

**Code : 4994**



# **X-Legend Entertainment Co., Ltd Investor Conference, 2022**

**Spokesperson : Chou Chiu-Mei  
2022/05/27**



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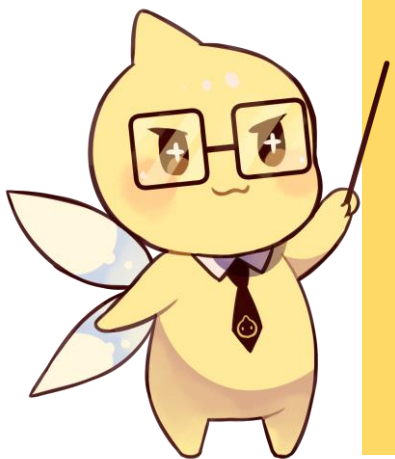
# **AGENDA**

**01 Company Overview**

**02 Operating Results**

**03 Financial Condition**

**04 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

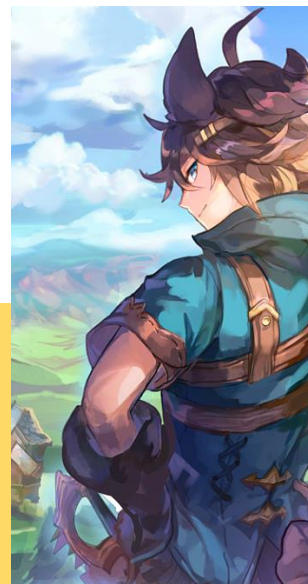


## Capital

NT\$ 1,106,390 (in thousands)

Headquartered in Taipei,  
Taiwan

536 employees worldwide

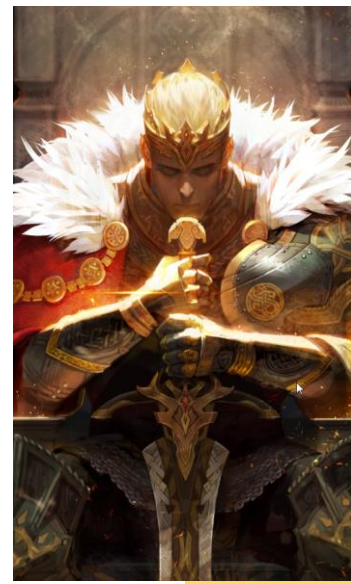


## Business Operation

Online/Mobile Games Developing

Overseas & IP Licensing

Game Agency/Global Distribution



## Chairman & President

**Chang Feng-Chi**

# Company Overview





# **X-LEGEND**

## **Operating Results**



# 01

## Kingdom of The Wind

**Art Authorization  
&  
Joint development**

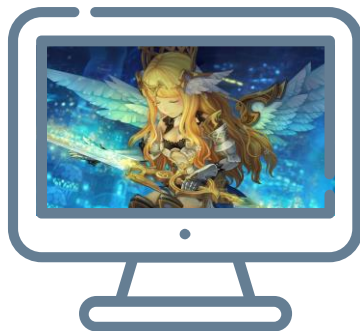
TW/HK version Release Date :

**2018/12/05**

Type : **MMORPG**

Self-operating Version :

**TW/HK/JP**



**PC game Modes**



**Mobile games &  
joint development**



# 02

## Sprite Fantasia

**Independent Development  
&  
Classic IP Developing**



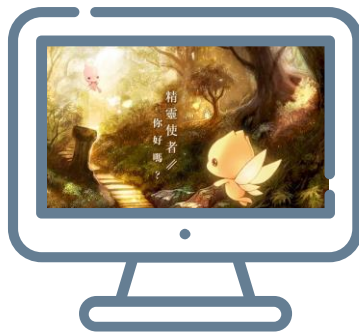
TW/HK version Release Date :

**2021/03/02**

Type : **MMORPG**

Self-operating Version :

**TW/HK/EN/JP**



**Classic IP Developing**

# 03

## Dragonicle

**Art Authorization  
&  
Joint development**

TW/HK version Release Date :

**2021/06/22**

Type : **MMORPG**

Self-operating Version :

**TW/HK/JP**



**Mobile games & IP agent**



**Global X-legend**

# Strategic Planning



## IP licensing

- Diversified collaboration
- Promoting IP brands
- Increase sales momentum



## Expanding

- Developing new type of game
- Expanding the product's possibility



## Provide

- Continue product value
- R&D capability upgrade





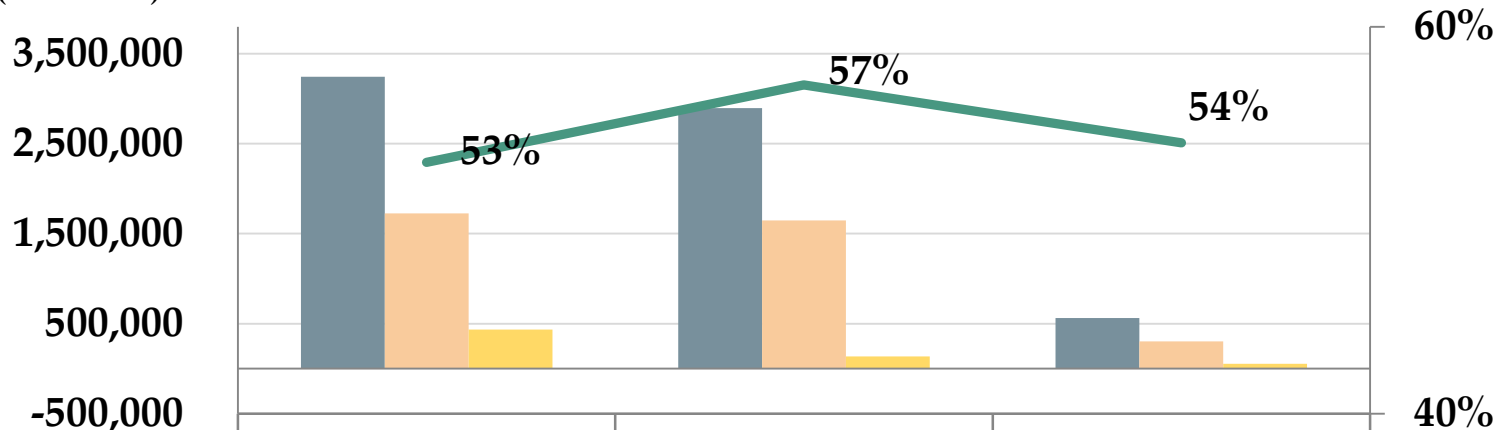
# **X-LEGEND**

**Financial Condition**



# Financial Conditions in the last 3 years

NT\$(in thousands)



	2020	2021	2022Q1
Net Sales	3,246,437	2,897,662	561,817
Gross Profit	1,724,825	1,647,620	304,473
Net income	432,923	136,519	54,419
Gross margin	53%	57%	54%

# Operating Expense in recent years

For Continuous R&D, Reduce administration, Increase publicity

NT\$(in thousands)

400,000

350,000

300,000

250,000

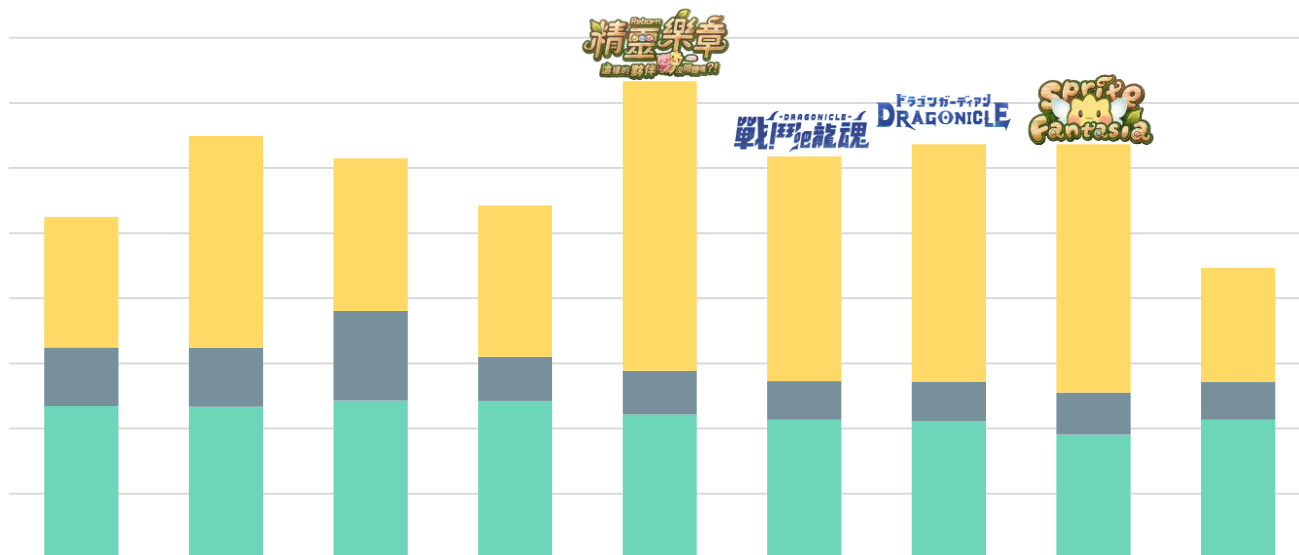
200,000

150,000

100,000

50,000

0



	2020 Q1	Q2	Q3	Q4	2021 Q1	Q2	Q3	Q4	2022Q1
<span style="color: yellow;">■</span> Promotion	100,202	162,527	117,153	116,114	222,311	172,555	182,345	190,428	87,730
<span style="color: grey;">■</span> Administration	45,164	45,145	68,739	34,011	33,300	29,682	30,611	32,238	29,104
<span style="color: teal;">■</span> R&D	117,188	116,879	121,556	121,214	110,984	106,720	105,384	95,478	106,644



# **X-LEGEND**

**Prospects**





# Competitive Advantage and Prospects

Self-owned IP  
recreation and  
utilization

Level-up R&D

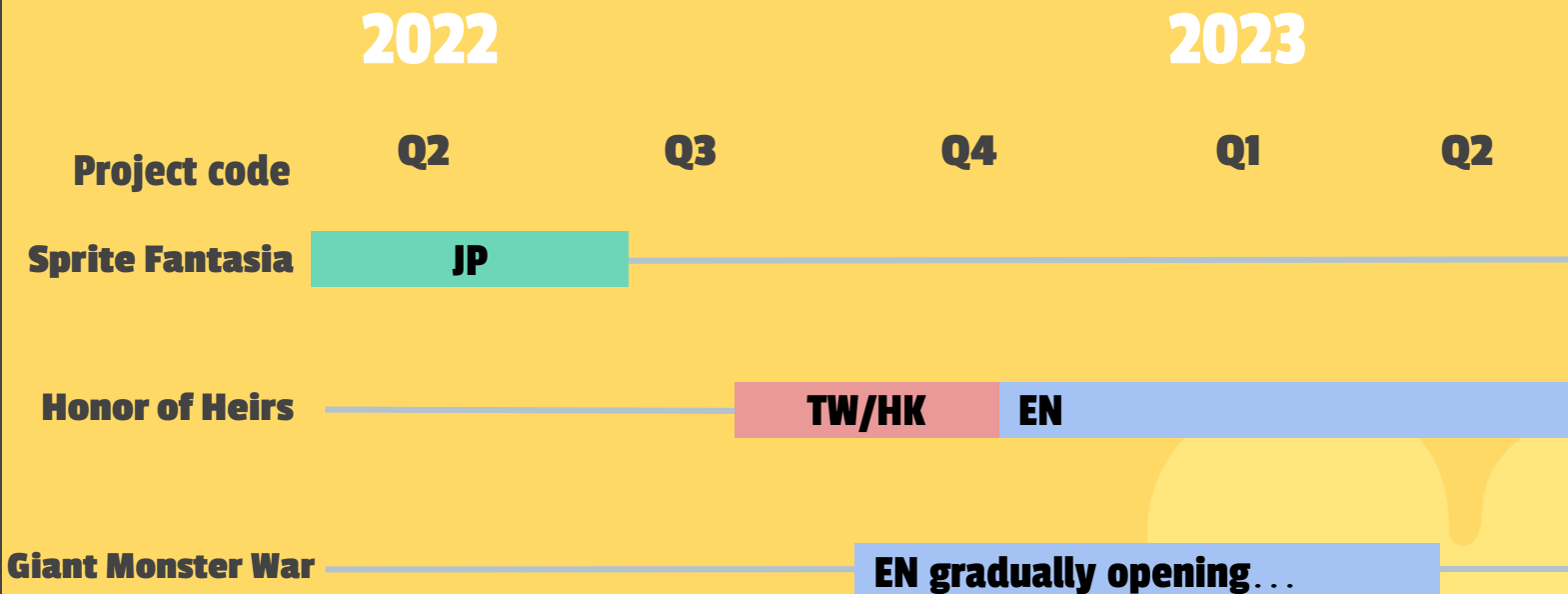
Provide high quality  
of service-lead to  
build a professional  
game brand

Experience R&D  
Teams

Innovative research  
and Diversified  
games development

Cross-Border global  
localization and  
marketing skills

# Schedule of Self-developed Projects





# **X-LEGEND**

# **THANK YOU**

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