



Have a Good GAME!

Gamania Digital Entertainment



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Company Overview

Leading Online Game Service Provider



Snapshot

- Leading Online game operator and developer
- Headquarters in Taiwan
- Subsidiaries in Taipei, Tokyo, Hong Kong, Beijing, Shanghai, Seoul, Irvine & Amsterdam
- Listed in 2002 ([6180.TT](#))
- Market Cap: NT\$ 7,257 M (as of April. 28, 2011)
- Employees around 1,670 (as of March. 31, 2011)

Game Titles in Operation

- Operated **22** MMOGs; "Lineage" & "Maple Story" are major titles
- Operated **17** Casual Games; "CSO", "Kart Rider", "BnB", "Elsword", & "Mabinogi" are most popular
- Operated **5** Web Games; "Koihime" is best-selling
- Operated **1** Mobile Game; the new title is "Hero:108"

Profiles of Major Operating Entities



Taiwan



Hong Kong



Japan



Entity Name

1. Established

1995

2000

2001

2004 *(Invested)*

2. Location

Taipei

Hong Kong

Tokyo

Taipei

3. Business

Game operator & developer

Game operator

Game operator

Game operator

4. MMOG titles

14

17

4

6

5. Casual titles

12

13

0

4

6. Web Gmae

2

0

2

0

Gamania Game Studios



Coordinate policies and resources for game development



SEEDO Games Co., Ltd., TW



Feature Title: *Bright Shadow Soul Captor*



Fantasy Fish Digital Games Co., Ltd., TW



Feature Title : *Reign of Assassins*



PLAYCOO Corporation, TW



Feature Title : *Lucent Heart Divina*



RedGate Games Co., Ltd., TW/CN



Feature Title : *HERO 108 Core Blaze*



FIREDOG Studio Co., Ltd., HK



Feature Title : *Tiara Concerto*



Operating Performance

1Q'11 Consolidated Income Statement



	1Q11	4Q10	QOQ	1Q10	YOY
(NT\$K)	Amount	Amount	%	Amount	%
Net Sales	1,849,387	1,483,724	25	1,395,887	32
COGS	(1,034,761)	(765,651)	35	(709,855)	46
Gross Profit	814,626	718,073	13	686,032	19
Operating Expenses	(635,886)	(632,368)	1	(490,720)	30
Operating Income	178,740	85,704	109	195,312	(8)
Non-operating Income	10,851	25,212	(57)	4,037	169
Non-operating Exp.	(7,909)	(54,992)	(86)	(41,080)	(81)
Pre-tax Profit	181,682	55,924	225	158,269	15
Net Income	129,764	62,302	108	109,841	18
EPS	0.84	0.41	-	0.73	-



2011 Outlook

Growth Strategies



Penetration

Excavate more players through diversified titles



Vertical Integration

Enhance R&D Capability



Horizontal Expansion

Expand Geographical Coverage



Diversification

Create new application of digital entertainment



Q & A Time





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