

Gamania (6180 TT)

Investor Presentation

Apr. 2025





DISCLAIMER

- This document is provided by Gamania Digital Entertainment Co., Ltd. (the "Company"). Except for the numbers and information included in the Company's financial statements, the information contained in this document has not been audited or reviewed by any accountant or independent expert. The Company makes no express or implied representations or warranties as to the fairness, accuracy, completeness, or correctness of such information or opinions. This document is provided as of the date herein and will not be updated to reflect any changes hereafter. The Company, its affiliates and their representatives do not accept any responsibility or liability for any damage caused by their negligence or any other reasons, nor do they accept responsibility or liability for any loss or damages arising from the use of this document or the information contained herein or anything related to this document.
- This document may contain forward-looking statements, including but not limited to all statements that address activities, events or developments that the Company expects or anticipates to take place in the future based on the projections of the Company toward the future, and various factors and uncertainness beyond the Company's control. Therefore, the actual results may differ materially from those contained in the forward-looking statements.
- This document is not and cannot be construed as an offer to purchase or sell securities or other financial products or solicitation of an offer.



2024 Q4 Revenue/ 2024

NTD

2.08 BN/11.08 BN



2024 Q4 Profit Margin/ 2024

(Attributable to Owners of the parent)

NTD

-212 MN/2.07 BN



Market Cap (2025/4/10)

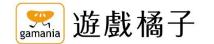
USD 384 MN



- Double-digit annual growth in game and commerce segments, with game growth mainly driven by 《MapleStory》 and the new title 《Wars of Prasia》.
 - MapleStory kicked off its largest update in January 2024 and performed impressively, boosting the game's annual performance by over 20%.
 - Wars of Prasia was officially launched across Taiwan, Hong Kong, and Macau and continues to attract players through new versions, roles, and cross-server gameplay.
 - Tree of Savior M and Pocket Store are expected to be released continuously.
- Gamania is focusing on high-tech barrier businesses and continues to pursue organizational restructuring and transformation initiatives to deliver higher ROE for shareholders.
 - Thanks to the steady operational growth and the recognition of gains on disposal of GASH, net income surged by YoY+259%.
 - The Group's innovation lab launched a new brand "Vyin AI," featuring two key products, "Vyin Brain" and "Vyin Sales." These solutions provide AI-driven services and operational strategies for B2B clients, addressing key adoption challenges and creating new revenue opportunities across industries.
 - HyperG, the subsidiary of gamania CloudForce, announced the official collaboration signed with VIETCONNECT, the leading IT corporate in Vietnam to expand cybersecurity services in Southeast Asia. The commerce segment grew by YoY+17%.
 - We continue to focus on AI, big data, and platforms as our development. With various services, we aim to build a comprehensive entertainment network ecosystem.



Gaming



Various Game Types and Platforms





Innovative Al Tech



VieFor



Fan-Based Social Media









Music Incubation



IP Creator Incubation

Enterprise Supporting



Cloud Data & Cybersecurity Expert



Customer Service & Marketing

News& Media



News Platform



Media Marketing

Hobbies & Lifestyle

6 Main

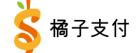
Business

Fields



購物橘子 gamaniaShopping

Ecommerce for ACGN



E-Payment



Cross-Board Ecommerce Operation



Exchange Platform for Virtual Items



The Best Entertaining Option: Various Game Types and Platforms

Experienced in Localized Operation to Increase Product Lifecycle and Expand Types

Maple Story

PC | MMORPG



Lineage M

Mobile | MMORPG



War of Prasia

PC & Mobile | MMORPG



PC | MMORPG



PC | RPG



PC | MMORPG]



PC | MMORPG



PC | MMORPG

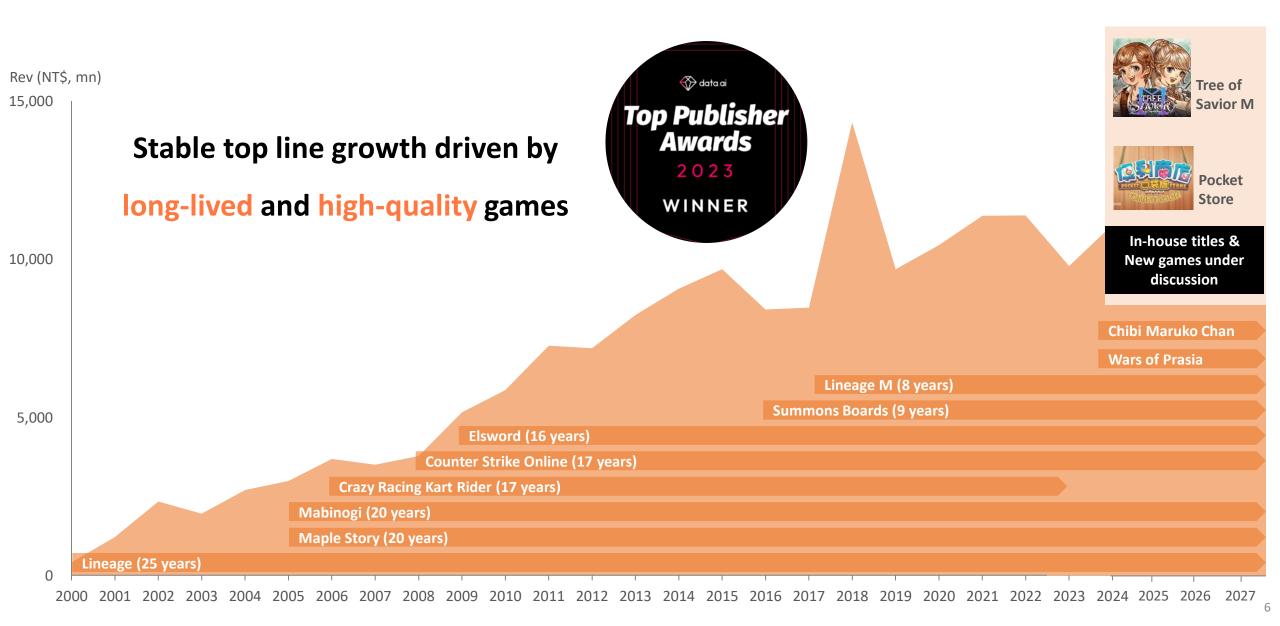


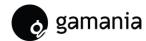






Operation Experience & Solid Foundation for Stable Growth





Empowering Business with Robust Cloud & Security Supports

"gamania CloudForce" Acts as a Cybersecurity Expert in Enterprise Could Service



- Cross-border multi-cloud integration
- Equipped with security compliance
- Ground-to-cloud digital transformation
- Cost performance optimization

Self-developed mobile security protection system obtained the international certificate "Common Criteria EAL2"



- Protect source code of APPs
- Protect the privacy of saved data
- Protect the intellectual property rights of creators



Cybersecurity

- ✓ AI SOC
- ✓ DDoS Block
- ✓ APP Guard



Cloud Service

- ✓ Cloud Infrastructure
- ✓ Flexible Setting
- ✓ Real-time Report



MSP Service

- ✓ Firewall \ ITS
- ✓ Treat Monitoring
- ✓ Direct Peering

In 2024/7, HyperG signed the contract to authorize "VIETCONNECT,"

the leading IT corporation, as the local agency in Vietnam.







Vyin AI's Solutions Redefine Enterprise Intelligent Services

Empowering Enterprises with Hyper-Personalized Recommendation Tool to Drive New Operational Momentum

AI Tech Brand



In-house Tech D-RAG

Understanding Knowledge Language **Controlling** Center Action

Input Modules

Enterprise-Focused

Smart Brain Vyin Brain

Generative AI Chatbot

- ◆ Independently Resolving Over 80% of Issues
- ◆ Reducing Workforce Burden for Enterprises

AI Sales Module Vyin Sales

Hyper-Personalization Sales

- ◆ Diverse IP Interactive Services
- ◆ Hyper-Personalized Sales Recommendations
- ◆ Driving Enterprise Revenue Growth

Recommendation System **Vyin RecSys**

- ◆ Real-Time Detection of User Interest Shifts
- ◆ Cross-Industry Applicability
- ◆ Highly Flexible and Customizable

Licensed Celebrity Avatar Vyin Star

- ◆ Celebrity-Endorsed Partnership
- ◆ Hyper-Realistic Voice Cloning
- ◆ Immersive & Personalized Experience

Output Modules

Solutions



Incubation of Original Content IPs

Programs Supporting Graphic/ Writing, Music, and Idols with AI Tech to Create Unique Content











Graphic/ Writing Incubation

Brand collaboration; event/expo monetization; training; marketing



Partnering with Taipei Music Center Crossdomain IP collaboration; Al technology application

Gamania's In-house IPs

Integrating Gamania's diverse games; Unique characters with memorable traits











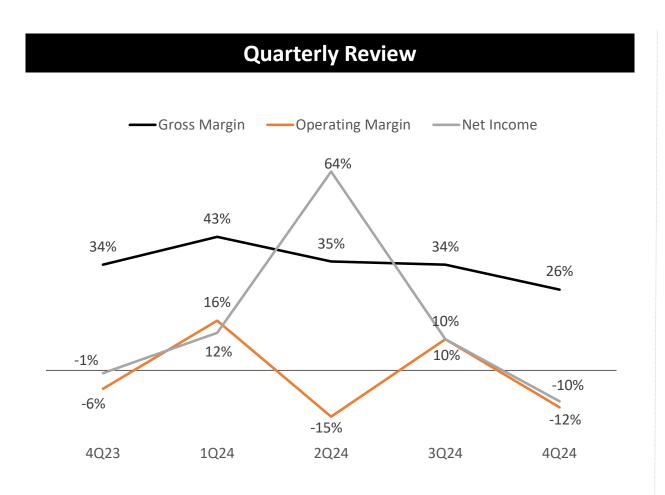
Financial Summary

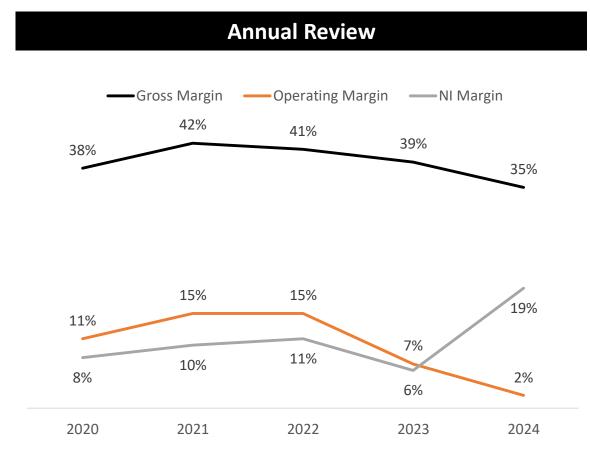
- The 2024 consolidated revenue was NT\$11.1 billion, primarily driven by the strong operational performance following the annual update of our flagship PC game, the contribution from the launch of a new title, and increasing demand for cloud security services, leading to double-digit growth in both the gaming and commerce segments.
- Net income to owners of the parents surged to NT\$2.1 billion, mainly driven by the steady operational growth and the recognition of gains on disposal of GASH.

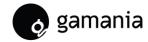




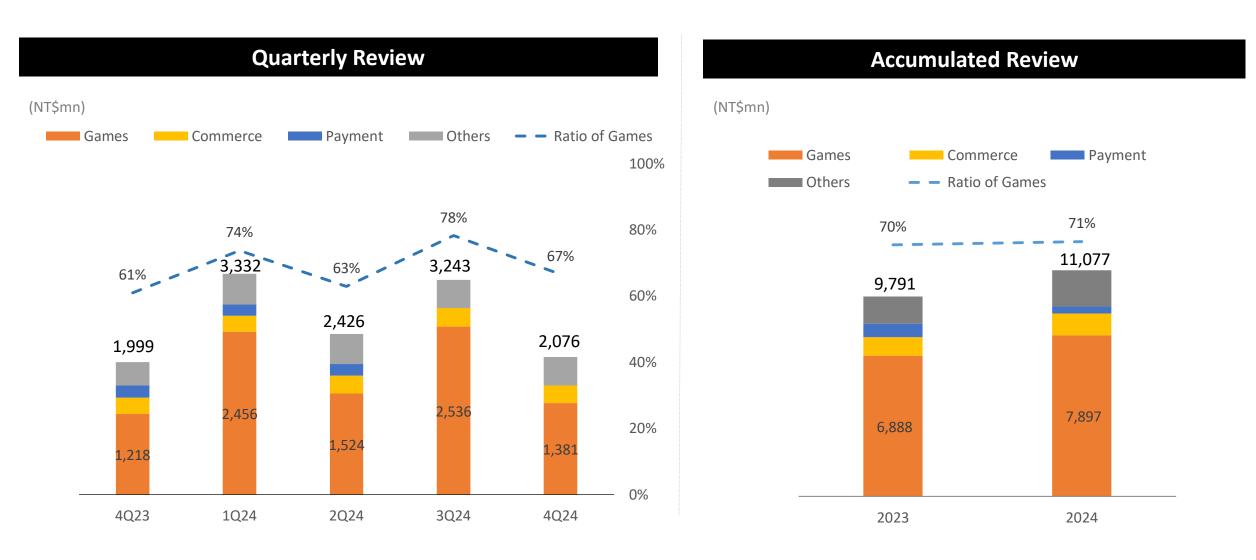
Financials: Financial Ratios





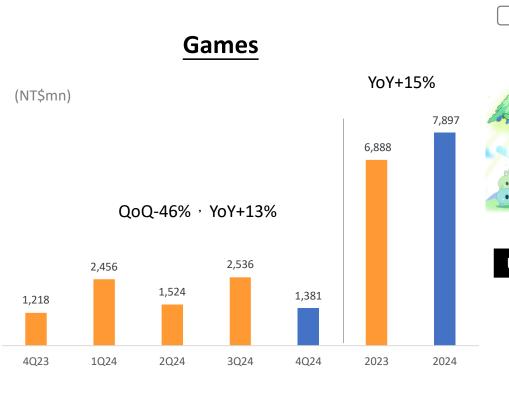


Financials: Revenue Breakdown





Financials: Business Breakdown



Maple Story

Mobile | MMORPG

Lineage M

Mobile | MMORPG



War of Prasia

PC & Mobile | MMORPG



Upcoming Tree of Savior M

Mobile | MMORPG



- Produced by the creator of 《Ragnarok Online》
- Stories based on Lithuania myths
- Restore the art style and settings of the classic fairy tale from the PC game.

Upcoming

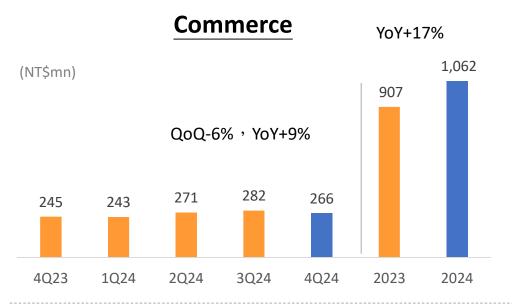
Pocket Store

Mobile | Strategic Simulation

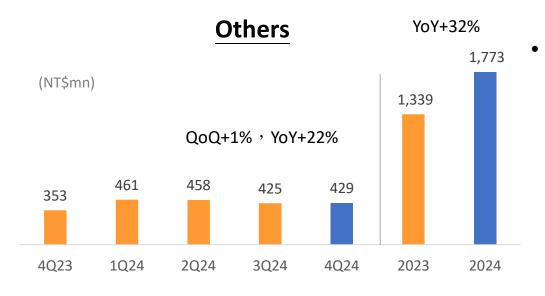
- Taiwanese classic IP mobile game
- OMO innovative technology for enhanced experience
- Expanding applications of our iconic IP 13



Financials: Business Breakdown



- "gamania CloudForce" (formerly Digicentre) provides diverse cloud security protection solutions that increased the 2024 revenue of the commerce segment YoY+20%.
- "HyperG,"the subsidiary of gamania CloudForce, announced the official collaboration signed with VIETCONNECT, the leading IT corporate in Vietnam, to expand overseas markets.

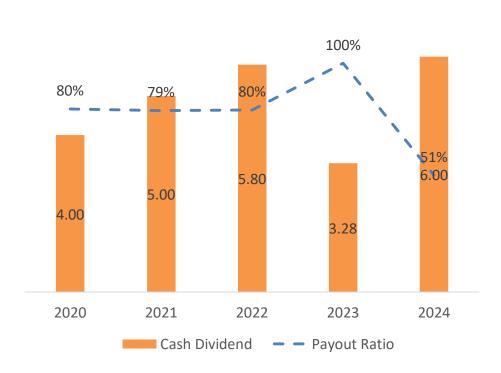


"gamania Shopping" (formerly Jolly Buy) actively participated in offline exhibitions and collaborated with cinemas to host themed events for popular anime films, enhancing engagement with the ACGN community. Annual GMV grew by over 20%.

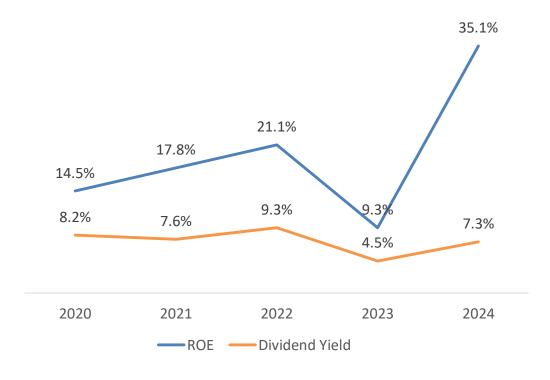
Financials: Equity & Returns



Dividend



Return of Equity



^{*}Dividend yield is calculated by the price on the announcement day.



ESG Practice

Environment

Proactively Responding to Global 2050 Net-Zero Emissions Goals

Completed greenhouse gas inventory & verification.

Pioneered the adoption of TCFD to enhance disclosure transparency.

Established smart buildings and expanded green electricity procurement.

Environmental Management Policy

Established the "Environmental and Energy Management Policy" to manage energy, water resources, waste, greenhouse gases, and pollution prevention, while increasing the proportion of green procurement.

Plastic Reduction Declaration

Committed to reducing plastic usage throughout the group.

Net-Zero Declaration

Committed to achieving carbon neutrality for Scope 1 and Scope 2 emissions by 2030 and net-zero emissions by 2050.

Social

Talent Acquisition & Retention

Awarded the "Sports Enterprise Certification" by the Ministry of Education, Sports Administration, and the "2024 Happy Enterprise - Gold Award" by 1111 Job Bank.

Employee Support Programs

Gamania introduced **Equality Leave** in 2015, where partners in same-sex marriage are entitled to 8 days of wedding leave and paternity leave, and Gamania was the first among listed companies in Taiwan to implement the idea.

The Gamania Care Foundation

Gamania Summer School and Dream Plan keep supporting and encouraging the young generation to take challenge.

Support for Domestic Cultural Development

Promoting domestic cultural and creative investments; establishing incubation platforms and programs.

Governance

Risk Management

A Risk Management Committee was convened to implement an Enterprise Risk Management (ERM) system, identifying a total of 12 different types of risks for the year.

Customer Rights Protection

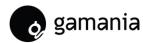
Customer service quality checks achieved an accuracy rate of over 99%, with all complaints resolved properly within 15 days.

Innovation Management

In 2023, RD expenses totaled NT\$653 million, with 86 patents approved in Taiwan.

Sustainability Management

Planned internal controls for sustainability information, launched the first ESG English website, and introduced Al-powered customer service to enhance international reach and interactivity.



Domestic and International Recognition of Our ESG Results

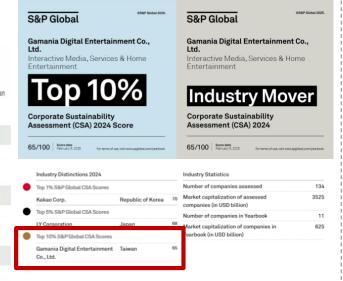
International Recognition

S&P Global (PR 99) (100-0: 100 Best) Ratings Score Breakdown Gamania Digital Entertainment I Industry Max I Industry Mean Environmental Gamania Digital Entertainment 51 | Industry Mean 22 | Industry Max 79 Social Data Availability: Very High

Gamania Digital Entertainment 73 | Industry Mean 25 | Industry Max 79

Gamania Digital Entertainment 68 | Industry Mean 34 | Industry Max 68

Governance & Economic





Methodology Year: 2024

response to major

developments

Last Updated: January 14,

2025. Updated annually or in



16.7 Low Risk (100-0; 0 Best)

Bloomberg ESG Bloomberg **Disclosure Score**

56.89 (100-0; 100 Best)

Domestic Recognition



Corporate Governance **Evaluation Top 20%**



(Ministry of **Environment)** Gama Island Certified **Eco-Friendly** Restaurant



2024Taiwan Corporate Sustainability Awards

Information Security Leadership Award Sustainability Report-Silver Award



Gamania Cheer Up Foundation

PwC Sustainability Impact Awards



Parenting Friendly Enterprise Award (Taipei City Gov)



Corporate Pioneer in



Income Statement (4Q24)

NT\$mn	4Q23	3Q24	4Q24	QoQ	YoY	2023	2024	YOY
Revenue	1,999	3,243	2,076	-36%	4%	9,791	11,077	13%
Gross Profit	680	1,103	533	-52%	-22%	3,795	3,912	3%
OPEX	(801)	(764)	(776)	2%	-3%	(3,155)	(3,654)	16%
Operating Profit	(121)	339	(243)	-172%	-100%	640	258	-60%
Non Op. Income & Loss	29	43	11	-74%	-61%	48	1,928	3923%
Pre-tax Profit	(92)	382	(232)	-161%	-151%	688	2,186	218%
Tax Expense	66	(50)	19	-139%	-71%	(127)	(115)	-10%
Net Income	(15)	332	(212)	-164%	-1355%	575	2,068	259%
Basic EPS (NT\$)	(0.08)	1.89	(1.22)			3.28	11.78	

Key Ratio (%)	4Q23	3Q24	4Q24	2023	2024	
Gross Margin	34.0%	34.0%	25.7%	38.8%	35.3%	
OPEX as % Revenue	40.1%	23.6%	37.4%	32.2%	33.0%	
Operating Margin	-6.1%	10.4%	-11.7%	6.5%	2.3%	
Net Margin	-0.7%	10.2%	-10.2%	5.9%	18.7%	



Balance Sheet (4Q24)

NT\$mn	4Q23		3Q24		4Q24	
	Amount	%	Amount	%	Amount	%
Total Asset	9,822	100%	10,414	100%	8,355	100%
Cash & Equivalent	3,157	32%	1,602	15%	1,971	24%
A/R & N/R	619	6%	1,989	19%	1,049	13%
Inventories	109	1%	165	2%	186	2%
PP&E	2,836	29%	2,816	27%	2,802	34%
Total Liability	4,035	41%	2,984	29%	2,346	28%
A/P & N/P	616	6%	1,005	10%	634	8%
Total Equity	5,787	59%	7,430	71%	6,009	72%

Key Ratios	4Q23	3Q24	4Q24	
Days sales outstanding	28.7	48.7	66.8	
Days inventory outstanding	7.6	5.9	10.4	
Days payable outstanding	44.9	36.7	48.5	
CCC	-8.7	17.9	28.7	
Debt Ratio (%)	41%	29%	28%	



Income Statement (2020-2024)

NT\$mn	2020	2021	2022	2023	2024
Revenue	10,443	11,372	11,388	9,791	11,077
Gross Profit	3,969	4,757	4,865	3,795	3,912
OPEX	(2,831)	(3,023)	(3,107)	(3,155)	(3,654)
Operating Profit	1,137	1,734	1,759	640	258
Non Op. Income & Loss	(72)	(289)	(50)	48	1,928
Pre-tax Profit	1,066	1,445	1,708	688	2,186
Tax Expense	(283)	(436)	(430)	(127)	(115)
Net Income	872	1,106	1,280	575	2,068
Basic EPS (NT\$)	5.00	6.30	7.29	3.28	11.78

Key Ratio (%)					
Gross Margin	38.0%	41.8%	41.1%	38.8%	35.3%
OPEX as % Revenue	27.1%	26.6%	27.3%	32.2%	33.0%
Operating Margin	10.9%	15.2%	15.4%	6.5%	2.3%
Tax Rate	26.6%	30.2%	25.2%	18.5%	5.2%
Net Margin	8.4%	9.7%	11.2%	5.9%	18.7%

YoY Growth (%)					
Revenue	7.9%	8.9%	0.1%	-14.0%	13.1%
Gross Profit	-3.0%	19.9%	-1.6%	-22.0%	3.1%
Operating Profit	-9.7%	52.5%	1.4%	-63.6%	-59.7%
Net Income	-1.7%	26.8%	15.7%	-55.1%	259.5%



Balance Sheet (2020-2024)

NT\$mn	2020	2021	2022	2023	2024
Total Asset	9,305	9,473	10,387	9,822	8,355
Cash & Equivalent	2,398	3,419	3,737	3,157	1,971
A/R & N/R	963	888	806	619	1,049
Inventories	126	123	129	109	186
PP&E	2,845	2,797	2,812	2,836	2,802
Total Current Liability	3,793	3,620	4,098	4,035	2,346
A/P & N/P	505	571	617	616	634
Total Equity	5,512	5,852	6,289	5,787	6,009
YoY Growth (%)					
Total Asset	0.5%	1.8%	9.7%	-5.4%	-14.9%
Cash & Equivalent	8.8%	42.6%	9.3%	-15.5%	-37.6%
A/R & N/R	-10.4%	-7.7%	-9.3%	-23.2%	69.5%
Inventories	8.1%	-2.6%	5.2%	-15.5%	70.6%
PP&E	-0.4%	-1.7%	0.5%	0.9%	-1.2%
Total Current Liability	-4.3%	-4.6%	13.2%	-1.5%	-41.9%
A/P & N/P	-6.8%	13.0%	8.0%	-0.1%	2.8%
Total Equity	4.0%	6.2%	7.5%	-8.0%	3.8%
Key Ratios (%)					
Days Sales Outstanding	35.6	29.7	27.2	26.6	27.5
Days Inventory Outstanding	6.8	6.9	7.0	7.2	7.5
Days Payable Outstanding	29.5	29.7	33.2	37.5	31.8
CCC	12.9	6.9	0.9	-3.7	3.1
ROE%	16.1%	19.5%	22.7%	9.5%	35.1%
ROA%	9.4%	11.8%	12.9%	5.7%	22.8%
Debt Ratio%	40.8%	38.2%	39.5%	41.1%	28.1%



https://ir.gamania.com | ir@gamania.com

© 2025 Gamania Digital Entertainment Co., Ltd. All Rights Reserved.