



BROGENT
TECHNOLOGIES INC.

We Turn Fantasy Into Reality

Picture Source: <http://www.core77.com/posts/39721/Space-Colony-Form-Factors-Part-2-ONeill-Cylinders>

We Are the Gateway to Metaverse

Through Brogent's premium technologies, riders can have a rich and exciting sensory experience and dive into the ultimate fantasy world!



The Start – FlyOver Canada



- 2013 FlyOver Canada grand opening
- 2015 Reach 1 million visitors
- 2016 Viad Corp acquired FlyOver Canada at purchase price US\$50.9 million in cash (4 times of investment capital)
- 2017 Reach 2 million visitors
- 2019 Reach 3 million visitors

Picture Source: FlyOver Canada

Forward-looking Statement

Information included in this presentation that are not historical in nature are "forward looking statements". Brogent cautions readers that forward looking statements are based on Brogent's reasonable knowledge and current expectations and are subject to various risks and uncertainties.

Actual results may differ materially from those contained in such forward looking statements for a variety of reasons including without limitation, risks associated with demand and supply change, manufacturing and supply capacity, design win, time to market, market competition, industrial cyclicity, customer's financial condition, exchange rate fluctuation, legal actions, amendments of the laws and regulations, global economy change, natural disasters, and other unexpected events which may disrupt Brogent's business and operations.

Accordingly, readers should not place reliance on any forward looking statements. Except as required by law, Brogent undertakes no obligation to update any forward looking statement, whether as a result of new information, future events, or otherwise.

We Revolutionize Entertainment Industry

- As a new-breed entertainment company, Brogent offers not only Entertainment System, but also Content and Services to create extraordinary experiences.
- Founded in 2001 and listed in 2012 (Ticker: 5263 TT), Brogent's current market cap is US\$240mn.
- From global market distribution, Asia accounted for 67% , following by Americas (18%) and EAME (15%).

Business Scope

Entertainment System

- Design, planning & Manufacturing

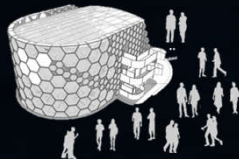


Content & Services

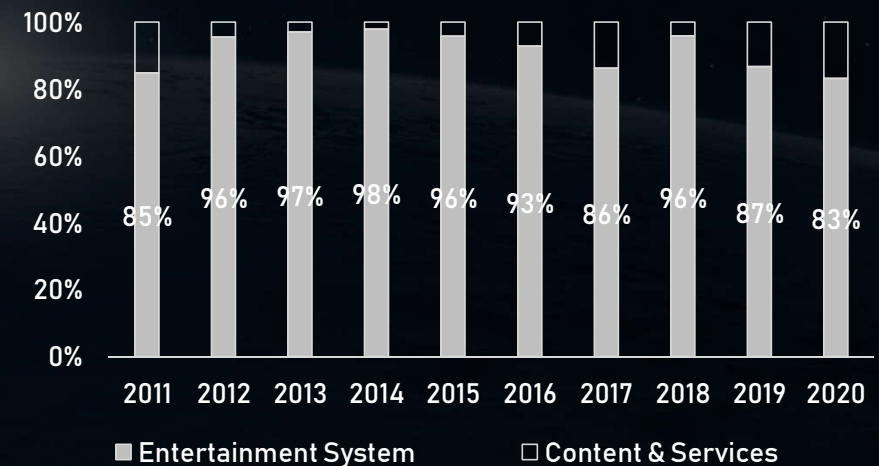
- Digital content & license
- Maintenance Sales
- Design & Rendering services

Operational Sales

- Site design & operations



Revenue Breakdown



Agenda

Global Operation

Growth Potential

Growth Strategy

Financial Performance

Global Operation

We Have 57 Brogent Entertainment Systems Operating Around the World

- Since the first installation of our i-Ride Flying Theater in 2010, we have installed 57 rides for global theme parks and tourist attractions, including Taiwan, Canada, China, Japan, USA, Spain, Germany, Holland, Australia, UAE and Iceland, accomplished by 300 Brogent employees.

Canada

Flyover Canada (2013)



(Source: <https://www.flyovercanada.com>)

- With a new i-Ride Flying Theatre, FlyOver Canada revived tourism activities to its site- Canada Place.
- It reached 1 mn visitors in 28 months and 2 mn visitors within four years.
- #1 Fun & Games in Vancouver by TripAdvisor's survey.

Europe

Europa-Park
VOLETARIUM (2017)



(Source: <https://www.europapark.de/en/>)

- Voletarium is Europe's largest flying theatre with averaged 12k ridership/day.
- Winner of "Europe's Best New Rides" at the European Star Award 2017.

USA

Masters of Flight/
Legoland Florida
Resort (2019)



(Source: <https://www.legoland.com/florida/>)

Europe

This is Holland (TIH)
(2018)



(Source: <https://www.thisisholland.com/en/home>)

- TIH is a stand alone i-Ride with 40 seats, located in a cultural precinct in Amsterdam.
- TIH worked with UNESCO to film Dutch world heritage sites, also incorporating them into interactive post show area.

Japan

Fuji Airlines/Fujikyu Highland (2014)



(Source: <https://www.fujiq.jp/en>)

Australia

Flying Theater/Dreamworld (2019)



(Source: <https://www.dreamworld.com.au>)

Opened in May, 2021! Legoland Windsor Resort “Flight of the Sky Lion”



- UK's First Flying Theater Ride
- Winners of International Awards
 - *European Star Award 2021 – Best New Rides
 - *UK Theme Parks Awards 2021 – Best New Attraction

[Flight of the Sky Lion - LEGOLAND Windsor](#)



Coming Soon! On Jan. 12, 2022

****Soft Opening on Dec. 30, 2021****

- 46-seat flight simulation ride, located at Time Square
- Unique bird's-eye view tour of the Big Apple
- The first-of-its-kind attraction in Manhattan

RISENY



10 (*Source: <https://www.riseny.co/#p5>)

RISENY Coming to NYC



**"7 Museum exhibit galleries –
shows the Iconic Aspects of NYC"**

World's No.1 Flying Theater Solution Provider with Solid Track Records

90%

Global Market Share
For High-end
Entertainment System

88

No. of Accumulated
Entertainment Systems*

136

No. of Global
Patents

>35mn

Cumulative
Riders

>US\$700mn

Cumulative
Box Office

23

No. of
Digital Films



Passenger safety is our priority



We have all global safety certifications to ensure riders have safe journeys.

Growth Potential

Massive Total Addressable Market (TAM) Implies Our Huge Growth Opportunity

Theme Parks



4,000
global theme parks
x
US\$ 5mn
per Entertainment System
x
30%
our market share target
= US\$ 6 bn

Global Tourist Attractions



750
global tourist attractions with more than
2mn visitors per year
(1.5bn global tourists*/2mn visitors=750)
x
US\$ 5mn
per Entertainment System
= US\$ 3.8 bn

TAM
US\$10bn

Currently we
achieved only
3% of TAM

**A long runway
for growth**

We Expect U-Shaped Recovery of Global Leisure Tourism Market

Leisure tourism spending worldwide* (USD bn)



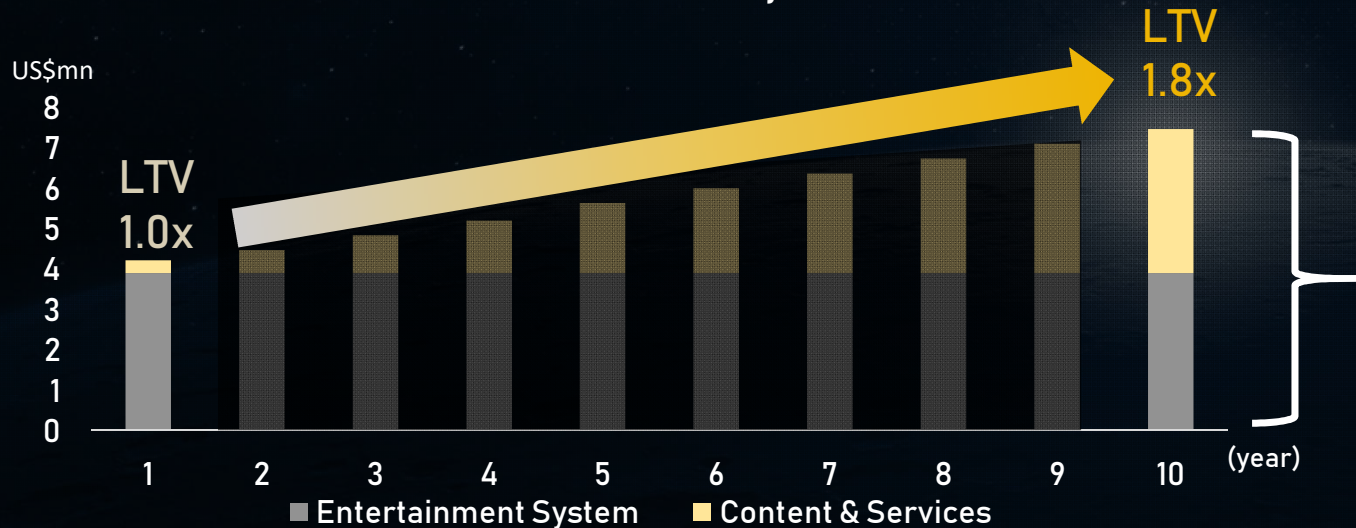
Market will rebound in short-term & recover in mid-term

Growth Strategy

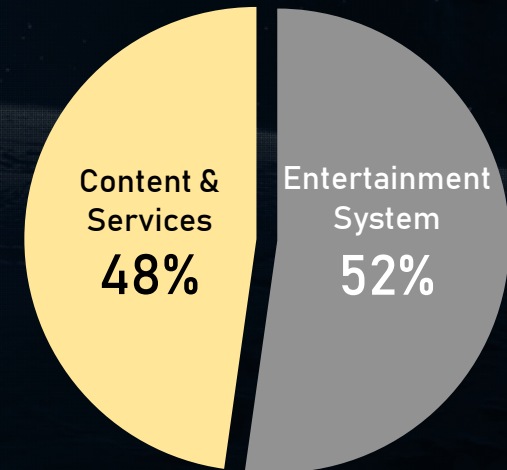
Content & Services Bring More Long-tailed Cash Flows

- A US\$4mn Entertainment System contributes US\$7mn (1.8x) Life-time value* (LTV) in 10 years; 48% of LTV come from Content & Services.
- By growing Content & Services, we expect more recurring revenues and long-tailed cash flows for each Entertainment System.

LTV of a US\$4mn Entertainment System*



We almost earn another Entertainment System within 10 years



*We define LTV as accumulated revenue streams, including 3% annual maintenance fee from the 3rd year and one digital film for 10-year operation.

Robust Growth from Our Existing Business

- By creating all scale entertainment experiences, we aim to double the number of Entertainment Systems along with increasing Content & Services to drive our 5-year sales CAGR to exceed 30%.

Our 5-year Strategy

Entertainment System : 2X Rides



>30%

5-year Sales CAGR

Content & Services : 2X Digital Films



Expanding Operational Sales Further Accelerate Our Growth

- Our accumulated experience enabled remarkable rate of return for each Operational Sales project.
- By replicating our benchmark project in 5 well-chosen global locations, we aim to further speed up our sales growth and increase our profitability during the next four years.

Benchmark Operational Sales Project – FlyOver Canada



Operation	Since 2013
Location	Canada Place (Vancouver)
Annual Visitors	550,000 people
Average spending per person	US\$ 20
Annual Revenue	US\$11mn
Gross Margin	> 80%
IRR (10 years)	> 20%



(Source :<https://www.flyovercanada.com>)



Recurring
Revenue with
High-Margin



Playing
Brogent's Digital
Films



Long-tailed
Cash Flows



Scalable Global
Locations

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We Strive To Achieve Superior Return for Shareholders by 2026



Entertainment System:

2x Rides (88 to 200)



Content & Services:

2x Digital Films (23 to 50)



Operational Sales:

5 Sites

>40%
5-year Sales CAGR

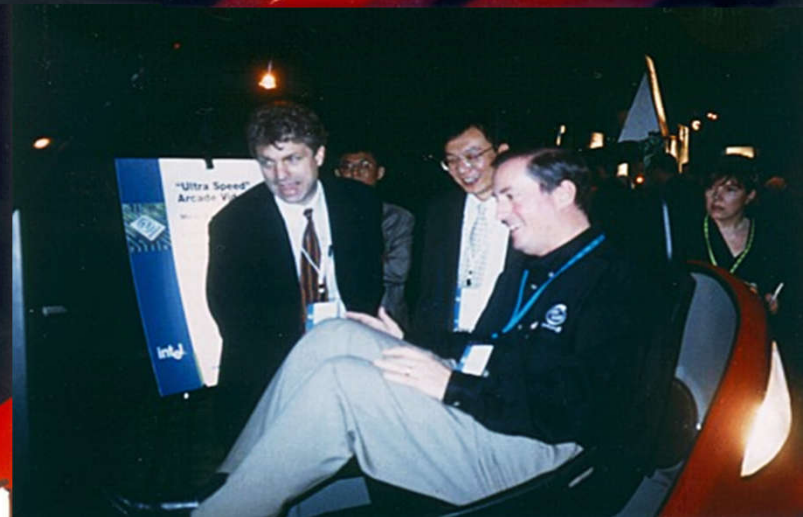


One More Thing...

Brogent is the pioneer of Metaverse

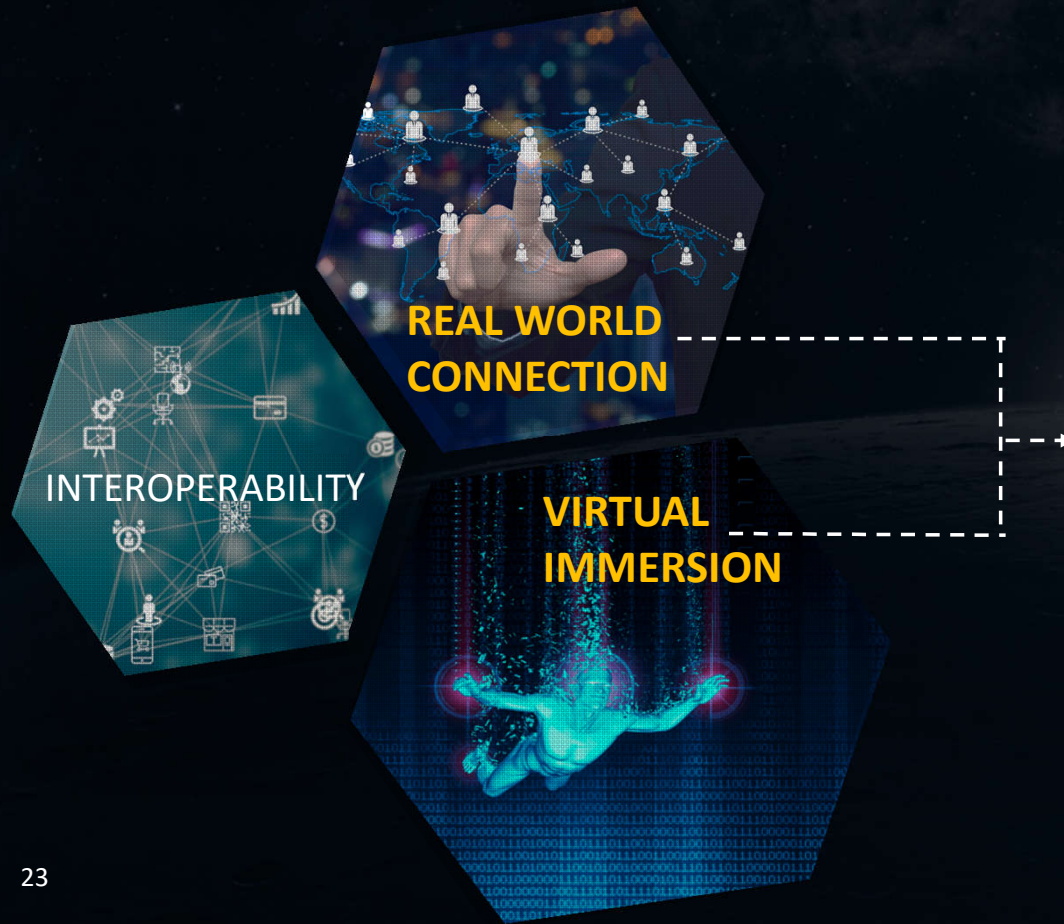
We cooperated with Intel to build
the first flight simulator

30 YEARS
AGO



Our Current Metaverse Solutions

Elements of Metaverse



Brogent's Solutions

Immersive Content in Our Expanding Digital Library



Immersive Entertainment Systems at All Scales



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Our Metaverse Vision – Expanding the BROGENTVERSE in the US\$800bn* TAM

Compatibility



We strive to develop the ability for our system and content to work with multiple hardware platforms and operating systems.

Affordability



We aim to bring Metaverse to daily lives through various business models, including SaaS and device leasing, etc.

(*Source: Bloomberg)

O2O Economy



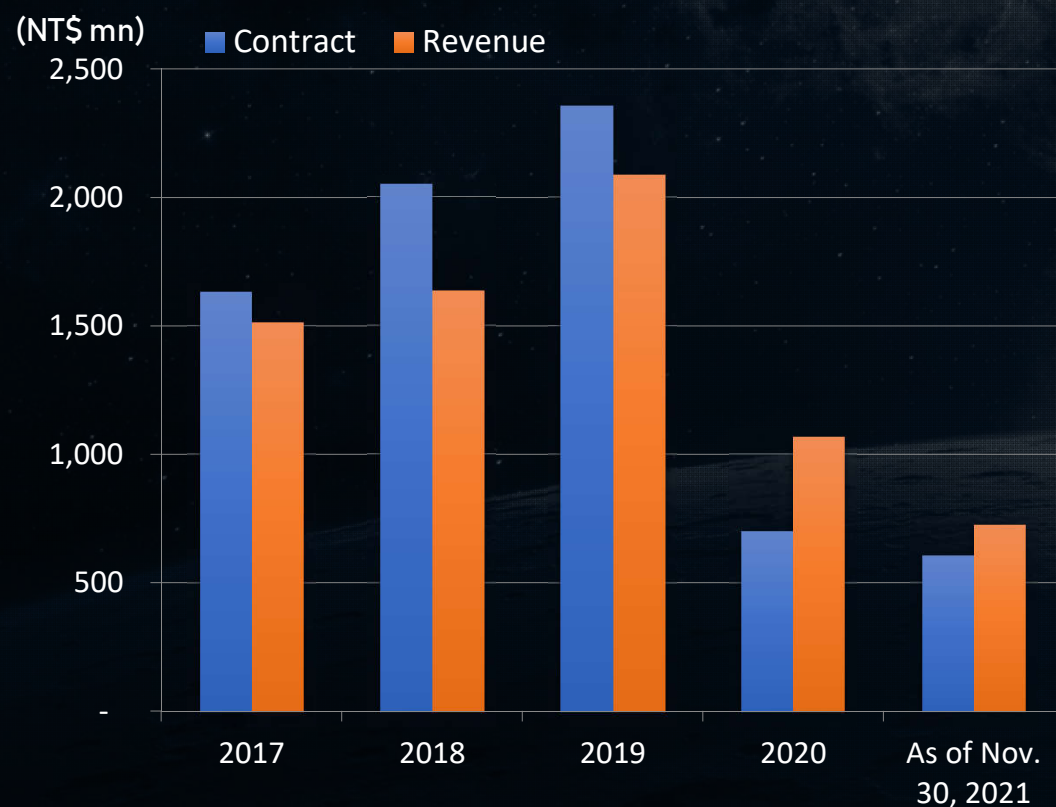
We target to create real-world value through BROGENTVERSE, an eco-system with massive user data and embedded AI.



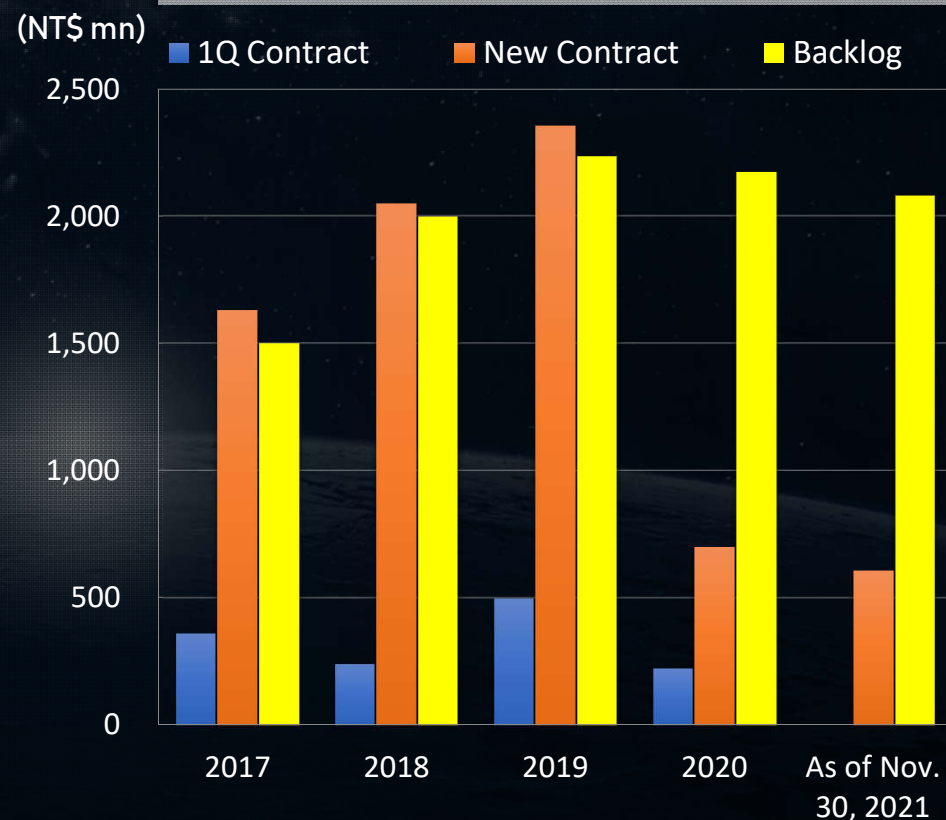
Financial Performance

Strong Backlog to Support Our Sustainable Growth

New Contracts and Revenue Booked



Historical Backlog Trend



Continuous Efforts to Enhance our ESG Execution



Energy Efficiency

- 15 MWh of electricity produced from rooftop solar
- R&D center awarded “EEWH Green Building” certification
- Rainwater reclamation system installed at HQ
- Weight reduction & flat packaging to reduce transportation carbon footprint



Cyber Security

- NT\$2 million expenditure into information security annually



Human Capital

- 5,781 hours of employee education & training
- 100% return-to-work rate after taking parental leave
- Full-funded health check-up every two years for all employees



International Certification

- Products certified with ASTM, UL, GB, TÜV
- Obtained 18 international certification
- 136 worldwide patents



Sustainable Product Design

- Modularly design products for easy servicing to increase product lifespan
- Products manufactured with environmentally friendly, non-toxic materials & coatings

Brogent
ESG
Reports



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AN AMAZING JOURNEY IS ABOUT TO TAKE FLIGHT
JOIN US!

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For more information,
please visit our company website at
<https://www.brogent.com/>