

X-Legend Entertainment Co., Ltd (4994)

2026 H1 Investor Conference

Spokesperson
CHOU CHIUMEI
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/ AGENDA

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01

Company Introduction

Stock Code 4994

Founded - 2002/01/09
Date OTC - 2011/12/13
Date TWSE- 2013/12/25

Capital

NT \$663,834 Thousand

Business Activities

PC/Mobile Game R&D
IP Licensing / Co-
development
Game Agency / Publishing

Chairman & President

Chang Feng-Chi

Game



02

Operating Results



Moblie



東京・渋谷 渋谷ストリーム稲荷橋広場&金王橋広場

7th Anniversary Celebration & IP Collaboration -JP version

Kingdom
of the wind
風之國度

Fairy tale
of the wind
風色童話

Major Theme Event Update





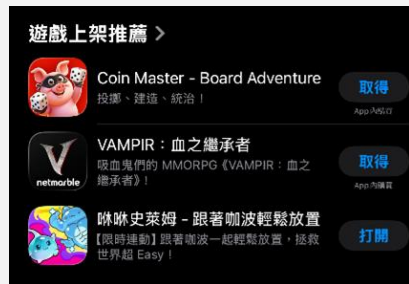
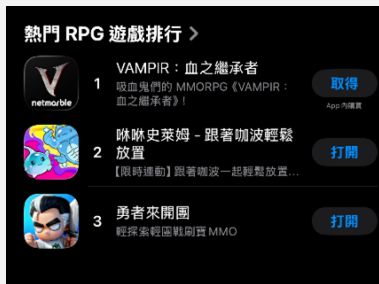
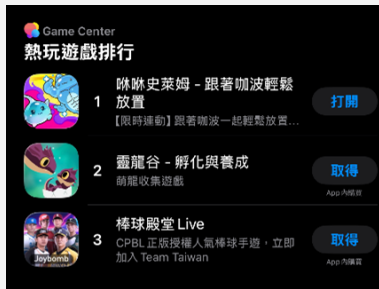
TW/HK Version
Launched on March 10th





Launch Performance (First Month)

Mobile





JP Version
Launched on May 12th



Mobile



JP Version
IP Collaboration



Mobile



Global
IP Collaboration



PC Online



New Class: Traveler





New Class: Illusionist &
IP Collaboration



PC Online

幻想神域

源神 ✦ 啟動

New Class: Holy Sword &
IP Collaboration



Cross-Platform MMORPG :

- License to non-mainstream channels
- Adapt to Next-Gen Products (Excalibur)
- Expand New Game Content
- Unique growth and emblem system

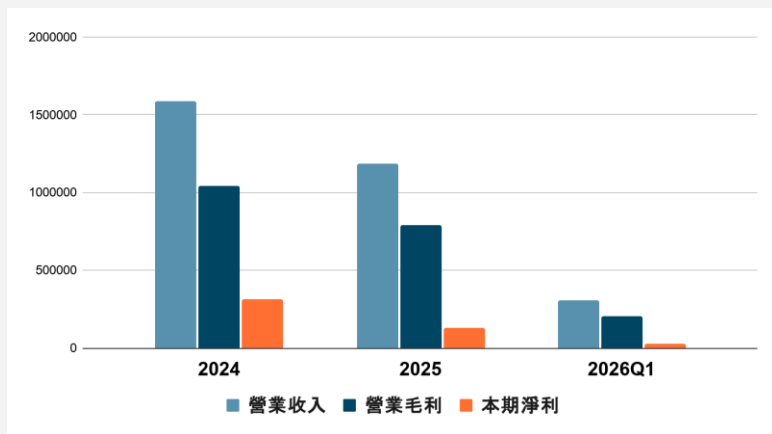


03

Financial Overview

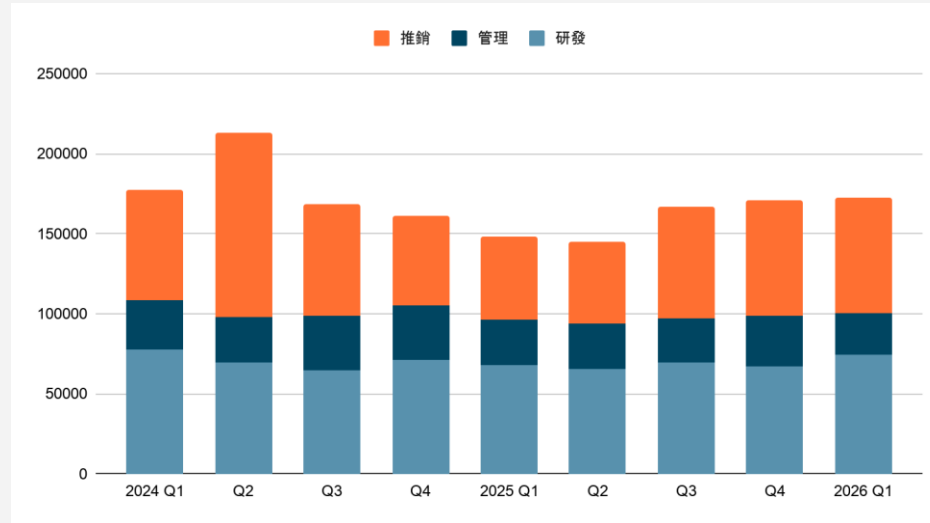
Financial Conditions in the last 3 years

NT\$(in thousands)



| | 2024 | 2025 | 2026Q1 |
|-------------------|-----------|-----------|---------|
| Net sales | 1,584,132 | 1,185,241 | 310,457 |
| Gross Profit | 1,043,807 | 790,598 | 208,064 |
| Net Income | 317,591 | 129,794 | 28,171 |
| Gross Margin | 66% | 67% | 67% |
| Net Profit Margin | 20% | 11% | 9% |

Quarterly Operating Expense Analysis



NT\$(in thousands)

| | 2024Q1 | Q2 | Q3 | Q4 | 2025Q1 | Q2 | Q3 | Q4 | 2026Q1 |
|---------------|--------|---------|--------|--------|--------|--------|--------|--------|--------|
| Promotion | 69,010 | 115,798 | 69,746 | 55,916 | 51,750 | 51,081 | 69,540 | 71,620 | 71,804 |
| Adminstration | 30,737 | 28,260 | 33,517 | 34,244 | 28,286 | 27,904 | 27,607 | 31,963 | 26,105 |
| R & D | 77,486 | 69,422 | 65,147 | 70,841 | 68,091 | 65,828 | 69,554 | 67,227 | 74,663 |

Dividend Distribution in Recent Years

| | 2023 | 2024 | 2025 |
|---|---------|--------|--------|
| Dividend from Retained Earnings | 2.3 | 4.4 | 1.76 |
| Distribution from capital surplus | 1.7 | 0.6 | 1.24 |
| Total Cash Dividends | 4.0 | 5.0 | 3.0 |
| EPS | 1.69 | 4.78 | 1.96 |
| Dividend Payout Ratio =Dividend from Retained Earnings / EPS | 136.09% | 92.05% | 89.80% |

04

Future Outlook

Core products demonstrate profit resilience; driving new layouts at home and abroad.



Mobile Games

- Deepen R&D and community management for evergreen games to consolidate the core base.
- Pew Pew Slime: Stable operations, contributing steady revenue.
- Excalibur: Licensed to SEA publishers, expanding cross-regional international PvP competition.



PC Games

- Continuous updates & IP collaborations for Global version, extend product lifecycle and player stickiness.
- Deepen licensing in SEA markets to maximize long-tail value.
- Negotiate for global joint-operation platforms to expand reach and revenue.



In Development

- Focus on "Light MMORPG" and "Idle/Casual RPG" segments.
- Balance development efficiency with market breadth.

Strategic Core: Efficient Asset Vitalization, Multi-track Licensing, and All-platform Reach.



◆ Asset Revitalization

- **Resource Iteration:** Establish cross-project core asset reuse mechanisms to shorten development cycles.
 - **Autonomous AI:** Introduce Agentic AI technology to drive R&D and content innovation.
 - **Deep Customization:** "Localized" customization to increase hit rate in overseas markets.
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◆ Licensing

- **PC Games:** Deep alliances with first-tier local publishers overseas to tap into growth markets.
 - **Mobile Games:** Provide highly customized products for publishers; flexibly connect with diverse channels and traffic.
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◆ Expansion

- **Cross-Platform:** PC + Mobile + Browser Cover both fragmented and deep entertainment scenarios.
 - **New Platforms:** Explore new platforms with low risk through light-asset licensing models.
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Q&A

