# X-Legend Entertainment Co., Ltd (4994)

2025 H2 Investor Conference

Spokesperson CHOU CHIUMEI 2025/11/12



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# / AGENDA

- Company Introduction
- Operating results
- **O3** Financial Overview

64 Future Outlook



## **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



























































# Operating results

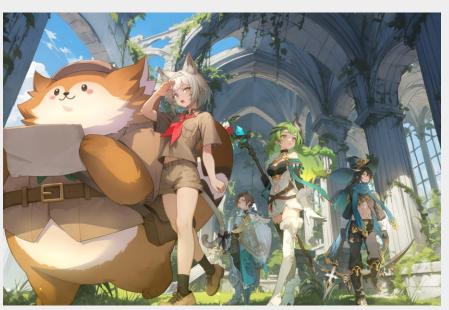








7th Anniversary Celebration @TW/HK Kuromi & My Melody Collaboration



6.5th Anniversary Commemoration @JP October, 2025





Officially Launched in Europe, America, and Southeast Asia on November, 4th













New Class & IP Collaboration









July 2025: Global Version Launches New Class & Lan lan Cat Collaboration







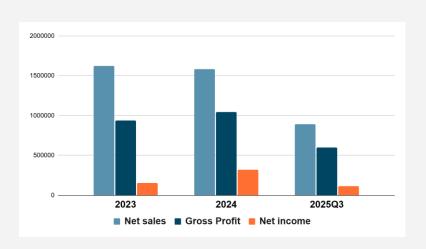
October 2025: New Class & BUGCAT CAPOO Collaboration



# **O3** Financial Overview

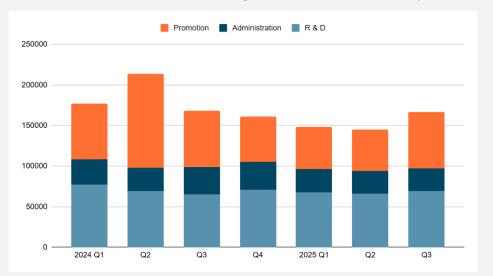
#### Financial Conditions in the last 3 years

NT\$(thousands)



	2023	2024	2025Q3	
Net sales	1,623,649	1,584,132	894,349	
Gross Profit	939,752	1,043,807	600,635	
Net Income	156,081	317,591	113,443	
Gross Margin	58%	66%	67%	
Net Profit Margin	10%	20%	13%	

#### **Quarterly Operating Expense Analysis**



NT\$(in thousands)

	2024Q1	Q2	Q3	Q4	2025Q1	Q2	Q3
Promotion	69,010	115,798	69,746	55,916	51,750	51,081	69,540
Administration	30,737	28,260	33,517	34,244	28,286	27,904	27,607
R & D	77,486	69,422	65,147	70,841	68,091	65,828	69,554

# Future Outlook

#### **2026 Strategic Priorities**





• **Phased Review:** Drive innovation, review metrics

Boost Development: Accelerate R&D & production



Business
Directives

• Validate Commercialization: Paid testing, reduce ad risks

• Strictly Monitor Return Rate: Optimize budget allocation

• Lon-lasting Games: Continuous content, stable ops



**Expansion** 

• Cross-Platform: Be basic feature

New Partnerships: Explore new collaborations

### **Evergreen Portfolio & New Projects**





#### **Mobile Games**

- Stable operations, enhanced player engagement.
- Pew Pew Slime: launch in Taiwan & Hong Kong in 2026 H1.



**PC Games** 



**New Project** 

- Continuous content updates of Global version.
- Explore new markets overseas.

- Light MMORPG
- Idle/Casual RPG





### Pew Pew Slime: 2026 Q1





- Release Regions: Taiwan & Hong Kong
- Monetization Design: Balancing gameplay and revenue
- Collaboration of well-known sticker IP
- Simultaneously release of H5 web version





### Cross-Platform MMORPG: 2026 Q1

- Create a new market segment
- Define next-generation visual benchmarks
- Deep and innovative gameplay revolution
- Unique growth and emblem system





**Q&A** 

