

Global X Video Games & Esports UCITS ETF (HERU)

USD Distributing Share Class
As of 31 Dec 2024



KEY FEATURES

All information below correct as of 31 December 2024



High Growth Potential

The global gaming market increased more than 20% from 2019 to 2020, exceeding \$175bn – larger than Hollywood or professional sports. Forecasts suggest the market could surpass \$200bn by 2023. (Source: "Global Games Market to Generate \$175.8 Billion in 2021" NewZoo, May 2021).



Social Experiences

Gaming is increasingly a social medium, enabling the sharing of virtual experiences and interaction with friends and strangers around the world.



New Consumer Preferences

The pandemic accelerated the adoption of at-home entertainment options, with many turning to gaming and esports for the first time, broadening the theme's reach.

Capital at Risk. All financial investments involve an element of risk. Therefore, the value of your investment and the income from it will vary and your initial investment amount cannot be guaranteed.

FUND DETAILS

Inception Date	17 December 2020
Underlying Index	Solactive Video Games & Esports v2 Index
Number of Holdings	43
Assets Under Management	\$3,565,560
Total Expense Ratio	0.50%
Ongoing Charges ¹	0.50%
Distribution Frequency	Semi-Annually
Management Style	Physical - Full Replication
Domicile	Ireland
Registered Countries	Austria, Denmark, Finland, Germany, Ireland, Italy, Luxembourg, Netherlands, Norway, Singapore [Restricted], Spain, Sweden, Switzerland, United Kingdom

TRADING DETAILS

Primary Ticker	HERU
Primary ISIN	IE00BLR6Q650
Index Ticker	SOLHERO2

REGULATORY

UCITS Compliant	Yes
ISA Eligibility	Yes
SIPP Available	Yes
UK Reporting Status	Yes

PERFORMANCE (%)

	YTD	1M	3M	12M	Since Inception
ETF	19.35%	-2.30%	-2.63%	19.35%	-24.98%
Index	20.09%	-2.26%	-2.50%	20.09%	-23.07%
Difference	-0.74%	-0.04%	-0.13%	-0.74%	-1.91%

Performance is based on the fund's NAV and is shown on a total return basis (i.e., with gross income reinvested, where applicable). The fund's NAV may differ from its market price and, as a result, individual shareholders may realize returns that are different from the NAV performance. Cumulative return is the aggregate amount that an investment has gained or lost over time. Annualised return is the average return gained or lost by an investment each year over a given time period.

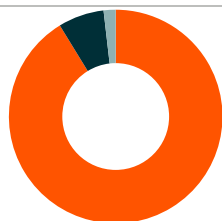
The performance data quoted represents past performance. Past performance does not guarantee future results. The investment return and principal value of an investment will fluctuate so that an investor's shares, when sold or redeemed, may be worth more or less than their original cost and current performance may be lower or higher than the performance quoted. High short-term performance, when observed, is unusual and investors should not expect such performance to be repeated. The return of your investment may increase or decrease as a result of currency fluctuations if your investment is made in a currency other than that used in past performance calculations.

TOP 10 HOLDINGS (%)

Company	Percentage	Company	Percentage
Roblox Corp -Class A	6.41%	Square Enix Hd	5.26%
Intl Games	5.95%	Bilibili Inc-Adr	5.17%
Unity Software Inc	5.51%	Cd Projekt Sa	4.92%
Take-Two Interac	5.45%	Krafton Inc	4.70%
Konami Group Corporation	5.44%	Nintendo Co Ltd	4.68%

Holdings Subject to Change

SECTOR BREAKDOWN (%)



Communication Services	91.24%
Information Technology	6.94%
Consumer Discretionary	1.82%

COUNTRY BREAKDOWN (%)



Japan	30.87%
United States	23.53%
South Korea	13.46%
China	12.23%
Taiwan	7.00%
Sweden	5.13%
Poland	4.93%
France	2.07%
Israel	0.77%

**EXPANDED TRADING INFORMATION**

USD Distributing (ISIN: IE00BLR6Q650)

EXCHANGE	TRADING CURRENCY	TICKER	LISTING DATE	SEDOL
London Stock Exchange	GBP	HERG LN	18-Dec-20	BN47GD2

DEFINITIONS

Solactive Video Games & Esports v2 Index	The Solactive Video Games & Esports v2 Index is designed to provide exposure to exchange-listed companies that are positioned to benefit from increased consumption related to video games and esports, including companies whose principal business is in video game development/publishing, video game and esports content distribution and streaming, operating/owning esports leagues/teams, and producing video game/esports hardware. To be eligible for the Solactive Video Games & Esports v2 Index, a company is considered by the Index Provider to be a Video Games & Esports Company if the company generates at least 50% of its revenues from video games and esports activities, as determined by the Index Provider.
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A Prospectus and Key Investor Information Document (KIID) for this scheme is available in English at globalxetfs.eu/funds/HERU

¹Ongoing Charges is a measure of the total costs associated with managing and operating an investment fund. These costs consist primarily of management fees and other expenses such as trustee, custody, transaction and registration fees, and other operating expenses. The total cost for the fund is divided by the fund's total assets and expressed as a percentage.

The Global X UCITS ETFs are regulated by the Central Bank of Ireland.

This is a marketing communication.

Please refer to the relevant prospectus, supplement, and the Key Information Document ("KID") of the relevant UCITS ETFs before making any final investment decisions.

Investors should also refer to the section entitled "Risk Factors" in the relevant prospectus of the UCITS ETFs in advance of any investment decision for information on the risks associated with an investment in the UCITS ETFs, and for details on portfolio transparency. The relevant prospectus and KID for the UCITS ETFs are available in English at www.globalxetfs.eu/funds.

Investment in the UCITS ETFs concern the purchase of shares in the UCITS ETFs and not in a given underlying asset such as a building or shares of a company, as these are only the underlying assets that may be owned by the UCITS ETFs.

A UCITS ETF's shares purchased on the secondary market cannot usually be sold directly back to a UCITS ETF. Investors must buy and sell shares on a secondary market with the assistance of an intermediary (e.g. a stockbroker) and may incur fees for doing so. In addition, investors may pay more than the current net asset value when buying shares and may receive less than the current net asset value when selling them. Changes in exchange rates may have an adverse effect on the value price or income of the UCITS ETF.

Past performance of a UCITS ETF does not predict future returns. Future performance is subject to taxation which depends on the personal situation of each investor, and which may change in the future. Neither past experience nor the current situation are necessarily accurate guides to the future growth in value or rate of return of a UCITS ETF.

Investment may be subject to sudden and large falls in value, and, if it is the case, the investor could lose the total value of the initial investment. Income may fluctuate in accordance with market conditions and taxation arrangements. The difference at any one time between the sale and repurchase price of a share in the UCITS ETF means that the investment should be viewed as medium term to long term.

Any investment in a UCITS ETF may lead to a financial loss. The value of an investment can reduce as well as increase and, therefore, the return on the investment will be variable.

Global X ETFs ICAV is an open-ended Irish collective asset management vehicle issuing under the terms of its prospectus and relevant supplements as approved by the Central Bank of Ireland and is the issuer of certain of the ETFs where stated.

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Information for Investors in Switzerland

This is an advertising document. The state of the origin of the fund is Ireland. In Switzerland, the representative is 1741 Fund Solutions AG, Burggraben 16, CH-9000 St.Gallen. The paying agent is Tellco Bank Ltd, Bahnhofstrasse 4, 6430 Schwyz.

The prospectus, the key information documents, the articles of association as well as the annual and semi-annual reports may be obtained free of charge from the representative.

Past performance is no indication of current or future performance. The performance data do not take account of the commissions and costs incurred on the issue and redemption of units..