netmarble IR

netmarble

2Q 2023 Earnings Results

Aug. 8th, 2023

DISCLAIMER

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

The "financial results for 2Q 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.

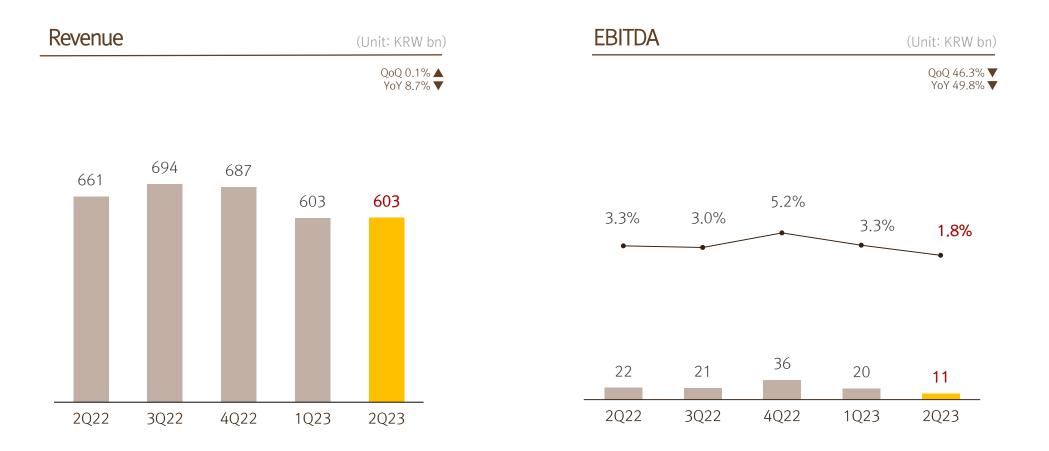
This document contains "forward–looking statements" – that is, statements related to future, not past, events. In this context, "forward–looking statements" often address our expected future business and financial performance, and often contain words such as "expects," "anticipates," "intends," "plans," "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.

2Q23 Earnings

[Revenue] KRW 603.3bn (QoQ 0.1% ▲ / YoY 8.7% ▼) [EBITDA] KRW 10.8bn (QoQ 46.3%▼ / YoY 49.8%▼)

- Revenue increased due to the update of MARVEL Contest of Champions,
 while EBITDA declined as a result of the increase in marketing expenses related to new titles, etc.
- EBITDA Margin 1.8% (D&A KRW 48.0bn)



| 2Q23 EARNINGS | REVENUE BREAKDOWN BY REGION | REVENUE BREAKDOWN BY GENRE | GAME PORTFOLIO | MAJOR STRUCT | | EW LINEUPS | APPX) CONSOLID FINANCIAL STATEN | | netmarble |
|------------------------|--------------------------------|---------------------------------------|--|----------------------------|---------------|------------|------------------------------------|-------|----------------|
| 2Q23 Eamings | Ne – Non-ope | et Loss (Contro erating income and | KRW –37.2bn, Iling) KRW –27 d cost decreased b e of dividend incon | 7.1bn by KRW 2.1 | bn QoQ | 1bn, | | | |
| Operating Profit | (Unit: | KRW bn) | Profit | (L | Jnit: KRW bn) | Net Profit | (Controlling) | (| (Unit: KRW bn) |
| | | -1 | 8.2% -40.0% -63.69 | -7.6% - | -7.3% | -17.9% | -35.3% -60.1% | -6.3% | -4.5% |
| -5.3% -5.5% | -3.5% -4.7% -6 . | | (121) (278) | (46) | (44) | (118) | (245) | (38) | (27) |
| (35) (38) 2Q22 3Q22 | | 37) 223 2 | (437) 2Q22 3Q22 4Q22 | | 2Q23 | 2Q22 | (413) 3Q22 4Q22 | 1Q23 | 2Q23 |

| 2Q23 EARNINGS | REVENUE BREAKDOWN BY REGION | REVENUE BREAKDOWN BY GENRE | GAME PORTFOLIO | MAJOR COST STRUCTURE | NEW LINEUPS | APPX) CONSOLIDATED FINANCIAL STATEMENTS | netmarble |
|---------------|--------------------------------|-------------------------------|----------------|-------------------------|-------------|--|-----------|
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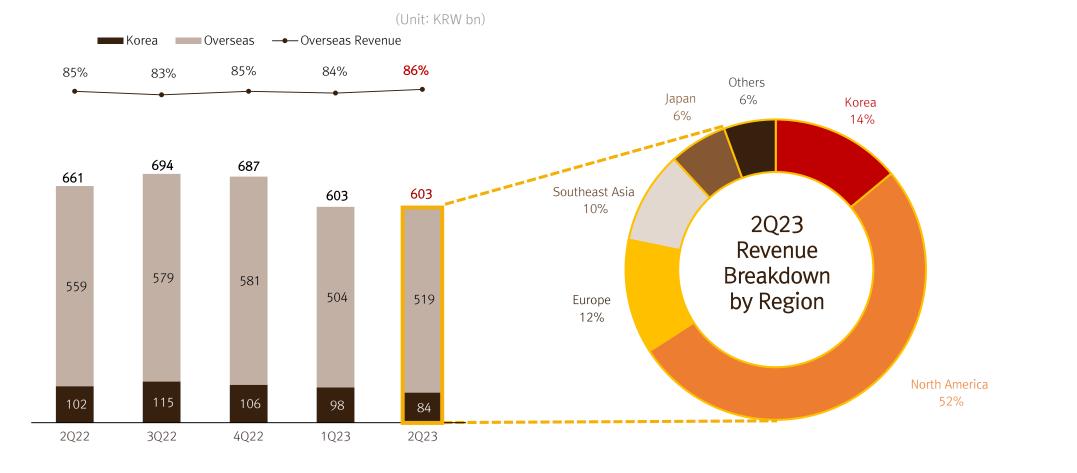
Revenue

Overseas revenue for 2Q was KRW 519.1bn consisting 86% (QoQ +2%P) of the total revenue
Regional diversification in revenue continued across N.A. 52%, Korea 14%, Europe 12%,

Breakdown

by Region

- SEA 10%, Japan 6% and others 6%
- Revenue proportion in North America increased by +4%P QoQ due to the effects of MARVEL Contest of Champions update, etc.



| 2Q23 EARNINGS | REVENUE BREAKDOWN BY REGION | REVENUE BREAKDOWN BY GENRE | GAME PORTFOLIO | MAJOR COST STRUCTURE | NEW LINEUPS | APPX) CONSOLIDATED FINANCIAL STATEMENTS | netmarble |
|---------------|--------------------------------|-------------------------------|----------------|-------------------------|-------------|--|-----------|
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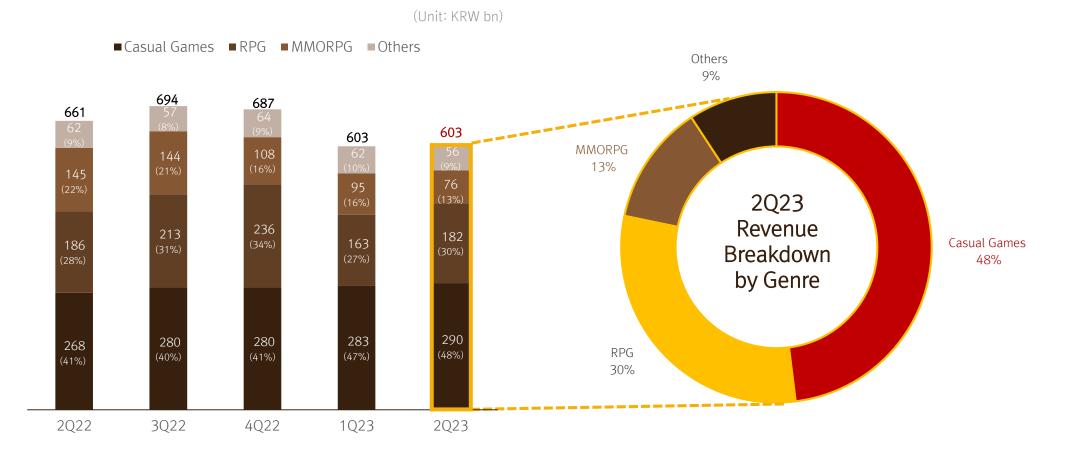
Revenue

by Genre

Breakdown

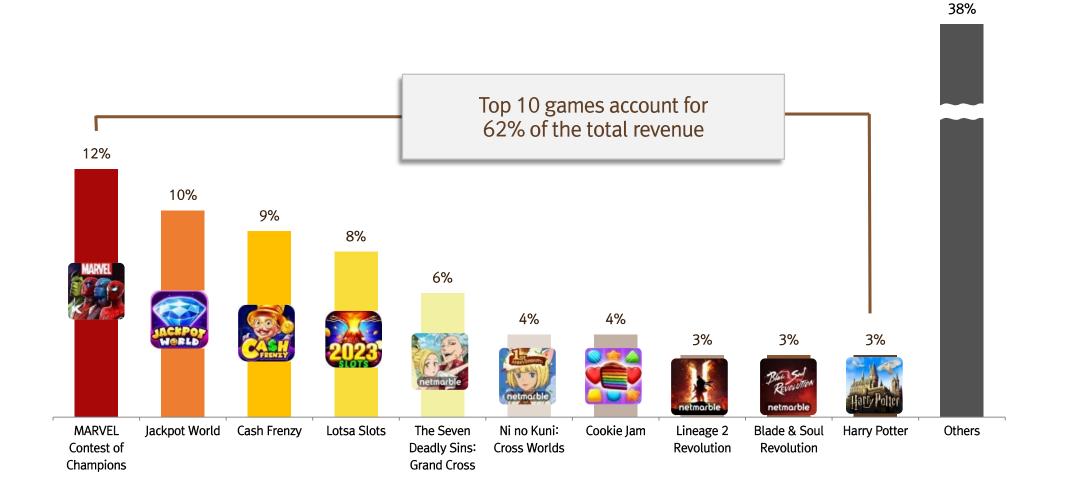
• Genre portfolio showed diversification across Casual games 48%, RPG 30%, MMORPG 13% and others 9%

 Revenue proportion of RPG increased by +3%P QoQ due to the effects of MARVEL Contest of Champions update, etc.



| 2Q23 EARNINGS | REVENUE BREAKDOWN BY REGION | REVENUE BREAKDOWN BY GENRE | GAME PORTFOLIO | MAJOR COST STRUCTURE | NEW LINEUPS | APPX) CONSOLIDATED FINANCIAL STATEMENTS | netmarble |
|---------------|--------------------------------|-------------------------------|----------------|-------------------------|-------------|--|-----------|
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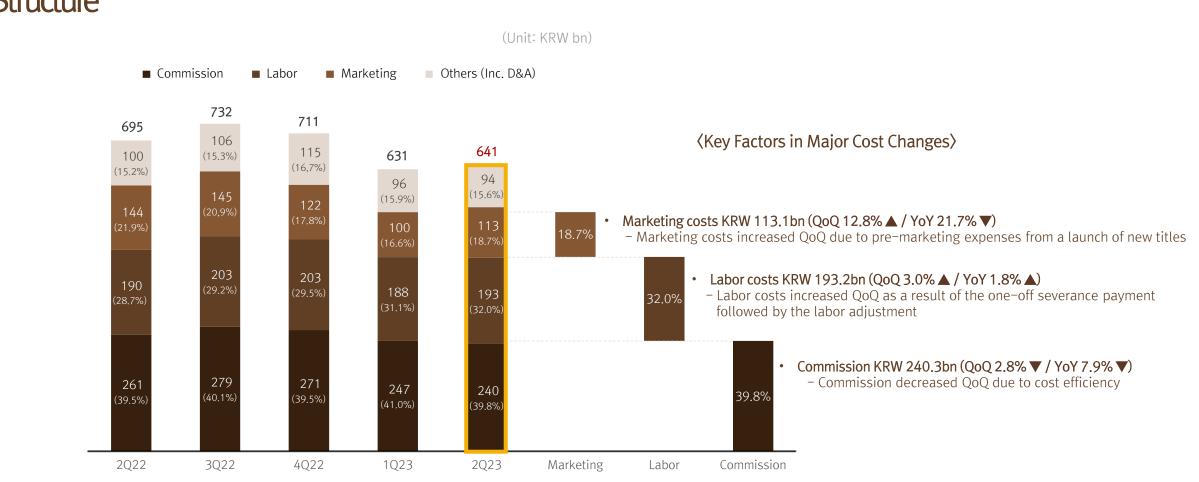
• Top revenue generators were evenly distributed: MARVEL Contest of Champions 12%, Jackpot World 10%, Cash Frenzy 9%, Lotsa Slots 8%, The Seven Deadly Sins: Grand Cross 6%, etc.



| BY REGION BY GENRE GAME FOR TOLIO STRUCTURE FINANCIAL STATEMENTS NEW LINEOUS FINANCIAL STATEMENTS NEW LINEOUS | 2Q23 EARNINGS | REVENUE BREAKDOWN BY REGION | REVENUE BREAKDOWN BY GENRE | GAME PORTFOLIO | MAJOR COST STRUCTURE | NEW LINEUPS | APPX) CONSOLIDATED FINANCIAL STATEMENTS | netmarble |
|---|---------------|--------------------------------|-------------------------------|----------------|-------------------------|-------------|--|-----------|
|---|---------------|--------------------------------|-------------------------------|----------------|-------------------------|-------------|--|-----------|

Major Cost Structure

• [Operating Cost] KRW 640.5bn (QoQ 1.5% ▲ / YoY 7.9% ▼)



* 2Q23 Other costs: D&A KRW 48.0bn, other fees KRW 45.9bn

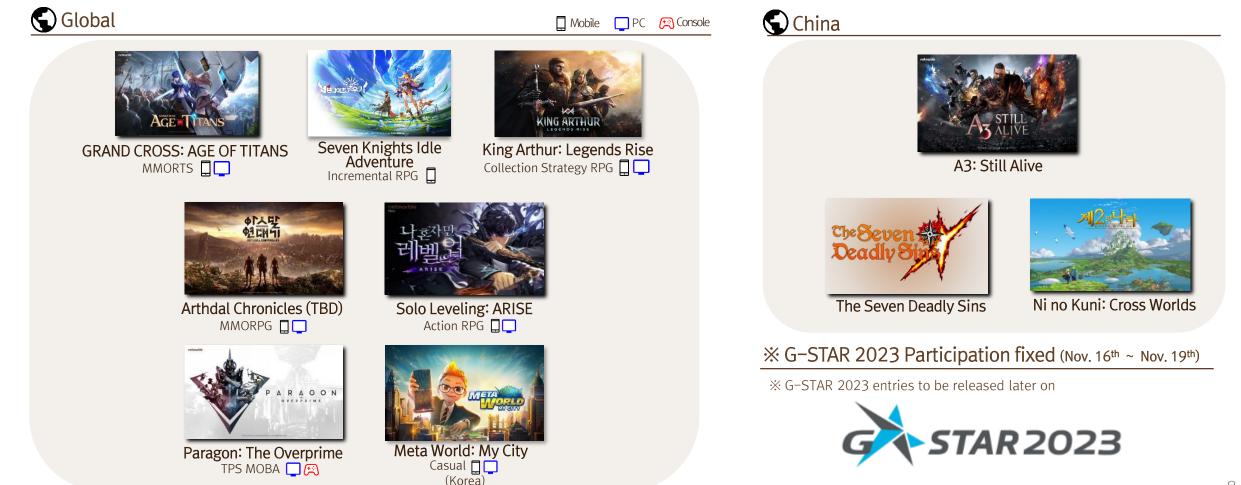
* Proportion to the revenue (%)

In the 2H of 2023, **7 new games** (including Arthdal Chronicles, Solo Leveling: ARISE, etc.) will be released globally and 3 games (including The Seven Deadly Sins,

New Lineups

2H23

Ni no Kuni: Cross Worlds, etc.) will be launched in China.



Appendix) Consolidated Income Statement

| (KRW bn) | 2Q22 | 3Q22 | 4Q22 | 1Q23 | 2Q23 |
|---------------------------|--------|--------|--------|-------|-------|
| Revenue | 661 | 694 | 687 | 603 | 603 |
| Commission | 261 | 279 | 271 | 247 | 240 |
| Labor Cost | 190 | 203 | 203 | 188 | 193 |
| Marketing Cost | 144 | 145 | 122 | 100 | 113 |
| Other Costs (exc. D&A) | 44 | 47 | 55 | 48 | 46 |
| EBITDA | 22 | 21 | 36 | 20 | 11 |
| Margin (%) | 3.3% | 3.0% | 5.2% | 3.3% | 1.8% |
| D&A | 56 | 59 | 60 | 48 | 48 |
| Operating Income | (35) | (38) | (24) | (28) | (37) |
| Margin (%) | -5.3% | -5.5% | -3.5% | -4.7% | -6.2% |
| Non-Operating Income&Cost | (132) | (251) | (403) | (25) | (28) |
| Pre-tax Profit | (167) | (289) | (427) | (54) | (65) |
| Tax | (47) | (11) | 9 | (8) | (21) |
| Net Profit | (121) | (278) | (437) | (46) | (44) |
| Net Profit (controlling) | (118) | (245) | (413) | (38) | (27) |
| Margin (%) | -17.9% | -35.3% | -60.1% | -6.3% | -4.5% |

Appendix) Consolidated Statement of Financial Position

| (KRW bn) | 2Q22 | 3Q22 | 4Q22 | 1Q23 | 2Q23 |
|---|--------|--------|-------|-------|-------|
| Current Assets | 1,492 | 1,254 | 997 | 1,064 | 1,010 |
| Cash and Cash Equivalents | 706 | 729 | 503 | 529 | 542 |
| Accounts Receivable | 229 | 183 | 190 | 205 | 201 |
| Other Current Financial Assets | 400 | 198 | 164 | 190 | 124 |
| Other Current Assets | 157 | 144 | 140 | 141 | 143 |
| Non-Current Assets | 8,609 | 9,095 | 7,938 | 7,862 | 7,763 |
| Investment Assets | 3,383 | 3,436 | 3,541 | 3,403 | 3,288 |
| Intangible Assets | 4,444 | 4,853 | 3,596 | 3,650 | 3,639 |
| Tangible Assets | 388 | 394 | 423 | 421 | 422 |
| Other Non-Current Assets | 394 | 412 | 378 | 388 | 413 |
| Total Assets | 10,101 | 10,349 | 8,936 | 8,927 | 8,773 |
| Current Liabilities | 2,824 | 3,048 | 2,294 | 2,397 | 2,373 |
| Accounts Payable | 67 | 79 | 49 | 44 | 32 |
| Short-term Debt | 1,859 | 2,029 | 1,553 | 1,679 | 1,678 |
| Other Current Financial Liabilities | 627 | 642 | 376 | 374 | 361 |
| Other Current Liabilities | 271 | 298 | 316 | 302 | 302 |
| Non-Current Liabilities | 1,515 | 1,331 | 1,020 | 971 | 988 |
| Other Non-Current Financial Liabilities | 1,247 | 1,067 | 808 | 815 | 827 |
| Other Non-Current Liabilities | 267 | 264 | 212 | 156 | 161 |
| Total Liabilities | 4,339 | 4,379 | 3,314 | 3,368 | 3,362 |
| Total Equity | 5,762 | 5,970 | 5,622 | 5,558 | 5,411 |



Thank You