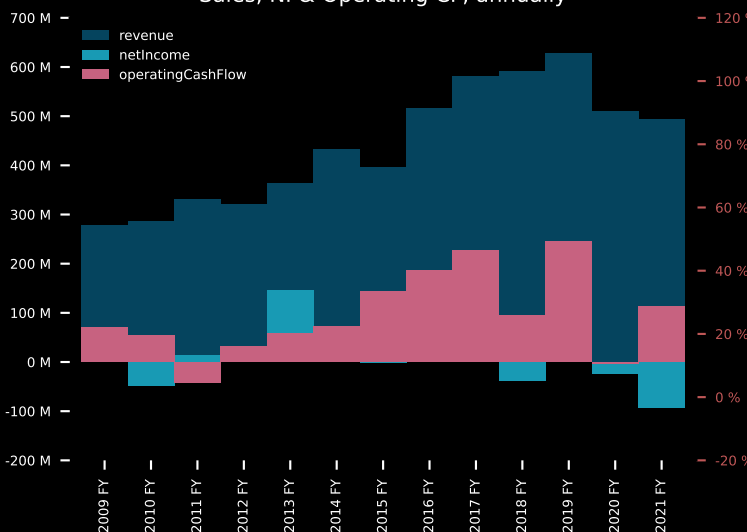
Sales, NI & Operating CF, quarterly



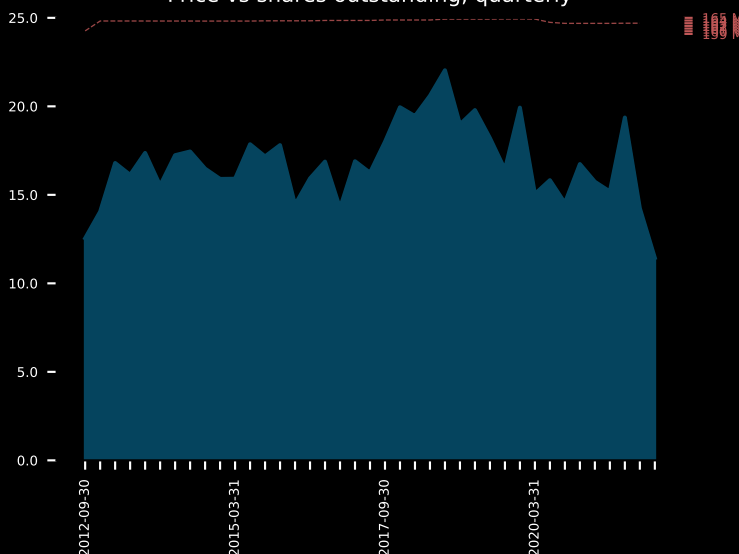
MANU / Entertainment / GB / 2022-06-25



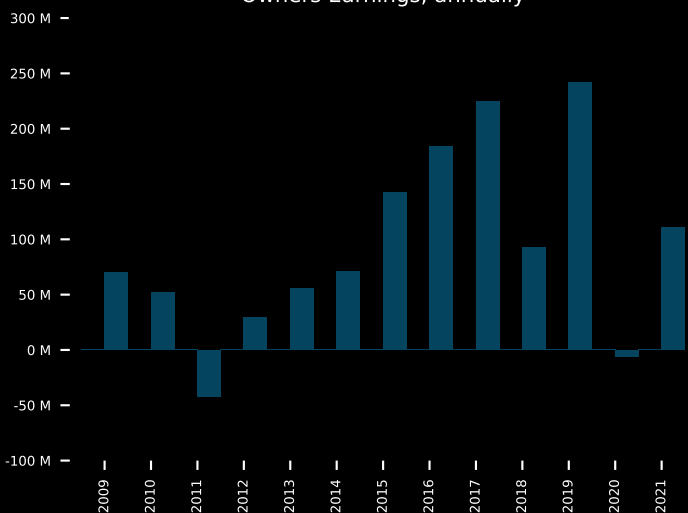
Sales, NI & Operating CF, annually



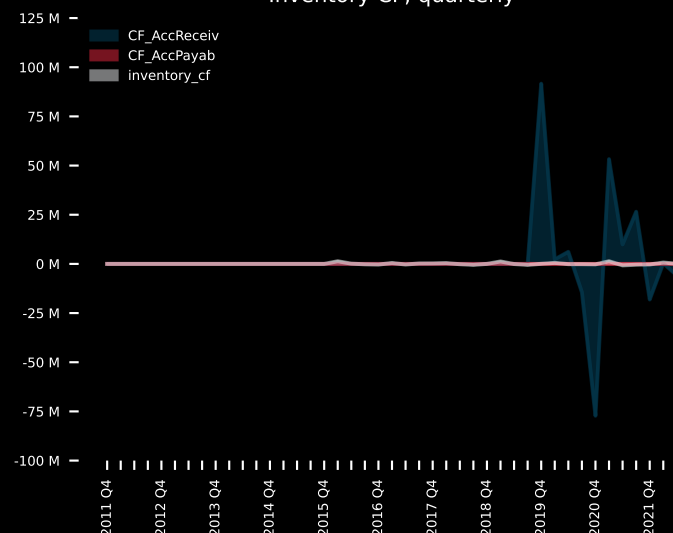
Price vs shares outstanding, quarterly



Owners Earnings, annually

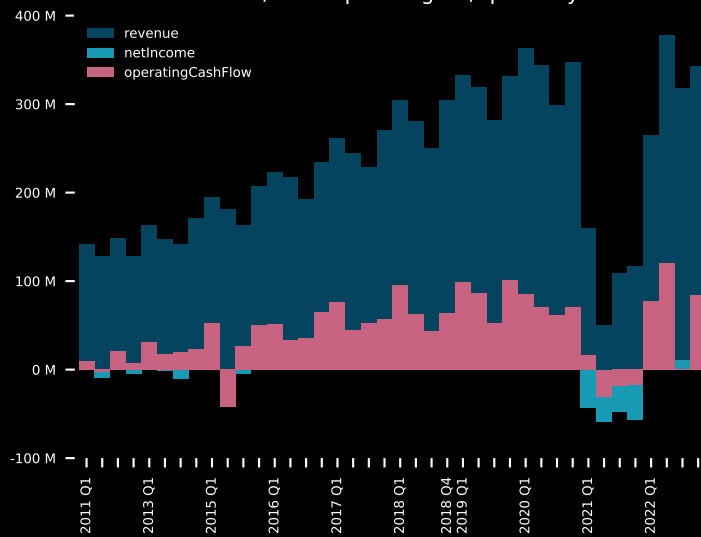


Inventory CF, quarterly

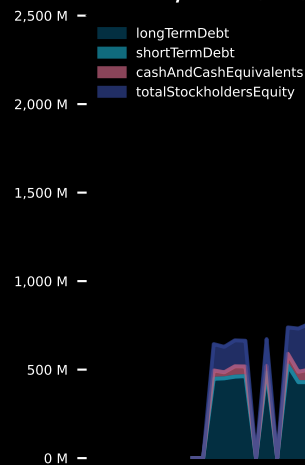


Manchester United plc, together with its subsidiaries, owns and operates a professional sports team in the United Kingdom. The company operates Manchester United Football Club, a professional football club. It develops marketing and sponsorship relationships with international and regional companies to leverage its brand. The company also markets and sells sports apparel, training and leisure wear, and other clothing featuring the Manchester United brand; and sells other licensed products, such as coffee mugs and bed spreads featuring the Manchester United brand and trademarks, as well as distributes these products through Manchester United branded retail centers and e-commerce platforms, and through the company's partners' wholesale distribution channels. In addition, it distributes live football content directly, as well as through commercial partners; broadcasts television rights relating to

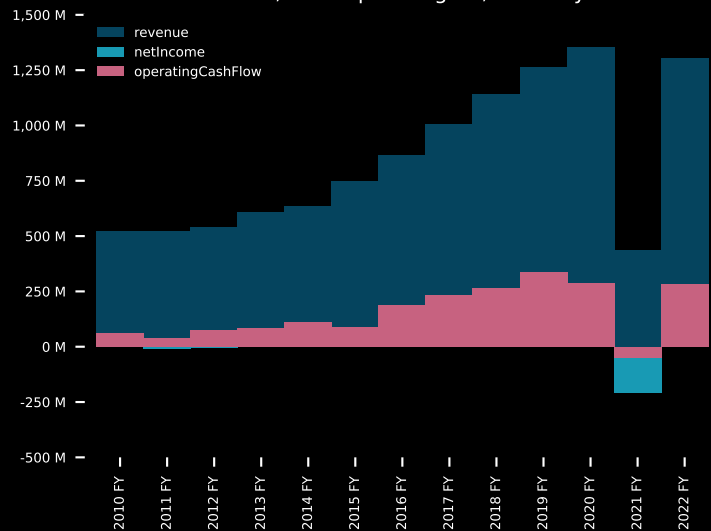
Sales, NI & Operating CF, quarterly



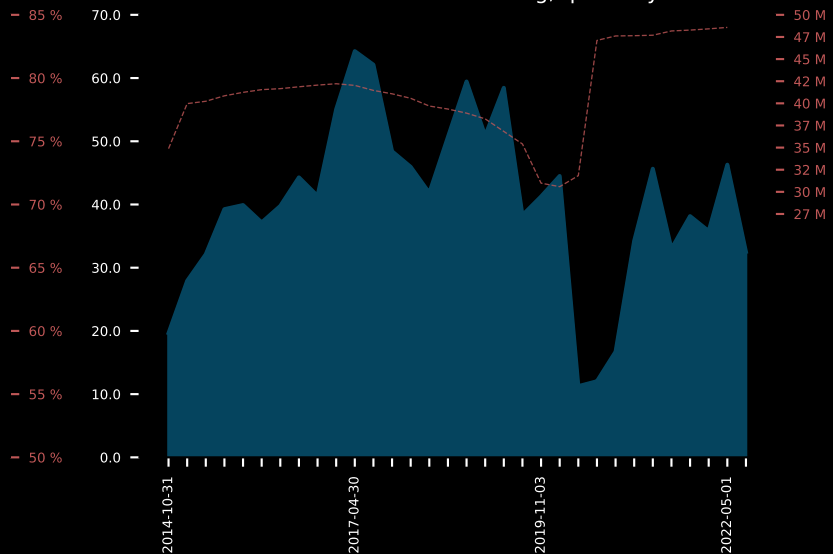
PLAY / Entertainment / US / 2022-06-24



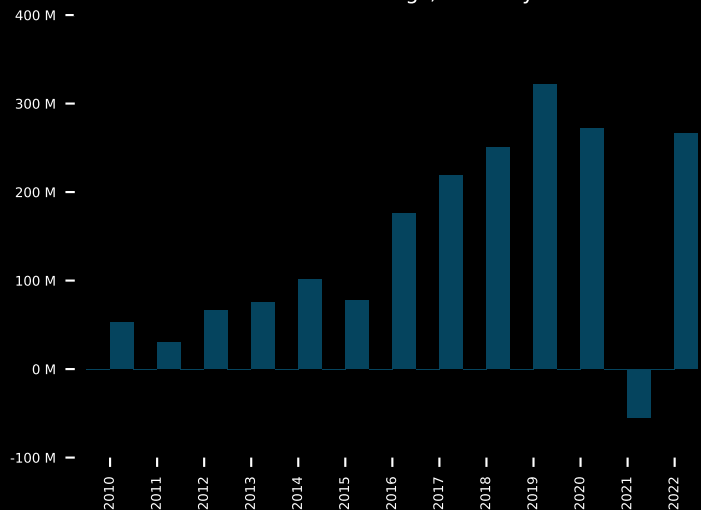
Sales, NI & Operating CF, annually



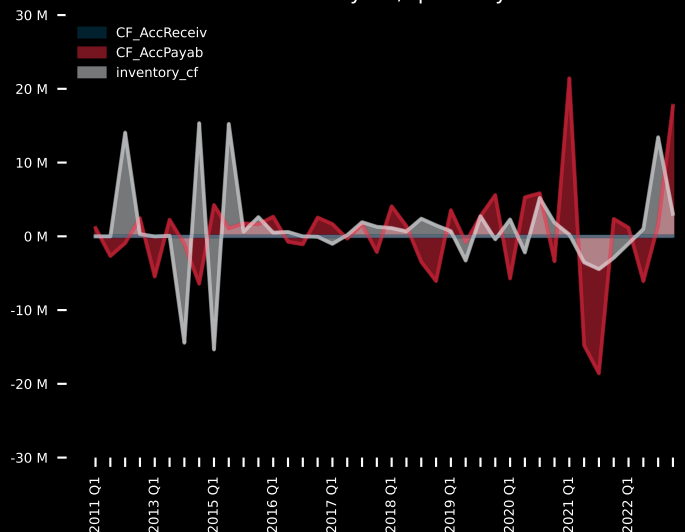
Price vs shares outstanding, quarterly



Owners Earnings, annually

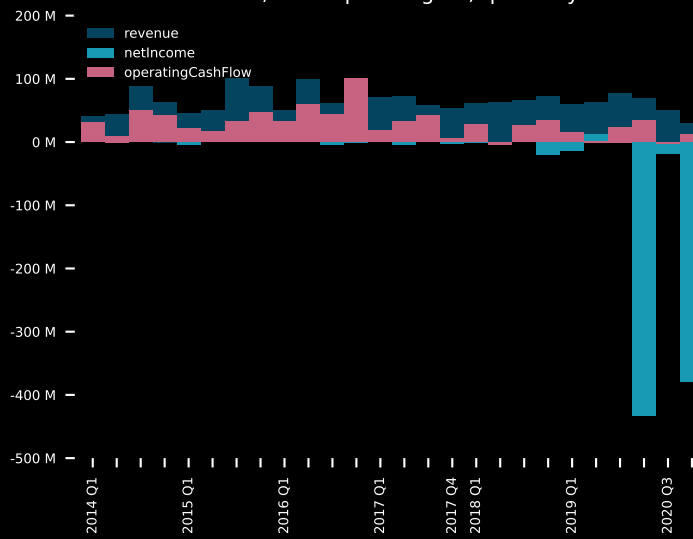


Inventory CF, quarterly

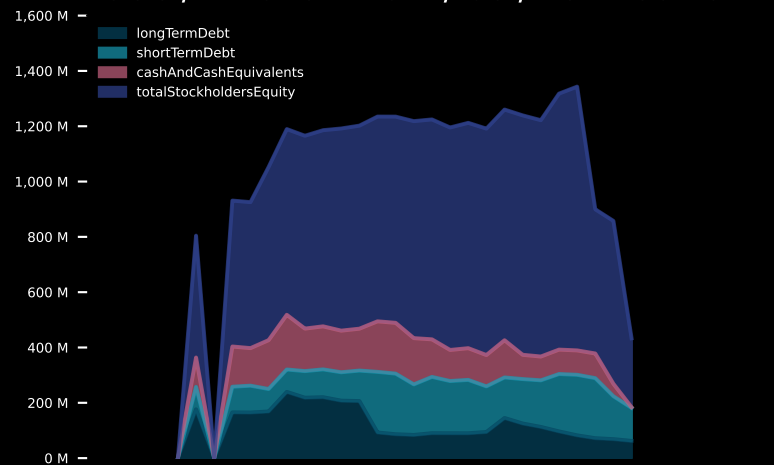


Dave & Buster's Entertainment, Inc. owns and operates entertainment and dining venues for adults and families in North America. Its venues offer a menu of entrées and appetizers, as well as a selection of non-alcoholic and alcoholic beverages; and an assortment of entertainment attractions centered on playing games and watching live sports, and other televised events. The company operates its venues under the Dave & Buster's name. As of January 31, 2021, it owned and operated 140 stores located in 40 states, Puerto Rico, and one Canadian Province. The company was founded in 1982 and is headquartered in Dallas, Texas.

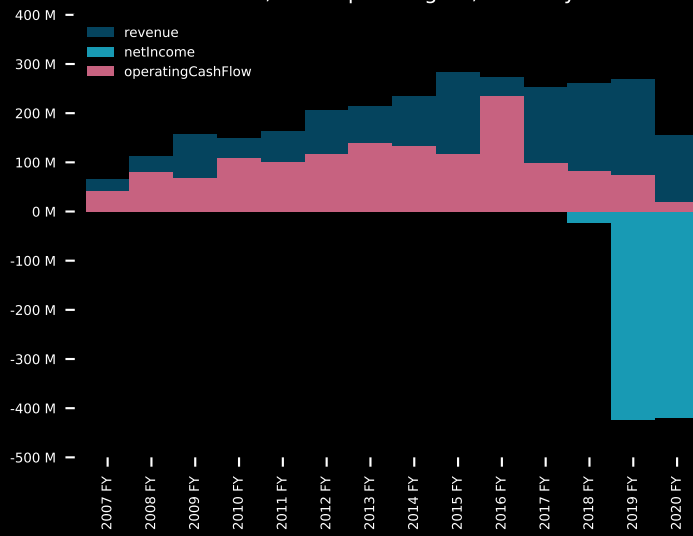
Sales, NI & Operating CF, quarterly



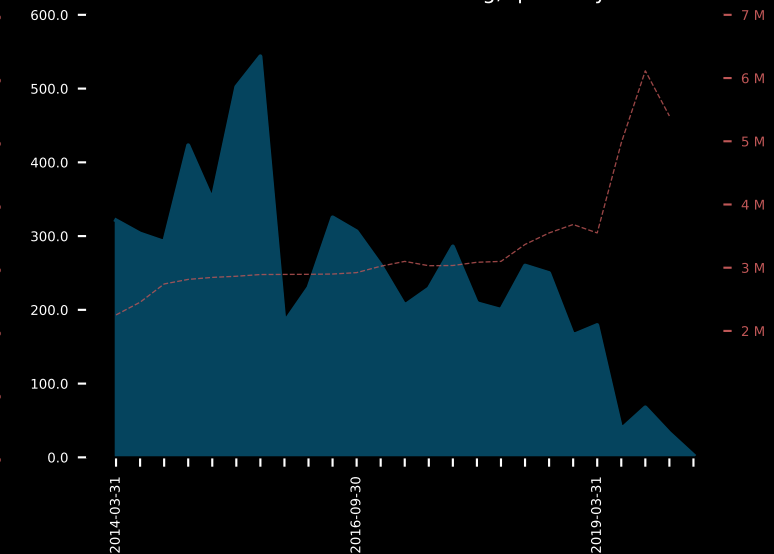
ESGC / Entertainment / US / 2022-06-25



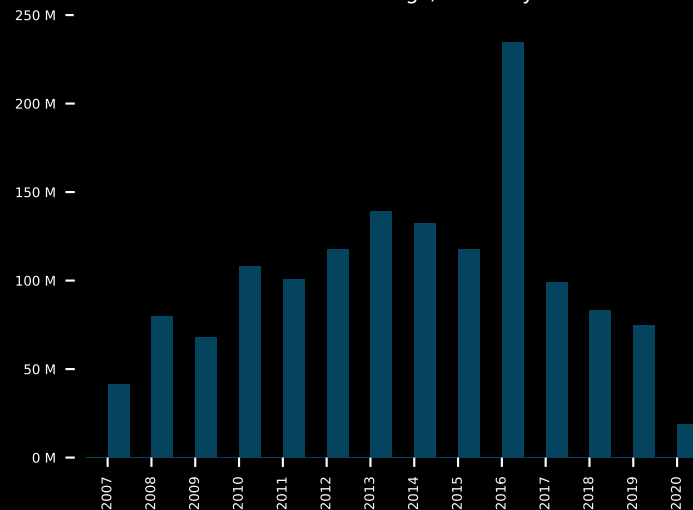
Sales, NI & Operating CF, annually



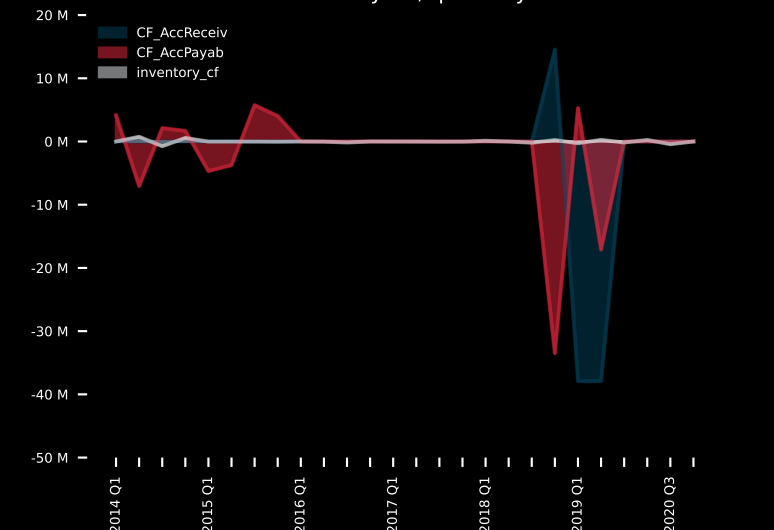
Price vs shares outstanding, quarterly



Owners Earnings, annually

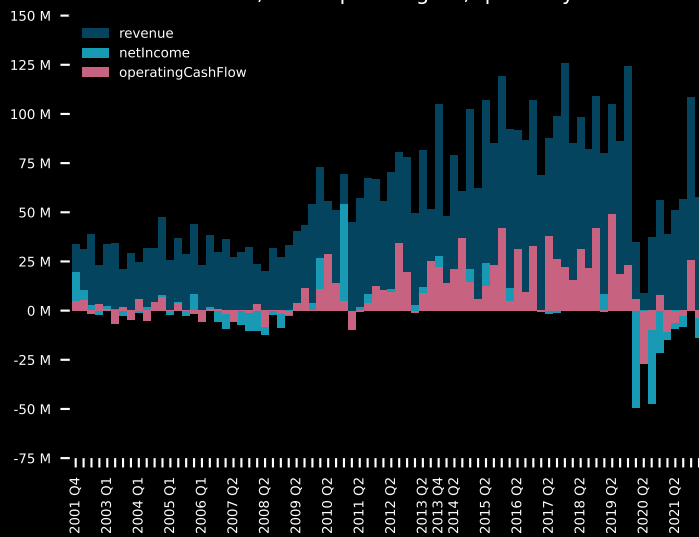


Inventory CF, quarterly



Eros STX Global Corporation produces, markets, and distributes content to audiences around the world across traditional and digital media platforms. The company produces and distributes films, scripted and unscripted TV programming, and digital content across a variety of platforms. It also offers Eros Now, a subscription based OTT platform. Eros STX Global Corporation was founded in 2011 and is headquartered in Burbank, California.

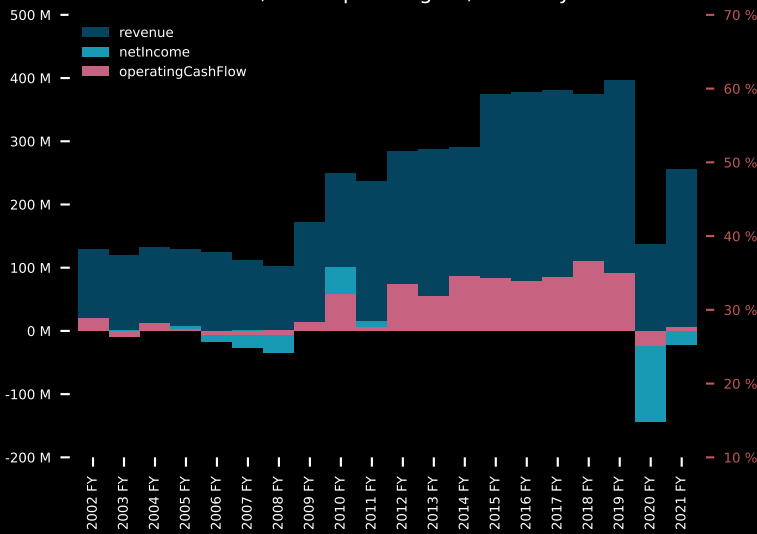
Sales, NI & Operating CF, quarterly



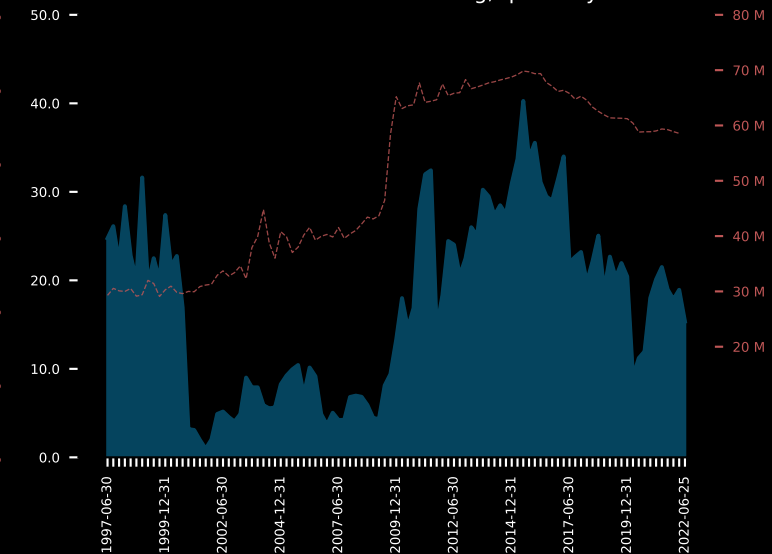
IMAX / Entertainment / CA / 2022-06-25



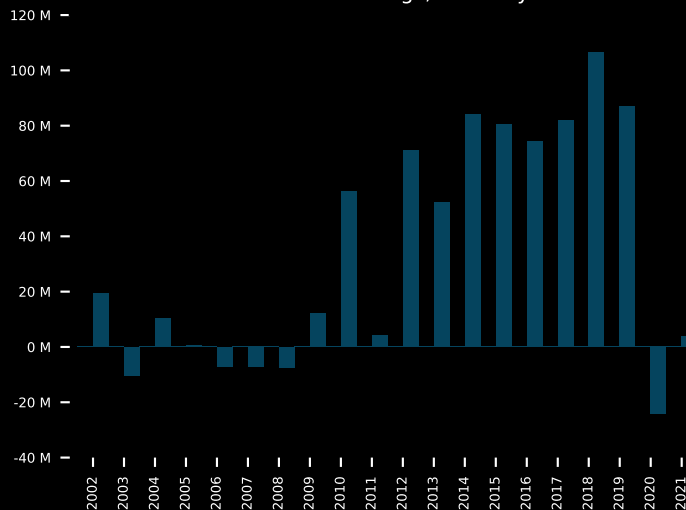
Sales, NI & Operating CF, annually



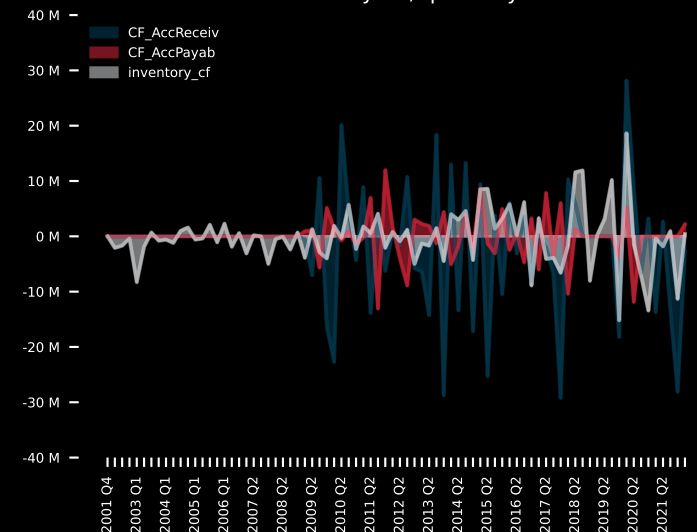
Price vs shares outstanding, quarterly



Owners Earnings, annually

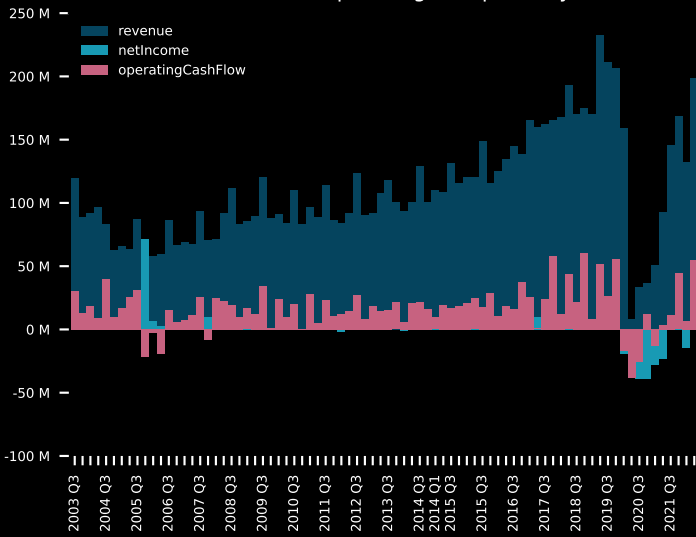


Inventory CF, quarterly

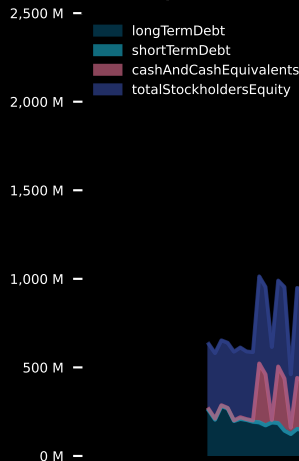


IMAX Corporation, together with its subsidiaries, operates as an entertainment technology company worldwide. It offers cinematic solution through proprietary software, theater architecture, intellectual property, and specialized equipment. The company offers IMAX Digital Re-Mastering (DMR), a proprietary technology that digitally enhances the image resolution, visual clarity, and sound quality of motion picture films for projection on IMAX screens; IMAX theater systems to exhibitor customers through sales, leases, and joint revenue sharing arrangements; and digital projection systems. It also provides preventative and emergency maintenance services to IMAX network; distributes large-format documentary films; film post-production and quality control services for large-format films, and digital post-production services; owns and operates IMAX theaters; and rents 2D and 3D large format film and digital

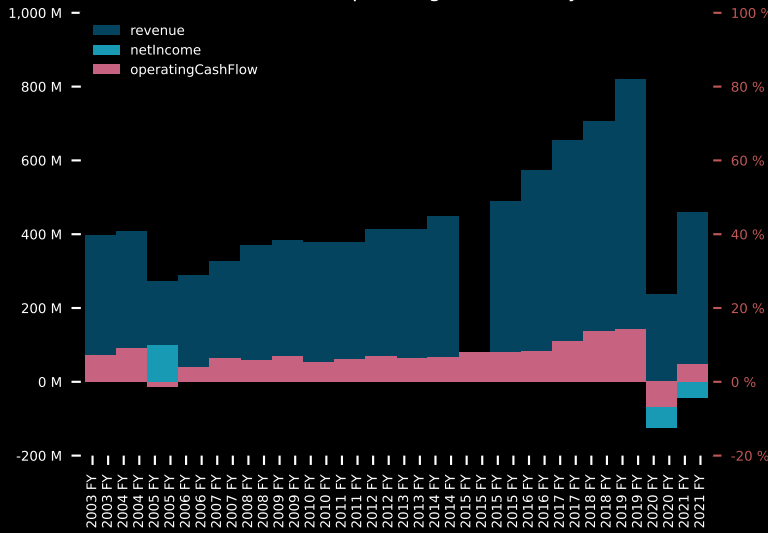
Sales, NI & Operating CF, quarterly



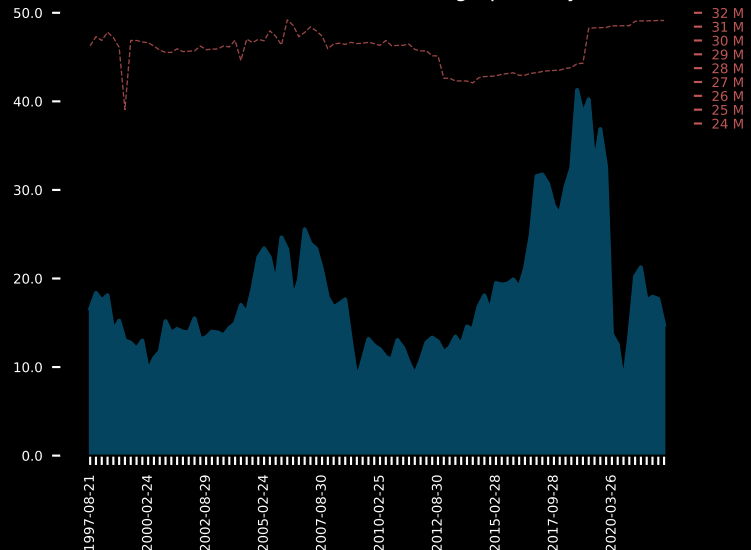
MCS / Entertainment / US / 2022-08-07



Sales, NI & Operating CF, annually



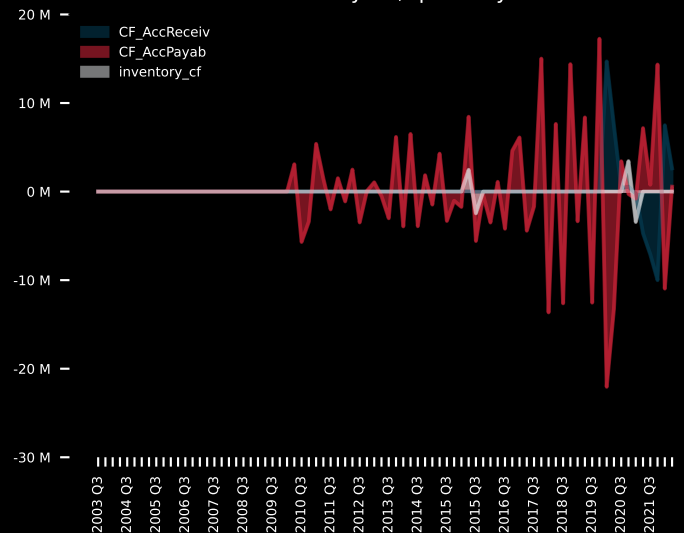
Price vs shares outstanding, quarterly



Owners Earnings, annually

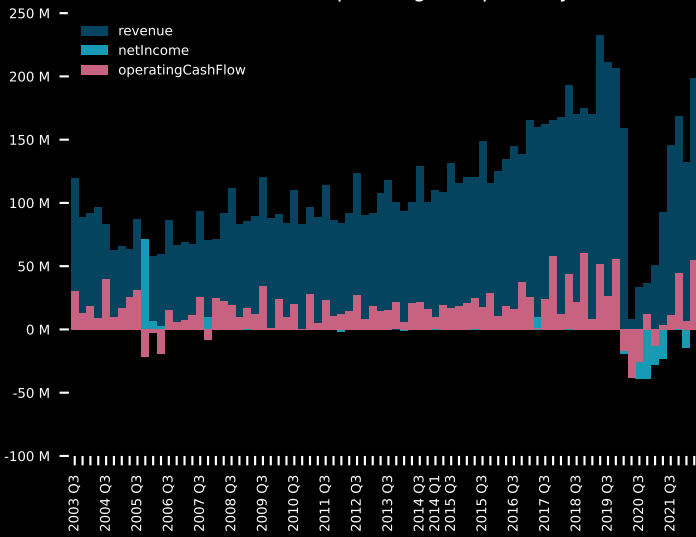


Inventory CF, quarterly

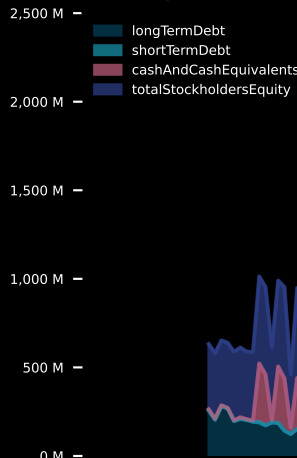


The Marcus Corporation, together with its subsidiaries, owns and operates movie theatres, and hotels and resorts in the United States. It operates in two segments, Theatres, and Hotels and Resorts. The Theatres segment operates multiscreen motion picture theatres, as well as Funset Boulevard, a family entertainment center. The Hotels and Resorts segment owns and operates full-service hotels and resorts, as well as manages full-service hotels, resorts, and other properties. The company also provides hospitality management services, including check-in, housekeeping, and maintenance for a vacation ownership development. As of December 30, 2021, it owned or operated 1,064 screens at 85 movie theatre locations in 17 states under the Marcus Theatres, Movie Tavern by Marcus, and BistroPlex brands; and operated 8 wholly-owned or majority owned hotels and resorts, as well as managed 11 hotels, resorts, and other

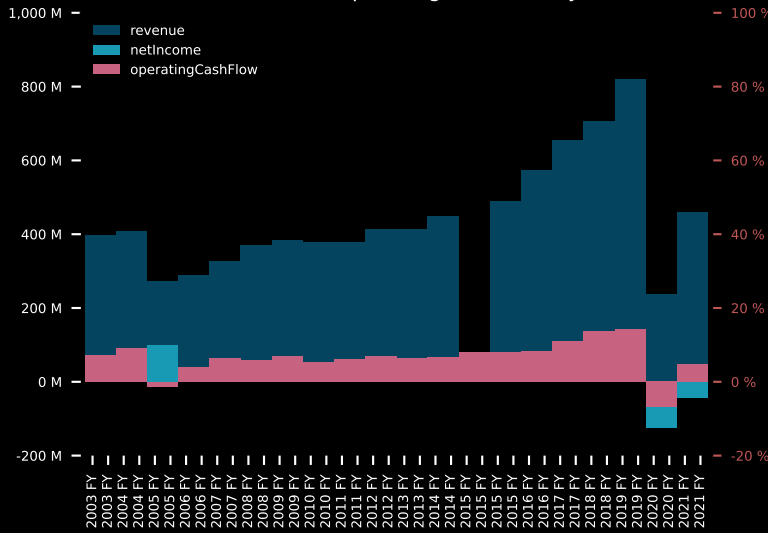
Sales, NI & Operating CF, quarterly



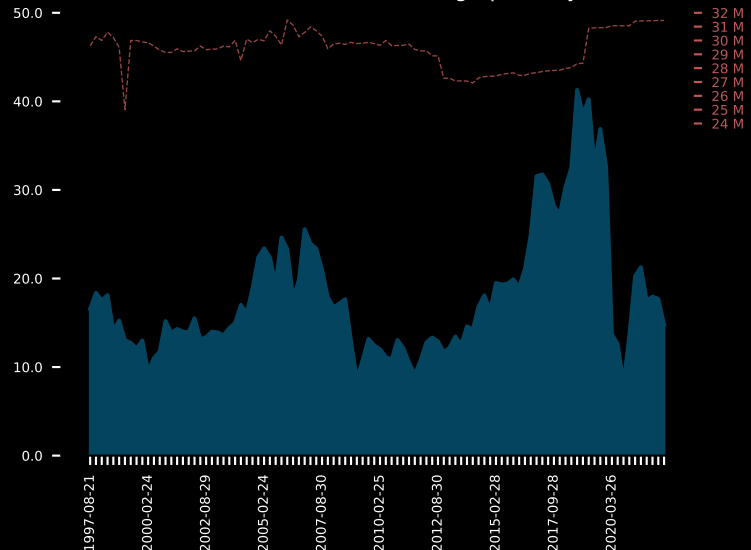
MCS / Entertainment / US / 2022-08-07



Sales, NI & Operating CF, annually



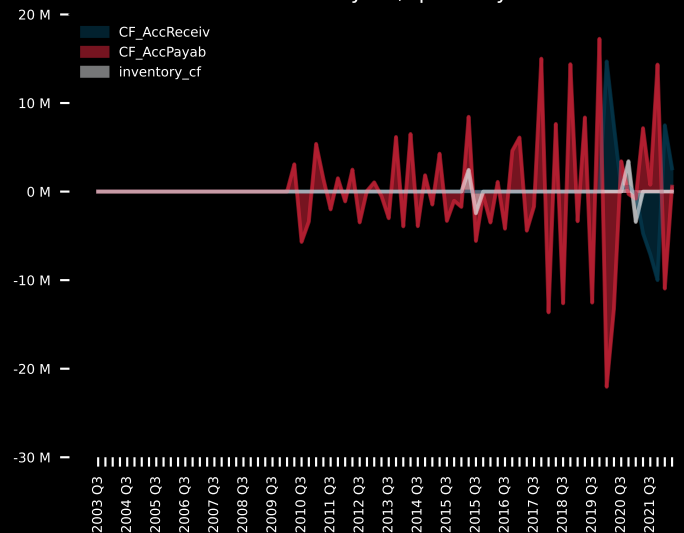
Price vs shares outstanding, quarterly



Owners Earnings, annually

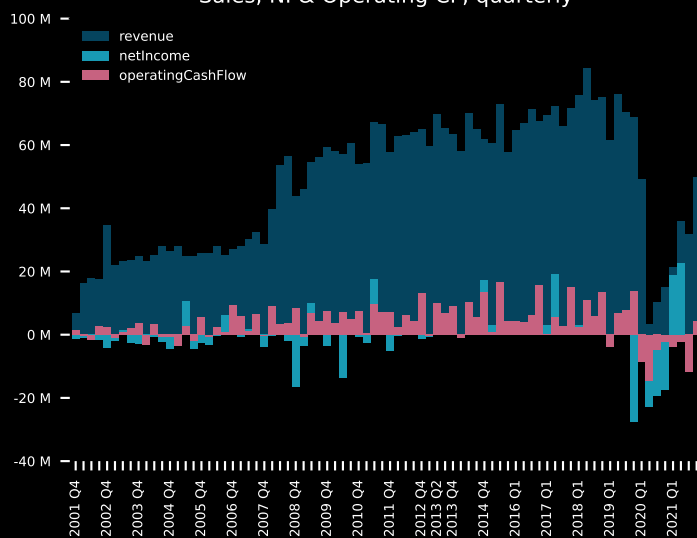


Inventory CF, quarterly

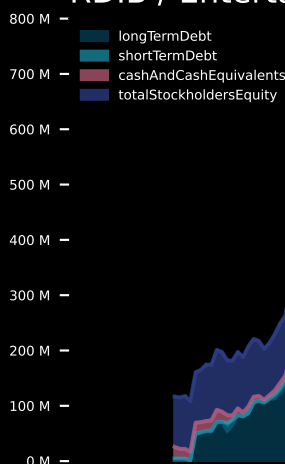


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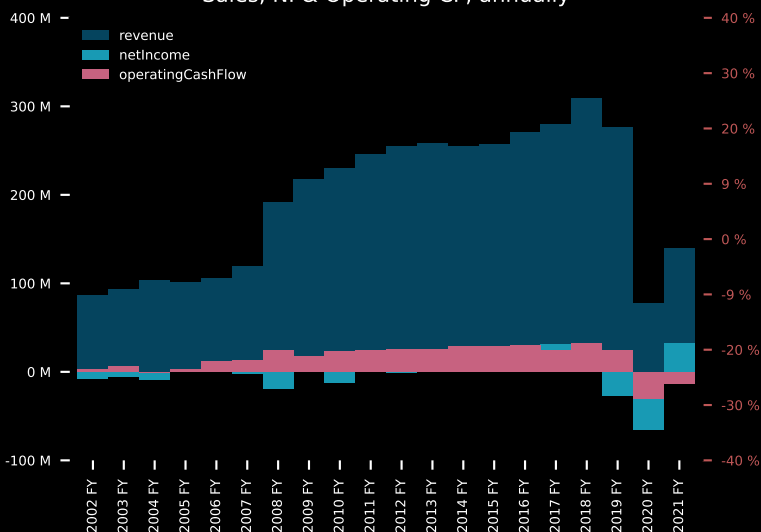
Sales, NI & Operating CF, quarterly



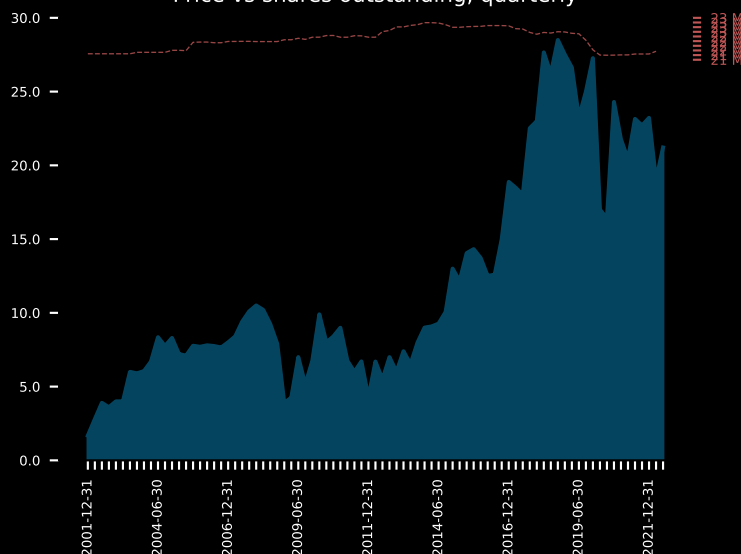
RDIB / Entertainment / US / 2022-06-25



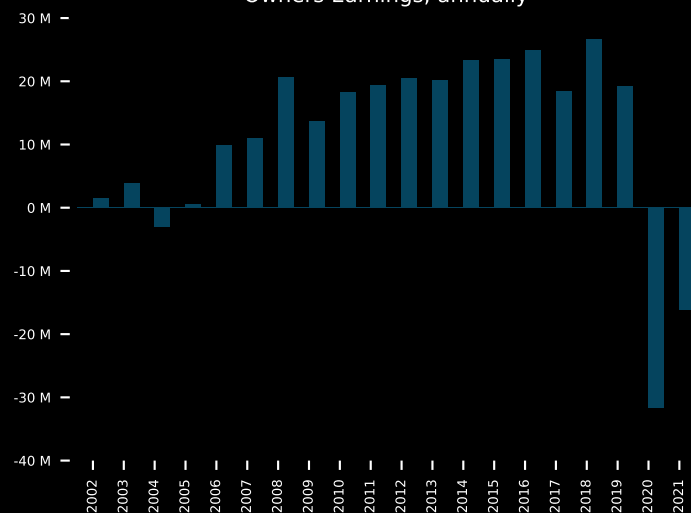
Sales, NI & Operating CF, annually



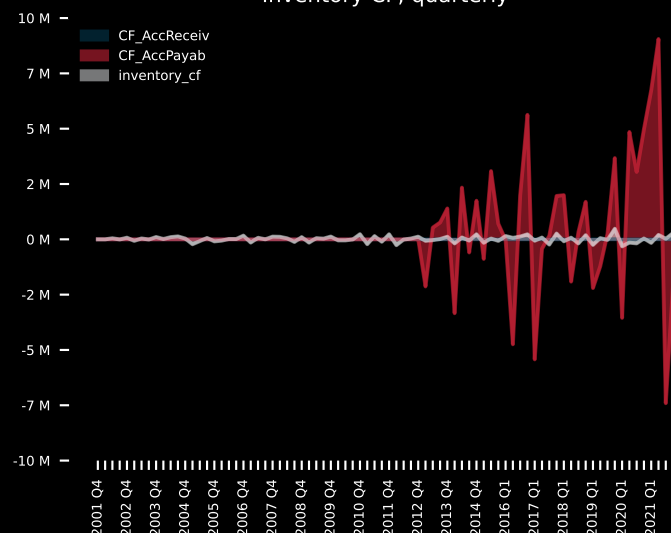
Price vs shares outstanding, quarterly



Owners Earnings, annually

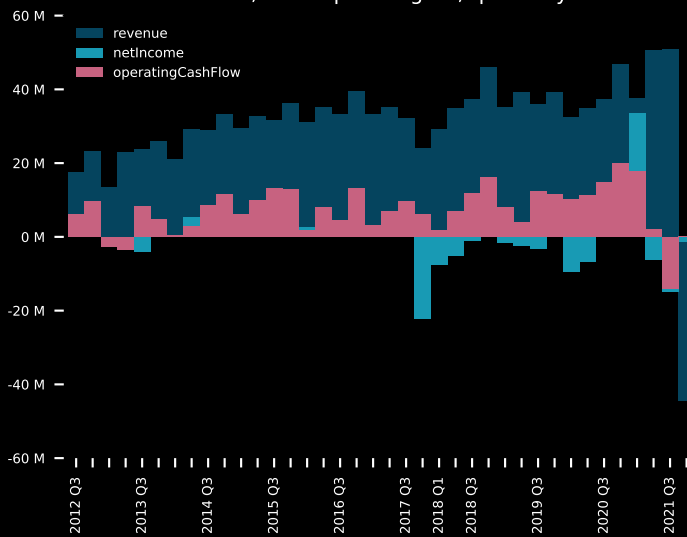


Inventory CF, quarterly

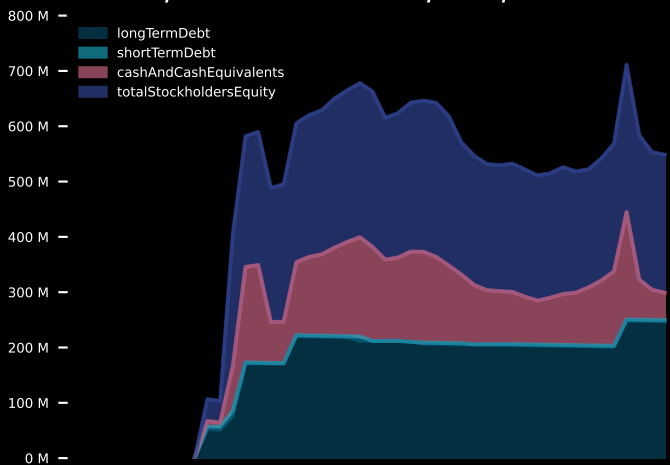


Reading International, Inc., together with its subsidiaries, focuses on the ownership, development, and operation of entertainment and real property assets in the United States, Australia, and New Zealand. The company operates in two segments, Cinema Exhibition and Real Estate. The Cinema Exhibition segment operates multiplex cinemas. This segment operates its cinema exhibition businesses under the Reading Cinemas, Angelika Film Center, Consolidated Theatres, State Cinema, Event Cinemas, and Rialto Cinemas brands. The Real Estate segment develops, rents, or licenses retail, commercial, and live theater assets. As of December 31, 2020, the company had interests in 63 cinemas comprising approximately 515 screens; fee interests in two live theaters; fee interest in 44 Union Square property; fee interest in one cinema in Manhattan; fee interests in two cinemas in Australia and three cinemas in New

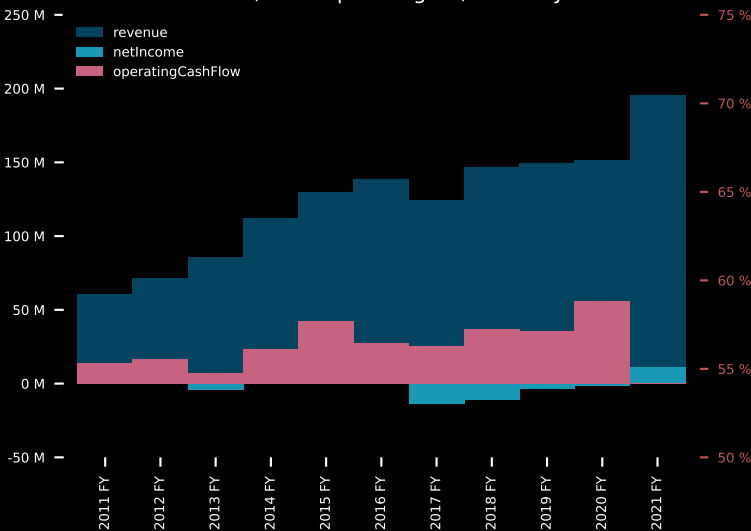
Sales, NI & Operating CF, quarterly



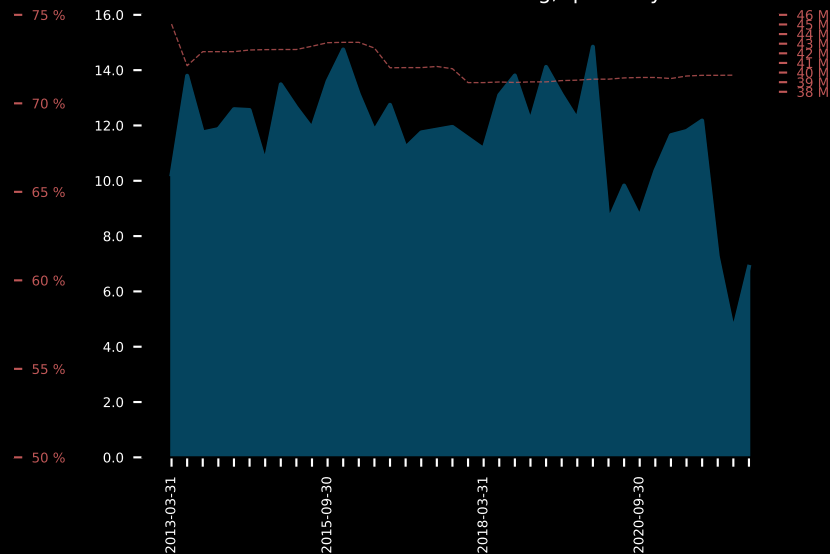
HMTV / Entertainment / US / 2022-06-25



Sales, NI & Operating CF, annually



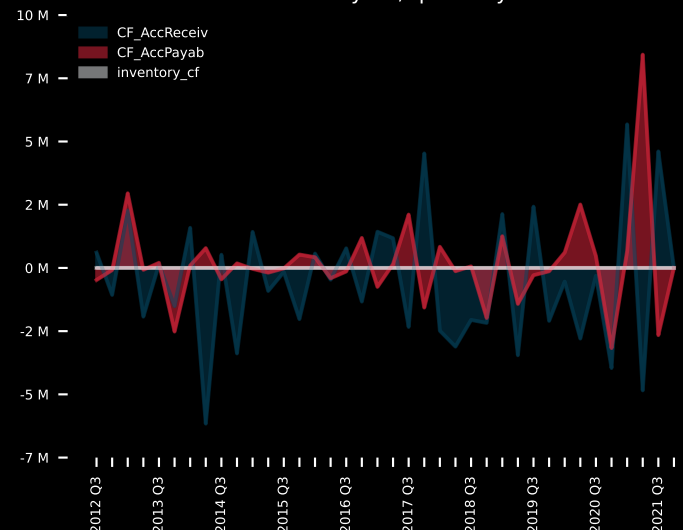
Price vs shares outstanding, quarterly



Owners Earnings, annually

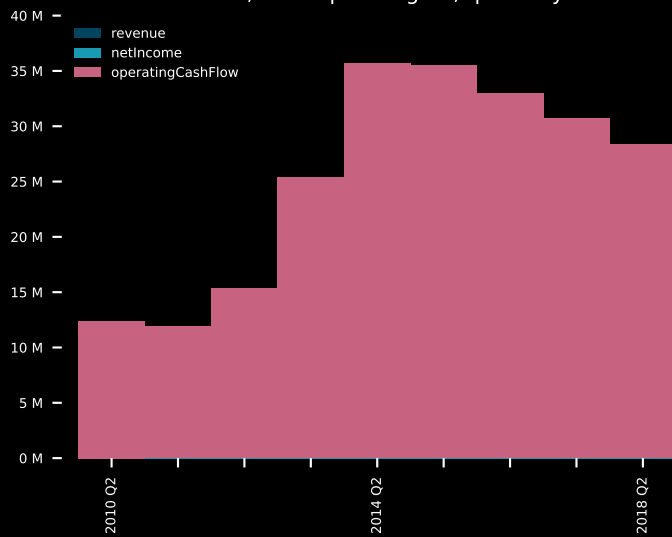


Inventory CF, quarterly

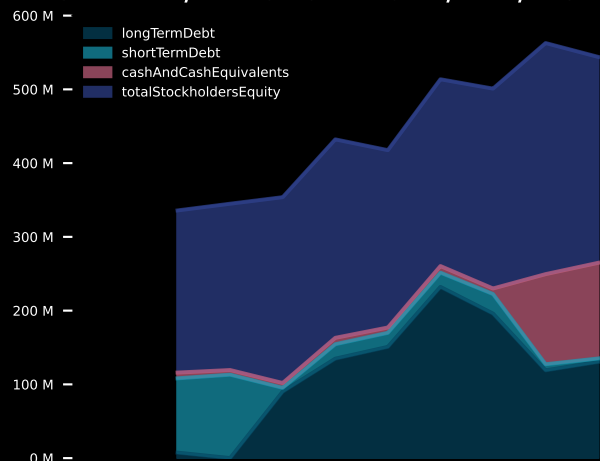


Hemisphere Media Group, Inc. operates as the Spanish-language media company. The company operates Pantaya, a subscription streaming service of Spanish-language media with approximately million subscribers; Cinelatino, a cable movie network with approximately 17.1 million subscribers in the United States, Latin America, and Canada; WAPA, a broadcast television network and television content producer; WAPA.TV, a news and entertainment website, as well as mobile apps, featuring content produced by WAPA; and WAPA Deportes, a sports television network in Puerto Rico. It also operates WAPA America, a cable television network that serves approximately 3.3 million subscribers in the United States; and Pasiones, a cable television network, which showcases telenovelas and serialized dramas to approximately 3.7 million subscribers in the United States and 15.4 million subscribers in Latin America. In

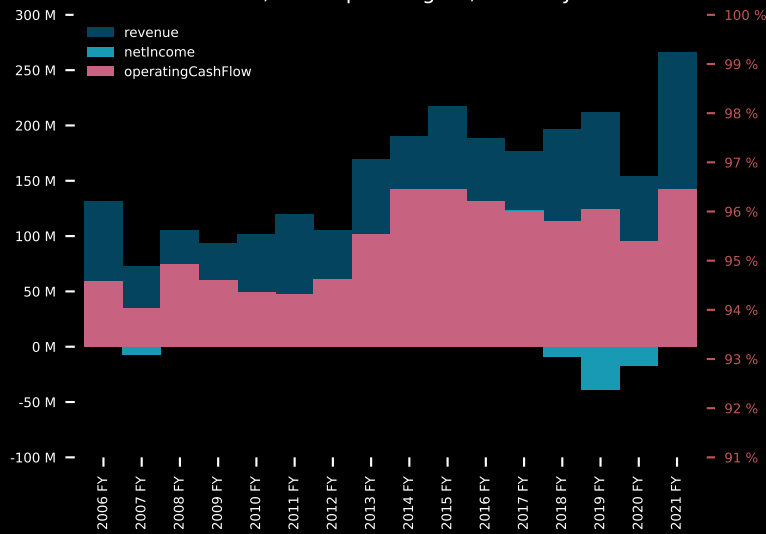
Sales, NI & Operating CF, quarterly



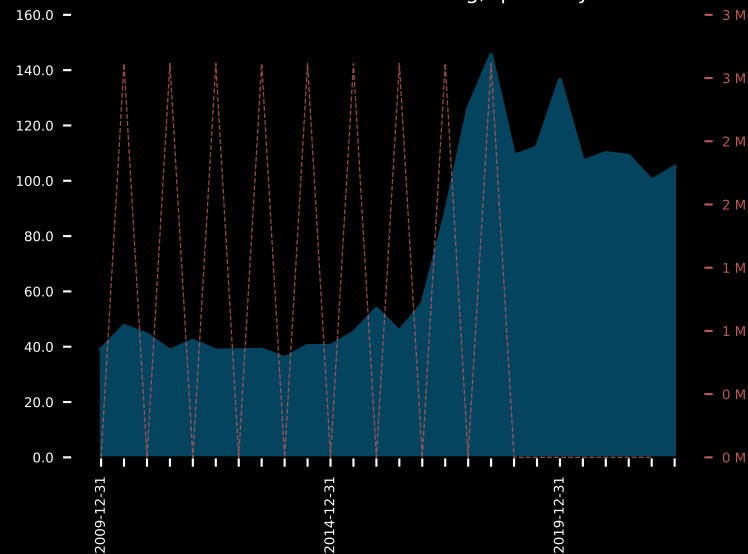
GAM.PA / Entertainment / FR / 2022-06-25



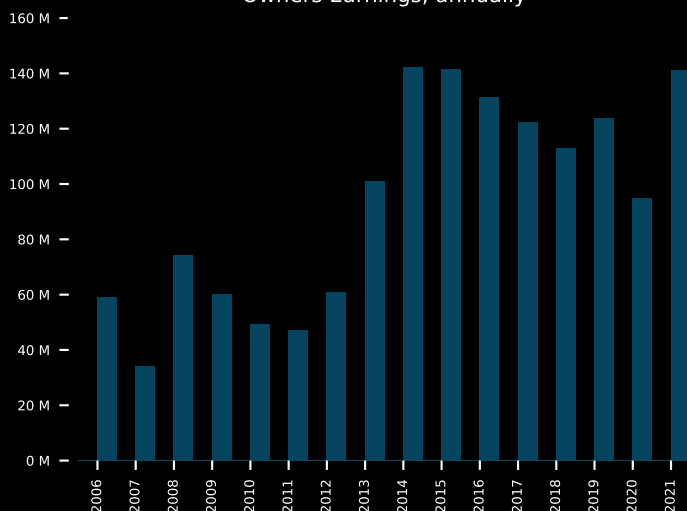
Sales, NI & Operating CF, annually



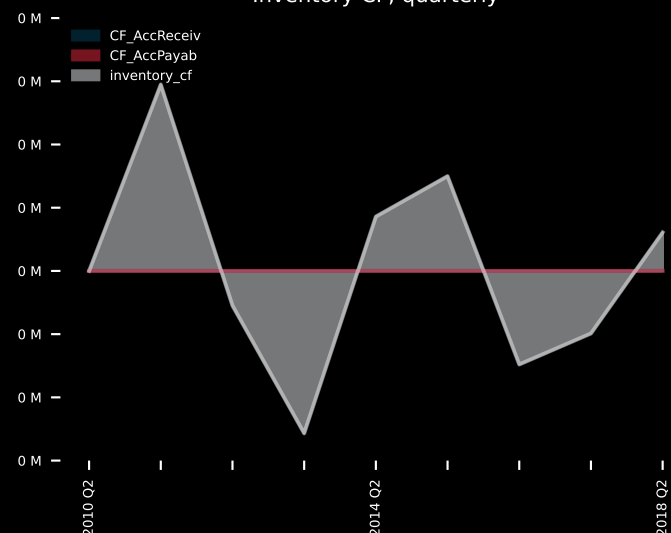
Price vs shares outstanding, quarterly



Owners Earnings, annually

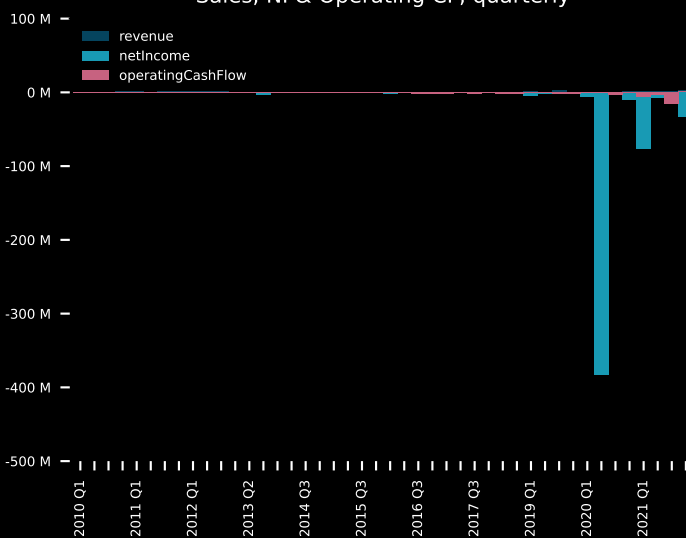


Inventory CF, quarterly

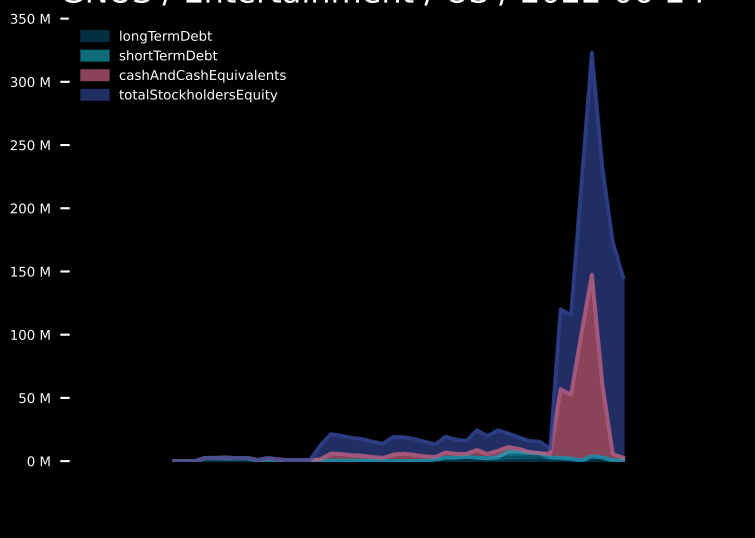


Gaumont SA, together with its subsidiaries, produces and distributes movies in France, the United States, and internationally. The company operates in two segments, Movie Production and Distribution, and Television Production and Distribution. The company produces and distributes animated feature films, and cartoon and drama series. It sells broadcasting rights to television channels; and distributes video and video on demand. The company is based in Neuilly-sur-Seine, France. Gaumont SA operates as a subsidiary of Cinepar.

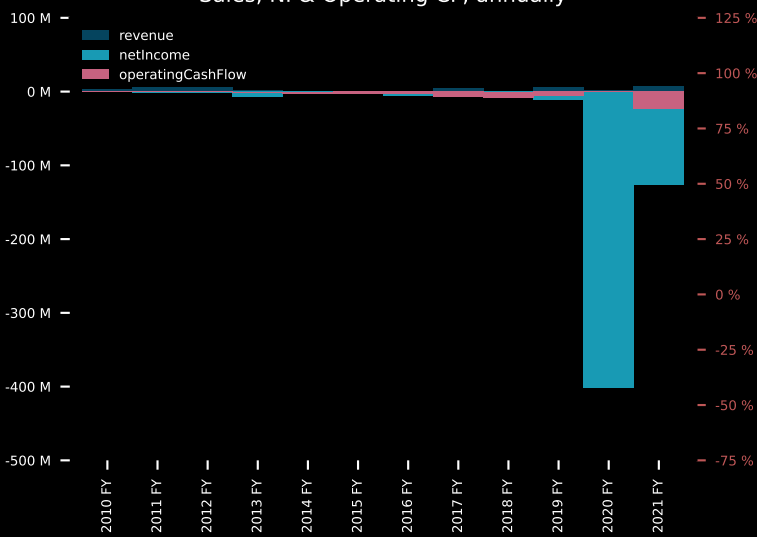
Sales, NI & Operating CF, quarterly



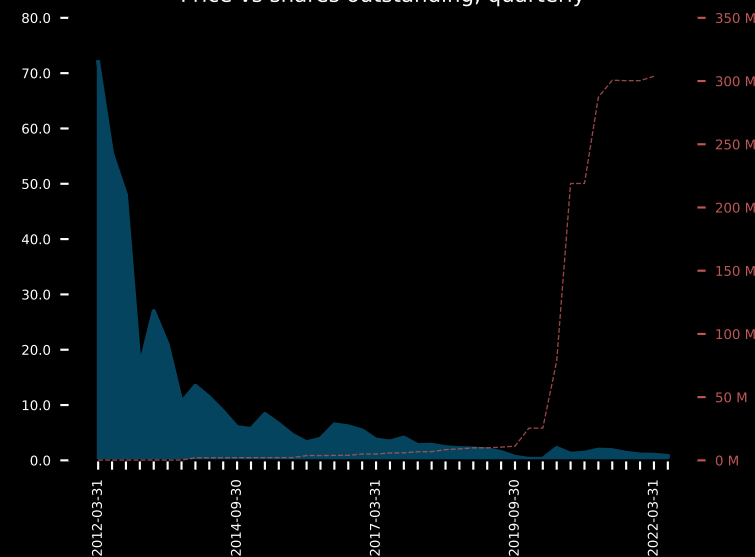
GNUS / Entertainment / US / 2022-06-24



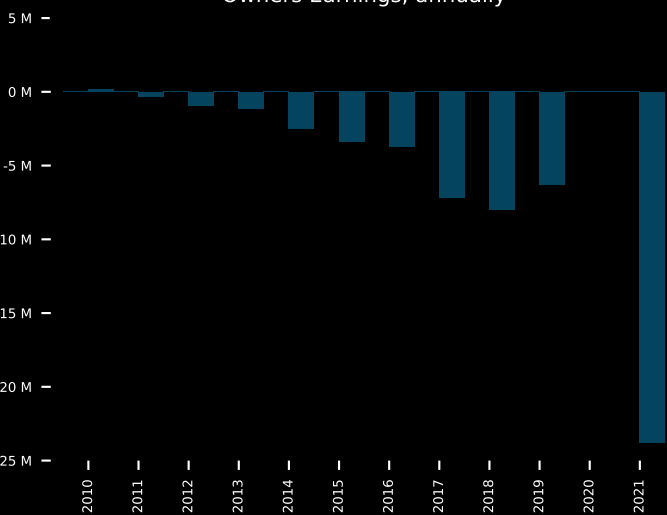
Sales, NI & Operating CF, annually



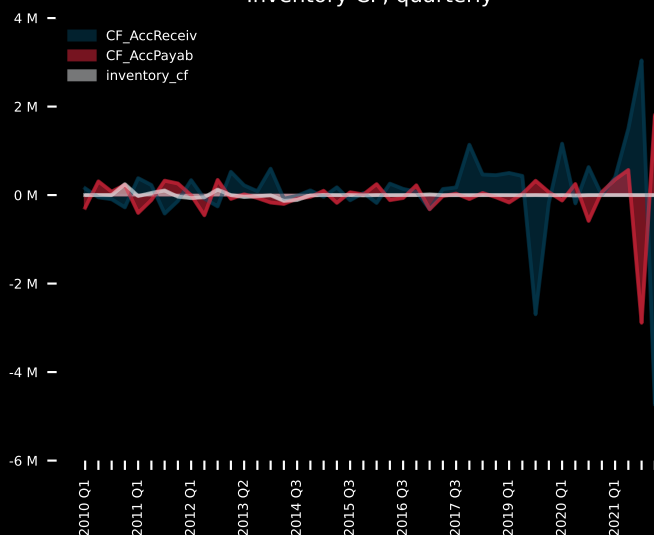
Price vs shares outstanding, quarterly



Owners Earnings, annually

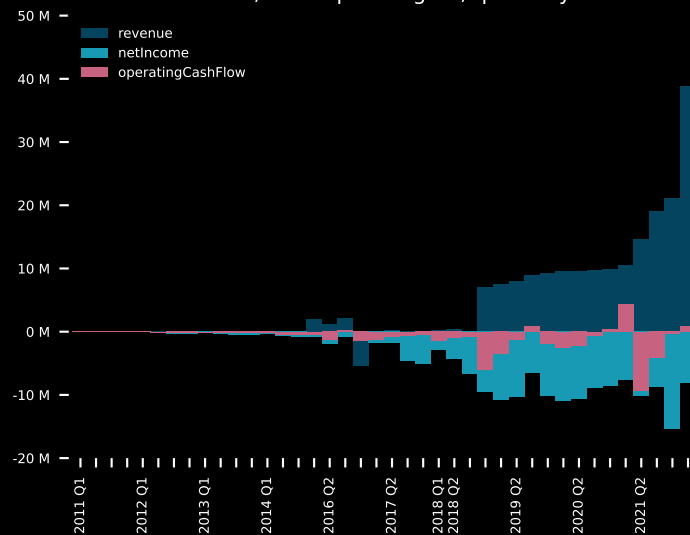


Inventory CF, quarterly



Genius Brands International, Inc., a content and brand management company, creates and licenses multimedia content for toddlers to tweens worldwide. The company offers Rainbow Rangers, an animated series about the adventures of seven magical girls; Llama Llama, an animated series; SpacePop is a music and fashion driven animated property; Thomas Edison's Secret Lab, a STEM-based comedy adventure series; and Warren Buffet's Secret Millionaire's Club, an animated series for kids. It also develops animated series, such as Superhero Kindergarten and Baby Genius. In addition, the company acts as a licensing agent for Llama Llama. It serves various customers and partners, including broadcasters, consumer products licensees, manufacturers, wholesalers, and retailers. The company was formerly known as Pacific Entertainment Corporation and changed its name to Genius Brands International, Inc. in

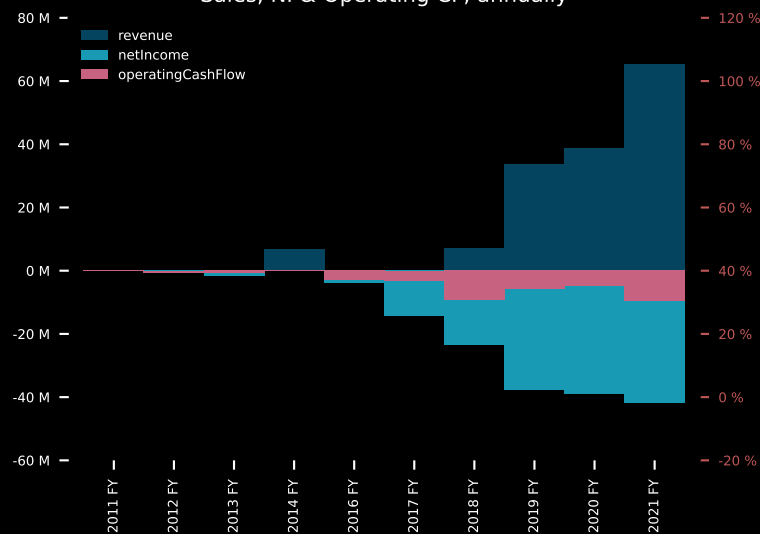
Sales, NI & Operating CF, quarterly



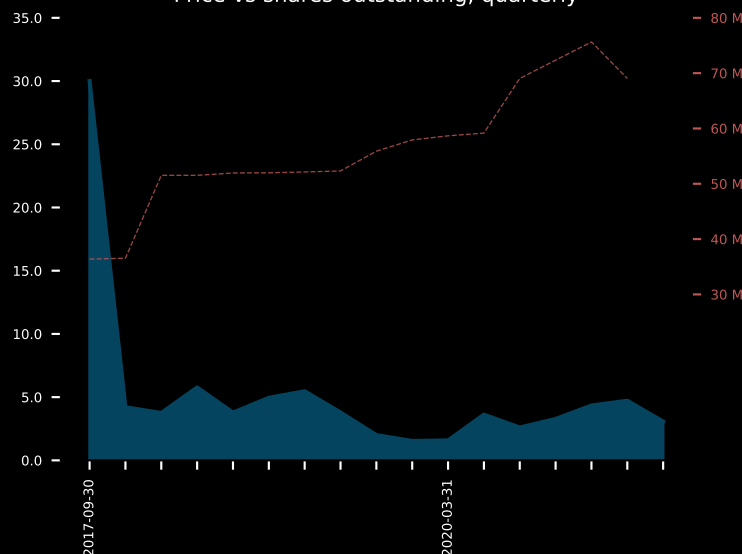
LIVX / Entertainment / US / 2022-06-25



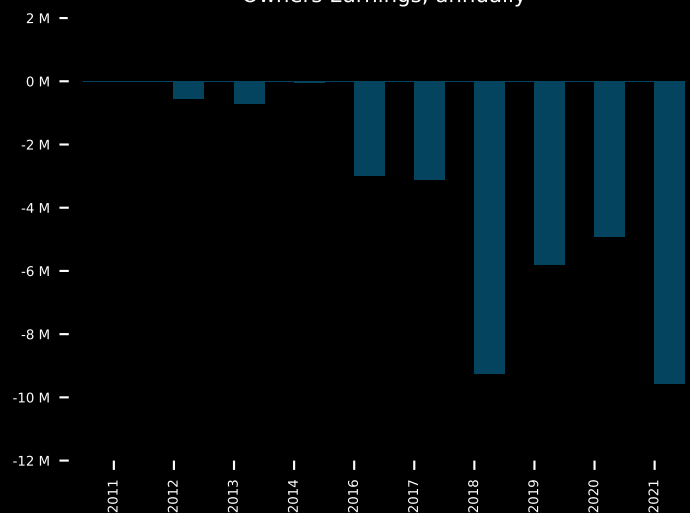
Sales, NI & Operating CF, annually



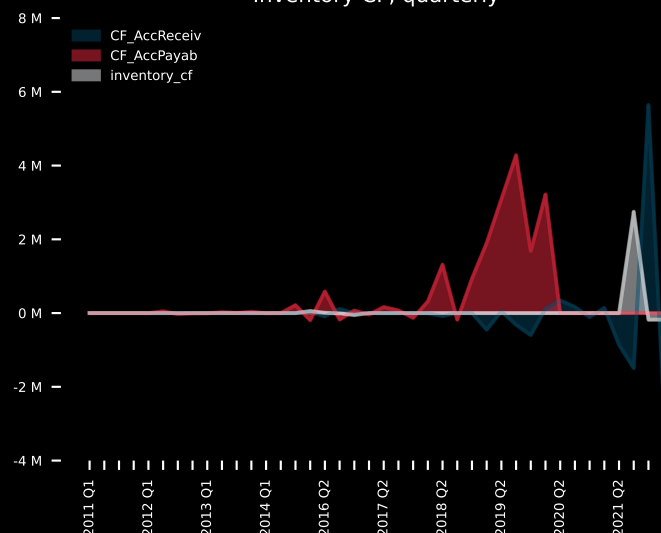
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly



LiveXLive Media, Inc. a digital media company, engages in the acquisition, distribution, and monetization of live music, Internet radio, podcasting, and music-related streaming and video content. The company is headquartered in West Hollywood, California and currently employs 76 full-time employees. The firm is focused on live music and music-related video content. The company operates an online destination for music fans to enjoy live performances from music venues and music festivals around the world, such as Rock in Rio, Outside Lands Music and Arts Festival and Hangout Music Festival, as well as original content, artist exclusives and industry interviews. Its LiveXLive platform features performances and content from some of the artists in various music genres, including Rihanna, Katy Perry, Major Lazer and Maroon 5. The Company's platform features all genres of music including rock, pop, alternative, electronic dance music

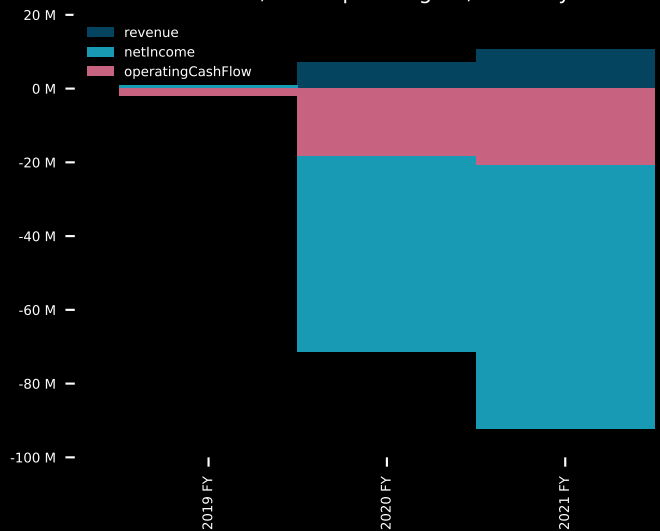
Sales, NI & Operating CF, quarterly



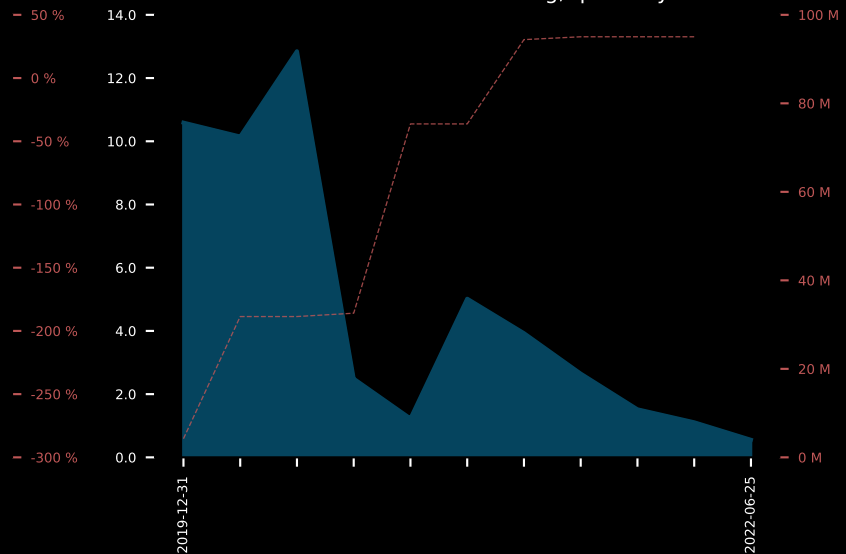
HOFV / Entertainment / US / 2022-06-25



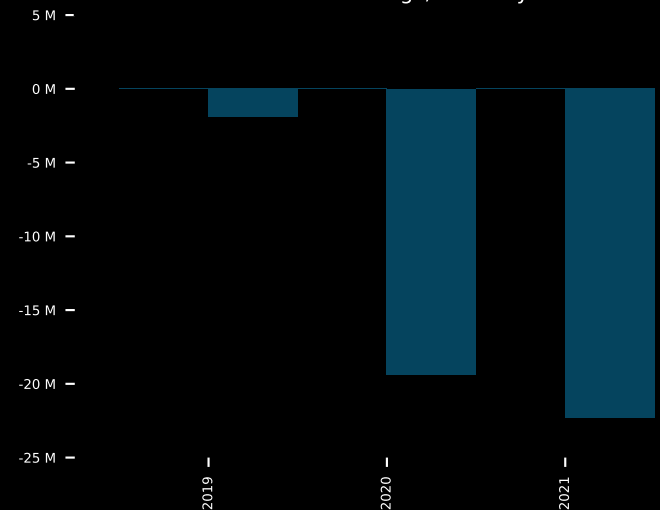
Sales, NI & Operating CF, annually



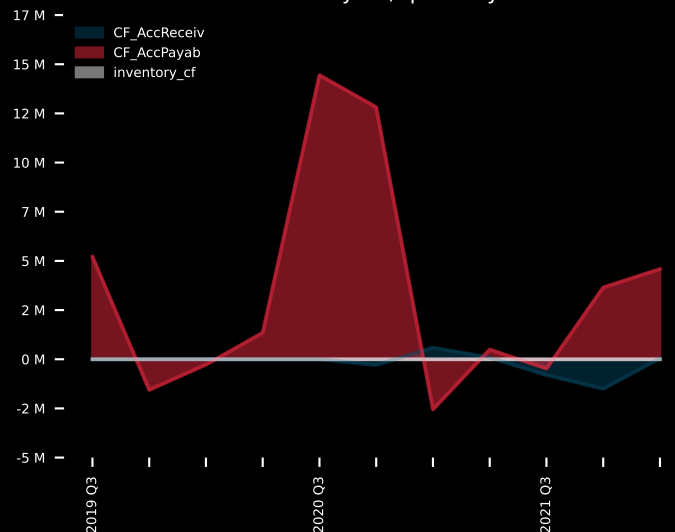
Price vs shares outstanding, quarterly



Owners Earnings, annually

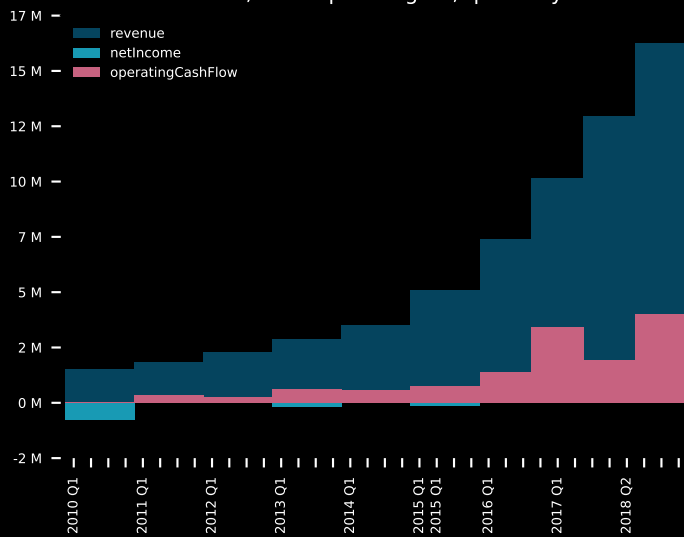


Inventory CF, quarterly

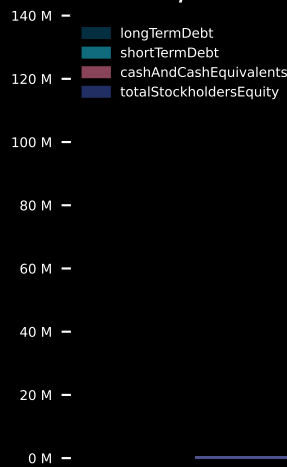


Hall of Fame Resort & Entertainment Company, a resort and entertainment company, doing business as the Pro Football Hall of Fame. It owns the premier sports, entertainment, and media enterprise surrounding the Pro Football Hall of Fame in Canton, Ohio. The company was founded in 2015 and is headquartered in Canton, Ohio. Hall of Fame Resort & Entertainment Company is a subsidiary of Industrial Realty Group, LLC.

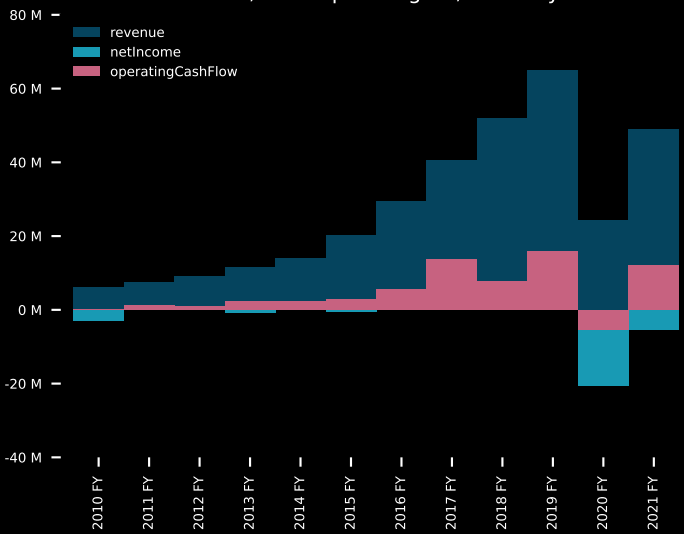
Sales, NI & Operating CF, quarterly



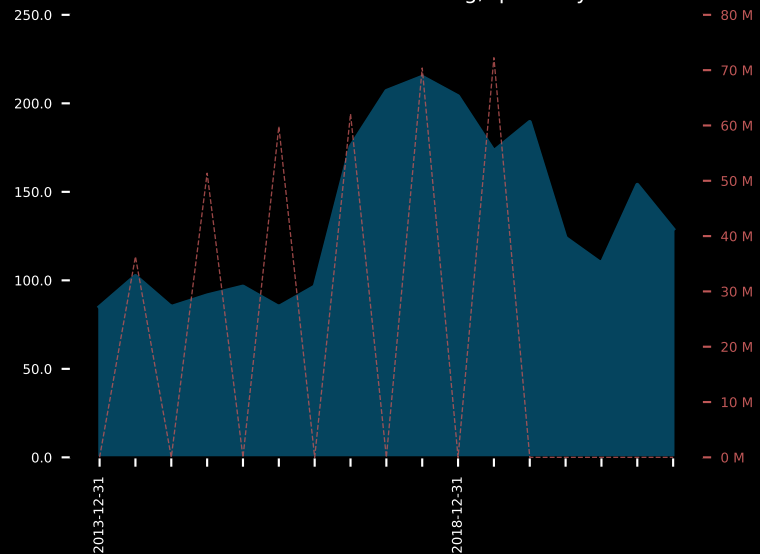
EMAN.L / Entertainment / GB / 2022-06-25



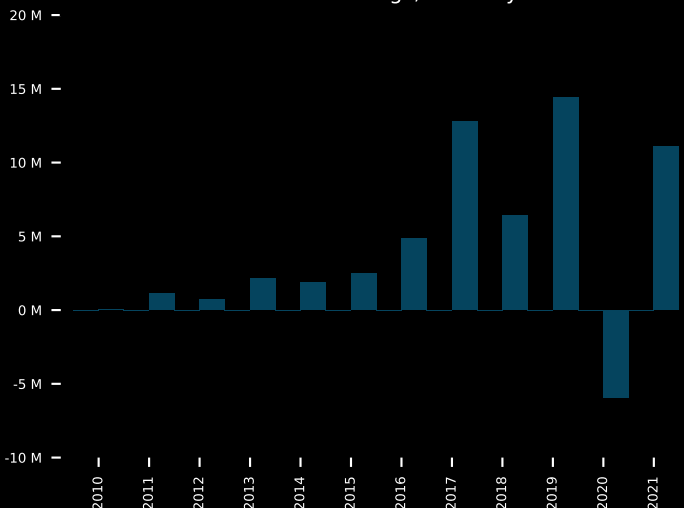
Sales, NI & Operating CF, annually



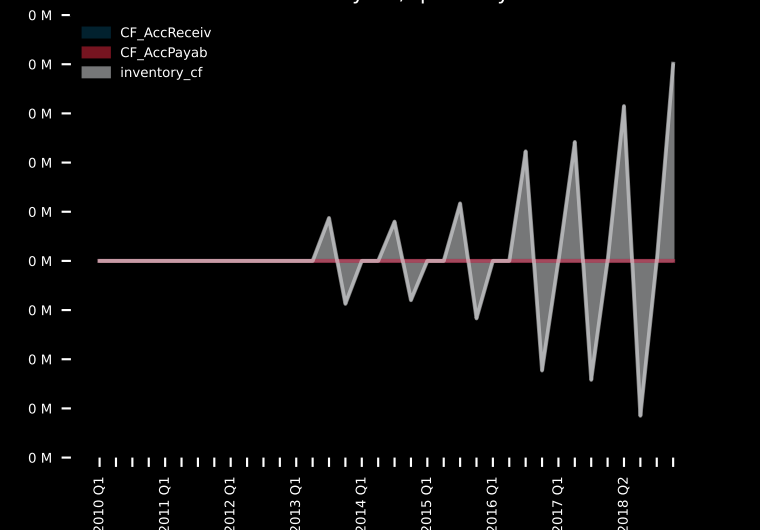
Price vs shares outstanding, quarterly



Owners Earnings, annually

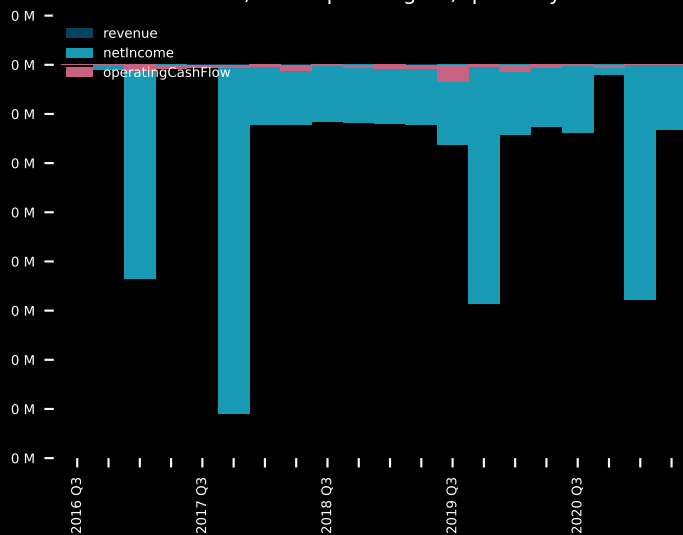


Inventory CF, quarterly

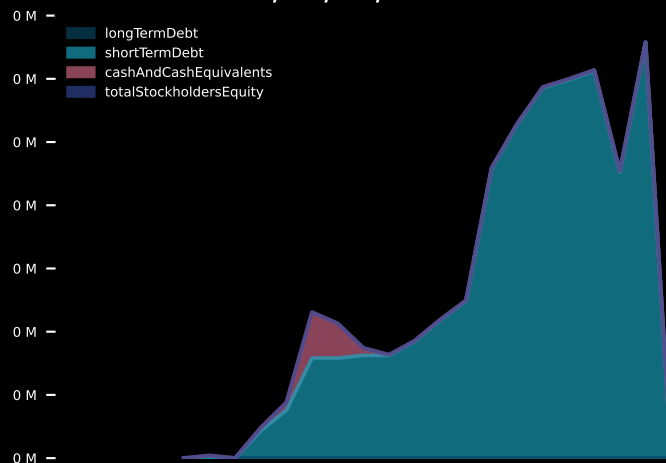


Everyman Media Group PLC, together with its subsidiaries, owns and manages cinemas in the United Kingdom. As of April 6, 2020, it operated 33 venues with 110 screens under the Everyman brand. The company was formerly known as Finlaw Two Plc and changed its name to Everyman Media Group Plc in October 2013. Everyman Media Group PLC was founded in 1933 and is based in London, the United Kingdom.

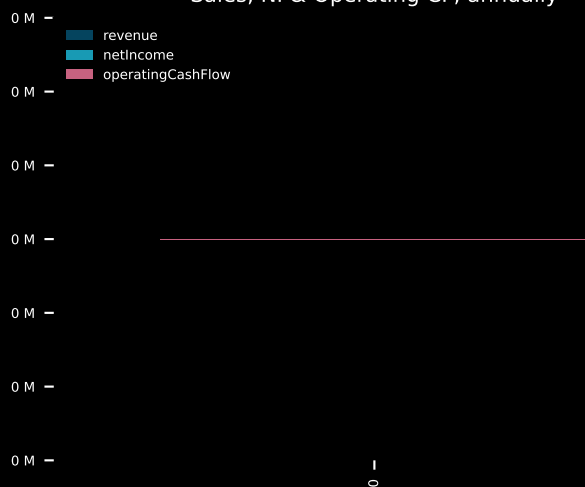
Sales, NI & Operating CF, quarterly



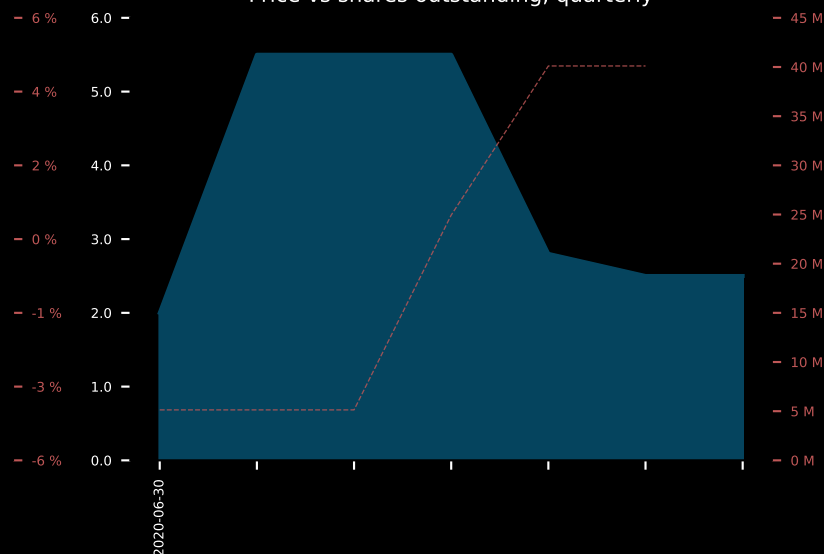
CRKM / 0 / 0 / 2022-06-25



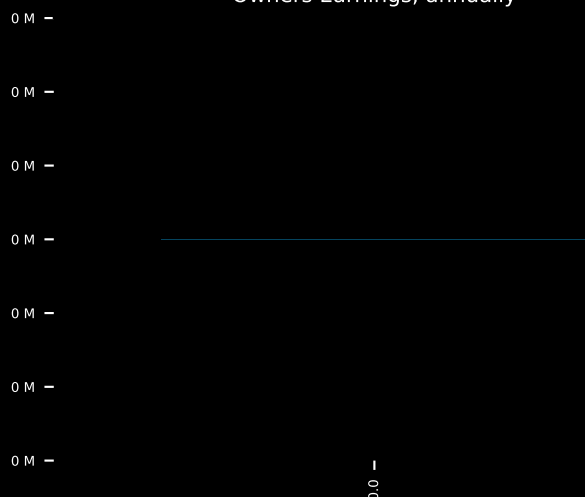
Sales, NI & Operating CF, annually



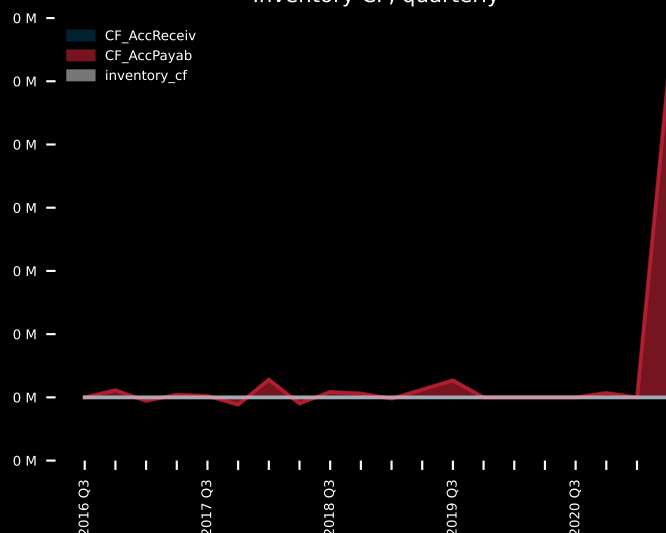
Price vs shares outstanding, quarterly



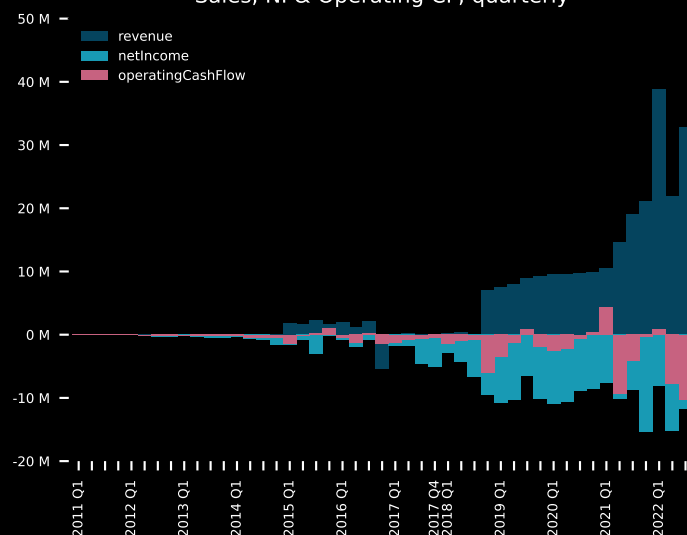
Owners Earnings, annually



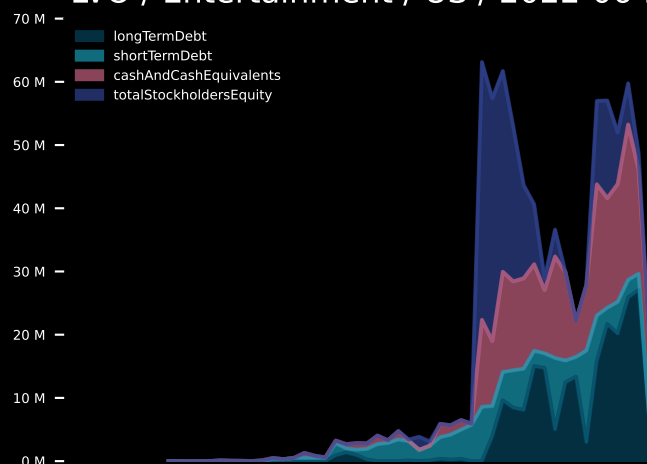
Inventory CF, quarterly



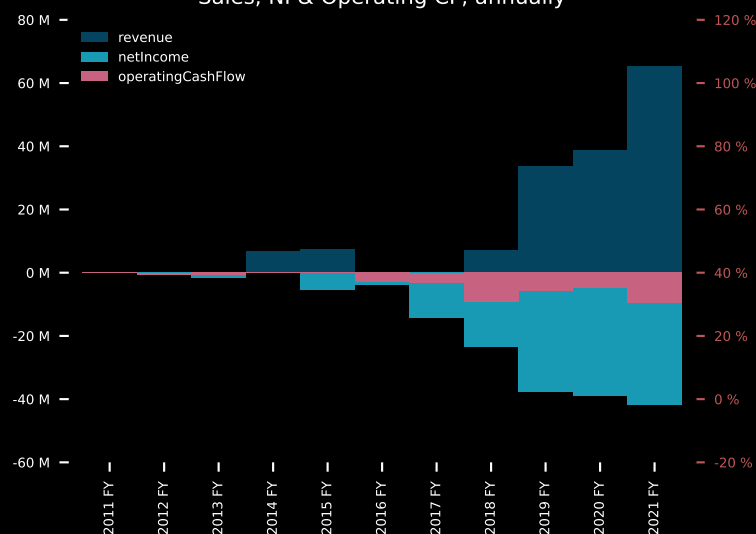
Sales, NI & Operating CF, quarterly



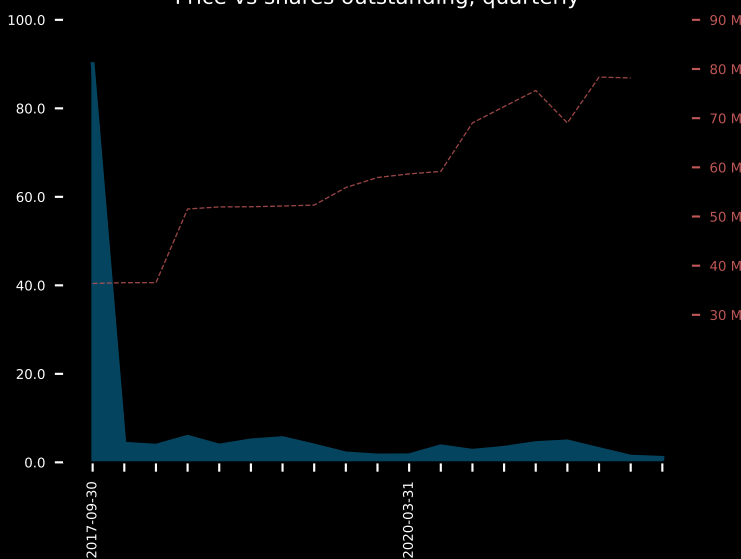
LVO / Entertainment / US / 2022-06-24



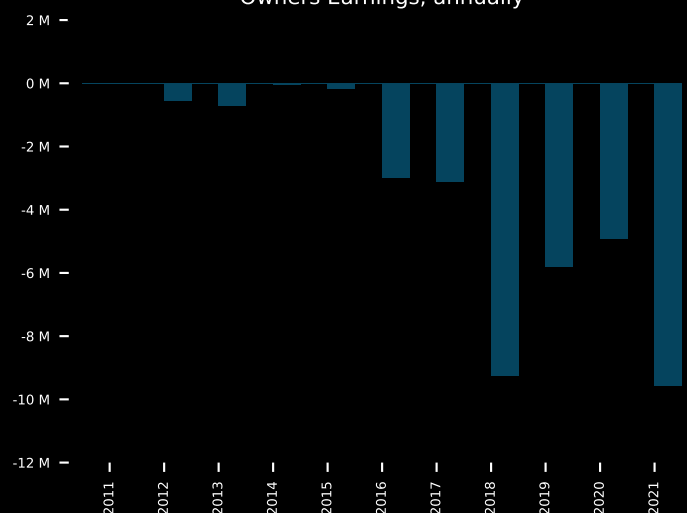
Sales, NI & Operating CF, annually



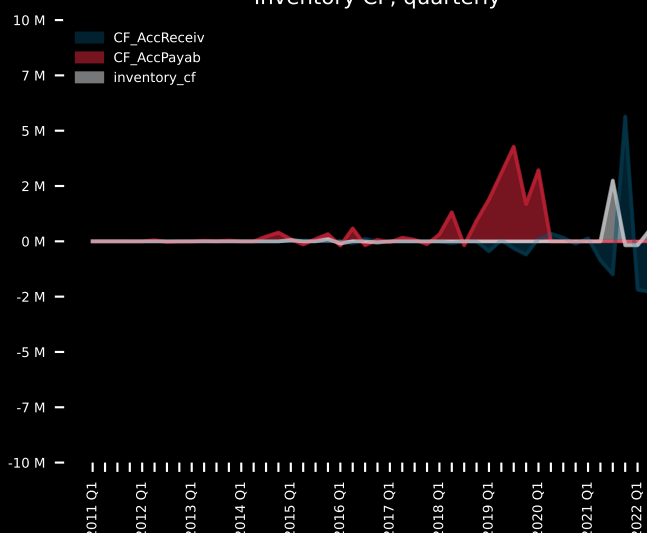
Price vs shares outstanding, quarterly



Owners Earnings, annually

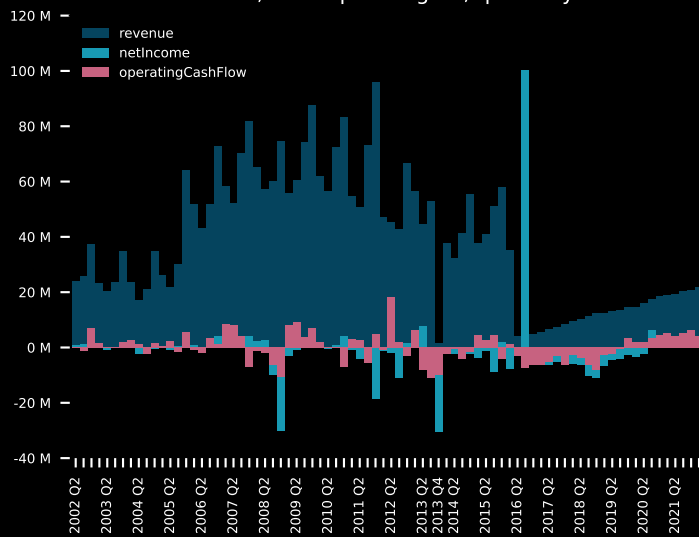


Inventory CF, quarterly

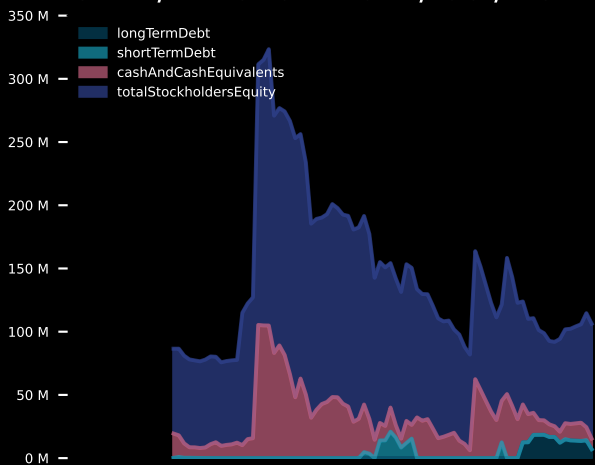


LiveOne, Inc., a digital media company, engages in the acquisition, distribution, and monetization of live music, Internet radio, podcasting/vodcasting, and music-related streaming and video content. It operates LiveXLive, a live music streaming platform; PodcastOne, a podcasting platform; and Slacker Radio, a streaming music service, as well as produces original music-related content. The company also produces, edits, curates, and streams live music events through broadband transmission over the Internet and satellite networks to its users; provides digital Internet radio and music services to users online and through automotive and mobile original equipment manufacturers on a white label basis; and offers ancillary products and services, such as regulatory and post-implementation support services. In addition, it develops, manufactures, and distributes personalized merchandise and gifts through wholesale

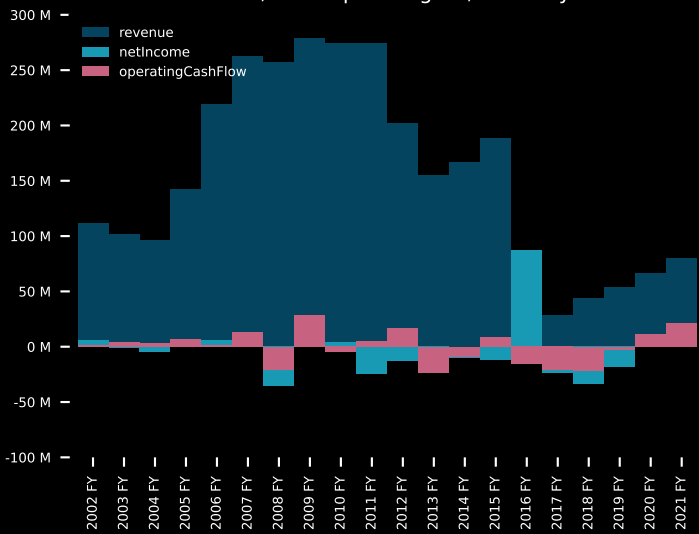
Sales, NI & Operating CF, quarterly



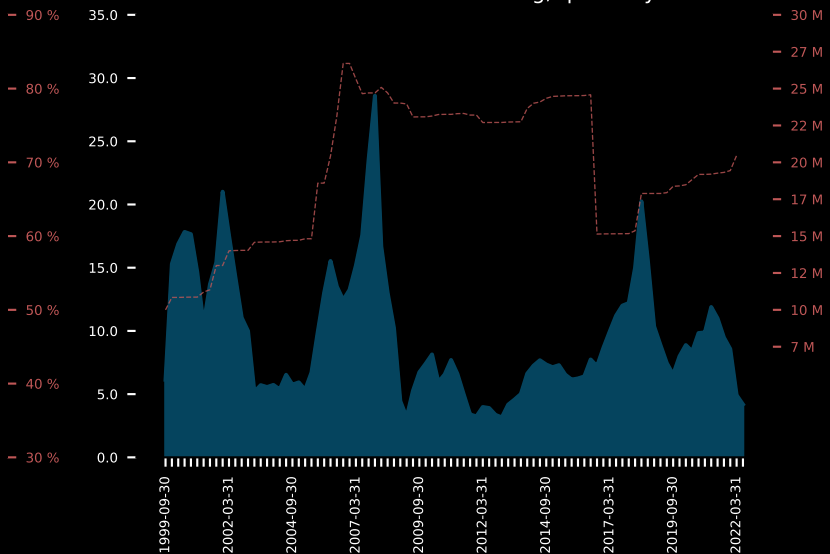
GAIA / Entertainment / US / 2022-06-24



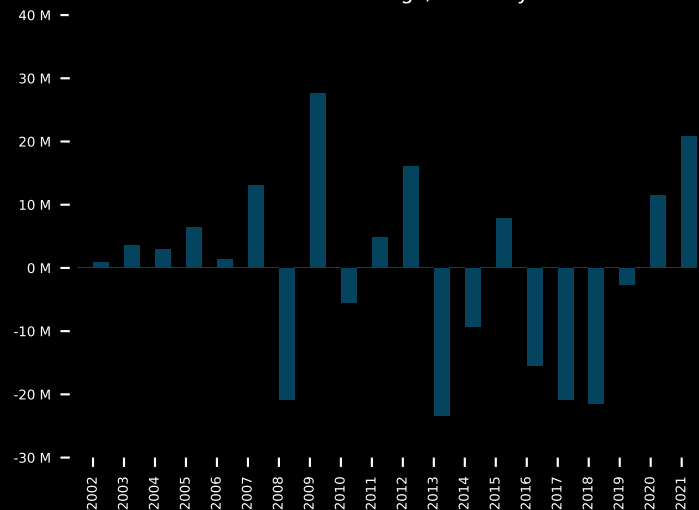
Sales, NI & Operating CF, annually



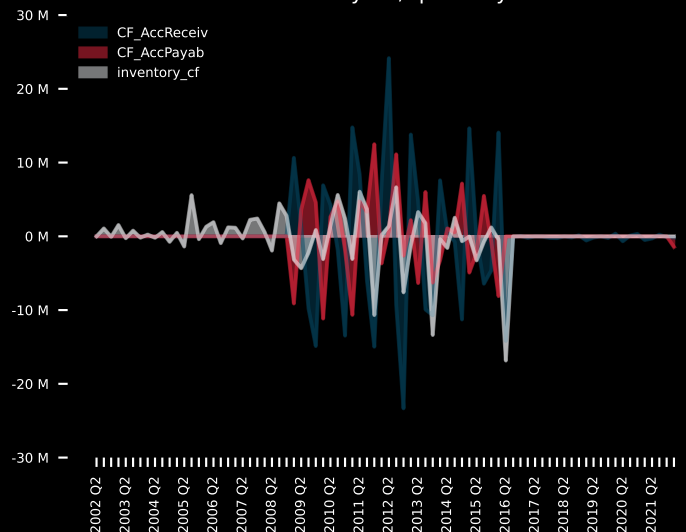
Price vs shares outstanding, quarterly



Owners Earnings, annually

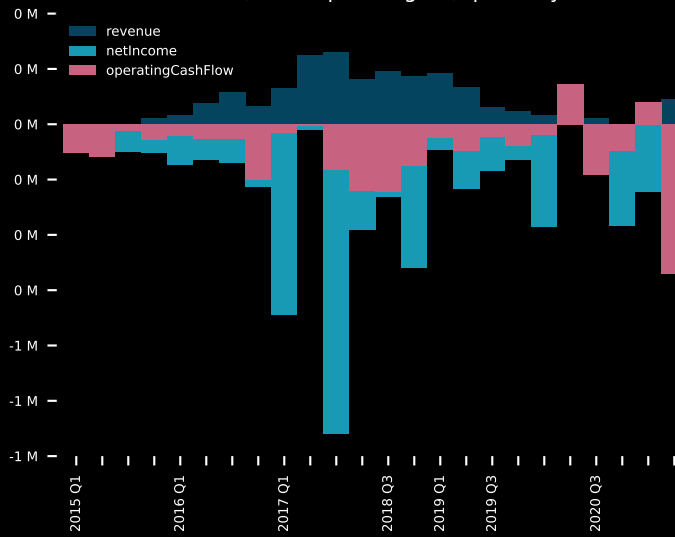


Inventory CF, quarterly



Gaia, Inc. operates a digital video subscription service and on-line community for underserved member base in the United States, Canada, Australia, and internationally. It has a digital content library of approximately 10,000 titles in Spanish, German, and French languages available to its subscribers on internet-connected devices. The company's network includes Yoga channel, which provides access to yoga, eastern arts, and other movement based classes; Transformation channel that offers spiritual growth, personal development, and consciousness content; Alternative Healing channel, which features content focused on food and nutrition, holistic healing, alternative and integrative medicines, and longevity; and Seeking Truth channel that offers category-leading talent that enables to draw speakers, authors, and experts in the alternative media world. It also operates gaia.com and gaia.tv websites. Gaia, Inc.

Sales, NI & Operating CF, quarterly



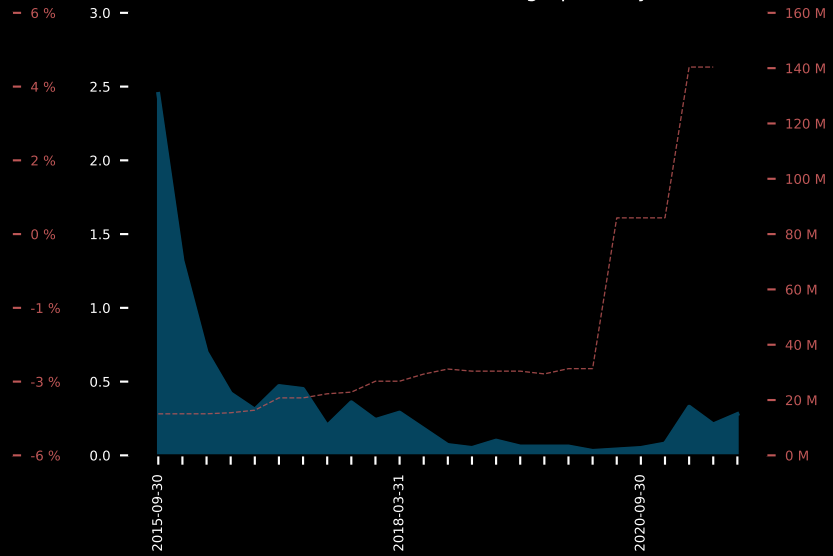
BDIC / 0 / 0 / 2022-06-25



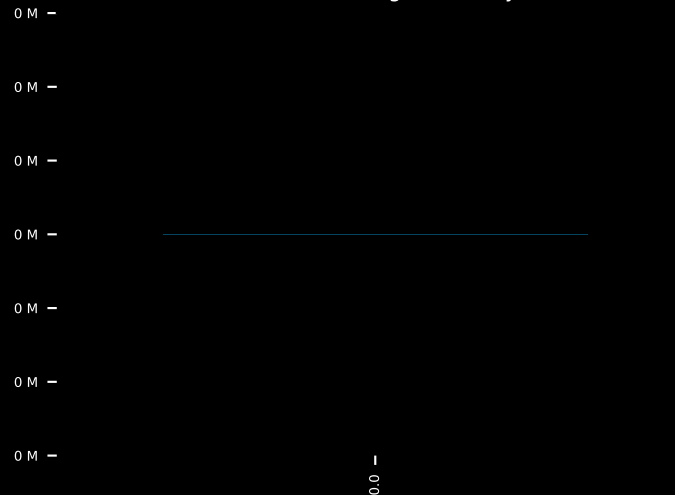
Sales, NI & Operating CF, annually



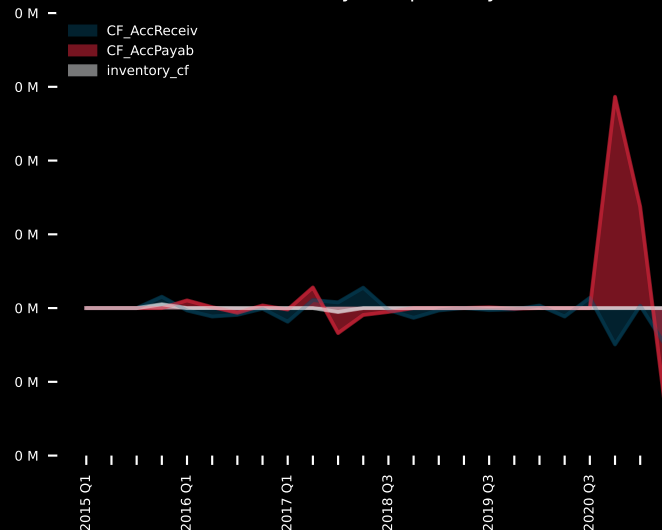
Price vs shares outstanding, quarterly



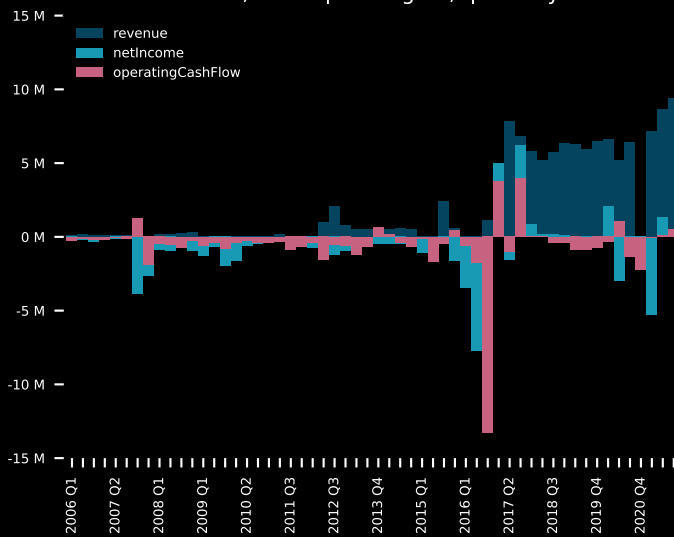
Owners Earnings, annually



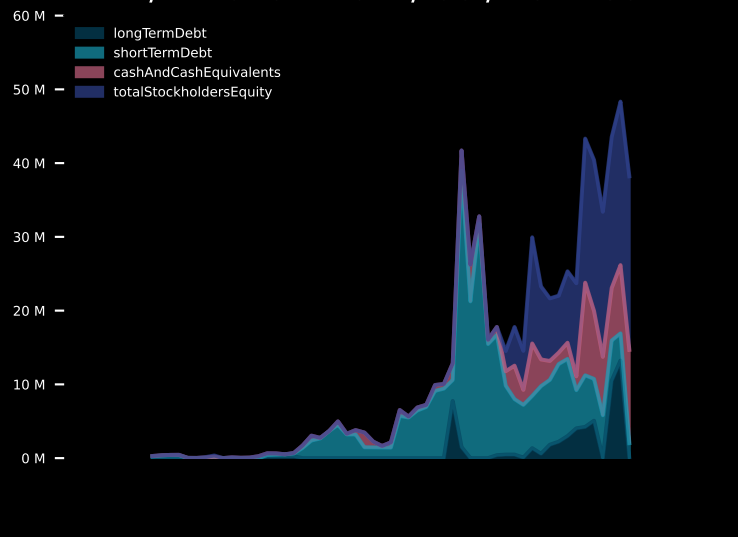
Inventory CF, quarterly



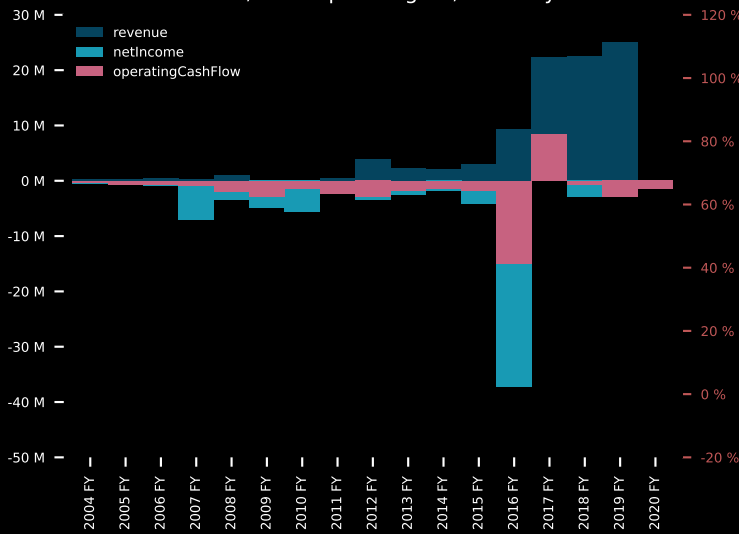
Sales, NI & Operating CF, quarterly



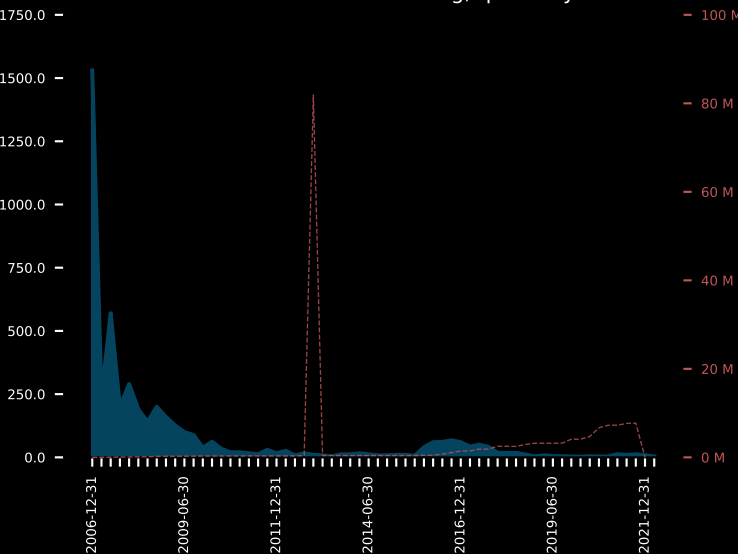
DLPN / Entertainment / US / 2022-06-24



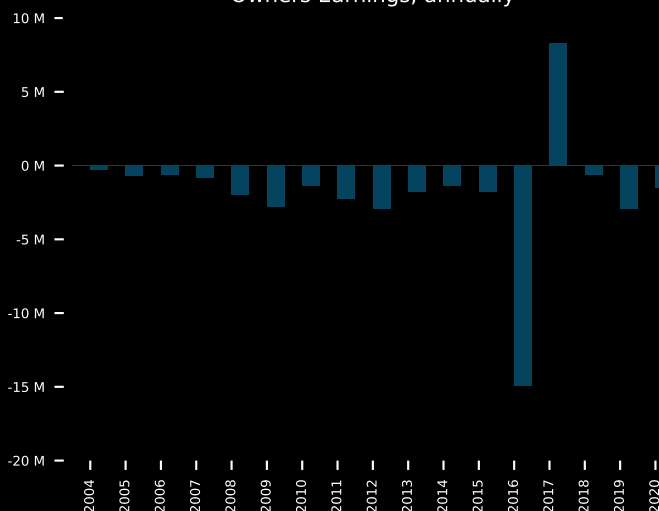
Sales, NI & Operating CF, annually



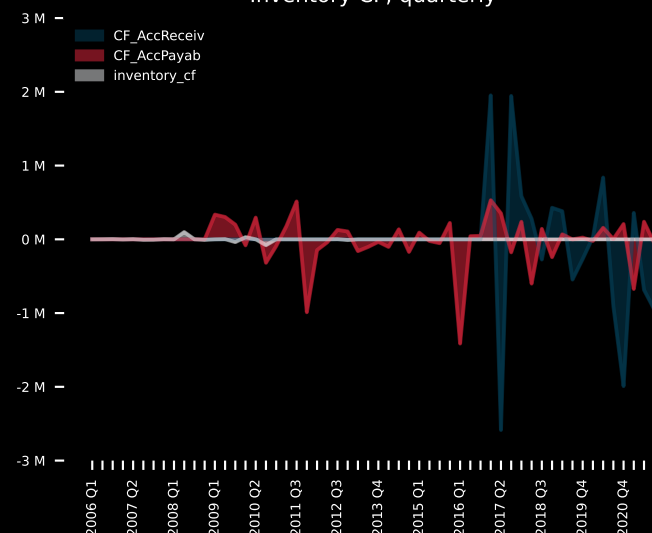
Price vs shares outstanding, quarterly



Owners Earnings, annually

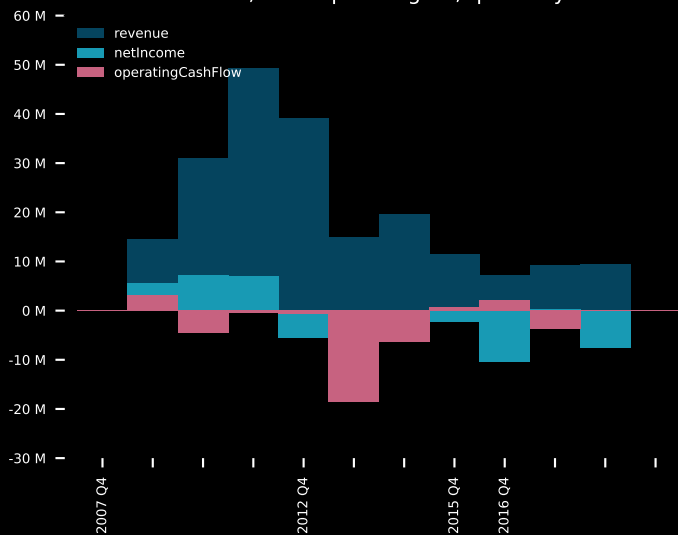


Inventory CF, quarterly



Dolphin Entertainment, Inc., together with its subsidiaries, operates as an independent entertainment marketing and premium content development company in the United States. It operates in two segments, Entertainment Publicity and Marketing; and Content Production. The Entertainment Publicity and Marketing segment offers public relations, entertainment content marketing, strategic communications, social media and digital marketing, creative branding, talent publicity, and entertainment marketing services, as well as produces promotional video content. The Content Production segment produces and distributes feature films and digital content. In addition, it offers strategic marketing and publicity services to individuals and corporates in the entertainment, hospitality, and music industries. The company was formerly known as Dolphin Digital Media, Inc. and changed its name to Dolphin Entertainment, Inc. in July

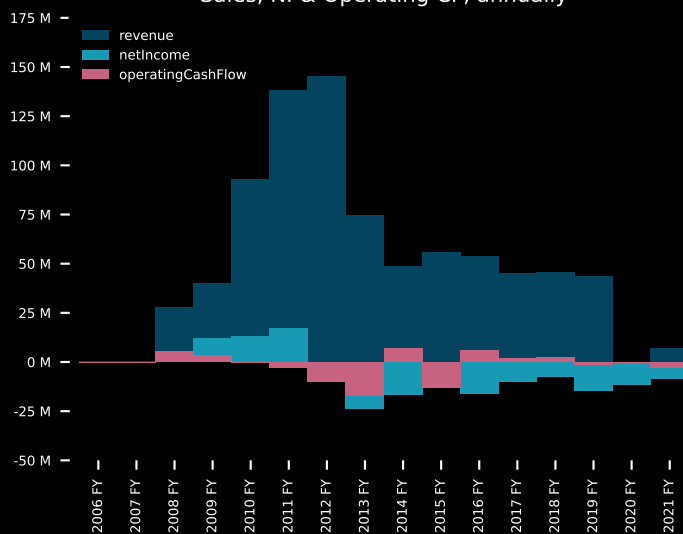
Sales, NI & Operating CF, quarterly



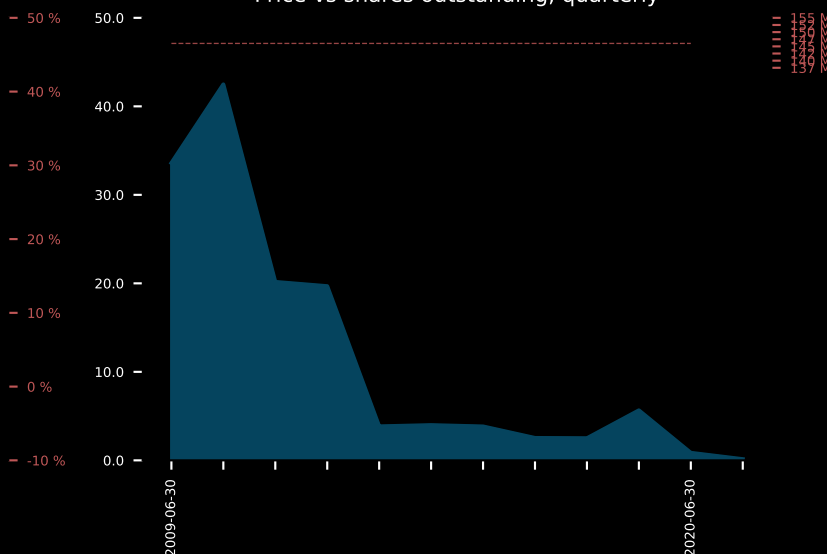
CSCW / Entertainment / US / 2022-06-25



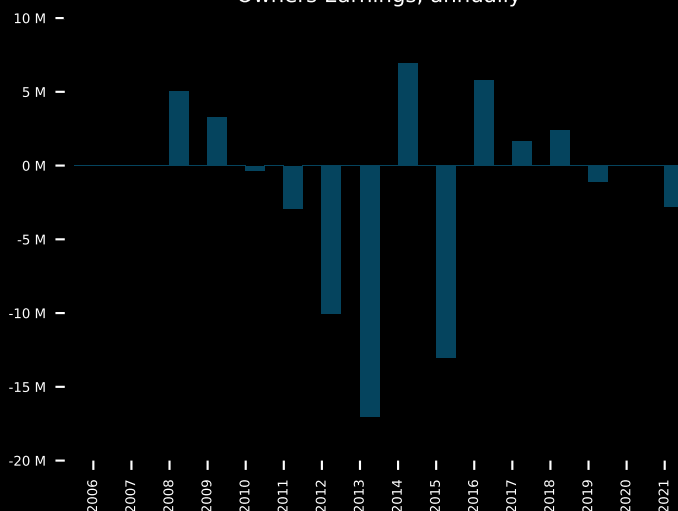
Sales, NI & Operating CF, annually



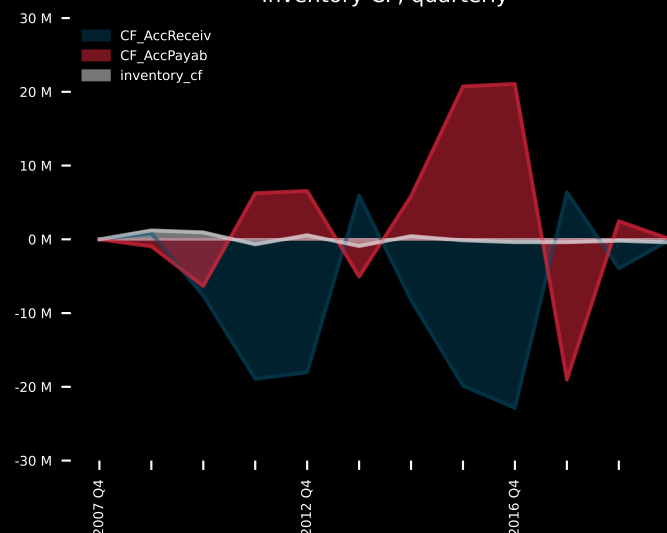
Price vs shares outstanding, quarterly



Owners Earnings, annually

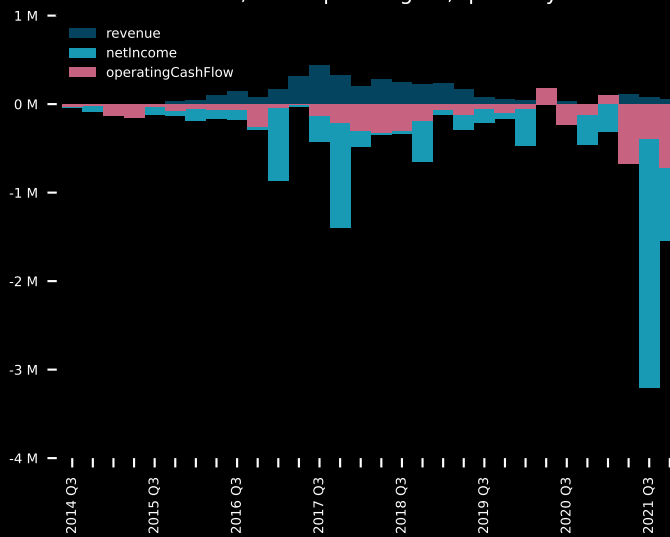


Inventory CF, quarterly

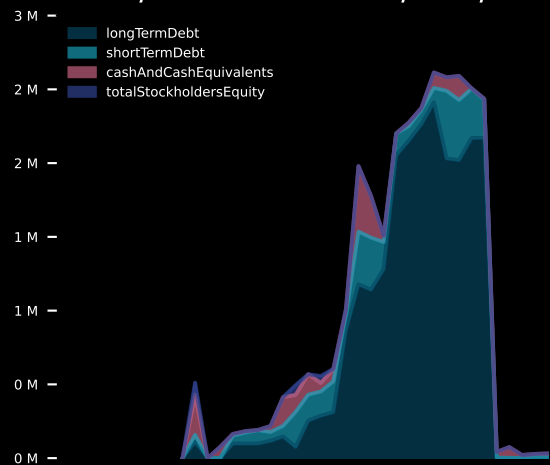


Color Star Technology Co., Ltd., an entertainment and education company, provides online entertainment performances and music education services in the United States and China. The company operates Color World, an online platform of curriculum that includes music, sports, animation, painting and calligraphy, film and television, life skills, etc. Its Color World platform provides celebrity lectures, celebrity concert videos, celebrity peripheral products, and artist interactive communication services. The company was formerly known as Huitao Technology Co., Ltd. and changed its name to Color Star Technology Co., Ltd. in May 2020. Color Star Technology Co., Ltd. was founded in 2002 and is based in New York, New York.

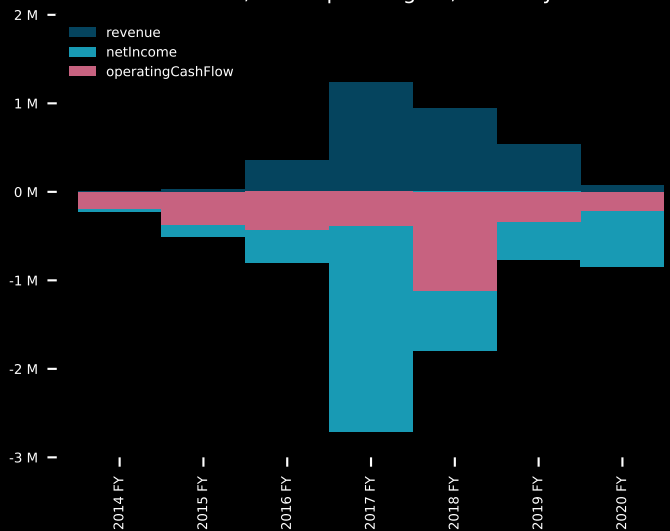
Sales, NI & Operating CF, quarterly



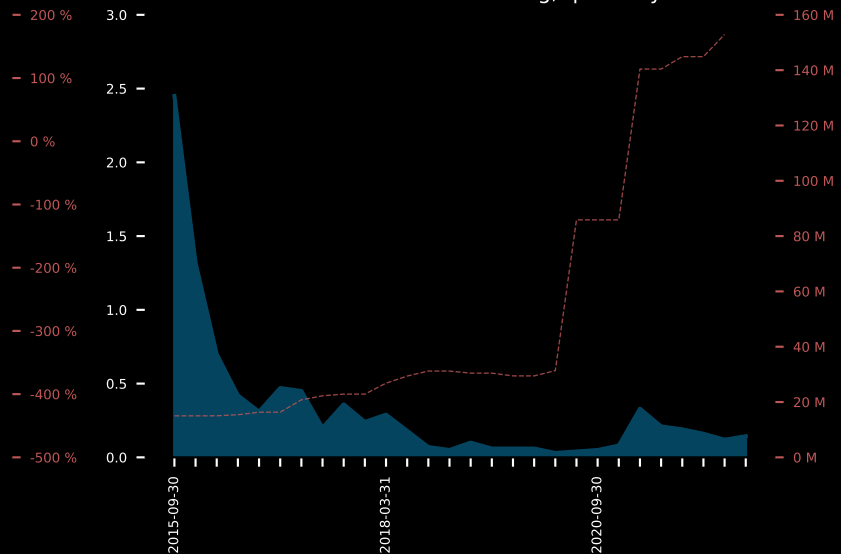
LTES / Entertainment / MY / 2022-06-25



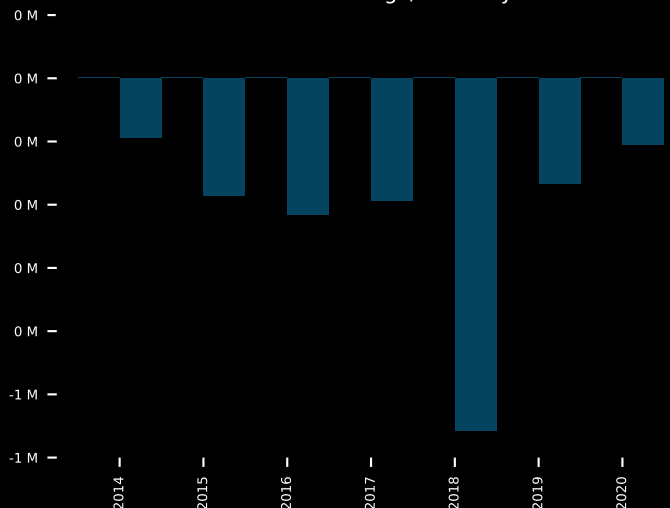
Sales, NI & Operating CF, annually



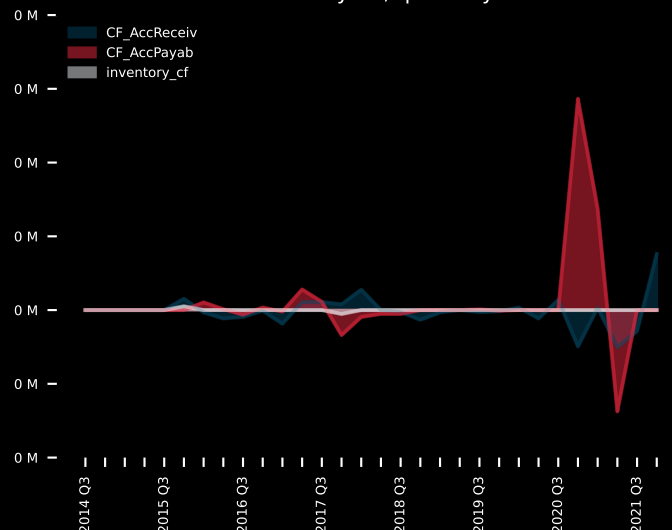
Price vs shares outstanding, quarterly



Owners Earnings, annually

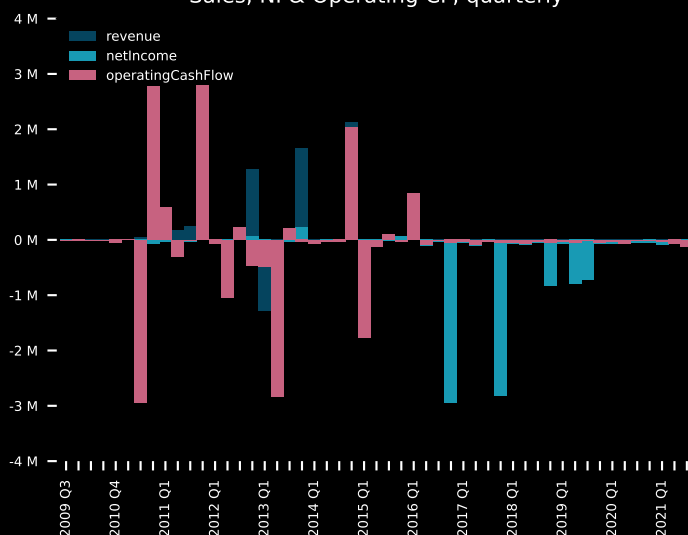


Inventory CF, quarterly

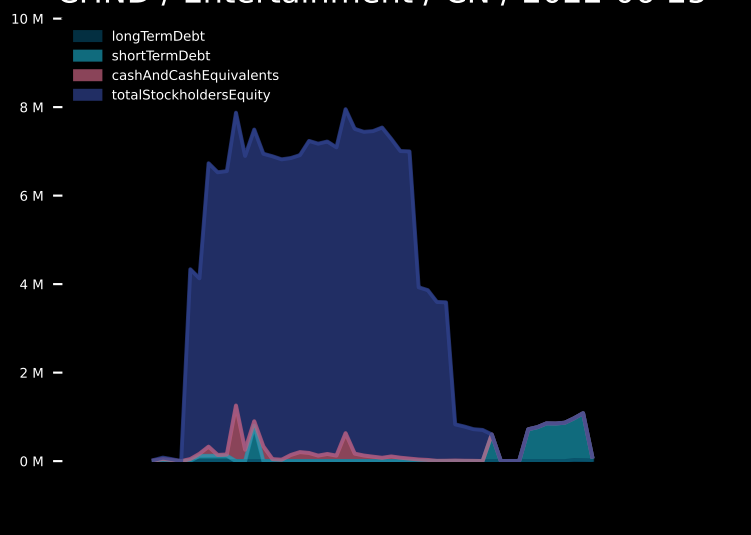


Leet Technology Inc., through its subsidiaries, operates an eSports platform in Malaysia. The company operates Matchroom.net., an integrated e-sports tournament site that allows tournament organizers, brands, players, and game developers to organize e-sports tournaments on platform utilizing platform tools, such as user registrations, payments, communications, lives stream link ups, wallet system, and other community features. It also offers information technology, mobile application development, and digital content publishing services. The company was formerly known as Blow & Drive Interlock Corporation and changed its name to Leet Technology Inc. in August 2021. Leet Technology Inc. is based in Petaling Jaya, Malaysia.

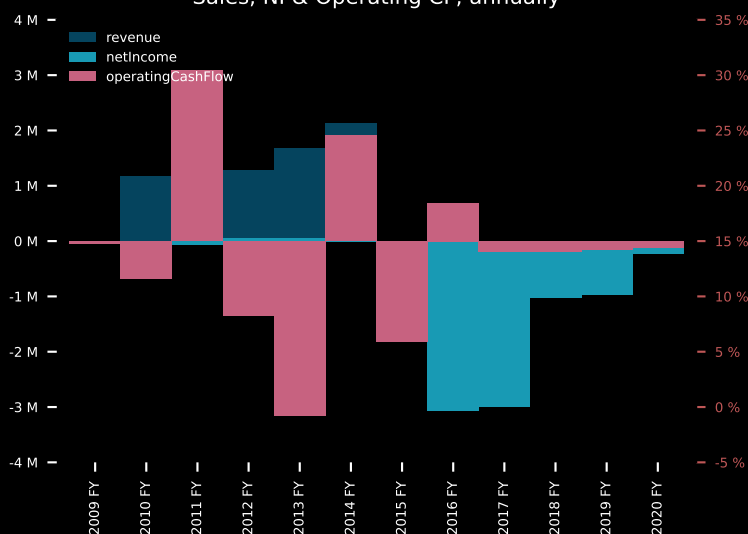
Sales, NI & Operating CF, quarterly



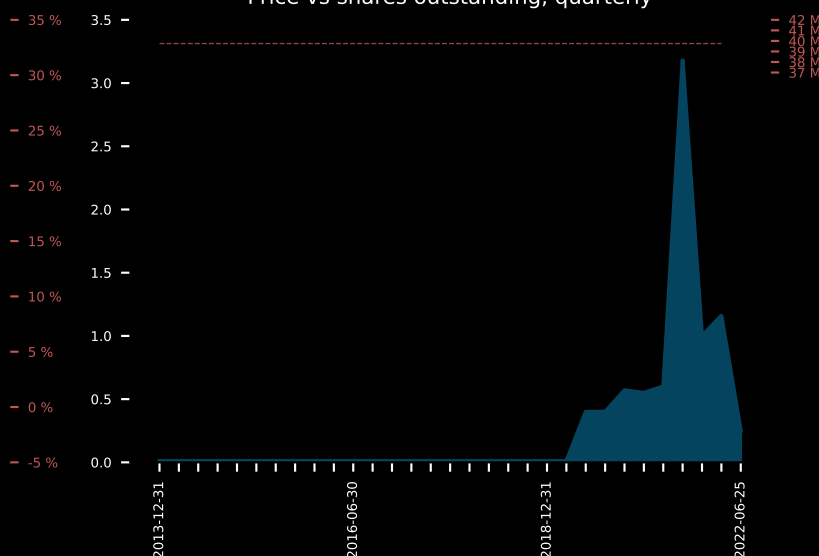
CHND / Entertainment / CN / 2022-06-25



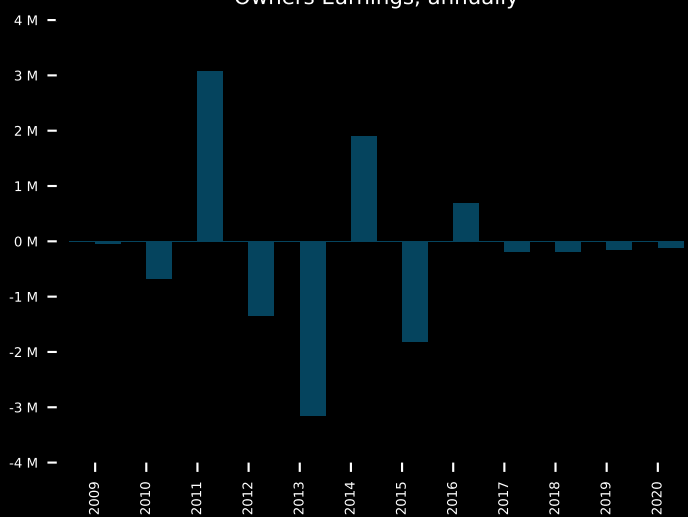
Sales, NI & Operating CF, annually



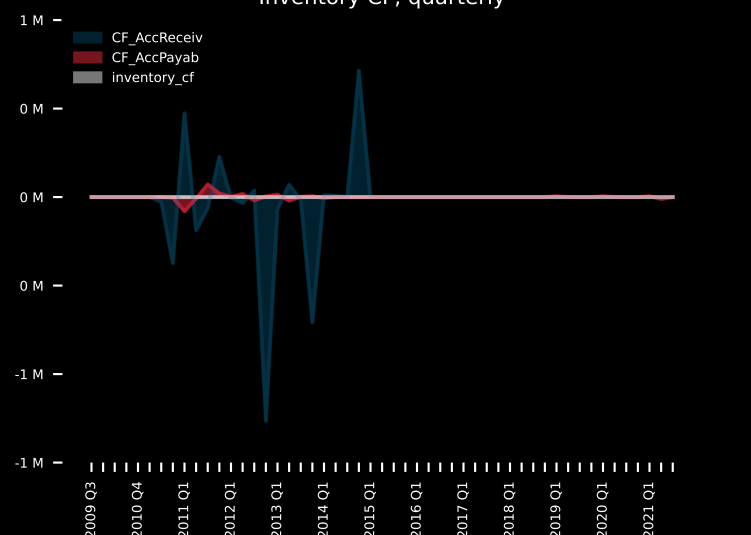
Price vs shares outstanding, quarterly



Owners Earnings, annually

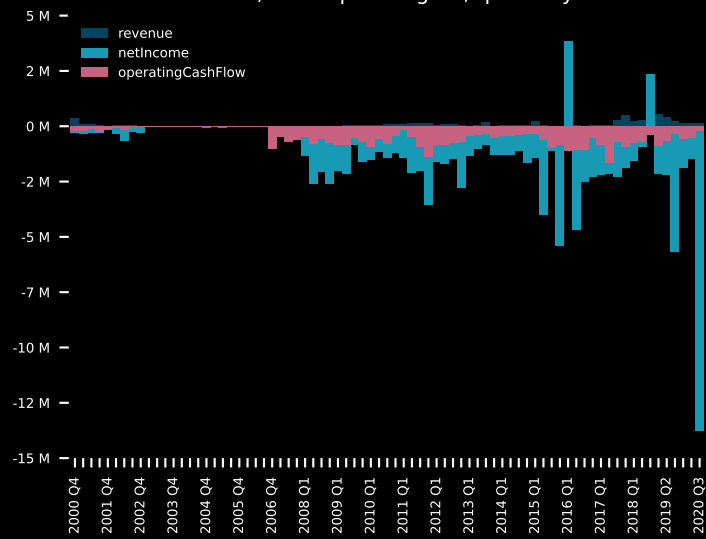


Inventory CF, quarterly

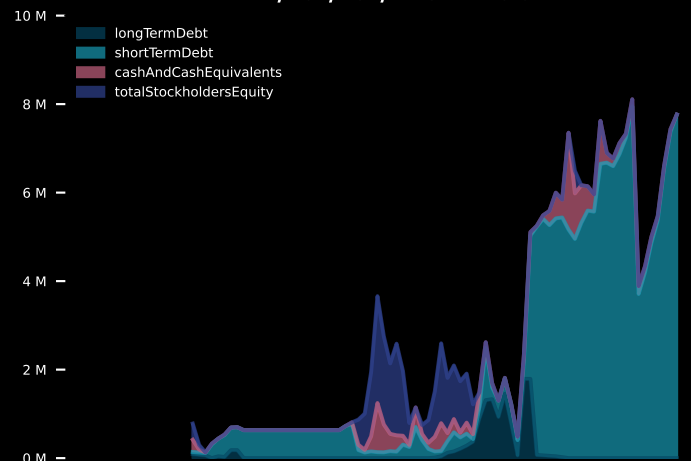


China Media Inc., through its subsidiaries, produces and distributes films, television series, and documentaries in China. The company sells television series to regional and national television stations. It distributes its films and television series through direct sales channel. The company was formerly known as Protecwerx Inc. China Media Inc. was incorporated in 2007 and is based in Xi'an, China.

Sales, NI & Operating CF, quarterly



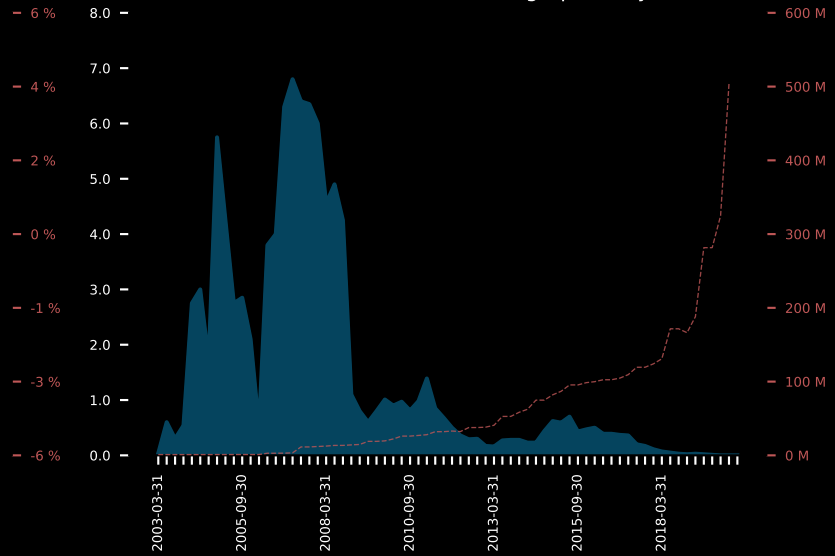
AFTM / 0 / 0 / 2022-06-24



Sales, NI & Operating CF, annually



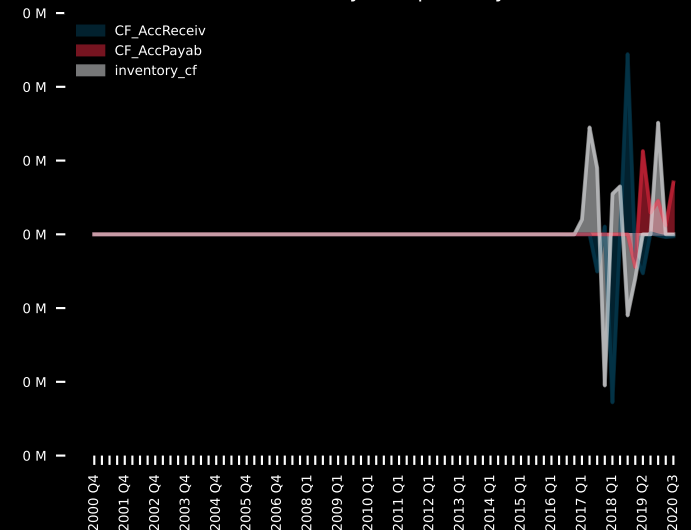
Price vs shares outstanding, quarterly



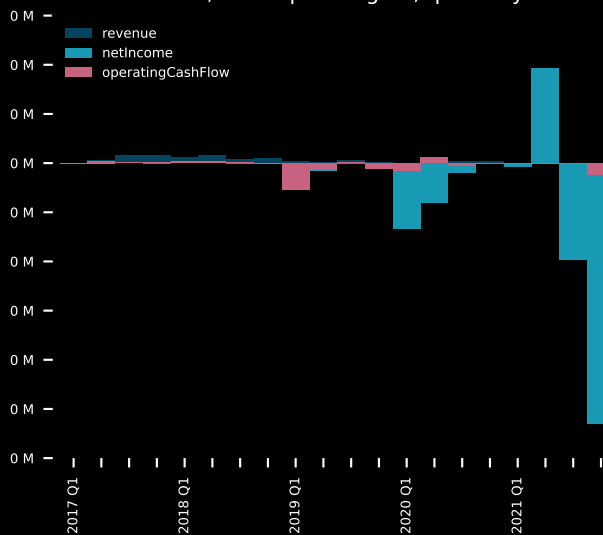
Owners Earnings, annually



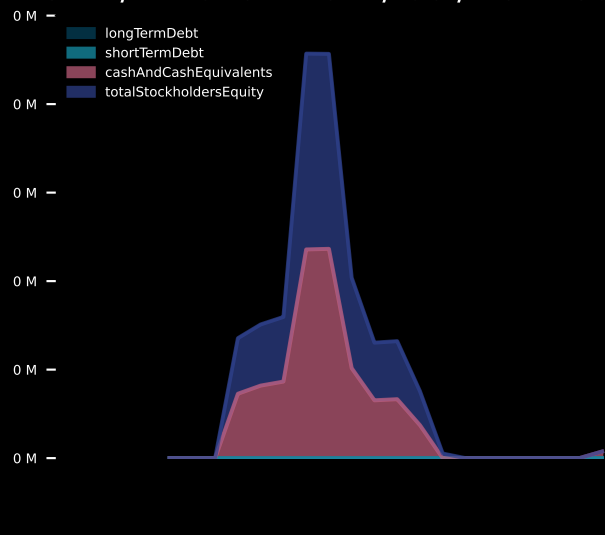
Inventory CF, quarterly



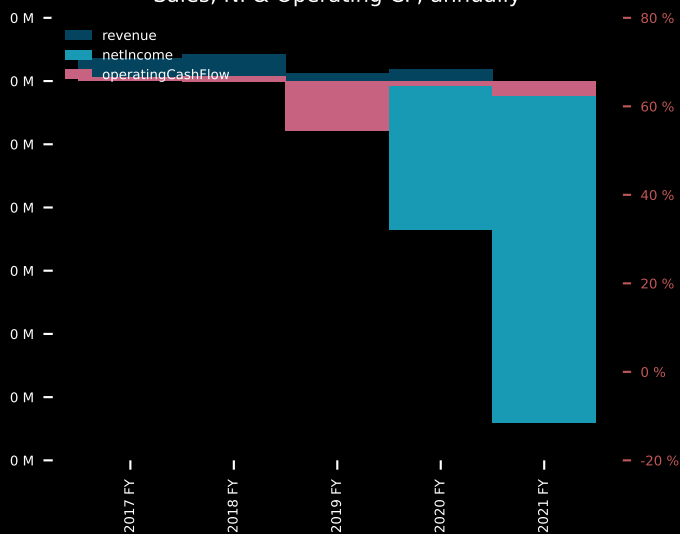
Sales, NI & Operating CF, quarterly



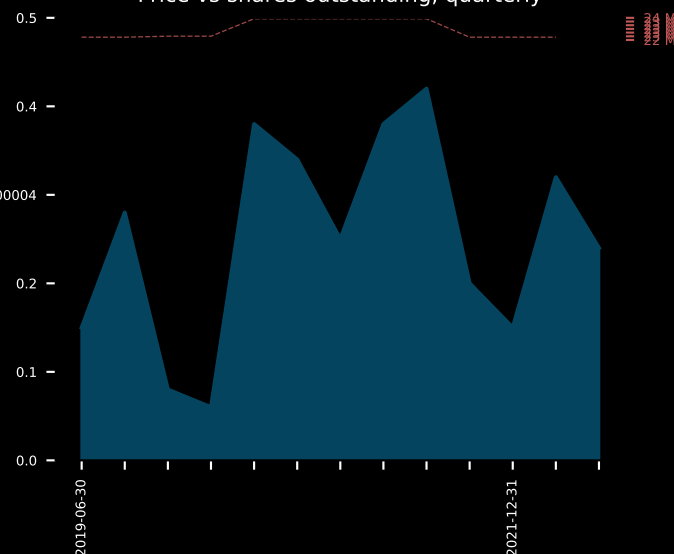
RGMP / Entertainment / US / 2022-06-25



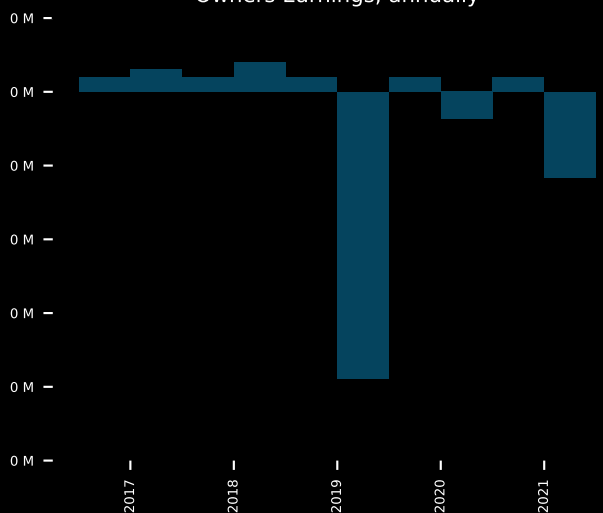
Sales, NI & Operating CF, annually



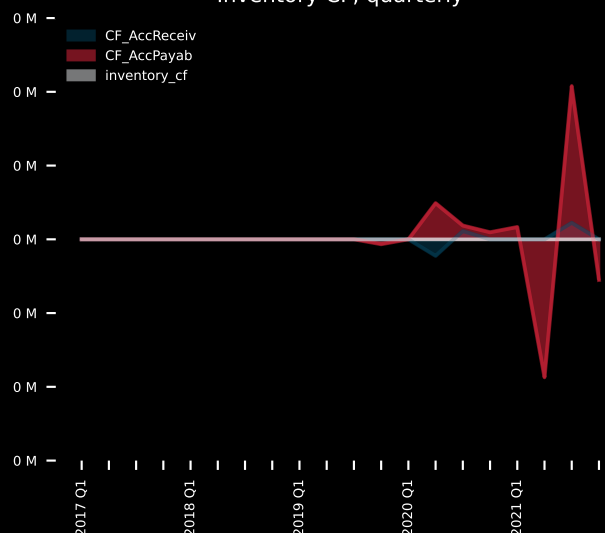
Price vs shares outstanding, quarterly



Owners Earnings, annually

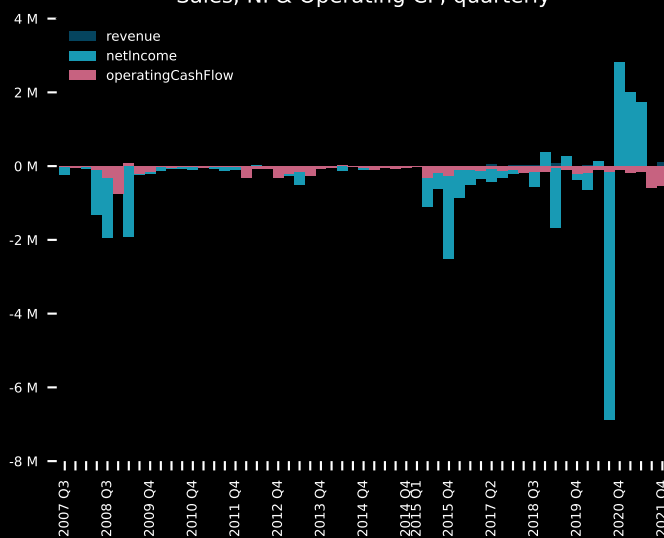


Inventory CF, quarterly

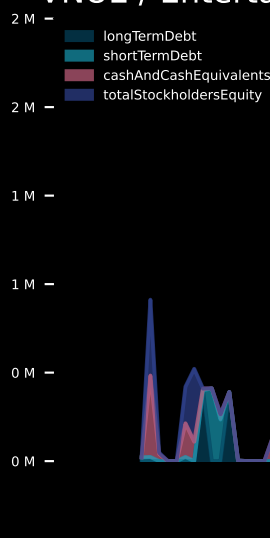


Regnum Corp. develops and commercializes therapeutics that treat rare and infectious diseases. It develops Leronlimab (PRO 140), a CCR5 antagonist to treat multi-drug resistant HIV infection. The company is based in New York, New York. Regnum Corp. is a subsidiary of Phoenix AG.

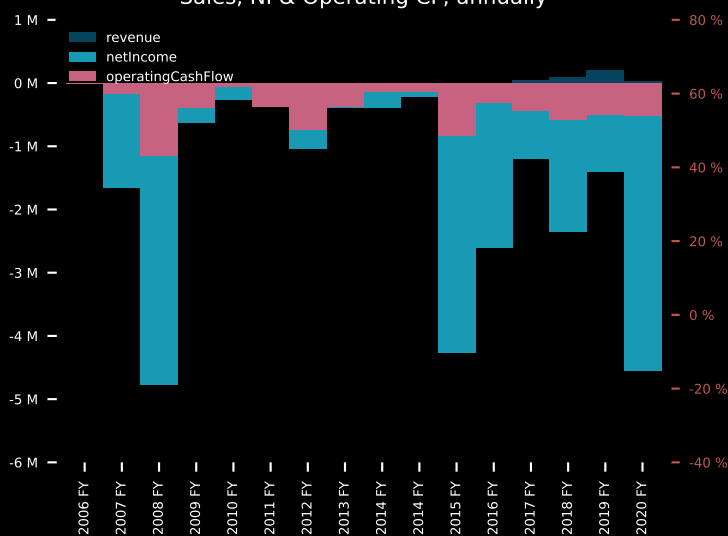
Sales, NI & Operating CF, quarterly



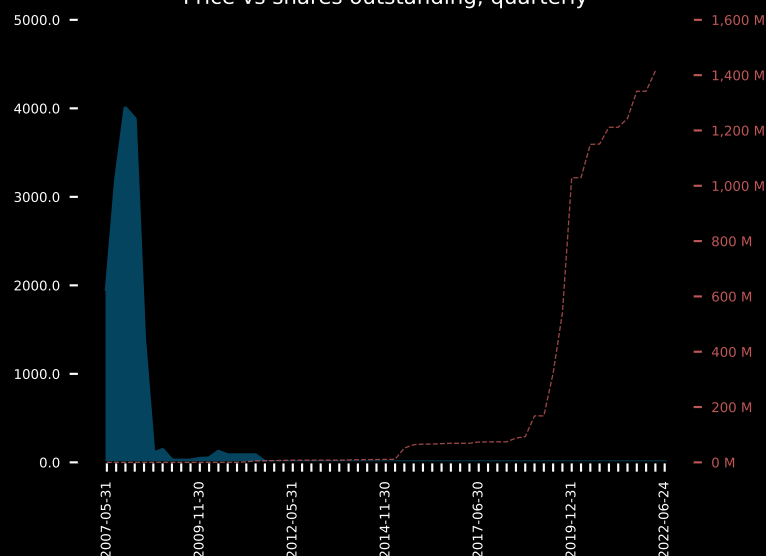
VNUE / Entertainment / US / 2022-06-24



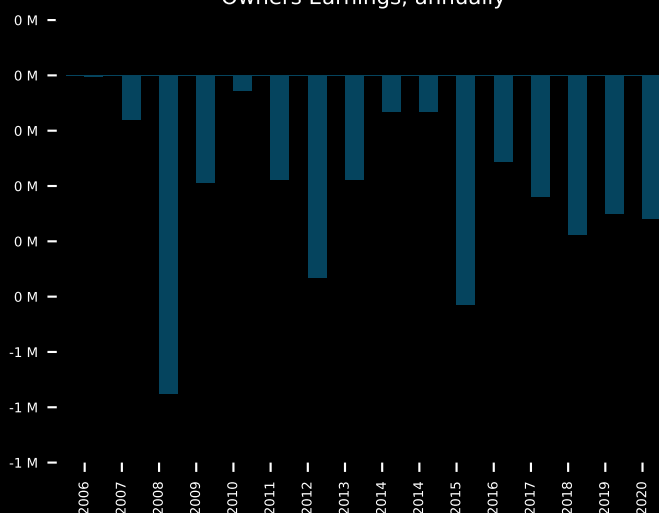
Sales, NI & Operating CF, annually



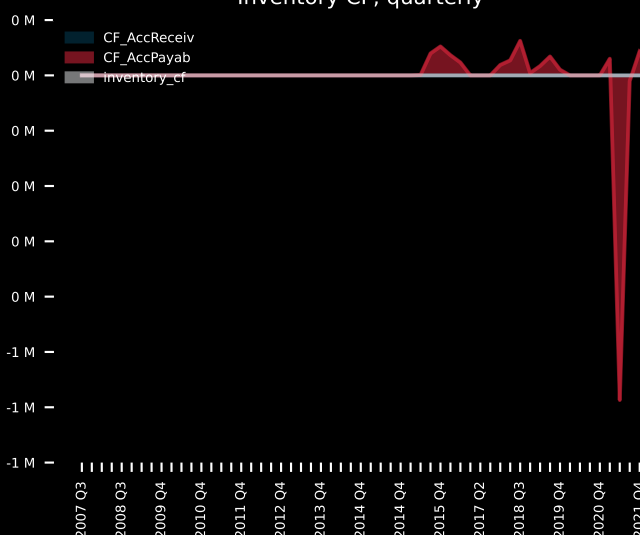
Price vs shares outstanding, quarterly



Owners Earnings, annually

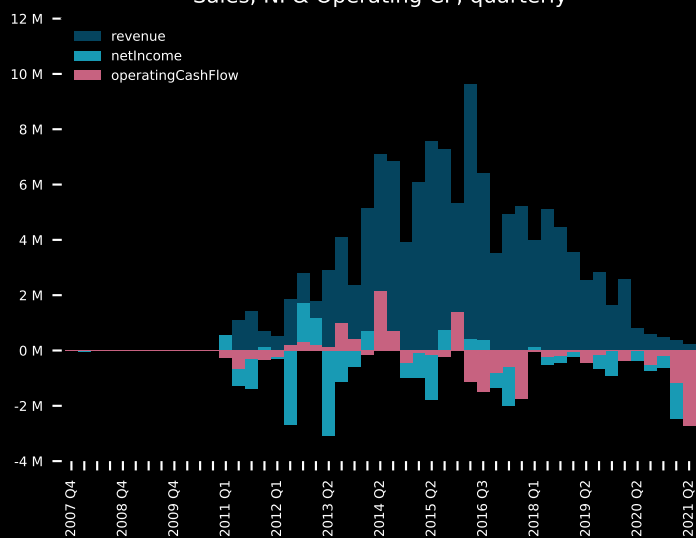


Inventory CF, quarterly

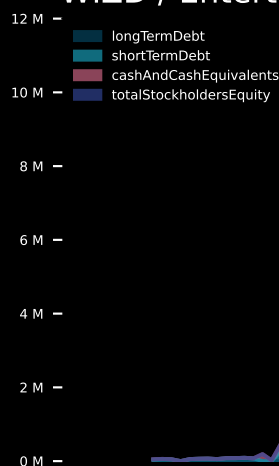


VNUE, Inc. operates as a music technology company. The company provides a suite of products and services that monetize and monitor music for artists, labels, performing rights organizations, radio stations, venues, restaurants, gyms, bars, and other businesses. It offers Set.fm/DiscLive Network, a digital live music distribution consumer app platform that allows users to download and purchase through their mobile devices; and provides physical collectible products that are recorded and sold at shows, as well as online through the company's partner DiscLive Network. The company also provides Soundstr, a music identification and rights management cloud platform that track and audit public performances of music; and offers collectible products, such as CDs, USB drives, and laminates. VNUE, Inc. was founded in 2013 and is based in New York, New York.

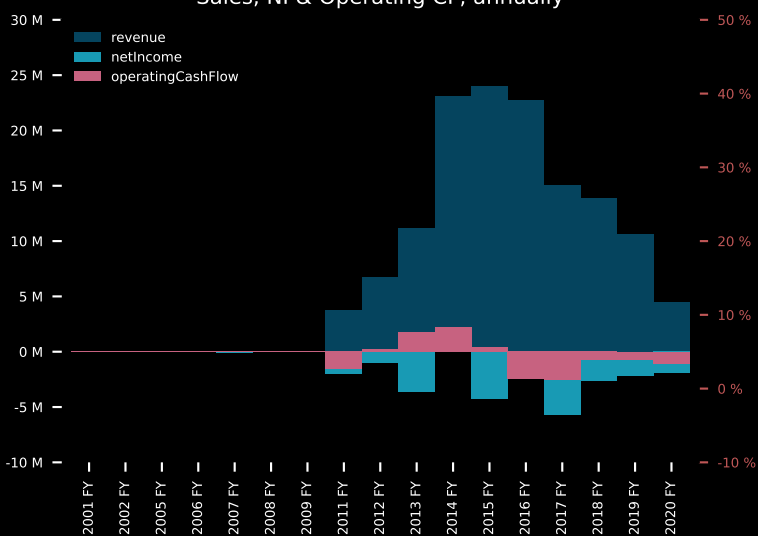
Sales, NI & Operating CF, quarterly



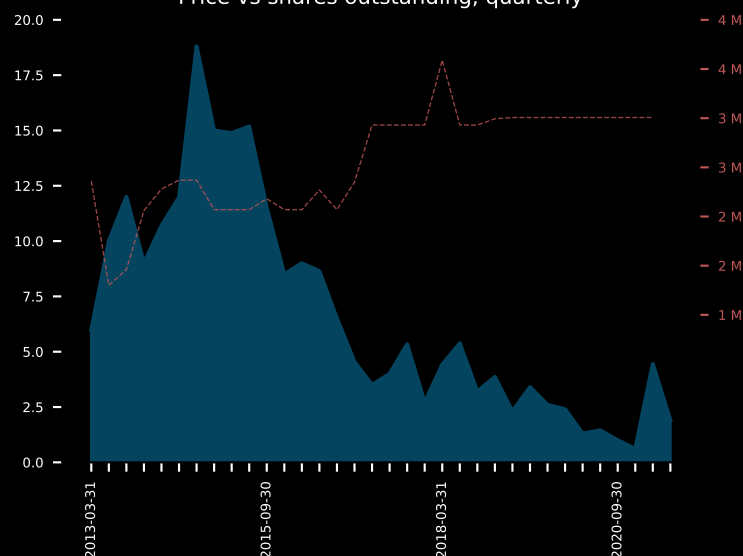
WIZD / Entertainment / US / 2022-06-25



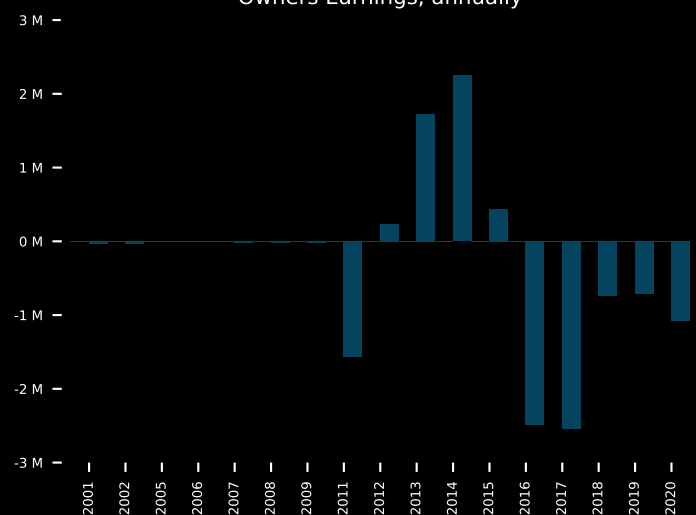
Sales, NI & Operating CF, annually



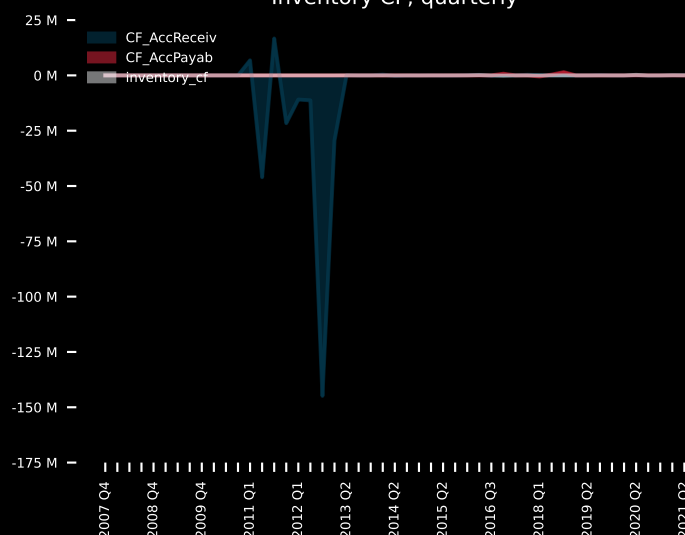
Price vs shares outstanding, quarterly



Owners Earnings, annually

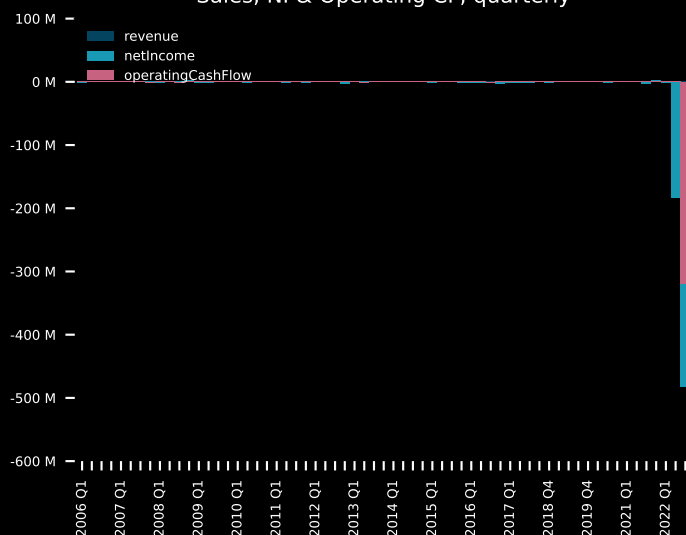


Inventory CF, quarterly

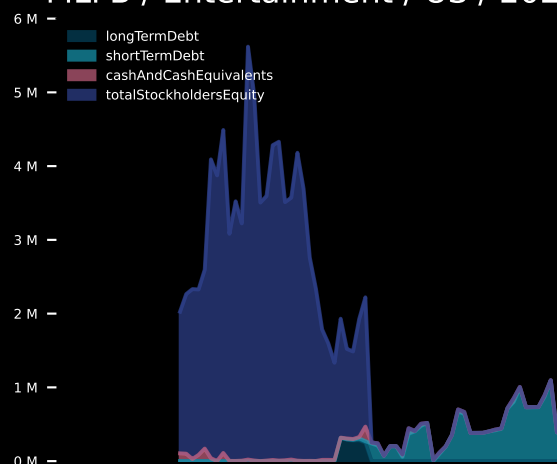


Wizard Entertainment, Inc. produces pop culture live multimedia conventions in the United States. Its live multimedia conventions offer a social networking and entertainment venue for enthusiasts of movies, TV shows, video games, technology, toys, social networking/gaming, comic books, anime, and graphic novels. The company's conventions also provide sales, marketing, product promotion, public relations, advertising, and sponsorship opportunities for entertainment, toy, gaming, publishing, and retail businesses. It serves movie studios, video game producers, comic book publishers, television broadcasters, and toy manufacturers. Wizard Entertainment, Inc. markets its comic conventions through various media outlets, such as including social media, websites, public relations, television, radio, out-of-home media, email, flyers and postcards, as well as newspapers, national press, and blogs. The company was

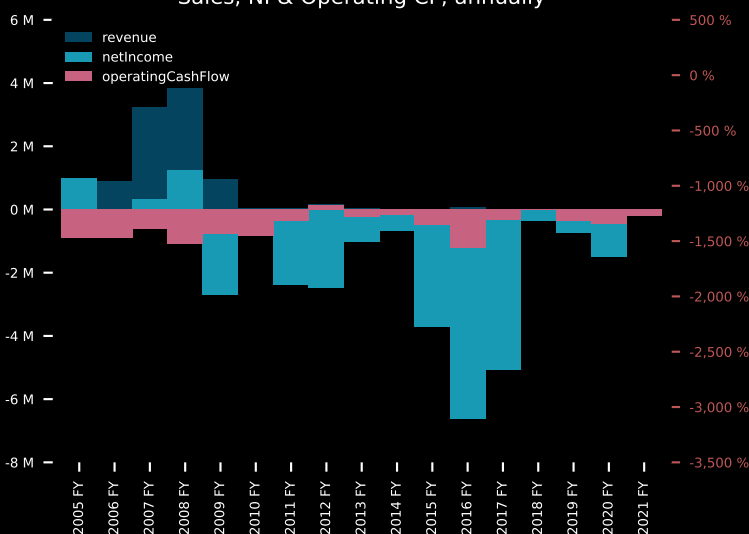
Sales, NI & Operating CF, quarterly



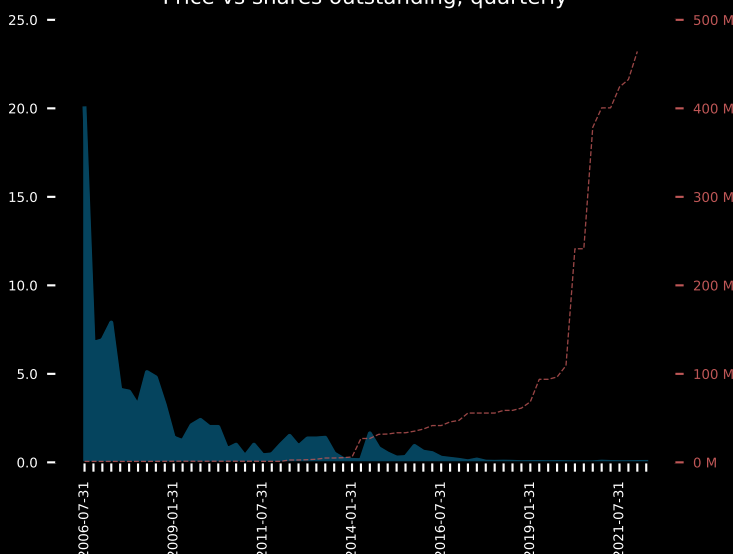
MLFB / Entertainment / US / 2022-06-25



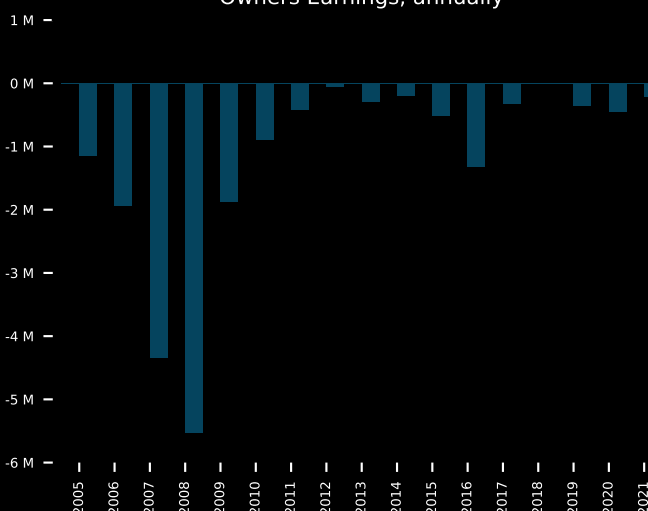
Sales, NI & Operating CF, annually



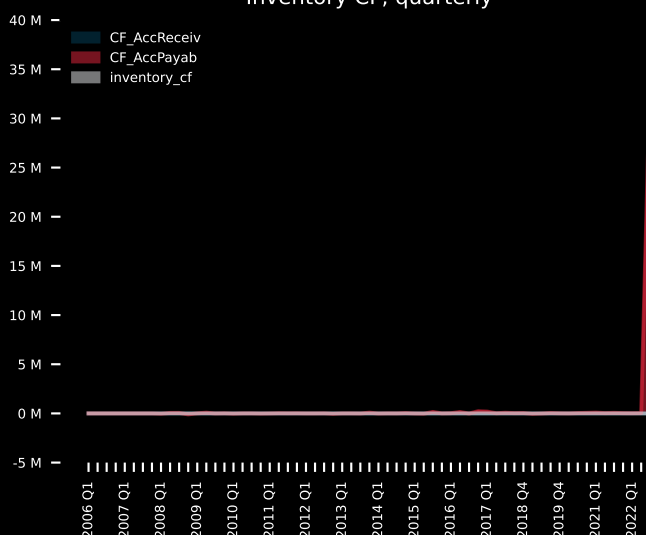
Price vs shares outstanding, quarterly



Owners Earnings, annually

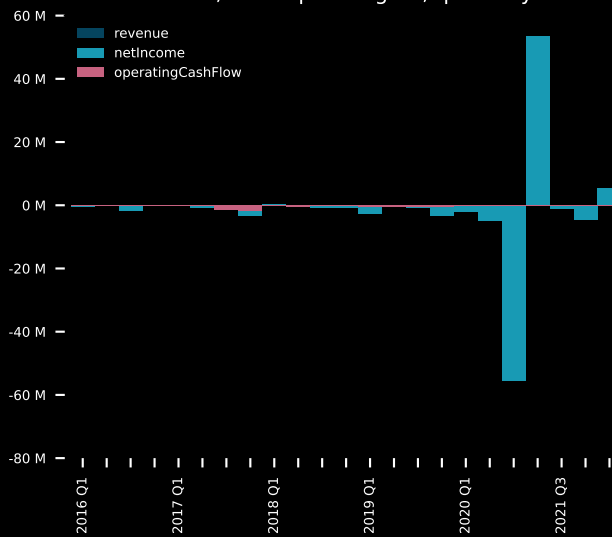


Inventory CF, quarterly

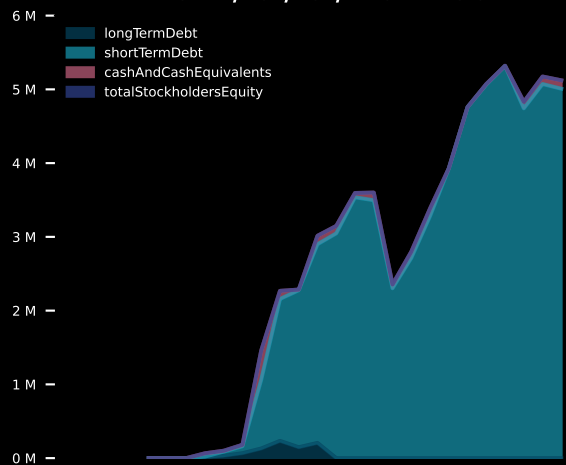


Major League Football, Inc. focuses to establish, develop, and operate Major League Football, a professional spring/summer football league. It intends to establish franchises in cities overlooked by existing professional sports leagues and provide fans with professional football in the National Football League off-seasons. The company was formerly known as Universal Capital Management, Inc. and changed its name to Major League Football, Inc. in November 2014. Major League Football, Inc. was incorporated in 2004 and is headquartered in Lakewood Ranch, Florida.

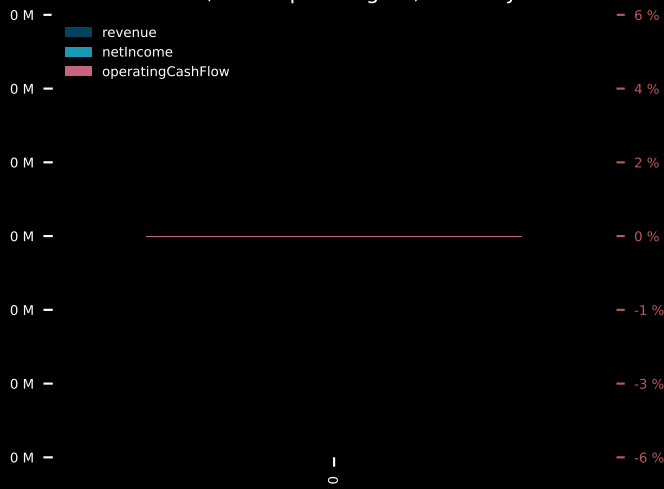
Sales, NI & Operating CF, quarterly



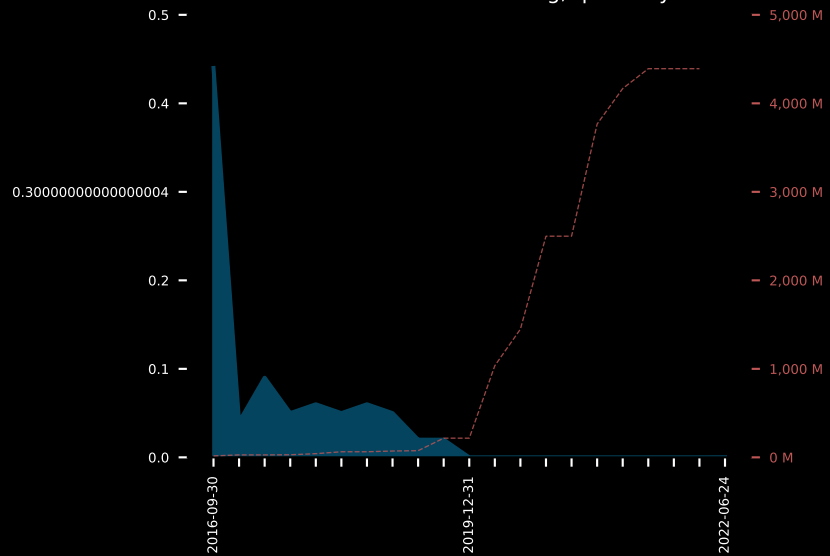
AFOM / 0 / 0 / 2022-06-24



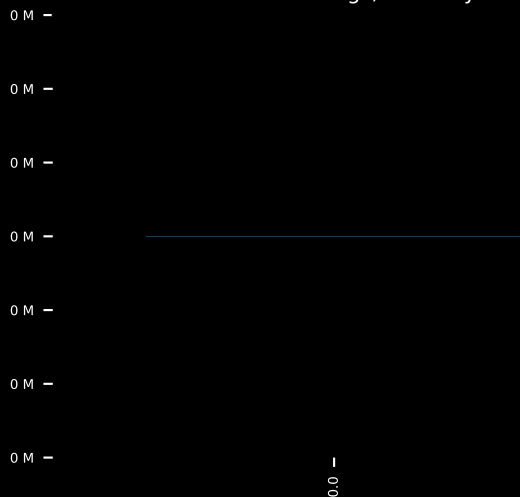
Sales, NI & Operating CF, annually



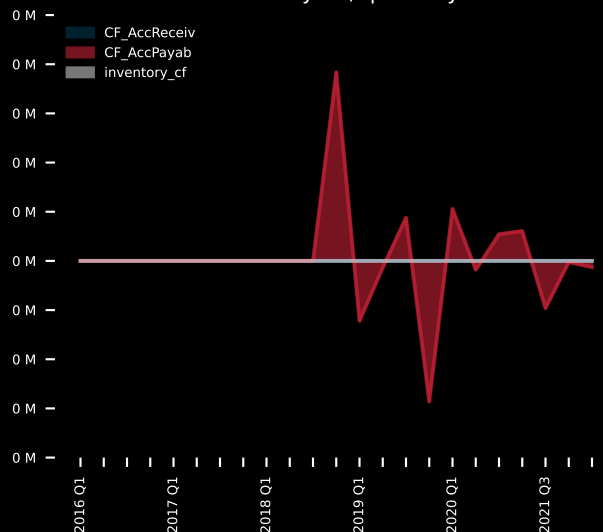
Price vs shares outstanding, quarterly



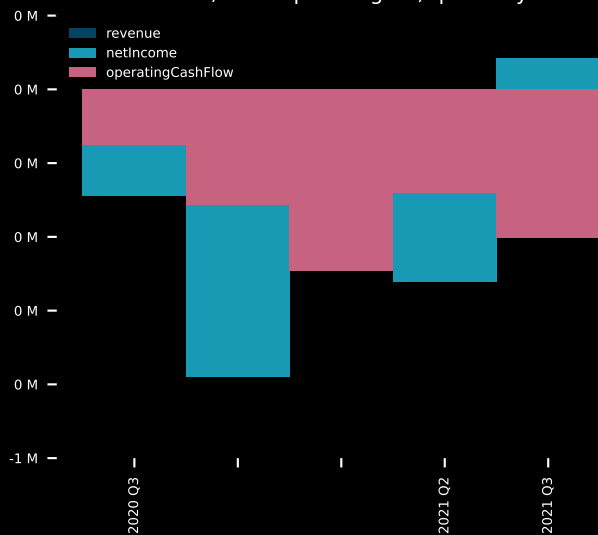
Owners Earnings, annually



Inventory CF, quarterly



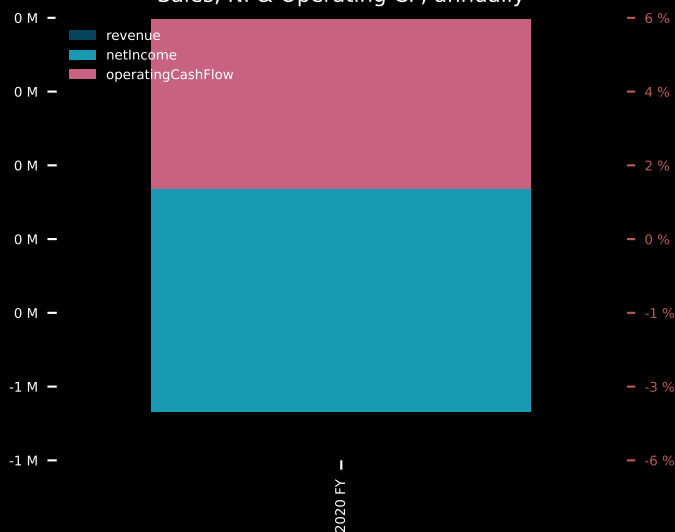
Sales, NI & Operating CF, quarterly



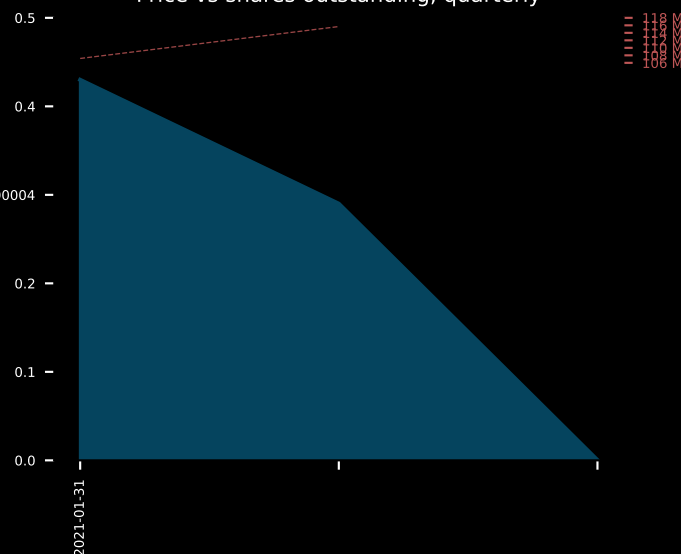
RIVU / Entertainment / US / 2022-06-25



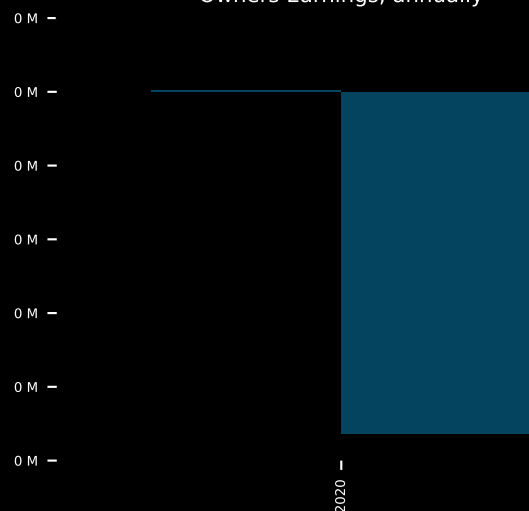
Sales, NI & Operating CF, annually



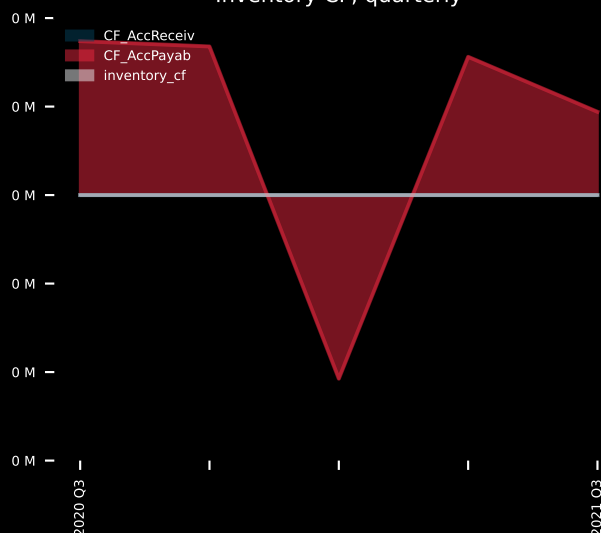
Price vs shares outstanding, quarterly



Owners Earnings, annually

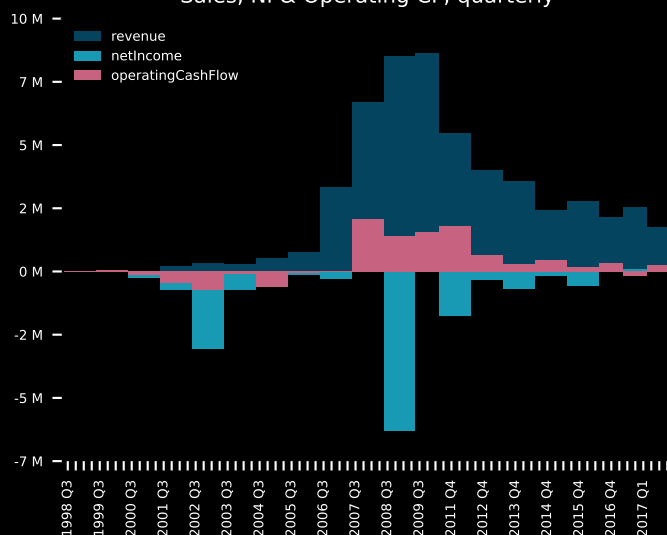


Inventory CF, quarterly

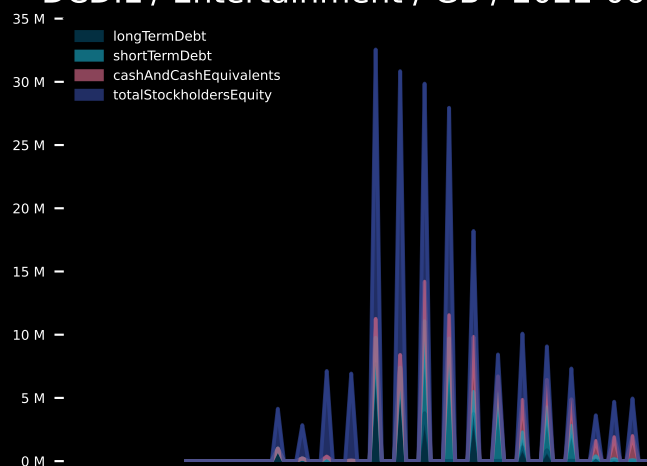


Rivulet Media, Inc. produces, distributes, and markets feature-length films, television and mini-series, and television movies. The company also engages in the music production and distribution activities. Rivulet Media, Inc. was founded in 2020 and is based in Gilbert, Arizona.

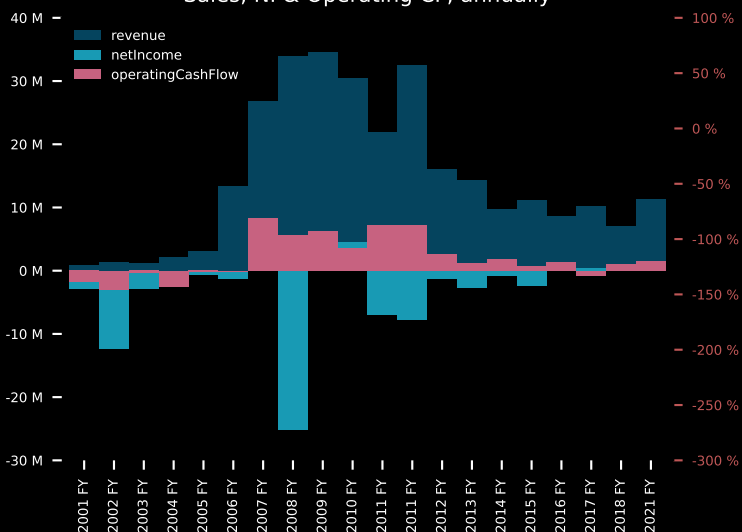
Sales, NI & Operating CF, quarterly



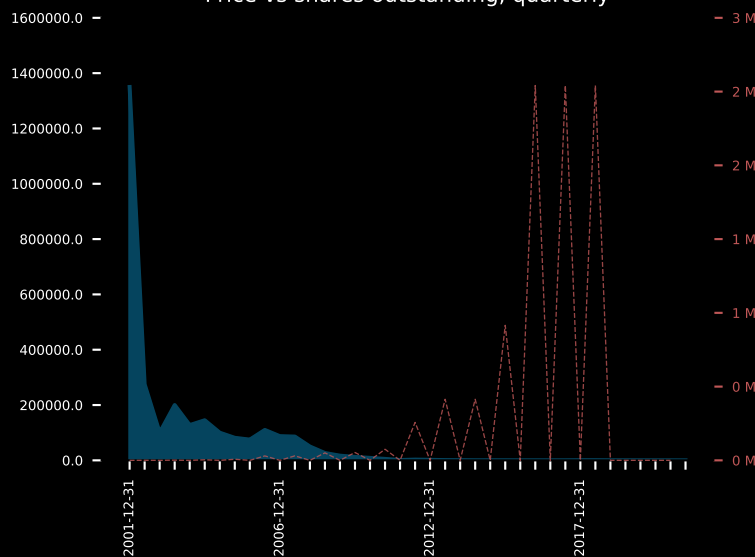
DCD.L / Entertainment / GB / 2022-06-25



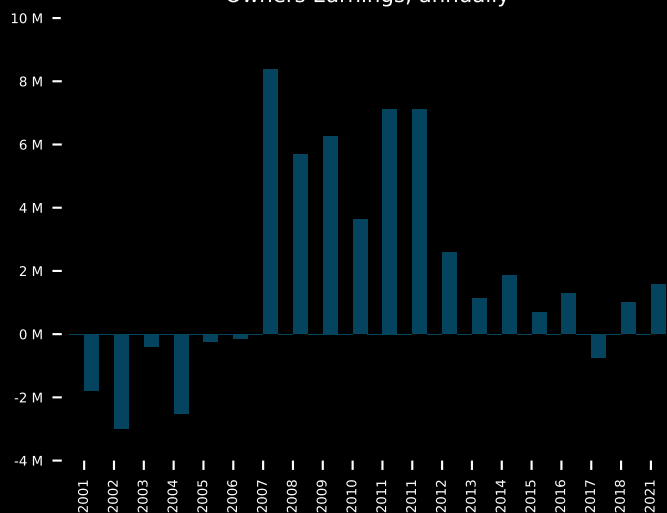
Sales, NI & Operating CF, annually



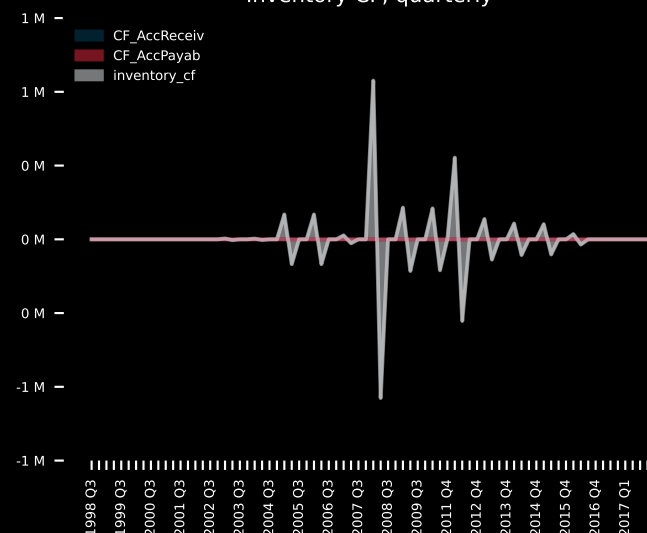
Price vs shares outstanding, quarterly



Owners Earnings, annually

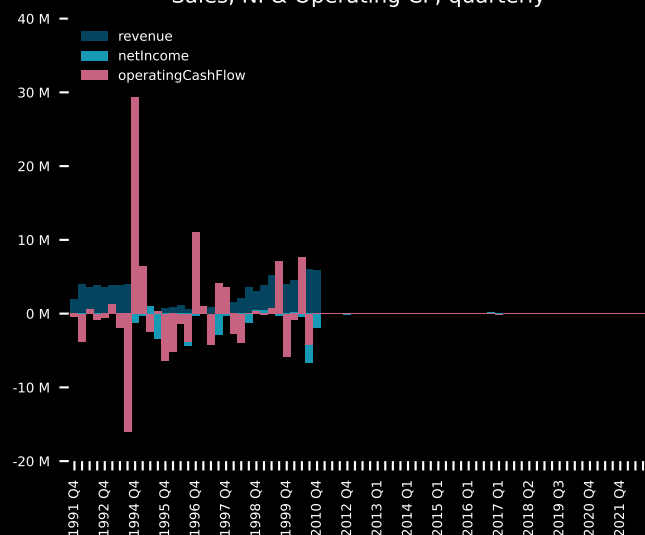


Inventory CF, quarterly

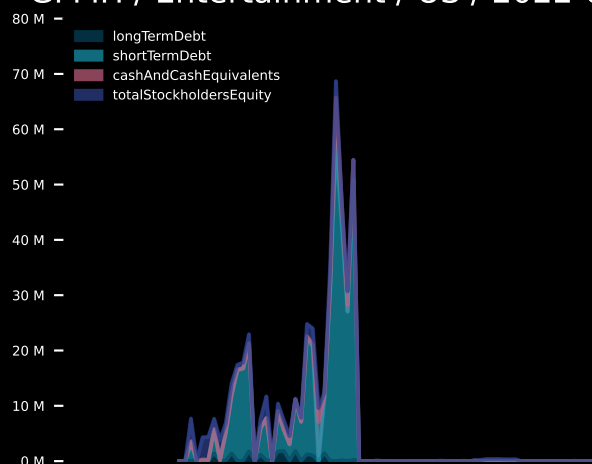


DCD Media Plc, together with its subsidiaries, operates as an independent television production and distribution company in the United Kingdom, rest of Europe, North and South America, and internationally. It operates in two segments, Rights and Licensing; and Production. The Rights and Licensing segment is involved in the sale of distribution rights, DVDs, and music, as well as publishing deals through DCD rights. The Production segment produces television content. The company was incorporated in 1997 and is headquartered in London, the United Kingdom. DCD Media Plc is a subsidiary of Timeweave Ltd.

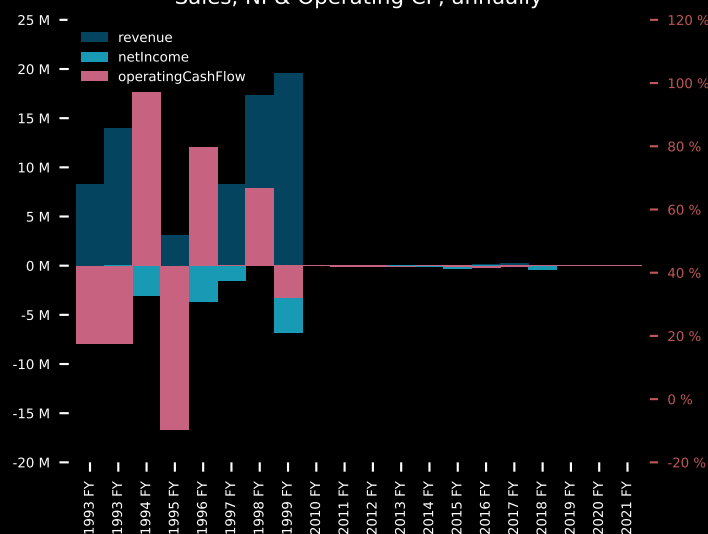
Sales, NI & Operating CF, quarterly



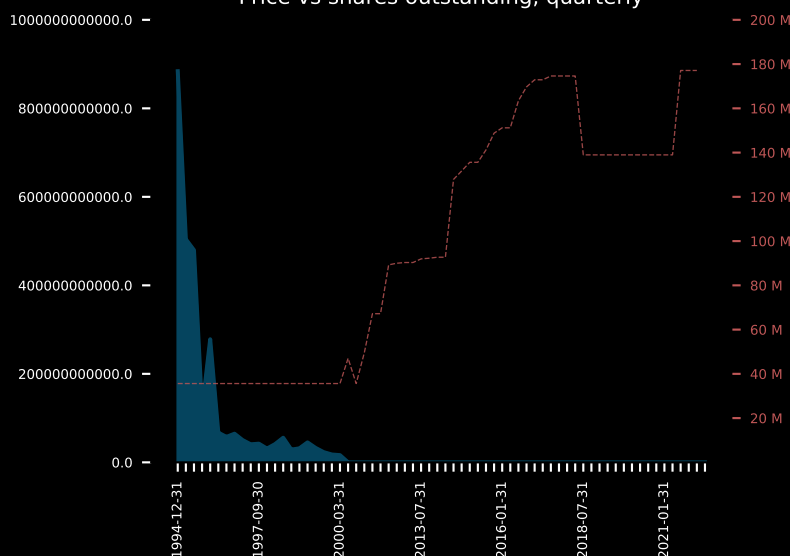
GFMH / Entertainment / US / 2022-06-25



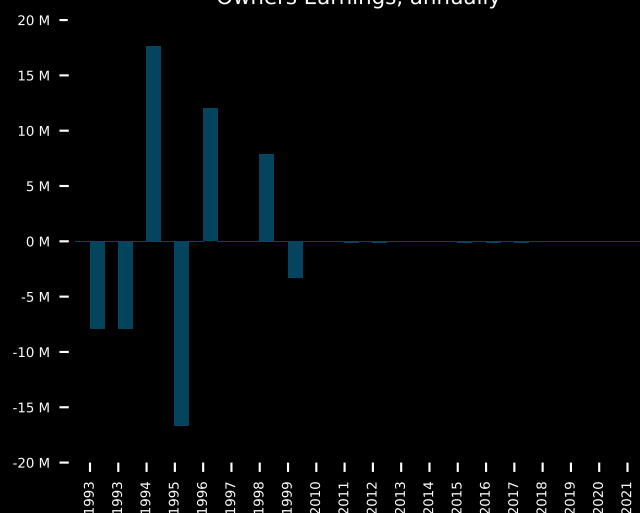
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly



Owners Earnings, annually

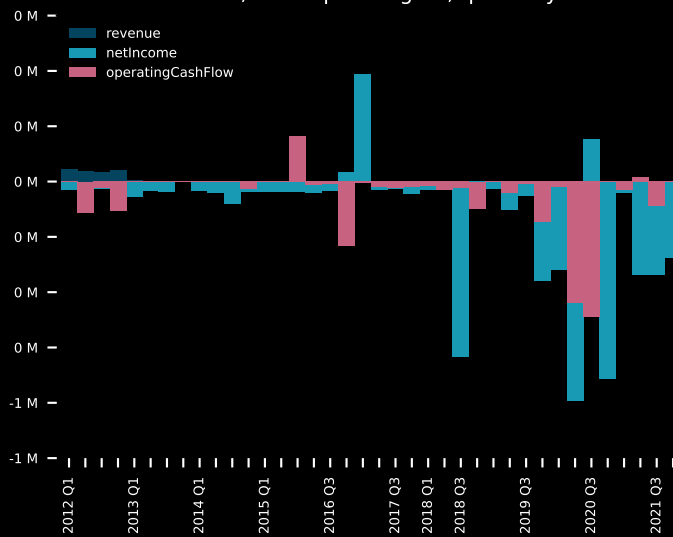


Inventory CF, quarterly

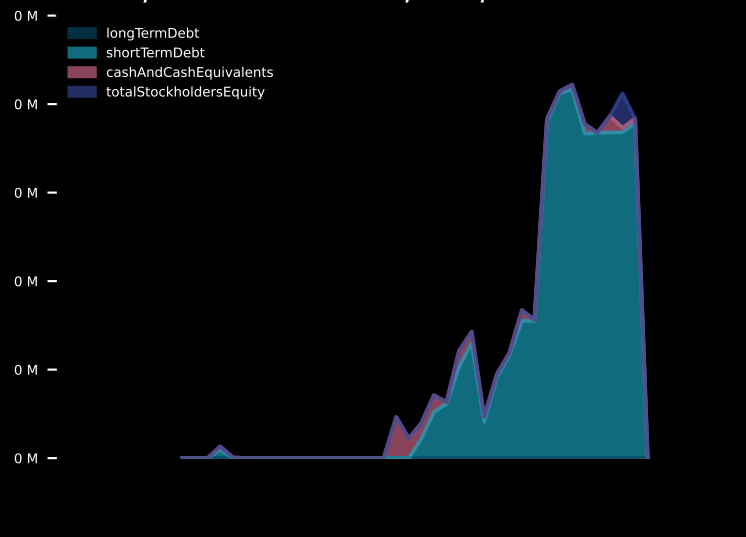


Goliath Film and Media Holdings, through its subsidiaries, develops, produces, distributes, and licenses motion pictures and television content in the United States and internationally. The company was incorporated in 2010 and is based in Carson City, Nevada.

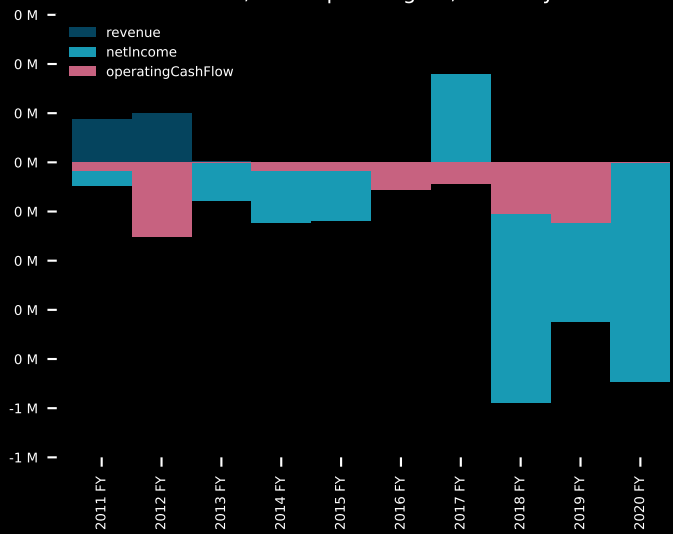
Sales, NI & Operating CF, quarterly



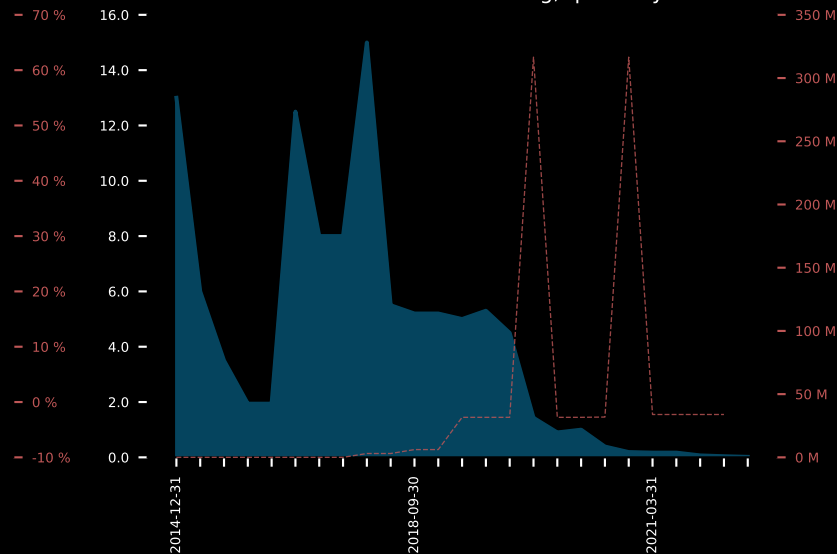
FERL / Entertainment / CA / 2022-06-24



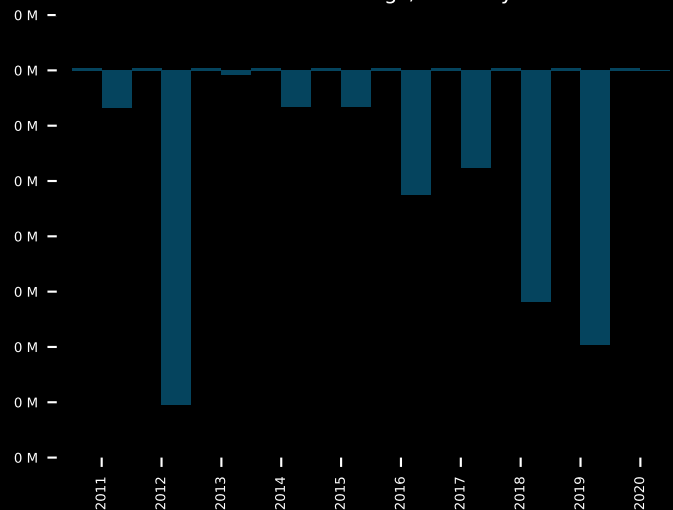
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly



Owners Earnings, annually

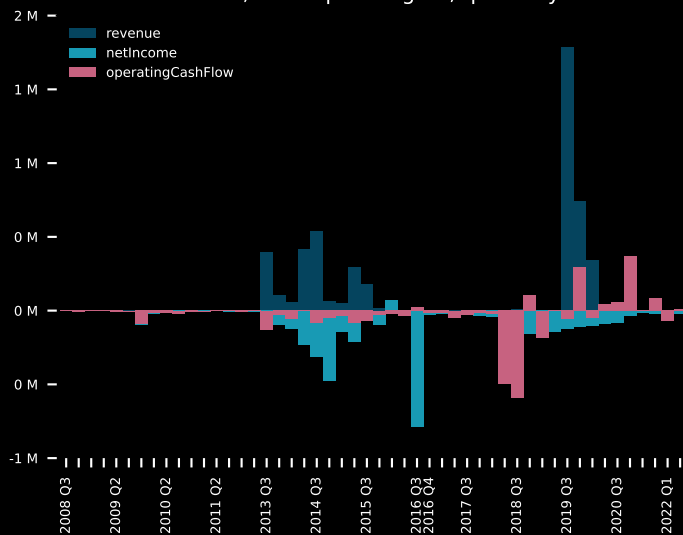


Inventory CF, quarterly

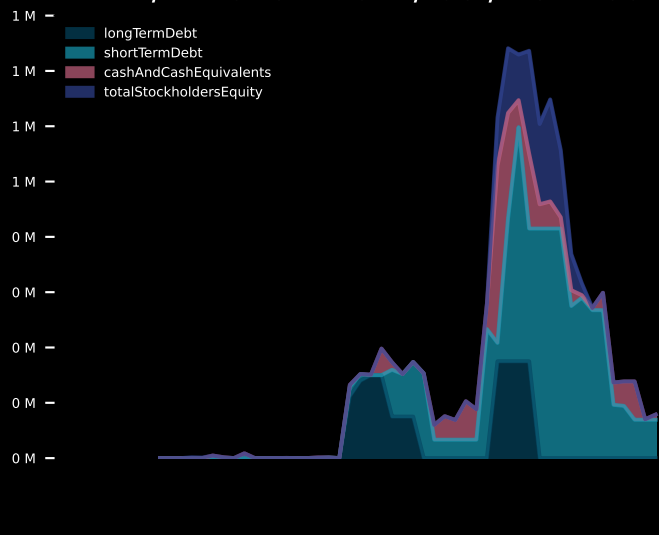


Fearless Films, Inc. operates as a video production provider. Its services include production elements, such as creative brief, script writing, talent acquisition, voice overs, soundtracks, and graphical animation. The company offers its services to directors, writers, and for post-production and distribution/fulfillment. Fearless Films, Inc. is based in Concord, Canada.

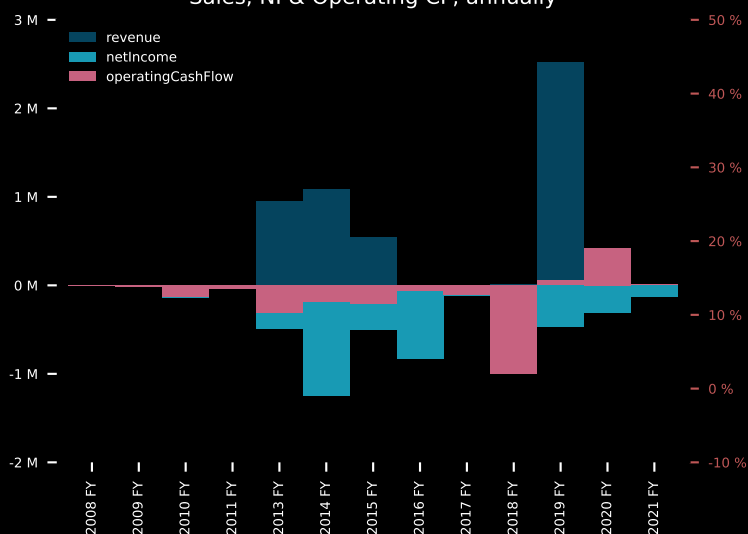
Sales, NI & Operating CF, quarterly



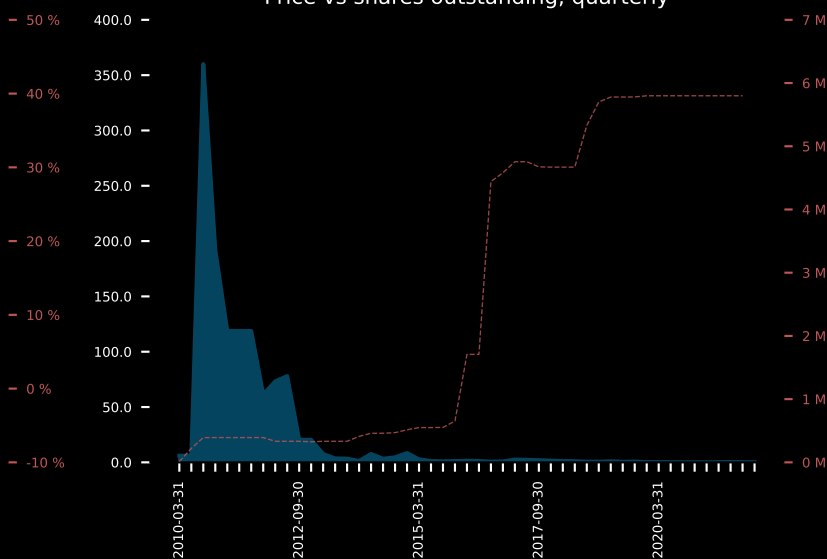
HLWD / Entertainment / US / 2022-06-24



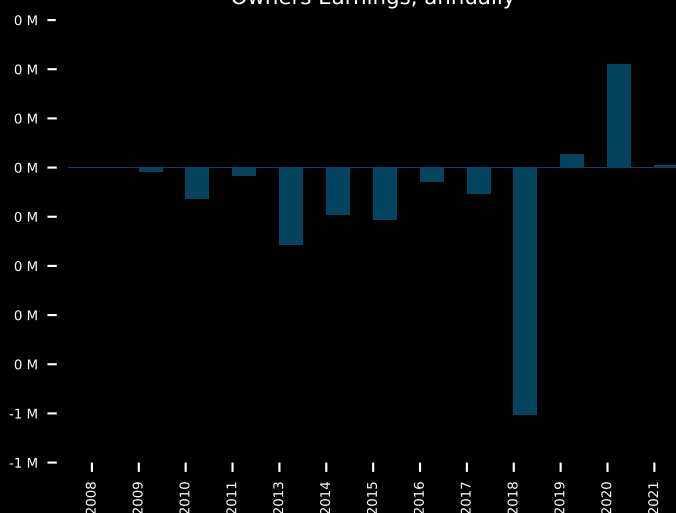
Sales, NI & Operating CF, annually



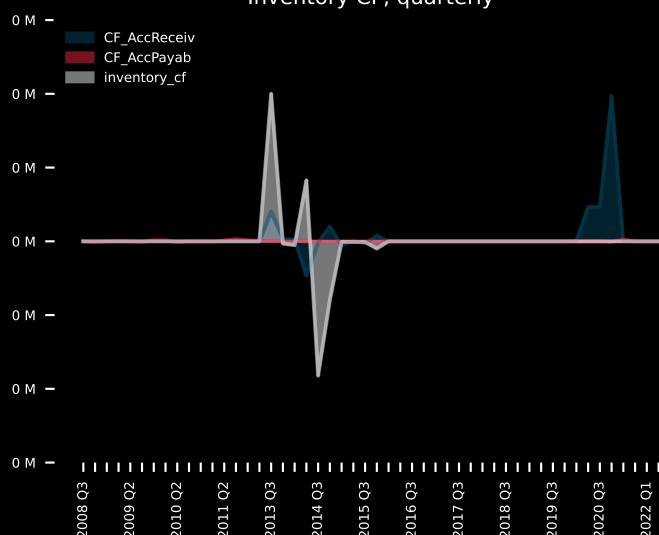
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly

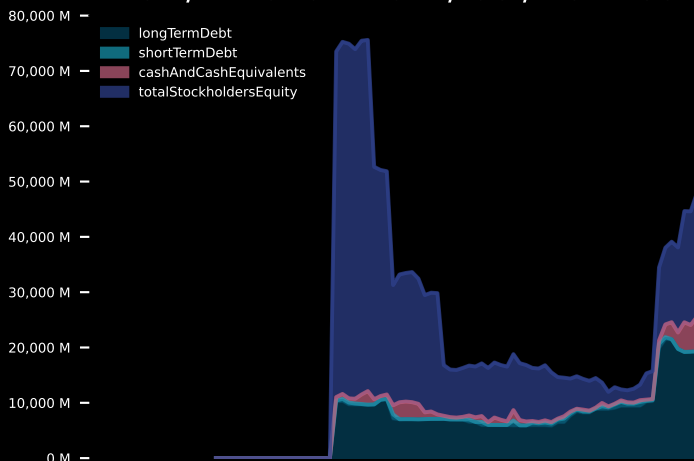


Almost Never Films Inc. operates as a film company in the United States. The company focuses on film production activities; and the provision of finance and production related services for movies. Almost Never Films Inc. is based in West Hollywood, California.

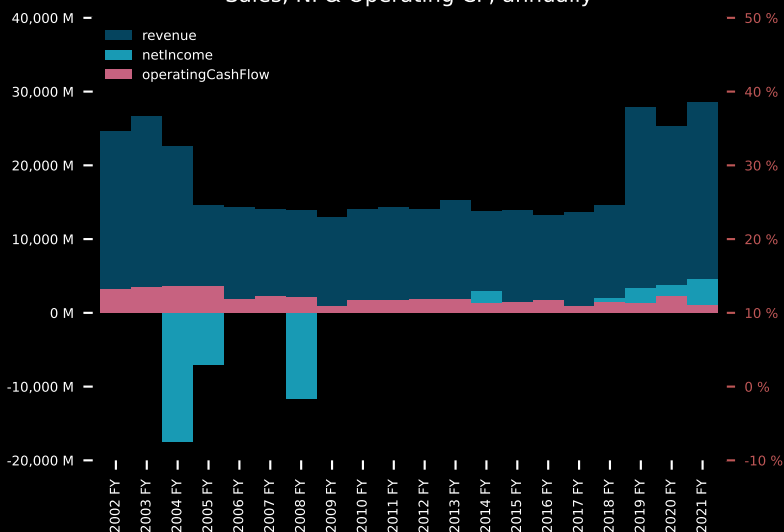
Sales, NI & Operating CF, quarterly



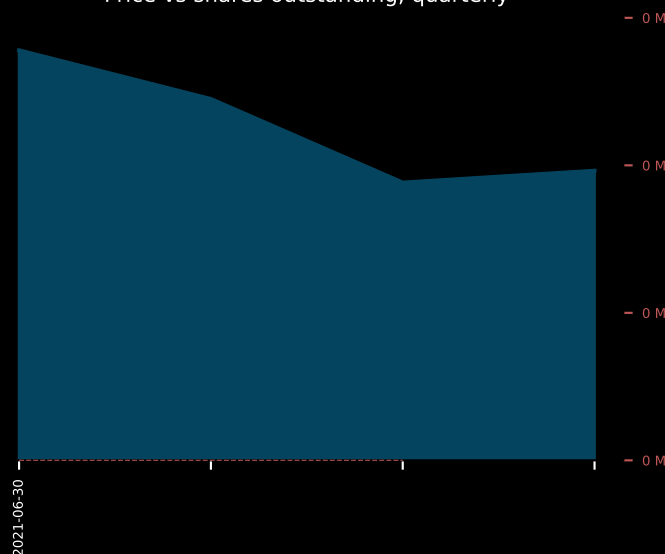
VIACP / Entertainment / US / 2022-06-24



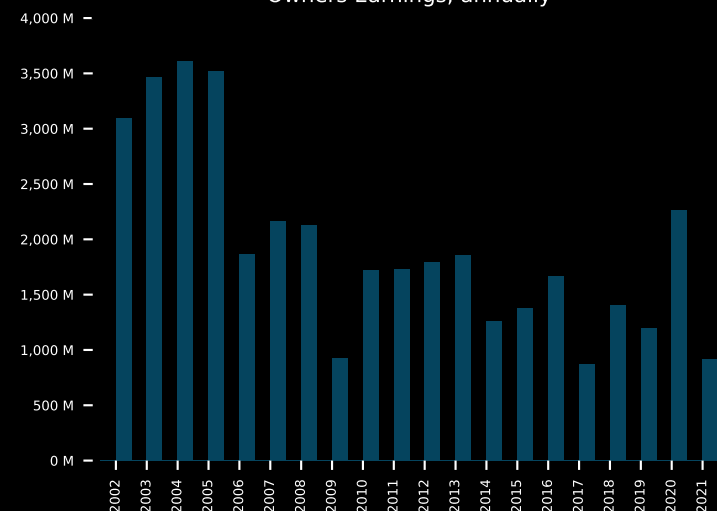
Sales, NI & Operating CF, annually



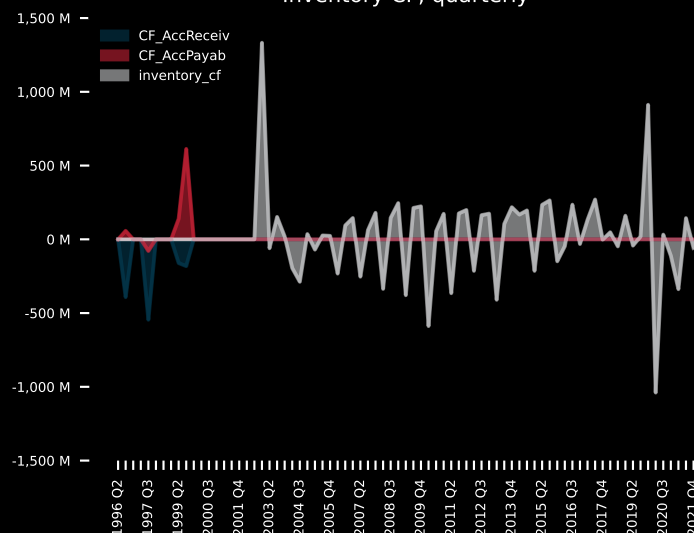
Price vs shares outstanding, quarterly



Owners Earnings, annually

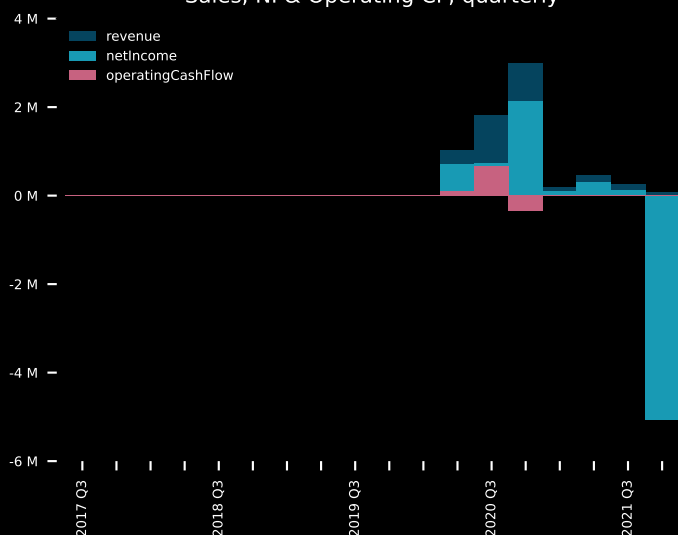


Inventory CF, quarterly

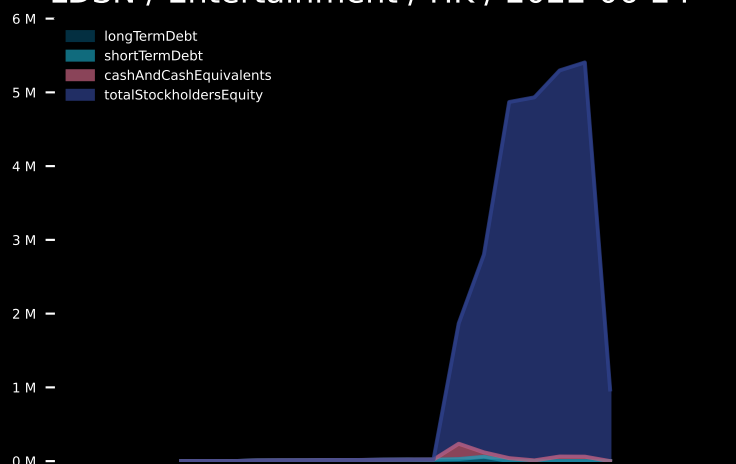


ViacomCBS Inc. operates as a media and entertainment company worldwide. The company operates through TV Entertainment, Cable Networks, and Filmed Entertainment segments. The TV Entertainment segment distributes a schedule of news and public affairs broadcasts, and sports and entertainment programming; acquires or develops, and schedules programming on the CBS Television Network that includes primetime comedies and dramas, reality, specials, kids' programs, daytime dramas, game shows, and late night programs; produces or distributes talk shows, court shows, game shows, and newsmagazines; owns and operates 29 broadcast television stations; and operates CBS Sports Network, a 24/7 cable program service that provides college sports and related content, as well as streaming and cable subscription services. The Cable Networks segment creates and acquires programming for distribution and

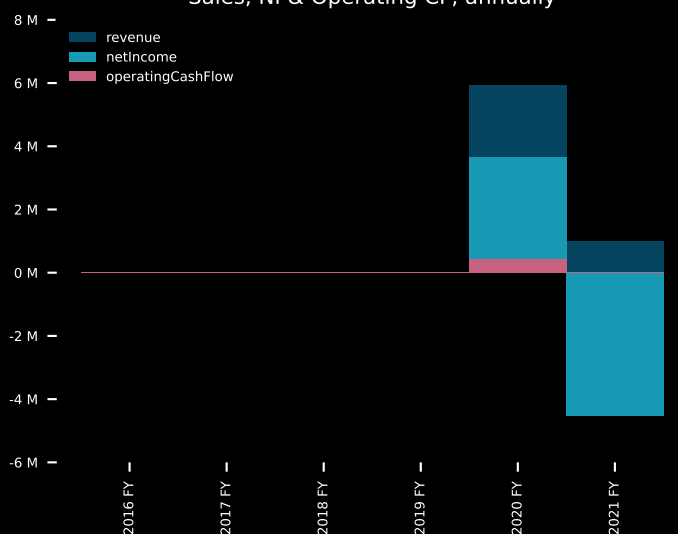
Sales, NI & Operating CF, quarterly



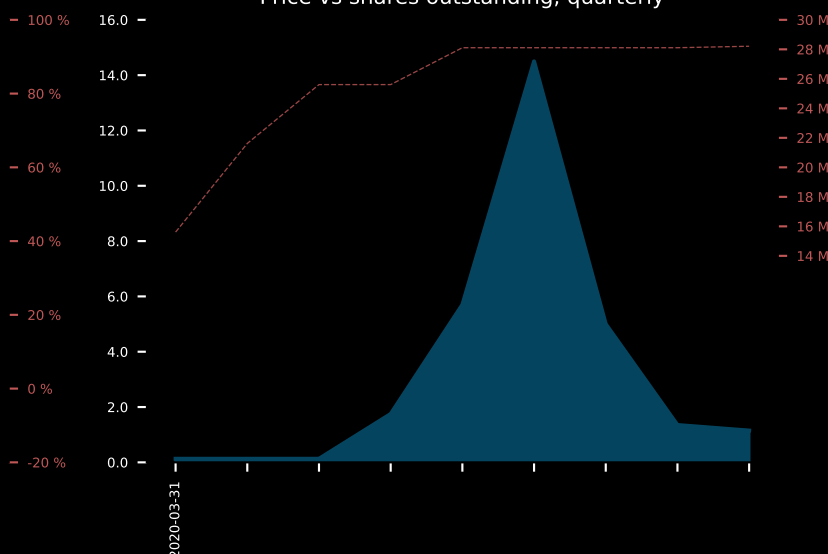
LDSN / Entertainment / HK / 2022-06-24



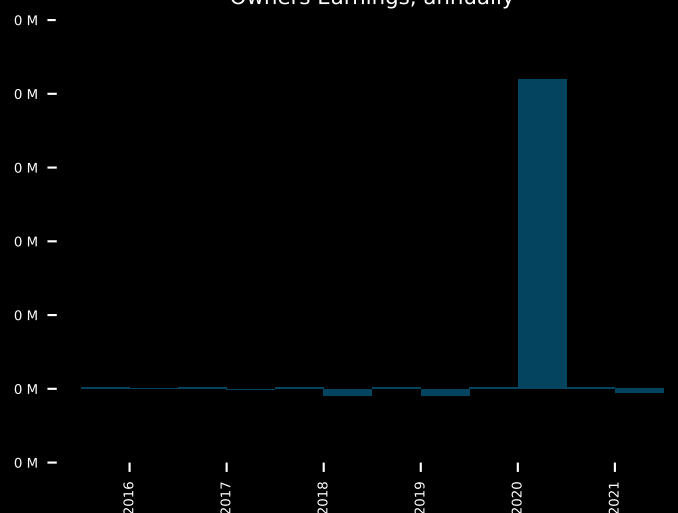
Sales, NI & Operating CF, annually



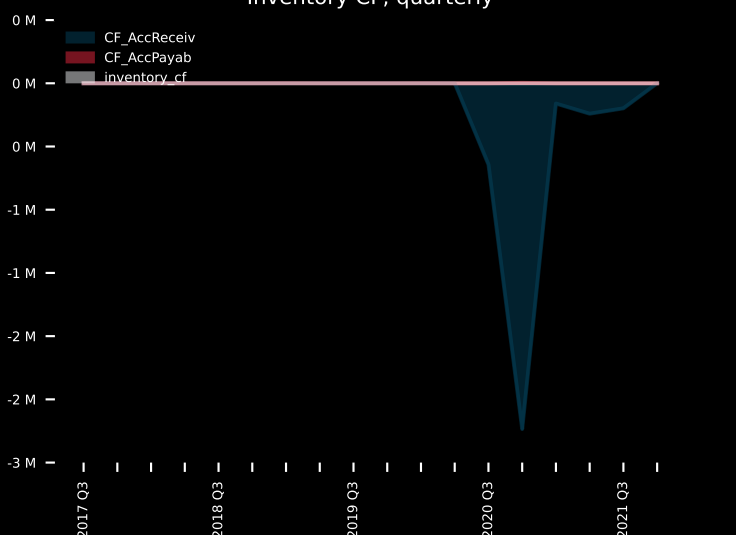
Price vs shares outstanding, quarterly



Owners Earnings, annually

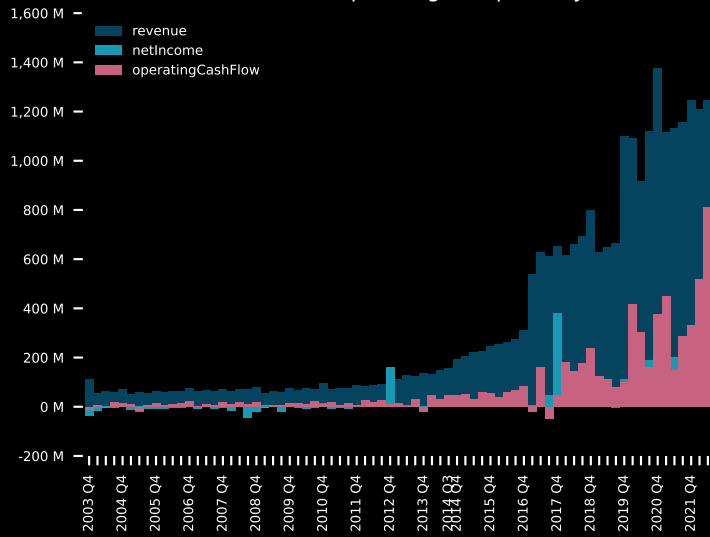


Inventory CF, quarterly



Luduson G Inc., a gaming technology company, provides events marketing strategies with digital interactive solutions and content production services in Hong Kong. The company operates in two segments, Digital Marketing and Entertainment. It develops right-to-use digital entertainment solutions; interactive game software; and provides system development consultancy and maintenance services to customers and interactive games installations in shopping mall events, exhibitions, and brand promotions. The company also offer customized device box with a library of self-developed interactive game contents, such as sport-themed social games; motion-sensing action games; logic and puzzle games; original IP characters education game for children, etc. In addition, the company provides event planning services. Luduson G Inc. is based in Wan Chai, Hong Kong.

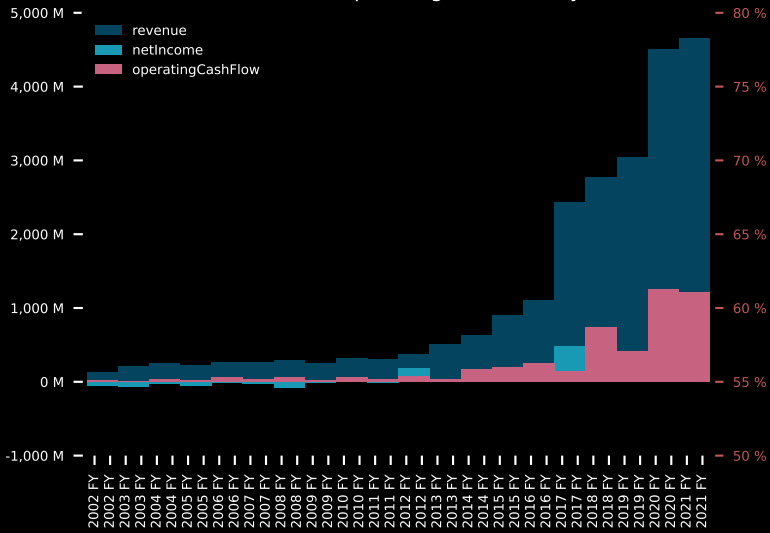
Sales, NI & Operating CF, quarterly



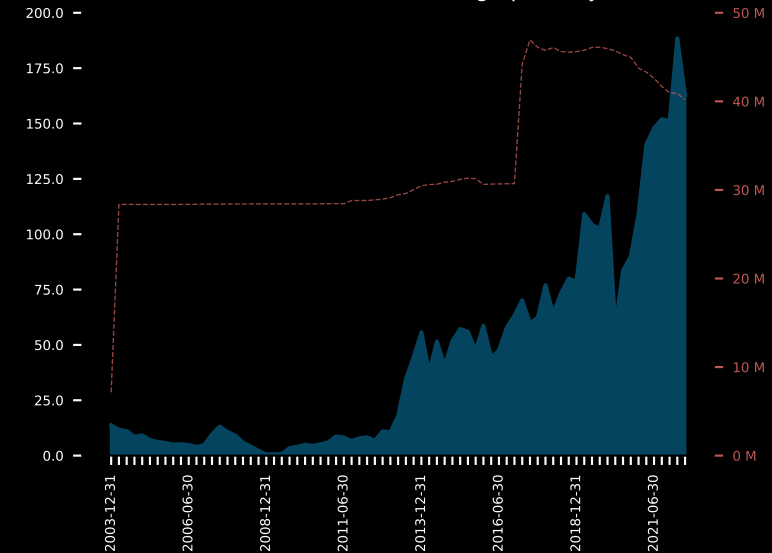
NXST / Entertainment / US / 2022-08-07



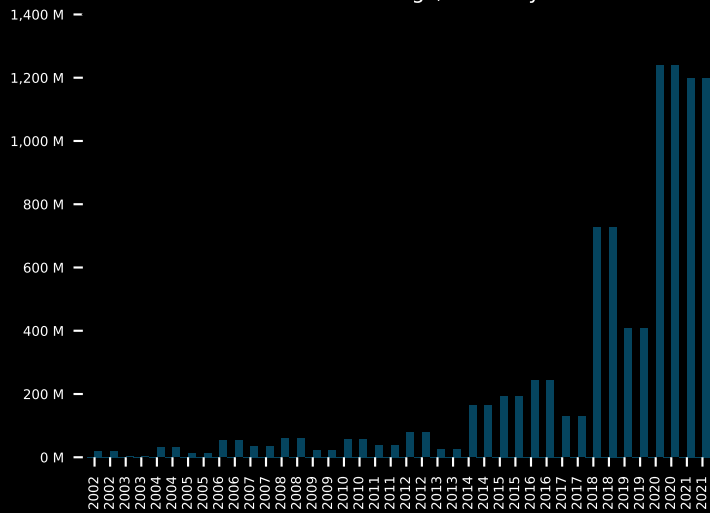
Sales, NI & Operating CF, annually



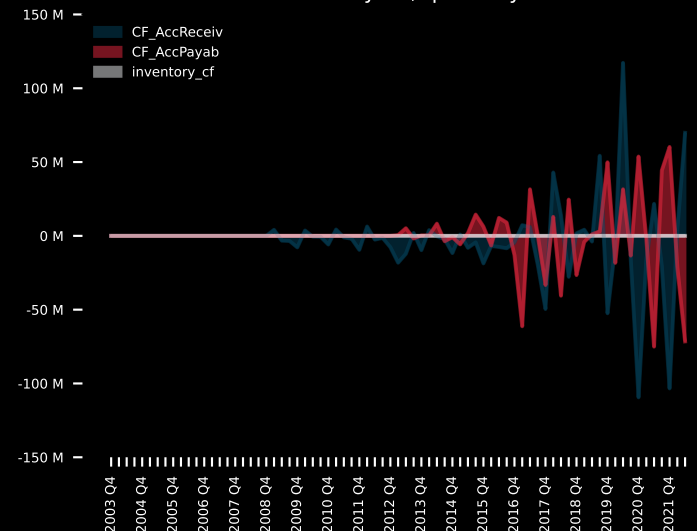
Price vs shares outstanding, quarterly



Owners Earnings, annually

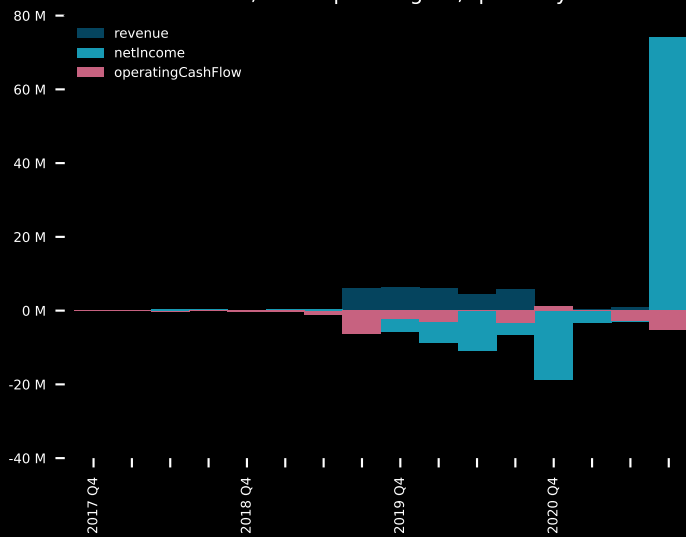


Inventory CF, quarterly

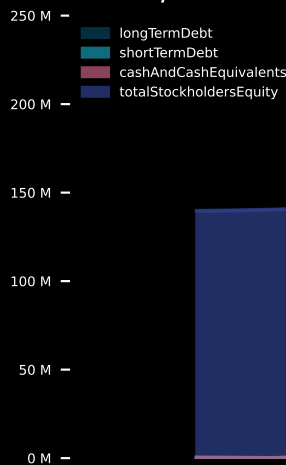


Nexstar Media Group, Inc., a television broadcasting and digital media company, focuses on the acquisition, development, and operation of television stations and interactive community websites and digital media services in the United States. The company offers free programming to television viewing audiences. As of December 31, 2020, it provided sales, programming, and other services through various local service agreements to 37 power television stations owned by independent third parties; and owned, operated, programmed, or provided sales and other services to 198 television stations. The company also offers video and display advertising platforms that are delivered locally or nationally through its own and various third party websites and mobile applications, as well as owns WGN America, a national general entertainment cable network. Its stations are affiliates of ABC, NBC, FOX, CBS, The CW,

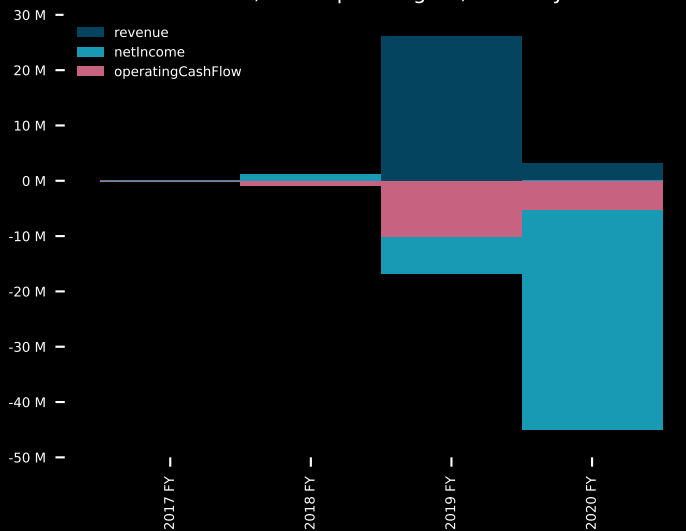
Sales, NI & Operating CF, quarterly



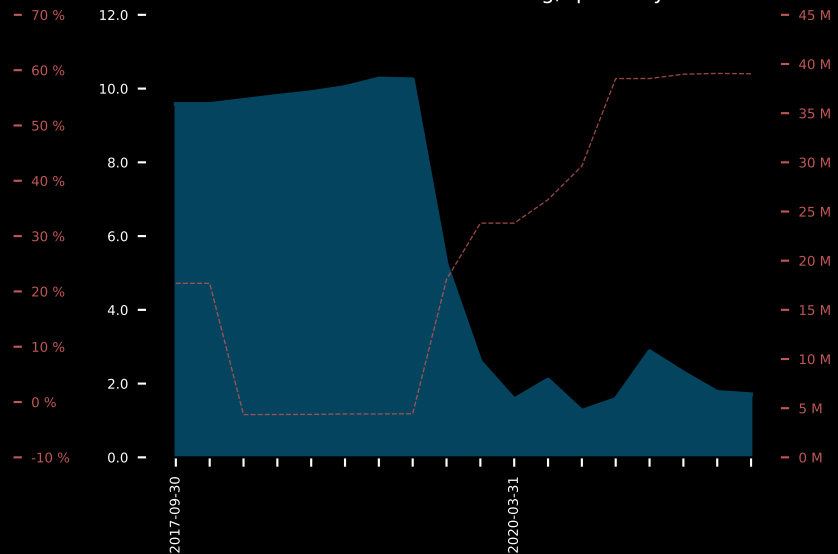
AESE / Entertainment / US / 2022-06-24



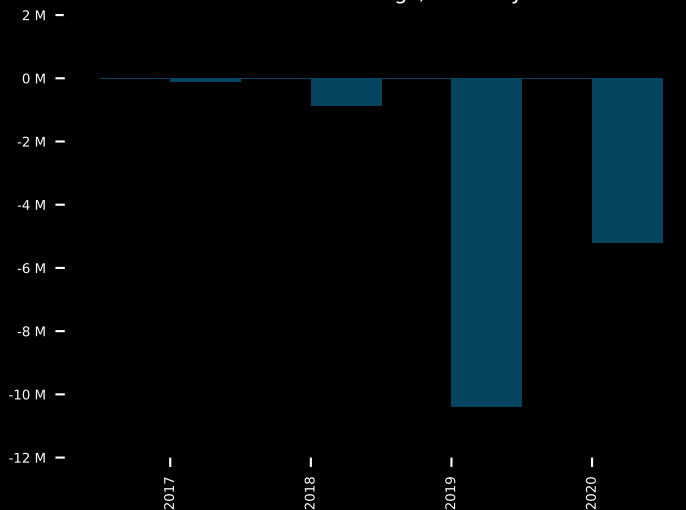
Sales, NI & Operating CF, annually



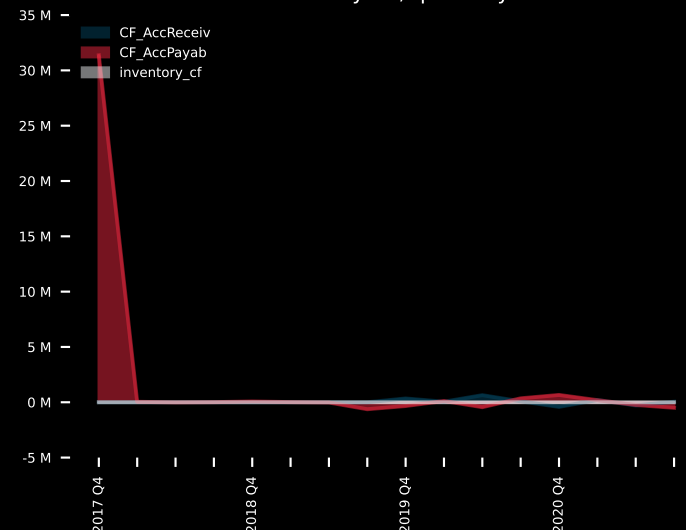
Price vs shares outstanding, quarterly



Owners Earnings, annually

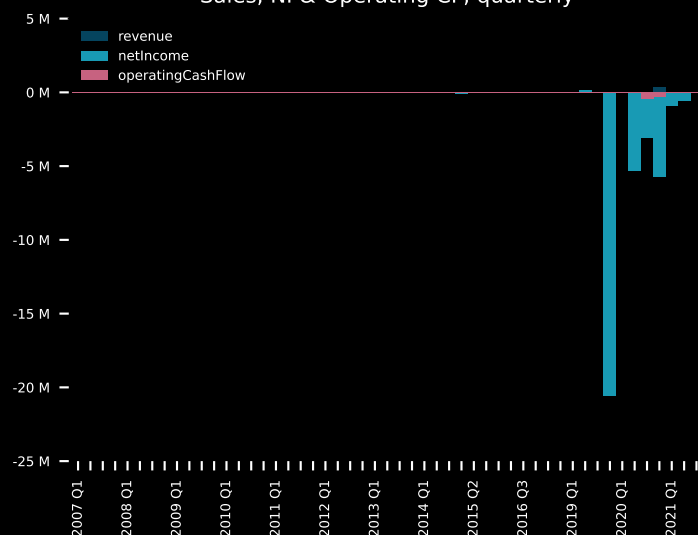


Inventory CF, quarterly

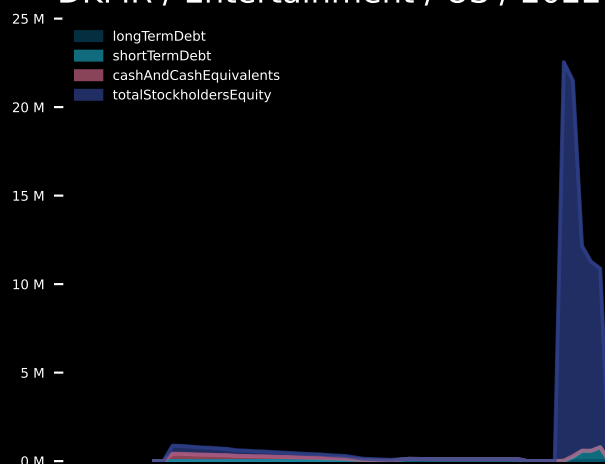


Allied Esports Entertainment Inc., a premier public esports and entertainment company, engages in the Allied Esports and World Poker Tour (WPT) businesses worldwide. It operates esports properties to connect players and fans through a network of connected arenas; a flagship gaming arena located at the Luxor Hotel in Las Vegas, Nevada; a mobile esports truck that serves as a battleground and content generation hub; and a studio for recording and streaming gaming events. The company also operates ClubWPT, an online poker club; PlayWPT, a web and mobile social poker product; and Alpha8, a social poker product. In addition, it engages in the brand and music licensing business. Allied Esports Entertainment Inc. was founded in 2018 and is headquartered in Irvine, California.

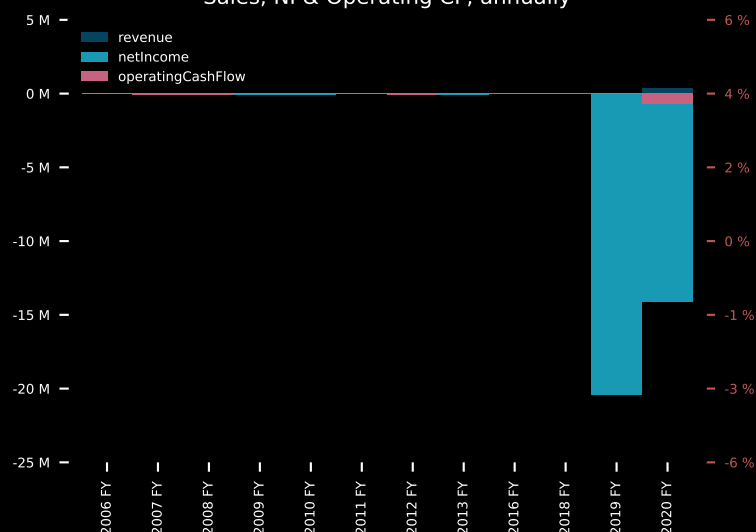
Sales, NI & Operating CF, quarterly



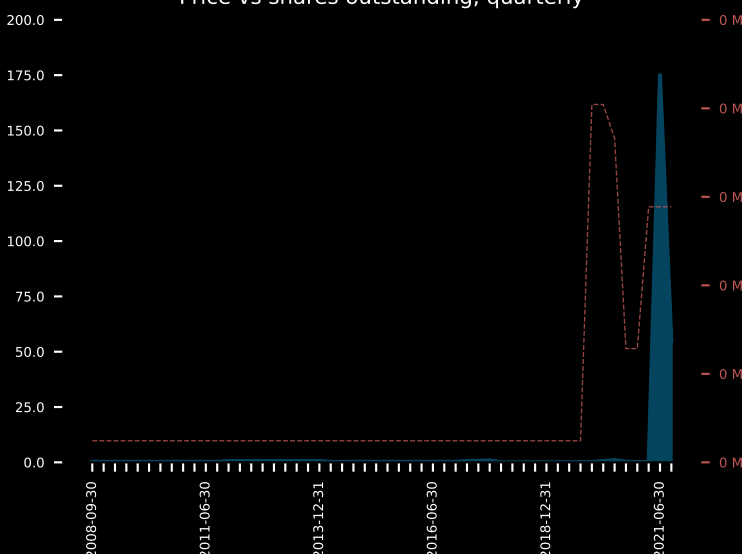
DKMR / Entertainment / US / 2022-06-24



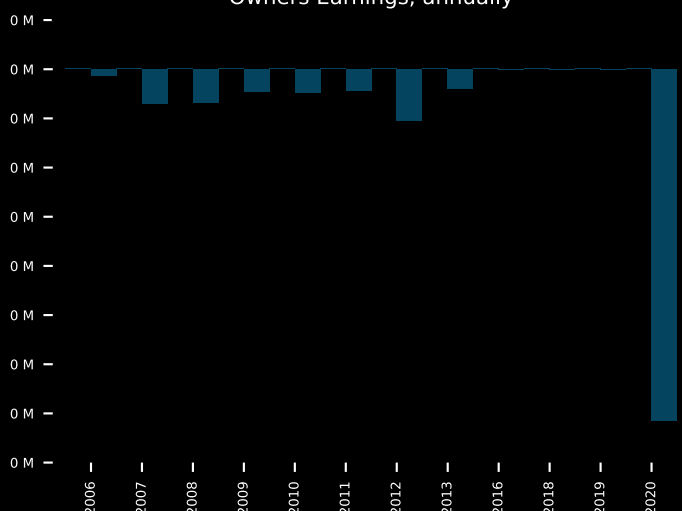
Sales, NI & Operating CF, annually



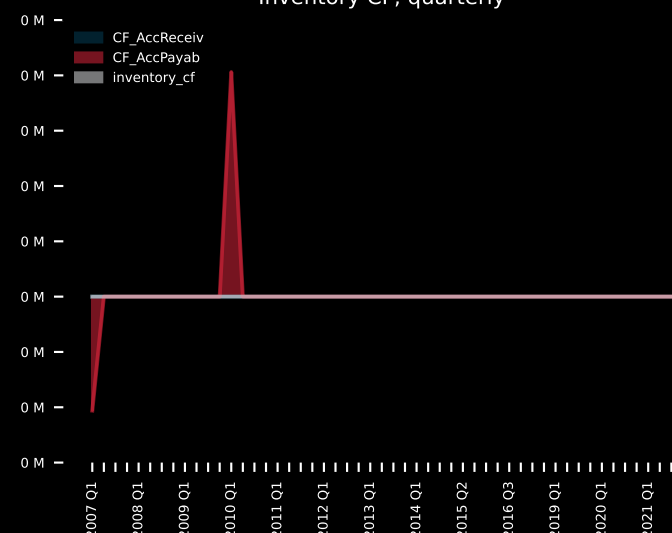
Price vs shares outstanding, quarterly



Owners Earnings, annually

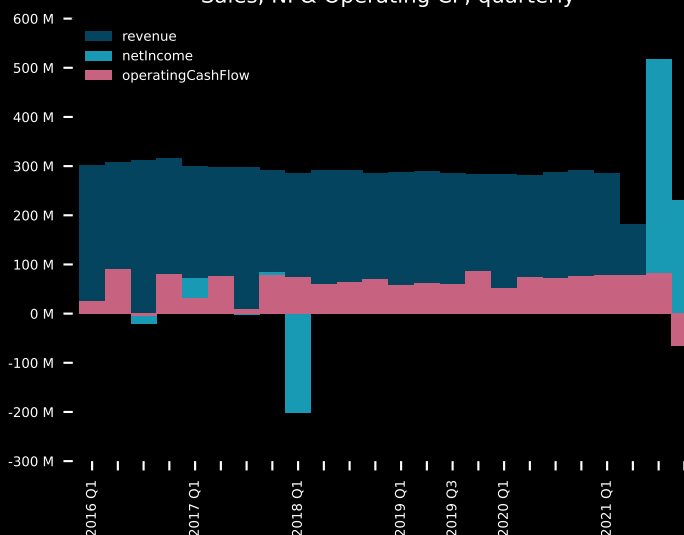


Inventory CF, quarterly



Xtreme Fighting Championships, Inc. operates as a mixed martial arts company. The company was formerly known as Duke Mountain Resources, Inc. and changed its name to Xtreme Fighting Championships, Inc. in July 2020. Xtreme Fighting Championships, Inc. was founded in 2006 and is based in Miramar Beach, Florida.

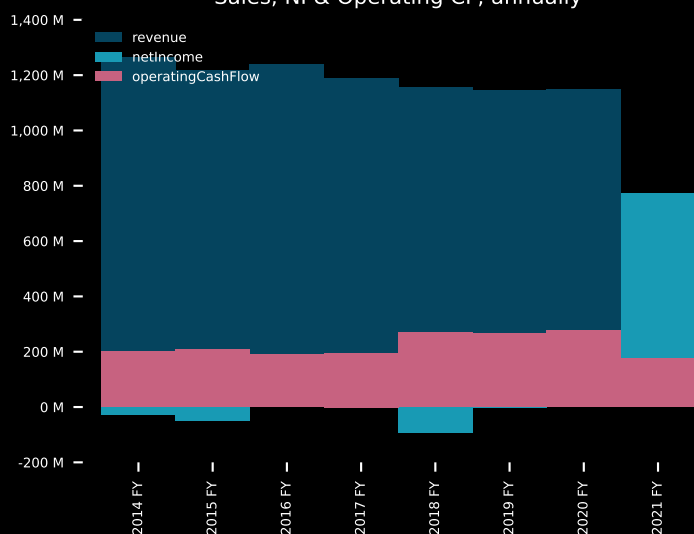
Sales, NI & Operating CF, quarterly



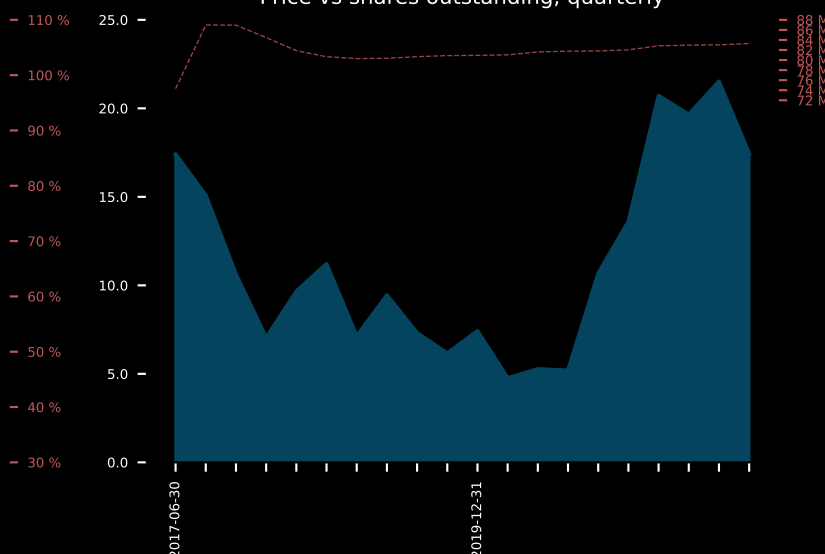
WOW / Entertainment / US / 2022-06-25



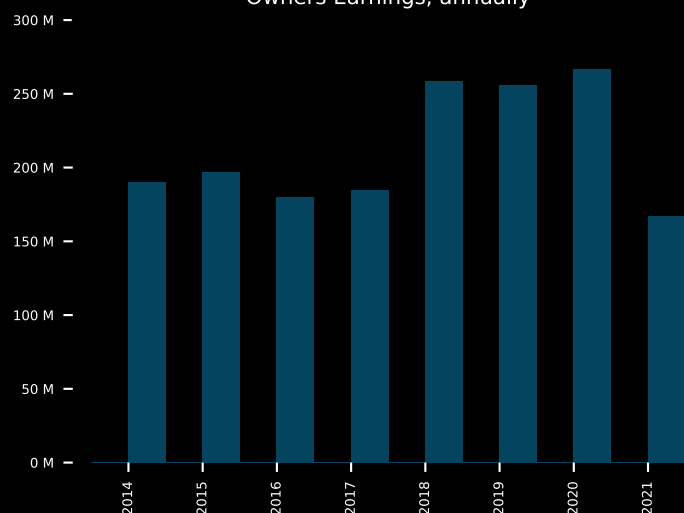
Sales, NI & Operating CF, annually



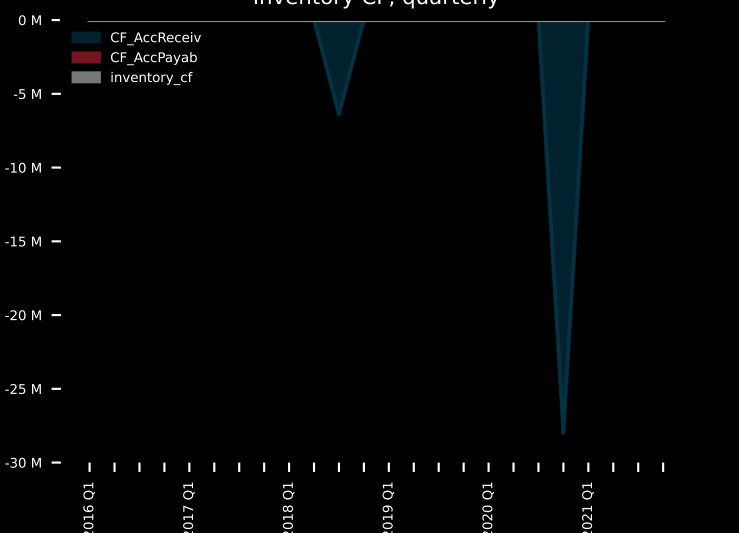
Price vs shares outstanding, quarterly



Owners Earnings, annually

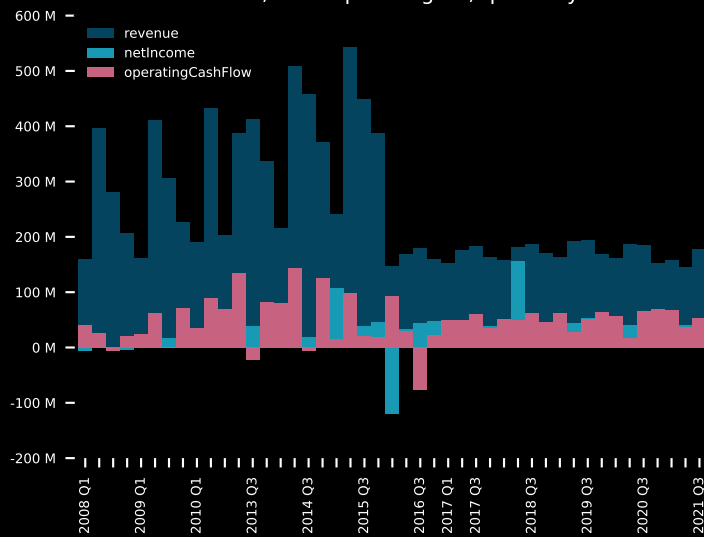


Inventory CF, quarterly

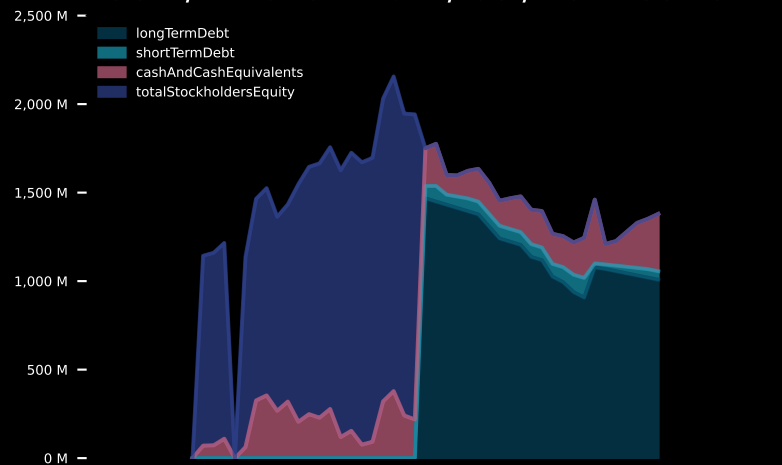


WideOpenWest, Inc. provides high speed data, cable television, and digital telephony services to residential and business services customers in the United States. Its video services include basic cable services that comprise local broadcast television and local community programming; digital cable services; WOW tv+ that offers traditional cable video and cloud DVR functionality, voice remote with Google Assistant, and Netflix integration along with access to various streaming services and apps through the Google Play Store; and ultra-video products, as well as offers commercial-free movies, TV shows, sports, and other special event entertainment programs. The company's telephony services consist of local and long-distance telephone services; business telephony and data services include fiber based, office-to-office metro Ethernet, session initiated protocol trunking, colocation infrastructure, cloud computing

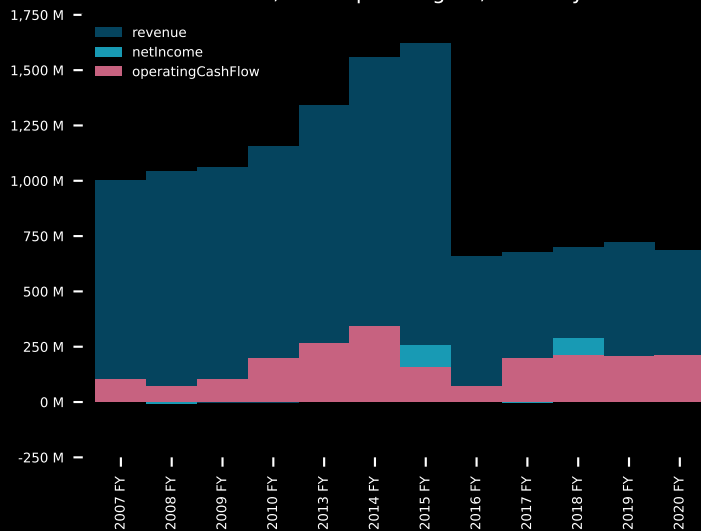
Sales, NI & Operating CF, quarterly



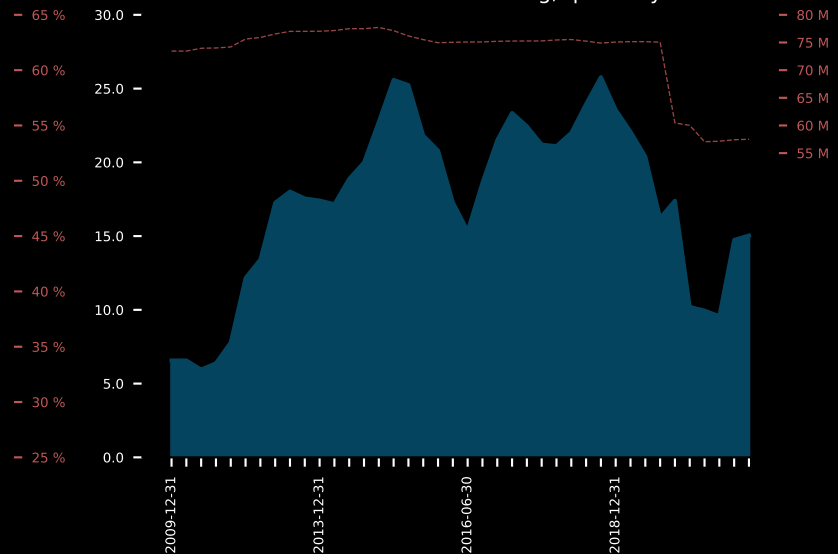
MSGN / Entertainment / US / 2022-06-25



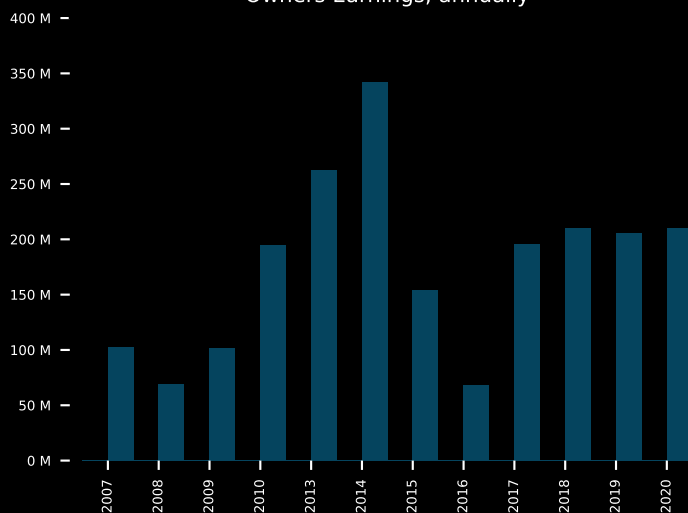
Sales, NI & Operating CF, annually



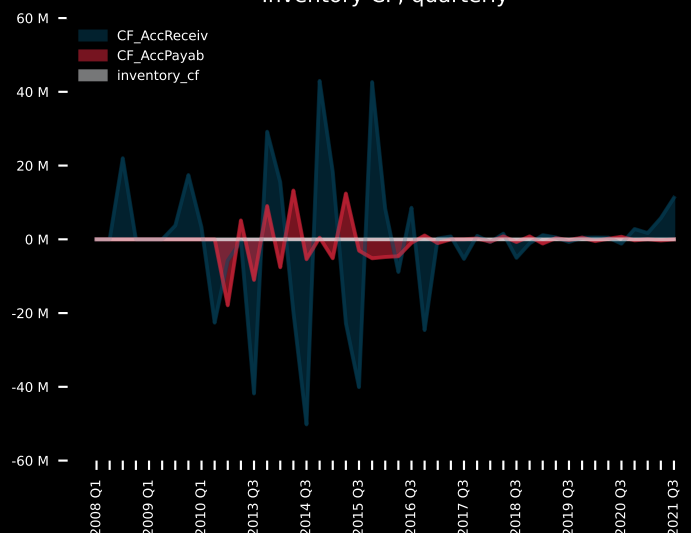
Price vs shares outstanding, quarterly



Owners Earnings, annually

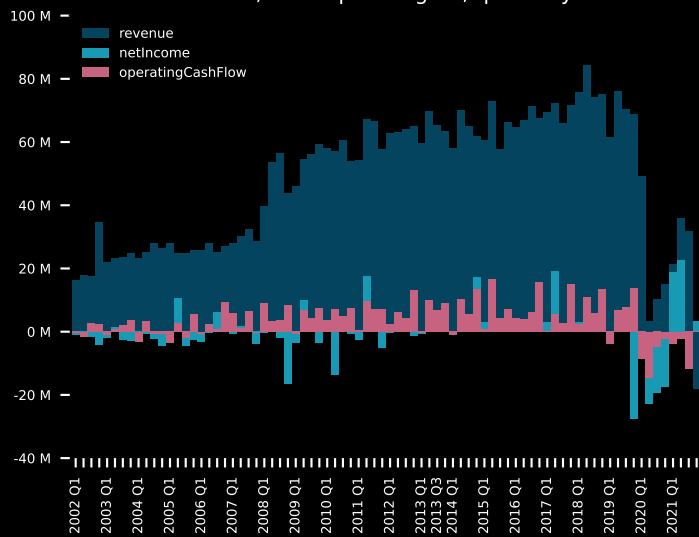


Inventory CF, quarterly

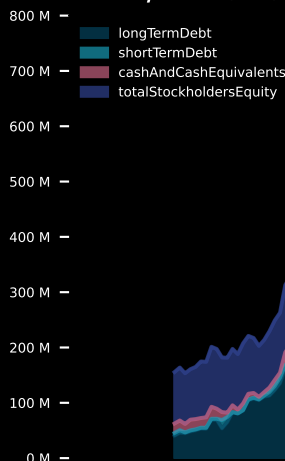


MSG Networks Inc. engages in the sports production, and content development and distribution businesses in the United States. The company owns and operates MSG Network and MSG+, which are regional sports and entertainment networks. It also operates MSG GO that provides video on demand, as well as a website and social media platforms for its brands. The company was formerly known as The Madison Square Garden Company and changed its name to MSG Networks Inc. in October 2015. MSG Networks Inc. was founded in 1969 and is based in New York, New York.

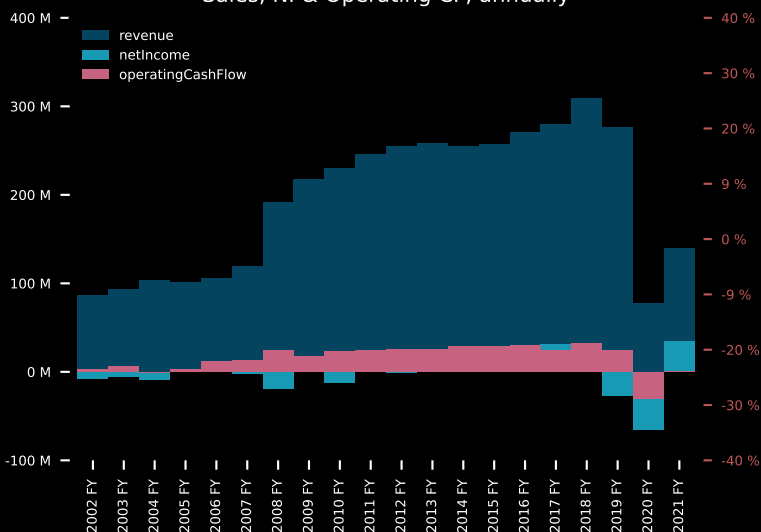
Sales, NI & Operating CF, quarterly



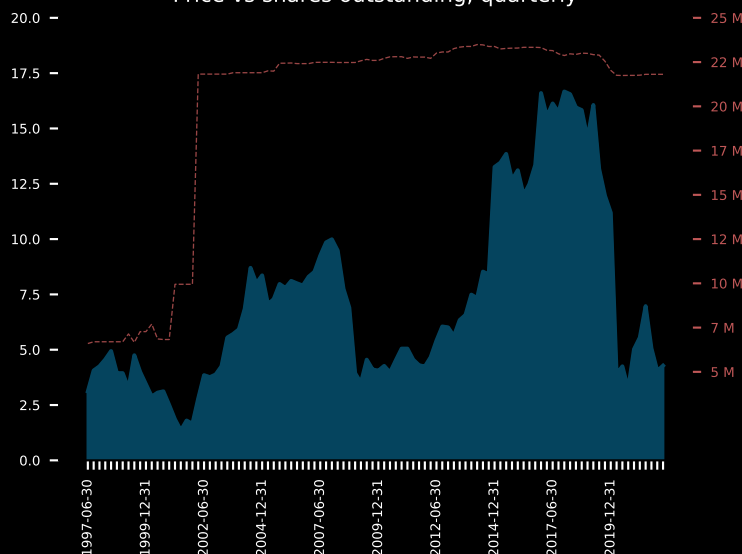
RDI / Entertainment / US / 2022-06-25



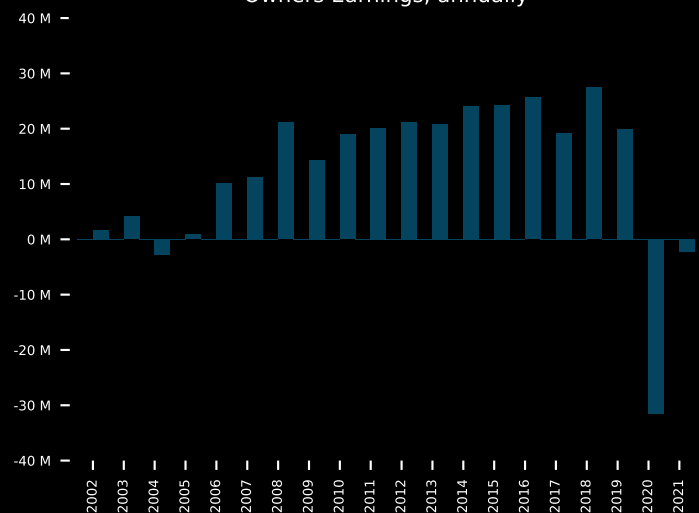
Sales, NI & Operating CF, annually



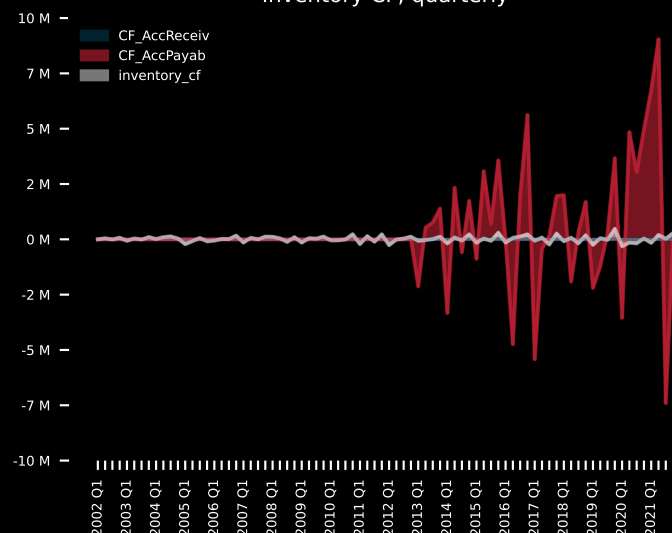
Price vs shares outstanding, quarterly



Owners Earnings, annually

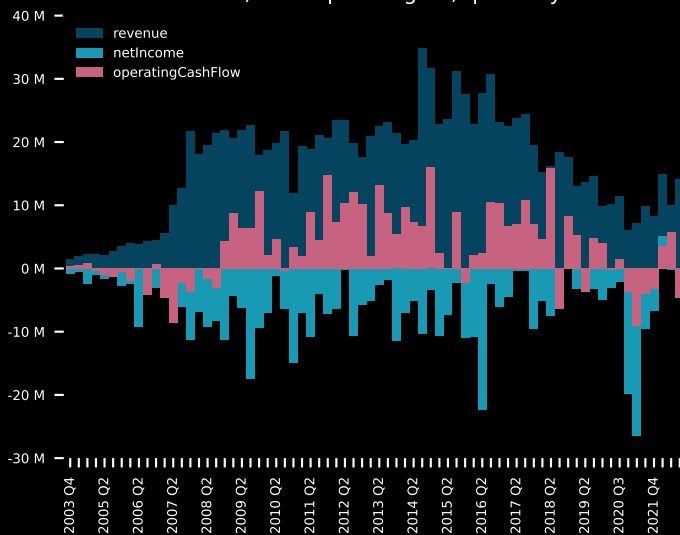


Inventory CF, quarterly

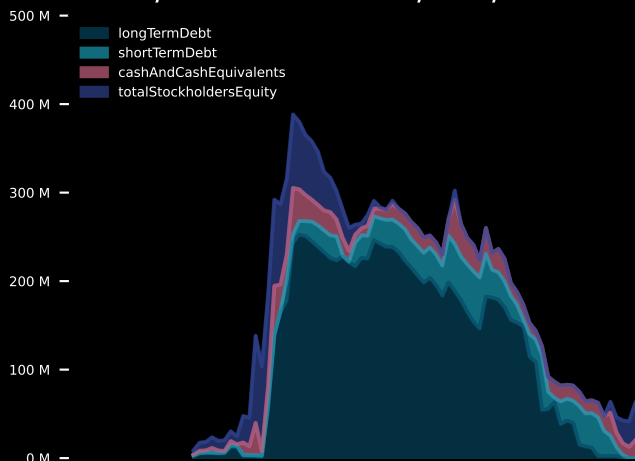


Reading International, Inc., together with its subsidiaries, focuses on the ownership, development, and operation of entertainment and real property assets in the United States, Australia, and New Zealand. The company operates in two segments, Cinema Exhibition and Real Estate. The Cinema Exhibition segment operates multiplex cinemas. This segment operates its cinema exhibition businesses under the Reading Cinemas, Angelika Film Center, Consolidated Theatres, State Cinema, Event Cinemas, and Rialto Cinemas brands. The Real Estate segment develops, rents, or licenses retail, commercial, and live theater assets. As of December 31, 2020, the company had interests in 63 cinemas comprising approximately 515 screens; fee interests in two live theaters; fee interest in 44 Union Square property; fee interest in one cinema in Manhattan; fee interests in two cinemas in Australia and three cinemas in New

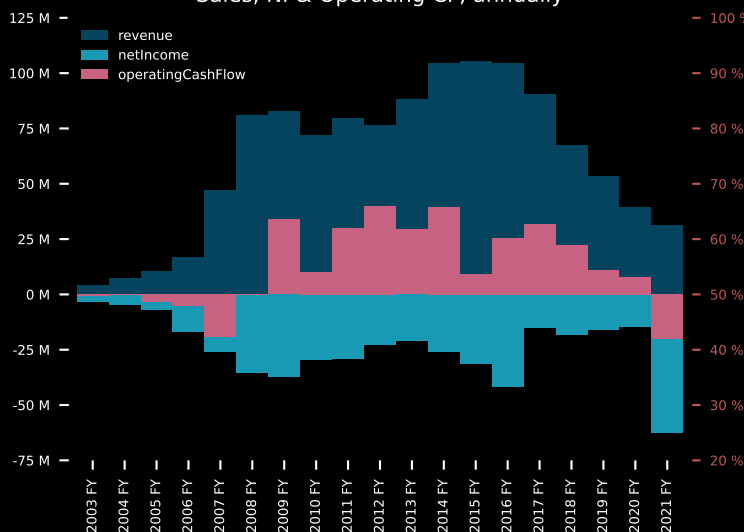
Sales, NI & Operating CF, quarterly



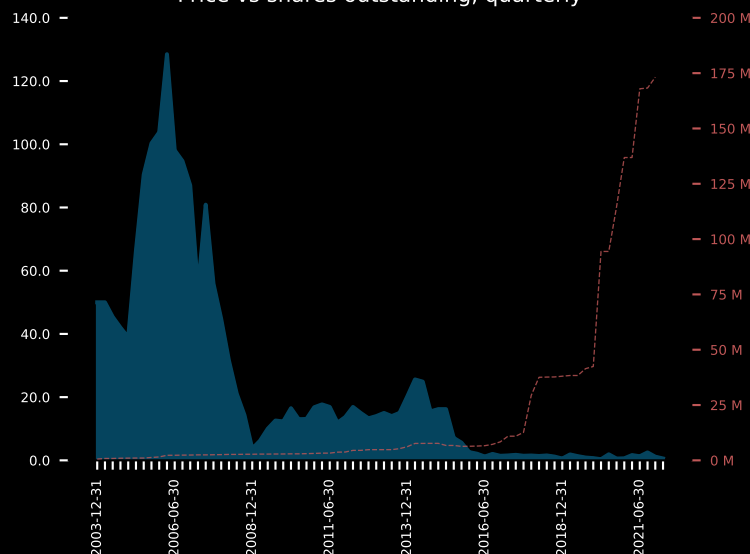
CIDM / Entertainment / US / 2022-06-25



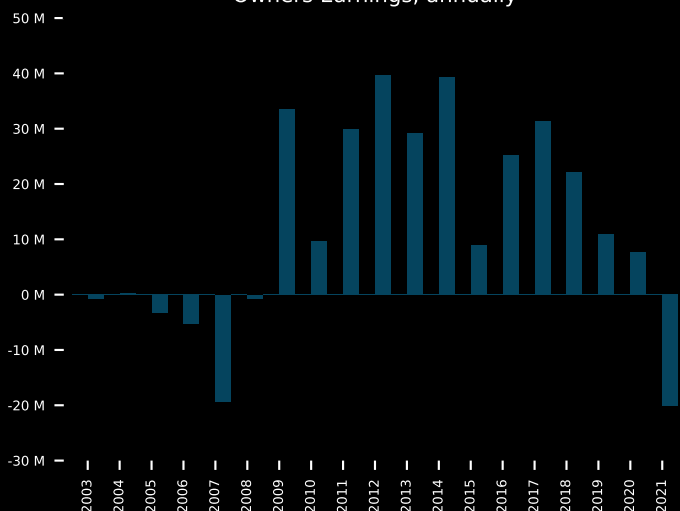
Sales, NI & Operating CF, annually



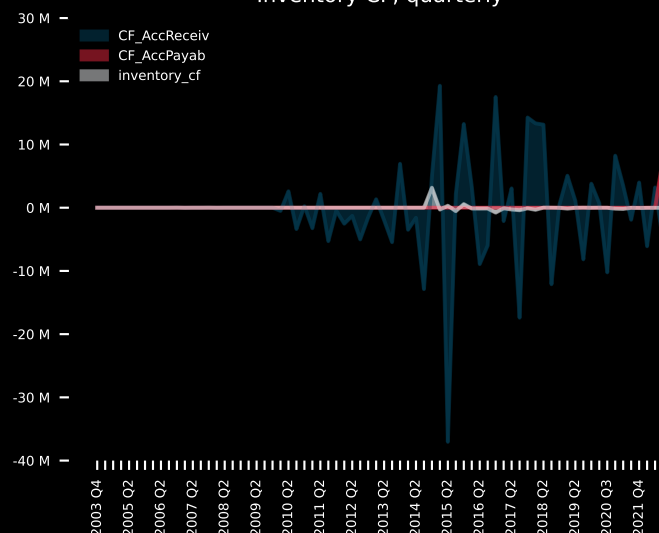
Price vs shares outstanding, quarterly



Owners Earnings, annually

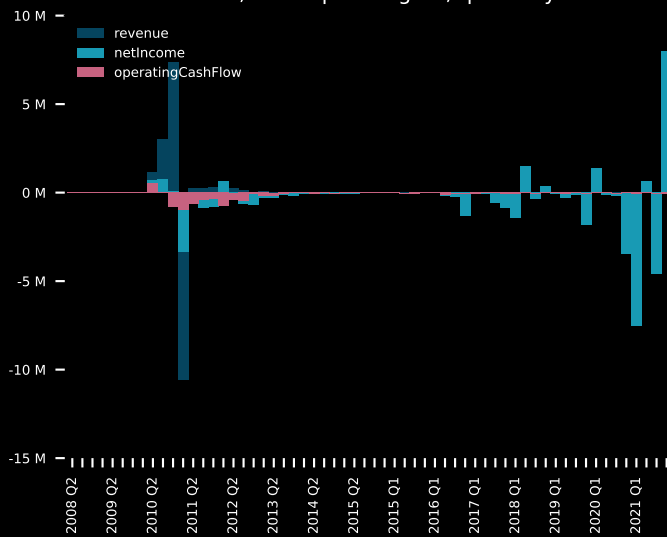


Inventory CF, quarterly

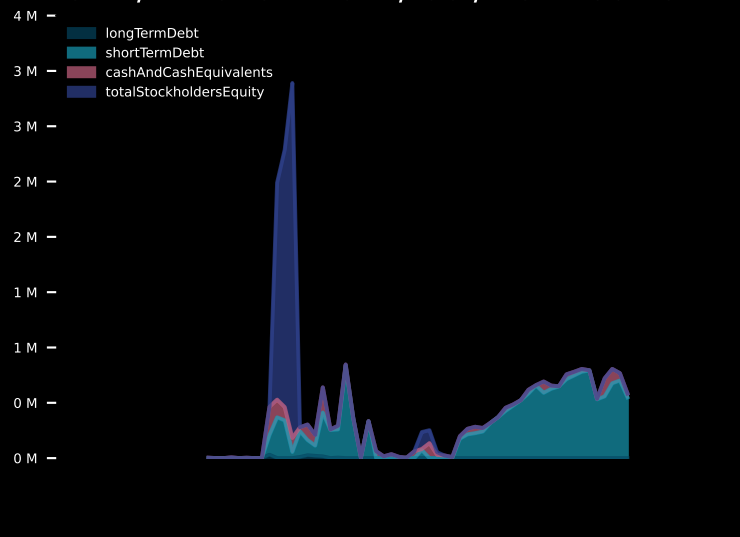


Cinedigm Corp., together with its subsidiaries, operates as distributor and aggregator of independent movie, television, and other short form content in the United States, Canada, and New Zealand. The company operates through two segments, Cinema Equipment Business and Media Content and Entertainment Business. The company distributes its products for various brands, such as Hallmark, Televisa, ITV, Nelvana, ZDF, Konami, NFL, and NHL, as well as international and domestic content creators, movie producers, television producers, and other short form digital content producers. It also collaborates with producers, various brands, and other content owners to market, source, curate, and distribute content to targeted audiences through existing and emerging digital home entertainment platforms, including Apple, Amazon Prime, Netflix, Hulu, Xbox, Tubi, PlutoTV, Vudu, and cable/satellite video on demand; and

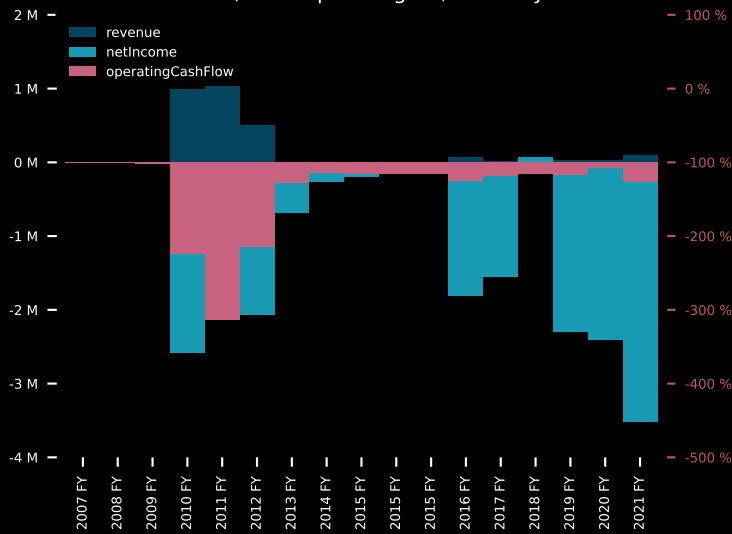
Sales, NI & Operating CF, quarterly



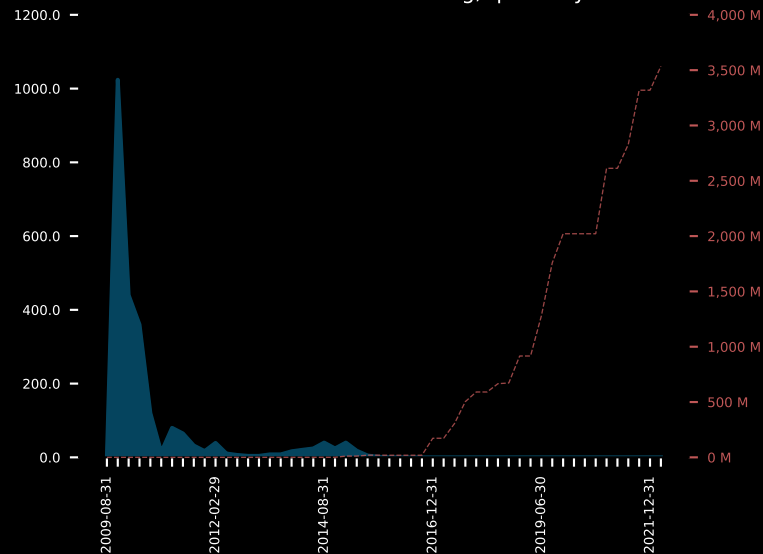
BOTY / Entertainment / US / 2022-06-25



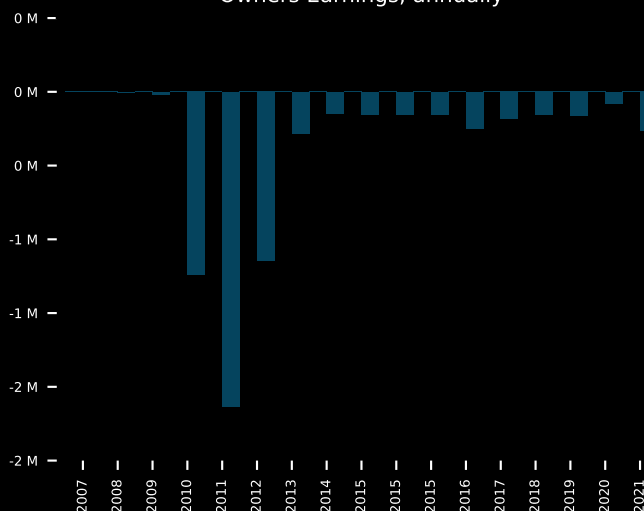
Sales, NI & Operating CF, annually



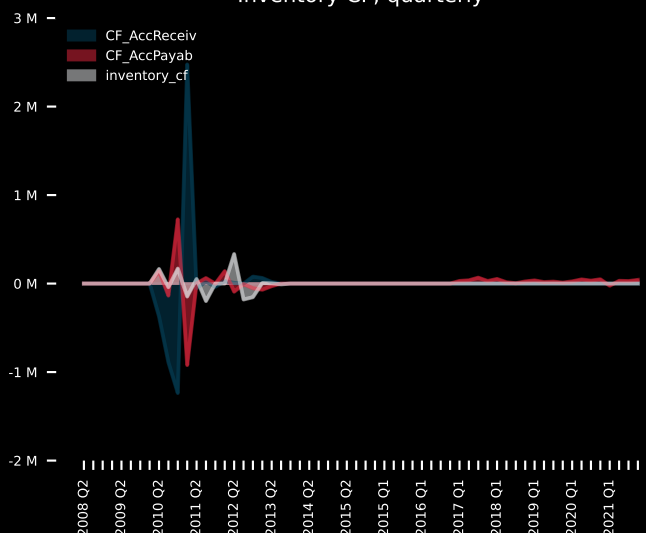
Price vs shares outstanding, quarterly



Owners Earnings, annually

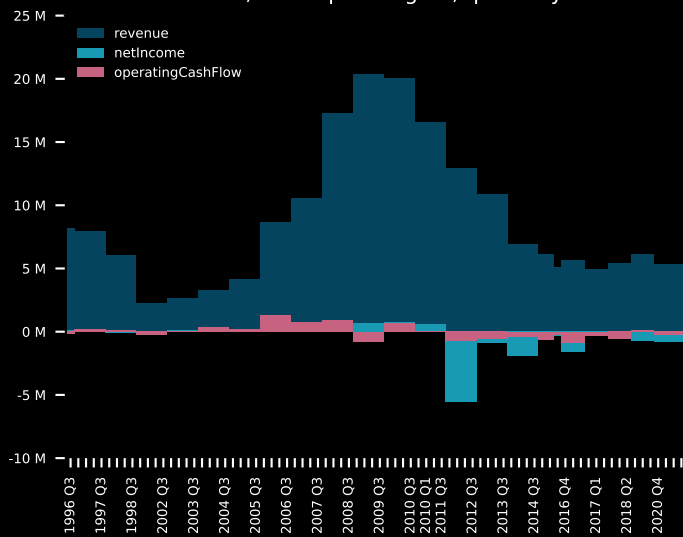


Inventory CF, quarterly

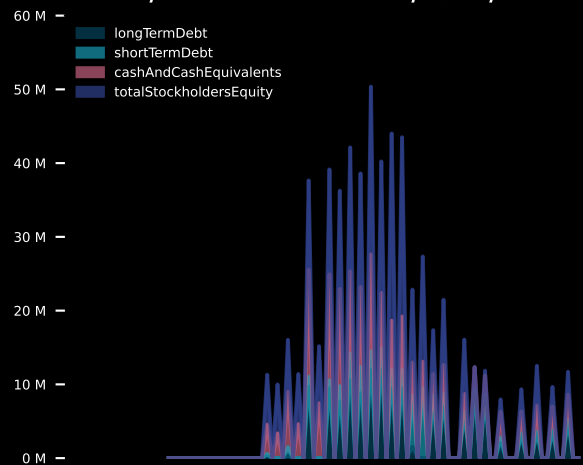


Lingerie Fighting Championships, Inc., a media company, focuses on the development, production, promotion, and distribution of entertainment through live entertainment events, digital home videos, broadcast television networks, and video on demand and digital media channels in the United States. It offers wrestling and mixed martial arts fights featuring women under the LFC brand name. The company was founded in 2014 and is based in Las Vegas, Nevada.

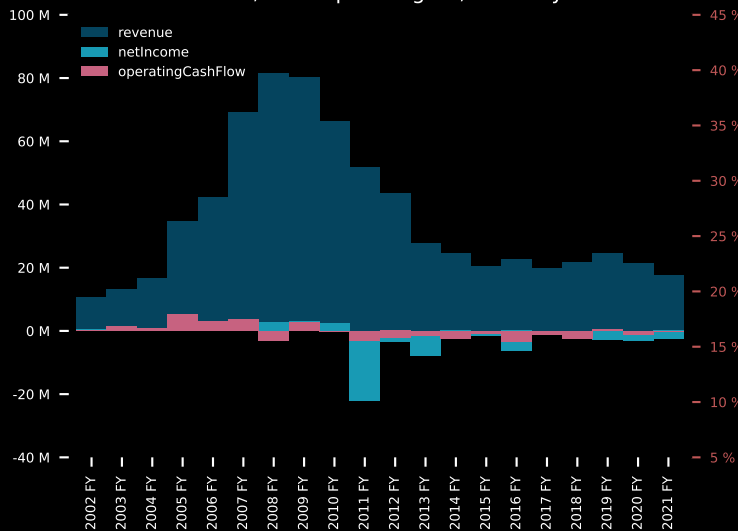
Sales, NI & Operating CF, quarterly



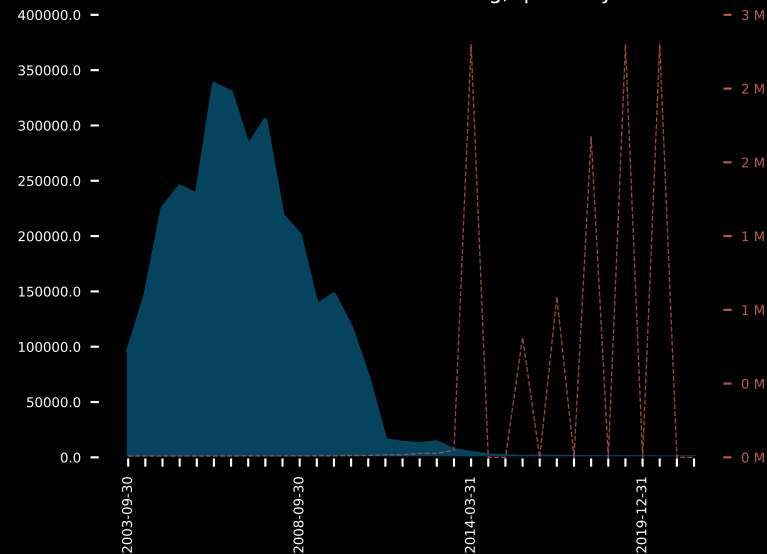
ZIN.L / Entertainment / GB / 2022-06-25



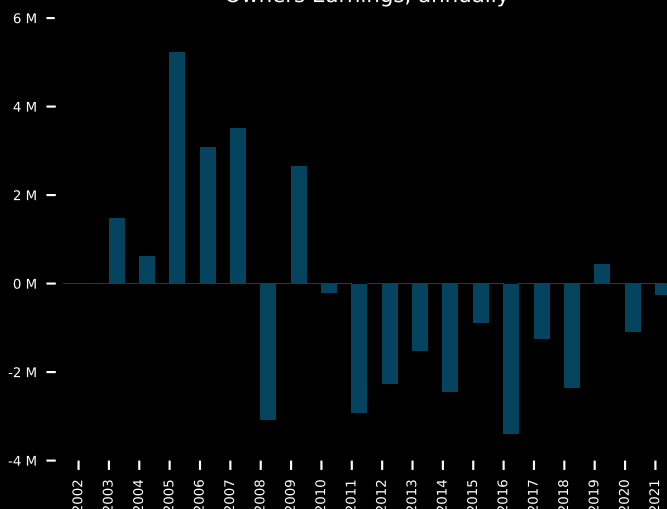
Sales, NI & Operating CF, annually



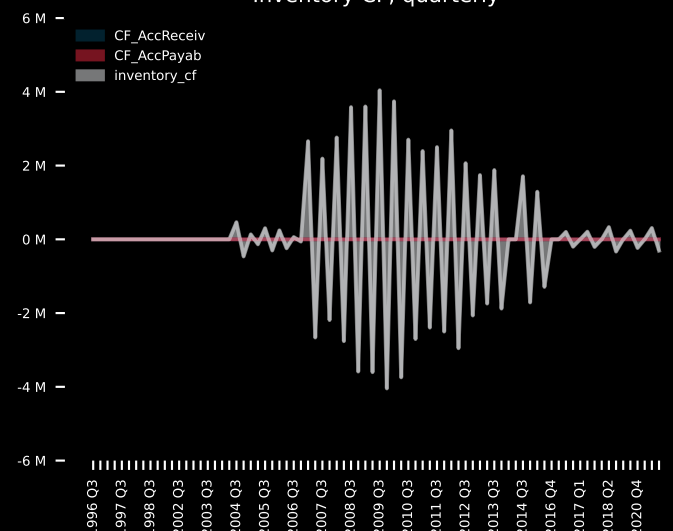
Price vs shares outstanding, quarterly



Owners Earnings, annually

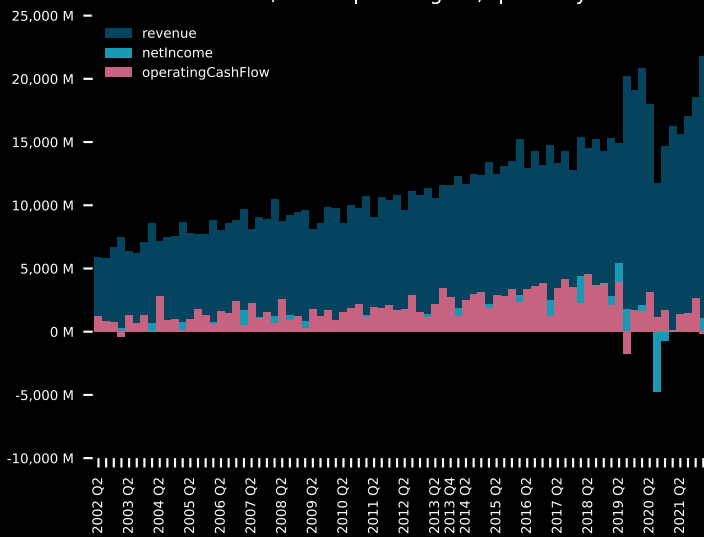


Inventory CF, quarterly

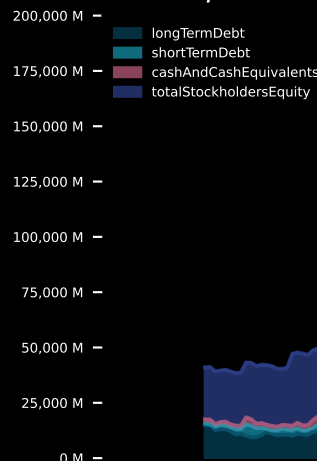


Zinc Media Group plc, together with its subsidiaries, produces television and radio contents in the United Kingdom and internationally. The company operates through two segments, Television and Zinc Communicate. The Television segment operates television production activities under the Blakeway, Brook Lapping, Films of Record, Red Sauce, Supercollider, and Tern Television brand names. The Zinc Communicate segment specializes in developing cross-platform content for brands, businesses, and partners, including graphics and animation, web design and hosting, video production, publishing, and advertising sales. In addition, it provides contract publishing services. The company was formerly known as Ten Alps plc and changed its name to Zinc Media Group plc in November 2016. Zinc Media Group plc was incorporated in 1981 and is headquartered in London, the United Kingdom.

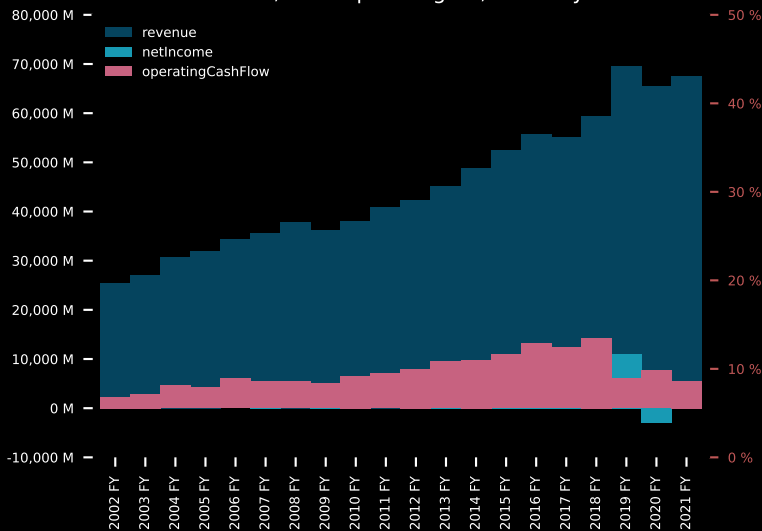
Sales, NI & Operating CF, quarterly



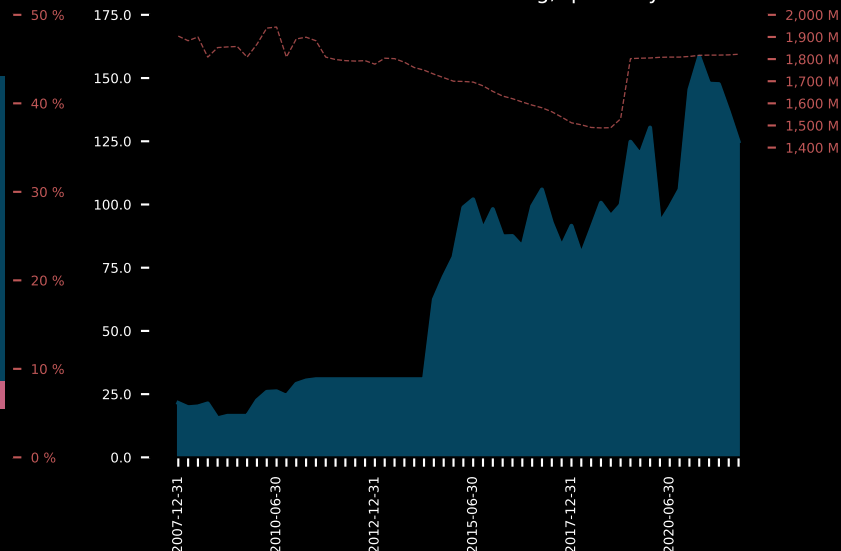
WDP.DE / Entertainment / US / 2022-06-25



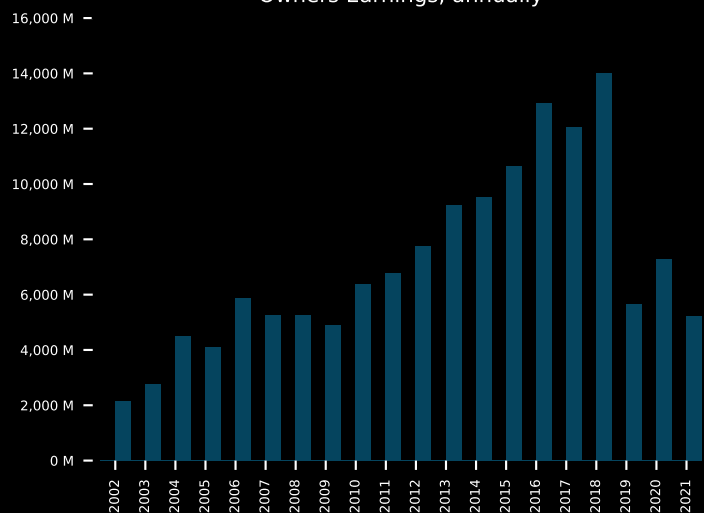
Sales, NI & Operating CF, annually



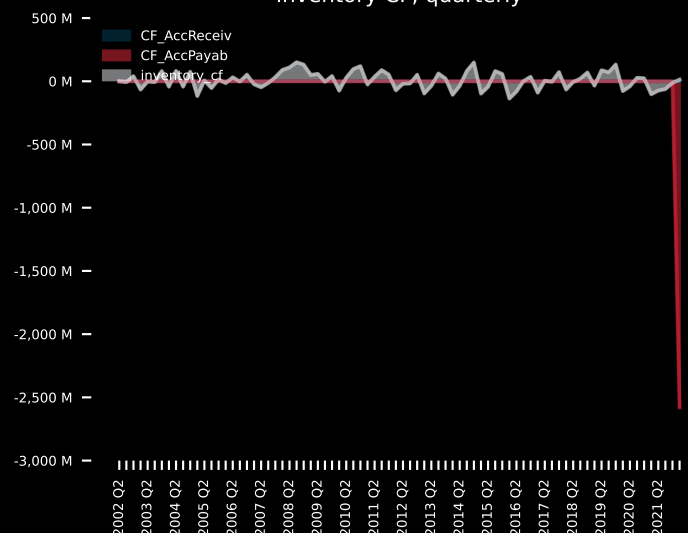
Price vs shares outstanding, quarterly



Owners Earnings, annually

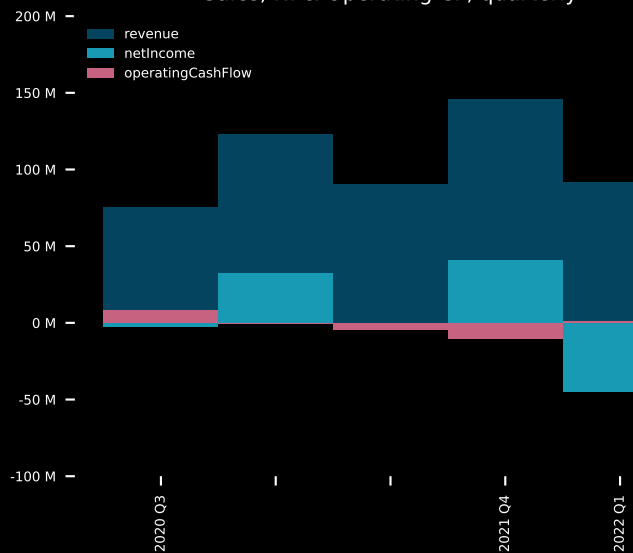


Inventory CF, quarterly

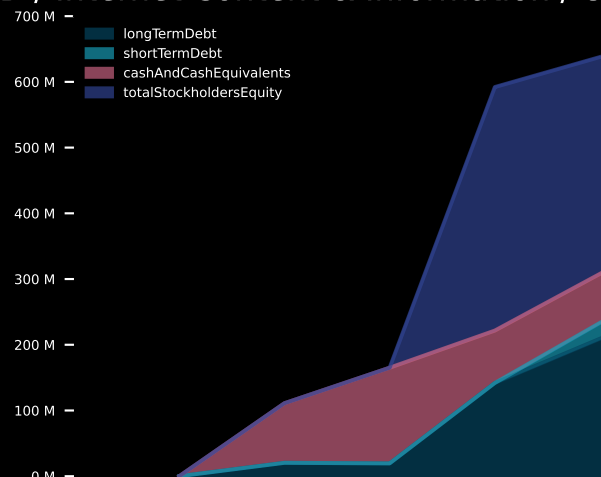


The Walt Disney Company, together with its subsidiaries, operates as an entertainment company worldwide. It operates through two segments, Disney Media and Entertainment Distribution; and Disney Parks, Experiences and Products. The company engages in the film and episodic television content production and distribution activities, as well as operates television broadcast networks under the ABC, Disney, ESPN, Freeform, FX, Fox, National Geographic, and Star brands; and studios that produces motion pictures under the Walt Disney Pictures, Twentieth Century Studios, Marvel, Lucasfilm, Pixar, and Searchlight Pictures banners. It also offers direct-to-consumer streaming services through Disney+, Disney+ Hotstar, ESPN+, Hulu, and Star+; sale/licensing of film and television content to third-party television and subscription video on demand services; theatrical, home entertainment, and music distribution services;

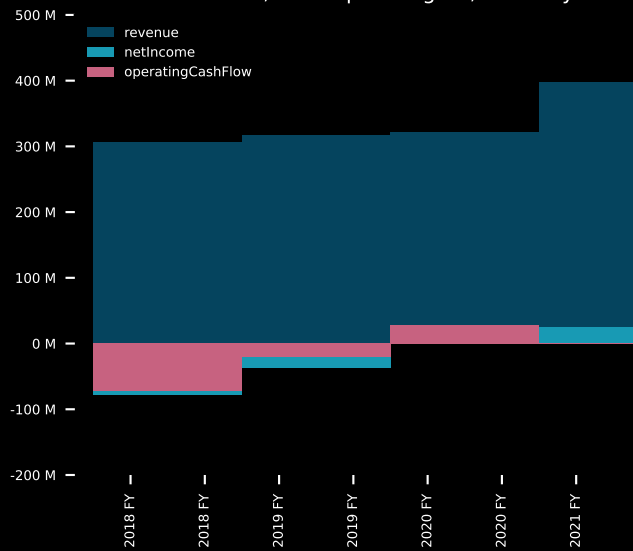
Sales, NI & Operating CF, quarterly



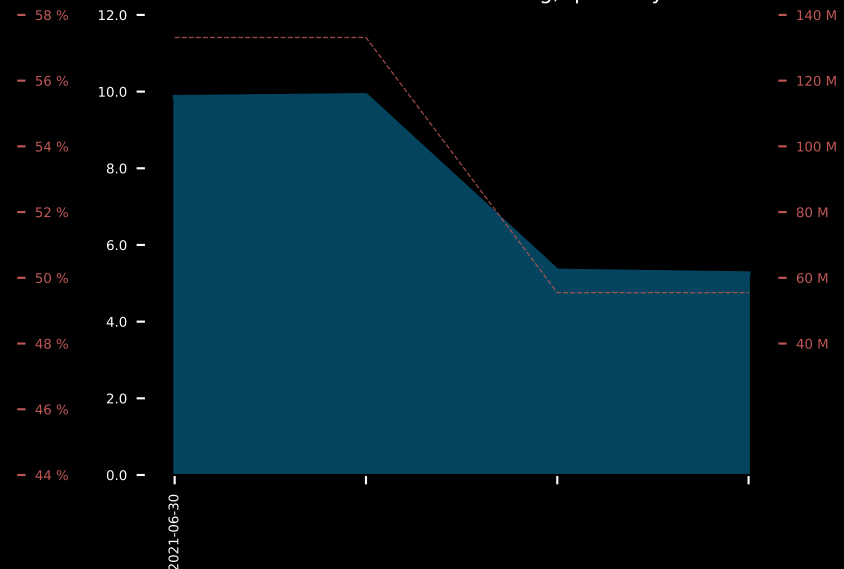
BZFD / Internet Content & Information / US / 2022-08



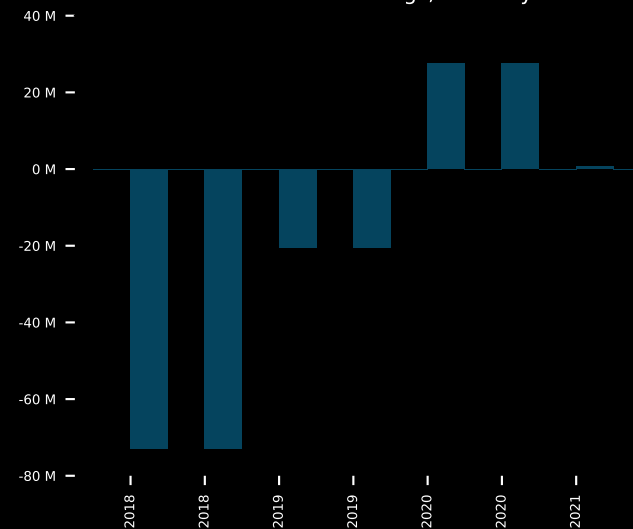
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly



Owners Earnings, annually



BuzzFeed, Inc., a digital media company, provides breaking news, original reporting, entertainment, and videos across the social web to its global audience. It provides BuzzFeed, a go-to authority for entertainment, pop culture, and Internet with articles, lists, quizzes, videos, and original series; BuzzFeed News, a newsroom for young audience; Tasty, a platform for shareable food content; HuffPost, media platform for news, politics, opinion, entertainment, features, and lifestyle content; and Complex Networks that offers culture content of music, food, style, entertainment, and sports. The company also offers As/Is for style, BringMe for travel, Goodful for wellness, and Nifty for DIY. BuzzFeed, Inc. was founded in 2006 and is based in New York, New York.