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**Company Research Report  
for  
i2corp.com (OTCBB; ITOO)**

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## COMPANY OVERVIEW:

i2corp.com is a Las Vegas-based company, publicly traded on the OTCBB under the ticker symbol ITOO. Through its subsidiaries, the company's core focus is patenting and commercializing intellectual property for the international entertainment industry. i2corp.com's three subsidiaries are Home Gambling Network, i2consult.com, and i2develop.com.

i2corp.com's primary piece of intellectual property is a method and technology patent for remote wagering on live games and events utilizing electronic financial transactions. This patent is marketed and licensed through Home Gambling Network, a wholly owned subsidiary of i2corp.com. Through the patent, customers can place wagers from anywhere in the world that is remote from the actual physical casino, racetrack, or off-track betting parlor. The patent has been reciprocated with the EPTO, Australia and Canada.

i2consult.com provides strategic planning, marketing, and technological guidance to HGN licensees, helping them to set up accounting and marketing systems using experts who understand the technology and the nature of the gambling industry. i2develop.com will be handling all future intellectual property developments for i2corp.com.

## **THE PATENT: HGN owns, markets and licenses U.S. Patent 5,800,28, a business method for remote wagering on live games and events utilizing electronic financial transactions.**

i2corp.com's core product is the HGN Patent. The Patent, which was issued in the United States in September of 1998, and has been reciprocated with the EPTO, Australia and Canada, is comprised of three components:

1. Remote Wagering
2. Live games and events
3. Electronic financial transactions

Live remote wagering, a derivative of land based casino gambling, is the fastest growing progression in the gambling industry's hope of delivering an experience comparable to the ancient tradition of wagering on games and events. Encompassing any and all available technology, remote wagering is not limited solely to the Internet but also includes television via satellite and cable carriers, and wireless devices including cellular phones and other hand held devices.

HGN and HGN's European Master Licensor, Live2You, Ltd., are the only companies in the world that can legally license the HGN patent for remote wagering. Live2You, based in Europe, will license HGN's unique method of wagering on live games and events to European-based operators. If all of the criteria set forth in this Master License are met upon issuance of the European

Patent, HGN could receive a minimum of US \$120,000,000 in royalties over the next 5 years.

## **INTEGRITY OF THE HGN PATENT: HGN has already successfully enforced its patent.**

In April 2000, United States District Court, District of Nevada, awarded HGN a permanent injunction against a Caribbean Internet casino for patent infringement. HGN obtained a US District Court decision effectively shutting down First Live Casino through First Live Casino's ISP, which was not licensed by HGN to conduct its patented method of wagering.

Also, in August 2000, HGN prevailed in its lawsuit in United States District Court, District of Nevada, against Interactive Television Service, Inc., for patent infringement. The settlement required ITS, and effectively the rest of the gaming world, to admit and acknowledge the validity of the HGN patent.

What's more, Home Gambling Network is not an operator, but a licensor of a particular method of wagering. It is important for investors to understand the distinction, as it affords HGN a huge advantage over gaming operators. Because it is not a wagering entity, the Company does not run the risk of losing a gaming license.

## **INDUSTRY & OPPORTUNITY ANALYSIS: The global gambling market is expanding at an unprecedented rate, with revenues in 1999 exceeding \$830 billion.**

Internet gambling accounted for approximately \$1.2 billion in 1999, growing to \$1.5 billion in 2000. In 2001 and 2002, according to Christiansen Capital Advisors, LLC, Internet gambling revenues are projected to be \$2.3 billion and \$3.1 billion respectively.

In 1998, an estimated 81 million people wagered on-line, up from 6.9 million in 1997. this group rose to approximately 121 million in 1999, and, according to industry experts will surpass 160 million by the end of 2001. i2corp.com's HGN patent is marketed to all segments of the wagering industry. The Company's geographic target markets include legally regulated jurisdictions around the world.

What's more, there are no competitors for the Company's method and technology for remote wagering. HGN is the only company in the world that can legally license its method and technology for remote wagering. And, in the U.S., no name-brand land-based casinos have effectively penetrated the Internet gaming market.

**THE i2corp.com MISSION:** With superior management and value added services, i2corp.com's intellectual property assets will bridge today's technological advancements to all forms of entertainment, resulting in convenience for global consumers and increased profitability for businesses around the world.

Home Gambling Network regards itself as the catalyst behind remote wagering and is committed to promoting and licensing its unique method of live wagering on a global scale. As the only entity able to offer the convenience and security of a live wagering environment accessible by gamblers physically remote of the wagering environment, HGN bridges today's technological advancement with centuries old entertainment bringing the convenience of a secure and exciting live wagering environment into a person's home or office anywhere in the world.

HGN's licensed casinos, sportbooks and lotteries will benefit from increased brand identity and loyalty, as they will be accessible by gamblers all over the world, alleviating jurisdictional barriers.

**INVESTMENT CONSIDERATIONS:** The future of i2corp.com and HGN's live remote wagering system.

deedee Molnick, CEO of i2corp.com, and a recognized expert in Internet gaming, stated, "I foresee the company becoming one of the leading gaming suppliers in the world in three years. I see i2corp.com/HGN as an important link in a worldwide network of reputable operators who are licensed and regulated, and who are offering remote gambling experiences that players trust."

"I see this network of brand-name operators materializing quickly because this group is now losing customers to operators offshore who are not as reputable as they are. Our method of wagering is about convenience, security, and instant pay, and we believe that these are benefits that players want and ones that established wagering entities will have to offer them by default."

"I think investors should look at our market. If you look at the future of remote wagering, here I'm specifically referring to the Internet, cable and satellite television, and wireless, and you understand the players getting involved in it, then I think investors will know the kind of market potential we have. If it is remote wagering on a live game or event, you can bet HGN is going to be involved."

i2corp.com, including wholly owned subsidiary Home Gambling Network, Inc. is a development state entity anticipating royalty revenues generated by licenses and other service revenues. With substantially no cost of goods sold, the Company expects gross profit to be in excess of 50 percent of gross revenues, which will offer investors a strong price to earnings ratio. Revenues from licensing fees in fiscal year 2001 are projected to be \$500,000.