## netmarble

1Q 2018 Earnings Results

April 30, 2018

## DISCLAIMER

The financial information included in this document are consolidated earnings results based on K-IFRS.
The "financial results for 1Q 2018" for Netmarble (the "Company")
contained in this document have been provided for investors'
convenience only and have not been audited by an independent auditor. Therefore, certain part(s) of this document are subject to change upon the audit outcome.

This document contains "forward-looking statements" - that is, statements related to future, not past, events. In this context, "forward-looking statements" often address our expected future business and financial performance, and often contain words such as "expects," "anticipates," "intends," "plans," "believes," "seeks," or "will." "Forwardlooking statements" by their nature address matters that are, to different degrees, uncertain. For us, particular uncertainties which could adversely or positively affect our future results include the behavior of financial markets, the Company's strategic actions, unanticipated dramatic developments in our major business conditions, and numerous other matters at the national and international levels which could affect our financial results.

These uncertainties may cause our actual results to be materially different from those expressed in this document.

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## 1. FINANCIAL HIGHLIGHTS OF 1Q 2018

- 1Q recorded revenue of W507.4bn (YoY - 26.2\%, QoQ -17.6\%), EBITDA of W91.0bn (YoY -57.4\%, QoQ -17.3\%), and operating profit of W74.2bn (YoY-62.9\%, QoQ -20.0\%)
- EBITDA margin and operating profit margin were $17.9 \%$ and $14.6 \%$, respectively



## 1. FINANCIAL HIGHLIGHTS OF 1Q 2018

- Net profit was W78.9bn (YoY -46.0\%, QoQ +50.6\%). Net profit (controlling) was W73.9bn (YoY -43.2\%, QoQ +109.3\%)
- Margins for net profit and net profit (controlling) were $15.5 \%$ and $14.6 \%$, respectively
- Decrease in sales was due to delays in new game launches and slowed revenue level from existing titles. Increase in net income is attributable in large part to dividend payout from NcSoft.


## Net Profit

Net Profit (Controlling)
(Unit: W bn)



## 2. OVERSEAS REVENUE SHARE

- Overseas revenue was W343.3bn. Proportion of overseas revenue in 1Q stayed flat at 68\% (QoQ 0\%p)
- Revenues were diversified across Korea (32\%), North America (32\%), Japan (14\%), Southeast Asia (10\%), and others (12\%)


## Korea \& Overseas Revenue Share



## Revenue Breakdown by Region



## 3. GAME PORTFOLIO

- As of 1Q, genre portfolio showed diversification across MMORPG 37\%, RPG 33\%, casual $24 \%$, and others $6 \%$
- Game portfolio continues to be well balanced with 6 games each of which contributes at least $5 \%$ to the total revenue
- Top revenue generators are L2R, MCoC, Cookie Jam, Everybody's Marble, Seven Knights, and Marvel Future Fight, respectively


## Revenue Breakdown by Genre



Revenue Breakdown by Major Games


## 4. MAJOR COST STRUCTURES

- Operating costs decreased to W433.2bn (YoY -11.1\%, QoQ -17.2\%)
- Labor costs showed slightly increased from the previous quarter to W98.9bn (YoY +9.9\%, QoQ +4.9\%)
- Marketing costs fell to W74.7bn (YoY -4.7\%, QoQ -37.4\%) due to delay in new game release


## Operating Costs

## Breakdown of Revenue by Operating Costs

(Unit : W bn)

| $\square$ Commission ■ Labor ■ Marketing $\square$ Others (Inc.D\&A) |  |  |  |  | $-\bullet$ Commission $-\bullet$ Labor $-\bullet$ Marketing $-\bullet-$ Others (Inc.D\&A) |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 44 |  | 41.3\% | 41.5\% | 40.0\% | $43.2 \%$ | $42.0 \%$ |
|  |  | 44 |  |  |  |  |  |  |  |
| 78 | 42 |  | 119 | 47 |  |  |  |  |  |
| 90 | 82 | 101 | 94 | 75 |  |  |  | 19.4\% | 19.4\% |
|  | 87 | 92 |  | 99 |  | 16.1\% | 15.9\% | 19. |  |
| 284 | 224 | 233 | 266 | 213 | 13.1\% | ${ }_{15.3 \%} 8$ | 17.4\% | 15.3\% | 14.7\% |
|  |  |  |  | , | 5.1\% | 7.8\% | 7.5\% | 7.1\% | 9.3\% |
| 1Q17 | 2Q17 | 3Q17 | $4 \mathrm{Q17}$ | 1Q18 | 1Q17 | 2Q17 | 3 Q17 | 4Q17 | 1Q18 |

## 5. Focus of 2Q 2018

- Fishing Strike - Globally launched on April 12th (251 countries)
- Harry Potter Hogwart Mystery - Globally launched on April 25 th
- Terria Saga - Scheduled to be launched (Pre-registration started on April $24^{\text {th }}$
- Iron Throne - Scheduled to be launched on May (Media Showcase on April 19th)
- B\&S Revolution - Scheduled to start pre-registration in 2nd quarter


## Harry Porter Release



## Teria Saga Pre-registration



Iron Throne Showcase


## APPENDIX. CONSOLIDATED FINANCIAL STATEMENTS

Consolidated Income Statement

| (KRW bn) | 1Q17 | 2Q17 | 3Q17 | 4Q17 | 1Q18 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Revenue | 687 | 540 | 582 | 616 | 507 |
| Commission | 284 | 224 | 233 | 266 | 213 |
| Labor Cost | 90 | 87 | 92 | 94 | 99 |
| Advertising Cost | 78 | 82 | 101 | 119 | 74 |
| Other Costs (exc. D\&A) | 21 | 26 | 26 | 26 | 30 |
| EBITDA | 214 | 121 | 130 | 110 | 91 |
| Margin (\%) | 31.1\% | 22.4\% | 22.3\% | 17.9\% | 17.9\% |
| D\&A | 14 | 16 | 18 | 17 | 17 |
| Operating Income | 200 | 105 | 112 | 93 | 74 |
| Margin (\%) | 29.1\% | 19.5\% | 19.2\% | 15.1\% | 14.6\% |
| Non-Operating Income | 14 | 10 | 13 | 21 | 40 |
| Non-Operating Cost | 23 | 7 | 19 | 47 | 9 |
| Pre-tax Profit | 191 | 108 | 106 | 67 | 105 |
| Tax | 45 | 30 | 22 | 14 | 26 |
| Net Profit | 146 | 78 | 84 | 52 | 79 |
| Net Profit (controlling) | 130 | 70 | 74 | 35 | 74 |
| Margin (\%) | 18.9\% | 13.0\% | 12.8\% | 5.7\% | 14.6\% |

Consolidated Statement of Financial Position
(Unit : W bn)

| (KRW bn) | 1Q17 | 2 Q17 | 3Q17 | 4Q17 | 1Q18 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Current Assets | 957 | 2,750 | 2,815 | 2,918 | 2,857 |
| Cash and Cash Equivalents | 360 | 1,856 | 1,884 | 1,908 | 1,754 |
| Accounts Receivable | 259 | 215 | 265 | 291 | 224 |
| Other Current Financial Assets | 267 | 609 | 595 | 650 | 805 |
| Other Current Assets | 71 | 70 | 71 | 69 | 74 |
| Non-Current Assets | 2,250 | 2,362 | 2,572 | 2,429 | 2,443 |
| Available-for-Sale Securities | 649 | 794 | 977 | 919 | 915 |
| Intangible Assets | 1,330 | 1,339 | 1,336 | 1,237 | 1,258 |
| Tangible Assets | 117 | 135 | 140 | 145 | 150 |
| Other Non-Current Assets | 154 | 94 | 120 | 128 | 120 |
| Total Assets | 3,207 | 5,112 | 5,387 | 5,348 | 5,300 |
| Current Liabilities | 1,341 | 421 | 453 | 501 | 458 |
| Accounts Payable | 119 | 95 | 102 | 121 | 87 |
| Debt | 901 | 5 | 4 | 4 | 4 |
| Other Current Financial Liabilities | 125 | 136 | 151 | 117 | 150 |
| Other Current Liabilities | 196 | 185 | 196 | 260 | 217 |
| Non-Current Liabilities | 329 | 387 | 418 | 381 | 359 |
| Other Non-Current Financial Liabilities | 245 | 244 | 237 | 234 | 216 |
| Other Non-Current Assets | 84 | 143 | 181 | 147 | 143 |
| Total Liabilities | 1,670 | 808 | 871 | 882 | 816 |
| Total Equity | 1,537 | 4,304 | 4,516 | 4,465 | 4,484 |

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