# EXHIBIT 86

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# DISTRIBUTION NOTES

### **BACKGROUND**

- 1, With the exception of p2p, none of our products---nor those of our competitors---has the slightest traction with consumers.
- 2. We are unlikely to develop the next popular application(s) in house. We must be saavy buyers/strategic partners to those whose products actually have consumer appeal.
- 3. Our focus should be on both the provision of content and software.
- 4. We must offer partners a menu a la carte suite of monetization capability from which they can balance their own greed with the desired user experience. The suite should include:
  - a. Pops
  - b. 404 Client
  - c. DR's "Search Scout"
  - d. Toolbar (branded for each app?)
  - e. Micro-Buddy
  - f. Behavioral client (Very different business development effort)
  - g. In-application capability\*

#### DOWNLOAD.COM BLOWING UP IS A BIG OPPORTUNITY

....We need to sieze it and become the monetization engine source of choice for software developers.

## SOME OF THE HALLMARKS OF DEALS WE NEED TO DO

- 1. Transaparency. Consumers can readily describe the value exchange in their own words. "DR shows me 10 ads a day and I get...." The TV test.
- Pull Rather Than Push. Consumers must be readily asking for/using our product.
   A p2p Component a strong plus:
  - i. Free Music (p2p component) Mashboxx
  - ii. Free TV/Video content (p2p component) TEN?
  - iii. Free Telecommunications. Flashtalk. Skype Answering Service
  - iv. Identity Theft Protection. In Negotiation.
  - v. Service Truck Concept/Tech Support

## RESOURCES REQUIRING IMMEDIATE DEVELOPMENT

<sup>\*</sup>To be developed/or acquired thru Cydoor or another 3<sup>rd</sup> party

- 1. The ability to do banner distribution rather than bundle
- 2. An experienced direct marketer in-house possibly managing outside direct response agencies.

# **DEAD CLIENT STRATEGY**

 Several companies have broad distribution of dead/partially failed client business models. Viewpoint., Winzip & Cydoor are three examples.
 Partnerships/acquisitions of these companies should be a focus.

SETTING HARD GOALS FOR US POP DISTRIBUTION:

125,000 a day US 75,000 W. Europe