

EXPLORATION INCORPORATED
OF NEVADA

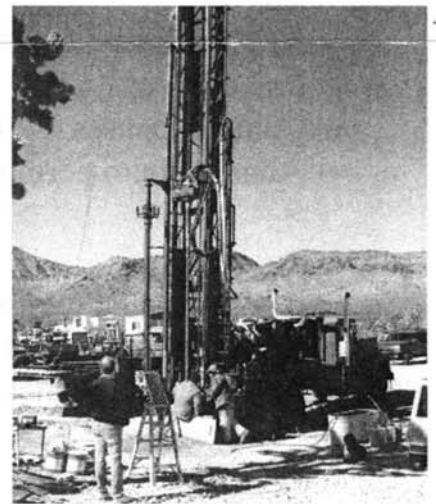


2908 E. Lake Mead Blvd.
North Las Vegas, Nevada 89030
702 649-6819

EXPLORATIONS INC. OF NEVADA (KOKOWEEF)

To Our Investors:

This August 2003 newsletter will bring you current on our two major projects. In camp we have drilled two 900'+ holes and part of a third. We have temporarily put a halt on drilling to install a large hydraulic oil cooler to combat a severe over heating problem occurring as we drill below 500'. Also we needed to increase the pressure on one of the extraction pumps. Larry Butler and Randy Stenberg have done a fine job on both. In the meantime, Mr. Hewitt, our electronics expert arrived and did a 360° survey around our first 980' hole. If you recall, we dropped through a very loose shale type strata at 835' to 860'. His survey indicates the larger part of the anomaly is another 60' further into the hillside. Our plans are to finish the third hole at the center of camp then level off a pad and drill the hillside target to attempt to hit the open portion of the anomaly. Our goal is one-to-two 1000' holes a month barring any unforeseen mechanical problems.



Our second project – creating a tunnel above and slightly to the right of the old Carbonate King Zinc Mine directly on Snard's Fault System – is progressing very well. The objective is to intersect Dorr's passage on the west side of Kokoweef Mountain. Big Jim Hanhardt and Charlie Powers have driven a tunnel over 150'. Richards and Brocaw (the two geologists that mapped and found the lower zinc deposit in the 1940's) projected two possibilities in tunnel length. To intersect the thrust fault and Snard's Fault, the first calculation was 150' and the second was 200' to 210'. Since the intersection has not been reached, Jim and Charlie will continue to the second projection. We have included in the newsletter two photos showing the activity of Snard's Fault. We hope when we reach the intersection of the two faults we will find the voids possibly leading to the river and Dorr's original passage way.

Snard's Fault

