

## INVESTMENT OPPORTUNITY

Little Orbit is currently offering institutional and individual investors the opportunity to purchase 8 % Convertible Promissory Notes Convertible into Shares of Common Stock, in the aggregate principal amount of up to \$10,000,000

- Minimum Investment \$25,000
- Note Consists of:
  - Quarterly Payments
  - Convertibility option to Purchase Shares in private offering at 25% discount of share offering price
  - One Warrant to Purchase an Additional Share

The use of proceeds will be used to:

- Develop Jurassic Park Game in following platforms - Xbox, PS3, Wii, 3DS
- Develop 3 original IP game properties.
- Marketing of Busy Scissors Game.
- Marketing of game pickups from other game publishers.
- Acquisition, legal, and accounting of publicly registered, fully SEC (Securities Exchange Commission) reporting corporation
- Preparation of \$25 million equity private offering memorandum

## INVESTMENT OBJECTIVES

- High Rate of Return
- Provide cash distributions
- Develop games and maximize global sales
- Acquire other branded IP licenses

## ABOUT LITTLE ORBIT

- Little Orbit, Inc ("Little Orbit") is a leading worldwide publisher and developer of casual entertainment products for the rapidly growing casual video game marketplace.
- The company is focused on creating engaging, easy to play game content based on highly visible brands from toys, television, and film for all ages and all gaming platforms.
- The company has successfully launched Busy Scissors for Christmas 2010 delivery, a unique life simulation game partnering with L'Oreal and Redken that will be selling into 66,000 salons in addition to Wal-Mart and other retailers.
- The Company is developing games including original IP properties that are platform agnostic, meaning they can be played via the Internet, PC and Macintosh computers, Xbox, PlayStation, Nintendo DS, Wii and even mobile phones and PDA.

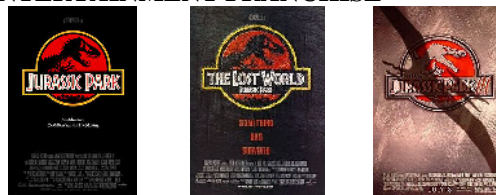


## 2011 LITTLE ORBIT GAME LINEUP



- The company has 3 games for release in 2011 - Jurassic Park, Island Adventure, Game Chest, and Dark Wand

## JURASSIC PARK - THE PRE-EMINENT ENTERTAINMENT FRANCHISE



**Jurassic Park 4**  
Release Date  
TBD

- The revenue produced from all sources (film, games, video, DVD, merchandise, theme parks, corporate partnerships) for the Jurassic Park franchise is over \$6 billion dollars.
- Currently a Jurassic Park IV feature film is in the works by Universal Studios, with its release anticipated within the next two years.
- More than 200 million people worldwide play casual games via the Internet. In 2007, the worldwide casual games industry had revenues in excess of \$2.25 billion on mobile, PC, Mac and Xbox LIVE Arcade platforms
- The company plans to capture a portion of the over \$50 billion a year game market.

## MANAGEMENT

- Matthew Scott, President/CEO
- Mark Phoenix, CTO
- Derrick Wong, VP of Sales
- Stuart Hall, VP of Marketing
- Terry Malham, Head of European Operations

## PROJECTIONS

- Revenues projected in 4<sup>th</sup> quarter 2010 are \$3.8 million with net income of \$950,000 from the Busy Scissors game.
- Revenues projected in 2011 are \$38.5 million with net income of \$9.625 million from the Busy Scissors, Game Chest, Jurassic Park Island Adventure, Dark Wand in addition to marketing game pickups from other game publishers.
- Revenues projected for 2012 are \$57.2 million with net income of \$14.3 million from Busy Scissors, Game Chest, Jurassic Park, Dark Wand, Full Moon Pets in addition to marketing game pickups from other game publishers.

## REVENUES

2010	2011	2012
\$3,800,000	\$38,500,000	\$57,200,000

## NET INCOME

2010	2011	2012
\$950,000	\$9,625,000	\$14,300,000

# LittleOrbit

Changing games one planet at a time.

## GAME EXPERIENCE



## ENTERTAINMENT CLIENTS



## Highlights

- Developers of Glee Karaoke for Konami
- Developers of Barbie dog grooming game for Mattel
- Ownership in revenue producing, globally recognized, intellectual property entertainment film properties
- Next generation game technology
- Working partnerships with Hollywood Studios, Game Developers, Game Publishers, and Corporate Brands
- Global Sales and Marketing team
- Current game clients include Mattel, Konami, Dreamworks
- Current Technology Partners include Microsoft, Sony, Nintendo
- Current corporate website and software solutions clients include Direct TV, Ocean Cruise Lines
- Experienced management team to maximize the intellectual property opportunities
- Proven systems of fiduciary responsibility, product deliverability, and revenue generation

## GLOBAL BRAND CLIENTS



## GAME TECHNOLOGY ALLIANCES



## TECHNOLOGY ALLIANCES



## Timeline

- 11/2009 – Apply Nintendo
- 12/2009 – Publish Sherlock Holmes Movie iPhone game
- 2/2010 – PR/Web announcement of company
- 2/2010 – Apply Sony/Microsoft
- 3/2010 – PR/Web announcement of Busy Scissors
- 3/2010 – GDC & Sales meetings
- 6/2010 – E3 – Launch Busy Scissors
- 10/2010 – Release of Busy Scissors
- 5/2011 – Release Game Chest Nintendo 3DS platform
- 6/2011 – E3 – Jurassic Park Island Adventure
- 10/2011 – Release of Dark Wand
- 10/2011 – Release of Jurassic Park

## CREATIVE ALLIANCES



**About the Company**

The founders are a talented and diverse management team of industry veterans who have a record of successfully building entrepreneurial ventures and holding top positions in the interactive game industry.

**Strategic Direction:**

The company is focused on creating engaging, easy to play game content based on highly visible brands from toys, television, and film for all ages and all gaming platforms.

**High Level Strategy:**

- Focus on Family Friendly Casual Games – the audience spans a wide demographic. And development is less expensive.
- Focus on emerging platforms like 3D screens and movement-based controllers to be first to market.
- Partner with film studios and corporate brands to gain recognition
- Don't charge for product placement! Partners will resist paying more than \$100k to participate, but they'll spend hundreds of thousands in marketing a game that rides on their existing efforts
- Casual gamers are everywhere. Explore alternate distribution channels that fit unique products. Ie. Busy Scissors Hair Game being sold in Salons.
- Leverage highly visible brands as the industry shifts to digital products. Consumers have shown they purchase familiar IPs first when it comes to digital sales.

**LINE UP OF GAME PIPELINE**

- **Busy Scissors Wii/DS – 2010 Christmas**
  - Innovative Cosmetology title with over 35 Hair styles
  - 30+ Mini games
  - Partnering with Redken and selling into 66,000 salons



- **Jurassic Park Xbox360/PS3/Wii/3DS – 2011 August**
  - Innovative Motion-based title
  - Multiplayer and Coop with friends
  - Universal Pictures marketing budget to promote the game
  - Leverages new 3D and movement technology
- **Dark Wand Xbox360/PS3/Wii/DS – 2011 Christmas**
  - Innovative Arcade RPG based on original IP
  - Leverages new 3D and movement technology

**Why Develop Games?**

Games are a strong part of our culture and they continue to grow. On average, the Video Game industry grosses over three times more than the Movie industry per year. They are a great investment, which can return high yield returns. In addition, games are a great way to promote and advertise any Intellectual Property. Gaming polls have reported:

**Trends in the Game Industry**

- Apple and Microsoft have created successful downloadable game channels
- No more COGs, retailers, or distributors.
- Publishers earn 70% of the retail price.
- Cross-platform helps a game's visibility
- Developing a game for the Wii is good.

But developing the same game for Wii, DS, Xbox360 and PS3 is better. Each platform will generate revenue, and the total cost of development is less expensive when divided up.

- Casual and Social games are on the rise
- People want simple and fun. And they want to play with their friends and family

**What Makes Us Different?**

- Access to highly visible licensed properties
- We have great working relationships with Mattel, WB, Dreamworks, and others. We have delivered innovative games on time and on budget. They want to work with us.
- It takes licenses to get noticed on Download Channels

The AppStore and XBLA have proven that when a customer is making a download decision outside of a retail store, they choose familiar, highly marketed IPs.

- Corporate sponsors

Instead of charging a fee for product placement, we're charging the sponsor for all the marketing – which cannot be expensed back to us, and helps drive product sales.

**Regional Coverage**

- North America
  - Headquarters based in Ranch Santa Margarita, CA
  - All major retailers through direct accounts
  - Premium distribution through Tommo, Navarre, and Jack of all Games
  - Budget distribution through SVG, Solutions2Go, CoKeM
- Europe
  - Headquarters based in London, UK
  - Local PR Agency Support
  - Direct relationships with major distributors in each EU country



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