Giant Interactive Group Inc. Form 6-K May 19, 2008 Table of Contents

Form 6-K

UNITED STATES SECURITIES AND EXCHANGE COMMISSION

Washington D.C. 20549

REPORT OF FOREIGN ISSUER

PURSUANT TO RULE 13a-16 OR 15d-16 OF THE

SECURITIES EXCHANGE ACT OF 1934

For the month of May 2008

Commission File Number: 001-33759

GIANT INTERACTIVE GROUP INC.

2/F No. 29 Building, 396 Guilin Road

Shanghai 200233

People s Republic of China

(Address of principal executive office)

Indicate by check mark whether the registrant files or will file annual reports under cover Form 20-F or Form 40-F.

Form 20-F b Form 40-F "

Indicate by check mark if the registrant is submitting the Form 6-K in paper as permitted by Regulation S-T Rule 101(b)(1): "

Indicate by check mark if the registrant is submitting the Form 6-K in paper as permitted by Regulation S-T Rule 101(b)(7): "

Indicate by check mark whether by furnishing the information contained in this Form, the registrant is also thereby furnishing the information to the Commission pursuant to Rule 12g3-2(b) under the Securities Exchange Act of 1934. Yes "No b

If Yes is marked, indicate below the file number assigned to the registrant in connection with Rule 12g3-2(b):82-N/A

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Giant Interactive Group Inc.

Form 6-K

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SIGNATURE

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned, thereunto duly authorized.

Giant Interactive Group Inc.

By: /s/ Eric He Name: Eric He

Title: Chief Financial Officer

Date: May 19, 2008

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HK000NN7 2008 First Quarter Results Presentation May 16, 2008 2008 First Quarter Results

Presentation May 16, 2008

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Safe Harbor Statement and Currency
Convenience Translation

Safe Harbor Statement and Currency

Convenience Translation

Safe Harbor Statement

Statements in this slide presentation contain "forward-looking" statements within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended, and as defined in the Private Securities Litigation Reform Act of 1995. These forward-looking statements can be identified by terminology such as "will," "expects," "anticipates," "future," "intends," "plans," "believes," "estimates" and similar statements and among others, include our continued efforts to successfully develop and launch our new

games and expand our distribution and marketing network.

These forward-looking statements are not historical facts but instead represent only our belief regarding future events, many of which, by their nature, are inherently uncertain and outside of our control. The financial information contained in this slide presentation should be read in conjunction with the consolidated

financial statements and notes thereto included in our

prospectus filed with the Securities and Exchange Commission on November 1, 2007, and is available on the Securities and Exchange Commission's website at www.sec.gov. For additional information on these and other important factors that could adversely affect our business, financial condition, results of operations and prospects, see "Risk Factors" beginning on page 12 of our prospectus. Our actual results of operations for the first quarter of 2008 are not necessarily indicative of our operating results for any future periods. Any projections in this slide presentation are based on limited information currently available to us, which is subject to change. Although such projections and the factors influencing them will likely change, we undertake no obligation to update or revise these forward-looking statements, whether as a result of new information, future events or otherwise, after the date of this slide presentation. Such information speaks only as of the date of this slide presentation. Currency Convenience Translation

This slide presentation contains translations of certain Renminbi

(RMB) amounts into US dollars (US\$) at the rate of US\$1.00 to

RMB7.012, which was the noon buying rate as of March 31, 2008 in

the City of New York for cable transfers in Renminbi

per US

dollar as certified for customs purposes by the Federal Reserve Bank of New York. We make no representation that the Renminbi

or US dollar amounts referred to in this slide presentation could have been, or could be, converted into US dollars at such rate or at all.

Giant Interactive Group A Leading Online Game Developer & Operator Giant Interactive Group A Leading Online Game Developer & Operator ©

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Giant: NYSE Listed Giant: NYSE Listed Shanghai, China Headquarters: Over 4,000

including 3,000+ liaison

personnel Employees: www.ga-me.com Investor Information:

About Giant:

Approximately 240M Outstanding Shares:

US\$3.9B May 15, 2008 Market Cap:

GA Ticker:

November 1, 2007

NYSE IPO:

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Business Operation Updates
Business Operation Updates
©

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© 2008 Giant Interactive Group, Inc. All Rights Reserved 6 Completed Rollout of Expansion Pack Neighboring Friends Giant Online commenced Open Beta, PCU of 237K on March 28,

2008 King of Kings III undergoing Engineering Testing 1 3 3 4 4 ZT Online reached PCU of over 1.5 million 2 Q1 2008 Business Highlights Q1 2008 Business Highlights Empire of Sports commenced European Private Launch 5 5 6 6 Expanded sales and marketing network

© 2008 Giant Interactive Group, Inc. All Rights Reserved 7 800,000 1,000,000

1,200,000

1,400,000

1,600,000

1,800,000

Q4/07

Q1/08

Q1 2008

1.64 Million PCU

Q1 2008 R&D

Focus

Q1 2008 R&D

Focus

January 2008

Congee

boosts

Exp

points

2x Exp points

after server

maintenance

Take over

enemy train

station,

teammates

respawn

there for

30min

Foot race

for lovers

Car insurance

from four

insurance

companies for

each country

Destroy

enemy

train

station

and

recover

computer

chip

Golden

Egg for

sale to

multiply

virtual

currency

Boss

invasions

with

rewards

Chat Box

radar and

guide

Increase

Exp points

for missions

Higher

rank

limit for

roles

Mining

quests

for

items

Skill

books

available

for free

Capture

enemy

power

sources

to

increase

train

speed

Lower level players

can request

apprenticeship from

higher level players

Valentine s

Day

lottery to

receive real

flowers sent

to significant

other

Dance

battle to

the

death

Outfits can be

upgraded to give

players speed

New

motorcycle

parts to

upgrade

performance

PK with

allies

now

punished

like

teamkill

Cross shard

secret chat

More support for

commanders

Eight foreign

country invasion

More skill books

for free

Chinese New

Year lottery

Q4 2007

983,000 PCU

February 2008

March 2008

Year of the Rat

treasure

More Exp

points for

car quests

Join war to

earn badges

New map

Lottery in

every new

shard post

open beta

PCU for Online Games¹

Horse carriage

race

Virtual red envelopes for Chinese

New Year, free costumes

Introduce naval

battles

Raise max

level to 170

1

Online games include ZT Online, ZT Online PTP

and Giant Online.

Complete roll

out of ZT

Online:

Neighboring

Friends

Lock car quest colors Continuous Enhancements During Q1 2008

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```
Expanded Marketing Penetration in Q1 08
Over
530
liaison
offices
Over
3,000
dedicated
liaison
personnel
Over
270
distributors
116,500
retail
outlets
Penetration
of
all
large
cities
\quad \text{and} \quad
almost
all
provinces
in
China
?
Focus
on
penetrating
medium
small
cities
with
continued
internet
and
on-site
promotional
events
```

Expanded

Network

Maximize

Maximize

Player

Player

Awareness

Awareness

and

and

Game

Game

Recognition

Recognition

to

to

Improve

Improve

Penetration

Penetration

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305 295 320 0 50 100 150 200 250 300 350 400 1Q07 2Q07 3Q07 4Q07 1Q08 1,405 1,447 986 1,248 1,318 0 200 400 600 800 1,000 1,200 1,400 1,600 1,800 1Q07 2Q07 3Q07 4Q07 1Q08 **Key Quarterly Operating Metrics Key Quarterly Operating Metrics** Average Revenue per User (ARPU) Active Paying Accounts (APA) Peak Concurrent Users (PCU) Average Concurrent Users (ACU) 512 450 546 481 515

0 100

```
200
300
400
500
600
1Q07
2Q07
3Q07
4Q07
1Q08
1,073
888
983
1,646
874
0
200
400
600
800
1,000
1,200
1,400
1,600
1Q07
2Q07
3Q07
4Q07
1Q08
Q407 figures onward include ZT Online, ZT Online PTP
and Giant Online; before Q407, all figures are ZT Online
```

only

© 2008 Giant Interactive Group, Inc. All Rights Reserved Key Financial Highlights Key Financial Highlights ©

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59.6

48.6

54.1 67.3 41.7 0 10 20 30 40 50 60 70 80 1Q07 2Q07 3Q07 4Q07 1Q08 Profitable Growth and High Margins Profitable Growth and High Margins Net Revenue Net Income 45.8 32.6 48.3 38.7 34.7 0 10 20 30 40 50 60 1Q07 2Q07 3Q07 4Q07 1Q08 Net Income Margin Gross Profit Margin 85.70% 89.60% 88.80% 89.20% 91.20% 80% 85%

90% 95% 1Q07

2Q07

3Q07

4Q07

1Q08

76.80%

71.40%

71.60%

71.80%

78.20%

65%

70%

75%

80%

1Q07

2Q07

3Q07

4Q07

1Q08

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Q1 2008 Key Financial Highlights

Q1 2008 Key Financial Highlights

0.20

48.3

45.8

14.2

60.0

7.2

67.3

Q1 2008

US\$

1.38

338.7

321.0

99.8

420.8

50.8 471.6

Q1 2008

RMB

11.6%

36.5%

29.7%

139.5%

45.5%

81.5%

48.7%

Y-o-Y%

(0.3%)

1.39

1.24

Basic EPS

1.5%

333.8

248.1

Net Income

15.1%

278.9

247.6

Income from Operations

6.3%

93.9

41.7

Operating Expenses

12.9%

372.8

289.2

Gross Profit

(18.1%)

62.0

28.0

Cost of Services

8.5%

434.8

317.2

Total Net Revenue

Q-o-Q %

Q4 2007

RMB

Q1 2007

RMB

(In millions, except EPS data)

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Solid Balance Sheet
Solid Balance Sheet

7,587.7

6,305.5

1,282.2

1,282.2

7,587.7

7,373.5

7,295.5

December

31, 2007

RMB

909.3

738.0

171.3

171.3

909.3

877.1

832.1

March 31,

2008

US\$

6,376.1

5,175.1

1,201.0

1,201.0

6,376.1

6,150.2

5,835.0

March 31,

2008

RMB

504.4

Shareholders

Equity

795.0

Total Liability and Shareholders

Equity

290.6

Total Liabilities

274.7

Current Liabilities

795.0

Total Assets

735.4

Current Assets

205.0

Cash

March 31,

2007

RMB

(In millions)