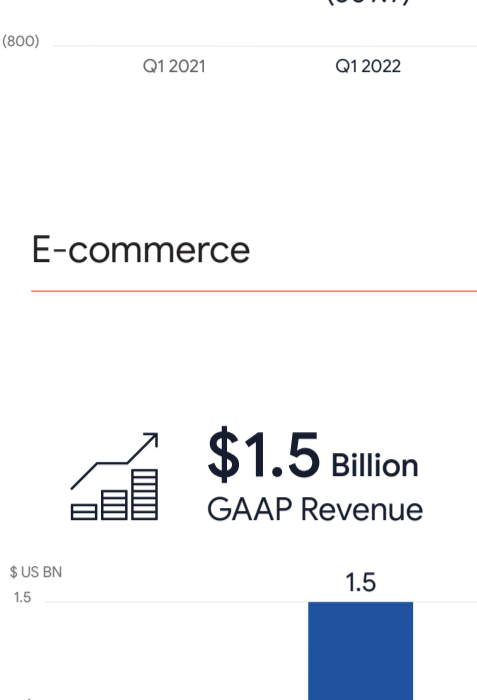




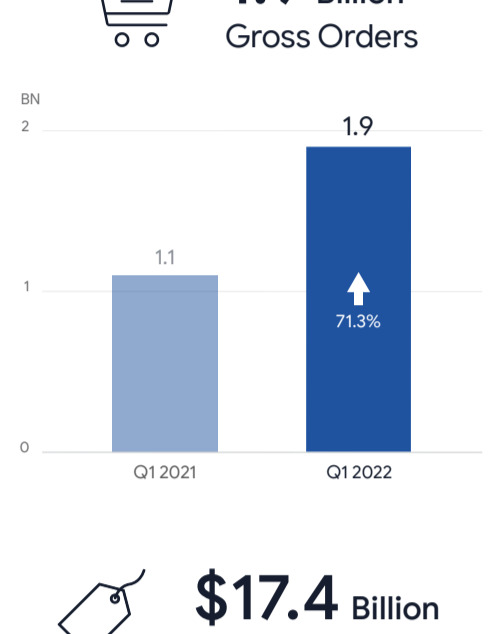
**\$2.9 Billion**  
Total GAAP Revenue



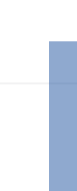
**\$1.2 Billion**  
Total Gross Profit



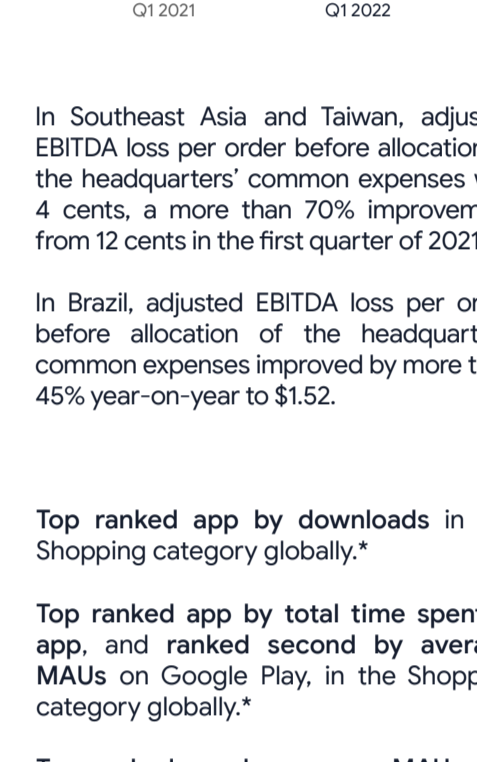
**\$(509.9) Million**  
Total Adjusted EBITDA



## E-commerce



**\$1.5 Billion**  
GAAP Revenue



**1.9 Billion**  
Gross Orders



**\$17.4 Billion**  
GMV



- In Southeast Asia and Taiwan, adjusted EBITDA loss per order before allocation of the headquarters' common expenses was 4 cents, a more than 70% improvement from 12 cents in the first quarter of 2021.
- In Brazil, adjusted EBITDA loss per order before allocation of the headquarters' common expenses improved by more than 45% year-on-year to \$1.52.
- Top ranked app by downloads in the Shopping category globally.\*
- Top ranked app by total time spent in app, and ranked second by average MAUs and Google Play, in the Shopping category globally.\*
- Top ranked app by average MAUs and total time spent in app in the Shopping category in Southeast Asia overall, in Indonesia, as well as in Taiwan.\*
- Top ranked app by downloads and total time spent in app, and ranked second by average MAUs in the Shopping category in Brazil.\*

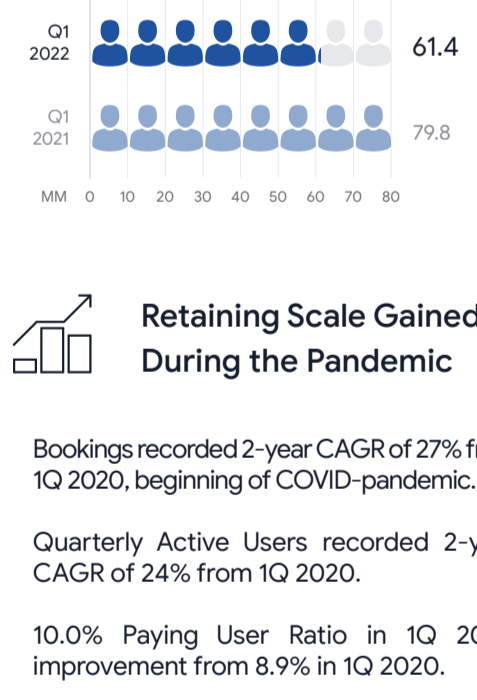
\*data.ai, Q1 2022



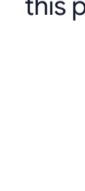
## Digital Entertainment



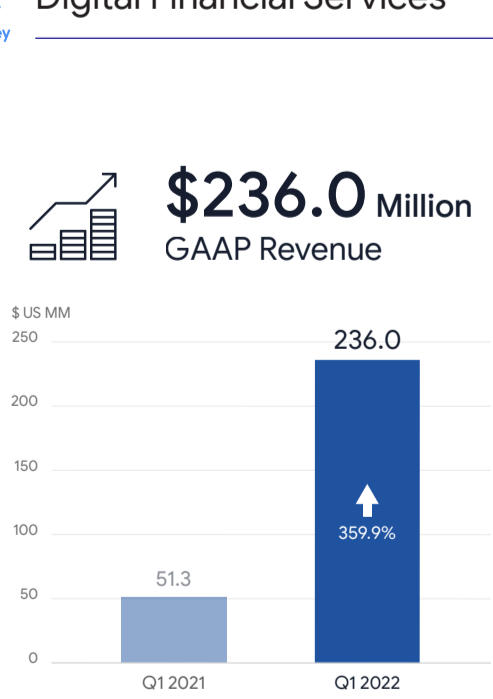
**\$1.1 Billion**  
Total GAAP Revenue



**\$0.8 Billion**  
Bookings



**\$431.4 Million**  
Adjusted EBITDA

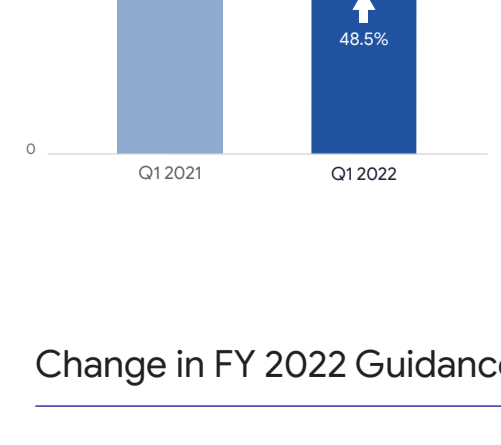


**52.2%**  
Adjusted EBITDA as % of Bookings



**615.9 Million**  
Quarterly Active Users

↓ (5.1)% decline in active users



**61.4 Million**  
Quarterly Paying Users

↓ (23.1)% decline in paying users



**Retaining Scale Gained During the Pandemic**

- Bookings recorded 2-year CAGR of 27% from 1Q 2020, beginning of COVID-pandemic.
- Quarterly Active Users recorded 2-year CAGR of 24% from 1Q 2020.
- 10.0% Paying User Ratio in 1Q 2022, improvement from 8.9% in 1Q 2020.

## FREE FIRE

- Most downloaded mobile game globally.\*
- Third highest by average MAUs for mobile games on Google Play globally.\*
- Highest grossing mobile game in Southeast Asia and Latin America, maintaining this leading position for eleven consecutive quarters.\*
- Highest grossing mobile battle royale game in the United States, maintaining this position for five consecutive quarters.\*

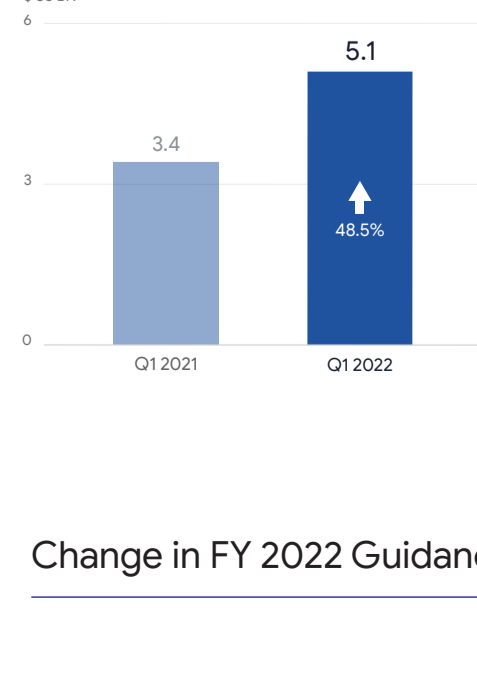
\*data.ai, Q1 2022



## Digital Financial Services



**\$236.0 Million**  
GAAP Revenue



**49.0 Million**  
Quarterly Active Users

↑ 78.2% growth in active users



- In Indonesia, over 30% of the quarterly active users have used multiple SeaMoney products or services.



**\$5.1 Billion**  
Total Payment Volume For Mobile Wallet



## Change in FY 2022 Guidance



**\$8.5 - \$9.1 Billion**  
E-commerce GAAP revenue  
(Previous: \$8.9 - \$9.1 Billion)



**71.8%**  
YoY growth at midpoint