



**INTERNATIONAL GAMES SYSTEM
CO.,LTD Earnings Conference**

February 26th 2021

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- 1、Company Overview.....4
- 2、Business Outlook.....6
- 3、Financial Performance.....11
- 4、Future Prospects.....17





1、Company Overview





Established on
1989/11/10

2006/7/12 IPO
3293TW

Paid-in
capital: TWD700
million



Employees: 1,026
[R&D 785 (77%)]

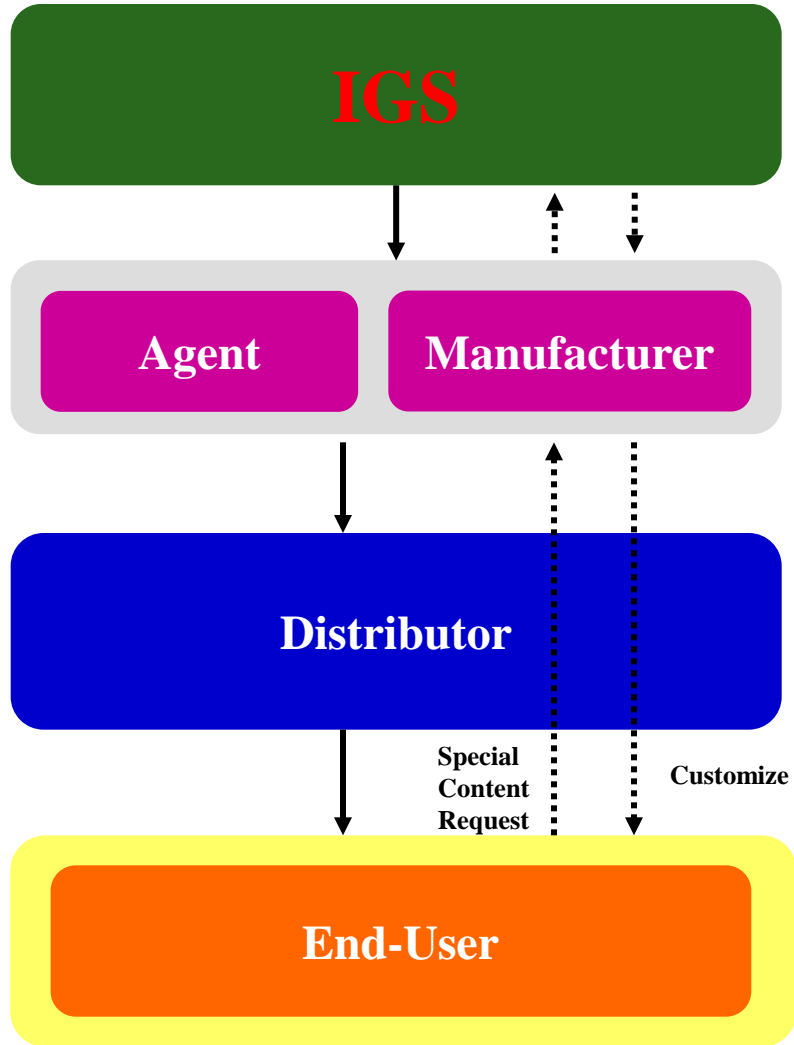
- Major BU:
Arcade Games
Online Games



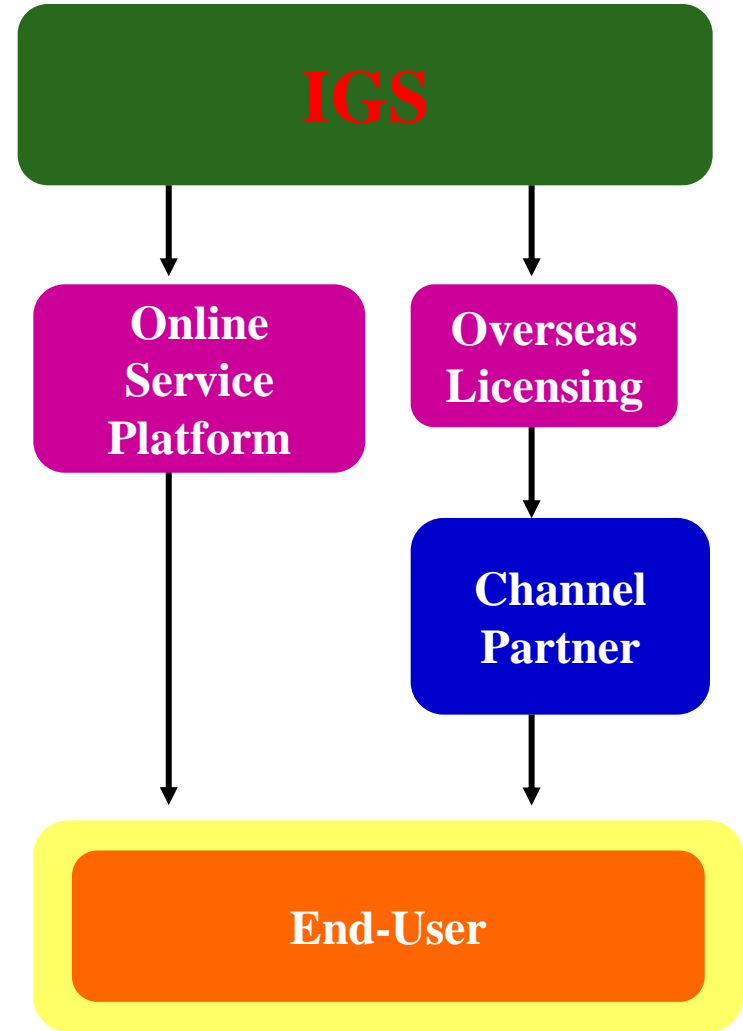
2、Business Outlook



ARCADE



ONLINE



HERO OF ROBOTS 2



ULTRA MOTO VR

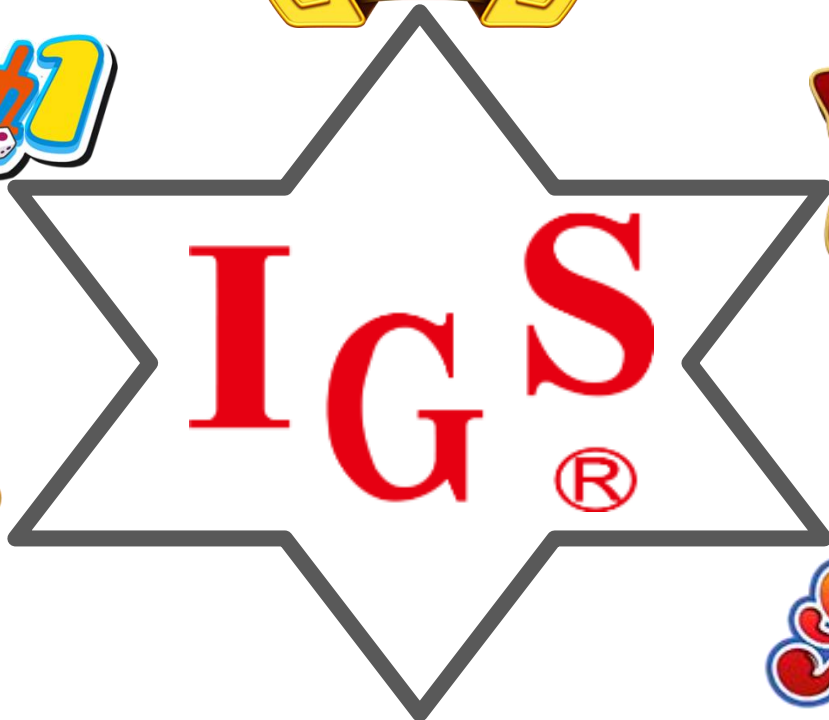


OVERTAKE VR



MONSTER EYE 2

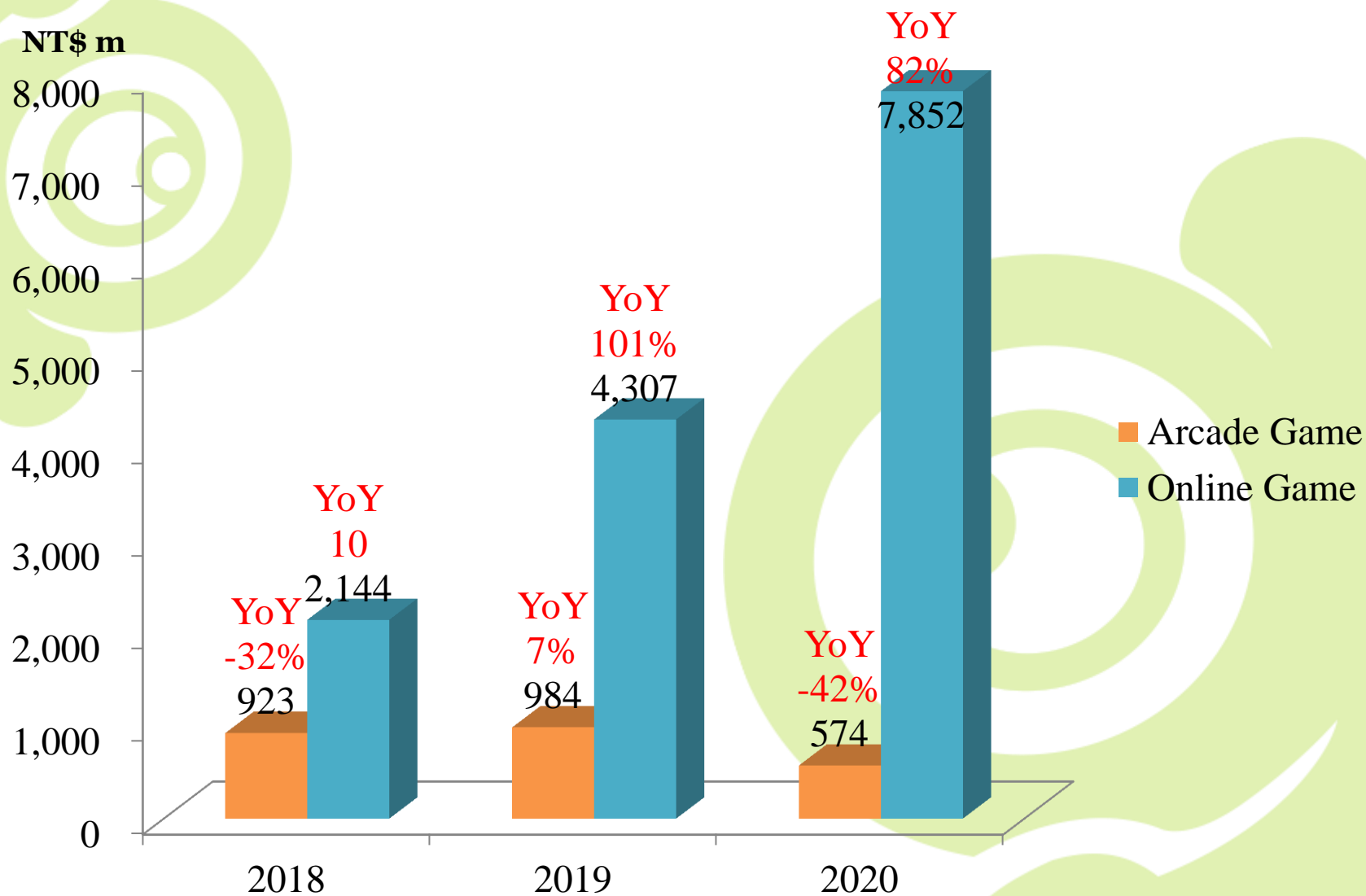


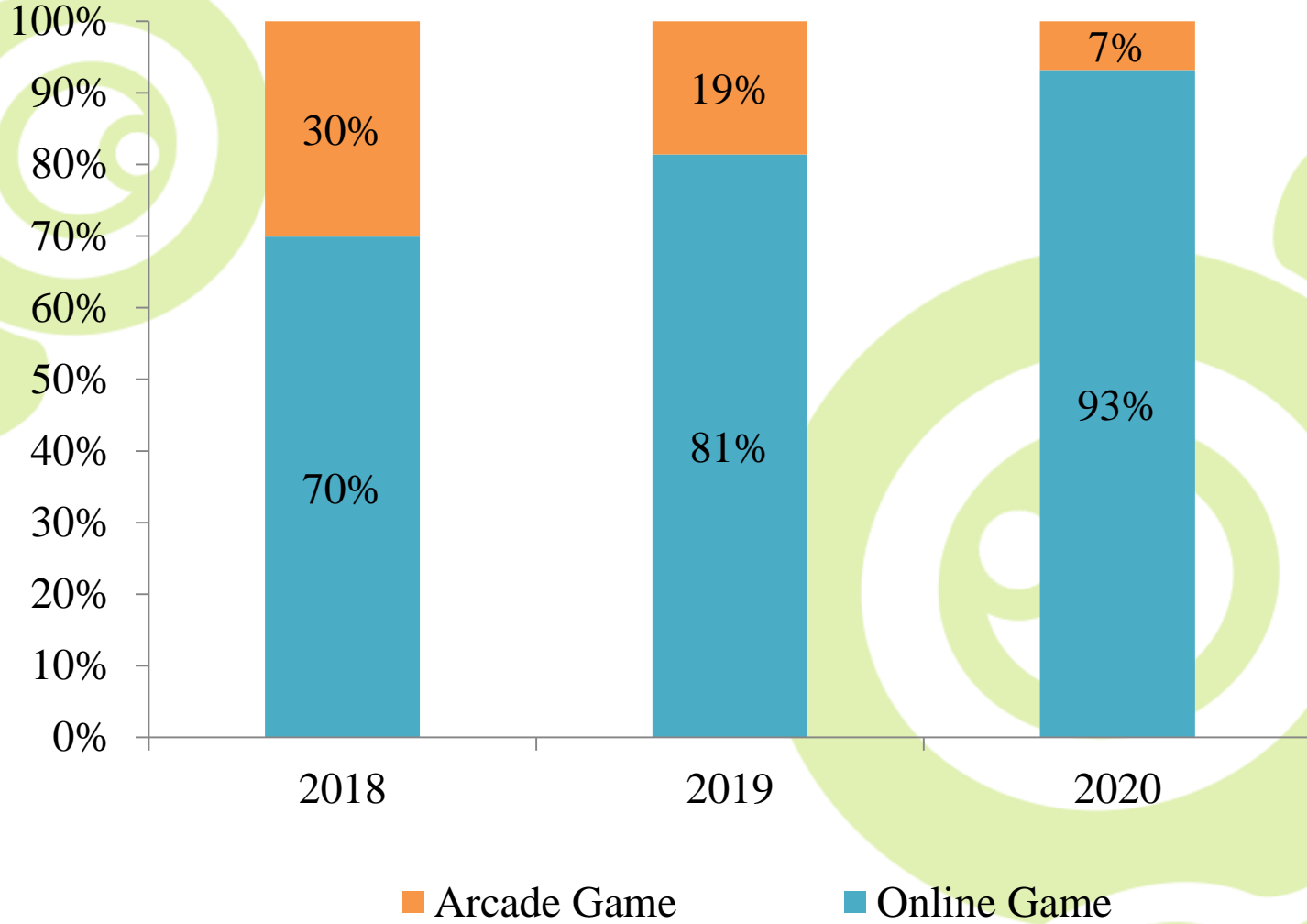


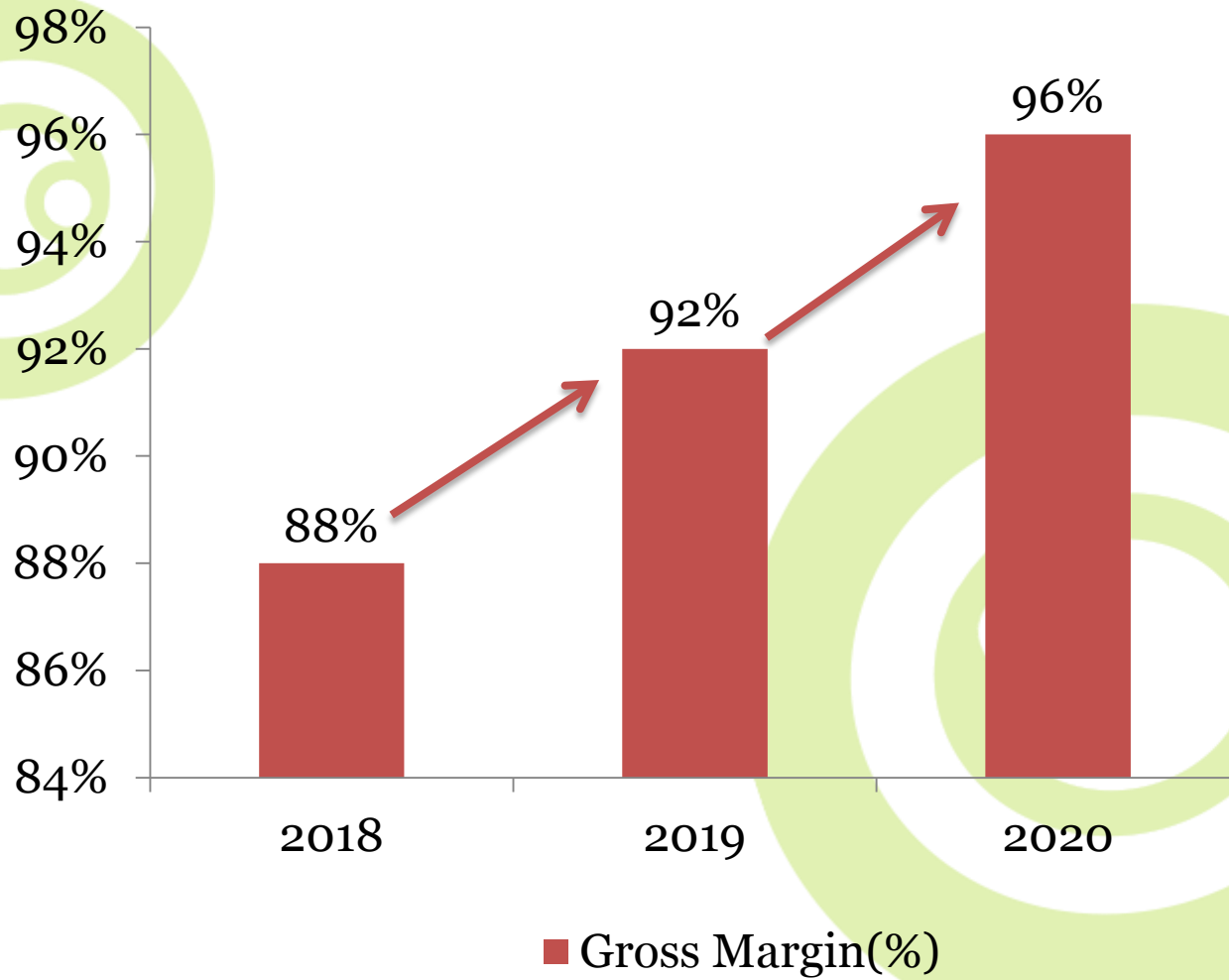


3、Financial Performance









(In Thousands of New Taiwan Dollars)

Item/Year	2018(Note1)	2019(Note1)	2020(Note2)
Total revenue	3,067,118	5,291,153	8,425,858
Income from operations	955,536	2,414,462	4,222,927
EBIT	1,023,692	2,361,000	4,069,867
Net income	880,674	1,977,642	-
EPS before tax	14.53	33.47	57.68
EPS after tax	12.51	28.08	-

Note1 : Audited financial statements

Note2 : Self accessed

Item/Year	2017	2018	2019
Cash dividend	11.00	11.00	25.00
EPS	12.97	12.51	28.08
Dividend payout ratio	85%	88%	89%



4、Future Prospects



- Online Games : Online games: In addition to our self-developed games Golden HoYeah, Star 31, Good Luck 777, Mankwan DaHen, Poseidon's Treasure, Golden Tiger, and other games licensed overseas, except for stabilizing the Taiwan market, we will continue to expand new markets overseas, and dedicate efforts to key markets. We will actively seek to increase our market, strengthen our brand image, and improve the player experience. We will utilize game mechanics to increase purchases by players, create game value, hoping to have revenue growth with stable development.
- Arcade Games : We will continue direct our efforts towards developing our main markets – China and the United States. Under the effective control of the epidemic, we expect stable growth in revenue performance this year.



IGS[®]

International Games System Co., Ltd

Q & A