

Solytech Enterprise Corporation

BING-ZHOU HUANG, VGM

DEC 26TH, 2018

Code: 1471



Safe Harbor Statements

SolyTech statements of its current expectations are forward-looking statements which are subject to significant risks and uncertainties and actual results may differ materially from those contained in the forward looking statements.



AGENDA

- Corporate Info & Operating update
- Main Products
- Operating status
- Outlooks
- •Q&A



COMPANY PROFILE

- Established: 1982.10.21
- •IPO: 2000.03.06
- Paid in Capital: NT\$ 1,504,145,360
- Group HQ: Wugu Dist., New Taipei City
- Main Services: Metal stamping \ Power Supply \ Netcom products

GLOBAL PRESENCES



Apexgaming®

Apexgaming (E-sports brandSale Office) Los Angeles, USA



DONGGUAN SOLYTECH
ENTERPRISE CORPORATION
(Netcom products · TV Board)
Guangdong, Qingxi



DEER ELECTRONICS (DONG GUAN)Co.,Ltd. (Power Supply) Guangdong, Qingxi



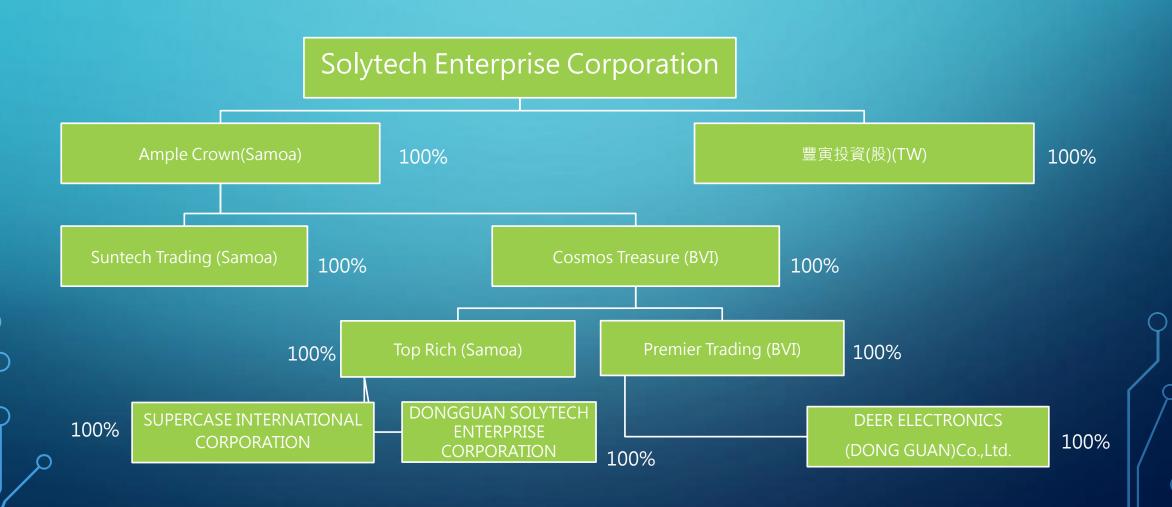
Solytech Enterprise Corporation (Group HQ) New Taipei City



SUPERCASE INTERNATIONAL CORPORATION
(Metal stamping)
Guangdong, Feng Gang



GROUP INVESTMENT STRUCTURE



MAIN PRODUCTS

SO<mark>LY</mark> TECH

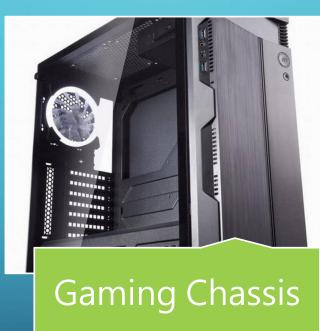
- Metal stamping
- Power Supply
- Netcom products
- Private label business: E-sports peripheral products



METAL STAMPING PRODUCTS



Server / Rackmount Chassis





PC Chassis



POWER SUPPLY



PC Power





Wireless Charger



NETCOM PRODUCTS



Wireless Router







APEXGAMING E-SPORTS PERIPHERAL PRODUCTS



Gaming Case



Gaming PSU



Mobile Accessories









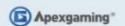
ApexDesk



Anti-radiation



Gamer Protection



Make Gamers Better

Anti-radiation Kids Tank Top

Protecting your kids away from Electromagnetic radiation such as

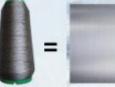
- ⊳ Smart phone
- ⊳ Monitor
- DElectric Tower

99.99% Shield Performance

Bekinox®

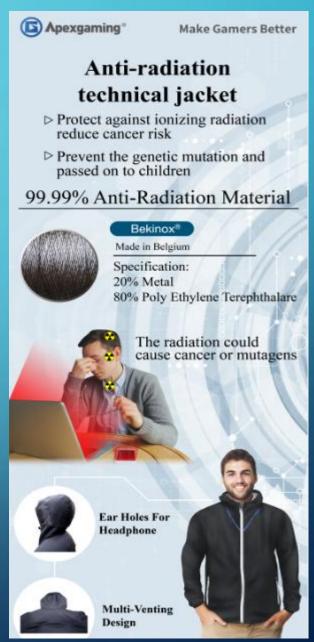
Made in Belgium

Excellent conductivity Stainless Steel Filament











2018 Q1-Q3 FINANCIALS

- Balance sheet
- Income statement
- Comprehensive Income
- Cash flow statement

BALANCE SHEET



UNIT: NT' 000

	2016/12/31	2017/12/31	2018/09/30
Current Assets	1033,372	1,230,442	858,240
Non-Current Assets	1,390,084	979,273	1,021,843
Total Assets	2,423,456	2,209,715	1,880,083
Current Liabilities	641,408	865,782	715,287
Non-Current Liabilities	5,684	5,690	6,656
Total Liabilities	647,092	871,472	721,943
Common Stock	2,014,677	1,504,145	1,504,145
Capital Reserve	44,292	3,763	3,763
Other Equity	79,546	80,382	70,121
Total Equity	1,776,364	1,338,243	1,158,140
Total Liabilities and Equity	2,423,456	2,209,715	1,880,083

INCOME STATEMENT

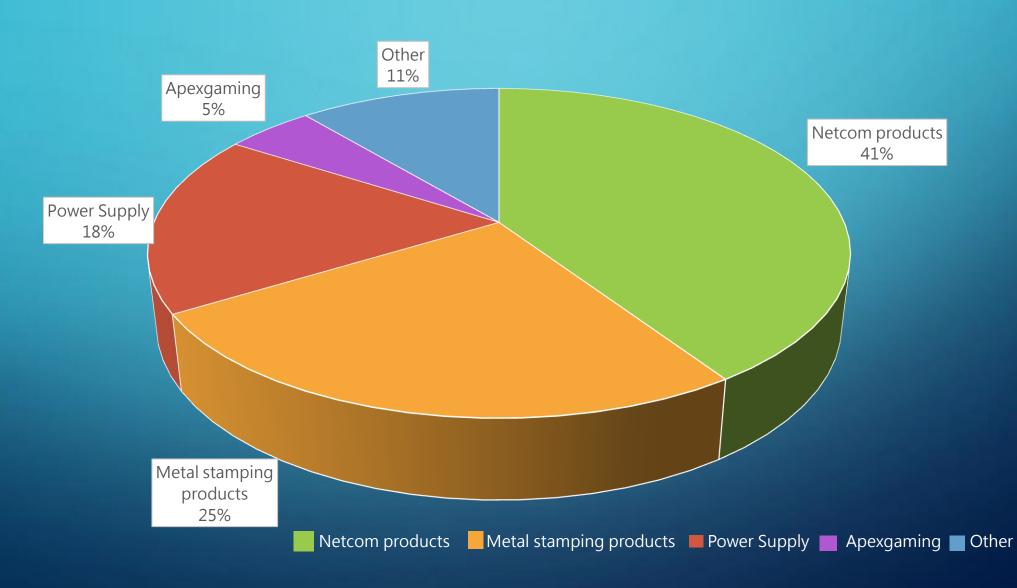


UNIT: NT' 000

	2016	5	2017		2018Q	1-Q3
Revenue	1,187,138	100%	1,270,463	100%	910,253	100%
Cost of sales	(1,245,438)	(105%)	(1,343,555)	(106%)	(968,426)	(106%)
Gross loss	(58,300)	(5%)	(73,092)	(6%)	(58,173)	(6%)
Operating Expenses	(296,898)	(25%)	(275,849)	(22%)	(199,277)	(22%)
Operating loss	(355,198)	(30%)	(348,941)	(28%)	(257,450)	(28%)
Non-operating Income and expenses	(30,895)	(3%)	(106,825)	(8%)	85,824	9%
Net loss Before Tax	(386,093)	(33%)	(455,766)	(36%)	(171,626)	(19%)
Income Tax Expense	1,034	-	(14,523)	(1%)	3,036	-
Net loss	(385,059)	(33%)	(470,289)	(37%)	(168,590)	(19%)



COMPREHENSIVE INCOME



CASH FLOW STATEMENT UNIR: NT' 000



	2016	2017	2018Q1-Q3
Cash flow from operating activities	(235,152)	(226,106)	(172,276)
Cash flow from investing activities	(158,432)	12,449	62,371
Cash flows from financing activities	173,821	183,372	20,511
Effect of Exchange Rate Changes	(54,680)	(15,322)	(27,427)
Net cash flow	(274,443)	(45,607)	(116,821)
Cash at Beginning of Year	695,928	421,485	375,878
Cash at end of year	421,485	375,878	259,057



- OEM/ODM Business
- Private label business





OEM/ODM BUSINESS-2019

- Developing business through new industry
 - Electronic Medical Device
 - Electronic Facial Device
- Searching and developing new business opportunities
 - IOT Equipments





PRIVATE LABEL BUSINESS APEXGAMING-2019





Apexgaming®



APEXGAMING(-)

A complete product line

- Gaming \ DIY PC peripherals
- Gaming protection outfit /accessories
- G-Health

Global Allocation — In 2018, Launched business in Taiwan · China · USA · Australia · Thailand · UK market. In 2019, focus on

- SEA
- EMEA
- Russia
- Japan & Korea



APEXGAMING(__)

Marketing

- Social media: Ex. Facebook / Weibo / Youtube
- Sponsored : National gaming competition / School gaming competition
- G-Health

Gaming Media

 Vendor shared resources, information, brand and combine sale channel together to reach win-win and expanding benefits.

Develop the crossindustry alliance

Medical industry and Furniture industry





Q & A



Thank you!