Code: 6180 TT

gamania

# gamania

# Gamania Group 2022Q1 Investor Conference

March 2022

## **Forward-Looking Statements**

This presentation material contains forward-looking statements and information. Forward-looking statements are statements that are not historical facts, including statements about our beliefs and expectations. Any statement in this presentation material that states our beliefs, expectations, predictions or intentions is a forward-looking statement. These statements are based on plans, estimates and projections as they are currently available to the management of Gamania Digital Entertainment Co., Ltd. Forward-looking statements therefore speak only as of the date they are made, and we undertake no obligation to update publicly any of them in light of new information or future events, or otherwise. Forward-looking statements involve inherent risks and uncertainties. A number of important factors could therefore cause actual results to differ materially from those contained in any forward-looking statement.

# **Outline:**

## Group Overview

- Industry & Business Outlook
- Group Strategy
- Financial Highlights

# **2021 Highlights**

- Maplestory remained in strong momentum, which hit a record-high sales again in 2021 and February 2022.
- Both 2021 consolidated revenue and net income reached the second highest on record. 2021 consolidated revenue was NT\$11.4 billion, YoY+9%, the net income to owners of the parents was NT\$1.1 billion, YoY+27%, and EPS was 6.3. Gamania Group Board of Directors also approved the distribution of a NT\$5.0 per share cash dividend for 2021, and the payout ratio remained in 80%.

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# **Group Overview**



# **Company Profile**

- Founded: June 1995
- > **IPO:** May 2002 (6180 TT)
- CEO: Mr. Albert Liu
- Capital: NT\$1.75 B

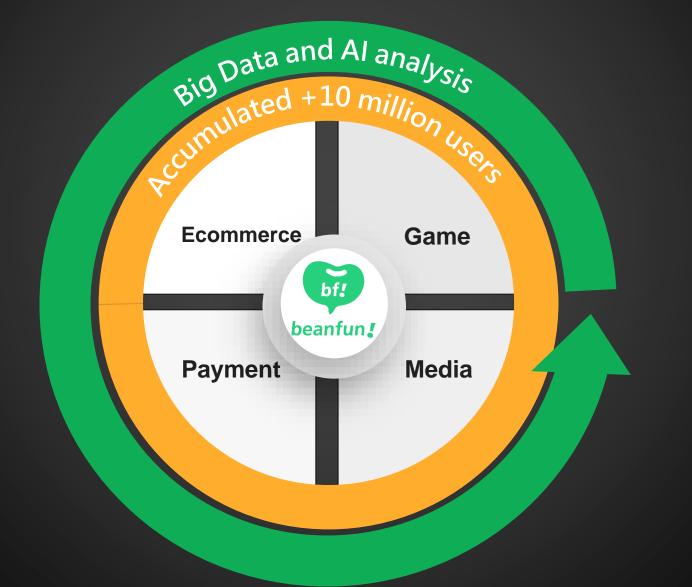


- Market Cap: NT\$11.9 B / US\$416 M (2022/3/17)
- > Headcount: 963 (as of 2021/3/31)
- > Major Business: Game, Ecommerce, Payment, Media
- Vision: beanfun! Ecosystem

# **Our Vision**

## 🖗 beanfun !

### beanfun! ecosystem with four major business and massive traffic



# Industry & Business Outlook



# **Keep Achieving The Record In Games Industry**

#### Leader In Online Games

Role Model In Mobile Games In Taiwan



18 Million Members



↑ 6 Million Members 12<sup>th</sup> year in Taiwan

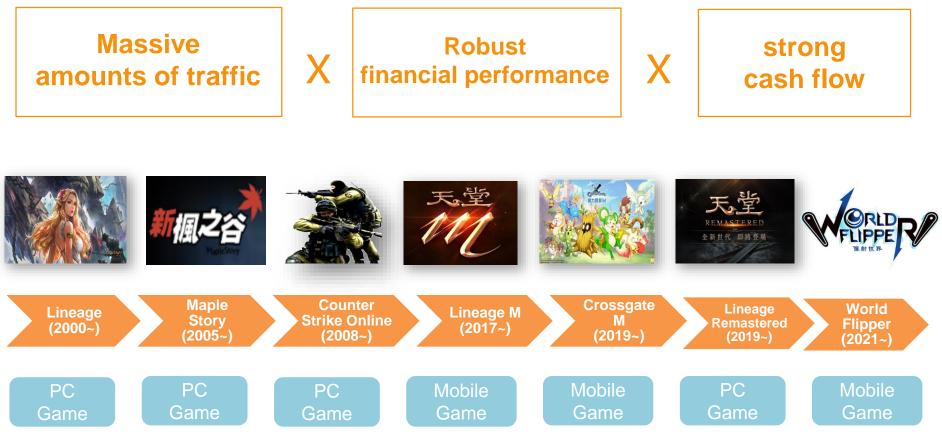


**† 9 Million** Members **20<sup>th</sup>** year in Taiwan



## **Best Partner To Operate Popular Games**

Gamania group operates games with **popular classical IP** successfully in Taiwan and Hong Kong over 26 years, and have the most market share.



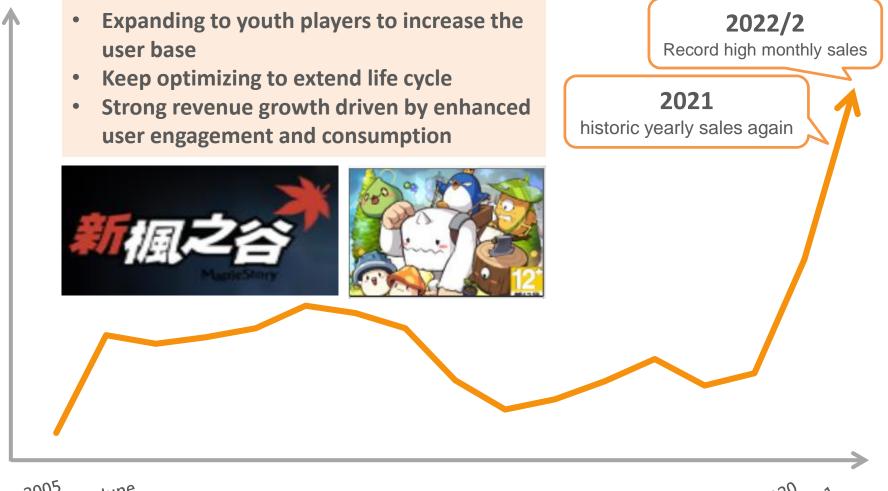
# Lineage M Ranks Top 1 Since Launching In Taiwan



#### Source: App Annie

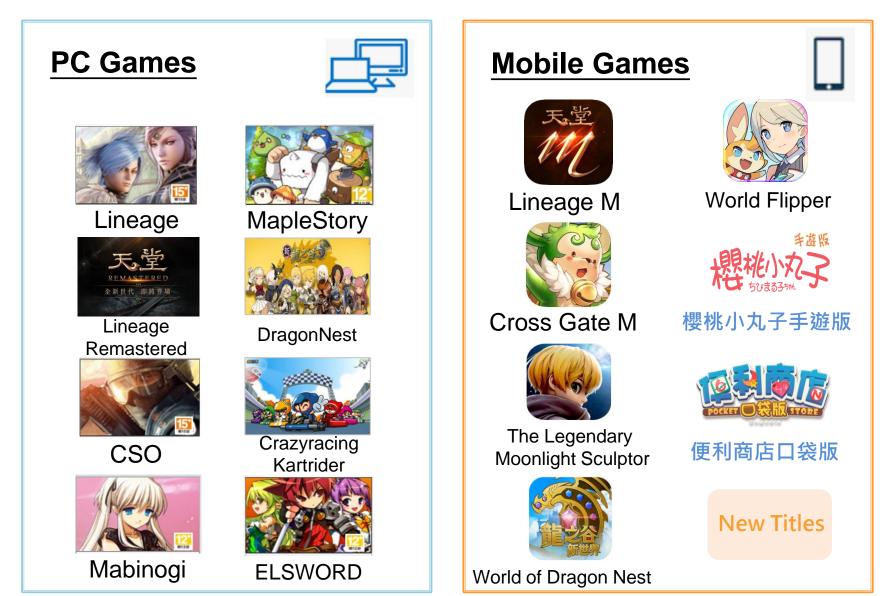
## MapleStory Strong Momentum Resulted In A Historic Sales

#### Yearly sales



2005 Iaunch in June

## **Key Titles PC & Mobile Games**



## Ecommerce



#### Taiwan first ecommerce platform focusing on Anime, Comics, Games and Novels(ACGN) products as its core services

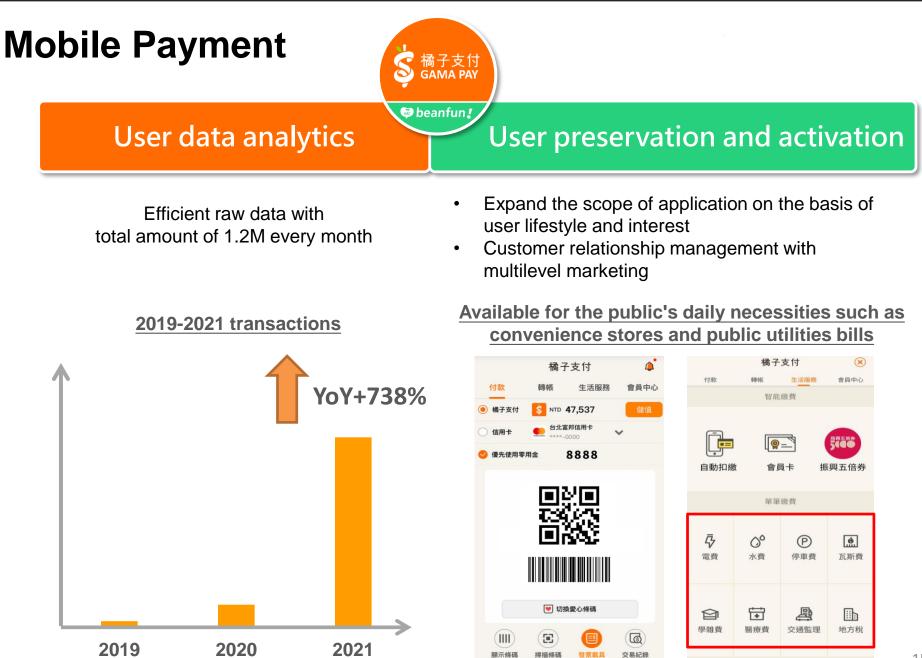
## **Enhance differentiated marketing**

- Upgrade customers experience through gaming and social media
- Release the new product: Online Blind Box in 2021
- Expand the categories in 3C & home appliances, toys and figures

## Apply big data

Recommend the products to the customers on the basis of tracking data to strengthen customers experience





## **Game points**

Provides integrated services and innovative and secure transaction model

**G**ASH

#### **GASH Store**

gash point card marketing gift bag marketing external channel cooperation introductory marketing

#### **Chain Channel**

channel cooperation discount tickets cp service integration and promotion

#### **Traditional Channels**

offline system integrator GASH marketing and integration internet café system cooperation **Blockchain as a Service** 

Blockchain Tech development NFT development and publish GameFi development and promotion Defi application services

#### **Ecommerce Partners**

GASH marketing gift bag marketing discount tickets

#### **Convenience Stores**

point card/gift bag/exclusive card marketing convenience store cross integration brand gift card

## Media

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The most influential media in Taiwan, NOWnews delivers professional and diverse news to Chinese readers worldwide

AB新聞 NDWnews

> Conetter provides partners comprehensive and integrated services, explores deep into the online users' demands, and connects with a variety of Media to maximize marketing performance

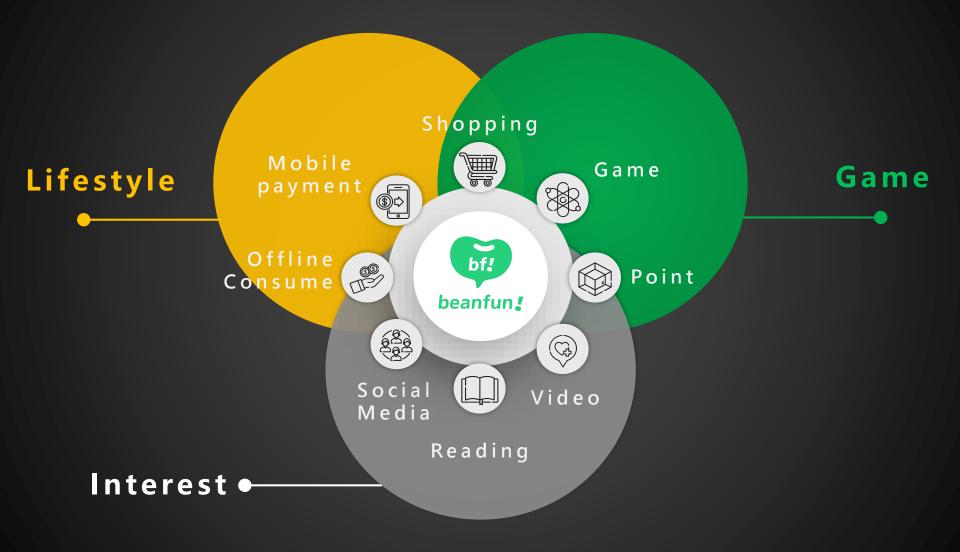
With many years of customer service experience, Ants Power provides strong support for its clients with its organizing skill and resource allocation through social marketing

# **Group Strategy**



## beanfun! Ecosystem

## 🖗 beanfun !



## Al and Big Data Center

## beanfun!



consolidate users services





Analysis article and picture

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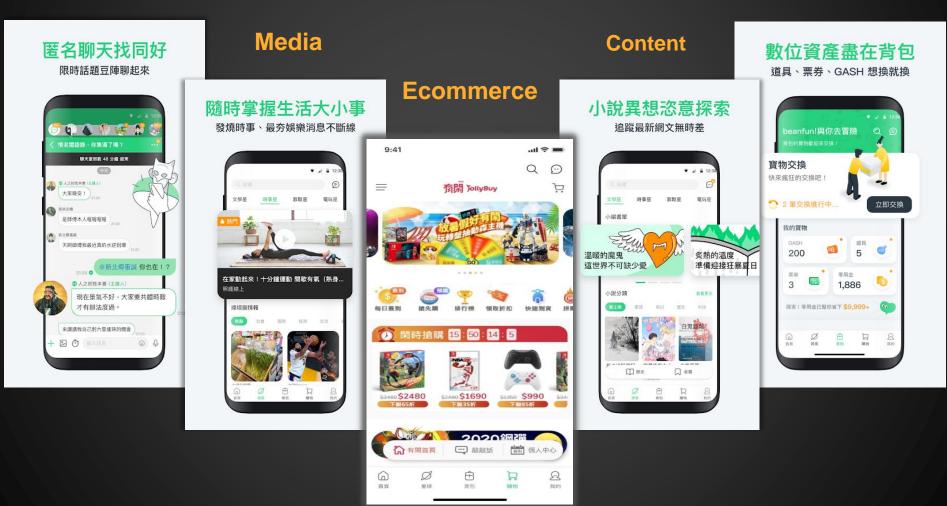
added value of data application

## beanfun! Services

## 🖗 beanfun!

Communication

#### llO



# beanfun! Opportunity

## 🔀 beanfun !



## Build up the first Taiwan ecosystem enterprise Beyond Games, Into Life!

# **Financial Highlights**



## Financial Analysis: Revenue Breakdown

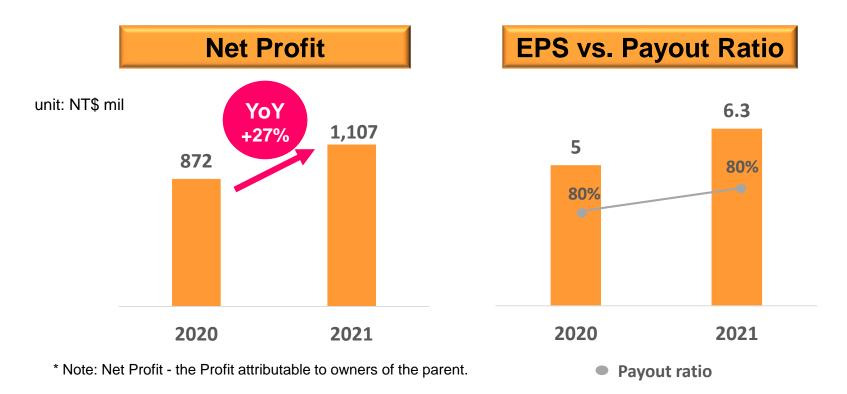
 2021 consolidated revenue was NT\$11.4 billion, YoY+9%, primarily driven by outperformance of MapleStory, which hit a record-high sales again, moreover, solid performance of the new title as well as various business units also lifted consolidated revenue to the second highest on record.



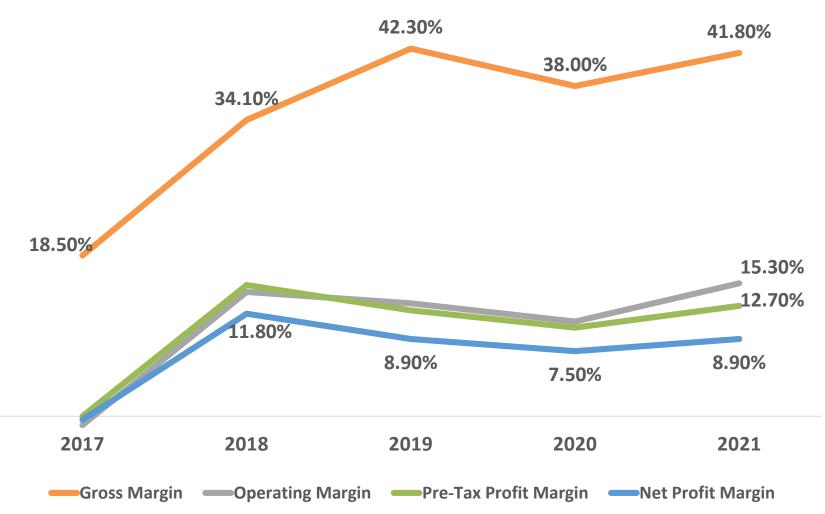
\*Note: Others revenue is composed of GASH point, service revenue and sales revenue

# Financial Analysis: Net Profit And Payout Ratio

- 2021 The net income to owners of the parents was NT\$1.1 billion, YoY+27%, and EPS was 6.3. Both consolidated revenue and net income reached the second highest on record.
- The distribution of cash dividend for 2021 would be NT\$5 per share, and the payout ratio remained in 80%.



## **Financial Analysis: Last 5 Years Profitability**



## **2021 Consolidated Income Statement**

Unit: NT\$ million	2021	2020	YoY%
Consolidated revenue	11,372	10,443	9%
Operating costs	6,615	6,474	2%
Gross profit	4,757	3,969	20%
Selling expenses	1,209	1,200	1%
General and administrative expenses	1,353	1,250	8%
R&D expenses	391	346	13%
Expected credit impairment loss (gain)	71	36	97%
Total operating expenses	3,023	2,831	7%
Operating income	1,734	1,137	52%
Total non-operating income and expenses	-326	-72	354%
Profit before income tax	1,445	1,066	36%
Income tax expense	436	283	54%
Profit for the period	1,009	782	29%
Profit (loss) attributable to owners of the parent	1,106	872	27%
Profit (loss) attributable to non-controlling interest	-97	-90	8%
Basic EPS	5.00	6.30	
Diluted EPS	4.94	6.21	

# **2021 Consolidated Balance Sheet**

Unit: NT\$ million	2021.12.31	2020.12.31
Current assets	5,432	4,383
Cash and cash equivalents	3,419	2,398
Accounts receivable	888	963
Other receivables	263	261
Prepayments	352	423
Other current assets	278	100
Non-current assets	4,040	4,922
Financial assets at fair value through other comprehensive income-non- current	199	183
Investment accounted for under equity method	121	205
PP&E	2,797	2,845
Intangible assets	631	1,412
Total assets	9,473	9,305
Current liabilities	3,459	3,580
Short-term borrowings	100	226
Accounts payable	634	505
Other payables	1,910	2,116
Non-current liabilities	161	214
Long-term borrowings	-	80
Total liabilities	3,620	3,793
Equity attributable to owners of parent	5,408	4,985
Share capital	1,755	1,755
Non-controlling interest	444	527
Total Equity	5,852	5,512
BPS	30.82	28.40

# Q&A

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# Thank You

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