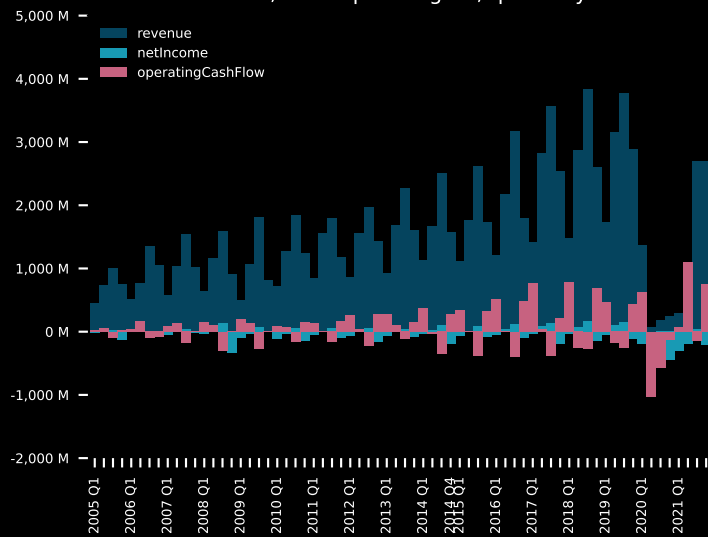


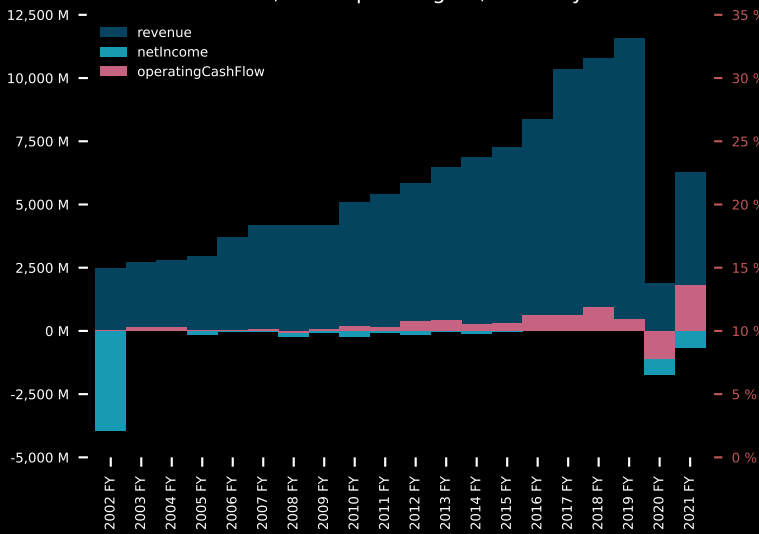
Sales, NI & Operating CF, quarterly



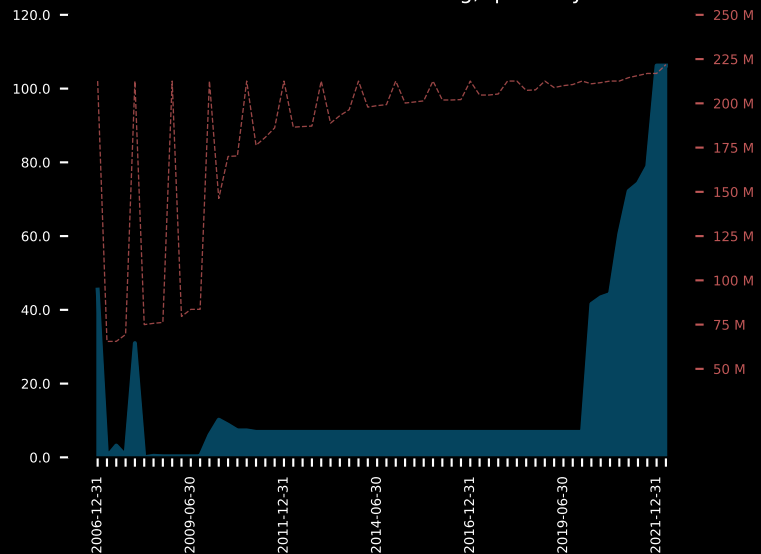
3LN.DE / Media & Entertainment / US / 2022-06-25



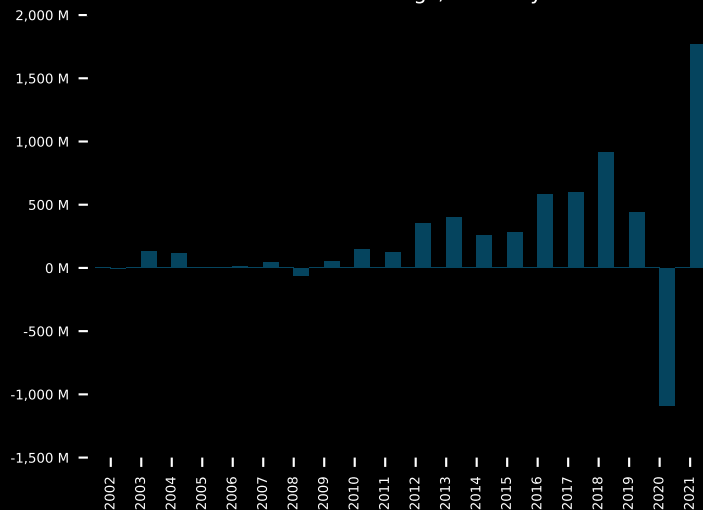
Sales, NI & Operating CF, annually



Price vs shares outstanding, quarterly



Owners Earnings, annually

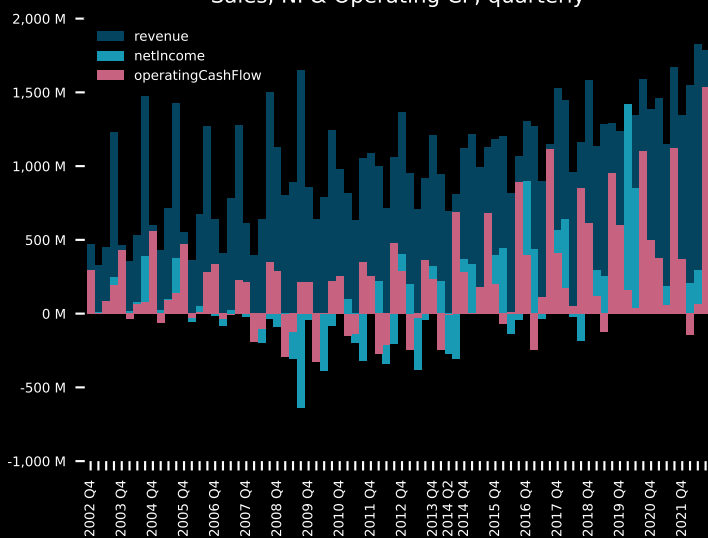


Inventory CF, quarterly

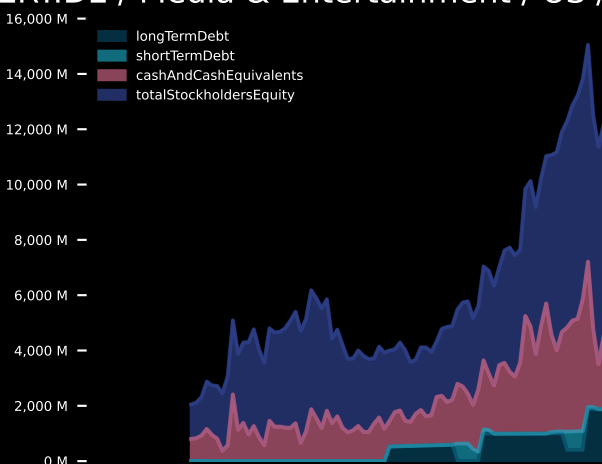


Live Nation Entertainment, Inc. is an entertainment company, which engages in producing, marketing and selling live concerts for artists via global concert pipe. The company is headquartered in Beverly Hills, California and currently employs 9,500 full-time employees. The firm's businesses consist of the promotion of live events, including ticketing, sponsorship and advertising. Its segments include Concerts, Sponsorship & Advertising, Ticketing and Artist Nation. The Concerts segment is engaged in promotion of live music events in its owned or operated venues and in rented third-party venues; operation and management of music venues; production of music festivals, and creation of associated content. The Ticketing segment is an agency business that sells tickets for events on behalf of its clients. The Artist Nation segment provides management services to music artists in exchange for a commission.

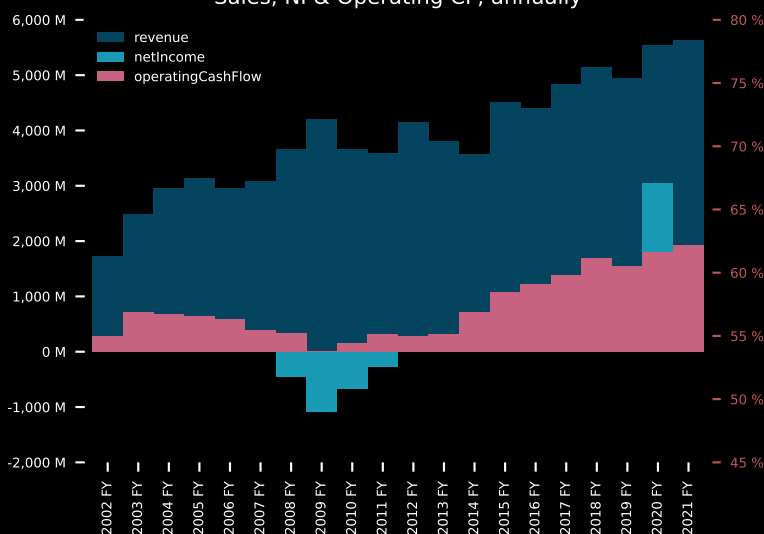
Sales, NI & Operating CF, quarterly



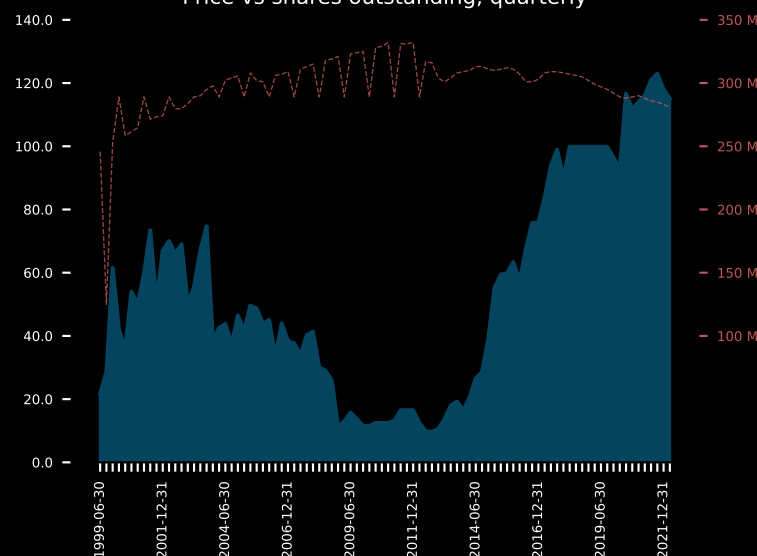
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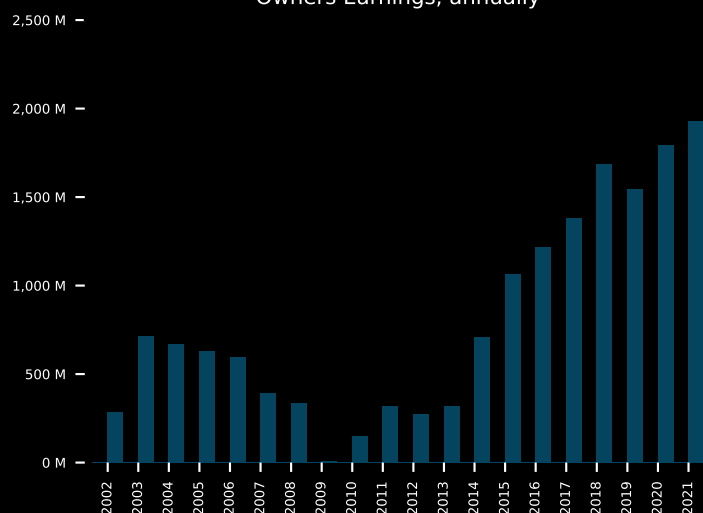
Sales, NI & Operating CF, annually



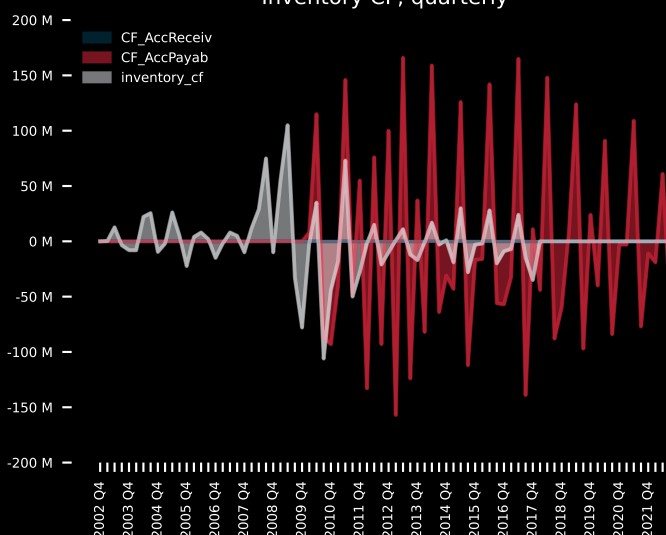
Price vs shares outstanding, quarterly



Owners Earnings, annually

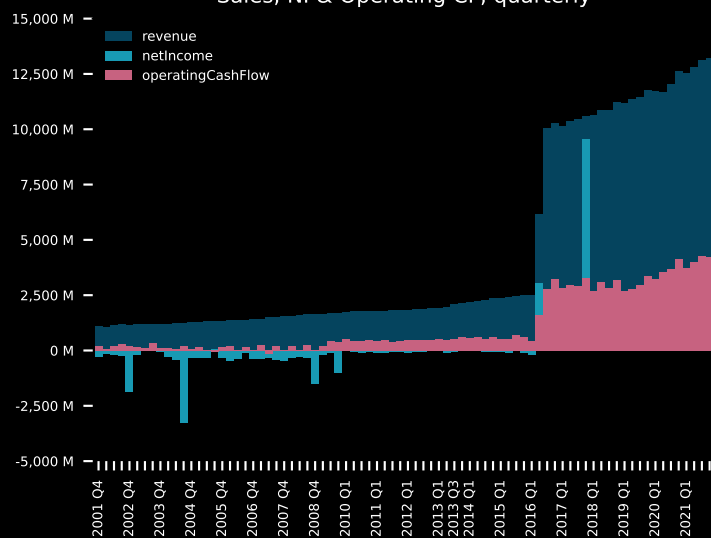


Inventory CF, quarterly

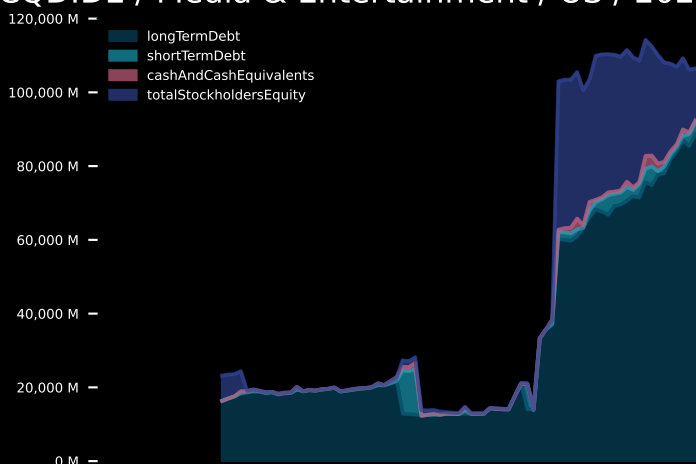


Electronic Arts, Inc. develops, markets, publishes, and distributes games, content, and services for game consoles, PCs, mobile phones, and tablets worldwide. The company is headquartered in Redwood City, California and currently employs 9,700 full-time employees. The firm's games and services are based on a portfolio of intellectual property that includes established brands, such as FIFA, Madden NFL, Star Wars, Battlefield, the Sims and Need for Speed. The firm markets and sells its games and services through retail channels and through digital distribution channels. The firm's PC games and additional content can be downloaded directly through its Origin online platform, as well as through third-party online download stores. Its mobile, tablet and PC free-to-download games and additional content are available through third-party application storefronts, such as the Apple Application Store and Google Play.

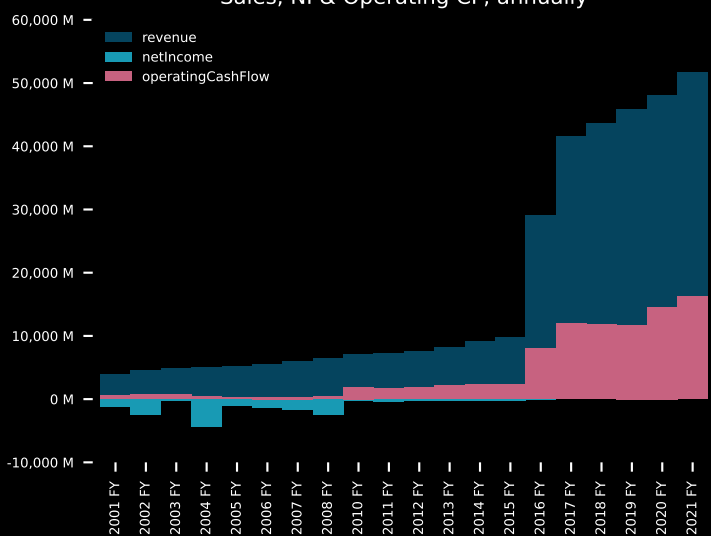
Sales, NI & Operating CF, quarterly



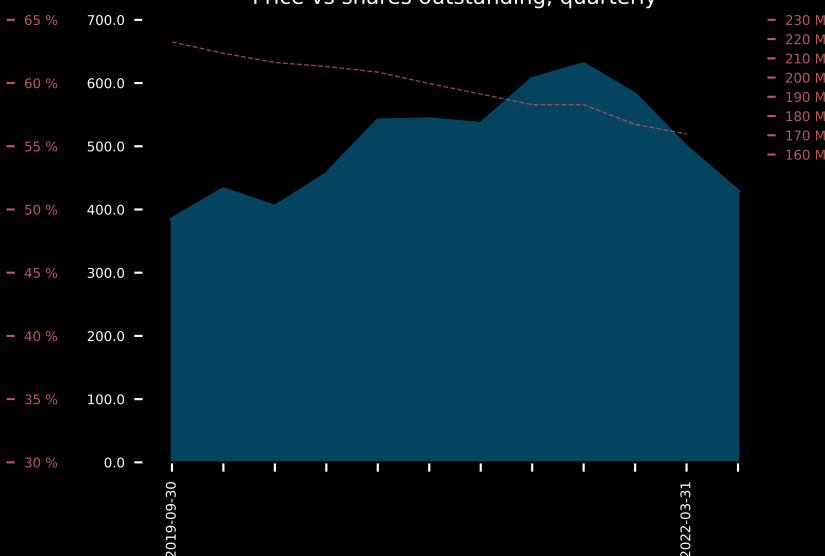
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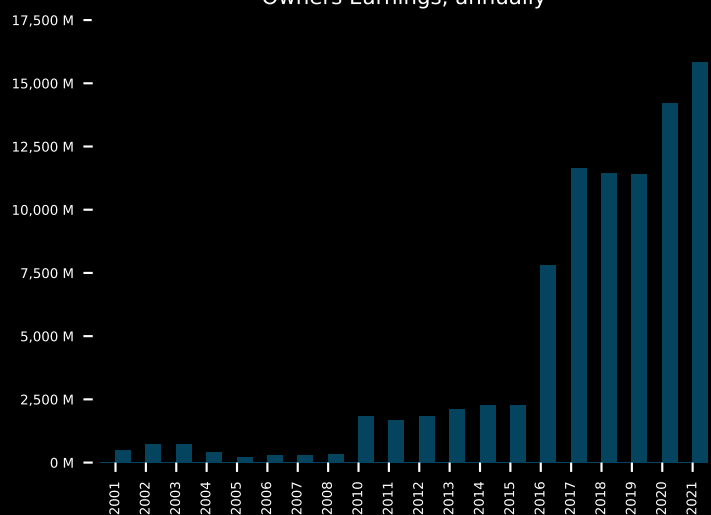
Sales, NI & Operating CF, annually



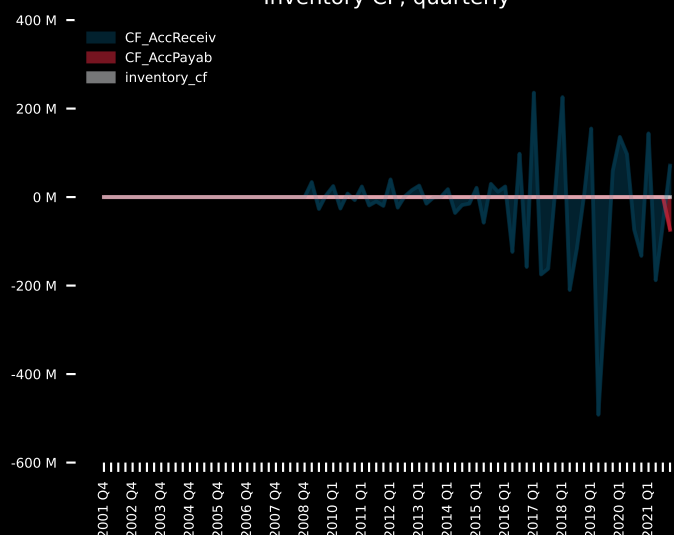
Price vs shares outstanding, quarterly



Owners Earnings, annually



Inventory CF, quarterly



Charter Communications, Inc. engages in the provision of broadband communications services. The company is headquartered in Stamford, Connecticut and currently employs 98,000 full-time employees. The firm is a cable operator in the United States and a broadband communications services company. The firm operates in cable services segment. As of December 31, 2016, the Company was engaged in providing video, Internet and voice services to approximately 26.2 million residential and business customers. In addition, it sells video and online advertising inventory to local, regional and national advertising customers and fiber-delivered communications and managed information technology (IT) solutions to enterprise customers. The firm also owns and operates regional sports networks and local sports, news and lifestyle channels and sells security and home management services to the residential marketplace. The