



**Ourgame International Holdings Limited**  
 (Stock Code: 6899)

**3Q2017 Business Updates Presentation**



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# 3Q2017 Business Updates

- 1. We continued to make progress on the revamping of our China domestic card and board game business. In Q3, we've completed the redevelopment of our core mobile games products with third-party payments such as weChat and Alipay. We expect our brand new third-party payment based products will cover most of the channels within Q4.**
- 2. In Q3, we have significantly streamlined our organization for cost savings and operational efficiency. Net profit and other operating metrics continued to improved quarter over quarter.**
- 3. Our other businesses continue to make progress:**
  - Allied eSports(AES) launched its Shenzhen esports Arena in September with partner Shenzhen Saige. AES' own Legend Series tournaments in Europe attracted more than 6,000 onsite attendees and more than 1.5million viewers. AES' Las Vegas flagship eSport arena in MGM Luxor is expected to open in early 2018.
  - WPT entered into the Brazil market in August and attract more than 3,000 players. WPT renewed sponsorship with Hublot, Dr. Pepper and other sponsors. Furthermore, added JetSmarter as its newest sponsor.
- 4. In September, the company has announced separate share placement agreements with key management members and two significant shareholders, which demonstrated the management's confidence in the company's future and will provide additional cash for the company's development.**

# 3Q2017 Key Financials

Financial Summary	3Q17	3Q16	YOY	3Q17	2Q17	QOQ
<i>(RMB, in thousands)</i>						
<b>Revenue By Games</b>						
PC	65,706	93,334	-29.6%	65,706	71,384	-8.0%
Mobile	64,975	102,603	-36.7%	64,975	64,280	+1.1%
Others	11,572	31,477	-63.2%	11,572	17,018	-32.0%
<b>Total Revenue</b>	<b>142,253</b>	<b>227,414</b>	<b>-37.4%</b>	<b>142,253</b>	<b>152,682</b>	<b>-6.8%</b>
<b>Profit/(Loss) attributable to equity holders of the Company</b>	<b>(5,087)</b>	<b>47,583</b>	<b>-110.7%</b>	<b>(5,087)</b>	<b>(23,700)</b>	<b>-78.5%</b>
<b>Non-IFRS Adjusted Net Profit/(Loss)*</b>	<b>( 2,079 )</b>	<b>56,497</b>	<b>-103.7%</b>	<b>( 2,079 )</b>	<b>(20,028)</b>	<b>-89.6%</b>
Attributable to equity holders of the Company	(240)	57,480	-100.4%	(240)	(15,714)	-98.5%

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

## 3Q2017 Revenue by Region

<b>Revenue</b>	<b>3Q17</b>	<b>3Q16</b>	<b>YOY</b>	<b>3Q17</b>	<b>2Q17</b>	<b>QOQ</b>
<i>(RMB , in thousands)</i>						
PRC	122,656	197,416	-37.9%	122,656	130,604	-6.1%
Outside the PRC	19,597	29,998	-34.7%	19,597	22,078	-11.2%
<b>Total Revenue</b>	<b>142,253</b>	<b>227,414</b>	<b>-37.4%</b>	<b>142,253</b>	<b>152,682</b>	<b>-6.8%</b>

# 3Q2017 Operational Summary

Operational Summary	3Q17	3Q16	YOY	3Q17	2Q17	QOQ
<i>(in thousands)</i>						
<b>MAUs</b>	21,882	32,217	-32.1%	21,882	22,589	-3.1%
<b>MPUs</b>						
Self-developed Games	1,453	2,054	-28.9%	1,453	1,447	+0.4%
<i>MPR%</i>	6.6%	6.4%	+0.2%	6.6%	6.4%	+0.2%
<b>ARPPU</b> <i>(RMB)</i>						
Self-developed Games	30	31	-3.2%	30	31	-3.2%

# Future Prospects

1

Our domestic card and board game business is expected to continue to recover and improve, and we will actively seeking acquisition opportunities to expand our business .

2

AES is expected to continue to grow at an accelerated pace. We are in discussion in bringing in new global strategic investors for AES.

3

WPT will be entering into the India and Japan markets in Q4 and continued its geographic expansion.

4

Zhongqi Weiye is expected to maintain healthy growth. It is in discussion to bringing in strategic investors and partners to further enhance its growth.





# Q&A