

# WEMADE MAX

2Q FY2024

Earnings Results

WEMADE MAX

INVESTOR RELATIONS

2024.08.07

## Disclaimer

The financial information of this Presentation is the sales performance of WEMADEMAX Co., Ltd. (the "Company"), prepared in accordance with the standards of the K-IFRS. The result of 2Q FY2024 is provided as a reference for investors, prior to the completion of independent auditor's review, thus the material is subject to change upon an independent auditor's review.

This document contains forward-looking statements regarding the financial situation, operation, sales performance, senior management's plan, and goals for the Company and its subsidiaries subject to consolidation. Such forward-looking statements include "predictive information" about the future. It is subject to change pending any unknown risks, uncertainties, or other factors which may impact the actual performance results of the Company.

This document has been prepared based on the current information available. Please be advised that the Company is not liable to update on any new piece of information or any future event which may cause any change of any nature in any public manner, and that there may also be significant differences from the Company's actual performance results in the future.

- **WEMADE MAX (Consolidated)**

Wemade Next Co., Ltd., LightCON Co., Ltd., Wemade Connect Co., Ltd., LIKEIT Games Co., Ltd.,  
Nexelon Co., Ltd., Nitro X Co., Ltd.,

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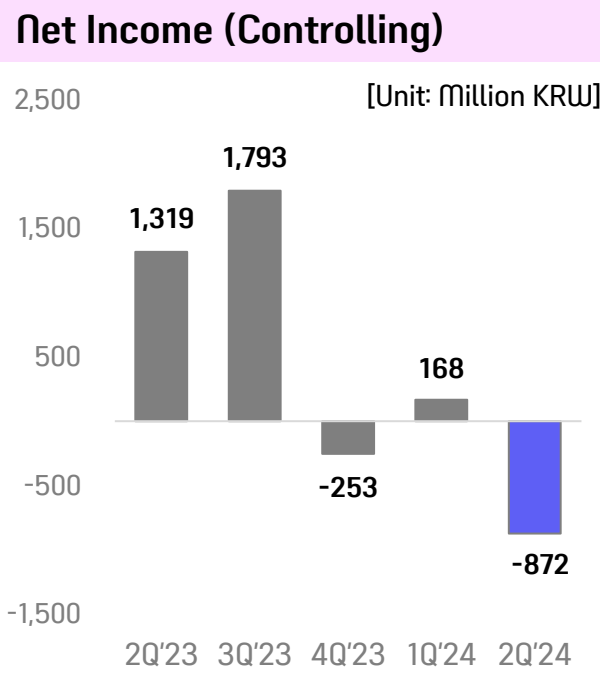
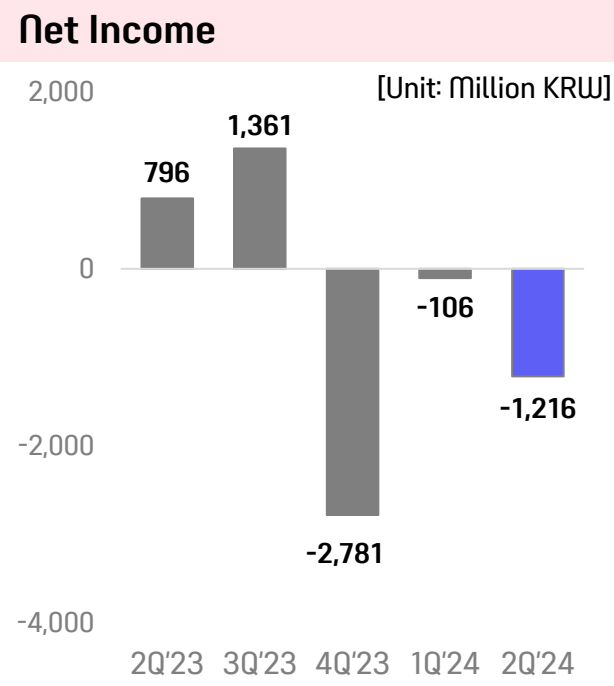
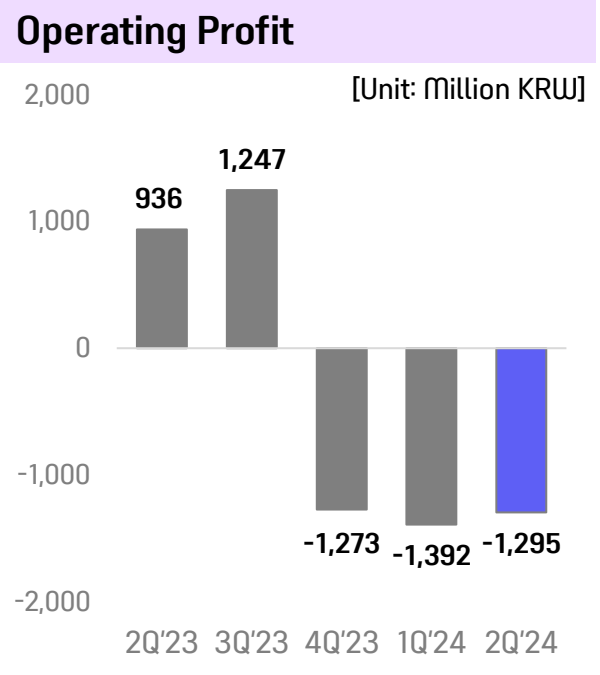
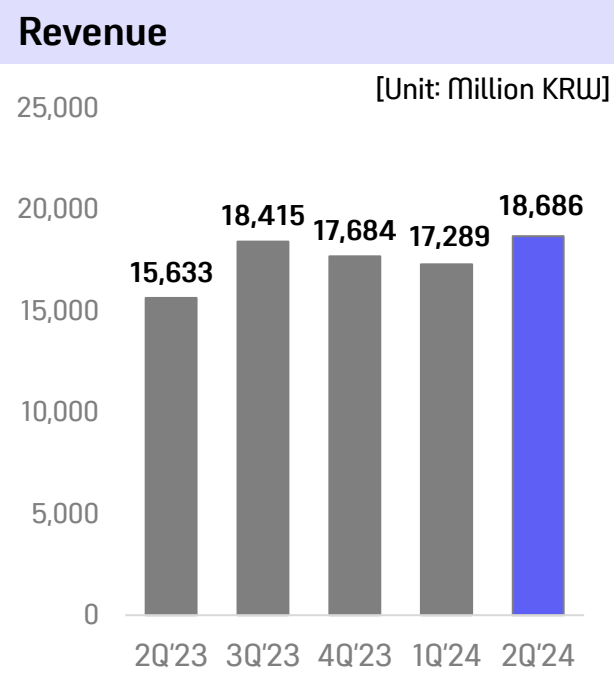
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# 2Q 2024 Summary of Consolidated Results

- Revenue Increased QoQ thanks to higher sales of <Flyff Universe> and <Silkroad online>, while net income continued deficit QoQ due to reduced gains from investment disposals and foreign exchange translation
- Revenue +8.1% QoQ, +19.5% YoY, Operating Income Deficit continued QoQ, turn to deficit YoY

[Unit: Million KRW]

	2Q'24	1Q'24	QoQ	2Q'23	YoY
<b>Revenue</b>	<b>18,686</b>	<b>17,289</b>	<b>+8.1%</b>	<b>15,633</b>	<b>+19.5%</b>
<b>Operating Expenses</b>	<b>19,980</b>	<b>18,681</b>	<b>+7.0%</b>	<b>14,696</b>	<b>+36.0%</b>
<b>Operating Income</b>	<b>-1,295</b>	<b>-1,392</b>	<b>Deficit continued</b>	<b>936</b>	<b>Turn to deficit</b>
Other non-operating Income(Loss)	2	551	-	38	-
Financial Income(Loss)	927	1,040	-	357	-
Equity Method	-590	-311	-	-348	-
<b>Income before tax</b>	<b>-955</b>	<b>-111</b>	<b>Deficit continued</b>	<b>983</b>	<b>Turn to deficit</b>
<b>Net Income</b>	<b>-1,216</b>	<b>-106</b>	<b>Deficit continued</b>	<b>796</b>	<b>Turn to deficit</b>
Net Income attributable to controlling interest	-872	168	Turn to deficit	1,319	Turn to deficit



1) Any discrepancies between the totals and the sums of the amounts are due to rounding.

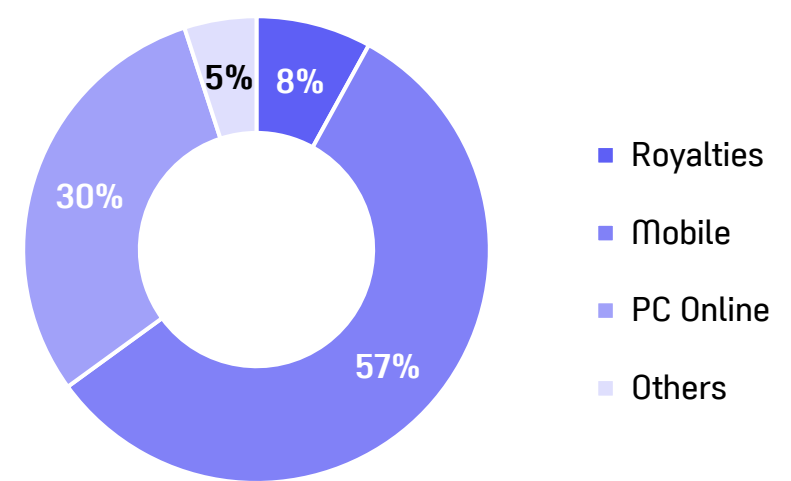
# Sales Breakdown – By Business Segment

- 2Q'24 revenue: Mobile KRW 10.0B > PC Online KRW 6.2B > Royalties KRW 1.5B
- The PC online revenue reflected the performance of the 2nd anniversary 'World Championship' event for <Flyff Universe> and other revenue included the increased advertising sales from the newly launched game <Dragon BUURRP!>

[Unit: Million KRW]

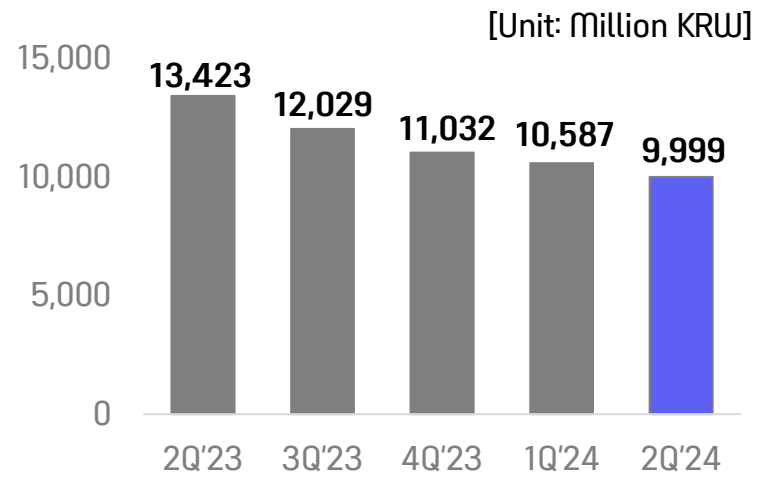
	2Q'24	1Q'24	QoQ	2Q'23	YoY
Mobile	9,999	10,587	-5.6%	13,423	-25.5%
PC Online	6,245	4,501	38.7%	585	966.7%
Royalties	1,507	1,516	-0.6%	840	79.4%
Others	935	684	36.6%	784	19.3%
<b>Total</b>	<b>18,686</b>	<b>17,289</b>	<b>8.1%</b>	<b>15,633</b>	<b>19.5%</b>

2Q'24 Segment Revenue, %

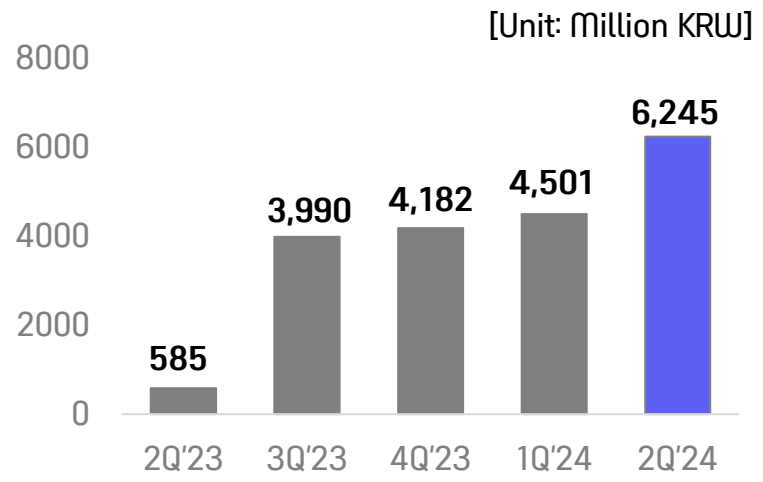


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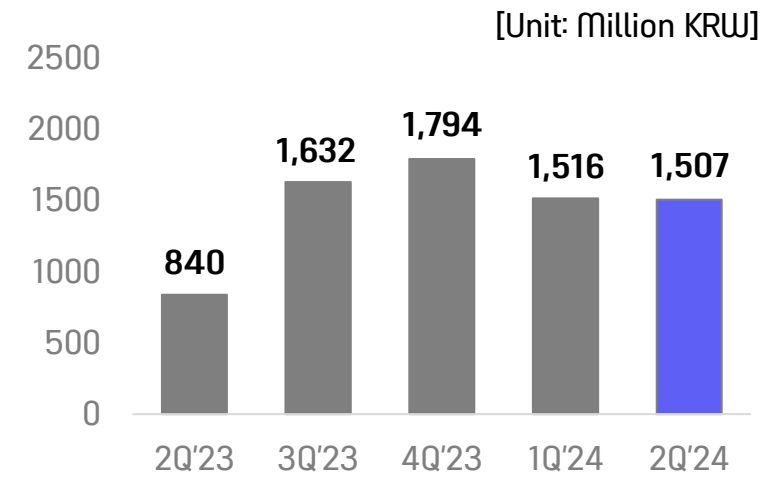
Mobile



PC Online



Royalties



# Sales Breakdown – By Region

- 2Q'24 overseas revenue rose +33.6% QoQ, driven by the performance of the web game <Flyff Universe>
  - Overseas revenue surged QoQ, boosted by increased sales from <Flyff Universe> and <Silkroad online>
  - Domestic revenue decreased QoQ, due to the stabilization of sales from existing games

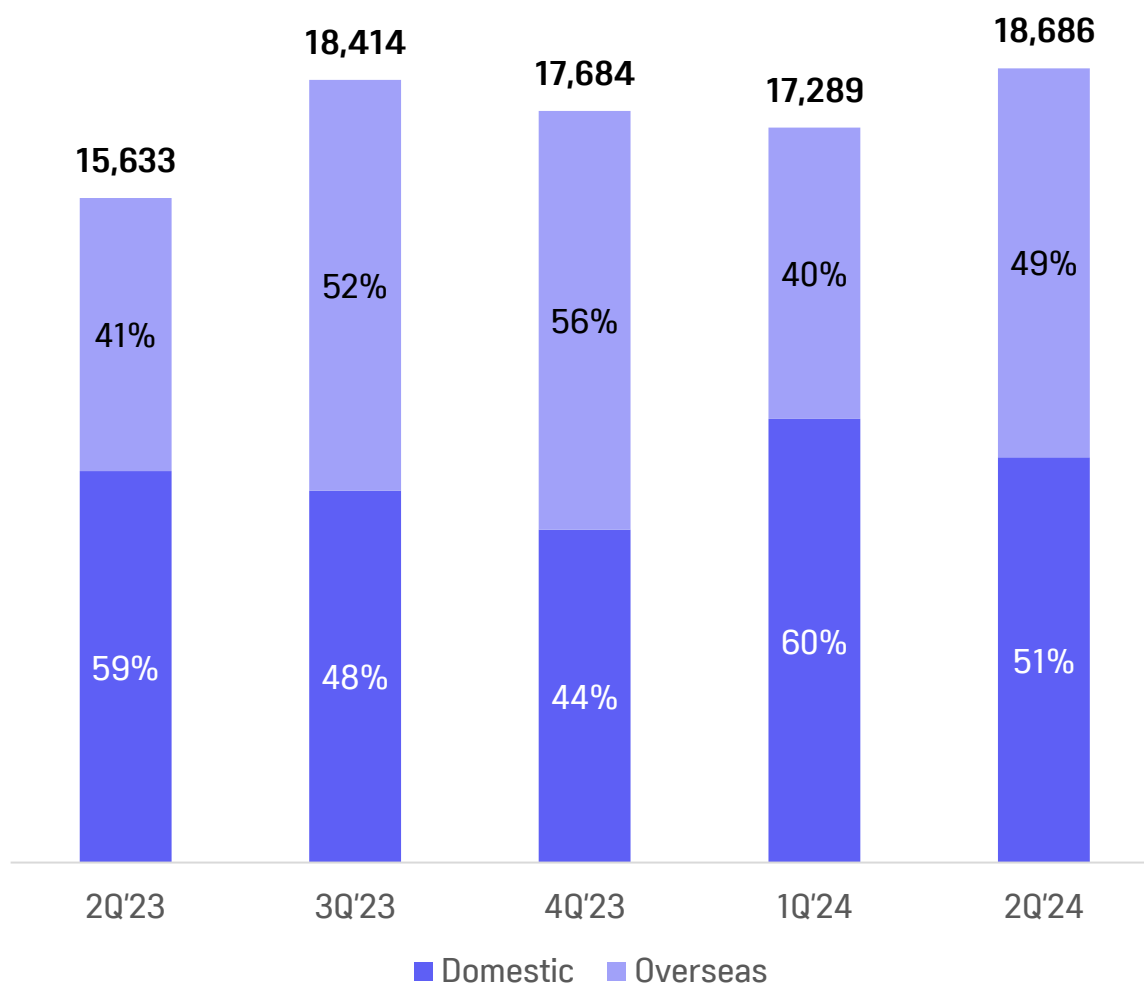
**2Q'24 Sales Breakdown By Region**

[Unit: Million KRW]

	2Q'24	1Q'24	QoQ	2Q'23	YoY
Domestic	9,539	10,441	-8.6%	9,211	3.6%
Overseas	9,147	6,848	33.6%	6,422	42.4%
Total	18,686	17,289	8.1%	15,633	19.5%

**Domestic/Overseas Revenue, %**

[Unit: Million KRW]



1) Any discrepancies between the totals and the sums of the amounts are due to rounding.

# Operating Expenses

- 2Q'24 operating expenses increased 7.0% QoQ, reflecting a rise in sales-related commission fees
  - Service fees rose QoQ, including expense related to the sales of the web game <Flyff Universe>, etc.
  - Marketing expenses soared QoQ, driven by the costs associated with the launch of the new game <Dragon BUURRP!>

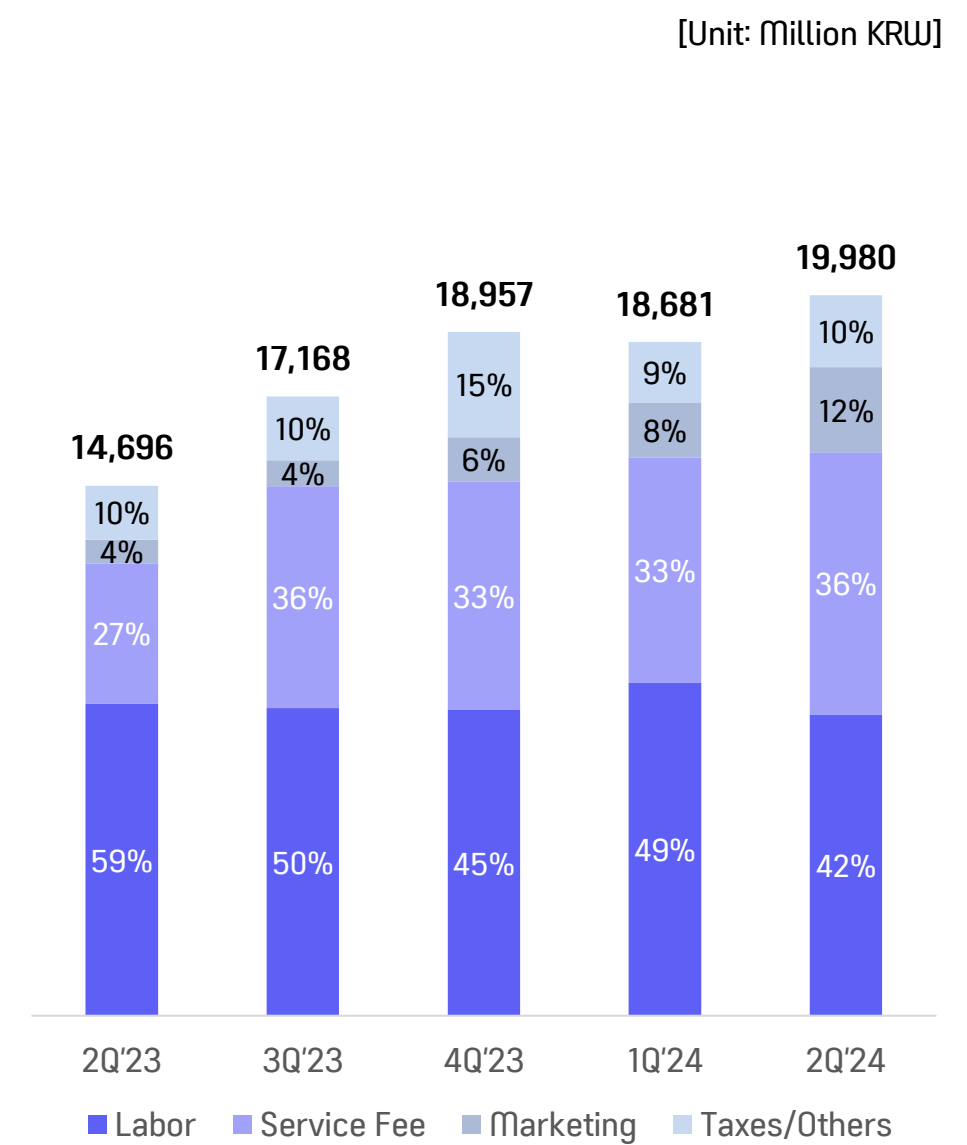
## 2Q'24 Operating Expenses

[Unit: Million KRW]

	2Q'24	1Q'24	QoQ	2Q'23	YoY
<b>Operating Expenses</b>	<b>19,980</b>	<b>18,681</b>	<b>7.0%</b>	<b>14,696</b>	<b>36.0%</b>
Labor <sup>1)</sup>	8,349	9,241	-9.7%	8,646	-3.4%
Service Fee	7,269	6,234	16.6%	3,898	86.5%
Marketing	2,362	1,513	56.1%	651	263.1%
Taxes	663	307	116.3%	181	266.8%
Others	1,337	1,386	-3.5%	1,321	1.2%

1) Includes wage, incentive, retirement benefits, employee benefits, and stock compensation cost.  
 2) Any discrepancies in any table between the total and the sums of the amounts listed are due to rounding.

## Quarterly Operating Expenses, %



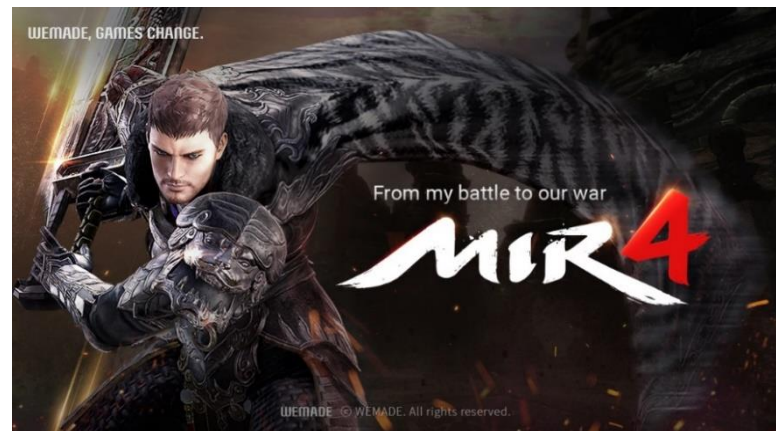


# Upcoming Game Titles

## 2024 Upcoming Game Titles



Legend of Mir 2: Fate      mmORPG



Mir 4 Global(China)      mmORPG



Lost Sword      Subculture Collectible RPG



Dragon Princess Idle      Idle RPG



Flyff Universe(Korea, HTML5/AOS)      mmORPG

Merge Knights(Idle RPG)  
 Hunter Ignition(Global Expansion/ Idle RPG), etc.  
 More than 8 new games across diverse genres  
 under development

## Upcoming Titles from 2025



MIR 5 (Developer: Wemade Next)      mmORPG



Wind Runner RPG      RPG



# Summary of Consolidated Financial Statements

## Consolidated Balance Sheet

[Unit: 100 Million KRW]

	2022	2023	2Q24
<b>Total Assets</b>	<b>1,228</b>	<b>1,299</b>	<b>1,284</b>
Current Assets	1,022	682	665
Non-current Assets	206	617	619
<b>Total Liabilities</b>	<b>431</b>	<b>480</b>	<b>477</b>
Current Liabilities	320	440	449
Non-current Liabilities	111	40	28
<b>Total Equity</b>	<b>797</b>	<b>819</b>	<b>807</b>
Capital Stock	166	166	166
Retained Earnings	-152	-88	-95
<b>Total Liabilities &amp; Equity</b>	<b>1,228</b>	<b>1,299</b>	<b>1,284</b>

1) Any discrepancies in any table between the total and the sums of the amounts listed are due to rounding.

## Consolidated Income Statement

[Unit: 100 Million KRW]

	2022	2023	2Q24
<b>Revenue</b>	<b>862</b>	<b>698</b>	<b>360</b>
Operating Expenses	610	660	387
<b>Operating Profit</b>	<b>253</b>	<b>38</b>	<b>-27</b>
Non-operating Income(loss)	-9	-57	16
Income before tax	244	-20	-11
Income tax	18	-42	3
<b>Net Income</b>	<b>226</b>	<b>22</b>	<b>-13</b>
Controlling Interest	253	64	-7
Non-controlling Interest	-27	-42	-6

1) The figures of the summary of consolidated income statement above are based on the accumulated amounts.

2) Any discrepancies in any table between the total and the sum of the amounts listed are due to rounding.

**Thank You**

**WEMADE MAX**

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