

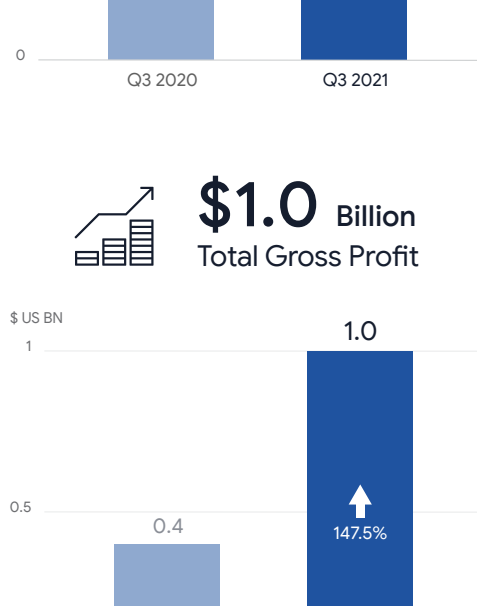


Q3 2021 Earnings Update

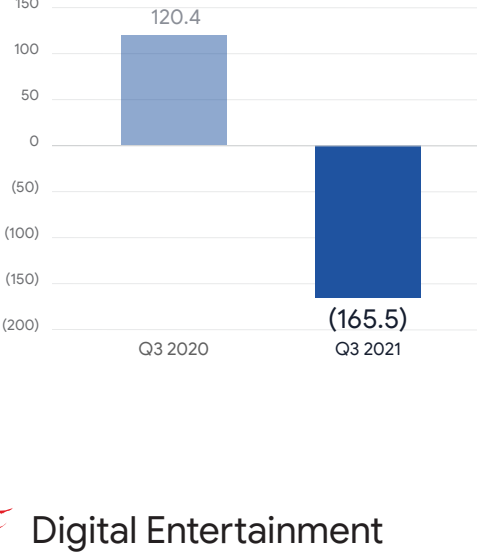
Sustained Strong Growth,
Raised E-commerce Guidance



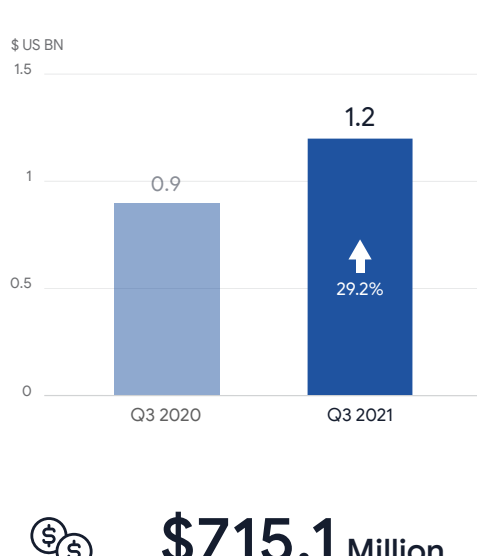
\$2.7 Billion
Total GAAP Revenue



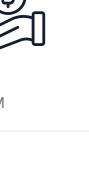
\$1.0 Billion
Total Gross Profit



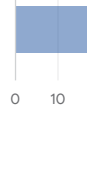
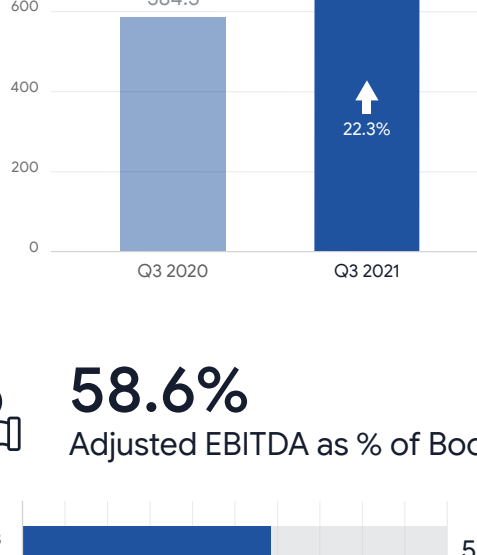
\$(165.5) Million
Total Adjusted EBITDA



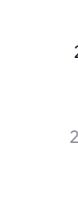
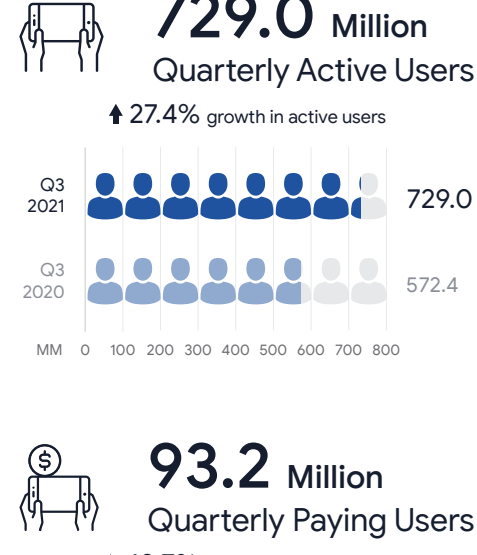
Digital Entertainment



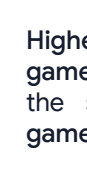
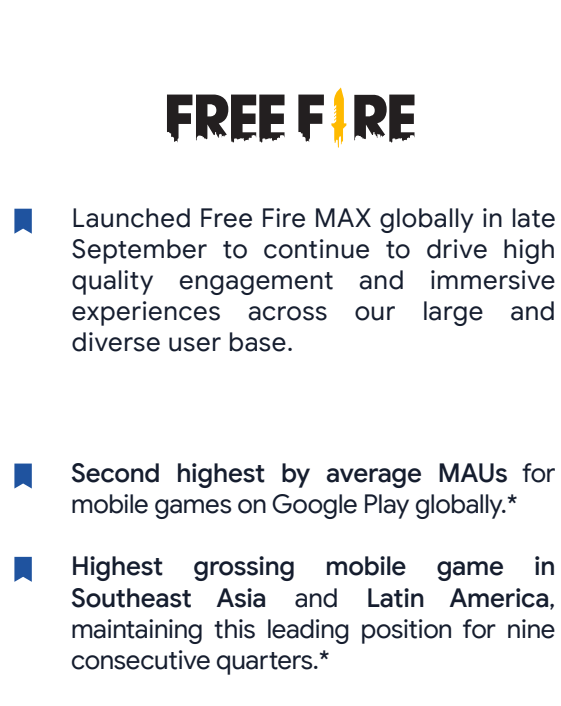
\$1.2 Billion
Bookings



\$715.1 Million
Adjusted EBITDA

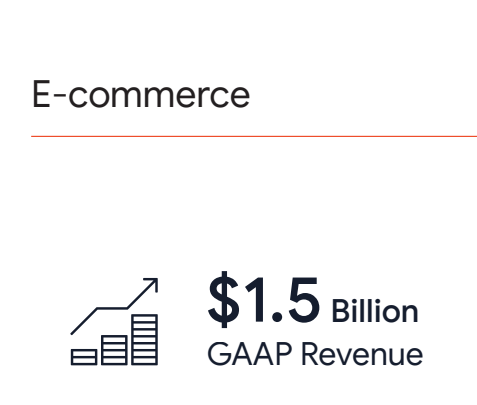


58.6%
Adjusted EBITDA as % of Bookings



729.0 Million
Quarterly Active Users

↑ 27.4% growth in active users



93.2 Million
Quarterly Paying Users

↑ 42.7% growth in paying users



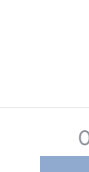
FREE FIRE

- Launched Free Fire MAX globally in late September to continue to drive high quality engagement and immersive experiences across our large and diverse user base.
- Second 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 nine consecutive quarters.*
- Highest grossing mobile game in India, maintaining this leading position for four consecutive quarters.*
- Highest grossing mobile battle royale game for three consecutive quarters, and the second highest grossing mobile game on Google Play, in the United States.*

*App Annie, Q3 2021



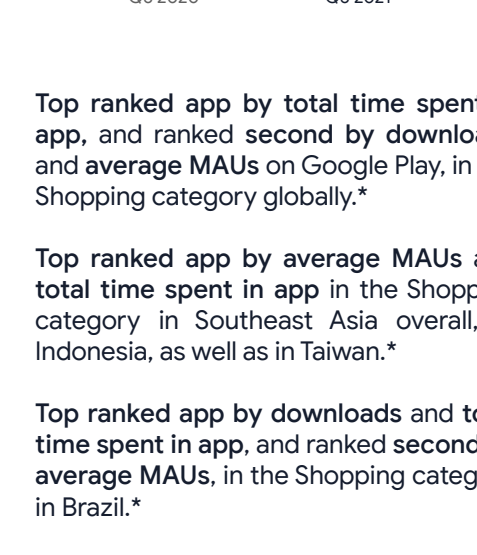
E-commerce



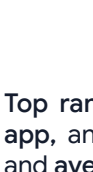
\$1.5 Billion
GAAP Revenue



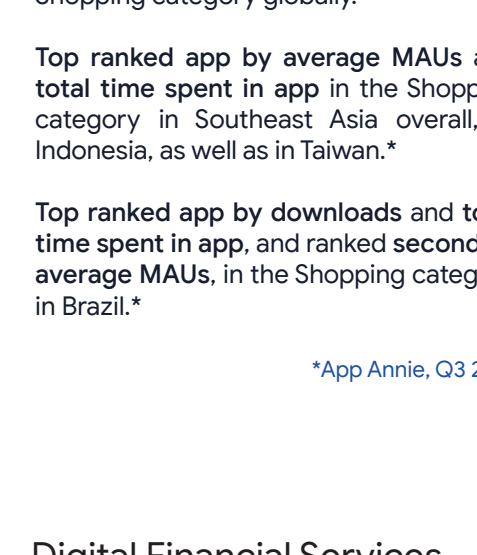
1.7 Billion
Gross Orders



- Representing nine consecutive quarters of triple digit YoY order growth.



\$16.8 Billion
GMV

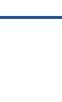


- Top ranked app by total time spent in app, and ranked second by downloads and average MAUs on Google Play, in the Shopping category globally.*
- Top ranked app by average MAUs and total time spent in app in the Shopping category in Southeast Asia overall, in Indonesia, as well as in Taiwan.*
- Top ranked app by downloads and total time spent in app, and ranked second by average MAUs, in the Shopping category in Brazil.*

*App Annie, Q3 2021



Digital Financial Services



\$4.6 billion in mobile wallet total payment volume.



39.3 million quarterly paying users for mobile wallet services.



Raising FY2021 Guidance



\$5.0 - \$5.2 Billion
E-commerce GAAP revenue
(Previous: \$4.7 - \$4.9 Billion)



135.3%
YoY growth at midpoint