



SUN MAX TECH LIMITED

2018 1Q

Disclaimer

- The following pages contain projections & estimates of financial information as well as market and product developments for future periods. These projections & estimates are based on information currently available which we believe to be reliable, but they involve risks and uncertainties.
- Our actual results of operations and financial condition may differ significantly from those contained in the projections & estimates. These projections & estimates should not be interpreted as legally binding commitments, but rather as flexible information subject to change occasionally.



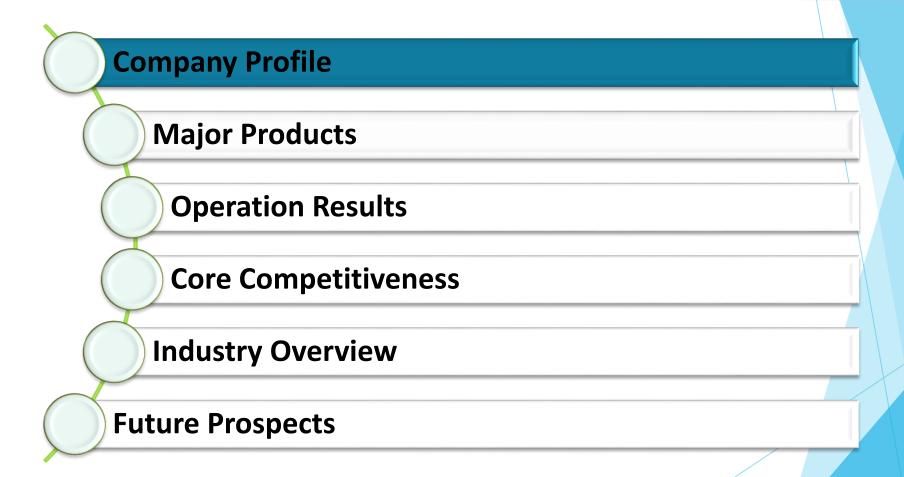
Company Profile

Operation Results

Core Competitiveness

Industry Overview







Company Profile

- Established Date:Nov.28,2013
- President : Vincent Hsu
- ► Paid in Capital: NT\$237 mn
- Main Business: DC brushless cooling fan development, manufacturing and sales
- Highlights: Sun Max is the world's leading provider of gaming PC cooling fans with tailor-made and high efficient products. And it is aiming at the niche market ex: green energy, automotive and gaming NB



Major Products

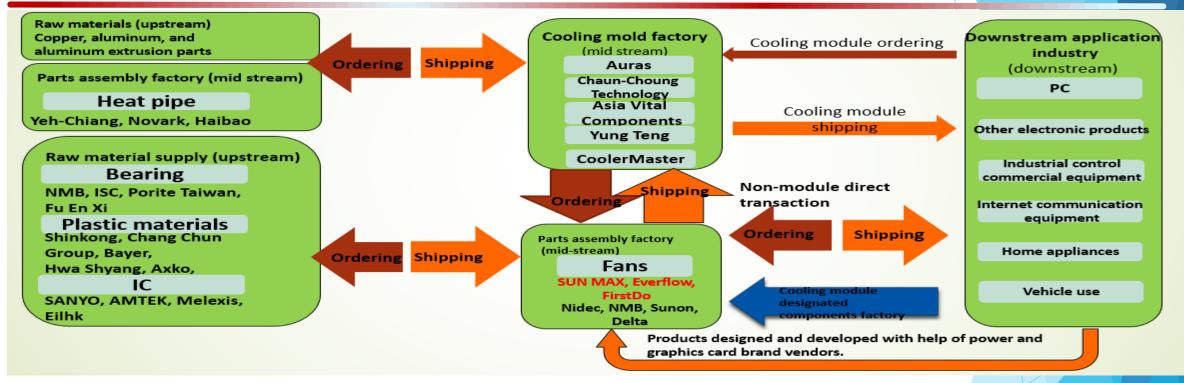
Major Products:

Cooling Fan for VGA card, power supply, computer cases, CPU cooler, and other customized products DC Fan for automotive (cooling or ventilation), industrial application (inverter and transformer cooling), home appliances, etc.





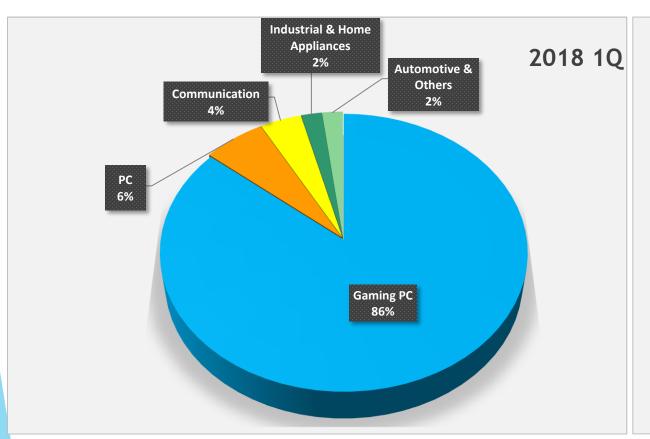
Supply Chain of Cooling System

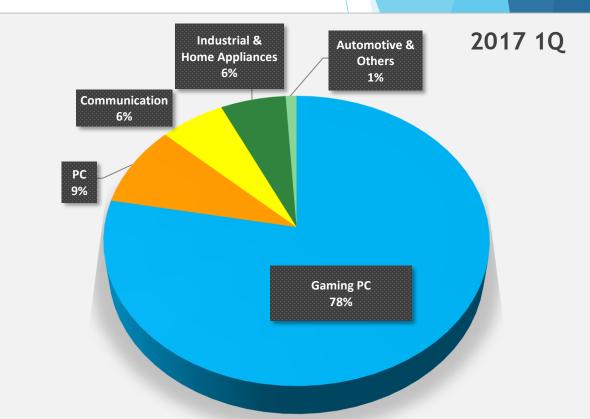


- Major Clients include first-tier graphics card brands such as ASUS, MSI, Gigabyte, and EVGA. The product lines cover the majority of mid- to high-end pc cooling. All the products are self- developed with outstanding quality
- The total demand for mid-to high end graphics cards increased significantly. The main reasons are as follows: (1) popular eSport and on-line games with high-quality picture and sound effects; (2) 4K resolution becomes the mainstream; (3) the emergence of virtual reality application.



Product Mix (by Applications)







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2018 1Q Income Statement (YoY)

Unit: NT\$ Thousands/ NT\$

(NT\$ Thousands)	2018 1Q	%	2017 1Q	%	YoY(%)
Total Revenue	419,808	100%	213,417	100%	97%
Gross Profit	112,438	27%	58,424	27%	92%
Operation Expenses	41,033	10%	36,053	17%	14%
Operation Income	71,405	17%	22,371	10%	219%
Non-Op Income	-13,698	-3%	-5,455	-3%	
Pre-Tax Profit	57,707	14%	16,916	7%	241%
Net Income	34,189	8%	9,926	5%	244%
EPS (NT\$)	1.44		0.54		



2018 1Q Income Statement (QoQ)

Unit: NT\$ Thousands/ NT\$

(NT\$ Thousands)	2018 1Q	%	2017 4Q	%	QoQ(%)
Total Revenue	419,808	100%	423,284	100%	
Gross Profit	112,438	27%	110,509	26%	2%
Operation Expenses	41,033	10%	62,186	15%	
Operation Income	71,405	17%	48,323	11%	48%
Non-Op Income	-13,698	-3%	-8,566	-2%	
Pre-Tax Profit	57,707	14%	39,757	9%	45%
Net Income	34,189	8%	25,032	6%	37%
EPS (NT\$)	1.44		1.18		



Dividend Policy



NTD	2017年	2016年
EPS	4.26	8.86
Dividend	2.00	3.00
Cash Div	2.00	1.50
Stock Div	_	1.50



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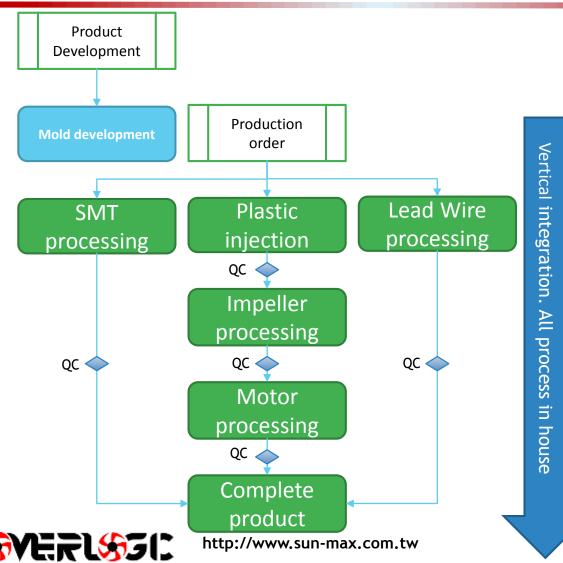
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Vertical Integration



Leading professional vendor in cooling fan manufacturing. To improve management of the cost, quality, lead time, and transportation, Sun Max highly integrated production processes and key resources, including product design, mold development, plastic injection, wire processing, motor processing, and transportation. The vertical integration helps to maintain the product quality and to provide all customers the comprehensive cooling technology applications. It also helps the customers significantly shorten the new products development and production in response to the rapidly changing nature of the IT industry, and effectively improve the customers satisfaction and core competitiveness.

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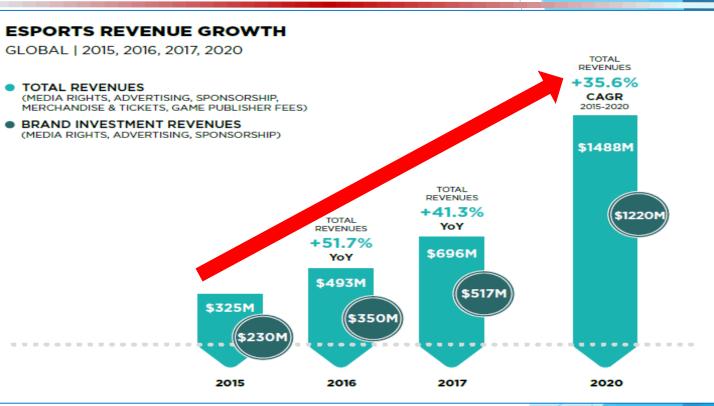
Industry Overview



eSports Market Future Outlook







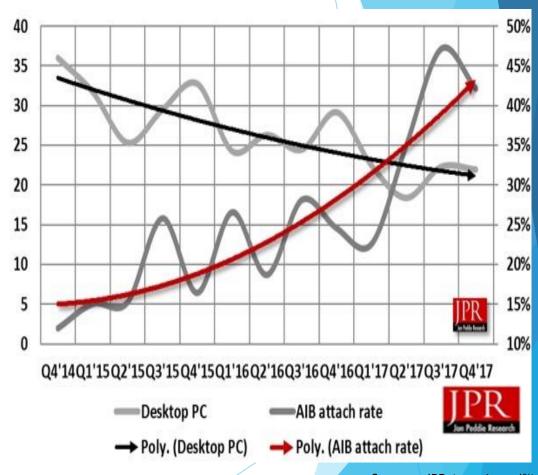
- NewZoo research shows that 2017 global eSport market scale was USD 696 million and is expected up to USD 1,488 million by 2020. The CAGR of 2015 2020 is approximately at 35.6%.
 - ✓ eSport NB brands
 - ✓ eSport PC graphic cards

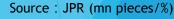


Graphics Card Industry Future Outlook



- *Gaming computers and peripheral equipment industries grow rapidly
- *eSport games, screen resolution, virtual reality applications are increasing
- -High End AIB(Add-in-Board) accounts for 44% of the global GPU market share
- -Screen and game resolution are significantly increasing
- -Mature 4K technology gears up the graphics card performance



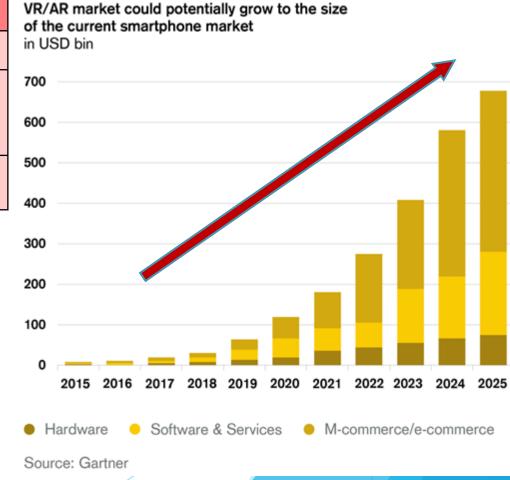


Road Map of VR Application

2015-2018	2018-2023	2023-2030
Gaming (VR)	Interaction(VR/AR)	Commerce(VR/AR)
VR Helmet Gaming PC eSports	AR/VR 3D/4D Interaction Tools	Housing, Shopping And Retail Industry
Market Value(E) USD 8 billion	Market Value(E) USD 68 billion	Market Value(E) USD 600 billion

Gartner Research suggests VR/AR applications will gradually expand from gaming to commercial applications. The number of devices embedded with the graphics card will also sequentially increase. Sun Max will continue to develop the new products in the GPU cooling system

VR application: video games, digital entertainment (television and movies), live concerts, interactive exhibitions, education, communication, medical, military





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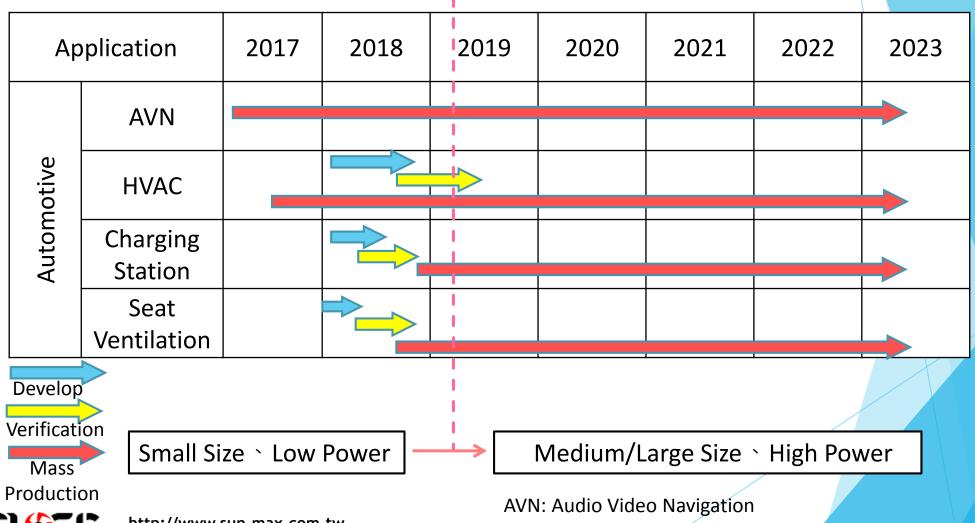
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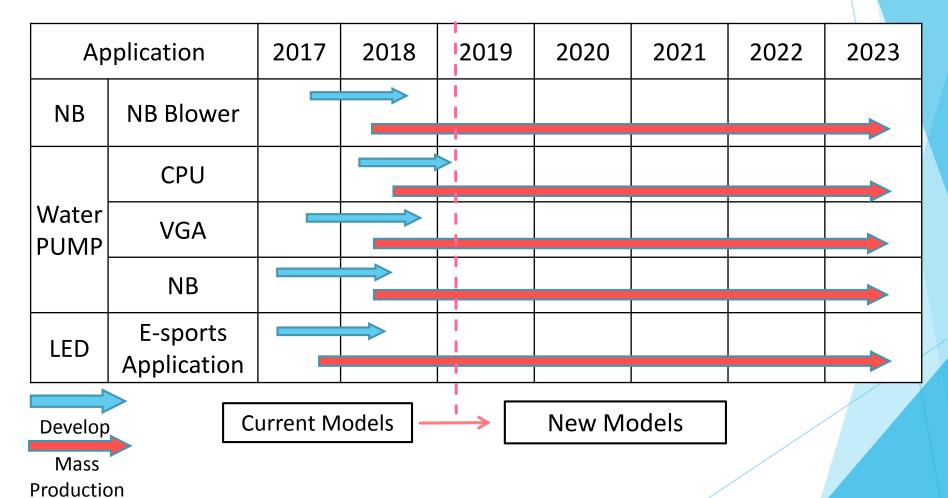
R&D Road Map Automotive Application



http://www.sun-max.com.tw

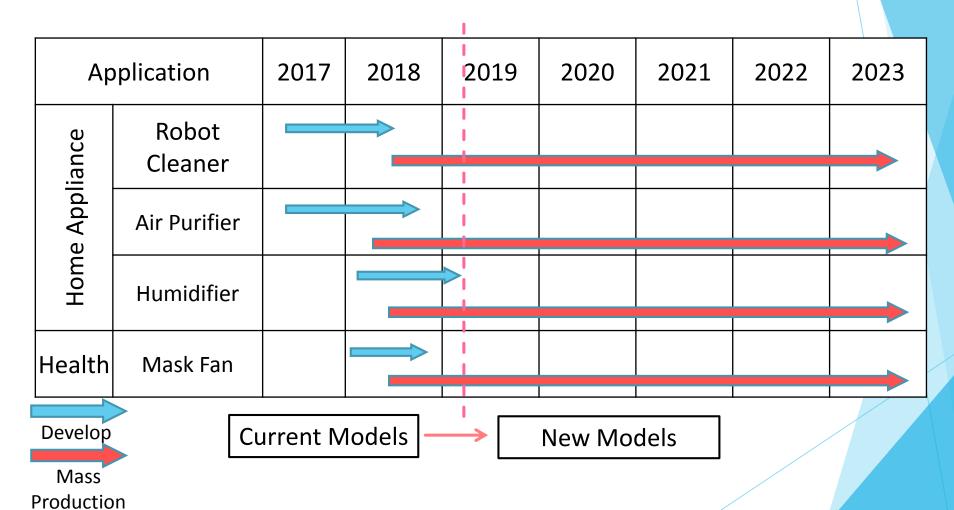
HVAC: Heating, Ventilation and Air Conditioning

R&D Road Map NB Pump LED





R&D Road Map Home Appliance, Health Appliance









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Thank You Very Much