Cautionary Note Regarding Forward Looking Statements

Certain statements in this presentation are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995 including statements regarding whether delivering in-app purchase products that our users demand will create higher monetization than more traditional subscription models; whether live video offers an unbounded opportunity to monetize, limited only by a users’ willingness to spend; whether and when we will launch paid gender filters and paid votes; whether our total video annualized revenue across all of the apps in our platform could approach $370 million; whether live video represents a substantial source of new revenue; whether our deep product pipeline and ongoing focus on strengthening our community can contribute to growing vARPDAU; whether and when we will launch 1x1 live video chat in MeetMe; whether 1X1 video chat will drive monetization; whether and when we will launch Battles; whether the expected launches of paid gender filters and paid votes will grow and diversify our IAP revenue; whether high quality livestreamers will contribute to increased engagement and viewer retention as well as attract and motivate more livestreamers; whether Battles and loyalty features will drive DAU growth in the second half of 2018; whether the roll out of Lovoo Live Video in Germany will have a step function increase in vDAU; whether our revenue mix shift will continue; whether user pay provides a more predictable, fast-growing revenue stream; whether the inclusion of livestreaming video across Lovoo’s users will accelerate growth; whether we will meet our user pay revenue expectations in the second quarter of 2018; and whether we will meet our expected financial projections for the second quarter and full year 2018 for revenue, mobile revenue and Adjusted EBITDA. The words “believe,” “may,” “estimate,” “continue,” “anticipate,” “intend,” “should,” “plan,” “could,” “target,” “potential,” “opportunity,” “is likely,” “expect” and similar expressions, as they relate to us, are intended to identify forward-looking statements. We have based these forward-looking statements largely on our current expectations and projections about future events and financial trends that we believe may affect our financial condition, results of operations, business strategy and financial needs. Important factors that could cause actual results to differ from those in the forward-looking statements include the risk that our applications will not function easily or otherwise as anticipated, the risk that we will not launch additional features and upgrades as anticipated, the risk that unanticipated events affect the functionality of our applications with popular mobile operating systems, any changes in such operating systems that degrade our mobile applications’ functionality and other unexpected issues which could adversely affect usage on mobile devices. Further information on our risk factors is contained in our filings with the Securities and Exchange Commission ("SEC"). The Company defines Adjusted EBITDA as earnings (or loss) from operations before interest expense, benefit or provision for income taxes, depreciation and amortization, stock-based compensation, warrant obligations, non-recurring acquisition, restructuring or other expenses, gain or loss on cumulative foreign currency translation adjustment, gain on sale of asset, bad debt expense outside the normal range, and goodwill and long-lived asset impairment charges. The Company excludes stock-based compensation because it is non-cash in nature.

Non-GAAP financial measures should not be considered as an alternative to net income, operating income, cash flow from operating activities, as a measure of liquidity or any other financial measure. They may not be indicative of the historical operating results of the Company nor is it intended to be predictive of potential future results. Investors should not consider non-GAAP financial measures in isolation or as a substitute for performance measures calculated in accordance with GAAP.

This presentation shall not constitute an offer to sell or the solicitation of an offer to buy, nor shall there be any sale of these securities in any state or other jurisdiction in which such offer, solicitation or sale would be unlawful prior to registration or qualification under the securities laws of any such state or other jurisdiction.

All trademarks and service marks are the property of their respective owners.
Every day millions of people use our portfolio of social entertainment apps to meet new people and have fun.

MeetMe: Popular, Top Grossing US App

Lovoo: Popular, Top Grossing European App
Company Highlights

LARGE, ENGAGED GLOBAL AUDIENCE
- Significant reach and scale (13.6 million mobile MAU; 4.2 million mobile DAU for Q1 2018)

RAPIDLY GROWING VIDEO REVENUE
- Livestreaming annualized revenue grew from $0 to $29 million\(^1\) in approximately 6 months. Available to less than half of our users

DIVERSIFIED REVENUE MIX
- Balanced revenue model composed of in-app purchases, subscriptions and advertising

PROFITABLE, STRONG CASH GENERATION
- Adjusted EBITDA growth and consistent free cash flow generation

2017 Adjusted EBITDA\(^2\) of $31.6 million

\(^1\) Annualized run rate revenue based on April 2018
\(^2\) Adjusted EBITDA is non-GAAP number.
Large, Engaged Global Audience

In Less than Three Years, We Have Tripled Our User Base and Expanded Geographically

13.6 million mobile MAU, with strength in North America and Europe

User base growth reflects Skout, if(we) and Lovoo acquisitions.
High-Ranking Global Social Apps

Rankings reflect the app’s higher position (between iOS and Android) in Top Grossing lists as of June 4, 2018, in the Social Networking category of iOS App Store or the Social category of Google Play, according to App Annie.
Diversified Revenue Mix

Rapidly Growing User Pay Revenue
Share of Ad Revenue is Decreasing

Note: Results reflect If(we) and Lovoo as of the acquisition dates of April 3, 2017 and October 19, 2017, respectively. User Pay Revenue includes subscriptions and other in-app and web purchases.
WE MAKE MEETING FUN
What is Live Video?

- We have 14 million minutes of streaming time per day. 75K+ broadcasters, 500K+ viewers

- The most compelling product we’ve ever launched: $76 ARPPU\(^1\) in March 2018

- Viewers purchase credits to send virtual gifts to show interest to broadcasters

- Broadcasters earn and accumulate credits from gifts received

- Monetization – For every $1 of credits purchased:
  - 30% fee to Apple/Google
  - 35-40% is rewarded to the broadcaster
  - Margin: 30%

---

\(^1\) ARPPU is average revenue per paying MeetMe user (credit purchases/purchasers) in March 2018.
### Live Video Progress To Date

<table>
<thead>
<tr>
<th>Date</th>
<th>Action/Progress</th>
<th>Revenue run-rate ($M)</th>
<th>vARPDAU (US MeetMe)</th>
<th>vDAU (MeetMe)</th>
<th>ARPPU$^5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q2 2017</td>
<td>• MeetMe Live</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q3 2017</td>
<td>• Skout Live</td>
<td>~$0</td>
<td>$0.02</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q4 2017</td>
<td>• MeetMe Live Monetization</td>
<td></td>
<td>$0.10$^3</td>
<td>20%</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Skout Live Monetization</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q1 2018</td>
<td>• Formed Talent Team</td>
<td>$19 million$^1</td>
<td>$0.44$^4</td>
<td>20-25%</td>
<td>$76</td>
</tr>
<tr>
<td>Q2 2018</td>
<td>• Tagged Live</td>
<td>&gt;$29 million$^2</td>
<td></td>
<td>&gt;25%</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Tagged Live Monetization</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

$^1$ Annualized run rate revenue based on February results for MeetMe and Skout

$^2$ Annualized run rate revenue based on April results for MeetMe and Skout

$^3$ As reported on our November 8, 2017 earnings conference call

$^4$ In March 2018

$^5$ ARPPU is average revenue per paying MeetMe user (credit purchases/purchasers) in March

---

Annualized Video Revenue Run-rate

![Graph showing annualized revenue growth from April 2017 to April 2018 with $29 million in Q2 2018]
Expansion to Lovoo and New Product Launches Expected to Drive Continued Livestreaming Revenue Growth

- Skout Live Monetization
- MeetMe Live Monetization
- Rollout to rest of Lovoo
- 1x1 Live Video Chat
- Lovoo Live Rollout Begins
- Tagged Live
- Talent Team Launches

Q2 2017 | Q3 2017 | Q4 2017 | Q1 2018 | Q2 2018 | Q3 2018 | Q4 2018

Expansion to Lovoo and New Product Launches Expected to Drive Continued Livestreaming Revenue Growth

Product Pipeline Drives Growth
Key Metrics Have Performed Well

Applying reasonable metrics to our entire user base results in a nearly $370 million estimated business \(^1\)

<table>
<thead>
<tr>
<th>vARPDAU</th>
<th>vDAU%</th>
<th>vDAU</th>
</tr>
</thead>
<tbody>
<tr>
<td>vARPDAU</td>
<td>20%</td>
<td>30%</td>
</tr>
<tr>
<td>$0.20</td>
<td>$61.3</td>
<td>$92.0</td>
</tr>
<tr>
<td>$0.40</td>
<td>$122.6</td>
<td>$184.0</td>
</tr>
<tr>
<td>$0.60</td>
<td>$184.0</td>
<td>$275.9</td>
</tr>
</tbody>
</table>

\(^1\) Assumes 40% of our 4.2 million DAU engage in video times a global vARPDAU of 60 cents times 365 days.
How Big Could Video Be?

$1 Billion+ Revenue Opportunity @ $0.50 vARPDAU

Revenue ($ in Millions)

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>vDAU (in millions)</td>
<td>$0</td>
<td>$200</td>
<td>$400</td>
<td>$600</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: vARPDAU is average revenue per daily active video user. vDAU is video daily active users.
• LOVOO is our largest app in terms of DAU

• Began rollout to Austria, our first LOVOO country, in mid-May

• Followed by launch of Live in Switzerland, France, Italy, Belgium and Spain

• Expect a step function increase in video DAU once we add Germany
LOVOO Live Rollout

2018

May

- May 14: Austria
  - 15% of users engaged in video in first day

- May 22: Switzerland

- May 23: France

- May 30: Italy and Belgium

June

- June 6: Spain
  - Average viewer watching 15+ minutes per day
  - Rapid adoption of gifting at 2%
  - Record high 20 million minutes spent in Live in a single day across portfolio

Later this summer: Germany

Germany has the Highest DAU of All LOVOO Countries
Major Social Entertainment Features Planned for 2nd Half of 2018

**Expected in Q3**

Live Video Chat

**Expected in Q4**

Battles
Building a Leading Social Entertainment Platform

Social Entertainment

Casual / Friendship

Utility

Serious / Intimate
Safe and Secure Community

40% of Total Workforce Dedicated to User Safety and Content Management

• Nearly 200 people in New Hope, India, Dresden, San Francisco

• 24 hours a day, 365 days a year

• All live broadcasts monitored

• Human review

• Algorithmic review

• Third party tools

• User monitoring and reporting

FOSI Board Member
(Facebook, Amazon, Twitter, LinkedIn, Microsoft)
Company Highlights

About

LARGE, ENGAGED GLOBAL AUDIENCE
• Significant reach and scale (13.6 million mobile MAU; 4.2 million mobile DAU for Q1 2018)

RAPIDLY GROWING VIDEO REVENUE
• Livestreaming annualized revenue grew from $0 to $29 million\(^1\) in approximately six months. Available to less than half of our users

DIVERSIFIED REVENUE MIX
• Balanced revenue model composed of in-app purchases, subscriptions and advertising

PROFITABLE, STRONG CASH GENERATION
• Adjusted EBITDA growth and consistent free cash flow generation

2017 Adjusted EBITDA\(^2\) of $31.6 million

---

1) Annualized run rate revenue based on April 2018
2) Adjusted EBITDA is non-GAAP number.
Thank you.