

**FEIYU TECHNOLOGY INTERNATIONAL COMPANY LTD:
THIS IS A YOUNG COMPANY, BUT SAPIENS QUI PROSPICIT**

There is a Latin idiom that states that the one who is wise is he who looks ahead (Sapiens Qui Prospicit). It is the motto, today, of Malvern College of England, in fact.

Sapiens Qui Prospicit is, perhaps, quite applicable when one is scanning the Global Offering Prospectus of Feiyu Technology International Company Ltd () (Code: 1022, Main Board, The Stock Exchange of Hongkong Ltd) in order to make a determination as to the likely efficacy of purchasing up some of the shares of this Company at its **Initial Public Offering (IPO)**.

Feiyu Technology is a developer and operator of mobile games and a couple of web-based games.

As at November 16, 2014, the Company could boast of a game portfolio of five mobile games and two, web-based games.

The definition of a mobile game is a game that may be played on a mobile device, such as a smartphone or a tablet, provided that the player is able to obtain wifi. Some mobile games, however, may be downloaded from the Internet and, then, the games may be played without the requirement of wifi or an Internet connection.

The definition of a web-based game is a game that has the ability of being played via any computer, without the requirement of client software, provided that one has Internet connection.

Feiyu Technology has a very short history, having been ‘*born*’ with the incorporation of Xiamen Guanghuan Information Technology Company Ltd () in the People’s Republic of China (PRC), on January 12, 2009.

This PRC company was, it appears, the brainchild of seven PRC gentlemen and one PRC lady, the gentlemen, taking 97 percent of the equity of this private company, leaving three percent for the lone female.

The Founding ‘*fathers*’ (and the one Founding ‘*mother*’) of Xiamen Guanghuan Information Technology Company Ltd determined, initially, to engage in web-game development.

About 15 months after the incorporation of Xiamen Guanghuan, the company was conducting beta testing of the company’s first game which was a **Role Playing (web) Game (RPG)***, based on what is described as ‘*a war strategy*’.

About 13 months later, Xiamen Guanghuan launched its first game, a martial arts RPG game.

About eight months later, Xiamen Guanghuan launched the company’s first mobile game.

And so it went on.

*An RPG game is one that can accommodate a large number of players who interact with each other in an ever-evolving, virtual world.

The Business

In an '**OVERVIEW**' of Feiyu Technology, the holding company for 12 subsidiaries of which Xiamen Guanghuan ... [CLICK TO ORDER FULL ARTICLE](#)

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