

Afl did not remember or proposing any such concept until he saw Sam on 18/6.

Afl does not have on file original proposal: it was thrown out in office waste July 1992. (Only ones on file are from Nov '92.)

At receipt of fax in Feb '93: Nintendo Power was placed secondary, afl was bored by first proposal + not looking for any such competition then (NB: Hercules launch 1/10/93 at that stage => powers lined up never !!) Hence holding response.

At original proposal both poster-power mechanic + game powers wrong. Ditto in Feb.

BSP bought us a worked up proposal (originally offered + rejected in late '92.)

<sup>original</sup> BSP/proposal substantially different:

- one panel
- poster
- one month
- based around Super Mario.

Still actual powers substantially different:

- Every one a winner
- Poster - all gamepieces a winner.
- Software.
- Baseball caps.
- Design
- Proposition - ie overly + boost, not total powers.
- Timing

Many of other people have proposed Nintendo/promos (incl  
+ Sega  
comps) + been rejected

00207/13 had already self generated the Nintendo concept before  
June '92 proposal.

They admit that Shell Corbit taken their idea + used it  $\Rightarrow$  Why  
financial redress?

My team developed + put out the promos - beyond initial concept  
etc nothing to do with me.

Treading on old boy network + old relationships (PK.)

At June '92 + Feb '93 Agf had rejected their concept - that's why  
their proposal was biased.