

WEMADE



WEMIX

3Q FY2024

Earnings Results

WEMADE

INVESTOR RELATIONS

2024.11.06

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 3Q 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.), LightCONN 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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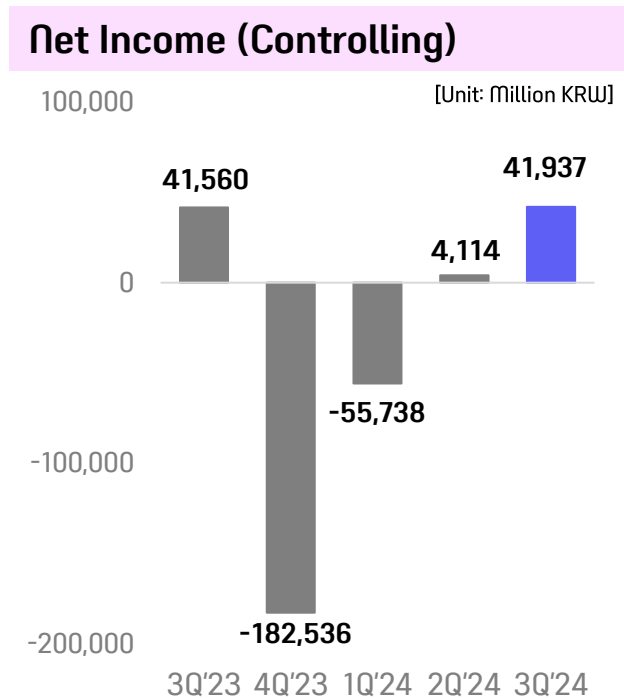
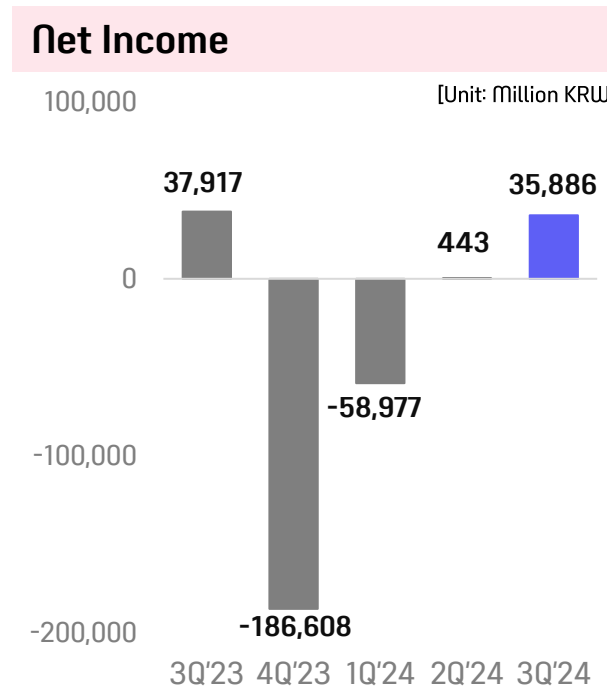
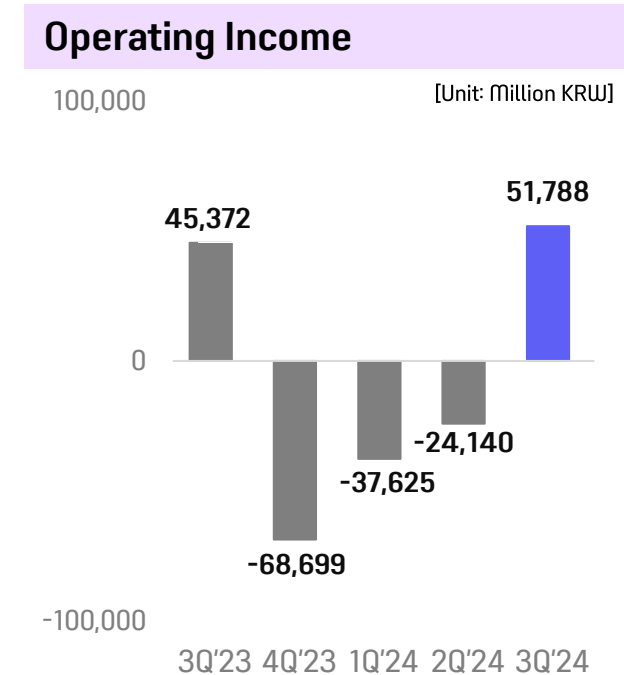
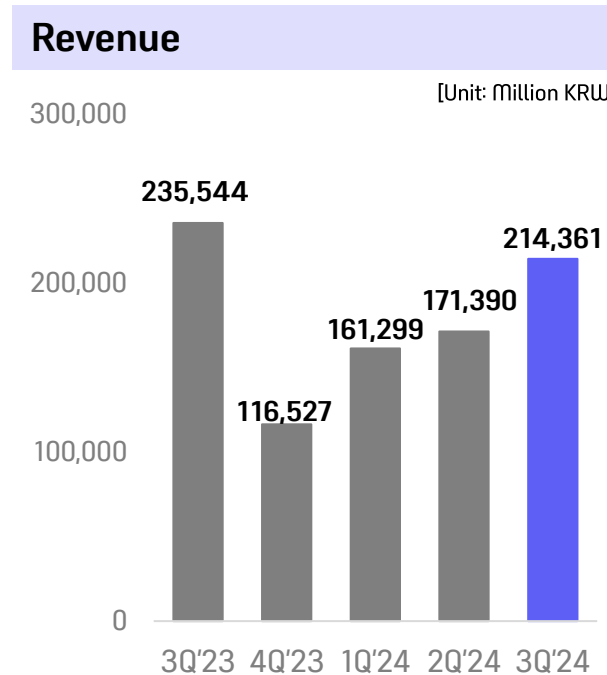
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3Q'24 Summary of Consolidated Results

- Revenue grew by 25% QoQ contributed by increased Overseas License sales.
- Operating Expenses decreased both QoQ, YoY, reflecting continuous cost optimization efforts and reduced revenue-linked expenses.
- Net Income saw a significant rise QoQ despite foreign currency translation loss (weak USD).

	[Unit: Million KRW]				
	3Q'24	2Q'24	QoQ	3Q'23	YoY
Revenue	214,361	171,390	25%	235,544	-9%
Operating Expenses	162,572	195,529	-17%	190,171	-15%
Operating Income	51,788	-24,140	Turn to Profit	45,372	14%
Other non-operating Income	-5,154	-3,917	-	92	
Financial Income	4,812	30,305	-	11,883	
Equity Method	3,270	3,204	-	5,367	
Income before tax	54,716	5,452	904%	62,715	-13%
Net Income	35,886	443	7993%	37,917	-5%
Controlling Interest	41,937	4,114	-	41,560	-



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

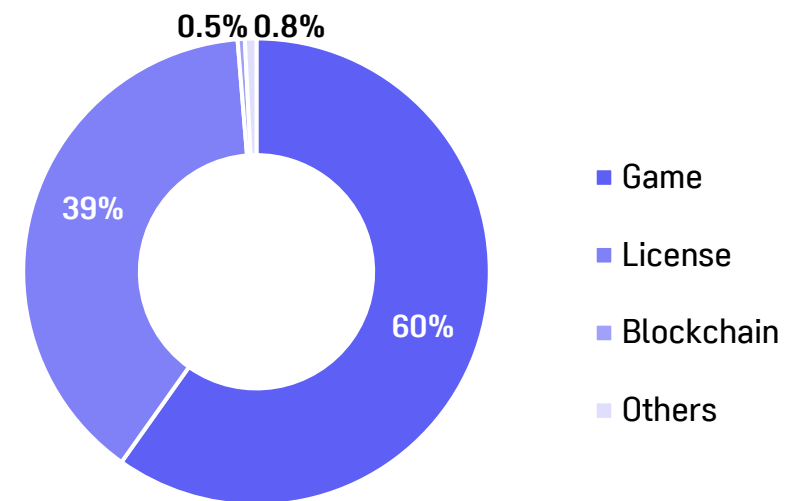
Sales Breakdown – By Business Segment

- 3Q'24 Game segment recorded the largest sales at 128 bn KRW, followed by License 84 bn KRW and Blockchain KRW 1.1 bn.
 - <NIGHT CROWS Global> achieved cumulative sales of 200 bn KRW since its launch on 12 March 2024.
 - License revenue skyrocketed QoQ, driven by the recognition of sales from <MIR> IP China License Agreement.

[Unit: Million KRW]

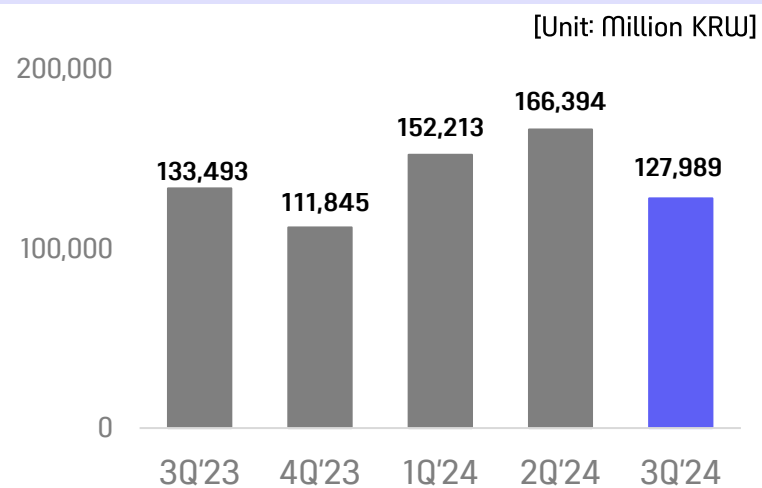
	3Q'24	2Q'24	QoQ	3Q'23	YoY
Game	127,989	166,394	-23%	133,493	-4%
License	83,594	1,700	4816%	99,375	-16%
Blockchain	1,095	1,996	-45%	1,402	-22%
Others	1,684	1,299	30%	1,274	32%
Total	214,361	171,390	25%	235,544	-9%

3Q'24 Segment Revenue & % Total

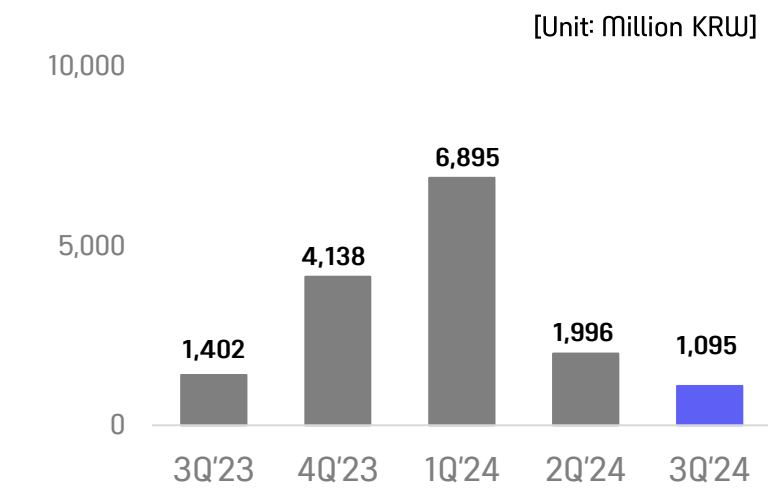


1) Any discrepancies between the totals and the sums of the amounts are due to rounding.
 2) Base price of WEMIX for blockchain revenue recognition in 3Q'24 is KRW 2,136.
 Blockchain revenue is recognized from unearned revenue.

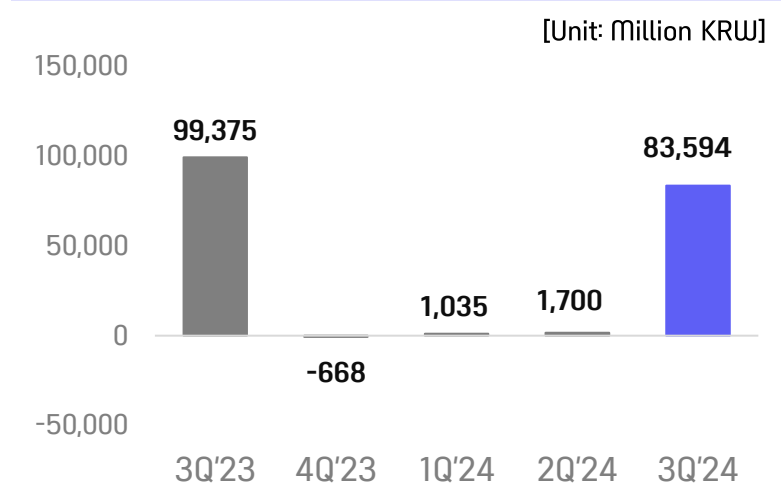
Game



Blockchain



License



Sales Breakdown – By Region

- 3Q'24 Revenue distribution was 22% from Domestic and 78% from Overseas, boosted by China License sales recognition.

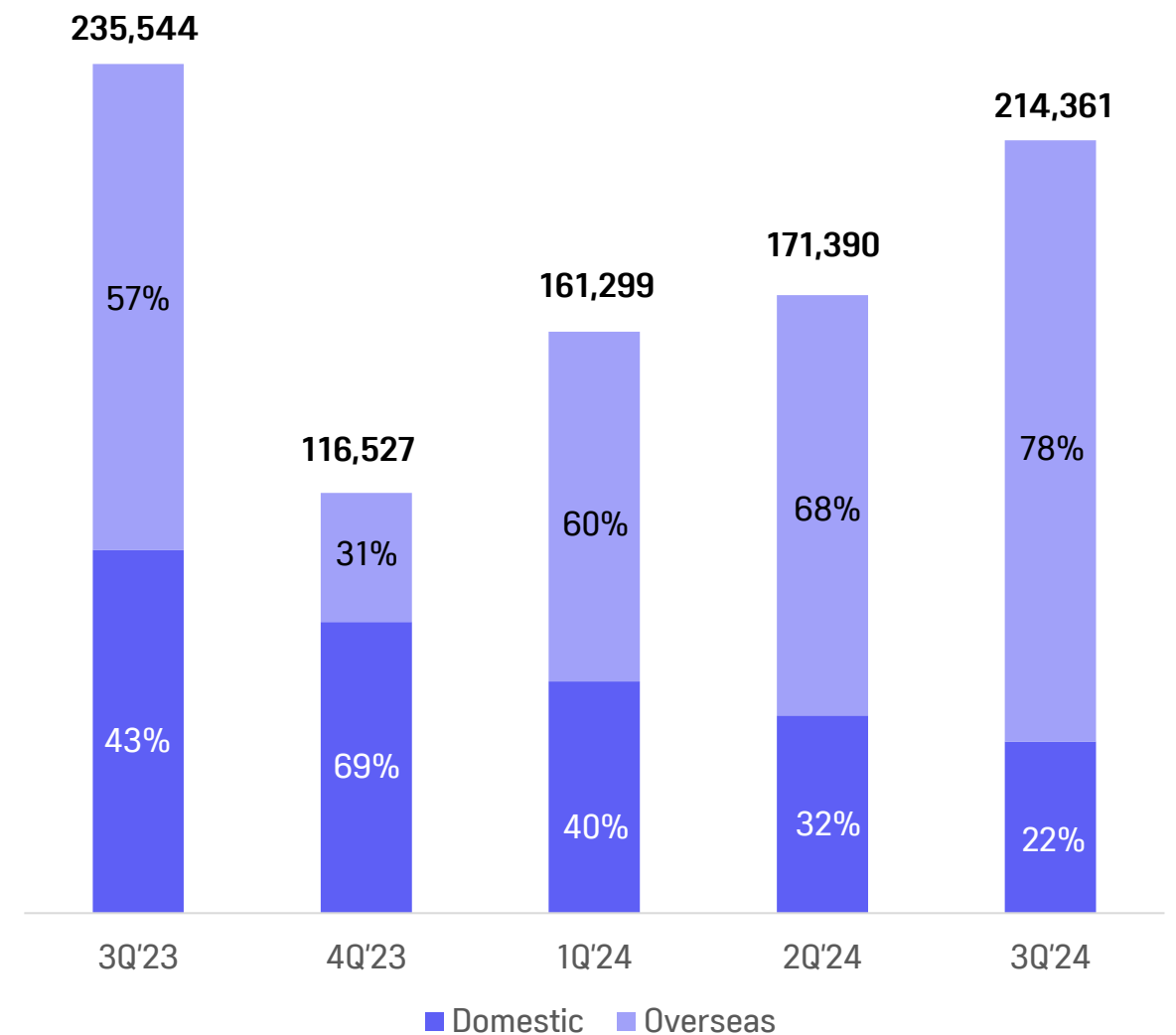
3Q'24 Revenue, by Region

[Unit: Million KRW]

	3Q'24	2Q'24	QoQ	3Q'23	YoY
Domestic	47,583	54,788	-13%	100,757	-53%
Overseas	166,777	116,602	43%	134,787	24%
Total	214,361	171,390	25%	235,544	-9%

Domestic/Overseas Revenue & % Total

[Unit: Million KRW]



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

Operating Expenses

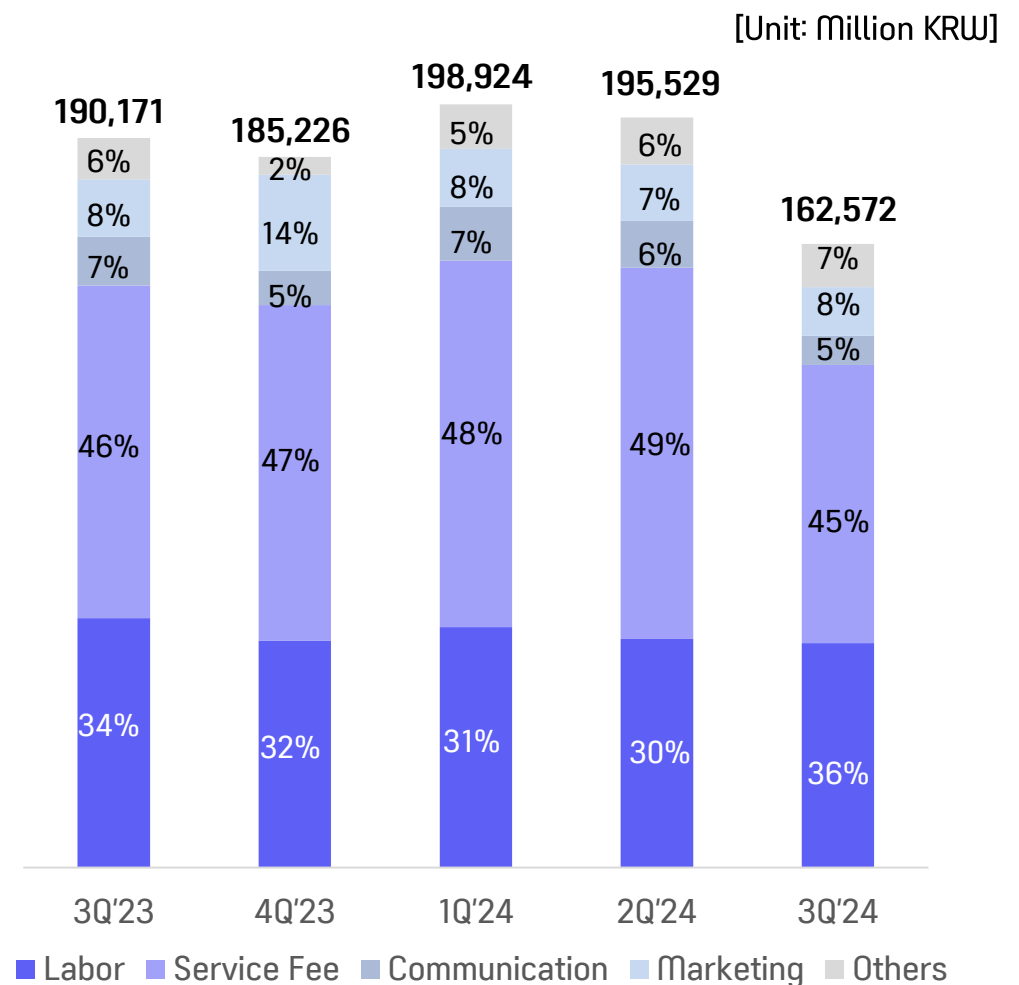
- 3Q'24 Operating Expenses dropped by 17% QoQ, 15% YoY.
 - Labor costs further trimmed down QoQ with natural decrease in headcount from terminated projects.
 - Communication costs including Server Fee declined by 38% QoQ led by the efficient operation of server system.
 - Marketing costs decreased by 14% QoQ following the conclusion of promotions for games launched in the 1st half of the year.
 - Cumulative Outsourcing costs fell 31% YoY as of 3Q'24.

3Q'24 Operating Expenses

[Unit: Million KRW]

	3Q'24	2Q'24	QoQ	3Q'23	YoY
Operating Expenses	162,572	195,529	-17%	190,171	-15%
Labor ¹⁾	58,515	59,601	-2%	64,987	-10%
Service Fee					
└Revenue-linked ²⁾	58,036	85,215	-32%	63,912	-9%
└Other Service Fee	14,421	11,504	25%	22,779	-37%
Communication ¹⁾	7,590	12,253	-38%	12,796	-41%
Marketing	12,678	14,660	-14%	14,892	-15%
Depreciation	5,025	4,836	4%	4,920	2%
Taxes	2,265	3,121	-27%	1,239	83%
Others	4,041	4,340	-7%	4,647	-13%

Quarterly Operating Expenses & % Total

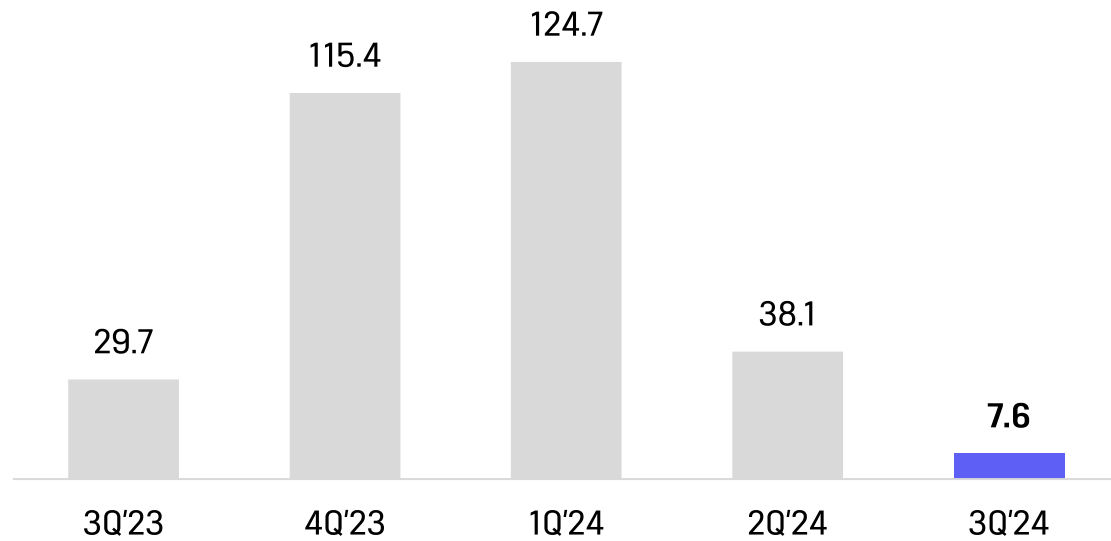


■ Labor ■ Service Fee ■ Communication ■ Marketing ■ Others
 1) Labor includes wages, retirement benefits, employee benefits, and stock compensation costs. Communication includes server fees.
 2) Revenue-linked refers to App Market fees, Revenue share with Developers and likes
 3) Any discrepancies between totals and sums of the amounts are due to rounding.

Blockchain Business Key Indicators

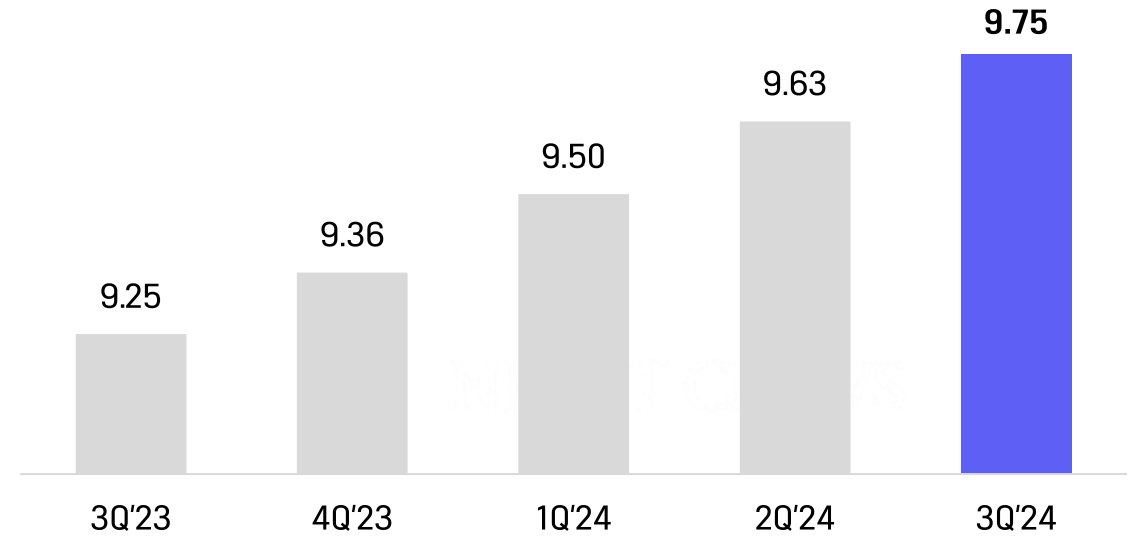
WEMIX3.0 Transactions ¹⁾

[Unit: Million Transactions]



PLAY Wallet Registered Users

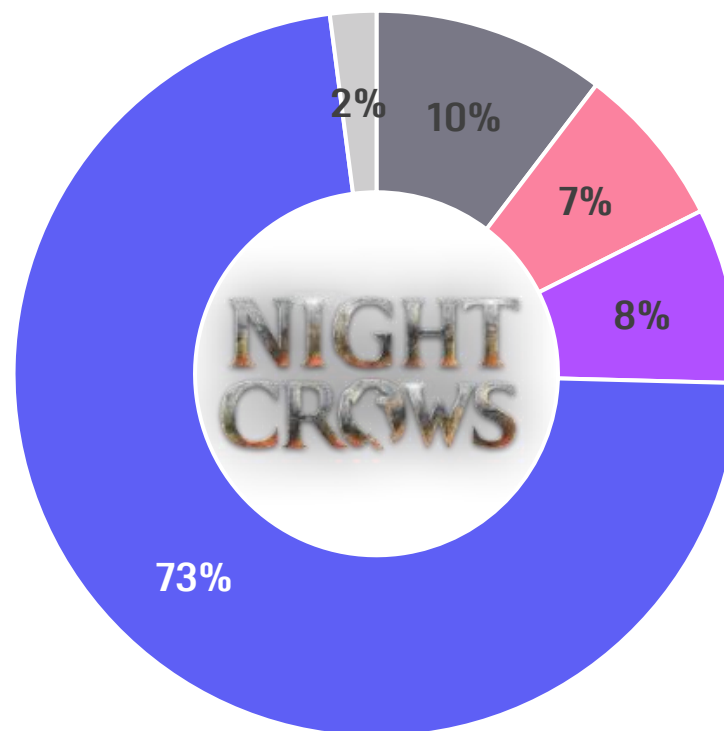
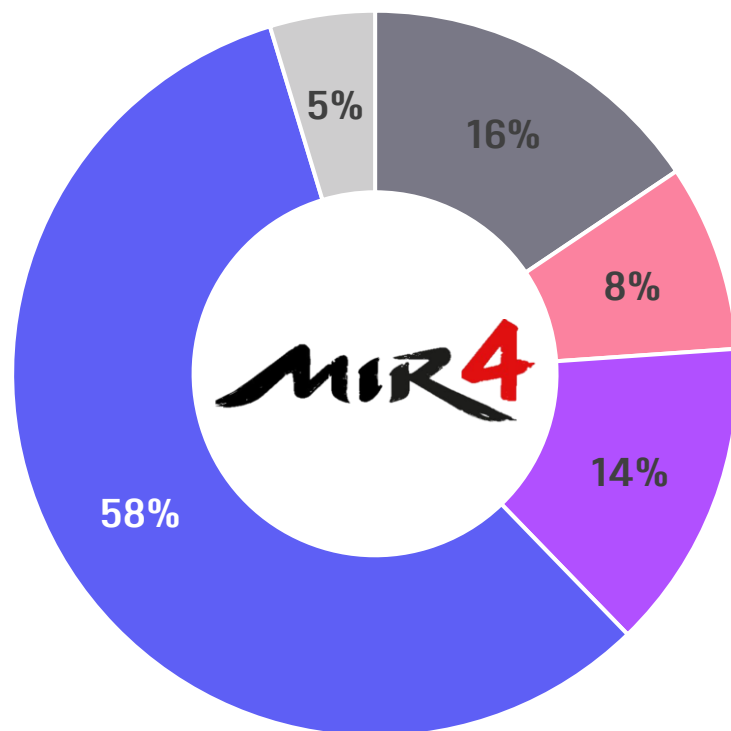
[Unit: Million Users]



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

Top Blockchain Games Revenue Distribution, by Region

[As of 3Q24]



- Asia (ex-Korea, Mainland China)
- NA
- SA
- EU
- Others (Russia, Australia etc.)

Upcoming Game Titles

2024 New Game Titles



Fantastic Baseball (Released) Sports/Baseball



Night Crows Global (Released) MMORPG



Golf Super Crew (on Soft Launch) Sports

Upcoming Titles from 2025



LEGEND OF YMIR MMORPG



The Midnight Walkers Extraction Shooter FPS



MIR 5 MMORPG



THIS MEANS WAR (Tentative) FPS



MIR 4/ M China MMORPG



Lost Sword Subculture Collectible RPG

Summary of Consolidated Financial Statements

Consolidated Balance Sheet

[Unit: 100 Million KRW]

	2022	2023	3Q'24
Total Assets	14,298	14,177	13,676
Current Assets	4,054	4,220	3,351
Non-current Assets	10,245	9,957	10,325
Total Liabilities	8,955	10,170	9,868
Current Liabilities	7,227	8,895	9,523
Non-current Liabilities	1,728	1,275	345
Total Equity	5,343	4,008	3,808
Capital Stock	172	172	173
Retained Earnings	1,812	155	24
Total Liabilities & Equity	14,298	14,177	13,676

Consolidated Income Statement

[Unit: 100 Million KRW]

	2022	2023	3Q'24
Revenue	4,635	6,053	5,470
Operating Expenses	5,484	7,157	5,570
Operating Income	-849	-1,104	-100
Non-operating Income	-968	-497	152
Income before Tax	-1,817	-1,601	52
Income Tax	41	466	278
Net Income	-1,858	-2,067	-226
Controlling Interest	-1,854	-2,005	-97
Non-controlling Interest	-3	-62	-130

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