

gamania

**Exploring the Unlimited
Possibility of Fun**

**6180:TT
March 2013**



Agenda

 **Corporate Overview**

 **Operating Results**

 **Business Outlook**



- Established / Listed
- Market Capitals
- Group Employees

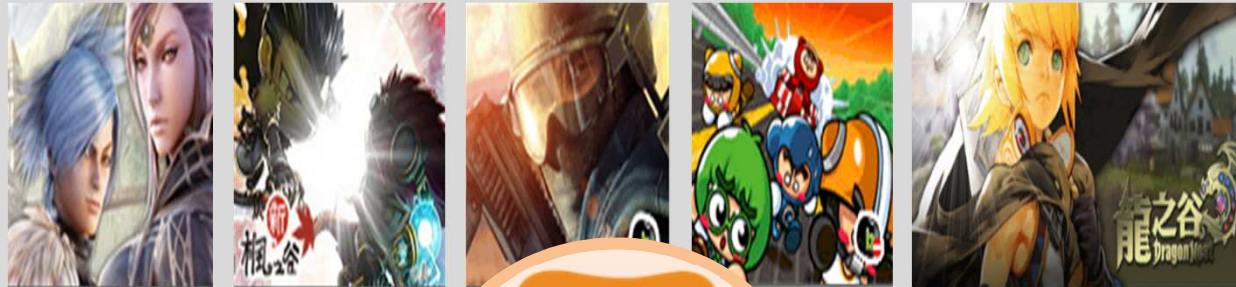
1995 / 2002

US\$149 Million *(as of January 2013)*

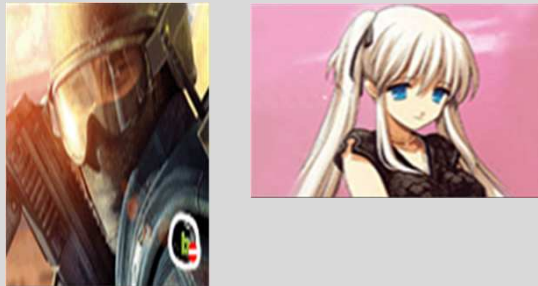
1,490 *(as of September 2012)*

Top Online Game Service Leader

Taiwan 1995



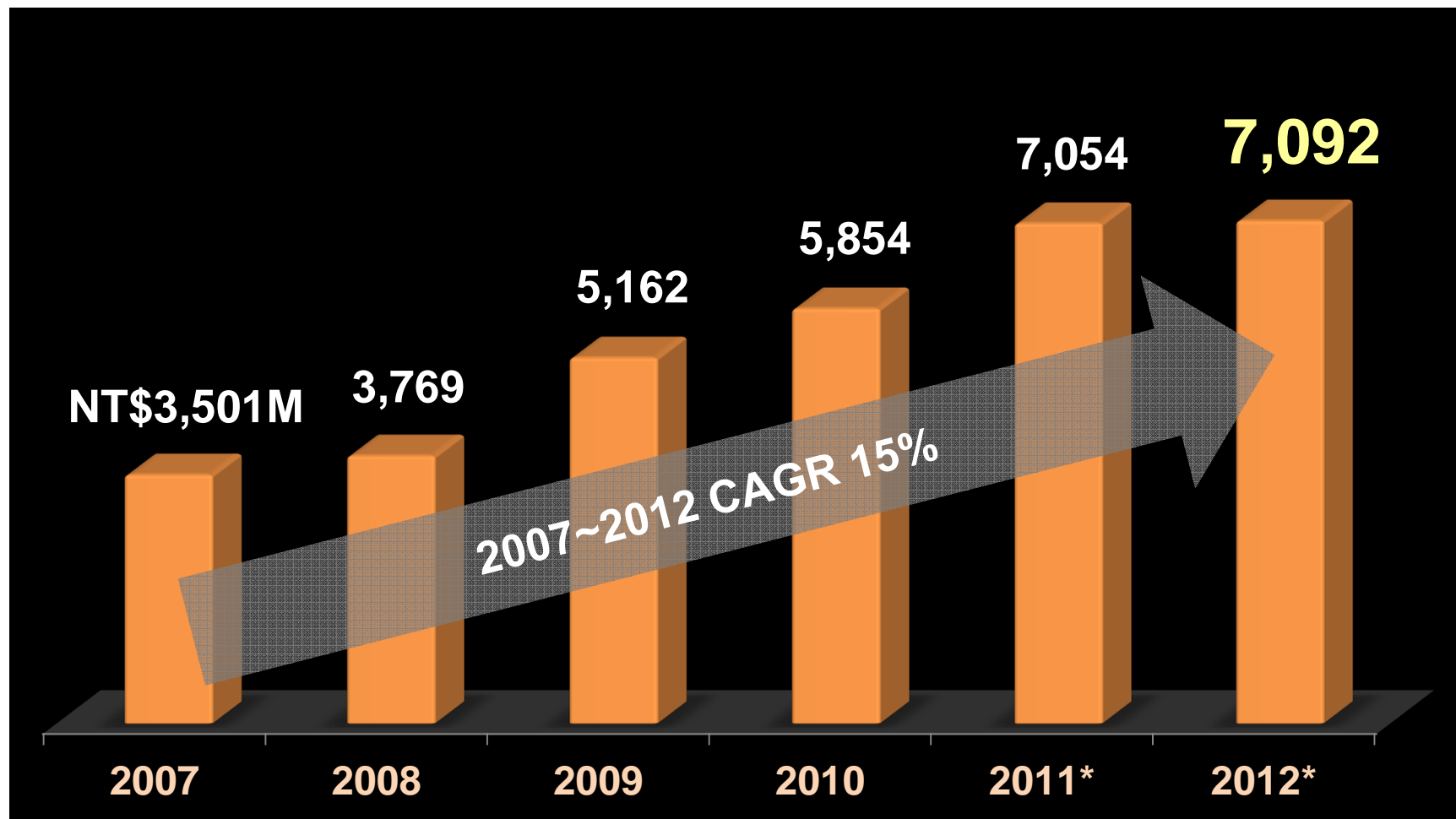
Hong Kong 2000



Japan 2001



Consistent Revenue Growth



*年度營收為自結數字。

1Q~3Q12 Consolidated Income Statement

| (NT\$ thousand) | 1Q~3Q 2012 | | 1Q~3Q 2011 | | YOY |
|------------------------|-------------|------|-------------|------|------|
| | Amount | % | Amount | % | (%) |
| Net Sales | 5,436,924 | 100 | 5,359,703 | 100 | 1 |
| COGS | (3,418,780) | (63) | (3,104,805) | (58) | 10 |
| Gross Profit | 2,018,144 | 37 | 2,254,898 | 42 | (10) |
| Operating Expenses | (2,145,755) | (40) | (1,969,517) | (37) | 9 |
| Operating Income | (127,611) | (3) | 285,381 | 5 | - |
| Non-operating Income | 144,705 | 3 | 34,918 | 1 | 314 |
| Non-operating Expenses | (106,463) | (2) | (43,594) | (1) | 144 |
| Pre-tax Profit | (89,369) | (2) | 276,705 | 5 | - |
| Net Income | (174,333) | (3) | 172,934 | 3 | - |

Growth Highlights

- **Large & highly engaged user base**
- **Diversified & competitive new titles**
- **Superior user & community experiences**
- **Industry exploring to lead the market trend**



Q & A



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