

China's Wireless Value Added Services Industry

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Mtone* - The Pioneer in China's Wireless Data Market

- Founded in Silicon Valley
- Launched China's First Commercial Wireless Value Added Services in 1998 with China Telecom
 - First wireless information services
 - First wireless stock trading worldwide
- Nationwide operations in China, with a staff of 400 people
 - Focus on Entertainment including Music, Sports, Games
 - Use SMS, IVR, MMS, WAP, & JAVA technologies

^{*}Formerly GWcom, Inc and ByAir



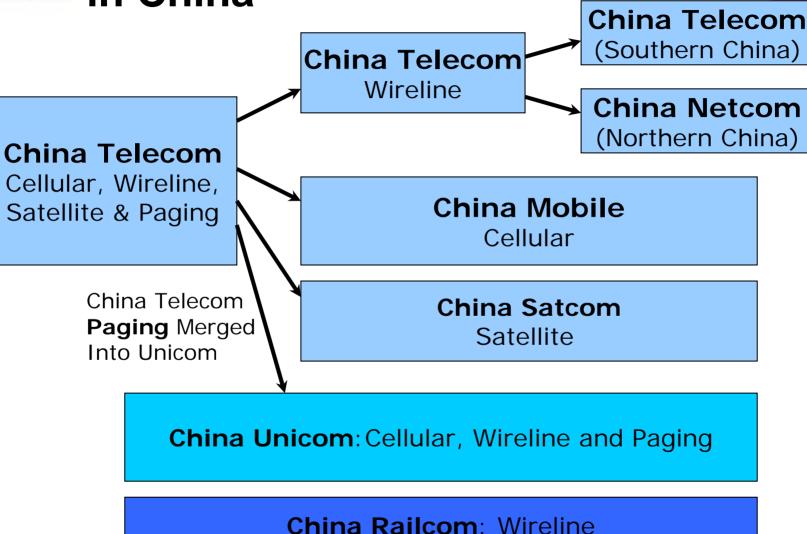
China - Consumer Kingdom

- Over 400M people in the cities
- GDP growing 8-10%
- Oil exporter became oil importer in 1993 now imports 34% of its oil
- 5M cars sold in China in 2004 (5.9M Japan, 17M US)
- Over 100M Internet users
- 340M mobile phone users to exceed 500M by 2010
- Strong growth = Opportunities



Basic Telecommunications

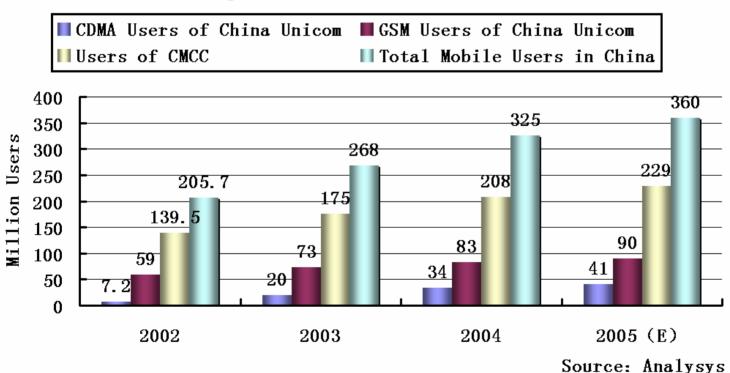
■元年 in China





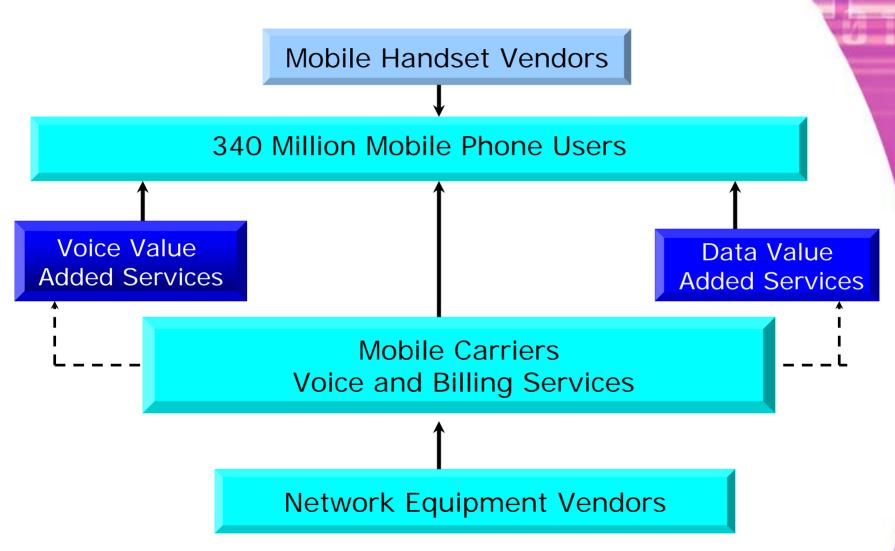
Largest Sector is Mobile approaching 360M users

Growth curve of the growth in mobile users in China





Opportunities in the Mobile Value Chain





Wireless Value Added Services **■ ■ 元 性** Market is over \$750M USD

All Coexist

Emerging Next Wave – Handset Driven Single & Multi-user games Music Camera Driven

Second Wave – WAP/MMS/IVR

WAP Browser Applications Voice Driven Information Services (IVR) MMS Image Downloads Ringback tones

First Wave – SMS

Text messages and text driven applications Ringtones



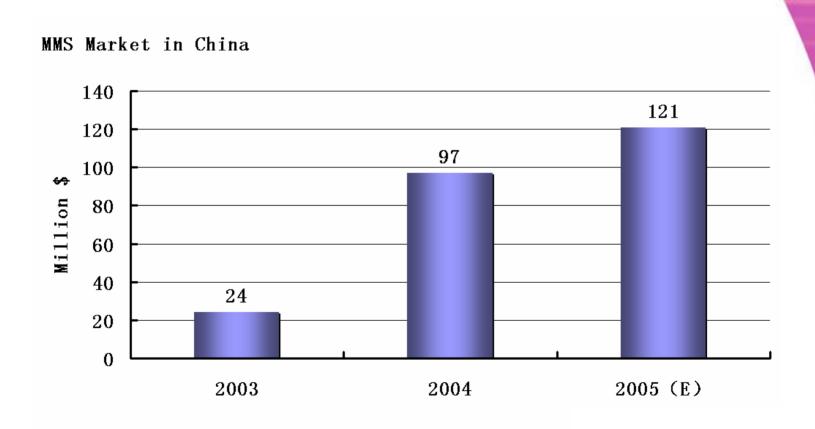
SMS and Ringtones Revenue Remain Substantial

- In 2004, 217B SMS messages were sent according to MII*
 - At 0.1 Rmb per message, this is \$2.71B USD in Transport Fees
 - Over a \$500M USD WVAS market
- Driven by personalization, ringtones remain a major revenue producer

^{*}Ministry of Information Industries

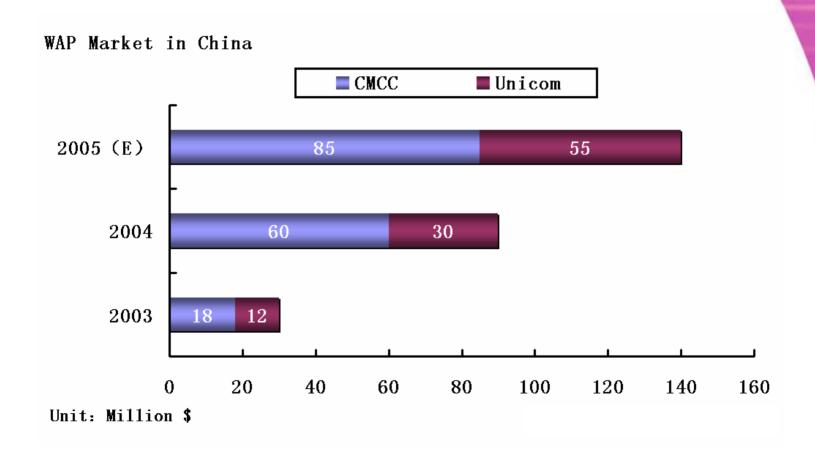


Explosive Growth in Services using MMS



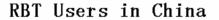


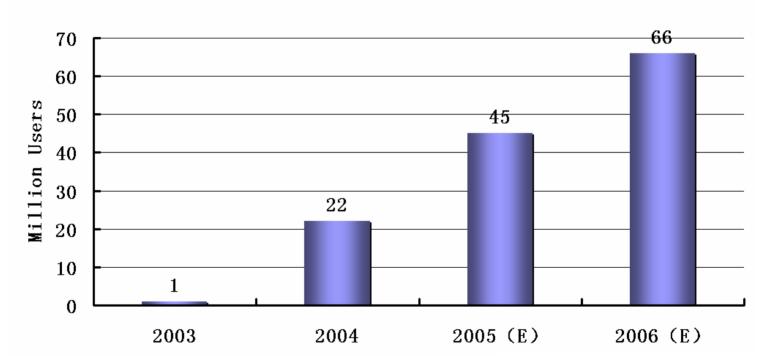
Strong Growth in Services using WAP technology





Ringback Usage has High Growth







Rapid Growth Driven by a Large Consumer Market

Personalization

- Ringtones
- Ringback Tones
- Screen Savers

Entertainment

- Images
- Games
- Sports and Music

Communications

- SMS messaging and chatting
- MMS messaging and chatting
- Video messaging



Wireless Services Examples



Mtone's Xiao Xin Character ■ from SMS to MMS to WAP











Mtone's Mobile Phone Karaoke









First Interactive Online Multiplayer Mobile Game

San Jie by Mtone











Fantasy NBA – WAP Game

NBA梦幻联盟



昨天您的球队增加了59.53分.G.阿里纳斯得了30.64分,J.汀斯利得了0.00分,L.休斯得了0.00分,D.迈尔斯得了3.60分,K.加内特得了25.29分,请继续努力吧!!!

我的球队 联盟排名 总排名 退定球队





分数每天在累计,排名每天在变化。将所有联盟的所有球队相比较,分数最高者,将以总冠军的身份前往NBA现场。

所有球队排行榜前50名

No.1 梦10队(135****3016) 分数:27641.52

No.2 梦y队(139****3456) 分数

:26538.60

No.3 MzoneBoy(138****0500)

分数:26445.28

No.4 梦5队(139****3456) 分数

:26409.06

下一页

第1页/共10页

我排第几

返回首页

您在整体联盟大排名中排行 第10位,您的分数是 25692.45。

您前一位的分数是25725.66 您后一位的分数是25495.80

返回总排名 返回首页



MARKETING

340M Users = Consumer Marketing

- Expanding recruitment channels
 - Carriers Traditional
 - Internet
 - Handset Vendors
 - Consumer Channels
 - Retail Channels
- Recruitment costs is the critical parameter
- Hire consumer marketers



Consumer Channel Mtone @ NBA Summer Jam











Handset Channel - SanJie Preloaded Nokia Handset



N-GAGE™ QD 操作示意图



Internet Channel: Typical Web Page





What is the Industry Direction?

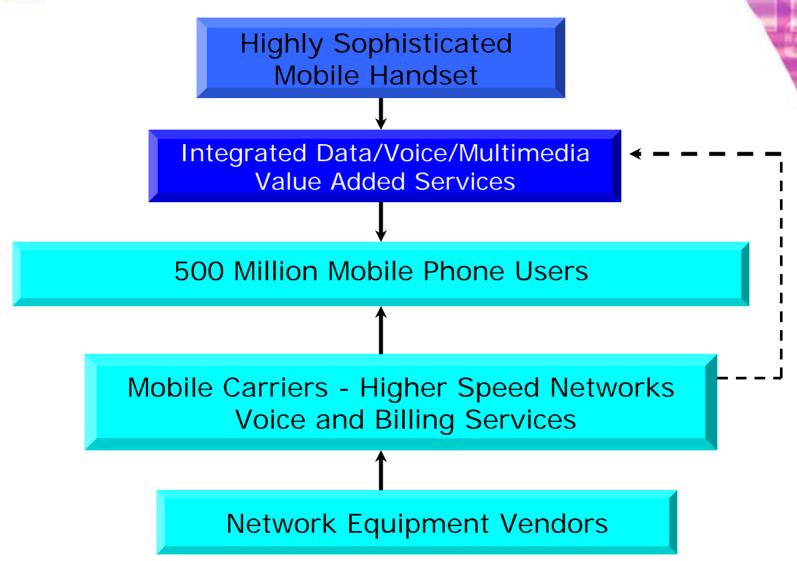


Industry Trend - Handsets ▼■ ★ Driving Opportunities

- Latest Handsets in Market
 - 1Mpixel Camera
 - QCIF Color Screen
 - MP3 Player
 - MPEG 4 Movie Capture and Player
 - 128-256 MBytes of Memory
 - E Mail & Browser
 - Programmability
 - UNSUBSIDIZED STREET PRICE → \$120 USD
- Music and Video are economically viable



Trend - More Functionality at Network Edge - Devices & Servers



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Hiring in the US and China

Rchin@mtone.com English website is www.mtone.com



Discussions