

**Key : Unjumble the following press release by putting the paragraphs in the right order:**

(3) Press release

(10) SEATTLE, December 19 2003

(4) RealNetworks Files Antitrust Lawsuit Against Microsoft

(7) RealNetworks(R), Inc. (Nasdaq: RNWK) announced today it has sued the Microsoft Corporation for violations of federal and state antitrust laws. The complaint was filed in federal court in San Jose, California and alleges that Microsoft has illegally used its monopoly power to restrict competition, limit consumer choice and attempt to monopolise the growing field of digital media.

(1) The complaint alleges that Microsoft has pursued a broad course of predatory conduct over a period of years by abusing its monopoly power, resulting in substantial lost revenue and business for RealNetworks.

(5) For example, the complaint alleges that Microsoft has used its monopoly power to restrict how PC makers install competing media players while forcing every Windows user to take Microsoft's media player, whether they want it or not.

(8) 'While we much prefer competing in the market -- as we are doing and have done for 9 years -- our Board has made a carefully considered business decision to take this action to end Microsoft's illegal conduct and recover substantial damages on behalf of our shareholders,' said Rob Glaser, Chairman and CEO.

(2) Glaser added, 'Despite Microsoft's tactics, RealNetworks has continued to innovate and diversify, and we will continue to do so. Over the last five quarters, we've successfully grown our business as a whole by introducing exciting new products and services, and we're on track for our sixth straight quarter of revenue growth. However, we believe our business would be substantially larger today if Microsoft were playing by the rules.'

(11) RealNetworks' lawsuit is complementary to the European Commission's antitrust investigation of Microsoft and RealNetworks will continue to cooperate and support the European Commission's efforts.

(6) End of press release

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(9) About RealNetworks, Inc. - RealNetworks, Inc. is the leading creator of digital media services and software. Consumers use RealNetworks' RealOne Player and the content

subscription services it offers to play free and premium digital content. Broadcasters, network operators, media companies and enterprises use RealNetworks' products and services to create and deliver digital media to PCs, mobile phones and consumer electronics devices. Consumers can access and experience audio/video programming and download RealNetworks' consumer software at <http://www.real.com> . RealNetworks' systems and corporate information is located at <http://www.realnetworks.com> .