

2026

Interim Results

IGG INC August 2026



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Agenda



IGG Overview

Business Review

Prospects



IGG Overview

A leading global developer and operator of mobile games and applications

Global Market

- Mobile games available in **23** languages
- Users across **200+** countries & regions
- Total gamers: **~1.68bn**
- MAU: **~83mn**, gamers account for over **12mn**, APP users of **71mn**

Global Investment

- Investing primarily in mobile internet, gaming, IP and AI-related sectors to capture emerging opportunities



Global R&D

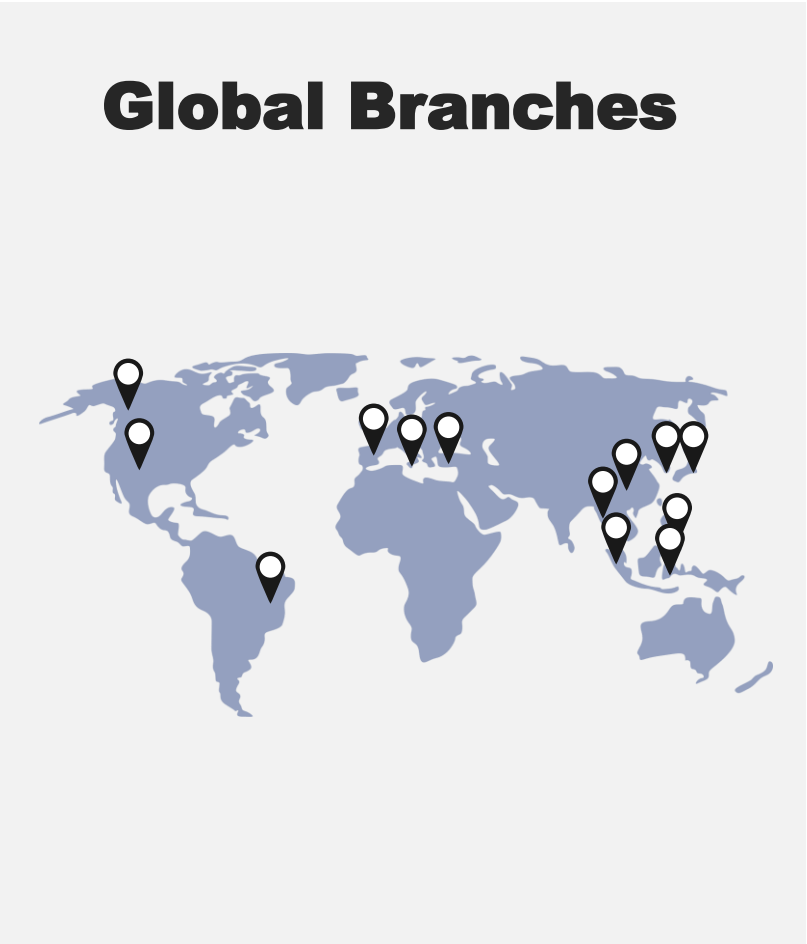
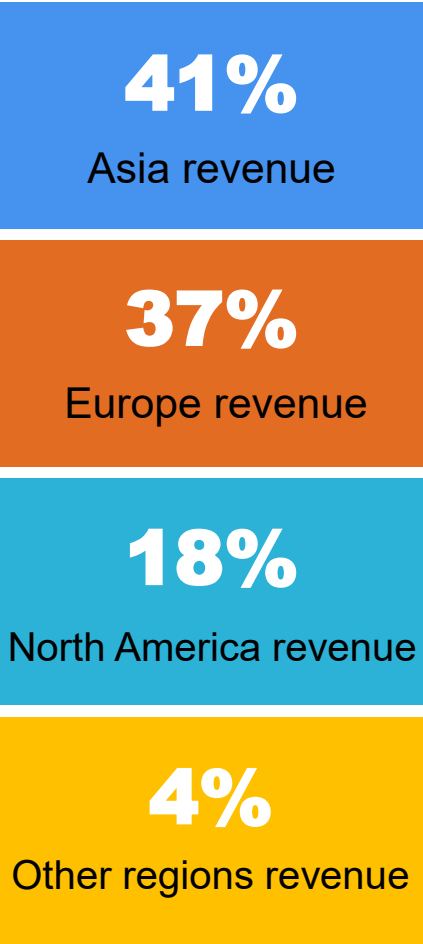
- Developing globally appealing mobile games and applications, offering an immersive experience for players worldwide

Global Operation

- Core operation teams located in **10+** countries
- Long-term relationships with over **100** business partners, including global platforms, advertising channels & vendors such as Apple, Google and Meta

Global Branches

➤ In 1H26, the Group has approximately 2,600 employees, and continues to strengthen its R&D and operation capabilities while pursuing diversified development



Asia

Singapore ★
Group headquarters;
R&D & operation center

Greater China
Localized R&D, IT &
operation support

Korea
Localized operation support

Japan
Localized R&D & operation support

Thailand
Localized operation support

Türkiye
Localized operation support

Indonesia
Localized operation support

Philippines
Customer service center

America

USA
IT & localized operation support

Canada
Localized R&D support

Brazil
Localized operation support

Europe

Spain
Localized operation support

Italy
Localized R&D training & operation support

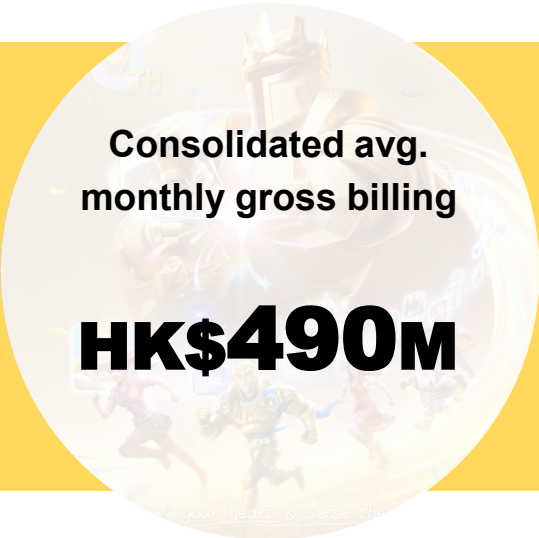
Note: Data as at 30 June 2026



Business Review

Gross Billing

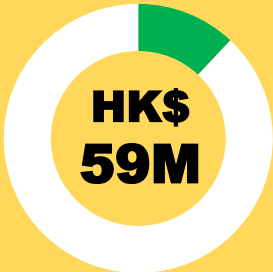
Monthly Gross Billings of the Group and Hit Titles in 1H26



Lords Mobile-Avg.
monthly gross billing



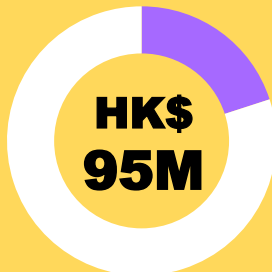
Doomsday-Avg.
monthly gross billing



Viking Rise-Avg.
monthly gross billing

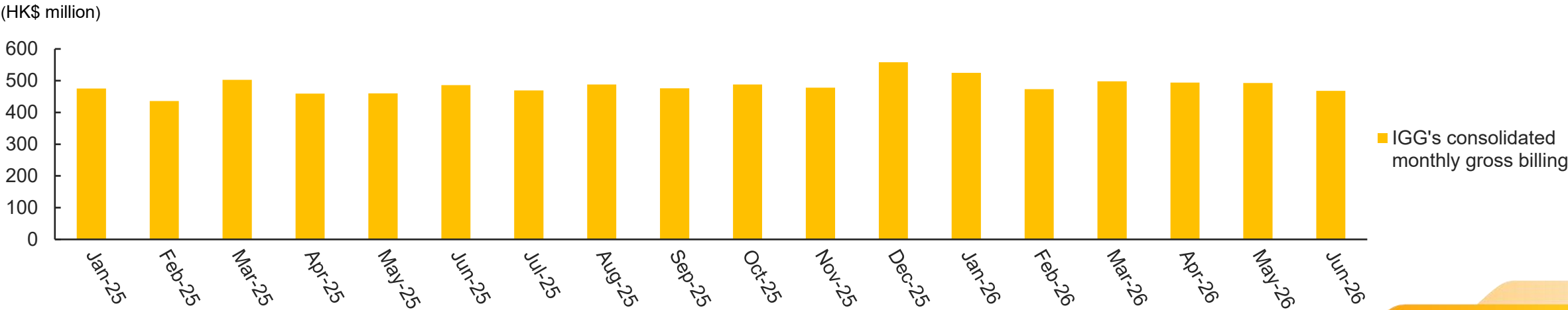


Fate War-Avg.
monthly gross billing



APP Business-Avg.
monthly gross billing

Hit record highs



Operational Data



Lords Mobile

- Strategy & RPG
- Launched in 2016
- Available in 20 languages
- Registered users: 800mn
- MAU: 6.0mn



Doomsday: Last Survivors

- Strategy
- Launched in 2021
- Available in 16 languages
- Registered users: 110mn
- MAU: 2.5mn



Viking Rise

- Strategy
- Launched in 2022
- Available in 16 languages
- Registered users: 76mn
- MAU: 2.2mn

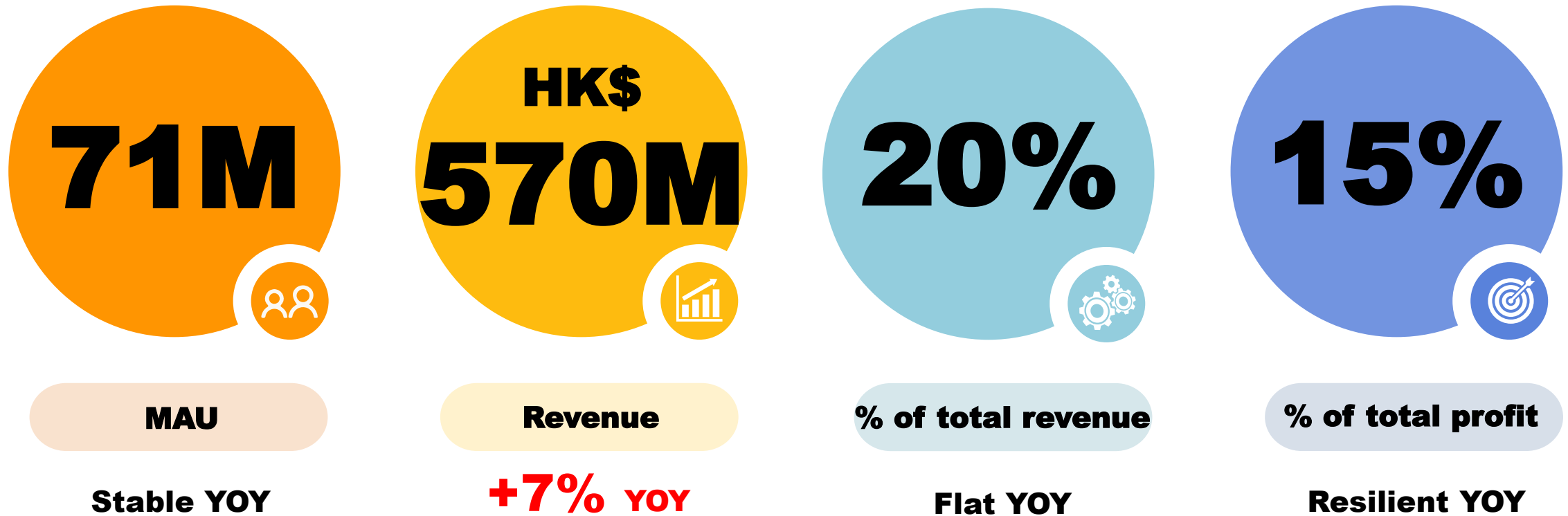


Fate War

- Strategy & Simulation
- Launched in 2025
- Available in 16 languages
- Registered users: 6.6mn
- MAU: 400k

APP Business

- Delivered steady revenue growth and a notable net profit across 10+ products.



2026: Dual Drivers of Classic + New Titles

1

DOOMSDAY
LAST SURVIVORS

Expects to maintain its strong performance trajectory

2

LORDS
MOBILE

Sustaining its enduring performance and consistently contributing stable cash flow

3

VIKING
RISE

Continues to deliver solid results

4

**APP
Business**

A well-defined second growth curve, driving steady and continuous development

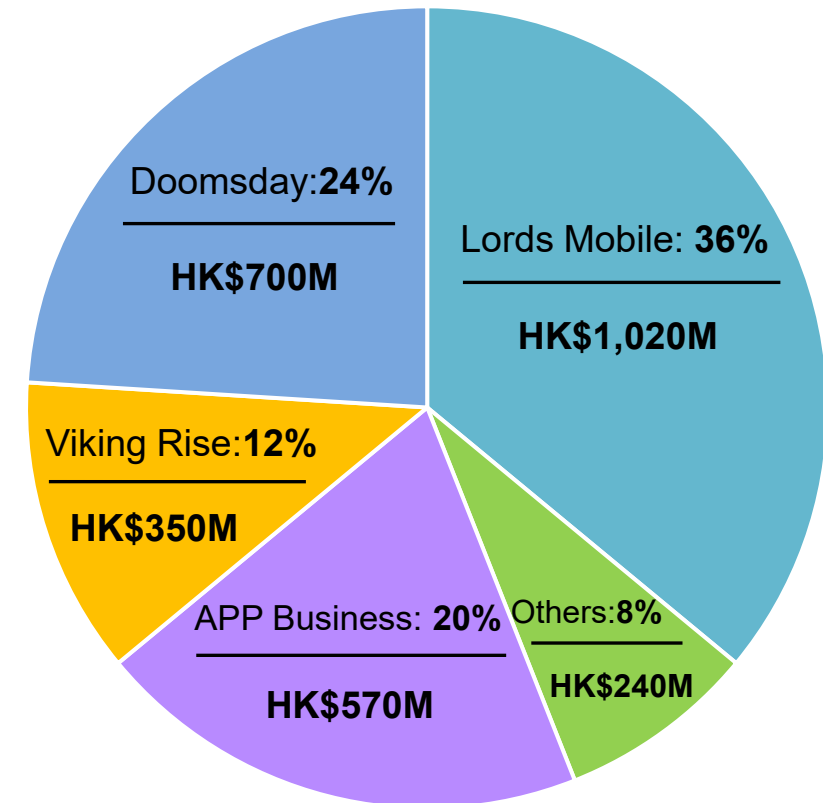
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**New
Titles**

Rolling out promising new games to unlock growth momentum

Note: Data as at 30 June 2026

Diversified Product Portfolio



Financial Analysis

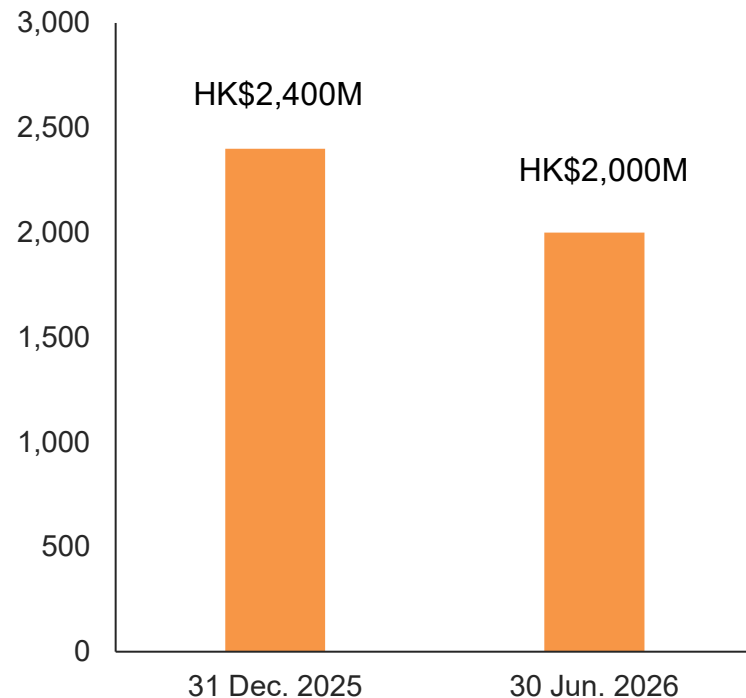
(HK\$ million)	1H25	1H26	YoY (%)	Notes
Consolidated revenue	2,721	2,878	+6%	
Revenue from Games	2,191	2,311	+5%	- The Group's revenue increased steadily, with games and APP Business increasing 5% and 7%, respectively. - Notably, "Doomsday: Last Survivors" achieved breakthrough results with record-breaking monthly and quarterly gross billings, contributing approximately HK\$700 million in revenue—a remarkable 33% jump year-on-year. - The classic title "Lords Mobile", launched 10 years ago, contributed HK\$1.02 billion in revenue, remaining stable half-on-half and demonstrating remarkable longevity. - The APP Business delivered steady revenue growth and sustainable earnings during the period.
Lords Mobile	1,147	1,024	-11%	
Doomsday: Last Survivors	524	697	+33%	
Viking Rise	364	345	-5%	
Others	156	245	+57%	
Revenue from APP Business	530	566	+7%	
Gross profit	2,257	2,449	+9%	Continue to optimize operating costs
GP margin (%)	83%	85%	+2ppts	
Other net gains	28	1	-95%	Reduced interest income, increased foreign exchange losses, and fair value changes in investments
Selling & distribution exp.	-1,346	-1,414	+5%	Moderate increase in marketing expenses, with a stable expense ratio
Administrative exp.	-160	-192	+21%	Initiated overseas incubation projects and teams, driving up development and administrative expenses
R&D exp.	-394	-447	+13%	
Share of results of associates and joint ventures	0*	0*	N/A	
Income tax exp.	-59	-83	+41%	Increase in taxable profits of the subsidiaries during the period
Net profit	325	313	-4%	- The Group's net profit recorded a slight year-on-year decrease of 4%, yet achieving a half-on-half growth of 20%. - The investment business recorded a modest unrealized loss arising from fair-value changes of investees.
Net profit margin (%)	12%	11%	-1ppt	
Net profit for core business (non-IFRS measure)	344	322	-6%	
Loss on investments	-20	-10	-51%	
Earnings per share (basic, HK\$)	0.2805	0.2773	-1%	

Note: *Data represents amount less than HK\$1 million

Solid Cash Position

Cash & Cash Equivalents

(HK\$ million)



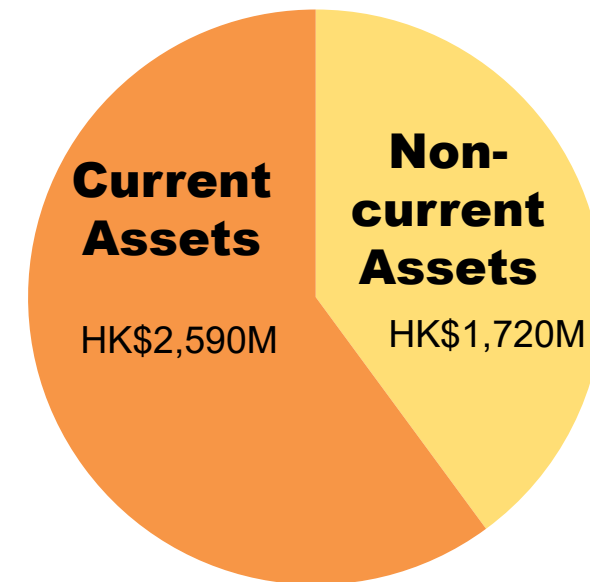
- Net cash generated from operating activities of approximately **HK\$290M**
 - Steady growth across business sectors
- Net cash used in investing activities of approximately **HK\$30M**
 - Payment for the acquisitions of property, plant and equipment and intangible assets of approximately HK\$23M
 - Cash outflow of approximately HK\$15M from the investment business
- Net cash used in financing activities of approximately **HK\$710M**
 - Total payments for dividends and share repurchases amounted to approximately HK\$610M
 - Payment for share purchase for the Share Award Scheme amounted to approximately HK\$70M
 - Payment of lease rentals amounted to approximately HK\$20M

Total Assets

The Group's total assets of approximately HK\$4,300M

- Current assets of approximately HK\$2,590M
 - Cash and cash equivalents of approximately HK\$2,000M
 - Funds receivable of approximately HK\$230M
 - Trade and other receivables of approximately HK\$220M
 - Prepayments of approximately HK\$100M
- Non-current assets of approximately HK\$1,720M
 - Self-owned real property (including land use rights) of approximately HK\$980M
 - Investments – financial assets of approximately HK\$480M
 - Investments – equity investment in associates and joint ventures amounted to approximately HK\$80M
 - Other non-current assets of approximately HK\$180M

Total Assets in 1H26



Share Buybacks & Dividends

- The Group delivered long-term shareholder value through dividends and repurchases, with a primary focus on dividend payouts this period.
- In 1H26, the Group declared an interim dividend of HK8.2 cents per ordinary share and a special dividend of HK8.2 cents per ordinary share (totaling HK16.4 cents per ordinary share, approximately **60%** of net profit), alongside approximately HK\$2.4 million in share repurchase (1% of net profit).

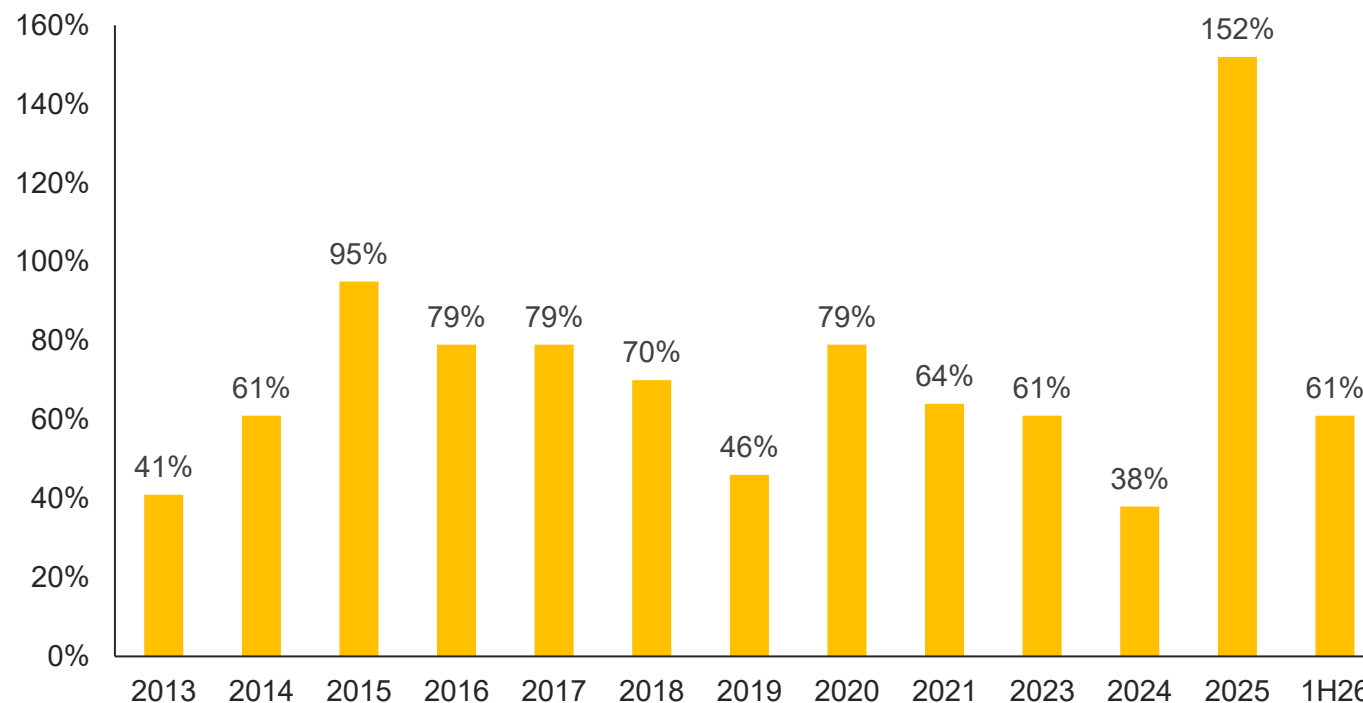
Declared Dividends (Interim & Special)

HK **16.4** cents
per share

Shareholder Returns (Dividends & Buybacks)

61%

Historical Shareholder Returns

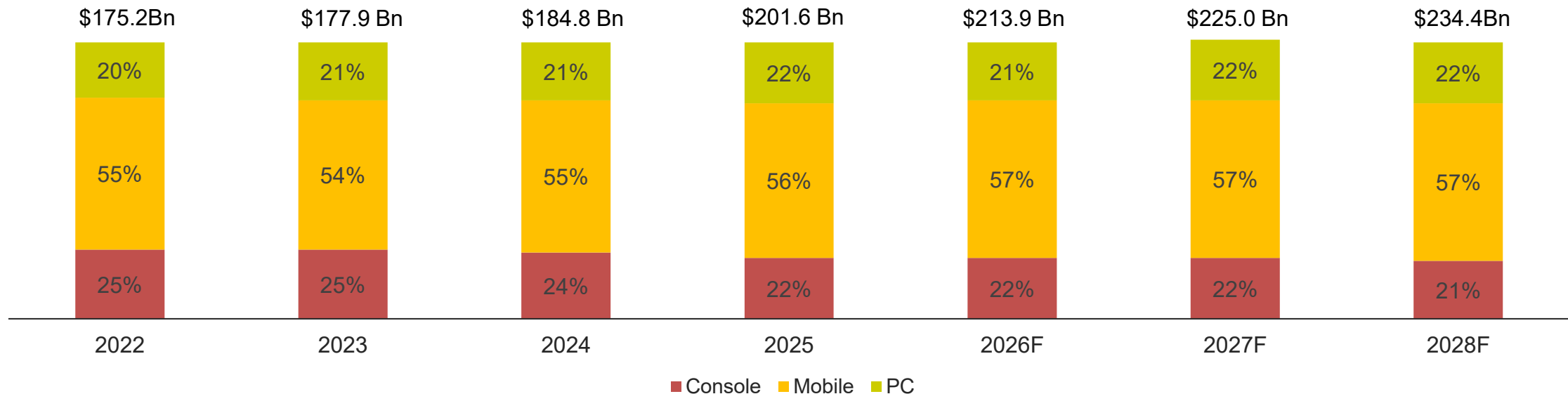


■ Dividend + Share buybacks as % of profit

Global Games Market

- The global games market is forecasted to reach US\$213.9 billion in 2026, and is projected to grow to US\$234.4 billion in 2028.
 - Mobile games are expected to grow to US\$121.9 billion in 2026, 57% of global games market
 - Console games are expected to grow to US\$47.1 billion in 2026, 22% of global games market
 - PC games are expected to grow to US\$44.9 billion in 2026, 21% of global games market

Global games revenue per platform | 2022-2028F



Source: Newzoo, Games Market Reports & Forecasts



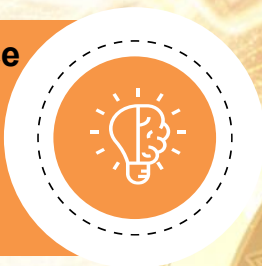
Prospects

Prospects

R&D

Game development: pursuing excellence & diversification

- Committed to driving innovation, embracing trends, and leading in our expertise.



APP Business

- Continue to deliver solid results and unlock platform synergies



AI-Tech

- Accelerate deep AI integration



Operation

Long-term operating goal

- Build a long-lasting gaming ecosystem



Explore opportunities in IP & new consumer sectors

- Leverage global operational advantages to develop a diversified IP portfolio



AI-Tech

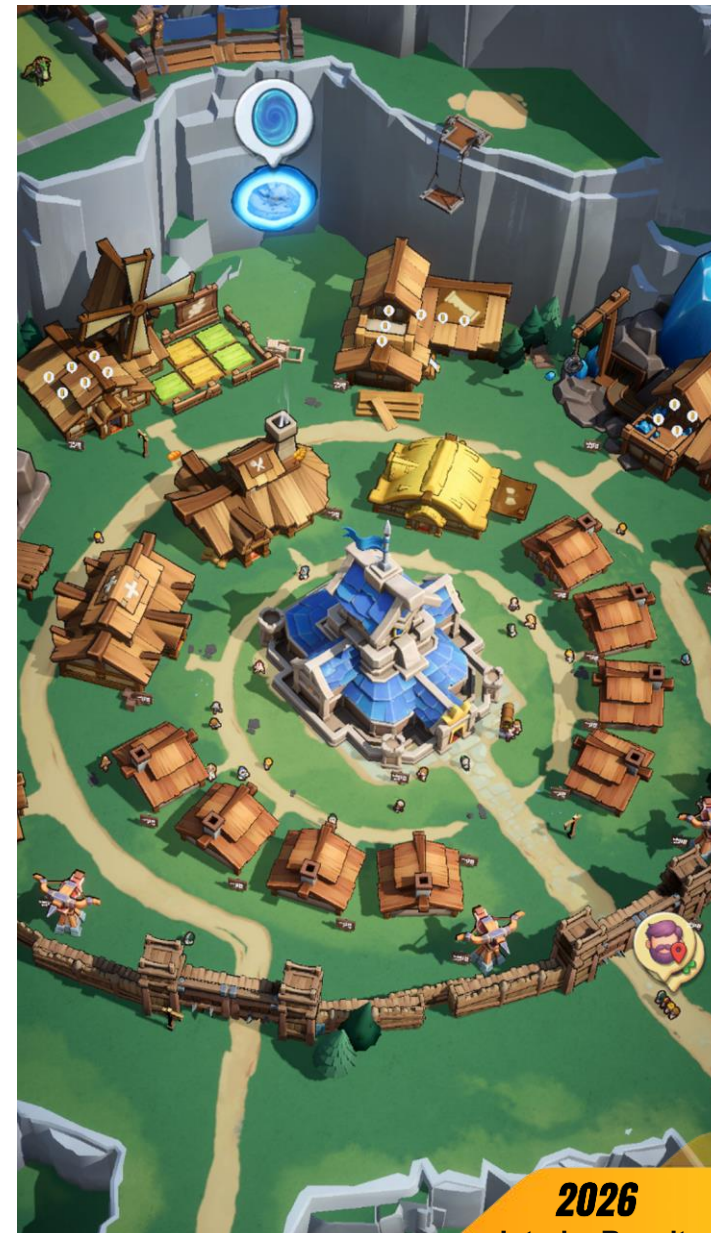
- Enhance global and targeted marketing capabilities to drive operational efficiency



New Game – Project SA (SLG)



New Game – Project SA (SLG)



New Game – Project SA (SLG)



New Game – Project AA (SLG)



New Game – Project AA (SLG)



New Game – Project AA (SLG)





Thanks!

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