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第2部 フェイスウエスト

Faith West Business Update

Achieved 2003 revenue and profit targets

On track with 2004 plan

Key 2004 objectives

- Expand delivery platform and carriers supported
- Increase marketing and distribution partners
- Expand service offerings to include song tones and other rich content
- Continue to seed overseas market for longer term growth









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US Market Environment

Ringtones generated \$80M total revenue in 2003

Market should double in 2004, > \$200M retail revenue

- Combination of new handsets, consumer adoption, increasing usage, marketing and overall market awareness
- Uncertain mix of content types, but expect poly to dominate in 2004
- Song tones will begin to penetrate second half of the year
 - Licensing issues
 - Handset limitations
 - Pricing, quality questionable consumer adoption

Carriers have a lot of market control

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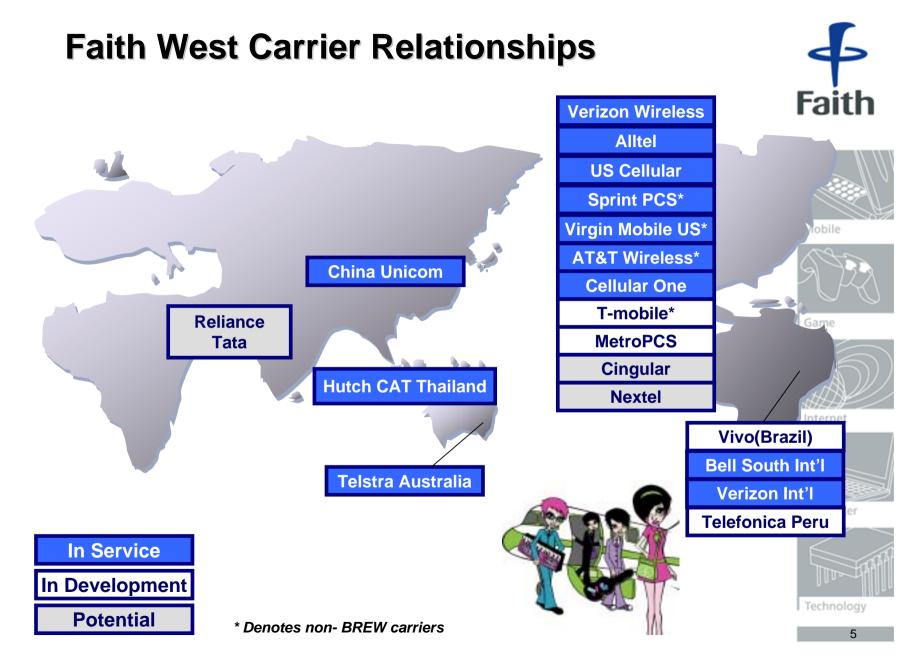


Faith West Brand Strategy



Pragmatic strategy both B-to-C and B-to-B Most revenue – and our differentiation and leverage -- from Modtones Goal is to expand Modtones to mass market, maintaining carrier relationships and billing integration

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Key Milestones

9/2001	Opened representative office to explore US market
5/2002	Incorporated as Faith West Inc.
6/2002	Launched Modtones with Verizon Wireless on BREW
8/2002	Launched CMX content with Sprint PCS
9/2002	US Cellular BREW market trials New VZW handsets and marketing
12/2002	Launched Modtones with Alltel (BREW)
3/2003	Launched Modtones with Telstra Australia (BREW)
5/2003	Launched content with Virgin Mobile USA
6/2003	Launched Nickelodeon and Matrix Reloaded (BREW)
9/2003	Launched YMobiletones (BREW)



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Key Milestones

Key Milestones		
11/2003	 Launched Latin Garage on AT&T Wireless, Verizon Wireless (WAP &BREW) Launched Matrix Revolutions (BREW) Launched Modtones on Hutch CAT Thailand (BREW) Launched Modtones on Western Wireless / Cellular One (BREW) 	Faith
2/2004	 Masttones from eMbience launched on Verizon Wireless, US Cellular and MetroPCS (BREW) Elf Ringtones from AnyMusic launched on China Unicom (BREW) 	Game
3/2004	 Launched "Modtones DJ" song tones service (BREW) Launched "Modtones" on AT&T Wireless (WAP) 	
4/2004	 Launching Modtones throughout Latin America (BREW) 	i Computer
Ongoing	Continue to expand Modtones and partner services platform – carrier channels, handset support, content catalog	Technology

Modtones DJ Song Tones Service

Licensing content from major and independent labels

- EMI, BMG, Epitaph and more
- Differentiate with audio optimization
- Especially important on early handsets, poor speaker design
 Brand extension
 - DJ concept plays records while Modtones band plays MIDI









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Key Strengths

Relationships

- Carriers strong on CDMA, expanding in GSM
- Music industry
- Qualcomm
- Handset manufacturers (knowledge, access to pre-production)

Strong team

- Domain expertise, great reputation in the industry
- Consumer marketing know-how
- Music knowledge -- both audio technology and market
- Integrated processes

Reusable assets

- Modtones brand, distribution channel
- Content library
- Media delivery platform, BREW technology, content management system







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