

The slide features a central dark blue parallelogram containing the title text. To the left, there is a red triangle pointing right and a dark grey parallelogram pointing right. To the right, there is a large red triangle pointing left. The background is white with several thin, light grey diagonal lines.

Softstar Entertainment Inc. Investor Presentation

2025.DEC.



FY2025 Financial Results

KPI Presentation

Balance Sheet

KPI Presentation

Unit: Thousand NTD

ACCOUNT	2025/09/30		2024/12/31		2023/12/31	
	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>
Current Assets	10,209,470	33	3,994,558	50	3,521,156	49
Non-current Assets	20,353,030	67	3,893,593	50	3,611,314	51
Total Assets	30,562,500	100	7,888,151	100	7,132,470	100
Current Liabilities	12,517,424	41	2,476,834	31	3,160,649	44
Non-current Liabilities	8,832,487	29	1,377,874	18	981,241	14
Total Liabilities	21,349,911	70	3,854,708	49	4,141,890	58
Total Equity	9,212,589	30	4,033,443	51	2,990,580	42

Financial Statement

KPI Presentation

Unit: Thousand NTD

ACCOUNT	2025 Q1~Q3		2024		2023	
	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>
Net Income	4,862,475	100	5,102,627	100	3,262,181	100
Margin	1,416,579	29	1,760,890	34	1,087,131	33
Net profit (Loss)	(348,604)	(7)	(138,179)	(2)	(287,220)	(9)
Profit before tax (Loss)	(215,296)	(5)	287,103	5	(285,642)	(9)
Net income (Loss)	(265,788)	(6)	248,319	4	(379,995)	(12)
Net income (Loss) attributable to Stockholders of the parent	(122,713)	(3)	77,639	2	(335,127)	(10)
Earnings per share	\$(1.19)		\$0.77		\$(3.39)	

Crucial Financial Ratios

KPI Presentation

Unit: Percentage

	2025 Q1~Q3	2024	2023
Debt Burden Ratio	69.86	48.87	58.07
Current Ratio	81.56	161.28	111.41
Quick Ratio	59.47	104.93	61.22
Long term funds to fixed assets ratio	141.78	641.53	505.59
Return on Assets	-1.17	4.07	-5.57
Return On Equity	-5.35	7.07	-12.14

Department Income Information

KPI Presentation

Unit: Thousand NTD

	2025 Q1~Q3		2024		2023	
	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>	<u>AMOUNT</u>	<u>%</u>
Game Operation	191,354	4	471,130	9	501,391	15
Electronics	848,386	18	1,059,479	21	977,269	30
Network Equip.	573,274	12	712,765	14	626,690	19
Cash Flow Service	134,570	3	219,811	4	237,477	7
Power Machinery Manufacture	1,403,877	29	1,988,998	39	893,692	27
Food and Beverage	550,049	11	615,736	12	-	-
Semiconductor	1,098,164	22	-	-	-	-
Other	62,801	1	34,708	1	25,662	2
Total	<u>4,862,475</u>	100	<u>5,102,627</u>	100	<u>3,262,181</u>	100

2025 — A Transformative Year for the Gaming Industry. A Year Marked by Deep Structural Shifts

Introduction of operate strategy





Market Shifts Driving Operational Changes Evolving Market Dynamics in 2025

- The rise of AAA-scale in-house console / PC productions reshaped consumer expectations.
- Game publishing rights have become increasingly difficult to secure.
- Mobile gameplay time continues to fragment, shifting user behavior and hit patterns.
- IP value has become a core driver of marketing efficiency and user trust.
- User concentration increases, making acquisition more competitive.
- **Marketing and promotional expenses continue to rise.**
- **Profitability becomes harder to achieve amid intensified competition.**

Emerging Stronger from 2025

Despite the challenges across the gaming and entertainment landscape, we did not falter—
we learned, adapted, and emerged stronger.

2026 Strategic Adjustments

Expanding and diversifying our pipelines for securing new game titles.

Continuing a dual approach: **in-house development** and **co-development partnerships**.

Adjusting development directions and collaboration models to align with market opportunities.

We secure SLG titles for long-term operations and layered revenue streams, prioritizing well-known games to lower user acquisition costs and improve profitability.

Advancing toward a more integrated entertainment business model.

Diversifying operational fronts to increase revenue channels.

Enhancing cross-media synergy to unlock broader commercial potential.



2026 — Multi-Front Evolution & Strategic Expansion

Realigning Our Momentum: Regaining Market Presence and Advancing into Cross-Media Entertainment

- We are transforming our in-house development toward mobile, breaking beyond the limits of traditional single-player titles.
- We will continue securing well-known mobile titles that provide stable, long-term operational revenue.
- We are developing new proprietary IP by integrating games with entertainment through short-form video content.
- We are co-developing global mobile titles to extend game lifecycles and strengthen recurring revenue.
- We are building a multi-disciplinary attraction pipeline that connects campus talent, performing arts, and story creation.

Continue to deepen
our gaming presence.

- Our Three Kingdoms SLG title remains a long-term, steady revenue driver.

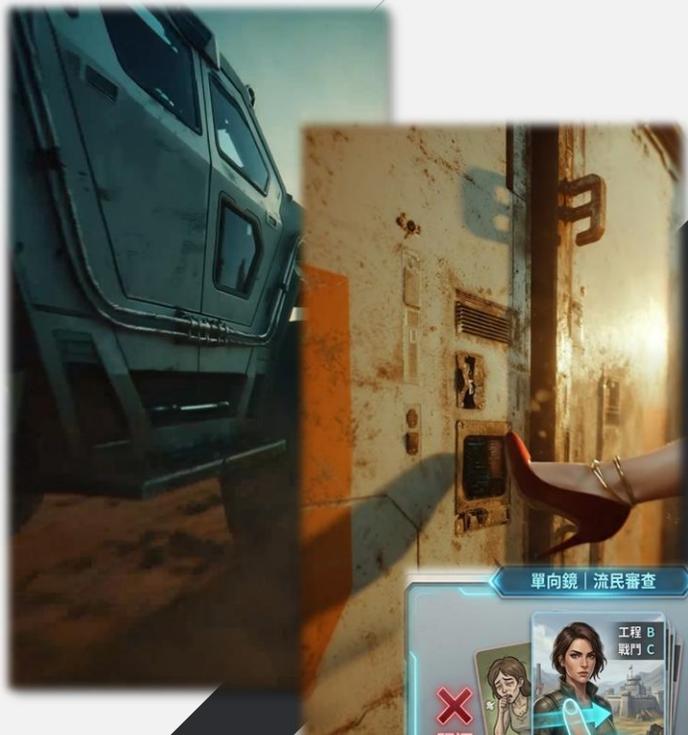


- Our new casual Three Kingdoms SLG is scheduled to launch in Q1 across Taiwan, Hong Kong, Macau, Singapore, and Malaysia.



➤ We are co-developing The Last Man to build new IP and extend the successful SL revenue model.

➤ Launching in Q2 across Taiwan, Hong Kong, Macau, Singapore, and Malaysia.



- Revitalizing classic IP—our co-developed *Richman* title enters the casual idle market and broadens our mobile audience.



- Co-developing a new mobile game based on the Richman IP.



- Bringing Cross Gate to mobile with an authentic, faithful adaptation.



- We continue to deepen our presence in the anime-style gaming market.



- A new anime-style mobile title will launch under our publishing operations in Q4.



- The release of *The Eminence in Shadow* movie and its in-game collaboration will support sustained revenue.

萌獸特攻

Beast Squad: Extraction

萌獸特攻 Project B

Beast Squad: Extraction

v03

輕量化搜、打、撤

8分鐘一局的「互坑」撤離戰——當《猛獸派對》闖入末日廢土
UE5核心引擎 | iOS/Android 雙平台 | Roguelite 撤離倖存者
研發一部 林俊汝 Lulu lin (逆向工程UIUX拆解專門)

黑色幽默

Dark Humor

輕量化撤離

Casual Extraction

社交互坑

Social Sabotage

備案名稱：

萌獸大撤離、末日萌寵、獸爆突圍、Q彈特攻、萌獸特戰隊

世界觀升維：

末日也可以很『Q彈』 極致的反差萌 (Tactical Cute)

背景故事

末日2099,人類文明崩壞,世界淪為喪屍廢土。

肩負救世的不是鋼鐵英雄,而是全副武裝的胖熊貓與柯基特工。

想像一下: Q彈的特工被屍潮撞飛翻滾,下一秒卻扛起重機槍,浴血殺出重圍。這種極致的緊張感,搭配療癒萌感,正是引爆社群話題與直播流量的流量密碼。

三大陣營設定

自由鷹聯邦

Eagle Federation

原型: 西方陣營

- 空中支援
- 精準打擊
- 高科技裝備

1

2

3

鐵熊聯盟

Iron Bear Union

原型: 北方陣營

- 重裝甲坦克流
- 大口徑武器
- 物理衝撞

赤貓公約

Red Panda Pact

原型: 東方陣營

- 數量優勢
- 戰術詭雷
- 電子干擾與氣功

這是一場顛覆視覺的瘋狂實驗,將「寫實硬核廢土」的殘酷與「呆萌動物」的可愛推向感官衝突巔峰

萌獸特攻

Beast Squad: Extraction



- Our mobile development is breaking through—racing against time and content demands to meet market momentum.
- **A casual-to-midcore extraction shooter is targeted for release at the end of 2026.**
- Current extraction shooters mainly target hardcore, veteran players.
- Casual / mid-core extraction shooters are largely absent.
- Player feedback (e.g., Reddit) shows demand for more accessible, less punitive variants.
- Shorter match duration to fit mobile players' fragmented playtime.
- Top-down third-person view for easier control vs. high-skill FPS.
- Maintain tension while reducing death penalties and adding broader progression paths.
- Use humorous, light-hearted themes to broaden audience reach.
- Introduce faction conflict inspired by China–US–Taiwan tensions for added narrative appeal.

2026 Outlook: Toward Integrated Entertainment

We are diversifying our publishing strategies to reduce reliance on traditional game models.



- ✓ Ticketing partnerships and event initiatives expand ancillary revenue while strengthening brand visibility.
- ✓ Merchandising and diversified e-commerce, enhanced by next-generation AI shopping experiences, open new revenue channels.
- ✓ Creator collaborations support short-form content that reinforces our edutainment positioning.
- ✓ Successful in-house productions position us to secure a foothold in the Asian short-drama market.
- ✓ New performers and creators work with us to expand our overall entertainment footprint.



We are building a fully integrated entertainment ecosystem spanning games, short dramas, performing arts, live events, and merchandise.

- ✓ Games provide long-term stability while continuous innovation drives the creation of original IP.
- ✓ Short-form dramas expand audience engagement and extend IP value.
- ✓ A full upstream-to-downstream performing arts pipeline accelerates IP expansion.
- ✓ Large-scale events amplify and promote IP visibility.
- ✓ Merchandise and enhanced e-commerce experiences further strengthen revenue and IP reach.



BUSINESS PLAN

THANK YOU

2025.DEC.