



Presentation to  
**Institutional Investors**  
on

**Gamania Digital Entertainment Co., Ltd.**

*Group CFO Office - IR*

**May 2005**

# Disclaimer

- This presentation material contains forward-looking statements. 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. 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.

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- Summary

# **Macro Overview**

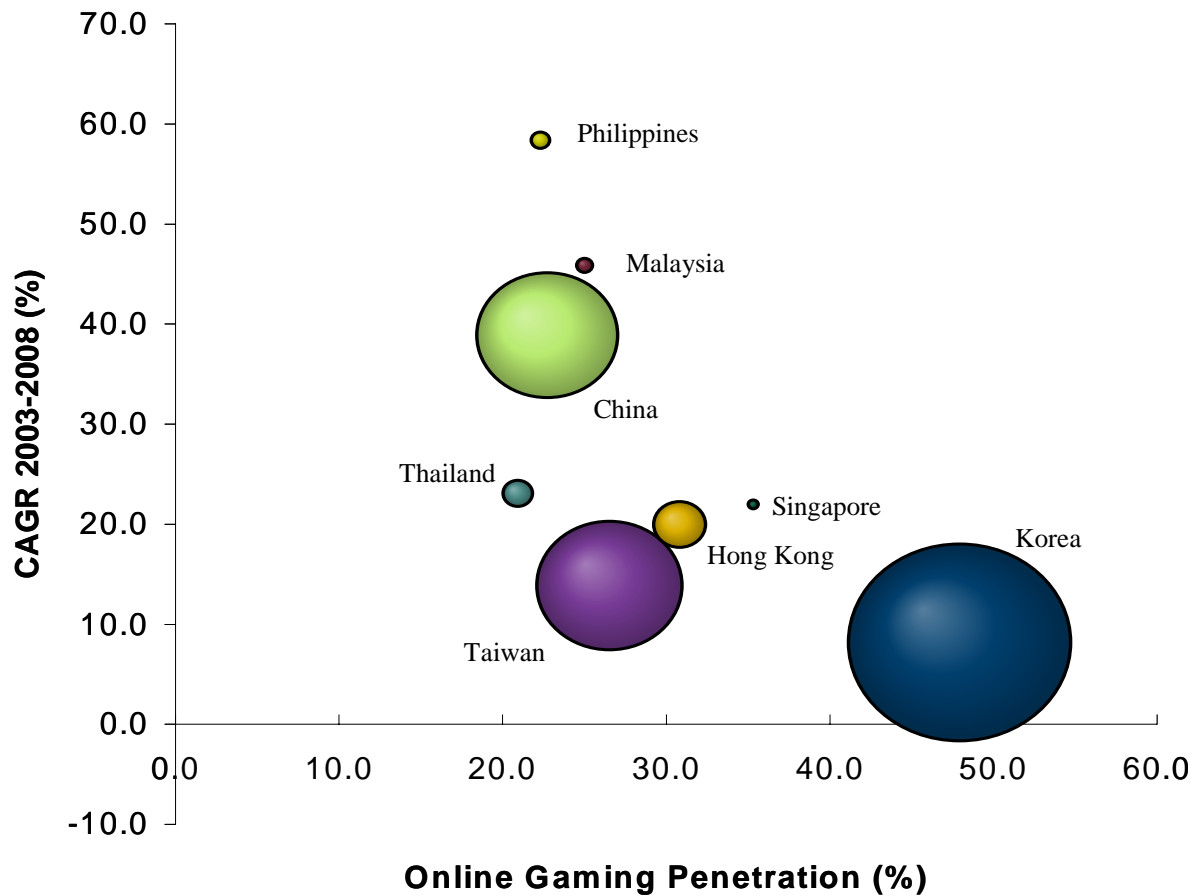
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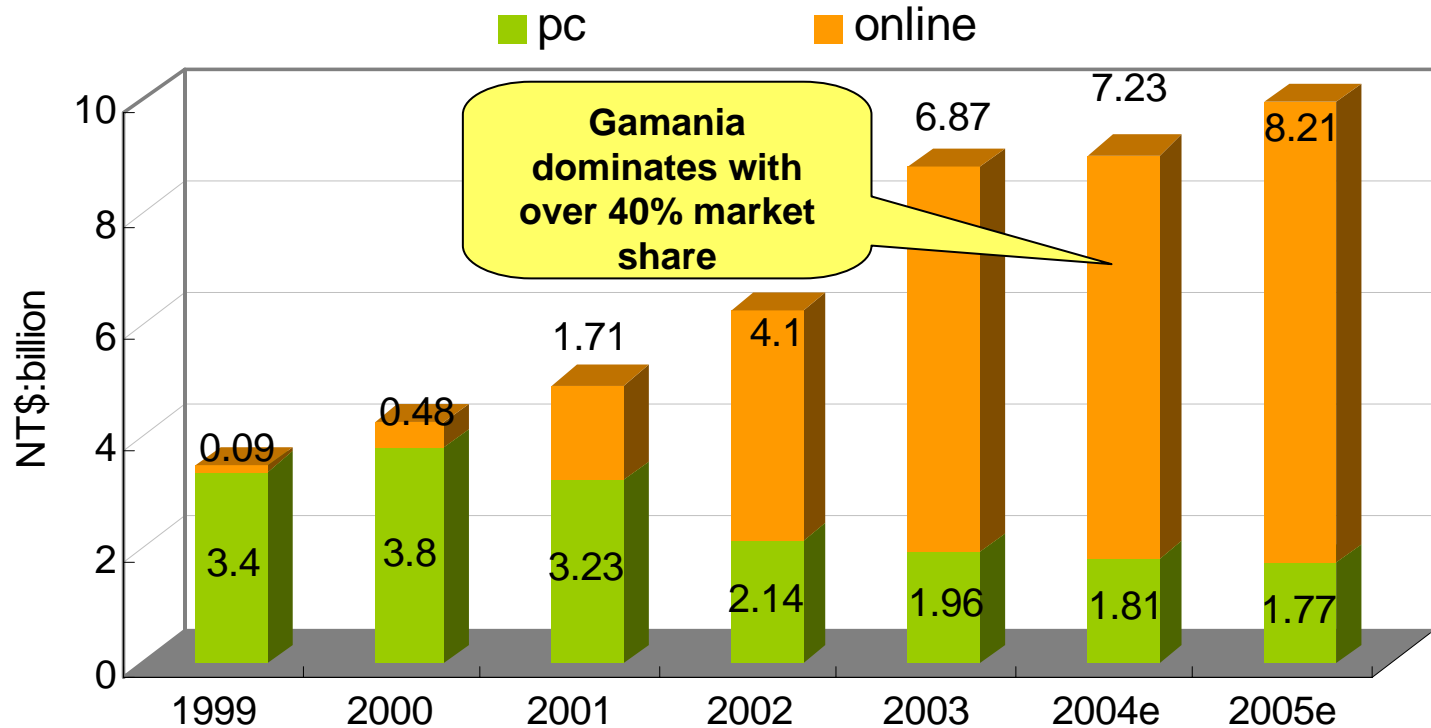
# Asia Pacific Online Game Market



Source: IDC, 2004/5

# Taiwan Online Game Market

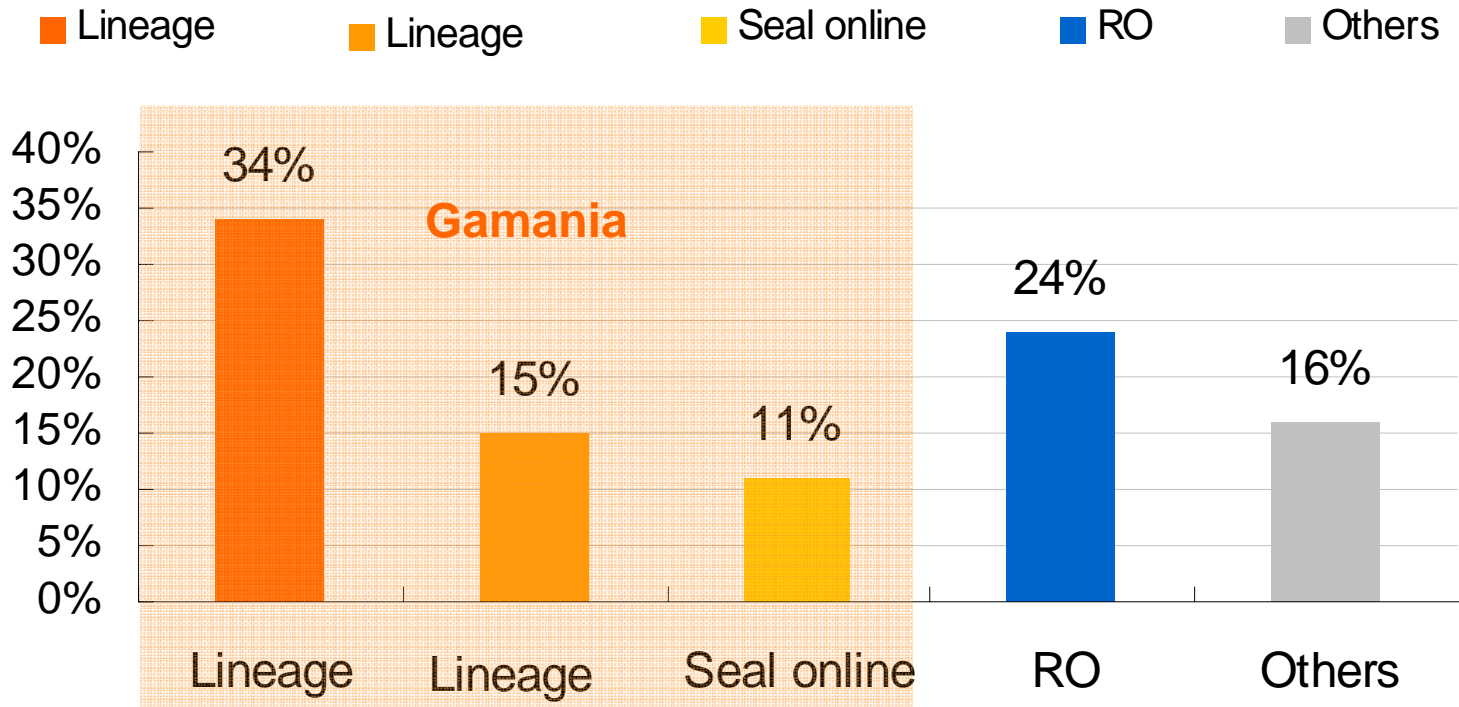
Taiwan's Online Game vs. PC Game Market Size



Source: MIC, Gamania estimates 2004/11

# Taiwan OLG Market Share Breakdown

## ACNielsen Survey Results



Survey sample size:740

Source: AcNielsen 2004/06

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# Corporate Brief

<b>CEO</b>	<b>Albert Liu</b>
<b>Incorporation</b>	<b>June 1995</b>
<b>IPO</b>	<b>May 2002</b>
<b>Revenue</b>	<b>2003 (actual): NT\$1,904m (US\$60m) 2004 (audited): NT\$1,941m (US\$62m)</b>
<b>Employee</b>	<b>1000+ Worldwide (800+ in Taiwan)</b>
<b>Data Center</b>	<b>Game Server: 500+ Router: Cisco 12000x2, 6500x5</b>
<b>Bandwidth</b>	<b>6Gb (Taiwan's top 10 in data flow)</b>
<b>Licenses</b>	<b>ISP (Taiwan), ICP (China)</b>

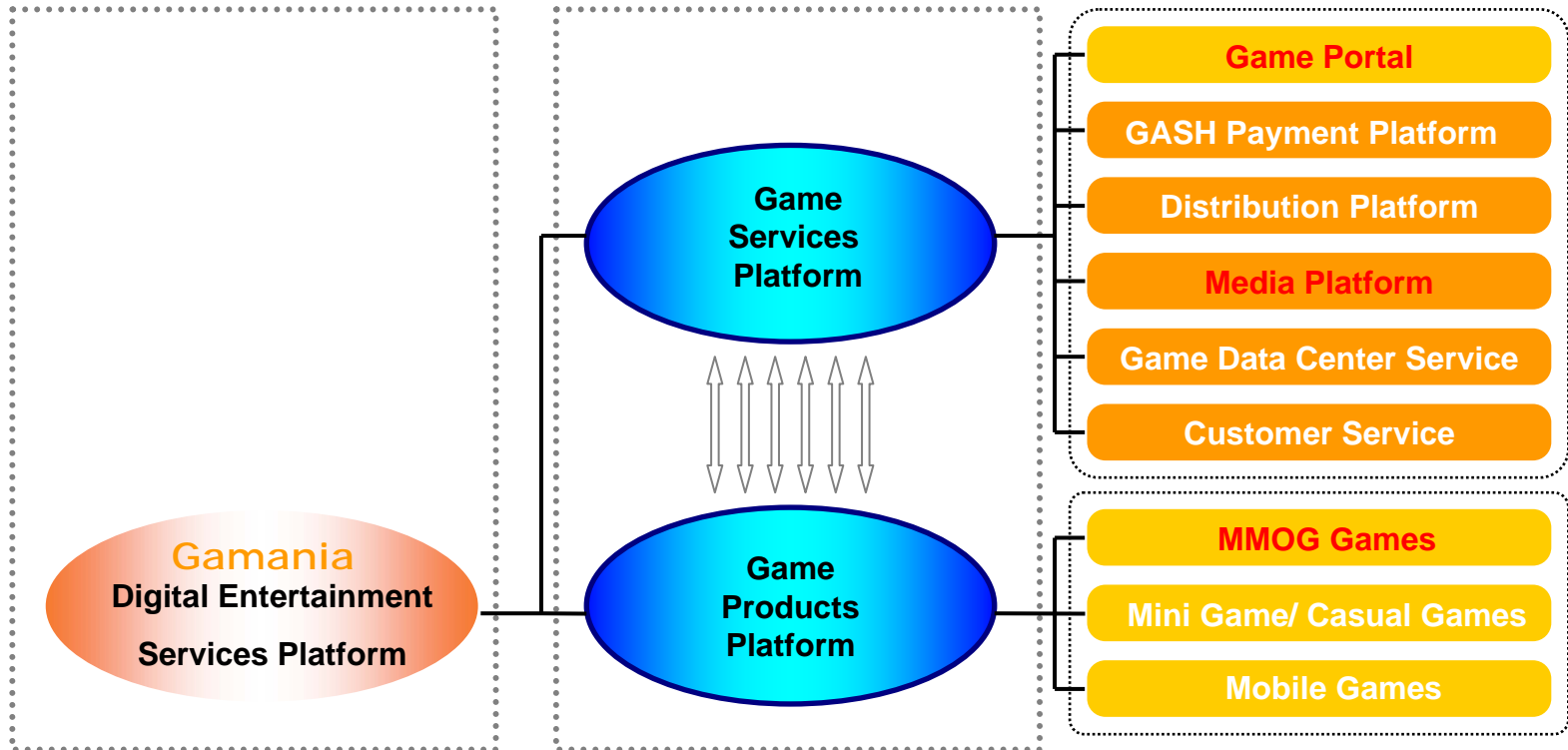


# Gamania's Business Model

Strategic Vision

Platforms

Products & Services



# Online Game Business

## Fantasy

Lineage (NCSoft) 2000

Laghaim (Nako) 2002

EverQuest (SOE) 2003

Lineage II (NCSoft) 2004

EQeast (SOE) 2005

## Strategy

Great Merchant (Joyon) 2003

## Chinese Martial Art

XMD (Alibangbang) 2005

## Cute Character

SealOnline (Grigon) 2004

Mabinogi (Nexon) 2005

## Casual

CoCoCan (Gamania) 2003

Getamped (CyberStep ) 2005

Maple Story (Nexon) 2005



# Game Portal Business

gamania.com



GASH  
payment  
gateway



Value Added  
Services

MMORPG  
Licensed  
Self R&D  
Third-Party

Mini Games  
Casual Games

# Gamania and SOE Strategic Alliance

- **Establish joint venture**
  - Production on EQeast
  - EQeast expansions
  - New game title production
- **Asia Pacific products operation**
  - Expand the territories of Taiwan, Hong Kong (Traditional Chinese), China (Simplified Chinese), Korea, as well as Thailand, Malaysia, Singapore, Indonesia and the Philippines (English).
- **Core technology transfer**
  - SOE game engines, R&D elements, and technologies will “fast track” Gamania’s game development.
- **China Investment**
  - Utilizing development resources in China to further improve the quality and efficiency of game production for the JV.

Macro Overview

Company & Business Overview

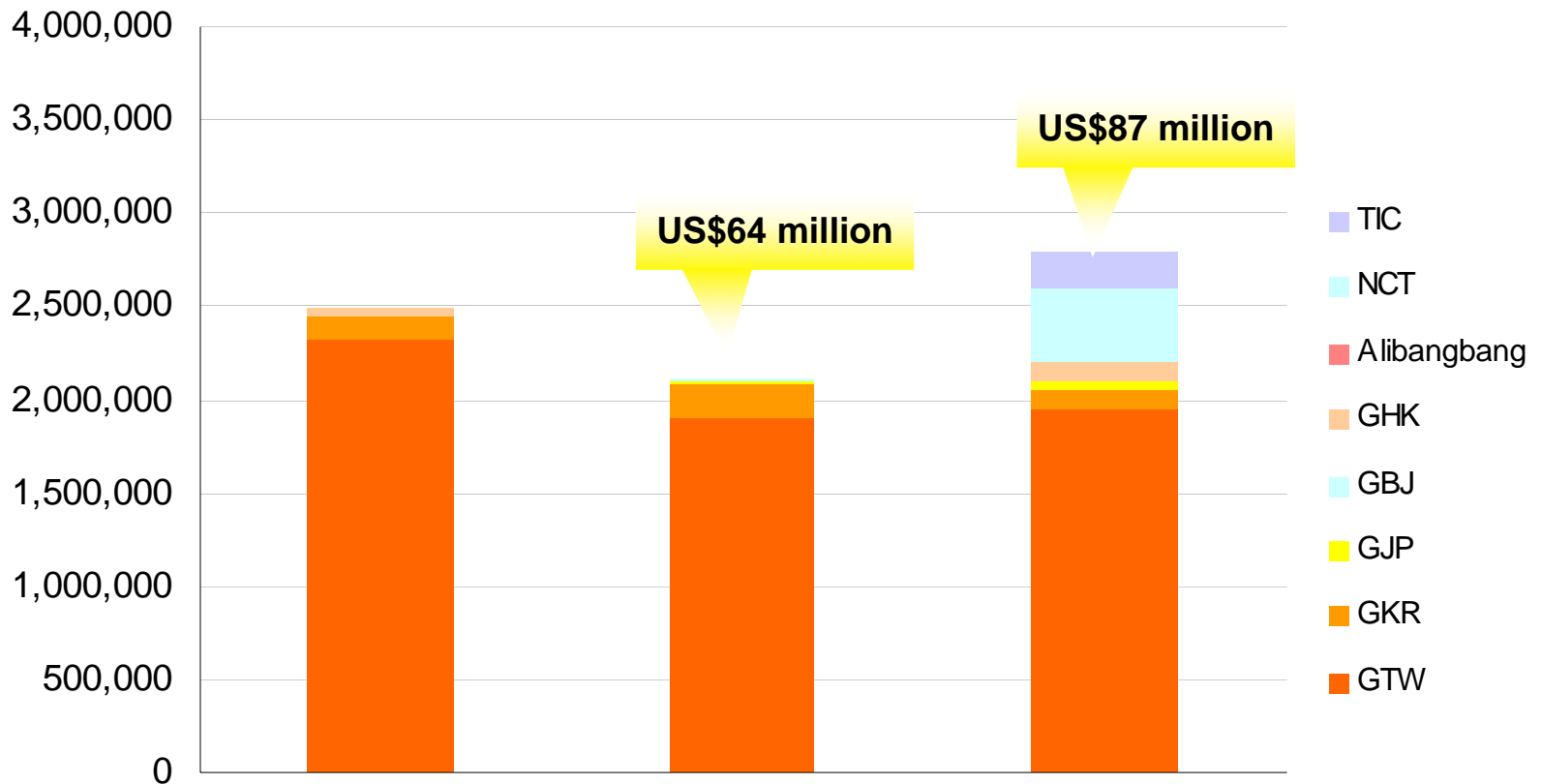
**Financial Results**

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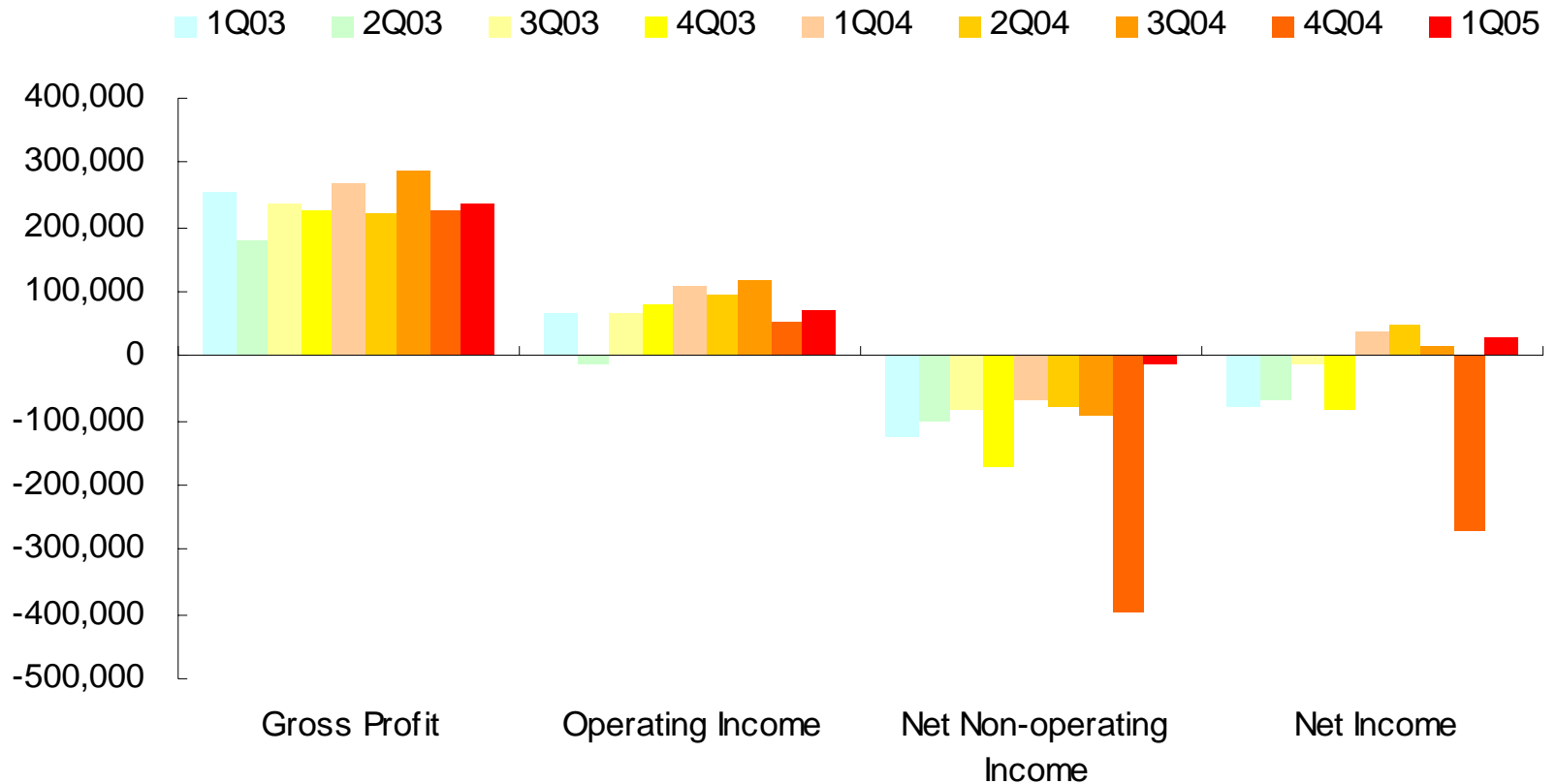
# Sales Revenue – Consolidated

Unit: NT\$000



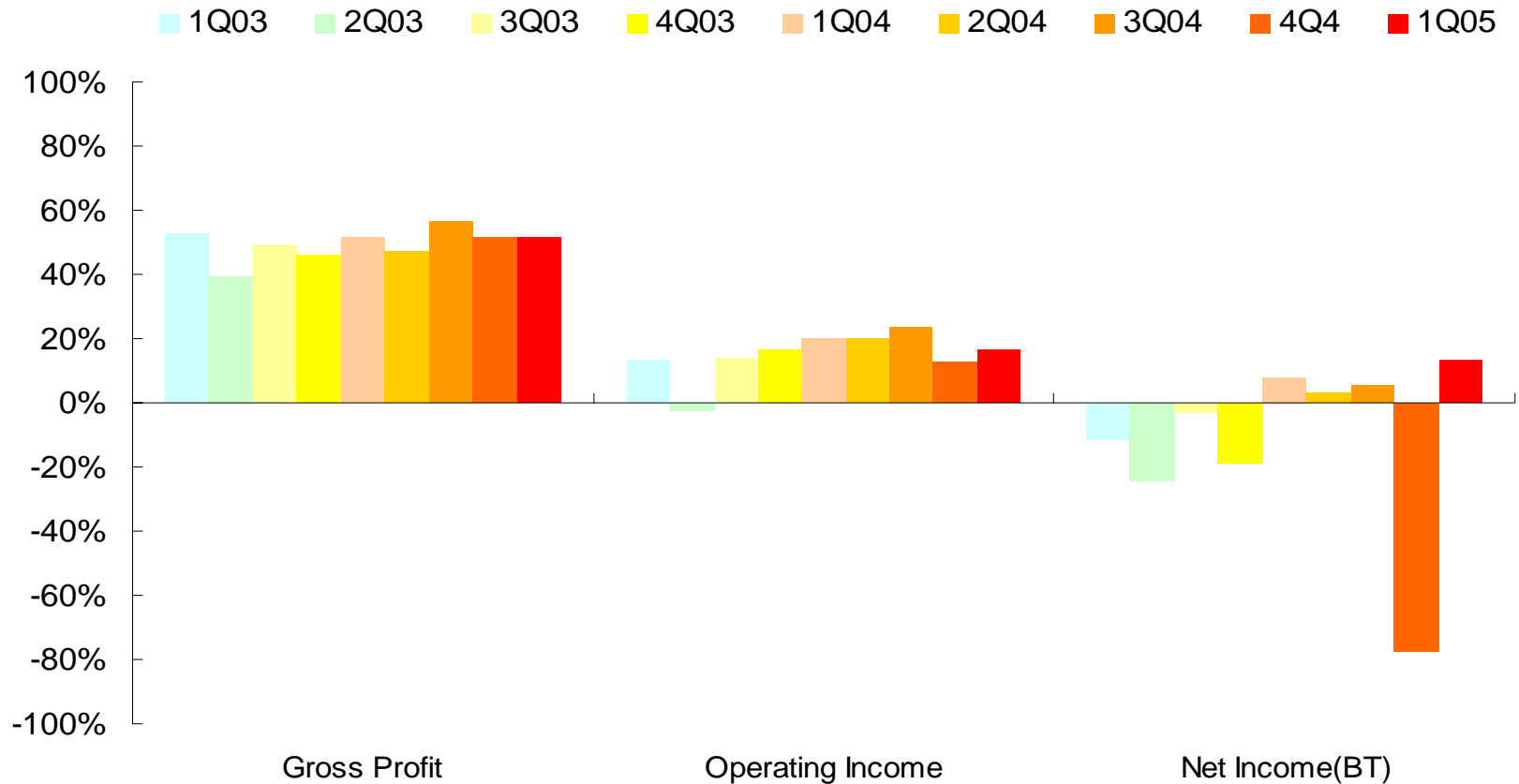
# Income Statement – Quarterly

Unit:NT\$1,000





# Income Statement – Margins Highlights



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# Summary

- **Positive macro outlook**
  - Asia online game market continue to expand rapidly
- **Leading pan-Asia game publisher**
  - Gamania's pan-Asia platform to attract more heavyweight game titles
- **Leading market position in Taiwan and Hong Kong**
  - OLG market share leader with Lineage, L2 and Seal Online
- **New games to fuel substantial sales growth**
  - First tier game titles to provide strong sales growth momentum
- **Continued improvement in financial results**
  - Top-line growth and lowered costs to result in earnings growth



# Thank You!!

Please visit <http://ir.gamania.com/english/>

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