



Ourgame International Holdings Limited
 (Stock Code: 06899)



2017 Annual Results Presentation

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2017 Key Highlights

- 2017 has been one of the most challenging year for the Company in recent history encountering at the same time intensified competition and adverse changes from key mobile payment partners.
- Consequently revenue and profit of the Company were impacted. The revenue of the Group decreased by 29.2% to RMB617.025 million, and the non-IFRS adjusted net profit attributable to equity holders of the Company decreased by 99.5% to RMB0.933 million for the year ended 31 December 2017.
- We have addressed these challenges head-on and we believe the measures we have taken are working with which the results reflected in the 2017 quarter over quarter results.
- In September 2017, the company has announced and subsequently closed separate share placement agreements with key management members and two significant shareholders, which demonstrated the management and key shareholders 'confidence in the company' s future and provide additional cash for the company' s development.

2017 Key Highlights—Cont' d

Domestic Card and Board Games:

Addressed the challenges head-on and revamp our business

- ❑ By the end of 2017, most of our mobile products has switched to 3rd party payment channels;
- ❑ New products and features on game portfolio, expanded online/offline tournaments;
- ❑ Streamlining and optimizing our cost structure.

AES : #1 mover in the global eSports industry

- ❑ Shenzhen eSports Arena opened in 2017;
- ❑ Global flagship arena will open in MGM in Las Vegas, mobile arena truck will be introduced into the USA;
- ❑ AES continued to hold highly successful branded tournaments globally.

WPT : A year of transformation

- ❑ WPT continued to expand its geographic reach by entering into the Brazil, India and Japan;
- ❑ WPT' s TV viewership is at its all-time high with its TV programs reaching more than 140 million households worldwide in 2017 ;
- ❑ Expanding sponsorship and licensing partners with a A-list line-up of sponsors such as Hublot Watch, Dr. Pepper and JetSmarter.

Zhongqi Weiye : Attracted strategic investors

- ❑ Achieved profitability in 2017 ;
- ❑ In Q4 2017, People' s Daily Online affiliated fund became Zhongqi' s newest strategic investor by taking a 5% stake in the company.

2017 Key Financials

Financial Summary	2017	2016	YOY
<i>(RMB, in thousands)</i>			
Revenue By Games			
PC	267,985	386,388	-30.6%
Mobile	260,824	377,049	-30.8%
Others	88,216	107,711	-18.1%
Total Revenue	617,025	871,148	-29.2%
Profit/(Loss) attributable to equity holders of the Company	(23,996)	148,669	N/A
Non-IFRS Adjusted Net Profit/(Loss) attributable to equity holders of the Company*	933	191,415	-99.5%

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

2017 Revenue by Geographical Areas

	2017	2016	YOY
<i>(RMB, in thousands)</i>			
PRC ⁽¹⁾	533,269	743,689	-28.3%
Outside the PRC ⁽²⁾	83,756	127,459	-34.3%
Total Revenue	617,025	871,148	-29.2%

(1) For the purpose of this business update, the revenue from the PRC do 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 producing poker and online entertainment content under the World Poker Tour ("WPT") global brand ("WPT Branded Business").

2017 Quarterly Financials

Financial Summary	4Q17	3Q17	2Q17	1Q17
<i>(RMB, in thousands)</i>				
Revenue By Games				
PC	80,357	65,706	71,384	50,538
Mobile	75,756	64,975	64,280	55,813
Others	46,346	11,572	17,018	13,280
Total Revenue	202,459	142,253	152,682	119,631
Profit/(Loss) attributable to equity holders of the Company	49,515	(5,087)	(23,700)	(44,724)
Non-IFRS Adjusted Net Profit/(Loss)*	44,391	(2,079)	(20,028)	(40,311)
Attributable to equity holders of the Company	55,930	(240)	(15,714)	(39,043)
Attributable to non-controlling interests	(11,539)	(1,839)	(4,314)	(1,268)

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

2017 Quarterly Revenue By Region

	4Q17	3Q17	2Q17	1Q17
<i>(RMB, in thousands)</i>				
PRC ⁽¹⁾	180,535	122,656	130,604	99,474
Outside the PRC ⁽²⁾	21,924	19,597	22,078	20,157
Total Revenue	202,459	142,253	152,682	119,631

(1) For the purpose of this business update, the revenue from the PRC do 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 producing poker and online entertainment content under the World Poker Tour ("WPT") global brand ("WPT Branded Business").

2017 Operational Summary

Operational Summary

2017

2016

YOY

(in thousands)

MAUs

21,736

29,612

-26.6%

MPUs

Self-developed Games

1,427

1,879

-24.1%

MPR%

6.6%

6.3%

+0.3%

ARPPU

(in RMB)

Self-developed Games

31

33

-6.1%

2017 Quarterly Operational Summary

Operational Summary	4Q17	3Q17	2Q17	1Q17
<i>(in thousands)</i>				
MAUs	22,822	21,882	22,589	19,654
MPUs				
Self-developed Games	1,579	1,453	1,447	1,231
<i>MPR%</i>	6.9%	6.6%	6.4%	6.3%
ARPPU <i>(in RMB)</i>				
Self-developed Games	33	30	31	29

Future Prospects

1

We will be actively looking for acquisition opportunities particularly on regional card and board games offerings.



2

AES will form more strategic partnerships and sponsorships and will launch its TV content products with major global TV network and 2018 will be the year AES starts to generate meaningful revenue which will continue to transform the Company revenue mix.

3

WPT will further leverage its global brand equity to expand its brand licensing partnerships to further enhance its business performance.



Q&A