

## MMG

### Accomplishments

Mobile Mesh Games has launched 10 consumer focused games into the market (developed mostly by our intern program which has resulted in our rockstar employees).

We have also launched the beta of our corporate events application called “Mobile Mesh Events”. Check out the new website: [www.mobilemeshevents.com](http://www.mobilemeshevents.com) The platform has 7 activities that are used for corporate events, teambuilding, icebreakers etc. We have conducted multiple tests with outstanding feedback each time. Here is a quote from one of our events.

“Mobile Mesh Events gave our team a unique opportunity to have fun while learning more about each other and building relationships across teams. The questions and topics discussed through the games gave us a chance to find commonalities and hear each other out on important topics or simply laugh together over the ridiculous! With a young workforce that seem to always have their smart phones in hand, Mobile Mesh Events leveraged these devices for good, connecting employees across functional teams that rarely get a chance to interact.”

- Jillana Peterson, *Corporate Social Responsibility* - Zendesk

### Challenges

The initial focus on the consumer side has been a challenge as the people downloading the games don't comprehend the concept of playing the games with other in-person with their devices connected. After they see a game being played they get it and say “Great idea” however the current gamer mentality will be hard to overcome in the consumer market. However, this is what has driven the shift to our core Corporate event strategy, which is showing to be very promising! We also lost our rock star marketing guy Max Mallory to cancer -- he went from intern to employee and was one of the three original employees. He will be missed!

### Next Steps

We are 100% focused on rolling out the Mobile Mesh Events platform and building our network of partners and facilitators. We are currently conducting interviews with facilitators and scheduling beta events. We have 5 beta events pending and more in the pipeline.

## Loans

Our current funding will take us through the end of the year. At this point we will have validation of our Mobile Mesh Events product in the corporate space and will be seeking a round of funding. We would like to hold on paying the outstanding principle and interest payments until then and in the meantime, pay the ongoing interest payments with an additional \$1000 to start getting caught up on the interest payments. This will allow us the runway to prove the MVP product and position for our fundraiser. Financials attached.

**From:** Liz Eversoll  
**Sent:** Tuesday, August 16, 2016 9:23 AM  
**To:** Drew Jones <[drew@v2leagues.com](mailto:drew@v2leagues.com)>  
**Subject:** V2/MMG Leagues Update

Hi,

I need to give an update to WW with our financials/loan info (today). ☺

Can you write a paragraph on V2 and MMG – accomplishments, next steps, challenges?

Thanks

Liz

**Liz Eversoll, CEO**

V2 Leagues, LLC

608.220.1900 m

[liz@v2leagues.com](mailto:liz@v2leagues.com)

[www.v2leagues.com](http://www.v2leagues.com)

[www.lizeversoll.com](http://www.lizeversoll.com)

**Mobile Mesh Games, LLC**  
**Profit and Loss**  
 January - December 2015

	<b>Total</b>
<b>Income</b>	
4100 - Grant Revenue	10,000.00
<b>Total Income</b>	<b>\$ 10,000.00</b>
<b>Expenses</b>	
6100 - Payroll	
6101 - Salaries & Wages	36,896.71
6102 - Payroll Taxes	4,367.25
<b>Total 6100 - Payroll</b>	<b>\$ 41,263.96</b>
6130 - Subcontractor Expense	27,624.42
6150 - Bank Service Fees	106.95
6200 - Shipping	35.93
6204 - Computer Hardware & Software	24,300.56
6205 - Office Supplies	2,883.51
6300 - Marketing	6,399.66
6350 - Taxes	20.00
6400 - Travel	479.07
6500 - Insurance Expense	501.00
6600 - Accounting Fees	850.00
6601 - Legal Fees	11,100.00
6800 - Miscellaneous	0.14
6900 - Meals & Entertainment	955.25
6900 - Rent & Utilities	4,703.12
<b>Total Expenses</b>	<b>\$ 121,223.57</b>
<b>Net Operating Income</b>	<b>-\$ 111,223.57</b>
<b>Other Expenses</b>	
7000 - Interest Expense	10,687.87
7001 - Depreciation Expense	3,220.42
<b>Total Other Expenses</b>	<b>\$ 13,908.29</b>
<b>Net Other Income</b>	<b>-\$ 13,908.29</b>
<b>Net Income</b>	<b>-\$ 125,131.86</b>

*2,822.59 (1,544.66)*



**Mobile Mesh Games, LLC**  
**Profit and Loss**  
 January 1 - August 16, 2016

		Total
<b>Income</b>		
<b>Sales</b>		0.00
<b>Total Income</b>	\$	0.00
<b>Expenses</b>		
<b>6100 - Payroll</b>		
<b>6101 - Salaries &amp; Wages</b>		47,782.56
<b>6102 - Payroll Taxes</b>		7,562.92
<b>Total 6100 - Payroll</b>	\$	55,345.48
<b>6130 - Subcontractor Expense</b>		15,259.88
<b>6150 - Bank Service Fees</b>		60.00
<b>6200 - Shipping</b>		5.75
<b>6204 - Computer Hardware &amp; Software</b>		5,646.59
<b>6205 - Office Supplies</b>		887.02
<b>6300 - Marketing</b>		6,109.60
<b>6400 - Travel</b>		119.13
<b>6600 - Accounting Fees</b>		1,670.60
<b>6601 - Legal Fees</b>		1,006.25
<b>6900 - Meals &amp; Entertainment</b>		717.24
<b>6900 - Rent &amp; Utilities</b>		9,767.77
<b>Software</b>		35.28
<b>Total Expenses</b>	\$	96,630.59
<b>Net Operating Income</b>	-\$	96,630.59
<b>Other Expenses</b>		
<b>7000 - Interest Expense</b>		5,834.15
<b>7001 - Depreciation Expense</b>		2,240.83
<b>Total Other Expenses</b>	\$	8,074.98
<b>Net Other Income</b>	-\$	8,074.98
<b>Net Income</b>	-\$	104,705.57

3,655.36 (3907.56)



**Mobile Mesh Games, LLC**  
**Balance Sheet**  
As of August 16, 2016

	Total
<b>ASSETS</b>	
<b>Current Assets</b>	
<b>Bank Accounts</b>	
1000 - BUSINESS (XX 6516)	25,637.74
<b>Total Bank Accounts</b>	<b>\$ 25,637.74</b>
<b>Other current assets</b>	
1700 - Due From Meeper	2,269.96
1800 - Loan Origination Fees	6,220.00
1802 - Loan Fee Amortization	-1,131.70
<b>Total Other current assets</b>	<b>\$ 7,358.26</b>
<b>Total Current Assets</b>	<b>\$ 32,996.00</b>
<b>Fixed Assets</b>	
1300 - Computer Equipment & Software	16,490.54
1301 - Accumulated Depreciation	-5,461.25
<b>Total Fixed Assets</b>	<b>\$ 11,029.29</b>
<b>TOTAL ASSETS</b>	<b>\$ 44,025.29</b>
<b>LIABILITIES AND EQUITY</b>	
<b>Liabilities</b>	
<b>Current Liabilities</b>	
<b>Accounts Payable</b>	
2000 - Accounts Payable	4,800.40
<b>Total Accounts Payable</b>	<b>\$ 4,800.40</b>
<b>Total Current Liabilities</b>	<b>\$ 4,800.40</b>
<b>Long-Term Liabilities</b>	
2600 - Notes Payable	0.00
2601 - City of Whitewater	102,510.00
2601.1 - Accrued Interest City of WW	5,808.90
2602 - City of Whitewater CDA Loan	21,710.00
<b>Total 2600 - Notes Payable</b>	<b>\$ 130,028.90</b>
2700 - Convertible Debt	
2701 - City of Whitewater	102,000.00
2701.1 - Accrued Interest City of WW	7,695.32
2702 - Whitewater Bancorp	25,000.00
2702.1 - Accrued Interest Whitewater Bancorp	1,886.10
<b>Total 2700 - Convertible Debt</b>	<b>\$ 136,581.42</b>
<b>Total Long-Term Liabilities</b>	<b>\$ 266,610.32</b>
<b>Total Liabilities</b>	<b>\$ 271,410.72</b>
<b>Equity</b>	
3000 - Common Stock	2,500.00
3001 - Opening Balance Equity	0.00
3002 - Retained Earnings	-125,179.86

Net Income		-104,705.57
Total Equity	<b>-\$</b>	<b>227,385.43</b>
TOTAL LIABILITIES AND EQUITY	\$	44,025.29

Tuesday, Aug 16, 2016 11:16:47 AM PDT GMT-5 - Accrual Basis