

Q1 - JUNE 30, 2016 BSEG FINANCIAL REPORT

BIG SCREEN ENTERTAINMENT GROUP

Table of Contents

FINANCIAL IN	NFORMATION
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CONDENSED CONSOLIDATED BALANCE SHEETS	PG 3
CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS	PG 4
CONDENSED CONSOLIDATED STATEMENT OF CHANGES IN SHAREHOLDERS' EQUITY	PG 5
CONDENSED CONSOLIDATED STATEMENT OF CASH FLOWS	PG 6
NOTES TO CONDENSED CONSOLIDATED FINANCIAL STATEMENTS	PG 7-9

BIG SCREEN ENTERTAINMENT GROUP AND SUBSIDIARIES CONDENSED CONSOLIDATED BALANCE SHEETS (UNAUDITED)

	June 30, 2016	March 31, 2016		
ASSETS				
CURRENT ASSETS				
Cash and cash equivalents	\$ 20,381	\$	35,749	
Accounts Receivable	 1,687,997		1,697,077	
Total Current Assets	 1,708,378		1,732,828	
NON-CURRENT ASSETS				
Notes Receivable	27,894		27,894	
Capitalized Gaming Production Costs	638,044		638,044	
Capitalized Production Costs, net of accumulated amortization	6,035,699		6,035,699	
Fixed Assets	2,072,233	2,072,233		
Lend to CCCO	7,975		0	
Lend to BSEG 2-Year Loan (FEG)	29,214		58,050	
Lend to BSEG Holdings (FEG)	 10,000		10,000	
Total Non-Current Assets	 8,821,059		8,841,919	
TOTAL ASSETS	\$ 10,529,437	\$	10,574,745	
LIABILITIES & SHAREHOLDERS' EQUITY LIABILITIES				
Accounts Payable	\$ 84,180	\$	64,779	
Accrued Salaries - Officers	12,000			
Notes payable - Related party	90,198		137,864	
Total other current liabilities	60,000		-	
FEG Loan	70,809		68,050	
Production Loans	 <u>-</u>			
Total Liabilities	 317,186		138,901	
SHAREHOLDERS' EQUITY				
Common Stock, par value \$.001 per share, 385,000,000 shares				
authorized, 103,816,636 shares issued and outstanding	103,817		103,817	
Additional Paid-In Capital	13,162,444		13,250,756	
Accumulated Deficit	(3,029,486)		(3,029,486)	
Net (Loss) Income	 (29,993)		(21,035)	
Total Shareholders' Equity	 10,212,250		10,304,052	
TOTAL LIABILITIES & SHAREHOLDERS' EQUITY	\$ 10,529,437	\$	10,574,745	

BIG SCREEN ENTERTAINMENT GROUP AND SUBSIDIARIES CONDENSED CONSOLIDATED STATEMENTS OF OPERATIONS (UNAUDITED)

For the Three Months Ended
June 30

	June 30,					
		2016	2015			
REVENUES						
Distribution	\$	7,042	\$	795		
Licensing		-		8,665		
Services		-		16,000		
Other				1,522		
Total Revenues	\$	7,042	\$	26,983		
COSTS AND EXPENSES		_		_		
Costs related to production revenues		-		4,720		
Distribution and Marketing		3,492		1,096		
Bad Debt expense		-		-		
General and Administrative		28,273	34,747			
Total Expense		31,765	150,56			
INCOME (LOSS)		(24,724)	(123,580)			
OTHER INCOME (EXPENSE)						
Other Income		199		43,731		
Other Expense				4,046		
Total Other Income (expense)		199		39,685		
NET INCOME (LOSS)	\$	(24,525)	\$	(83,895)		
Net (Loss) per Common Share, Basic &						
Diluted	\$	(0.00)	\$	(0.00)		
Weighted Average Number of Shares Outstanding		103,816,636		103,816,636		

BIG SCREEN ENTERTAINMENT GROUP AND SUBSIDIARIES CONSOLIDATED STATEMENT OF CHANGES IN SHAREHOLDERS' EQUITY FOR THE YEAR ENDED JUNE 30, 2016

	Shares		ommon Stock Amount	Pa	itional id-in pital	Accumulated Deficit	Sh	nareholders Equity
Balance March 31, 2016 (unaudited)	88,518,508	\$	88,519	\$	9,665,786	\$(2,645,846)	\$	7,108,459
Balance March 31, 2010 (unaudited)	88,518,508	φ	00,319	ψ	9,003,780	\$(2,043,640)	Ψ	7,100,439
Stock issued for cash	153,846		154		9,846			10,000
Stock issued for Notes Payable	5,344,282		5,344		529,084			534,428
Stock split	9,800,000		9,800		(9,800)			-
Net loss						(383,640)		(383,640)
Balance March 31, 2015 (unaudited)	103,816,636	\$	103,817	\$	10,194,916	\$ 3,029,486)	\$	7,269,247
Net loss						\$ (29,993)	\$	(29,993)
Fairfax Equity (Indendent)				\$	2,967,528		\$	1,900,763
JUNE 30, 2016 (unaudited)	103,816,636	\$	103,817	\$	13,162,444	\$ (3,059,479)	\$	9,140,017

BIG SCREEN ENTERTAINMENT GROUP AND SUBSIDIARIES CONDENSED CONSOLIDATED STATEMENTS OF CASH FLOWS (UNAUDITED)

(CTTIODITED)	For the Three Months Ended				
	J	une 30,	June 30,		
	2016		2015		
CASH FLOWS FROM OPERATING ACTIVITIES:			,		
Net Income (Loss)	\$	(24,525)	\$	(83,895)	
Adjustments to reconcile net income to net cash provided by operating activities					
Depreciation and amortization		16,342		125,633	
Allowance for bad debt		-		-	
Changes in assets and liabilities:					
(Increase)/Decrease in Accounts Receivable		9,080		-	
(Increase)/Decrease in Capitalized R&D Gaming		-		-	
(Increase)/Decrease in Capitalized Production Costs		-		134	
(Increase)/Decrease in Notes Receivable		-		-	
(Decrease)/Increase in Accounts Payable		19,401		-	
NET CASH (USED IN) PROVIDED BY OPERATING ACITIVITIES		20,298		41,872	
CASH FLOWS FROM INVESTING ACTIVITIES					
Sale of Fixed Assets		_		_	
NET CASH PROVIDED BY INVESTING ACTIVITIES		-			
CASH FLOWS FROM FINANCING ACTIVITIES:					
Borrowings on Notes Payable to Officers		12,000		605	
Principal Payments on Production Loans - Related Party		(47,666)		(46,103)	
Proceeds from Sale of Stock					
NET CASH (USED IN) FINANCING ACTIVITIES		(35,666)		(45,498)	
NET (DECREASE) INCREASE IN CASH		(5,018)		(3,626)	
CASH AT BEGINNING OF PERIOD		35,749		25,399	
CASH AT END OF PERIOD	\$	20,381	\$	21,773	
Supplemental Disclosure for Cash Flow Information:					
Non-cash Financing Activity:					
Stock issued in payment of labor and production loans	\$	-	\$		

NOTE A - BUSINESS ORGANIZATION AND SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES

Big Screen Entertainment Group ("Company") or ("BSEG") was incorporated under the laws of the state of Nevada. The Company produces and distributes feature films and video games.

Revenue Recognition. Royalty income from film contracts is derived from the sale of DVDs or from the licensing of film rights to third parties. A significant portion of royalty income is paid to the Company based on the timetable associated with royalty statements generated by third party processors, and is not typically known by the Company on a timely basis. Consequently, this revenue is not recognized until the amount is either known or reasonably estimable or until receipt of the statements from the third parties. The Company contracts with various agencies to facilitate collection of royalty income. When the Company is entitled to royalties based on gross receipts, revenue is recognized before deduction of agency fees, which are included as a component of cost of revenue.

The Company recognizes revenue from television and film productions pursuant to ASC 926-605 (formerly American Institute of Certified Public Accountants Statement of Position 00-2, "Accounting by Producers or Distributors of Films"). The following conditions must be met in order to recognize revenue under ASC 926-605: (i) persuasive evidence of a sale or licensing arrangement exists; (ii) the program is complete and has been delivered or is available for immediate and unconditional delivery; (iii) the license period of the arrangement has begun and the customer can begin its exploitation, exhibition or sale; (iv) the arrangement fee is fixed or determinable; and (v) collection of the arrangement fee is reasonably assured. Advance payments received from buyers or licensees are included in the condensed consolidated financial statements as a component of deferred revenue.

Film and Gaming Costs. Investment in film and gaming costs includes the capitalization of costs incurred to produce the film content including direct negative costs, production overhead, interest and development. These costs are recognized as operating expenses on an individual film basis in the ratio that the current year's gross revenues bear to management's estimate of total ultimate gross revenues from all sources to be earned over a seven-year period. Capitalized production costs are stated at the lower of unamortized cost or estimated fair value on an individual film basis. Revenue forecasts, based primarily on historical sales statistics, are continually reviewed by management and revised when warranted by changing conditions. When estimates of total revenues and other events or changes in circumstances indicate that a film has a fair value that is less than its unamortized cost, an impairment loss is recognized in the current period for the amount by which the unamortized cost exceeds the film's fair value.

Condensed financial Statements. The accompanying financial statements have been prepared by the Company without audit. In the opinion of management, all adjustments (which include only normal recurring adjustments) necessary to present fairly the financial position, results of operations, and cash flows at December 31, 2014, and for all periods presented herein, have been made.

Basis of Consolidation. All significant intercompany transactions and balances have been eliminated in consolidation.

Use of Estimates and Assumptions. The preparation of financial statements in conformity with U.S. generally accepted accounting principles requires management to make estimates and assumptions that affect the reported amounts of assets and liabilities and disclosures of contingent assets and liabilities at the date of the financial statements and the reported amounts of revenues and expenses during the reporting period. Actual results could differ from those estimates.

Concentrations. Financial instruments that potentially subject us to concentrations of credit risk consist principally of cash and cash equivalents and accounts receivable. Accounts receivable are typically unsecured and are derived from revenues earned from customers located in the United States.

Recent Accounting Pronouncements. The Company has reviewed recently issued, but not yet adopted, accounting standards in order to determine their effects, if any, on its results of operations, financial position or cash flows. Based on that review, the Company believes that none of these pronouncements will have a significant effect on its financial statements.

Cash and Cash Equivalents. For purposes of reporting cash flows, the Company considers all highly-liquid debt instruments purchased with an original maturity of three months or less to be cash equivalents.

Income Taxes. The Company utilizes the liability method of accounting for income taxes as set forth in ASC Topic 740 (SFAS No. 109), "Accounting for Income Taxes." Under the liability method, deferred taxes are determined based on the difference between the financial statement and tax bases of assets and liabilities using enacted tax rates in effect in the years in which the differences are expected to reverse. An allowance against deferred tax assets is recorded when it is more likely than not that such tax benefits will not be realized.

NOTE B - CAPITALIZED FILM AND GAMING PRODUCTION COSTS

The following table summarizes the net capitalized film and gaming production costs in various stages of production at:

		June 30, 2016		June 30, 2015		
Gaming	•	638.044	•	702,195		
	Ф	,-	Φ	,		
Completed – theatrical		6,705,741		5,339,320		
Less: accumulated amortization		(670,042)		(502,532)		
Total film and gaming production costs	\$	6,673,743	\$	5,538,983		

The Company expects to amortize within three to five years 90% of capitalized film and gaming costs based on the estimated costs and ultimate revenue projected.

NOTE C – ACCRUED SALARIES - OFFICERS

The Company's officers have signed contracts that allows them to accrue salaries that can be paid in either stock or cash. The current balance ending June 30, 2016 for officer salary is \$12,000.

NOTE D – PRODUCTION LOANS AND PRINTS AND ADVERTISING LOANS

Production and loans payable consist of the following at:

	June 30, 2016		June 30, 2015		
Notes payable - Related party	\$	90,198	\$	82,912	
Total notes payable	\$	90,198	\$	82,912	

NOTE E - RELATED PARTY TRANSACTIONS

As of June 30, 2016 the Company has a loan payable to FEGifund, a 34.9% shareholder of the Company's outstanding shares of stock. FEGifund is also controlled by Big Screen's current Chairman of the Board and Director, Jimmy Jiang.

NOTE F - SHAREHOLDERS' EQUITY

As of June 30, 2016 there are 385,000,000 shares of authorized common stock. Total common stock issued and outstanding at June 30, 2016 and June 30, 2015 was 103,816,636 and 103,816,636 respectively.

NOTE G - SUBSEQUENT EVENTS

The Company has evaluated events from June 30, 2016, through the date whereupon the financial statements were issued and has determined that there are no additional items to disclose.