

2025 Interim Results

IGG. INC August 2025

Disclaimer

This presentation and the accompanying slides (the "Presentation") do not constitute any offer or invitation to purchase or subscribe for any securities, and shall not form the basis for or be relied on in connection with any contract or binding commitment whatsoever. This Presentation has been prepared by the Group based on information and data which the Group considers reliable, but the Group makes no representation or warranty, express or implied, whatsoever, on the truth, accuracy, completeness, fairness and reasonableness of the contents of this Presentation. This Presentation may not be all-inclusive and may not contain all of the information that you may consider material. Any liability in respect of the contents of or any omission from this Presentation is expressly excluded.

Certain matters discussed in this presentation may contain statements regarding the Group's market opportunity and business prospects that are individually and collectively forward-looking statements. Such forward-looking statements are not guarantees of future performance and are subject to known and unknown risks, uncertainties and assumptions that are difficult to predict. The Group's actual results, levels of activity, performance or achievements could differ materially and adversely from results expressed in or implied by this Presentation, including, amongst others: whether the Group can successfully penetrate new markets and the degree to which the Group gains traction in these new markets; the sustainability of recent growth rates; the anticipation of the growth of certain market segments; the positioning of the Group's products and services in those segments; the competitive environment; and general market conditions. The Group is not responsible for any forward-looking statements and projections made by third parties included in this Presentation.

Contents contained in this presentation shall be protected by the copyright law and shall not be reproduced, distributed, disseminated, displayed, published, broadcasted, altered or exploited in any way for any public or commercial purpose without the prior written consent of the Group. In addition, unless otherwise provided, information contained in this presentation may be modified by the Group at its discretion without notifying you.

All references to "IGG" and "the Group" used in this presentation refer to IGG INC and its subsidiaries.

Agenda



1 IGG Overview

2 Business Review

3 Prospects



IGG Overview

IGG Overview

A leading global developer and publisher of mobile games and applications

Global Market

- Mobile games available in **23** languages
- Users across **200+** countries & regions
- Total gamers: **~1.6bn**
- MAU: **~89mn**, gamers account for 15mn+, app users of 73mn+

Global R&D

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

Global Investment

- Investing mainly in the mobile internet and gaming sectors

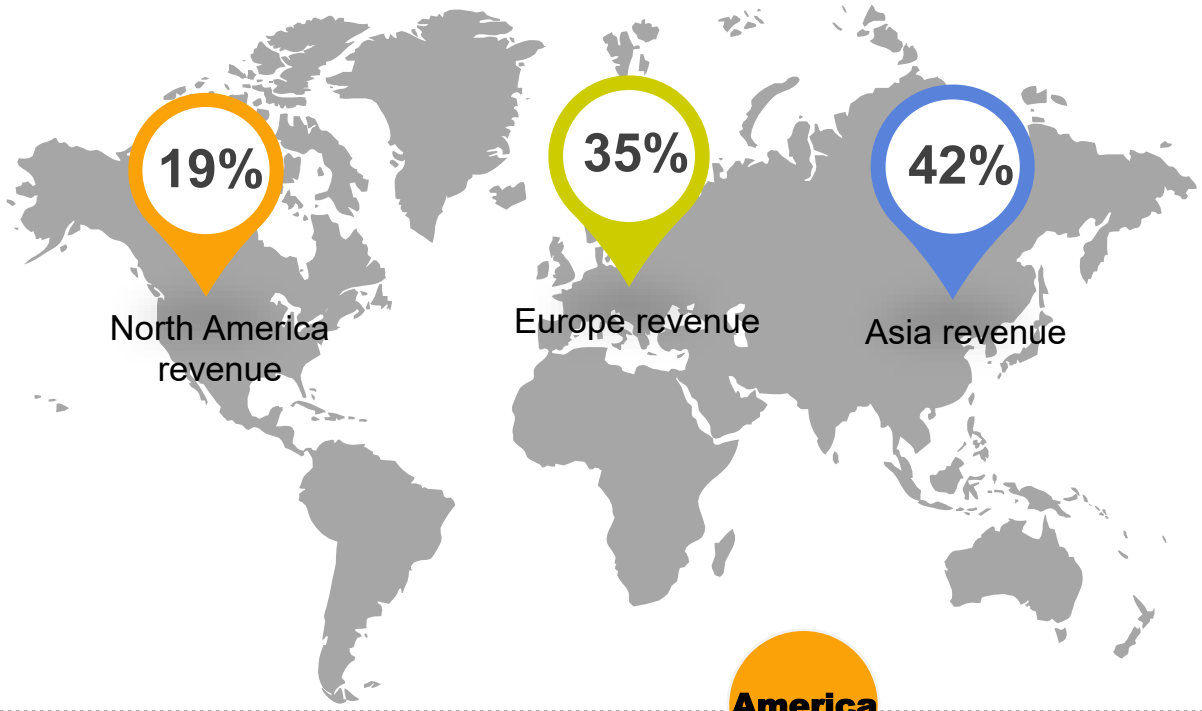
Global Operation

- 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

Note: Data as at 30 June 2025

Global Branches

- In 1H25, the Group has over 2,100 employees, and R&D accounts for approximately 60% of headcount.
- During the period, the Group continues to optimize resource allocation and strengthen its R&D and operation capabilities to drive long-term growth.



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

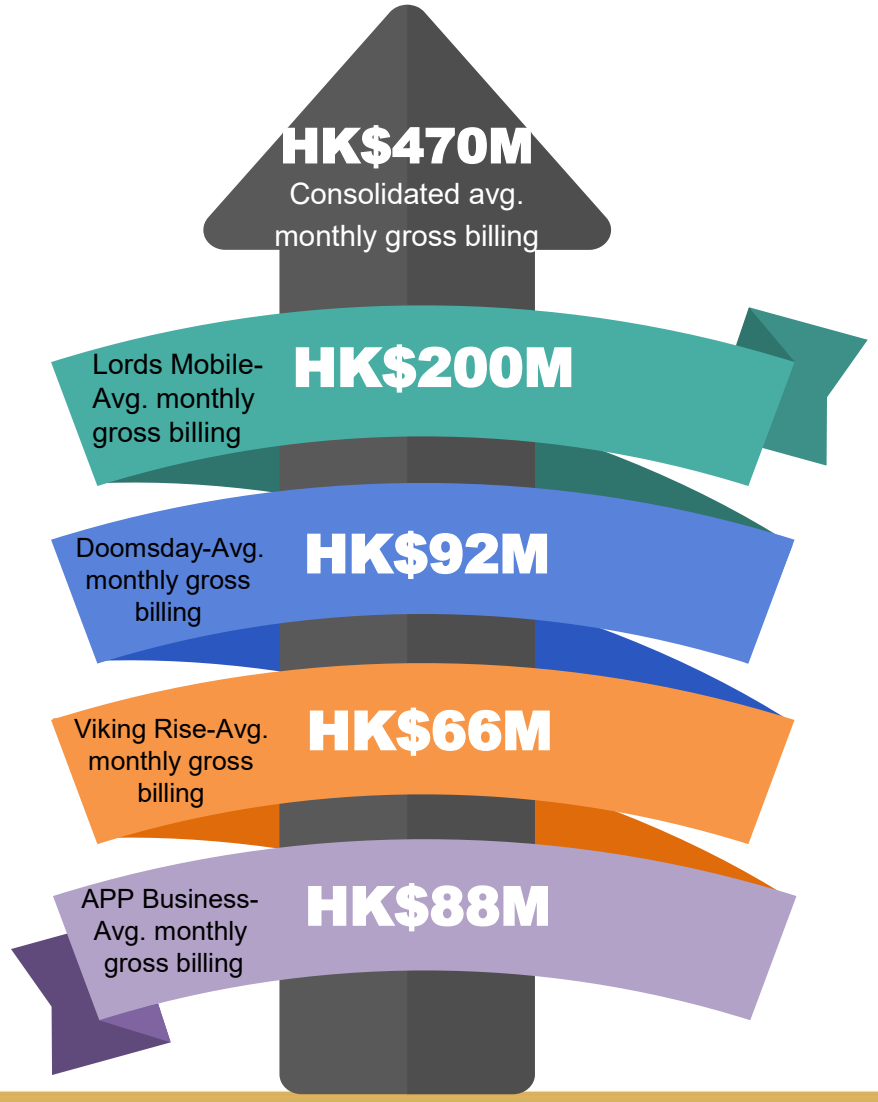
Note: Data as at 30 June 2025

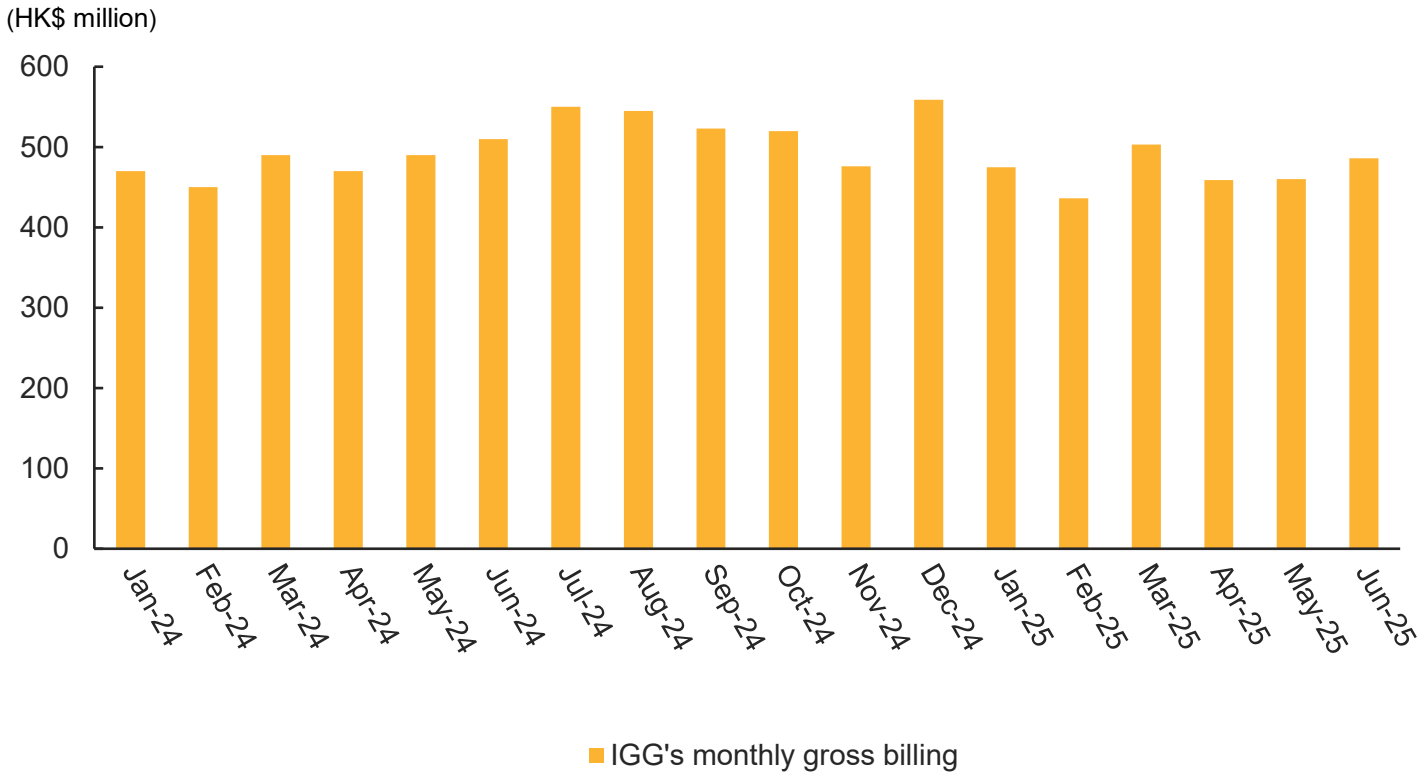


Business Review

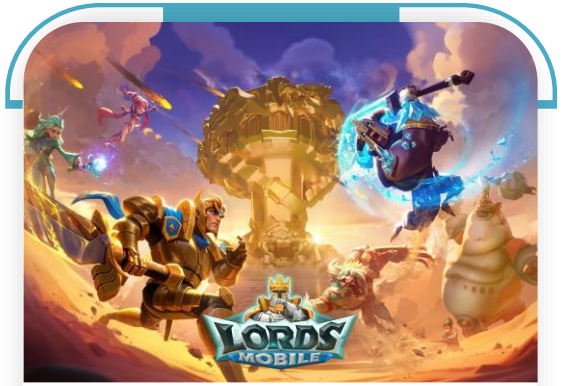
Gross Billing

Monthly Gross Billing of the Group and Hit Titles in 1H25





Operational Data



Lords Mobile

- Strategy/RPG Game
- Launched in 2016
- Available in 20 languages
- Registered users: 770mn
- MAU: 7.7mn



Time Princess

- Female-oriented Dress-up
- Launched in 2020
- Available in 13 languages
- Registered users: 28mn
- MAU: 270k



Doomsday: Last Survivors

- Strategy
- Launched in 2021
- Available in 16 languages
- Registered users: 86mn
- MAU: 3.0mn



Viking Rise

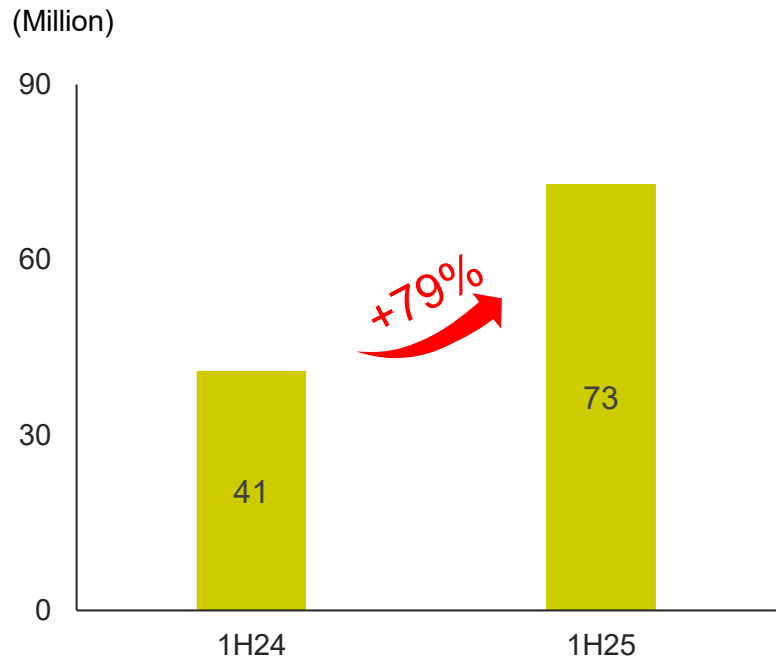
- Strategy
- Launched in 2022
- Available in 16 languages
- Registered users: 53mn
- MAU: 3.0mn

Note: Data as at 30 June 2025

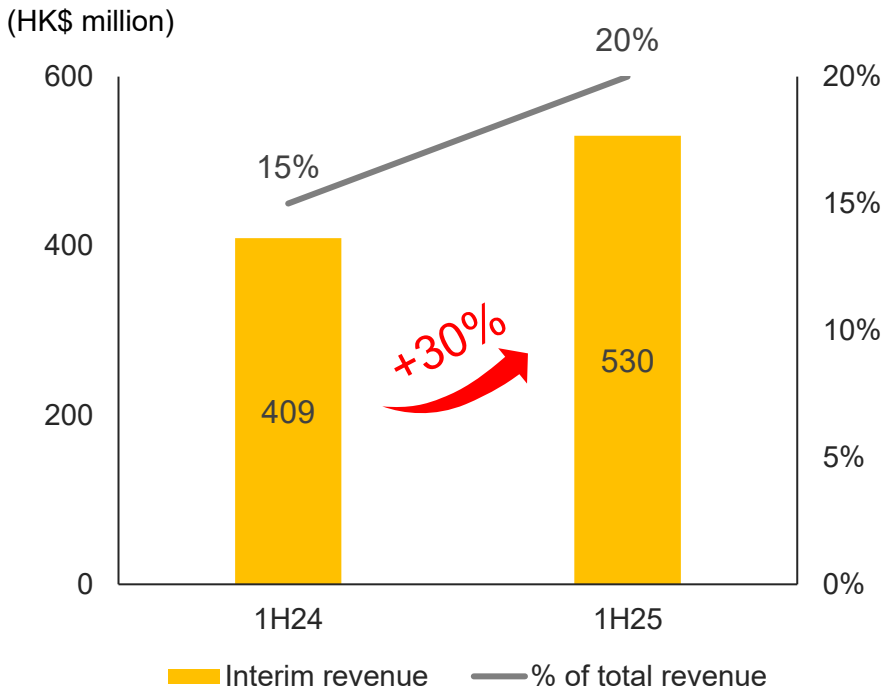
APP Business

- Net profit: approximately **HK$73M** in 1H25, representing 22% of the Group's net profit
- Net profit margin: increased to **14%** in 1H25

Monthly Active Users



Interim Revenue



Note: Data as at 30 June 2025

New SLG Title: Fate War



Gameplay

Simulation & strategy

Registered users

1.2mn

MAU

1.2mn

Initial three-week gross billing

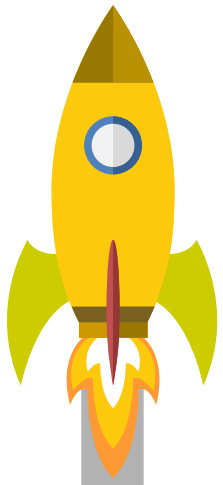
HK$20M

Global feature

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

Note: Data as at 27 August 2025

2025: Growth in Classic & New Titles



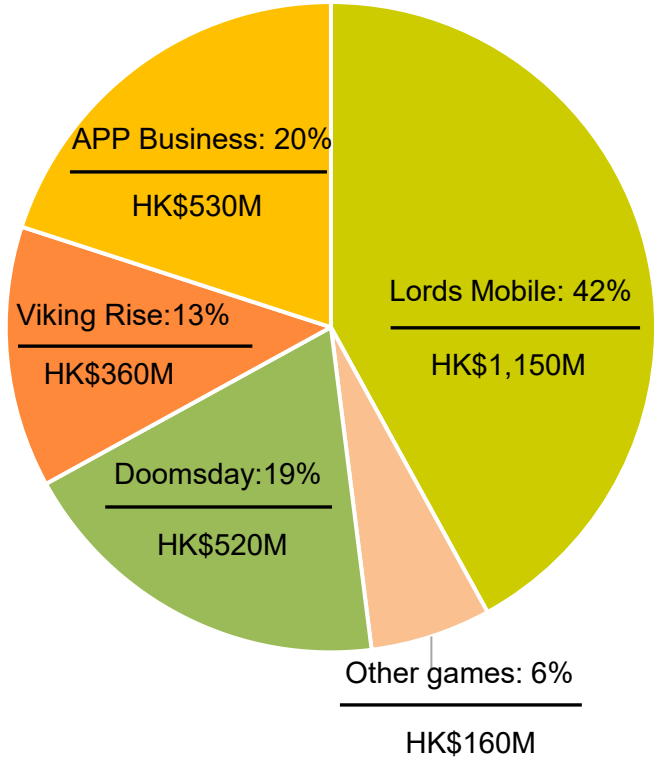
Operational

- **Lords Mobile:** continuous updates to drive stable revenue.
- **Doomsday:** monthly gross billing reached a new high in 1H25 through continuous revisions, with potential for further breakthroughs.
- **Viking Rise:** ongoing revisions to drive growth momentum.
- **APP Business :** pursue steady growth in both revenue and profit.

New games

- **Fate War:** recently released, exhibiting promising performance and the potential to drive new growth.

Diversified Product Portfolio



Note: Data as at 30 June 2025

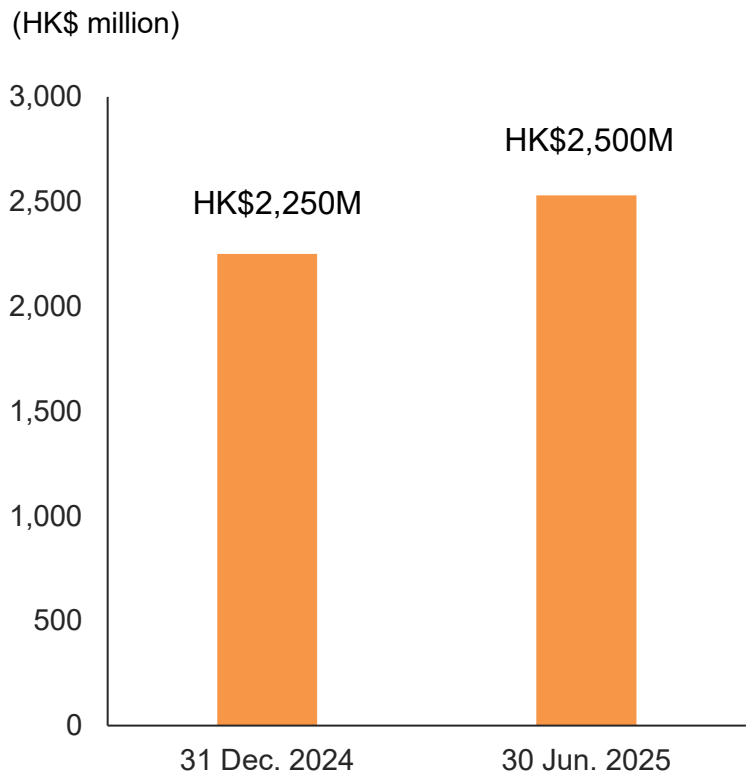
Financial Analysis

(HK$ million)	1H24	1H25	YoY (%)	Notes
Consolidated revenue	2,735	2,721	-1%	
Revenue from Games	*2,326*	*2,191*	-6%	- The Group's revenue remains steady and diversified, driven by the contributions of strategy games "Doomsday: Last Survivors" and "Viking Rise", along with the APP Business. - Through ongoing enhancements in gameplay, "Doomsday: Last Survivors" has achieved a new high in monthly gross billing in 1H25. - "Viking Rise" has continued to enhance game content, achieving steady growth in 1H25 and building momentum for 2H25. - "Lords Mobile": solid longevity since debut 9 years ago, generating steady revenue. - APP Business achieved steady growth in 1H25 with sustainable profit.
Lords Mobile	*1,338*	*1,147*	-14%	
Doomsday: Last Survivors	*493*	*524*	+6%	
Viking Rise	*309*	*364*	+18%	
Other games	*186*	*156*	-16%	
Revenue from APP Business	*409*	*530*	+30%	
Gross Profit	2,155	2,257	+5%	Continue to optimize operating costs, and revenue from the APP Business has increased
GP margin (%)	79%	83%	+4ppts	
Other net gains	0*	28	N/A	Increase in interest income, and decrease in net fair value losses on investments
Selling & distribution exp.	-1,221	-1,346	+10%	Consistent marketing efforts for two strategy games and APP Business
Administrative exp.	-164	-160	-3%	Expenses for administrative and development remain stable
R&D exp.	-395	-394	0%	
Share of results of associates and joint ventures	8	0*	N/A	Changes in the profits recognized from associates and joint ventures
Income tax exp.	-51	-59	+15%	Higher taxable profits
Net profit	331	325	-2%	- The Group's profit remained relatively flat compared to 1H24, but increased 29% compared to 2H24. - The investment business recorded an unrealized loss due to fair-value changes of investees.
Net profit margin (%)	12%	12%	-	
Net profit for core business (non-IFRS measure)	356	344	-3%	
Loss on investments	-25	-20	-22%	
Earnings per share (basic, HK$)	0.2880	0.2805	-3%	

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

Solid Cash Position

Cash & Cash Equivalents



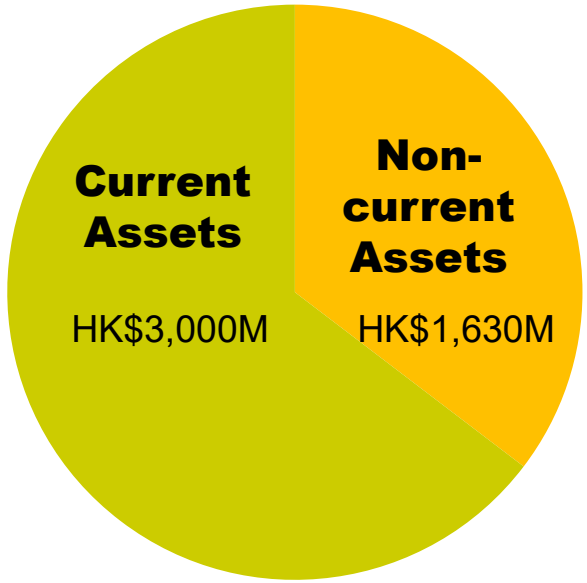
- Net cash generated from operating activities of approximately **HK$360M**
  - Contributions from two strategy games and APP Business
- Net cash generated from investing activities of approximately **HK$6.6M**
  - Payment of construction costs for a self-use office building in Fuzhou, China, amounting to approximately HK$36M
  - Increase in fixed deposits of approximately HK$28M
  - Cash inflow of approximately HK$80M generated from the investment business
- Net cash used in financing activities of approximately **HK$130M**
  - Dividend payment of approximately HK$73M
  - Payments for repurchase of shares amounted to approximately HK$35M
  - Payment of lease rentals amounted to approximately HK$26M

Total Assets

The Group's total assets of approximately HK$4,600M

- Current assets of approximately HK$3,000M
  - Cash and cash equivalents of approximately HK$2,500M
  - Funds receivable of approximately HK$240M
  - Trade and other receivables of approximately HK$130M
- Non-current assets of approximately HK$1,630M
  - Self-owned real property (including land use rights) of approximately HK$1,010M
  - Investments – other financial assets of approximately HK$390M
  - Investments – equity investment in associates and joint ventures amounted to approximately HK$90M
  - Other non-current assets of approximately HK$140M

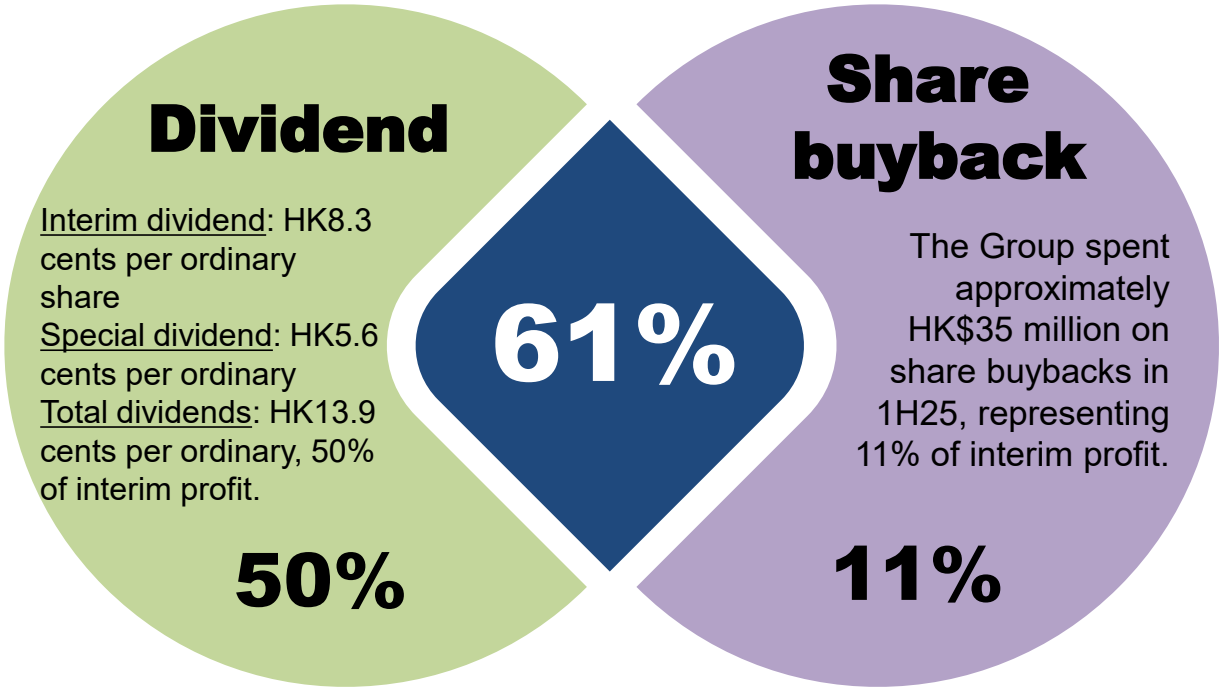
Total Assets in 1H25



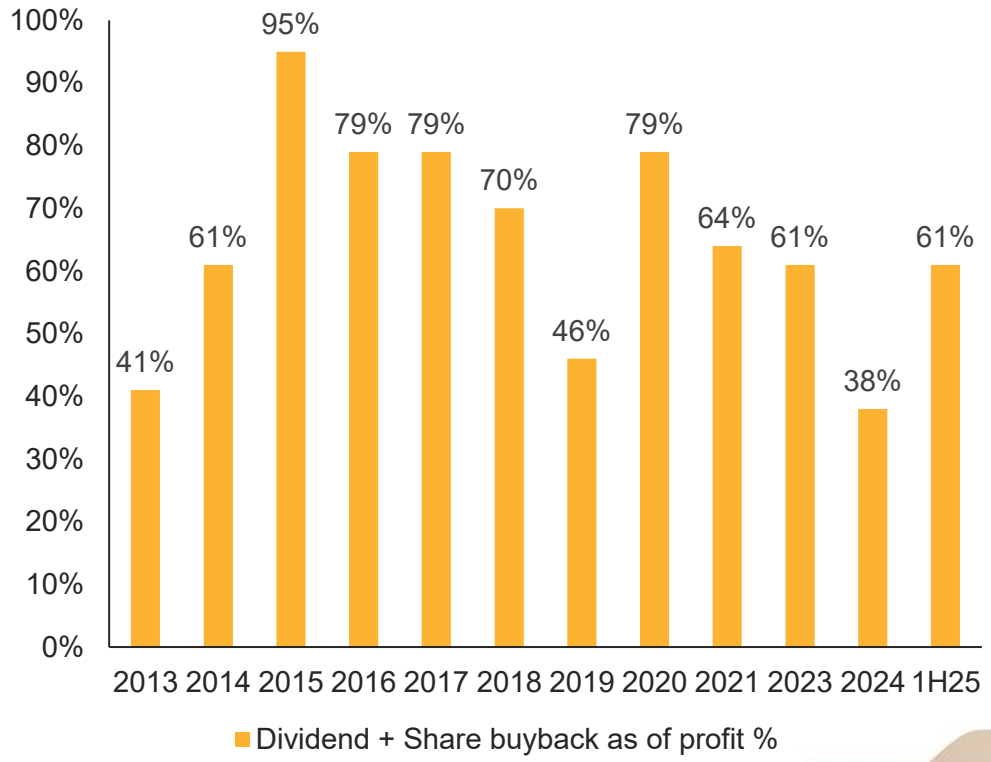
Note: Data as at 30 June 2025

Share Buyback & Dividend

- The Group prioritizes shareholder value and actively seeks to enhance returns for shareholders through share buybacks and dividend payouts during profitable fiscal years.
- The dividend declared, along with the amount spent to repurchase shares, accounts for approximately 61% of the Group's 2025 interim profit.



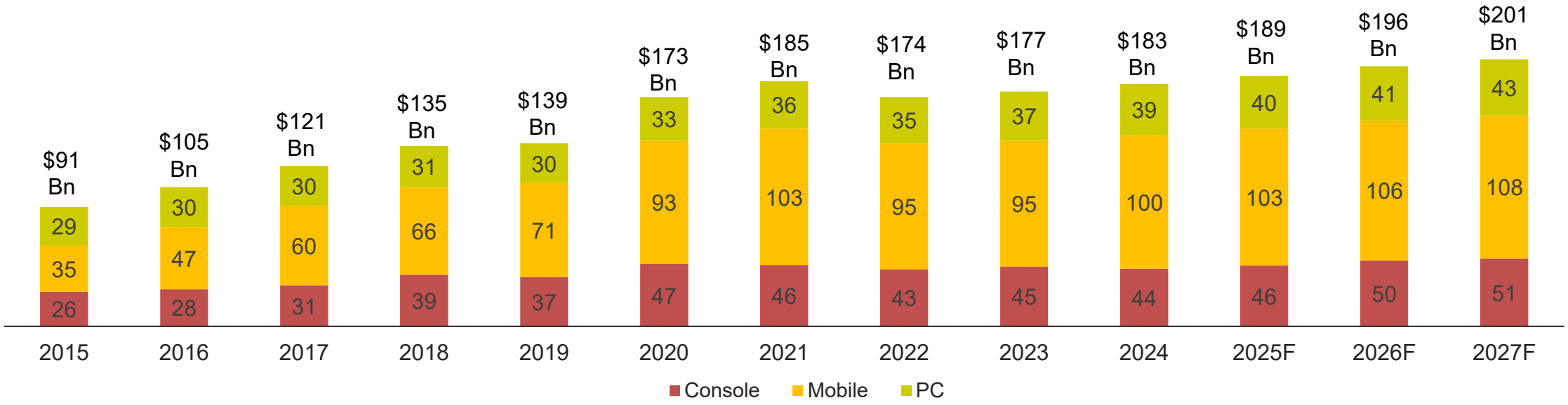
Historical Shareholder Returns



Global Games Market

- The global games market is forecasted to reach US$188.9 billion in 2025, and is projected to grow to US$201.4 billion in 2027.
  - Mobile games are expected to grow to US$103.1 billion in 2025, 55% of global games market
  - Console games are expected to grow to US$45.9 billion in 2025, 24% of global games market
  - PC games are expected to grow to US$39.9 billion in 2025, 21% of global games market

Global games revenue per platform | 2015-2027F



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



Prospects

Prospects

R&D

Game development: pursuing excellence & diversification

- Enhancing R&D efficiency through extensive integration of AI technology.
- Committed to driving innovation, embracing trends, and leading in our expertise.

Steady development of APP Business

- Focusing on diversified and innovative applications
- Continually leveraging the synergies of platform-based business model

AI Tech: deep utilization

- Extensive integration of AI technology in game design, art production, and programming, along with exploration of AI products.



Operation

AI Tech: sharpening competitive edge

- Utilizing AI technology to enhance localized and targeted marketing campaigns

Long-term operation strategy

- Continue to acquire users for games and the APP Business across the globe
- Diversified marketing initiatives to extend the products' longevity

Explore opportunities in IP & new consumer sectors

- Leverage global operational advantages to build a diversified IP portfolio



New Game – Project AOI (SLG)



New Game – Project AOI (SLG)



New Game – Project AOI (SLG)



Thanks!

IR Contact

ir@igg.com