

**Damsel Productions, LLC**  
**Financial Statements**

Exhibit 2

**DAMSEL PRODUCTIONS, LLC**  
**BALANCE SHEET**  
**As of November 30, 2016**  
**(Unaudited)**

<b>Assets</b>	
IP at Cost	\$      350,500
Startup Costs	390
Cash	500
<b>Total Assets</b>	<u>\$      351,390</u>
<b>Liabilities and Member Equity</b>	
Liabilities	\$                  0
Member Equity	351,390
<b>Total Liabilities and Member Equity</b>	<u>\$      351,390</u>

See accompanying notes to unaudited financial statements.

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**DAMSEL PRODUCTIONS, LLC**  
**STATEMENTS OF INCOME**

**For the period from August 17, 2016 (Date of Inception) through November 30,**  
**2016**

**(Unaudited)**

Revenues	\$	0
Expenses		<u>0</u>
Loss Before Taxes		0
Income Tax Expense		<u>0</u>
Net	\$	<u>0</u>

See accompanying notes to unaudited financial statements.

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**STATEMENT OF CHANGES IN MEMBERS' EQUITY**  
**For the period from August 17, 2016 (Date of Inception) to November 30, 2016**

Beginning Members' Equity	\$	0
Contributions		351,390
Distributions		0
Ending Members' Equity	\$	<u>351,390</u>

See accompanying notes to financial statements.

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**DAMSEL PRODUCTIONS, LLC**  
**STATEMENTS OF CASH FLOWS**  
**For the period from August 17, 2016 (Date of Inception) through November 30,**  
**2016**

Cash flows from operating activities	\$ 0
Cash provided by financing activities	<u>500</u>
Cash - Beginning of period	<u>0</u>
Cash - End of period	<u>\$ 500</u>

See accompanying condensed notes to interim financial statements.

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**NOTE 1 – Organization, Business and Operations**

On August 17, 2016, Damsel Productions, LLC (the “Company”) was formed in the State of Delaware for the purpose of developing and marketing the video game “Damsel.” The Company’s startup costs were \$390.

At November 30, 2016, the Company had not yet generated any revenues. All activity from August 17, 2016 (Date of Inception) through November 30, 2016 relates to the Company’s formation, video game development and the preparation of its Crowdfunding Offering. The Company selected December 31 as its fiscal year-end.

Pursuant to an Intellectual Property Assignment Agreement by and between the Company and Screwtape Studios, dated as of October 12, 2016, Screwtape assigned to the Company all of the intellectual property rights to the video game “Damsel” (the “IP”)

**NOTE 2 – IP Valuation**

The Damsel IP Valuation has been calculated on a cost basis.

The costs have been broken up by Contractor costs, In kind costs from owners, General expenses including office space, legal and accounting fees and software and licenses that were purchases for the development of Damsel and Trade show expenses.

Contractor daily rate is between AUS \$175-\$200 a day.

Total contractor Expenses: AUS \$142,869.50

In-kind contractor expenses: AUS \$126,000

Other Expenses: AUS \$83,939

Total: AUS \$463,926.50

Total Converted to US: \$371,141.20

Due to changes in the Exchange rate the valuation by cost was rounded back to US\$350,000.


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I, Megan Summers, certify that:

(1) the financial statements of Damsel Productions, LLC included in this Form are true and complete in all material respects; and

(2) Damsel Productions LLC, has not been required and has not filed any tax return.

By: 

Title: Manager