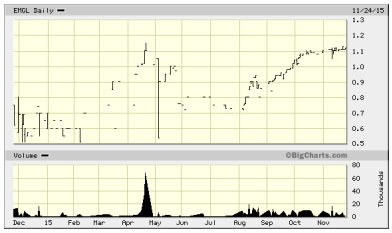
Empire Global Corp.

Update
Overweight

EMGL, US
Price: $1.12

Consumer Discretionary
Greg Eisen CFA
(206) 853-4753
solarisselectresearch@gmail.com

Solaris Select, Inc.



Price Performance –Relative to Russell 2000

	YTD	1m	Q3:2014	12m
Abs	60.0%	2.8%	30.0%	24.4%
Rel	64.7%	4.3%	42.2%	21.9%

Q3 Revenue growth greater than expected: Net revenues grew 65%. Operating loss in line with our expectations. Empire continues to execute on its acquisition plan.

Empire Global Corp reported a successful third quarter 2015 based on continued growth in its core gaming business and progress on the acquisition pipeline.

- Net revenues grew from $0.66 to $1.10 million, or up 65% in Q3:15. This was better than even our aggressive 49.9% projected growth. Turnover rose from $9.5 to $17.5 million, or up 84.7%. The prior year's third quarter was the first to reflect gaming operations, so results are not necessarily comparable. This year's quarter benefited from a $1.06 million turnover contribution from *offline* locations vs. zero in the prior year.

- The payout ratio of winnings to turnover rose to 92.3% vs. 91.8% in the prior year. Gross gaming revenues (turnover minus payouts) were up 73.7% to $1.35 million vs. $0.78 million in the prior year quarter. Net revenues, the top line on the income statement- grew somewhat slower than gross revenues due to higher gaming taxes in the current quarter.

- Selling Costs and General and Administrative in total came in ahead of expectations in gross dollars, but right around where we forecast on a percent of revenue basis at $1.46 million or 133.2% of revenue.

- Net income was a loss of ($0.47) million vs our forecast of ($0.41) million. Diluted EPS loss of ($0.02) was in line with our expectations while EBITDA was ($0.25) million. We're reducing our net revenue estimates for 2015 and 2016 to $4.44 and $10.7 million, and EPS loss in 2016 to ($0.04) – 2015's loss is unchanged – and while EBITDA for 2015 is reduced from a negative ($0.61) to ($0.81) million, 2016's estimate is increased from $0.89 to $1.45 million for reasons explained below. We increased our value estimate for EMGL stock to $1.60, implying an upside of 43% from the current price. See the valuation discussion below for an explanation of our use of pro-forma figures in this valuation.

Empire Global Corp. (EMGL; US)

FYE Dec	**2014A**	**2015E**	**2016E**
EPS - *Adjusted* ($)			
Q1 (Mar)	0.00A	(0.02)A	(0.01)E
Q2 (June)	0.00A	(0.02)A	(0.01)E
Q3 (Sept)	0.00A	(0.02)A	(0.01)E
Q4 (Dec)	(0.03)A	(0.02)E	(0.01)E
FY	(0.03)A	(0.07)E	(0.04)E
Revenue FY ($ Mil)	1.74A	4.44E	10.57E

Source: Company data, Solaris estimates.

- *EPS above are adjusted to exclude certain non-recurring items*
- *Numbers may not add up due to rounding.*

Company Data	
Price ($)	1.12
Date Of Price	Nov. 24
52-week Range ($)	0.51-1.15
Market Cap ($ mil)	25.82
Fiscal Year End	Dec
Shares O/S (Thousands)	23,759

See page 12 for important disclosures.
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Empire Global Corp. (EMGL)

Overweight

Third Quarter 2015 Results

Fifty new web café locations integrated towards the end of the quarter. In September 2015 the company integrated 50 new web-cafe locations, bringing the total to 900 physical web-café locations in addition to the websites it operates. These 50 added significantly to the sports-betting turnover this quarter. In the land-based business the company operated three *corner* locations (same as Q2:15) and three *agency* locations (similar to the ending amount at June 30th).

Turnover grew 84.7% based on a full quarter of web-based business and the addition of land-based business. Total turnover was up 84.7% year-over year. The prior year's quarter was the first quarter for the company's gaming operations, and it wasn't a full quarter of operations. Online gaming turnover was up 73.6%, while there was no offline turnover in the prior year. Online turnover contributed 94% of the total turnover, while offline (land-based) betting was 6% of turnover, up from 4.7% in the prior quarter.

The win rate paid to customers was up in the quarter. Customer winnings were paid out at a rate of 92.3% of the turnover in Q3:15, up from 91.8% in the prior year and up from 92.0% in Q2:15. Online customers' win rate was up for the quarter, from 91.8% to 93.3% of the online turnover. We modeled 92.5%. The win rate for *offline* customers was only 76.1% this quarter, up from 75.2% in Q2:15 but well below our projection of 92.5%. We expect the win rate for both online and offline customers should be relatively similar to each other. We attribute this low offline win rate to a combination of a small sample size in the offline business and poor betting behavior by the offline customers.

Gross Gaming revenues were up 73.7% for the quarter. Year-over-year gross gaming revenue grew from $0.78 to $1.35 million. Web-based gross gaming revenues were 81.4% of the total, while land-based revenues were 18.6%.

Gaming taxes paid to the AAMS were above our expectations. Taxes paid to the AAMS (Italian government regulator) for the quarter were 19.5% of gross gaming revenues and 1.5% of total turnover, compared to our expectation of 18.0% and 1.4% respectively.

Net Revenue in the third quarter grew 65% over the prior year. Third quarter net revenue grew from $0.66 to $1.10 million. We had estimated $0.99 million net revenue for the quarter. The prior year did not have the benefit of any of the land-based locations, which contributed $0.25 million of gross gaming revenue before gaming taxes; the third quarter of 2014 was the first quarter of web-based gaming operations and not a full quarter at that. Note that net revenue is gross gaming revenue minus gaming taxes, and this figure is the revenue line item reported on the income statement.

Selling Costs were ahead of our expectations in dollars, but inline as a percent of revenue. Selling costs were $0.82 million compared to our

estimate of $0.73 million. However both figures are 133% of actual/estimated net revenue.

General and Administrative expenses were close to our estimate. G&A costs were $0.64 million or 58.7% of revenue, vs. our $0.60 million estimate, and vs. $0.17 million in the prior year.

Operating (loss) was slightly greater than our projection. Operating (loss) for the quarter was ($0.36) million, compared to our expectation of ($0.33) million.

Net (loss) for the quarter was also slightly greater than our projection. The company accrued income taxes in Italy despite a pretax loss, because it had taxable income in Italy. Much of the overhead is incurred outside of Italy, and not allocable against Italian sourced income. Net (loss) was ($0.47) million vs. our estimate of ($0.41) million. Diluted loss per share was ($0.02). We think it's encouraging the company did not incur a significant loss this quarter as it is the midst of the buildout of its distribution in Italy and preparing for the government sponsored bid tendering in mid-2016.

A summary of actual results for the quarter vs. the prior year and our estimates is below.

Table 1: Quarterly Results - Actual vs. Expected Q3:15

Empire Global Corp.
Quarterly Results - Actual vs. Estimates
$ in Millions

	3QA Sep-14	3QE Sep-15	3QA Sep-15	Comments
Net Revenues	$ 0.66	$ 0.99	$ 1.10	Benefited from a full quarter of Agency location opened in June in Rome. Added 50 new web shops locations in September 2015.
Revenue Growth	**nmf**	***49.9%***	**65.0%**	
Selling Costs	$ 0.48	$ 0.73	$ 0.82	
General & Administrative	$ 0.17	$ 0.60	$ 0.64	
Total SG&A	$ 0.65	$ 1.33	$ 1.46	
SG&A Margin	**97.7%**	***133.3%***	**133.2%**	Overhead costs inline with expectations
EBITDA	**$ 0.01**	**$ (0.21)**	**$ (0.25)**	
Operating Profit (Loss)	$ 0.01	$ (0.33)	$ (0.36)	
Operating Margin	**2.3%**	***-33.3%***	**-33.2%**	
Pretax Income (Loss)]	$ 0.00	$ (0.37)	$ (0.43)	
Net Income (Loss)	$ (0.00)	**$ (0.41)**	$ (0.47)	Recognized income tax expense on income in Italy.
Shares for Basic EPS	19.676	23.265	23.289	
Shares for Diluted EPS	19.682	23.265	23.289	
EPS Basic from Continuig Ops	$ -	$ (0.02)	$ (0.02)	
EPS Diluted from Continuing Ops	$ -	**$ (0.02)**	$ (0.02)	
Earnings Growth	0.0%	*nmf*	nmf	

Source: Company Filings and Solaris Select Research Estimates

Below is a summary of the actual turnover, payouts and revenue compared to our estimates and the prior year.

Table 2: Quarterly Turnover, Payouts and Revenue - Actual vs. Expected Q3:15

Empire Global Corp.
Quarterly Turnover and Revenue -
Actual vs. Estimates
$ in Millions

	3QA Sep-14	3QE Sep-15	3QA Sep-15
Turnover			
Turnover - Web-Based	9.49	15.30	16.48
Turnover - Land-Based	0.00	0.87	1.06
Total Turnover	**9.49**	**16.17**	**17.53**
% change - year over year	nmf	70.4%	84.7%
Winnings/Payouts to Customers	0.00	0.00	0.00
Winnings - Web-Based	8.71	14.15	15.37
Winnings - Land-Based	0.00	0.81	0.80
Total Winnings/Payouts to Customers	**8.71**	**14.96**	**16.18**
% change - year over year	nmf	71.7%	85.7%
Gross Gaming Revenues	0.00	0.00	0.00
Gross Gaming Revenues- Web-Based	0.78	1.15	1.10
Gross Gaming Revenues- Land-Based	0.00	0.07	0.25
Gross Gaming Revenues	**0.78**	**1.21**	**1.35**
% change - year over year	nmf	55.6%	73.7%
Less: AAMS Gaming Taxes	0.12	0.22	0.26
Net Gaming Revenues	**0.66**	**0.99**	**1.10**
% change - year over year	nmf	50.3%	65.5%

Source: Company Filings and Solaris Select Research Estimates

Acquisition Activity

Empire continued to make progress on growing its distribution in the third quarter.

Corner locations acquired in the quarter. On July 10th the company announced it had acquired rights to five (5) corner locations. In the 10-Q management disclosed had acquired four (4) of these corner locations at a price of €20,000 each. The fifth corner location is still awaiting finalization of its exact location. Although they were acquired these locations were not operational in Q3:15. Final approval from the regulators should be received in Q4:15 and we expect these four locations to open late in the quarter. We are modeling revenue from these locations to begin in Q1:16.

Alea acquisition not yet closed. On August 7, 2015 the company announced a letter of intent to acquire Alea Srl, an Italian corporation along with 10 land-based agency locations. We are projecting this acquisition to close later in Q4:15, and begin revenue generation in Q1:16.

Empire has begun integrating 389 web-based shops previously announced. On August 10th the company announced it had acquired the rights to 180 web cafés. On September 17th it acquired the rights to an additional 200. The total count is currently 389, according to the latest 10-Q. The first tranche of 50 web cafes has been integrated, and placed in service in Q3:15. We are modeling the first 50 to be revenue additive in Q4:15, and we're assuming the remainder will be integrated in subsequent quarters.

Large acquisition announced October 1st is still in process. On October 1st the company announced it had signed a letter of intent to acquire a large existing operator in the Italian gaming market. This huge deal would add over 2,000 web-café locations, as well as some offline agency shops. This acquisition would add over €200million of turnover. The company is still pursuing the completion of this acquisition, and we have not added it into our estimates since it is so large that success or failure of the acquisition represents a very large binary outcome to the Empire. A definitive agreement has not yet been reached.

Balance Sheet and Capital

Debt declined slightly during the quarter. Total debt decreased in the third quarter from $1.17 million to $1.02 million. The chart below shows the amounts in each category within the debt structure at quarter end vs. the end of the prior quarter. Importantly, subsequent to the end of the quarter the company borrowed an additional €500,000 (see further below).

Table 3: Debt Schedule at September 30, 2015 vs. June 30, 2015

	6/30/2015	9/30/2015
Line of Credit - Banca Veneta	$ 0.10	$ 0.21
Debentures:	$ 0.25	$ 0.29
Promissory Note Payable:	$ 0.27	$ 0.11
Liability in Connection w/Acquisition:	$ 0.42	$ 0.34
Advances from Shareholders	$ 0.13	$ 0.05
Total Debt Outstanding - End of Quarter	$ 1.17	$ 1.02

Source: Company Filings and Solaris Select Research Estimates.

Subsequent Event – Debt Issued October 29, 2015. On October 29, 2015 the company borrowed €500,000 from Banca Veneto. Terms require monthly payments of €9,426 which includes interest at 5%. The term of the note is 5 years. Management intends to use the proceeds to fund the Alea Srl acquisition and other corporate uses.

Change in Share Count in Quarter. The company issued common shares in payment for services and to repay debt during the quarter. A reconciliation of the change from the prior quarter is below.

Table 4: Change in Share Count – Q3:15

Balance - 6/30/15	**23,264,800**
Shares Issued for Services - Empire State Financial	7,500
Shares Issued for Services - Empire State Financial	4,000
Shares Issued for Services - Merriman Capital	150,000
Shares Issued to Gold St. Capital - Repay Debt	144,300
Shares Issued to Braydon Capital - Repay Debt	166,400
Shares Issued to Cor Capital - Repay Debt	21,650
Balance - 9/30/15	**23,758,650**

Source: Company Filings and Solaris Select Research Estimates.

Financial Outlook and Estimates

For the fourth quarter of 2015 we are increasing the number of web-cafes in operation in our estimate from 850 to 900, in recognition of the 50 cafés integrated (out of the 389 units acquired) for the online business. We are modeling a contribution in the offline business from 3 corners and 3 agencies, same as in Q3:15. Turnover is projected at $20,000 per web-café in operation, and $125,000 per offline location. This compares to $19,400 and $176,000 in Q3:15. We continue to model payouts of winnings at 92.5% for both online and offline turnover, and gaming taxes at 18% of gross gaming revenue. Net revenue for Q4:15 of $1.15 million.

Selling costs and general and administrative are estimated at $0.84 and $0.65 million respectively, compared to $0.82 and $0.64 million in Q3:15. Operating (loss) is estimated at ($0.34) million, a modest improvement from ($0.36) million in Q3:15. Net (loss) is a modest improvement from to ($0.42) million, and EPS again looks to repeat at a loss of ($0.02)/share. EBITDA for Q4:15 is forecast at a negative ($0.22) million, and ($0.81) million for the year 2015.

For 2016, we are forecasting revenue of $10.54 million, down from our prior estimate of $11.59 million. Growth will come from acquisition of additional online locations (web-cafes) and additional offline corner and agency/arcade locations. We're modeling most of the remainder of the 389 web cafes to get integrated and start producing revenue over the course of the year. Also, we forecast incremental additional acquisitions of points of sale, for both the online and offline businesses get made in 2016. These acquisitions are smaller in scale than the large deal announced October 1st. The October 1st 2015 acquisition has NOT been factored into our projections due to the uncertainty of it. The chart below outlines our assumptions for the number of these locations in operation for 2015 and 2016.

Table 5: Estimated Online Web-Cafes and Offline Corners and Agencies in Operation - Quarterly

Online and Offline Units in operation	1Q15	2Q15	3Q15	4Q15E	1Q16E	2Q16E	3Q16E	4Q16E
Online web-cafes	850	850	850	900	1,150	1,400	1,650	1,770
Offline Corner locations	3	3	3	3	27	48	78	108
Offline Agency locations	2	2	3	3	36	36	36	36
Total Offline Locations	5	5	6	6	63	84	114	144
Total Locations Accepting Bets	855	855	856	906	1,213	1,484	1,764	1,914

Source: Company Filings and Solaris Select Research Estimates.

The company reports net revenue after paying out winnings to customers and gaming taxes to the Italian government. Our assumptions for growth in turnover, winnings and taxes are summarized below.

Table 6: Estimated Turnover, Winnings, Taxes and Net Revenues by Revenue Type – 2015 and 2016 ($Mil)

	1QA Mar-15	2QA Jun-15	3QA Sep-15	4QE Dec-15	Fiscal 2015E	1QE Mar-16	2QE Jun-16	3QE Sep-16	4QE Dec-16	Fiscal 2016E
Turnover										
Turnover - Web-Based	16.75	14.49	16.48	18.00	65.73	23.00	28.00	33.00	37.17	121.17
Turnover - Land-Based	0.63	0.71	1.06	0.75	3.15	7.88	10.50	14.25	18.00	50.63
Total Turnover	17.39	15.21	17.53	18.75	68.88	30.88	38.50	47.25	55.17	171.80
Winnings/Payouts to Customers										
Winnings - Web-Based	15.45	13.45	15.37	16.65	60.93	21.28	25.90	30.53	34.38	112.08
Winnings - Land-Based	0.47	0.54	0.80	0.69	2.51	7.28	9.71	13.18	16.65	46.83
Total Winnings/Payouts to Customers	15.93	13.99	16.18	17.34	63.44	28.56	35.61	43.71	51.03	158.91
Gross Gaming Revenues										
Gross Gaming Revenues- Web-Based	1.30	1.04	1.10	1.35	4.80	1.73	2.10	2.48	2.79	9.09
Gross Gaming Revenues- Land-Based	0.16	0.18	0.25	0.06	0.65	0.59	0.79	1.07	1.35	3.80
Gross Gaming Revenues	**1.46**	**1.22**	**1.35**	**1.41**	**5.44**	**2.32**	**2.89**	**3.54**	**4.14**	**12.88**
Less: AAMS Gaming Taxes	0.24	0.25	0.26	0.25	1.00	0.42	0.52	0.64	0.74	2.32
Net Gaming Revenues	**1.23**	**0.97**	**1.10**	**1.15**	**4.44**	**1.90**	**2.37**	**2.91**	**3.39**	**10.57**
% Change- Net Gaming Revnues	nmf	nmf	65.5%	6.8%	155.1%	54.7%	144.9%	165.3%	194.2%	137.8%

Source: Company Filings and Solaris Select Research Estimates.

Net revenue margins are forecasted at 6.1% of turnover.

Selling expenses have been running around 73.0% of net gaming revenues. Management is taking steps to reduce its selling expenses such that we expect the selling expense ratio to drop down to the low 60's% range, coming in at 61.1% for the year. This is the single most beneficial event we expect in 2016 outside of completion of the acquisition program. General and administrative expenses are forecast to climb as additional personnel and operating locations are acquired, growing from $2.5 million in 2015 to $3.7 million in 2016.

Operations are estimated to produce an operating loss in 2015, ($1.24) million, but the improvement in selling expenses is enough to turn 2016 into an operating profit position, at $0.46 million.

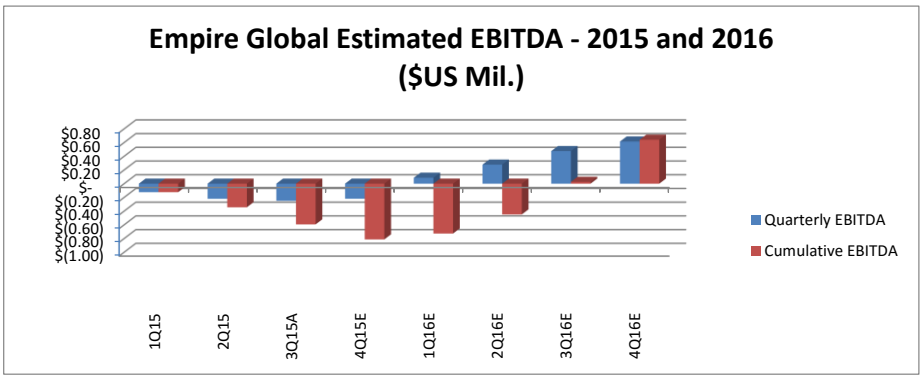
The company is focused on growing its EBITDA. We project it will turn EBITDA positive in the first quarter of 2016, and generate $1.45 million of EBITDA IN 2016.

Interest expense will increase in 2015 and again in 2016 due to higher debt levels. We are modeling $0.13 million and $0.53 million of interest for 2015 and 2016, respectively. We expect the company will raise equity capital sometime in 2016 to ease the interest burden while also simplifying a complicated debt structure, but we have not included such event in our model due to the uncertainty of timing, pricing and successful execution.

Net loss to common shareholders is estimated at ($1.02) million in 2016.

We are using a diluted share count of 22.88 million for 2015 and 23.76 million for 2016. Diluted loss per share is projected at ($0.07) and ($0.04) for 2015 and 2016 respectively.

Chart 1: Estimated EBITDA – Quarterly and Cumulative - 2015 and 2016



Source: Company Filings and Solaris Select Research Estimates.

Valuation

Empire Global Corp is a very small but fast growing company which will undergo a lot of change in the coming year. We are using valuation metrics of Price-to-Sales and Enterprise Value-to-EBITDA to estimate a value of the shares today.

We are estimating a value of Empire based on its results on a pro-forma basis as if it completed the anticipated acquisition announced on October 1, 2015. We do this comparison because this acquisition will be so material to the company's operation that we believe it should be considered.

We've revised our estimate of 2016 pro-forma revenue to $24.02 million (previously $25.04 million) which is much greater than our actual estimate of $10.57 million (previously $11.59 million). We get there by adding in the contribution from the acquired web cafes announced October 1st. EBITDA on this basis is estimated at $5.78 million (previously $5.22 million). We believe once this acquisition closes the market will gravitate to valuing Empire Global on an enterprise value-to-EBITDA basis using pro-forma EBITDA at a mid-teens multiple; we are using a 14 times multiple, less projected net debt at the end of 2016 of $29.08 million, and 29.26 million shares. This results in a value per share of $1.77 (previously $1.50). The increased number of shares accounts for our estimate of incremental shares issued as part of the October acquisition.

Although our revenue estimate for 2016 has been reduced, our EBITDA estimate for 2016 was increased. The reason is our profit margin estimate was increased because we reduced the selling costs expense ratio by a full ten percentage points based on management's expense control plans.

On a price-to-sales basis, we use a multiple of 1.8 times 2016E's pro-forma revenue of $24.02 (previously $25.04 million), to derive a value of $1.48.

Averaging the two methods comes to $1.63 which we round down to $1.60. This implies an upside from the current price of $1.12 of 43%.

The purpose of our valuation exercise using pro-forma revenue and EBITDA including the acquisition is to demonstrate what we believe is the potential of this company as it executes its aggressive plan over the coming year.

The financial projections at the back of this report do not include any effect from the anticipated closing of the large acquisition announced on October 1st. The discussion of pro-forma results is for illustrative purposes only.

Investment Risks

History of unprofitable operations. The company has incurred losses throughout its history. This is an early-stage business which is engaging in an aggressive growth strategy over the near term. Failure to succeed in its business plan of growing its land-based gaming operations as well as its on-line operations profitability would result in a material adverse event.

International growth entails unique risks. The company is incorporated in the United States. Its primary operating subsidiaries are located in Italy. Management must hurdle a number of obstacles to profitability because of this international operation, including but not limited to differing regulatory environment in Italy, time zone differences, and language and cultural differences. The company's reporting currency is the U.S. dollar, while the functional currency of its operating subsidiary Multigioco is the Euro. Since the financial statements of Multigioco are translated from Euros to U.S. dollars the company is exposed to translation adjustments.

Need for additional capital. The company will require additional capital to successfully implement its growth plans. Failure to raise such capital, or raising it at disadvantageous terms may result in a material adverse event.

Empire's common stock has recently traded below $1.00 per share and has low liquidity. This is a "penny stock", and does not trade on a national securities exchange. Further, it trades with limited liquidity. Positions may be difficult to establish or exit without influencing the price. Significant shareholders control over 92% of the shares outstanding, further limiting liquidity. In its pursuit of additional capital to grow the business, management may issue additional shares at prices which might dilute existing shareholders.

Regulation. Empire operates casino type gaming in Italy, and is subject to rigorous regulation and inspection by Italian governmental authorities, and is subject to the overriding influence of EU regulation.

Competition. Empire competes in a very competitive market against companies with greater revenues, market share and capitalization.

Limited life of licenses. The company has a license authority to conduct online gaming under a license which expires in 2021. The company will be tendering for its license to operate offline gaming next year, and that license authority will expire in 2026. There can be no assurance whether the company will be able to renew either of these licenses when they come up for renewal.

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Ratings

Overweight, the stock should be over-weighted in appropriate portfolios as we expect it to outperform the market or sector.

Underweight, the stock should be under-weighted in appropriate portfolios as we expect it to underperform the market or sector.

Neutral, we feel the stock will perform in line with the market or sector and/or we do not have a strong opinion.

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Empire Global Corp.
Quarterly Results & Estimates
U.S.$ in Millions

	2014 Actual	2015 Estimated					2016 Estimated				
	Fiscal 2014A	1QA Mar-15	2QA Jun-15	3QA Sep-15	4QE Dec-15	Fiscal 2015E	1QE Mar-16	2QE Jun-16	3QE Sep-16	4QE Dec-16	Fiscal 2016E
Net Revenues	$ 1.74	$ 1.23	$ 0.97	$ 1.10	$ 1.15	$ 4.44	$ 1.90	$ 2.37	$ 2.91	$ 3.39	$ 10.57
Revenue Growth	***nmf***	***nmf***	***nmf***	***65.0%***	***7.0%***	***155.1%***	***54.7%***	***144.9%***	***165.3%***	***194.2%***	***137.8%***
Selling Costs	$ 1.45	$ 0.87	$ 0.70	$ 0.82	$ 0.84	$ 3.23	$ 1.18	$ 1.47	$ 1.77	$ 2.04	$ 6.45
General & Administrative	$ 0.89	$ 0.58	$ 0.59	$ 0.64	$ 0.65	$ 2.46	$ 0.81	$ 0.84	$ 0.94	$ 1.06	$ 3.66
Total SG&A	$ 2.34	$ 1.45	$ 1.29	$ 1.46	$ 1.49	$ 5.69	$ 1.99	$ 2.31	$ 2.71	$ 3.10	$ 10.11
SG&A Margin	***134.4%***	***117.9%***	***133.3%***	***133.2%***	***129.4%***	***128.0%***	***104.8%***	***97.6%***	***93.3%***	***91.3%***	***95.7%***
EBITDA	**$ (0.50)**	**$ (0.12)**	**$ (0.22)**	**$ (0.25)**	**$ (0.22)**	**$ (0.81)**	**$ 0.09**	**$ 0.28**	**$ 0.48**	**$ 0.61**	**$ 1.45**
Operating Profit	$ (0.60)	$ (0.22)	$ (0.32)	$ (0.36)	$ (0.34)	$ (1.24)	$ (0.09)	$ 0.06	$ 0.20	$ 0.29	$ 0.46
Operating Margin	***-34.4%***	***-17.9%***	***-33.3%***	***-33.2%***	***-29.4%***	***-28.0%***	***-4.8%***	***2.4%***	***6.7%***	***8.7%***	***4.3%***
Interest Expense	$ (0.03)	$ (0.02)	$ (0.03)	$ (0.05)	$ (0.03)	$ (0.13)	$ (0.06)	$ (0.11)	$ (0.16)	$ (0.20)	$ (0.53)
Interest & Investment Income	$ 0.01	$ 0.02	$ -	$ -	$ -	$ 0.02	$ -	$ -	$ -	$ -	$ -
Change in Fair Value of Derivative Liabilities	$ 0.00	$ (0.00)	$ 0.00	$ (0.02)	$ -	$ (0.02)	$ -	$ -	$ -	$ -	$ -
Imputed Interest on Related Party Advances	$ (0.01)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)	$ (0.00)
Allowance for Deposit on Acquisition	$ (0.66)	$ (0.04)	$ (0.05)	$ -	$ -	$ (0.09)	$ -	$ -	$ -	$ -	$ -
Impairment on Investment	$ (0.88)	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Pretax Income	$ (2.17)	$ (0.27)	$ (0.40)	$ (0.43)	$ (0.37)	$ (1.47)	$ (0.16)	$ (0.06)	$ 0.04	$ 0.09	$ (0.08)
Total Income Taxes Provision (Benefit)	$ 0.01	$ -	$ 0.03	$ 0.04	$ 0.05	$ 0.12	$ 0.17	$ 0.21	$ 0.26	$ 0.31	$ 0.95
Net Income	**$ (2.17)**	$ (0.27)	$ (0.43)	$ (0.47)	$ (0.42)	**$ (1.59)**	$ (0.32)	$ (0.26)	$ (0.22)	$ (0.22)	**$ (1.02)**
Shares for Basic EPS	20.094	21.23	23.26	23.29	23.76	22.88	23.76	23.76	23.76	23.76	23.76
Shares for Diluted EPS	20.094	21.23	23.26	23.29	23.76	22.88	23.76	23.76	23.76	23.76	23.76
EPS Basic from Continuig Ops	$ (0.11)	$ (0.02)	$ (0.02)	$ (0.02)	$ (0.02)	$ (0.07)	$ (0.01)	$ (0.01)	$ (0.01)	$ (0.01)	$ (0.04)
EPS Diluted from Continuing Ops	**$ (0.11)**	**$ (0.02)**	**$ (0.02)**	**$ (0.02)**	**$ (0.02)**	**$ (0.07)**	**$ (0.01)**	**$ (0.01)**	**$ (0.01)**	**$ (0.01)**	**$ (0.04)**
Earnings Growth	*0.0%*	*nmf*	*nmf*	*nmf*	*82.0%*	*35.8%*	*32.5%*	*45.0%*	*53.4%*	*48.2%*	*37.9%*
Adjusted EPS	**$ (0.03)**	**$ (0.02)**	**$ (0.02)**	**$ (0.02)**	**$ (0.02)**	**$ (0.07)**	**$ (0.01)**	**$ (0.01)**	**$ (0.01)**	**$ (0.01)**	**$ (0.04)**
Earnings Growth	*0.0%*	*nmf*	*nmf*	*nmf*	*33.0%*	*-176.8%*	*25.3%*	*37.7%*	*53.4%*	*48.2%*	*41.5%*

Empire Global Corp.
Balance Sheet
U.S.$ in Millions

	2014 Actual	2015 Estimated					2016 Estimated				
	Fiscal 2014A	1QA Mar-15	2QA Jun-15	3QA Sep-15	4QE Dec-15	Fiscal 2015E	1QE Mar-16	2QE Jun-16	3QE Sep-16	4QE Dec-16	Fiscal 2016E
Cash & Equivalents	$ 0.42	$ 0.17	$ 0.14	$ 0.14	$ 1.08	$ 1.08	$ 0.78	$ 1.21	$ 1.44	$ 1.38	$ 1.38
Gaming Accounts Receivable	$ 0.37	$ 0.37	$ 0.42	$ 0.50	$ 0.40	$ 0.40	$ 0.57	$ 1.04	$ 1.32	$ 1.17	$ 1.17
Deposits on Acquisitions	$ 0.06	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Prepaid Expenses	$ 0.39	$ 0.24	$ 0.11	$ 0.18	$ 0.17	$ 0.17	$ 0.37	$ 0.28	$ 0.49	$ 0.51	$ 0.51
Due From Affiliates	$ 0.26	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Investment in Corporate Bonds	$ 0.39	$ 0.35	$ 0.22	$ 0.23	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Other Current Assets	$ 0.02	$ 0.11	$ 0.18	$ 0.05	$ 0.12	$ 0.12	$ 0.17	$ 0.44	$ 0.12	$ 0.34	$ 0.34
Total Current Assets	**$ 1.91**	**$ 1.24**	**$ 1.09**	**$ 1.10**	**$ 1.76**	**$ 1.76**	**$ 1.89**	**$ 2.97**	**$ 3.37**	**$ 3.40**	**$ 3.40**
Net Plant,Property & Equipment	$ 0.02	$ 0.08	$ 0.09	$ 0.09	$ 0.13	$ 0.13	$ 0.17	$ 0.20	$ 0.24	$ 0.27	$ 0.27
Investment in Non-Consolidated Affiliates	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04	$ 0.04
Goodwill	$ 0.18	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26	$ 0.26
Other Intangibles	$ 1.98	$ 2.42	$ 2.63	$ 2.50	$ 2.39	$ 2.39	$ 4.42	$ 5.91	$ 7.85	$ 9.07	$ 9.07
TOTAL ASSETS	**$ 4.13**	**$ 4.03**	**$ 4.11**	**$ 3.98**	**$ 4.58**	**$ 4.58**	**$ 6.78**	**$ 9.38**	**$ 11.76**	**$ 13.03**	**$ 13.03**
Accounts Payable & Accrued Liabilities	$ 0.38	$ 0.41	$ 0.51	$ 0.47	$ 0.46	$ 0.46	$ 0.64	$ 1.25	$ 1.24	$ 1.36	$ 1.36
Gaming Accounts Balances	$ 0.35	$ 0.31	$ 0.26	$ 0.34	$ 0.38	$ 0.38	$ 0.47	$ 0.64	$ 0.90	$ 1.11	$ 1.11
Taxes Payable	$ 0.12	$ 0.14	$ 0.26	$ 0.29	$ 0.14	$ 0.14	$ 0.22	$ 0.63	$ 0.78	$ 0.41	$ 0.41
Bank Loan/Line of Credit - Banca Veneto	$ 0.25	$ 0.25	$ 0.10	$ 0.21	$ 0.90	$ 0.90	$ 0.88	$ 0.85	$ 0.82	$ 0.79	$ 0.79
Debentures	$ 0.14	$ 0.14	$ 0.25	$ 0.29	$ 0.30	$ 0.30	$ 0.30	$ 0.30	$ 0.30	$ 0.30	$ 0.30
Promissory Notes Payable	$ 0.44	$ 0.27	$ 0.27	$ 0.11	$ 0.11	$ 0.11	$ 0.11	$ 0.11	$ 0.11	$ 0.11	$ 0.11
Liability in Connection with Acquisition	$ -	$ 0.45	$ 0.42	$ 0.34	$ 0.66	$ 0.66	$ 2.74	$ 4.32	$ 6.40	$ 7.80	$ 7.80
Advances from Stockholders	$ 0.07	$ 0.10	$ 0.13	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05
Derivative Liability	$ 0.02	$ 0.02	$ 0.07	$ 0.09	$ 0.09	$ 0.09	$ 0.09	$ 0.09	$ 0.09	$ 0.09	$ 0.09
Other Current Liabilities	$ 0.02	$ 0.01	$ 0.00	$ 0.01	$ 0.02	$ 0.02	$ 0.01	$ 0.01	$ 0.02	$ 0.07	$ 0.07
Total Current Liabilities	**$ 1.78**	**$ 2.09**	**$ 2.27**	**$ 2.21**	**$ 3.11**	**$ 3.11**	**$ 5.51**	**$ 8.25**	**$ 10.72**	**$ 12.09**	**$ 12.09**
Long-Term Liabilities - Accrued Severance	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05	$ 0.05
TOTAL LIABILITIES	**$ 1.84**	**$ 2.13**	**$ 2.32**	**$ 2.26**	**$ 3.16**	**$ 3.16**	**$ 5.55**	**$ 8.29**	**$ 10.76**	**$ 12.13**	**$ 12.13**
Common Stock	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00	$ 0.00
Capital Surplus	$ 9.53	$ 9.53	$ 9.56	$ 10.08	$ 10.08	$ 10.08	$ 10.08	$ 10.08	$ 10.08	$ 10.08	$ 10.08
Retained Earnings	$ (7.27)	$ (7.57)	$ (8.00)	$ (8.46)	$ (8.76)	$ (8.76)	$ (8.96)	$ (9.10)	$ (9.19)	$ (9.29)	$ (9.29)
Comprehensive Income	$ 0.04	$ (0.06)	$ 0.23	$ 0.10	$ 0.10	$ 0.10	$ 0.10	$ 0.10	$ 0.10	$ 0.10	$ 0.10
TOTAL EQUITY	**$ 2.30**	**$ 1.89**	**$ 1.79**	**$ 1.72**	**$ 1.42**	**$ 1.42**	**$ 1.23**	**$ 1.09**	**$ 0.99**	**$ 0.90**	**$ 0.90**
TOTAL LIABILITIES & EQUITY	**$ 4.13**	**$ 4.03**	**$ 4.11**	**$ 3.98**	**$ 4.58**	**$ 4.58**	**$ 6.78**	**$ 9.38**	**$ 11.76**	**$ 13.03**	**$ 13.03**

Greg Eisen CFA
solarisselectresearch@gmail.com

Empire Global Corp.
Cash Flow Statement
U.S.$ in Millions

	2014 Actual	2015 Estimated					2016 Estimated				
	Fiscal 2014A	1QA Mar-15	2QA Jun-15	3QA Sep-15	4QE Dec-15	Fiscal 2015E	1QE Mar-16	2QE Jun-16	3QE Sep-16	4QE Dec-16	Fiscal 2016E
Income Before Extraordinary Items	$ (2.17)	$ (0.30)	$ (0.43)	$ (0.47)	$ (0.42)	$ (1.62)	$ (0.32)	$ (0.26)	$ (0.22)	$ (0.22)	$ (1.02)
Depreciation and Amortization	$ 0.10	$ 0.10	$ 0.10	$ 0.11	$ 0.12	$ 0.43	$ 0.18	$ 0.22	$ 0.28	$ 0.32	$ 1.00
Amortization of Deferred Costs	$ 0.00	$ 0.00	$ 0.00	$ 0.01	$ -	$ 0.01	$ -	$ -	$ -	$ -	$ -
Stock Compensation	$ 0.23	$ 0.13	$ 0.12	$ 0.07	$ 0.13	$ 0.44	$ 0.13	$ 0.13	$ 0.13	$ 0.13	$ 0.50
Non-Cash Interest	$ 0.01	$ 0.00	$ 0.00	$ 0.02	$ -	$ 0.03	$ -	$ -	$ -	$ -	$ -
Imputed Interest	$ 0.01	$ 0.00	$ 0.00	$ 0.00	$ -	$ 0.00	$ -	$ -	$ -	$ -	$ -
Change in Fair Value of Derivative Liabilities	$ (0.00)	$ 0.00	$ (0.00)	$ 0.02	$ -	$ 0.02	$ -	$ -	$ -	$ -	$ -
Sale of Assets - Loss (Gain)	$ 0.02	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Impairment of Assets - Loss (Gain)	$ 1.53	$ 0.04	$ 0.05	$ -	$ -	$ 0.09	$ -	$ -	$ -	$ -	$ -
Non-Cash Commission and Legal Fees re: Debenture	$ -	$ -	$ -	$ 0.01	$ -	$ 0.01	$ -	$ -	$ -	$ -	$ -
Subtotal	$ (0.27)	$ (0.03)	$ (0.14)	$ (0.23)	$ (0.18)	$ (0.58)	$ (0.02)	$ 0.09	$ 0.18	$ 0.23	$ 0.47
Gaming Accounts Receivable - Decrease (Increase)	$ (0.04)	$ (0.04)	$ (0.04)	$ (0.07)	$ 0.10	$ (0.05)	$ (0.17)	$ (0.47)	$ (0.28)	$ 0.15	$ (0.77)
Prepaid Expenses - Dec (Inc)	$ (0.01)	$ 0.15	$ (0.13)	$ 0.01	$ 0.01	$ 0.03	$ (0.20)	$ 0.09	$ (0.21)	$ (0.02)	$ (0.34)
Other Current Assets - Decrease (Increase)	$ (0.01)	$ (0.09)	$ (0.07)	$ 0.13	$ (0.07)	$ (0.10)	$ (0.05)	$ (0.27)	$ 0.32	$ (0.22)	$ (0.22)
Accounts Payable & Accrued Liabilities- Inc (Dec)	$ (0.08)	$ 0.06	$ 0.09	$ 0.00	$ (0.01)	$ 0.14	$ 0.18	$ 0.62	$ (0.01)	$ 0.11	$ 0.90
Gaming Accounts Liabilities - Increase (Decrease)	$ 0.00	$ (0.01)	$ (0.06)	$ 0.08	$ 0.04	$ 0.05	$ 0.10	$ 0.17	$ 0.27	$ 0.21	$ 0.73
Taxes Payable - Increase (Decrease)	$ 0.02	$ 0.03	$ 0.10	$ 0.04	$ (0.16)	$ 0.02	$ 0.08	$ 0.41	$ 0.15	$ (0.37)	$ 0.27
Due From Affiliates - Increase (Decrease)	$ (0.27)	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Long-Term Liability - Increase (Decrease)	$ 0.02	$ -	$ -	$ 0.00	$ -	$ 0.00	$ -	$ -	$ -	$ -	$ -
Other Current Liabilities - Increase (Decrease)	$ 0.03	$ (0.01)	$ (0.00)	$ 0.00	$ 0.02	$ 0.00	$ (0.01)	$ (0.00)	$ 0.01	$ 0.05	$ 0.05
Operating Activities - Net Cash Flow	**$ (0.61)**	**$ 0.06**	**$ (0.25)**	**$ (0.04)**	**$ (0.25)**	**$ (0.47)**	**$ (0.10)**	**$ 0.62**	**$ 0.43**	**$ 0.14**	**$ 1.09**
Capital Expenditures	$ (0.00)	$ (0.00)	$ (0.02)	$ (0.00)	$ (0.05)	$ (0.07)	$ (0.05)	$ (0.05)	$ (0.05)	$ (0.05)	$ (0.20)
Acquisitions	$ (0.62)	$ (0.05)	$ (0.01)	$ (0.17)	$ -	$ (0.22)	$ (2.20)	$ (1.70)	$ (2.20)	$ (1.52)	$ (7.62)
Deposit on Acquisitions	$ (0.72)	$ 0.06	$ (0.15)	$ 0.03	$ -	$ (0.06)	$ -	$ -	$ -	$ -	$ -
Investment In Subsidiary - Rifa	$ -	$ -	$ -	$ (0.03)	$ -	$ (0.03)					
Investment in Non-Consolidated Entities	$ (0.88)	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Short-Term Investments - Change	$ -	$ -	$ 0.13	$ 0.00	$ 0.23	$ 0.36	$ -	$ -	$ -	$ -	$ -
Investing Activities - Net Cash Flow	**$ (2.21)**	**$ 0.01**	**$ (0.05)**	**$ (0.17)**	**$ 0.18**	**$ (0.03)**	**$ (2.25)**	**$ (1.75)**	**$ (2.25)**	**$ (1.57)**	**$ (7.82)**
Sale of Common and Preferred Stock	$ 2.67	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Debt - Issuance	$ 0.58	$ 0.06	$ 0.27	$ 0.08	$ -	$ 0.41	$ -	$ -	$ -	$ -	$ -
Debt - Repayments	$ (0.20)	$ (0.21)	$ (0.24)	$ 0.07	$ 1.01	$ 0.63	$ 2.05	$ 1.55	$ 2.05	$ 1.37	$ 7.03
Advances from Stockholders, net of Repayment	$ 0.21	$ -	$ 0.07	$ 0.07	$ -	$ 0.14	$ -	$ -	$ -	$ -	$ -
Financing Activities - Other	$ -	$ -	$ (0.00)	$ 0.00	$ -	$ -	$ -	$ -	$ -	$ -	$ -
Financing Activities - Net Cash Flow	**$ 3.25**	**$ (0.15)**	**$ 0.09**	**$ 0.23**	**$ 1.01**	**$ 1.18**	**$ 2.05**	**$ 1.55**	**$ 2.05**	**$ 1.37**	**$ 7.03**
Exchange Rate Effect	$ (0.01)	$ (0.17)	$ 0.17	$ (0.02)	$ -	$ (0.02)	$ -	$ -	$ -	$ -	$ -
Cash and Equivalents - Change	$ 0.42	$ (0.25)	$ (0.03)	$ 0.00	$ 0.94	$ 0.66	$ (0.30)	$ 0.43	$ 0.23	$ (0.06)	$ 0.30
Cash Beginning	$ -	$ 0.42	$ 0.17	$ 0.14	$ 0.14	$ 0.42	$ 1.08	$ 0.78	$ 1.21	$ 1.44	$ 1.08
Cash End	$ 0.42	$ 0.17	$ 0.14	$ 0.14	$ 1.08	$ 1.08	$ 0.78	$ 1.21	$ 1.44	$ 1.38	$ 1.38