**MD's Statement** 

2004 saw dramatic changes in Macau. Spurred by the introduction of the Individual Traveller's Scheme, total number of visitors to Macau hit an all time high of 16.7 million and Mainlanders now account for over 57% of total visitation. The size of Macau gaming market grew by a staggering 44% to US\$5.1 billion, overtaking that of Atlantic City and is now second only to Las Vegas Strip.

During the year, the first Vegas style casino built by the Americans was opened in Macau. This marked the end of the 40year-long monopoly enjoyed by STDM and the beginning of a new era in Macau's gaming history. The former Portuguese colony has since entered into a phase of unprecendently, rapid development. The number of gaming tables has more than doubled in less than a year. Numerous new casino and new hotel plans have been announced.

Gone were the days when one could just put a baccarat table in a corner and customers would come. It is my strong belief that, under the new paradigm, only those players who are capable of providing the best products and quality services, backed by world-class branding and marketing, can ultimately survive and thrive.

Against this backdrop, Melco acquired its first piece of gaming asset, the Mocha Slots, in June 2004. In September 2004, we unveiled our plan to build the first ever 6star hotel cum casino in Taipa to target high rollers. In November 2004, we concluded our negotiations with Publishing and Broadcasting Limited (PBL), the Australian media and gaming giant with market capitalization exceeding US\$8 billion, to form an exclusive 50:50 joint venture to co-expand our gaming business in Asia.







