2025 Annual Results

IGG INC March 2026



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Agenda



1 IGG Overview

2 Business Review

3 Prospects



IGG Overview

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: **~1.6bn**
- MAU: **~84mn**, gamers account for nearly **17mn**, app users of **67mn**

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

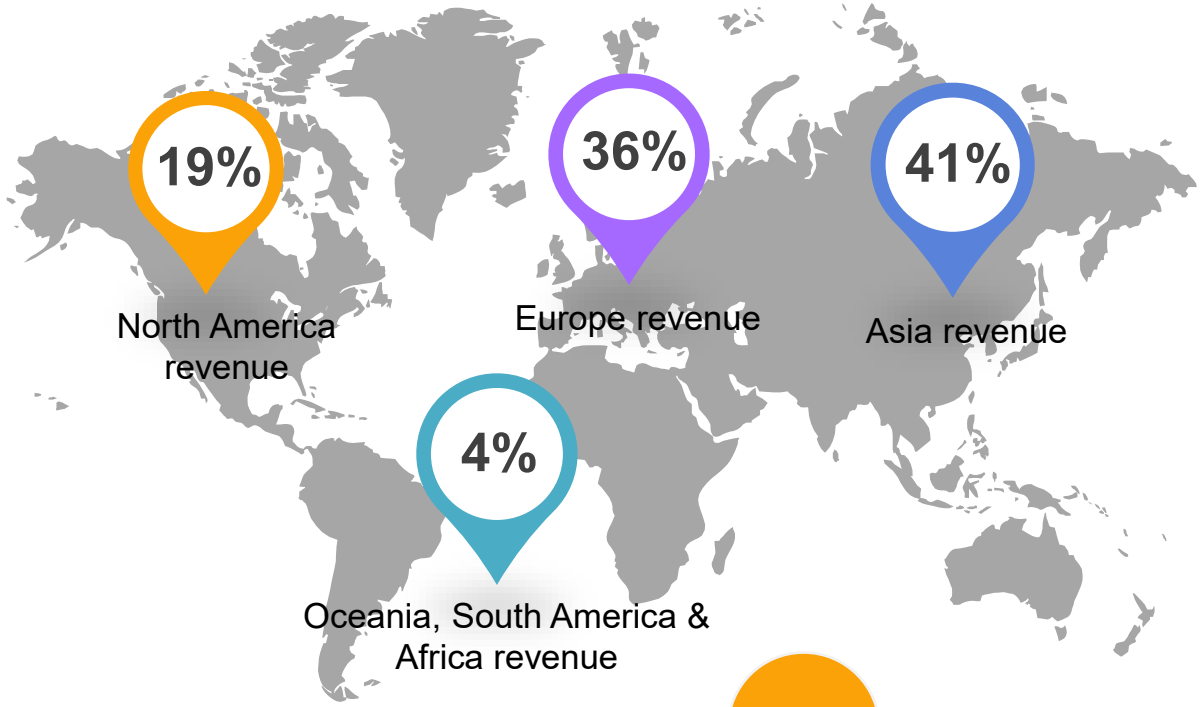
Global Investment

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

Note: Data as at 31 December 2025

Global Branches

- In 2025, the Group has over 2,300 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

South 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

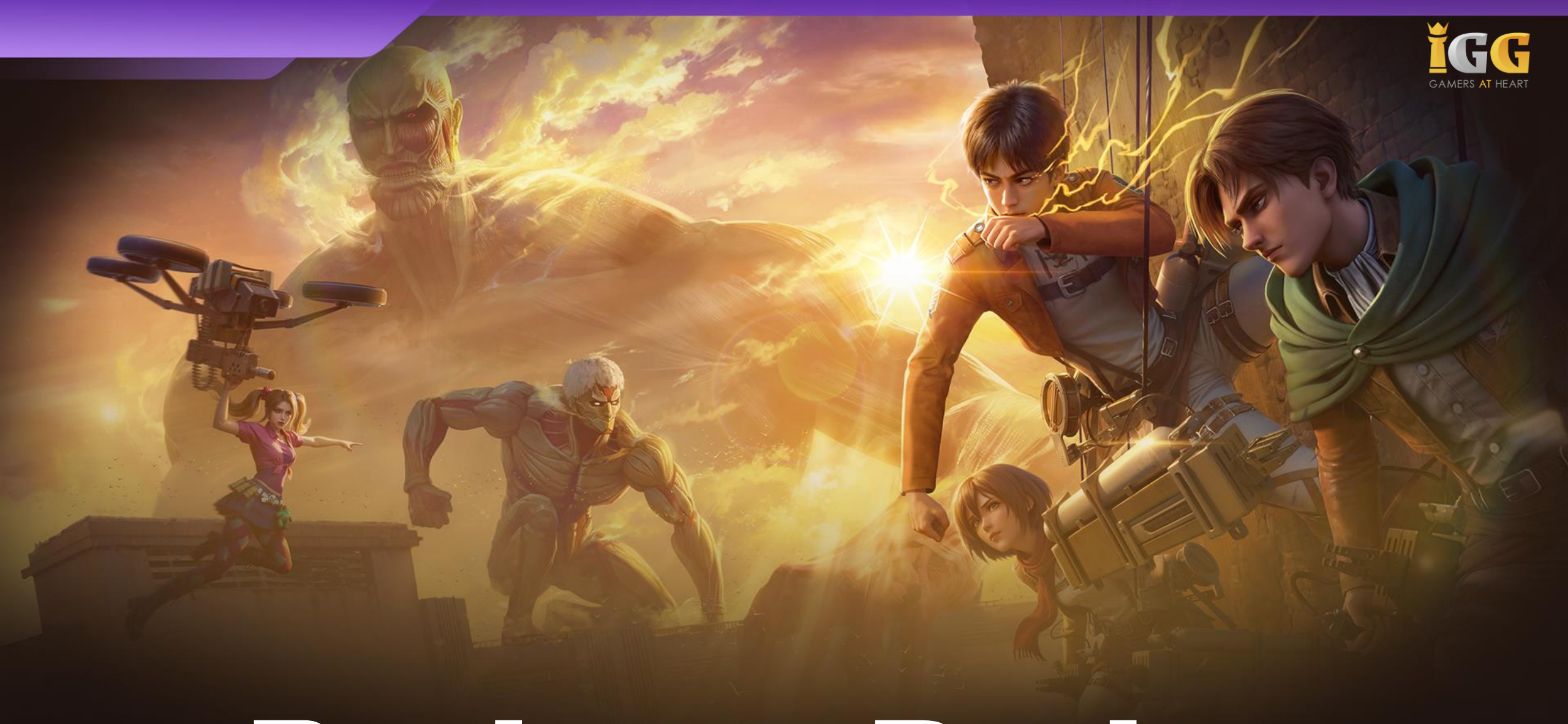
Brazil
Localized operation support

Europe

Spain
Localized operation support

Italy
Localized R&D training & operation support

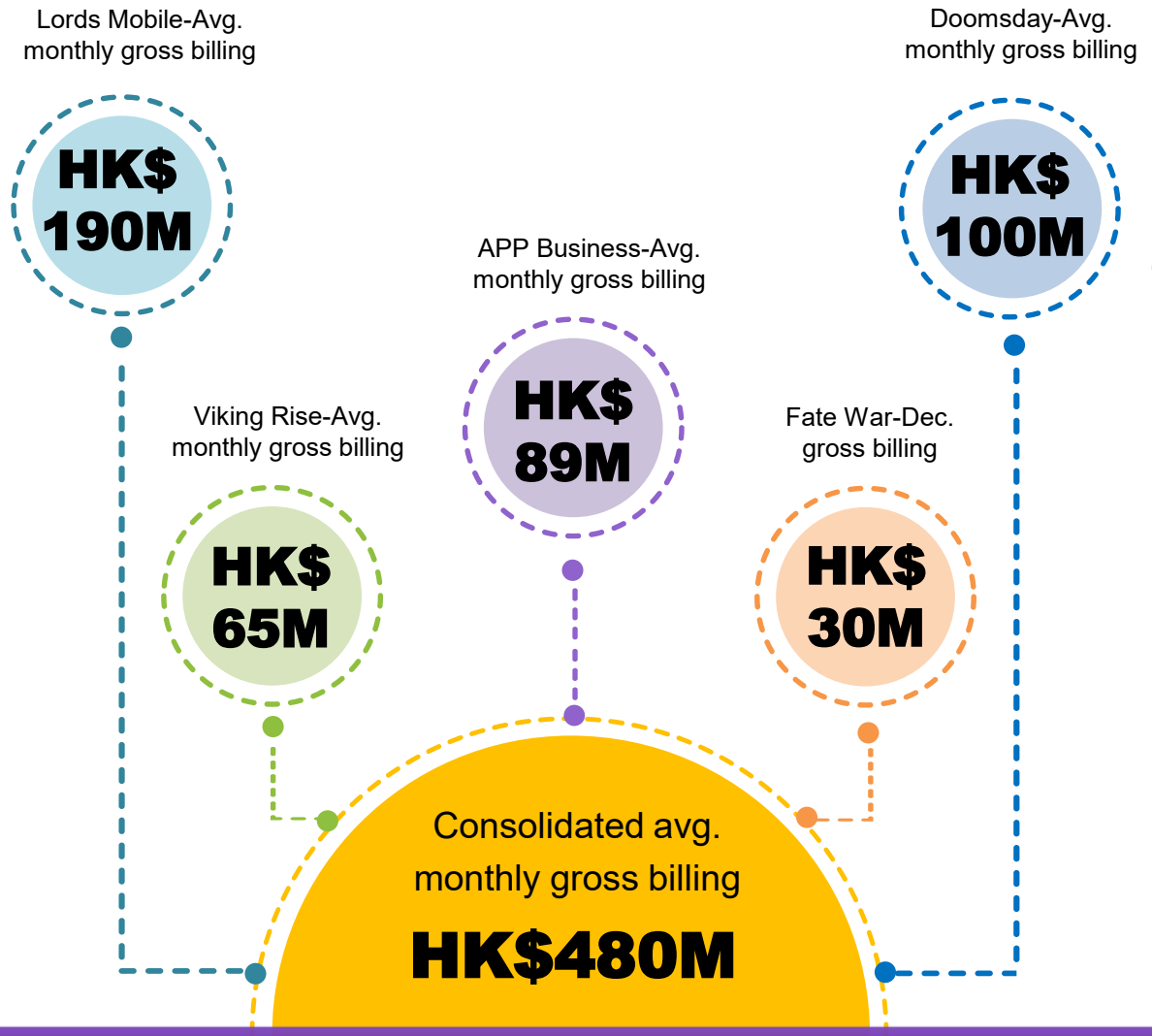
Note: Data as at 31 December 2025



Business Review

Gross Billing

Monthly Gross Billing of the Group and Hit Titles in 2025



Doomsday's monthly gross billing reached consecutive highs of **HK$130M**



Operational Data



2016

Lords Mobile

- Strategy & RPG
- Available in 20 languages
- Registered users: 790mn
- MAU: 6.3mn



2020

Time Princess

- Female-oriented Dress-up
- Available in 9 languages
- Registered users: 28mn
- MAU: 260k



2021

Doomsday: Last Survivors

- Strategy
- Available in 16 languages
- Registered users: 99mn
- MAU: 5.3mn



2022

Viking Rise

- Strategy
- Available in 16 languages
- Registered users: 67mn
- MAU: 2.2mn



2025

Fate War

- Strategy & Simulation
- Available in 16 languages
- Registered users: 4.7mn
- MAU: 1.2mn

Note: Data as at 31 December 2025

New SLG Title: Fate War

4.7mn

Registered users

1.2mn

MAU

HK$30M

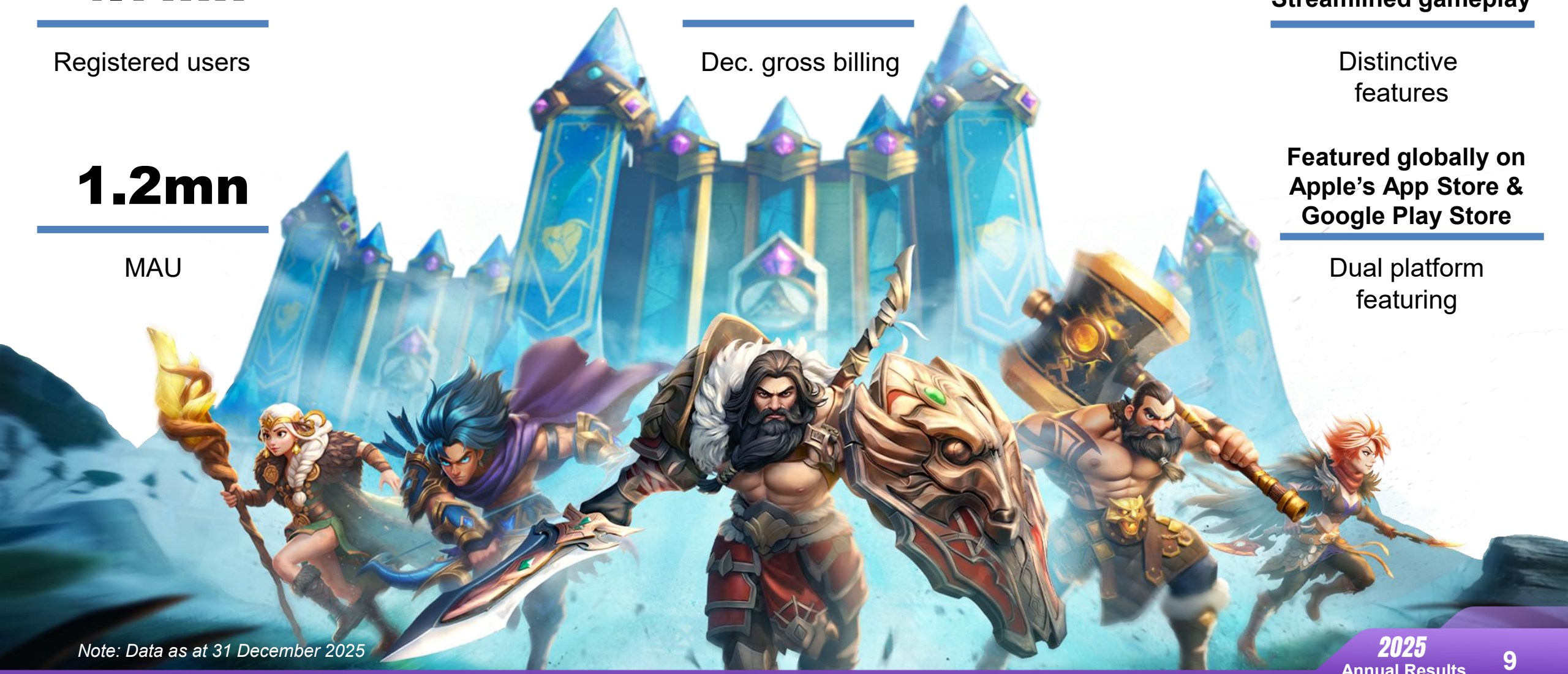
Dec. gross billing

Blended genres
Streamlined gameplay

Distinctive features

Featured globally on Apple's App Store & Google Play Store

Dual platform featuring



Note: Data as at 31 December 2025

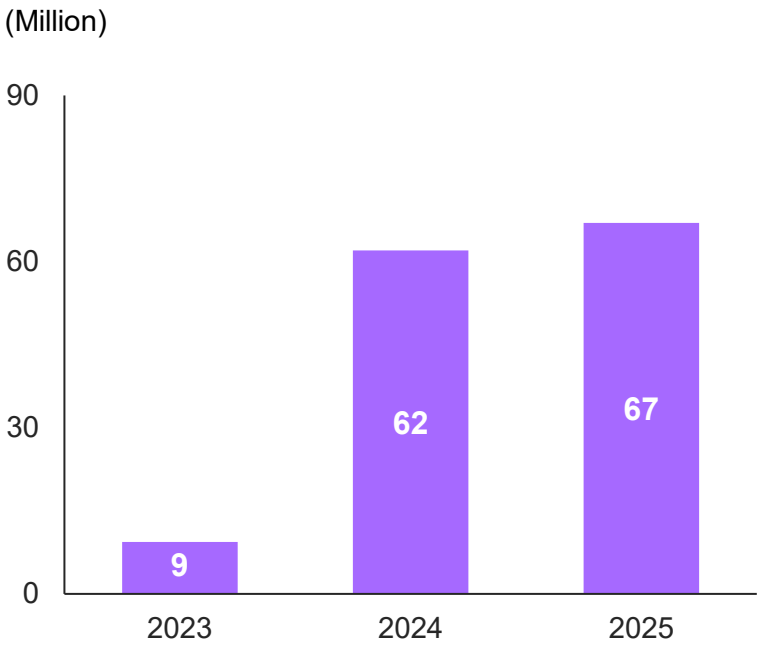
APP Business

- Solid results and contributed over HK$100 million in net profit
- 10+ products, including Bible, Weather, etc.

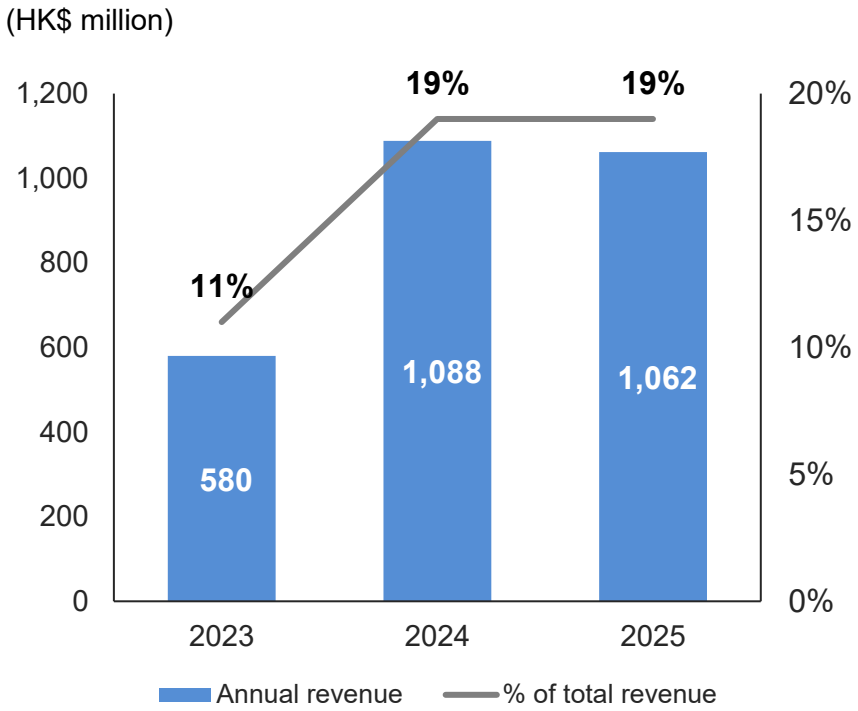




Monthly Active Users



Annual Revenue



Note: Data as at 31 December 2025

2026: Dual Drivers of Classic + New Titles

Fate War: is entering a harvest period and will progressively generate enhanced revenue contributions

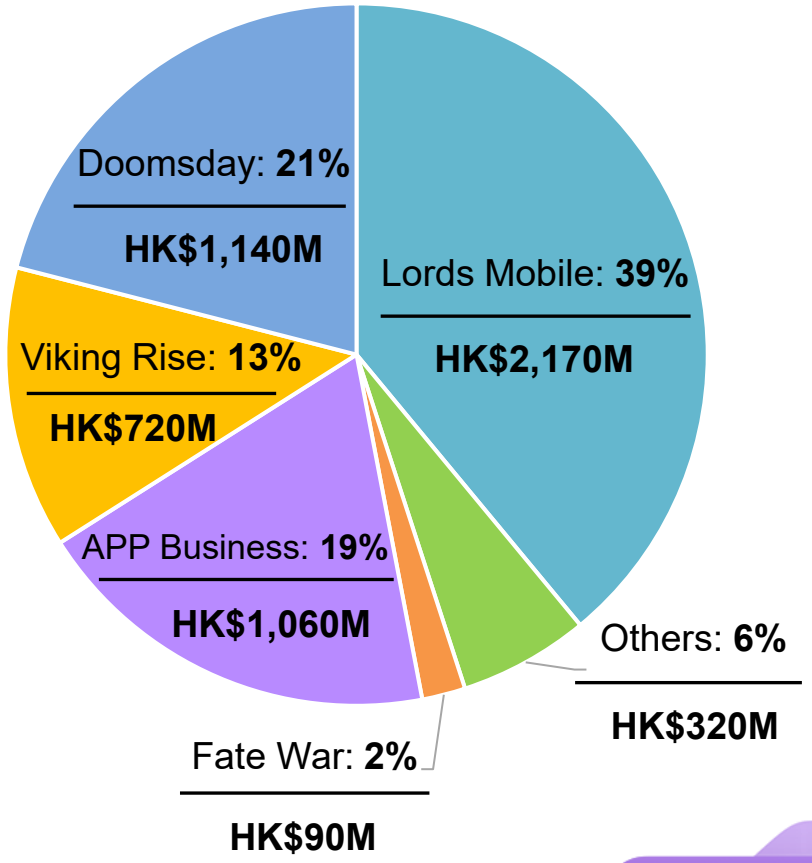
Doomsday: expects to maintain its strong performance trajectory

Viking Rise: continues to deliver solid results

Lords Mobile: sustaining its enduring performance and consistently contributing stable cash flow

APP Business: a well-defined second growth curve

Diversified Product Portfolio



Note: Data as at 31 December 2025

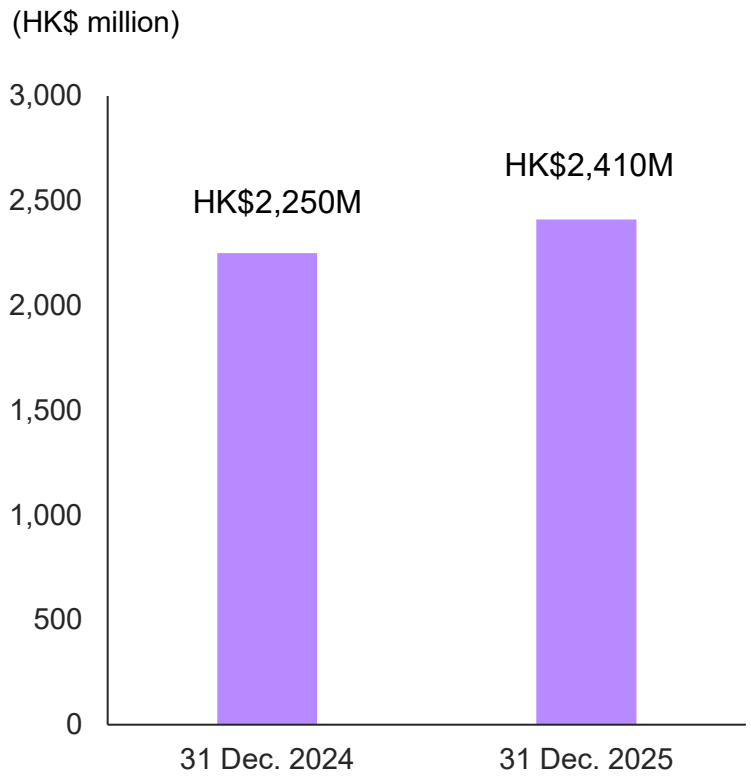
Financial Analysis

(HK$ million)	2024	2025	YoY (%)	Notes
Consolidated revenue	5,737	5,497	-4%	
Revenue from Games	*4,649*	*4,435*	-5%	- The Group recorded diversified and stable revenue, supported by a sustained portfolio of "legacy, mid-generation, and new" game titles, alongside steady development of its APP Business. - The mid-generation title "Doomsday: Last Survivors" achieved record high monthly gross billings during the year, with strong performance expected to continue. - "Viking Rise" achieved steady revenue growth during the year. - The classic title "Lords Mobile", launched 10 years ago, has sustained its success and longevity. - The new game "Fate War" is entering a harvest period and will progressively generate enhanced revenue contributions. - The APP Business generated steady revenue.
Lords Mobile	*2,589*	*2,165*	-16%	
Doomsday: Last Survivors	*1,021*	*1,141*	+12%	
Viking Rise	*680*	*724*	+6%	
Fate War	*0*	*90*	N/A	
Others	*359*	*315*	-12%	
Revenue from APP Business	*1,088*	*1,062*	-2%	
Gross profit	4,611	4,560	-1%	Continue to optimize operating costs
GP margin (%)	80%	83%	+3ppts	
Other net gains	6	89	+1,300%	Increase in fair value gains on investments, and increase in interest income
Selling & distribution exp.	-2,811	-2,769	-1%	Continue strategic, long-term marketing approach with emphasis on sustained profitability
Administrative exp.	-349	-317	-9%	Optimize expenses
R&D exp.	-787	-844	+7%	Initiated several incubation projects
Share of results of associates and joint ventures	13	0*	N/A	Several investees were disposed of at a profit, with few remaining investees recognizing gains.
Income tax exp.	-97	-132	+36%	Attributable to tax refund received from the tax authority in 2024.
Net profit	583	586	+1%	
Net profit margin (%)	10%	11%	+1ppt	- Stable net profit performance over the past two years - Investment business recorded gains from fair value changes
Net profit for core business (non-IFRS measure)	656	567	-14%	
Gain/(loss) on investments	-73	19	N/A	
Earnings per share (basic, HK$)	0.5061	0.5102	+1%	

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

Solid Cash Position

Cash & Cash Equivalents



- Net cash generated from operating activities of approximately **HK$700M**
  - Steady development across business sectors

- Net cash used in investing activities of approximately **HK$120M**
  - Payments for purchases of property, plant and equipment and intangible assets of approximately HK$160M, including construction costs of approximately HK$120M for a self-use office building in Fuzhou, China
  - Cash inflow of approximately HK$60M generated from the investment business

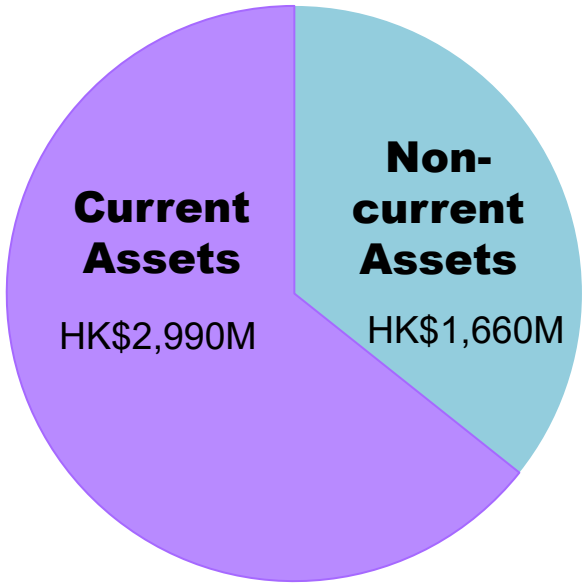
- Net cash used in financing activities of approximately **HK$400M**
  - Dividend payment of approximately HK$230M
  - Payments for repurchase of shares amounted to approximately HK$110M
  - Purchase of share for Share Award Scheme amounted to approximately HK$20M
  - Payment of lease rentals amounted to approximately HK$50M

Total Assets

The Group's total assets of approximately HK$4,650M

- Current assets of approximately HK$2,990M
  - Cash and cash equivalents and fixed deposits held at bank with maturity over 3 months when acquired of approximately HK$2,440M
  - Funds receivable of approximately HK$280M
  - Trade and other receivables of approximately HK$180M
- Non-current assets of approximately HK$1,660M
  - Self-owned real property (including land use rights) of approximately HK$970M
  - Investments – financial assets of approximately HK$470M
  - Investments – equity investment in associates and joint ventures amounted to approximately HK$70M
  - Other non-current assets of approximately HK$150M

Total Assets in 2025



Note: Data as at 31 December 2025

Share Buyback & Dividend

- Through a combination of share repurchases and dividend payouts, the Group continued to deliver long-term returns to shareholders.
- The Group increased dividend payouts in 2025. Total amount of dividends declared and funds allocated for share repurchases amounted to approximately **HK$890M**, representing **152%** of the Group's net profit for 2025, with approximately **60%** attributable to 25H1 and **267%** attributable to 25H2.

Dividend

25H1 dividends: HK13.9 cents per ordinary share
Interim dividend: HK8.3 cents per ordinary share
Special dividend: HK5.6 cents per ordinary share

25H2 dividends: HK54.4 cents per ordinary share
Interim dividend: HK6.7 cents per ordinary share
Special dividend: HK47.7 cents per ordinary share

2025 total dividends: HK68.3 cents per ordinary share; total amount of approximately HK$780M, representing **134%** of annual profit

134%

+

18%

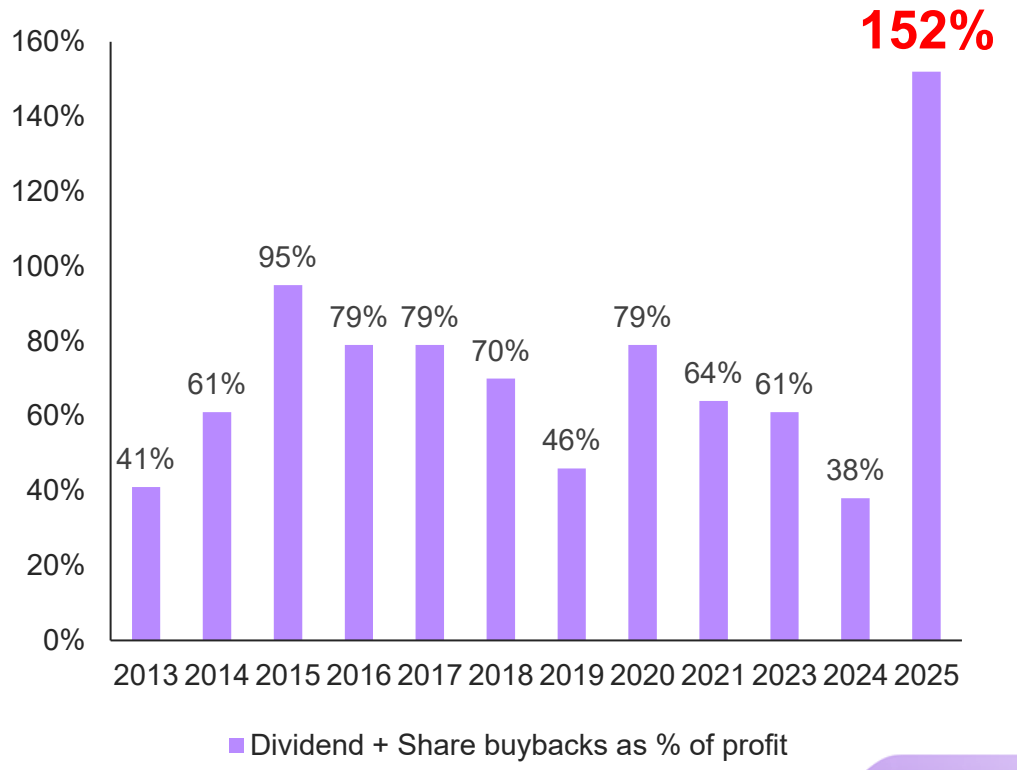
Share buyback

25H1 share buyback
Spent approximately HK$35 million, representing 11% of interim profit

25H2 share buyback
Spent approximately HK$72 million, representing 28% of interim profit

2025 share buyback
Spent approximately HK$110 million, representing **18%** of annual profit

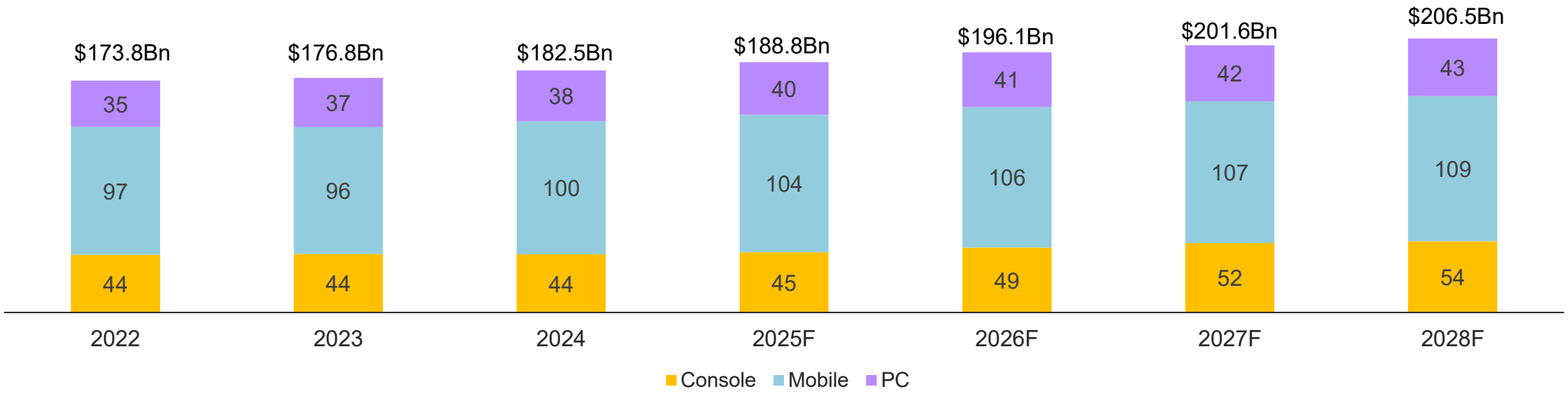
Historical Shareholder Returns



Global Games Market

- The global games market is forecasted to reach US$196.1 billion in 2026, and is projected to grow to US$206.5 billion in 2028.
  - Mobile games are expected to grow to US$105.9 billion in 2026, 54% of global games market
  - Console games are expected to grow to US$49.0 billion in 2026, 25% of global games market
  - PC games are expected to grow to US$41.2 billion in 2026, 21% of global games market

Global games revenue per platform | 2022-2028F



Source: *Newzoo, Games Market Reports & Forecasts (September 2025)*



Prospects

Prospects

R&D

Game development: pursuing excellence & diversification

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

APP Business

- Expanding user base to 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 localized and targeted marketing capabilities to drive operational efficiency



New Game – Project AOI (SLG)



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New Game – Project AOI (SLG)

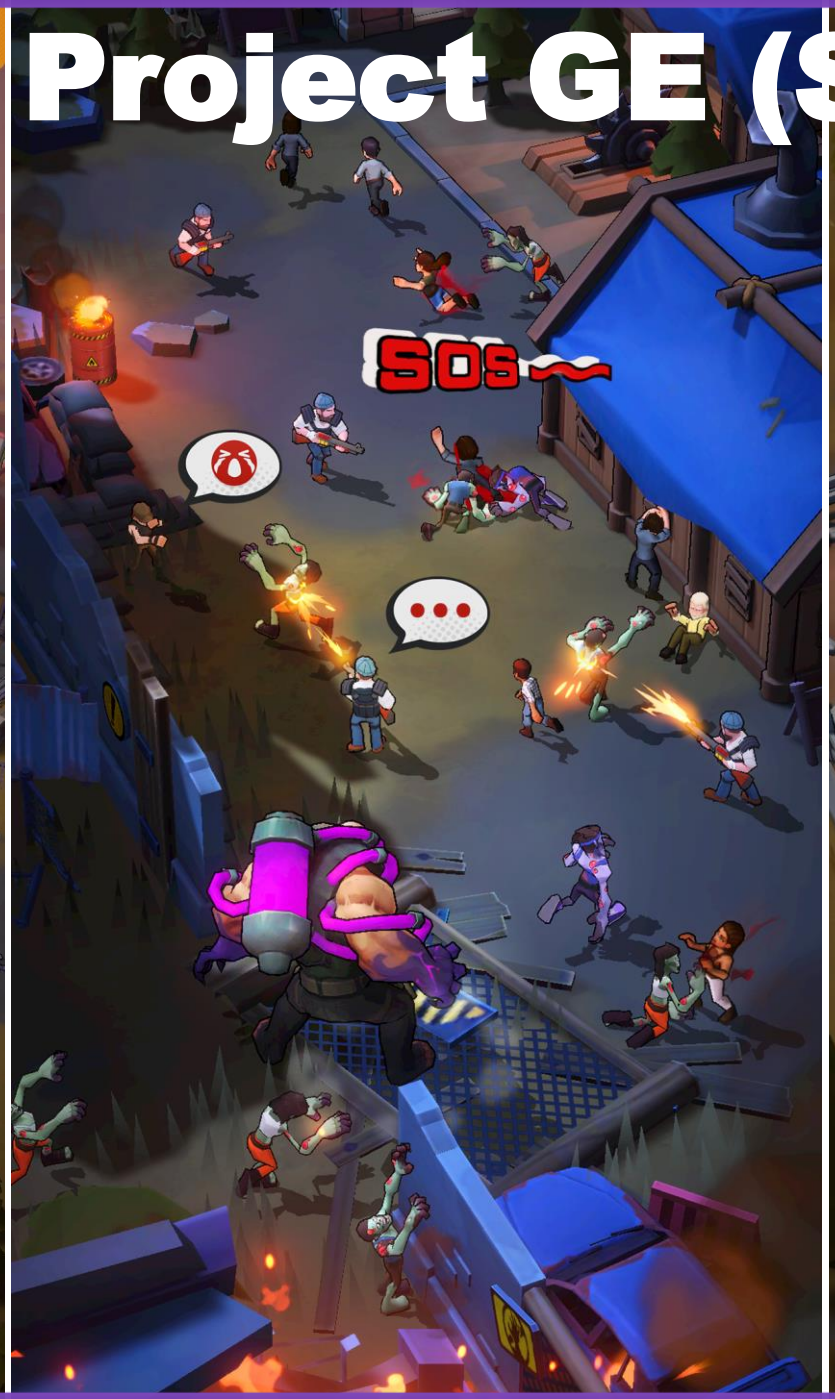


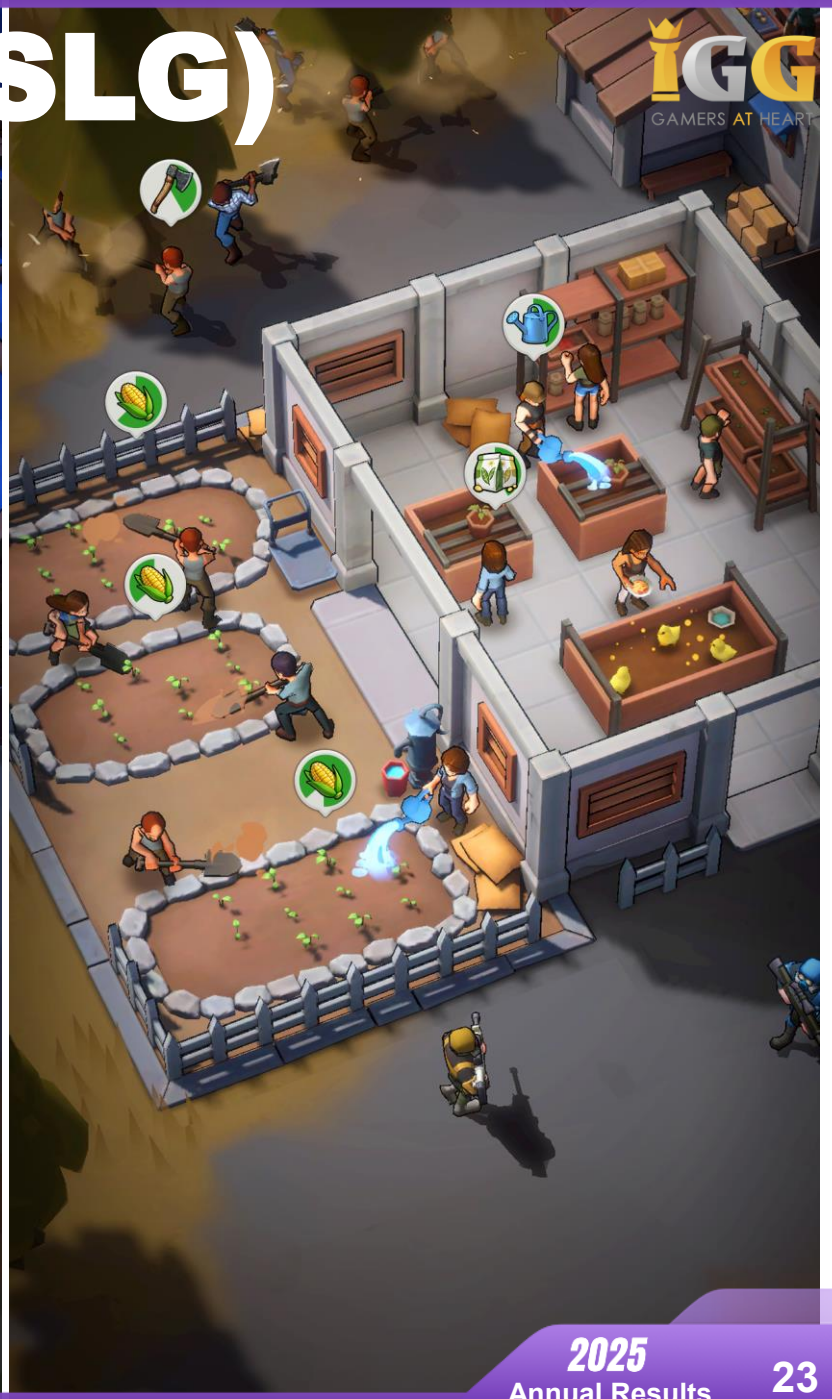
New Game – Project GE (SLG)



New Game – Project GE (SLG)



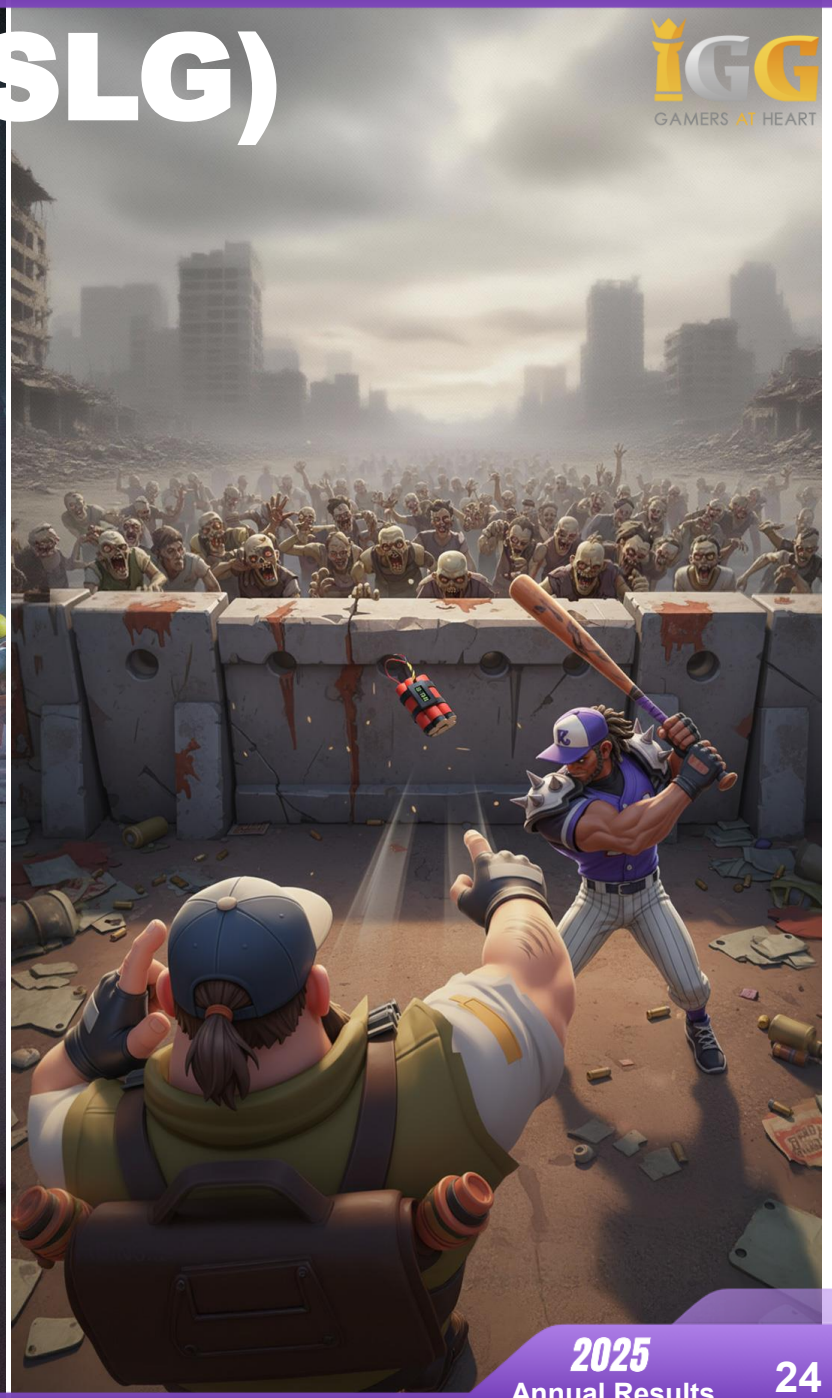




New Game – Project GE (SLG)







Thanks!

IR Contact

ir@igg.com