



Ourgame International Holdings Limited
(Stock Code: 6899)

2015 Third Quarterly Results Presentation



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3Q 2015 Key Highlights

1. In Q3, we continued to achieve significant overall growth on major financial and operational metrics.

- Revenue is RMB207.5 million, YoY growth +59.9%
- Adjusted Net Profit is RMB45.4 million, YoY growth +3.9%
- Platform MAU grew from 26.6 million to 29.2 million, YoY growth +9.8%

2. Mobile business continue to grow rapidly YoY, while PC maintained steady growth.

- Mobile 3Q revenue is RMB89.7 million, YoY growth +83.7%
- Self-developed PC 3Q revenue is RMB81.9 million, YoY growth +13.8%

3. WPT integration proceeded smoothly, and other eco-system components continued to make progress.

3Q 2015 Key Highlights (Cont'd)

Financial Summary	3Q 2014	3Q 2015
<i>(RMB thousands)</i>		
Revenue		
PC Games	78,317	85,533
Self-developed PC Games	71,930	81,870
Mobile Games	48,809	89,678
Others	2,655	32,257
Total Revenue	129,781	207,468
Gross Profit		
<i>Margin %</i>	60.0%	59.3%
Selling and marketing expenses	17,299	38,040
Administrative expenses	13,761	29,511
Share-based compensation expense	8,707	11,506
R&D Expenses	9,059	13,352
Finance cost	-	588
Non-IFRS Adjusted Net Profit*		
Attributable to equity holders of the Company	43,667	45,387
<i>Margin %</i>	33.6%	21.9%

*Non-IFRS adjusted net profit was derived from the audited profit for the year excluding (i) share-based compensation expense; and (ii) expenses relating to the listing of the Company on The Stock Exchange of Hong Kong Limited.

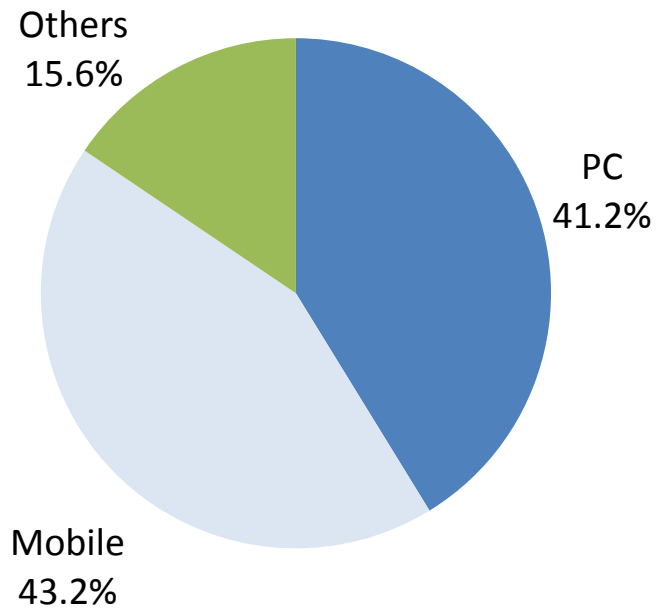
3Q 2015 Key Highlights (Cont'd)

Operational Summary	3Q 2014	3Q 2015	9M 2014	9M 2015
<i>(thousands)</i>				
MAUs				
Self-developed PC games				
Texas Hold'em	111	209	109	151
Mahjong	2,086	2,183	1,988	2,064
Fight the Landlord	3,691	3,521	3,601	3,475
Other self-developed games	5,001	4,203	4,752	4,238
Mobile games				
Texas Hold'em	-	365	-	360
Mahjong	2,659	2,893	2,447	2,850
Fight the Landlord	12,984	14,309	12,282	14,621
Other games	52	1,517	53	1,526
Total	26,584	29,200	25,232	29,285
MPUs				
Self-developed PC games	333	373	320	346
<i>Paying Ratio %</i>	3.1%	3.7%	3.1%	3.5%
Mobile games	772	1,449	534	1,449
<i>Paying Ratio %</i>	4.9%	7.6%	3.6%	7.5%
Total	1,105	1,822	854	1,795
<i>Paying Ratio %</i>	4.2%	6.2%	3.4%	6.1%
ARPPU (RMB)				
Self-developed PC games	72.0	73.2	71.1	70.8
Mobile games	21.1	20.6	19.7	20.3

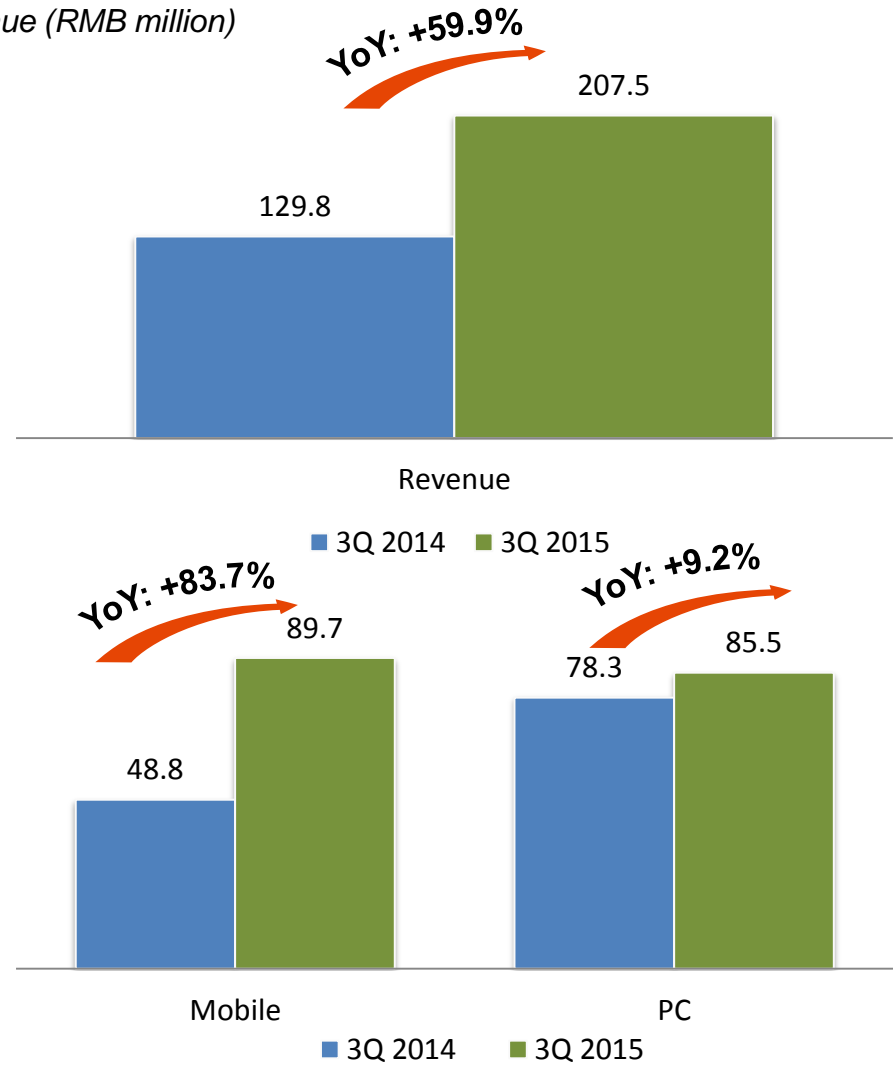
Rapid revenue growth continued, while non-game income accelerated

Revenue by Platforms

Revenue breakdown of 3Q 2015



Revenue (RMB million)

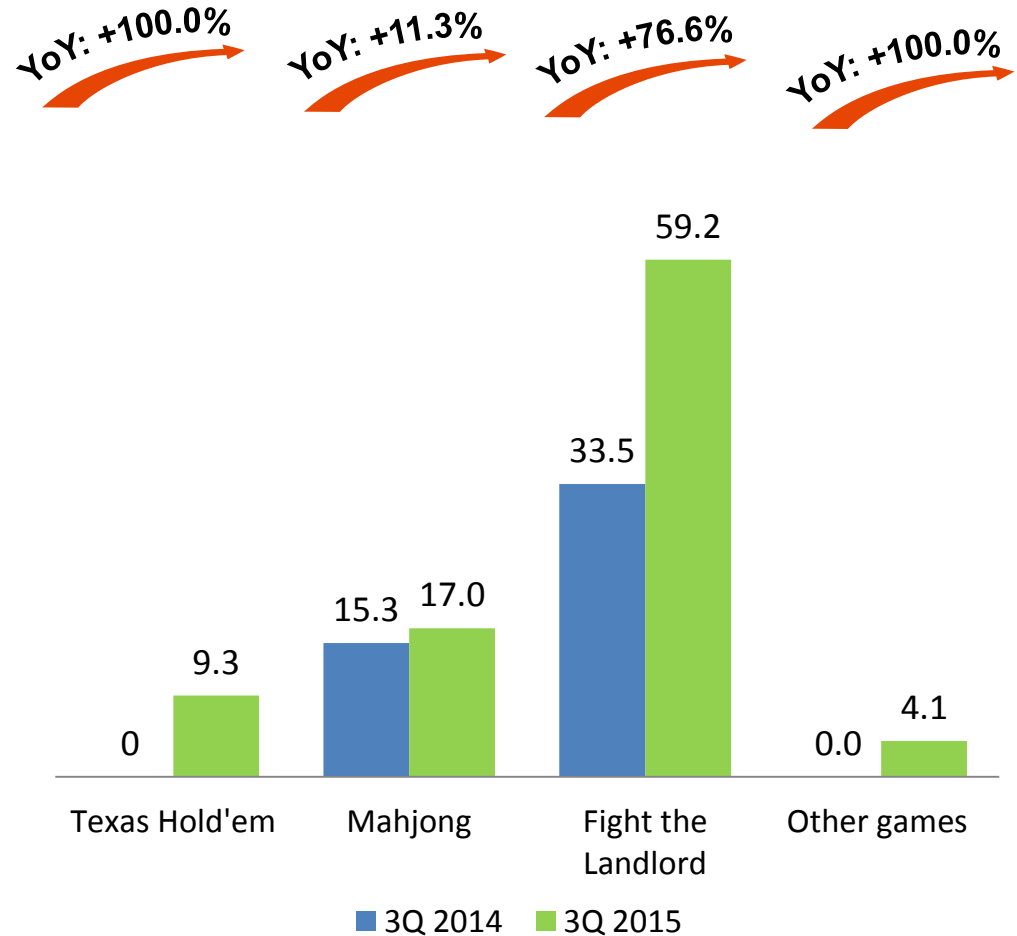
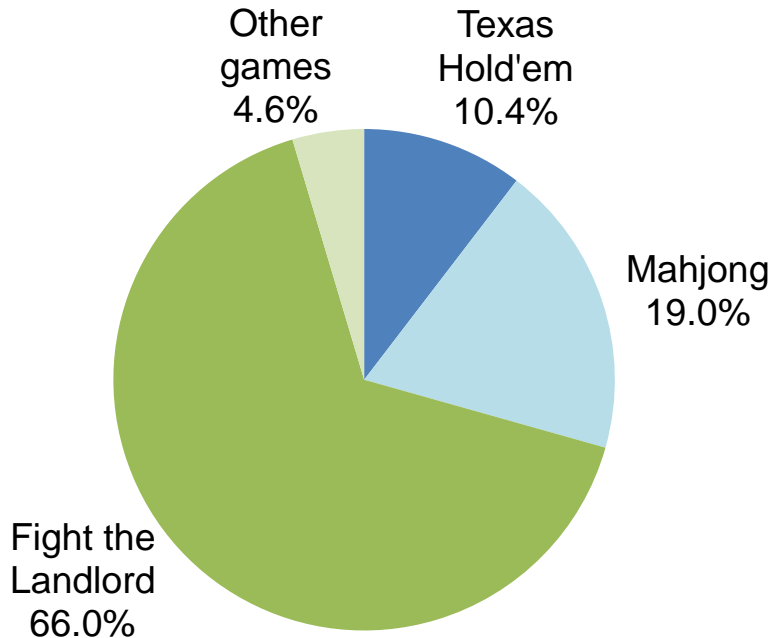


Major mobile game categories achieved substantial growth YoY

Revenue by Games

Revenue breakdown of 3Q 2015

Revenue (RMB million)

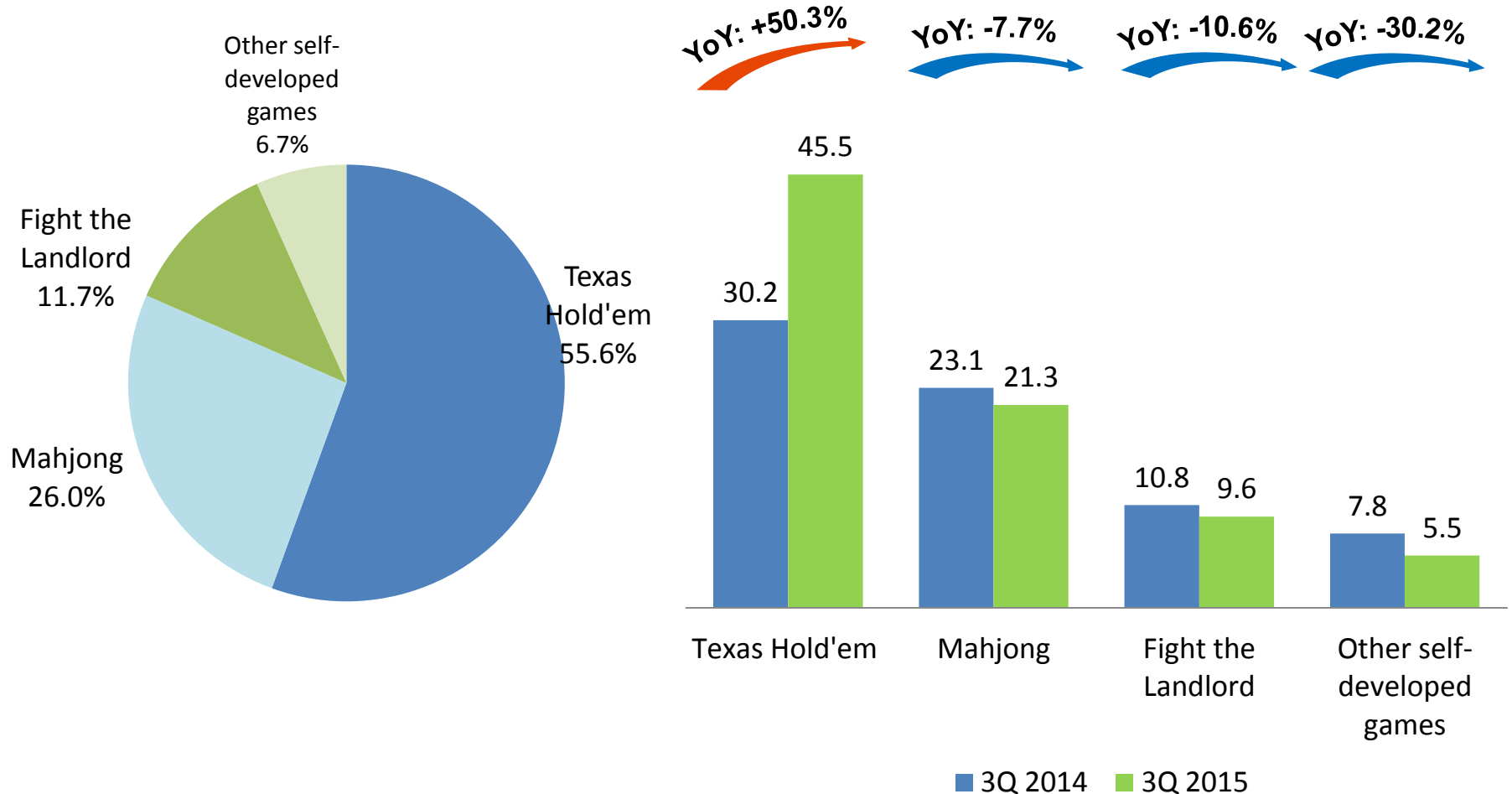


PC maintained steady growth led by Texas Hold'em

Revenue by Self-developed PC Games

Revenue breakdown of 3Q 2015

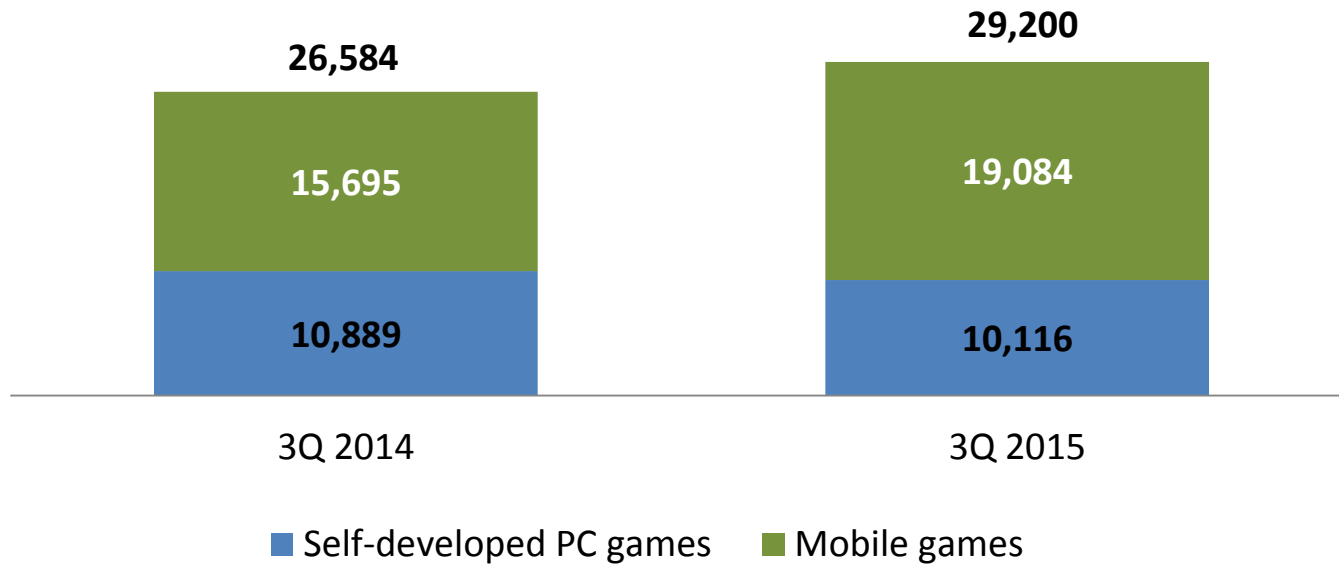
Revenue (RMB million)



Mobile user base continued to grow

MAUs

(thousands)



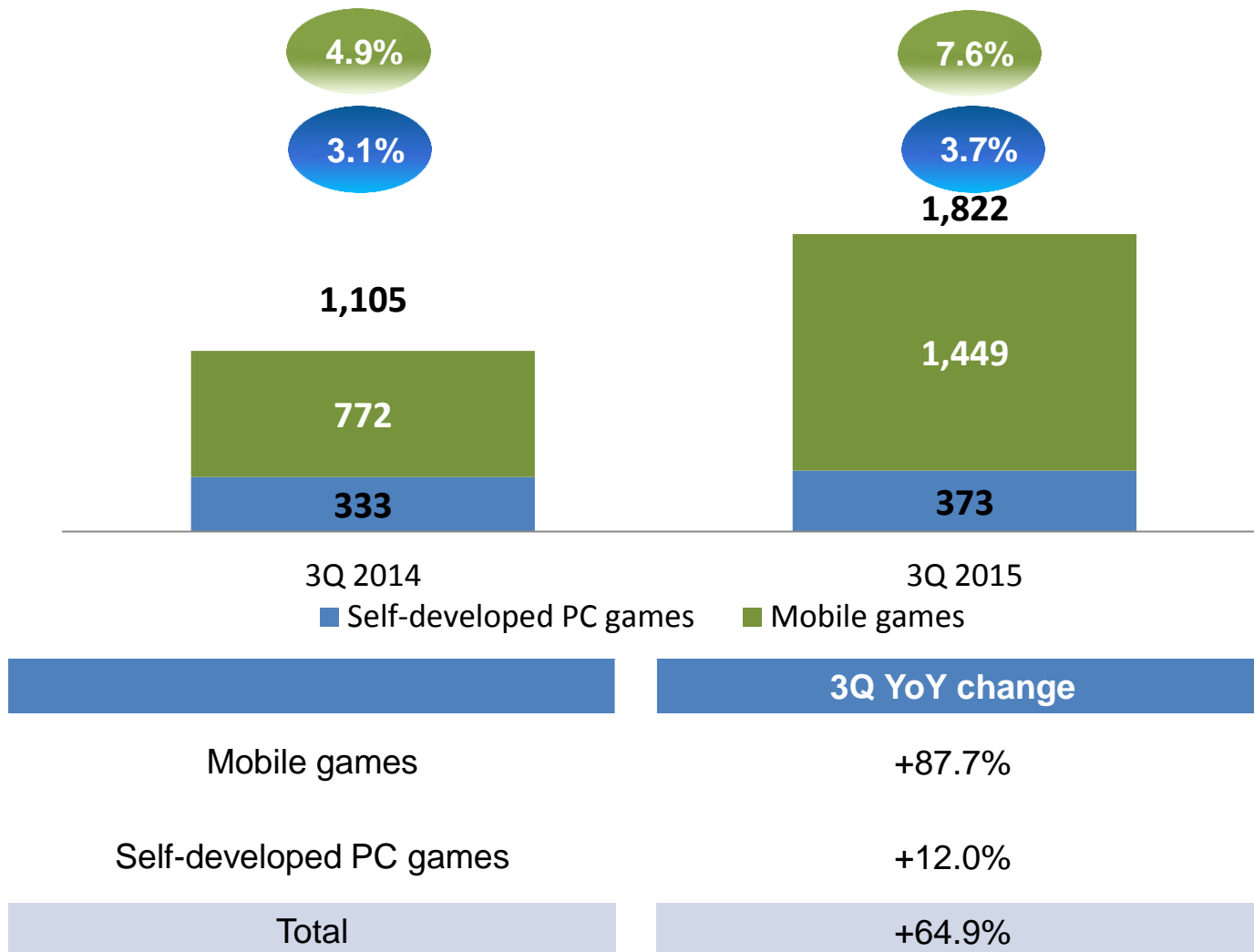
	3Q YoY change
Mobile games	+21.6%
Self-developed PC games	-7.1%
Total	+9.8%

Paying users grew rapidly across the board, with mobile leading

MPUs

(thousands)

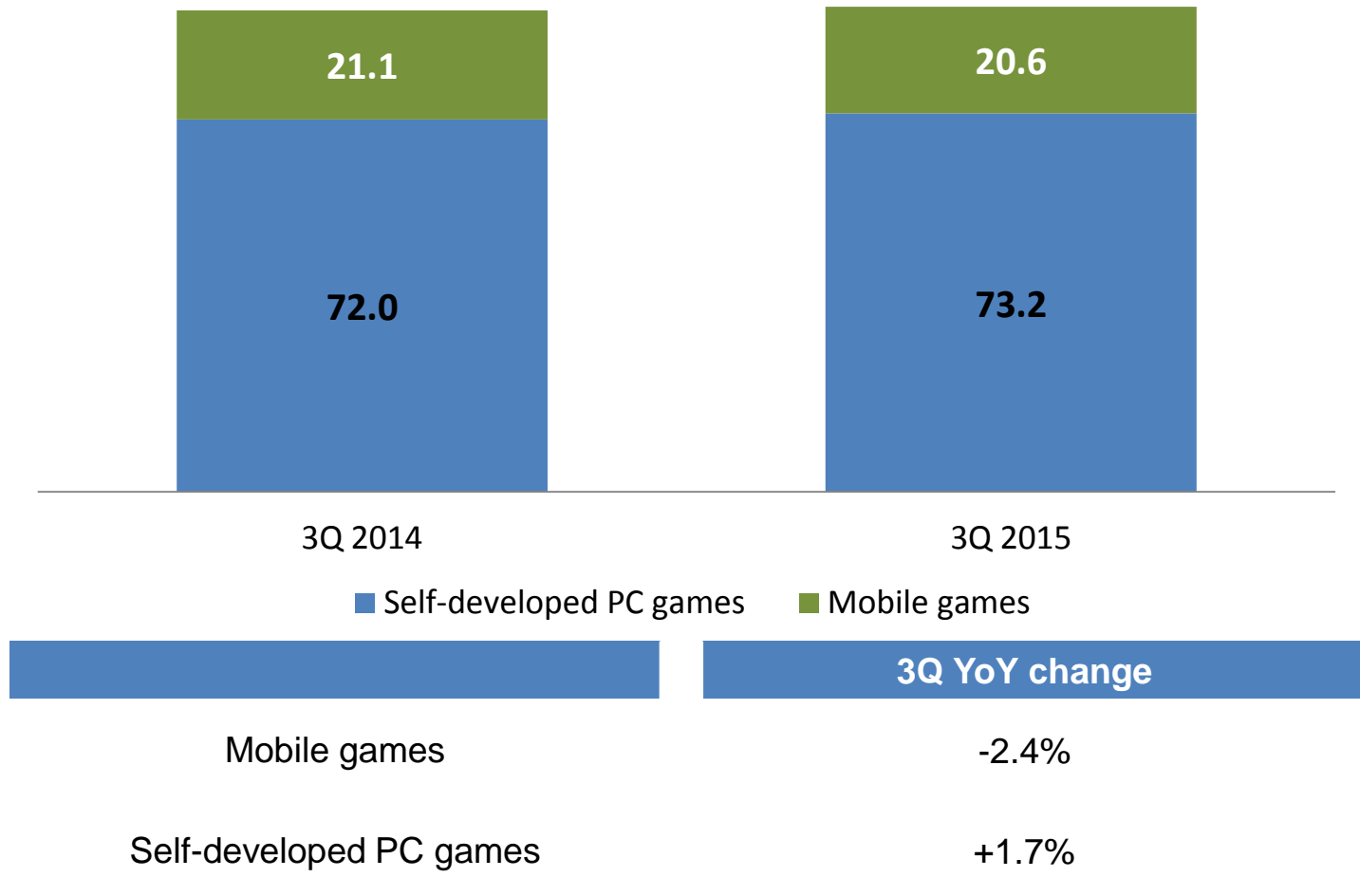
Paying Ratio



ARPPU maintained steady and upward growth trend

ARPPU

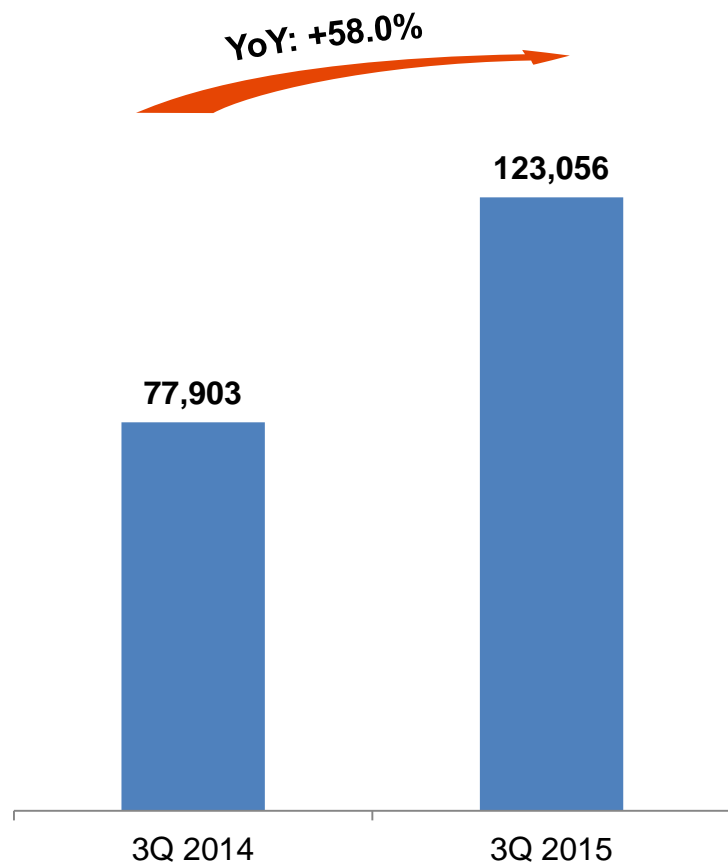
(RMB)



Profitability maintained upward growth trend

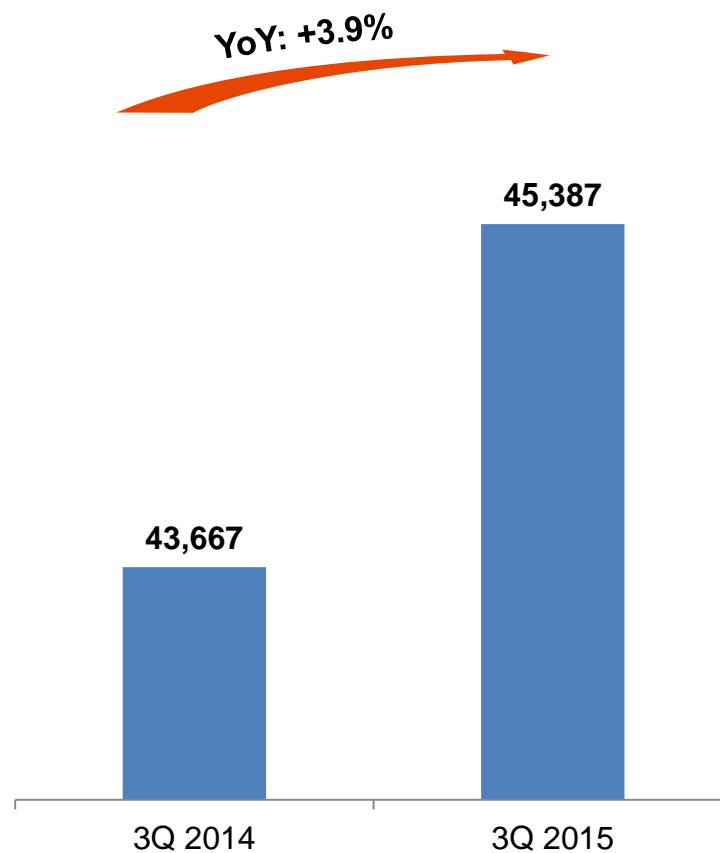
Gross Profit

(RMB thousands)



Adjusted Net Profit*

(RMB thousands)



Note: Adjusted Net profit is defined as the unaudited profit for the Period excluding (i) share-based compensation expense; and (ii) expenses relating to the listing of the Company on the Stock Exchange in 2014.

Future Prospects



1

Continue to optimize our current games portfolio to accelerate our future growth and attract new players.

2

World Mahjong Games and WPT China to be held in October, together with other leading tournaments will continue to strengthen our leadership position in mind sports.

3

Continue integration of WPT into the Ourgame family with more enhancement and optimization to come.

4

In November 2015, we will be opening the first Wanyu E-sports Arena in Beijing, which will add a potent new synergistic component into our mind sports eco-system.

5

Expect Ourgame content broadcasting and IP business to start generating revenue in Q4.



Q&A

