

Get in the Game

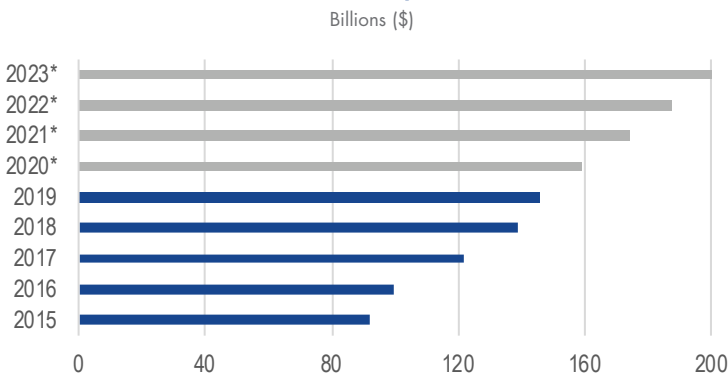
ESPO[®] VanEck Vectors[®] Video Gaming and eSports ETF

The video game industry is disrupting traditional media and entertainment by leveraging new technologies and business models to address consumer demand for online, interactive entertainment.

Consistent Revenue Growth

Video game companies have grown their revenues consistently over the last decade by diversifying across platforms and embracing new technology. Mobile gaming, a platform which did not exist 15 years ago, now represents the largest percentage of global games revenues, larger than both PC and console.

Global Games Revenues Projected to Reach \$200B



Source: Newzoo. As of 2020. *Projected

A New Business Model - Game as Service

Publishers are also embracing a new business model – game as service – to deliver free games which generate revenues through smaller, in-game transactions. The game as service model serves dual purposes, by both increasing the revenue potential of a single consumer and also extending the life-cycle of the game itself.

Publishers Reap the Esports Rewards

Publishers not only own the rights to the games being played in esports competitions, but they are now launching and running esports leagues around their own games. Publishers are then able to control the majority of esports revenues, including media rights and sponsorships, among others.

Invest in the Future of Sports

Competitive video gaming audience expected to reach 495 million people in 2020¹

Esports revenue growth has averaged almost 28% yearly since 2015, supported by a young, affluent audience²

Companies must derive at least 50% of total revenues from video gaming and/or esports to be initially eligible for the Index

Please see definitions on the reverse side.

¹ Newzoo Global Esports Market Report, 2020.

² Newzoo Global Esports Market Report, 2017, 2018, 2019, 2020.

Past performance does not guarantee future results. Indices are unmanaged and are not securities in which investments can be made.

VanEck Vectors Video Gaming and eSports ETF (ESPO) seeks to replicate as closely as possible, before fees and expenses, the price and yield performance of the MVIS® Global Video Gaming and eSports Index (MVESPO). The Index is a global index that tracks the performance of the global video gaming and esports (also known as electronic sports) segment.

Fund Characteristics	ESPO
Commencement Date	10/16/2018
Net Expense Ratio (%)	0.55
Gross Expense Ratio (%)	0.99

Expenses are capped contractually at 0.55%. Cap excludes acquired fund fees and expenses, interest expense, trading expenses, taxes and extraordinary expenses. Expense ratio as of the most recent prospectus. Please see the Fund's prospectus for more detailed information on expenses.

Total Return (%) as of 6/30/2020		ESPO	MVESPOTR
YTD*	NAV	36.33	36.14
	Share Price	35.82	
1 Yr	NAV	56.02	56.57
	Share Price	55.59	
3 Yr	NAV	-	-
	Share Price	-	
5 Yr	NAV	-	-
	Share Price	-	
10 Yr	NAV	-	-
	Share Price	-	
Since Inception 10/16/18	NAV	35.69	36.82
	Share Price	35.61	

*Returns less than one year are not annualized.

Performance data quoted represents past performance which is no guarantee of future results and which may be lower or higher than current performance. Performance current to the most recent month end available by calling 800.826.2333 or by visiting vaneck.com. Investment returns and ETF share values will fluctuate so that investors' shares, when redeemed, may be worth more or less than their original cost. ETF returns assume that dividends and capital gains distributions have been reinvested in the Fund at NAV.

Not intended to be a forecast of future events, a guarantee of future results or investment advice. Historical performance is not indicative of future results. Current data may differ from data quoted. Any graphs shown herein are for illustrative purposes only. No part of this material may be reproduced in any form, or referred to in any other publication, without express written permission of VanEck.

An investment in the Fund may be subject to risks which include, among others, investing in the video gaming and esports companies, software, internet software & services and semiconductor industries, equity securities, communication services and information technology sectors, small- and medium-capitalization companies, issuer-specific changes, special risk considerations of investing in Asian, Japanese and emerging markets issuers, foreign securities, foreign currency, depositary receipts, market, operational, cash transactions, index tracking, authorized participant concentration, no guarantee of active trading market, trading issues, passive management, fund shares trading, premium/discount risk and liquidity of fund shares, non-diversified, and concentration risks, all of which may adversely affect the Fund. Foreign investments are subject to risks, which include changes in economic and political conditions, foreign currency fluctuations, changes in foreign regulations, and changes in currency exchange rates which may negatively impact the Fund's returns. Small- and medium-capitalization companies may be subject to elevated risks.

Investing involves substantial risk and high volatility, including possible loss of principal. An investor should consider the investment objective, risks, charges and expenses of the Fund carefully before investing. To obtain a prospectus and summary prospectus, which contain this and other information, call 800.826.2333 or visit vaneck.com. Please read the prospectus and summary prospectus carefully before investing.

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