KEYSTONE

M.10646 MICROSOFT/ACTIVISION ORAL HEARING

ECONOMIC CONSIDERATIONS

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21 February 2023

SO is lightweight and short on evidence

All about single input foreclosure

One piece of content (CoD, or at most "CoD+")

But evidence is just not there

Economic work is thin, peripheral, or redacted

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"Exclusivity" and "foreclosure" not the same in economics



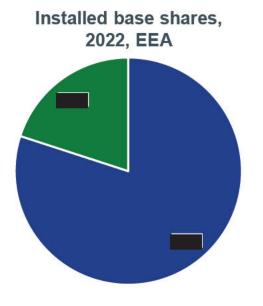
Need strong market power to "leverage" & credible shifting mechanism

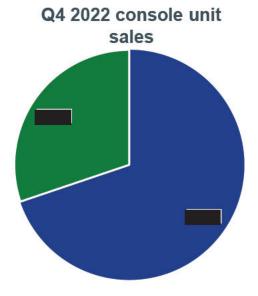
SO has no evidence that Sony can be meaningfully foreclosed even if it lost access to Call of Duty

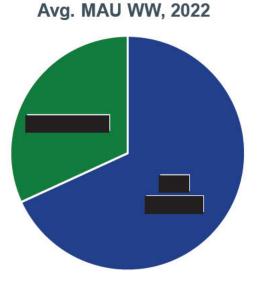
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"Foreclosure" of the dominant player is a most unusual claim









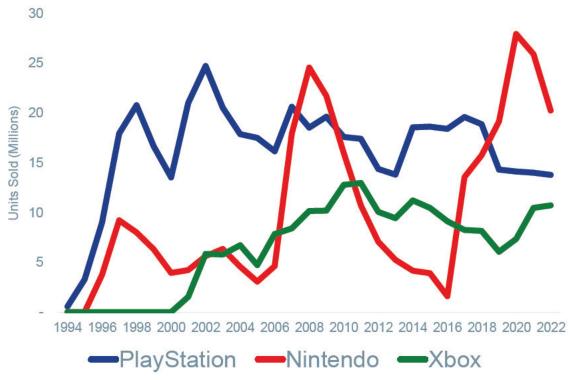
Exclusives are standard in the industry, could one more be credibly weaponised as "foreclosing mechanism"?







Shipment of consoles year over year

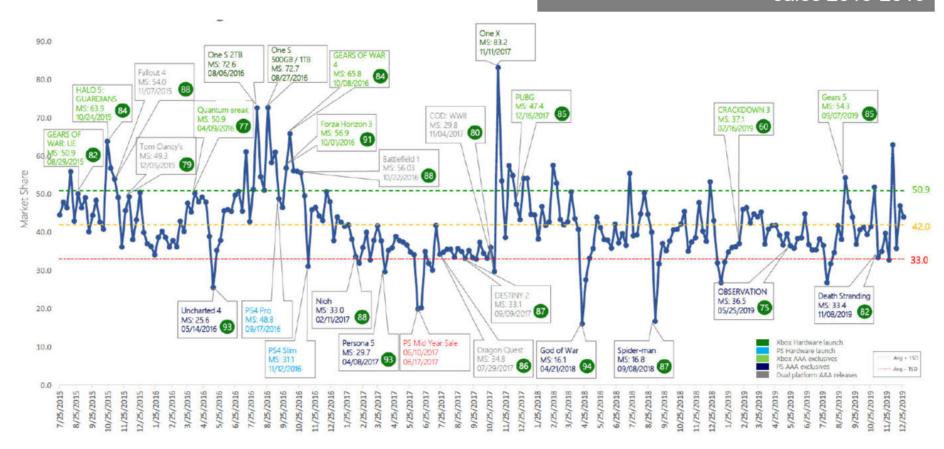


Why would CoD be any different?

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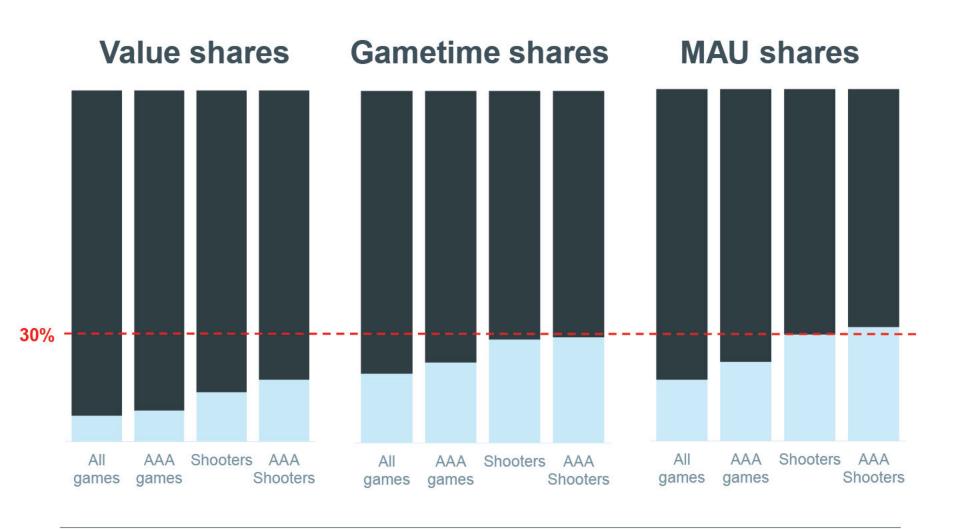
Exclusives shift share back and forth, effects are short-lived

Xbox vs PlayStation NA share of weekly sales 2015-2019



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Foreclosure by leveraging what power?



Shares in 2021 EEA. CONFIDENTIAL KEYSTONE

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RX5054-008

No credible measure of "the shift" away from PS/to Xbox

NO OWN EVIDENCE OR ANALYSIS IN THE SO

BUT

Adopts Sony's rule

Gamers who spend more than 40% of their time on COD would switch to Xbox

1 Everyone playing CoD even for an hour in a year would switch?

Assumes Xbox would have full recapture

% of PS gamers would "switch"

(based on Xbox data)

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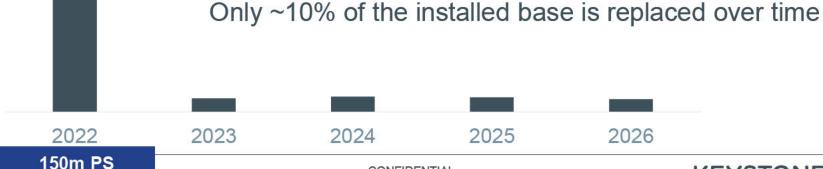
"Switching" means completely abandoning your PS?



Would gamers leave their library of games and friends community?



PlayStation consoles will not be abandoned.



150m PS installed base

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We actually did measure the impact of exclusives: What would existing PS gamers do if Call of Duty were not on PS?





Bought an Xbox and a PS



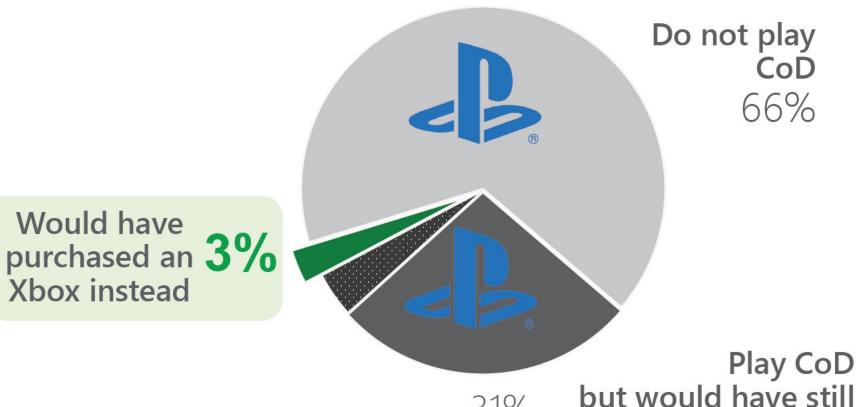












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31%

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bought a PlayStation

What would gamers planning to buy a PS do if CoD were not on PS?







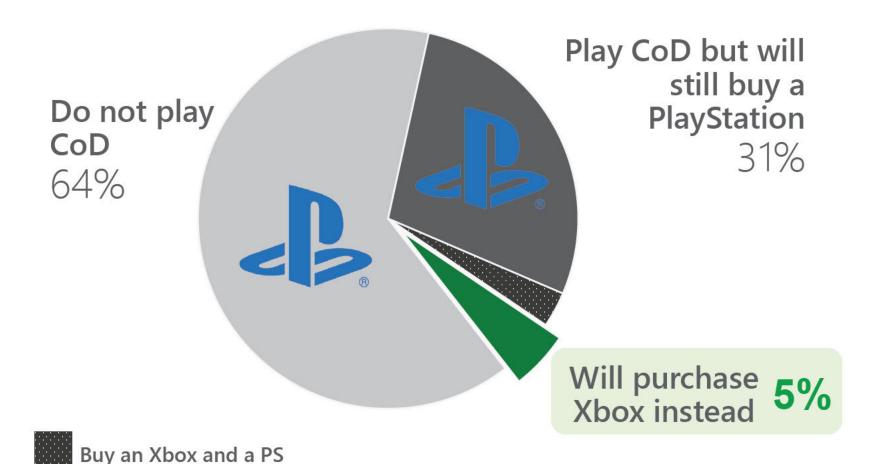








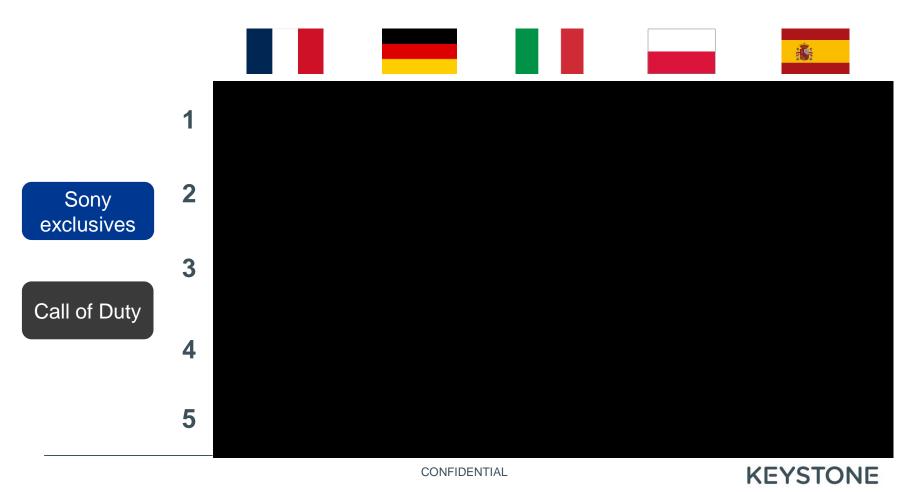




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CoD is less important to PS gamers than many titles inc. PS exclusives

Share of PS gamers buying an Xbox if their "game X" was not on PS





SO Economic Annex is perfunctory (and just for consoles)

1 ...what incentive analysis?

Annex Table 1: Critical diversion ratios for four scenarios



- Only available in the Data Room
- Derivative of what Sony submitted
- Inflates switchers with a crude rule
- Does not engage with value of a gamer

2 Bargaining model is minimalist

- Toy model "formally showing" Xbox would have more power in negotiations (!)
- Prices of CoD/ consoles do not move. Claim of PS price increase "outside the model"
- No welfare implications as effects are reversed once the model is "corrected"

Econometrics is irrelevant/ inconclusive

- Cross-genre substitution is clearly there
- Basic errors
- Essentially concludes that this year's CoD is a good substitute for last year's CoD...

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No evidence on TOH2 – "strategically withholding CoD from subscription/cloud streaming"

SO assumes availability of CoD will drive choice of subscription/cloud streaming

Content influencing choice

Shooters

AAA Shooters

NO EVIDENCE that

CoD?

- CoD as a single game can drive gamers' choice of cloud streaming service
- CoD would have been pivotal to the development of these services
- Cloud is going to overcome current obstacles in what timeframe

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No evidence on ToH 3 - Using CoD strategically to protect Windows OS?

SO repurposes withholding as a "technical tie" leveraging ABK games to protect "dominance" in Windows PC OS from future competition (Chrome)

1 Restrict ABK games from rival cloud services on rival PC OS











Restrict Game Pass
Ultimate on rival PC OS

Dressed up as a "tie", but still entirely an input foreclosure story (withholding CoD from Chrome...)

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Attempts to echo Android? "a tie to protect incumbency"?



Android analogy does not work

Google Play was a "must have" on Android devices and could be leveraged, but analogy is just not there.

- Where is evidence CoD or ABK has enough market power to be leveraged into protecting Microsoft's OS?
- SO produces no evidence other than repurposing Google's complaint
- CMA discards the TOH entirely

PC users who played ABK games



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Conclusions

The SO is sparse on economic analysis

Three variants of an "input foreclosure story", all implausible

- Consoles: just cannot "foreclose Sony, the dominant console player
- Cloud streaming: no evidence future competition depends on CoD
- Operating System competition: no evidence OS choice is dependent on CoD

Adding up three weak stories does not make a decent one

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