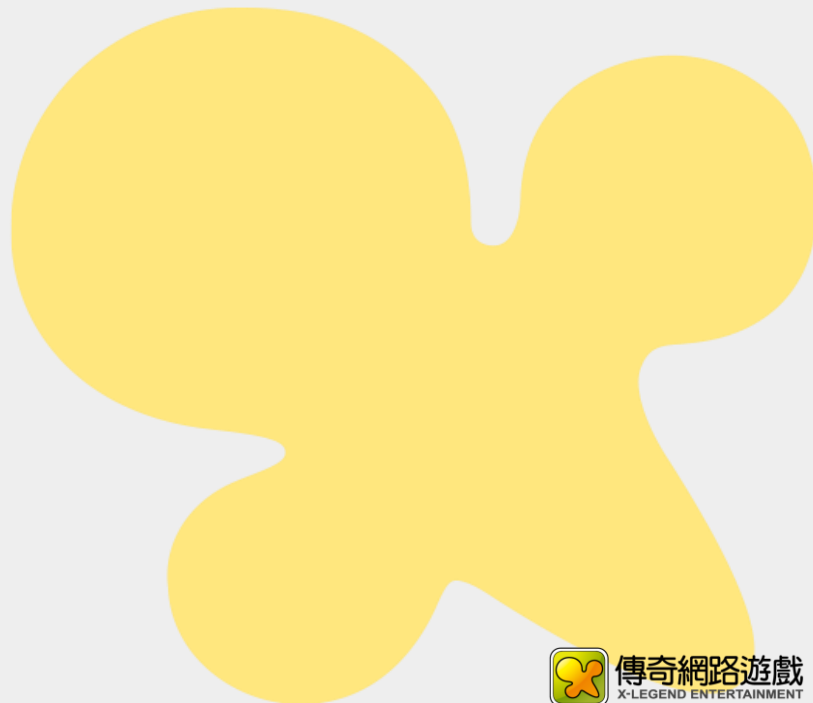


X-Legend Entertainment Co., Ltd (4994)

**Investor Conference,
First Half of 2025**

Spokesperson : Chou Chiu-Mei
2025/6/11



傳奇網路遊戲
X-LEGEND ENTERTAINMENT

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.

/ AGENDA

01 Company Overview

02 Operating Results

03 Financial Condition

04 Prospects



01

Company Overview

Code 4994

Founded – 2002/01/09

Date of OTC – 2011/12/13

Date of Listing – 2013/12/25

Capital

NT\$ 663,834 (in thousands)

Business Operation

Online/Mobile Games Developing

IP Licensing/Joint development

Game Agency/Global Distribution

Chairman & President

Chang Feng-Chi

Game



App Store
下載



Google Play
立即下載

幻想神域

源神★啟動



Windows
PC遊戲

02

Operating Results



Summer Festival & IP Collaboration



幻想神域Ⅰ

—EVOLUTION—

**1st Anniversary
of TW and JP version**





**The Global version released
new occupations and
collaboration with Very Miss
Rabbits in March, 2025**



PC Online



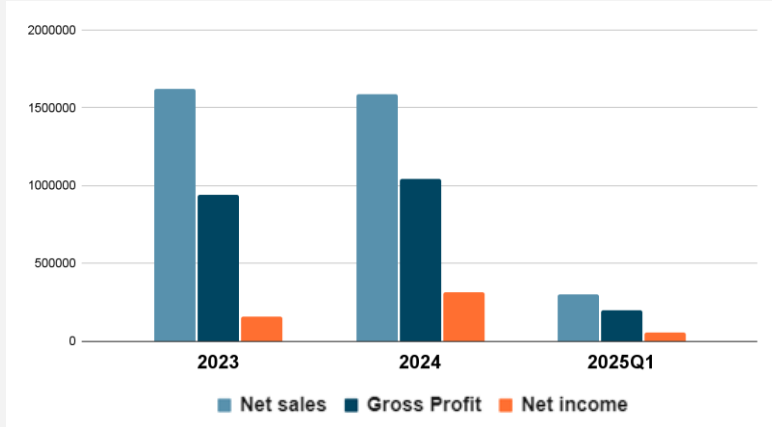
[Summer] New Occupations & IP Collaboration Event



03

Financial Condition

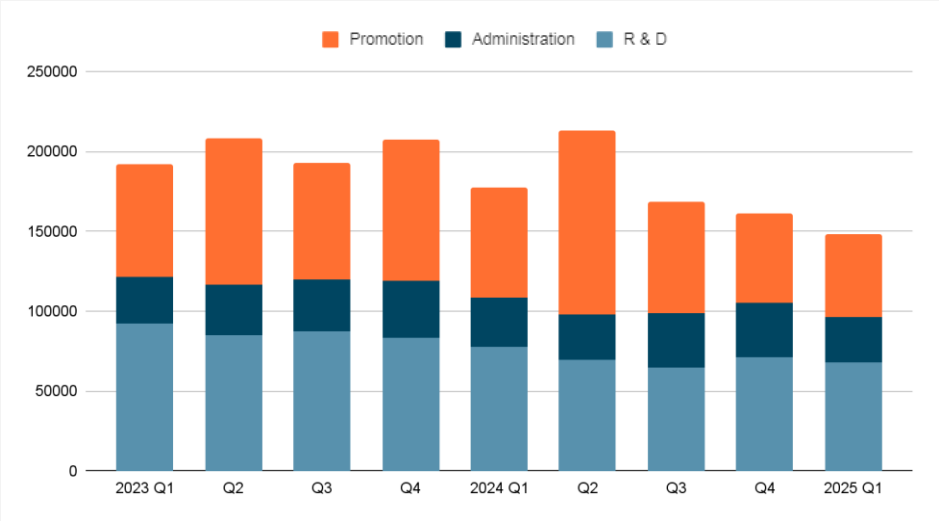
Operation Results of the last 3 years



NT\$(in thousands)

	2023	2024	2025Q1
Net sales	1,623,649	1,584,132	299,025
Gross Profit	939,752	1,043,807	199,970
Net income	156,081	317,591	54,660
Gross margin	58%	66%	67%
Net profit margin	10%	20%	19%

Expense Analysis of each quarter



	2023 Q1	Q2	Q3	Q4	2024Q1	Q2	Q3	Q4	2025Q1
Promotion	71,262	91,765	72,920	88,360	69,010	115,798	69,746	55,916	51,750
Administraction	29,095	31,179	32,187	35,795	30,737	28,260	33,517	34,244	28,286
R & D	92,111	85,392	87,422	83,701	77,486	69,422	65,147	70,841	68,091

Dividend Payout of the last 3 years

	2022	2023	2024
Cash Dividend	0.5	2.3	4.4
EPS	0.48	1.69	4.78
Dividend Payout Ratio	104.17%	136.09%	92.05%
Other Distribution	-	1.7 (Additional paid-in capital)	0.6 (Additional paid-in capital)

04

Prospects

Current Status and Challenges of the Gaming Industry

★ Current Challenges

- **Global market growth slowdown:** Declining traffic profitability, intense competition, and difficulty acquiring users
- **Market saturation and fierce competition:** Many similar products, users have more choices, short product lifecycles

★ Observations and Insights

- **Future opportunities:** Explore **emerging markets** and **specific user** segments
- **Innovation and efficiency:** Create value with uniqueness and user appeal



★ Strategies

- **Sustain and grow evergreen games:** Continuously update content to extend product lifecycle
- **Risk control for new projects:** Establish phased review indicators to ensure stable development
- **Precise targeting to lower user acquisition costs:** Conduct aesthetic/style testing tailored to target users

Three-Stage Evaluation for New Projects: Cost Control to Improve Success Rate

10min



30min



> 7D

Prototype Gameplay Potential

- **Core Goal:** Quickly verify the core gameplay's fun, uniqueness, and potential appeal
- **Evaluation Criteria:** Can users understand and enjoy the core mechanic within a short time?
- **Decision Point:** Does the gameplay have sufficient innovation and playability?

Early Experience of Core Gameplay

- **Core Goal:** Validate the depth of core gameplay, user engagement, and early retention potential
- **Evaluation Criteria:** Minute-level retention rate, player feedback from questionnaires
- **Decision Point:** Is the core experience attractive enough to support long-term development?

Full Game Loop Version

- **Core Goal:** Validate the game's completeness, balance, sustainability, and commercial potential
- **Evaluation Criteria:** Day-2 retention, monetization rate, and LTV
- **Decision Point:** Does the game have the necessary conditions and potential for official launch?

Sustainable profitability through evergreen titles, with innovation as the engine for growth



Mobile Games

- **Kingdom of the Winds** continues stable operations across the Taiwan, Hong Kong, and Japan markets, strengthening player engagement through both on-line and off-line events.
- **Aura Kingdom 2** and **Glory Destiny** are steadily expanding their presence in the Japan market.
- **Pew Pew Slime**, an idle RPG, is in Early Access in North America with an official launch planned for Q3.



PC Games

- Four global PC games — **Eden Eternal**, **Astral Realm**, **Grand Fantasia**, and **Glory Destiny** — continue to perform steadily.
- **Aura Kingdom** is incorporating more innovative elements based on past success and attract more player.
- A newly revamped PC online game is planned for launch in Q4 this year.



Aura Kingdom Global Version – Launching in July

PC Online

- Eidolon Fusion System and Randomized Dungeons provide a deeper, more immersive gameplay experience.
- New Core Cannon and Free Weapon Switching, break traditional class limitations.
- Optimized UI for a more intuitive and streamlined interface.
- A hilarious collaboration with Lan Lan Cat, brings extra joy for your adventure!



Pew Pew Slime : Launching in Q3

Mobile



- Genre: Idle RPG
Theme: Fantasy Adventure
Art Style: Western Cartoon
- Target Regions: North America / Europe
- **Fast Development Cycle:** Rapid iteration for quicker go-to-market
- **Unique Style & Casual Gameplay:**
Lowers user acquisition costs
- **Mid-Core Monetization Design:** Balances player enjoyment with revenue generation





CHOOSE YOUR SLIME !

CHOOSE
NOW!

New PC Online Game – Global Version: Launching in Q4

A World of Freedom, Thrill, and Interactivity

- **Unique Soul Card and Random Dungeon Systems offer endless exploration and excitement.**
- **New Eastern-style weapons and non-targeted combat provide an exhilarating battle experience.**
- **Weapon skills break class restrictions and rich environmental interactions to unlock limitless possibilities for adventure.**





Q&A

