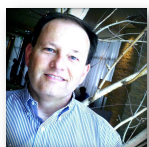


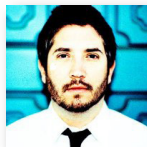


MOEO develops real-time mobile games that allow friends to compete against each other during sporting events. What sets us apart is that all of our games are made to be so simple that you can play them with one thumb after drinking three beers. This makes our games fun and contagious for sports enthusiasts and opens up our reach to a much larger casual audience allowing someone who is just becoming acquainted with the sport to jump in on the fun and begin playing our games with their friends.

LEADERSHIP



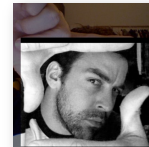
Wendell Brown
Chairman
LiveOps, Teleo,
eVoice, IronPort,
X Prize, Imagic



Andy Moeck
CEO
Teleo, Adisn,
Antirion



Adam Ayers
Biz Dev
Arkayne, crmmatrix,
Mazorca, TruVote



Justin Marshall
CTO
Adisn, TBWAP

FACTS

Multiple provisional patents filed
All-Star game development team
Completed V1 of highly scalable platform
Hit-no-Hit in private beta for iOS and Android
Next 3 games under development



USE OF PROCEEDS

Expand our platform
Game development
Launch games
Customer acquisition
Prove viral loops and revenue metrics
Close distribution partnerships

COMPETITIVE ADVANTAGES

Proven executive team
Simplified user experience
Proprietary real-time data feed centric platform
Innovative monetization model

MONETIZATION

In-game Groupon type deals, where loser buys
Licensing to content networks and leagues
In-game advertising

DISTRIBUTION

Leveraging Facebook as a social distribution platform
Distribution partnerships with content networks and leagues



PLATFORMS

