

Have a Good GAME!

Gamania Digital Entertainment



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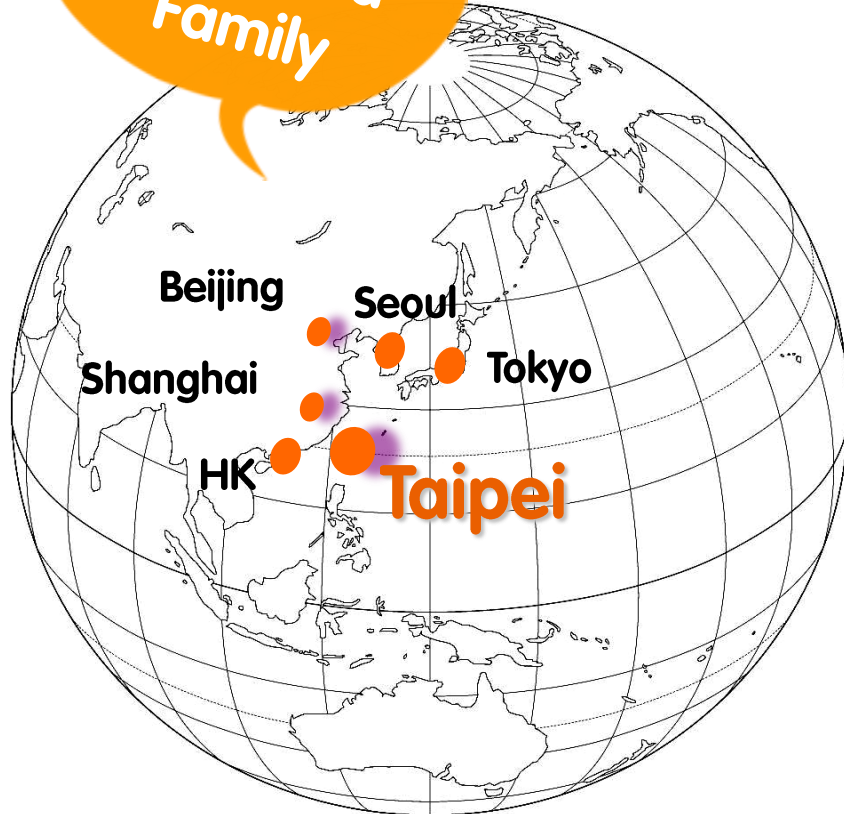


Company Overview

Leading Online Game Service Provider



Gamania
Family



Snapshot

- Online game operator and developer
- Headquarters in Taipei
- Subsidiaries in Taipei, Tokyo, Hong Kong, Beijing, Shanghai, & Seoul
- Listed in 2002 (6180.TT)
- Paid-in Capital up to NT\$1,589m (US\$47m)
- Employees around 1,260

Game Titles in Operation

- Operates **24** MMOGs, "Lineage" & "Maple Story" are major titles
- Operates **18** Casual Games, "CSO", "Kart Rider", "BnB", & "Mabinogi" are popular
- Launched **14** new titles in 2008 and **12** new titles in 2009

Profiles of Major Operating Entities



Entity Name



1. Setup Time

1995

2000

2001

2004 *(Invested)*

2. Location

Taipei

Hong Kong

Tokyo

Taipei

3. Business

**Game Operator
& Developer**

Game Operator

Game Operator

Game Operator

4. Capital

NTD\$1,589m

HKD\$36m

JPY\$330m

NTD\$112m

5. Employees

670

60

69

108

6. MMOG titles

15

20

6

6

7. Casual titles

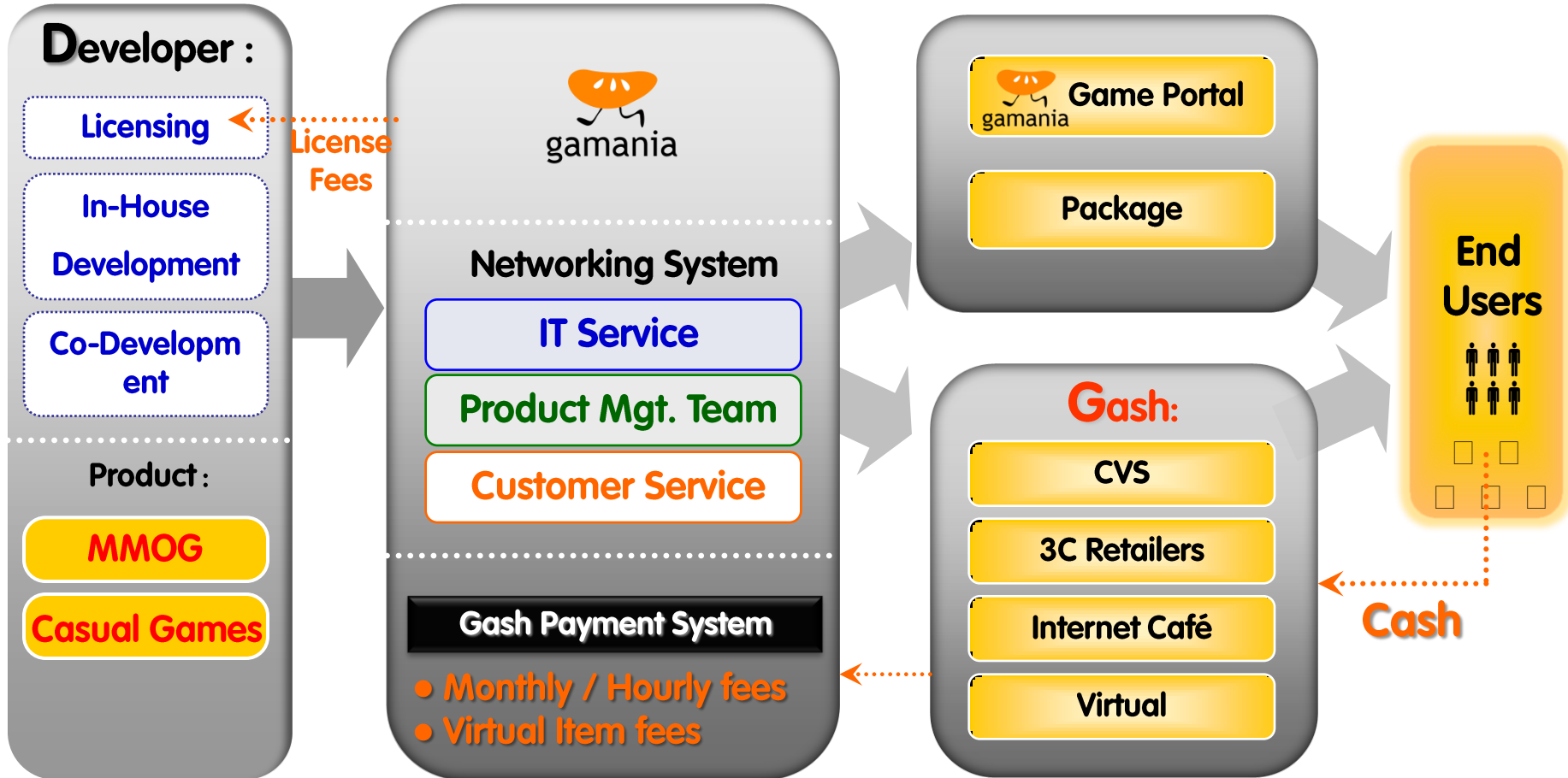
11

14

1

6

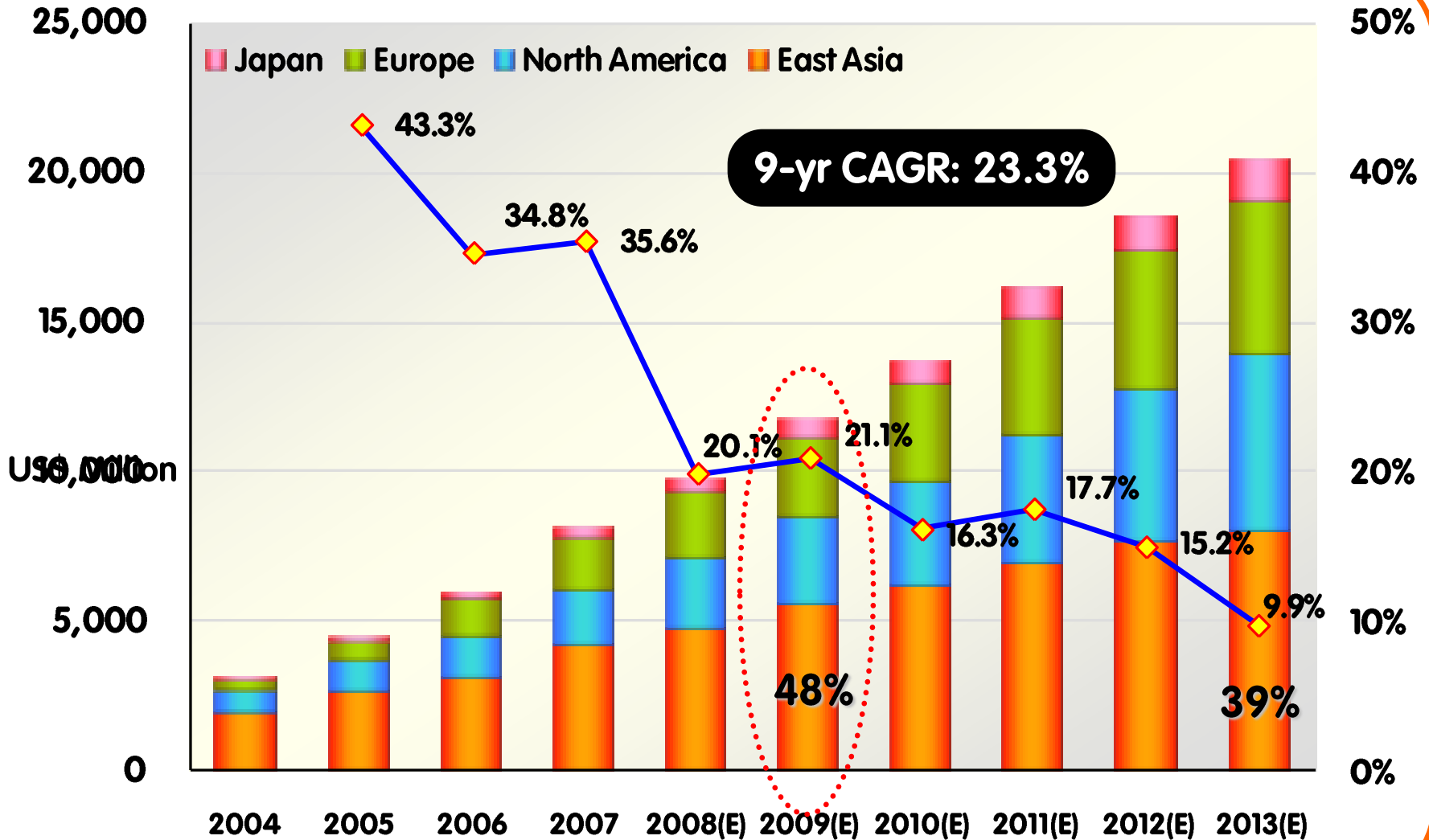
Business Model





Industry Outlook

Global Market

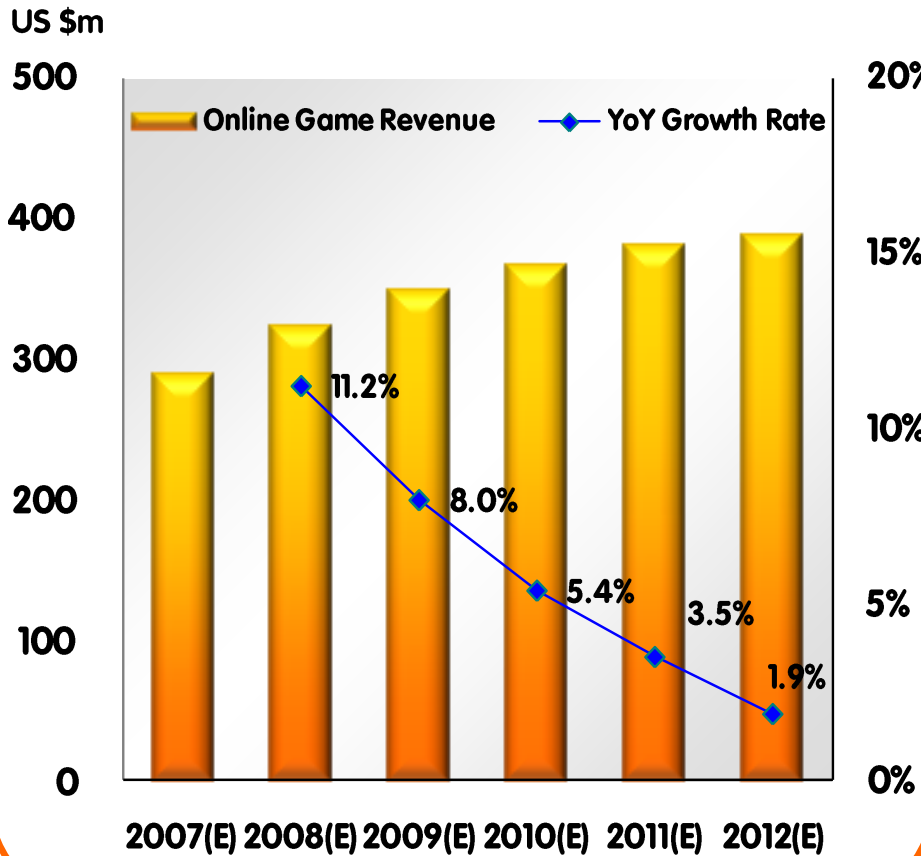


Source: DFC Intelligence (2008)

Taiwan Market

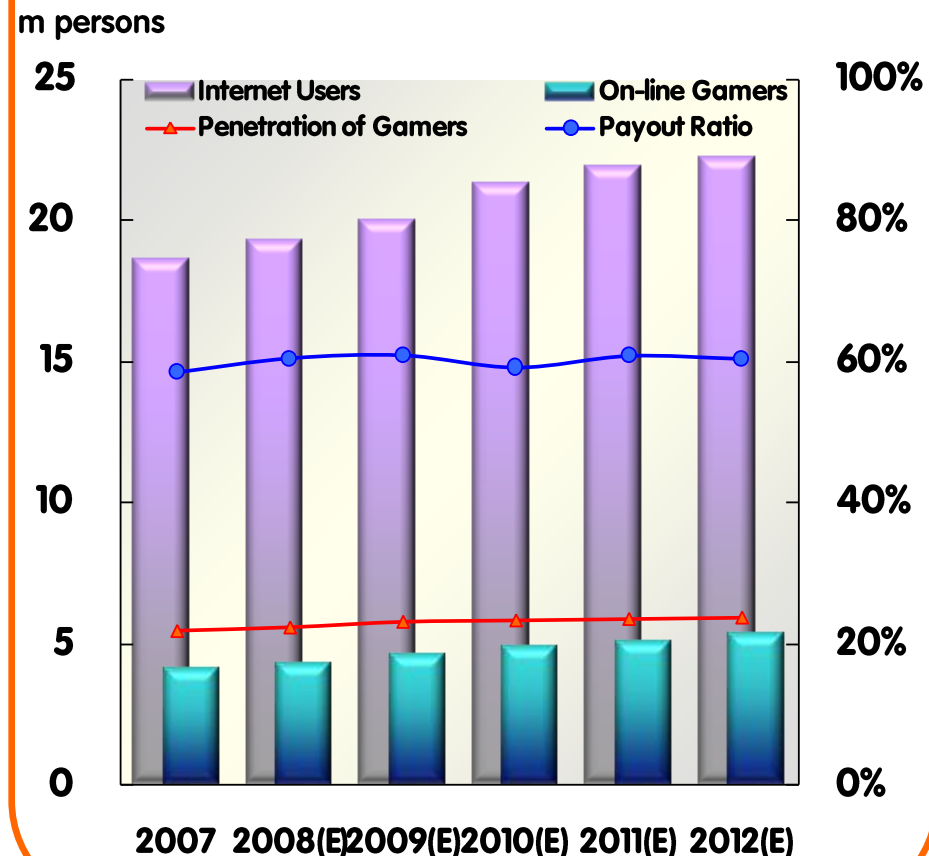


Taiwan Online Game Market



Source: IDC (2008)

Internet Users vs. Online Gamers

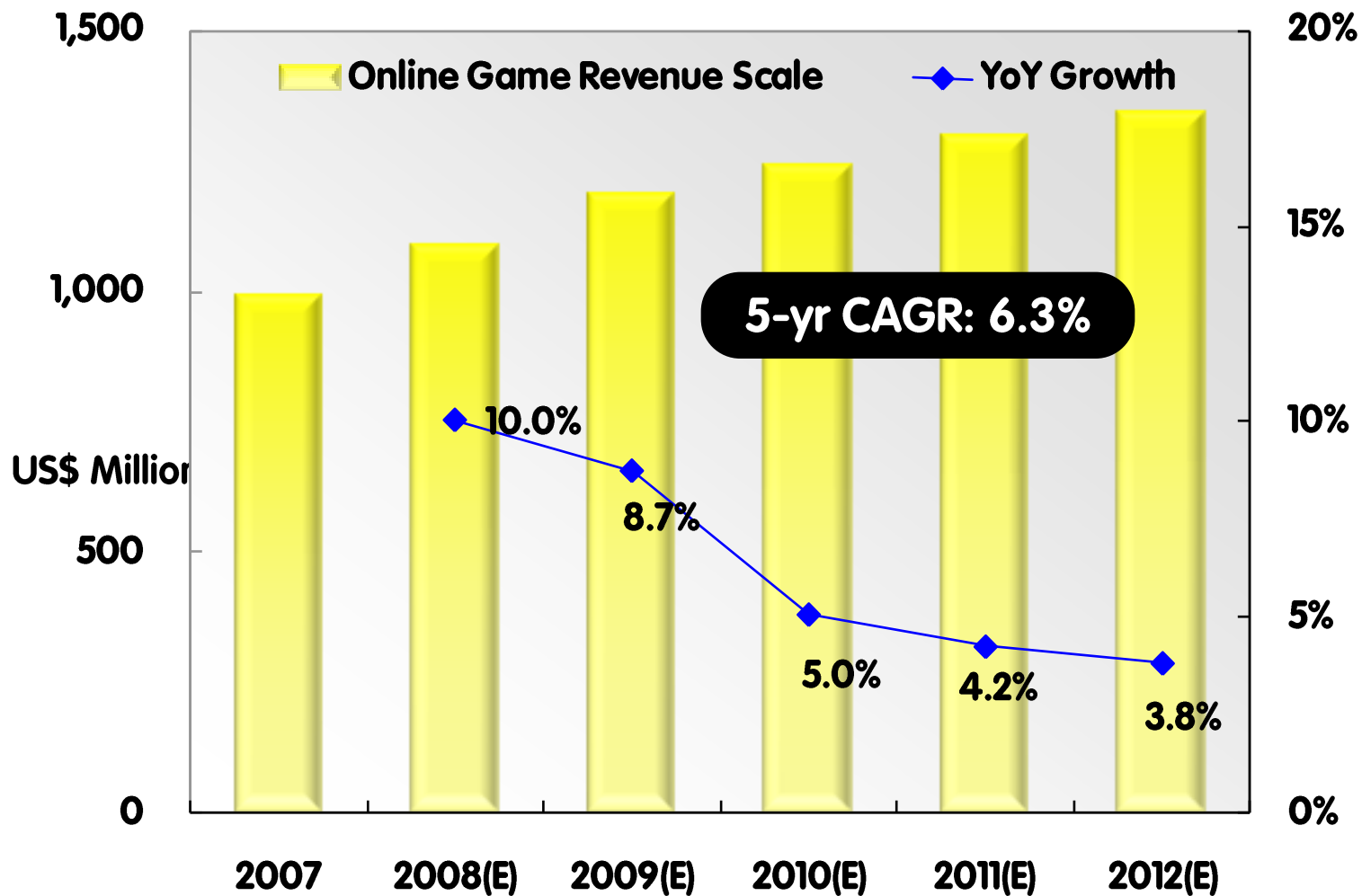


Source: IDC (2008)

Korea Market

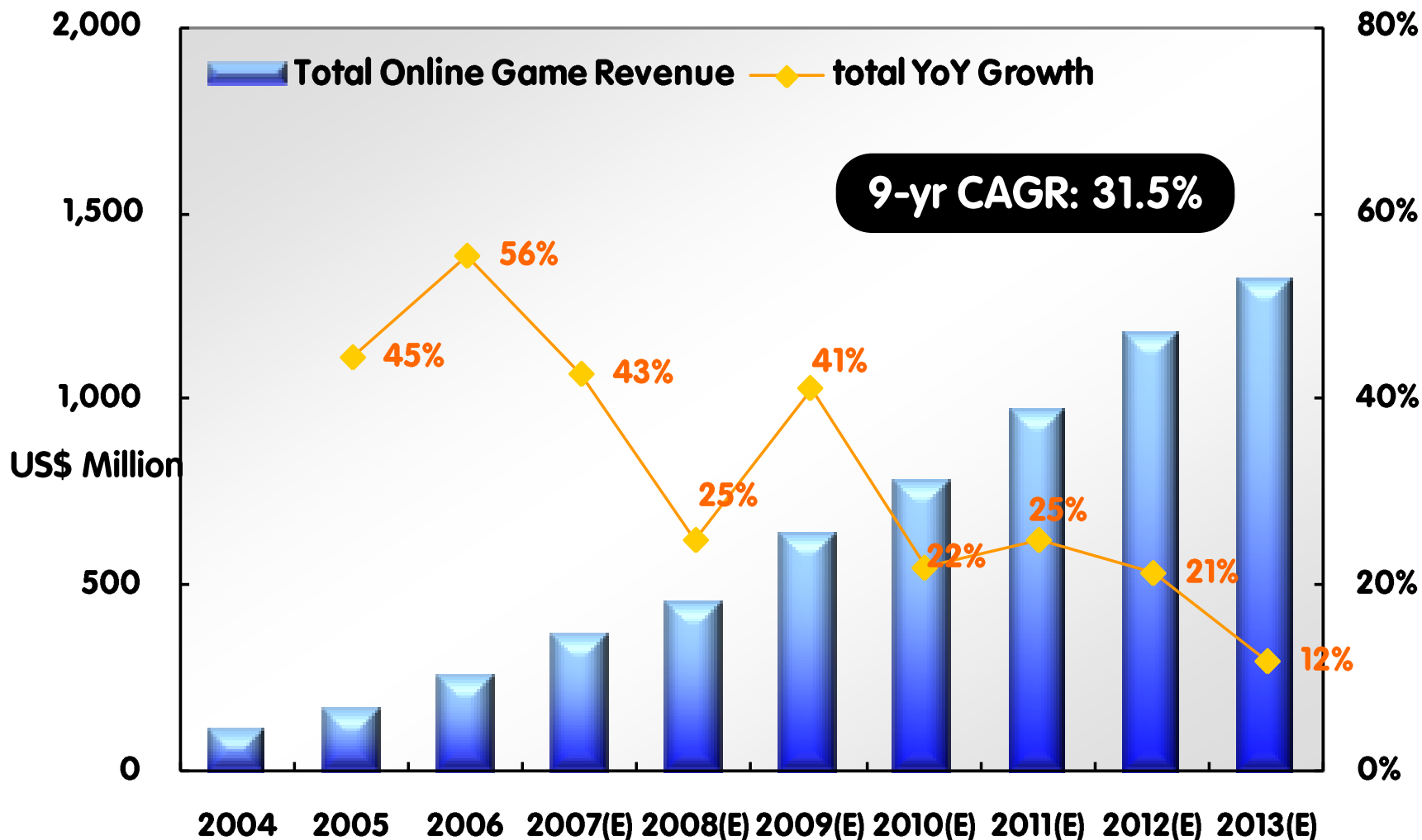


Korea Online Game Market Scale



Source: IDC (2008)

Japan Market



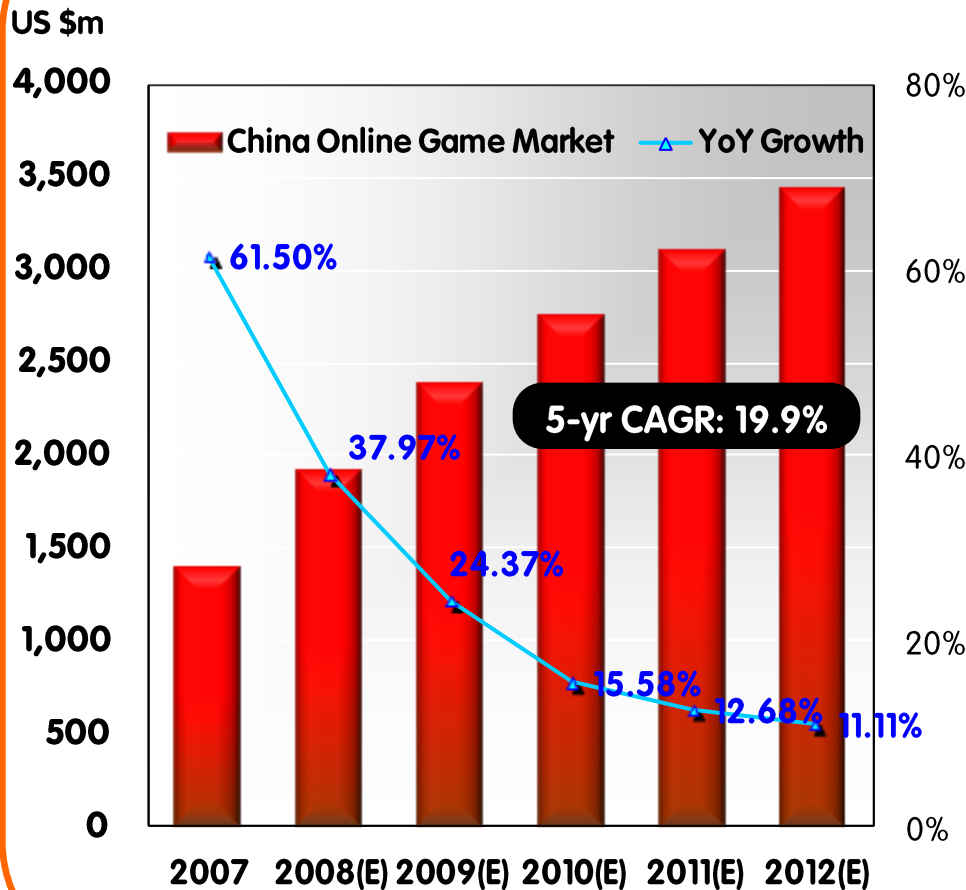
Source: DFC Intelligence (2008)

* The survey excluded the game revenues created by communication devices such as mobile

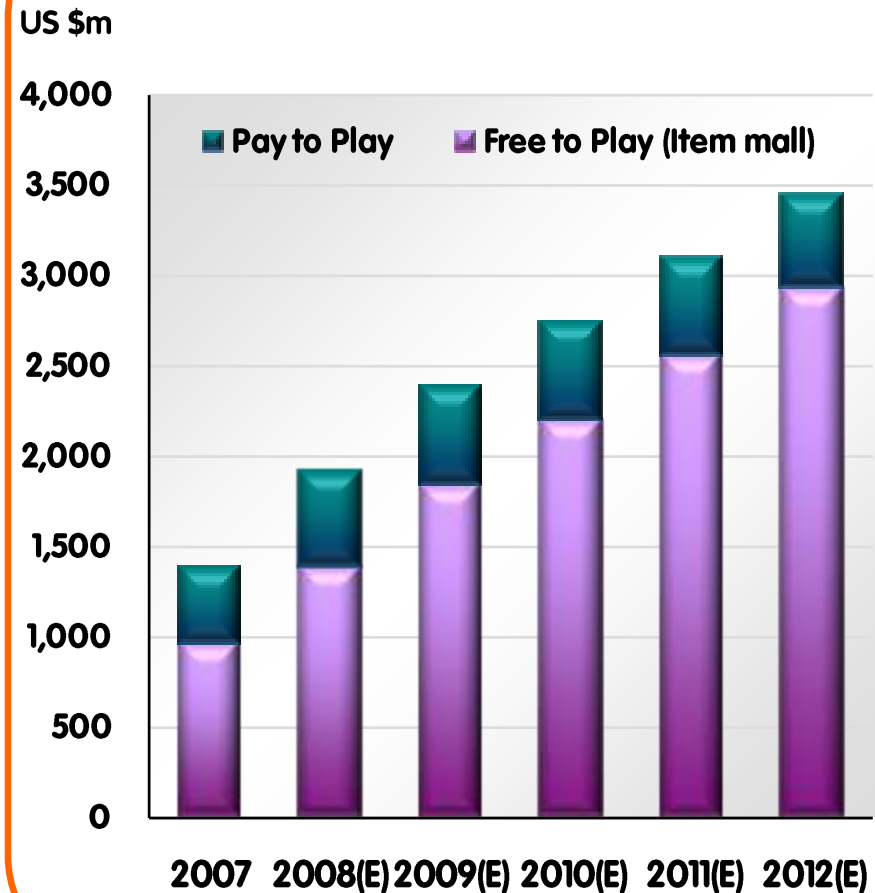
China Market



China Online Game Market Scale



Revenue by Payment Model



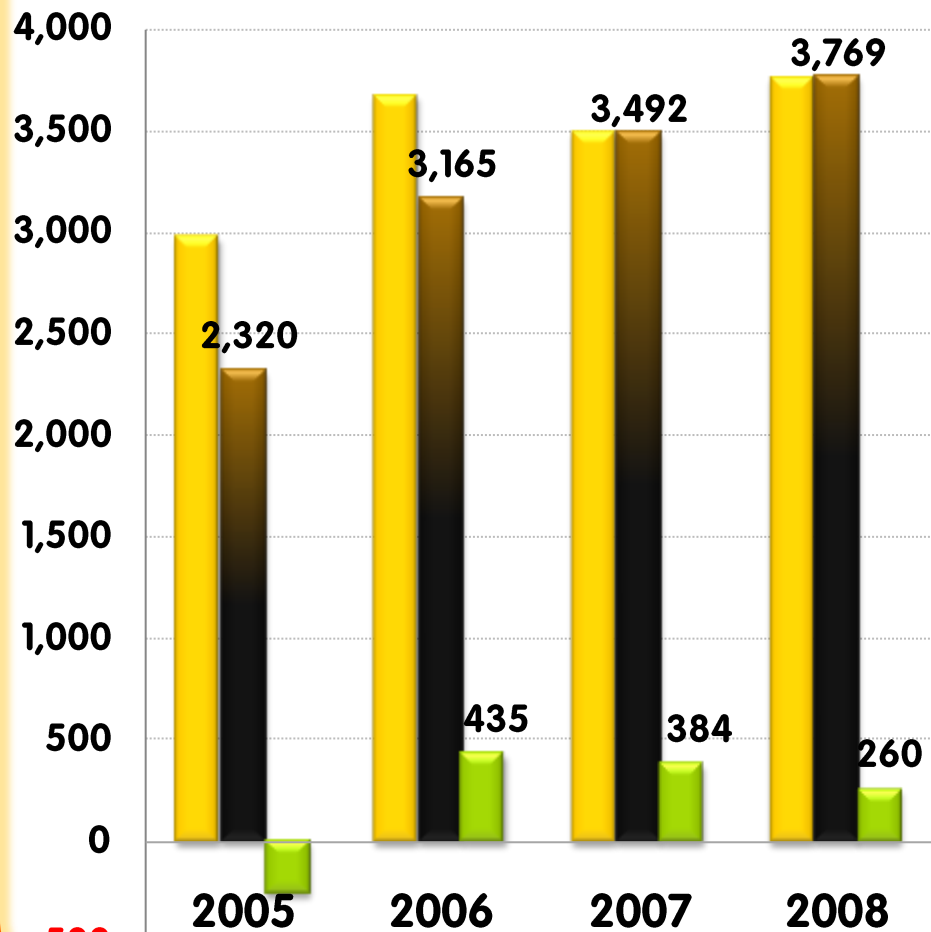


Operating Performance

Consolidated Results of Gamania Group

Annual Financials

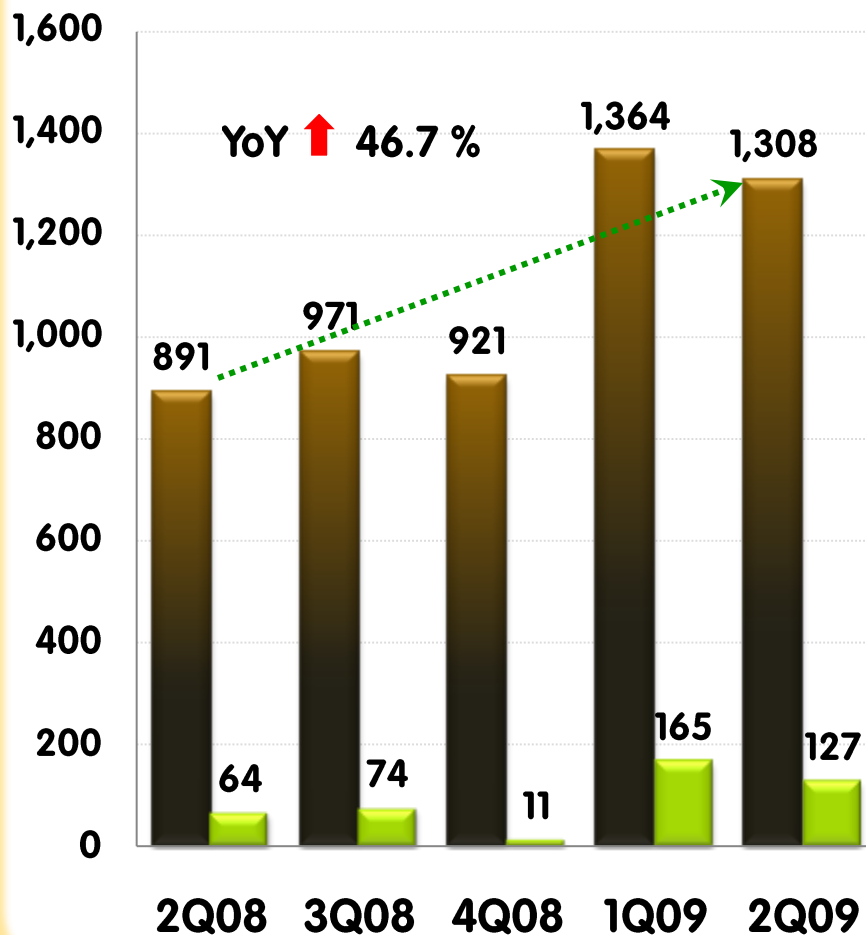
NTD\$ m ■ Revenue (GAAP) ■ Revenue (Non-GAAP)* ■ Net Income



Source: Company Data

Quarterly Financials

NTD\$ m ■ Revenue ■ Net Income



Source: Company Data

*Non-GAAP basis reconciles NC Taiwan's contribution in revenue from FY05 to FY 07



Investment Highlights

Growth Strategy

Penetration

Excavate more players through diversified titles



Vertical

Enhance R&D Capability



Horizontal

Target China & Western Markets next



Diversification

Create new application of digital entertainment



Q & A Time





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