



REASONS TO CONSIDER



High Growth Potential

The global video game market was valued at over \$195bn in 2022, with forecasts suggesting it could grow nearly 3x to more than \$580bn by 2030.⁽¹⁾



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.

KEY INFORMATION

Inception Date	10/25/2019
Underlying Index	Solactive Video Games & Esports Index
Number of Holdings	48
Assets Under Management	\$125.68 mil
Total Expense Ratio	0.50%
Distribution Frequency	Semi-Annually

TRADING DETAILS

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

PERFORMANCE (%)

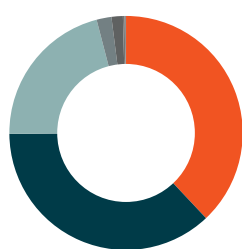
	1M	YTD	1Y	3Y	Since Inception
NAV	-3.38%	-3.87%	2.90%	-11.57%	5.20%
Market Price	-2.84%	-3.23%	3.71%	-11.37%	5.34%
Index	-3.41%	-3.59%	3.22%	-11.20%	5.66%

TOP 10 HOLDINGS (%) *Holdings Subject to Change*

Netease Inc-adr	7.77%	Roblox Corp -class A	5.52%
Electronic Arts Inc	6.91%	Konami Group Corporation	5.48%
Nintendo Co Ltd	6.90%	Nexon Co Ltd	5.24%
Take-two Interac	6.76%	Bilibili Inc-adr	4.67%
Applovin Corp-class A	6.74%	Capcom Co Ltd	4.54%

The performance data quoted represents past performance and does not guarantee future results. Investment return and principal value of an investment will fluctuate so that an investor's shares, when sold or redeemed, may be worth more or less than their original cost. Current performance may be higher or lower than the performance quoted. High short-term performance, when observed, is unusual and investors should not expect such performance to be repeated. Returns for periods greater than one year are annualized. [Click here](#) for standard performance as of the most recent quarter-end.

INDUSTRY BREAKDOWN (%)



Packaged Software	37.98%
Recreational Products	36.90%
Internet Software/Services	21.07%
Computer Processing Hardware	2.06%
Miscellaneous Commercial Services	1.57%
Information Technology Services	0.25%
Data Processing Services	0.18%

COUNTRY BREAKDOWN (%)



United States	30.26%
Japan	29.11%
China	13.77%
South Korea	13.06%
Taiwan	3.32%
Sweden	3.12%
France	3.05%
Poland	1.95%
Ireland	1.49%
Others*	0.85%

* Israel 0.52%, Hong Kong 0.33%

All Sector, Industry and Geographic breakdowns, where provided, are based on equity positions held by the ETF and exclude cash, currencies, and other holdings.



DEFINITIONS

Solactive Video Games & Esports Index	The Solactive Video Games & Esports Index is designed to provide exposure to exchange-listed companies that are positioned to benefit from increased consumption related to video games and esports, including companies whose principal business is in video game development/publishing, video game and esports content distribution and streaming, operating/owning esports leagues/teams, and producing video game/esports hardware. To be eligible for the Solactive Video Games & Esports Index, a company is considered by the Index Provider to be a Video Games & Esports Company if the company generates at least 50% of its revenues from video games and esports activities, as determined by the Index Provider.
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(1) Grand View Research, Apr 2022

Investing involves risk, including possible loss of principal. The investable universe of companies in which HERO may invest may be limited. Video Game and Esports Companies are subject to risks associated with additional regulatory oversight with regard to privacy/cybersecurity concerns, shifting consumer preferences, and potential licensing challenges. The Fund invests in securities of companies engaged in Information Technology, which can be affected by rapid product obsolescence and intense industry competition. International investments may involve risk of capital loss from unfavorable fluctuation in currency values, from differences in generally accepted accounting principles or from social, economic or political instability in other nations. HERO is non-diversified. The information provided is not intended for trading purposes, and should not be considered investment advice.

Carefully consider the Fund's investment objectives, risk factors, charges, and expenses before investing. This and additional information can be found in the Fund's full or summary prospectus, which may be obtained by calling 1.888.493.8631, or by visiting globalxetfs.com. Please read the prospectus carefully before investing.

Shares of ETFs are bought and sold at market price (not NAV) and are not individually redeemed from the Fund. Brokerage commissions will reduce returns. Beginning October 15, 2020, market price returns are based on the official closing price of an ETF share or, if the official closing price isn't available, the midpoint between the national best bid and national best offer ("NBBO") as of the time the ETF calculates current NAV per share. Prior to October 15, 2020, market price returns were based on the midpoint between the Bid and Ask price. NAVs are calculated using prices as of 4:00 PM Eastern Time. The returns shown do not represent the returns you would receive if you traded shares at other times. Indices are unmanaged and do not include the effect of fees, expenses or sales charges. One cannot invest directly in an index.

Since the Fund's shares did not trade in the secondary market until several days after the Fund's inception, for the period from inception to the first day of secondary market trading in Shares, the NAV of the Fund is used to calculate market returns.

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