



Code : 4994

**X-Legend Entertainment Co., Ltd.**  
**Investor Conference, 2019**

President: Chou Chun-Nan  
2019/12/11

## Legal Disclaimer

- ✓ The information contained in this presentation, including all forward-looking information, is subject to change without notice, whether as a result of new information, further events or otherwise, and X-LEGEND (the “Company”) undertakes no obligation to publicly update or revise the information contained in this presentation.
- ✓ Investors should not regard the above forward-looking information as legally binding but as information subject to change. No guarantees regarding the completeness, accuracy, and reliability of information contained are made explicitly or implicitly. They are not intended to represent complete statement of the Company, industry or future development.



# Content

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

# X-LEGEND

## Company Overview





# Company Overview

Headquartered in  
Taipei, Taiwan  
Subsidiaries in Japan  
& Korea

Chairman—  
Chang Feng-Chi  
President—  
Chou Chun-Nan

600 employees  
worldwide

Capital  
NT\$1,106,390  
(thousand)



**X-LEGEND  
ENTERTAINMENT CO., LTD.**

Business Operation:  
MMORPG,  
Developing & Publishing,  
Overseas Licensing &  
Operating

Code—4994  
Founded—2002/01/09  
Date of OTC—2011/12/13  
Date of listing—2013/12/25

# Company Overview



## Self-development



## IP licensing



# X-LEGEND

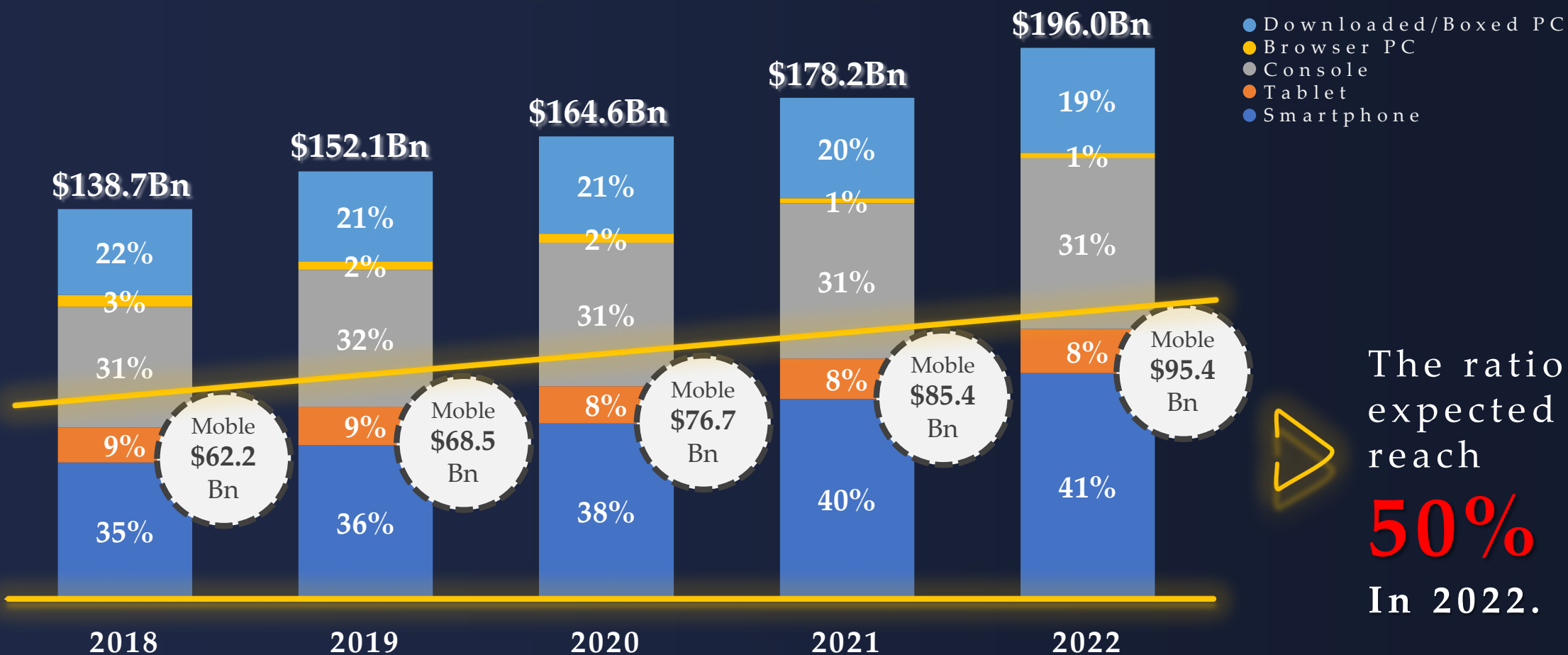
## Market Overview





# Mobile games are still going mainstream (TABLET+SMART PHONE)

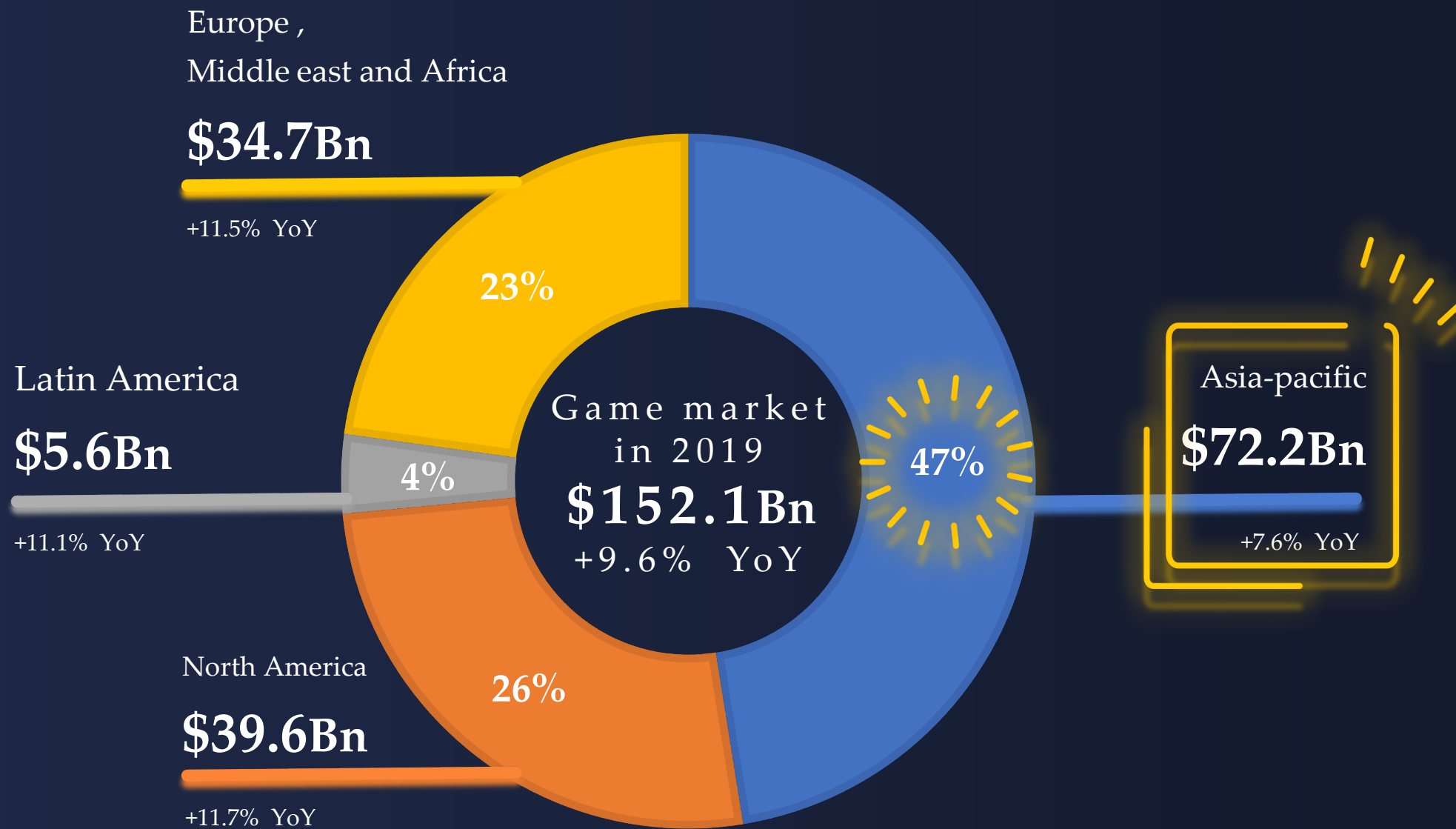
The online game scale amounted to US\$152.1 billion in 2019, mobile games take up about 45%



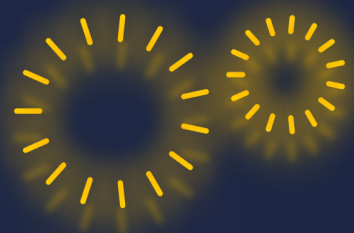
The ratio is expected to reach **50%** In 2022.



# Asia-Pacific, the biggest share in game market



# Unique positioning of PC games



PC  
Game Modes

1. Gained basic popularity
2. Mature types of games



NEW  
Mobile Games



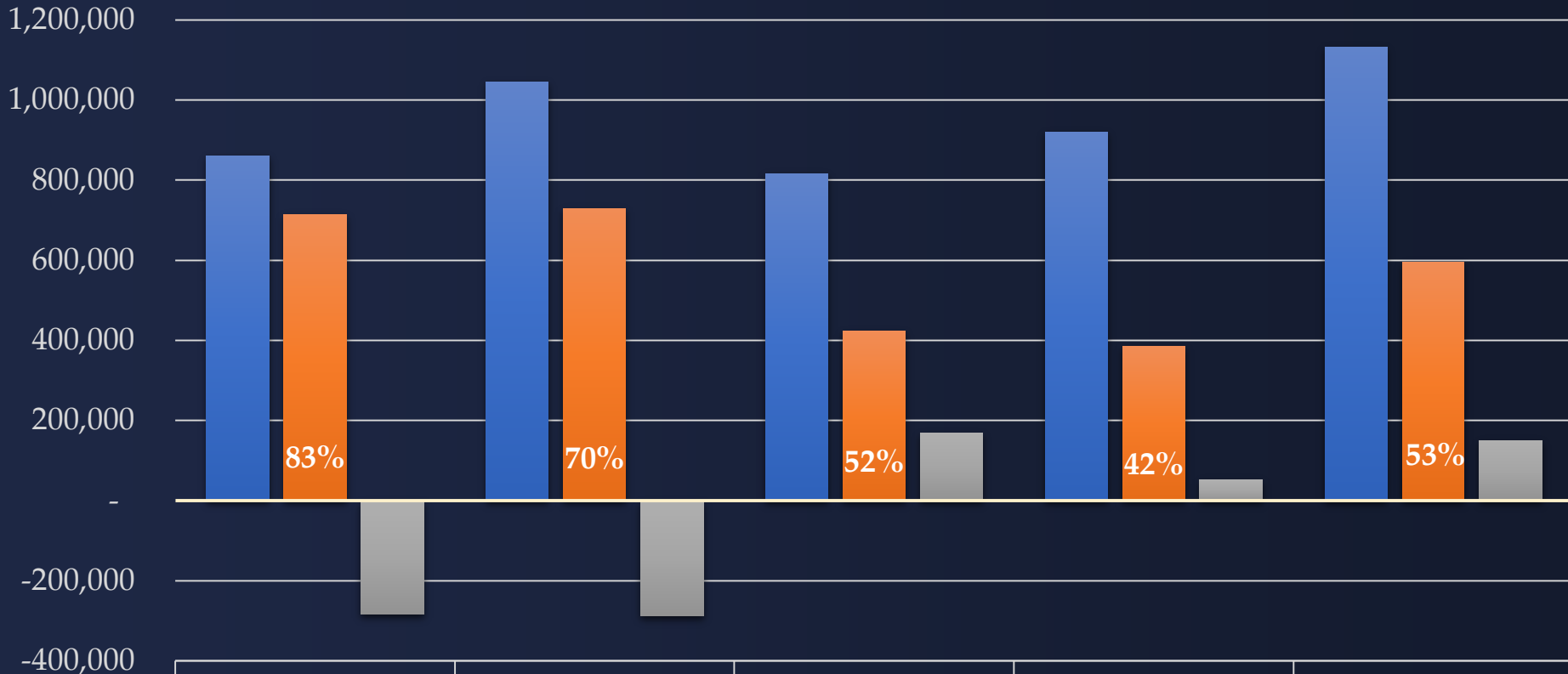
# X-LEGEND

Operating Results



# Financial Conditions in the last 3 years

NT\$(in thousands)



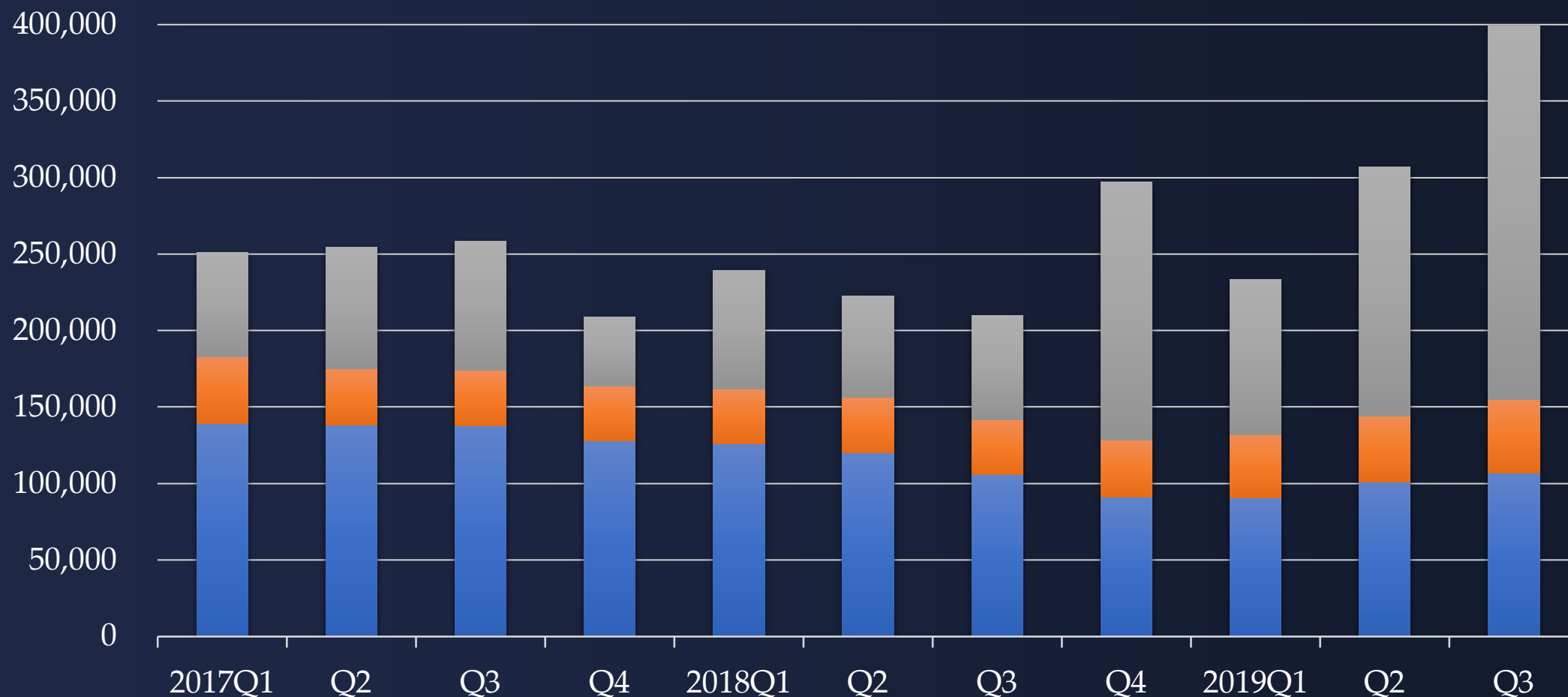
	2017	2018	2019Q1	2019Q2	2019Q3
■ Net Sales	860,981	1,045,896	815,750	919,077	1,131,207
■ Operating Income	714,801	729,704	424,094	386,396	594,309
■ Net Income (Loss)	(283,150)	(287,393)	167,988	52,117	149,181



# Operating Expense in recent years

For Continuous R&D, Reduce administration expenses, Increase publicity

NT\$(in thousands)   R&D   Administration   Promotion



# Global X-Legend



# Planning



## Short-term connection game

Developing new types of game and expand its possibility



## IP licensing

Diversified collaboration, Promoting IP brand, and Increase sales momentum

Long-term connection game

We are specialized in MMORPG



# Mobile Games



Released : 2018/08/14  
Category : MMORPG  
Accumulated downloads  
within 3 months : 350,000 ↑  
Self-Operated : TW/HK  
Authorized : N/A



Released : 2018/12/04  
Category : MMORPG  
Accumulated downloads  
within 3 months : 1,700,000 ↑  
Self-Operated : TW/HK  
Authorized : JP



Released : 2019/08/27  
Category : MMORPG  
Accumulated downloads  
within 3 months : 550,000 ↑  
Self-Operated : TW/HK  
Authorized : SM



# X-LEGEND

Prospects



# Prospects

## Release schedule of Self-developed Projects

Project code	2019	2020	
	Q3-Q4	Q1-Q2	Q3-Q4
M12 (zh-tw)	████████████████████		
M12EN	████████████████████	████████████████████	
G1	████████████████████	████████████████████	
UG	████████████████████	████████████████████	████████████████████



# Prospects

## Competitive Adv. And Prospects



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



- Experienced R&D Teams
- Enhance engine capability and exceed
- Cross-border localization and marketing skills



# X-LEGEND

Q & A

