



INTERNATIONAL GAMES SYSTEM CO., LTD
Conference call, 2018

Feb 6th 2018

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1. Company overview

Company overview



Paid-up capital:
TWD 699 million

TPEX: 3293

Enlisted on: 2006/7/12

Number of Employees:
848

Number of R&D
personnel: 636

Share of R&D
personnel: 75%



Major business segments

- Arcade games
- Online games/ mobile games
- Oversea licensing/ publishing

2. Operational performance

Operational performance 2017



(in thousand TWD)	2015	2016	Q1-Q3 2017	2017 projection
Net revenue	1,917,300	3,319,803	2,523,024	3,275,103
Gross profit %	82	80	85	85
Net income	305,267	890,369	686,355	877,782
Earnings per share (TWD)	4.40	12.78	9.82	12.55

Note: The unaudited and announced actual revenue for 2017 was TWD 3,313,694 thousand.

Major product lines 2017



Three Major product lines	Representative products	Product mix 2016	Product mix 2017
Arcade games (Arcade Division)	Amusement	45%	41%
	Chess and poker		
Mobile games (Arcade Division)	FaFaFa Slots / Golden Ho-Yeah	36%	32%
	Golden Tiger		
Mobile games (Online Division)	Chess and poker recreation	19%	27%
	Network RPG		
	Total	100%	100%

3. Key events in 2017

Key events in 2017

- ◆ During 11th ~13th May in GTI Asia Taipei Expo, IGS unveils 28 arcade games and 8 mobile applications to showcase its core strength of R&D. At the booth, visitors can find a vast portfolio spreading from arcade games enjoyable for the whole family, music and dancing arcade games with which teenagers share their leisure time together and the most eye-catching AR and VR games as well.



Key events in 2017

- ◆ During 15th to 18th May in Global Gaming Expo Asia (G2E Asia) at Macao, IGS presents its slot games.
- ◆ On 27 June IGS declares to terminate the joint development agreement of *FaFaFa Slots* with Aristocrat Leisure Limited (Australia).
- ◆ On 29 June, IGS and TV TOKYO Corporation from Japan hold a joint press conference announcing to initiate the project of TV production of *Hero of Robots* in animation, which shall be premiered before the winter of 2018. “Hero of Robots G2” and the other new characters will be introduced during the event as well.



Key events in 2017

- ◆ On 30th July, IGS launches the *Momi Danz* for the Taiwanese market at GlobalMall, Zhonghe, New Taipei City. The game is designed in collaboration with the local TV channel “Momokids” and in this event, two popular hosts Brother Lemon and Sister Cherry Blossom participate and play the game with all young fans.



Key events in 2017

- ◆ In early August, the TV commercial video of *Queen 2: Conquer all the beauties* featuring Mikami Yua has been praised and IGS receives a positive feedback from the market.



4. Future prospects

- Arcade games

The focus will be kept in China, S.A.E. and the United States providing different genres: racing in cars and motorcycles, family entertainment games like *Hero of Robots* or *Armor Hero* and games with ticket redemption such as shooting and fish games.

- Mobile games by the Arcade Division:

The focus will be kept in two major applications: *Golden Ho-Yeah* and *Golden Tiger*.

- Mobile games by the Online Division

The focus will be kept in two major applications: *Star Mahjong* and *ManganDahen* .

- Game industry is now flooded with big and small players. The chess and poker segment is crowded by scores of small startup teams in China fighting for dominance.
- IGS releases periodically games in both physical and digital genres shaping its competitiveness in various fields with a reliable revenue.
- In 2018 IGS will build a cross-industry alliance for the first time commencing a new era of horizontal partnerships.

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Q&A