



Pocket Games, Inc.  
1732 1st Ave #25955  
New York, NY 10128

July 19<sup>th</sup> 2016

Dear Shareholders,

It has been some time since our last update and I wanted to reassure you that we are working diligently in the US, in the UK and at our Testing and Development Center in Pune, India.

Since our inception in October 2013, we have focused on the acquisition of strategic IP and putting in the right mechanisms and environment to exploit the IP for revenue when the time comes. In 2 ½ years we have achieved a lot and we are approaching the time where we are able to start posting serious revenues.

During 2014, we took on a major redevelopment project that saw us picking up the redevelopment of Stronghold 3 and taking it to the iPad. This was a major piece of work and saw us start to write our first revenues very early on. After which time, we acquired the title, 'Idol Hands: Legend of the Furlings', a Strategic 'God Game'. We re-developed the title and, even though it had received previously a significant amount of investment from the Intel Corporation, we were to take it to a different market and spent significant resource on customizing it for our requirement.

In early 2015, we signed our first significant partnership with a Global Games Publisher, Green Man Loaded, a Green Man Games company. With them, we launched Idol Hands, and we used this experience to build out and expand out Testing and Development teams in Pune, India. In the redevelopment process, GodSpeed Gaming Solutions PVT Limited were able to create a valuable Gaming Engine that, at the right time, we can monetize and bring serious revenues into the Company. We also launched our Testing Services through Godspeed and they now have a client base that covers their burn as well as having the rounded expertise and equipment to proactively attack the Test Services Market.

During 2016, we acquired the Social Technology Holdings, Inc. and with that came the Viximo Brand and Technology. We have diligently been redeveloping this tech for the modern market requirements and we are now close to being able to launch the platform for full-scale use by western developers. To remind you, the Viximo platform takes Western developers' games and products and releases them through a multitude of AppStore outlets that Viximo partners with in Asian markets. We have high hopes for this tech and we are preparing our tech and marketing messages for a full-scale 2017 launch.

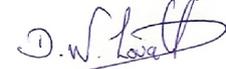
We also acquired Kicksend Holdings, Inc. which owns the Kicksend Brand, User base and Technology. Our development team in Pune, India has completely re-written the tech for the more modern technology base and we intend to update the market on its launch within the next week.

In the process of the Kicksend acquisition, we have been delinquent with our filings, whilst we allow the former Kicksend management time to prepare their accounts to be fully audited by our auditor. We were operating on a condensed timescale with this acquisition and it is unfortunate that we were not able to remain current with our filings, but we are working on that as we speak. We will become current again over the coming weeks.

In addition to our technological strides, we have also attracted a new Board Member to our team who will be responsible for Marketing and I will announce more about this appointment and what it means to our revenue streams over the coming weeks.

The work we have undertaken over the past 18 months is now coming into alignment and we appreciate your continued faith and support. We feel sure that the remainder of 2016 will bring further value to our Company and our shareholders and that 2017 will see us bring some excellent revenue streams online.

Yours faithfully,



David Lovatt

President

About Pocket Games, Inc.

Pocket Games, Inc. (OTC: PKGM) is a growing partner to the video game development market offering development and testing services out of its purpose designed offices in Pune, India as well as now offering a unique distribution channel through the recently acquired Viximo platform. The Company continues to execute its expansion into the burgeoning video game industry in pursuit of innovative revenue streams. Learn more at [www.pocketgamesinc.com](http://www.pocketgamesinc.com)

About Kicksend Holdings, Inc.

Kicksend is a web, mobile and desktop app that provides an easy solution for printing and sending photographs. Kicksend platform is complete with social tools, multiple payment options, one click purchasing and a robust virtual currency system. The company has partnerships with Walmart, Walgreens, Target, CVS and Duane Reede that provide local retail locations for users to pick up their printed photos. For more information, go to [www.kicksend.com](http://www.kicksend.com).

About Viximo

Viximo empowers social networks and game developers to capitalize on social application and gaming opportunities through its "write once, deploy everywhere" social gaming platform. Viximo's platform is complete with social tools, multiple payment options, one click purchasing and a robust virtual currency system. We offer game developers access to our partner base of social networks. The company provides social networks access to premium games and social tools that increase user engagement and monetization. Learn more at [www.viximo.com](http://www.viximo.com).

**Forward-Looking Statements**

This press release may contain forward-looking statements, including information about management's view of Pocket Games, Inc.'s future expectations, plans and prospects. In particular, when used in the preceding discussion, the words "believes," "expects," "intends," "plans," "anticipates," or "may," and similar conditional expressions are intended to identify forward-looking statements. Any statements made in this news release other than those of historical fact, about an action, event or development, are forward-looking statements. These statements involve known and unknown risks, uncertainties and other factors, which may cause the results of Pocket Games, its subsidiaries and concepts to be materially different than those expressed or implied in such statements. Unknown or unpredictable factors also could have material adverse effects on Pocket Games' future results. The forward-looking statements included in this press release are made only as of the date hereof. Pocket Games cannot guarantee future results, levels of activity, performance or achievements. Accordingly, you should not place undue reliance on these forward-looking statements. Finally, Pocket Games undertakes no obligation to update these statements after the date of this release, except as required by law, and also takes no obligation to update or correct information prepared by third parties that are not paid for by Pocket Games.

For further information:

Email: [Info@frontpagestocks.com](mailto:Info@frontpagestocks.com)

Call: (586) 286 8900

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