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## **OURGAME INTERNATIONAL HOLDINGS LIMITED**

**聯眾國際控股有限公司**

*(a company incorporated under the laws of the Cayman Islands with limited liability)*

**(Stock Code: 6899)**

### **BUSINESS UPDATE FOR THE NINE MONTHS ENDED 30 SEPTEMBER 2016**

The board of directors (the “**Board**”) of Ourgame International Holdings Limited (the “**Company**” or “**Ourgame**”) is pleased to provide an update on certain financial and operational information of the Company and its subsidiaries (collectively, the “**Group**”) for the nine months ended 30 September 2016. This announcement is made pursuant to Rule 13.09 of the Rules Governing the Listing of Securities on the Stock Exchange of Hong Kong Limited (the “**Listing Rules**”) and the Inside Information Provisions under Part XIVA of the Securities and Futures Ordinance (Cap. 571 of the Laws of Hong Kong).

## FINANCIAL HIGHLIGHTS

	Nine months ended			Three months ended		
	30 September			30 September		
	2016	2015	Changes	2016	2015	Changes
	<i>RMB'000</i>	<i>RMB'000</i>		<i>RMB'000</i>	<i>RMB'000</i>	
	(Unaudited)	(Unaudited)		(Unaudited)	(Unaudited)	
<b>Revenue</b>	<b>643,298</b>	532,536	+20.8%	<b>227,414</b>	207,468	+9.6%
PC games revenue	<b>298,740</b>	234,355	+27.5%	<b>93,334</b>	85,533	+9.1%
Mobile games revenue	<b>269,105</b>	264,690	+1.7%	<b>102,603</b>	89,679	+14.4%
Others <sup>(1)</sup>	<b>75,453</b>	33,491	+125.3%	<b>31,477</b>	32,256	-2.4%
<b>Profit attributable to equity holders of the Company</b>	<b>123,580</b>	96,426	+28.2%	<b>47,583</b>	33,881	+40.4%
<b>Non-IFRS adjusted net profit*</b>	<b>152,644</b>	129,766	+17.6%	<b>56,497</b>	45,387	+24.5%
Attributable to equity holders of the Company	<b>154,458</b>	129,766	+19.0%	<b>57,480</b>	45,387	+26.6%
Attributable to non-controlling interests	<b>(1,814)</b>	—	—	<b>(983)</b>	—	—

<sup>(1)</sup> Others mainly consist of miscellaneous revenue derived from tournaments and events organised by the Group, which include sponsorship and advertising income received.

\* Non-IFRS adjusted net profit was derived from the unaudited profit for the period excluding share-based compensation expense.

## FINANCIAL HIGHLIGHTS

	Nine months ended			Three months ended		
	30 September			30 September		
	2016	2015	Changes	2016	2015	Changes
	<i>RMB'000</i>	<i>RMB'000</i>		<i>RMB'000</i>	<i>RMB'000</i>	
	(Unaudited)	(Unaudited)		(Unaudited)	(Unaudited)	
Revenue from the People's Republic of China (the "PRC") <sup>(1)</sup>	<b>553,144</b>	492,408	+12.3%	<b>197,416</b>	167,340	+18.0%
Revenue outside the PRC <sup>(2)</sup>	<b>90,154</b>	40,128	+124.7%	<b>29,998</b>	40,128	-25.2%
Total revenue	<b><u>643,298</u></b>	<b><u>532,536</u></b>	+20.8%	<b><u>227,414</u></b>	<b><u>207,468</u></b>	+9.6%

(1) For the purpose of this announcement, the revenue from the PRC does not include those from Hong Kong, Macau and Taiwan (if any).

(2) The revenue outside the PRC was primarily derived from Peerless Media Limited and its subsidiaries (the "Peerless Group") which were acquired by the Group at the end of June 2015. The Peerless Group is engaged in the business of television production, brand licensing, online service and tour management and producing poker and online entertainment content under the World Poker Tour ("WPT") global brand.

## OPERATIONAL HIGHLIGHTS

	Nine months ended			Three months ended		
	30 September			30 September		
	2016	2015	Changes	2016	2015	Changes
	(Unaudited)	(Unaudited)		(Unaudited)	(Unaudited)	
<b>Monthly active users</b> (“MAUs”) (in thousands):						
Self-developed games	<b>29,415</b>	29,285	+0.4%	<b>32,217</b>	29,199	+10.3%
<b>Monthly paying users</b> (“MPUs”) (in thousands):						
Self-developed games	<b>1,853</b>	1,796	+3.2%	<b>2,054</b>	1,821	+12.8%
<b>Monthly average revenue</b> <b>per paying user (“ARPPU”)</b> <b>(in RMB):</b>						
Self-developed games	<b>33</b>	30	+10.0%	<b>31</b>	31	+0.0%

## Summary

In the third quarter of 2016, we continued to deliver satisfactory financial and operational results across our businesses, and achieved breakthrough milestones in further building our eco-system of businesses.

We established a strategic partnership with China Mobile Migu Company Limited (“**China Mobile MIGU**”), a wholly-owned subsidiary of China Mobile Limited, to cooperate in areas including patenting of content, providing education as well as training in card and board games, organizing of tournaments and delivering live broadcasts. Both Ourgame and China Mobile MIGU will integrate and make use of each other’s resources and competitive edges to build a complete mind sports industrial chain from incubation, operation and production of quality IP, development of mind sports education and training system, to the establishment of a mind sports games pyramid and joint membership service. We believe China Mobile MIGU, as a partner, can bring considerable resources and capabilities to our eco-system and will significantly strengthen the mobile aspects of our entire business.

In August 2016, Tianjin Allied eSports Internet Technology Co., Ltd. (天津聯盟電競互聯網科技有限公司) (“**Allied eSports**”), a joint venture company of which Ourgame is the largest shareholder, forged a strategic partnership with and invested in a US-based company, Esports Arena Inc. This investment marks a milestone in our capturing the huge market in North America. Esports Arena Inc. already operates one e-sports arena in Southern California and after the investment, it will build multiple e-sports arenas across North America, all of which will join the Allied eSports’ global arena network. Furthermore, in August 2016, Allied eSports debuted its European subsidiary ELC Gaming GmbH (“**ELC Gaming**”), based in Germany, and launched its exciting new e-sports mobile arena — “Big Betty”, in Europe. ELC Gaming is the owner and operator of Big Betty, the first-of-its-kind mobile e-sports arena that is built on a full-size container truck that is equipped with live broadcasting facilities. It serves as both a competition venue and full-service content production unit. A few of mobile arenas like Big Betty can tour and cover the continent of Europe. Big Betty has already started its eSports tournament tours in Europe. With the investments in North America and Europe, Allied eSports now has a global venue network footprint and is well on its way to be the world’s leading eSports group, and achieves the aim of creating the best global platform for game publishers, tournaments, content creation and broadcasting for eSports globally.

In August 2016, WPT officially launched PlayWPT™, which includes new games such as PlayWPT Poker and PlayWPT Slots. PlayWPT is a social casino games platform with innovative features and state-of-the-art innovative elements inspired by WPT’s 15 years of experience in the gaming industry. The PlayWPT platform is the foundation for WPT’s revolutionary approach to the social gaming space. The development capabilities, technological platforms and know-hows sharing by Ourgame will allow WPT to develop more products at a faster rate with the best features and functions available, enabling WPT to leverage its long established global distribution channels that reach hundreds of millions of potential customers around the globe and gaining market share from social gaming industry.

**The Board wishes to remind investors that the above business update is based on the Group's unaudited management accounts and internal records. Investors are reminded not to unduly rely on such information and are advised to exercise caution when dealing in the securities of the Company.**

By Order of the Board  
**Ourgame International Holdings Limited**  
**YANG Eric Qing**  
*Chairman and Executive Director*

Hong Kong, 28 November 2016

*As at the date of this announcement, the Board comprises Mr. YANG Eric Qing and Mr. NG. Kwok Leung Frank as executive directors; Mr. LIU Jiang, Mr. HUA Guanfa, Mr. FAN Tai and Mr. CHEN Xian as non-executive directors; and Mr. GE Xuan, Mr. LU Zhong and Mr. CHEUNG Chung Yan David as independent non-executive directors.*

*\* For identification purpose only*