



Have a Good GAME!

Gamania Digital Entertainment



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Table of Contents



 **Company Overview**

 **Operating Performance**

 **2011 Outlook**



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\$5,694M(US\$196M) (as of Aug. 30, 2011)
- Employees around 1,697 (as of July. 31, 2011)

Game Titles in Operation

- Operated **24** MMOGs; "Lineage", "Maple Story" & "Dragon Nest" are major titles
- Operated **15** Casual Games; "CSO", "Kart Rider", "Elsword", & "Mabinogi" are most popular
- Operated **5** Web Games; "Koihime" is best-selling
- Operated **2** Mobile Game; "Soul Captor"&"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

15

19

4

7

5. Casual titles

10

12

0

4

6. Web Gmae

2

0

2

0

Gamania Game Studios



**Coordinate policies and
resources for game
development**



PLAYCOO Corporation, TW



Feature Title : *Lucent Heart*
Divina
Dream Drops



RedGate Games Co., Ltd., TW



Feature Title : *HERO 108*
Core Blaze



SEEDO Games Co., Ltd., TW



Feature Title: *Bright Shadow*
Soul Captor



Fantasy Fish Digital Games Co., Ltd., TW



Feature Title : *Reign of Assassins*



FIREDOG Studio Co., Ltd., HK



Feature Title : *Tiara Concerto*



Operating Performance

H1 2011 Consolidated Income Statement



(NT\$K)	H1'11 Amount	H1'10 Amount	YoY %
Net Sales	3,601,950	2,819,547	28%
COGS	(2,064,016)	(1,424,583)	45%
Gross Profit	1,537,934	1,394,964	10%
Operating Expenses	(1,268,862)	(1,094,608)	16%
Operating Income	269,072	300,356	(10%)
Non-operating Income	15,521	10,032	55%
Non-operating Expenses	(28,601)	(56,565)	(49%)
Pre-tax Profit	255,992	253,823	1%
Net Income	166,389	160,337	4%
EPS (NT\$)	1.08	1.05	-



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





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