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*******************************
FIRM GA: GAME ADMINISTRATOR
                                         INDUSTRY O
MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER )
                                          PAGE 1
*****************************
______
MARKETING RESEARCH STUDY #11 (CUSTOMER BRAND AWARENESS
______
           OUARTER 1
           _____
REGION 1 (AUST/NZ )
 Product 1-1
              79.52
 Product 2-1
              79.52
 Product 3-1
             79.52
 Product 4-1
             79.52
 Product 5-1
             79.52
REGION 2 (U.S. )
 Product 1-1
              18.18
 Product 1-2
              45.22
 Product 2-1
              18.18
```

Product 2-2

Product 3-2

Product 4-1

Product 4-2

Product 5-1

Product 5-2

Product 2-1

Product 3-1

REGION 4 (HK/T/K/S)
Product 1-1

Product 2-1

Product 3-1

Product 4-1

Product 5-1

Product 4-1

Product 5-1

REGION 3 (JAPAN)
Product 1-1

Product 3-1

45.22

18.18

45.22

18.18

45.22

18.18

45.22

38.01

38.01

38.01

38.01

38.01

41.18

41.18

41.18

41.18

41.18

****************************** FIRM GA: GAME ADMINISTRATOR INDUSTRY O MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 2 *****************************

______ MARKETING RESEARCH STUDY #17 (BRAND QUALITY RATINGS)

		QUARTER 1
Product	1-1	55.93
Product	1-2	87.61
Product	2-1	55.93
Product	2-2	87.61
Product	3-1	55.93
Product	3-2	87.61
Product	4-1	55.93
Product	4-2	87.61
Product	5-1	55.93
Product	5-2	87.61

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FIRM GA:	GAME A	ADMINIST	RATOR							INDUSTRY	0
MARKETING	RESEAF	RCH FOR (GAME A	DMINISTE	RATOR,	QUARTER	1	(WINTER)	PAGE	3
******	*****	*****	*****	******	*****	******	****	******	****	******	**
=======	======	:=====:	=====	======			====	======		=======	==
MARKETING	RESEAF	CH STUD	Y #19	(COMPETI	TIVE :	INFORMAT:	ION	- BALAN	CE SH	IEETS)	
=======	======	:=====:	=====	` =======	:====:		====	======			==

*********** INDUSTRY 0) PAGE 4 ********
3,509,110 0
1,604,216 212,351 0 0
101,024,999 0 106,350,676
2,336,972 100,000,000 0 0 0 0 4,013,704 106,350,676

**************************************	INDUSTRY O PAGE 5						

ASSETS							
CASH MARKETABLE SECURITIES FINISHED GOODS INVENTORY:	3,509,110 0						
PRODUCT 1 (6,176 Units) [\$ 259.75 Per Unit] PRODUCT 2 (305 Units) [\$ 696.23 Per Unit] PRODUCT 3 (0 Units) [\$.00 Per Unit] PRODUCT 4 (0 Units) [\$.00 Per Unit] PLANT {located in Region 1 (AUST/NZ)}:	1,604,216 212,351 0 0						
CURRENT PLANT [CAPACITY = 134,699] PLANT ON ORDER FOR 1 QUARTER HENCE [CAPACITY = 0] TOTAL ASSETS	101,024,999 0 106,350,676						
LIABILITIES AND EQUITY							
LOANS INITIAL (QUARTER 0) CORPORATE CAPITALIZATION - DIVIDENDS PAID, PRIOR TO THIS YEAR - DIVIDENDS PAID, END OF QUARTER 1 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 2 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 3 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 4 OF THIS YEAR + RETAINED EARNINGS (AFTER-TAX INCOME PRIOR TO THIS YEAR) + YEAR-TO-DATE EARNINGS (AFTER-TAX INCOME THIS YEAR)	2,336,972 100,000,000 0 0 0 0 0 4,013,704						
TOTAL LIABILITIES AND EQUITY	106,350,676						

FIRM GA: GAME ADMINISTRATOR INDUSTRY O MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 6 ************************************								

ASSETS								
CASH MARKETABLE SECURITIES FINISHED GOODS INVENTORY:	3,509,110 0							
PRODUCT 1 (6,176 Units) [\$ 259.75 Per Unit] PRODUCT 2 (305 Units) [\$ 696.23 Per Unit] PRODUCT 3 (0 Units) [\$.00 Per Unit] PRODUCT 4 (0 Units) [\$.00 Per Unit]	1,604,216 212,351 0 0							
PLANT {located in Region 1 (AUST/NZ)}: CURRENT PLANT [CAPACITY = 134,699] PLANT ON ORDER FOR 1 QUARTER HENCE [CAPACITY = 0] TOTAL ASSETS	101,024,999 0 106,350,676							
LIABILITIES AND EQUITY								
LOANS INITIAL (QUARTER 0) CORPORATE CAPITALIZATION - DIVIDENDS PAID, PRIOR TO THIS YEAR - DIVIDENDS PAID, END OF QUARTER 1 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 2 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 3 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 4 OF THIS YEAR + RETAINED EARNINGS (AFTER-TAX INCOME PRIOR TO THIS YEAR) + YEAR-TO-DATE EARNINGS (AFTER-TAX INCOME THIS YEAR) TOTAL LIABILITIES AND EQUITY	2,336,972 100,000,000 0 0 0 0 0 4,013,704 106,350,676							
-	- ·							

MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER)	FIRM GA: GAME ADMINISTRATOR INDUSTRY O MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 7 ************************************							

ASSETS								
CASH MARKETABLE SECURITIES FINISHED GOODS INVENTORY:	3,509,110 0							
PRODUCT 1 (6,176 Units) [\$ 259.75 Per Unit] PRODUCT 2 (305 Units) [\$ 696.23 Per Unit] PRODUCT 3 (0 Units) [\$.00 Per Unit] PRODUCT 4 (0 Units) [\$.00 Per Unit] PLANT {located in Region 1 (AUST/NZ)}:	1,604,216 212,351 0 0							
CURRENT PLANT [CAPACITY = 134,699] PLANT ON ORDER FOR 1 QUARTER HENCE [CAPACITY = 0] TOTAL ASSETS	101,024,999 0 106,350,676							
LIABILITIES AND EQUITY								
LOANS INITIAL (QUARTER 0) CORPORATE CAPITALIZATION - DIVIDENDS PAID, PRIOR TO THIS YEAR - DIVIDENDS PAID, END OF QUARTER 1 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 2 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 3 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 4 OF THIS YEAR + RETAINED EARNINGS (AFTER-TAX INCOME PRIOR TO THIS YEAR) + YEAR-TO-DATE EARNINGS (AFTER-TAX INCOME THIS YEAR) TOTAL LIABILITIES AND EQUITY	2,336,972 100,000,000 0 0 0 0 0 4,013,704 106,350,676							
	.,,							

**************************************	INDUSTRY O) PAGE 8

ASSETS CASH MARKETABLE SECURITIES FINISHED GOODS INVENTORY: PRODUCT 1 (6,176 Units) [\$ 259.75 Per Unit] PRODUCT 2 (305 Units) [\$ 696.23 Per Unit] PRODUCT 3 (0 Units) [\$.00 Per Unit] PRODUCT 4 (0 Units) [\$.00 Per Unit] PLANT {located in Region 1 (AUST/NZ)}: CURRENT PLANT [CAPACITY = 134,699] PLANT ON ORDER FOR 1 QUARTER HENCE [CAPACITY = 0]	3,509,110 0 1,604,216 212,351 0 0 101,024,999 0 106,350,676
LIABILITIES AND EQUITY LOANS INITIAL (QUARTER 0) CORPORATE CAPITALIZATION - DIVIDENDS PAID, PRIOR TO THIS YEAR - DIVIDENDS PAID, END OF QUARTER 1 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 2 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 3 OF THIS YEAR - DIVIDENDS PAID, END OF QUARTER 4 OF THIS YEAR + RETAINED EARNINGS (AFTER-TAX INCOME PRIOR TO THIS YEAR) + YEAR-TO-DATE EARNINGS (AFTER-TAX INCOME THIS YEAR) TOTAL LIABILITIES AND EQUITY	2,336,972 100,000,000 0 0 0 0 4,013,704 106,350,676

FIRM GA: GAME ADMINISTRATOR	INDUSTRY O						
MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 9						
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MARKETING RESEARCH ST	UDY #21 (BRAN	D PERCEPTUAL	RATINGS)

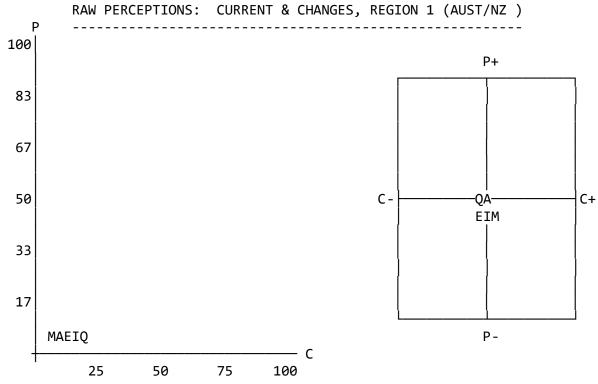
PHANCELING RESEARCH STODY #21 (BRAND PERCEPTUAL RATINGS)

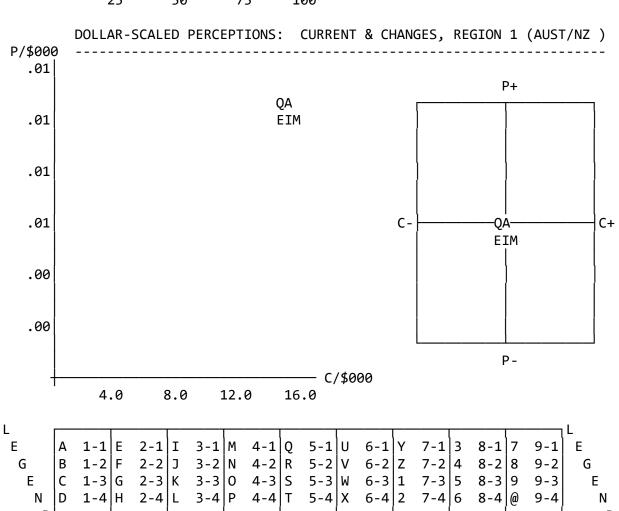
CORRELATION BETWEEN VOLUME MARKET SHARE AND ..

			Data Points	PERFOR	CONVEN	DEALER PRICE	PREVIOUS VOLUME MK SHARE	PERFOR PER \$000	CONVEN PER \$000
REGION 1	(AUST/NZ)	10	.00	.00	.00	.00	.00	.00
REGION 2	(U.S.)	20	95	95	95	.17	95	95
REGION 3	(JAPAN)	10	.00	.00	.00	.00	.00	.00
REGION 4	(HK/T/K/S	5)	10	.00	.00	.00	.00	.00	.00

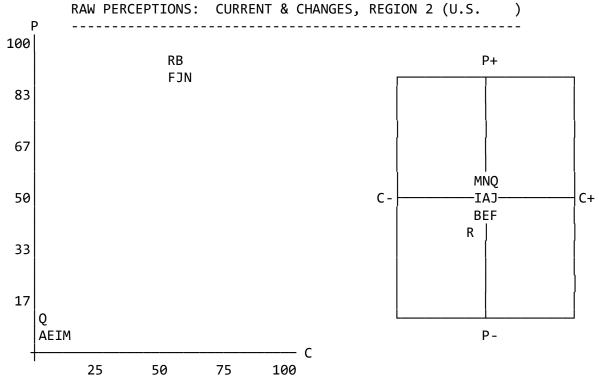
MEAN SELF-REPORTED IMPORTANCE WEIGHTS

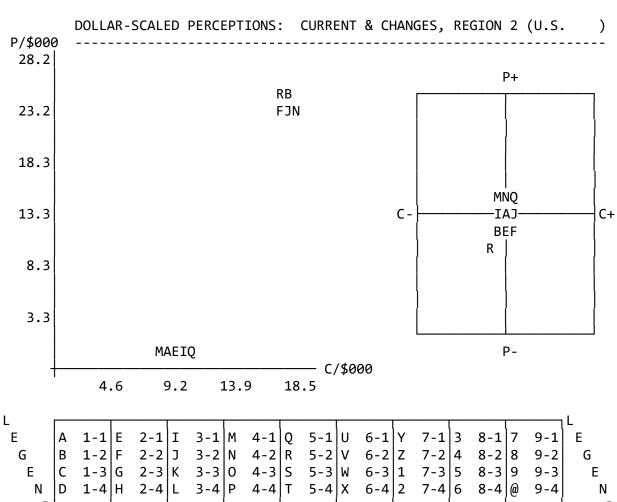
	PERFORMANCE	CONVENIENCE	DEALER	
	PERCEPTION	PERCEPTION	PRICE	SUM
REGION 1 (AUST/NZ)	22.47	22.47	55.05	100.00
REGION 2 (U.S.)	23.68	29.81	46.51	100.00
REGION 3 (JAPAN)	25.24	17.85	56.91	100.00
REGION 4 (HK/T/K/S)	27.70	15.99	56.31	100.00

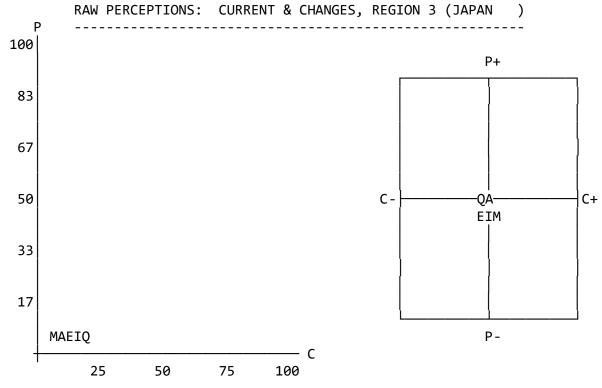


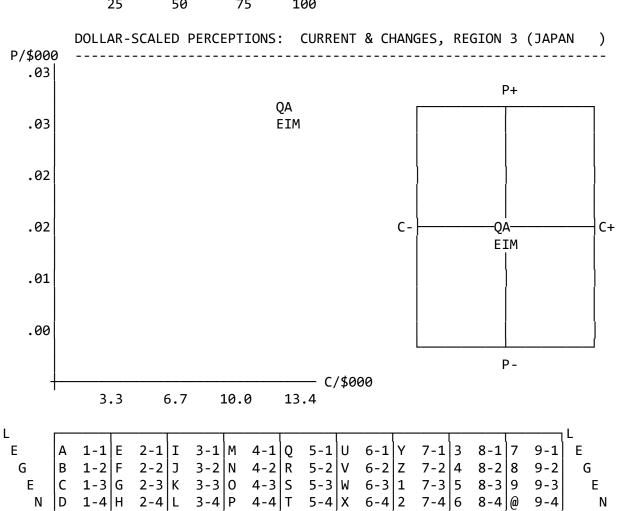


FIRM GA: GAME ADMINISTRATOR INDUSTRY OF MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 11

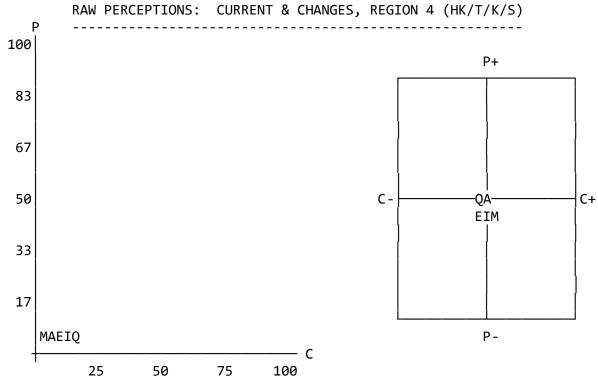


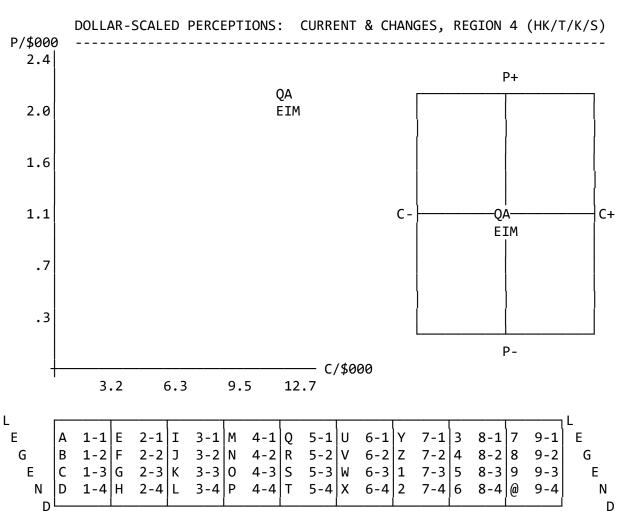






FIRM GA: GAME ADMINISTRATOR INDUSTRY OF MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER) PAGE 13





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FIRM GA: GAME ADMINISTRATOR
                                                         INDUSTRY O
MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER )
                                                           PAGE 14
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______
MARKETING RESEARCH STUDY #24 (MARKET SHARES
______
OVERALL VOLUME MARKET SHARES [CURRENT]
-----
FIRM 1 OVERALL MARKET SHARE = 20.00
                                  [Previous Market Share = 20.00]
FIRM 2 OVERALL MARKET SHARE = 20.00
                                  [Previous Market Share = 20.00]
FIRM 3 OVERALL MARKET SHARE = 20.00 [Previous Market Share = 20.00]
FIRM 4 OVERALL MARKET SHARE = 20.00 [Previous Market Share = 20.00]
FIRM 5 OVERALL MARKET SHARE = 20.00 [Previous Market Share = 20.00]
VOLUME MARKET SHARES
                QUARTER 1
REGION 1 (AUST/NZ )
 Product 1-1
                   20.00
 Product 2-1
                   20.00
 Product 3-1
                   20.00
 Product 4-1
                   20.00
 Product 5-1
                   20.00
REGION 2 (U.S. )
 Product 1-1
                   11.89
 Product 1-2
                    8.11
 Product 2-1
                   11.89
                   8.11
 Product 2-2
 Product 3-1
                   11.89
 Product 3-2
                   8.11
 Product 4-1
                   11.89
 Product 4-2
                   8.11
 Product 5-1
                   11.89
 Product 5-2
                    8.11
```

Product 1-1	20.00
Product 2-1	20.00
Product 3-1	20.00
Product 4-1	20.00
Product 5-1	20.00
REGION 4 (HK/T/K/S) Product 1-1 Product 2-1 Product 3-1 Product 4-1 Product 5-1	20.00 20.00 20.00 20.00 20.00

REGION 3 (JAPAN

OVERALL DOLLAR MARKET SHARES [CURRENT]

FIRM 1	OVERALL	MARKET	SHARE	=	20.00	[Previous	Market	Share =	20.00]
FIRM 2	OVERALL	MARKET	SHARE	=	20.00	[Previous	Market	Share =	20.00]
FIRM 3	OVERALL	MARKET	SHARE	=	20.00	[Previous	Market	Share =	20.00]
FIRM 4	OVERALL	MARKET	SHARE	=	20.00	[Previous	Market	Share =	20.00]
FIRM 5	OVERALL	MARKET	SHARE	=	20.00	Previous	Market	Share =	20.00]

DOLLAR MARKET SHARES

QUARTER 1

_ _ _ _ _ _ _ _

REGION 1 (AUST/NZ Product 1-1 Product 2-1 Product 3-1 Product 4-1 Product 5-1)	20.00 20.00 20.00 20.00 20.00
REGION 2 (U.S. Product 1-1 Product 1-2 Product 2-1 Product 2-2 Product 3-1 Product 3-2 Product 4-1 Product 4-2 Product 5-1 Product 5-2)	5.36 14.64 5.36 14.64 5.36 14.64 5.36 14.64
REGION 3 (JAPAN Product 1-1 Product 2-1 Product 3-1 Product 4-1 Product 5-1 REGION 4 (HK/T/K/S Product 1-1 Product 2-1 Product 3-1)	20.00 20.00 20.00 20.00 20.00 20.00 20.00
Product 4-1		20.00

Product 5-1 20.00

FIRM GA: GAME ADMINISTRATOR	INDUSTRY O							
MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER)	PAGE 16							
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	========							
MARKETING RESEARCH STUDY #31 (INDUSTRY SALES VOLUME FORECASTS)							

			QUARTER 1	QUARTER	2
			[History]	[Forecast +/-	Error]
REGION	1	(AUST/NZ)	55,050	54,691 +/-	1.291
		(U.S.)	181,190	180,993 +/-	•
REGION	3	(JAPAN)	95,085	94,991 +/-	2,013
REGION	4	(HK/T/K/S)	86,270	87,004 +/-	1,985

*** NOTE ***

"Error" corresponds to the 90% confidence interval for the forecast value. For example, a forecast of "110,120 +/- 4,451" corresponds to a 90% degree-of-confidence that the true value lies between 105,669 (110,120-4,451) and 114,571 (110,120+4,451). Of course, this also implies that there is a 10% chance that the true value will be less than 105,669 or more than 114,571.

MARKETING RESEARCH STUDY #32 (BRAND SALES VOLUME FORECASTS)

	QUARTER 1 [History]	
REGION 1 (AUST/NZ) Product 1-1 Product 2-1 Product 3-1 Product 4-1 Product 5-1	11,010 11,010 11,010 11,010 11,010	11,093 +/- 608 11,299 +/- 606 11,084 +/- 708 10,812 +/- 505 11,194 +/- 545
REGION 2 (U.S.) Product 1-1 Product 1-2 Product 2-1 Product 2-2 Product 3-1 Product 3-2 Product 4-1 Product 4-2 Product 5-1 Product 5-2	21,543 14,695 21,543 14,695 21,543 14,695 21,543 14,695 21,543 14,695	21,283 +/- 892 14,734 +/- 691 21,587 +/- 1,059 14,501 +/- 1,059 21,314 +/- 1,181 14,741 +/- 595 21,245 +/- 1,152 14,685 +/- 937 21,376 +/- 1,357 14,796 +/- 499
REGION 3 (JAPAN) Product 1-1 Product 2-1 Product 3-1 Product 5-1 REGION 4 (HK/T/K/S) Product 1-1 Product 2-1 Product 3-1 Product 4-1 Product 5-1	19,017 19,017 19,017 19,017 19,017 17,254 17,254 17,254 17,254 17,254	19,229 +/- 779 18,980 +/- 1,266 19,234 +/- 938 19,268 +/- 1,169 19,161 +/- 1,243 17,525 +/- 802 17,118 +/- 859 17,216 +/- 941 16,883 +/- 667 17,552 +/- 969

^{***} NOTE ***

[&]quot;Error" corresponds to the 90% confidence interval for the forecast value. For example, a forecast of "110,120 +/- 4,451" corresponds to a 90% degree-of-confidence that the true value lies between 105,669 (110,120-4,451) and 114,571 (110,120+4,451). Of course, this also implies that there is a 10% chance that the true value will be less than 105,669 or more than 114,571.

MARKETING RESEARCH STUDY #36 (COMPETITIVE INFORMATION - BRAND PROFILES)

	DEA	ALER	ADVERT	ADVERTISING			PROMOTION	
	Drice	Rebate	\$ Amount	мс	Media	\$ Amount	Туре	FORCE SIZE
		Nebate	# Allounc		neu1a	φ Alliount		312L
REGION 1 (AUST/NZ))							
Product 1-1	880	0	1,000,000	1	55555	1,000,000	10	50
Product 2-1	880	0	1,000,000		55555	1,000,000	10	50
Product 3-1	880	0	1,000,000	1	55555	1,000,000	10	50
Product 4-1	880	0	1,000,000		55555	1,000,000	10	50
Product 5-1	880	0	1,000,000	1	55555	1,000,000	10	50
REGION 2 (U.S.))							
Product 1-1	852	0	1,000,000	1	55555	1,000,000	10	25
Product 1-2	3,410	0	10,000,000	13	55555	1,000,000	10	25
Product 2-1	852	0	1,000,000	1	55555	1,000,000	10	25
Product 2-2	3,410	0	10,000,000	13	55555	1,000,000	10	25
Product 3-1	852	0	1,000,000	1	55555	1,000,000	10	25
Product 3-2	3,410	0	10,000,000	13	55555	1,000,000	10	25
Product 4-1	852	0	1,000,000	1	55555	1,000,000	10	25
Product 4-2	3,410	0	10,000,000	13	55555	1,000,000	10	25
Product 5-1	852	0	1,000,000	1	55555	1,000,000	10	25
Product 5-2	3,410	0	10,000,000	13	55555	1,000,000	10	25
REGION 3 (JAPAN)								
Product 1-1	907	0	1,000,000	1	55555	1,000,000	10	50
Product 2-1	907	0	1,000,000		55555	1,000,000	10	50
Product 3-1	907	0	1,000,000		55555	1,000,000	10	50
Product 4-1	907	0	1,000,000		55555	1,000,000	10	50
Product 5-1	907	0	1,000,000		55555	1,000,000	10	50
11000000 3 2	50,	Ū	_,000,000	_	33333	_,000,000	0	30
REGION 4 (HK/T/K/S))							
Product 1-1	935	0	1,000,000	1	55555	1,000,000	10	50
Product 2-1	935	0	1,000,000		55555	1,000,000	10	50
Product 3-1	935	0	1,000,000		55555	1,000,000	10	50
Product 4-1	935	0	1,000,000		55555	1,000,000	10	50
Product 5-1	935	0	1,000,000		55555	1,000,000	10	50
		=	, -,-,-			,,	-	= -

MARKETING RESEARCH STUDY #40 (COMPETITIVE INFORMATION - BRAND MARGINS)

ESTIMATED [PER UNIT] PRICES, COSTS, AND MARGINS

	BRAND FORMULATION [and Reformulation Quarter]	Dealer Price	Manuf Price	Unit Cost	Margin
REGION 1 (AUST/NZ)					
Product 1-1	**/**/**/**/* [**]	880	549	259	290
Product 2-1	**/**/**/**/* [**]	880	549	259	290
Product 3-1	**/**/**/**/* [**]	880	549	259	290
Product 4-1	**/**/**/**/* [**]	880	549	259	290
Product 5-1	**/**/**/**/* [**]	880	549	259	290
REGION 2 (U.S.)					
Product 1-1	**/**/**/**/* [**]	852	549	259	290
Product 1-2	**/**/**/**/* [**]	3,410	2,199	696	1,503
Product 2-1	**/**/**/**/* [**]	852	549	259	290
Product 2-2	**/**/**/**/* [**]	3,410	2,199	696	1,503
Product 3-1	**/**/**/**/* [**]	852	549	259	290
Product 3-2	**/**/**/**/* [**]	3,410	2,199	696	1,503
Product 4-1	**/**/**/**/* [**]	852	549	259	290
Product 4-2	**/**/**/**/* [**]	3,410	2,199	696	1,503
Product 5-1	**/**/**/**/* [**]	852	549	259	290
Product 5-2	**/**/**/**/* [**]	3,410	2,199	696	1,503
REGION 3 (JAPAN)					
Product 1-1	**/**/**/**/* [**]	907	550	259	291
Product 2-1	**/**/**/**/* [**]	907	550	259	291
Product 3-1	**/**/**/**/* [**]	907	550	259	291
Product 4-1	**/**/**/**/* [**]	907	550	259	291
Product 5-1	**/**/**/**/* [**]	907	550	259	291
REGION 4 (HK/T/K/S)					
Product 1-1	**/**/**/**/* [**]	935	550	259	291
Product 2-1	**/**/**/**/* [**]	935	550	259	291
Product 3-1	**/**/**/**/* [**]	935	550	259	291
Product 4-1	**/**/**/**/* [**]	935	550	259	291
Product 5-1	**/**/**/**/* [**]	935	550	259	291

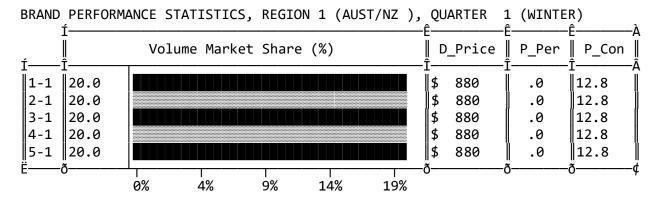
^{(1) &}quot;Brand Formulation" refers to the last "recorded" formulation of a brand. Formulations are only "recorded" when a firm executes Marketing Research Study #2 ("Brand Composition Analysis") or Marketing Research Study #33 ("Reformulation Activity - Detailed").

^{(2) &}quot;Reformulation Quarter" refers to the quarter in which the last recorded major reformulation occurred. Quarter "**" refers to brands that have not had a major reformulation since quarter 0.

- (3) "Dealer Price" is the price at which dealers sell brands to customers.
- (4) "Manuf Price" is the price at which manufacturers sell brands to dealers.
- (5) "Unit Cost" is the raw materials, production, labor, plant depreciation (assuming full capacity usage), and transportation and shipping costs. Experience curve cost reductions and smoothing cost adjustments, if any, in production and labor are not included within these "Unit Cost" figures. Other components of variable costs (dealer rebates and sales commissions) are also not included in these "Unit Cost" figures.
- (6) "Margin" equals "Manuf Price" minus "Unit Cost.

MARKETING RESEARCH STUDY #41 (REGIONAL SUMMARY ANALYSIS

REGION STATISTICS, REGION 1 (AUST/NZ), QUARTER 1 (WINTER)							
<u> </u>	[Quar	_	Д Д				
f	Previous	Current	ÀChange (%) 				
Population	21,729,510	21,729,510	.́o∥	*** NOTE ***			
Consumer Price Index	981	981	.0∥	Both quarters of			
Per Capita Income	20,492	20,492	[6.	region statistics			
Ä————1 Industry Sales Volume Δ————1	55,050		! !!	<pre>data ("Previous" and "Current") are identical in this</pre>			
Industry Advertising	5,000,000	5,000,000		table because			
∥Industry Average D_Price	880	880	.0∥	historical data			
Industry Promotion	5,000,000	5,000,000	.0	are unavailable in			
Industry Average R&D	875,000	875,000	.0	the historical data			
Industry Sales Force	250	250	.0∥	base archives.			
(]	()———a				

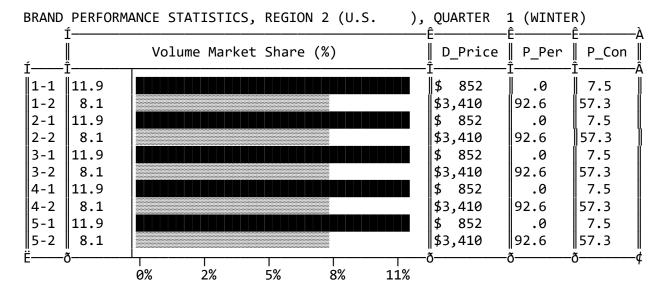


- (1) An "r" after a product number denotes a reformulation in this quarter.

 A "u" denotes unfilled orders in this quarter. A "*" denotes a product that has been reformulated and that has unfilled orders in this quarter.
- (2) Changes of more than 25%, from the previous-quarter value, are flagged by "++" and "--" to the right of the current-quarter entry for increases and decreases, respectively. Changes of more than 5% but less than 25%, from the previous-quarter value, are flagged by "+" and "-" to the right of the current-quarter entry for increases and decreases, respectively. Changes of less than 5% from the previous quarter are not flagged.
- (3) "D_Price" is dealer price, "P_Per" is perceived performance, and "P_Con" is perceived convenience.

MARKETING RESEARCH STUDY #41 (REGIONAL SUMMARY ANALYSIS

REGION STATISTICS, REGION	2 (U.S.), QUARTER 1	L (WINTE	R)
	Í	<i>j</i>	À	
	Quai	rter <i>Â</i>	ĂÀ	
j	Ä		ÀChange∥	
	Previous	Current	(%)	
Í	 	¦	: Â	
Population	263,814,000	263,814,000	.0∥	*** NOTE ***
Consumer Price Index	1,000	1,000	.0	Both quarters of
Per Capita Income	25,850	25,850	.0	region statistics
Ã	Î	Î	ÌÂ	data ("Previous"
Industry Sales Volume	181,190	181,190	.ø∥	and "Current") are
Ä	<u>-</u>	j	ÂÂ	identical in this
Industry Advertising	55,000,000	55,000,000	.0∥	table because
Industry Average D_Price	1,889	1,889	.0	historical data
Industry Promotion	10,000,000	10,000,000	.0	are unavailable in
Industry Average R&D	875,000	875,000	.0∥	the historical data
Industry Sales Force	250	250	.0∥	base archives.
Ë	<u> </u>	خـــــــــــــــــــــــــــــــــــــ	5¢	



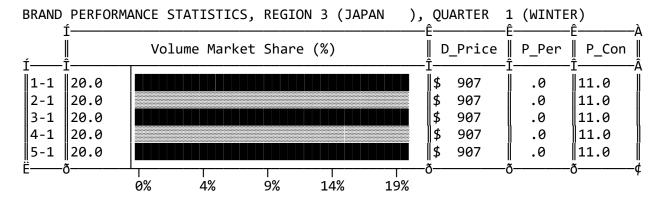
- (1) An "r" after a product number denotes a reformulation in this quarter. A "u" denotes unfilled orders in this quarter. A "*" denotes a product that has been reformulated and that has unfilled orders in this quarter.
- (2) Changes of more than 25%, from the previous-quarter value, are flagged by "++" and "--" to the right of the current-quarter entry for increases and decreases, respectively. Changes of more than 5% but less than 25%, from the previous-quarter value, are flagged by "+" and "-" to the right of the current-quarter entry for increases and decreases, respectively. Changes of less than 5% from the previous quarter are not flagged.
- (3) "D_Price" is dealer price, "P_Per" is perceived performance, and "P_Con"

is perceived convenience.

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MARKETING RESEARCH STUDY #41 (REGIONAL SUMMARY ANALYSIS

REGION STATISTICS, REGION	_3 (JAPAN]), QUARTER 1	L (WINTE	R)
	Quai	rter Å	λ Ä———À ÀChange∥	
í	q ∥ Previous î————	Current	(%) (%) 	
 Population	125,506,496	125,506,496	.ø	*** NOTE ***
Consumer Price Index	1,300	1,300	.0	Both quarters of
Per Capita Income	14,000	14,000	.0∥	region statistics
Ã:	<u></u>		ÂÎ	data ("Previous"
∥Industry Sales Volume	95,085	95,085		and "Current") are
Ã:	Î	 į		identical in this
Industry Advertising	5,000,000	5,000,000	.0∥	table because
Industry Average D_Price	907	907	.0∥	historical data
Industry Promotion	5,000,000	5,000,000	.0∥	are unavailable in
Industry Average R&D	875,000	875,000	.0	the historical data
Industry Sales Force	250	250	.0	base archives.
Ë	5	Ĺ	5¢	

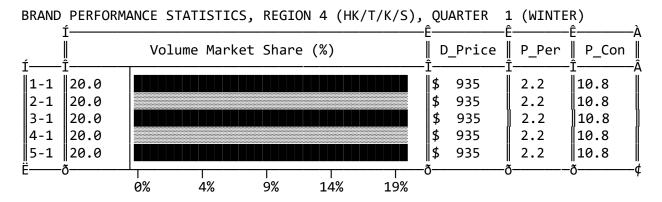


- (1) An "r" after a product number denotes a reformulation in this quarter.

 A "u" denotes unfilled orders in this quarter. A "*" denotes a product that has been reformulated and that has unfilled orders in this quarter.
- (2) Changes of more than 25%, from the previous-quarter value, are flagged by "++" and "--" to the right of the current-quarter entry for increases and decreases, respectively. Changes of more than 5% but less than 25%, from the previous-quarter value, are flagged by "+" and "-" to the right of the current-quarter entry for increases and decreases, respectively. Changes of less than 5% from the previous quarter are not flagged.
- (3) "D_Price" is dealer price, "P_Per" is perceived performance, and "P_Con" is perceived convenience.

MARKETING RESEARCH STUDY #41 (REGIONAL SUMMARY ANALYSIS

REGION STATISTICS, REGION	4 (HK/T/K/S)), QUARTER 1	L (WINTE	R)
ļ	Quar		A Ä———À ÀChange∥	
Í—————————————————————————————————————	Previous	Current	(%) (%) 	
Population	91,872,624	91,872,624	.ø[*** NOTE ***
Consumer Price Index	1,059	1,059	.0∥	Both quarters of
Per Capita Income	15,289	15,289	.0	region statistics
Ã	<u> </u>		ÎÂ	data ("Previous"
∥Industry Sales Volume	86,270	86,270		and "Current") are
Ã	<u> </u>	j		identical in this
Industry Advertising	5,000,000	5,000,000	.0	table because
Industry Average D_Price	935	935	.0	historical data
Industry Promotion	5,000,000	5,000,000	.0∥	are unavailable in
Industry Average R&D	875,000	875,000	.0	the historical data
Industry Sales Force	250	250	.0	base archives.
E	5		5¢	



- (1) An "r" after a product number denotes a reformulation in this quarter.

 A "u" denotes unfilled orders in this quarter. A "*" denotes a product that has been reformulated and that has unfilled orders in this quarter.
- (2) Changes of more than 25%, from the previous-quarter value, are flagged by "++" and "--" to the right of the current-quarter entry for increases and decreases, respectively. Changes of more than 5% but less than 25%, from the previous-quarter value, are flagged by "+" and "-" to the right of the current-quarter entry for increases and decreases, respectively. Changes of less than 5% from the previous quarter are not flagged.
- (3) "D_Price" is dealer price, "P_Per" is perceived performance, and "P_Con" is perceived convenience.

FIRM GA: GAME ADMINISTRATOR
MARKETING RESEARCH FOR GAME ADMINISTRATOR, QUARTER 1 (WINTER)

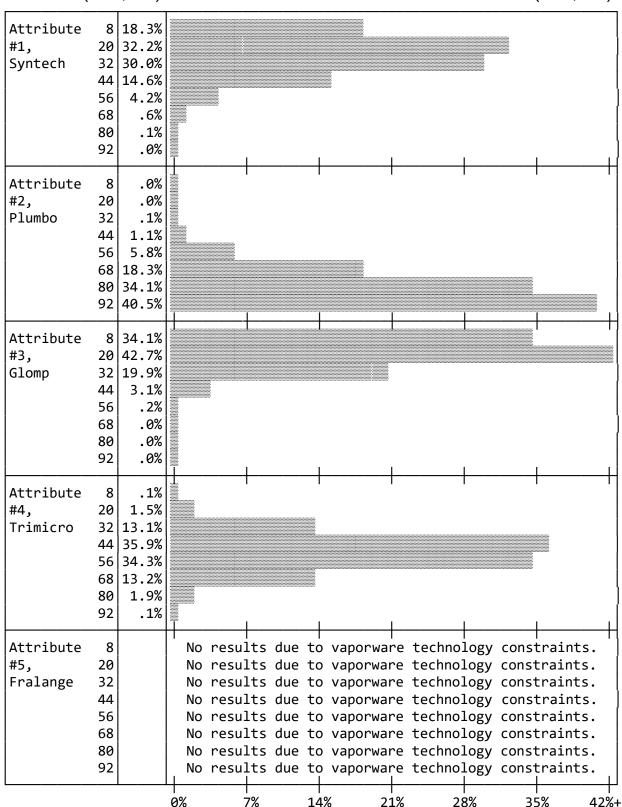
MARKETING RESEARCH STUDY #47 (SELF-REPORTED ATTRIBUTE PREFERENCES)

REGION 1 (AUST/NZ)

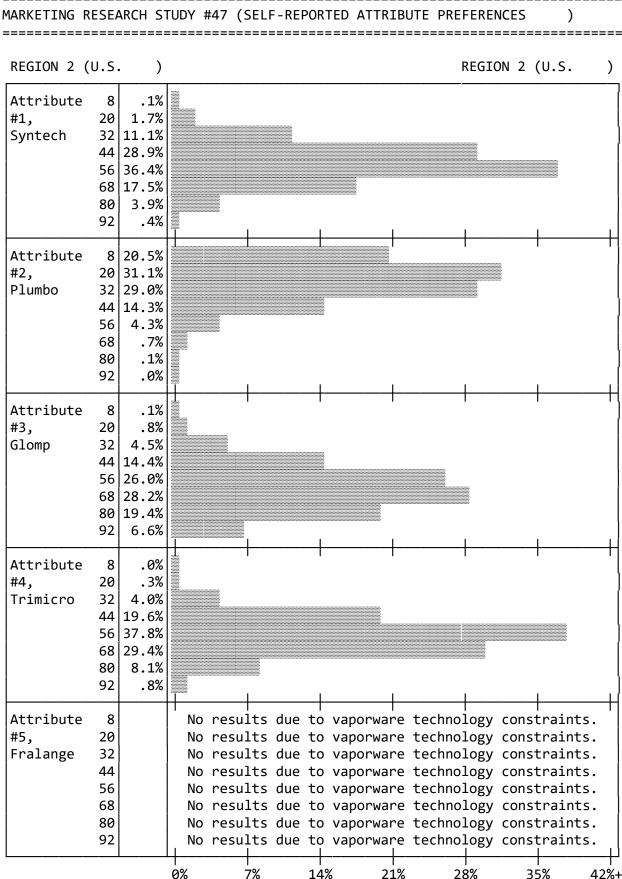
REGION 1 (AUST/NZ)

INDUSTRY O

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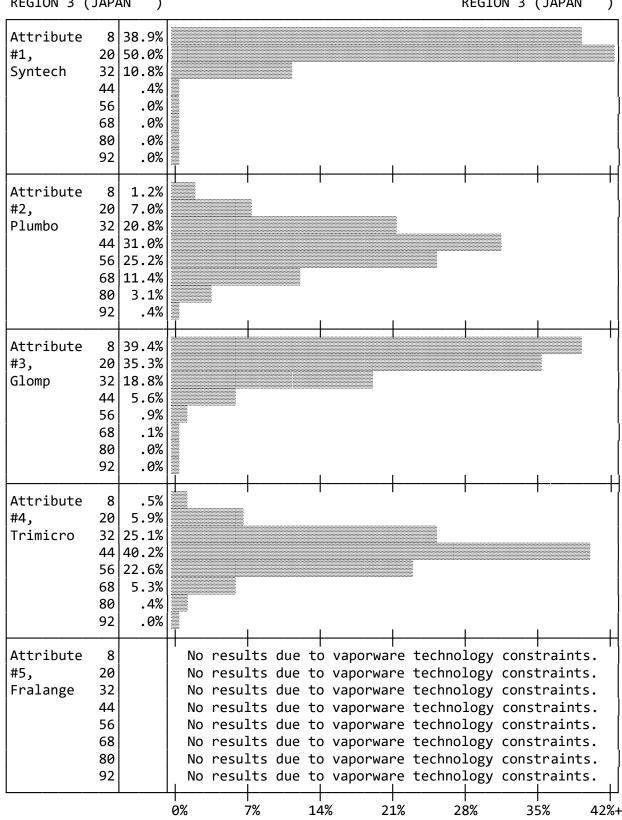


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MARKETING RESEARCH STUDY #47 (SELF-REPORTED ATTRIBUTE PREFERENCES

REGION 3 (JAPAN) REGION 3 (JAPAN



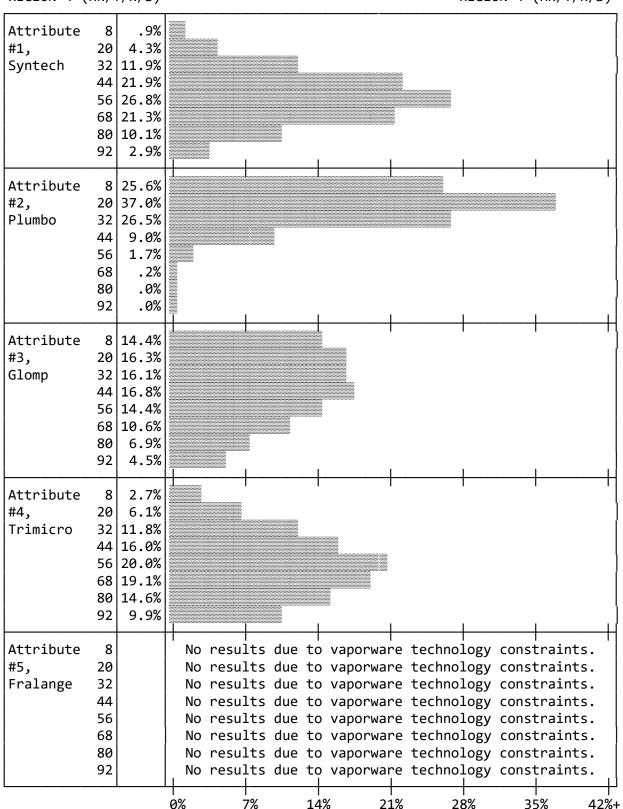
FIRM GA: GAME ADMINISTRATOR

INDUSTRY O

MARKETING RESEARCH STUDY #47 (SELF-REPORTED ATTRIBUTE PREFERENCES)

REGION 4 (HK/T/K/S)

REGION 4 (HK/T/K/S)



FIRM GA: GAME ADMINISTRATOR	IRM GA: GAME ADMINISTRATOR INDUSTRY O								
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