Q1 '20 Earnings Presentation

Pearl Abyss Corp. 13 May. 2020



Disclaimer

This presentation contains forward-looking statements that relate to our future operations, prospects, developments, strategies, business growth, and financial outlook. Forward-looking statements are identified by words such as 'believes', 'estimates', 'expects', 'intends', 'may', 'projects', 'could', 'should', 'will', 'continue' and other similar expressions.

All statements other than statements of historical fact could be forward-looking statements, which speak only as of the date they are made, do not guarantee future performance and are subject to certain risks, uncertainties, and other factors beyond our control and difficult to predict.

Also, Forward-looking statements are identified based on the current market situation and company's strategies, therefore, can be altered without notifications due to changes in market or the company's strategies.

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1. Q1'20 Overview

Efforts on Improving IP Profitability

Q1 Business Highlight

EVE Online

Black Desert ■ Console: 'Cross-Play' → Increase in user/revenue
 PC/Mobile: Maintained solid revenue

Better user experience → Increase in user/revenue

Improving IP Profitability

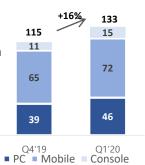
- Shadow Arena CBT: Upgrading the game with user feedbacks
 - ✓ 1st CBT('19.11): First unveiling with 6 characters
 - ✓ 2nd CBT('20.01): 2 new characters, ranking system, level-up system
 - ✓ 3rd CBT('20.02): 1 new character, user matching system, UI upgrade
 - ✓ 4th CBT('20.04): Game with AI, non-competition mode, better matching system
- EVE Online: Game approval from China (Mar. 12th)
- Black Desert Japan : Self-publishing preparation
- Black Desert Mobile: Cloud game streaming in CES 2020 with SKT

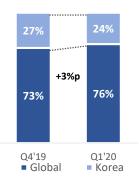
❖ Operating Revenue and OPM





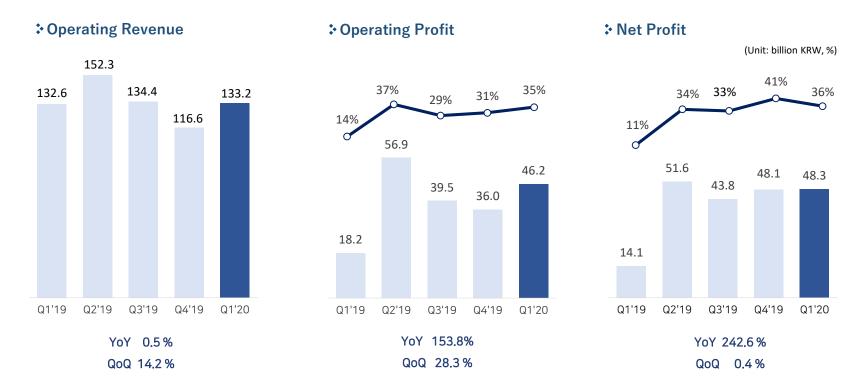
❖ Revenue by Platform and Region





2. Q1'20 Operating Performance

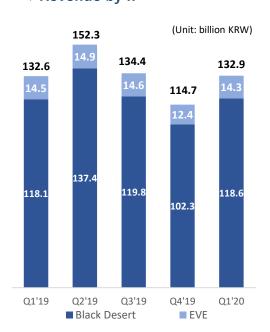
Operating Revenue: 133.2 bil., Operating Profit: 46.2 bil., Net Profit: 48.3bil. (KRW)



3. Q1'20 Revenue Breakdown

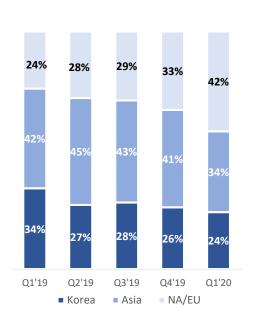
Global Portfolio Expansion

∴ Revenue by IP

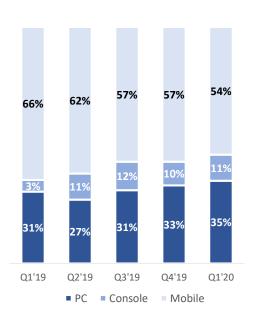


(*) A 3 bil. of other revenues excluded (non-game revenue)

❖ Revenue by Region



∴ Revenue by Platform



4. Q1'20 Operating Expenses

Operating Expenses: KRW 87.0 bil. (QoQ 7.8%)

- Labor costs (QoQ -3.2%): Decreased without one-off costs incurred in Q4'19 (i.e. Severance package)
- Commissions (QoQ 81.8%): Increased with normalization in console net revenue recognition (Commission rate: 24.6%)
- Advertising cost (QoQ -43.7%): Dropped sharply with cost-effective marketing

(Unit: million KRW, %)

	Q1'19	Q2'19	Q3'19	Q4'19	Q1'20	QoQ	YoY	Ratio	% of rev.
Operating Expenses	114,472	95,352	94,853	80,656	86,971	7.8%	-24.0%	100.0%	65.4%
Labor	33,987	25,461	26,688	33,099	32,039	-3.2%	-5.7%	36.8%	24.1%
Commissions	41,148	43,818	40,971	18,007	32,745	81.8%	-20.4%	37.7%	24.6%
Advertising	30,251	15,434	15,835	16,760	9,444	-43.7%	-68.8%	10.9%	7.1%
D&A	3,687	4,088	4,618	4,976	5,081	2.1%	37.8%	5.8%	3.8%
Etc.	5,399	6,551	6,741	7,814	7,662	-1.9%	41.9%	8.8%	5.8%

Number of Employees

(Unit: No. of employee, %)

	Q1′19	Q2'19	Q3'19	Q4'19	Q1′20	QoQ	YoY	%
Employees	1,005	1,074	1,151	1,232	1,246	1.1%	24.0%	100.0%
Development	620	635	709	748	735	-1.7%	18.5%	59.0%
Business / Staff	385	439	442	484	511	5.6%	32.7%	41.0%

5. Q2'20 Highlight PEARL ABYSS

♦ Increasing IP profitability and securing new pipelines

Q2 Business Highlight

■ Shadow Arena: Early Access on May 21st

✓ Final CBT: April. 17th ~ 20th, Global

✓ Early Access : May 21st, Steam

✓ Seek business opportunity from E-sports

✓ Prepare console platform

■ EVE Online: China

✓ Launching: April. 27th

■ Black Desert Japan : Self-publishing (April. 24th)

✓ Improve both user experience and profitability

❖ New Pipelines

■ New IP: Crimson Desert, DokeV, Plan 8

■ EVE Echoes : Development in progress by Netease





Appendix

Appendix. Consolidated Financial Statements (Statement of Financial Position)

	2019.12.31	2020.03.31	
Assets		_	
I . Current Assets	450,129	513,848	
Cash and Cash Equivalents	176,366	134,506	
ST Financial Instruments	184,596	282,845	
Financial assets measured at fair value	3,896	2,596	
AFS financial assets	6,122	6,634	
Account receivables	68,924	75,585	
Other Current Assets	10,225	11,682	
II. Non-Current Assets	417,262	432,735	
Account receivables	17,247	17,190	
LT Financial Instruments	827	868	
Financial assets measured at fair value	7,858	10,278	
AFS financial assets	203	202	
Tangible Assets	78,121	78,272	
Intangible Assets	293,395	307,175	
Investment in affiliated companies	832	896	
Deferred tax asset	17,591	16,880	
Other non-current assets	1,188	974	
Total Assets	867,391	946,583	

	2019.12.31	2020.03.31
Liabilities		
I . Current Liabilities	123,273	135,173
Other liabilities	38,731	34,705
Income taxes payable	11,030	16,591
Current portion of long-term debt	30,000	30,000
Lease liabilities	3,937	4,100
Other current liabilities	39,575	49,777
${\rm I\hspace{1em}I}$. Non-Current Liabilities	155,101	159,006
Other liabilities	3,250	3,553
Long-term debt	87,890	91,130
Provision	592	654
Other non-current liabilities	11,477	11,506
Deferred tax liabilities	23,567	24,497
Lease liabilities	28,325	27,666
Total Liabilities	278,374	294,179
Capital		
I . Capital stock	6,512	6,536
${\mathbb I}$. Capital Surplus	200,034	201,384
III. Retained Earnings	389,231	437,564
IV. Capital Adjustments	-11,729	-12,282
\boldsymbol{V} . Accumulated other comprehensive Income	4,969	19,202
VI. Non-controlling interests	0	0
Total Capital	589,017	652,404

Appendix. Consolidated Financial Statements (Comprehensive Income Statement)

(Unit: million KRW)

	Q1 '19	Q2 '19	Q3 '19	Q4 '19	Q1 '20
Revenue	132,630	152,273	134,402	116,631	133,187
Operating Expenses	114,472	95,352	94,853	80,656	86,971
Operating Profit	18,158	56,921	39,549	35,975	46,216
Financial Income	1,682	2,263	5,461	20,597	10,629
Non-Operating Income	252	(47)	685	(285)	1,541
Income from Equity Method	(3)	62	13	9	33
Income before Income Tax	20,089	59,199	45,708	56,296	58,419
Income Tax Expenses	5,942	7,627	1,873	8,199	10,086
Net Profit	14,147	51,572	43,835	48,097	48,333

