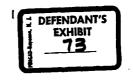


## Windows 98 launch plan

Christian Wildfeuer Launch Manager February 98

15<u>-157</u> 157 00<u>35</u>16 157 003516



### Windows 98 Launch Objectives

- Upgrade 5% of the Win98 capable WW installed base within 12 months = 4.4M units FG (vs. 15% penetration w/Win 95 or 8.3M units)
  - Get 30%+ attach with new generation peripherals
  - Must RTM by end of May to ensure W98 is on 80% of the fall consumer PC lines WW
  - Penetrate 11% of W98 capable US home computers (Pentium) = 2.2M units (compares to 25% for W95=2.7M units, capable defined as 486/8)
- Position Win98 as an exciting upgrade for consumers, and a smart upgrade for businesses that cannot go to NT.
  - Move creative emphasis for Win98 to CONSUMER, as NTW moves over even <u>stronger</u> emphasis on BUSINESS.
- Prepare the market and customers for a June/July launch and a major fall promotion by educating 250K IEUs on the benefits of upgrading to Win 98.
  - Consumer Preview (n=100k); PC User Group Tour/MS Extreme (15-20k); Reviewers Tours, channel training.
  - Drive a March "Win98 Marketing Day" for 500 OEMs, IHVs, ISVs, & Resellers

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#### **Business** metrics

- Upgrade 5% of the capable US installed base within 3 months after launch (1.1M units FG, 36% of what we did w/W95)
- Reach 75% consumer awareness for Windows 98 at launch (we had 95% for Win 95)
- Exceed \$2.7B Win 9.x in FY 98
- >100 OEMs support at launch, top 20 OEMs shipping preinstalled on consumer systems at launch
- Sign co-marketing agreements with 3 vendors in each relevant key peripherals category
- Reach 80% of the Windows 95 launch channel breadth (15k reseller outlets in the US)

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# How is Windows 98 launch different from Windows 95?

- Clearly a 3.0 to 3.1 level incremental upgrade, mostly with sw plumbing and new hw support.
- No big bang with tents on campus, but great level of consumer excitement.
- Requires a different approach to launch
  - Message integration across all components of the mktg
     mix
  - Joint event with IHVs, OEMs and their resellers
  - Cross-sell: Attach, attach, attach peripherals
  - Opportunity to sell new computers

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#### Target audiences

- New PC purchasers:
  - Make sure OEMs are in store with great PCs that take advantage of all Windows 98 features
  - Current Win 95 run rate: 4.3M units/month WW
- Upgraders with new peripherals:
  - Launch Partner Program to promote IHVs with hardware add-ons that add great value to Windows 98 (ex: USB, monitors, digital cameras, tuner cards and RAM)
  - 50% of Win 95 upgraders in the US also add hw to their computer
- Upgraders without new hardware (3.x, 95, 95/IE4 users):
  - Have great in store presence with end caps and launch pallets with signage that points out why Win98 is a great upgrade to Win 95 and Win 3.x
  - Current WW run rate is 500K/month

## Prep the market and customers

- 100K Consumer Preview Program (starting Jan. 5)
  - Consumer IEUs, at cost: \$29.95, time-bombed beta 3
- PC User Group/Extreme Tour (n=15,000) (4/6)
- Reviewers' tour (Dec.)
- Reseller briefings (Jan./Feb.)
  - Comdex briefings, Marketing Day last week of January, key account HQ visits
- Killer target audience-specific demos
  - showcasing corporate and EU related benefits
  - focused on 95 vs. 98 shoot-out
  - great hw support
  - great DirectX 5 games comparison

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## Launch Partner Program

. Increase overall channel margins

- Industry-wide attach program
  - Drive at least 30% attach rate to Win 98
  - We want resellers to support our partners
- Partner products identified as "Windows 98 products" at retail
  - Win98 logo certification a requirement
  - MS supplies artwork, messaging
  - MS co-promotion with partners
  - Partners encouraged to incorporate <u>instant</u> or mail-in rebate into their packaging (min. 10%)

## Win 98 Marketing Day (March 16/17)

- Event for >600 reseller buyers, and OEM, ISV and IHV marketing people
- Designed to roll out partner programs and ensure active channel involvement in launch
- Sets the final internal deadline for Microsoft launch plans and programs prior to CES
- Creates industry momentum and excitement behind the Windows 98 revenue opportunity
- Budget estimated at \$150K

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#### Windows 98

Consumer Messaging

"Works better, Plays better"

Works better Plays better

'Tune in'

'Tune up'

lisigentel: Entertainment

Accessories

'Time out'

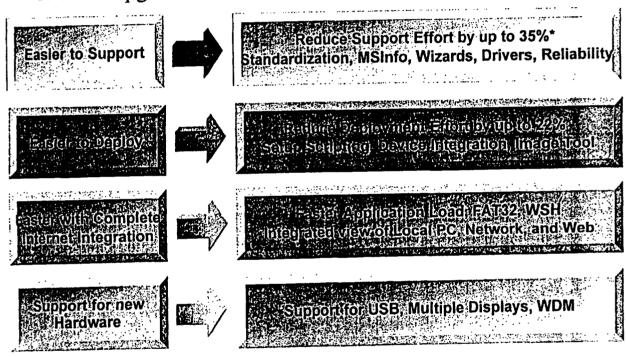
'Plug in'

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## Windows 98 for Business

A smart upgrade for business desktops that can't go to NTW



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 <sup>(</sup>Microsoft estimates: Further detail on following slides: 35% is a summation of the following savings - System Information Utility: 12%. Troubleshooting Wizards: 12%. Device Driver support: 6%. Improved rehability: 5%.)

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### Win98 Pricing: \$86 to disti, MFR at \$89 (no change from Win95)

#### - Pros:

- Protects OEM business
- Optimizes revenue vs. penetration: (\$310 M delta)
  - We risk losing \$210M in DSP if we price at \$49
  - FG Revenue increases by \$100M if we charge \$89: (\$400M @ \$89 vs. \$300M \$49)
- Easier to support today's NTW 4 street price of \$289 (versus \$49).
- A \$49 price-point could set new expectations about the value of an OS, and decrease our ability to charge a premium for NT-C.
- Simplest channel execution with 1 box and 1 price

#### - Cons:

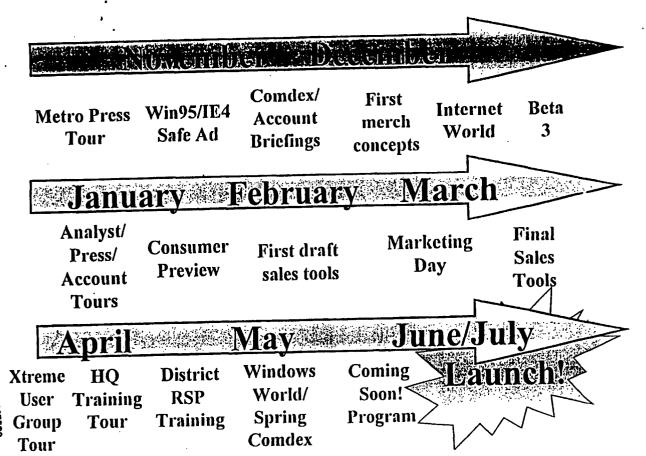
Analysts/press may ding us for a bad value proposition

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#### 3 Launch event initiatives Reach: 19M, Cost: \$33M or \$1.73/head

- Initiative 1: The Microsoft Technology Train
  - A rolling exhibit covering "The PC Past, Present and Future"
  - Launched for a nation-wide cross-country tour at the W98 Launch Event (DC or NYC)
  - Complemented by a fair showcasing our and our partners' products and solutions
  - Goes beyond Windows: This is about educating the American people and bringing PC technology to them.
- Initiative 2: Windows 98 Launch Event
  - Combined with train rollout
  - Pre-event contests via the Web, radio and retail outlets that invitepeopleto win a trip to the live event
  - Technology fair at DC or NYC central station with partners
- Initiative 3: Windows NT5 Launch Event 'One Small Step for Man, One Giant leap for IT'
  - Conclusion of the Train and NT5 Launch in Cape Canaveral or Houston
  - Live event with Billg and celebrities from the entertainment, sports and aerospace areas
  - Live festival on Satellite Beach with possible live feeds around the world

#### Timeline



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## Appendix

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### Challenge #1

- Convince Win 95 users that Win 98 is a worthwhile upgrade
- · How we are addressing
  - Provide compelling messaging to the press, analysts, super users, OEMs, resellers, IHVs
    - Reviewers and analysts tours
    - Price research
    - Books
    - Consumer Preview
    - Microsoft UA cinemas broadcast
    - Coming Soon

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## Works better, Plays better: Benefits map

	Works better	Plays better	
Internet	Easier to use and connect connect Complete Internet Integration w/cable access  Dynamic more comprehensive help&supports	graphics for games graphics for	Entertainment
Quality	Faster and more capacity  More reliable with fewer support calls  Increased productivity w/multiple monitors	Easier to add and remove add-on devices (USB, 1394) Easier to find out what is playing on TV Interactive Shows enriched with on-screen graphics and videos	Accessories

MS-PCA1082995

## Works better, Plays better: Feature map

Plays better Works better Entertainment Internet Online-Help and Hot Plug and Play Tune-up Wizard: Apps (USB, 1394): Scanners, load up to 40% faster cameras, videophones, mice, FAT32: HD capacity Accessories Quality increases up to 35% etc System File Checker & TV Data Service (Wavetop) other utilities Program Guide Multiple monitor support **Enhanced Shows** 17

## Benefits by target audiences

- Upgraders without new hardware (3.x, 95, 95/IE4 users):
  - Faster (applications load 36% faster in average, quicker shut down, better performance with DirectX5 games)
  - Easier to use, communicate and get information on the Web pages (IE4)
  - More disk capacity through FAT 32 (up to 28% in average)
  - More reliable (extra high-quality upgrade, no more installation conflicts, less crashes, always optimally tuned system, better diagnosis capabilities)
- Upgraders with new peripherals:
  - TV integration, Web access via analog TV signal 'datacasting', programming guide, enhanced TV shows
  - Better audio and video through DVD
  - Immediate Plug and Play through USB, IEEE 1394
  - More productive with multiple monitors
  - New PC purchasers:

- All of the above PLUS: OnNow

## Windows 98 provides the best Internet experience

- Easiest way for new users to access the Internet
  - Internet connection wizard and the referral server makes connecting only a few easy steps away
- Integrated browser
  - Award winning IE 4
  - Complete collaboration and communication
  - True web integration
- Internet built in
  - 100's of url's throughout the product
  - Integrated local and web HTML help
  - Single click simplicity
  - Broadcast web pages without tying up phone lines



Enables the web to be an integrated experience rather than a separate one

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## Windows 98 provides a higher quality experience for users

- Windows 98 users will have dramatically fewer problems
  - Over 3000 refinements added since Windows 95
  - Fixed or improved over 60% of top support problems with Windows 95
  - Granted the top 76% of requests for features in Windows 95
- Problems that do occur will be fixed in half the time
  - 12 troubleshooting wizards enable users to solve their problems before calling for help
  - System Information Utility gathers system information automatically for the user
- Windows 98 is an easy to maintain platform
  - Windows Tune-Up provides self tuning services to your PC
  - Windows Update provides an central resource site that can update your system automatically
  - Automatically take backup's of your registry and fix if any corruption is detected



All on one integrated CD, with single installation

## Windows 98 provides a new multimedia experience

- High-performance graphics via DirectX 3D-engine
  - Best gaming experience (performance, realism)
  - Complete integrated DirectX 5 support providing a more robust experience
- Fully MMX enabled
  - Immerse yourself in surround-sound (digital audio) and a new visual experience (multi-monitor)
  - AGP and VPE support
- Easy to add and remove gaming devices (USB)
- Leverage the Internet integration and play with friends across the net



Enables the next generation gaming platform

## Windows 98 will unlock the power of your PC and accessories

- Windows 98 makes it easier to add and use devices that you are familiar with today
  - Enhanced Plug and Play with USB and IEEE 1394 (camera's and scanners)
- In addition Windows 98 will extend the PC with new classes of consumer electronic devices
  - Multi-monitor, DVD, Digital Audio and enhanced broadcast services (TV Tuner cards)
- Windows 98 will increase the typical number of devices that users will attach to their PCs
  - Topically users will have 2 to 3 devices
    - printer, modem and joystick
  - We expect this could treble as Windows 98 enables new hardware
    - printer, modem, scanner, camera, joystick, game pad, DVD, tuner, digital audio stereo



Windows 98 and USB will introduce the peripheral cupboard: peripherals can be put away, no need to be permanently attached to PC, saves space on desktop

## Other Pre launch communications activities

- Create enthusiasm to result in positive recommendation:
  - Microsoft Extreme (EUCU cinema broadcast) -
    - 25 US cities reaching 15,000-20,000 Super Users
    - **Timing: 4/6 CY98**
    - Local MS Reps and user groups host events
    - Product demo and satellite downlinks at UA movie theatres
    - · Hardware vendor sponsorship or participation
    - Complemented by User Group Tour
  - Consumer Preview
    - Drive 100k orders for Windows 98 beta 3 with consumer PC enthusiasts
    - Generate positive recommendation to increase sales at launch
      - Upgrade 50% (50K) Beta users
      - Sell additional 25K through Get a Friend promo
  - Coming Soon program in the channel
  - Books (MS Press: 'Introducing Win 98' launched in October 97)

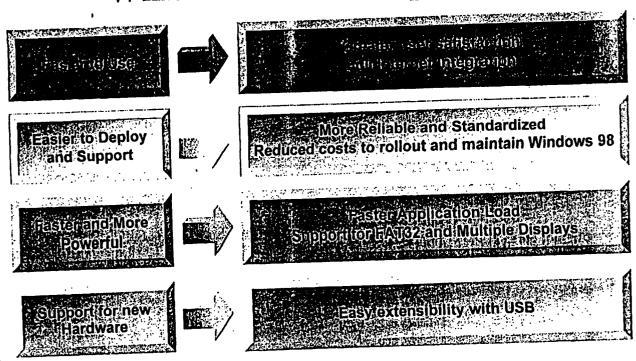
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## Challenge #2

- Don't shoot Win 95/98 in the head as we make the shift to Windows NT 4.0 and 5.0 in the business space.
- · How we are addressing
  - Succinct positioning, messaging and training
    - Resource Kit, White papers, Web site materials, field/SP/LARs training, account visits, TSBs
  - PR plans for news, reviews, features
    - Reviewers' Guide, Reviewers' Workshop, Media press event, Weekly Talking Points

## Windows 98 for Corporates



A smart upgrade for business desktops that can't go to NTW

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#### Win98 Corporate *Upgrade* Feature Summary<sup>1</sup>

- System Information Utility
  - System File Checker
  - New Dr Watson utility
  - System Configuration Utility
  - Version Conflict Manager
  - WinRep bug reporting tool
  - ScanReg
- Improved device driver support
  - Over 1200 new drivers on Win98 CD<sup>3</sup>
  - Windows Update Wizard
  - Improved .inf installer for new drivers
  - Improved setup process/device detection
  - Win32 Driver Model
- New troubleshooting wizards
  - 12 troubleshooters in Win98
- Fixed server-based-setup issues
  - New Batch98 tool
  - Tools to deploy pre-configured desktops
  - Full uninstall ability
- Improved performance
  - Applications load up to 40% faster

- Improved reliability
  - Thousands of bug fixes
  - Improved Memory Management
  - Improved Registry
  - 150+ QFEs (Quick Fix Engineering)
  - Virus scan (boot sector)
  - Boot from CD with Emergency Startup Disk
- Consolidation of all Win95 updates
  - Consistent code base
  - Includes all Win 95 updates, service packs, and OSR1/OSR2/OSR2.1/OSR2.5 code <sup>3</sup>
- Other "power" features
  - FAT32<sup>2</sup>
  - Windows Scripting Host
  - Improved backup with SCSI tape support
  - Multiple display support
  - Modem aggregation
  - Improved Dial Up Networking
  - WMI Infrastructure
  - Support for ATM and PPTP
  - New TCP/IP stack

<sup>&</sup>lt;sup>1</sup> Excluding features related to 1E4, new hardware, and entertainment. <sup>2</sup> Included in OSR2. <sup>3</sup> Partly included in OSR2.

## Objectives for Corporate Programs

- Increase 32-bit penetration across Corporates from 40% to 60% by end of FY98.
- Ensure Corporates are committed to continuing investment in Windows, whether Win 95/98 or NT 4.0/5.0.
- Protect Win9x revenue stream (\$3.2B in FY98) in face of move toward NT.
- Ensure Corporates have necessary information and tools (shortly after Windows 98 launch) to decide between Windows 98 and Windows NT Workstation 5.0

#### **Issues**

- Need to provide Corporates with compelling reasons to upgrade Windows 95 desktops to Windows 98 (if they can't go to NT)
  - Show Windows 98 is the ultimate maintenance release for Windows 95
  - Show software upgrade features that do not require new hardware
  - Show software upgrade features that are not included in the free IE4 download
  - Show how Windows 98 will reduce deployment and support costs relative to Windows 95

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# Helping Corporate Customers evaluate Win98 pre-launch

- Beta Program and Accelerated Feedback Program
- Rapid Deployment Program
- S1 TSB updated with Win98/NTW5.0 positioning
- S2 TSB/Roadshow
- Corporate Preview/Resource Kit
- On-line Evaluation and Reviewers Guide

## Windows 9x Deployment Costs

- We have made estimates of the person-hours required to migrate 2500 desktops from Windows 3.1 to Windows 98 compared to Windows 95, based upon the new corporate deployment tools provided in Windows 98
- Conclusion: Win98 deployment costs will be 22.5% less than Win95 (from Win 3.1)

Win95 Hours	Win98 Est." Hours	Comment
625	438	Reduced 30% due to improved deployment tools and deployment guide
200	200	No change
		Reduced 50% due to increased KB of Win9x, improved Help Desk tools/RK/training courses, and better deployment tools.
4500	2,000	Reduced to 0.8 hr (from 1.8 hr per desktop, due to hands-free installation.
5400	5,400	No change
		Reduced 15% due to improved reliability, help desk tools, and self-help tools to minimize support spike after OS migration
1927	5 14,938	Improvement of 22.5%
	625 200 1050 4500 750	Hours Hours  625 438 200 200  1050 525  4500 2,000 5400 5,400

\* Windows 95 data came from feedback from our business customers

## Windows expected reduction in support costs

- Windows 98 is expected to reduce Total Help Desk calls by 7.3% (compared with Win 95)
- Windows 98 is expected to reduce OS-specific Help Desk calls by 35%
- Assumes all calls are same length
- Assumes users and help desk staff are trained to use the tools provided in Windows 98

Windows 98 Support		Expected S	Support	Saving	5		
System Information Uti	lity	12%			jİ	、	
mproved Device Driver	Support		(low end	DI 6-11	% ran	ge)	
Troubleshooting Wizar	ds	12%			J		٠,
mproved reliability		1	(low end	01 5-9%	range	e)	
Total reductions in V	/indows calls	35%					
OS accounts for app	ox 23% of Help I	esk calls (	see belo	W)			
On 1000 calls, Windo	ws 95 reduces th	is from 230	calls to	180 Ca	IIS		
Windows 98 reduces	this further by 3	5% to 117 c	alis				
			NEKTER.	App'n	-os	Other	Total Calls
	HW	Printing	Nelwork 15%		23%		, otal oans
				3070	23/0	0,0	
	17%	8%		L	- 220	60	!="
• • • • • • • • • • • • • • • • • • • •	170	80	150	300		1	1000
• • • • • • • • • • • • • • • • • • • •	170 170	80 50	150 100	300 300	180	60	860
Windows 95	170	80 50	150 100	300 300	180	1	860
Windows 95	170 170 170	50 50	150 100 100	300 300	180	60	860
Windows 95	170 170 170 Tofal Calls	50 50 Savings ov	150 100 100	300 300	180	60	860
Windows 95 Windows 98	170 170 170 Total Calls	50 50 50 Savings ov	150 100 100 er previou	300 300	180	60	860
Windows 3.x * Windows 95 Windows 98 Windows 3.x Windows 3.x Windows 95	170 170 170 Tofal Calls	50 50 50 Savings ov	150 100 100 er previou	300 300	180	60	860

Source: Rescue for the HelpDesk (Workgroup Technologies, Inc) April 25, 1995

## Beta Program and Accelerated Feedback Program

- 15,000 names total on current beta list
- 1000-2000 Corporate Accounts nominated by WW field
- 400 Corporate Accounts included in Accelerated Feedback program with regular email communication and survey's conducted to determine their Win98 intentions
- 26 Corporate sites (listed below) visited by PSS/Testers to test Win98 in different environments

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# Rapid Deployment Program - Deliverables

Sample Project Plans: focused on 3 technical scenarios:

- ✓ Unattended Installation of Win98 (Batch and Imaging techniques)
- ✓ Migration from Win95
- ✓ Migration from Win16
- **Deployment Guide:** this doc will focus on detailed explanation on above 3 scenarios. Delivery by Product Group will be via the web and other regular CD shipments (MSDN, TechNet, etc).
- Cost of Ownership Update Marketing Bulletin: focus will be on ZAW and lowered Deployment Cost than any previous Windows!!
- Hardware Compatibility Tool: this tool will be an automated diagnostic tool to determine whether or not a legacy box is 33 capable of running Win98.

#### S2 TSB/Roadshow

- Planning a 15-city roadshow for Feb/Mar 1998
- Audience: Decision makers from MORGs/LORGs
- Present both Windows 98 and Windows NT Workstation 5.0
- Deliver Windows Strategy, How To Choose
- Focus on features/benefits relevant to Corporate customers
- Build Windows 98 interest and momentum prelaunch

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## Corporate Preview/Resource Kit

- Resource Kit Beta bundled with Win98 Beta 3 available Feb 98
- Provides Corporates with an easy way to review Windows 98 along with detailed technical documentation
- Price: \$69.99 SRP
- *Manufacturing*: 40,000 units with Win98 B3 and roughly 45 tools focusing on supportability, deployment, security, and scripting.
- Distribution: Sub-set of normal MS Press channels
- Audience: Net Admin (50%), Power EU (25%), Developer (25%)
- Support: Will be provided by PSS (procedures being established by MS Press)

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# CONFIDENTIAL MS-PCA 108:

#### On-line Evaluation and Reviewers Guide

- CBT (Computer Based Training) Systems have created an on-line version of the Windows 98 Reviewers Guide
- Update planned for Windows 98 Beta 3
- Provides an easy to follow, graphical overview of the features in Windows 98
- CBT will allow Microsoft to post to Microsoft.com free of charge
- Expected to be available on Microsoft.com in January
   1998
- Links provided to CBT site for further Windows 98 training materials

#### Sales Tools

- The following sales tools have so far been provided to the field
  - Presentation: Windows 98 standard Corporate Presentation
  - Demo Script: Windows 98 standard demo script
  - White Paper: Choosing the best Windows Platform from a Corporate perspective
  - Talking Points: Positioning of Windows 95 and Internet Explorer 4 versus
     Windows 98
  - Further information: Windows 98 Intranet site
    - http://pbsinfo/windows98
- · Key sales tools underway or planned
  - Presentation: Why Windows 98 is a compelling upgrade for Corporates running Windows 95 desktops (if they can't go to NT)
  - Analyst study: Windows 98 Return On Investment study, showing reduction in deployment and support costs
  - Deployment Planning Guide: Key learning and best practices from RDP37

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#### S1 District/Channel Tour

- District tour during November/December to present Windows 98 and Windows NT Workstation 5.0 and deliver positioning
- Sessions to be delivered to both Field staff and Channel partners

#### • Agenda:

- Presentation and Demonstration of key Windows 98 features relevant to Corporate market
- Why should Corporates upgrade existing Windows 95 PCs to Windows 98 when 1E4.0 is free
- Windows 98 vs Windows NT Workstation 5.0 helping Corporates choose the right platform
- Early look at NTW 5.0 Presentation and Demonstration
- Windows marketing programs addressing the Corporate market / Channel opportunities

#### Windows 98 Corporate Launch Activities

- Tie into End User launch activities
- Drive Corporate customers to web for more information
- Customer case studies (from Rapid Deployment Program)
- IT Press advertising
- PR/IT Press reviews
- Analyst reports on Windows 98 for Corporates
- MSTV coverage
- Release of Windows 98 Resource Kit

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#### Challenge #3

- Make Win 98 a strategic part of our OS product line in the consumer space and leverage our partners for the launch
- · How we are addressing
  - Huge Reseller, OEM, IHV and ISV partners program
    - Pass Windows Logo testing
    - Buy into ads
    - Incorporate Windows 98 messaging

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#### IHV partner program summary

- Potential of getting 30% + hw attach to retail upgrade sales (TV-tuners, monitors, DVD, USB, 3D graphics accelerators)
  - Current run rate for conventional devices was at around 50% in the spring of 97 in the US
- Launch partner program:
   Enlist IHVs to co-promote Win 98
  - Must leverage Win 98 specific capability
  - Must buy ad space
  - Must incorporate "Upgrade to Win 98" messages in their POP/adv
- MS will provide:
  - Artwork concepts and share launch plans
  - Endorse partners publicly as official partners
  - Use their products in demos, tours etc.

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### Windows 98 IHV Partner Program

- Vast majority of HW and OS business overlap in retail
- Potential of getting 30% + hw attach to retail upgrade sales (TV-tuners, monitors, DVD, USB, 3D graphics accelerators)
- Launch partner program:
  - Enlist IHVs to co-promote Win 98
    - Must meet PC97 and Win 98 logo req's
    - Must buy incremental in-store merchandising space for their relevant products during the 98 launch
    - Must incorporate "Upgrade to Win 98" messages in their POP/adv
  - MS will provide:
    - Artwork concepts and share launch plans
    - Endorse partners publicly as official partners
    - Use their products in demos, tours etc.

Units (K) off US

Assach	off US home instailed base	Valu	e/Unit	Total	Street \$K		IHV g \$ (K) at 
Attacii	T				44 580 00	s	4,158
20%	420	\$	99	\$	41,300.00	<del>                                     </del>	
	84	\$	299	\$	25,116.00	\$	2,512
	210	\$	499	\$	104,790.00	\$	10,479
		1	499	\$	52,395.00	\$	5,240
5%	105	+*-		<del>                                     </del>			
00/	126	s	99	\$	12,474.00	\$	1,247
6%	945	<u> </u>		\$	236,355.00	\$	23,636
	Attach 20% 4% 10% 5%	Attach home installed base 20% 420 484 10% 210 5% 105 6% 126	home installed base Value 20% 420 \$ 4% 84 \$ 10% 210 \$ 5% 105 \$	Attach         home installed base         Value/Unit           20%         420         \$ 99           4%         84         \$ 299           10%         210         \$ 499           5%         105         \$ 499           6%         126         \$ 99	home installed base         Total Value/Unit           20%         420         \$ 99         \$           4%         84         \$ 299         \$           10%         210         \$ 499         \$           5%         105         \$ 499         \$           6%         126         \$ 99         \$	home installed base         Total Street           20%         420         \$ 99         \$ 41,580.00           4%         84         \$ 299         \$ 25,116.00           10%         210         \$ 499         \$ 104,790.00           5%         105         \$ 499         \$ 52,395.00           6%         126         \$ 99         \$ 12,474.00	home installed base         Total Street Mkts           20%         420         \$ 99         \$ 41,580.00         \$           4%         84         \$ 299         \$ 25,116.00         \$           10%         210         \$ 499         \$ 104,790.00         \$           5%         105         \$ 499         \$ 52,395.00         \$           6%         126         \$ 99         \$ 12,474.00         \$

### Accessory Partners

Feature	Peripherals	Partners
IE 4.0/Channels	Modems, Large HDs	USR, Rockwell, Megahertz, Seagate
USB	Scanners, Digital Cameras Speakers, Joysticks, Mice Keyboards Hubs	MS, Logitech, Altec Lansing, Phillips, Intel, Compaq, Kodak, HP
TV/EPG/Data, DVD	TV Tuners, DVD Player, board	ATI, Creative, Diamond, Rockwell
DirectX 5.0	3D accelerators, DX5 Games	nVidia, Diamond, MS, CUC, Lucas
Multiple Monitors	Monitors, Video cards	Sony, Packard Bell, Samsung, STB
Market Leaders	Memory, CD Drives, Tape Bkup, Printers, etc	Kingston, Iomega, HP <sub>43</sub>

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# CONFIDENTIAL MS-PCA 1083

### Windows 98 ISV Partner Program

- Situation' -
  - Win95 Logo'd apps will run well on Win98
  - Significant interest from ISVs in partnering w/MS
- Issues
  - No Win98 logo program
  - Apps are not exclusively for W98 have Win95 logo
  - Need to screen partners for W98 compat. test MM & OnNow
- Objectives
  - W98 message & Ad \$s leverage thru ISV partnership = \$825K
    - #1: Win98+DX5: Games run faster/better than on Win95 w/ DX5
    - #2: Partner (Biz) apps run faster on Win98
    - Totally safe upgrade b/c all your apps still work
  - Sign up top 10 Games ISVs leverage \$300K incremental advertising \$s Sign up top 5 Business ISVs leverage \$375K incremental advertising \$s
  - Sign up additional 15 ISVs leverage \$150K (\$10K each)

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#### Windows 98 ISV Partner Promos

- Strategy
  - ISV provides:
    - \$10K-\$100K each advertising w/ Win98 messaging
    - Equivalent \$ discounts for Win98 Bundles
  - MS Provides:
    - Web presence, PR support, MM & OnNow testing, performance improvement testing, Co-ordinate: 1 Games ad, 1 Biz apps ad
- Tactics
  - DX5 Games Partner promo buy 2 and Win98, get 1 game free
  - Highlight Business apps w/ substantial performance improvements (1 Biz partner ad: \$475K, MS contrib \$100K)
  - DVD movie/app promos:
    - buy 2 DVD movies with Win98, get 1 movie free
    - Bundle: buy DVD player + MPEG board + chip set, get 3 movies
  - Equip all 2nd Tier ISV partners (\$10K) with Win98 messaging kit
  - Launch PR retest & list products supporting MM, OnNow

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#### Challenge #4

- Create positive momentum early on in the super user community despite modest upgrade benefits
- How we are addressing
  - Killer demo
  - 100K Pre-release program
  - PC User Group/Extreme Tour
  - Reviews
  - Reseller briefings
  - Tradeshows

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#### Creating early momentum

- Killer demo
  - focused on 95 vs. 98 shoot-out
  - great hw support
  - great DirectX 5 games comparison
- 100K Consumer Preview
  - Consumer IEUs, at cost: \$29.95, time-bombed beta
- PC User Group/Extreme Tour
- Reviewers' Workshop
- Reseller briefings
  - Marketing Day, key account HQ visits, Comdex Fall and Spring

# NS7 CONFII

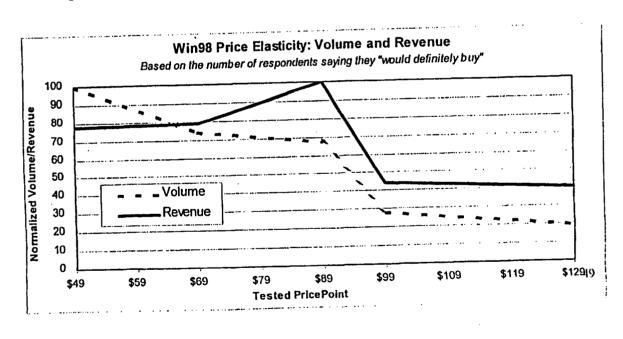
MS-PCA 1083027

#### Challenge #5

- How to come up with compelling pricing for the retail box given the modest upgrade feature set and analysts feedback, and yet protect the OEM business
- · How we are addressing
  - \$89.- street, \$86.- disti
  - Research tells us that feature set is compelling

### Value proposition analysis

- Some reviews editors and analysts saying Win 98 not worth more than \$50.
   But:
- Price elasticity research indicates that \$89 street is optimal price point.
- DSP product exposed to \$200M in annually lost revenue at \$49 price point.



#### DSP exposure analysis if Win98 \$49

- DSP channel normally pays \$85/unit for Win95. If we sell RUP for \$49 (and they "cheat" by purchasing this RUP):
  - •DSP saves \$36/unit cost and \$35/unit for support they don't provide, a total savings of \$71/unit. This will be HIGHLY attractive (despite compliance check built into product).
- Impact of DSP leakage to retail estimated at 3M units per year
  - •30% of 10M annual shipments
- MS net revenue loss: \$129M ((3M x \$85)-(3M x \$42))

PSS hit:  $3M \times $20 = $60 M$ 

COGS:  $3M \times \$7 = \$21 M$ 

Net P&L impact: \$210M

MS-PCA 1083029

### Win98 Pricing Research Update

#### Latest research provides further validation of \$89 price-point.

- Interviewed customers who had actually <u>installed and used</u> Win98 in their homes, an average of 6 weeks.
- Measured Willingness to Recommend Win98 at \$89 and \$69.

#### 1) Revenue Maximization:

 \$89 price point yields 21% more retail revenue, compared to \$69 price-point. Despite 12% drop in volume.

A market and a market	Retail Price	Point 🔅 🕺	
	\$69	\$89	Delta
Normalized Unit Volume Normalized Revenue Revenue per License	100 \$100 \$63	\$121 \$86	-12% 21% 37%

#### 2) Value Perception:

- \$89 price point is the balance point
- \$69 is a "bargain"

	alue" of Win9 at \$69 and \$8 spondents Heard Onl	19
60% 50% 40% 20% 11% 20% Too expensive for what the product delivers	58% 42% About right	22% Less than &xpected

NS7 003566

#### Challenge #6

- Use ms.com and the Web to create upgrade sales and to establish a direct relationship with customers
- How we are addressing
  - Banner advertising with targeted messages for both 3.x and 95 users
  - HW lottery on our Web site with links to resellers
  - Establish support groups online for Prerelease
     Customers
  - Joint launch with Windows Update

37 003567

### Use the Web to drive sales

- Banner advertising with targeted messages for both
  3.x and 95 users
- HW lottery on our Web site with links to resellers
- Web countdown to launch
- Establish support groups online for Prerelease
   Customers
- Joint launch with Windows Update

MS7 003568

:2

#### Challenge #7

- Effectively promote Why To Buy messages to super users during the launch
- · How we are addressing
  - Advertising in print and on the Web
  - Co-marketing with hw partners (attach messaging)
  - Buy 98 and get any MS HW product for \$20 less
  - Integration with EUCU National Sales Campaign
  - 'Breakthrough' in-store presence (demo days, family nights,
     RSP cheat sheet, end caps)
  - Self-promoting retail box (aurora)
  - Coming Soon program

#### Advertising

- Objective: Reach 50% of Windows home users within 8 weeks of launch with the average minimum exposure of 4 messages.
- Create high impact launch with maximum reach of target audience through radio, dailies, publications, email, and online beginning at launch.
  - One page ads in dailies (WSJ and USA Today) for high impact announce.
  - Deliver more detailed why-to-buy and extend launch momentum with publications, email and online advertising.
    - Spread ads in computer and consumer publications.
    - Use MS email list servers (+1.5M) to announce Win98 and drive purchase online, awareness of IHV offers, and traffic for Web demo.
    - Online banners at highest traffic web site to drive sales and/or demo.
  - Get ZD, DMRs, and direct OEMs to announce Win98 with pub wrapper.

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#### Retail: Objectives

- Launch in channel with pervasive merchandising and partner programs
  - Incremental display (pallet or endcap) in EUCU's Top 1000 outlets (represents 70% of EUCU business) for 90 days post-launch
  - 100% execution on merchandising across top 5 accounts in each segment.
  - Match Office 97 NA launch breadth of 16k outlets stocking the product (Windows 95 NA breadth was 22k)
- Ensure customer units totally clear on launch plans
  - Every regional FMM to include local Win98 launch activities in their S2 plans
  - Win98 Retail Channel Champs alias
  - Drive Bi-weekly segment directors meeting

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#### Retail: Tactics

- Ensure customers can find Windows 98 in stores
  - Incremental display (endcap and/or pallet) in each of EUCU top 1000 resellers
  - Determine incremental funding required to deploy 100% coverage in launch merchandising across top 3 accounts in each segment
- Demo Days in key resellers during first month after launch
  - Budget \$25/hr. Begin planning in January.
  - Reference point: Office spent 800k for 350 outlets in 12 weeks
- Ensure every reseller RSP knows how to sell Win98
  - PIG and reseller ad kit in June/July 98 initiative
  - quick reference card for on-floor/telesales reps
  - demo scripts for demo days
  - RSP and HQ (train the trainer) training kit [quickref cards, t-shirts, NFR product, demo scripts, data sheets]
- Coming Soon' Program
  - Channel program to encourage pre-sell of Windows 98 within 4 weeks of the launch
  - Include TBD incentive

#### Challenge #8

- Handle the massive logistical requirements
- How we are addressing
  - PSS: Handle call volumes at launch with quality
    - Prerelease program good PSS ramp-up
    - Switch to 3 free incident model?
  - Manufacturing:
    - Ship no more than 3M retail boxes into the US channel
    - Do not stock out
    - Track daily sell-through, evaluate and adjust

S-PCA 1085058

#### Logistics

- Initial sell-in to fill channel: Approx. 300,000 US units, based on channel capacity
- Maintain 4 weeks' inventory buffer at MS
- Cap orders at 3M units
- · Replenish and build based on "Windows Watch" data
- "Windows Watch" Program:
  - Key feedback mechanism for to provide daily sell-thru data to MS
  - Key Partner resellers and all distributors provide daily sell-thru and inventory data during first 30 days of launch
  - Use Watch data to adjust build quantities accordingly.
  - Review daily and manually allocate product to accounts

157 003575

# Win95 Phase Out

Objective: Maximize Win98 retail presence by taking Win95 out of the picture.

- <u>Plan of record:</u> Win95 will be no longer orderable as of 4-6 weeks prior to street date. Win 95 will continue to be available via Select/MOLP.
- Rationale:
  - Win98 is an incremental upgrade to Win95:
    - Win95 and Win98 share the same fundamental kernel technology, and hence have the same system requirements. The only difference is Active Desktop, which requires an additional 8 MB to get the same performance. Note, Win98 will ship with Active Desktop not activated.
    - NT 3.51, Win3.0, and DOS 5 were quickly discontinued once their successors arrived.
    - We needed to keep Win3.1 and Win95 because they represented 2 different architectures -We needed to accommodate both. DOS remained because Win3.x is not an OS in itself.
  - Costs of keeping Win95 on the shelf with Win98 is significant:
    - · Complicates Win98 messaging and adds potential confusion:
      - With both Win95 and 98 on shelf, it is less clear that Win98 is the successor to Win95.
      - Perhaps Win98 is just an add-on, aka "Plus Pack" for Win95, or perhaps Win95/Win98 are parallel
    - "A great upgrade for Win95" does not ring true when W95 sits on the shelf beside Win98
    - Opportunity cost of multiple OS skus (DOS, WFW, Win95, Win98, NTW) at retail:
      - Resellers would split the limited shelf space between Win98 and Win95.
      - RSP education and stocking are more difficult if we keep both.

#### Challenge #9

- Build up massive pre-launch and launch momentum with OEMs
- How we are addressing
  - OEMs shipping Win 98 at launch
  - Simultaneous launch with retail
  - Joint marketing programs (Wall Street Journal ad, leverage Why to buys)
  - Have Windows logo engraved into PC chassis
  - Push On Now systems

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#### Windows 98 OEM Plan

#### **Current Situation**

- In Q1FY98 Windows 95 was pre-installed on 83% of OEM shipments, Win 16 was 9% and Windows NT Workstation represented 8%.
- Expect relatively smooth OEM transition to Windows 98
  - New hardware support key motivator for OEM transition
- Windows 98 will become default OS in place of Windows 95 on new PCs
  - Driving OEMs to pre-install NTW on new business PCs, Windows 98 on new consumer **PCs**

#### Key Objectives

- Successfully launch Win 98 with support from leading OEMs
  - >100 OEMs support at launch, Top 10 consumer OEMs shipping pre-installed at launch
  - Make Windows 98 a "no-brainer" default consumer OS
  - Increase ad dollars spent by 10x by leveraging OEMs
- Leverage Windows 98 to drive hardware excitement for new consumer PCs
  - Leverage excitement around sub \$1000 PCs and drive OEMs to deliver Broadcast PC capabilities
  - Drive OEMs to incorporate new hardware capabilities such as DVD, USB, 1394 AGP
- Use Windows 98 launch to further clarify OEM positioning with Windows NT Workstation

#### Grand Synch in the Spring:

- Minimizes potential PR issues
- Maximizes media leverage for end-user marketing (more awareness)
- New PCs show Windows 98 at its best
- Reduce piracy by not having pent-up demand satisfied via OEM CDs
- "Big event" launch creates industry momentum
  - Increased channel commitment and outlet coverage
  - Higher attach rates for MS and 3rd party software and hardware
  - Increased end-user excitement drives stronger upgrade sales

# Windows 98 OEM Marketing Key Issues

- Managing the direct OEMs desire to ship product once we RTM
- Effectively manage smooth Windows 98 OEM upgrade program
- Getting OEMs to refresh product lines off cycle
- Royalty implications
  - Nothing specific to Windows 98
  - MDA incentives are decreasing ~\$2, so net royalties increase for all Windows OS's (we make more money)
- Driving OEMs to build Broadcast PCs while little or no demand or infrastructure exists

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### Challenge #10

- Make Win 98 the premier multimedia platform
- How we are addressing
  - Killer DirectX 5 games demo
  - Show technology at Comdex, User group tour, retail demo days
  - PR briefing at ECTS in London in September of 97
  - Integrate 3D accelerator cards into IHV partners program
  - Push DVD and AGP in joint programs with OEMs

MS-PCA 1083045

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### Current Business Status

- Win32 ships approx 5M WW units/month.
  - 87% Windows 95 at 4.3M units
  - 13% NTW 4.0 at just under 700K units
- Win32 penetration in US business at 40% (OS Tracker)
- NTW shipped 8% of units, accounted for 16% of rev.
  - Key to increased revenue is to accelerate NT shift.

Total revenue & unit share for FY97 \$4.1B

			Re	ev	Units		
		– Win95:	66%	\$2.7B	76%	49.7M	
_	<b>.</b> ≆	- NTW 4.0:	16%	\$651M	8%	5.2M	
MS7 CONFI	MS-PCA	- Win16:	7%	\$286M	16%	10.3M	60
MS7 003583 CONFIDENTIAL	1083047	- Other:	11%	\$448M	n/a		68

### FY98 Budget

- Overall desktop business grows by 15%.
- FG decreases 9% with Memphis only accounting for 3 months of FY.
- OEM increases 25% with CAGR driven volume and NTW share increasing. NTW up 193% with corporate shift.
- Biggest upside is NTW OEM shift and Win98 \$99 price point. \$35M increase per % point for OEM share. \$100 if we price Win98 at \$99.

				enue Summ	FY98 Budgel		
	FY	97 Fürecas			FG	TOTAL	
·· ····· }	OEM	FG	"TOTAL"	OEM	10		
BSG NA			62-70'X E96	61 383 753	***\$104,017	\$1,487,470	
Vin95	\$1,103,297			\$1,383,453 \$379,707	\$178,066	\$557,773	
ITW 3.5x/4.0	\$147,883	\$208,374		1	\$96,107	\$96,107	
Viemphis	\$0	\$0	\$0	\$0		\$349,980	
Other *	\$219,467	***\$186,580	****\$406,047	\$92,905	\$257,075		
	\$1,470,647	\$696,243	\$2,166,890	\$1,856,065	\$635,265	\$2,491,330	
PBSG WW						: en 040 E46	
Win95	\$2,247,248	***************************************	\$2,743,226	\$2,761,318	\$252,228	\$3,013,546	
		\$431,486		\$649,471	\$354,172	\$1,003,643	
NTW 3.5x/4.0		\$0		l	\$152,489	\$152,489	
Memphis	\$0	•	1	· ·	l	\$536,792	
Other *	\$430,540	\$303,732	#134,212			\$4,706,470	
Total * Includes custor	\$2,897,228	\$1,231,196	<b>β4, 120,424</b>	\$3,598,653	¥ · [ · · · · · · ·		

# Win98 12 Month FG Forecast

#### Win98 12 Month FG Forecast

• WW: \$394 Million

• US \$230 Million

#### Win95 12 Month Comparison: |US 12

• WW: \$741 Million

• US: \$329 Million

World-Wide 12 Month Forecast								
	Units	Revenue	Price/Unit					
ny district Unarada	3.75 M	\$322 M	\$88					
Pkg Product Upgrade	0.26 M	\$44 M	<b>\$155</b>					
Pkg Product Full	0.26 M	\$21 M	\$80					
License	0.20 M	\$7 M	\$54					
Academic Total	4.41 M	\$394 M	\$89					

US 12 Month Fore			
	Units	Revenue	Price/Unit
Pkg Product Upgrade	2.14 M	\$184 M	\$86
Pkg Product Full	0.11 M	\$18 M	\$165
_	0.26 M	\$21 M	* \$80
License	0.13 M	\$7 M	\$54
Academic Total	2.65 M	\$230 M	\$87

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# US Package Product Forecast

#### 12 Month Win98 Forecast

- 2.2 Million Units
- 11% Win98 penetration into US capable HOME installed base.

#### Win95 12 Month Comparison

- 2.7 Million Units
- 25% Win95 penetration into US *capable* HOME installed base.

Wings	Win98	Win98 Penetration	
		5%	
2.7 M	2.2 M	1170	
reflects a lower la	unch spike fo	Win98 than for Win	5
reliects a lower in	unon spine		1
			l
	80% of mict ic		
		st Win98 Penetration	
st:	80% of mict fo Win98 0.9 M	st Win98 Penetration 4%	
st: Win95	80% of mfct fo	st Win98 Penetration 4%	
st: Vin95	80% of mict fo Win98 0.9 M	Win98 Penetration 4% 6%	
	Win95 1.6 M 2.0 M 2.7 M	Win95 Win98  1.6 M 1.1 M  2.0 M 1.5 M  2.7 M 2.2 M	1.6 M 1.1 M 5% 2.0 M 1.5 M 8%

MS7 003586

# Win98 Corporate Upgrade Feature Summary

- System Information Utility
  - System File Checker
  - New Dr Watson utility
  - System Configuration Utility
  - Version Conflict Manager
  - WinRep bug reporting tool
  - ScanReg
- Improved device driver support
  - Over 1200 new drivers on Win98 CD 3
  - Windows Update Wizard
  - Improved .inf installer for new drivers
  - Improved setup process/device detection
  - Win32 Driver Model
- New troubleshooting wizards
  - 12 troubleshooters in Win98
- Fixed server-based-setup issues
  - New Batch98 tool
  - Tools to deploy pre-configured desktops
  - Full uninstall ability
- Improved performance
  - Applications load up to 40% faster

- Improved reliability
  - Thousands of bug fixes
  - Improved Memory Management
  - Improved Registry
  - \_ 150+ QFEs (Quick Fix Engineering)
  - Virus scan (boot sector)
  - Boot from CD with Emergency Startup Disk
- Consolidation of all Win95 updates
  - Consistent code base
  - Includes all Win 95 updates, service packs, and OSR1/OSR2/OSR2.1/OSR2.5 code<sup>3</sup>
- Other "power" features
  - FAT32 <sup>2</sup>
  - Windows Scripting Host
  - Improved backup with SCSI tape support
  - Multiple display support
  - Modem aggregation
  - Improved Dial Up Networking
  - WMI Infrastructure
  - Support for ATM and PPTP
  - New TCP/IP stack

<sup>1</sup> Excluding features related to 1E4, new hardware, and entertainment. 2 Included in OSR2. 3 Partly included in OSR2.

To standard	www.Inst Bas	e 2/98		No Move	Forecasted to Win98	Upgrade Pa	ath from Win to IE4 only	Jan John Television
RAM :: 32+ MB 16 - <32 MB	Capable Machines! 7,647,577 68,828,195	7% 65%		72% 82%	6% 4%	2% 1% 0%	20% 13%	100% 100% 100%
a < 16 MB	29,751,725	29%	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	94%	1%			100%
Overall: Breakout amo	106,227,497 ng those who upgrad	i // 100%( le	1	0070	22%	5%	73%	100%

- Of the people who upgrade, almost a quarter are expected to upgrade to Win98
- Highlights risk of Win95 users only downloading IE4 and not upgrading. Could be potentially as high as 30% of those who 'upgrade' their system. Need to convince them Memphis is best/fastest way to run IE4.

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