

NEOWIZ INVESTOR PRESENTATION

May 2023



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All financial information contained in this document is based on consolidated K-IFRS.

The matters discussed in this presentation contain forward-looking statements that involved risks and uncertainties concerning NEOWIZ expected financial performance as well as strategic and operational plans.

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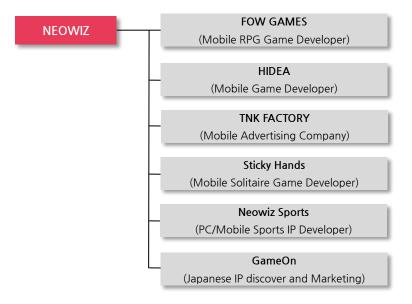


Company Profile

Key Business	Game Development & Global Publishing					
Employees (1Q23)	1,276 (Consolidated basis)					
Revenue (FY2022)	KRW 294.6bn					
Operating Profit (FY2022)	KRW 19.6bn					
Net Income* (FY2022)	KRW 13.1bn					
Total Asset (FY2022)	KRW 560.1bn					

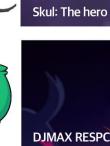
^{*} Net income attributable to owners of the parent.

Key Subsidiaries

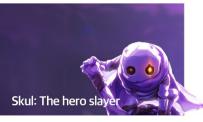


Secure In-House IP Lies of P

Pmang New Matgo









Global Market Expansion





Next-gen Web3 **Gaming Platform**







Major Live IP Web-Board: Pmang









- Games: Pmang New Matgo, Pmang Poker, Pmang Slot
- Genre: Web-Board
- Release Date: Jun, 2013 (New Matgo) / Aug, 2013 (Poker) / Jan, 2017 (New Vegas)
- Neowiz web-board game 'Pmang' provides stable service by initiating a self-care system for the first time in the industry and continuously updating new content such as ranking and tournaments.















01 Major Live IP Web-Board: Pmang

NEOWIZ Web-board Titles



'Pmang Poker'



'Pmang New Matgo'



'Pmang Blackjack'



'Pmang Baccarat'



'Pmang Sudda'

History of Web-board Game Deregulation in Korea

0

Monthly game payment limit increased (300,000 won → 500,000 won)

2016Y

One-time bet limit increased $(30,000 \text{ won} \rightarrow 50,000 \text{ won})$

2018Y

Unchanged

One-day loss limit repealed

2020Y

0

Monthly game payment limit increased (500,000 won → 700,000 won)

2022Y

0

One-time bet limit increased (50,000 won \rightarrow 70,000 won)



01 Major Live IP Mobile Game: Cats & Soup







downloads





Game: Cats & Soup

• Genre: Healing Simulation

Release Date: Sep, 2021(AOS, iOS) / Nov, 2022(Netflix Games)

 'Cats & Soup' is famous among young ages and more than 97% of active users are from overseas. In addition, Neowiz is expanding its IP by preparing next mobile game titles, collaborations, and character goods.







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Major Live IP PC/Console Game: DJMAX RESPECT











Over 4 million + global downloads

Selected as Best Release Game on Steam in 2019 Excellence Award on PC, Video, Arcade, Board Category in 2017 Korea Game Awards

Game: DJMAX RESPECT

Genre: Rhythm

Release Date: Jan, 2017(PS4) / Mar, 2020(Steam) / Jul, 2022(Xbox)

 Korea's No. 1 rhythm game 'DJMAX RESPECT' is beloved by global game users on Steam and Console platforms. We are strengthening our position by taking the top seller in each new DLC release.



Console



PC











Major Live IP Mobile Game: Brown Dust





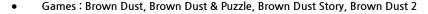












- Genres: Strategy RPG, 3-Match Puzzle RPG, Visual Novel RPG, Adventure RPG
- Release Date: Apr. 2017(Brown Dust) / Jul. 2022(Brown Dust & Puzzle) Nov, 2022(Drown Dust Story) / Jun, 2023(Brown Dust 2)
- 'Brown Dust' proved its game qualities and attractive illustrations with solid user ratings and store rankings in the Japanese market, We're trying various changes by launching different genres of seguel titles using 'Brown Dust' IP.

















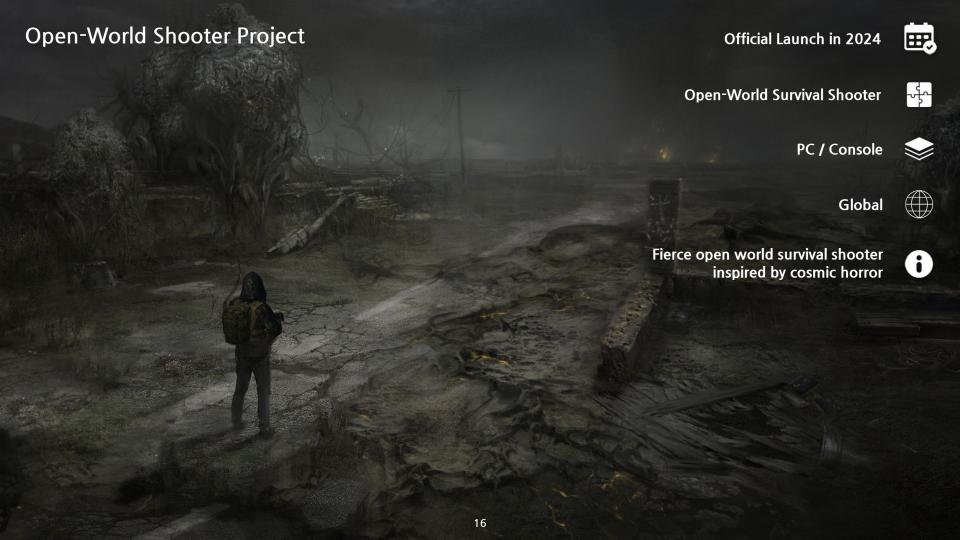












'Is It Wrong to Try to Pick Up Girls in a Dungeon?' IP Based Project



Schedule

2H24



Region

Global (Except China)



Genre

RPG



Platform

Mobile / PC



Overview

Developing an RPG game using the original story of 'Dunmanchu' a popular Japanese animation with a wide range of global fandom









New Pipeline

Launch Schedule	Title	Genre	Platform	In-House/Publishing
	Browndust 2	Adventure RPG	Mobile	Publishing
	SANABI	2D Platformer	PC/Nintendo Switch	Publishing
	Lies of P	Souls-Like RPG	PC/Console	In-House
	Oh My Anne	Puzzle	Mobile	In-House
2023	Match Day Legend	Sports	Mobile	Publishing
	Cats & Soup IP SNG	SNG	Mobile	Publishing
	Popular Japanese IP-Based Project (Joint Development)	RPG	Mobile	In-House
	Project IG	Idle ARPG	Mobile	In-House
	Cats & Soup: Magic Recipe	Simulation	Mobile	In-House
2024	Open-World Survival Shooter	Open-World Survival Shooter	PC/Console	In-House
	'The Legend of Heroes' IP Based Project	RPG	Mobile	In-House
	Kingdom 2	MMORPG	Mobile	In-House
	'Is It Wrong to Try to Pick Up Girls in a Dungeon'?" IP Based Project	RPG	PC/Mobile	In-House

^{*} All Conditions could be changed



Appendix

Neowiz IP Games



Lies of P Cats & Soup



Pmang Poker



Pmang New Matgo



New Pmang Vegas



DJMAX RESPECT V



Master of Knights



BrownDust Story



BrownDust



BrownDust & Puzzle



Guitar Girl: Relaxing Music Game



Slugger



World of Solitaire



Bless Unleashed



Golf Impact - World Tour



Triple Fantasy





A.V.A



Oh My Anne



Kingdom of Heroes: Tactics War



IDLE Death Knight - AFK RPG

Publishing Games



Skul: The Hero Slayer



SANABI



IDOLY PRIDE



BrownDust2



Blade Assault



Metal Unit



Dandy Ace



Aka



8Doors: Arum's Afterlife Adventure



Unsouled





IV 1Q23 Earnings Results

Financial Highlights

1Q 2023 Revenue KRW 68.5bn, Operating profit KRW 1.3bn, Net profit KRW 3.1bn

[Million KRW]	1Q22	4Q22	1Q23	YoY	QoQ
Revenue	76,590	72,752	68,538	-10.5%	-5.8%
PC/Console games	33,674	31,193	27,480	-18.4%	-11.9%
Mobile games	30,739	32,342	32,317	5.1%	-0.1%
Others	12,177	9,218	8,741	-28.2%	-5.2%
Operating expenses	65,425	75,512	67,286	2.8%	-10.9%
Operating profit	11,166	(2,760)	1,252	-88.8%	T/P
OPM(%)	14.6%	-3.8%	1.8%	-12.8%p	T/P
Profit before income tax	15,237	(28,775)	4,851	-68.2%	T/P
Net profit	12,400	(28,115)	3,085	-75.1%	T/P
NPM(%)	16.2%	-38.6%	4.5%	-11.7%p	T/P

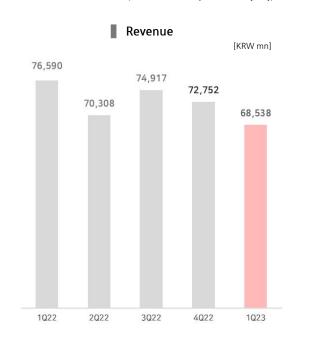
^{*} Others include rental revenue

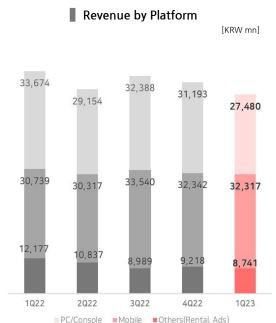


Revenue Breakdown

1Q23 Revenue KRW 68.5bn, YoY 10.5% ▼, QoQ 5.8% ▼

- PC/Console game revenue KRW 27.5bn (-18.4% YoY, -11,9% QoQ): Decreased due to sell-off of Japanese subsidiary's PC publishing business
- Mobile game revenue KRW 32.3bn (5.1% YoY, -0.1% QoQ): Trade-off between the official launch of 'Browndust & Puzzle' in Japan and the downward stabilization of live titles
- Others revenue KRW 8.7bn (-28.2% YoY, -5.2% QoQ): Decreased due to the impact of the slowdown in the advertising industry continues







Expenses Breakdown

1Q23 Operating Expenses KRW 67.3bn, YoY 2.8% ▲, QoQ 10.9% ▼

- Labor cost: The elimination of one-off incentives paid the last year-end
- Variable cost: Platform commissions decline along with game revenue fall
- Marketing: Increased due to temporary boosted marketing expenses for 'Cats and Soup' and 'Browndust & Puzzle'
- Others: The removal of outsourcing costs for building a blockchain platform

[Million KRW]	1Q22	2Q22	3Q22	4Q22	1Q23	YoY	QoQ
Operating expenses	65,425	64,398	69,674	75,512	67,286	2.8%	-10.9%
Labor cost	30,287	29,844	30,335	36,219	32,027	5.7%	-11.6%
Variable cost	17,271	16,741	17,683	15,952	14,058	-18.6%	-11.9%
Marketing	8,072	8,471	10,104	9,766	10,800	33.8%	10.6%
D&A	4,733	4,791	4,630	4,676	4,182	-11.6%	-10.6%
Others	5,061	4,551	6,921	8,899	6,218	22.9%	-30.1%



Summary of Financial Statements

Consolidated Financial Statement

[Million KRW]	1021	2022	3022	4022	1Q23
Current assets	269,894	269,164	281,089	253,547	234,434
Cash & cash equivalents	115,437	107,740	119,956	91,697	106,287
Trade & other receivables	31,788	27,326	31,163	27,927	29,354
Financial assets	113,489	120,150	119,164	120,514	93,862
Other current assets	9,180	13,948	10,805	13,408	4,931
Non-current assets	299,700	315,252	321,040	306,540	321,931
Trade & other receivables	2,347	2,253	2,404	2,360	2,554
Investments in JV and associates	20,881	63,281	62,805	54,066	55,326
Investment property	40,553	40,357	40,134	32,689	32,528
Tangible assets	80,014	79,482	79,484	86,070	85,589
Intangible assets	83,734	78,891	84,123	79,186	82,559
Financial assets	51,787	36,595	36,807	30,590	38,453
Other non-current assets	20,384	14,393	15,283	21,580	24,922
Total assets	569,594	584,416	602,129	560,087	556,365
Current liabilities	60,359	59,079	65,031	87,336	79,544
Non-current liabilities	39,795	37,220	37,892	13,995	14,826
Total liabilities	100,154	96,299	102,923	101,331	94,370
Controlling interests	459,345	477,493	488,684	449,070	453,157
Capital stock	11,017	11,017	11,017	11,017	11,017
Capital surplus	129,989	129,989	129,989	129,989	129,989
Retained earnings	377,751	398,828	406,965	383,811	384,522
Other components of equity	(59,412)	(62,341)	(59,287)	(72,931)	(72,371)
Non-controlling interests	10,095	10,624	10,522	9,686	8,838
Total equity	469,440	488,177	499,206	458,756	461,995
Total liabilities and equity	569,594	584,416	602,129	560,087	556,365

Consolidated Income Statement

1Q22	2Q22	3Q22	4Q22	1Q23
76,590	70,308	74,917	72,752	68,538
65,425	64,398	69,673	75,512	67,286
11,166	5,910	5,244	(2,760)	1,252
3,142	30,107	7,265	1,659	4,942
3,103	1,712	3,284	11,926	6,625
3,153	681	401	(2,905)	4,774
203	6,704	637	17,886	594
1,082	(3,184)	(1,066)	5,044	1,102
15,237	25,098	7,923	(28,775)	4,851
2,837	4,329	(226)	(660)	1,766
12,400	20,769	8,149	(28,775)	3,085
11,873	19,864	8,156	(26,825)	3,602
527	905	(7)	(1,290)	(518)
	76,590 65,425 11,166 3,142 3,103 3,153 203 1,082 15,237 2,837 12,400 11,873	76,590 70,308 65,425 64,398 11,166 5,910 3,142 30,107 3,103 1,712 3,153 681 203 6,704 1,082 (3,184) 15,237 25,098 2,837 4,329 12,400 20,769 11,873 19,864	76,590 70,308 74,917 65,425 64,398 69,673 11,166 5,910 5,244 3,142 30,107 7,265 3,103 1,712 3,284 3,153 681 401 203 6,704 637 1,082 (3,184) (1,066) 15,237 25,098 7,923 2,837 4,329 (226) 12,400 20,769 8,149 11,873 19,864 8,156	76,590 70,308 74,917 72,752 65,425 64,398 69,673 75,512 11,166 5,910 5,244 (2,760) 3,142 30,107 7,265 1,659 3,103 1,712 3,284 11,926 3,153 681 401 (2,905) 203 6,704 637 17,886 1,082 (3,184) (1,066) 5,044 15,237 25,098 7,923 (28,775) 2,837 4,329 (226) (660) 12,400 20,769 8,149 (28,775) 11,873 19,864 8,156 (26,825)

