

X-Legend Entertainment Co., Ltd.
Investor Conference, 2017

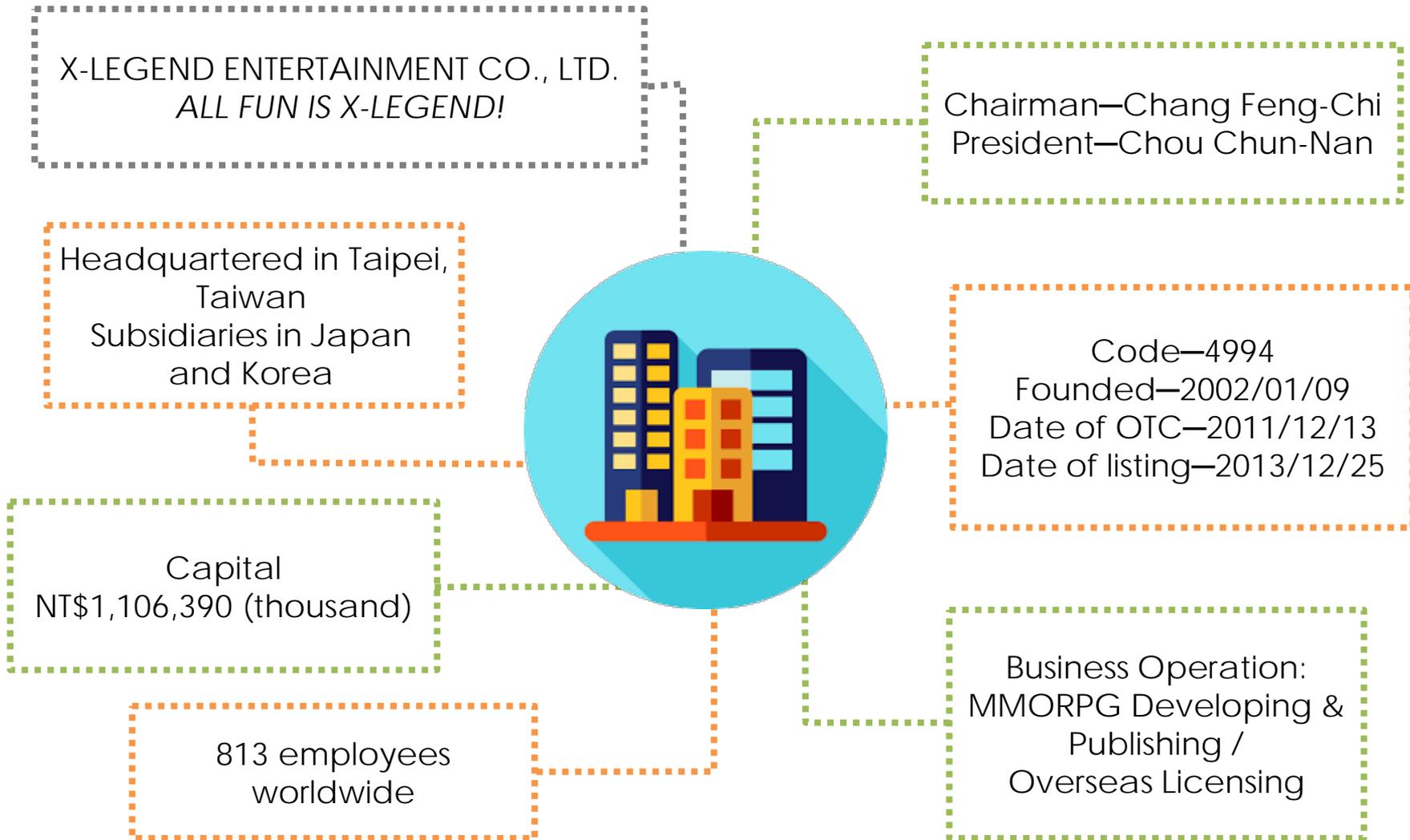
President: Chou Chun-Nan
2017/11/23

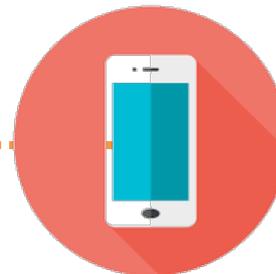
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1. Company Overview
2. Market Overview
3. Operating Results
4. Prospects



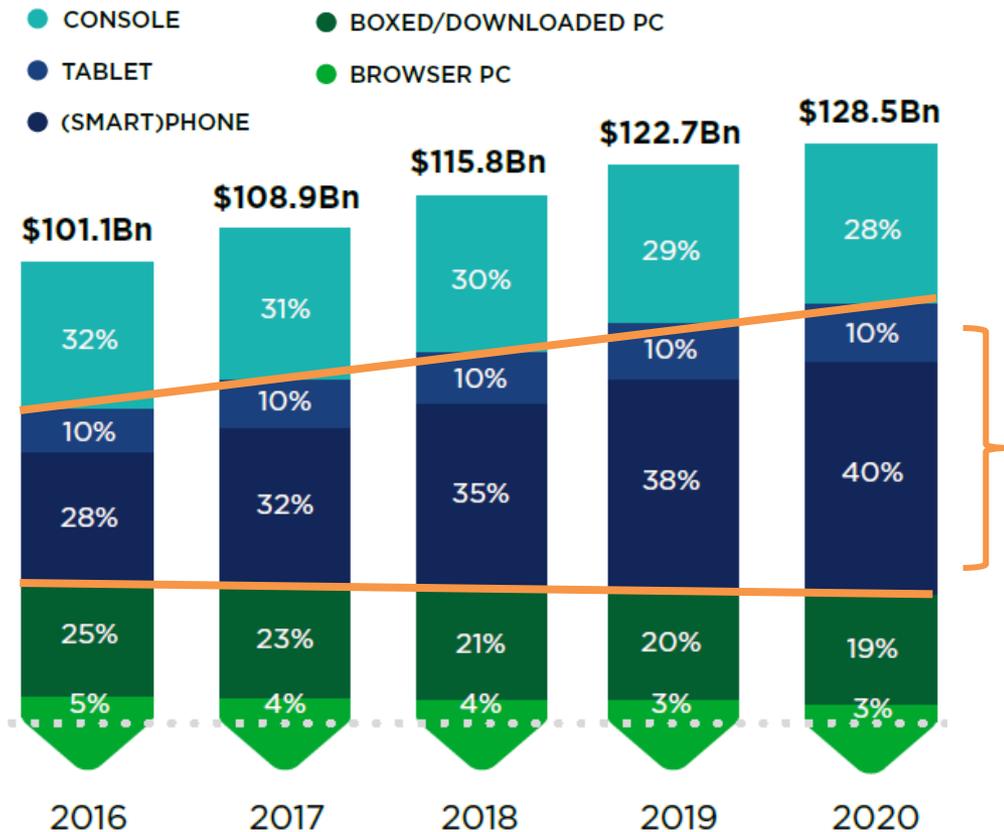
Company Overview





Market Overview

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



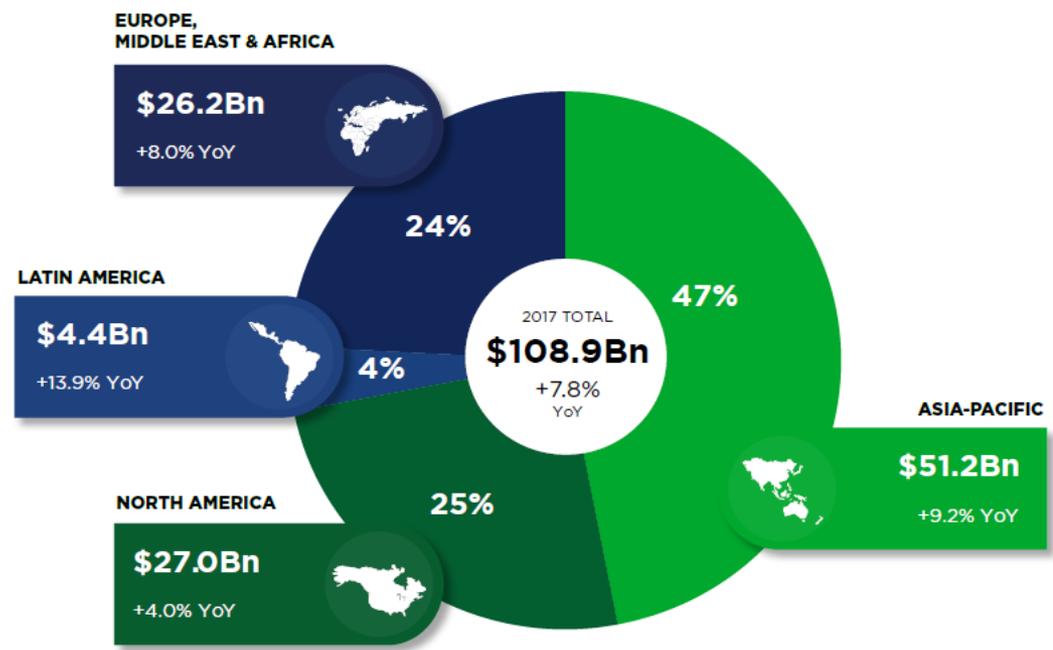
The online game scale amounted to US\$108.9 billion in 2017– mobile games take up 42%.

At 2020, the ratio will reach to...

50%

Source : Newzoo, 2017 Global Games Market Report, 2017 April

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



In 2017, APAC's online game scale amounted to US\$51.2 billion, with a ratio of **47%**

Source : Newzoo, 2017 Global Games Market Report, 2017 April

3、Taiwan's Role in Asia-Pacific

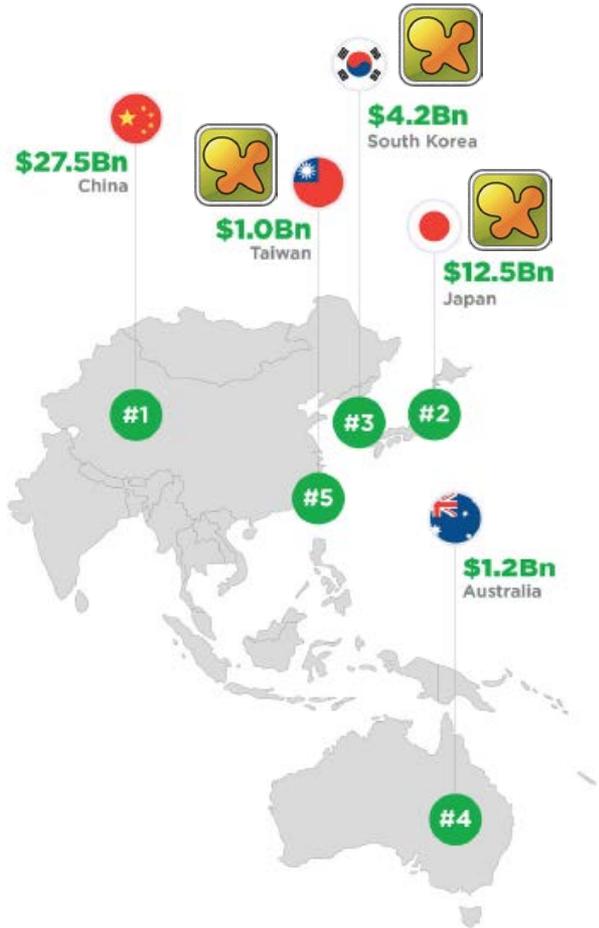
RANK	COUNTRY	POP. (M)	ONLINE POP. (M)	TOTAL REVENUES (\$M)
1	CHINA	1,388	802	\$27,547
2	UNITED STATES OF AMERICA	326	261	\$25,060
3	JAPAN	126	120	\$12,546
4	GERMANY	81	73	\$4,378
5	UNITED KINGDOM	66	62	\$4,218
6	REPUBLIC OF KOREA	51	47	\$4,188
7	FRANCE	65	57	\$2,967
8	CANADA	37	33	\$1,947
9	SPAIN	46	38	\$1,913
10	ITALY	60	43	\$1,875
11	RUSSIAN FEDERATION	143	113	\$1,485
12	MEXICO	130	84	\$1,428
13	BRAZIL	211	140	\$1,334
14	AUSTRALIA	25	22	\$1,234
15	TAIWAN	23	21	\$1,029
16	INDONESIA	264	72	\$880
17	INDIA	1,343	429	\$818
18	TURKEY	80	49	\$774
19	SAUDI ARABIA	33	25	\$651
20	THAILAND	68	32	\$597

Taiwan's online game scale amounted to US\$1.029 billion in 2017.

Rank **15th** in the world

Source : Newzoo, 2017 Global Games Market Report, 2017 April

3、Taiwan's Role in Asia-Pacific

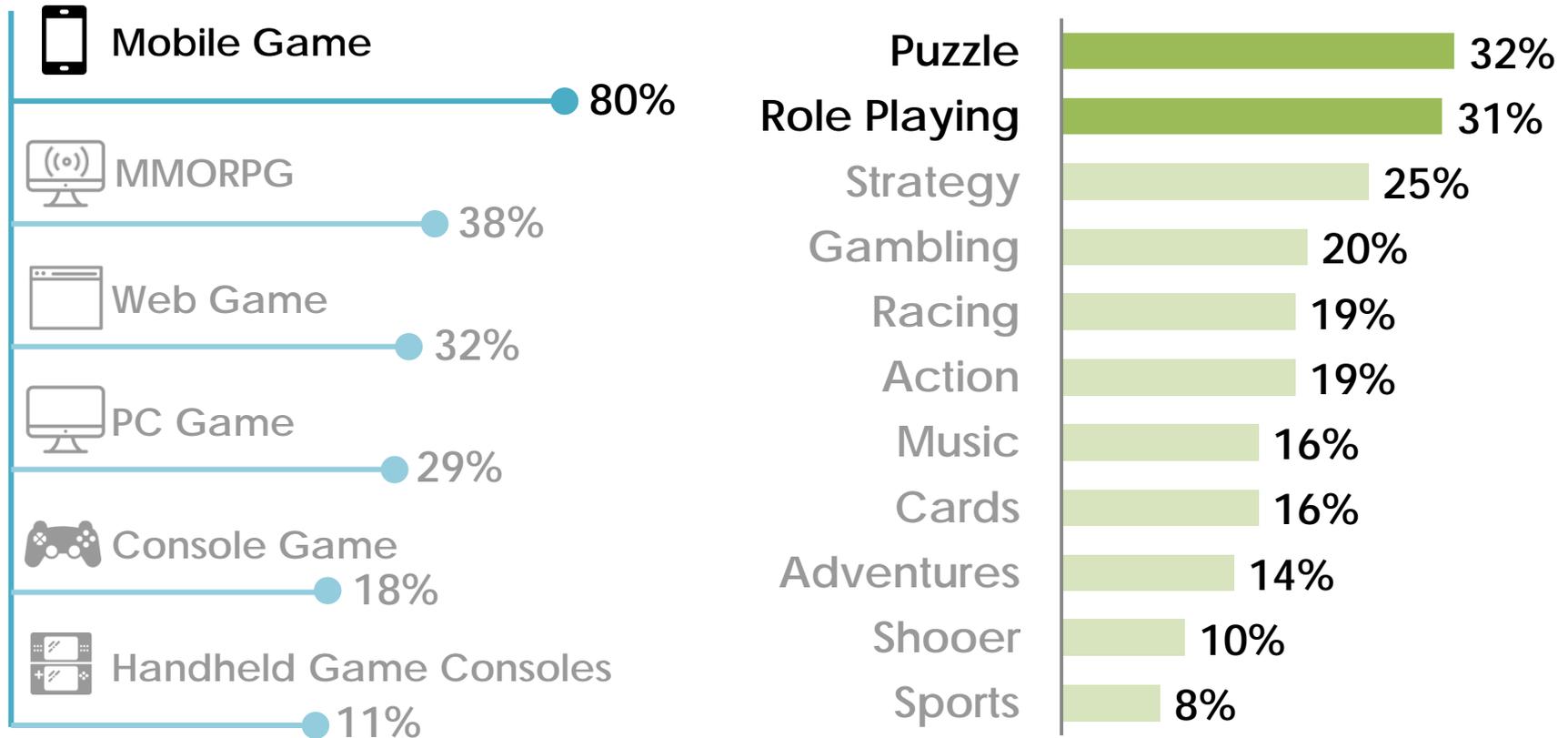


Taiwan's online game scale amounted to US\$1.029 billion in 2017.

Rank **5th** in APAC

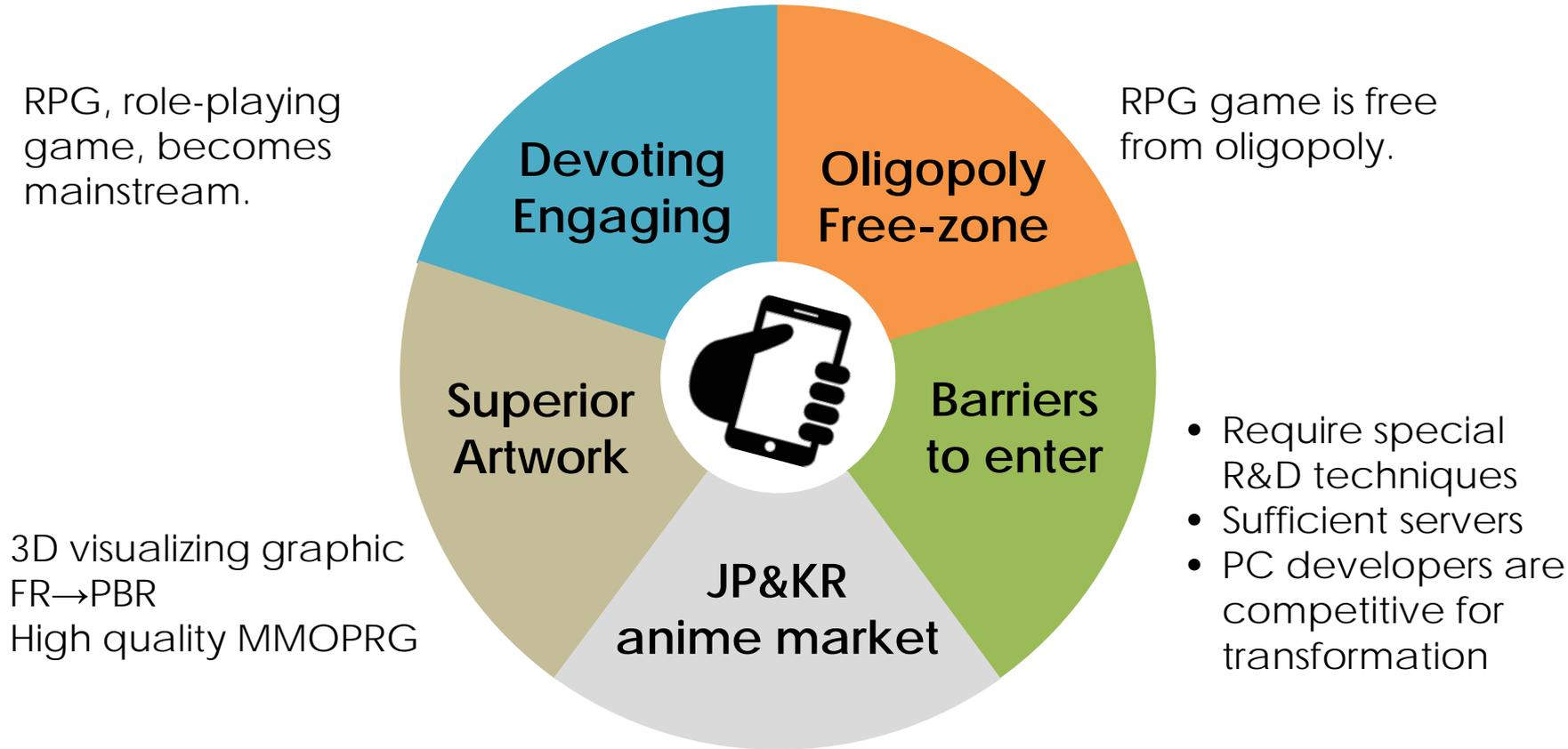
Source : Newzoo, 2017 Global Games Market Report, 2017 April

4、Most Taiwanese are mobile gamers who prefer puzzle games and role playing games.



Source : Yahoo, 2017 Yahoo Game Research, 2017 July

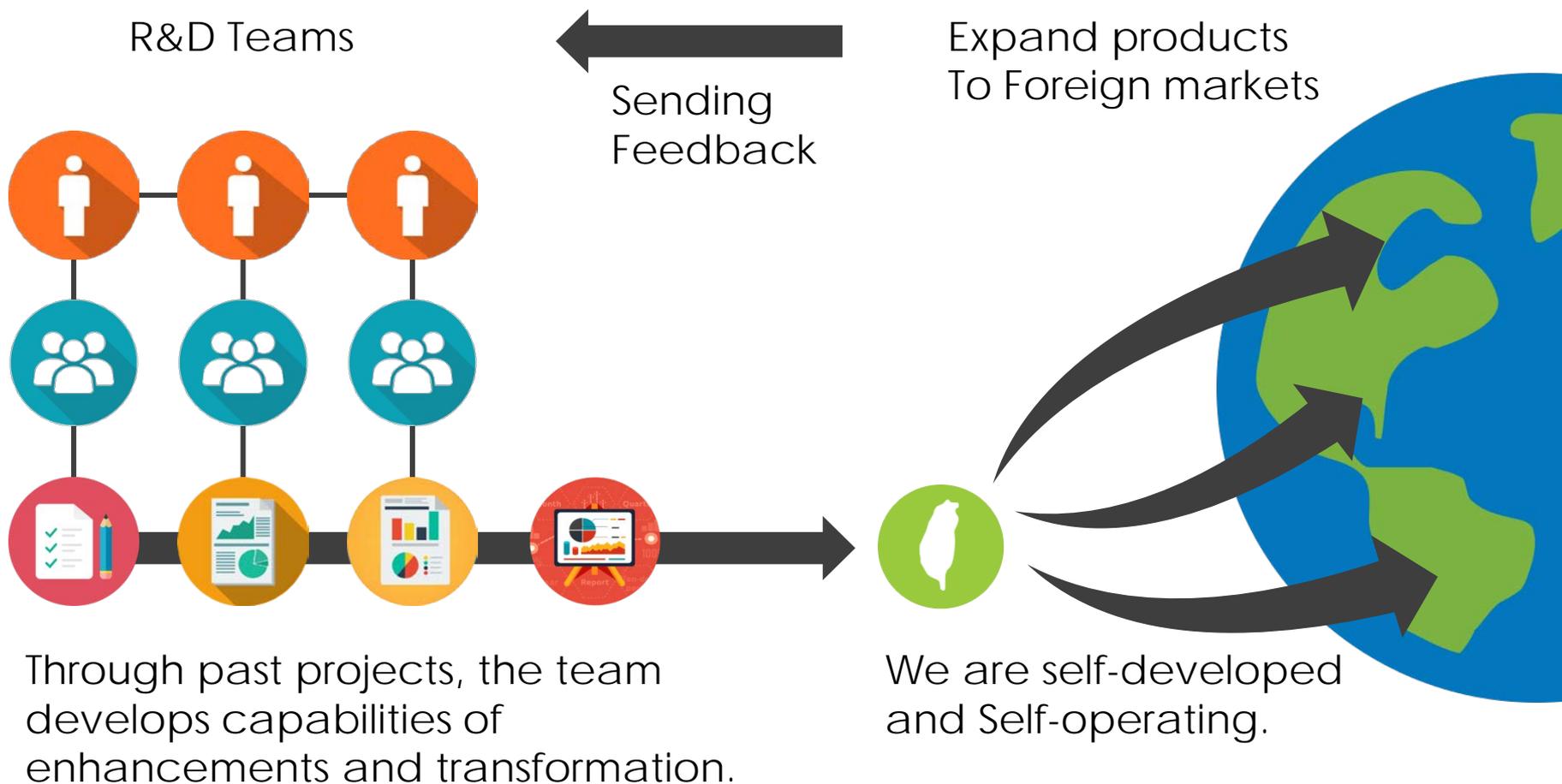
Trends in Taiwan's Mobile Game Market



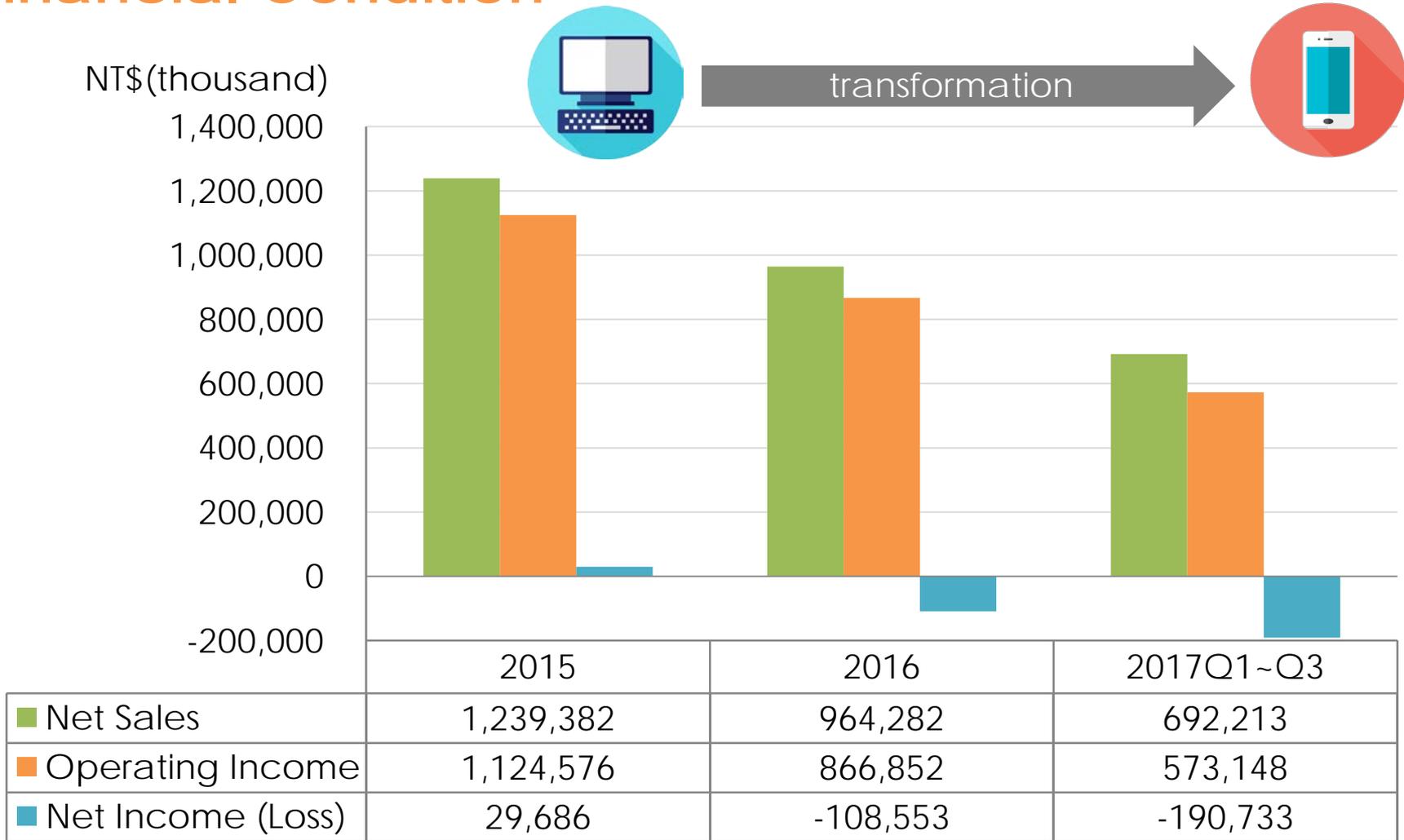
Symbolic features of mainstream games

Operating Results

Operating Strategies



Financial Condition

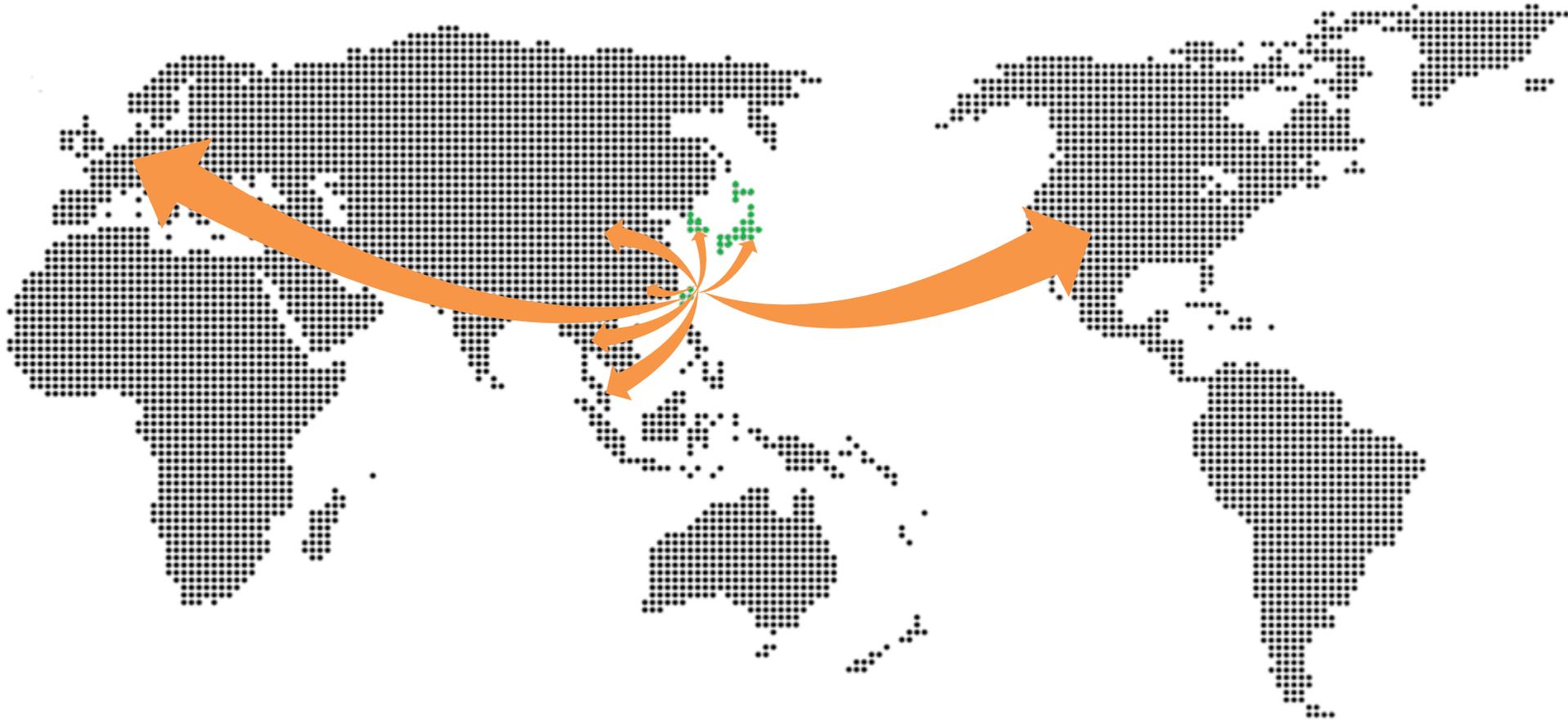


Operating Expense in recent years

Maintain R&D power/ Increase popularity/ Cost-down



Global X-Legend



Self-developed Mobile Games



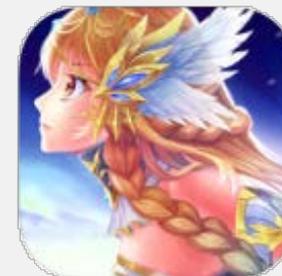
Aura Kingdom

Released—2016/11/01
Category—MMORPG
Accumulated downloads within 3 months—650,000
TW Google Trending Games TOP 1
TW Google Top New Free TOP 4
TW Apple Free Game App TOP 4
JP Apple Free Game App TOP 42
Self-Operated—TW, HK
Overseas authorized—JP, KR, TH



Grand Fantasia

Released—2017/03/07
Category—MMORPG
Accumulated downloads—300,000
TW Google Top New Free TOP 11
TW Apple Free Game App TOP 12
Self-Operated—TW
Overseas authorized—HK



Astral Realm

Released—2017/08/15
Category—MMORPG
Accumulated downloads—300,000
TW Google Top New Free TOP 12
TW Apple Free Game App TOP 12
Self-Operated—TW
Overseas authorized—HK

Recent year's performance



“Fantasy Frontier Online” won the Best Domestic Self-Developed Online Game Golden Award of Game Star in 2016.



- “Fantasy Frontier” Head Designer (left)

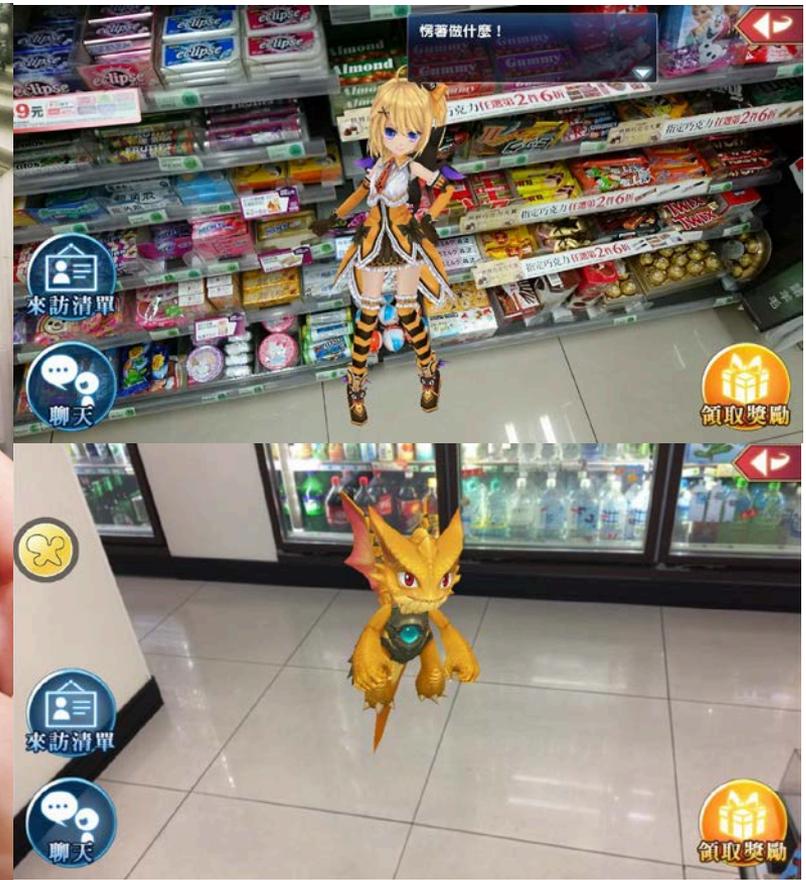
Business partners



Re: Zero —
Starting Life
in Another
World



Business partners



Business partners



Facebook post from '快樂老皮與他的夥伴 OP Channel' (12月8日 17:45):

幻想神域 真心不騙！免費送50鑽！昨晚「拜託不要扣鑽」直播的序號已經可以使用啦，我左手寄信的惡魔已經蠢蠢欲動了
遊戲下載：<https://goo.gl/8akXOI>

老皮獨家 50鑽序號免費送
XLEGENDLOVEOP
friidayPLAY

FAREASTONE 遠傳

遠傳電信股份有限公司
台北市114內湖區瑞光路468號
客戶服務專線手機直撥888/123
www.fetnet.net

105年1月起新增之電信費用，將於收到繳款單後三日內開立電子發票，小額付費將免另開第一張發票，請持原項帳單繳費，詳見遠傳官網

若無法收繳請逕回台北金南郵局

friidayPLAY
《幻想神域》送你飛向韓國首爾

- 活動時間：2016/12/1~2016/12/31
- 不限金額，儲值即送首爾來回機票，共1名
- 不用抽，累計儲值金額最高者，直接送首爾來回機票
- 全通話費免，儲值回饋多20%



Prospects

Schedule of self-developed projects

Project No.	2017	2018	
	Q3-Q4	Q1-Q2	Q3-Q4
M4	██████████		
M2U	██████████	██████████	
U1	██████████	██████████	██████████
M12	██████████	██████████	
G1 (under R&D)	██████████	██████████	██████████
G2 (under R&D)	██████████	██████████	██████████



M4



M2U



U1



M12

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