
GLOSSARY OF TECHNICAL TERMS

This glossary contains explanations of certain terms and definitions used in this document that relate to the business and industry in which we operate. The terms and their meanings may not correspond to standard industry meaning or usage of those terms.

“ACGN”	refers to animation, comic, game and novel
“apparel”	refers to the garment produced by various fabric, such as wool, silk, knit, cotton and etc., to cover the human body for functional and aesthetic purpose
“CAGR”	compound annual growth rate
“CHIBOR”	China Interbank Offered Rate
“directly-operated stores”	stores directly operated by us under our multi-brand apparel and footwear business
“distributorship stores”	stores operated by our distributors under our multi-brand apparel and footwear business
“EBITDA”	earnings before interest, taxes, depreciation and amortisation
“EURIBOR”	Euro Interbank Offered Rate
“e-commerce”	electronic commerce, the buying or selling of products through online services or over the internet
“footwear”	refers to wearing apparel worn on the feet, for fashion, protection against the environment, and adornment
“GDP”	gross domestic products
“Generation Z”	the generational cohort that was born between the late 1990s and the early 2010s
“HIBOR”	Hong Kong Interbank Offered Rate
“KOL”	key opinion leader
“League of Legends Development League”	second-tier professional league for a multiplayer online battle arena video game, League of Legends, in the PRC

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“League of Legends Pro League”	top-tier professional league for a multiplayer online battle arena video game, League of Legends, in the PRC
“LNG Esports”	Lining Gaming (LNG)電子競技俱樂部, an e-sports club operated by our Group that competes at the League of Legends Pro League
“millennials”	the generational cohort that was born between the early 1980s and the 1990s
“OEM”	original equipment manufacturer, a company that manufactures a product in accordance with its customer’s designs which ultimately will be branded by its customer for sale
“online penetration rate”	the ratio of sales generated from online to overall sales
“Onmyoji Arena Pro League”	top-tier professional league for a multiplayer online battle arena video game, Onmyoji Arena, in the PRC
“partnership stores”	stores collectively operated by us and our partners under our multi-brand apparel and footwear business
“POS”	electronic funds transfer system at point of sale
“retail stores”	includes directly-operated stores, distributorship stores and partnership stores
“retail partners”	includes our wholesale customers, distributors and partners
“sport destination development”	management and operation of sports parks, sports centres and ice-skating rinks
“sport utilisation area”	sports utilisation area refers to the effective area utilised for sports training, competition and athletic activities. Besides the area specified by the rules of sports competitions, sports utilisation area also includes necessary safety zones, buffer areas, and accessible areas
“sports team and event management”	management and operation of e-sports clubs, coordination of sports events and sports-related marketing services
“t-commerce”	television commerce, the buying or selling of products through the medium of television