

WEMADE



WEMIX

1Q FY2024

Earnings Results

WEMADE

INVESTOR RELATIONS

2024.05.08

Disclaimer

The financial information of this Presentation is the sales performance of Wemade Co., Ltd. (the "Company"), prepared in accordance with the standards of the K-IFRS. The result of 1Q FY2024 is provided as a reference for investors, prior to the completion of independent auditor's review, thus the material is subject to change upon an independent auditor's review.

This document contains forward-looking statements regarding the financial situation, operation, sales performance, senior management's plan, and goals for the Company and its subsidiaries subject to consolidation. Such forward-looking statements include "predictive information" about the future. It is subject to change pending any unknown risks, uncertainties, or other factors which may impact the actual performance results of the Company.

This document has been prepared based on the current information available. Please be advised that the Company is not liable to update on any new piece of information or any future event which may cause any change of any nature in any public manner, and that there may also be significant differences from the Company's actual performance results in the future.

● Wemade (Consolidated)

Wemade Max Co., Ltd., Wemade XR Co., Ltd., Wemade Next Co., Ltd., Wemade M Co., Ltd., Wemade Plus Co., Ltd., ChuanQi IP Co., Ltd., Wemade Play Co., Ltd. (formerly Sunday Toz Co., Ltd.), LightCON Co., Ltd., Wemade Connect Co., Ltd., Nexelon inc., LIKEIT Games Co., Ltd., Nitro X Co., Ltd., CaiShenChuanQi Co., Ltd., Wemix Korea Co., Ltd., WEMIX PTE. LTD., PGS CNCI Korea Fund 1, Wemix US, LLC, WeRise Limited, LIGHTSCALE HOLDINGS PTE. LTD., Shanghai WeRise Network Technology Co. Ltd., LIGHTSCALE LABS PTE. LTD., WEMIX MENA LTD., BYLO Malta Ltd., DOTI SOFT Co., Ltd., Lightscale Inc., This Means War Co., Ltd., Play Links Co., Ltd., Play Toz Corp., PlayMatchical Corp., 코람코일반사모부동산투자신탁제142호¹⁾, JB국내리츠일반사모부동산투자신탁제1호¹⁾, PlayKings Corp., K-1 19th Real Estate Investment Trust Company, Wemade Science Technology(Yinchuan) Co., Ltd., Wemade Japan Co., Ltd., Wemade USA Inc., BYLO Curacao B.V., Beijing Wemade IP Service Co., LTD., WEMIX Technology(DIFC) Ltd., WEMADE HONG KONG LIMITED, Wemade Entertainment Digital Technology Shanghai Co., Ltd.

1) Companies that only have official names in Korean.

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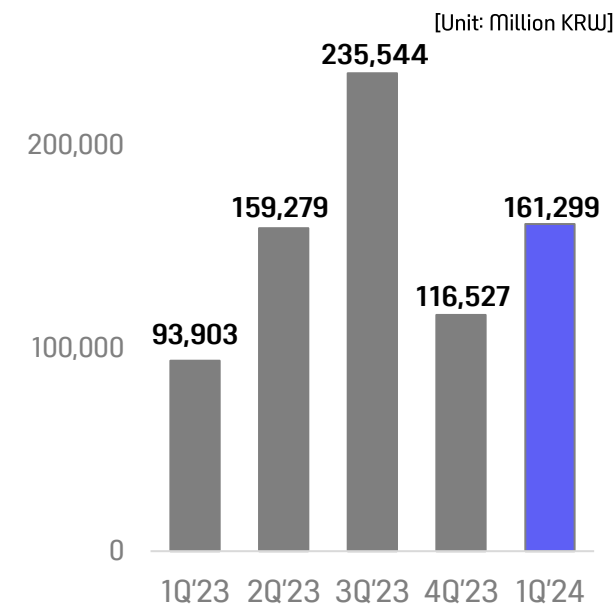
1Q'24 Summary of Consolidated Results

- Release of <Night Crows Global> on March 12th led to significant revenue growth, driving performance improvement QoQ.
 - Revenue increased by +38% QoQ, +72% YoY, operating loss reduced QoQ, YoY.
 - Net loss reduced from foreign currency translation gains (strong USD) and base effect of 4Q'23 CB* valuation losses.

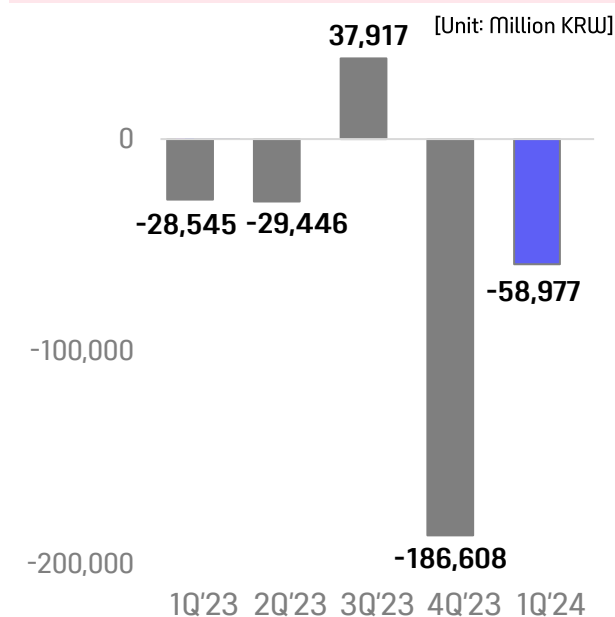
*CB: Convertible Bonds

| | [Unit: Million KRW] | | | | |
|----------------------------------|---------------------|----------|-----------------|---------|-------------------|
| | 1Q'24 | 4Q'23 | QoQ | 1Q'23 | YoY |
| Revenue | 161,299 | 116,527 | 38% | 93,903 | 72% |
| Operating Expenses | 198,924 | 185,226 | 7% | 140,677 | 41% |
| Operating Income | -37,625 | -68,699 | Deficit Reduced | -46,775 | Deficit Reduced |
| Other non-operating Income(Loss) | 269 | -25,938 | - | 27,499 | - |
| Financial Income(Loss) | -26,935 | -77,638 | - | -8,548 | - |
| Equity Method | 9,324 | 3,143 | - | -2,060 | - |
| Income before tax | -54,967 | -169,131 | Deficit Reduced | -29,883 | Deficit continued |
| Net Income | -58,977 | -186,608 | Deficit Reduced | -28,545 | Deficit continued |
| Controlling interest | -55,738 | -182,536 | - | -30,399 | - |

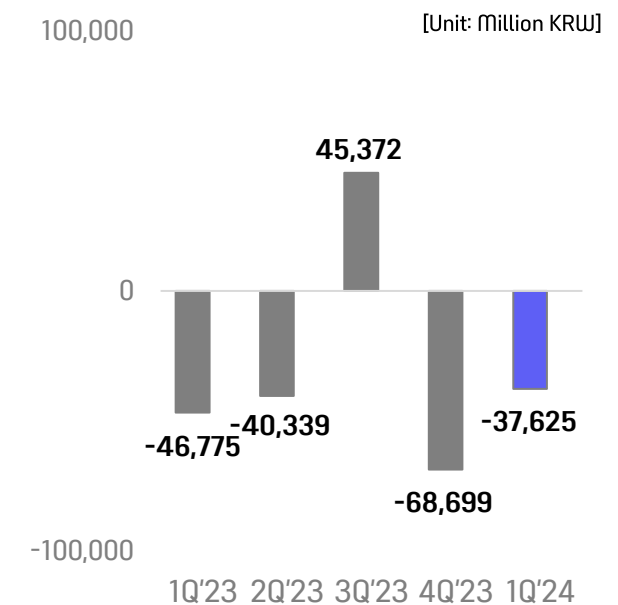
Revenue



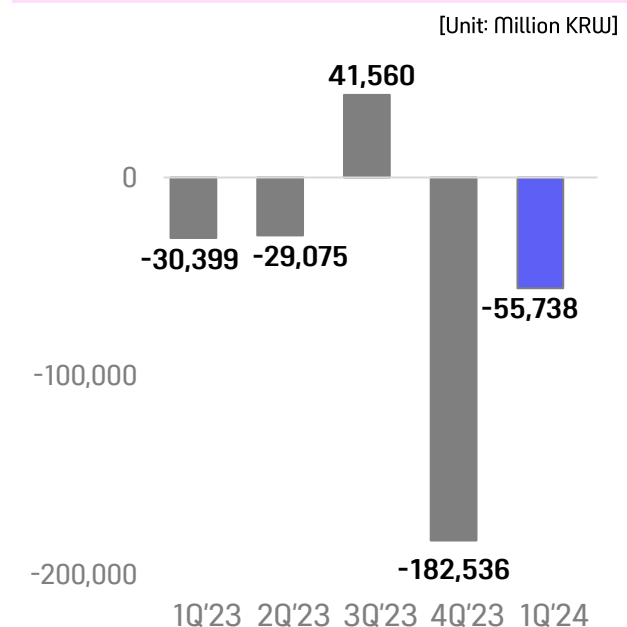
Net Income



Operating Income



Net Income (Controlling)



1) Any discrepancies between the totals and the sums of the amounts are due to rounding.

Sales Breakdown – By Business Segment

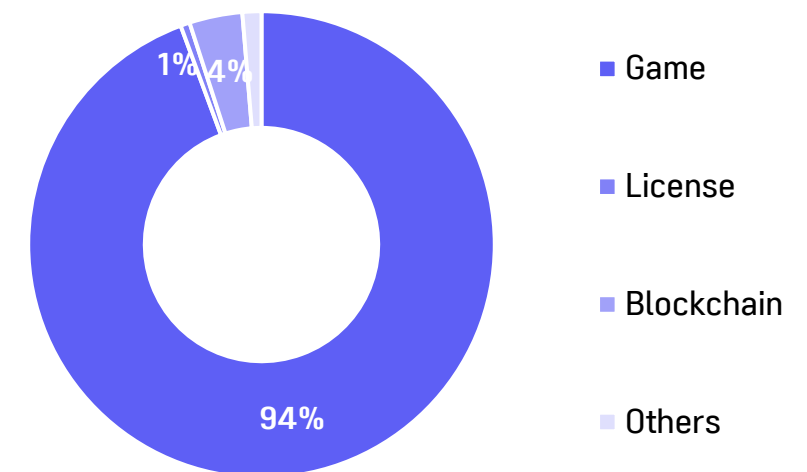
- 1Q'24 Game segment posted the largest revenue of KRW 152B, followed by blockchain and license segments.
 - <Night Crows Global> revenue recorded KRW 57B (equivalent to KRW 2.9B/day).
 - Blockchain revenue surged +40% QoQ, driven by overall transaction growth including 'WEMIX PLAY' platform.

[Unit: Million KRW]

| | 1Q'24 | 4Q'23 | QoQ | 1Q'23 | YoY |
|------------|---------|---------|------|--------|------|
| Game | 152,213 | 111,845 | 36% | 83,869 | 81% |
| License | 1,035 | -668 | 255% | 6,088 | -83% |
| Blockchain | 5,931 | 4,222 | 40% | 2,476 | 140% |
| Others | 2,120 | 1,128 | 88% | 1,469 | 44% |
| Total | 161,299 | 116,527 | 38% | 93,903 | 72% |

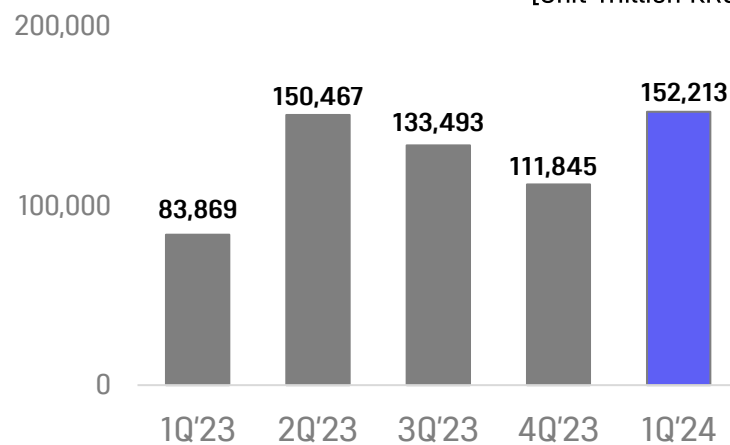
1) Any discrepancies between the totals and the sums of the amounts are due to rounding.
 2) Base price of WEMIX for blockchain revenue recognition in 1Q'24 is KRW 2,251.
 Blockchain revenue is recognized from unearned revenue.

1Q'24 Segment Revenue, %



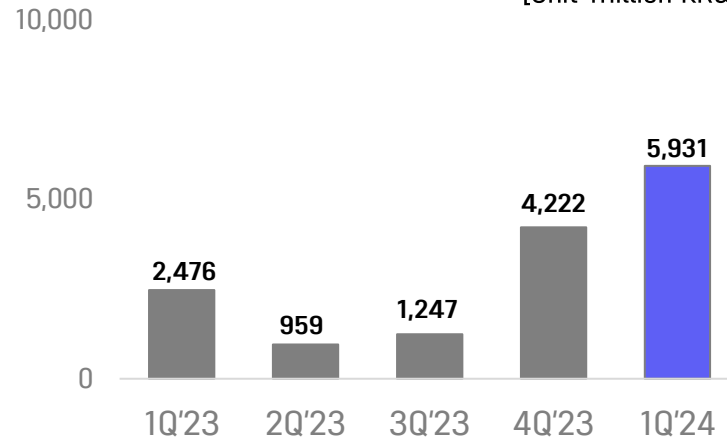
Game

[Unit: Million KRW]



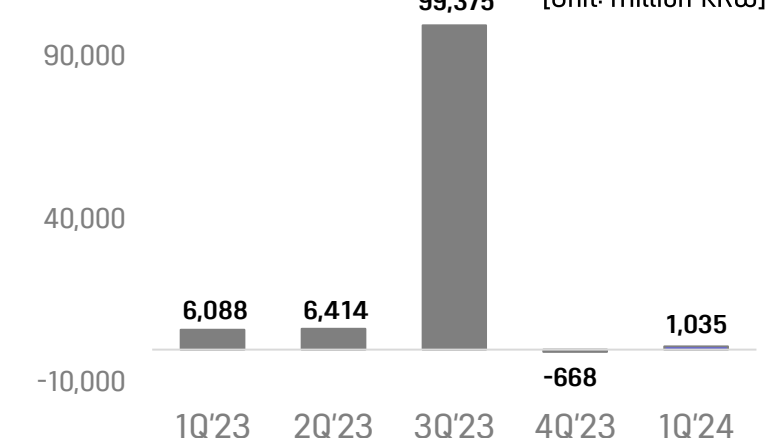
Blockchain

[Unit: Million KRW]



License

[Unit: Million KRW]

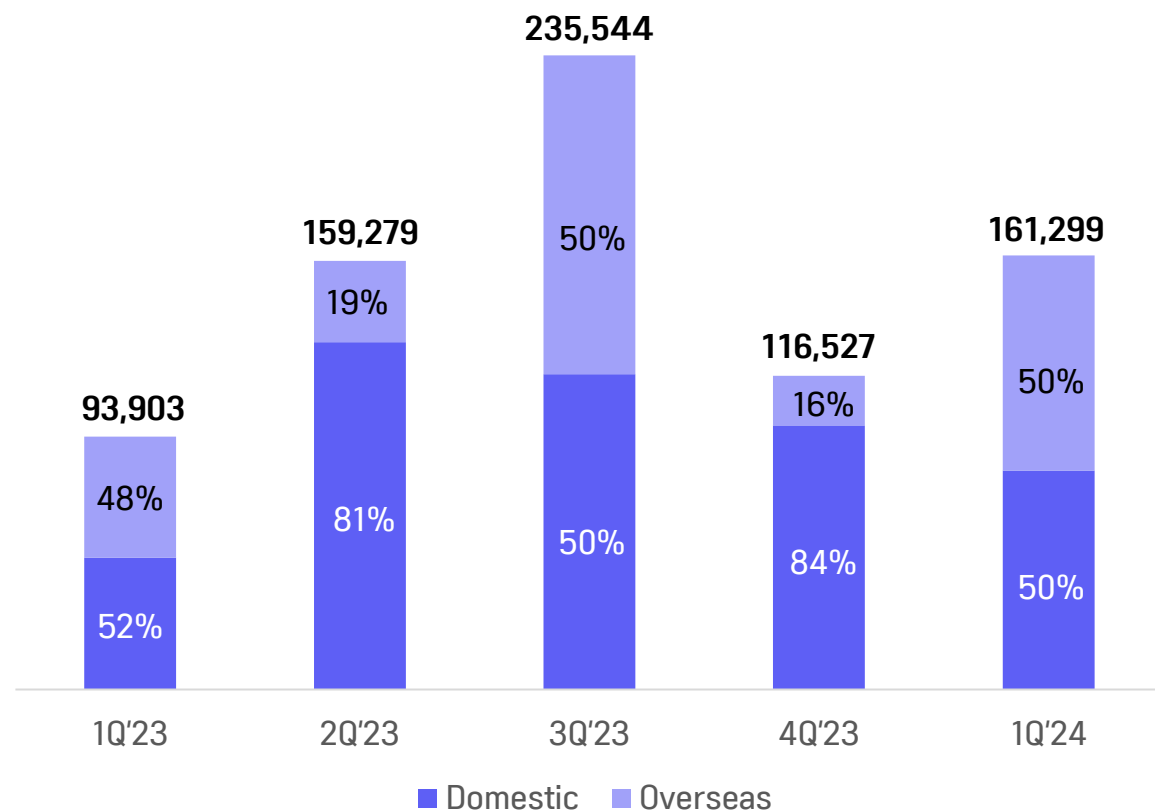


Sales Breakdown – By Region

- 1Q'24 Overseas revenue rose by +334% QoQ, driven by the performance of <Night Crows Global>
 - All Blockchain revenue, classified under Overseas, accounted for 7% of Overseas revenue in 1Q'24.
 - Domestic revenue, mainly coming from game segment, decreased in 1Q'24 due to lower contribution from existing games.

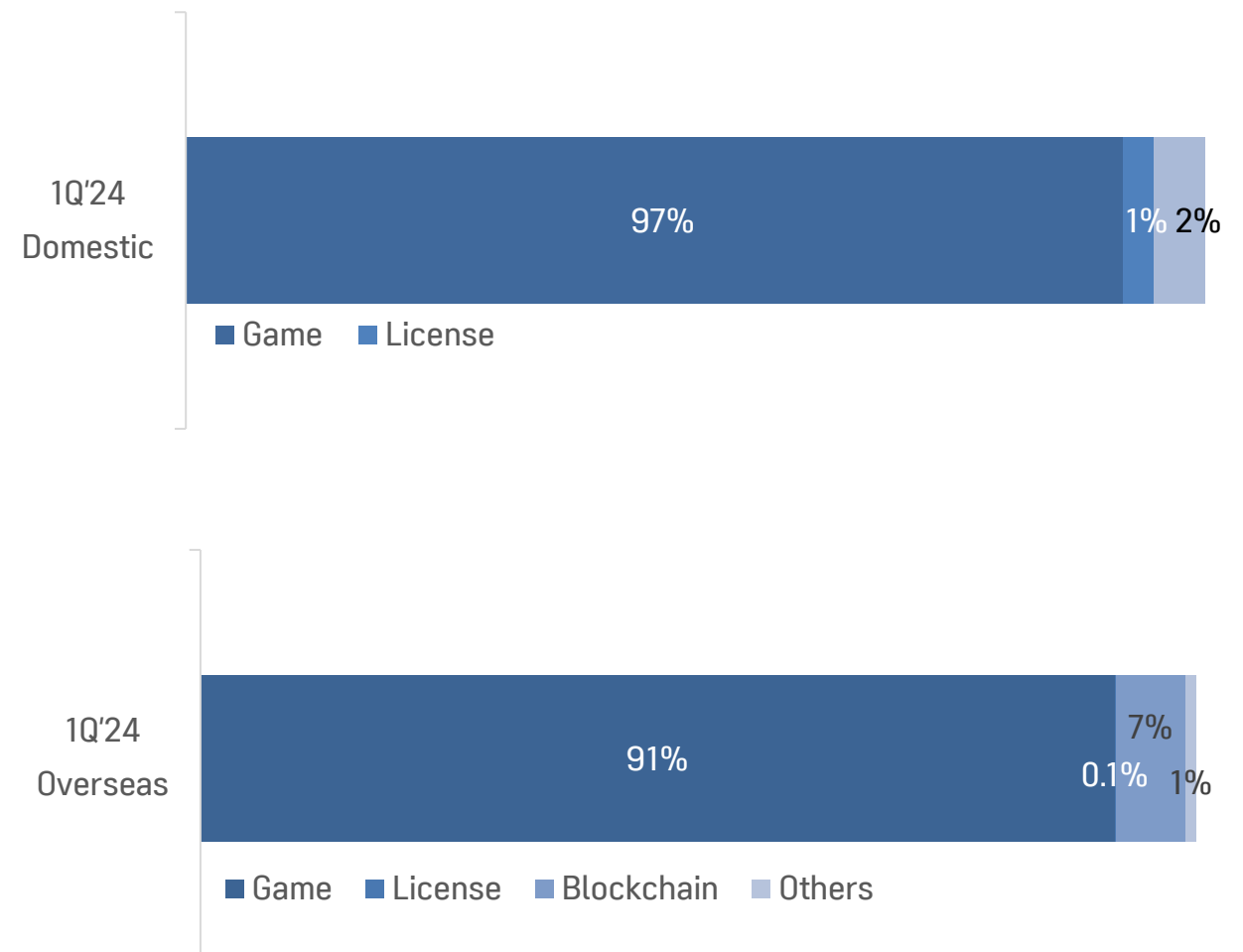
Domestic/Overseas Revenue, %

[Unit: Million KRW]



| | 1Q'24 | 4Q'23 | QoQ | 1Q'23 | YoY |
|----------|---------|---------|------|--------|-----|
| Domestic | 81,295 | 98,081 | -17% | 48,967 | 66% |
| Overseas | 80,004 | 18,446 | 334% | 44,936 | 78% |
| Total | 161,299 | 116,527 | 38% | 93,903 | 72% |

1Q'24 Revenue composition



1) Any discrepancies between the totals and the sums of the amounts are due to rounding.

Operating Expenses

- 1Q'24 Operating Expenses increased by +7% QoQ, along with revenue-linked expenses for new game.
- With the success of <Night Crows Global>, service fee and server cost increased, yet marketing expense dropped (-40% QoQ).

1Q'24 Operating Expenses

[Unit: Million KRW]

| | 1Q'24 | 4Q'23 | QoQ | 1Q'23 | YoY |
|-----------------------------|----------------|----------------|-----------|----------------|------------|
| Total | 198,924 | 185,226 | 7% | 140,677 | 41% |
| Labor ¹⁾ | 62,647 | 59,066 | 6% | 55,269 | 13% |
| Service Fee | 95,581 | 87,566 | 9% | 48,325 | 98% |
| Communication ¹⁾ | 13,950 | 8,867 | 57% | 11,825 | 18% |
| Marketing | 15,116 | 25,058 | -40% | 11,852 | 28% |
| Depreciation | 4,765 | -5,152 | 192% | 6,762 | -30% |
| Taxes | 3,944 | 2,217 | 78% | 2,147 | 84% |
| Others | 2,921 | 7,604 | -62% | 4,496 | -35% |

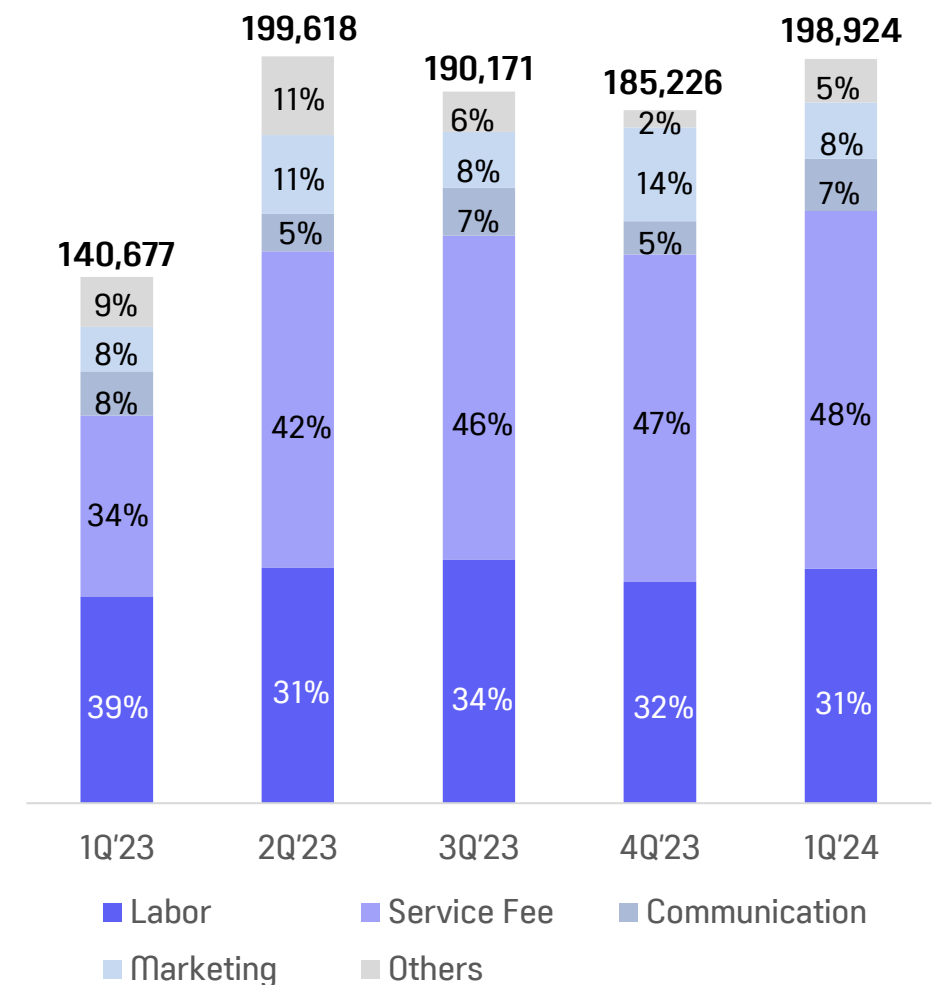
1) Labor includes wages, retirement benefits, employee benefits, and stock compensation costs.

Communication includes server operating costs.

2) Any discrepancies between the totals and the sums of the amounts are due to rounding.

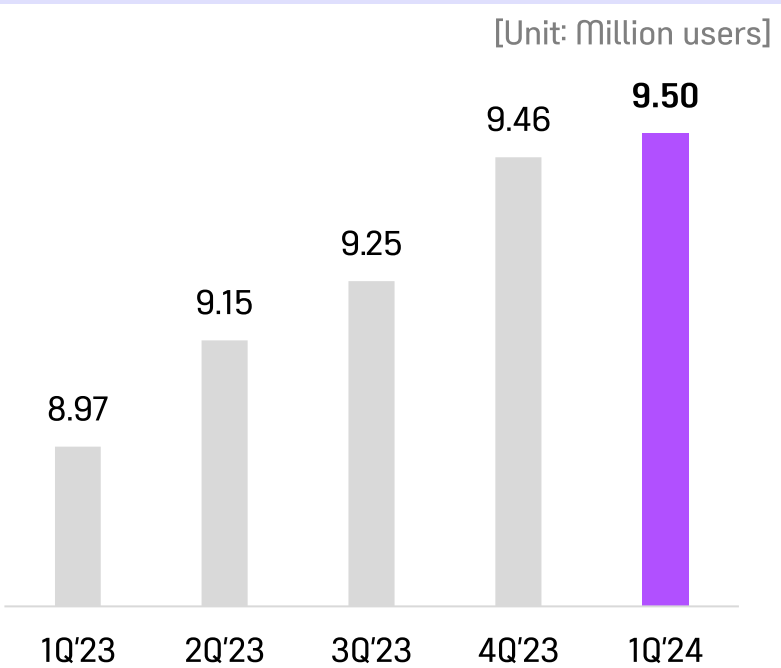
Quarterly Operating Expenses, %

[Unit: Million KRW]

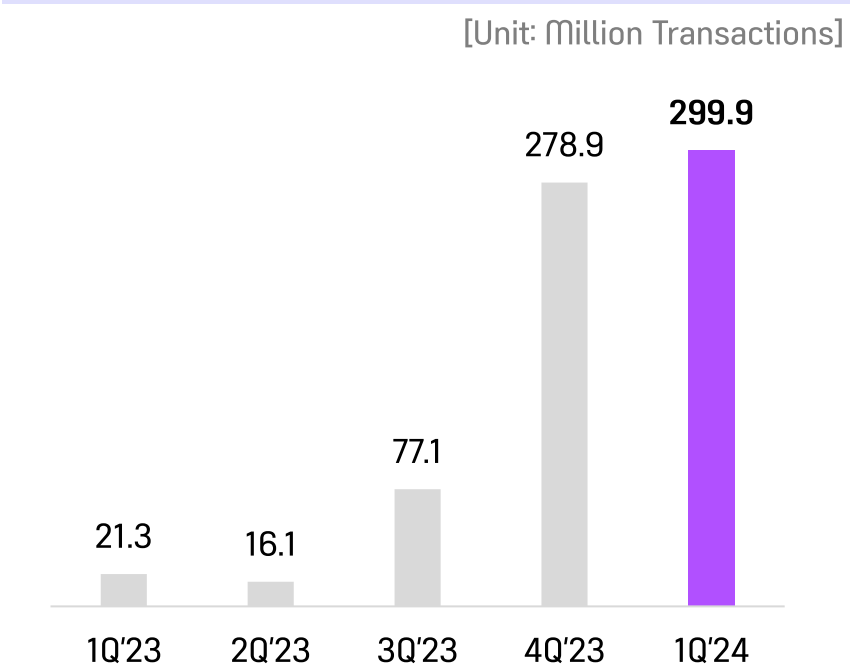


Blockchain Business Key Indicators

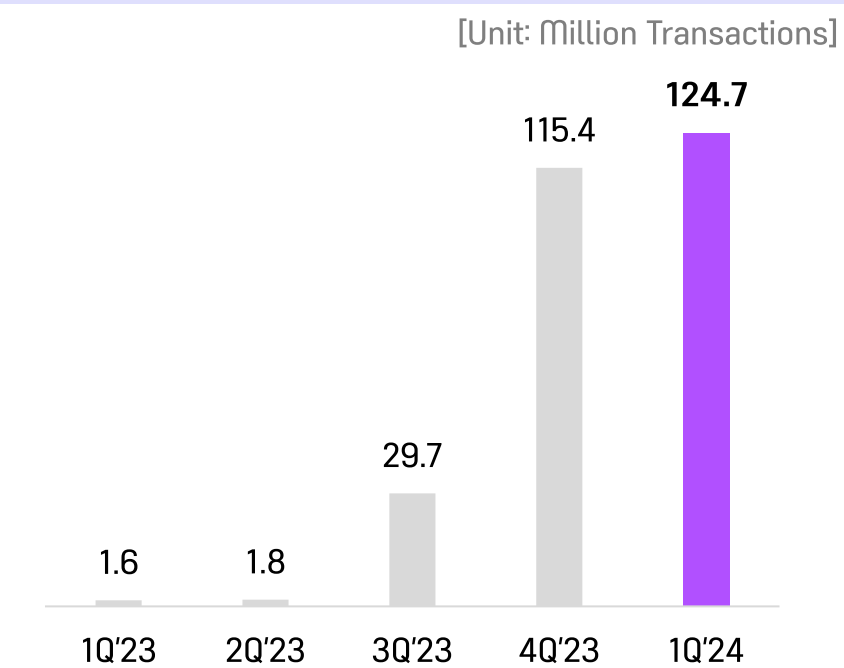
PLAY Wallet Registered Users



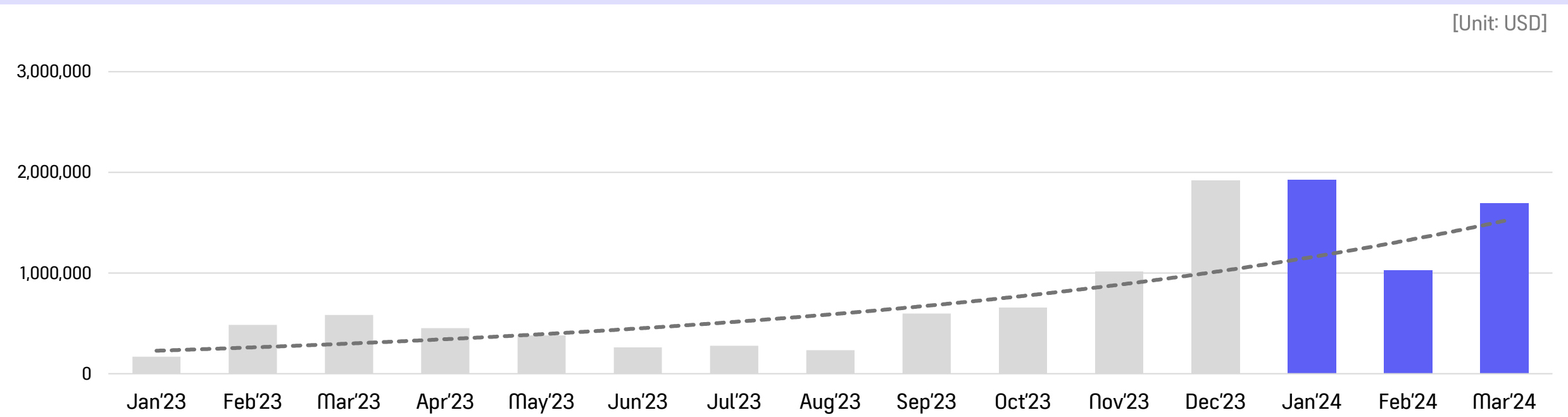
PLAY Wallet Transactions ¹⁾



WEMIX3.0 Transactions ²⁾



Blockchain Revenue Trend ³⁾



1) The numbers are sum of transactions made with PLAY Wallet (Trading, Exchange and etc.,) according to internal aggregation standard.

2) The chart highlights the total number of transactions on the WEMIX3.0 blockchain. (Source: WEMIX SCAN)

3) The above figures are based on internal KPIs with evenly distributed one-off revenue recognition.

Upcoming Game Titles

2024 Upcoming Game Titles



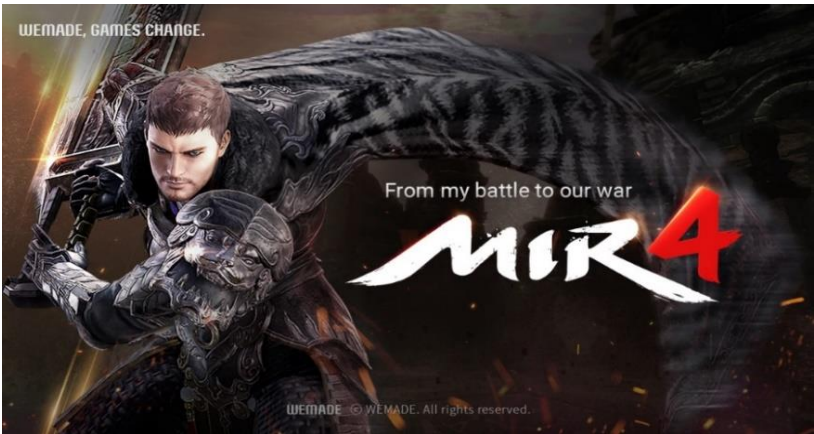
Fantastic Baseball (Released) Sports/Baseball



Night Crows Global (Released) mmORPG



LEGEND OF YMIR mmORPG



MIR 4 China mmORPG



MIR M China mmORPG



Lost Sword Subculture Collectible RPG
Abyssrium The Classic Healing Casual
ATLAN STORY HTML5 Turn-based RPG
ANIPANG MERGE / ANIPANG MATCH LIKE Puzzle
Various Genre Games being prepared in subsidiaries

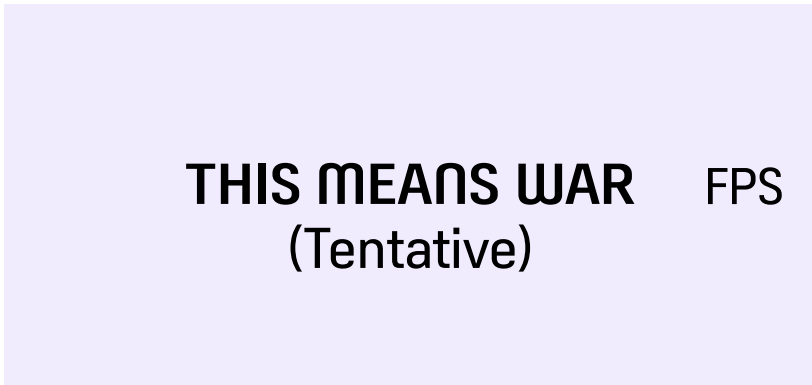
Upcoming Titles from 2025



LEGEND OF YMIR Global mmORPG



MIR 5 mmORPG



THIS MEANS WAR FPS
(Tentative)

Summary of Consolidated Financial Statements

Consolidated Balance Sheet

[Unit: 100 Million KRW]

| | 2022 | 2023 | 1Q'24 |
|---------------------------------------|---------------|---------------|---------------|
| Total Assets | 14,298 | 14,177 | 14,073 |
| Current Assets | 4,054 | 4,220 | 3,679 |
| Non-current Assets | 10,245 | 9,957 | 10,394 |
| Total Liabilities | 8,955 | 10,170 | 10,580 |
| Current Liabilities | 7,227 | 8,895 | 10,182 |
| Non-current Liabilities | 1,728 | 1,275 | 398 |
| Total Equity | 5,343 | 4,008 | 3,493 |
| Capital Stock | 172 | 172 | 173 |
| Retained Earnings | 1,812 | 155 | -403 |
| Total Liabilities & Equity | 14,298 | 14,177 | 14,073 |

Consolidated Income Statement

[Unit: 100 Million KRW]

| | 2022 | 2023 | 1Q'24 |
|----------------------------|---------------|---------------|--------------|
| Revenue | 4,635 | 6,053 | 1,613 |
| Operating Expenses | 5,484 | 7,157 | 1,989 |
| Operating Income | -849 | -1,104 | -376 |
| Non-operating Income(Loss) | -968 | -497 | -173 |
| Income before Tax | -1,817 | -1,601 | -550 |
| Income Tax | 41 | 466 | 40 |
| Net Income | -1,858 | -2,067 | -590 |
| Controlling Interest | -1,854 | -2,005 | -557 |
| Non-controlling Interest | -3 | -62 | -32 |

1) The figures in consolidated income statement are based on cumulative figures.

2) Any discrepancies between the totals and the sums of the amounts are due to rounding.

Thank you



INVESTOR RELATIONS