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探索歡樂的無限可能

6180:TT
March 2014



簡報大綱

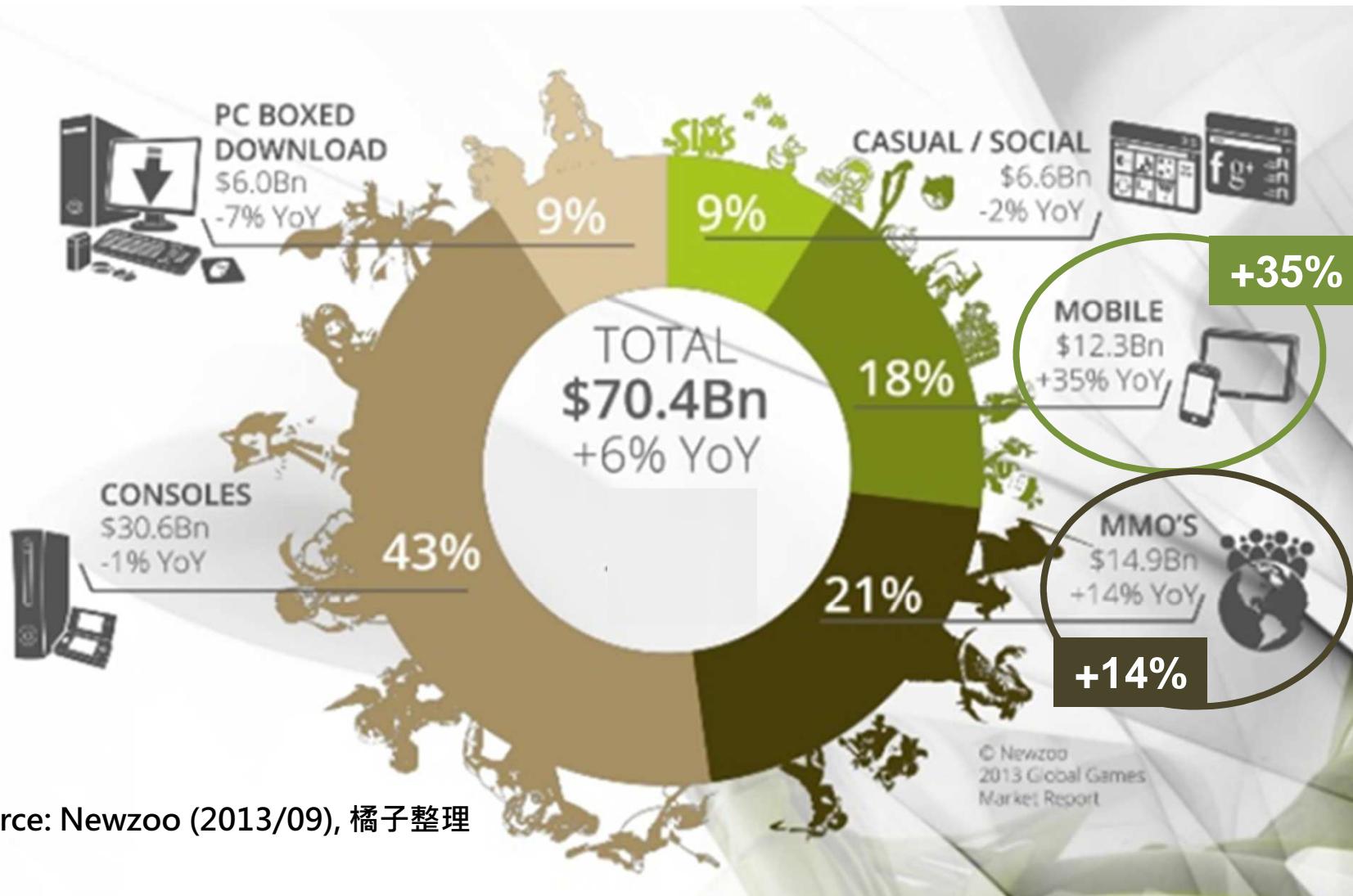
- 全球遊戲市場
- 公司概況
- 營運動能



全球遊戲市場



2013年全球遊戲市場規模704億美元 Mobile成長動能最佳，MMOs次之



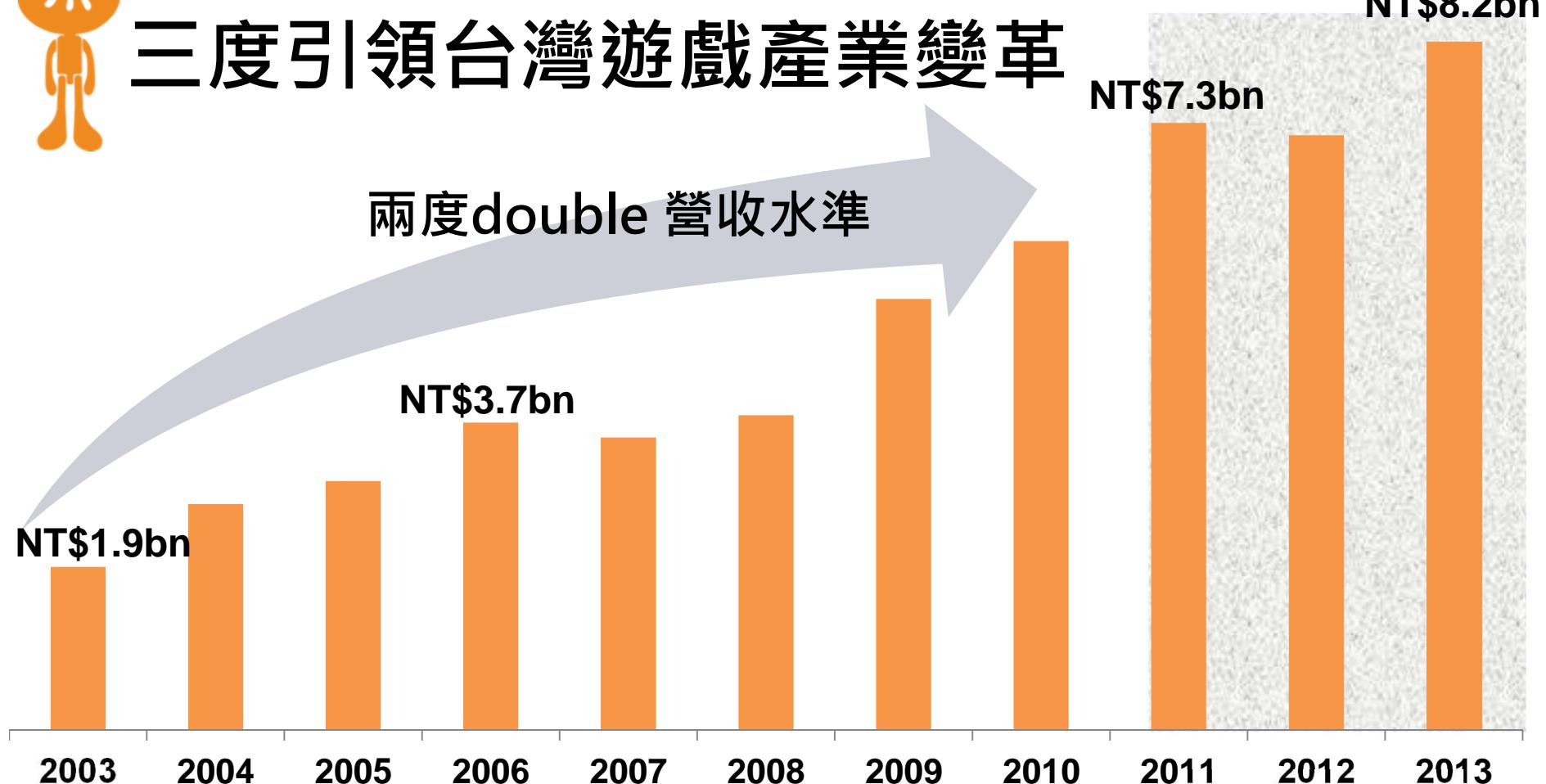
Source: Newzoo (2013/09), 橘子整理

公司概況





三度引領台灣遊戲產業變革



天堂 2000

1. Offline → Massive Multiplayer Online (MMO)

2. Paid → Free to Play (F2P)

3. Diversified Genres



2013年營收歷史新高 轉虧為盈

- Diversified revenue combinations
- Efficient cost/expense management

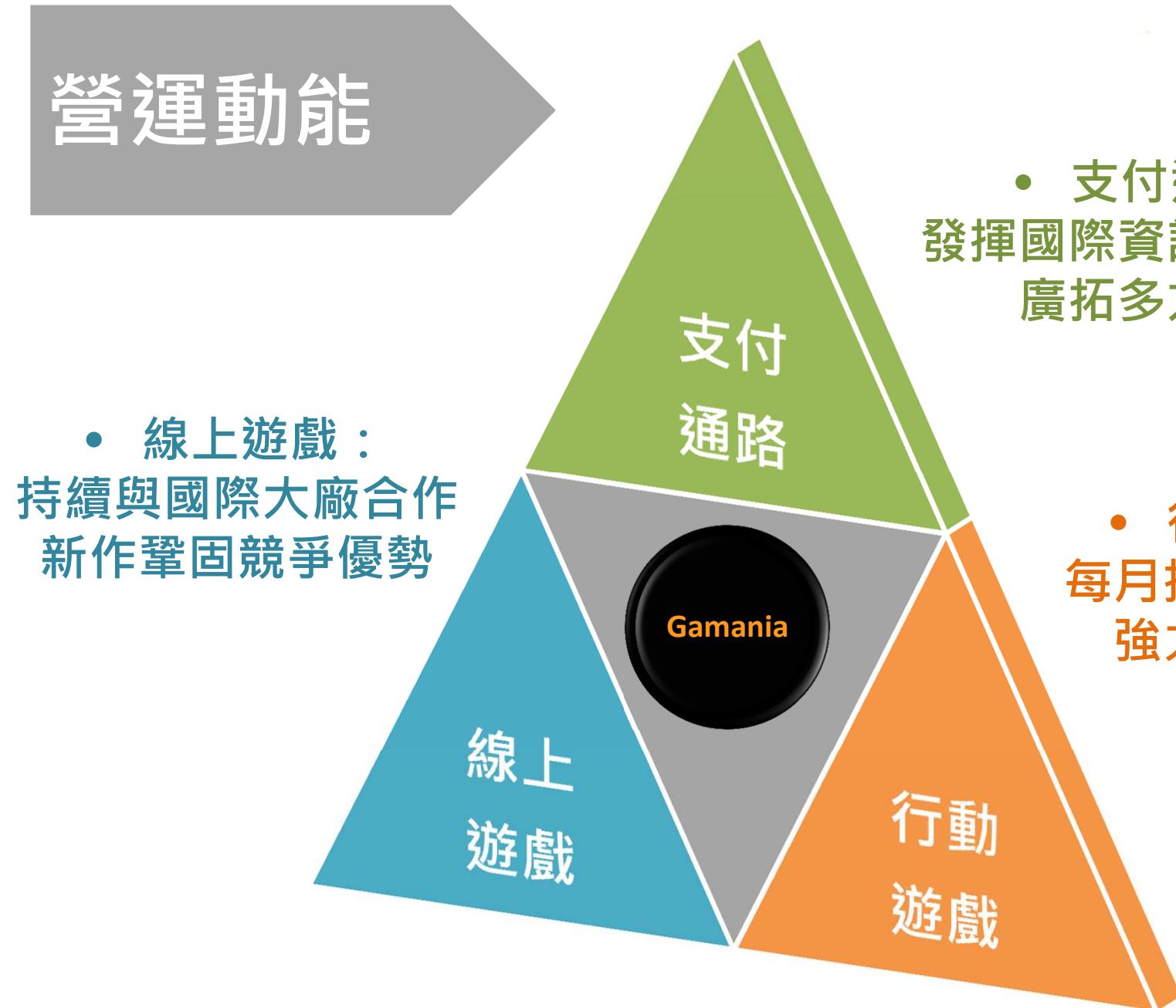
NT\$M	2013	2012	YoY
營業收入	8,238	7,187	15%
營業利益	172	(153)	+
稅後淨利	74	(327)	+
EPS (NT\$)	0.47	(2.08)	+



遊戲橘子集團
累積 & 蛻變

能動運動營





豐富多元的遊戲排程

		1Q14	2Q14	3Q14	4Q14
New Launches	PC Online	天堂 免服	夢幻之星2	1款	1款
	Mobile	New game release every month			
Major Content Updates	PC Online	Lineage Maple CSO		Lineage Maple CSO	



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台灣大哥大



遠傳



Q & A

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