



2025

Interim Results

IGG. INC August 2025

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A N N I V E R S A R Y

19th
IGG





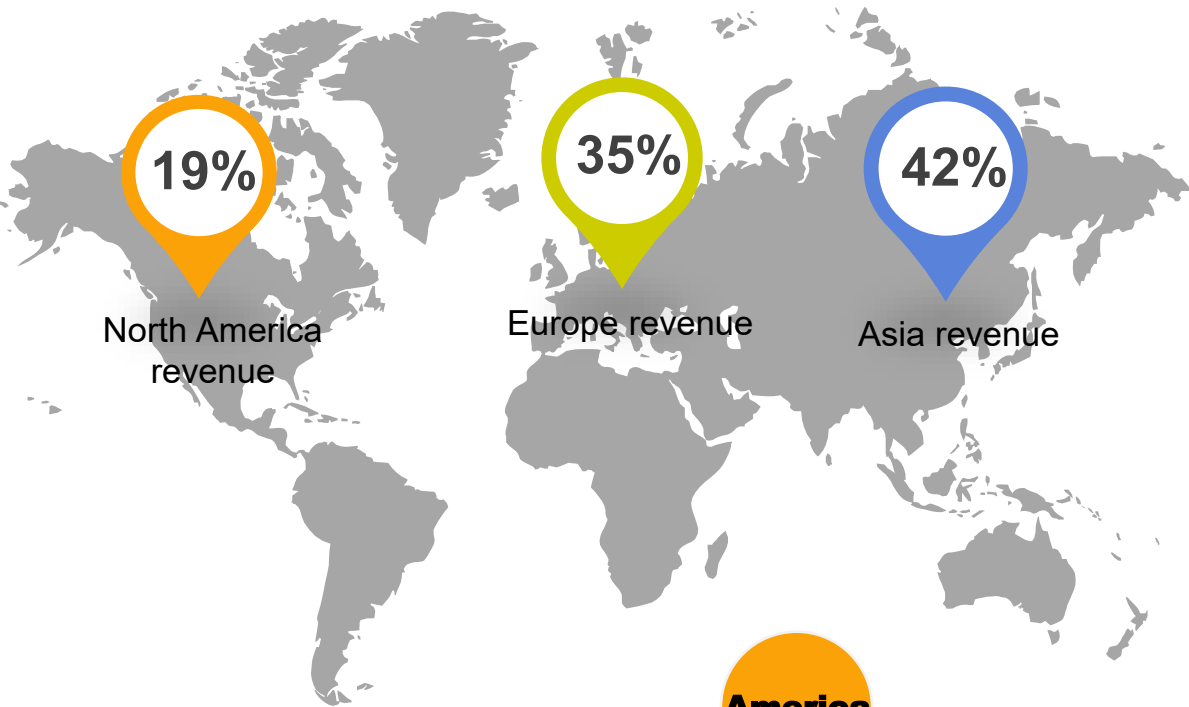
IGG Overview

A leading global developer and publisher of mobile games and applications



Global Branches

- In 1H25, the Group has over 2,100 employees, and R&D accounts for approximately 60% of headcount.
- During the period, the Group continues to optimize resource allocation and strengthen its R&D and operation capabilities to drive long-term growth.



Asia

- Singapore** ★
Group headquarters;
R&D & operation center
- Greater China**
Localized R&D, IT &
operation support

- South Korea**
Localized operation support
- Japan**
Localized R&D & operation support
- Thailand**
Localized operation support

- Türkiye**
Localized operation support
- Indonesia**
Localized operation support
- Philippines**
Customer service center

America

- USA**
IT & localized operation support
- Canada**
Localized R&D support
- Brazil**
Localized operation support

Europe

- Spain**
Localized operation support
- Italy**
Localized R&D training & operation support

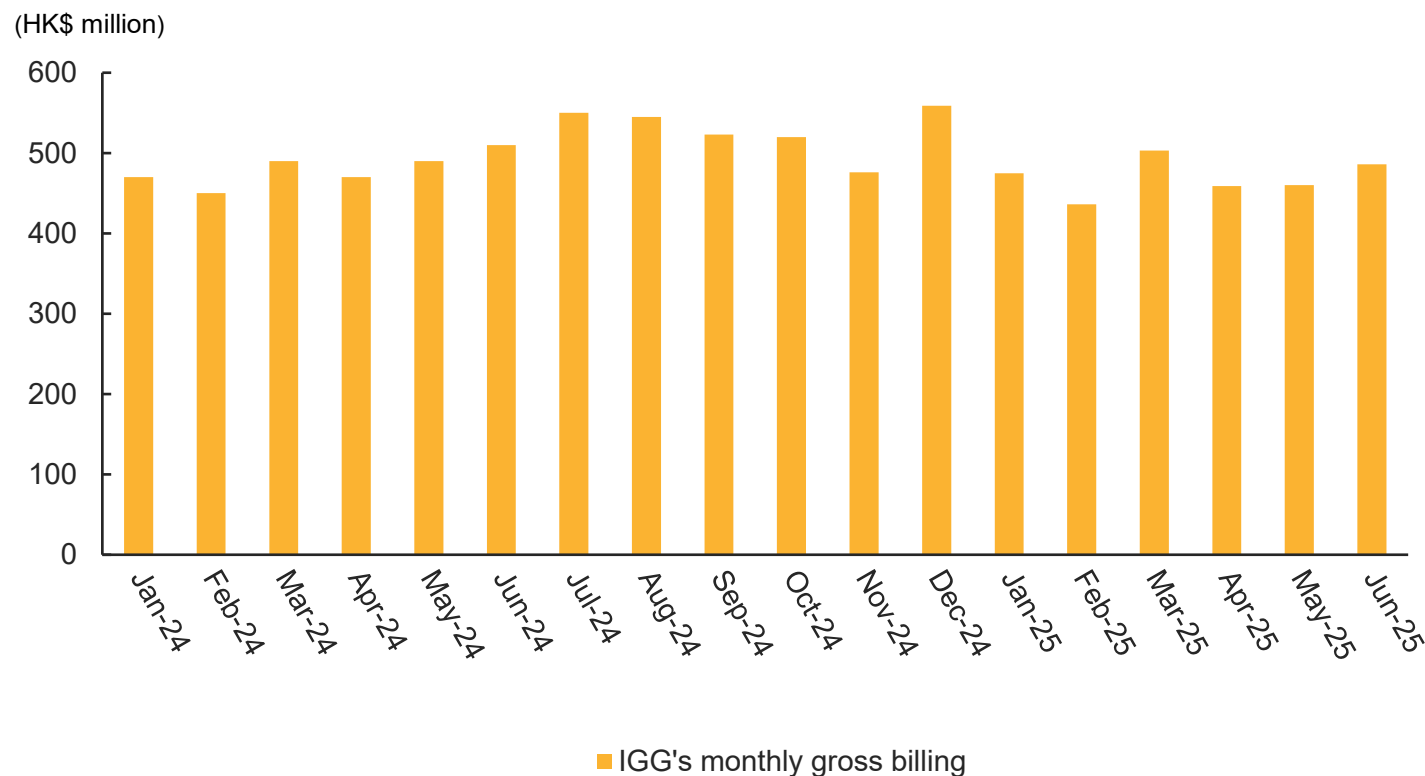
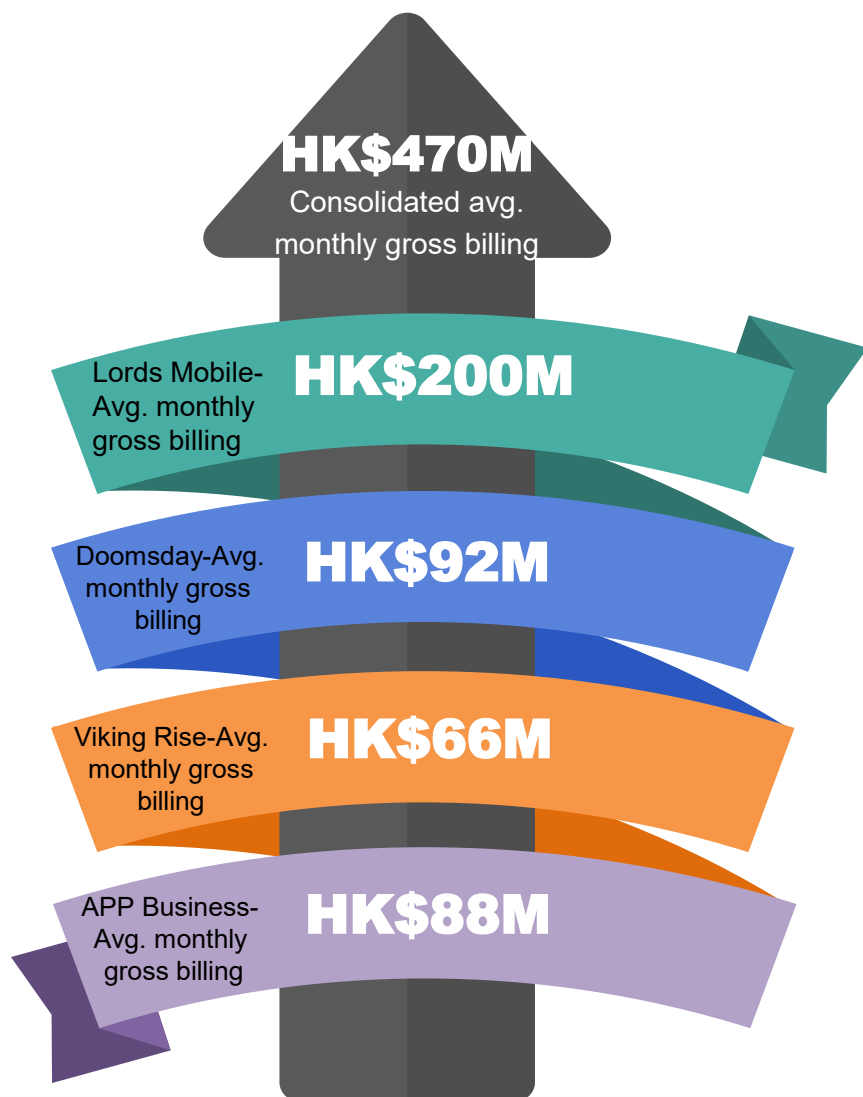
Note: Data as at 30 June 2025



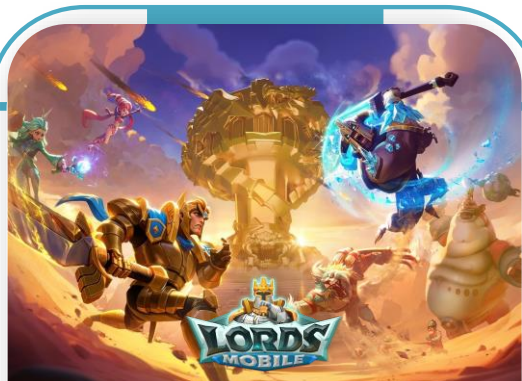
Business Review

Gross Billing

Monthly Gross Billing of the Group and Hit Titles in 1H25



Operational Data



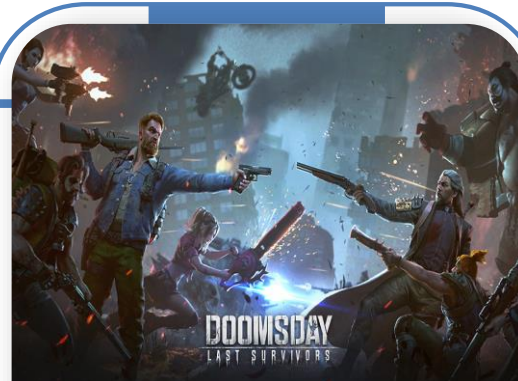
Lords Mobile

- Strategy/RPG Game
- Launched in 2016
- Available in 20 languages
- Registered users: 770mn
- MAU: 7.7mn



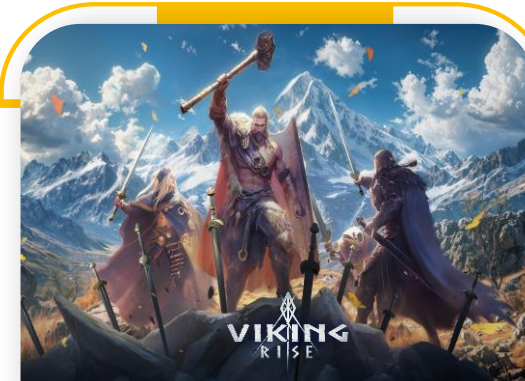
Time Princess

- Female-oriented Dress-up
- Launched in 2020
- Available in 13 languages
- Registered users: 28mn
- MAU: 270k



Doomsday: Last Survivors

- Strategy
- Launched in 2021
- Available in 16 languages
- Registered users: 86mn
- MAU: 3.0mn



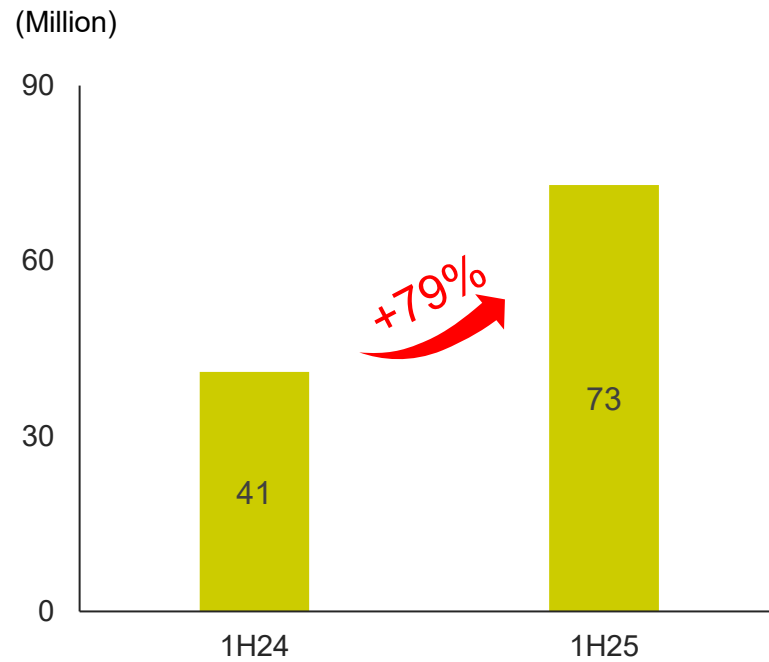
Viking Rise

- Strategy
- Launched in 2022
- Available in 16 languages
- Registered users: 53mn
- MAU: 3.0mn

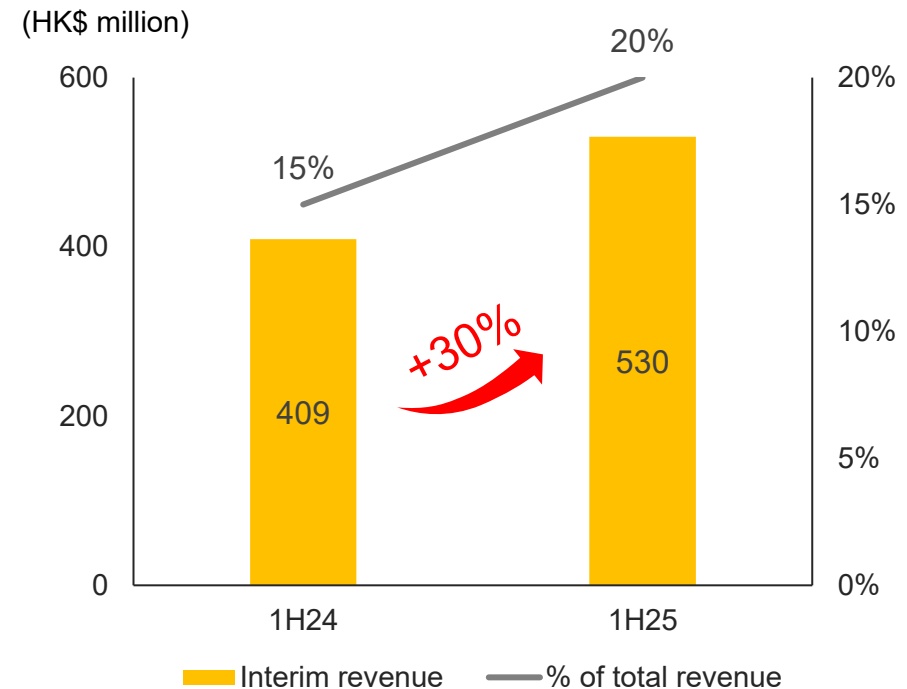
- Net profit: approximately **HK\$73M** in 1H25, representing 22% of the Group's net profit

- Net profit margin: increased to **14%** in 1H25

Monthly Active Users



Interim Revenue



Note: Data as at 30 June 2025

New SLG Title: Fate War



Gameplay

Simulation &
strategy

Registered users

1.2mn

MAU

1.2mn

Initial three-week gross billing

HK\$20M

Global feature

Featured globally on
Apple's App Store &
Google's Play Store
upon launch

Note: Data as at 27 August 2025

2025: Growth in Classic & New Titles



Operational

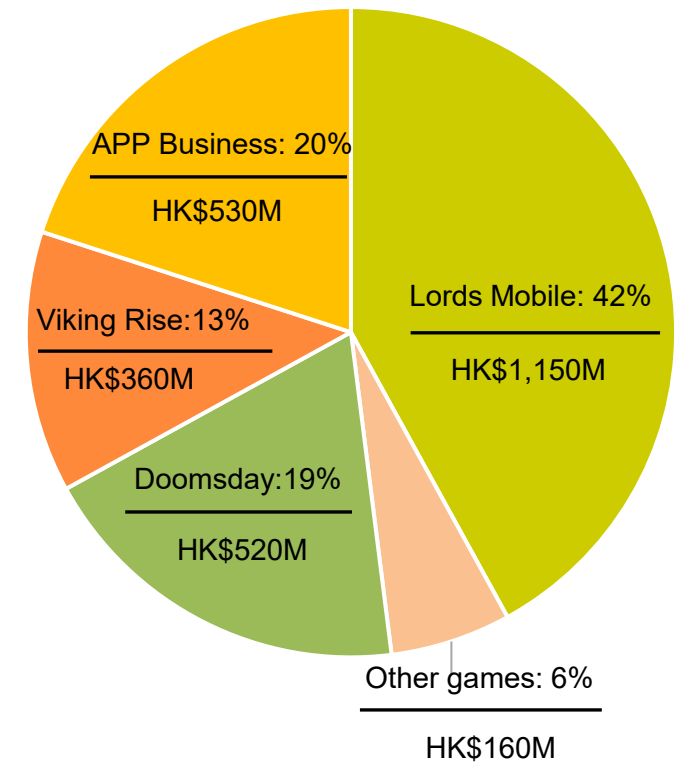
- **Lords Mobile:** continuous updates to drive stable revenue.
- **Doomsday:** monthly gross billing reached a new high in 1H25 through continuous revisions, with potential for further breakthroughs.
- **Viking Rise:** ongoing revisions to drive growth momentum.
- **APP Business :** pursue steady growth in both revenue and profit.



New games

- **Fate War:** recently released, exhibiting promising performance and the potential to drive new growth.

Diversified Product Portfolio



Note: Data as at 30 June 2025

Financial Analysis

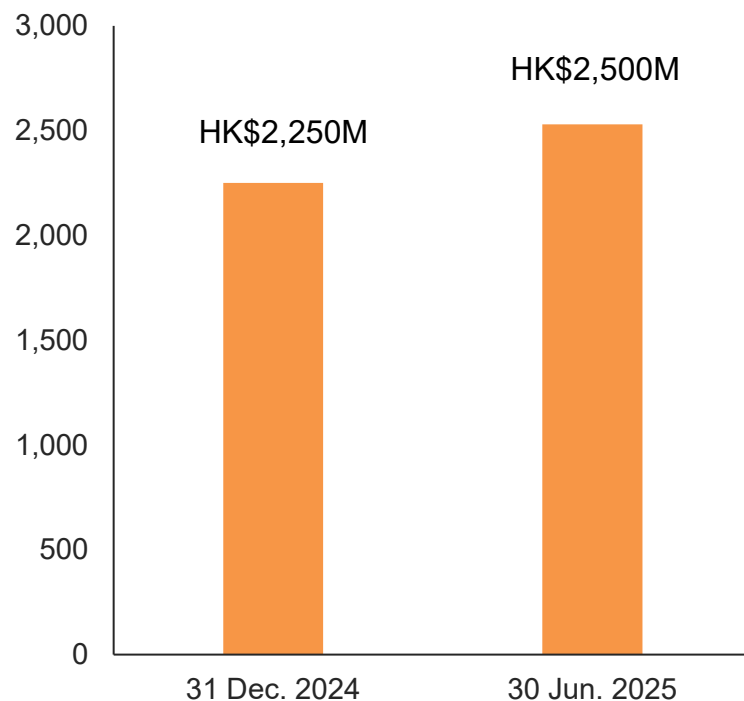
(HK\$ million)	1H24	1H25	YoY (%)	Notes
Consolidated revenue	2,735	2,721	-1%	
<i>Revenue from Games</i>	2,326	2,191	-6%	- The Group's revenue remains steady and diversified, driven by the contributions of strategy games "Doomsday: Last Survivors" and "Viking Rise", along with the APP Business. - Through ongoing enhancements in gameplay, "Doomsday: Last Survivors" has achieved a new high in monthly gross billing in 1H25. - "Viking Rise" has continued to enhance game content, achieving steady growth in 1H25 and building momentum for 2H25. - "Lords Mobile": solid longevity since debut 9 years ago, generating steady revenue. - APP Business achieved steady growth in 1H25 with sustainable profit.
<i>Lords Mobile</i>	1,338	1,147	-14%	
<i>Doomsday: Last Survivors</i>	493	524	+6%	
<i>Viking Rise</i>	309	364	+18%	
<i>Other games</i>	186	156	-16%	
<i>Revenue from APP Business</i>	409	530	+30%	
Gross Profit	2,155	2,257	+5%	Continue to optimize operating costs, and revenue from the APP Business has increased
GP margin (%)	79%	83%	+4ppts	
Other net gains	0*	28	N/A	Increase in interest income, and decrease in net fair value losses on investments
Selling & distribution exp.	-1,221	-1,346	+10%	Consistent marketing efforts for two strategy games and APP Business
Administrative exp.	-164	-160	-3%	Expenses for administrative and development remain stable
R&D exp.	-395	-394	0%	
Share of results of associates and joint ventures	8	0*	N/A	Changes in the profits recognized from associates and joint ventures
Income tax exp.	-51	-59	+15%	Higher taxable profits
Net profit	331	325	-2%	
Net profit margin (%)	12%	12%	-	- The Group's profit remained relatively flat compared to 1H24, but increased 29% compared to 2H24. - The investment business recorded an unrealized loss due to fair-value changes of investees.
Net profit for core business (non-IFRS measure)	356	344	-3%	
Loss on investments	-25	-20	-22%	
Earnings per share (basic, HK\$)	0.2880	0.2805	-3%	

Note: *Data represents amount less than HK\$1 million

Solid Cash Position

Cash & Cash Equivalents

(HK\$ million)



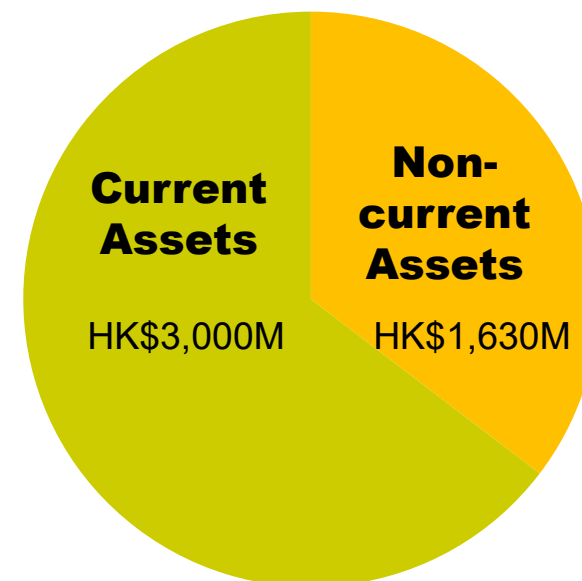
- Net cash generated from operating activities of approximately **HK\$360M**
 - Contributions from two strategy games and APP Business
- Net cash generated from investing activities of approximately **HK\$6.6M**
 - Payment of construction costs for a self-use office building in Fuzhou, China, amounting to approximately HK\$36M
 - Increase in fixed deposits of approximately HK\$28M
 - Cash inflow of approximately HK\$80M generated from the investment business
- Net cash used in financing activities of approximately **HK\$130M**
 - Dividend payment of approximately HK\$73M
 - Payments for repurchase of shares amounted to approximately HK\$35M
 - Payment of lease rentals amounted to approximately HK\$26M

Total Assets

The Group's total assets of approximately HK\$4,600M

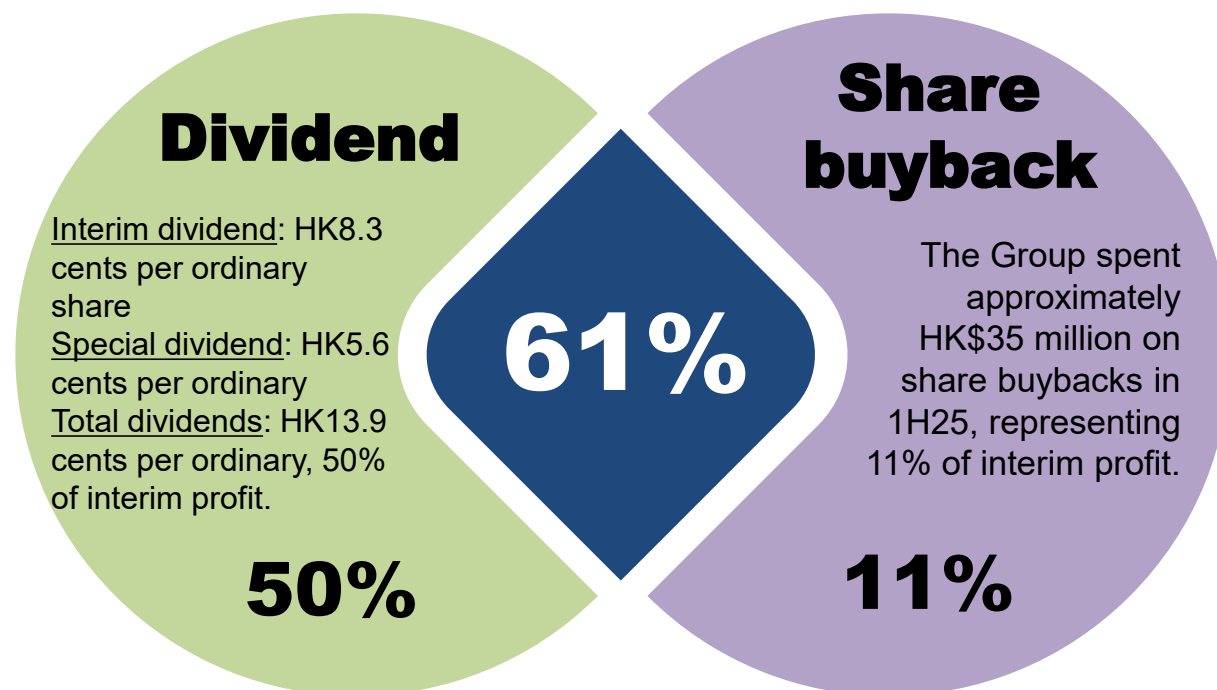
- Current assets of approximately HK\$3,000M
 - Cash and cash equivalents of approximately HK\$2,500M
 - Funds receivable of approximately HK\$240M
 - Trade and other receivables of approximately HK\$130M
- Non-current assets of approximately HK\$1,630M
 - Self-owned real property (including land use rights) of approximately HK\$1,010M
 - Investments – other financial assets of approximately HK\$390M
 - Investments – equity investment in associates and joint ventures amounted to approximately HK\$90M
 - Other non-current assets of approximately HK\$140M

Total Assets in 1H25

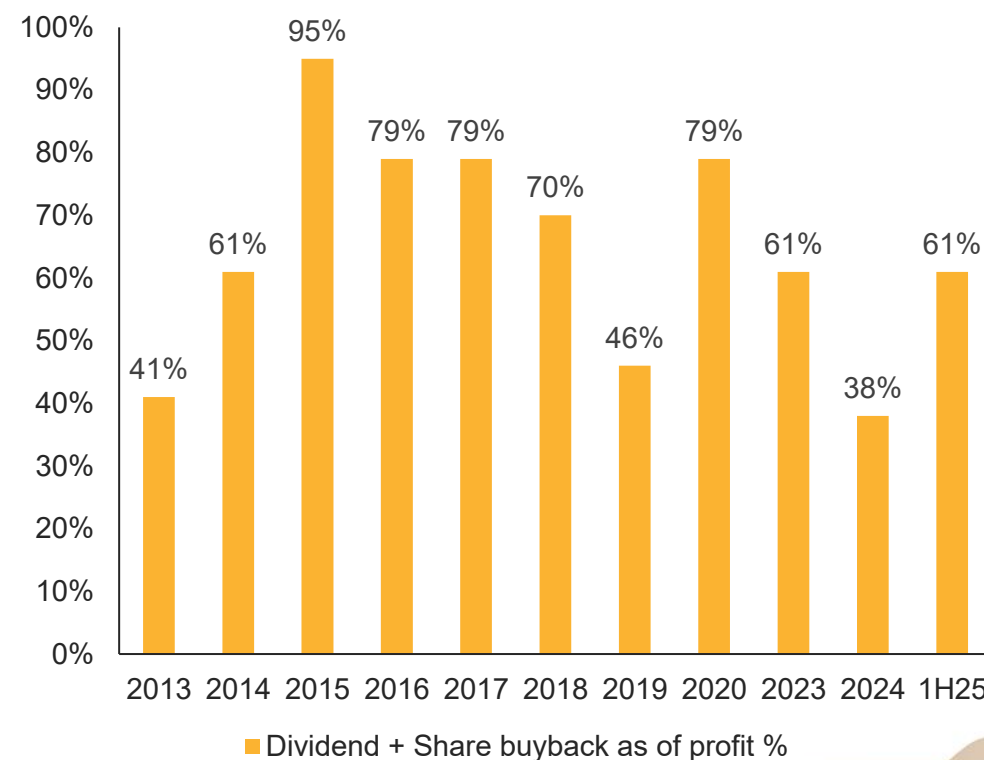


Share Buyback & Dividend

- The Group prioritizes shareholder value and actively seeks to enhance returns for shareholders through share buybacks and dividend payouts during profitable fiscal years.
- The dividend declared, along with the amount spent to repurchase shares, accounts for approximately 61% of the Group's 2025 interim profit.



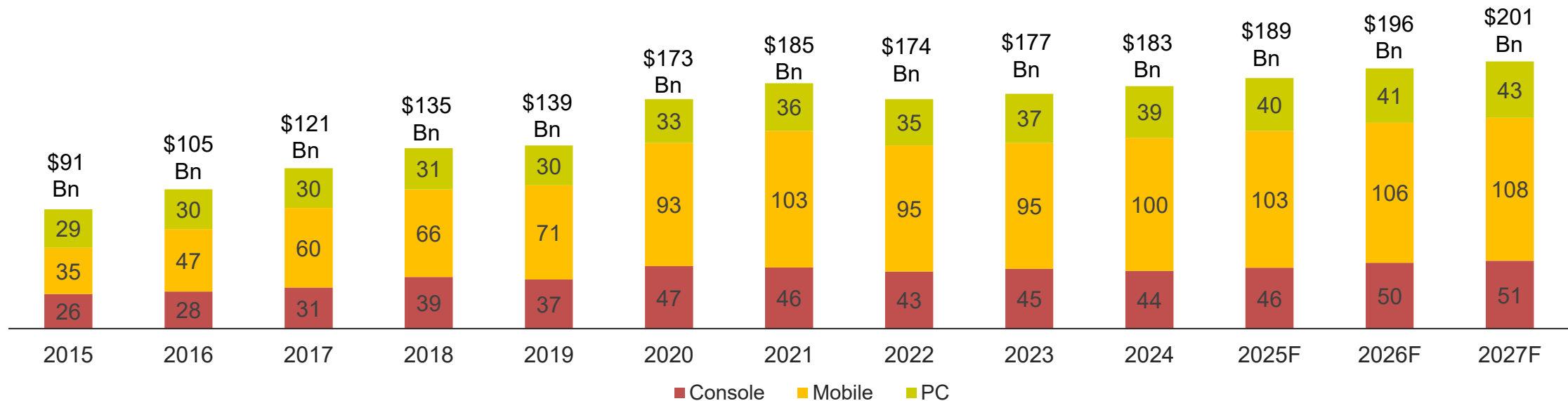
Historical Shareholder Returns



Global Games Market

- The global games market is forecasted to reach US\$188.9 billion in 2025, and is projected to grow to US\$201.4 billion in 2027.
 - Mobile games are expected to grow to US\$103.1 billion in 2025, 55% of global games market
 - Console games are expected to grow to US\$45.9 billion in 2025, 24% of global games market
 - PC games are expected to grow to US\$39.9 billion in 2025, 21% of global games market

Global games revenue per platform | 2015-2027F



Source : Newzoo, Games Market Reports & Forecasts (May 2025)



A detailed illustration of Vikings on a longship. In the center, a bearded man in ornate armor and a fur cloak holds a long wooden staff or pole. To his left, another bearded man in similar attire holds a battle-axe and gestures forward. To the right, a woman with tattoos and a red skirt holds a battle-axe. The ship's sail is red and white striped, and the dragon-headed prow is visible. The background shows a sunset sky with birds and other crew members on the ship.

Prospects

Prospects



R&D

Game development: pursuing excellence & diversification

- Enhancing R&D efficiency through extensive integration of AI technology.
- Committed to driving innovation, embracing trends, and leading in our expertise.

Steady development of APP Business

- Focusing on diversified and innovative applications
- Continually leveraging the synergies of platform-based business model

AI Tech: deep utilization

- Extensive integration of AI technology in game design, art production, and programming, along with exploration of AI products.



Operation

AI Tech: sharpening competitive edge

- Utilizing AI technology to enhance localized and targeted marketing campaigns

Long-term operation strategy

- Continue to acquire users for games and the APP Business across the globe
- Diversified marketing initiatives to extend the products' longevity

Explore opportunities in IP & new consumer sectors

- Leverage global operational advantages to build a diversified IP portfolio



New Game – Project AOI (SLG)



New Game – Project AOI (SLG)



New Game – Project AOI (SLG)



Q&A