



Exeo Entertainment, Inc.
(OTCQB: EXEO)

July 18, 2014
Target Range: \$5.55-\$7.40
Recent Price: \$1.15

Market Data

| | |
|----------------------------|---------------|
| Fiscal Year | December 31 |
| Industry | Entertainment |
| Market Cap | \$27.5M |
| Price/Earnings (ttm) | N/A |
| Price/Book (mrq) | 54.3x |
| Price/Sales (ttm) | N/A |
| Insider Ownership | 72.2% |
| Shares Outstanding | 23.9M |
| Float | 6.2M |
| Avg. Daily Vol. (3 mos.) | 970 |
| <i>As of July 17, 2014</i> | |

Income Snapshot

| | |
|----------|----------|
| | TTM |
| Revenue | \$0.0M |
| Net Loss | (\$1.4M) |

Balance Sheet Snapshot

| | |
|------|--------|
| | MRQ |
| Cash | \$0.5M |
| Debt | \$0.0M |

Company Overview

Exeo Entertainment, Inc. is a manufacturing company concentrating on developing innovative products that fill a clearly defined need in today's interactive entertainment industry. Featured products include the Zaaz™ smart TV keyboards, Patented Psyko Krypton™ 5.1 gaming headphones, Krankz Bluetooth music headphones, an Android® based portable gaming system, and the Extreme Gamer® - the world's first multi-disc game changer.

Valuation

Applying a P/E multiple of 15x-20x to FY15E EPS of \$0.37 would give a possible range of values of EXEO's of \$5.55-\$7.40, representing upside of 383%-543%.

Investment Highlights

- Revenue generation expected to begin in 3Q14
- Following years of engineering, multiple products ready for mass production and distribution
- Psyko Krypton headphones deliver the highest level of audio directionality and natural sound reproduction over any other 5.1 or 7.1 surround sound gaming headset; believe quality will drive pricing near the high-end of the gaming headset range (\$149 - \$200)
- Krankz headphones combine superior sound quality with unparalleled comfort and style; market for high-end headphones growing rapidly.
- Zaaz Keyboard designed to take advantage of new smart TV technology; smart TV accessory market projected to grow rapidly.
- The Extreme Gamer is the world's first multi-disc game changer
- Android based Zaaz Portable gaming system set to launch for Christmas 2015
- Research and development continuing in existing product lines

Investment Highlights

Revenue generation expected to begin in 3Q14.

Initial revenue is expected from the Psyko PC gaming headphones and the Krankz music headphones, with both products having already entered the market. Within the next few months, the Company will be releasing its Psyko gaming headphones for the newest generation of consoles and its Zaaz keyboard for smart TVs, giving EXEO 4 product releases by the end of the year. Additional products currently in development include the extreme gamer, Zaaz portable gaming system, Krankz Maxx, Krankz ear budz, Psyko Wireless, and Zaaz keyboard. Our current projections have EXEO earning \$1.04 million in revenue in FY14, \$32.9 million in revenue in FY15, and \$48.9 million in FY16.

Following years of engineering, multiple products ready for mass production and distribution.

Many of the Company's product lines have spent years in development. This includes products such as EXEO's Psyko headphones, which were garnering top gaming headset reviews as far back as 2009, and the extreme gamer, which has had over 10,000 hours of engineering work performed.

The Company has worked with and obtained high quality manufacturing in Shenzhen, China (Elite Product Management, who oversees the manufacturing of Mad Catz headphones). Work has been performed that allows the Company to streamline operations and lower COGS down to a point that will allow the Company to generate strong gross margins.

An initial distribution agreement has been signed with Speed Commerce, which the Company believes will generate gross sales of \$2-\$3 million over the next 12 months. Speed Commerce focuses on brick and mortar retail, and distributes to 6,627 game stop stores, 1,465 Best Buy stores, 3,783 Walmart stores, 1,797 Target stores, and 450 Costco stores.

The Company also intends to obtain distribution from the largest distributor in America, fortune 100 company Ingram Micro (NYSE: IM). Ingram Micro generated net sales of \$42.6 billion in FY13, has 132 distribution centers worldwide, and is the only IT distributor with a significant presence in the Asia-Pacific region. This will also allow EXEO to target online sales, including newegg.com, Walmart.com, and bestbuy.com.

Due to the signing of the initial distribution agreement, we expect initial revenues in 3Q14 from the Company's Psyko and Krankz headphones.

Psyko Krypton headphones deliver the highest level of audio directionality and natural sound reproduction over any other 5.1 or 7.1 surround sound gaming headset; believe quality will drive pricing near the high-end of the gaming headset range (\$149 - \$200).

As mentioned above, the Psyko Krypton headphones have received top reviews from the top gaming experts in the industry. Examples include:

“Sounds better than any headset I’ve ever tested”

- PC Gamer, June 2011

“Psyko named one of must-have products for 2010”

- Wired Magazine, November 2010

“Best directional audio we’ve ever tested”

- Tomsguide.com, July 2009

EXEO is the only patented technology to deliver a true 5.1 or 7.1 surround sound experience in a headset, which should be a strong differentiator in the marketplace and allow the Company to price its offering near the top of the market. The Company plans on selling its headphones in the \$149-\$200 range; we believe this price point compares favorably with other high-end gaming headsets from other companies, many of which are priced from \$250-\$300.



The Psyko gaming headphones for PCs, when originally sold a few years ago, were selling approximately 8 headsets per store in 40 stores. The Company’s current distribution agreements ensure much wider distribution, as Speed Commerce alone distributes to 14,122 brick and mortar stores. Assuming conservative product placement in 7,000 stores and assuming 8 headset sales per month from each store would lead to 672,000 headset sales

per annum. Taking the midpoint of the headset's price range (\$175) would lead to over \$115 million in annual revenue from the Psyko headphones alone. Our FY15E projections are much more conservative than this total (122,000 units sold, leading to \$21.2 million in revenue). We believe that considerable upside exists from the \$21.2 million revenue projection.

Top competitors currently include:

- Turtle Beach, with 2013 annual sales of \$178.5 million. NPD Group, Inc. estimated that Turtle Beach headsets in 1Q14 made up approximately 74% of Xbox One headset dollar sales, and that Turtle Beach obtained almost 50% of the console gaming headset market in 2013, with 6 of the top 10 selling gaming headsets in the U.S.
- Astro, with 2013 annual sales of \$47.4 million. Astro Gaming's top product is the A50, which is a wireless, Dolby Headphone-enabled 7.1 surround sound gaming headset that sells for \$300 per headset
- Tritton, with FY13 (fiscal year ending March) annual sales of \$54.0 million and ttm sales of \$26.9 million

Sales prices for Tritton headsets tend to range from about \$75-\$240 per headset, the high-end Astro gaming headset sells for about \$300, and Turtle Beach headsets range from approximately \$30-\$300, depending on headset quality. Given the high quality of the Psyko Krypton headphones and the strong industry reviews, we believe that the Company will be able to sell the headsets in the \$150-\$200 range.

While this is not a direct comparison, given that these companies also participate in other business lines beyond high-end gaming headsets, the following gross margins give an indication of the type of gross margins we can expect from the Psyko Krypton gaming headsets:

| Company Name | Ticker | Gross Margin (ttm) |
|---------------------|---------------|---------------------------|
| Mad Catz | MCZ | 26.0% |
| SkullCandy | SKUL | 44.7% |
| Turtle Beach | PAMT | 28.8% |

We believe that high-end gaming headsets have higher margins than lower priced counterparts, which implies that EXEO should generate gross margins of approximately 40% from the Psyko Krypton headsets, assuming quality manufacturing processes. Turtle Beach and Mad Catz sell many lower priced headsets, which we believe leads to each company's lower overall gross margin. Initially, we think that margins will be lower than this, due to lower

initial volumes. We anticipate gross margins increasing over time as the Company sells additional headsets. Elite Product Management Ltd. in China handles the Company's product development and is the same company that manufactures Mad Catz's headphones. This indicates that EXEO should be able to produce the required volume of its headphones and in line with industry gross margins.

Given the initial distribution agreement signed with Speed Commerce, revenues are expected to be generated in 3Q14, with initial revenues coming from the PC market, followed by the console market. Given the release of new console gaming systems (in particular the Xbox One and Playstation 4), many gamers have to purchase new headphones, making this a timely market to enter as people begin to purchase new consoles and new accessories for these consoles. DRC Intelligence projects that total Xbox One sales will increase from 2.8 million in 2013 to 63 million in 2018, and that PlayStation 4 sales will increase from 4.2 million in 2013 to 86 million in 2018. Over time, this will provide a strong opportunity to gain market share, which IBISWorld has estimated at about \$2 billion annually.

Krankz headphones combine superior sound quality with unparalleled comfort and style; market for high-end headphones growing rapidly.

Krankz headphones are looking to enter the competitive high-end headphone market. Krankz provide seamless integration with tablets, PCs, and smart phones, along with Bluetooth® connectivity that delivers high-quality wireless streaming music from a Bluetooth-enabled device from up to 30 feet away.



Companies that are competitive have to provide not just strong audio quality, but also strong design and brand identity. 38% of headphone owners say that it is important that their headphones are fashionable. The rise in headphone fashion has driven strong growth in what was once a flat to declining market

for headphones. According to IBISWorld, the U.S. market increased from just over \$1 billion in 2011 to \$1.6 billion in 2014. We believe that the Company's headphones have a quality design, but it will be equally important to be able to reach influencers and to be able to associate the brand with athletes/celebrities that consumers will want to identify with. Currently, EXEO has a sponsorship agreement with Justin Starling AMA Supercross Rider #99, a 21 year old supercross rider who has earned 42 total amateur titles. The Company plans to initially add sponsorships in extreme sports, including motocross, supercross, snowboarding, surfing, skating, and other similar sports. Partnerships can help drive brand association for consumers. We anticipate the Company adding additional partnerships as sales ramp up.

To drive demand for this product, it will be crucial to have strong distribution into both big box chains and niche retail stores, along with a strong sales and marketing strategy that differentiates EXEO's product from competitors. High-end headphone manufacturers create different styles of headphones to appeal to different types of consumers, whether they are music enthusiasts, exercise lovers, or differences by gender or international preferences. While details are currently limited, EXEO's Krankz Maxx headphones, which are currently in development, is an example of potential headphone product expansion.

Due to an improving marketplace, high-end headphone brands are becoming increasingly valuable, as indicated by the recent acquisition of high-end headphone manufacturer Beats Electronics by Apple for \$3 billion. Beats Electronics has previously stated that its annual sales are approximately \$1 billion. Growth in high-end headphones (defined as headphones costing \$100+) is growing rapidly, with the NPD Group projecting 64% YoY growth in this category for 2014. High-end headphones also tend to be high margin products, with numerous industry experts stating that it can cost approximately \$15-\$50 to make a set of headphones that normally retail for \$200+. These high margins can be obtained by driving brand association, as described above. SKUL, which earns the majority of its revenue from high-end headphones, has gross margins of approximately 45%. These costs do not take into account sales and marketing expenses, however, which we believe can be sizable relative to revenues, especially early on, as a company attempts to create a strong brand around its product. Long-term, a quality headphone brand can deliver sizable net margins for a company.

Zaaz Keyboard designed to take advantage of new smart TV technology; smart TV accessory market projected to grow rapidly.

The Zaaz Keyboard (pictured at the top of the next page) is a new keyboard designed to take advantage of the rapidly growing Smart TV market. Overall, the smart TV market worth \$86 billion in 2010 and is expected to reach \$265 billion by the end of 2016, representing a CAGR of 17%. We expect the market for smart TV accessories to grow at least at this rate, and more than likely faster, given a relative lack of accessories on the market relative to smart TVs. The Zaaz Keyboard is much easier to use than a remote control and other keyboards on the market, with one-touch preprogrammed app buttons providing instant access to popular features/website/portals/video services with easy navigation, along with additional buttons that can be programmed to other website/features. The Zaaz Keyboard also integrates both Bluetooth and Infrared Data Association (IrDA), unlike other keyboards. Also, the majority of Bluetooth keyboards only function partially with smart TVs (although there are Bluetooth keyboards that function fully). However, many of these keyboards are only designed to work with one brand of smart TV. We believe that these features provide an important differentiator compared to other keyboards on the market.



As indicated by the pictures on the next page (these are examples of current keyboards that are considered to be among the best options for smart TV usage), the keyboards that are on the market for smart TVs are wireless keyboards that are used and designed for PCs and have only been given additional compatibility with smart TVs. These keyboards were not designed to take advantage of the unique ways that smart TVs can be used, unlike the Zaaz keyboard which was designed specifically to take advantage of smart TV technology.



NextMarket Insights projects that Smart TV sales will increase from 87 million units in 2013 to 267 million units in 2017, for a CAGR of 32%. The main driver behind this forecast is demand for content streaming and improved technology integration. However, the actual use of internet capabilities on Smart TV's is low, with only 50% of consumers using internet capabilities on their TVs (source: analyst Eric Smith from Strategy Analytics). An increase in the usage of internet on smart TV would likely lead to increased demand for smart TV keyboards. This keyboard could help simplify Smart TV usage, which could make it a strong seller once it reaches the market. Additionally, given the lack of keyboards on the market that are designed specifically for smart TVs, EXEO could enjoy something of a first mover advantage in this area. The ZaaZ keyboard is projected to enter the market in 3Q14.

The Extreme Gamer is the world's first multi-disc game changer.

The extreme gamer is the world's first multi-disc changer, which works with games, blue-ray discs, CDs, and DVDs. The changer has a 10 disc capacity and is compatible with all of the current generation of consoles from the major video game operators (Sony, Microsoft, and Nintendo).



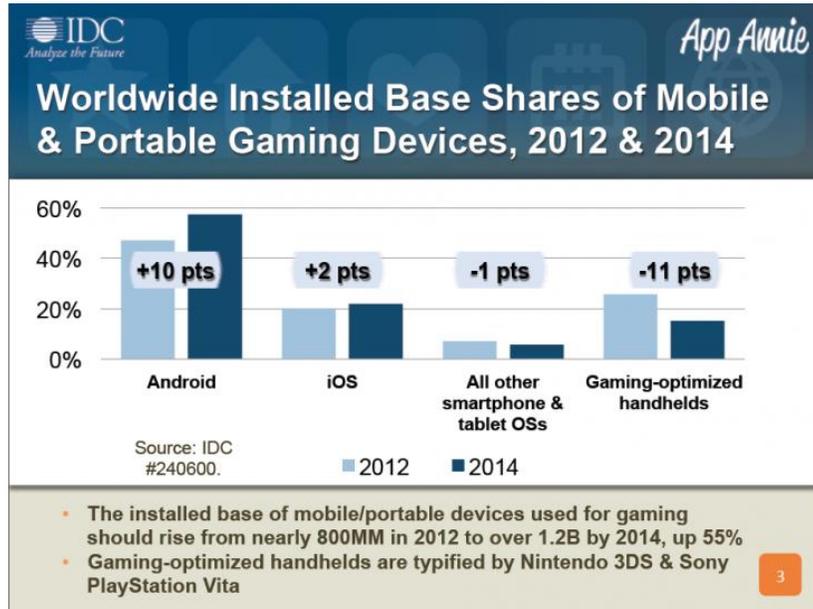
There are currently 380 million consoles currently in the market. The newest consoles released from Sony and Microsoft give the option of digitally downloading games, and while digital download of games offers advantages, discs continue to be a cheaper option. Given this, we still believe that many gamers will opt to purchase at least part of their gaming library on discs, providing a niche market among console gaming enthusiasts. According to the Electronic Entertainment Software Association, 58% of Americans play video games (approximately 182 million Americans). While official data on how many games each gamer owns cannot be determined, the Entertainment Software Rating Board reported that the average gamer plays video games for 8 hours per week. From these two figures, it can be deduced that many gamers play for much longer than 8 hours per week. It is likely that gamers that play for longer hours also own more games. These more hardcore gamers would likely be among those that would consider purchase the extreme gamer. Depending on the product's price point, this could be a solid, niche profit driver for the Company.

Android based Zaaz Portable gaming system set to launch for Christmas 2015.

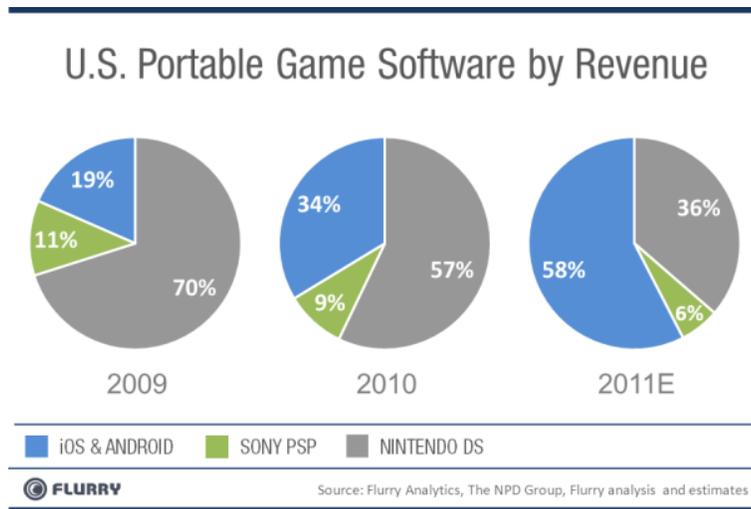
The Zaaz portable gaming system is currently in development, and is tentatively scheduled to launch during Christmas 2015. It is an android based gaming device that is incorporating a freemium game model with an established Google Play store.



The global mobile games market is expected to grow to \$23.9 billion by 2016, representing a CAGR of 27.3%. This growth is being substantially driven by mobile games available on smartphones and tablets, with more traditional sources of mobile gaming devices, such as the Nintendo 3DS or Sony PlayStation Vita, showing declines in sales. As the following chart from IDC and App Annie indicates, the market share of Android based gaming devices is expected to show a 10 pt increase, while Nintendo 3DS and Sony PlayStation Vita are projected to show an 11 pt decrease:



Data and estimates from Flurry Analytics and the NPD Group indicate the rapid movement toward mobile gaming on the iOS & Android:



There have already been indications of demand among some users to play mobile games on devices that are more user friendly than a smartphone or tablet. For example, the NVIDIA Shield allows users to play Android and PC games (along with other functions), on an eight-button gamepad with dual analog sticks and a 5-inch “multi-touch, retinal” screen. However, the device is considered by some to be pricey, currently retailing at \$200.

The Company’s ZaaZ portable hand-held gaming system has features such as a 5 inch touch screen, HDMI output, Wi-Fi, a 5MP Camera, and an anticipated freemium game model and an established Google Play store. Given the size of the mobile games market and the growth in Android based games as a whole, the ZaaZ portable could carve out a decent niche in the mobile games space.

Research and development continuing in existing product lines. EXEO continues to expand its existing product lines, with development currently occurring on the Krankz Maxx, Krankz ear budz, Psyko Wireless, and Zaaz keyboard for tablets and smartphones. Current details on these products are limited. We believe that in order to continue meaningful development on these products, the Company will need to generate profits from either some of its near-term product launches or will need to raise additional capital, given our belief that most of the Company's funds in the near-term will be for sales and marketing of its near market products.

Valuation

The closest comparables with which to compare are Turtle Beach (HEAR) and SkullCandy (SKUL). Turtle Beach makes various types of gaming headphones and SkullCandy makes both high-end gaming headphones and high-end headphones:

| EXEO PEER COMPARISON | | | | | | | | |
|------------------------|--------|-------|----------------|--------------|-------------|-------------|-----------------|------------|
| Name | Ticker | Price | Market Cap (M) | P/E (ttm) | P/B (mrq) | P/S (ttm) | EV/EBITDA (ttm) | Rev. (ttm) |
| SkullCandy Inc | SKUL | 7.33 | 205.32 | 101.0x | 1.5x | 1.0x | 20.1x | 212.1 |
| Turtle Beach Corp | HEAR | 8.82 | 333.78 | N/A | 3.3x | 7.3x | N/A | 38.7 |
| Universal Electronics | UEIC | 49.48 | 787.39 | 30.4x | 2.6x | 1.4x | 9.9x | 544.5 |
| Vox International Corp | VOXX | 9.68 | 236.52 | 23.4x | 0.5x | 0.3x | 8.2x | 803.6 |
| DTS Inc | DTSI | 18.67 | 316.80 | 12.7x | 1.7x | 2.6x | 12.2x | 129.3 |
| Median | | | | 26.9x | 1.7x | 1.4x | 11.0x | |
| Average | | | | 41.9x | 1.9x | 2.5x | 12.6x | |

As of July 16, 2014

Source: Bloomberg

P/E (ttm) multiples for both SKUL and HEAR are both high or N/A due to the decline in net income that was mainly caused by new console launches, which led to increases in sales and marketing expenses for the year and decreased profitability. Consensus analyst estimates have SKUL trading at a P/E multiple of 38.3x in 2014 and 24.9x in 2015, respectively. Considering EXEO's smaller size and lack of previous operations, we believe a discount to SKUL's estimated 2015 P/E multiple is applicable, and thus believe that EXEO should be valued at about a 15x-20x P/E multiple.

We have developed a preliminary model to value EXEO. Due to the Company beginning commercialization of its products, our initial estimates are uncertain and could end up being materially different. We are assuming that the Psyko headphones will generate \$174 per sale for the Company. This is the average retail cost between the company's two models priced at \$149 and \$199. We are assuming the Krankz headphones and Zaaz keyboard will

generate \$129 per sale for the Company. In the near- to mid-term, we project the Psyko headphones to be the Company's top seller, although the Krankz headphones and Zaaz keyboard have larger potential due to each product's respective market size. EXEO's overall gross margins are assumed to be 40%, and we expect the largest growth in expenses over the next few years to be in advertising, which will be crucial to ultimately sell its products. In order to initially fund the Company's marketing budget, we believe that EXEO will need to raise additional funds, and have factored in additional dilution of 3.6 million shares in FY15. As our model only assumes sales of 3 products (Psyko headphones, Krankz headphones, and the Zaaz keyboard for smart TVs), there is additional upside present from possible sales of the Extreme Gamer, Zaaz portable gaming system, and further product line extension.

Applying a P/E multiple of 15x-20x to FY15E EPS of \$0.37 would give a possible range of values of EXEO's of \$5.55-\$7.40, representing upside of 383%-543%.



| | FY12 | FY13 | FY14E | FY15E | FY16E |
|--|------------|------------|------------------|-------------------|-------------------|
| Revenues | | | | | |
| Psyko headphones | 0 | 0 | 652,500 | 21,228,000 | 31,320,000 |
| Units Sold | 0 | 0 | 3,750 | 122,000 | 180,000 |
| Price | 0 | 0 | 174 | 174 | 174 |
| Krankz headphones | 0 | 0 | 387,000 | 5,224,500 | 9,868,500 |
| Units Sold | | | 3,000 | 40,500 | 76,500 |
| Price | | | 129 | 129 | 129 |
| Zaaz keyboard | 0 | 0 | 0 | 6,450,000 | 7,740,000 |
| Units Sold | | | | 50,000 | 60,000 |
| Price | | | | 129 | 129 |
| Total revenues | 0 | 0 | 1,039,500 | 32,902,500 | 48,928,500 |
| Cost of Goods Sold | 0 | 0 | 623,700 | 19,741,500 | 29,357,100 |
| Gross Profit | 0 | 0 | 415,800 | 13,161,000 | 19,571,400 |
| Operating expenses | | | | | |
| Advertising | 0 | 1,418 | 20,000 | 1,500,000 | 3,000,000 |
| Automobile and truck | 3,154 | 4,369 | 5,482 | 5,482 | 5,482 |
| Bank service charges | 178 | 1,310 | 1,406 | 1,406 | 1,406 |
| Compensation - non-directors | 112,291 | 93,711 | 32,220 | 32,220 | 32,220 |
| Compensation - officers/directors | 113,000 | 121,107 | 120,000 | 120,000 | 120,000 |
| Compensation - officers/directors - common stock | 100,616 | 200,004 | 200,004 | 200,004 | 200,004 |
| Compensation - investment relations company - common stock | 0 | 0 | 400,000 | 400,000 | 400,000 |
| Computer and internet | 572 | 1,346 | 784 | 784 | 784 |
| Consulting fees - cash | 0 | 60,000 | 180,000 | 180,000 | 180,000 |
| Depreciation | 6,030 | 25,604 | 27,294 | 27,294 | 27,294 |
| Filing fees | 717 | 725 | 3,396 | 3,396 | 3,396 |
| Legal and professional | 15,788 | 64,248 | 93,398 | 93,398 | 93,398 |
| Meals and entertainment | 411 | 819 | 182 | 182 | 182 |
| Office rent | 85,538 | 84,072 | 84,072 | 84,072 | 84,072 |
| Office expense | 14,926 | 9,955 | 6,108 | 6,108 | 6,108 |
| Organizational cost | 0 | 0 | 0 | 0 | 0 |
| Promotions / trade show exhibit | 0 | 38,677 | 0 | 0 | 0 |
| Promotions / other cost | 0 | 0 | 24,540 | 24,540 | 24,540 |
| Research and product development | 193,405 | 128,108 | 113,654 | 250,000 | 250,000 |
| Royalties | 0 | 12,030 | 114,536 | 114,536 | 114,536 |
| Travel | 0 | 9,094 | 2,222 | 2,222 | 2,222 |
| Utilities | 20,485 | 19,586 | 15,954 | 15,954 | 15,954 |
| Total operating expenses | 667,111 | 876,183 | 1,445,252 | 3,061,598 | 4,561,598 |
| Loss from operations | (667,111) | (876,183) | (1,029,452) | 10,099,402 | 15,009,802 |
| Other income | | | | | |
| Forgiveness of debt | 0 | 21,018 | 5,000 | 0 | 0 |
| Other income | 0 | 0 | 1,338 | 1,338 | 1,338 |
| Total other income | 0 | 21,018 | 6,338 | 1,338 | 1,338 |
| Other expense | | | | | |
| Interest expense | (3,089) | (1,242) | (6,602) | (5,100) | (5,100) |
| Total other expenses | (3,089) | (1,242) | (6,602) | (5,100) | (5,100) |
| Net loss | (670,200) | (856,407) | (1,029,716) | 10,095,640 | 15,006,040 |
| Net loss per share - basic | (0.03) | (0.04) | (0.04) | 0.37 | 0.56 |
| Weighted average number of shares outstanding - basic | 21,519,519 | 23,021,562 | 23,433,100 | 27,033,100 | 27,033,100 |



Risks

There is no guarantee that EXEO will be able to generate meaningful revenue from any of their product lines. As of 2Q14, EXEO has reported \$0 in revenue since inception, due to its focus on research and development of its product lines. While many of the Company's products are of high quality, EXEO competes in very competitive markets, and thus meaningful sales of its products are not guaranteed.

Growth in sales will likely be contingent on effective advertising/promotion, and there is no guarantee that EXEO will be able to effectively market its products. Due to the majority of time and capital being spent on R&D, advertising and promotions spending to date has been limited, with advertising and promotions costs totaling \$52,983 since inception. Effectively marketing its product will be crucial for EXEO to generate sales.

There could be additional dilution to fund initial commercialization. The Company's cash balance as of May 31, 2014, is \$0.5M, which is likely not enough to fund initial sales and marketing efforts. Our model has conservatively estimated an additional 3.6 million shares to be issued in FY15; this total could be lower or higher depending on the Company's capital needs and share price.

The Company operates in very competitive markets, and will need to continue investing in product development to compete long-term. Due to high levels of market competition, EXEO will need to continue to improve its product portfolio and invest in R&D. The Company has already proven the ability to develop products with a limited budget since its inception.

Management

Scott Amaral, Chief Executive Officer and Director

Mr. Amaral is a serial entrepreneur with 20+ years of management experience over a wide array of industries; from retail, commercial finance and management consulting to private equity ventures. Scott has worked on the private equity side of the business since 2000 raising millions of dollars for development stage companies. The last two ventures Scott was affiliated with both opened, and are currently traded, on the OTCBB. Mr. Amaral



received both his undergraduate degree in marketing and his MBA from Southern Oregon University.

Jeff Weiland, President and Director

Mr. Weiland has been involved in sales, marketing, electronic equipment design, manufacturing and management for over 25 years. From joining the Marine Corps in 1985 to owning his own business, Mr. Weiland has always been driven to succeed. Career highlights: - 8 Years in the United States Marine Corps - 4 Years in Pharmaceutical Manufacturing - 8 Years in High Tech Electronics - 5 Years in Electronic Equipment Design and Finance. Mr. Weiland studied Electronic Engineering and Technology and received his Bachelor of Science in Business Management, from the University of Phoenix while ever increasing his work experience.

Additional Information

Auditor: De Joya Griffith, LLC
Transfer Agent: Globex Transfer, L.L.C.

[Company Website](#)

[Additional Company Information](#)



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Company Contact Info:

Exeo Entertainment Inc.
4478 Wagon Trail Ave.
Las Vegas, NV 89118
Phone: (702) 361-3188
www.exeoent.com/index.html

Investor Contact Info:

RedChip Companies, Inc.
1017 Maitland Center Commons Blvd.
Maitland, FL 32751
(407) 644-4256
www.redchip.com