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 fiscal year 2018 revenue and Adjusted EBITDA projections; whether we will continue to grow our user base and geographic footprint; whether we will continue to expand the percentage of our user base that is user pay; whether and when we will rollout additional products, such as Quick, Battles, Shout Out, streamer tools, ranking/levels and incented video advertising; whether live video will make meaningful contributions to our revenue, as expected; whether the expansion of live video to Lovoo and our anticipated new product launches will continue to drive livestreaming revenue growth, as expected; whether whether our anticipated new products and features will contribute to revenue and Adjusted EBITDA, as expected; whether Battles will create viral content that be shared outside the platform; whether the dating market will continue to increase; and whether we will meet our long range goal of video-enabling the full user experience. 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”), including the Form 10-K for the year ended December 31, 2017 filed with the SEC on March 16, 2018, the Form 10-Q for the quarter ended March 31, 2018 filed with the SEC on May 7, 2018 and the Form 10-Q for the quarter ended June 30, 2018 filed with the SEC on August 2, 2018. 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 Measures

The Company defines mobile traffic and engagement metrics (including MAU, DAU, vDAU, vARPDAU chats per day, and new users per day) to include mobile app traffic for all properties and mobile web traffic for MeetMe and Skout.

The Company uses Adjusted EBITDA, which is not calculated and presented in accordance with U.S. generally accepted accounting principles (“GAAP”), in evaluating its financial and operational decision making and as a means to evaluate period-to-period comparison. The Company uses this non-GAAP financial measure for financial and operational decision-making and as a means to evaluate period-to-period comparisons. The Company presents this non-GAAP financial measure because it believes it to be an important supplemental measure of performance that is commonly used by securities analysts, investors and other interested parties in the evaluation of companies in our industry.

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.

The reconciliation of historic Adjusted EBITDA to net income (loss), which is the most directly comparable financial measure calculated and presented in accordance with GAAP, can be found in the IR section of the Company’s website: http://ir.themeetgroup.com/CorporateProfile/. However, for guidance purposes, the Company does not provide reconciliations of projected Adjusted EBITDA (non-GAAP) to projected GAAP net income (loss), due to the inherent difficulty in forecasting and quantifying certain amounts that are necessary for such reconciliations.

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.
Meeting the universal need for human connection.
The Meet Group

14.6 MILLION
Monthly Active Users¹
Worldwide

$174.5 MILLION²
In Revenue
Revenue Growth Rate (CAGR) of 45%

$55 MILLION
Annualized Revenue Run-rate for LIVE Streaming Video

24 / 7 / 365
Global Safety Coverage

Talented Team
With 150 Product/Tech employees in US & Germany

Adjusted EBITDA of
$30.2M-$30.6M³
Free Cash Flow Generation

1) Monthly Active Mobile Users as reported on November 7, 2018
3) Adjusted EBITDA guidance for 2018 provided on November 7, 2018. Adjusted EBITDA is a non-GAAP financial measure.
### High-Ranking Global Social Apps

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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.
We have transformed our business to predominantly user pay, which includes in-app purchases (video gifting) and subscription revenue.

Note: Results reflect Lovoo as of the acquisition date of October 19, 2017. User Pay Revenue includes subscriptions and other in-app and web purchases.
Livestreaming: A Perfect Fit
Live Video by the Numbers

The Fastest Growing Product in Our History

How Big?

$55,000,000
30 Day Annualized Run-rate Revenue\(^1\)

25,000,000+
Minutes of Streaming Time per Day\(^2\)

870,000+
Daily Users\(^3\)

117,000
Broadcasters\(^3\)

Annualized Run-rate Video Revenue
($ in Millions)

$0
$10
$20
$30
$40
$50
$60

$48M September
$37M July
$29M April
$19M February

October 2017

October 2018

1 Annualized revenue run-rate for the month of October 2018
2 Average daily minutes for October 2018
3 Average for the third quarter 2018
The Opposite of Loneliness?
Live Reduces Loneliness and Increases Entertainment

How do you feel?

Lonely

Entertained

1) Source: MeetMe internal Survey, August 2018. 6700 responses
How Does Live Video Work?

User Purchases Drive Monetization

- Viewers purchase credits to send virtual gifts to show interest in broadcasters
- Broadcasters earn and accumulate credits from gifts received
- 30% operating margin to Company for every dollar of credits purchased

Continuing to add more monetizable products and features
More than 40% of Total Workforce Dedicated to User Safety and Content Management

- Nearly 240 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)
Applying reasonable metrics to our entire user base results in a meaningful revenue opportunity

Video Revenue Sensitivities

<table>
<thead>
<tr>
<th>($ in Millions)</th>
<th>vDAU% 20%</th>
<th>vDAU% 40%</th>
<th>vDAU% 60%</th>
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<td>$120</td>
<td>$180</td>
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<tr>
<td>$0.40</td>
<td>$120</td>
<td>$239</td>
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<tr>
<td>$0.60</td>
<td>$180</td>
<td>$359</td>
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LOVOO Live Rollout

LIVE LAUNCHES on LOVOO

• Recently completed rollout of Live to LOVOO’s top countries

• Early results tracking with early days on MeetMe and Skout

• Have already achieved 20% vDAU in a single day

• Progress contributed to Company surpassing one million vDAU!¹

1) Achieved on September 30, 2018.
Quick 1x1 Livestreaming

- Launched on MeetMe
- Expands video use case from one-to-many to one-on-one
- First iteration enables randomly match conversations
- Plan to expand penetration within our community by enabling users to engage in one-on-one video chats with their friends on MeetMe
- Monetizes two ways:
  - Paid gender filters
  - Gifts in Quick

Featured inside the application – the second of our five main tabs to be video-enabled
Also In Active Development

Incentivized Advertising

Levels

Streamer Tools
Battles – Roll out expected to begin by year end

- Brings together two livestreamers in a real-time competition such as playing guitar or joke telling
- The audience votes for the winner by sending virtual gifts
- Influenced by popular PK Asian livestreaming format at YY, Momo and Inke
- Expected to drive live video monetization and engagement

Has the potential to create viral content that can be shared outside of the platform
Online Dating Represents a Rapidly Growing Global Revenue Opportunity

1) BMO research, October 2018
2) Fortune.com June 27, 2018
The Social Entertainment Quadrant

Casual / Friendship

Social Entertainment

Serious / Intimate

Utility

Apps and Platforms:
- TikTok
- HQ
- Azar
- SKOUT
- meetme
- TAGGED
- LOVOO
- BIGO LIVE
- Momo
- Live.me
- Grindr
- badoo
- Tinder
- Match
- Facebook
- eHarmony
- OkCupid
- Hinge
- Bumble
- JDate
- The League
- Elite Singles
### Strong Revenue and Adjusted EBITDA Growth

<table>
<thead>
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<th>Year</th>
<th>Revenue (in Millions)</th>
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<tr>
<td>2015</td>
<td>$57</td>
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<tr>
<td>2016</td>
<td>$76</td>
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<td>2017</td>
<td>$124</td>
</tr>
<tr>
<td>2018</td>
<td>$174.5</td>
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</table>

*45% CAGR*  

2018 Adjusted EBITDA\(^1\) expected to be in the range of $30.2 million to $30.6 million

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1) Midpoint of annual guidance provided on November 7, 2018
2) Compound annual growth rate based on achieving mid-point of 2018 guidance
Appendix
Note: Daily active users (DAUs) reflect Lovoo as of the acquisition date of October 19, 2017. Mobile DAUs refer to DAUs on The Meet Group’s mobile apps and the MeetMe, Skout and Lovoo mobile web sites.
Note: Monthly active users (MAUs) reflect Lovoo as of the acquisition date of October 19, 2017. Mobile MAUs refer to MAUs on The Meet Group’s mobile apps and the MeetMe, Skout and Lovoo mobile web sites. As of September 2018, overlap between MeetMe, Skout, Tagged, Hi5 and Lovoo mobile monthly active users was less than 6%.
Thank you.