

Code: 6180 TT

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Gamania Group 2019Q2 Investor Conference

June 21, 2019

Forward-Looking Statements

This presentation material contains forward-looking statements and information. Forward-looking statements are statements that are not historical facts, including statements about our beliefs and expectations. Any statement in this presentation material that states our beliefs, expectations, predictions or intentions is a forward-looking statement. These statements are based on plans, estimates and projections as they are currently available to the management of Gamania Digital Entertainment Co., Ltd. Forward-looking statements therefore speak only as of the date they are made, and we undertake no obligation to update publicly any of them in light of new information or future events, or otherwise. Forward-looking statements involve inherent risks and uncertainties. A number of important factors could therefore cause actual results to differ materially from those contained in any forward-looking statement.

Outline:

- **Group Overview**
- **Business Outlook**
- **Financial Highlights**
- **Corporate Outlook**

Group Overview



Company Profile

- **Founded:** June 1995
- **IPO:** May 2002 (6180 TT)
- **CEO:** Mr. Albert Liu
- **Capital:** NT\$1.75 B
- **Market Cap:** NT\$12.6 B / US\$406 M (2019/6/18)
- **2018 Consolidated Revenue:** NT\$14.3B / US\$466M
- **Headcount:** 929 (as of 2019/3/31)
- **Business Model:** Eco-Internet Enterprise

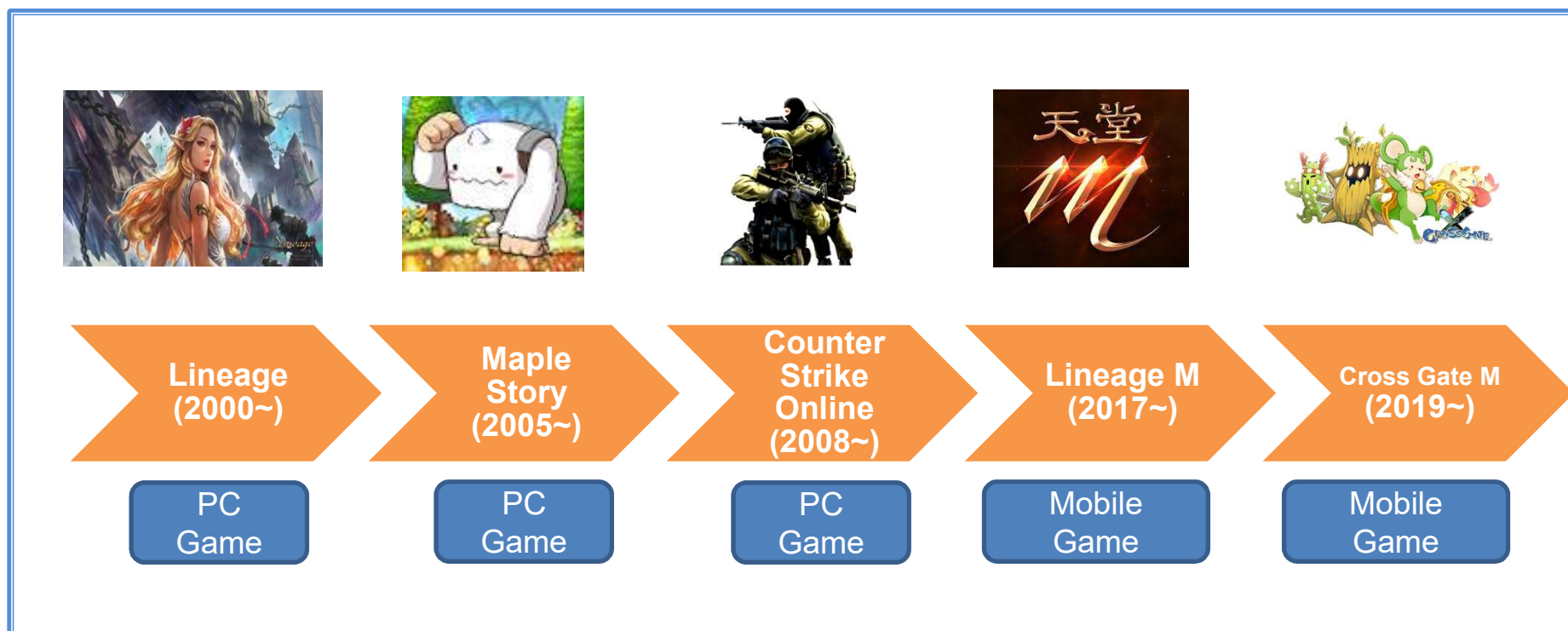


Business Outlook



Key Successful Factors as The Gaming Leader

- Popular Classical IP & Sustainable Operations & Strong Social Network: the group operates games with popular classical IP successfully over 20 years and have massive member numbers.



Games Dominate Apps Ranking by Revenue

iOS 2018 Worldwide Revenue			Google Play 2017 Worldwide Revenue		
Rank	Category	Rank Change vs. 2017	Rank	Category	Rank Change vs. 2017
1	Games	-	1	Games	-
2	Entertainment	-	2	Social	-
3	Social Networking	-	3	Entertainment	-
4	Music	-	4	Lifestyle	▲ 1
5	Photo and Video	▲ 2	5	Music & Audio	▲ 2
6	Lifestyle	▼ -1	6	Productivity	-
7	Health and Fitness	▲ 1	7	Communication	▼ -3
8	Productivity	▲ 2	8	Health & Fitness	▲ 1
9	Books	▼ -3	9	Dating	▲ 1
10	Education	▼ -1	10	Education	▼ -2











Source: App Annie

Lineage M Ranks Top 1 since Launching in Taiwan

Taiwan Top Mobile Apps

Lineage M: Taiwan Top 1 Game App

畅销排行

1	 Lineage M NCSOFT
2	 Tower of Saviors Mad Head
3	 Ragnarok M : Eternal Love X.D. Network
4	 Arena of Valor Garena Online
5	 Lineage 2 Revolution Netmarble
6	 Xin Stars Wanin
7	 0857online GalaxyOnline
8	 Fate/Grand Order Aniplex
9	 Be The King Chuang Cool
10	 Pokémon GO Niantic

Source: App Annie (2018/01-2018/12)

Taiwan Top Mobile Apps

Lineage M: Taiwan Top 1 Game App

畅销排行

1	 Lineage M NCSOFT
2	 QQ Speed Tencent
3	 Tower of Saviors Mad Head
4	 Arena of Valor Tencent
5	 Be The King Chuang Cool
6	 The Continent of Wind Zilona
7	 Dungeons and Fantasy 37games
8	 Rise of Kingdoms Lilith
9	 0857online GalaxyOnline
10	 Shin Sangokushi Yotukia

Source: App Annie (2019/01~2019/05)

Lineage M : Flagship IP Mobile Game

- Launched in Taiwan/HK/Macau on 2017/12/11
- Dominates #1 for both Apple & Google Play since launching in Taiwan
- Accumulated Registered Users 5,000,000+



Lineage M : Flagship IP Mobile Game

**New Class
Black Flame**



The 1st Anniversary of Lineage M
2019 Taipei Game Show



**New Class
Dark Knight**



2017/12/11

2018/11/14

2019/1/28



2018/6/27

2019/1/24

2019Q2



**Lineage M
released
in Taiwan**



**New Class
Gunman**



**New Class
Dragon Knight**

Key Titles PC & Mobile Games

PC Games



Lineage



Mabinogi



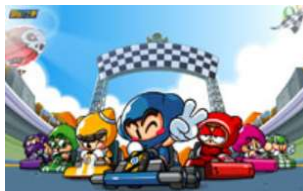
CSO



ELSWORD



MapleStory



Crazyracing
Kartrider

Mobile Games



Lineage M



Cross Gate M



Summons Board



便利商店口袋版



Mahouotome



櫻桃小丸子手遊版

The Effect brought by Lineage M

- Lineage M strengthens quality of the group:
 - Growing Operation Performance
 - Gained massive member numbers
 - Improved Cash Flow
 - Increased possibilities to operate more popular classical IP Game



- What's the strategic perspective for Gamania group after Lineage M?
 - **Eco-Internet Enterprise**



Eco-Internet Enterprise

- Accumulated registered member numbers: 10mil+
- From a *Content* Company → to a *Platform* Company



beanfun! APP



- A mobile platform which integrated diversified services, shared members and sources, connected O2O business and enriched your mobile life through all in one beanfun! APP

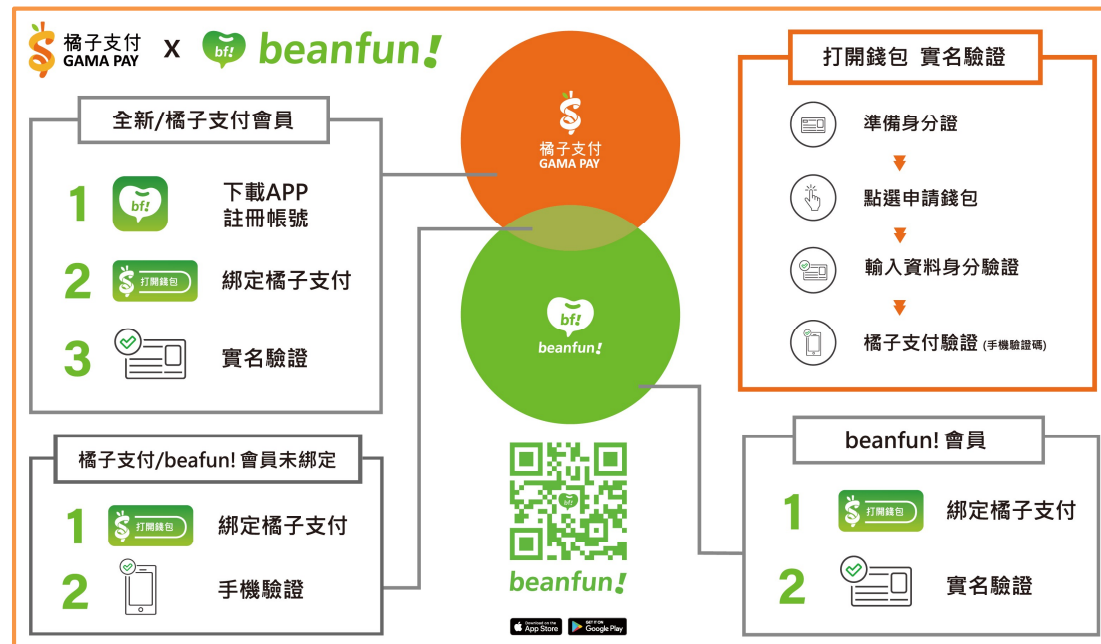
beanfun! APP Functions



beanfun! Marketing Campaigns

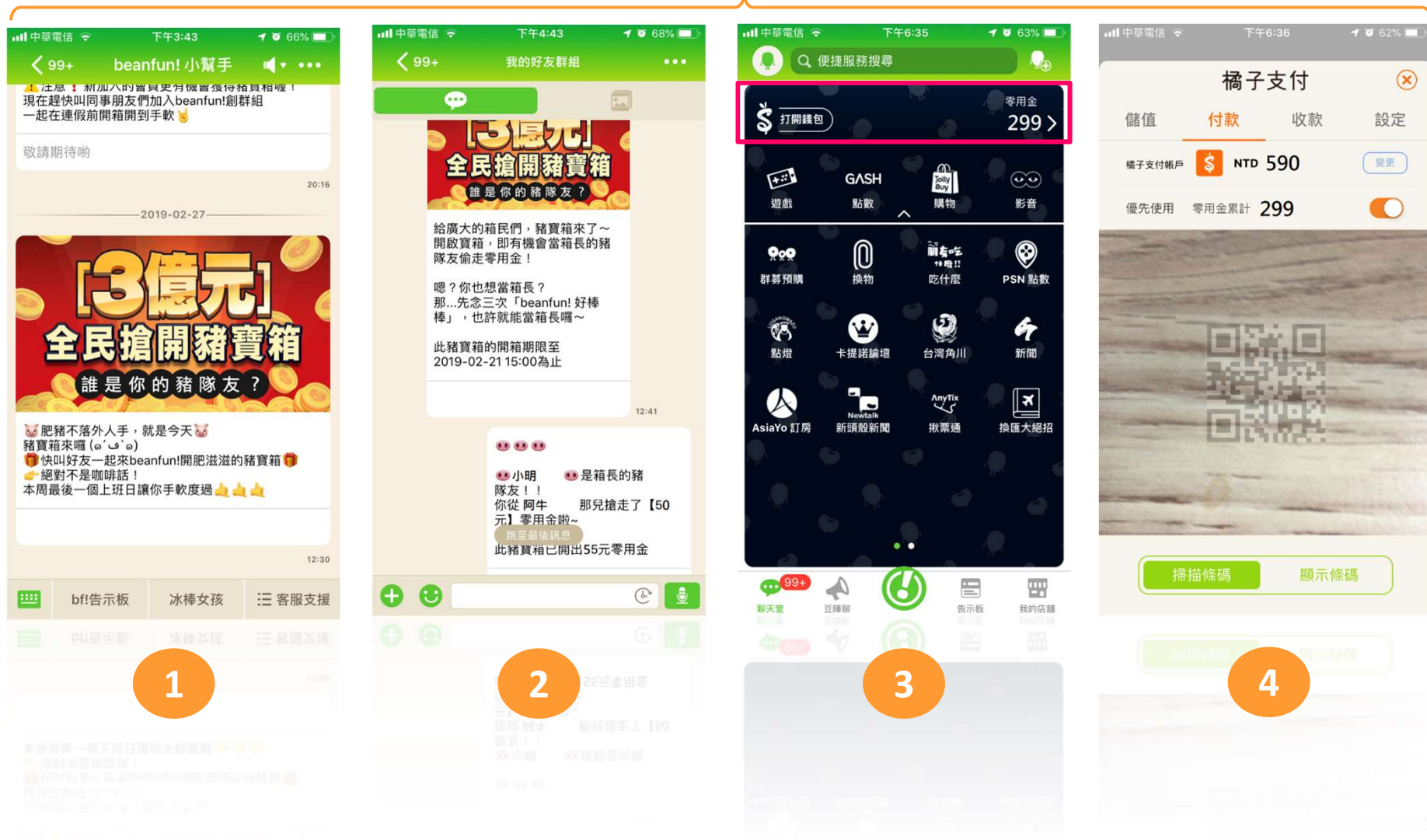
➤ beanfun! started the 1st promotional campaign on 2019/1/25:

Gamania launched the whole new beanfun! services with group resources and focused on beanfun! at 2019 TGS to accelerate beanfun! user bases acquisition, attract potential users through various events and channels, and gain the market share of mobile life platform.



beanfun! Marketing Campaigns

beanfun! bonus points campaign: Piggy treasure boxes



beanfun! Marketing Campaigns

beanfun! bonus points campaign: Mazu Patrol and Pilgrimage

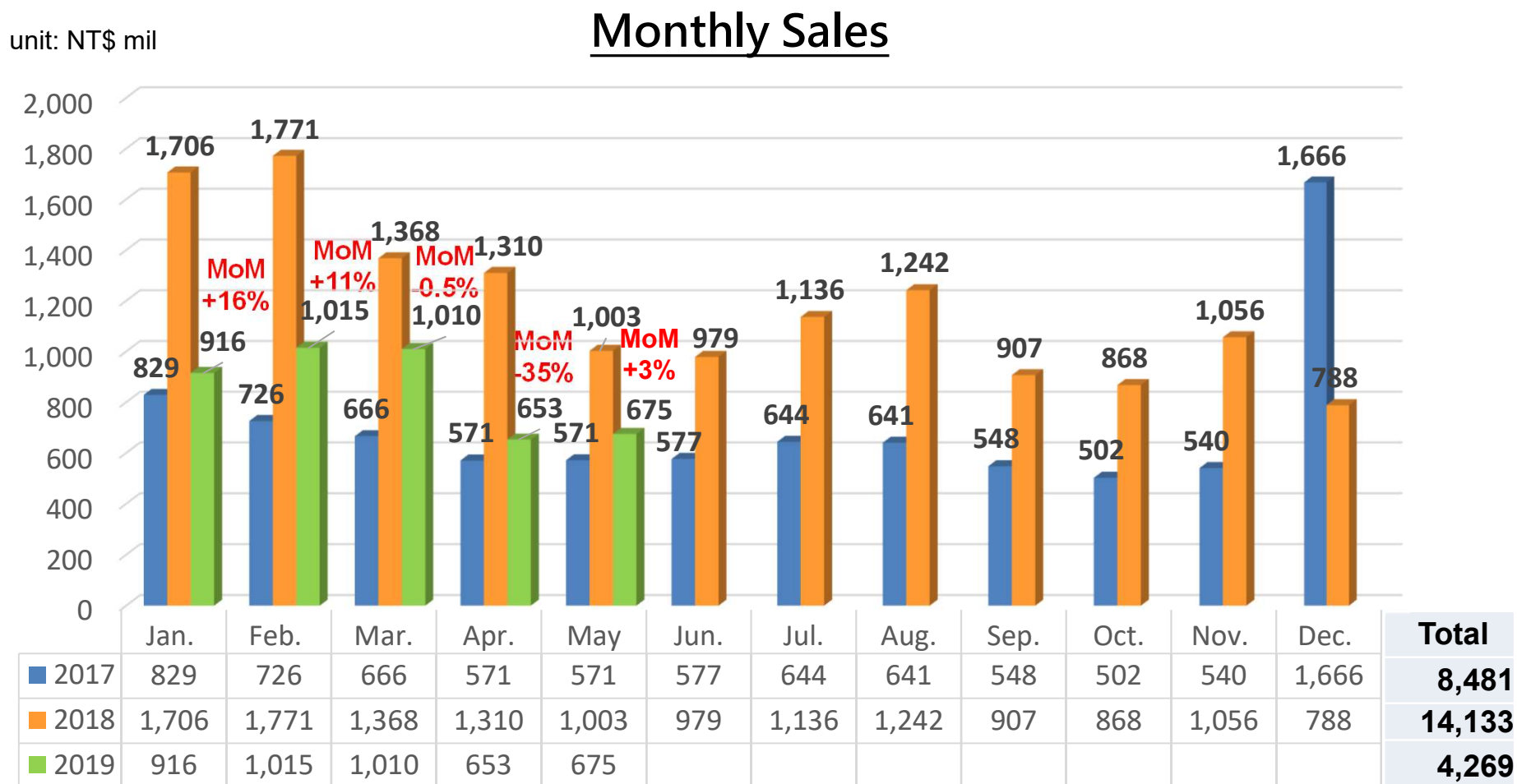


Financial Highlights



Consolidated Monthly Sales

➤ As of 2019/5, total unaudited monthly sales is NT\$4.3bil

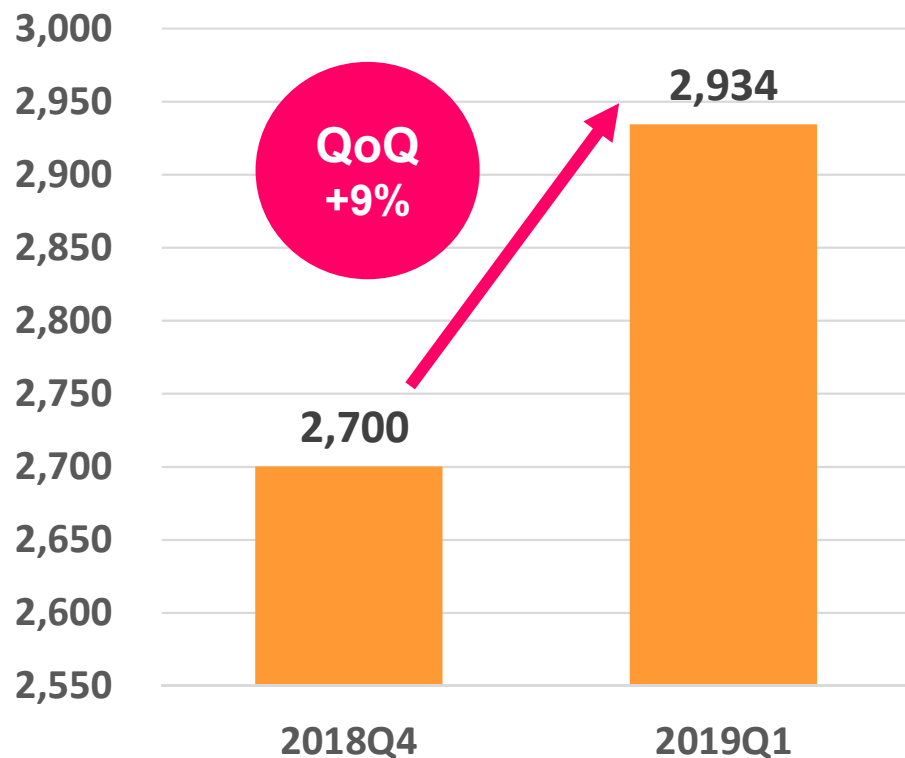


Note: Unaudited monthly sales; In compliance with IFRS No. 15, GASH revenue is on net basis since 2018 vs. GASH revenue is on gross basis in 2017

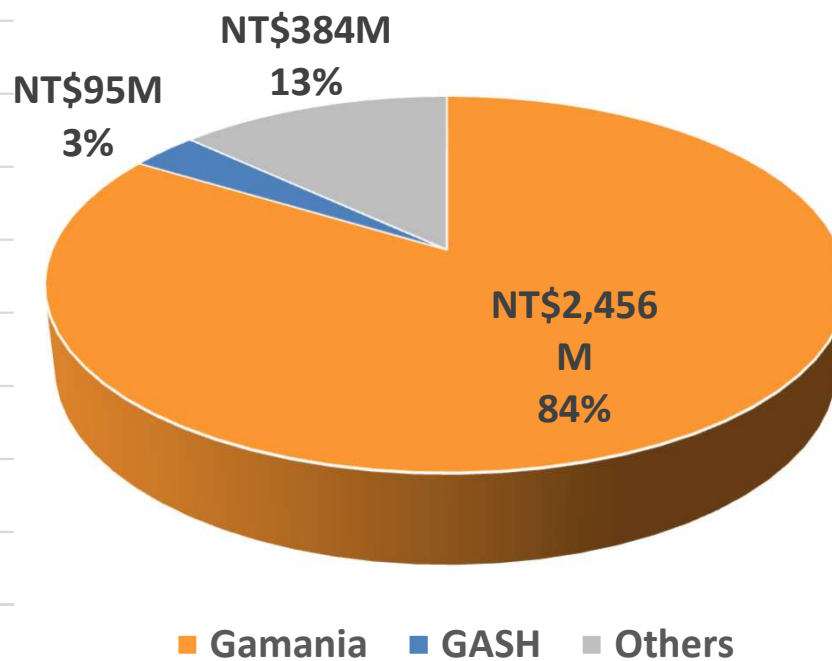
2018 Consolidated Revenue

➤ 2019Q1 Consolidated Revenue reached NT\$2.9bn, QoQ+9%

unit: NT\$ mil

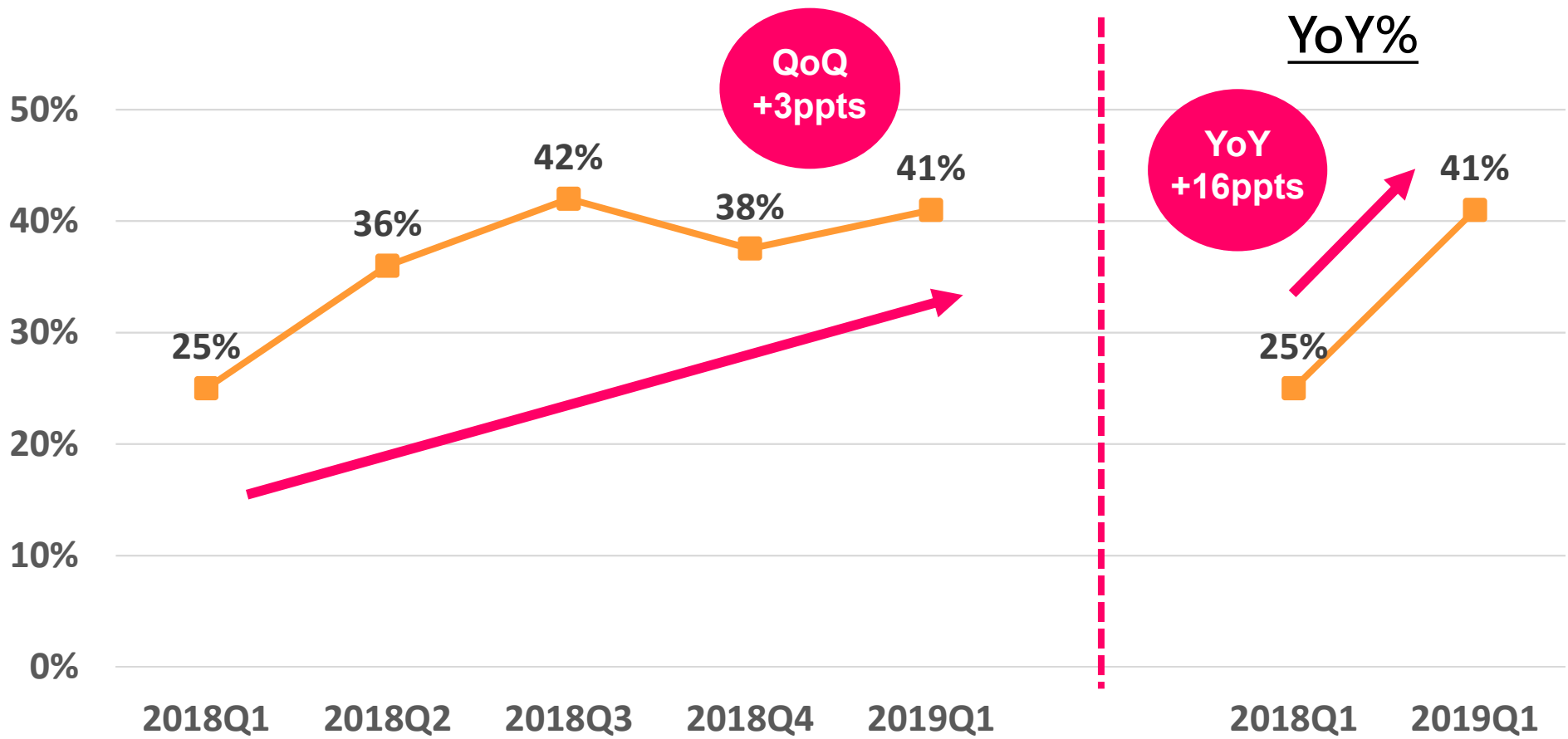


2019Q1 Consolidated Revenue Breakdown



Profitability

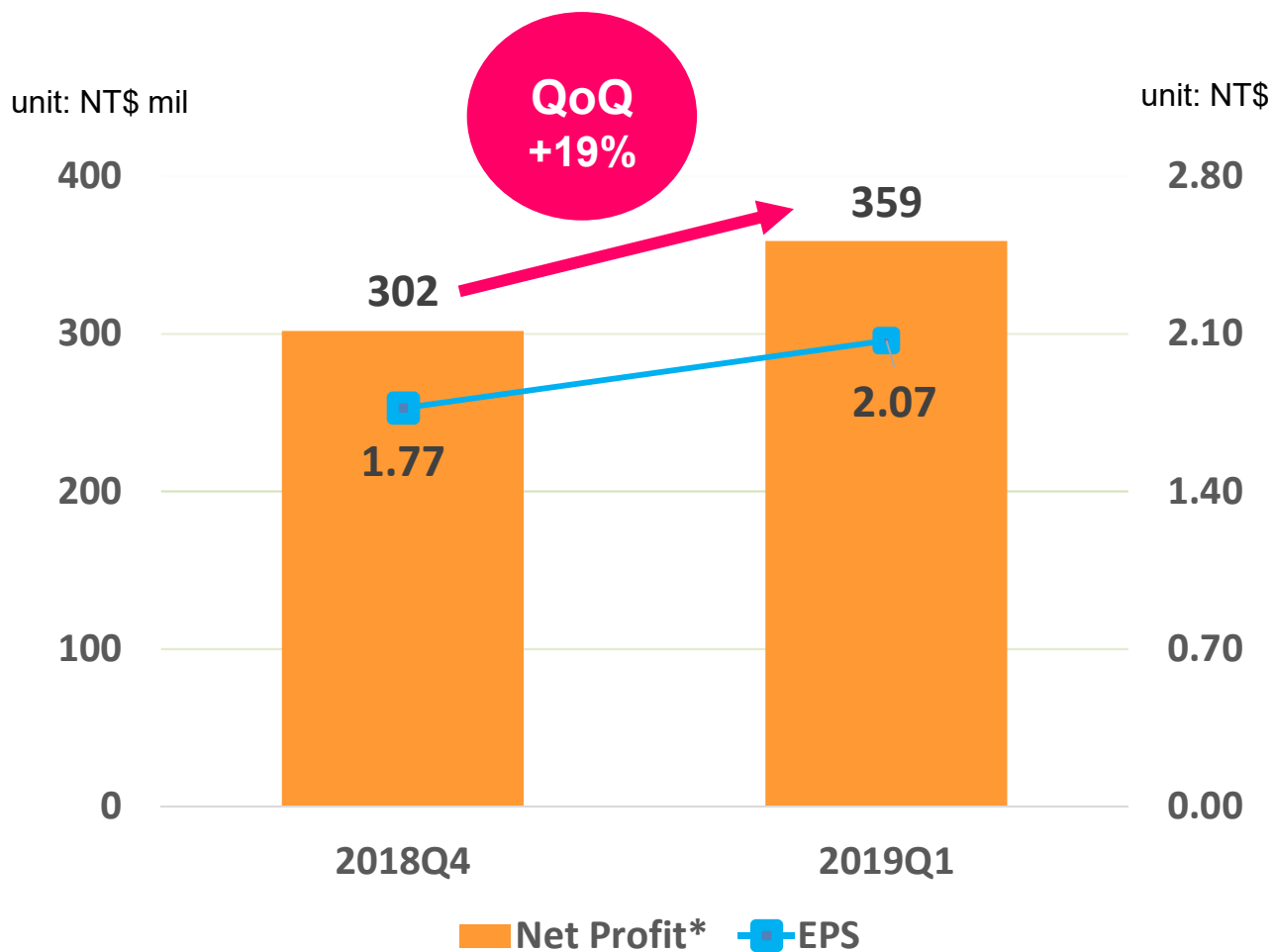
Gross Margin %



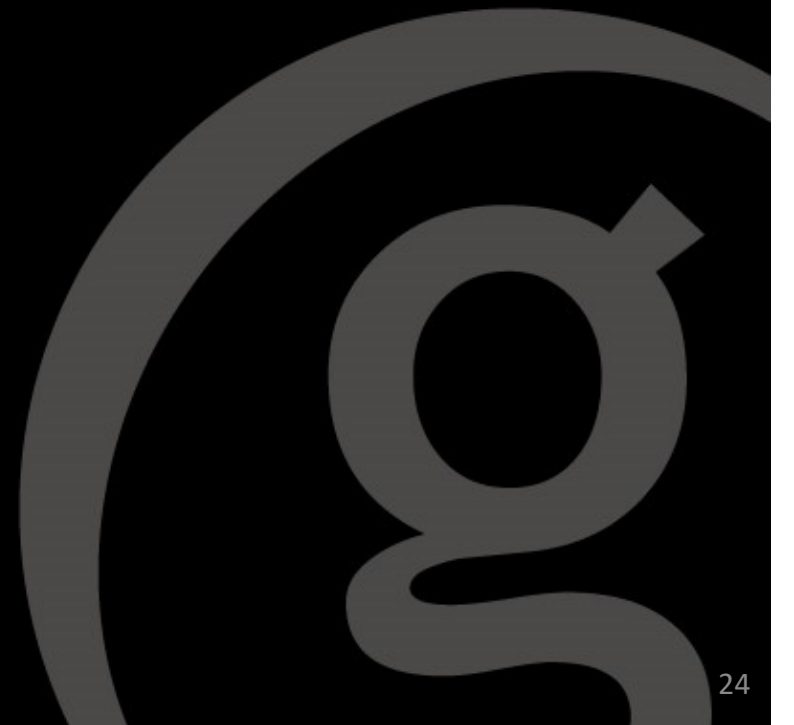
Profitability

Net Profits vs. EPS

* Note: Net Profits - the Profits attributable to owners of the parent.



Corporate Outlook



Eco-Internet Enterprise



beanfun! APP



IIO
(Initial Item Offering)

Thank You

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