

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP

### 6.1 Substantial Shareholders

The details of the Substantial Shareholders and their respective shareholdings after the Share Issues are as follows:

Name	Designation / Principal Activities	Nationality / Place of Incorporation	No. of DCB Shares Held After Share Issues			
			Direct	%	Indirect	%
Datuk Chuah Kim Seah	Managing Director	Malaysian	109,906,830	39.25	-	-
GJSB	Investment holding	Malaysia	84,000,662	30.00	-	-
Mazlan Bin Ismail	Executive Director	Malaysian	-	-	84,000,662 <sup>(1)</sup>	30.00 <sup>(1)</sup>
Ahmad Anwar Bin Mohd Nor	-	Malaysian	-	-	84,000,662 <sup>(1)</sup>	30.00 <sup>(1)</sup>

Notes:

<sup>(1)</sup> Deemed interested via their substantial shareholding in GJSB

### 6.2 Promoters

The details of the Promoters and their respective shareholdings after the Share Issues are as follows:

Name	Nationality / Place of Incorporation	No. of DCB Shares Held After Share Issues			
		Direct	%	Indirect	%
Chuah Poh Aun <sup>(1)</sup>	Malaysian	30,915 <sup>(3)</sup>	<sup>(2)</sup>	-	-
Datuk Chuah Kim Seah <sup>(4)</sup>	Malaysian	109,906,830	39.25	-	-
Chuah Kim Heng	Malaysian	2,742,175	0.98	-	-
Chuah Kim Chiew	Malaysian	8,921,398	3.19	-	-
GJSB <sup>(4)</sup>	Malaysia	84,000,662	30.00	-	-

Notes:

<sup>(1)</sup> Chuah Poh Aun is the father of Datuk Chuah Kim Seah, Chuah Kim Heng and Chuah Kim Chiew

<sup>(2)</sup> Negligible

<sup>(3)</sup> Shareholding of Chuah Poh Aun includes 30,000 DCB Shares based on the assumption that he subscribes to his full entitlement pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue

<sup>(4)</sup> As disclosed in Section 6.1 above, Datuk Chuah Kim Seah and GJSB are also the Substantial Shareholders

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

### 6.2.1 Brief Profile on Promoters

**Chuah Poh Aun**, aged 70, was appointed to the Board on 30 October 2003 as a Non-Independent Non-Executive Director and Chairman. He holds directorships in many private companies and is a director and one of the founders of RGBSB. He has an accumulated 38 years experience in the gaming and amusement machine industry, via the founding of Chuah Poh Aun Amusement Co, a sole proprietorship which was granted a license by MOF to deal with gaming machines. He later founded Chuah Amusements Sdn Bhd in 1979. In 1986, he was appointed director of RGBSB and was responsible for the overall business direction of the company. He also set up Chuah Poh Aun Amusement Co Sdn Bhd, which was involved in the operation of amusement centres.

**Datuk Chuah Kim Seah**, aged 50, was appointed to the Board on 30 October 2003 as the Managing Director. He joined Lim Ali & Co, a firm of public accountants in Penang in 1983. He has been a member of the Association of Chartered Certified Accountants and the Malaysian Institute of Accountants since 1983 and 1984, respectively. Subsequently, in 1985, he became a partner of Chuah & Associates, a firm of chartered accountants in Penang.

In 1979, he became a director of Chuah Amusements Sdn Bhd where he was responsible for the daily operations of the company. Based on the experience accumulated, he set up RGBSB in 1986. As one of the founders of RGBSB, he has contributed significantly to the growth and success of the Group. In 1992 and 1993, he founded Sigma Gaming Technology Pte Ltd and Standard RGB Pte Ltd, respectively; to establish a business presence in Singapore. Sigma Gaming Technology Pte Ltd is involved in the sales and marketing of gaming machines and parts, whereas Standard RGB Pte Ltd is involved in the sales and marketing, provision of technical support and maintenance of gaming and amusement machines to clubs and associations. In 1999, he set up RGBL to further tap into the overseas market. He brings with him more than 20 years experience in the amusement and gaming equipment industry.

His main responsibilities are in the overall management and development of the strategic direction of the Group. He is also a director of DTSB, RGBL, RGBSB and RGBML. He is also the director and shareholder of Star RGB.

**Chuah Kim Heng**, aged 49, has been in the business of sales and marketing of amusement machines since 1979, when he was appointed director of Chuah Amusements Sdn Bhd, a company involved in the operation of amusement centres. He later founded Chuah Amusement Sales & Service, a sole proprietorship involved in the sales and marketing of amusement machines in 1980 and has 23 years of experience in the gaming and amusement machine industry.

**Chuah Kim Chiew**, aged 40, was appointed to the Board on 30 October 2003 as a Non-Independent Non-Executive Director. He graduated with a Bachelor in Business Administration from the University of Waseda, Tokyo, Japan in 1988. Prior to his graduation, he was appointed director of RGBSB in 1987, to coordinate the supply of gaming and amusement machines from Japan. Subsequently, in 1993 he was appointed director of Standard RGB Pte Ltd to oversee the Singapore market and in 1994, he was appointed director of Sigma Gaming Technology Pte Ltd to oversee the marketing of Sigma machines in Singapore. He has been a director of DTSB since 1994. In total, he has 16 years experience in the gaming and amusement machines industry. His responsibility is the monitoring of the Group's R&D projects.

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

**GJSB** was incorporated as a private limited company in Malaysia under the Act on 5 February 2003. The principal activity of the company is as an investment holding company. The authorised and the issued and fully paid-up share capital of GJSB are RM100,000 and RM2 respectively.

GJSB's directors and substantial shareholders and their respective shareholdings are as follows:

Name	Nationality	No. of Ordinary Shares of RM1.00 Held			
		Direct	%	Indirect	%
Mazlan Bin Ismail	Malaysian	1	50.0	-	-
Ahmad Anwar Bin Mohd Nor	Malaysian	1	50.0	-	-

The profiles of the directors and shareholders of GJSB are as follows:

**Mazlan Bin Ismail**, aged 40, was appointed to the Board on 30 October 2003 as an Executive Director. He obtained a Diploma in Management from the Malaysian Institute of Management in 1998. His career started in 1988 as a senior audit assistant at Chuah & Associates. In 1991, he left the company to join Juruniaga Sdn Bhd, a government contracting company as project manager and was involved in general work within the service department of the company.

Subsequently in 1997, he left to join Institut Teknologi Dan Pengurusan Lebu Victoria Sdn Bhd, a higher learning institute as a director. He is an Associate Member of the Malaysian Institute of Management since 1999.

**Ahmad Anwar Bin Mohd Nor**, aged 57, is a director and shareholder of GJSB. He graduated with a Master of Science Degree from the Iowa State University in Iowa, USA in 1981.

### 6.3 Directors

The Executive Directors of DCB Group are involved full time in the management of DCB Group and they are not involved in the management of any other corporations outside the Group.

#### 6.3.1 Brief Profile on Directors

**Chuah Poh Aun**, please refer to Section 6.2.1 above.

**Datuk Chuah Kim Seah**, please refer to Section 6.2.1 above.

**Chuah Kim Chiew**, please refer to Section 6.2.1 above.

**Mazlan Bin Ismail**, please refer to Section 6.2.1 above.

[THE REST OF THIS PAGE IS INTENTIONALLY LEFT BLANK]

---

**6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)**

---

**Lim Tow Boon**, aged 42, was appointed to the Board on 30 October 2003 as an Executive Director. He graduated in 1985 with a Bachelor of Arts Degree, majoring in Administrative Studies from Brock University, Canada. In 1988, he joined RGBSB as a management executive focusing on marketing of gaming and amusement machines. Subsequently, in 1993 he was seconded to Sigma Gaming Technology Pte Ltd and Standard RGB Pte Ltd, to help establish a presence in Singapore and later became a director in these two companies in 1995. In 1997, he was promoted to general manager before assuming directorships in RGBSB and RGBL in 1999. Overall, he has accumulated 15 years of experience in the gaming and amusement machine industry.

His main responsibilities include managing the day-to-day operations focusing on sales, marketing and business development of the Group.

**Wong Chee Fai**, aged 49, was appointed to the Board on 30 October 2003 as an Executive Director. He started his career in 1974 as a director of Yansoon Sdn Bhd, a trading company before leaving in 1994 to join RGBSB and hence has been in the industry for 9 years. He is currently in charge of the licensing arrangements for the DCB Group.

**Ooi Teng Chew**, aged 57, was appointed to the Board on 30 October 2003 as a Non-Executive, Independent Director. He has been a member of the Institute of Chartered Accountants in England & Wales and the Malaysian Institute of Certified Public Accountants since 1970 and 1971, respectively. He has also been a member of the Malaysian Institute of Accountants since 1973. He started his career in London with Ridley Marreco & Co from 1966 to 1970 and subsequently left for Deloitte & Co, where he worked from 1970 to 1972. In 1972, he left London for Malaysia, where he was employed by MIDF Industrial Consultants Sdn Bhd.

He has been a partner in Ernst & Young and its predecessor firms since 1975. He was the partner in-charge of the Penang office and retired from Ernst & Young in 2001.

**Chng Hee Kok**, aged 55, was appointed to the Board on 30 October 2003 as a Non-Executive, Independent Director. He graduated with a Bachelor of Engineering (Mechanical) from the University of Singapore in 1972. He obtained a Masters in Business Administration from the National University of Singapore in 1984.

He was a member of the Parliament of Singapore from 1998 to 2000. He is a Board Member of the Sentosa Development Corporation, Singapore. At present, he is the Chief Executive Officer of NTUC Club and Chief Executive Officer / Director of NTUC Thrift & Loan Co-operative Ltd.

Currently, he is a Director of various public listed corporations in Singapore, such as Auston International Group Ltd, Brilliant Manufacturing Ltd, Compact Metal Industries Ltd, Cytech Software Ltd, Full Apex (Holdings) Ltd, Pacific Century Regional Developments Ltd, People's Food Holdings Ltd and Samudera Shipping Line Ltd.

**[THE REST OF THIS PAGE IS INTENTIONALLY LEFT BLANK]**

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

### 6.3.2 Directors' Shareholdings

The details of the Directors and their respective shareholdings in DCB after the Share Issues are as follows:

Name	Designation	Nationality	No. of DCB Shares Held After Share Issues			
			Direct	%	Indirect	%
Chuah Poh Aun <sup>(1)</sup>	Non-Independent Non-Executive Director / Chairman	Malaysian	30,915 <sup>(4)</sup>	(2)	-	-
Datuk Chuah Kim Seah	Managing Director	Malaysian	109,906,830	39.25	-	-
Chuah Kim Chiew	Non-Independent Non-Executive Director	Malaysian	8,921,398	3.19	-	-
Mazlan Bin Ismail	Executive Director	Malaysian	-	-	84,000,662 <sup>(3)</sup>	30.00 <sup>(3)</sup>
Lim Tow Boon	Executive Director	Malaysian	2,900,000 <sup>(5)</sup>	1.04	-	-
Wong Chee Fai	Executive Director	Malaysian	1,400,000 <sup>(5)</sup>	0.50	-	-
Ooi Teng Chew	Independent, Non-Executive Director	Malaysian	-	-	-	-
Chng Hee Kok	Independent Non-Executive Director	Singaporean	-	-	-	-

Notes:

<sup>(1)</sup> Chuah Poh Aun is the father of Datuk Chuah Kim Seah and Chuah Kim Chiew

<sup>(2)</sup> Negligible

<sup>(3)</sup> Deemed interested via his substantial shareholding in GJSB

<sup>(4)</sup> Shareholding of Chuah Poh Aun includes 30,000 DCB Shares based on the assumption that he subscribes to his full entitlement pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue

<sup>(5)</sup> Shareholdings of Lim Tow Boon and Wong Chee Fai are via based on the assumption that they subscribe to their respective full entitlements pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue

### 6.3.3 Directorships and Substantial Shareholdings in Other Public Corporations for the past two (2) years

As at 8 December 2003 and save as disclosed in Section 6.3.1 above, none of the Directors, Promoters and Substantial Shareholders hold any directorships and/or substantial shareholdings in other public corporations for the past two (2) years.

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

### 6.3.4 Directors' Remuneration and Benefits

The remuneration paid to Directors for services rendered to the Group in all capacities was approximately RM294,127 for the FYE 31 December 2002 and estimated and forecasted at RM402,000 and RM916,000 for the financial years ending 31 December 2003 and 2004, respectively.

The aggregate remuneration and benefits paid to Directors are as follows:

FYE 31 December 2002			Financial Year Ending 31 December 2003			Financial Year Ending 31 December 2004		
Remuneration Band	No. of Directors		Remuneration Band	No. of Directors		Remuneration Band	No. of Directors	
RM100,000 and below	-		RM100,000 and below	-		RM100,000 and below	3	
RM100,001 to RM200,000	2		RM100,001 to RM200,000	1		RM100,001 to RM200,000	3	
RM200,001 to RM300,000	-		RM200,001 to RM300,000	1		RM200,001 to RM300,000	2	

### 6.4 Audit Committee

The Audit Committee of the Company is appointed by the Board and is responsible for the reviewing issues of accounting policies and presentation for external financial reporting, monitoring the work of the internal audit function and ensuring that an objective and professional relationship is maintained with the external auditors. The Audit Committee has full access to both internal and external auditors who in turn have access at all times to the Chairman of the Audit Committee.

The Audit Committee reviews, amongst others, any related party transactions and potential and current conflict of interest within the DCB Group. The Audit Committee periodically reviews the procedures set by the Company to monitor related party transactions to ensure that these transactions are carried out on normal commercial terms not more favourable to the related party than those generally available to the third parties dealing at arm's length and are not to the detriment of the Company's minority shareholders. All reviews by the Audit Committee are reported to the Board for its further action.

The composition of the Audit Committee conforms with paragraph 13.8 of the Listing Requirements and comprises four (4) members, one of whom is an alternate member, the majority of whom are independent non-executive directors. The Chairman is an Independent Non-Executive Director of the Company. The current members of the Audit Committee of the Company are set forth below:

Name	Designation	Directorship
Ooi Teng Chew	Chairman	Independent Non-Executive Director
Chng Hee Kok	Member	Independent Non-Executive Director
Datuk Chuah Kim Seah	Member	Managing Director
Mazlan Bin Ismail	Alternate member to Datuk Chuah Kim Seah	Executive Director

[THE REST OF THIS PAGE IS INTENTIONALLY LEFT BLANK]

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP *(Cont'd)*

### 6.5 Key Management

The key management hereafter disclosed are involved full time in the management of DCB Group and is not involved in the management of any other operations outside the Group.

#### 6.5.1 Profiles of the Key Management

The profiles of the key management of DCB Group are summarised below:

**Datuk Chuah Kim Seah**, please refer to Section 6.2.1 above.

**Mazlan Bin Ismail**, please refer to Section 6.2.1 above.

**Wong Chee Fai**, please refer to Section 6.3.1 above.

**Lim Tow Boon**, please refer to Section 6.3.1 above.

**Lee Yap Kuan**, aged 38, is the Corporate Secretary cum Administrative Manager of RGBSB. She graduated in 1989 from the Tunku Abdul Rahman College, Kuala Lumpur with a Diploma in Business Management. She is an associate member of the Institute of Chartered Secretaries and Administrators, United Kingdom. Her responsibilities in the Group include management of human resources and administration. She is currently a director of RGBL.

**Teh Mun Hui**, aged 31, is the Finance Manager of RGBSB. She has been a member of the Malaysian Institute of Certified Public Accountants and the Malaysian Institute of Accountants since 2000. She joined RGBSB in 2001 in her current position and is responsible for the Group's finance division.

**Linda Chong Lay Lin**, aged 34, is the Technical Support and Management Manager of RGBSB. She is a member of the Malaysian Institute of Certified Public Accountants and the Malaysian Institute of Accountants. She joined RGBSB as Corporate Finance Manager in 1999 before being posted to her current position in 2002.

**Chuah Kee Yong**, aged 32, joined RGBSB in 1999 as the Technical Sales and Services cum R&D Manager of RGBSB. He graduated in 1996 with a Bachelor of Applied Science Degree from Universiti Sains Malaysia, Penang. He obtained a Masters in Business Administration from Universiti Sains Malaysia in 2003. He is an Affiliate Member of the IEEE Computer Society, USA, to which he was admitted in 2002. He heads the technical and IT departments in the Group.

**Khaw Chai Huat**, aged 35, joined RGBSB in 1983 and became the Technical Support and Services cum Factory Manager of RGBSB in 2001. He graduated with a Diploma in Electronic Technician from Institut Teknologi, Butterworth in 1992. He also has a Certificate of Gaming Machines Training from Aristocrat Leisure Industries Pty Ltd in 1992 and a Certificate of Shuffler Machines Training from Casinovation USA in 1999. His main responsibilities are in the management of the technical support team at RGBSB.

**Cheong Ming Suan**, aged 34, is the Manager, Parts and Customer Service of RGBSB. She obtained a Pitman Single Certificate from the Pitman Examinations Institute (in association with the City and Guilds of London Institute) in 1992. She also received the Certification in Purchasing and Material Management from the Malaysian Institute of Purchasing and Materials Management in 1992. Subsequently, she joined RGBSB in 1995 as a sales secretary and was promoted into her current position in 1999.

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

**Tan Hui Eng**, aged 33, joined RGBSB as shipping executive in 1996 and was promoted to her current position as the Logistics Manager in 2001. Her job responsibilities include coordination of shipping, transportation, import and export licenses.

### 6.5.2 Shareholdings of the Key Management

The shareholdings of the key management of DCB Group after the Share Issues are as follows:

Name	Designation	Nationality	No. of DCB Shares Held After Share Issues			
			Direct	%	Indirect	%
Datuk Chuah Kim Seah	Managing Director	Malaysian	109,906,830	39.25	-	-
Mazlan Bin Ismail	Executive Director	Malaysian	-	-	84,000,662 <sup>(1)</sup>	30.00
Lim Tow Boon	Executive Director	Malaysian	2,900,000 <sup>(3)</sup>	1.04	-	-
Wong Chee Fai	Executive Director	Malaysian	1,400,000 <sup>(3)</sup>	0.50	-	-
Lee Yap Kuan	Corporate Secretary cum Administrative Manager	Malaysian	49,700	<sup>(2)</sup>	-	-
Teh Mun Hui	Finance Manager	Malaysian	53,700	<sup>(2)</sup>	-	-
Linda Chong Lay Lin	Technical Support and Management Manager	Malaysian	63,300	<sup>(2)</sup>	-	-
Chuah Kee Yong	Technical Sales and Services cum R&D Manager	Malaysian	53,900	<sup>(2)</sup>	-	-
Khaw Chai Huat	Technical Support and Services cum Factory Manager	Malaysian	58,000	<sup>(2)</sup>	-	-
Cheong Ming Suan	Parts and Customers Service Manager	Malaysian	63,300	<sup>(2)</sup>	-	-
Tan Hui Eng	Logistics Manager	Malaysian	49,700	<sup>(2)</sup>	-	-

Note:

<sup>(1)</sup> Deemed interested via his substantial shareholding of GJSB



## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

(2) *Negligible and based on the assumption that the relevant management individuals subscribe to their respective full entitlements pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue*

(3) *Shareholdings of Lim Tow Boon and Wong Chee Fai are based on the assumption that they subscribe to their respective full entitlements pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue*

### 6.6 Relationship between Substantial Shareholders, Promoters, Directors and Key Management

Save for Chuah Poh Aun, who is the father of Datuk Chuah Kim Seah, Chuah Kim Heng and Chuah Kim Chiew, none of the Substantial Shareholders, Promoters, Directors and key management of the Group are related to one another. In addition, Chuo Ah Ngau, who is the brother-in-law to Chuah Poh Aun, is entitled to 48,000 DCB Shares pursuant to the allocation of shares to the Eligible Directors and Employees under the Public Issue.

### 6.7 Declarations from the Directors and Key Management

None of the Directors, Substantial Shareholders, Promoters and key management or person nominated to become a Director or key management is or has been involved in any of the following events:

- (a) a petition under any bankruptcy or insolvency laws filed against such person or any partnership in which he was or is a partner or any corporation of which he was or is a director or key management;
- (b) a conviction in a criminal proceeding or is a named subject of a pending criminal proceeding; or
- (c) being the subject of any order, judgement or ruling of any court, tribunal or government body of competent jurisdiction permanently or temporarily enjoining him from acting as an investment adviser, dealer in securities, director or employee of a financial institution and engaging in any type of business practice or activity.

### 6.8 Management Service Contract

As at the date of this Prospectus, none of the Directors, key management or technical personnel of the Company has any current or proposed service contracts with the Group.

### 6.9 Other information

The Directors are supported by a team of dedicated and qualified management staff. The DCB Group is managed by its founders and as such, the management is very committed to continue to build the branding of its products as well as its client base to ensure the success of the DCB Group. Each of the founders carry with him significant experience and knowledge in this industry.

The management of the Group also has many years of working experience in this industry. In addition, they have been largely responsible for the expansion of the Group in the past years and is expected to spearhead the future expansion of the Group.

## 6. INFORMATION ON SHAREHOLDERS, PROMOTERS, DIRECTORS AND KEY MANAGEMENT OF DCB GROUP (Cont'd)

As at 8 December 2003, the Group has a workforce of 68 employees. None of the employees of the Group belong to any labour union and the Group enjoys a cordial relationship with the employees. Its employees can be generally segregated into the following categories:

Category	Bumiputera	Chinese	Indian	Other Malaysian	Foreigner	Total
1. Management and Professional	1	20	-	-	-	21
2. Technical, R&D and other professionals	-	6	-	1	-	7
3. Clerical and Administrative	-	24	2	-	-	26
4. Refurbishment and Reconditioning						
- Skilled workers	2	9	1	-	-	12
- General workers	1	-	1	-	-	2
<b>Total</b>	<b>4</b>	<b>59</b>	<b>4</b>	<b>1</b>	<b>-</b>	<b>68</b>

The Group is currently providing technical support and management services for some of the operators in overseas countries. Technical professionals represent close to 10% of total staff strength. They are primarily responsible for developing and maintaining gaming and amusement machine and business application software and developing network systems. Technical professionals comprise software development engineers, graphics designers, network engineers and business application software personnel. Skilled workers responsible for refurbishing and reconditioning used gaming and amusement machines accounted for approximately 18% of total staff.

Technical staff are sent to attend product training and refresher courses with the strategic partners of DCB Group. In addition to this, the employees of DCB Group undergo on-the-job training.

Malaysia now serves as regional technical centre to provide technical support and maintenance in various countries including Macau SAR, Singapore, Philippines, Cambodia and Myanmar.

[THE REST OF THIS PAGE IS INTENTIONALLY LEFT BLANK]

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

15 December 2003

The Board of Directors  
Dreamgate Corporation Bhd  
51-21-A Menara BHL Bank  
Jalan Sultan Ahmad Shah  
10050 Pulau Pinang

Vital Factor Consulting Sdn Bhd  
(Company No.: 266797-T)

75C & 77C Jalan SS22/19  
Damansara Jaya  
47400 Petaling Jaya  
Selangor Darul Ehsan, Malaysia

Tel: (603) 7728-0248  
Fax: (603) 7728-7248  
Email: info@vitalfactor.com  
Website: www.vitalfactor.com

Dear Sirs

### Five-Year Business Development Plan of Dreamgate Corporation Bhd

The following is a summary of the Five-year Business Development Plan of Dreamgate Corporation Bhd (herein, together with its subsidiaries will be referred to as Dreamgate Group) prepared by Vital Factor Consulting Sdn Bhd for inclusion in its Prospectus for its listing on the MESDAQ market.

#### 1. GROUP HISTORY

- The history of the Group can be traced back to the incorporation of RGB Sdn Bhd on the 4<sup>th</sup> December 1986, and RGB Ltd (incorporated in Labuan) on the 6<sup>th</sup> January 1999, to undertake business within the Gaming and Amusement Machines and Equipment Industry. Data Touch Sdn Bhd was incorporated on the 18<sup>th</sup> June 1994 primarily for renting out properties.

#### 2. CURRENT BUSINESS ACTIVITIES

- The current business activities of the Dreamgate Group are as depicted in the figure below:

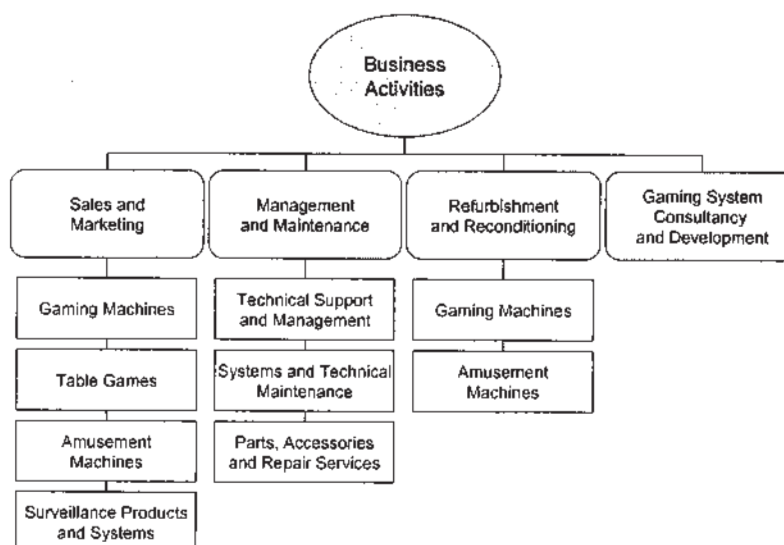


Figure 1 Current Business Activities of Dreamgate Group

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



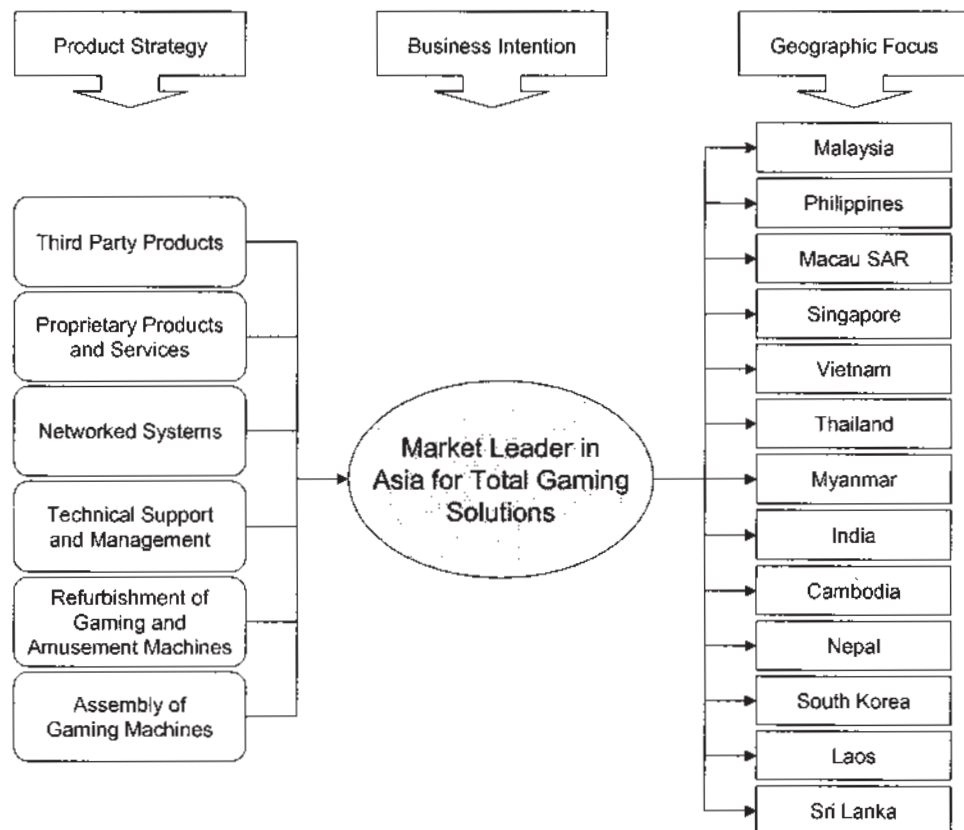
### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

### 3. BUSINESS INTENT

#### 3.1 Overall Business Intention

- Dreamgate Group's business intention is to be a market leader in Asia in providing total gaming solutions as depicted in the figure below:



**Figure 2 Dreamgate Group's Overall Business Intention**

- The implications and rationales for Dreamgate Group's business intention are as follows:

#### Market Leader in Asia

- Based on the Independent Assessment of the Gaming Machines and Equipment Industry in Malaysia undertaken by Vital Factor Consulting Sdn Bhd, the Dreamgate Group is currently the market leader for the supply of Gaming Machines and Equipment in Malaysia.
- Although there continue to be vast opportunities in Malaysia, quantum growth would come from incorporating export markets.
- Dreamgate Group's business focus is in Asia. This is primarily because of the following:

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

- comparative advantage of being a Malaysian based company that understands Asian culture and business practices and therefore is better positioned to service other Asian countries;
- proximity to other Asian countries allowing Dreamgate Group to provide better head-office technical and marketing support;
- leverage from current successes of exporting to nine countries and export earnings representing 70% of total Group revenue for financial year/period ended 31<sup>st</sup> December 2002;
- capitalise on liberalisation of the Gaming Industry in some Asian countries, especially recently in Macau SAR, and other developing countries like Cambodia and Vietnam;
- increasing opportunities from cruise ships in Asia.

#### Total Gaming Solutions

- Inline with Dreamgate Group's objectives of high business growth and venturing aggressively into export markets, Dreamgate Group aims to have a large portfolio of products and services to market to maximise from its efforts;
- Providing Total Gaming Solutions is highly synergistic, as it would facilitate more sales and technical support to each customer thus reducing unit cost of sales and marketing, and at the same time increasing yield from each customer;
- Being a Total Gaming Solutions would provide convenience to attract new customers and retaining existing customers;
- Many suppliers, especially manufacturers have very narrow product focus. Thus, by being a Total Gaming Solutions provider with a wide range of products and services would differentiate Dreamgate Group from many of the other suppliers and manufacturers.

### 3.2 Product and Services Strategy

- To achieve its business intention, Dreamgate group would adopt the following Products and Services Strategy:

#### Use a combination of world-class third party and proprietary products

- Dreamgate Group is aware of the diverse range of products required to adequately service the Gaming Industry. It would be unrealistic to aim to provide the full complement of products through in-house developed products. In addition, certain leading brands have very high customer loyalty. These two major considerations compel Dreamgate Group to represent third party products.

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

- However, there are also significant opportunities where Dreamgate Group could market its proprietary products. Thus, an optimum strategy of representing world-class third party manufacturers and providing proprietary products would maximise Dreamgate Group's business success;

#### **Increase Focus on High Profit Margin Products and Services**

- Dreamgate Group has identified two key products and services to facilitate its continuing business success and high growth. These are Networked Systems and Technical Support and Management.
- These two products and services have been selected because of their high value adding and customer appeal, thus likely to contribute to higher sales and profit margin.
- The first is Networked Systems including, among others, Networked Jackpot System, which it has successfully implemented for operators in Malaysia and overseas. The Networked Systems market is relatively untapped and offers significant business opportunities. In addition, it requires significant technical expertise, especially in the areas of ICT, to design and implement a Networked System. Most of these are beyond the capabilities of many suppliers, thus offering Dreamgate Group significant business opportunities in a low competitive market.
- Networked Systems also enables Dreamgate Group to develop its own proprietary add-on software. This will increase the appeal as well as provide additional profits for Dreamgate Group compared to selling only a basic system.
- Dreamgate Group can also develop other networked systems, including the following:
  - online performance monitoring of all Gaming Machines and Table Games;
  - real time management analysis of all Games;
  - linking dispersed operation venues to a centralised monitoring station.
- The second key product is Technical Support and Management for the operation of Gaming and Amusement Machines, which is highly lucrative for Dreamgate Group. For financial year/period ended 31<sup>st</sup> December 2002, Technical Support and Management represented 26.3% of Group revenue and the top two customers were for Technical Support and Management.
- One major advantage is that as a supplier of Gaming and Amusement Machines, machine costs are lower for Dreamgate Group than for most Gaming and Amusement Machine operators. Additionally, Dreamgate Group is able to use refurbished Gaming and Amusement Machines, which would further reduce capital costs.

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

- Another advantage is that Dreamgate Group can use its potential proprietary Gaming software and hardware. Dreamgate Group intends to use its own brand name for some of the new in-house Gaming Machines that incorporates its own proprietary hardware and Gaming software. As such, this would provide one avenue to increase awareness of its brands and serve as a test market for their popularity.

#### **Refurbishment of Gaming and Amusement Machines**

- Dreamgate Group has analysed that sales of refurbished and reconditioned Gaming Machines provide significantly higher margin mark-up compared to new Gaming Machines.
- As such, Dreamgate Group aims to expand its refurbishing and reconditioning activities.

#### **Assembly of Gaming and Amusement Machines**

- One of the most significant future business activities of the Dreamgate Group is the assembly of new Gaming Machines.
- The newly assembled Gaming Machines will be marketed under three categories of brands and these are as follows:

- **Dreamgate Group's Own Brand**

Dreamgate Group would utilise its intellectual properties, especially in-house developed Gaming software and Gaming Machine hardware to assemble its own brand of Gaming Machines.

- **Joint Dreamgate Group and Third-Party Brands**

Dreamgate Group, in cooperation with world-class third party Gaming Machine manufacturers will assemble Gaming Machines under joint brand names. This would use a combination of Dreamgate Group and third party intellectual properties.

- **Third Party Brands**

Dreamgate Group plans to act as an Original Equipment Manufacturer (OEM) for world-class third party brand owners. This is particularly attractive for brand owners to target ASEAN Free Trade Area (AFTA) member countries to take advantage of the reduced import tariff of Gaming Machines manufactured from Malaysia.

- Assembly of its own Gaming Machine provides significantly higher value compared to trading in Gaming Machines. This will be reflected in higher profit margin and sales.



---

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)

---



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

#### **3.3 Geographic Focus**

- To maximise business success, Dreamgate Group would leverage from its current Asian presence to focus on the Asian markets for its export initiatives.
- Servicing the Asian region would provide Dreamgate Group with a very large market compared to only focusing on the local market.
- Exports would provide the engine of growth for the Dreamgate Group.

#### **4. FUTURE BUSINESS ACTIVITIES**

- Dreamgate Group plans to undertake the following business activities in 2004:
  - Development of New Products and Services
    - . Gaming and Amusement Software
    - . Gaming and Amusement Hardware
    - . Supporting Application Software
    - . Networked System Enhancement
  - Expansion of Refurbishment and Reconditioning
    - . Purchase of Machinery and Equipment, Commercial Vehicles
  - Overseas Market Expansion
    - . Technical Support and Management
    - . Marketing and Service Centre
  - Assembly of Gaming Machines.

#### **5. PRODUCTS AND SERVICES OFFERED DURING FIRST YEAR ON MESDAQ MARKET**

- Dreamgate Group will offer the following products and services during its first year after admission to MESDAQ market:

##### **Products**

- Gaming Machines, Equipment and Accessories;
- Amusement Machines, Equipment and Accessories;
- Support Systems and Software for the Gaming Industry (for example, accounting, monitoring and performance software and systems);

##### **Services**

- Gaming and Amusement Machine Maintenance and Repair;
- Refurbishment and Reconditioning of Gaming and Amusement Machines;
- Systems Design and Development of Gaming Systems (for example networked Gaming Machines with cumulative Jackpot system);
- Technical Support and Management for the operation of Gaming and Amusement Machines.



---

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)

---



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

#### 6. PRODUCT DEVELOPMENT PHILOSOPHY

- Dreamgate Group's product development is guided by the following two philosophies:

##### **Complementary to World-Class Products**

- Dreamgate Group is mindful of the fact that world-class products would have very loyal customers and that it does not have the resources to compete head-on against world-class products.
- This implies that Dreamgate Group would develop products where world-class products are poorly represented in certain market niches.
- Some examples include the following areas:
  - Supporting application software;
  - Refurbishment and reconditioning of Gaming and Amusement Machines.
- This philosophy is practical because of the following:
  - Returns on product development investments would be relatively faster;
  - Investments in marketing would be relatively lower as Dreamgate Group does not need to compete head-on with world-class products;
  - Enables Dreamgate Group to dominate in market niches where competitive pressure from world-class products is low;
  - Enables Dreamgate Group to represent world-class products to increase its portfolio of products and services;

##### **Customer Focussed and Market Driven**

- In line with its overall business objectives of high growth and profitability, it is imperative that Dreamgate Group creates new products that are in demand as well as market size that is sufficiently large to provide adequate returns on its product development investments.
- By adopting a product development philosophy of being customer focussed and market driven, it reduces the probability of inadequate returns on investments;
- The implications of a customer focused and market driven product development philosophy are as follows:
  - Many of the new products to be developed would be initiated by customers;
  - A significant proportion of the research and development investments would be funded by customers through the first sale;

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

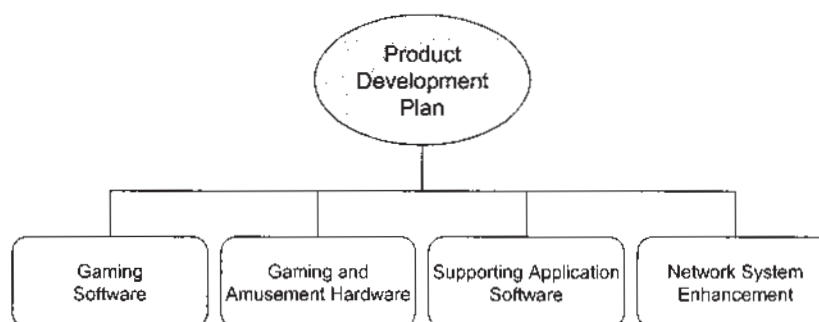
Customers would help define the products to ensure product relevance and acceptance;

The product will at least have one customer to use as reference site for further sales.

## 7. PRODUCT DEVELOPMENT PLAN

### 7.1 Overview

- Dreamgate Group's product development will primarily use ICT to develop proprietary products and systems.
- Dreamgate Group's product development plan is focussed on four main areas as depicted in the figure below:



**Figure 3 Dreamgate Group's Product Development Plan**

### 7.2 Gaming Software

- To provide business diversification as well as to increase profit margin, Dreamgate Group intends to develop its own proprietary Gaming Software, and develop its own brand names.
- This will enable Dreamgate Group to incorporate its proprietary software into new in-house assembled, refurbished and reconditioned Gaming Machines.
- These activities will enable Dreamgate Group to significantly increase its value adding and command a higher margin compared to sales of third party products.

### 7.3 Gaming and Amusement Hardware

- As part of Dreamgate Group's vision to increase value adding to its products, it intends to develop new concepts, designs and features for Gaming and Amusement Machines.
- It is envisaged that these newly developed Gaming and Amusement Machine hardware would be incorporated with refurbished and reconditioned machines with or without the newly developed Gaming Software.

---

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)

---



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

#### **7.4 Support Applications Software**

- Support Applications Software assists operators to monitor and analyse performances of a large number of machines.
- Dreamgate Group would undertake development of Support Applications Software including, among others, the following:
  - Machine Accounting software;
  - Online Machine Performance System;
  - Player Tracking System;
  - Frequent Player Reward System.
- Its in-house developed intellectual property would provide it with a significant revenue stream as it can sell the application systems to existing customers as well as extend its geographic reach to all parts of the world, through direct sales and using resellers.

#### **7.5 Network System Enhancement**

- To-date, Dreamgate Group has successfully installed many Networked Jackpot Systems.
- It intends to further provide enhancements to the current Networked Jackpot System to provide higher value adding and benefits to its customers.
- Although the core of the Networked Jackpot System is from third parties, there are significant opportunities to build other applications and features around them.
- This is because Dreamgate Group carries out the total system design and implementation. As such, Dreamgate Group can suggest additional features and modules, which it can develop in-house, or use existing in-house developed modules.
- Combining its own proprietary software with the core system would provide Dreamgate Group with significant value adding to command a higher margin.

## **8. VALUE OF PRODUCTS AND SERVICES**

- The value of Dreamgate Group's products and services lies in three areas:
  - Use of Information and Communications Technology (ICT);
  - Use of Computer Graphics Technology;
  - Innovative Services.

### **8.1 Use of Information and Communications Technologies**

- Dreamgate Group's products and services that use significant ICT include the following:
  - Video Gaming Machine Software;
  - Amusement Machine Software;
  - Supporting Applications Software;
  - Networked Systems;
  - Surveillance Systems and Products.

---

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)

---



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

- All the above would require significant research and development efforts to develop them into commercial models.
- **Video Gaming and Amusement Machine Software**
  - Video Gaming and Amusement software uses Information Technology (IT) to represent the mathematical functions and algorithms to ensure the accuracy of the payout rate and the functions of the Games. For Video Gaming Machines, some of the mathematical functions include, among others, simulation theory, games theory, probability, random numbers and statistics.
  - Quality testing is extremely stringent especially for Video Gaming Machines in order to comply with Gaming regulations.
- **Supporting Applications Software**
  - These are very similar to commercial based software, for example, trend analysis, accounting functions, performance monitoring and player tracking.
  - The value of these products is the use of IT to provide benefits to users.
- **Networked Systems**
  - Networked Systems use ICT to provide benefits to user. It incorporates the development of a robust and secured local and wide area network to link all devices together.
  - In addition to the networks, systems, applications and communications software are required to be either written or configured to meet the needs of the systems and customers. All these would require to be integrated to ensure that it runs smoothly as a system.
- **Surveillance Systems and Products**
  - Surveillance systems use contemporary electronic and communications technologies. This includes use of electronic cards for access control, sophisticated detection technologies including infrared, heat and motion detection, as well as communications technology to link all monitors to a centralised command station.

### **8.2 Use of Computer Graphics Technology**

- **Gaming and Amusement Machines**
  - Video Gaming and especially Amusement Machines, require sophisticated graphics, animations and audio. Some of the graphics and animations require sophisticated mathematical algorithms and functions derived from various disciplines including, among many others, wavelets, curves, surfaces, spheres, two and three-dimension calculus, fractals and number theory.

---

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)

---



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

#### **8.3 Innovative Services**

- Two of Dreamgate Group's services considered innovative are as follows:

##### **Technical Support and Management**

- Dreamgate Group's Technical Support and Management of Gaming and Amusement Machines is considered innovative from a business perspective. This is because Dreamgate Group's business is not in Gaming operations, but is able to create a new revenue stream from Gaming operations.
- This represents significant business innovations to provide the company with continuous and significant revenue stream as demonstrated below:
  - . It represented 26.3% of total group revenue for financial year 2002;
  - . Contracts are typically for three to five years with renewal options for another three to five years.

##### **Gaming Systems Consultancy and Development**

- The networking of Gaming Machines is innovative from the following perspectives:
  - . Dreamgate Group requires innovative systems design and consultancy to create the total concept;
  - . It uses networking technologies to link devices together;
  - . It provides Gaming operators with a means to monitor the performance of its machines and track its players;
  - . It enables Dreamgate Group to incorporate some of its proprietary software into the networked systems;
  - . It provides Dreamgate Group with an additional revenue stream.

#### **9. VALUE OF ACTIVITIES**

- The following activities undertaken by Dreamgate Group have high value adding:
  - Refurbishment and Reconditioning;
  - Gaming Systems Consultancy and Development;
  - Provision of Technical Support and Management of Gaming and Amusement Machines
  - Assembly of Gaming Machines.

##### **9.1 Refurbishment and Reconditioning**

- Dreamgate Group currently refurbishes and reconditions used Gaming and Amusement Machines for resales.

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### **VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

- Value adding incorporates the following activities:
  - source parts and components;
  - repair and replace faulty and old parts;
  - incorporate new Gaming software, graphics and audio system if necessary;
  - customise software and hardware to fit customers' specifications;
  - undertake functional tests;
  - redesign and redecorate the machine.
- The significant value adding of refurbishing and reconditioning activities enable Dreamgate Group to obtain a high profit margin.
- Sales and marketing of refurbished and reconditioned Gaming Machines provides higher mark-up compared to third party new Gaming Machines.
- In non-quantitative terms, the high value adding of refurbishment and recondition activities place Dreamgate group in a unique position as there are not many players that have the capabilities to undertake the full refurbishment and reconditioning works, especially being able to change or customise the Gaming software if required.

#### **9.2 Gaming Systems Consultancy and Development**

- Dreamgate Group provides Gaming Systems design, consultancy and implementation.
- This is very high value adding activities as the value of the activity is in using its technical expertise, capabilities and experiences to design and implement a total Networked System.

#### **9.3 Provision of Technical Support and Management of Gaming and Amusement Machines**

- Dreamgate Group also provides Technical Support and Management for the operation of Gaming and Amusement Machines. In this situation, Dreamgate Group would own and install its Gaming and Amusement Machines in the customers' premises and manage and provide technical support to them by maximising revenue from each Gaming and Amusement Machines.
- Value adding is high for Technical Support and Management, as it uses management, technical and marketing skills and resources to generate revenue.

#### **9.4 Assembly of Gaming Machines**

- Dreamgate Group intends to assemble its own Gaming Machines. They will be marketed under three categories of brands and these are as follows:
  - Dreamgate Group's Own Brand;
  - Joint Dreamgate Group and Third-Party Brands;
  - Third Party Brands.
- Assembly of its own Gaming Machine provides significantly higher value compared to trading in Gaming Machines. This will be reflected in higher profit margin and sales.

## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

- Higher profit margin would be derived from increased value-adding and use of in-house developed intellectual properties including Gaming software and Gaming Machine hardware.
- Higher sales would arise from the following:
  - Ability to market its own brand Gaming Machines without any restrictions;
  - Leveraging from the marketing strengths and efforts of world-class third party brand owners for join brand name assembled Gaming Machines;
  - Benefiting from being an Original Equipment Manufacturer (OEM) for world-class third party brand owners.

## 10. RESEARCH AND DEVELOPMENT

### 10.1 Policies on Research and Development

- The objectives of Dreamgate Group's research and development activities are to:
  - provide the means to sustain and grow the business through new products and services;
  - create competitive advantages through significant value-adding on existing products and services to better meet customers' needs;
  - increase profitability through proprietary products and services, and high value-adding on third party's products and services.

### 10.2 Technologies Used

- Dreamgate Group utilises ICT in its products and services development and to deliver some of its services. These technologies include:

#### Programming Languages

- Visual Studio
- Visual Basic
- Visual C++
- OpenGL
- HTML (Hyper Text Mark-up Language)
- XHTML (Extended Text Mark-up Language)

#### Operating System

- Windows-based operating system
- Windows CE.Net and Windows XP Embedded
- DOS Operating System

#### Telecommunications Protocols and Platforms

- Transmission Control Protocol (TCP)/Internet Protocol (IP)
- Ethernet for Local area Network
- Broadband Wireless (Wi-Fi: 802.11b)
- RS 232 C
- RS 485
- RS 422



## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

#### Other Development Tools and Equipment

- MacroMedia MX
  - Adobe PhotoShop 6.0
  - Partner – JM10 SH4 with GCCSH-14
  - Industrial PCs
  - M-Systems 'Disk on Chip'
- These technologies are primarily used in the customisation and development of software as well as for networking purposes.

#### 10.3 Facilities and Personnel

- Dreamgate Group has a research and development facility that allows it to design, prototype and test products and services.
- Some of its research and development machinery and equipment are shared with its current refurbishment operations including the following testing equipment:
  - PortaClone: Palm top device for on-site software testing of bill acceptor equipment
  - PSION: Handheld computer for on-site testing of chip sorting machine
  - CAT 5 Cable Tester: Testing of network connectivity
  - Systems and Display Test Station: Test and configure system and display equipment for jackpot systems
  - Printed Circuit Board Test Station: Test function ability of printed circuit boards
  - Eprom programming tools: Eprom programming
  - Microcoin S7 & QL Programmer: Programming for coin validator.
- Dreamgate Group has four Japanese engineers, five dedicated research and development personnel and three technical personnel who are involved in research and development.
- As most of the research and development activities are focussed on software and networks the main skills required are formal training and experience in software applications development, graphics design, systems integration and networking.
- As many of these skills are commonly available within the IT Industry, there is a low threat in obtaining skilled resources for research and development work.

#### 10.4 On-Going Research and Development Work

- Dreamgate Group's current and on-going research and development work is focussed in the following areas:
  - Gaming Machine software development;
  - Systems development.
- Dreamgate Group's on-going research and development work is similar to its current areas of research incorporating the following:
  - Creating new Gaming Machine Software;
  - Creating new Supporting Modules;
  - Enhancing on the Networked Jackpot System.



## 7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)



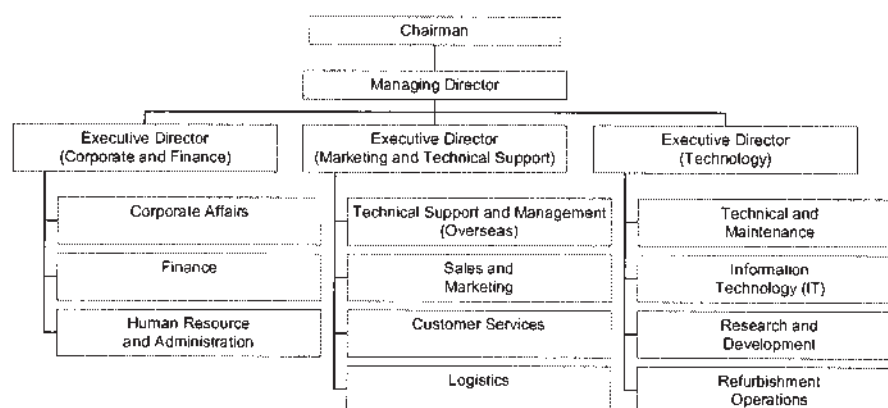
### VITAL FACTOR CONSULTING

Creating Winning Business Solutions

- This on going research is conducted to meet changing customers need and continuing improvement in equipment and services supplied.

## 11. ORGANISATIONAL STRUCTURE

- The organisational structure of Dreamgate Corporation Bhd upon listing will be as follows:



**Figure 4 Proposed Organisation Structure of Dreamgate Corporation Bhd**

**7. SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)****VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

**12. BREAKDOWN OF EMPLOYEES**

- The expected number of employees over the next 5 years after admission to MESDAQ market is as follows:

Departments	Year 1 2004	Year 2 2005	Year 3 2006	Year 4 2007	Year 5 2008
<b>Management</b>					
Chairman	1	1	1	1	1
Managing Director	1	1	1	1	1
Executive Secretary	2	2	2	2	2
Group Legal Adviser	1	1	1	1	1
<b>Corporate Affairs and Finance</b>					
Executive Director (Corporate Affairs & Finance)	1	1	-	-	-
Senior General Manager (Finance and Investment)	-	-	1	1	1
Senior General Manager (Human Resources and Admin)	-	-	1	1	1
Executive Secretary	1	1	3	3	3
Corporate Affairs	10	10	13	13	13
Finance and Investment	9	11	11	11	12
Human Resources and Administration	14	18	18	18	18
<b>Marketing and Technical Support</b>					
Executive Director (Marketing & Technical Support)	1	1	-	-	-
Senior General Manager (Technical Support & Management)	-	-	1	1	1
Senior General Manager (Customer Service)	-	-	1	1	1
Senior General Manager (Logistics)	-	-	1	1	1
Executive Secretary	1	1	2	4	4
Overseas Operations	8	10	12	13	13
Sales and Marketing	13	20	20	20	20
Customer Service	6	6	7	7	7
Logistics	6	7	7	7	7
<b>Technology</b>					
Executive Director	1	1	1	1	1
Executive Secretary	1	1	1	1	1
Technical and Maintenance	20	23	27	35	40
Information Technology (IT)	5	5	7	7	7
Research and Development	6	6	8	8	8
Refurbishment Operations	20	25	26	31	35
<b>TOTAL</b>	<b>128</b>	<b>152</b>	<b>173</b>	<b>189</b>	<b>199</b>
<b>Yearly Growth Rate</b>		<b>19%</b>	<b>14%</b>	<b>9%</b>	<b>5%</b>

**Figure 5 Proposed Number of Employees over the Next Five Years**

---

7. **SUMMARY OF FIVE YEAR BUSINESS PLAN (Cont'd)**

---



**VITAL FACTOR CONSULTING**

Creating Winning Business Solutions

**13. REPORT QUALIFICATIONS**

- In preparing this report, Vital Factor Consulting Sdn Bhd relied primarily on information furnished by the Directors and key management of Dreamgate Group, no representations, expressed or implied are made of such information. Nevertheless, Vital Factor Consulting Sdn Bhd had obtained confirmation from the Directors and Management that all relevant material facts and information critical to the assessment have been disclosed to Vital Factor Consulting Sdn Bhd.
- The Directors and Management had also accepted responsibility for the accuracy and truth of the information provided and confirmed that after making all reasonable enquiries and to the best of their knowledge and belief, there are no facts or omission of which would render any information furnished to Vital Factor Consulting Sdn Bhd misleading.
- Wherever reasonable, Vital Factor Consulting Sdn Bhd had independently and objectively assessed the business and had undertaken due care and consideration to ensure that all information provided in this report are accurate and true and that there were no deliberate material omission of facts or information.
- When this document is submitted to the Kuala Lumpur Stock Exchange, it is deemed that Directors and Management of Dreamgate Group had examined this document in detail and in entirety and to their best of knowledge and belief the report is accurate and true, and there are no material omission of facts or information.

Yours sincerely

Wooi Tan  
Managing Director  
Vital Factor Consulting Sdn Bhd