

Confidential



Have a Good GAME!

Gamania Digital Entertainment



**Chief Finance Officer
Hank Su**

Disclaimer



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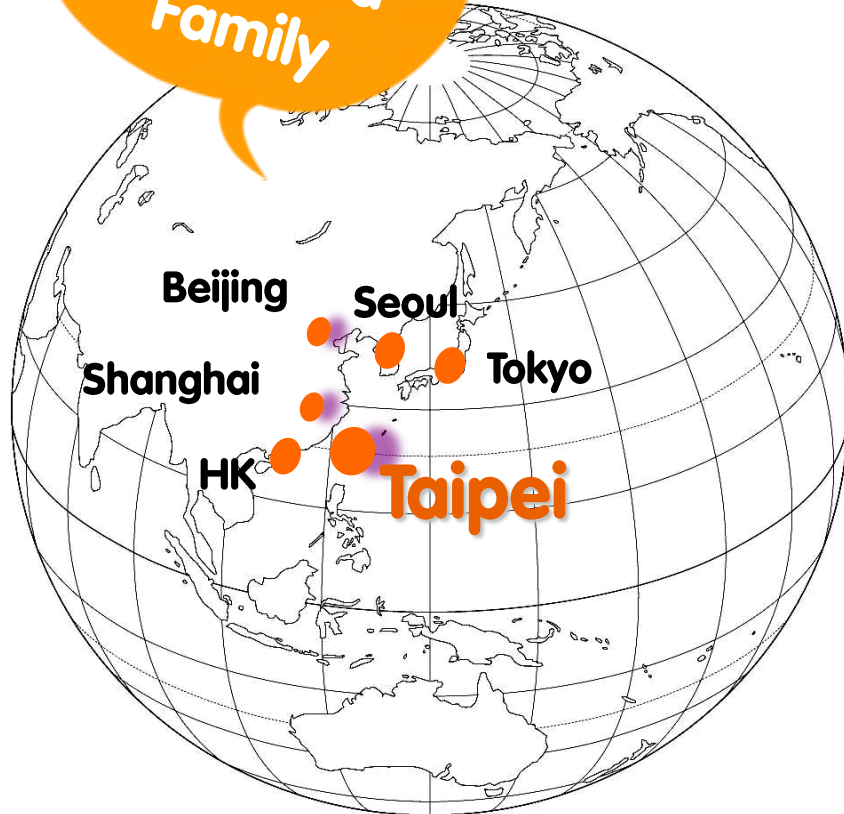


Company Overview

Leading Online Game Service Provider



Gamania
Family



Snapshot

- Online game operator and developer
- Headquarters in Taipei
- Branches in Taiwan, Tokyo, HK, Beijing, Shanghai, & Seoul
- Listed in 2002 ([6180.TT](#))
- Capital about NT\$1,588m (US\$47m)
- Employees around 1,200

Main Game Titles

- Operates **20** MMOGs, "Lineage" & "Maple Story" are flagship titles
- Operates **16** Casuals, of which "CS", "Kart Rider", "BnB", & "Getamped" are popular
- Launched **13** new titles in 2008 and plans to launch more new titles in 2009

Milestones



1995 ~ 2000

- Headquartered in Taipei in 1995
- Launched first self-developed PC-game "Convenience Store"
- Established Gamania corporate logo
- **"Convenience Store"** was granted **"The Best Game"** by Taipei Computer Association
- Launched first Massively Multi-player online game (MMOG) **"Lineage"** in 2000

2001 ~ 2005

- **"Lineage"** was granted the **"The Best Online Game"** by Taipei Computer Association
- Gamania Logo was granted **"The Golden Award" in the Top10 Design"** in Taiwan
- Gamania logo was granted **"The Golden Award"** and revealed in China CIS Year Book
- **"Hero 108"** was granted **"Digital Content Prototype Design Award: Animation"**
- Launched **"Maple Story"** in 2005 and successfully attract the young users

2006 ~ Now

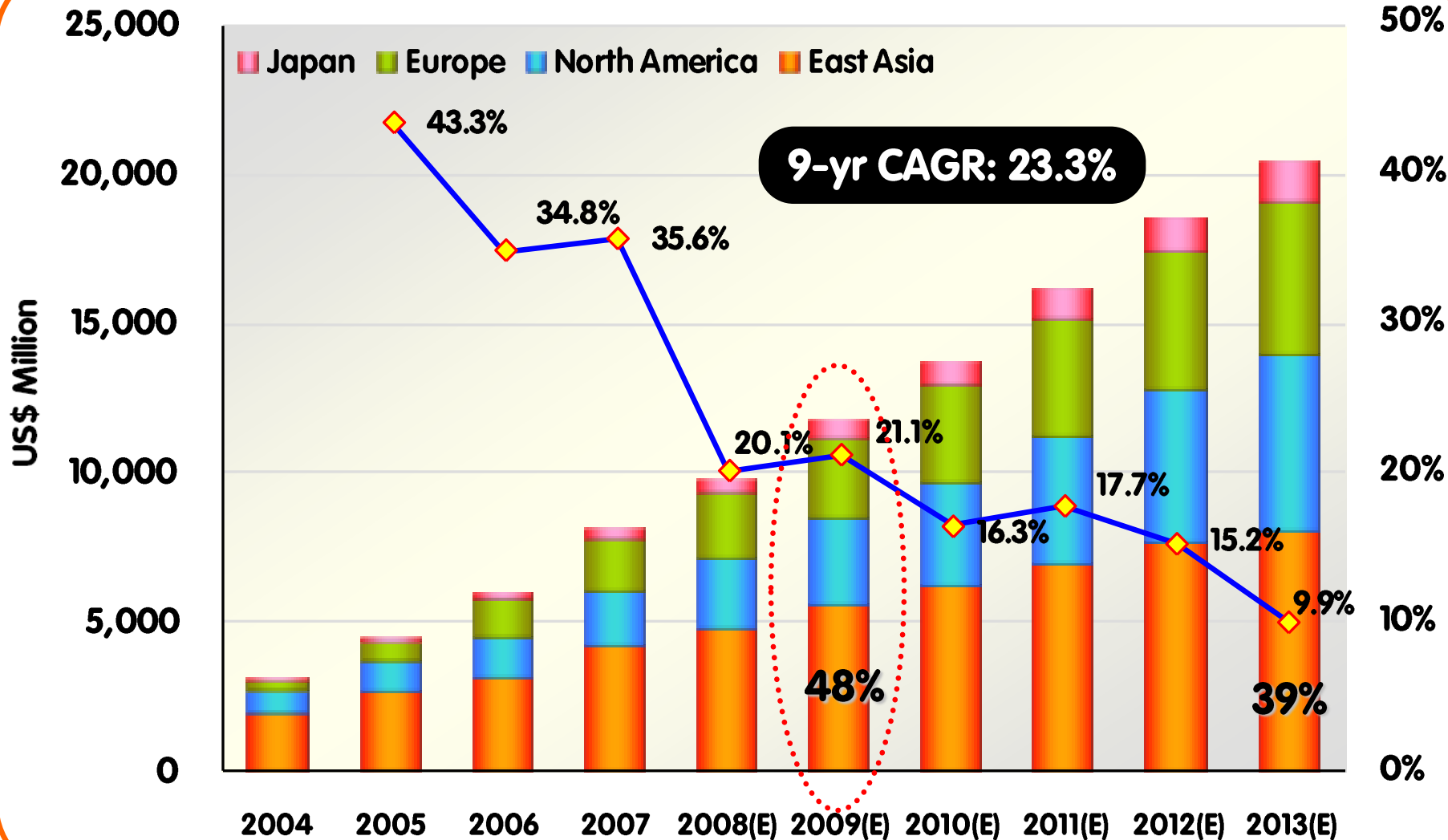
- **"Zodiac"** was granted the **"Digital Content Prototype Design Award: Online Game"**
- Launched casual game "Kart Rider"
- Launched first self-developed MMOG **"Bright Shadow"**
- Launched self-developed MMOG "Zodiac" & "XianMoDao"
- **"gamania.com"** was ranked Top 4 in online entertainment and Top 35 in Taiwan Web100, granted by Business Next
- Gamania was granted **"Taiwan Superior Brands"** by Bureau of Foreign Trade, Ministry of Economic Affairs.





Industry Introduction

Global Market

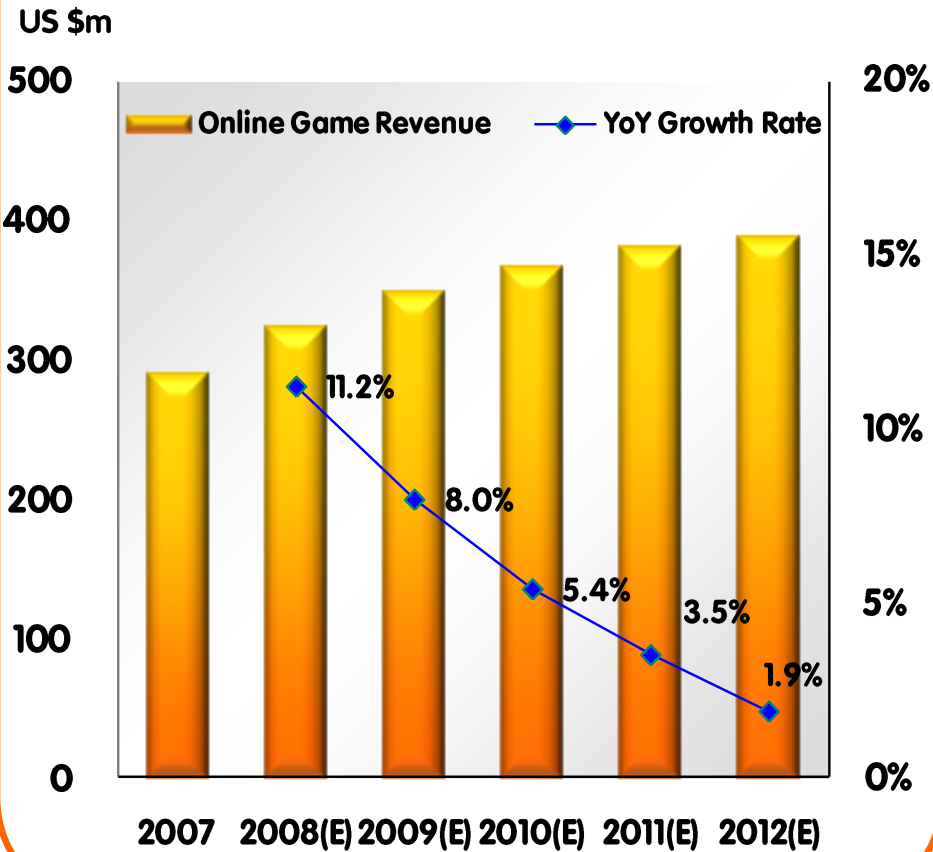


Source: DFC Intelligence (2008)

Taiwan Market



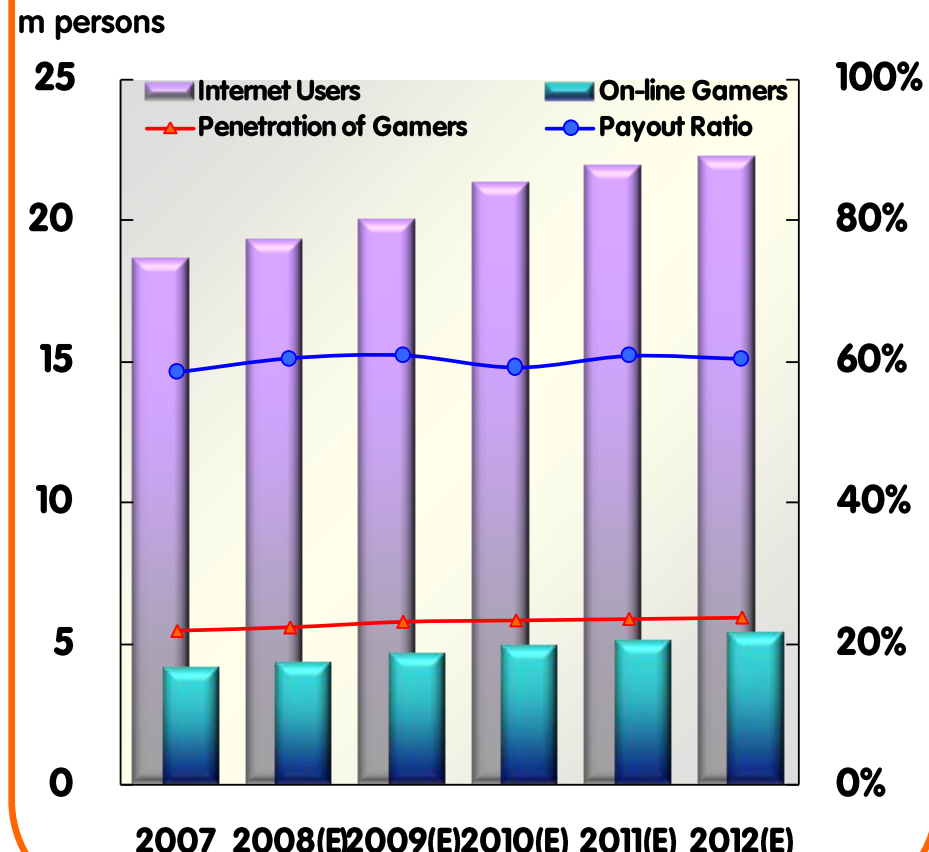
Taiwan Online Game Market



2007 2008(E) 2009(E) 2010(E) 2011(E) 2012(E)

Source: IDC (2008)

Internet Users vs. Online Gamers

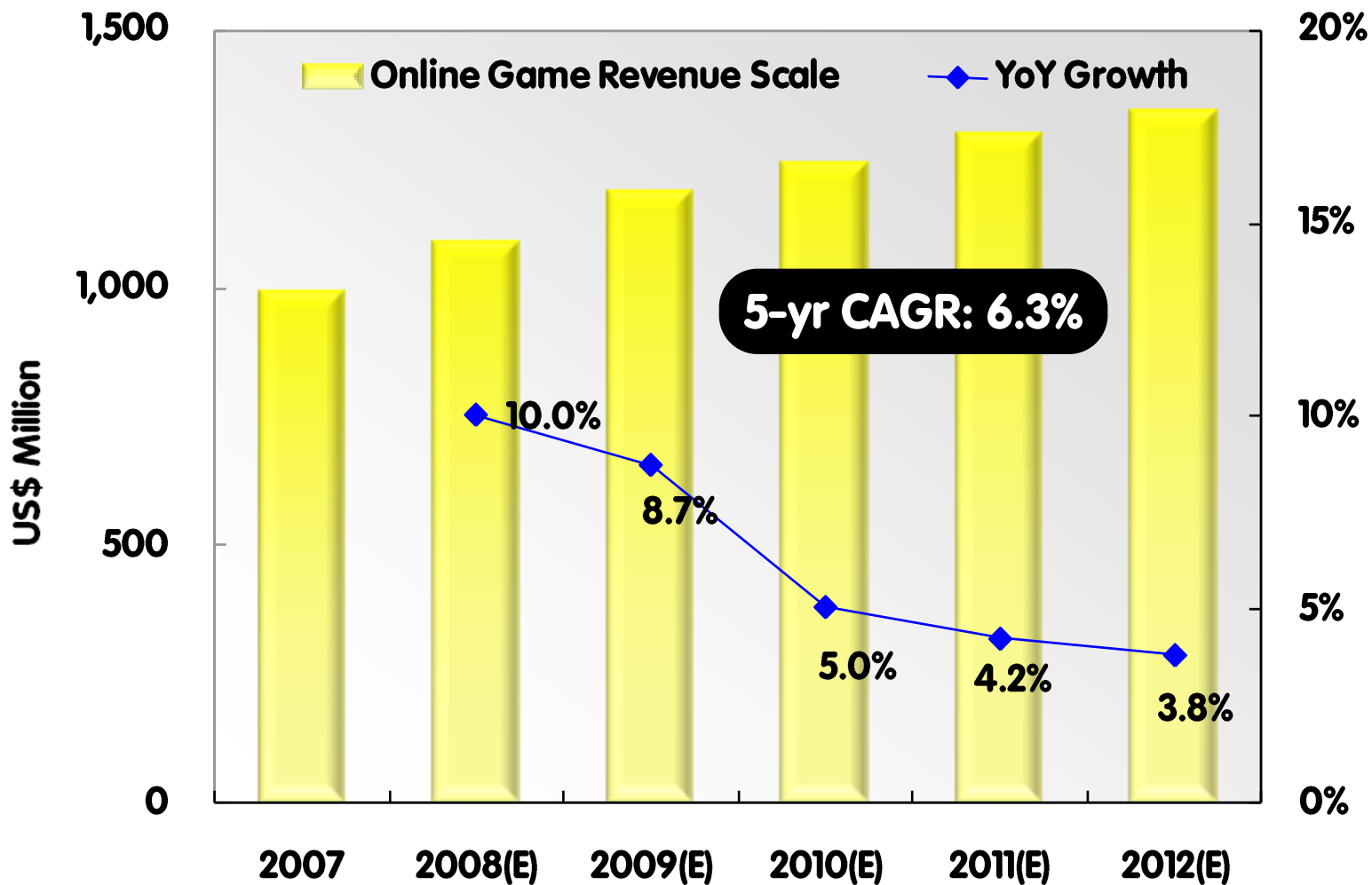


2007 2008(E) 2009(E) 2010(E) 2011(E) 2012(E)

Source: IDC (2008)

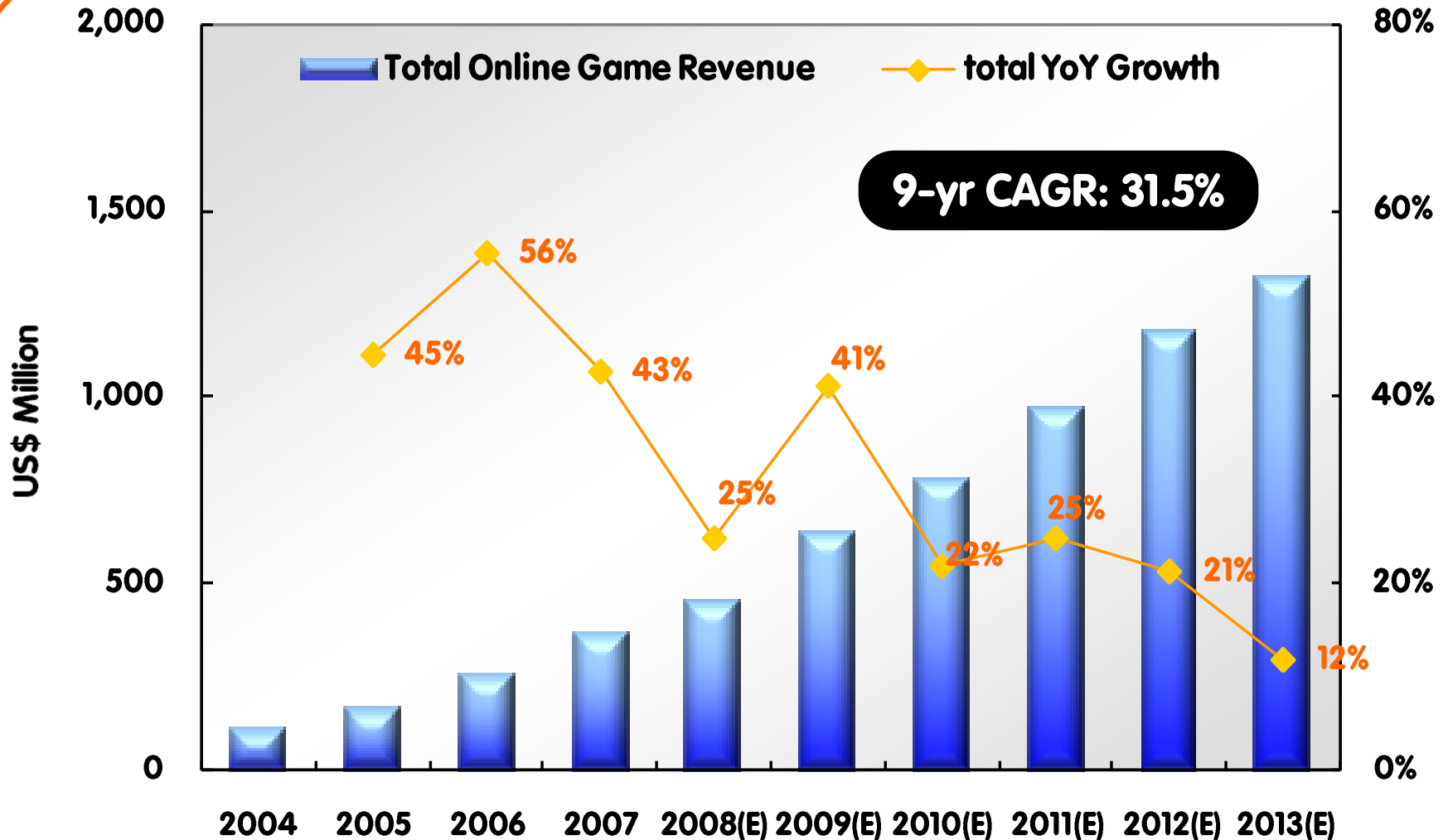
Korea Market

Korea Online Game Market Scale



Source: IDC (2008)

Japan Market



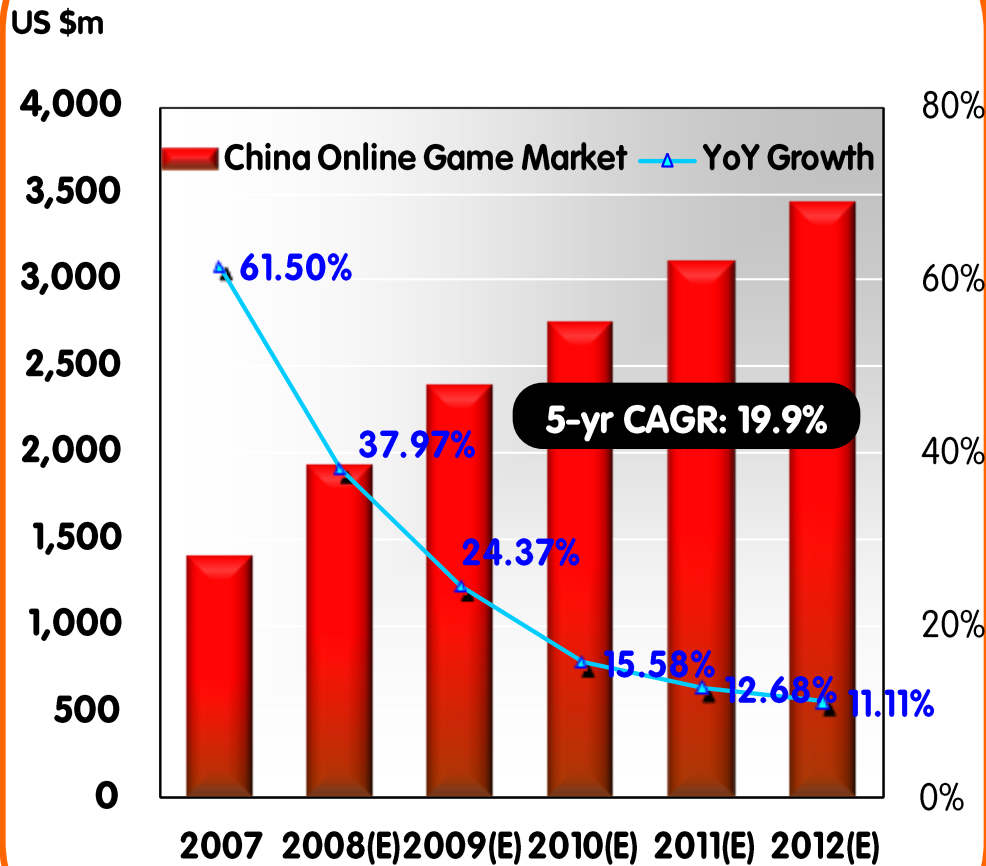
Source: DFC Intelligence (2008)

* The survey excluded the game revenues created by communication devices such as mobile

China Market

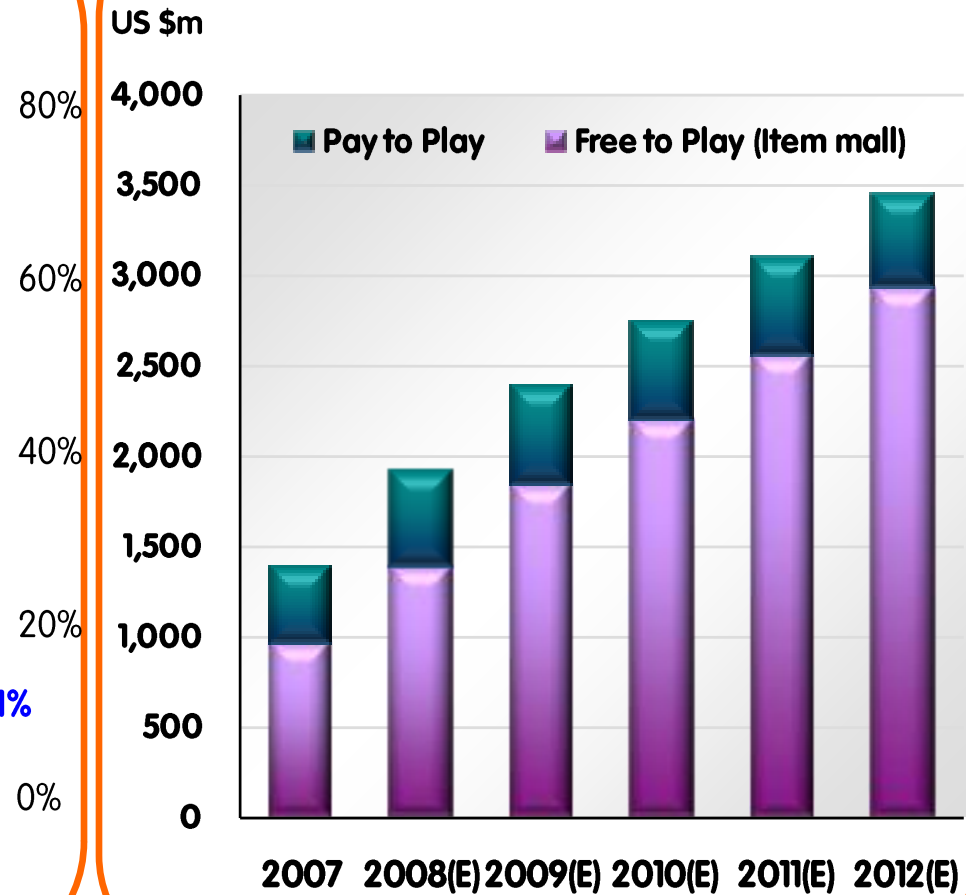


China Online Game Market Scale



Source: IDC (2008)

Revenue by Payment Model

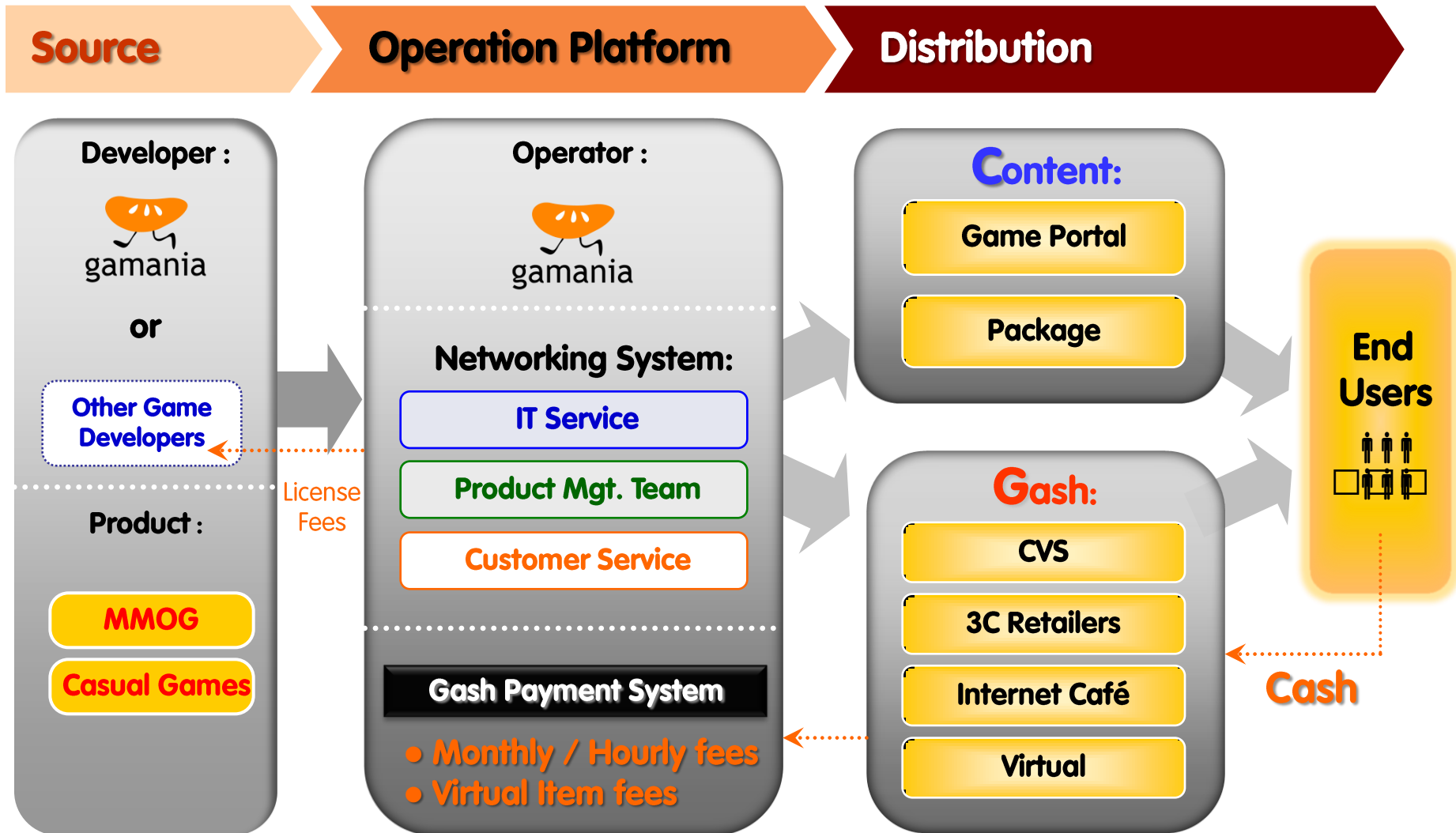


Source: IDC (2008)



Operating Performance

Business Model



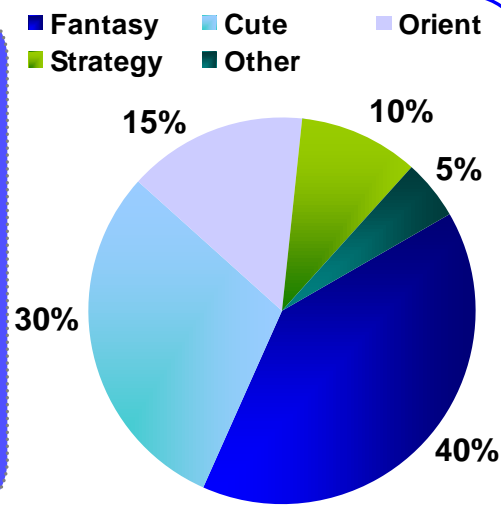
Game Titles



MMO

Lineage (NCsoft)	Holy Beast (Easy Fun)	Millennium Promise (Youxiland)
Gersang (Joyon)	Fantasy Earth Zero(SquareEnix)	SianMoDao (Alibangbang)
Laghaim (Nako)	Tales Weaver (Nexon)	Chi bi (Perfect World)
N-age (Cedar)	R2 (NHN)	THOS (Aramaru)
Mabinogi (Nexon)	Bright Shadow (Gamania)	Pandora Saga (GonzoRosso)
Maple Story (Nexon)	TianJi (Ferry Game)	Xin Sian (Pixel Soft)
Dream of Mirror (Softstar)	Zodiac (Playcoo)	

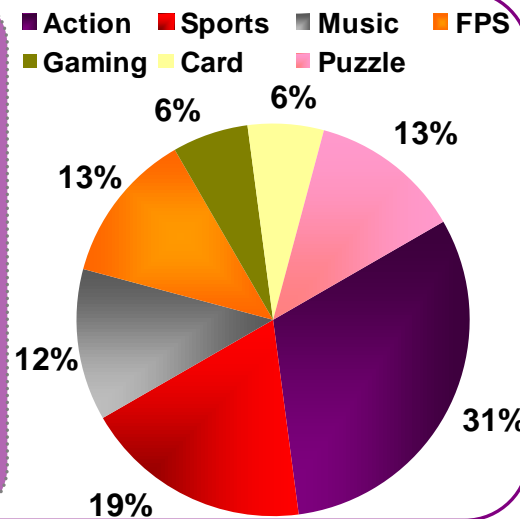
Total 20 titles



Casual

Heat Project (Doobic)	Glanding-Gaming Platform	Tales of Heroes (Winking)
Getamped (CyberStep)	Art of War (GNI & Gamania)	Kuso Party-Social Platform
Super Rich (Gamania)	Groove Party (Hanbit Soft)	
Grand Chase (KOG)	CounterStrike (Valve/Nexon)	
Crazy Arcade BnB (Nexon)	Slugger (Neowiz)	
Dancing (9you)	Alteil (Gamepot)	
Kart Rider (Nexon)	Atrix (NCsoft)	

Total 16 titles

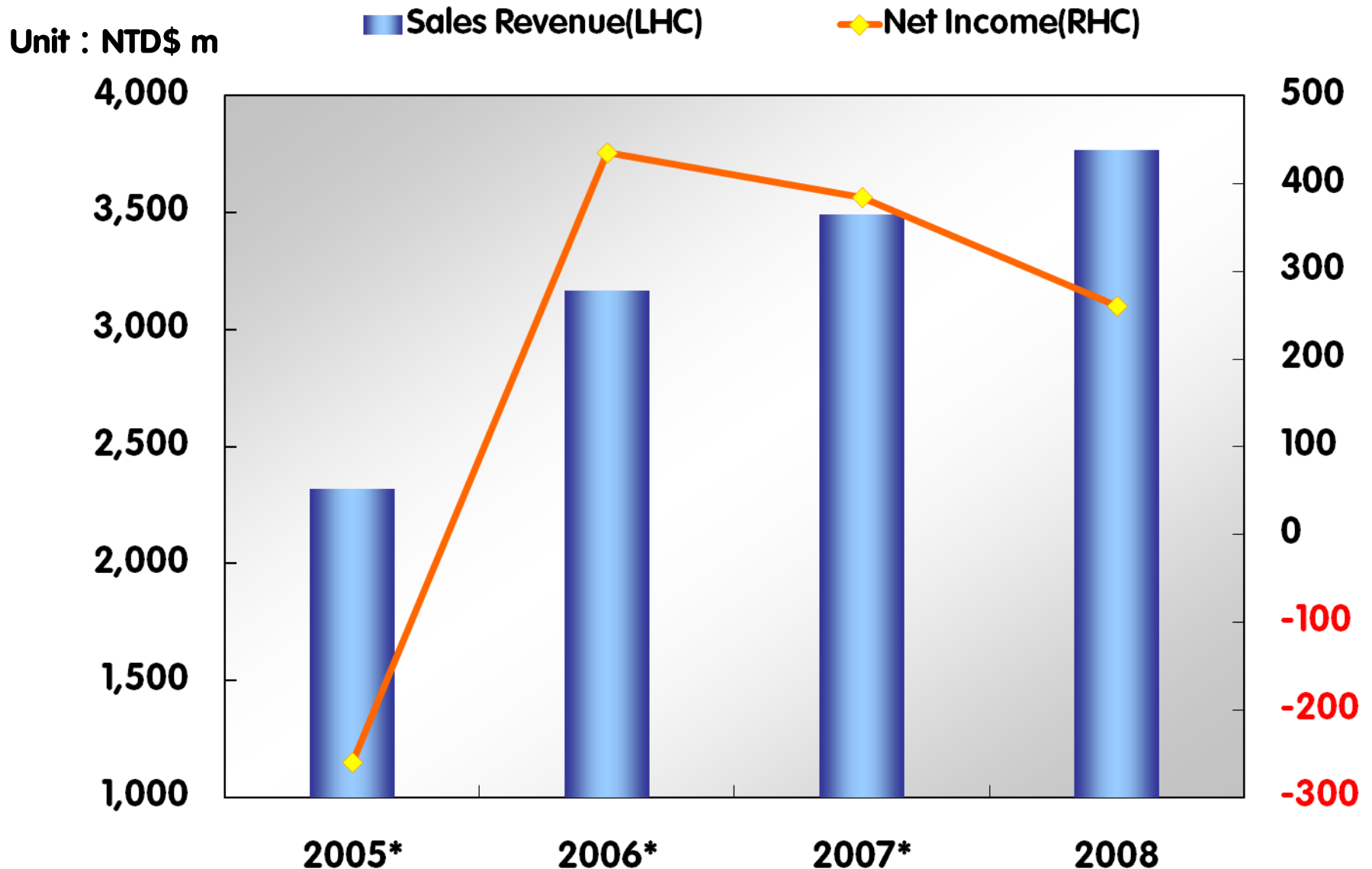


■ Titles with Revenues over \$50m
■ Titles with Revenues between \$10m ~\$50m
■ Name Titles developed or co-developed by Gamania Group



Earnings Review

Consolidated Results of Gamania Group



Note: Exclude NC Taiwan's contribution in revenue from FY05 to FY 07



Investment Highlights

Corporate Strategy

Penetration

Diversify game titles to attract more users

Vertical

Enhance R&D to design quality titles

Horizontal

Superior results in Japan & HK, target China & Westerns next

**Diversifica-
tion**

Create new application of digital entertainment



Q & A Time





Have a good GAME!