Success of CP: Learning from Products of RMB 10 Million in Monthly Income



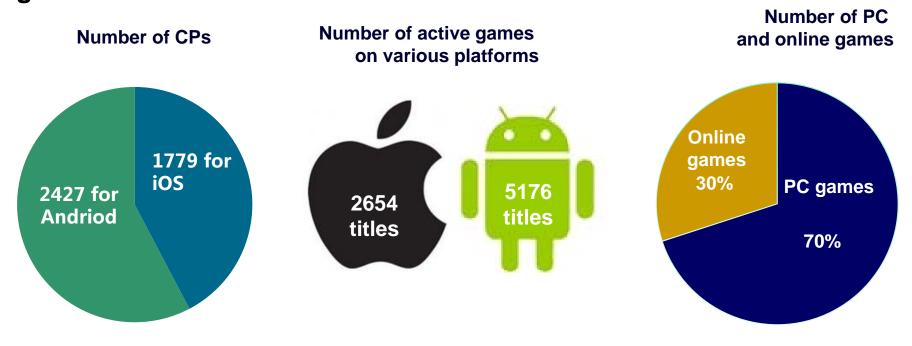
Tony Ni, CEO, FL Mobile

GAME DEVELOPERS CONFERENCE CHINA

SHANGHAL INTERNATIONAL CONVENTION CENTER
SHANGHAL CHINA : DCTORER 19-21, 2014

China's mobile game market

Numbers of CPs and their products in Q2 2014 in China's mobile game market



Source: (2014Q2中国移动游戏榜单监测报告mGameTracker<android&iOS>—艾瑞)

Products of RMB 10 Million in Monthly Income in 2014







Lue Di

Products of RMB 10 Million in Monthly Income Successfully Launched by FL Mobile





1

Close Beta Test/2013.8

D 1 Retention: 70%

D 7 Retention: 20%

2

Internal Test/2013.9

D 1 Retention: 55%

D 7 Retention: 17%

3

Public Test/2013.12

Peak Rev/mon: 18 million + D 1 Retention: 55%

Free Games TOP8 D 7 Retention: 25%

Best-selling Games TOP8 D 30 Retention: 18%

Products of RMB 10 Million in Monthly Income Successfully Launched by FL Mobile





| 1

Close Beta Test/2014.1

DAU: 10,000

D 1 Retention: 35%

2

Internal Test/2014.2

DAU: 30,000 Peak Rev/day: 500,000

D 1 Retention: 38% Peak Rev/mon: 8 million

3

Public Test/2014.4

Free Games TOP6 **DAU: 10w**

Peak Rev/day: 1.5 million Best-selling TOP20

Peak Rev/mon: 20 million+ D 1 Retention: 40%

Building Products of RMB 10 Million in Monthly Income





CP screening and product testing

FL Mobile selects games by considering their innovation in the way of playing, public recognition, visual effects, fun, and easiness to operate.

Process: Primary review – Secondary review – Final review

Is the product competitive in the market

Theme, way of playing, etc.

The CP team's competence, culture, etc.

Developer: Aoshitang

Theme: The Romance of Three Kingdoms

Game Type : Operation +SLG

OS: All platforms, including iOS, Jialbroken iOS, Android

Introduction: Originates from Aoshitang's webpage game of the same name.

Its art, style, and way of playing are the same as those of the webpage game.

Its operation has been adapted to the mobile terminal.



Marked competitiveness in the market

Main competitor:



WWII (二战风云)

A webpage game-turned mobile game, which ensures quality

FL Mobile conducted a research among the users of the mobile version of Gong Cheng Lue Di, and reached the following conclusion:

A mobile game focusing on strategy, and targeting players aged 28-40

93.75% users play Gong Cheng Lue Di with their mobile phones

66.67% users like it because it's a strategic game 18.13% users like it because it's a PVP fighting game

Popular theme, innovative content and way of playing



The first

game to let 10,000 players to fight in state wars

Three-kingdom strategic game to support voice commands



Huge battlefield Superior strategies









Services and marketing

9

1 Services

- Unified SDK and automatic outsourcing of channels
- Specialized services; analysis and suggestions for continuous improvement
- VIP services of various grades (5 grades; quantitative handling)
- Emphasis on the server (Cloud service, 24h monitoring, etc)

2 Marketing

- Marketing and branding
- Measuring of channels (Connect
 - online and offline channels)
- Diversified marketing

Papa Three Kingdoms

Cross-sector entertainment marketing



Press conference





Offline promotion





Gong Cheng Lue Di

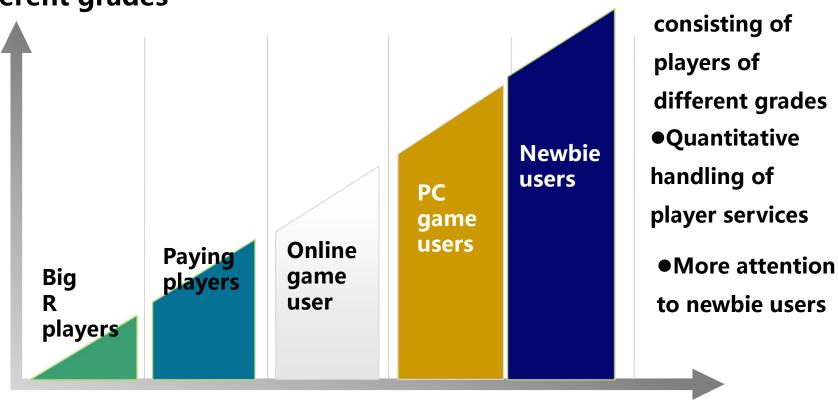
Cooperation with strong brands of other sectors







FL Mobile divides players into different grades



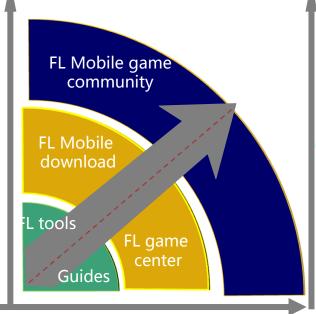
Player structure

Community operations

Core of player grades: Active player, big R players (Core player groups)

Medium grade: high and medium grade mobile phone users (Common player groups)

Lowest grade: mobile user platform (Newbie user groups)



Big R players

Paying players

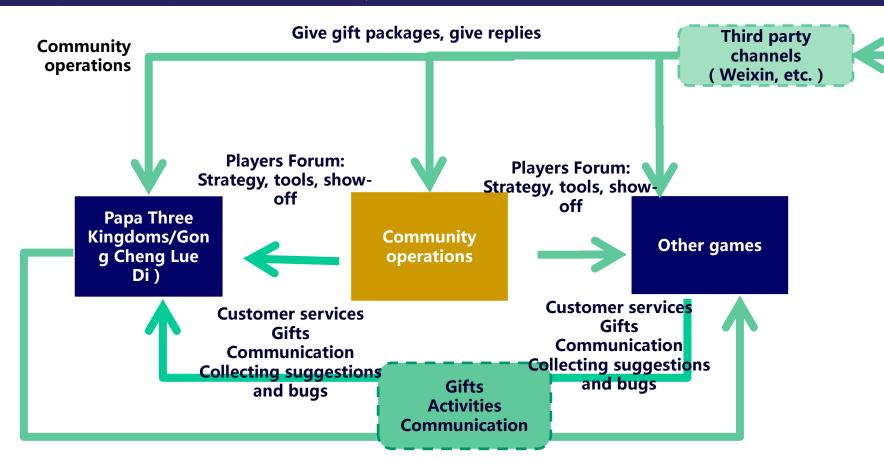
Online game users

PC game users

Newbie users

Community operations better realize the accumulation of core players

GAME DEVELOPERS CONFERENCE" CHINA 2014 OCTOBER 19-21, 2014 GDCCHINA.COM



Through FL Mobile's community operations, about 10% of the players of Papa Three Kingdoms and Gong Cheng lue Di remain at the community, adding to player viscosity.

CP's Success

Successful CPs that work with FL Mobile



China's largest mobile game developer and operator



The company who performs best in switching from terminal game to mobile game



Successful switching from webpage game to mobile game, with monthly income over RMB 100 million



Its value has grown from RMB 1 million to 900 million

Thanks!



GAME DEVELOPERS CONFERENCE"CHINA

SHANGHAI INTERNATIONAL CONVENTION CENTER
SHANGHAI, CHINA · OCTOBER 19-21, 2014