



Ourgame International Holdings Limited
 (Stock Code: 6899)

2015 Annual Results Presentation



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2015 Key Highlights

1. We continued to achieve substantial growth across major financial and operating metrics.

- Revenue was RMB769.6 million, YoY growth +61.8%
- Non-IFRS adjusted net profit was RMB160 million, YoY growth +10.7%
- Platform MAU grew from 25.8 million to 29.0 million, YoY growth +12.3%
- Total MPU grew from 939 thousands to 1.79 million, YoY growth +90.8%

2. Major business components continued to grow rapidly and with balance

- Mobile revenue was RMB349.5 million, YoY growth +127.9%
- Self-developed PC games revenue was RMB325.8 million, YoY growth +18.3%
- Non-game income (sponsorships etc.) was 74.1 million, YoY growth 346.2%

2015 Key Highlights (continued)

3. We achieved major breakthroughs in securing strategic control points of our eco-system

- Signing the long term exclusive agreement with the Board and Card Games Administrative Center of the General Administration of Sport becoming the go-to partner for the Internet Plus transformation for China's mind sports industry.
- Acquiring 100% of WPT, making the first step of overseas expansion and securing one of the best brands with unmatched global footprint and media access.
- Creating and launching the first Wangyu E-Sports Arena, expanding the “Go-to Places for the Internet Generation” offline network, securing the pole position to tap into the e-sports industry.

2015 Key Highlights (Cont'd)

Financial Summary	2014	2015
<i>(RMB thousands)</i>		
Revenue		
PC Games	305,760	345,967
Self-developed PC Games	275,347	325,803
Mobile Games	153,393	349,519
Others	16,616	74,139
Total Revenue	475,769	769,625
Gross Profit		
<i>Margin %</i>	<i>61.9%</i>	<i>59.7%</i>
Selling and marketing expenses	70,416	141,258
Administrative expenses	70,986	103,612
Share-based compensation expense	29,141	47,915
R&D Expenses	35,756	50,589
Finance costs	-	663
Non-IFRS Adjusted Net Profit*		
Attributable to equity holders of the Company	144,479	162,266
<i>Margin %</i>	<i>30.4%</i>	<i>21.1%</i>

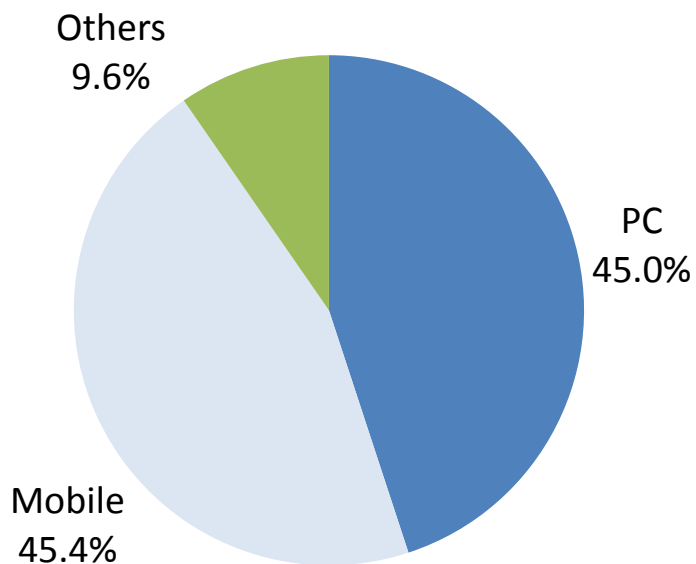
*Non-IFRS adjusted net profit was derived from the audited profit for the year excluding (i) share-based compensation expense; and (ii) expenses relating to the listing of the Company on The Stock Exchange of Hong Kong Limited in 2014.

2015 Key Highlights (Cont'd)

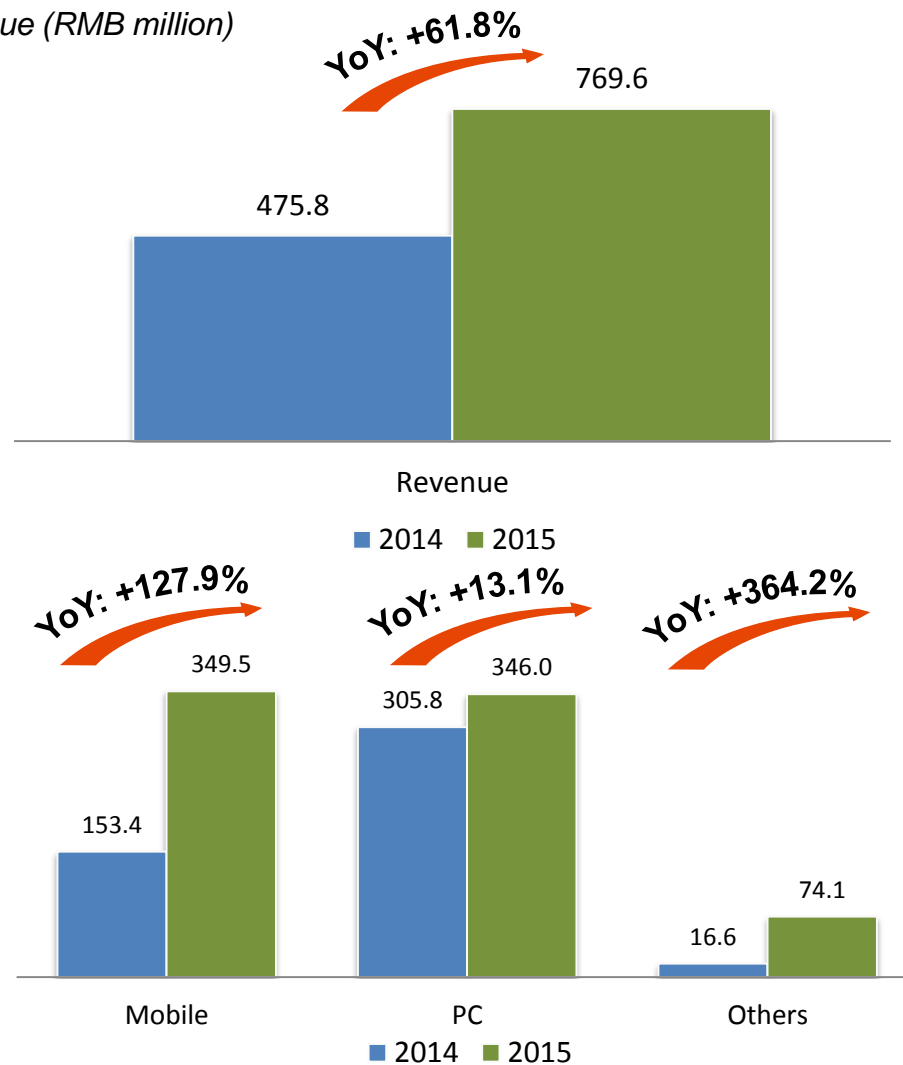
Operational Summary	4Q 2014	4Q 2015	2014	2015
<i>(thousands)</i>				
MAUs				
Self-developed PC games				
Texas Hold'em	119	256	111	216
Mahjong	2,108	2,335	2,018	2,132
Fight the Landlord	3,510	3,702	3,578	3,532
Other self-developed games	4,510	3,987	4,691	4,175
Mobile games				
Texas Hold'em	96	402	24	370
Mahjong	2,821	2,705	2,541	2,814
Fight the Landlord	13,975	13,302	12,705	14,291
Other games	423	1,302	145	1,470
Total	27,562	27,991	25,813	29,000
MPUs				
Self-developed PC games	336	393	324	372
<i>Paying Ratio %</i>	3.3%	3.8%	3.1%	3.7%
Mobile games	859	1,331	615	1,420
<i>Paying Ratio %</i>	5.0%	7.5%	4.0%	7.5%
Total	1,195	1,724	939	1,792
<i>Paying Ratio %</i>	4.3%	6.2%	3.6%	6.2%
ARPPU (RMB)				
Self-developed PC games	70.0	89.5	70.8	73.0
Mobile games	19.3	21.2	19.6	20.5

Rapid revenue growth continued, while non-game income accelerated to reach close to 10% overall

Revenue breakdown of 2015



Revenue (RMB million)

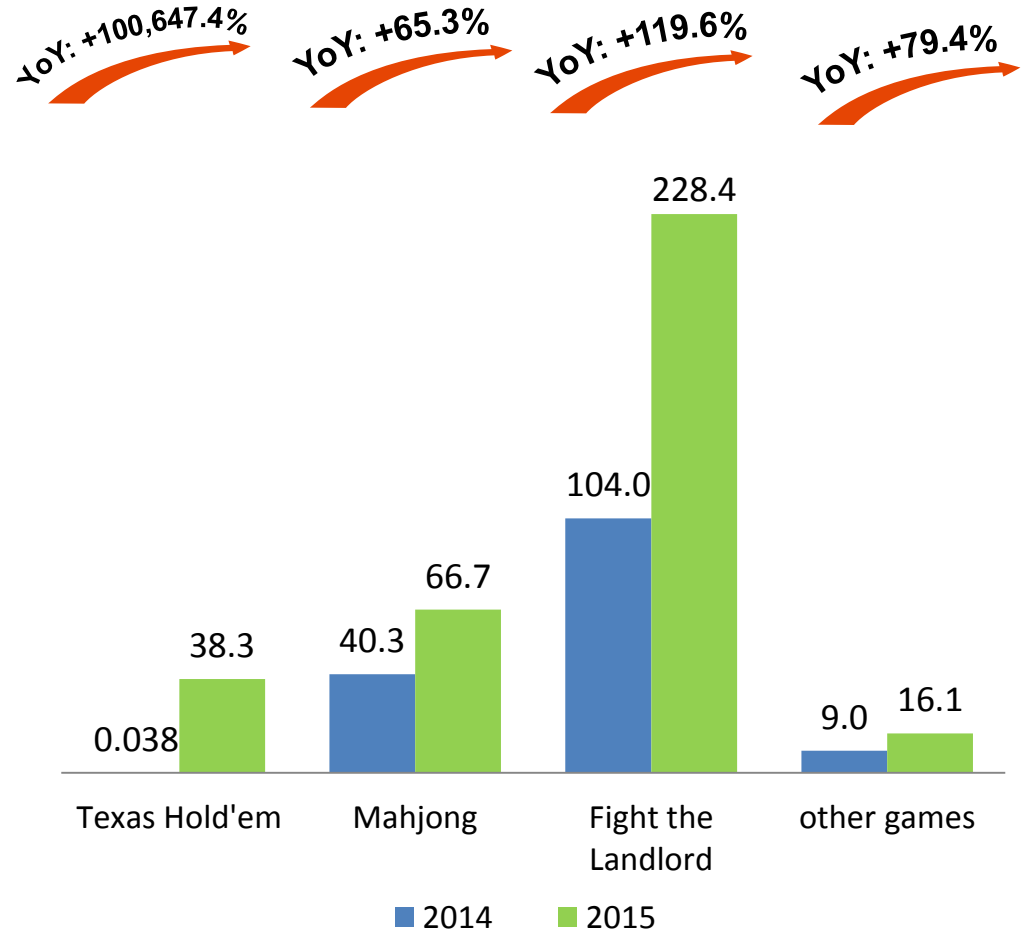
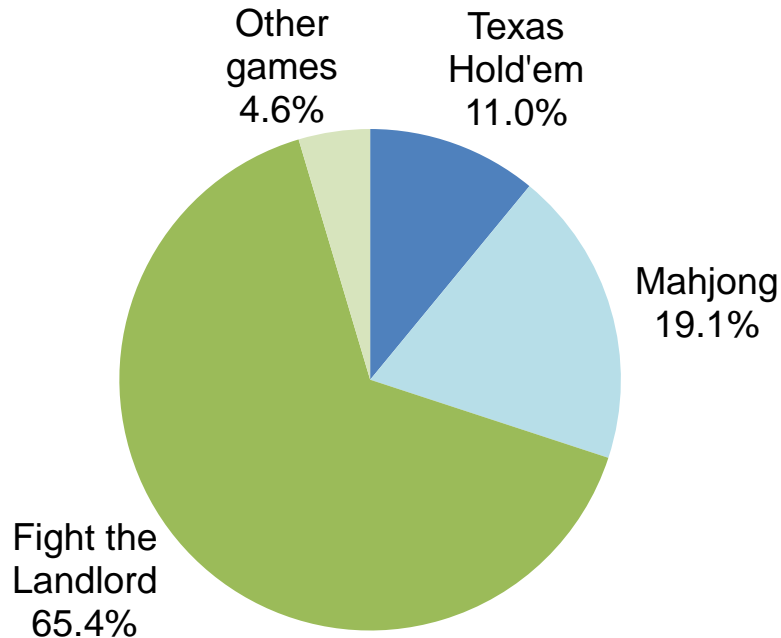


Major mobile game categories grew strongly YoY

Revenue by Games

Revenue breakdown of 2015

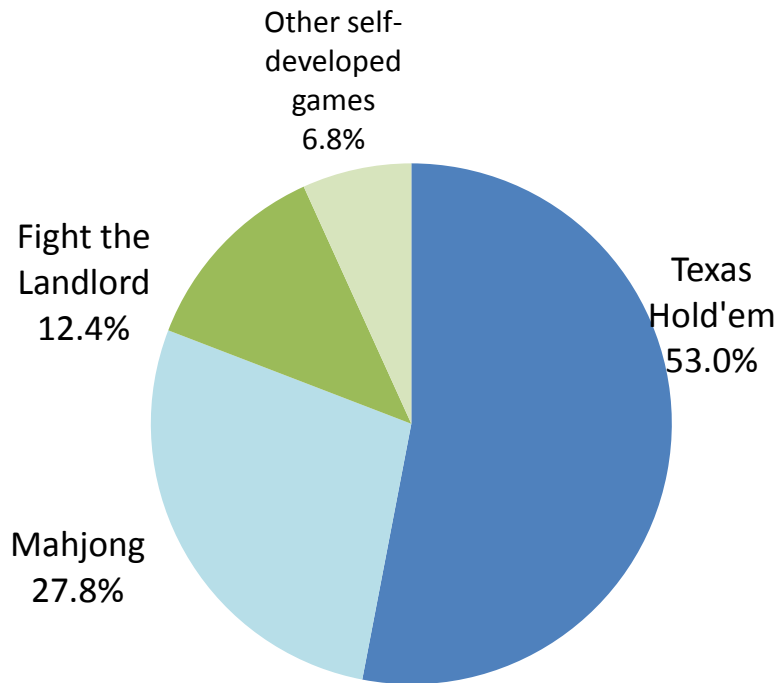
Revenue (RMB million)



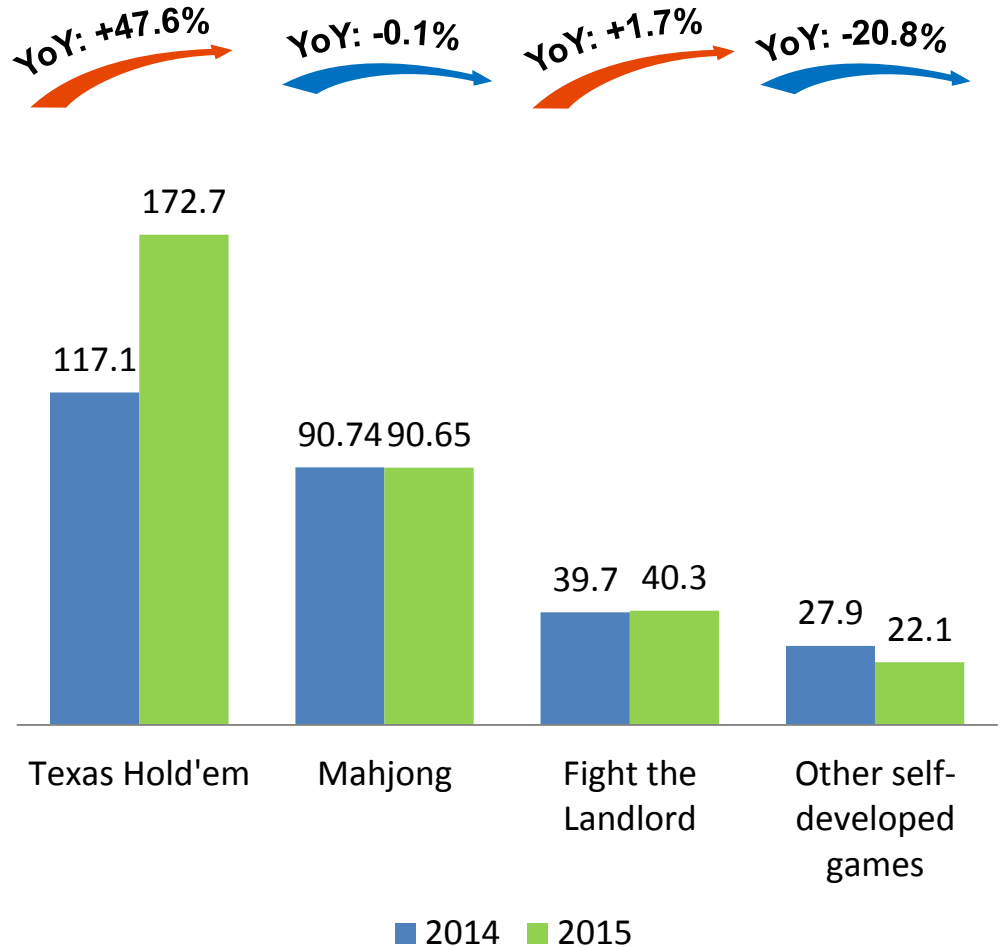
PC maintained steady growth led by Texas Hold'em

Revenue by Self-developed PC Games

Revenue breakdown of 2015



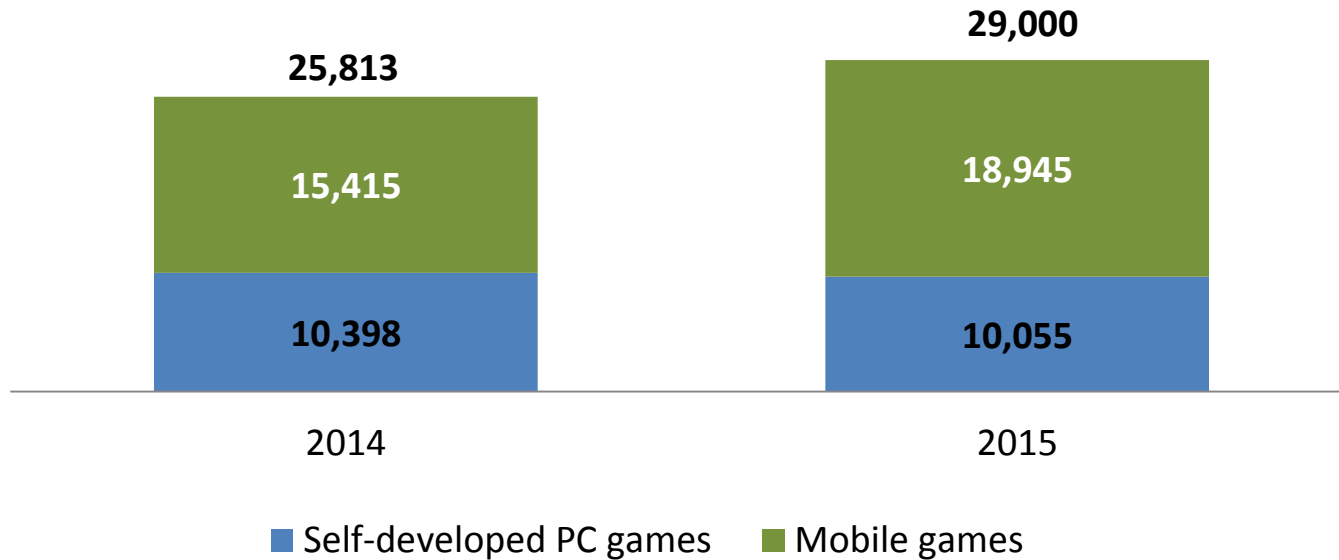
Revenue (RMB million)



Overall user base continued to grow, especially for mobile

MAUs

(thousands)



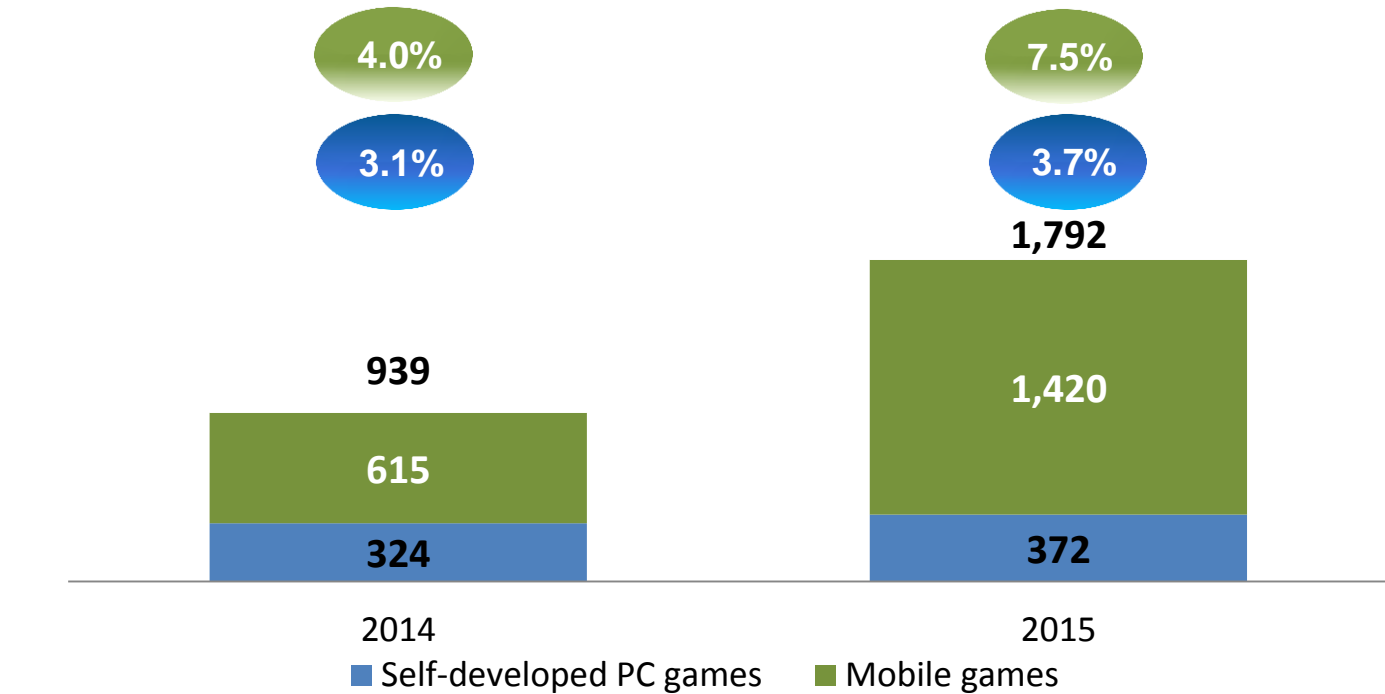
	YoY change
Mobile games	+22.9%
Self-developed PC games	-3.3%
Total	+12.3%

Paying users grew substantially across the board

MPUs

(thousands)

Paying Ratio

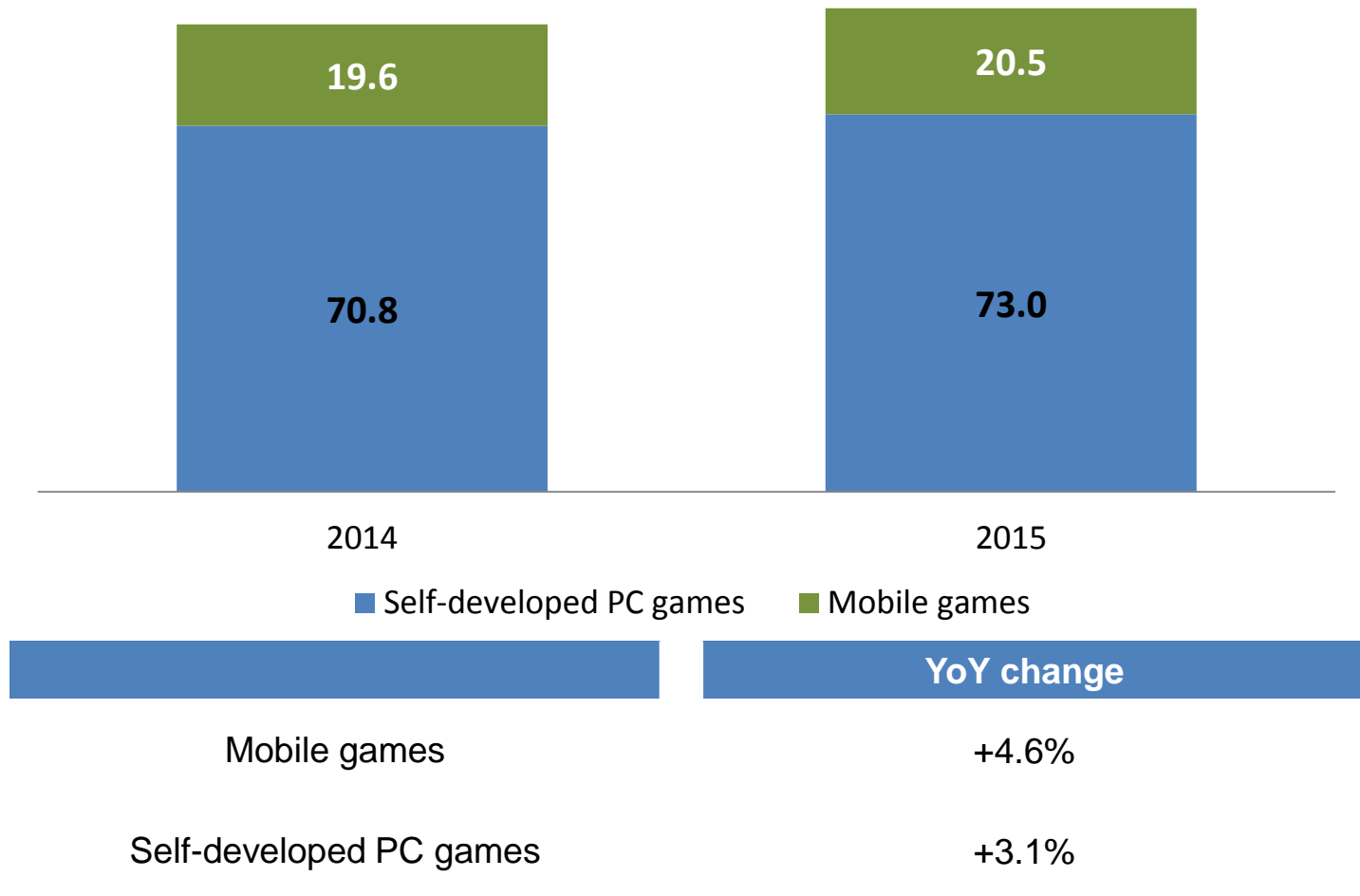


	YoY change
Mobile games	+130.9%
Self-developed PC games	+14.8%
Total	+90.8%

ARPPU maintained steady growth trend

ARPPU

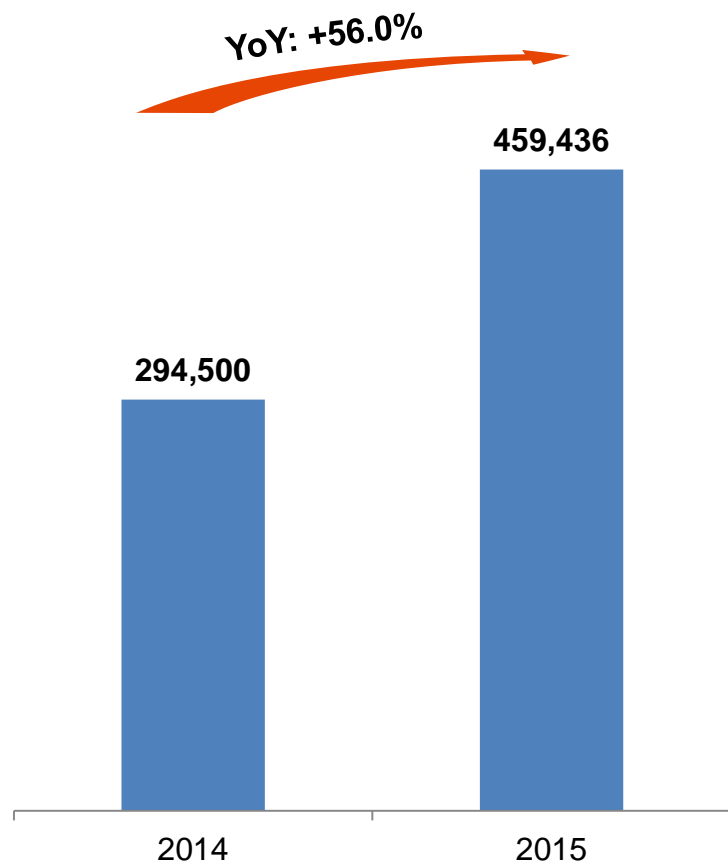
(RMB)



Profitability maintained upward growth trend

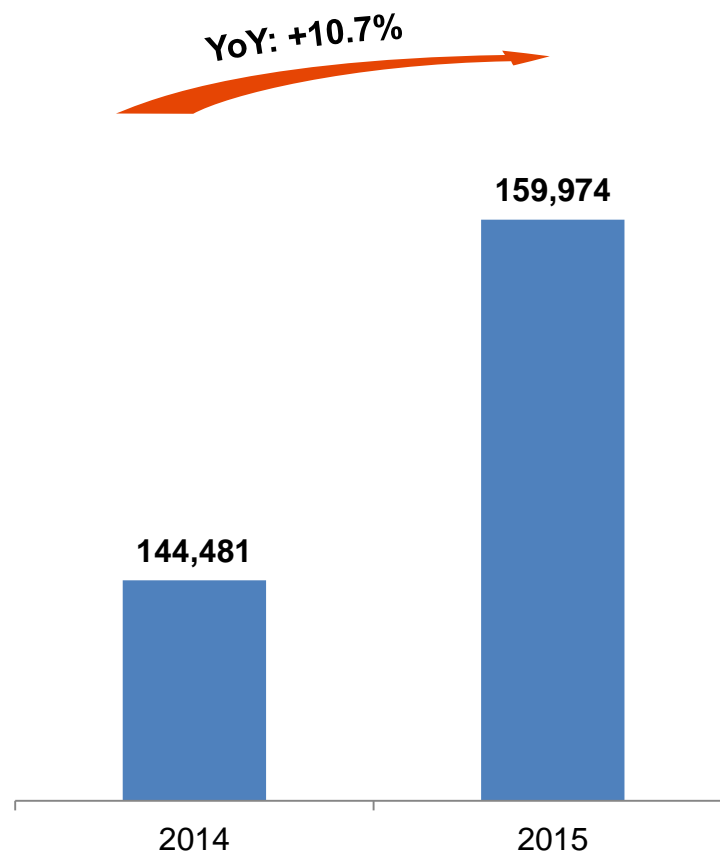
Gross Profit

(RMB thousands)



Non-IFRS Adjusted Net Profit*

(RMB thousands)



Note: Non-IFRS Adjusted Net Profit is defined as the audited profit for the Period excluding (i) share-based compensation expense; and (ii) expenses relating to the listing of the Company on The Stock Exchange of Hong Kong Limited in 2014.

Future Prospects



1

More innovative products and business models to be released in 2016. Expect major releases from our core portfolio, WPT and BCGA platforms.

2

We expect our overseas expansion to continue, with WPT leading the way.

3

We will be seeking strategic partners to expand our Wangyu eSport Arena network globally, and build out the leading tournament and media assets.

4

We look to strengthen our leadership in the mind sports industry and leverage synergy with partners such as Beijing iRena to develop new opportunities in the overall sports industry.

5

We will continue to innovate and leverage our core expertise and eco-system to create new business models and opportunities.



Q&A

