



RollingVideoGames.com
Proposed Business Plan
August 2010

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EXECUTIVE SUMMARY

The video gaming market has become one of the most successful industries in the world especially in Little Rock, AR. New technologies and advancements with computer hardware have created an offering that is so realistic that it borders on virtual reality. Combined video game revenues are in excess of \$25 billion and the market is still trending upward.

In the past, video games were primarily for children and teenagers but with the advents that has changed. The age groups span from young children to adults in their 40's. With this tremendous growth have come tremendous opportunities, opportunities beyond just selling video games and units. One such opportunity is mobile gaming. Mobile gaming is a fairly new concept and is gaining popularity within many events such as birthday parties, trade shows, civil functions and many other types of meetings. Birthday parties alone produce over \$10 billion dollars in annual revenues.

Rolling Video Games is an innovative business opportunity that is affordable, easy to start and provides a very profitable revenue stream in a short period of time. Rolling Video Games differentiates itself from other business opportunities by providing easy implementation and offers something most business opportunities do not; there is not an opportunity or marketing fee. Most opportunity companies require rather large maintenance and/or marketing fees. Our model is different. We want our Opportunity Owners to retain as much revenue as possible. The Little Rock market does not currently have a mobile game offering so now is a prime time to enter the market. We are not a franchise, we provide opportunity and with most mobile and stationary party franchise costs averaging \$100,000-\$400,000 our pricing is a significant bargain.

Rolling Video Games provides a conservative business model that is easily financed by banks and gives its Owners a profitable and scalable business. The return on investment is very impressive and the trailer provides a hard asset that gives the owner an immediate value for their business.

Our current economic climate in the U.S. is stifled and prospective business owners are looking for a company that can provide a revenue stream to support their business. Rolling Video Games provides that solution by giving its Opportunity Owners an independent self-employment option that provides excellent revenue potential.



CURRENT SITUATION

The business model is actually quite simple. New Owners can purchase the fully equipped mobile gaming trailer by itself or they can also purchase a truck to transport the trailer if they do not already have the means to pull the trailer.

There are numerous events where the mobile gaming trailer can be used. An example of some of these events includes:

- Birthday Parties
- Church Functions
- Trade Shows
- School Events
- College Events
- Bachelor Parties
- Sporting Events
- Concerts
- Employment Recruitment Events
- Product Launch Events
- Fundraisers



MARKET GROWTH AND MARKET SHARE

WHY INVEST IN MOBILE GAMING?

On average, most new Opportunities will host 4-8 parties per week the first three months with the average party producing \$300. Based on this average most units are profitable almost immediately. The average monthly payment on the gaming trailer assuming a loan of 85% of the cost of the trailer and the truck will range between \$1,700 and \$2,000 per month depending on the interest. Once the operating unit has ramped up the monthly average is 30 parties per month which would produce approximately revenue \$9,000 per month. It is easy to see that most Opportunity owner's first year revenue approaches the total start-up costs of the business. That is something very few businesses can offer. To start a business in a \$10 billion plus annual revenue market for our price is truly advantageous.

Other benefits to owning an RVG opportunity include:

- No Opportunity fees, no sharing your profits and no one controls your business but *you*.
- After you purchase your mobile theater, there are no more purchases or fees
- No building to maintain — no health codes, leaky pipes or roofs
- Be open and closed when you want — make your own hours
- Great in all climates!
- Be in business in 30 days
- No items to steal, no food to spoil, no inventory to count
- No employees
- You are in a business that makes people happy
- Inexpensive start up
- Protected territories
- Video games — the hottest industry in America
- The most unique business opportunity anywhere
- Easy to maintain
- Tremendous earning potential
- Mass appeal and commercial potential
- Every time you go to work, you are the life of a party
- Rolling Video Games are professionals that know the industry and have road-tested a customized, durable and properly licensed product that can change your life



BUSINESS REQUIREMENTS

A truck or similar vehicle capable of hauling 5,000 pounds

If a vehicle is needed in with the initial purchase additional financing is available.

REVENUE POTENTIAL

The Little Rock market is currently one of the highest demographic areas for rented parties. RVG offers much more than competitive franchise offerings and that is why we are looking to launch in the Little Rock market.

SITE REQUIREMENTS

One of the great things about RVG's offering is the flexibility on site set up. All that is required is a somewhat level site. That is it, we do the rest!

OFFERING DESCRIPTION

RVG mobile gaming units are fully equipped trailers that provide everything a business owner needs to provide a mobile gaming party. Features include:

- Insulated trailer 32'x 8.5' V-nose with carpeted walls, non-slip floor, two 13,500 BTU heat/air units, 60 amp electrical package, electric brakes, 5200 axle, screw less exterior, black interior & cabinets and interior track lighting
- Custom installed and wired with game systems, TVs, sound system, carpet walls and sound system
- Ready to operate with generator
- Embroidered hats and polo wear
- Full advertising wrap on your trailer (as pictured or with your own logo and information)
- Technical assistance and detailed training
- Setup with turn-key business features: event referrals, personal web domain and website, credit card merchant account, scheduling, billing, collecting, automatic emails to clients, payment alerts, automatic deposits from customers from online payments
- We assist with every aspect of your operation: getting you licensed, insured and profitable.
- Marketing training and support
- Use of four new Xbox 360 stations, 4 Wii stations and 2 PS3 stations allowing 16 gamers to game at once or separate games wirelessly.
- State of the art visuals and sound -- four 46" Sony 1080p widescreen TVs



- 16 Ultimate Game Chairs with game-synced vibration motors and 3D stereo speakers in each headrest.
- Tons of game choices available included the newest released titles.
- Our certified Game Coach is an on-site tech that assists with playing the games and encourages fun and balanced play for guests.

Options include:

- The trailer, installed games and advertising wrap on the exterior
- Adding a truck to pull
- Without the exterior 3M ad wrap

Market Advantages

The Little Rock market has several storage facilities that are economical and that helps reduce total overhead.

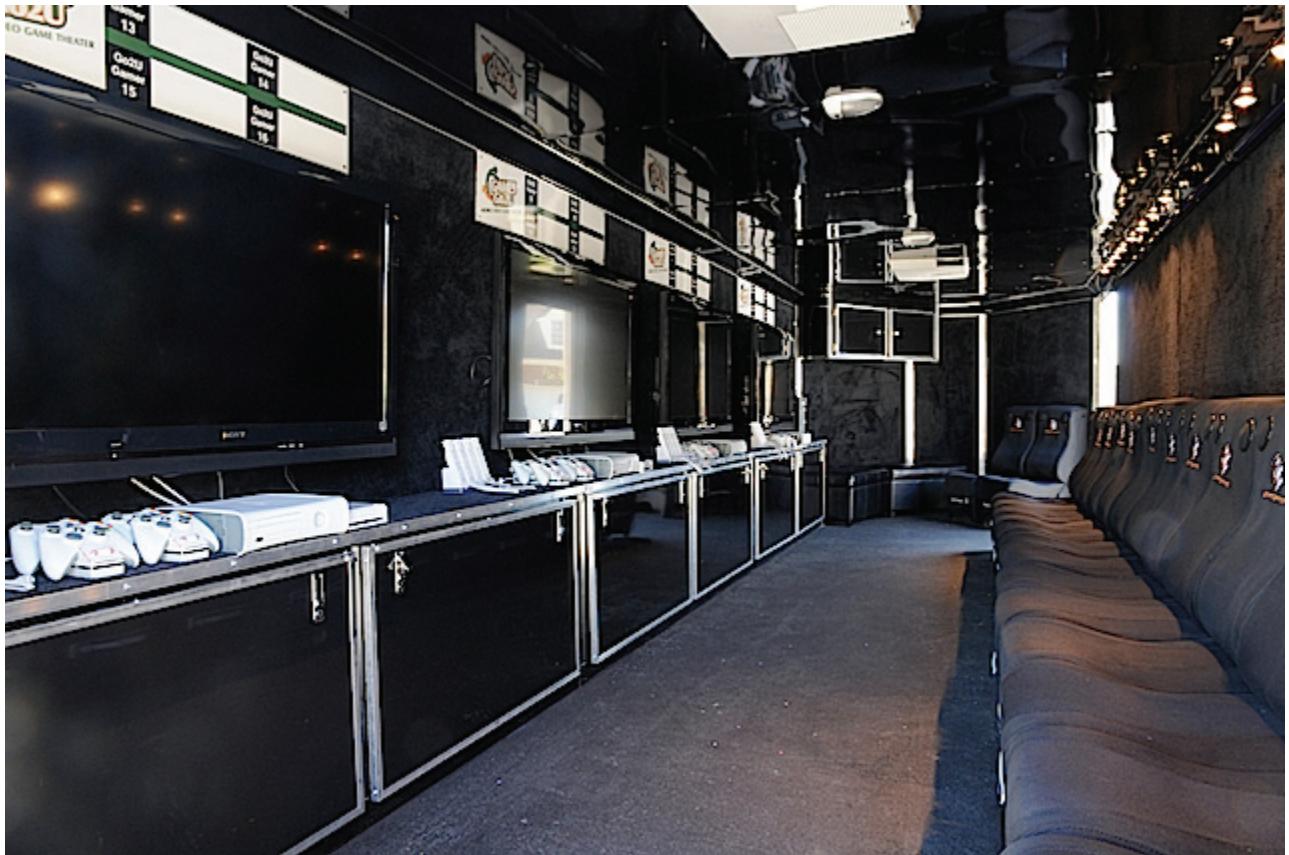
Below are some photos of our fully equipped unit.



Exterior photo with truck

ROLLING VIDEO GAMES

MOBILE VIDEO GAME THEATER



Interior photo with standard seating



Interior photo with stadium seating

CURRENT COMPANY POSITION

Target Market Needs

There is a large target market for RVG that spans many age groups. The demand is clear and the affordability is well within the range of competitors and competitive offerings. The effectiveness of the offering is proven by referrals from patrons who have attended previous RVG parties. All this combined with alliances, such as Dairy Queen, create an ideal market for business Owners looking to start a successful Opportunity.

Market Demand Drivers



Through an analysis of the current market needs, the following factors have been identified as demand drivers for RVG:

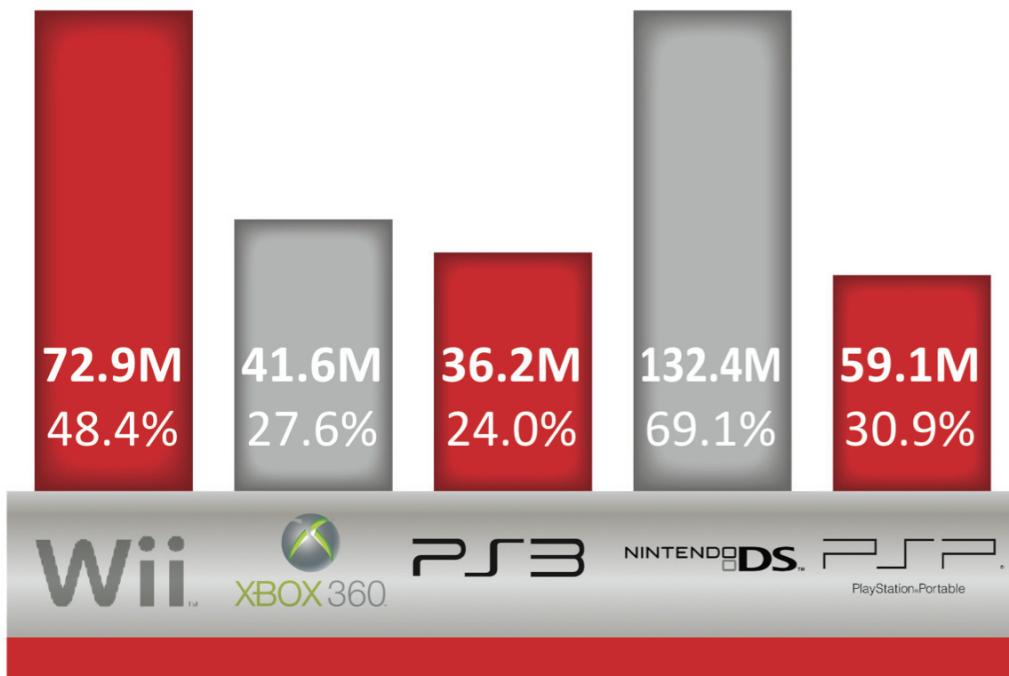


- **Affordability** – The average cost of a child's birthday party is \$200-\$400. With an average party cost of \$150 per hour, RVG Opportunity Owners have a very affordable option they can market. Management will meet this demand driver with predictable affordability and ease of development. Birthday parties are just one option for comparison. Trade show events such as rock wall climbing and such are expensive and provide less entertainment value for the dollar.
- **Effectiveness** – To be effective, RVG parties should do two things. One is to entertain and secondly provide repeat business by word of mouth and/or referrals. RVG parties are exciting and enticing and future Opportunity Owners will see that the ramp-up period will produce repeat business for years to come.
- **Marketing** – The fact that RVG has the ability to put a state of the art mobile gaming facility in virtually any location provides an almost unlimited marketing opportunity. Opportunity Owners will be trained to market in their local areas within defined demographic models.
- **Public Relations** – RVG Owners are very focused on their respective local communities. Word of mouth public relations is an important aspect of our business and our community focus will increase RVG owner's name recognition.
- **Strategic Alliances** – Another driver of demand will be the development and cultivation of strong strategic alliances. One current alliance with RVG is Dairy Queen. Dairy Queen currently supplies birthday cakes RV parties and they provide reciprocal advertisement to help promote RVG. RVG will continue to expand these alliances and the exposure will increase RVG Opportunity popularity and build a strong brand.
- **Market Opportunity** - There is a huge market opportunity. M2 Research estimates that there are currently 130 million men and 140 million women who play computer or video games, also called gamers. Currently 68% of U.S. households play games.

These statistics show that almost 1/3rd of the U.S. population enjoy gaming. That being said, the opportunity is varied and provides target prospecting to all age groups.

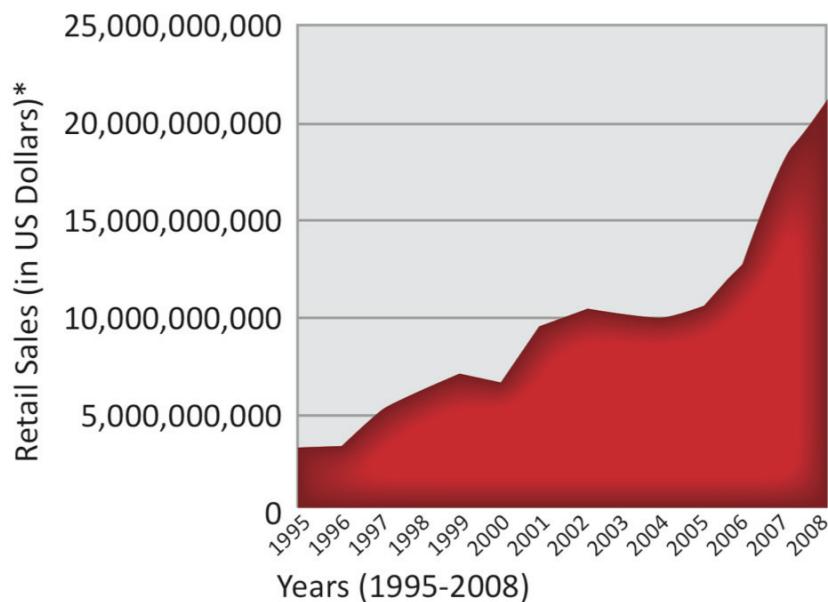
The current sales and Ownership of gaming units prove the demand is there. Below are worldwide gaming hardware totals.

Worldwide Hardware Totals



U.S. retail dollars spent on the video game industry are as follows.

Video Game Industry Revenue (United States)



* Sales of US video games, which includes portable and console hardware, software and accessories.



MARKET ENTRY

To understand the entry of RVG into the market, a fundamental analysis of competitive forces modeling is necessary.

Barriers to Entry:

- Absolute Cost Advantages - None
- Product Learning Curve – Minor Threat
- Economies of Scale – Minor Threat
- Capital Requirements – If Funded, None
- Brand Identity – Minor Threat
- Proprietary Products – None

Threat of Substitute Products:

- Switching Costs – None
- User Inclination to Substitutes – Minor Threat
- Price Performance – None

Bargaining Power of Buyers:

- Bargaining Leverage – None
- Buyer Volume – None
- Brand Identity – None
- Price Sensitivity – Minor Threat
- Buyer Concentration vs. Industry – None
- Substitutes Available – Minor Threat
- Buyers' Incentives – None

Bargaining Power of Suppliers:

- Supplier Concentration – Minor Threat
- Importance of Volume to Supplier – Moderate Threat
- Differentiation of Inputs – None

Rivalry:

- Exit Barriers – None
- Industry Concentration – Minor Threat



The key issues for RVG will be increasing party sales on a scale to ensure a robust development matrix, while increasing its number of events each and every week. RVG should not expect challenges from new competitors once its model is in place. The reason being, RVG sells a territory with the trailer purchase so once an Opportunity is established then no other RVG will be allowed within that geographic area without consent from the established Opportunity holder. As industry growth is almost guaranteed, once RVG has established a local name in the community for premier parties, there may be interest for others to introduce a competitive offering through another Opportunity. Due to the sophistication and amenities RVG offers, the company does not feel that competitors will be able to exceed their offering and thus RVG Opportunities will maintain market share in their respective markets.

BARRIERS TO MARKET ENTRY

RVG has gone to great lengths to not only develop this business model, but also to procure and cultivate the resources necessary to allow the model to succeed for business Owners looking to enter an Opportunity endeavor. As it relates to a competitor's ability to enter this market and become a successful market participant, it would be necessary for them to surpass the following market barriers in the same manner that RVG has (or will):

SWOT ANALYSIS





In evaluating both the advantages and the challenges present within RVG's business model, the resulting balance of strengths, weaknesses, opportunities, and threats are noted below:

Strengths:

- *Popular Product Offering*
- *Near Unlimited Marketing Potential*
- *Self-Sufficient Offering*
- *Multi Billion Dollar Industry*

Weaknesses:

- *Opportunity Operator Needs Transport Vehicle*
- *Video Game 'Learning Curve' For Owners*

Opportunities:

- *Local Market Expansion*
- *Multiple Trailer Options*
- *Complimentary Outdoor Offerings*

Threats:

- *Selection Of Market*
- *Branding/Market Recognition*
- *Market Entry by Competitors*



Assimilating these lists into relevant, task-oriented analysis based on categorized criteria yields the following Strengths and Risks Matrix:

Criteria	Strength	Risk
<i>Market Presence</i>	<ul style="list-style-type: none"> <i>RVG will be a leading mobile gaming provider</i> <i>RVG has strategic alliances</i> 	<ul style="list-style-type: none"> <i>Competitive offerings</i>
<i>Strategic Alliances</i>	<ul style="list-style-type: none"> <i>Promotion from companies such as Dairy Queen</i> <i>Relationships with the local population.</i> 	<ul style="list-style-type: none"> <i>RVG must establish and protect its market share by building a network of local partners.</i>
<i>Capitalization</i>	<ul style="list-style-type: none"> <i>The business model is in place and RVG is positioned to gain market share in new, targeted areas.</i> 	<ul style="list-style-type: none"> <i>Minimal</i>
<i>Demand</i>	<ul style="list-style-type: none"> <i>There is demand within many categories</i> <i>RVG is fully prepared to tap into this segment in many areas within the U.S.</i> 	<ul style="list-style-type: none"> <i>Competitive offerings</i>
<i>Growth</i>	<ul style="list-style-type: none"> <i>RVG is uniquely positioned to take advantage of the target market opportunities.</i> 	<ul style="list-style-type: none"> <i>None</i>
<i>Regulatory</i>	<ul style="list-style-type: none"> <i>RVG Opportunities will be required to maintain liability insurance.</i> 	<ul style="list-style-type: none"> <i>None</i>
<i>Cost Structure</i>	<ul style="list-style-type: none"> <i>RVG has priced its services at a very economical rate</i> <i>Special offers are available for certain events.</i> 	<ul style="list-style-type: none"> <i>There is the potential for other organizations to compete with RVG.</i>



COMPETITION

Competition

There are two main competitors for RVG:

- Mobile Gaming Competitors
- Other Party Rental Services

Mobile Gaming Competitors

There are competitive offerings that are similar to RVG but most do not have the level of amenities that RV offers.

G2U.com

GameTruckParty.com

Other Party Rental Services

The top party rental and/or facility rental include:

- Chuck E. Cheese
- Jumpzone

Chuck E. Cheese

Chuck E. Cheese has a fun offering that includes numerous video games. Being a National chain this shows that there is a demand for video games at parties. Chuck E. Cheese charges for their games through a token sales program. Their birthday parties do include a certain number of tokens for each participant. After they have used their tokens they have to purchase more tokens to play games. With RVG, gaming time is unlimited for the allocated time frame. This is a major benefit with RVG. Parties are all inclusive.

Jumpzone

Unlike Chuck E. Cheese, Jumpzone is an all inclusive party like RVG. Current Jumpzone locations are not easily accessible.



FINANCIAL PROJECTIONS

Financial Assumptions

Financial Assumptions:						
Average Party Revenue:	\$300					
Weekly Capacity:	21					
Weeks per Month	4.3					
Monthly Capacity	90					
Quarterly Capacity	271					
Projected Capacity Use Rate (Quarterly):						
Quarter (3 Year Model - 12 Quarters):	Capacity Use Rate:	Unit Sales Per Quarter	Unit Sales Per Month	Unit Sales Per Week	Unit Sales Per Day	
1	28%	76	25	6	0.8	
2	30%	81	27	6	0.9	
3	33%	89	30	7	1.0	
4	36%	98	33	8	1.1	
5	41%	111	37	9	1.2	
6	45%	122	41	9	1.4	
7	50%	135	45	11	1.5	
8	55%	149	50	12	1.7	
9	60%	163	54	13	1.8	
10	65%	176	59	14	2.0	
11	70%	190	63	15	2.1	
12	75%	203	68	16	2.3	
Starting Costs and Expenses:						
Direct Costs (As a function of Gross Sales):						
Fuel / Utilities	12%					
Other Direct Costs	5%					
Staff Assumptions (As a function of Gross Sales) Owner may/may not hire P/T Staff:						
Staff Costs (Only 1 P/T Employee + Owner per Unit) - Will be -0- if no P/T Staff is hired	8%					
Storage and Upkeep Fees (Quarterly):	\$600					
Insurance for Unit and Vehicle (Quarterly):	\$750					
Marketing (as a % of Gross Profit)	5%					
Equipment and Unit Maintenance (Allocated Quarterly)	\$500					
Upgrades and Operational Purchases (New Games, Controllers, etc.) - Allocated Quarterly	\$350					
Miscellaneous/Non-Specified Operating Expenses (As a % of Gross Margin)	10%					
Capitalized Assets:						
Unit	\$68,000					
Truck	\$17,000	If truck isn't finance enter -0-				
Total	\$85,000					
Depreciation (7 Years - Straightline)						
Total Loan (85% of Total Investment / Owner Will provide 15%)	\$72,250					
Loan Terms (5 Years / 9% Interest Rate)						



Profit & Loss

Profit & Loss										
	Q1Y1	Q2Y1	Q3Y1	Q4Y1	Y1 ANNUAL	Q1Y2	Q2Y2	Q3Y2	Q4Y2	Y2 ANNUAL
Sales:	\$22,756	\$24,381	\$26,819	\$29,257	\$103,213	\$33,321	\$36,572	\$40,635	\$44,699	\$155,226
Cost of Sales:										
Fuel / Utilities	\$2,731	\$2,926	\$3,218	\$3,511	\$12,386	\$3,998	\$4,389	\$4,876	\$5,364	\$18,627
Other Direct Costs	\$1,138	\$1,219	\$1,341	\$1,463	\$5,161	\$1,666	\$1,829	\$2,032	\$2,235	\$7,761
Gross Profit	\$18,887	\$20,236	\$22,260	\$24,283	\$85,667	\$27,656	\$30,354	\$33,727	\$37,100	\$128,837
Gross Margin	83.00%	83.00%	83.00%	83.00%	83.00%	83.00%	83.00%	83.00%	83.00%	83.00%
Operating Expenses:										
Staff	\$1,820	\$1,950	\$2,146	\$2,341	\$8,257	\$2,666	\$2,926	\$3,251	\$3,576	\$12,418
Storage / Upkeep	\$600	\$600	\$600	\$600	\$2,400	\$600	\$600	\$600	\$600	\$2,400
Insurance	\$750	\$750	\$750	\$750	\$3,000	\$750	\$750	\$750	\$750	\$3,000
Marketing	\$944	\$1,012	\$1,113	\$1,214	\$4,283	\$1,383	\$1,518	\$1,686	\$1,855	\$6,442
Equipment / Unit Maintenance	\$500	\$500	\$500	\$500	\$2,000	\$500	\$500	\$500	\$500	\$2,000
Upgrades/ Purchases	\$350	\$350	\$350	\$350	\$1,400	\$350	\$350	\$350	\$350	\$1,400
Miscellaneous/ Non-Specified	\$1,889	\$2,024	\$2,226	\$2,428	\$8,567	\$2,766	\$3,035	\$3,373	\$3,710	\$12,884
Total Operating Expenses	\$6,854	\$7,186	\$7,685	\$8,183	\$29,907	\$9,014	\$9,679	\$10,510	\$11,341	\$40,544
EBITDA	\$12,034	\$13,050	\$14,575	\$16,100	\$55,760	\$18,642	\$20,675	\$23,217	\$25,759	\$88,294
Depreciation	\$3,036	\$3,036	\$3,036	\$3,036	\$12,143	\$3,036	\$3,036	\$3,036	\$3,036	\$12,143
Interest	\$1,613	\$1,539	\$1,471	\$1,402	\$6,025	\$1,333	\$1,261	\$1,187	\$1,112	\$4,893
Net Income	\$7,385	\$8,476	\$10,068	\$11,663	\$37,592	\$14,274	\$16,379	\$18,994	\$21,611	\$71,258
(NO TAXES - PASS THROUGH COMPANY)										
Profit Margin	32.45%	34.77%	37.54%	39.86%	36.42%	42.84%	44.79%	46.74%	48.35%	45.91%



Profit & Loss					
	Q1Y3	Q2Y3	Q3Y3	Q4Y3	Y3 ANNUAL
Sales:	\$48,762	\$52,826	\$56,889	\$60,953	\$219,429
Cost of Sales:					
Fuel / Utilities	\$5,851	\$6,339	\$6,827	\$7,314	\$26,331
Other Direct Costs	\$2,438	\$2,641	\$2,844	\$3,048	\$10,971
Gross Profit	\$40,472	\$43,845	\$47,218	\$50,591	\$182,126
Gross Margin	83.00%	83.00%	83.00%	83.00%	83.00%
Operating Expenses:					
Staff	\$3,901	\$4,226	\$4,551	\$4,876	\$17,554
Storage / Upkeep	\$600	\$600	\$600	\$600	\$2,400
Insurance	\$750	\$750	\$750	\$750	\$3,000
Marketing	\$2,024	\$2,192	\$2,361	\$2,530	\$9,106
Equipment / Unit Maintenance	\$500	\$500	\$500	\$500	\$2,000
Upgrades/ Purchases	\$350	\$350	\$350	\$350	\$1,400
Miscellaneous/ Non-Specified	\$4,047	\$4,385	\$4,722	\$5,059	\$18,213
Total Operating Expenses	\$12,172	\$13,003	\$13,834	\$14,665	\$53,673
EBITDA	\$28,301	\$30,842	\$33,384	\$35,926	\$128,453
Depreciation	\$3,036	\$3,036	\$3,036	\$3,036	\$12,143
Interest	\$1,035	\$956	\$876	\$795	\$3,663
Net Income	\$24,230	\$26,850	\$29,472	\$32,095	\$112,647
(NO TAXES - PASS THROUGH COMPANY)					
Profit Margin	49.69%	50.83%	51.81%	52.66%	51.34%



Cash Flows

Cash Flows								
	Q1Y1	Q2Y1	Q3Y1	Q4Y1	Q1Y2	Q2Y2	Q3Y2	Q4Y2
Cash Flows from Operations								
Net Income	\$7,385	\$8,476	\$10,068	\$11,663	\$14,274	\$16,379	\$18,994	\$21,611
Depreciation (Add-Back)	\$3,036	\$3,036	\$3,036	\$3,036	\$3,036	\$3,036	\$3,036	\$3,036
Capital Expenditures	\$85,000	\$-	\$-	\$-	\$-	\$-	\$-	\$-
Accounts Receivables	\$-	\$-	\$-	\$-	\$-	\$-	\$-	\$-
(N/A Cash Paid upon Service)								
Total Cash Flows from Operations	\$(74,580)	\$11,512	\$13,104	\$14,699	\$17,309	\$19,415	\$22,030	\$24,647
Cash Flows from Financing								
Receipt of Debt Financing	\$72,250	\$-	\$-	\$-	\$-	\$-	\$-	\$-
Principal Payments	\$2,895	\$2,961	\$3,029	\$3,097	\$3,167	\$3,239	\$3,312	\$3,386
Owner Distributions (75% of Profits)	\$5,538	\$6,357	\$7,551	\$8,747	\$10,705	\$12,284	\$14,246	\$16,209
Total Cash Flows from Financing	\$63,816	\$(9,318)	\$(10,580)	\$(11,844)	\$(13,872)	\$(15,524)	\$(17,558)	\$(19,595)
Cash Flows from Investing								
Investments Made	\$-	\$-	\$-	\$-	\$-	\$-	\$-	\$-
Returns Received	\$-	\$-	\$-	\$-	\$-	\$-	\$-	\$-
Total Cash Flows from Investing	\$-	\$-	\$-	\$-	\$-	\$-	\$-	\$-
Cash at the Beginning of the Period	\$12,750	\$1,987	\$4,180	\$6,704	\$9,559	\$12,996	\$16,887	\$21,359
(15% of Investment by Owner in 1st Quarter)								
Cash at the End of the Period	\$1,987	\$4,180	\$6,704	\$9,559	\$12,996	\$16,887	\$21,359	\$26,411



Cash Flows				
	Q1Y3	Q2Y3	Q3Y3	Q4Y3
Cash Flows from Operations				
Net Income	\$24,230	\$26,850	\$29,472	\$32,095
Depreciation (Add-Back)	\$3,036	\$3,036	\$3,036	\$3,036
Capital Expenditures	\$-	\$-	\$-	\$-
Accounts Receivables	\$-	\$-	\$-	\$-
(N/A Cash Paid upon Service)				
Total Cash Flows from Operations	\$27,265	\$29,886	\$32,508	\$35,131
Cash Flows from Financing				
Receipt of Debt Financing	\$-	\$-	\$-	\$-
Principal Payments	\$3,464	\$3,543	\$3,623	\$3,705
Owner Distributions (75% of Profits)	\$18,172	\$20,138	\$22,104	\$24,071
Total Cash Flows from Financing	\$(21,636)	\$(23,681)	\$(25,727)	\$(27,777)
Cash Flows from Investing				
Investments Made	\$-	\$-	\$-	\$-
Returns Received	\$-	\$-	\$-	\$-
Total Cash Flows from Investing	\$-	\$-	\$-	\$-
Cash at the Beginning of the Period	\$26,411	\$32,041	\$38,246	\$45,027
(15% of Investment by Owner in 1st Quarter)				
Cash at the End of the Period	\$32,041	\$38,246	\$45,027	



Balance Sheet

Annual Balance Sheet			
	Y/E Operating Year - 1	Y/E Operating Year - 2	Y/E Operating Year - 3
Assets:			
Current Assets:			
Cash Balance	\$9,559	\$26,411	\$52,382
Long Term Assets:			
Capitalized Assets (Unit + Truck)	\$85,000	\$85,000	\$85,000
Accumulated Depreciation	\$12,143	\$24,286	\$36,429
Remaining Value	\$72,857	\$60,714	\$48,571
Total Assets	\$82,416	\$87,126	\$100,953
Liabilities and Owner's Equity			
Long Term Liabilities:			
Long Term Debt Note:	\$72,250	\$72,250	\$72,250
Accumulated Principal Paid	\$11,982	\$25,087	\$39,421
Remaining Value	\$60,268	\$47,163	\$32,829
Retained Earnings (25% of Profits)	\$9,398	\$17,815	\$28,162
Owner's Equity	\$12,750	\$22,148	\$39,963
Total Liabilities and Owner's Equity	\$82,416	\$87,126	\$100,953