Why Invest in NERD?

**Market Growth:** The global games market is projected to grow to an impressive size of approximately $211 billion by 2025.

**M&A Activity:** Since 2020, there has been a surge in large-scale M&A activity within the gaming industry, with 12 out of 17 deals valued above $1 billion.

**User Engagement:** The total number of active gamers worldwide is expected to reach a staggering 3.3 billion by 2024.

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The Video Games Opportunity

**Number of Gamers Worldwide**

- 2016: 1.0B
- 2017: 1.5B
- 2018: 2.0B
- 2019: 2.5B
- 2020: 3.0B
- 2022: 3.5B
- 2023e: 3.5B
- 2024e: 3.5B

**Global Games Market Forecast**

- 2022: $185B
- 2025e: $210B

*Source: VentureBeat, Juniper Research, IBISWorld, eSportsEarnings as of January 24, 2023.*

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**Fund Details**

- **Fund Ticker:** NERD
- **Exchange:** Nasdaq
- **CUSIP:** 53656F706
- **Expense Ratio:** 0.50%
- **AUM:** $20.9MM
- **Shares Outstanding:** 1,500,000
- **Inception Date:** 06/04/2019
- **ETF Options Available:** Yes
- **# of Holdings:** 36
Top Ten Holdings (as of 09/30/23)

<table>
<thead>
<tr>
<th>Holding</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nintendo Co Ltd</td>
<td>17.53%</td>
</tr>
<tr>
<td>Electronic Arts Inc</td>
<td>10.39%</td>
</tr>
<tr>
<td>Take-Two Interactive Software Inc</td>
<td>8.08%</td>
</tr>
<tr>
<td>ROBLOX Corp</td>
<td>5.75%</td>
</tr>
<tr>
<td>Unity Software Inc</td>
<td>4.02%</td>
</tr>
<tr>
<td>Capcom Co Ltd</td>
<td>3.23%</td>
</tr>
<tr>
<td>Nexon Co Ltd</td>
<td>3.20%</td>
</tr>
<tr>
<td>AppLovin Corp</td>
<td>3.20%</td>
</tr>
<tr>
<td>Bandai Namco Holdings Inc</td>
<td>3.10%</td>
</tr>
<tr>
<td>Konami Group Corp</td>
<td>2.43%</td>
</tr>
</tbody>
</table>

ETF holdings are subject to change at any time and should not be interpreted as an offer of these securities.

Thematic Relevance Breakdown

- Consoles: 56.1%
- Digital/Online: 21.7%
- Mobile/Portable: 16.0%
- PC: 5.7%
- Consoles: 56.1%

Market Capitalization Breakdown

- Large Cap (>$10B): 55.3%
- Mid Cap ($2-10B): 26.3%
- Small Cap (<$2B): 17.9%

Overview

Roundhill believes that video games, which currently represent the largest form of entertainment by revenues globally, will continue to achieve significant growth in the coming decades. The Roundhill Video Games ETF is designed to offer investors exposure to video game software across all platforms, including Console, PC, Mobile, and more.

Geographic Breakdown

- Japan: 41.5%
- United States: 31.5%
- South Korea: 11.6%
- Sweden: 5.3%
- Taiwan: 2.2%
- Japan: 41.5%
- France: 2.0%
- Ireland: 1.6%
- Poland: 1.6%
- Singapore: 1.2%
- Britain: 1.0%

NERD Performance (as of 09/30/23)

<table>
<thead>
<tr>
<th></th>
<th>1-Year</th>
<th>3-Year</th>
<th>Since Inception (06/04/2019)</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAV</td>
<td>2.57%</td>
<td>-16.93%</td>
<td>-1.03%</td>
</tr>
<tr>
<td>Market Price</td>
<td>3.08%</td>
<td>-17.05%</td>
<td>-1.08%</td>
</tr>
</tbody>
</table>

Expense Ratio

0.50%

Performance for periods greater than one year shown annualized.

The performance data quoted represents past performance. Past performance does not guarantee future results. Current performance may be lower or higher than the performance data quoted. 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 the original cost. Returns less than one year are not annualized. For the most recent month-end performance, please call (855) 561-5728. You cannot invest directly in an index. Shares are bought and sold at market price (closing price), not net asset value (NAV), and are not individually redeemed from the Fund. Market performance is determined using the bid/ask midpoint at 4:00pm Eastern Time when the NAV is typically calculated. Brokerage commissions will reduce returns. Short-term performance, in particular, is not a good indication of the fund's future performance, and an investment should not be made based solely on returns.
Investors should consider the investment objectives, risk, charges and expenses carefully before investing. For a prospectus or summary prospectus with this and other information about the NERD ETF please call 1-877-220-7649 or visit the website at https://www.roundhillinvestments.com/etf/nerd/.

Read the prospectus or summary prospectus carefully before investing. Investing involves risk, including possible loss of principal. Video game companies face intense competition, both domestically and internationally, may have products that face rapid obsolescence, and are heavily dependent on the protection of patent and intellectual property rights. Such factors may adversely affect the profitability and value of video gaming companies. Investments made in small and mid-capitalization companies may be more volatile and less liquid due to limited resources or product lines and more sensitive to economic factors. Fund investments will be concentrated in an industry or group of industries, and the value of Fund shares may risk and fall more than diversified funds. Foreign investing involves social and political instability, market illiquidity, exchange-rate fluctuation, high volatility and limited regulation risks. Depository Receipts involve risks similar to those associated investments in foreign securities, but may not provide a return that corresponds precisely with that of the underlying shares. Please see the prospectus for details of these and other risks.

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