Musical Training Causes Significant Meta Brain Plasticity

In Dozens of New Studies, Music Lights Up The Whole Brain



Smarter, Happier Kids!

Music Play Land Inc Copyright 2018

Mentally Stimulated Adults!

PROBLEM

Traditional methods are:

- •Expensive:
- Boring (Lots of drills)
- Takes years to play well



•Less than 8% of Adults can Play an Instrument Well

SOLUTION

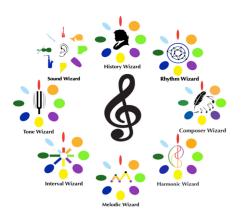
Proven award-winning, patented technology,

Creates FUN in the learning

Lets users play, master and create real music on real instruments in minutes

Make it affordable and accessible to all.

Introducing Music Play Land:

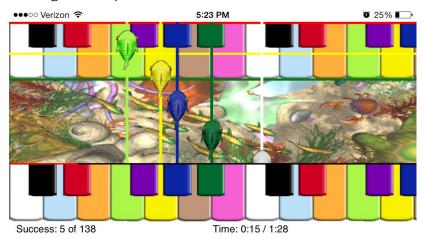


A groundbreaking approach to music education:

- Dramatically shortened timeline to play, master, and compose real music
- Simple, innovative and incremental learning process uses gamification to engage the student
- This is not a mere App, it's a full music education Platform
- Based on award winning, proven technology

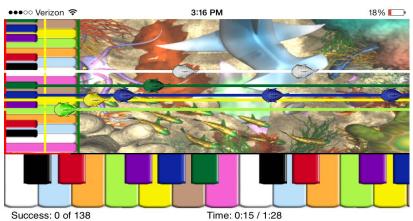
Piano Wizard Touchscreen APP MVP, (iOS and Windows)

Step 1: Game objects move up, Bottom keyboard played when they touch the Top (target) keyboard.

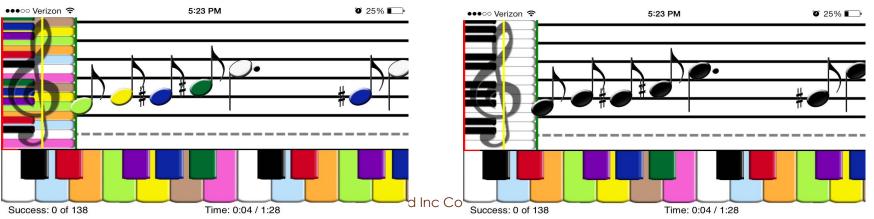


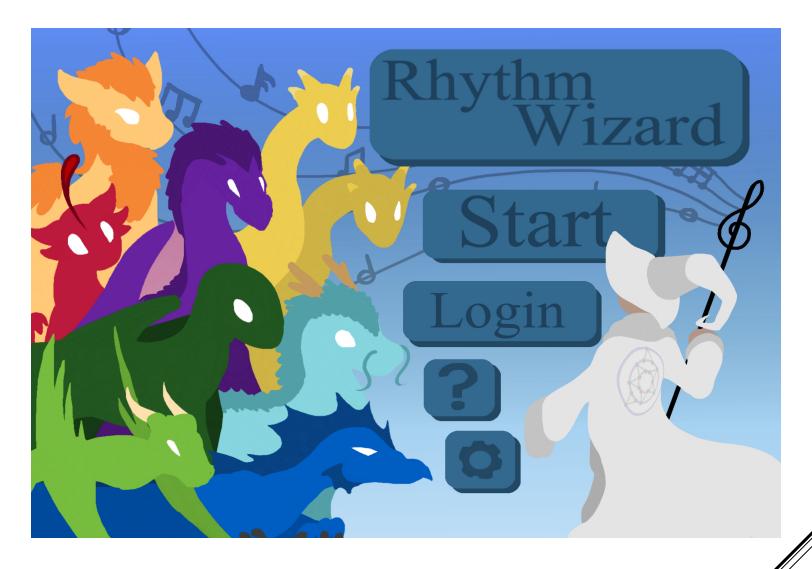
STEP 3: GAME OBJECTS BECOME COLOR CODED MUSIC. STUDENT RECOGNIZES NOTATION THEY ALREADY KNOW HOW TO PLAY. . .

STEP 2: KEYBOARD ROTATES 90°, PLAYER SEES HOW MUSIC NOTATION ORIENTATES PITCH VERTICALLY AND HOW THE PIANO RELATES TO THAT.



STEP 4: FROM COLORS TO TRADITIONAL MUSIC NOTATION, PLAYER GRADUATES FLUENTLY TO SHEET MUSIC IN LESS THAN 15 MINUTES





NEXT ON DECK: **RHYTHM WIZARD**TRAIN DRAGONS TO MAKE MUSIC

Music Play Land Inc Copyright 2016

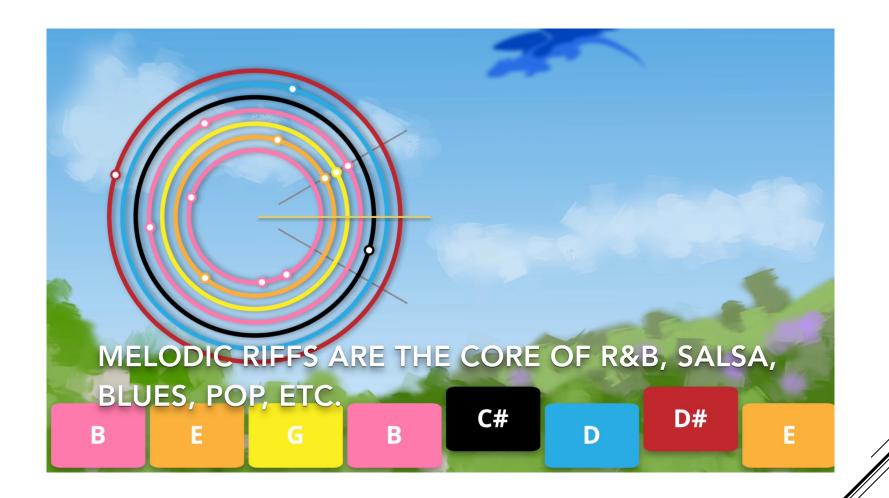
6



RHYTHM WIZARD TEACHES REAL SKILLS AND UNLEASHES CREATIVITY

Music Play Land Inc Copyright 2016

7



RHYTHM WIZARD BECOMES A FRAMEWORK FOR COMPOSITION

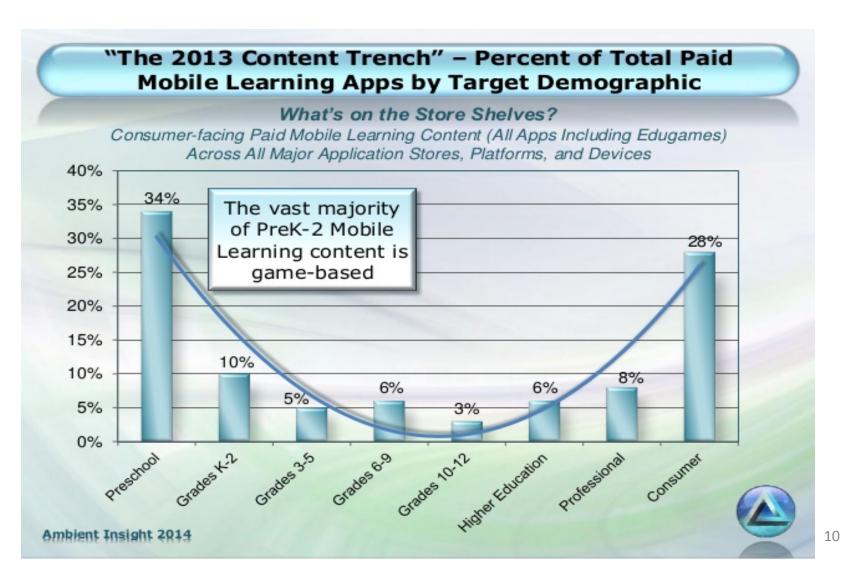
Imagine color-coded music building blocks, like musical "Tinker Toys" or "Legos,"



Rhythm Wizard Melodic Wizard Harmonic Wizard

Allowing even small children to play, master and create real music naturally, like a native language . . .

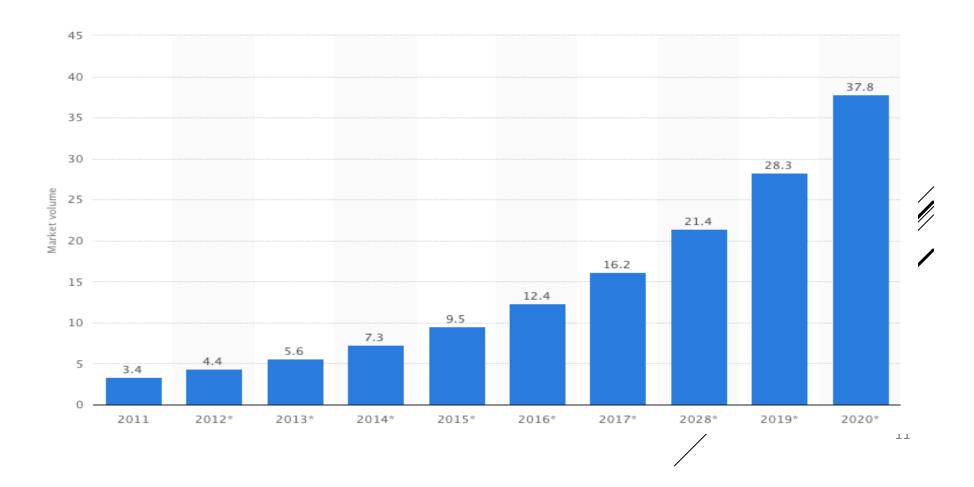
PRE-K MARKET IS 34% OF ALL LEARNING APP SALES CASUAL LEARNING APPS IS ANOTHER 28%



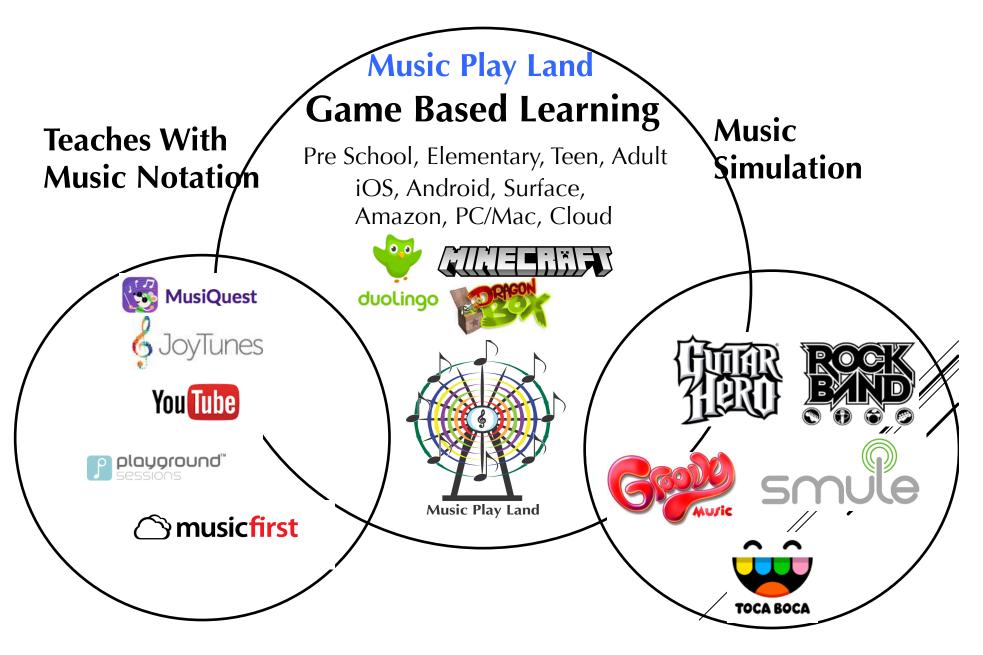
MOBILE GAMING: \$40 BILLION BY 2017 MOBILE EDUCATION: \$37 BILLION BY 2020

Global mobile education market volume from 2011 to 2020 (in billon U.S. dollars)

This statistic presents the global mobile education market volume from 2011 to 2020. In 2020, worldwide m-education spending is projected to reach 37.8 billion US dollars, up from 3.4 billion US dollars in 2011.



MPL COMPETITIVE LANDSCAPE



Revenue Strategy Starting Point: Build Out App on 5 Platforms



Expand Reach with JV Partners, Localization











Expand Platform

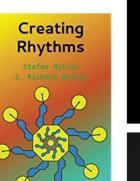


Unlimited expansion with content sales in the form of songs, rhythms, sounds, themes, accessories, etc.





















Branded Sales









Massive Collaborative Cloud Platform

Massive Collaborative Cloud Platform, "World of MusicCraft"

"MyMusicSpace"

Live TV Events, School Contests, Live TV Events,

Social Media Sharing

Music Play Land Income Statement

Music Play Land, Inc.

Projected Income Statement, Balance Sheet & Cash Flow

	5-Yr. Income St	tatement Projection	IS		
	Year 1	Year 2	Year 3	Year 4	Year 5
Total New Customers	48,986	228,676	785,313	2,449,125	6,079,029
Flexikeys Revenue	\$0	\$900	\$36,150	\$84,750	\$238,500
Apple iOS	\$256,184	\$1,019,117	\$3,275,983	\$10,281,438	\$22,644,483
Android	\$27,800	\$271,971	\$1,217,117	\$3,823,405	\$7,880,624
Microsoft Surface	\$9,442	\$78,682	\$210,922	\$565,417	\$3,752,724
Amazon	\$1,258	\$37,091	\$496,535	\$992,617	\$1,782,597
Cloud/Downloads		\$44,077	\$176,924	\$529,530	\$607,907
Collabrative Cloud Gaming		\$0 *	\$0	\$1,655,522	\$3,039,534
International Sales			\$541,363	\$2,689,902	\$7,989,274
Total Sales	\$294,683	\$1,451,837	\$5,954,994	\$20,622,581	\$47,935,644
Growth Rate	100%	393%	310%	246%	132%
Cost of Goods Sold	\$98,714	\$476,335	\$1,895,210	\$6,450,271	\$14,811,995
Gross Profit	\$195,969	\$975,502	\$4,059,784	\$14,172,310	\$33,123,648
Gross Margin	67%	67%	68%	69%	69%
Operating Costs					
General & Administrative	\$646,134	\$1,254,659	\$2,098,642	\$2,502,972	\$3,020,018
Marketing	\$501,697	\$497,574	\$1,077,004	\$4,388,972	\$8,220,285
R&D	\$190,833	\$357,083	\$561,000	\$1,084,063	\$1,210,065
Total Operating Costs	\$1,338,664	\$2,109,316	\$3,736,646	\$7,976,006	\$12,450,368
Pretax Income	(\$1,142,695)	(\$1,133,814)	\$323,138	\$6,196,303	\$20,673,280
Cumulative Income Tax Shield	(\$1,142,695)	(\$2,276,509)	\$0	\$0	\$0
Income Tax Expense (0-35%)	\$0	\$0	\$113,098	\$2,168,706	\$7,235,648
Net Margin	-388%	-78%	4%	20%	28%
Net Income (Loss)	(\$1,142,695)	(\$1,133,814)	\$210,040	\$4,027,597	\$13,437,632

Chris Salter Chief Creative Officer, Interim CEO



Experienced Entrepreneur
Bridged Linguistics Concepts to Music
Designed award winning Piano Wizard
Architect of "Elements of Music" App Suite

Timothy Mensch CTO Candidate, Advisor

Technology, Strategy and Management Expert

30 years game design and programming

Software Architect, "Code Rescue"

experience helps him structure things well from get go.

Ted Stokes, Advisory Board,



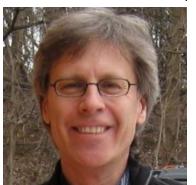
Strategic Startup Consultant, Author, 30 Years Success with Turnarounds 15 years of Mentoring Start ups Deep Financial and Operational Expertise

Karen Rands Investor Relations Manager MBA in Marketing from U. of Florida.



13 years at IBM, 15 yrs. private consultant Focused on emerging growth companies, REG D 506c and REG A+ Capital Strategist.

Steve Wilson, Advisory Board, VP Biz Dev Candidate



Sales Director manages sales to retailers and distributors in mass market and online.

Previously CEO of an agency specializing in launching new products. Long career with **The**

Music Sales Group and Hal Leonard Corporation

includes increasing revenues more than 400% and directly responsible for sales in excess of \$100,000,000.

Ruth Ann Kraemer C.P.A., Advisory Board, CFO Candidate



Over 20 years of broad industry experience as a Financial, Operational, and Compliance Officer in highly regulated industries.

Chief Financial Compliance Officer for a SEC Registered Investment hedge fund.

Instrumental in investor relations and capital raise efforts and postured private entities for the public markets.

Matthias von dem KneseBeck Music Technical Advisor



Technology, Strategy and Management Consulting, Digital Multimedia for Mobile, Devices, Award Winning Junior Symphony Director, Real-time remote control (IoT)

Jim Chapman, Advisory Board, SEC, Mergers, Licensing,

National Lawyer of Distinction 2017

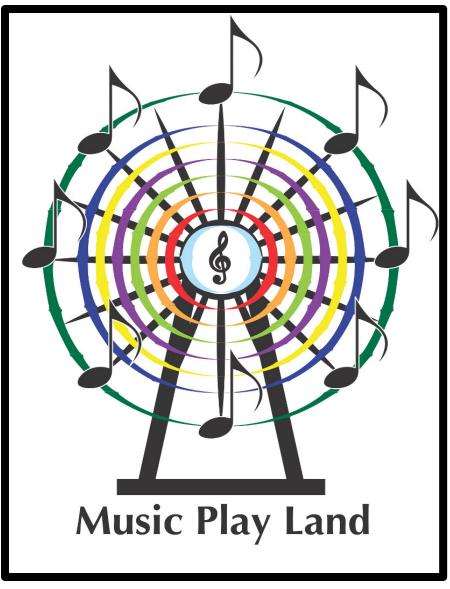
China Investment Attorney of the Year 2017

Best M&A Attorney – California 2016

Focused on emerging technology companies

and the angels, VCs, and family offices that fund them

APPENDIX



Surprising, Inspiring Impact on Special Needs Children



Jed was severely challenged, non-verbal, now plays Beethoven, Bach and goes to school.



Minh is a 15 yr old non-verbal autistic, After just 1 month he played with his friends in a band for Autism Awareness Day.

"Of the 25 children with an Autism Spectrum Disorder, 28% obtained a perfect score of 100% the first day they played Piano Wizard Academy. On their second day playing Piano Wizard Academy, that number leaped to 55% of the children obtaining a perfect score.

Of the students in the HFA/Asperger's group, 55% obtained a perfect score the first day playing Piano Wizard Academy, and 77% reached a perfect score on the second day. In the Limited Verbal Abilities group, 12.5% obtained a perfect score the first day which increased to 33% on the second day playing Piano Wizard Academy.."

Jennifer







"WE TEST MANY PRODUCTS AT COMPUTER TIMES THAT PERFORM WELL AND EARN OUR EDITOR'S CHOICE AWARD. SELDOM THOUGH, DO WE FIND A PRODUCT THAT IS AS EXCITING AS PIANO WIZARD ACADEMY! AS AN EDITOR, EDUCATOR AND MUSICIAN, IF WE HAD MEDALS TO AWARD ALONG WITH OUR EDITOR'S CHOICE AWARD, I WOULD CERTAINLY PRESENT PIANO WIZARD WITH THE GOLD MEDAL."

COMPUTER TIMES

Satisfied Piano Wizard Customer

AWARDS

























Critical Acclaim



Jeanette Borzo: "The software can be fun, it can put you at ease with pieces such as Scott Joplin's "The Entertainer."



One of Wired Magazine's Best Gadgets and Gizmos On The Planet 2007





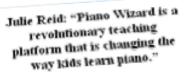
Mike Goldfein calls Piano Wizard: "One of my favorite things."







James Rotondi: "Considering that many kids learn to run a computer before they read, this could be the teaching system of the future."







"Hats off to everyone involved in its design. It doesn't get any better than this."



Steve Fortner: "The transition between levels is so clever that you don't realize how much you're really learning"



"How good is it?
Our testers could play the songs they had learned on Piano Wizard on a real piano later that same day — without having to be nagged to do so. Cool."

Music Play Land

UNFAIR ADVANTAGES

Fast, Fun, Cheap, yet as Deep as Music Itself.

Kids Can Virally Teach Each Other For More Points.

Based on Proven Approach with Outstanding Results

Scalable on a Global Scale via Apps and Cloud

Unlimited Lucrative Content and Cross Sales

Music Play Land

UNFAIR ADVANTAGES

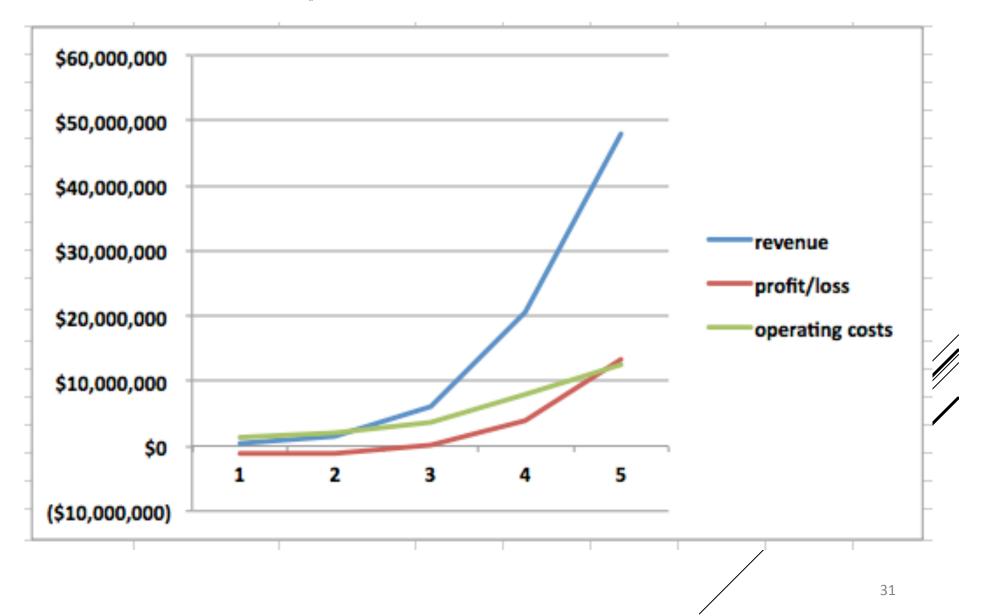
Universal Desire to Play, Create and Enjoy Music

Cradle to Grave: Pre School, Elementary, Teen, Adult

Game Based Learning Teaching Real Musicianship

Natural Language Acquisition Approach

Music Play Land Income Chart



MPL Seed (\$500K min) Use of Funds

COMPLETION OF PIANO WIZARD APP NEXT 3 APPS DEVELOPMENT 4 PLATFORMS EACH (\$300K)

Biz Dev, PR, Marketing (\$200K)

Additional Series A round of \$3 Million will complete development of all apps and multi-player cloud version that will sustain us to critical mass in global markets.

INTELLECTUAL PROPERTY ASSETS

- ► Comprehensive licenses of 4 issued patents, 1 improvement patent, 1 new provisional pending.
- ► Comprehensive licenses of 14 issued trademarks, including 10 "Wizard" franchise names.
- ► Software, web, video, and music copyrights.
- ► Trade secret protection on future products.
- ► High Level Cloud Security, Lockouts of Additional Content.

USE OF BRIDGE FUNDING (Development)

PIANO WIZARD (\$60K, IOS, ANDROID, MS, AMAZON) (2 MONTHS TO BETA, 4 MONTHS PORT AND TESTING)

RHYTHM WIZARD (\$70K, 4 PLATFORMS)
(3 MONTHS TO BETA, 3 MONTHS PORT AND TESTING)

TONE WIZARD (\$70K, 4 PLATFORMS)
(3 MONTHS TO BETA, 3 MONTHS PORT AND TESTING)

SOUND WIZARD (\$70K, 4 PLATFORMS)
(3 MONTHS TO BETA, 3 MONTHS PORT AND TESTING)

FLEXIKEYS AND CLOUD SONG CONTENT (\$30K)

FULL DEVELOPMENT AND PRODUCTION SEQUENCE

Year 1 Piano Wizard
Rhythm Wizard
Tone Wizard
Sound Wizard
Cloud Song/Sound Content



Year 3 Composer Wizard History Wizard

Year 4 Online Family Targeted Games

Educational School Subscriptions
Global Expansion Latin America, Asia, Europe,



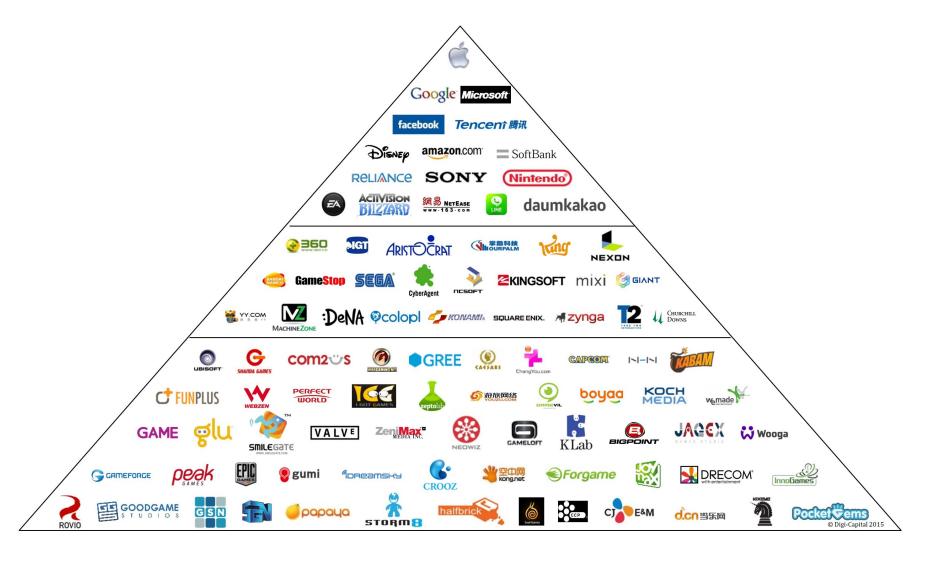
MPL COMPETITIVE LANDSCAPE

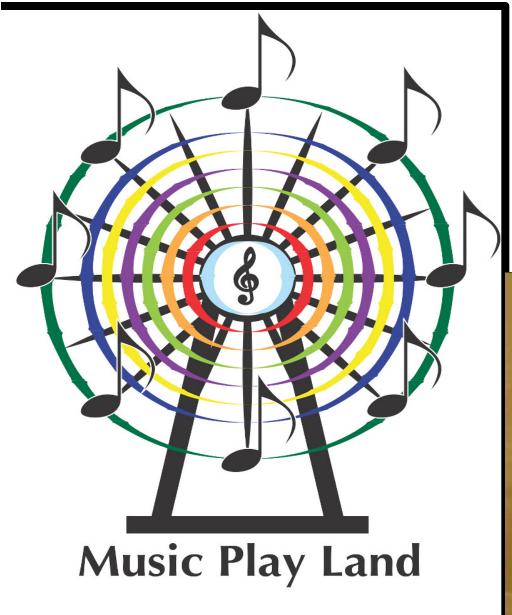
BLUE AREAS = NO COMPETITION, LIGHT GREEN = SCATTERED

		Music Education					Music Simulation		Not Music
Product Factors	Music Play Land	Groovy Music	Joy Tunes	Edify	Music First	Piano Guy, Playground Sessions	Guitar Hero	Smule, Tico	Duo Lingo (Language)
All Genres of Music	✓	····	Tunes	24,		5 6 5 6 1 5 1 5	noon bana		(Lunguage)
nfinite In-App Content	~								
Apps/Desktop/Cloud	V								
Preschool to Adult	~								
All Elements of Music	~				~				
Mass Market	~						~	~	✓
Real Skills Thru Game	V		Piano Only	Draw Melodies					V
Elementary	~	~	~		~			~	
Tween/Teen/Adult	~		~		~	V	~	~	✓
Game	~	~	~	~			~	~	✓
Music Notation	~		~	~	~	~	No	No	Not Music
Piano	~		~			~	Simulated	Simulated	
iOS/Android	~		~					~	~
Cloud	~	~			~	~		~	~

Strategic Partner/Acquisition Candidates

Digi-Capital[™] Games Leaders





"Virtually anyone on the planet with access to a touch screen can now learn to play, master and create real music **in minutes**!

And enjoy doing it!"

