Chat with new people.
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 we will meet our expected financial projections; total revenue growth and revenue growth on mobile and web; growth of average revenue per daily active user (ARPDAU) and average revenue per user (ARPU) on web and mobile; whether our mobile revenue will continue to constitute an increasing percentage of our total revenue; whether mobile revenue will continue to offset declining web revenue; our ability to enhance our core MeetMe app to spur engagement and drive virtual growth; the future success of our mobile monetization products, including advertising, freemium, and subscription products; future levels of monetization and the influence of new products on monetization; our ability to drive more mobile daily active users (DAU) and monthly active users (MAU); our ability to execute against our product pipeline as anticipated, including with respect to standalone apps; whether our standalone apps will enable inexpensive and fast product iteration; whether a strong, differentiated Chat offering will drive increased user engagement, retain users longer, positively impact DAU and drive strong mobile results across the board; the strength of our team and its ability to capture opportunity in the market; whether we can continue to manage costs; whether user engagement will continue to enable the success of our advertising-driven business model; whether Boost will meet our expectations and become our number one virtual currency product; whether future app updates will increase the value of Boost and ultimately result in user willingness to pay for Boost as a premium product; whether the Advice Chat app will appeal to our audience and enable us to gather data on group chat and engagement within a niche community and whether that will result in data we can integrate successfully into our core app; our ability to optimize the chat experience in our app and improving the relevance of chat partners and the quantity of chats; and the growth of market opportunity in the mobile app market are forward-looking statements. 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 our ability to launch new products and features, the willingness of users to try new product offerings; our ability to launch new apps successfully and within the anticipated timeframes and the performance of our advertising partners. Further information on our risk factors is contained in our filings with the SEC, including the Form 10-K for the year ended December 31, 2013 and the Prospectus Supplement (Rule 424(b)(5)) filed on July 24, 2014. Any forward-looking statement made by us herein speaks only as of the date on which it is made. Factors or events that could cause our actual results to differ may emerge from time to time, and it is not possible for us to predict all of them. We undertake no obligation to publicly update any forward-looking statement, whether as a result of new information, future developments or otherwise, except as may be required by law.

Regulation G – Non-GAAP Financial Measures

This presentation includes a discussion of Adjusted EBITDA from continuing operations which is a non-GAAP financial measure. Reconciliations to the most directly comparable GAAP financial measures are provided in the Investors section of our corporate website, www.meetmecorp.com.

© 2014, MeetMe, Inc.
MeetMe is a mobile chat app for connecting with new people that monetizes via native advertising and virtual currency. Our core demo is ages 18 – 30.

Our technology enables users to find interesting people to chat with on mobile devices by leveraging the data on the platform to make relevant introductions.

The market opportunity is vast. Chat is the killer app on the mobile device. There are a number of billion-dollar chat apps geared to existing friends. MeetMe’s focus is unique ... chatting and making new friends.

Top 15 Social Android App
15% growth in Mobile DAU since January to 888K in Q3. #2 Top-Grossing Social App

100+% Growth in Mobile Revenue
$20+ Million in mobile revenue, $40+ Million in total. Higher mobile ARPU than Facebook

60+ Mobile Social Product Team
Proven team successfully creates, manages, & monetizes mobile social apps

Profitable, Adj. EBITDA Positive
$4.8+ Million Adj. EBITDA in last 12 months
$15+ Million in cash on hand

Standalone Apps Drive Innovation
Launch 3-4 standalone apps a year with 3 being worked on now

---

(1) Android Google Play rankings as of November 4, 2014. (2) Last twelve months revenue represents revenue from October 1, 2013 through September 30, 2014. Mobile revenue refers to advertising and virtual currency revenue from MeetMe’s mobile app and mobile website. (3) Last twelve months adjusted EBITDA represents adjusted EBITDA from October 1, 2013 through September 30, 2014; cash balance as of September 30, 2014.
Intuitive Mobile Design

Discover great people near you!

Chat with new friends!

Check out your local Feed!
MeetMe Audience

**Why Use MeetMe?**
- To Make New Friends: 75%
- Have Met In Person: 58%
- Want to Start as Friends Before Dating: 89%

**Who Uses MeetMe?**
- Average Age: 26yo
- Under Age 35: 82%
- United States: 80%

Source: Statistics obtained from survey results collected from 17,000 MeetMe users between May 31 and June 5, 2013. Top Platforms data based on average daily active users in September 2014. User age data as of October 2014.
Technology Delivers Engagement

Meet
Browse people nearby

Match
Engaging admirer game

Chats
Icebreakers make conversation easy
15+ Million real-time chats per day
Over 200,000 ephemeral photos per day

Feed
Location-based news feed

Profile
Entryway to chat & photos

Source: Average daily stats and site activity based on internally tracked data from September 2014.
Chat Increases Engagement & Retention

<table>
<thead>
<tr>
<th>Monthly Users</th>
<th>Per User Per Month</th>
<th>Per Visit</th>
<th>Per Screen</th>
<th>Total Impressions</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.9 Million</td>
<td>122</td>
<td>11</td>
<td>1.16</td>
<td>4.5 Billion</td>
</tr>
</tbody>
</table>

Note: Monthly averages based on July 1, 2014 through September 30, 2014.

31% of Monthly Users Login Every Day
Mobile Advertising Drivers

**Mobile Impressions**
- Q3'13: 5.4B Native Ads, 1.2B Banner Ads
- Q3'14: 10.7B

**Mobile CPM**
- Q3'13: $0.28
- Q3'14: $0.43
Monetizing an Engaged Mobile Audience

Monetization percentages based on July 1, 2014 through September 30, 2014 results. Freemium products of 827,000 purchased per month based on April 30, 2014 through May 29, 2014. Freemium products purchased with Credits. Credits may be bought or earned.
A Leader in Monetizing Mobile Social Audiences

Mobile ARPU

Q3’13 | Q4’13 | Q1’14 | Q2’14 | Q3’14
---|---|---|---|---
$1.10 | $1.81 | $1.92 | $2.19 | $2.29

Source: Average Revenue per User (ARPU) is calculated by dividing Q3 ‘14 reported revenue by average monthly active users (MAUs). Facebook's mobile ARPU is based on Facebook's mobile revenue and mobile MAUs reported in Facebook's 10-Q filing for the period ended September 30, 2014 and related earnings press release.

In Q4 ‘13, the Company reported mobile ARPU of $2.01, which included a one-time revenue recognition of past deferred revenue for virtual currency sales previously collected but never used by the purchaser. Excluding this one-time adjustment, the ARPU for Q4 ‘13 would have been $1.81, as noted above.
Competitive Landscape

Chat Apps
- Whatsapp
- Viber
- Snapchat
- Facebook Messenger
- ooVoo
- Skype
- Hangouts
- Kik
- Line
- Kakao

Meet New People Apps
- Tinder
- Zoosk
- OkCupid
- Match.com
- Skout
- POF
- AYI
- Twoo
- Meetic
- JDate
- momo
- badoo
- eHarmony
- ChristianMingle

Casual

Intimate
## Experienced Management Team

<table>
<thead>
<tr>
<th>Name</th>
<th>Prior Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geoffrey Cook</td>
<td>myYearbook, THOMSON, EssayEdge, ResumeEdge</td>
</tr>
<tr>
<td>Chief Executive Officer</td>
<td></td>
</tr>
<tr>
<td>David Clark</td>
<td>Nutrisystem, SunCom, Claymont Steel</td>
</tr>
<tr>
<td>Chief Financial Officer</td>
<td></td>
</tr>
<tr>
<td>William Alena</td>
<td>myYearbook, SCHOLASTIC, doubleclick</td>
</tr>
<tr>
<td>Chief Revenue Officer</td>
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</tr>
<tr>
<td>Richard Friedman</td>
<td>Bluestone, HP, JBoss, JPMorganChase</td>
</tr>
<tr>
<td>Chief Technology Officer</td>
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</tr>
<tr>
<td>Frederic Beckley</td>
<td>TruePosition, verizon, Pepper Hamilton LLP, Dechert LLP</td>
</tr>
<tr>
<td>General Counsel &amp; EVP Business Affairs</td>
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</tr>
<tr>
<td>Catherine Cook</td>
<td>myYearbook, eBay</td>
</tr>
<tr>
<td>VP Brand Strategy</td>
<td></td>
</tr>
<tr>
<td>Don Eyer</td>
<td>myYearbook, eBay, Greeley Police, District Attorney Office Of Weld County</td>
</tr>
<tr>
<td>VP Safety Operations</td>
<td></td>
</tr>
</tbody>
</table>
Financial Overview
Mobile: Poised for Significant Growth

% of Time Spent in Media vs. % of Advertising Spending, USA 2013

Source: 2014 Meeker/Kleiner Internet Trends Report. Advertising spend based on IAB data for full year 2013. Print includes newspaper and magazine. $30B+ opportunity calculated assuming Internet and Mobile ad spend share equal their respective time spent share. Time spent share data based on eMarketer 7/13 (adjusted to exclude outdoors / classified media spend). Arrows denote Y/Y shift in percent share.
Q3 Highlights

» Total revenue grew 15.2% from Q3 ‘13 to $11.6M.

» 57.6% of total revenue from mobile, up from 29.1% in Q3 ’13.

» Mobile revenue grew 128% from Q3 ‘13 to $6.7M.

» Mobile ARPU of $2.29, significantly higher than Web ARPU of $1.01.

» Adjusted EBITDA growth of 213% year-over-year representing a 19% adjusted EBITDA Margin.

» Cash and cash equivalents as of September 30, 2014 was $15.6M.

Average Revenue per User (ARPU) is calculated by dividing quarterly MeetMe web and mobile revenue by the average monthly active users (MAUs) for web and mobile. Adjusted EBITDA is a non-GAAP financial measure. For definition of Adjusted EBITDA, please refer to the Adjusted EBITDA Reconciliation slide in the appendix of this presentation.
Exclusive Ad Partnerships

In September 2013, we established a contractual partnership with Beanstock Media to optimize revenue generated from our desktop ad inventory.

In November 2013, we established a contractual partnership with Pinsight Media (a division of Sprint) to manage all mobile ad inventory on iOS and Android platforms.
Revenue Performance

Q3 Total Revenue YoY Growth

15% Growth

$10.1 → $11.6

Q3’13 → Q3’14

Q3 Mobile Revenue YoY Growth

128% Growth

$2.9 → $6.7

Q3’13 → Q3’14

Total Revenue

Q3’13 → Q3’14

$10.1 → $13.0 → $9.5 → $10.7 → $11.6

Mobile Revenue

Q3’13 → Q3’14

$2.9 → $5.1 → $4.7 → $5.6 → $6.7

“Mobile Revenue” chart refers to mobile advertising and mobile virtual currency revenue on MeetMe’s mobile app and mobile web site.
Q4 ’13 MeetMe Revenue includes approximately $600,000 of virtual currency sales previously collected and deferred, $500,000 of which is Mobile Revenue.
## Income Statement

| ($ in millions) | 2013 |  |  |  | 2014 |  |  |  |
|-----------------|------|---|---|---|      |---|---|---|
|                 | Q1   | Q2 | Q3 | Q4 | Q1    | Q2 | Q3 | Q3 |
| **Revenue**     |      |    |    |    |       |    |    |    |
| Mobile          | $1.9 | $2.6 | $2.9 | $5.1 | $4.7 | $5.6 | $6.7 |
| Web             | 5.2  | 5.6  | 5.4  | 5.6  | 3.3  | 3.6  | 3.1  |
| Cross Platform  | 0.7  | 1.3  | 1.8  | 2.3  | 1.5  | 1.5  | 1.8  |
| Total Revenue   | $7.8 | $9.5 | $10.1 | $13.0 | $9.5 | $10.7 | $11.6 |
| **Operating Expenses** | $14.9 | $11.4 | $11.3 | $12.7 | $12.2 | $12.1 | $11.6 |
| **Loss from Operations** | ($7.1) | ($2.0) | ($1.3) | $0.3 | ($2.6) | ($1.4) | $0.0 |
| **Operating Margin** | NM | NM | NM | 2.2% | NM | NM | NM |
| **EBITDA Adjustments** | 5.5 | 2.3 | 2.0 | 2.1 | 2.1 | 2.1 | 2.2 |
| **Adjusted EBITDA** | ($1.7) | $0.4 | $0.7 | $2.4 | ($0.5) | $0.7 | $2.2 |
| **Adjusted EBITDA Margin** | NM | 4.0% | 6.9% | 18.3% | NM | 6.9% | 18.8% |

(1) EBITDA adjustments include non-cash and non-recurring expenses including depreciation & amortization, stock-based compensation, acquisition & restructuring costs, interest expense, change in warrant liability, and loss on debt restructuring costs. Adjusted EBITDA is a non-GAAP financial measure. For definition of Adjusted EBITDA, please refer to the Company’s 10-Q filing for the period ended September 30, 2014.
## Balance Sheet

($ in millions)

<table>
<thead>
<tr>
<th></th>
<th>2013</th>
<th></th>
<th></th>
<th></th>
<th>2014</th>
<th></th>
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<tr>
<td></td>
<td>Q1</td>
<td>Q2</td>
<td>Q3</td>
<td>Q4</td>
<td></td>
<td>Q1</td>
<td>Q2</td>
<td>Q3</td>
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<td></td>
<td></td>
<td></td>
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<tr>
<td>Cash</td>
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<td>$8.3</td>
<td>$8.7</td>
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<td>$5.8</td>
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<td>$15.6</td>
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<td>Property and equipment, net</td>
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<td>Goodwill, intangibles &amp; other assets</td>
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<td>75.1</td>
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<td>$96.8</td>
<td>$96.3</td>
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<td>$92.4</td>
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<td><strong>Liabilities and Stockholders’ Equity</strong></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Current liabilities (excl. leases &amp; debt)</td>
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<td>$7.2</td>
<td>$7.8</td>
<td>$6.9</td>
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<td>$6.5</td>
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<td>Long-term debt</td>
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<td>Long-term capital leases</td>
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<td>1.4</td>
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<tr>
<td>Other liabilities</td>
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<td>1.0</td>
<td>0.9</td>
<td>0.6</td>
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<td><strong>Total Liabilities</strong></td>
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<td>$15.2</td>
<td>$13.8</td>
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<td><strong>Stockholders’ Equity</strong></td>
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<td>$81.1</td>
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<td>$79.5</td>
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<tr>
<td><strong>Total Liabilities &amp; Stockholders’ Equity</strong></td>
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<td>$96.8</td>
<td>$96.3</td>
<td>$95.6</td>
<td></td>
<td>$92.4</td>
<td>$90.4</td>
<td>$100.5</td>
</tr>
</tbody>
</table>
Highlights

» Large, young, engaged mobile audience. 1+ million DAU. 82% of users under age 35. 122 visits per user per month on mobile.

» Ranked Top-15 Most Popular Social app in Android. Ahead of OkCupid, Skout, Zoosk, in the US. Top-40 ranking in iPhone Social.

» Dramatic Growth in Mobile Revenue. Mobile revenue up 128% yoy to $6.7 million in Q3. $22.1 million of mobile revenue in the last twelve months. Total last-twelve month revenue of $44.8 million.

» Industry-leading mobile ARPU. Mobile ARPU ranked higher than Facebook on strength of mobile banner and native advertising.

» Profitable. $2.2 mm in Adj. EBITDA in Q3 and Net Income positive.

» Strong 60-person product team. Capable of innovating the core and building standalones: Advice Chat, Charm, Choosy, etc.

Android and iPhone rankings as of November 4, 2014. Mobile DAU refers to the average daily active users on MeetMe’s mobile app and mobile web site. Mobile revenue refers to advertising and virtual currency revenue from MeetMe’s mobile app and mobile website. For definition of adjusted EBITDA, please refer to the Company’s 10-Q filing for the period ended September 30, 2014.
Appendix
MeetMe Timeline

A proven history of innovation in mobile social

2005
Company founded as myYearbook, a place to make new friends

2006
Company raised $4.8 mm from USVP

2008
myYearbook merges with public Latin American social discovery & gaming company

Company raises $12.8mm Series B from NVP

2010
First mobile apps launched on iPhone and Android

2011
Company builds mobile monetization products doubling mobile ARPU from $0.91 to $1.81

2012
Company rebrands to MeetMe (ticker:MEET) and translates into a dozen international languages. To myYearbook users: “Nothing changes but the name.”

2013
Chat focus accelerates mobile DAU growth. Chats grow by 100%. Complete $11.6mm offering.

2014
First mobile apps launched on iPhone and Android

2015
• Focus on chat quality through interests, data-driven matching, and enhanced Icebreakers.
• Launch additional freemium chat features
• Launch additional standalone apps
Dedicated to a Safe and Secure Community

40% of total workforce dedicated exclusively to user safety and content management, headed by cyber crimes expert Don Eyer

» We review every uploaded image against written guidelines and remove images as necessary

» We use age bands to eliminate or limit interaction between minors and adults

» We never pinpoint users on a map

» We notify authorities as appropriate

» We place prominent and simple “Report Abuse” buttons on every web page and mobile screen

Former head of Trust and Safety at Ebay, with 20 years of law enforcement experience

Don Eyer
Technology Delivers Engagement

Discovery
- Meet
- Match
- Feed
- Profile

Monetization
- Spotlight
- Boost
- MeetMe+
- Native

User Protection Services
- Community Reporting
- Distributed Content Review
- Real-time Data Analysis
- Managed Member Services Team

Chat
- Distributed Real-time Chat Architecture

Matching
- Matching and Selection Algorithms

Hindsights
- Rules System
- Email, Push ReEngagement

Insights
- Geospatial Collection and Classification