

X-Legend Entertainment Co., Ltd. Investor Conference, 2018

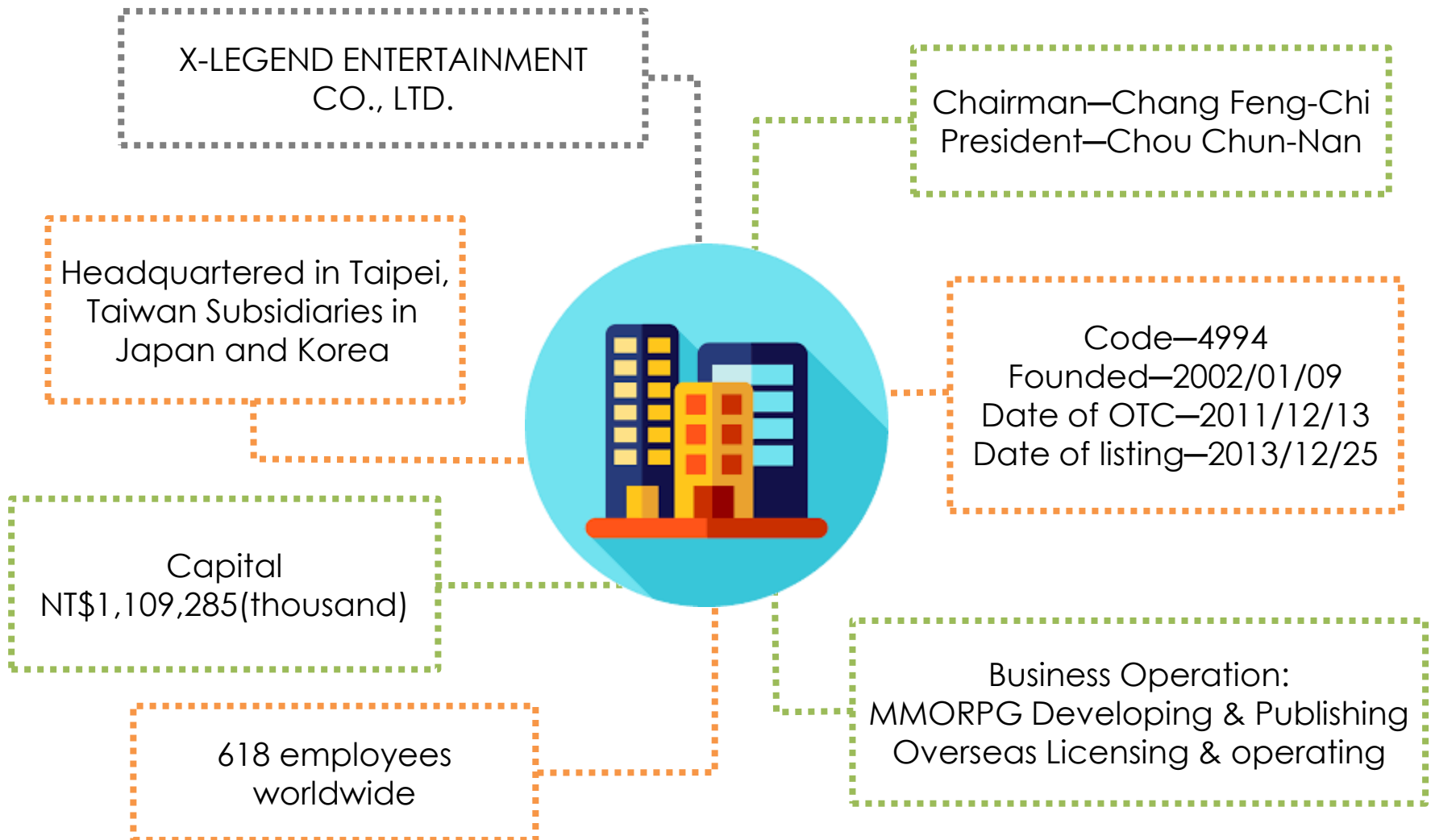
President: Chou Chun-Nan
2018/12/12

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- ✓ **Company Overview**
- ✓ **Market Overview**
- ✓ **Operating Results**
- ✓ **Prospects**



Company Overview





Self-development

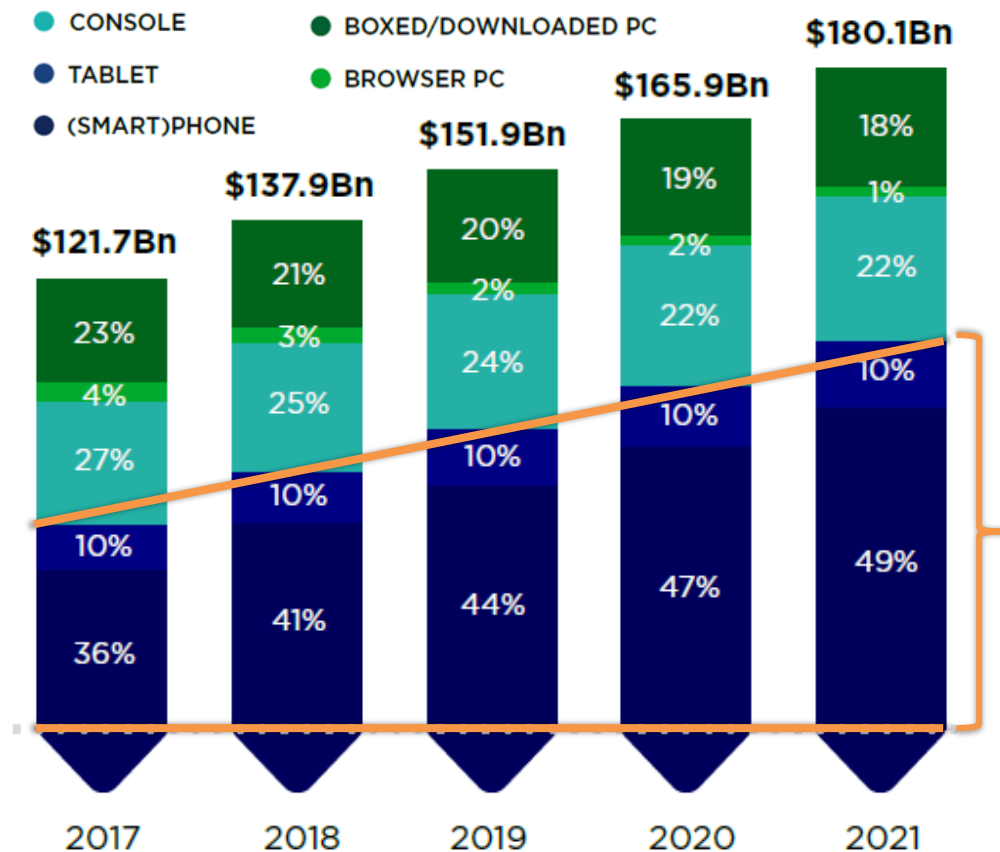


IP licensing



Market Overview

1、Mobile games still going mainstream (TABLET + SMART PHONE)

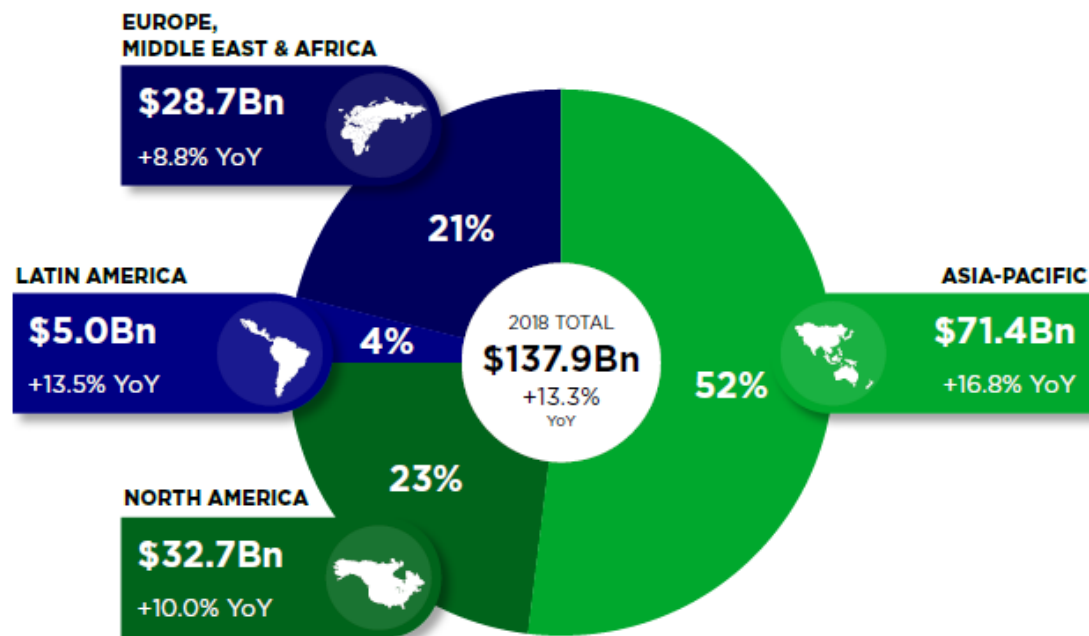


The online game scale amounted to US\$137.9 billion in 2018— mobile games take up 51%.

At 2021, the ratio will reach to... **59%**

Source : Newzoo, 2018 Global Games Market Report, April 2018

2、Asia-Pacific, the biggest share in game market



In 2018, APAC's online game scale amounted to US\$71.4 billion, with a ratio of **52%**

Source : Newzoo, 2018 Global Games Market Report, April 2018

3、Taiwan's Role in Asia-Pacific

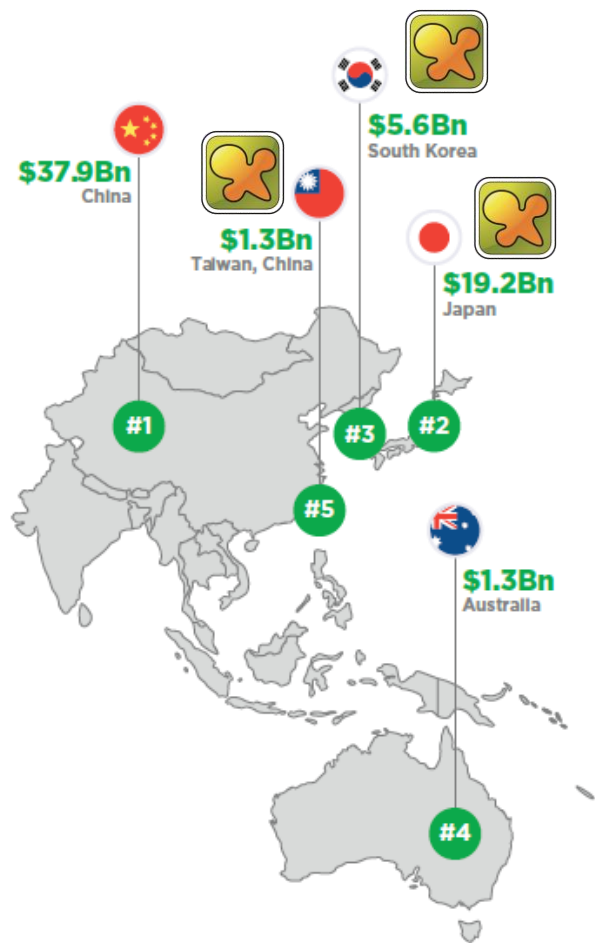
RANK	COUNTRY	POP. (M)	ONLINE POP. (M)	TOTAL REVENUES (\$M)
1	CHINA	1,415	850	\$37,945
2	UNITED STATES	327	265	\$30,411
3	JAPAN	127	121	\$19,231
4	SOUTH KOREA	51	48	\$5,647
5	GERMANY	82	76	\$4,687
6	UNITED KINGDOM	67	64	\$4,453
7	FRANCE	65	58	\$3,131
8	CANADA	37	34	\$2,303
9	SPAIN	46	39	\$2,032
10	ITALY	59	40	\$2,017
11	RUSSIAN	144	113	\$1,669
12	MEXICO	131	86	\$1,606
13	BRAZIL	211	142	\$1,484
14	AUSTRALIA	25	23	\$1,269
15	TAIWAN	24	20	\$1,268
16	INDIA	1,354	481	\$1,169
17	INDONESIA	267	82	\$1,130
18	TURKEY	82	53	\$878
19	SAUDI ARABIA	34	26	\$761
20	THAILAND	69	38	\$692

Taiwan's online game scale amounted to US\$1.268 billion in 2018.

Rank **15th** in the world

Source : Newzoo, 2018 Global Games Market Report, April 2018

3、Taiwan's Role in Asia-Pacific

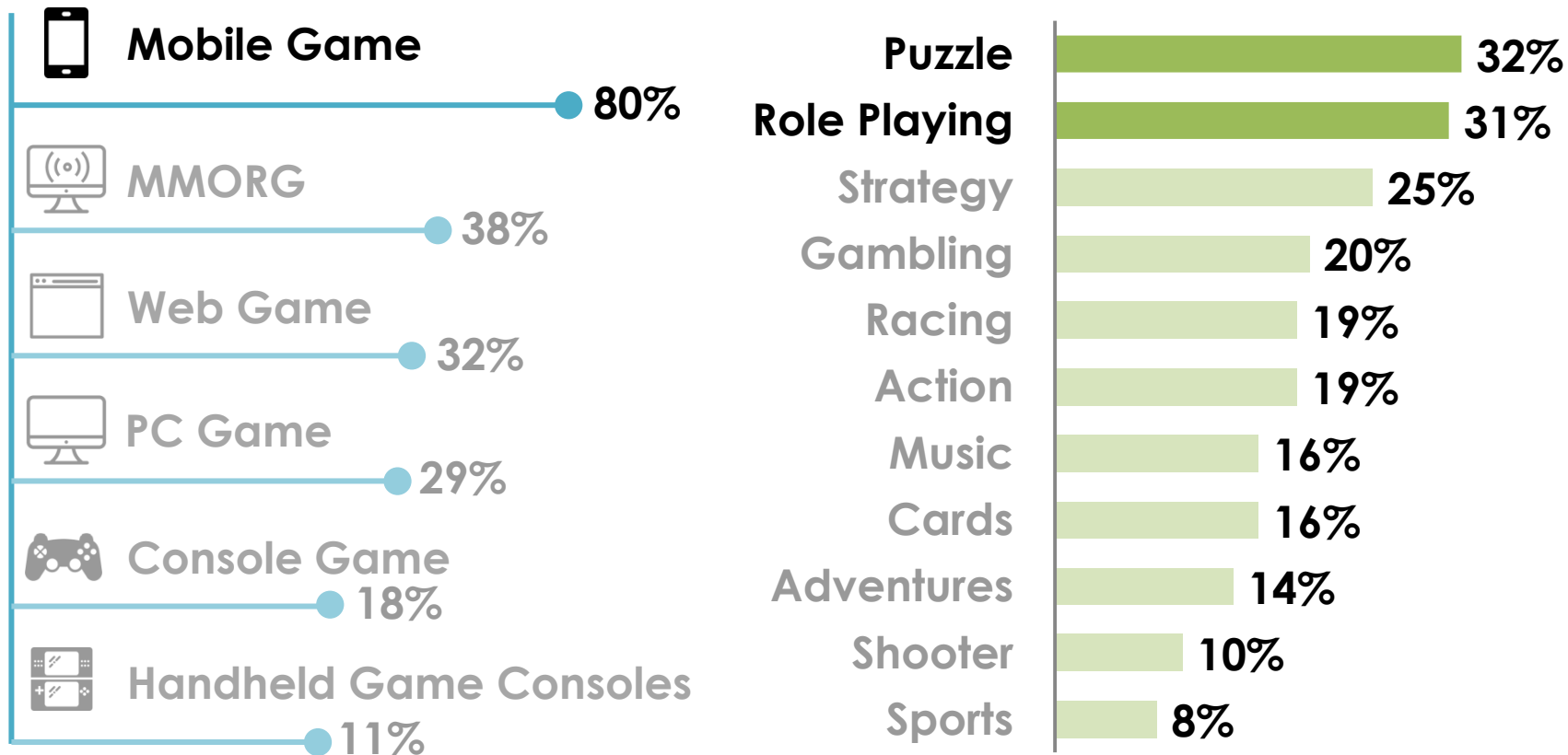


Taiwan's online game scale amounted to US\$1.268 billion in 2018.

Rank **5th** in APAC

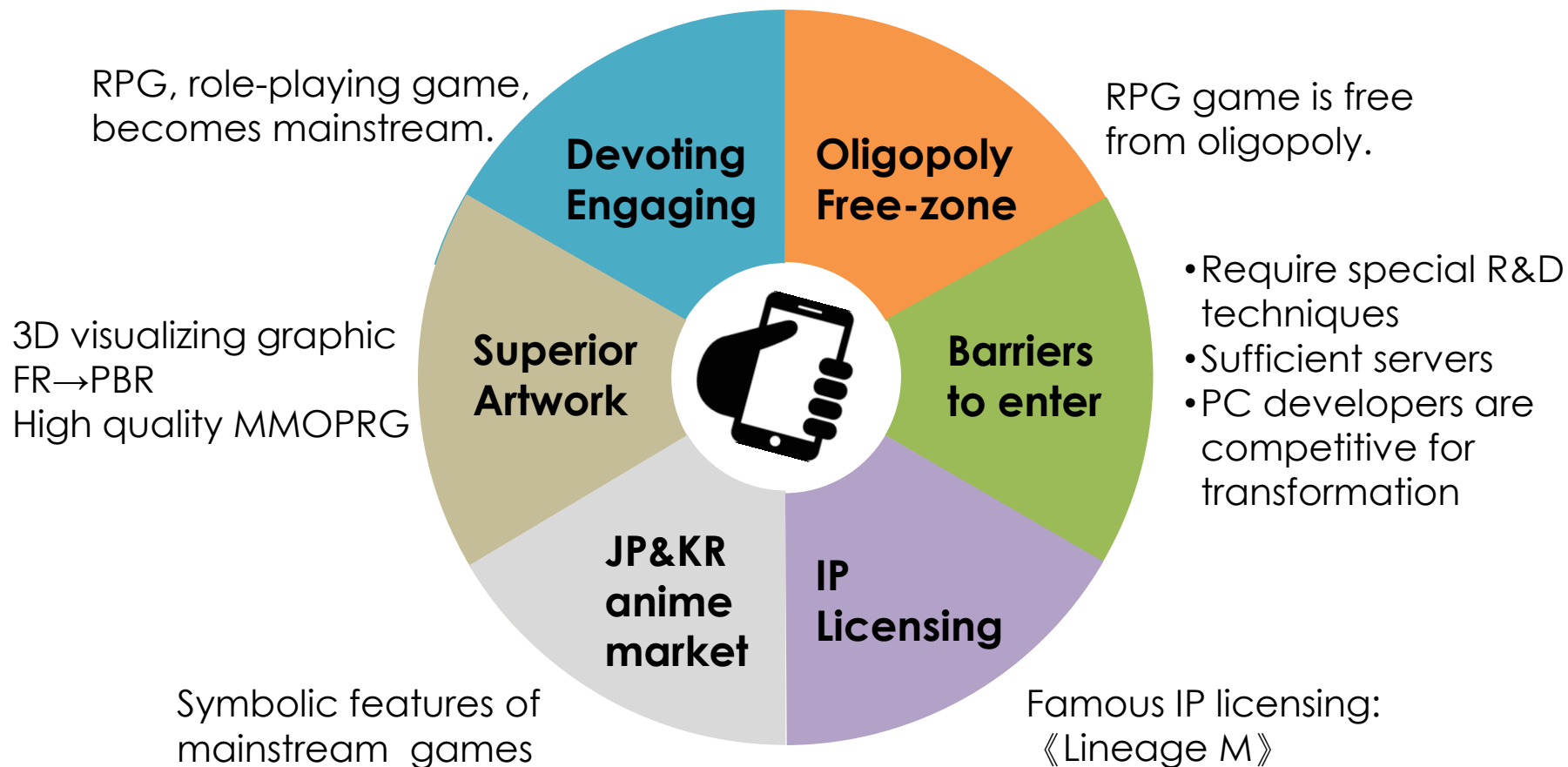
Resource : Newzoo, 2018 Global Games Market Report, April 2018

4、Most Taiwanese mobile gamers preferring puzzle games and role playing games



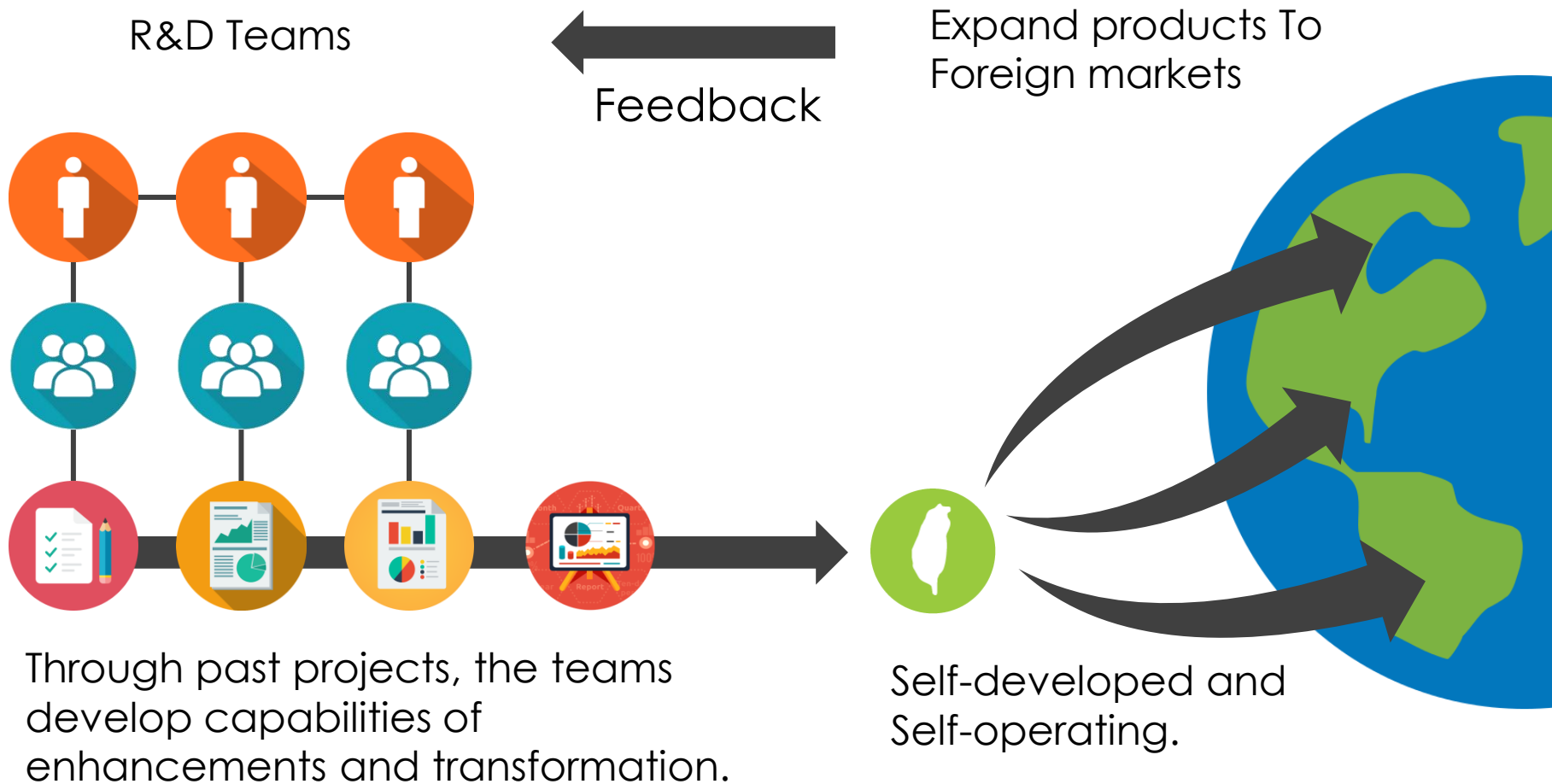
Resource : Yahoo, 2017 Yahoo Game Search, July 2017

Trends in Taiwan's Mobile Game Market



Operating Results

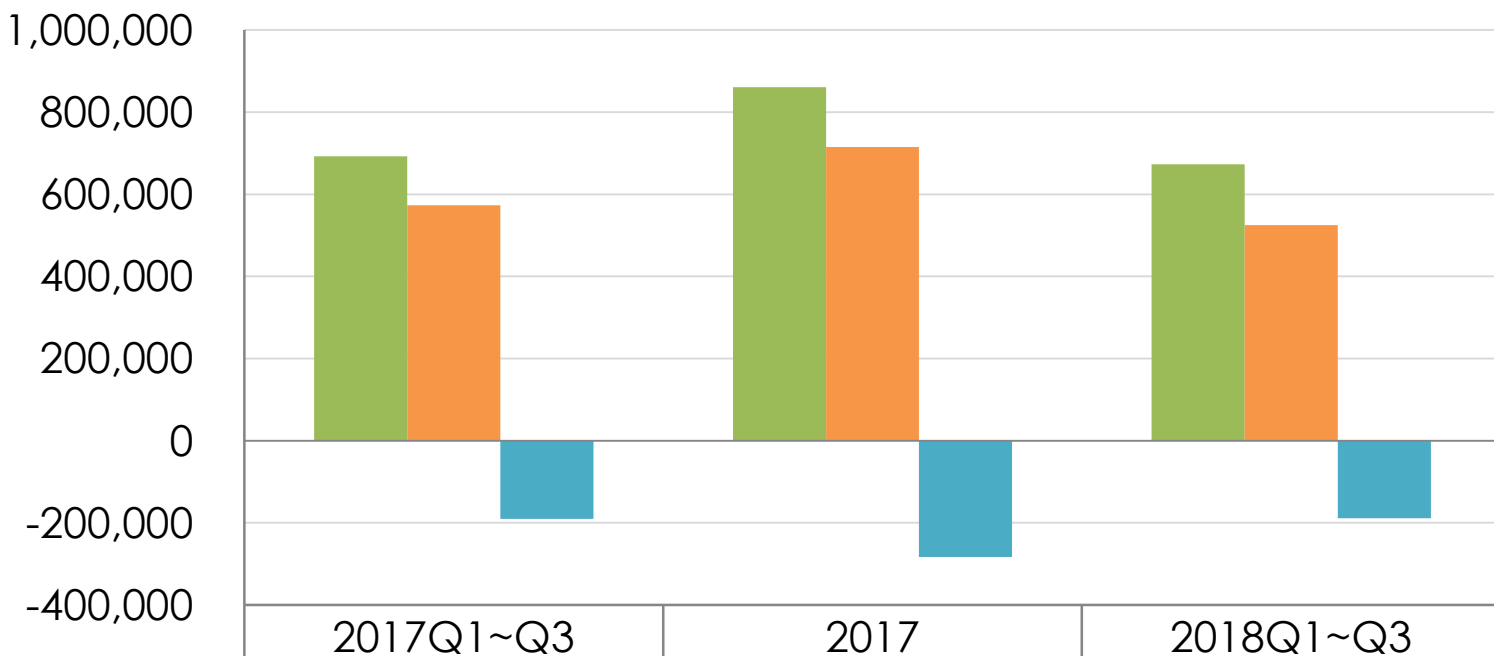
Operating Strategies



Financial Condition



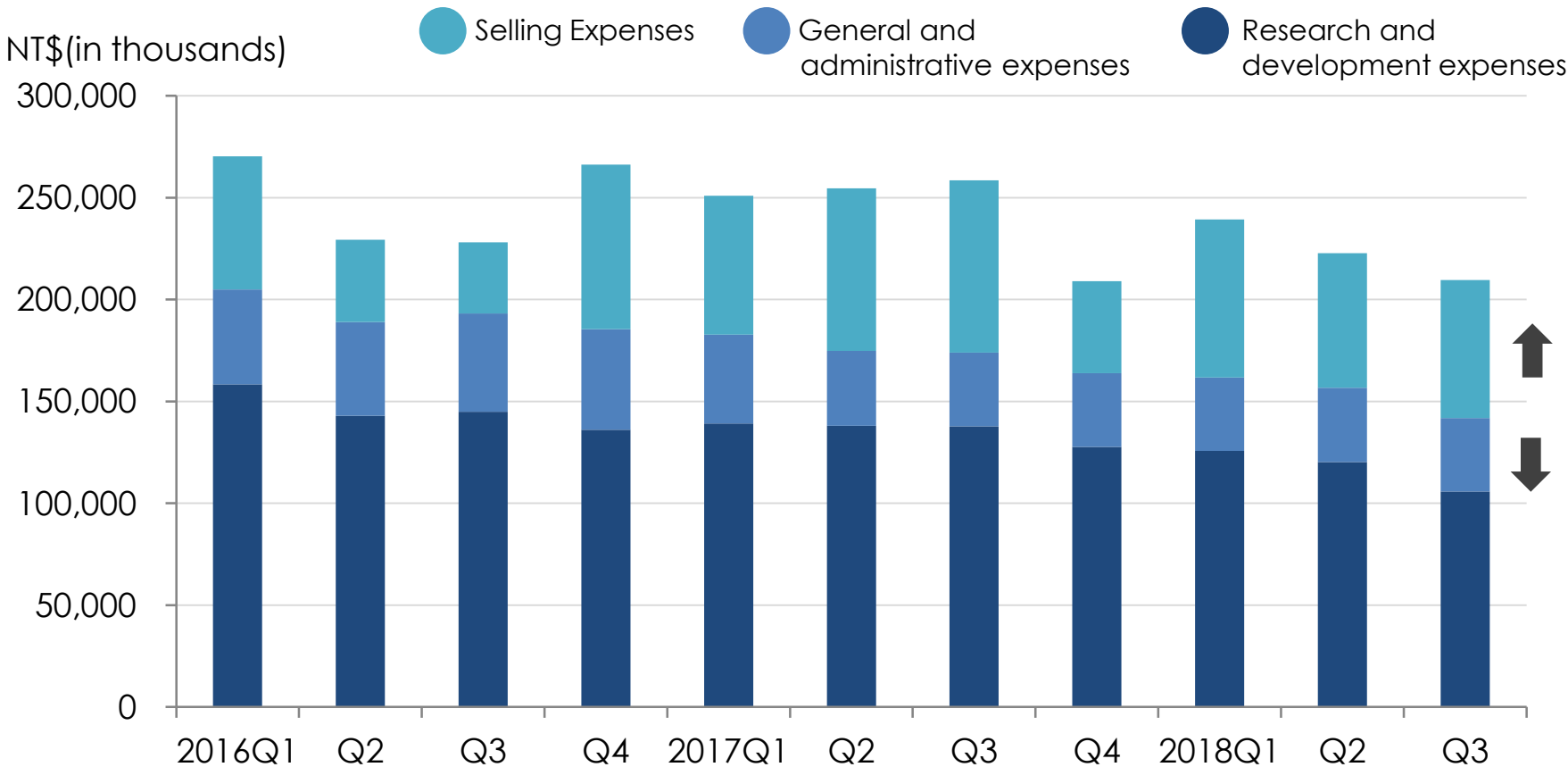
NT\$(in thousands)



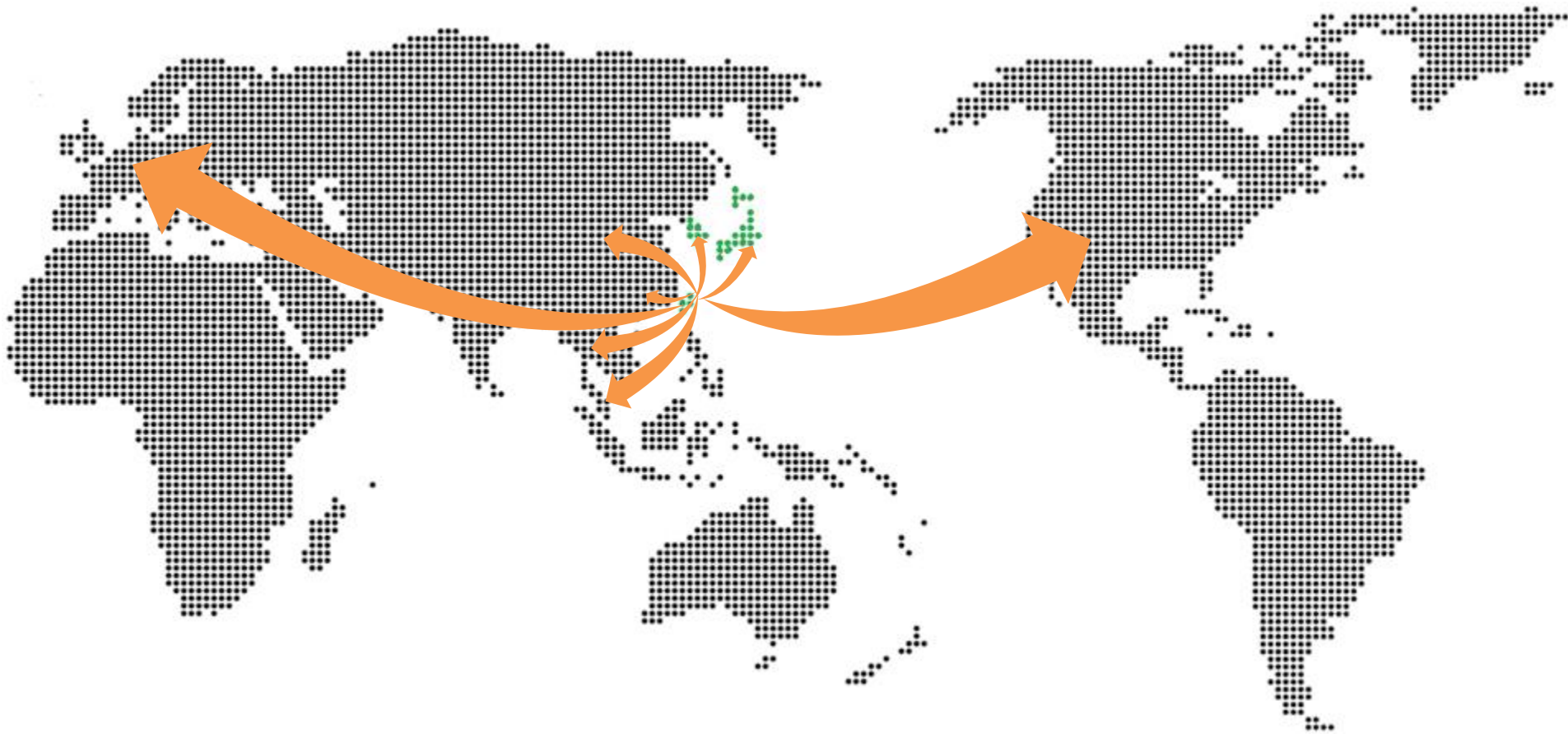
	2017Q1~Q3	2017	2018Q1~Q3
Net Sales	692,213	860,981	672,850
Operating Income	573,148	714,801	524,868
Net Income (Loss)	-190,733	-283,150	-188,736

Operating Expense in recent years

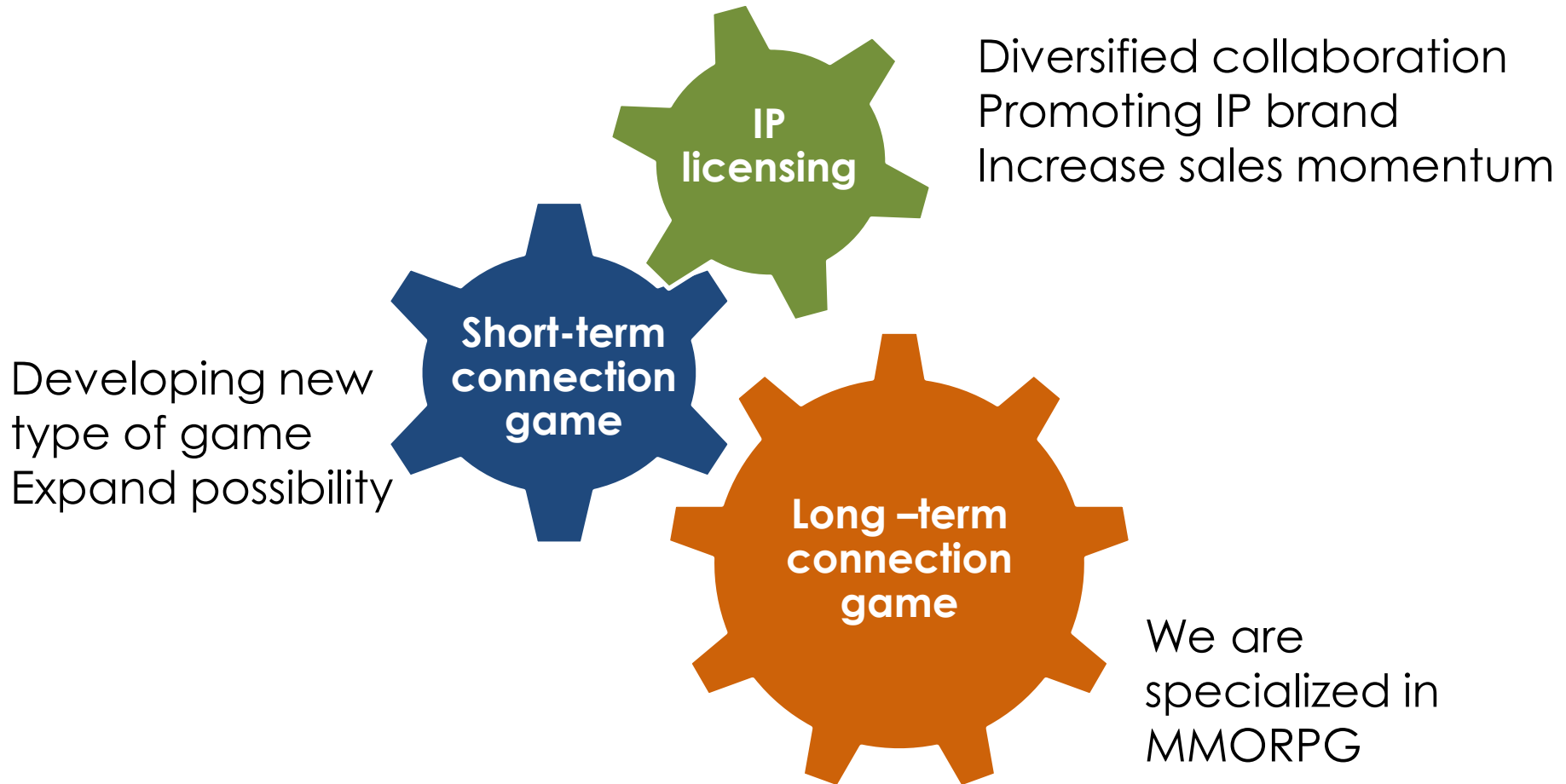
Continuous R&D/ Increase publicity/ Austerity



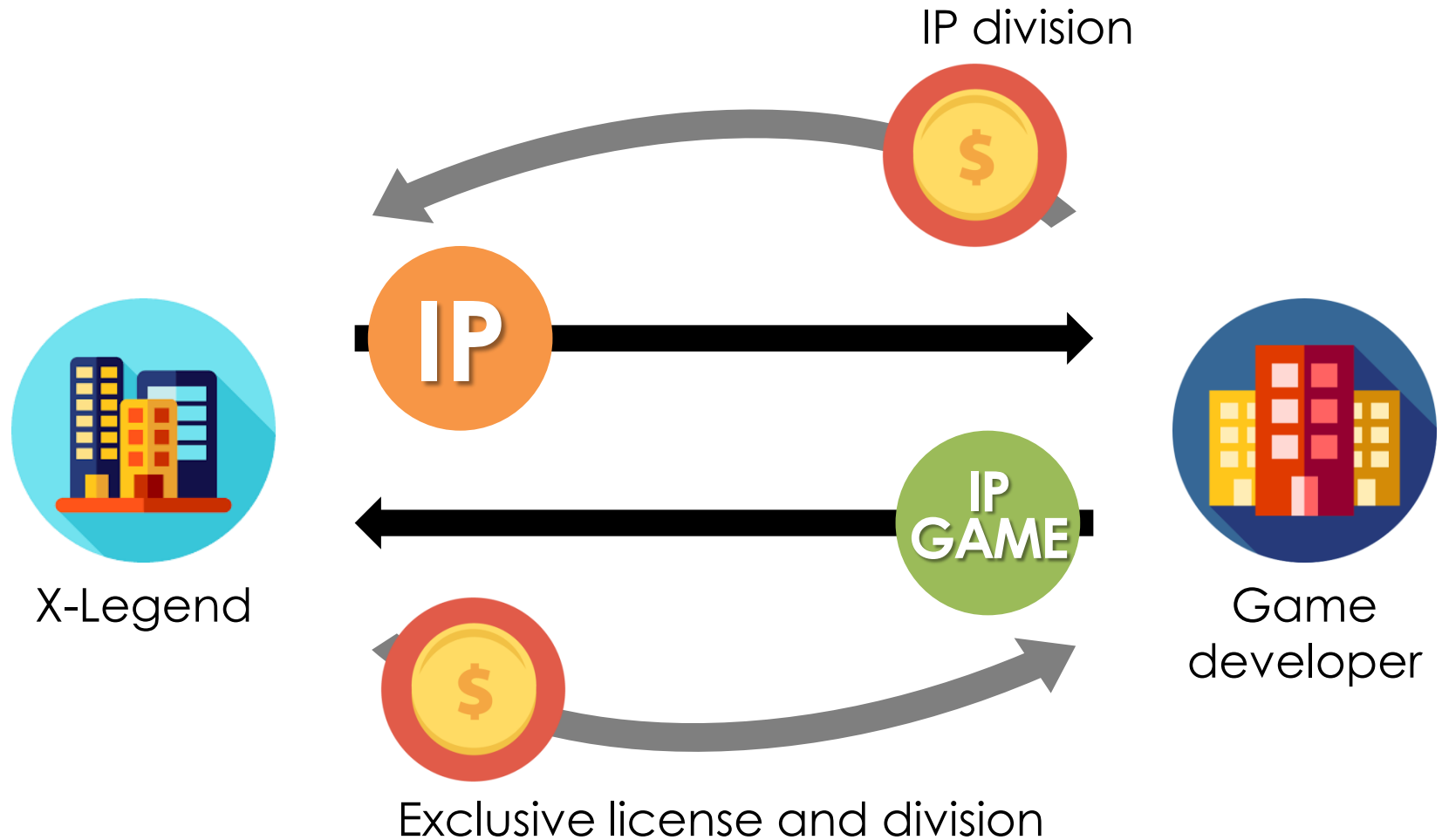
Global X-Legend



Short-term planning



IP Licensing Development Model



Mobile Games

Items	Self-development				IP licensing	
	Aura Kingdom	Grand Fantasia	Astral Realm	Time pact	Aura Kingdom R	Laplace M
Released	2016/11/01	2017/03/07	2017/08/15	2018/02/27	2018/08/14	2018/12/04
Category	MMORPG	Strategic cards	MMORPG	Strategic cards	MMORPG	MMORPG
Accumulated downloads within 3 months	650,000↑	300,000↑	300,000↑	100,000↑	200,000↑	-
Self-Operated	TW/HK/EN	TW	TW/EN	TW	TW/HK	TW/HK
Authorized	JP/KR/TH	HK	HK/JP/KR/TH	HK	-	-
Awards	Aura Kingdom : Golden award of Self-Developed and top 10 mobile game in 2017– Game Star Astral Realm : Best game of 2017- Google Play HK					

Business Partners



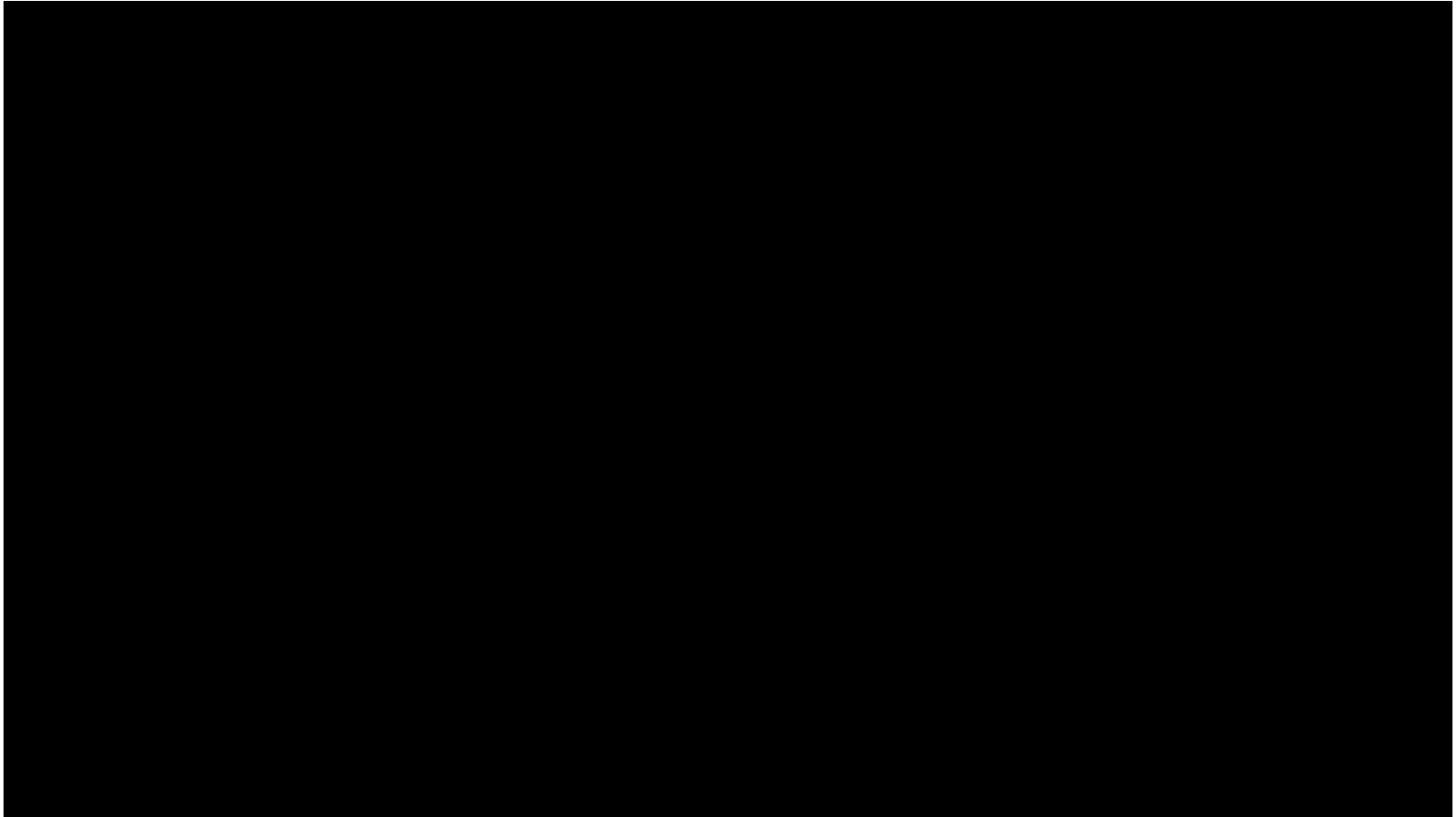
Prospects

Schedule of Self-developed Projects

● Self-development ● IP-Self development

Project code	2018	2019	
	Q3-Q4	Q1-Q2	Q3-Q4
M12 (zh-tw)			
UG			
G1			
M12EN			
Laplace M			

Laplace M



M12 (Traditional Chinese)



Competitive Adv. And Prospects



- ✓ Experienced R&D Teams
- ✓ Enhance engine capability and exceed
- ✓ Localization and marketing skills



- ✓ Self-owned IP recreation and utilization
- ✓ Level-up R&D
- ✓ Provide high quality of service—lead to build a professional game brand

Q & A