



Ourgame International Holdings Limited
 (Stock Code: 6899)



2017 Interim Results Presentation

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1H2017 Key Highlights

1. The 1H has been a very challenging period for our domestic China card and board game businesses which resulted in the downturn of revenue and profit for the Group. The measures taken to address these challenges have been working and shows signs of early results in Q2.

- 1H Rev RMB272.3 million, YoY -34.5%, Q2 Rev RMB152.7 million, QoQ +27.6%.
- 1H Adjusted Net Loss RMB 60.3 million, YoY -162.8%; Q2 Adjusted Net Loss narrowed to RMB20.0 million, QoQ -50.3%.
- 1H Platform MAU 21.1 million, YoY -24.9%; Q2 22.6 million, QoQ +14.9%.

1H2017 Key Highlights

2. Other businesses within the Group continue to make progress

- Zhongqi Weiye had ten sportified titles approved by the General Sports Administration and is now profitable.
- Allied eSports entered into agreement with MGM Group to open its global flagship arena at the MGM Luxor Casino and Hotel and has made significant progress in building its branded and licenses tournaments.
- WPT's TV programs reached more than 140 million global households as of April 2017 and has completed the launch of PlayWPT across PC, Android and iOS platforms

1H2017 Key Highlights—Financial Summary

Financial Summary	1H2017	1H2016	YoY change
<i>(RMB thousands)</i>			
Revenue			
PC Games	121,922	205,406	-40.6%
Mobile Games	120,093	166,502	-27.9%
Others	30,298	43,975	-31.1%
Total Revenue	272,313	415,883	-34.5%
Gross Profit	130,384	237,022	-45.0%
<i>Margin %</i>	<i>47.9%</i>	<i>57.0%</i>	<i>-9.1%</i>
Selling and marketing expenses	104,133	85,669	+21.6%
Administrative expenses	70,536	60,398	+16.8%
Share-based compensation expense	13,667	20,981	-34.9%
R&D Expenses	23,656	18,012	+31.3%
Non-IFRS Adjusted Net Profit*	(60,339)	96,147	-162.8%
Attributable to equity holders of the Company	(54,757)	96,979	-156.5%

*Non-IFRS adjusted net profit was derived from the audited profit for the year excluding share-based compensation expense.

1H2017 Key Highlights—2Q17 shows the early results of recovery

Financial Summary	2017Q2	2017Q1	QoQ change
<i>(RMB thousands)</i>			
Revenue			
PC Games	71,384	50,538	+41.2%
Mobile Games	64,280	55,813	+15.2%
Others	17,018	13,280	+28.1%
Total Revenue	152,682	119,631	+27.6%
Non-IFRS Adjusted Net Profit*	(20,028)	(40,311)	-50.3%
Attributable to equity holders of the Company	(15,714)	(39,043)	-59.8%

*Non-IFRS adjusted net profit was derived from the audited profit for the year excluding share-based compensation expense.

1H2017 Key Highlights—Operational Summary

Operational Summary	1H 2017	1H 2016	YoY change	2017Q2	2017Q1	QoQ Change
<i>(thousands)</i>						
MAUs						
Self-developed games						
Texas Hold'em	517	871	-40.6%	571	463	+23.3%
Mahjong	3,772	5,283	-28.6%	4,106	3,428	+19.4%
Fight the Landlord	13,571	17,032	-20.3%	14,520	12,622	+15.0%
Other self-developed games	3,261	4,923	-33.8%	3,392	3,131	+8.3%
Total	21,121	28,109	-24.9%	22,589	19,654	+14.9%
MPUs						
Self-developed games	1,339	1,785	-25.0%	1,447	1,231	+17.5%
<i>Paying Ratio %</i>	6.3%	6.4%		6.4%	6.3%	
ARPPU (RMB)						
Self-developed games	30	34	-11.8%	31	29	+6.9%

Future Prospects

1

We will continue to strengthen our online business and offline tournament integrated model to retain and attract users

2

We will continue to adopt third party payment options throughout our mobile products portfolios



3

We will explore strategic investor options for Zhongqi Weiye

4

We will explore strategic investor options for Allied eSports



Q&A