

Code : 4994



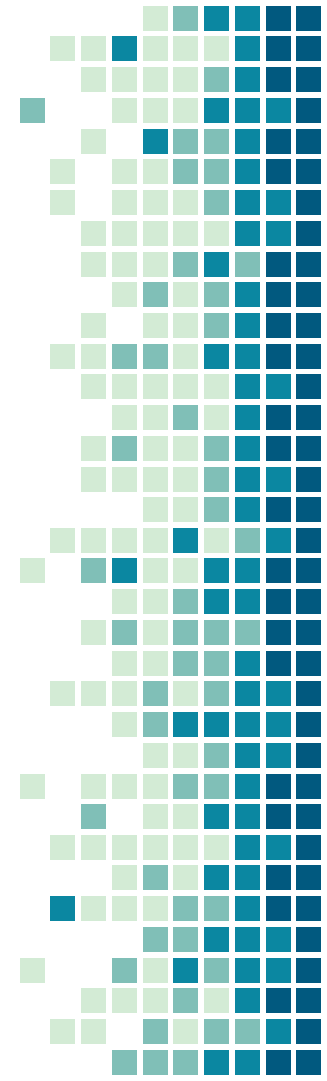
X-Legend Entertainment Co., Ltd. Investor Conference, 2020

President: Chou Chun-Nan
2020/12/9



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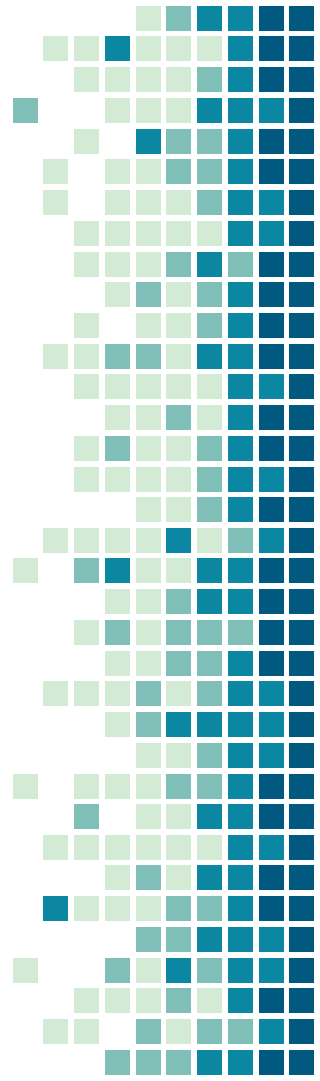
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Content

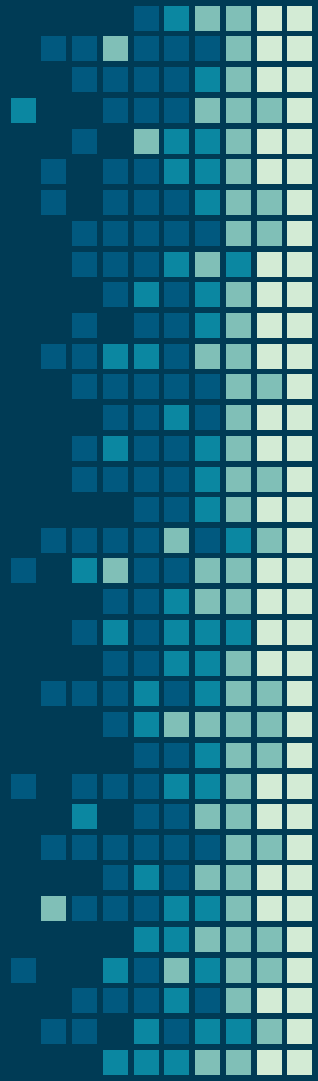
- ✓ Company Overview
- ✓ Market Overview
- ✓ Operating Results
- ✓ Prospects





X-LEGEND

Company Overview





Company Overview

Code- 4994

Founded - 2002/01/09

Date of OTC - 2011/12/13

Date of Listing -2013/12/25



X-LEGEND ENTERTAINMENT CO., LTD.

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



Capital

NT\$ 1,106,390 (thousand)

Headquartered in

Taipei, Taiwan

550 employees worldwide

Business Operation

Online/Mobile Games

Developing & Publishing

Overseas Licensing

& Operating





Company Overview



Self-development ↓



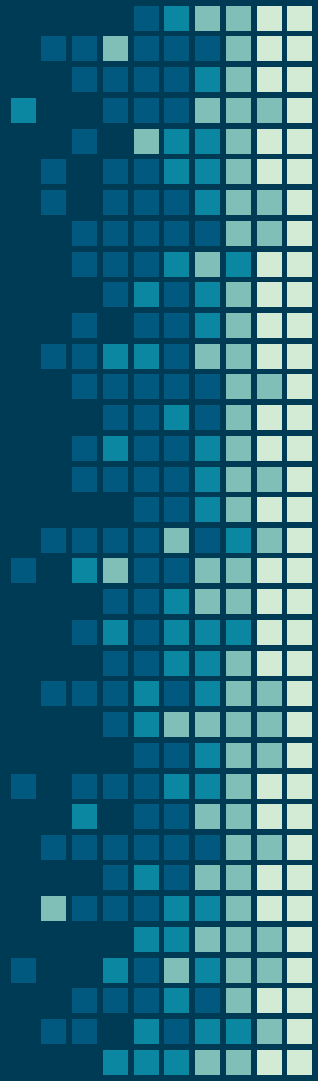
IP licensing ↓





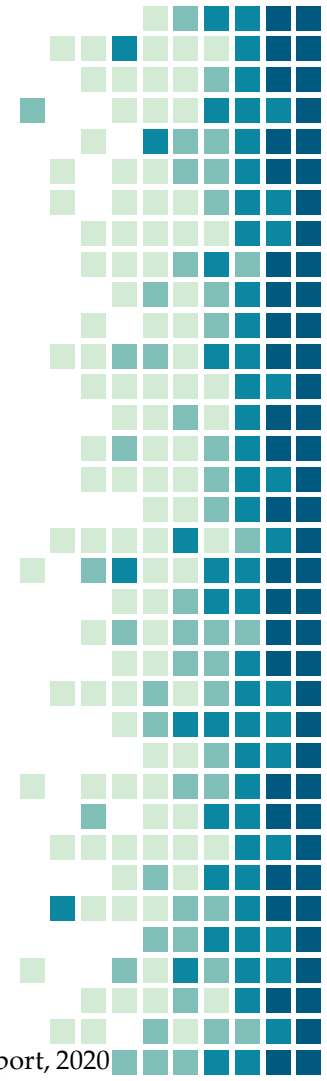
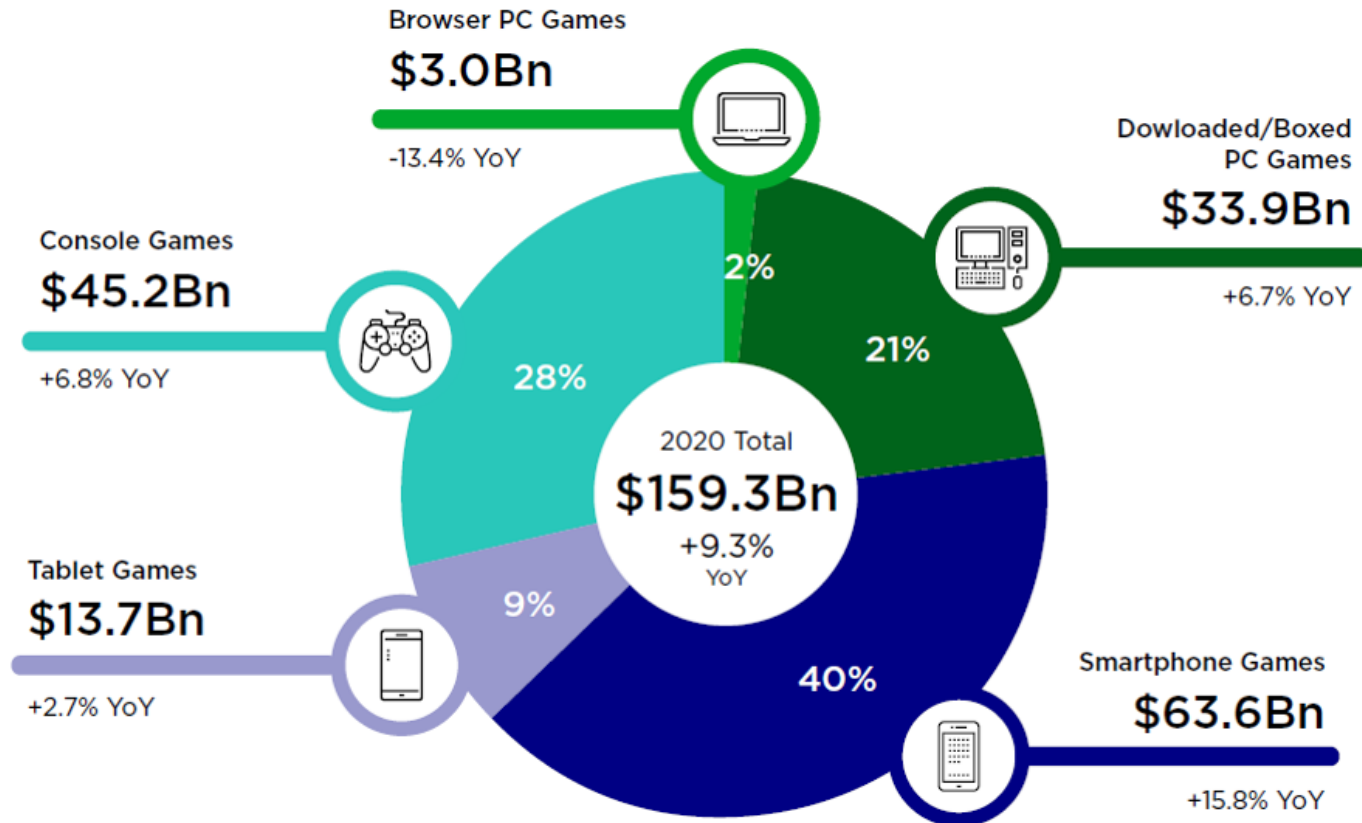
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Market Overview



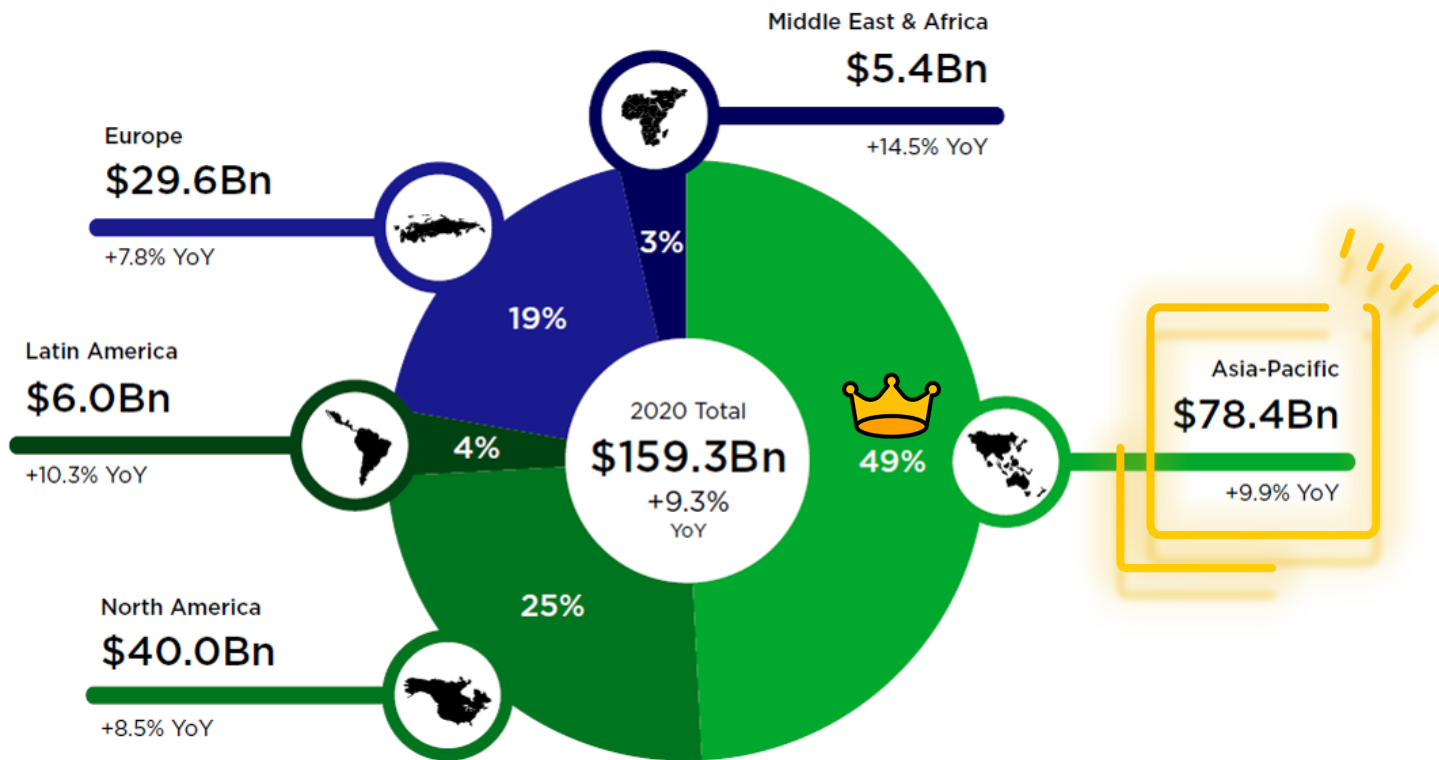


Scale of 2020 global game market (by platform)





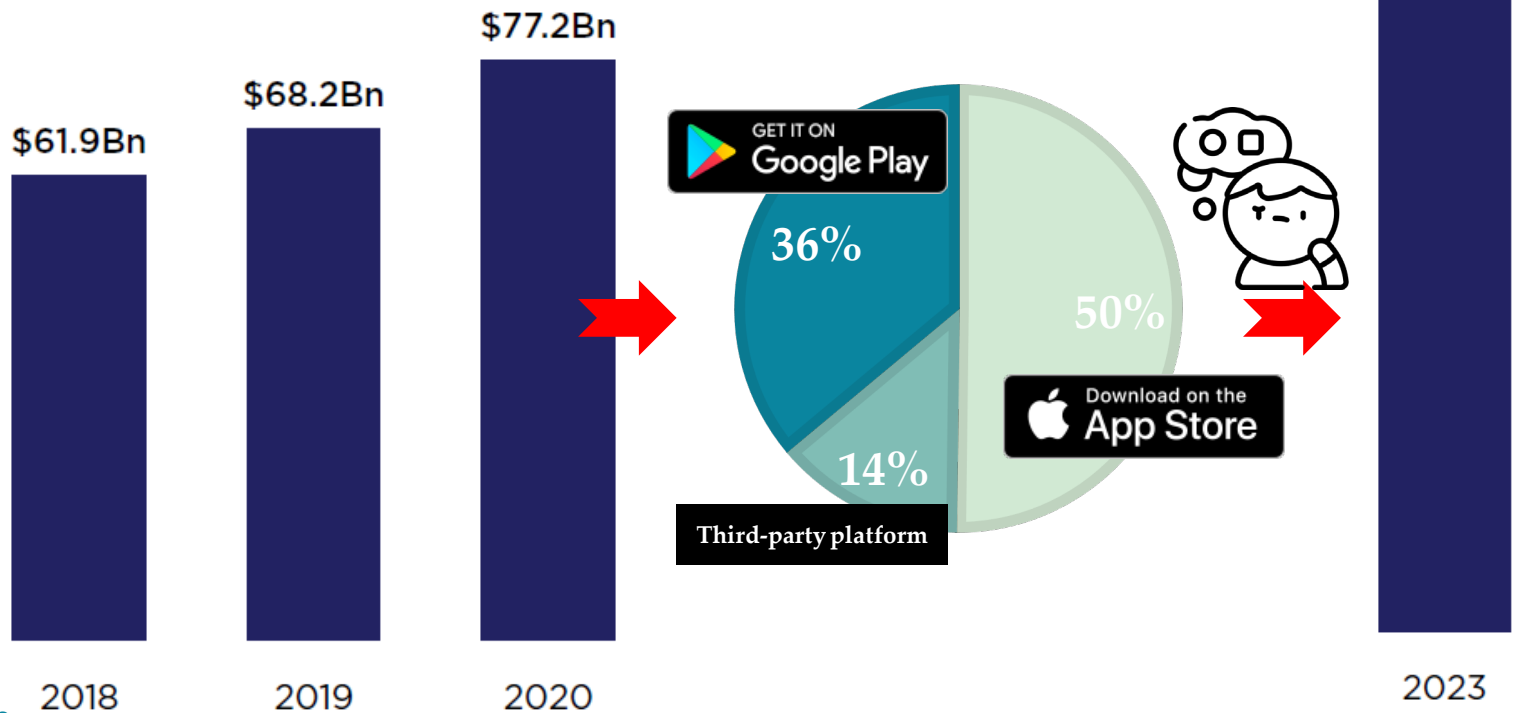
Asia-Pacific, the biggest share in game market





Global mobile game revenue of 2020

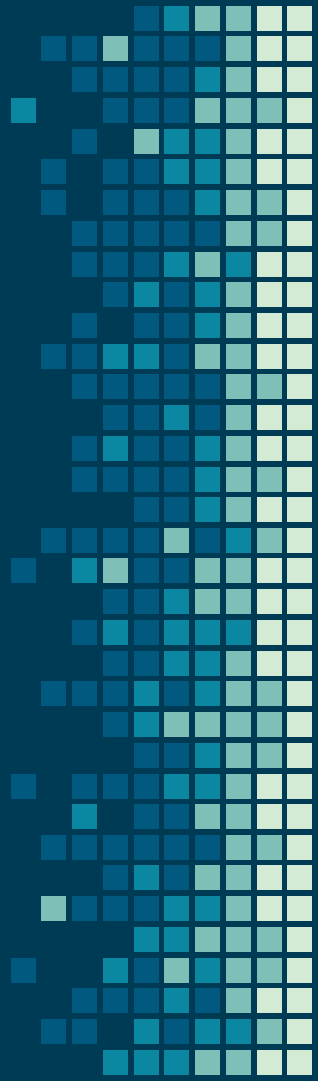
(TABLET + SMART PHONE)





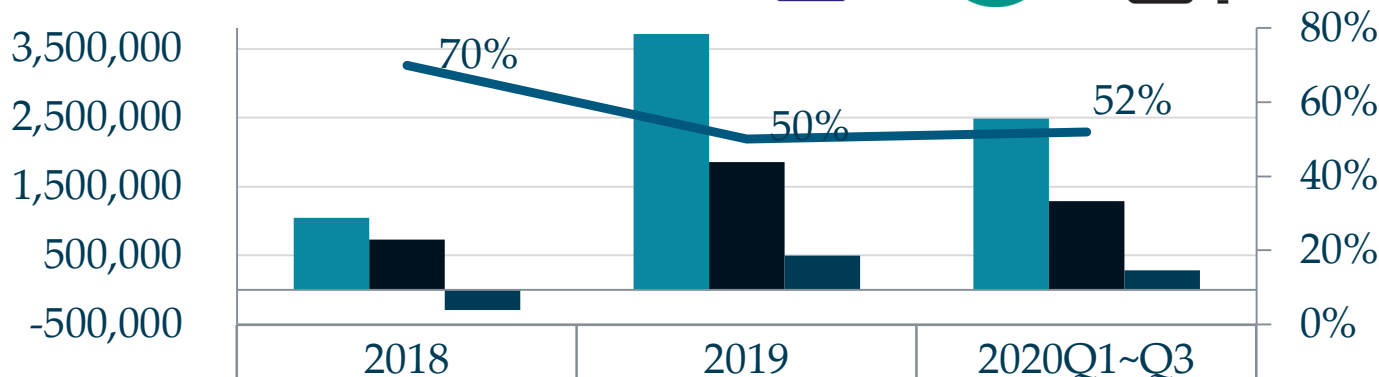
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Operating Results





Financial Conditions in the last 3 years

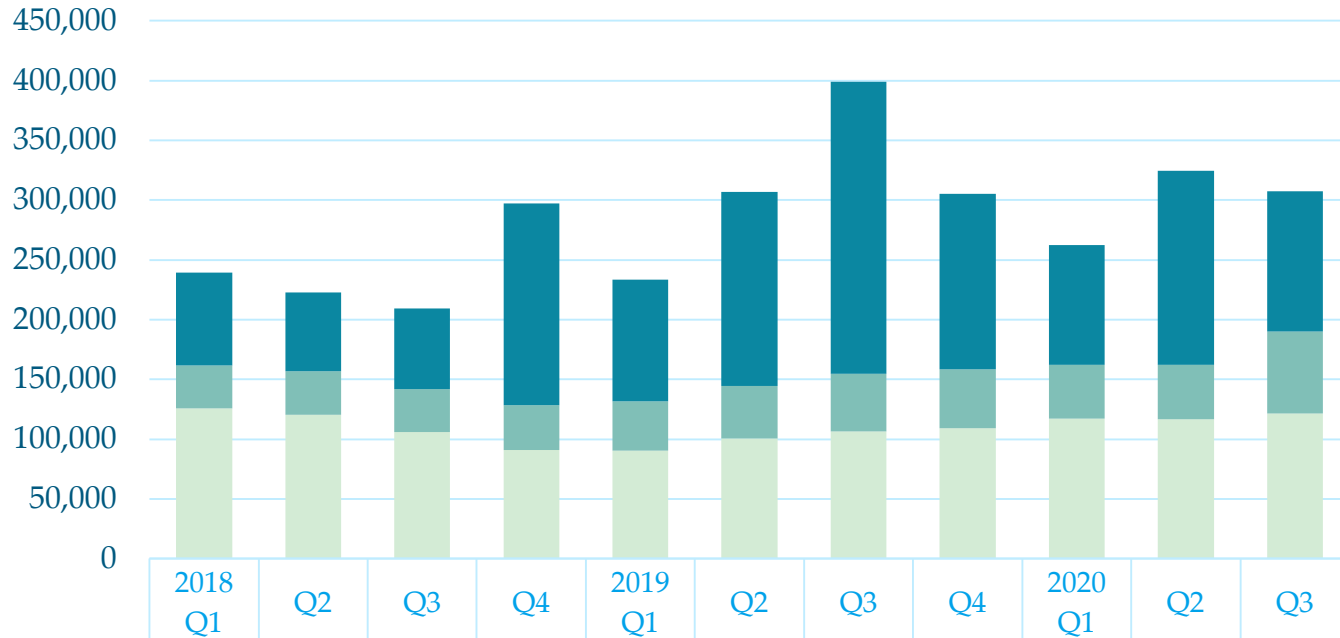


	2018	2019	2020Q1~Q3
Net Sales	1,045,896	3,711,839	2,486,711
Gross Profit	729,704	1,861,420	1,286,843
Net income(loss)	-287,393	495,834	285,502
Gross margin	70%	50%	52%

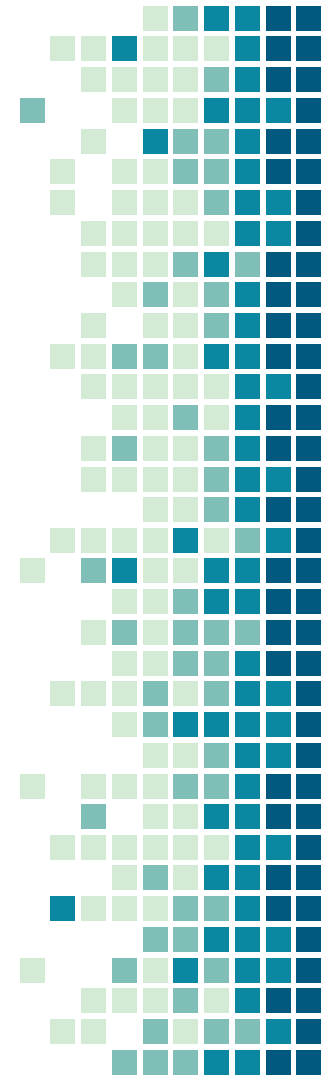


Operating Expense in recent years

For Continuous R&D, Reduce administration, Increase publicity



■ Promotion	77,550	66,137	67,819	168,717	101,589	162,522	244,636	146,521	100,202	162,527	117,153
■ Administration	36,034	36,411	35,986	37,279	41,365	43,843	47,924	49,398	45,164	45,145	68,739
■ R&D	125,705	120,243	105,805	91,050	90,511	100,517	106,709	109,211	117,188	116,879	121,556





Global X-legend





Strategic Planning



IP licensing

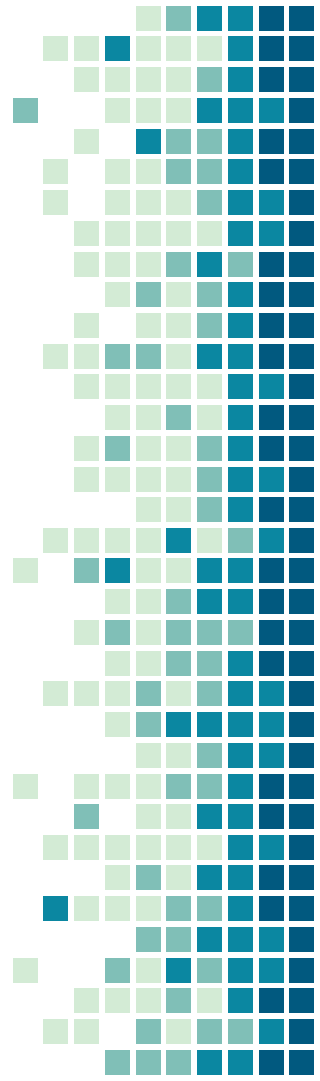
- Diversified collaboration
- Promoting IP brands
- Increase sales momentum

Long-term Connection game

- We are specialized in MMORPG

Short-term Connection game

- Developing new type of game and expanding its possibility





Mobile Games

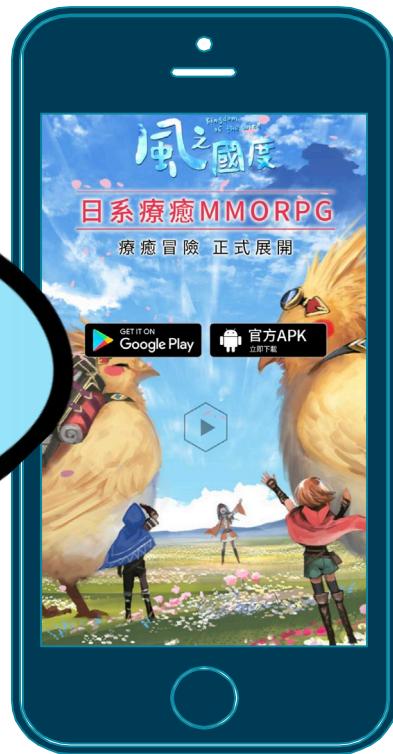


PC game Modes

Release Date : 2018/12/04

Type : MMORPG

Version : TW/HK/JP



Mobile games



Mobile Games

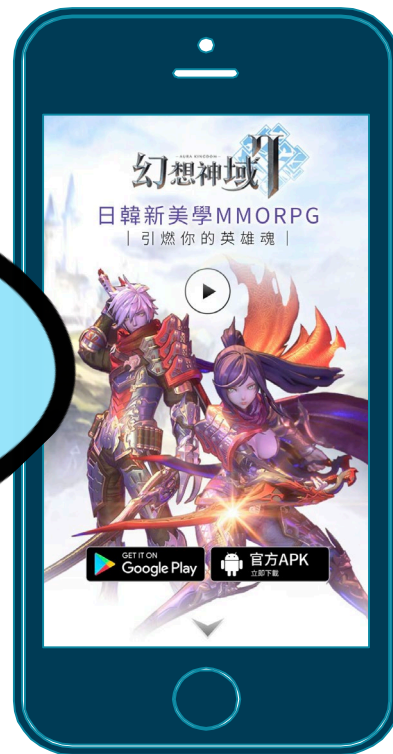


PC game Modes

Release Date : 2019/08/27

Type : MMORPG

Version : TW/HK/EN/JP



Mobile games



如果重來
if only,
once again

這次, 妳的選擇是什麼..?

CHOOSE FOR LOVE



IF ONLY : ONCE AGAIN

Develop the market of female-oriented game

- ✓ Stories that appeal to female players
- ✓ Marketing strategy for female players
- ✓ Hire female employees to develop games




Have faith, called Yao Hao.

In the US, **65% of women play mobile games**. 43% of women play mobile games 5 times per week or more, vs. 38% of men. [Source]



US women make **31% more in-app purchases**, spend **35% more time in gaming apps**, and have a **42% higher retention rate than men**. [Source]

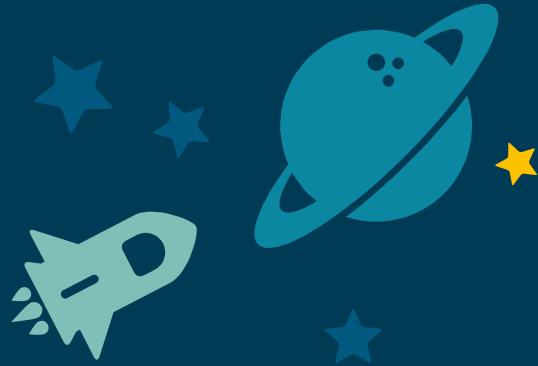


In Europe, **44% of women play games**, and the amount of time they spend gaming—particularly within mobile apps—is increasing. In 2012, women spent 3 hours per week playing mobile games, and that number grew to 4.6 hours in 2016. [Source]



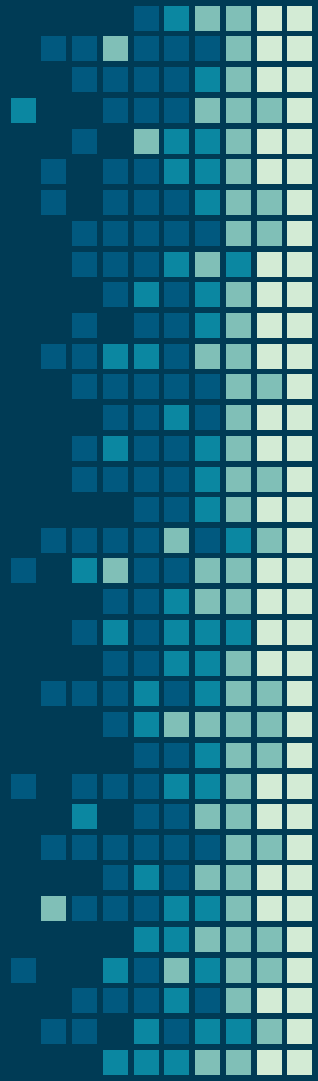
In China, the number of female gamers grew **6%** between 2016 and 2017, resulting in 264 million Chinese gaming women—or 45% of the country's total gaming population. The Chinese gaming market is set to be worth 56.84 billion yuan by 2020. [Source]



X-LEGEND

Prospects





Competitive Advantage And Prospects

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



- ✓ Experience R&D Teams
- ✓ Innovative research and Diversified games development
- ✓ Cross-Border global localization and marketing skills





Schedule of Self-developed Projects



Project code	2020	2021			
	Q4	Q1	Q2	Q3	Q4
IF ONLY: ONCE AGAIN	11/10 TW	EN			
G1		TW	EN		JP
G2			TW		EN
SLG				TW / EN	



G1

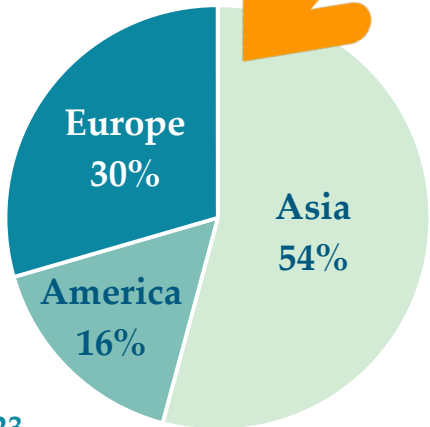
PC game Modes



Expected Release Date :
2021 Q1
Type : MMORPG



Mobile games



Grand Fantasia
Global number of
game accounts
About 8 million



X-LEGEND

Q & A

