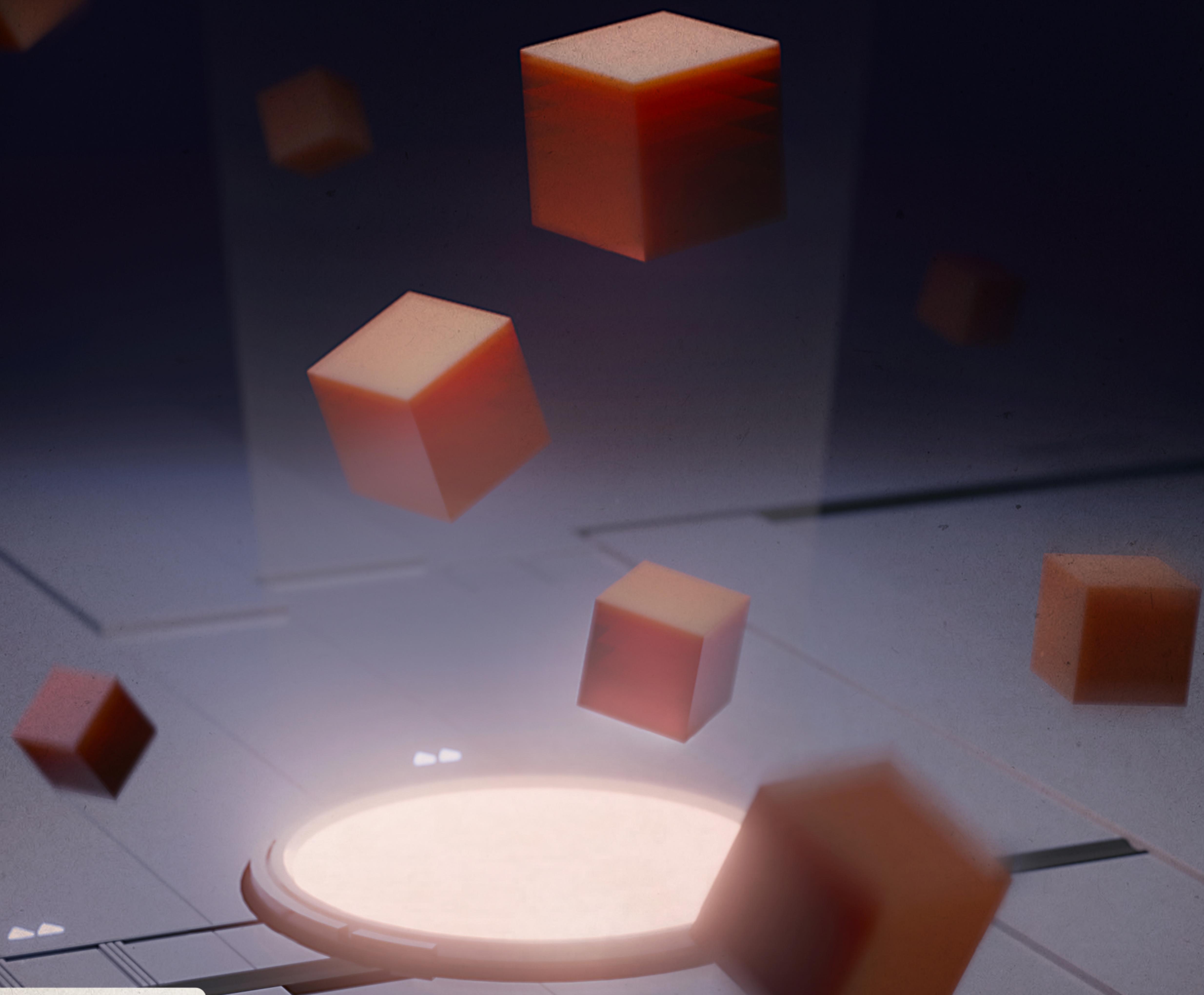


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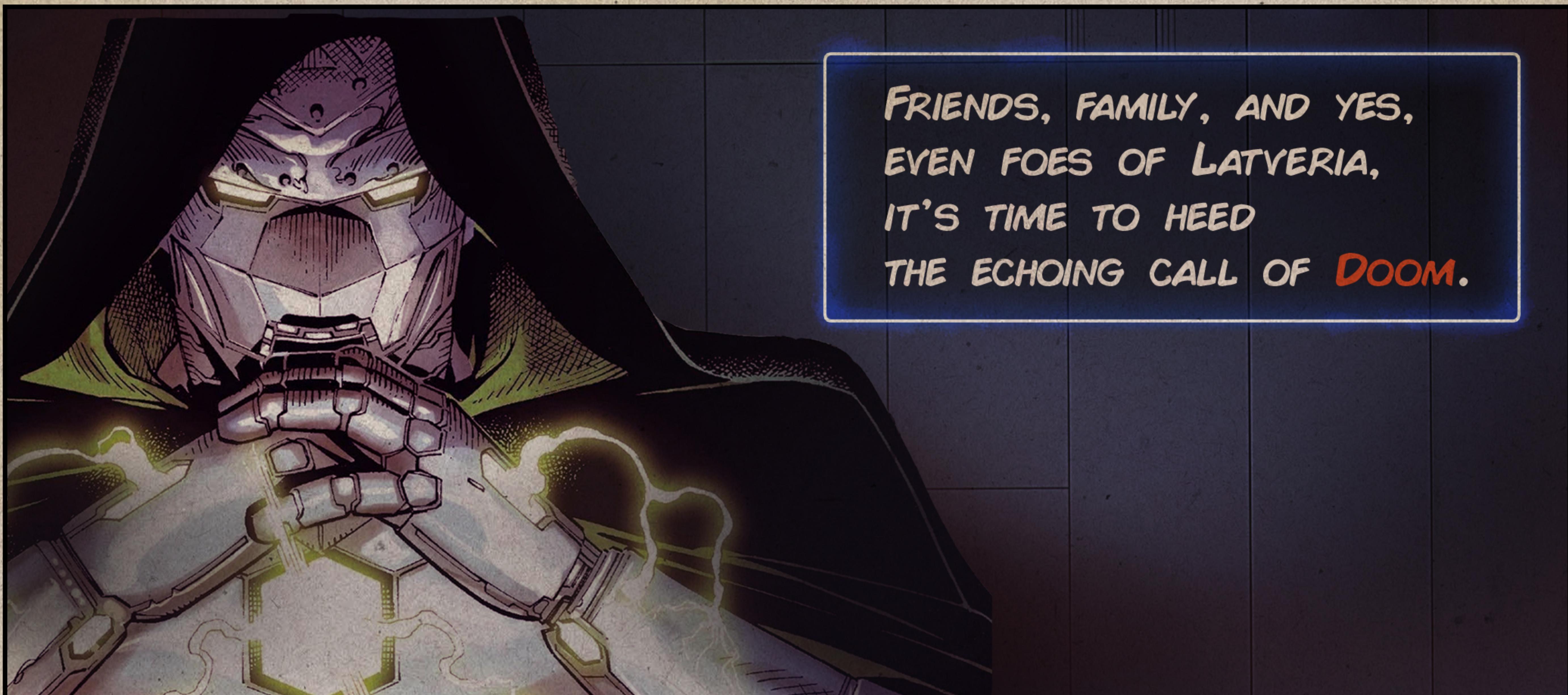


DAU'S ARE DOWN BY 4%

Average CCU's (-1%)
Peak CCU's (-3%)

64 DEVELOPER ACCOUNTS

40 games, 22 commercial, educational
and other apps



FRIENDS, FAMILY, AND YES,
EVEN FOES OF LATVERIA,
IT'S TIME TO HEED
THE ECHOING CALL OF DOOM.

SUMMARY

These coming months are all about supporting the Oculus Quest platform, and in turn prepare us for announced, upcoming platforms like PSVR2 and Apple VR.

We've assigned more resources to adding Oculus Quest wireless support on the LIV Desktop app and we have an alpha of LIV Mobile: end-to-end LIV using a mobile phone and an Oculus Quest.

Latveria is mustering...

PRODUCT

Our mobile prototype is in team members hands and being tested. We are hard at work, and are excited to put this in your hands for feedback soon.

With App Labs now official, LIV will have access to the Quest store for distribution which greatly improves the UX that we can provide. We'll be pacing the roll out and fixing bugs along the way until we come out of beta, aimed for Q2 2021.

Our Labs team ran the first test with an active, unsuspecting audience of an internal prototype, 'Spaces' -- a shared, third space between streamers and fans. A lot of interesting insights to take apart, and applied to our focus on standalone, and LIV Mobile.



DEVELOPER ACCOUNTS: 64

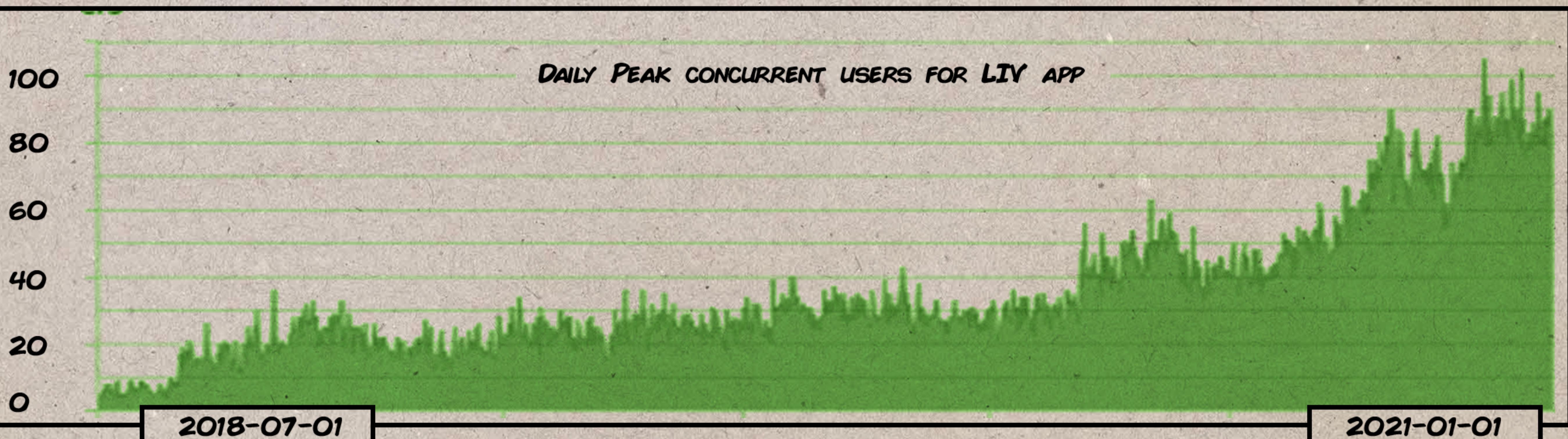
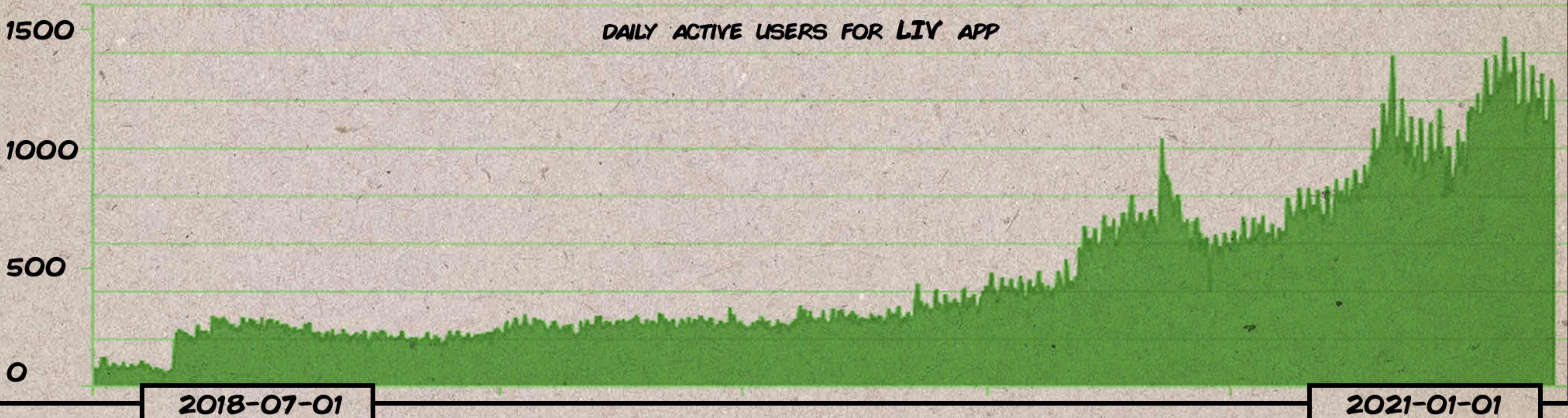
- GAMES: 40
- COMMERCIAL/EDUCATIONAL/OTHERS: 22

TOTAL DOWNLOADS: 5749 -21%

*WHO HAVE SPENT >1HR IN APP

(vs. PREVIOUS 31 DAY PERIOD)

Users		Most Recent 31 Days	Change vs Previous	Previous 31 Days
Average/Maximum				
Peak Concurrent Users	Average Daily	85	-1%	86
Peak Concurrent Users	Maximum Daily	102	-3%	105
Active Users	Average Daily	1200	-4%	1262
Active Users	Maximum Daily	1403	-4%	1468



All our growth to date is 100% organic as a result of our flywheel:

More game integrations -> more streamers -> more views -> more game integrations.

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We're looking for testers outside of our community, and we'd love to get your feedback on LIV Mobile.

If you have an iOS device with an A12 processor or better, and an Oculus Quest or Quest 2, we'd love to chat. Respond to the email, and we'll get you lined up.

LIV is on a mission to empower VR content creators and developers to grow, and interact with their audiences in real-time. We are obsessed with driving fun, intimate and juicy interactions between our users and their viewers, and are transforming the live gaming video consumption experience.

LIV is in >40% of the **Top 30 SteamVR games** and we've driven over **1.5 billion views** to our creators videos to date. If you are creating content in **VR**, you are using **LIV**. We're finding ourselves building the Holodeck of our times, and that is an incredible journey to be on. **Join us!**

LIV

