### netmarble IR

# netmarble

1Q 2023 Earnings Results

May 11<sup>th</sup>, 2023

# DISCLAIMER

The financial information included in this document are consolidated earnings results based on K-IFRS.

The "financial results for 1Q 2023 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." "Forward–looking 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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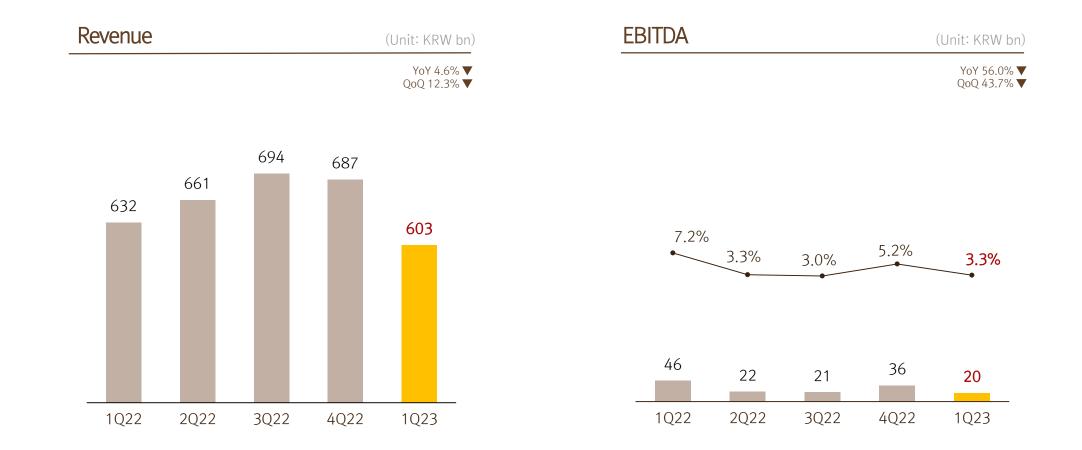
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APPENDIX) CONSOLIDATED FINANCIAL STATEMENTS \_\_\_\_\_\_10



### [Revenue] KRW 602.6bn (YoY 4.6%▼ / QoQ 12.3%▼) [EBITDA] KRW 20.1bn (YoY 56.0%▼ / QoQ 43.7%▼)

- The decreases in revenue and EBITDA were subject to an absence of new game launch in 1Q and due to the seasonality in overseas business
- EBITDA Margin 3.3% (D&A KRW 48.3bn)



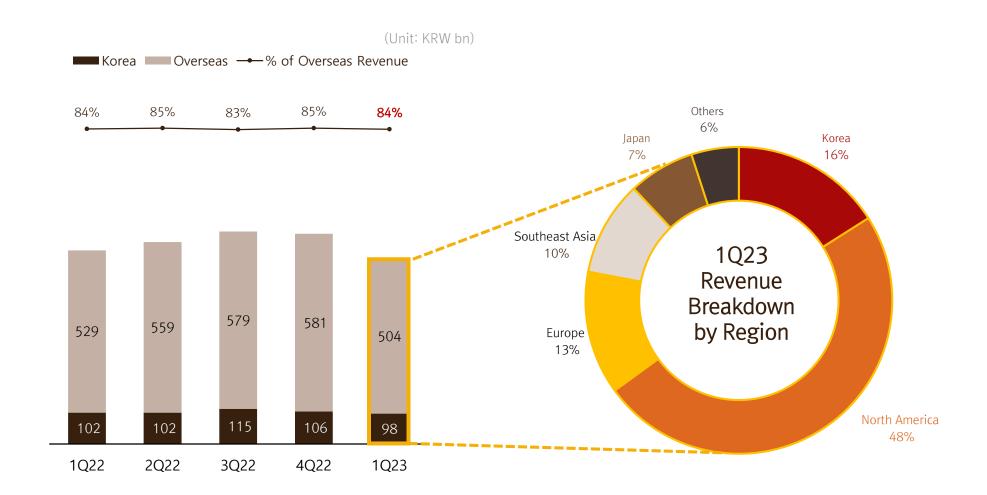
| 1Q23<br>Eamings                  | <ul> <li>Q23</li> <li>[Profit] Operating Loss KRW –28.2bn, Net Loss KRW –45.8bn,<br/>Net Loss (Controlling) KRW –37.7bn</li> <li>Non-operating income and cost has increased by KRW 377.9bn QoQ due to the<br/>non-occurrence of impairment loss on intangible assets reflected in the previous quarter, etc.</li> </ul> |                        |                    |   |  |
|----------------------------------|--|------------------------|--------------------|---|--|
| Operating Profit                 | (Unit: KRW bn)   | Net Profit             | (Unit: KRW bn)     | Net Profit (Controlling) (Unit: KRW bn) |  |
|                                  |  | -8.2% -18.2% -40.0%    | <b>-7.6%</b>       | -6.8% -17.9% -35.3% -60.1%              |  |
| -1.9%                            | -3.5% -4.7%  | (52)<br>(121)<br>(278) | (46)               | (43)<br>(118)<br>(245)<br>(38)          |  |
| (12) (35) (38)<br>1Q22 2Q22 3Q22 | (24) <b>(28)</b><br>4Q22 1Q23  | 1Q22 2Q22 3Q22         | (437)<br>4Q22 1Q23 | (413)<br>1Q22 2Q22 3Q22 4Q22 1Q23       |  |

• Overseas revenue for 1Q was KRW 504.3bn consisting 84% (QoQ -1%p) of the total revenue

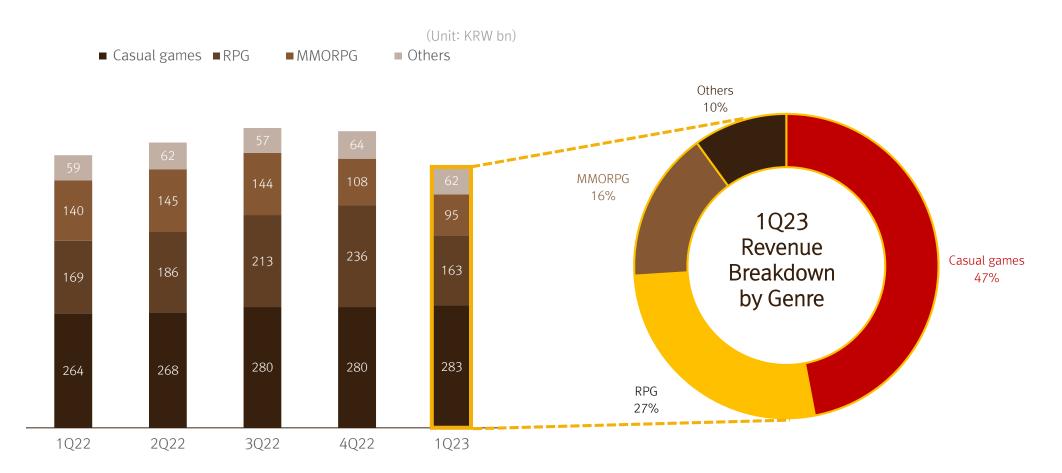
Breakdown

by Region

 Regional diversification in revenue continued across N.A. 48%, Korea 16%, Europe 13%, SEA 10%, Japan 7% and others 6%



- Revenue
- Breakdown
- by Genre
- Genre portfolio showed diversification across Casual games 47%, RPG 27%, MMORPG 16% and others 10%
- Revenue proportion of RPG decreased by -7%p QoQ due to MARVEL Contest of Champions' seasonality in overseas business



Game Portfolio • Top revenue generators were evenly distributed: Jackpot World 10%, MARVEL Contest of Champions 9%, Cash Frenzy 9%, Lotsa Slots 9%, The Seven Deadly Sins: Grand Cross 7%, Ni no Kuni: Cross Worlds 5%, Lineage 2 Revolution 5%, etc.

### ✓ 1Q23 Main Updates & Events



[The Seven Deadly Sins: Grand Cross] New Year Festival 2023 Update (Jan. 3<sup>rd</sup>)



[Lineage 2 Revolution] New 〈Oren〉 Territory Chaos Field Update (Jan. 5<sup>th</sup>)



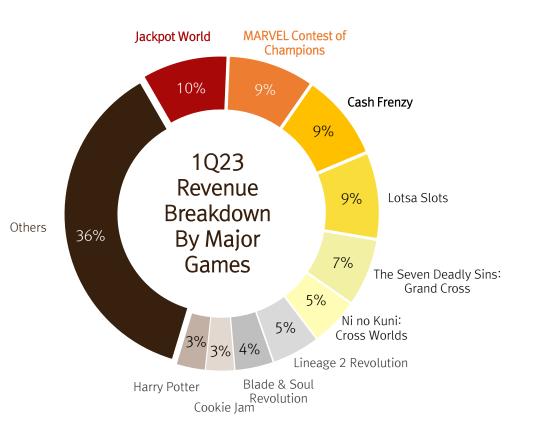
[MARVEL Contest of Champions] VALENTINE'S ROMANCE EVENT (Feb. 13<sup>th</sup>)



[Blade & Soul Revolution] Legendary Seasonal Dungeon, Forgotten Temple Update (Feb. 23<sup>rd</sup>)



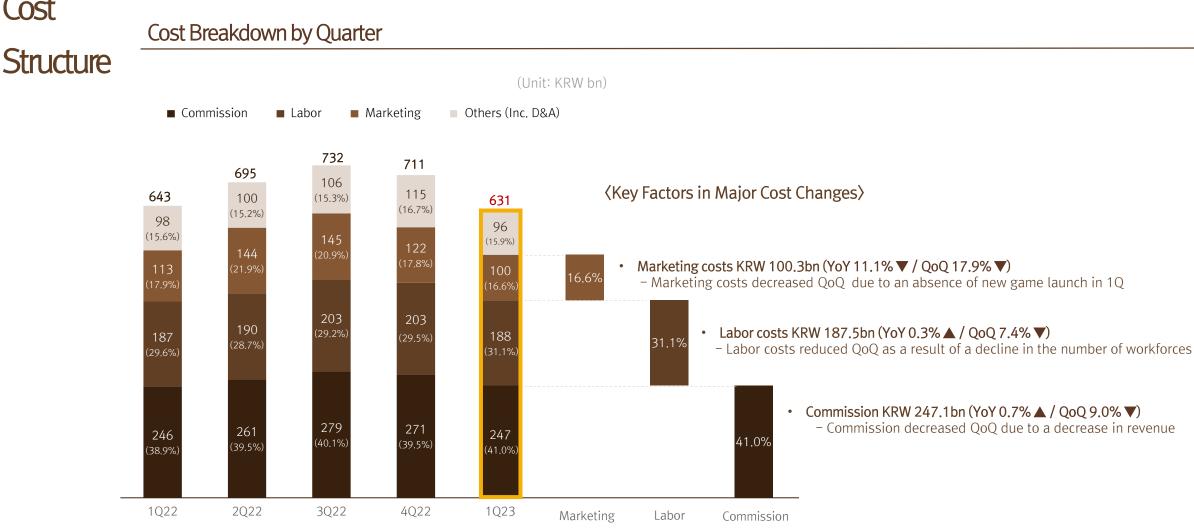
[Ni no Kuni: Cross Worlds] Ni no Kuni: Raid Update (Mar. 3<sup>rd</sup>)



### [Operating Cost] KRW 630.8bn (YoY 1.9% ▼ / QoQ 11.3% ▼)



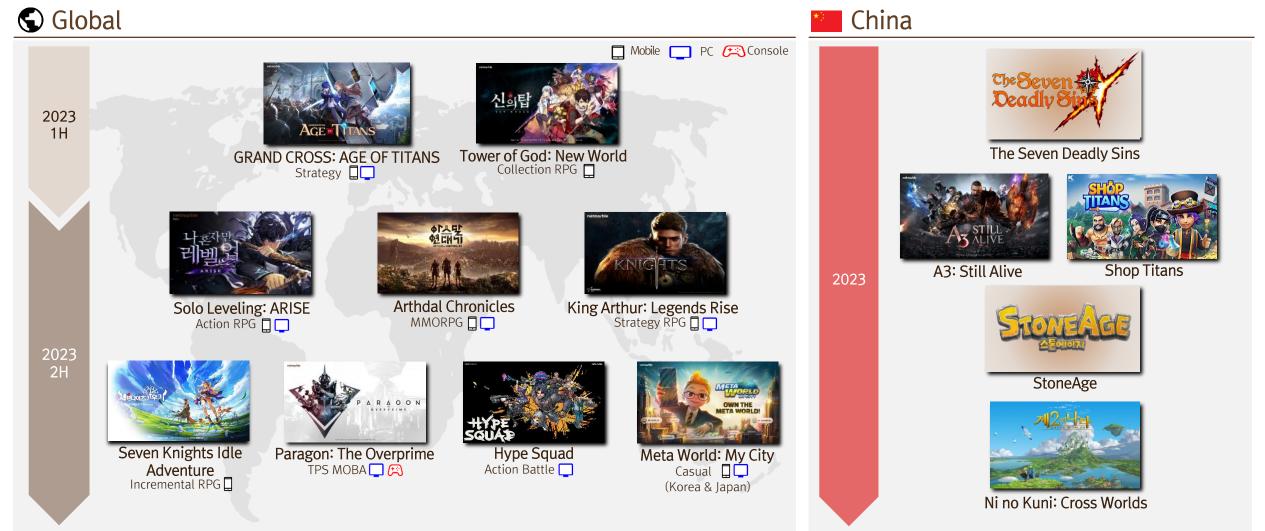
Major



<sup>\* 1</sup>Q23 Other costs: D&A KRW 48.3bn, other fees KRW 47.6bn

<sup>\*</sup> Proportion to the revenue (%)

2023
 In 2023, 14 (9 Global / 5 China) multiplatform-based games will be released, featuring competitive IPs such as Solo Leveling: ARISE, Arthdal Chronicles, etc.
 New Lineups



### Appendix

### Consolidated Income Statement

| (KRW bn)                  | 1Q22  | 2Q22   | 3Q22   | 4Q22   | 1Q23  |
|---------------------------|-------|--------|--------|--------|-------|
| Revenue                   | 632   | 661    | 694    | 687    | 603   |
| Commission                | 246   | 261    | 279    | 271    | 247   |
| Labor Cost                | 187   | 190    | 203    | 203    | 188   |
| Marketing Cost            | 113   | 144    | 145    | 122    | 100   |
| Other Costs (exc. D&A)    | 41    | 44     | 47     | 55     | 48    |
| EBITDA                    | 46    | 22     | 21     | 36     | 20    |
| Margin (%)                | 7.2%  | 3.3%   | 3.0%   | 5.2%   | 3.3%  |
| D&A                       | 58    | 56     | 59     | 60     | 48    |
| Operating Income          | (12)  | (35)   | (38)   | (24)   | (28)  |
| Margin (%)                | -1.9% | -5.3%  | -5.5%  | -3.5%  | -4.7% |
| Non-Operating Income&Cost | (46)  | (132)  | (251)  | (403)  | (25)  |
| Pre-tax Profit            | (58)  | (167)  | (289)  | (427)  | (54)  |
| Tax                       | (7)   | (47)   | (11)   | 9      | (8)   |
| Net Profit                | (52)  | (121)  | (278)  | (437)  | (46)  |
| Net Profit (controlling)  | (43)  | (118)  | (245)  | (413)  | (38)  |
| Margin (%)                | -6.8% | -17.9% | -35.3% | -60.1% | -6.3% |

### Consolidated Statement of Financial Position

| (KRW bn)                                | 1Q22   | 2Q22   | 3Q22   | 4Q22  | 1Q23  |
|---|--------|--------|--------|-------|-------|
| Current Assets                          | 1,755  | 1,492  | 1,254  | 997   | 1,064 |
| Cash and Cash Equivalents               | 1,134  | 706    | 729    | 503   | 529   |
| Accounts Receivable                     | 195    | 229    | 183    | 190   | 205   |
| Other Current Financial Assets          | 314    | 400    | 198    | 164   | 190   |
| Other Current Assets                    | 113    | 157    | 144    | 140   | 141   |
| Non-Current Assets                      | 8,502  | 8,609  | 9,095  | 7,938 | 7,862 |
| Investment Assets                       | 3,562  | 3,383  | 3,436  | 3,541 | 3,403 |
| Intangible Assets                       | 4,182  | 4,444  | 4,853  | 3,596 | 3,650 |
| Tangible Assets                         | 381    | 388    | 394    | 423   | 421   |
| Other Non-Current Assets                | 376    | 394    | 412    | 378   | 388   |
| Total Assets                            | 10,257 | 10,101 | 10,349 | 8,936 | 8,927 |
| Current Liabilities                     | 2,899  | 2,824  | 3,048  | 2,294 | 2,397 |
| Accounts Payable                        | 49     | 67     | 79     | 49    | 44    |
| Short-term Debt                         | 1,754  | 1,859  | 2,029  | 1,553 | 1,679 |
| Other Current Financial Liabilities     | 654    | 627    | 642    | 376   | 374   |
| Other Current Liabilities               | 443    | 271    | 298    | 316   | 302   |
| Non-Current Liabilities                 | 1,559  | 1,515  | 1,331  | 1,020 | 971   |
| Other Non-Current Financial Liabilities | 1,217  | 1,247  | 1,067  | 808   | 815   |
| Other Non-Current Liabilities           | 342    | 267    | 264    | 212   | 156   |
| Total Liabilities                       | 4,458  | 4,339  | 4,379  | 3,314 | 3,368 |
| Total Equity                            | 5,799  | 5,762  | 5,970  | 5,622 | 5,558 |



# **Thank You**