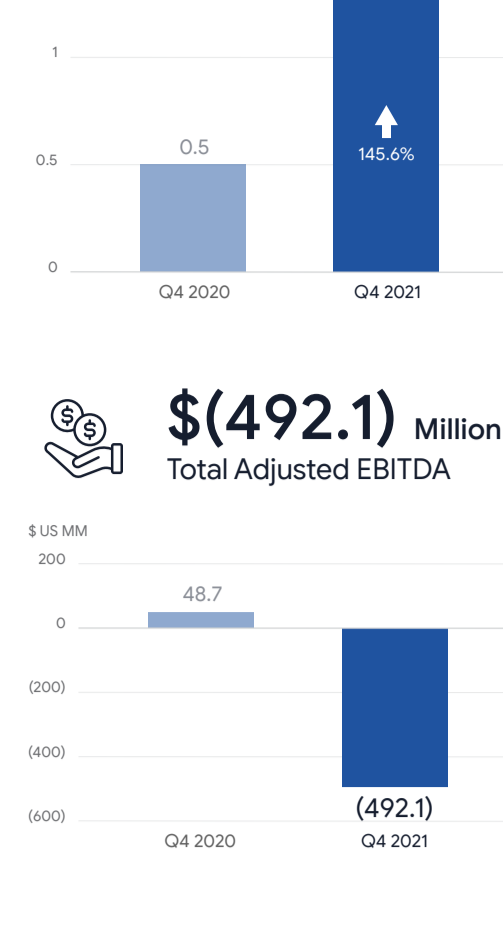


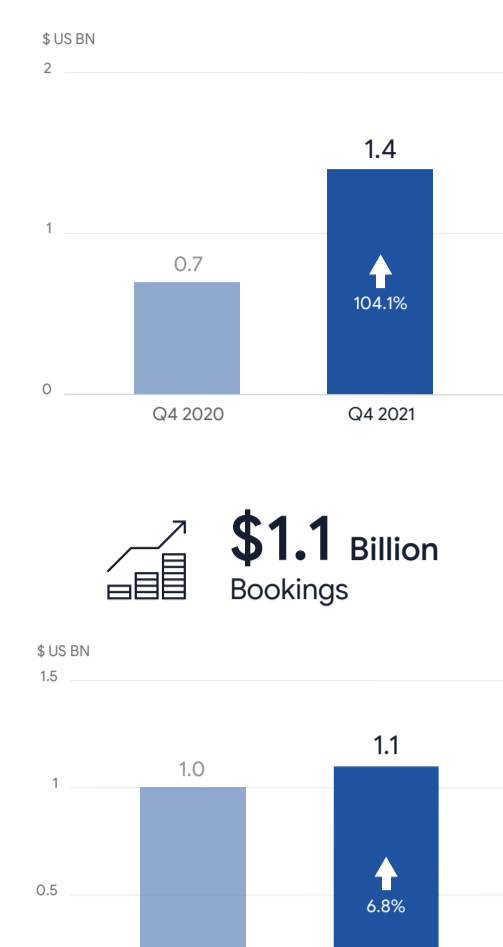


Q4 2021 Earnings Update

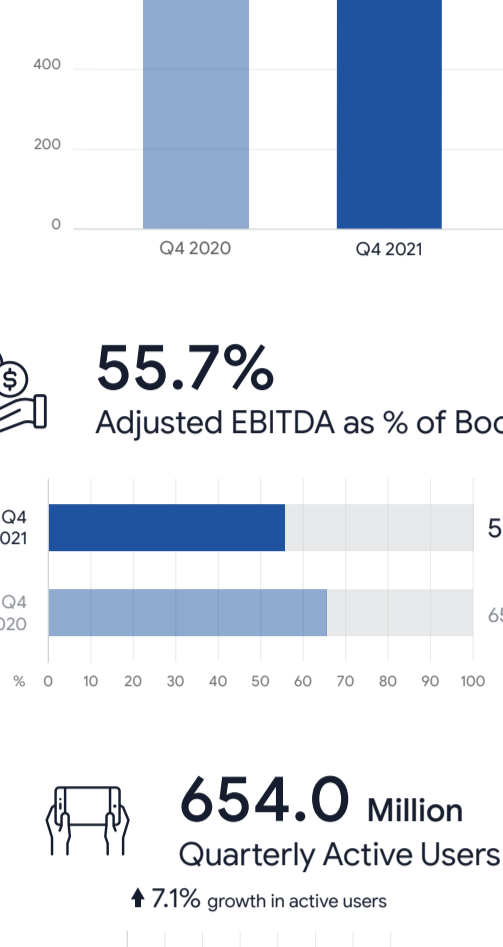
\$3.2 Billion
Total GAAP Revenue



\$1.3 Billion
Total Gross Profit

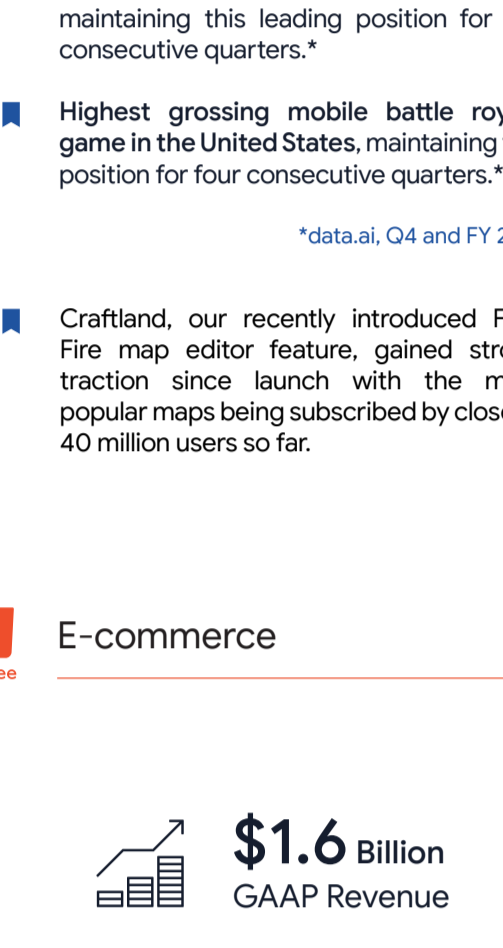


\$(492.1) Million
Total Adjusted EBITDA

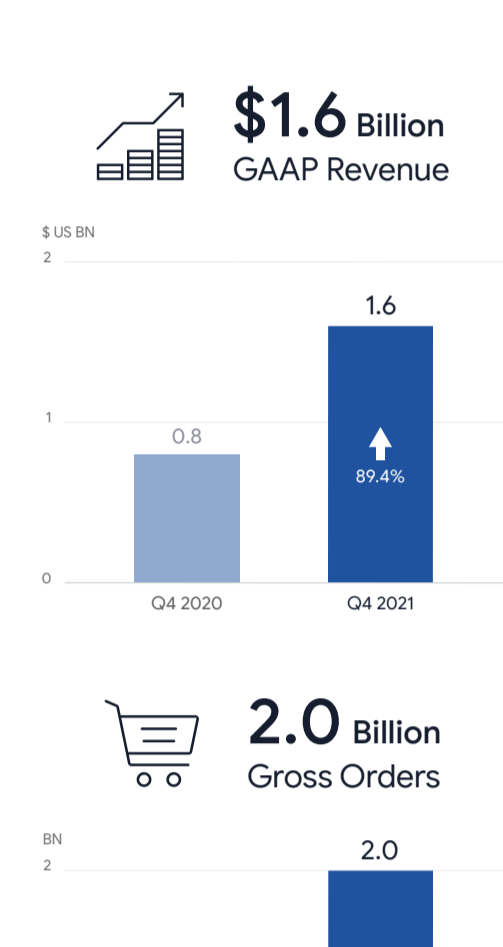


Digital Entertainment

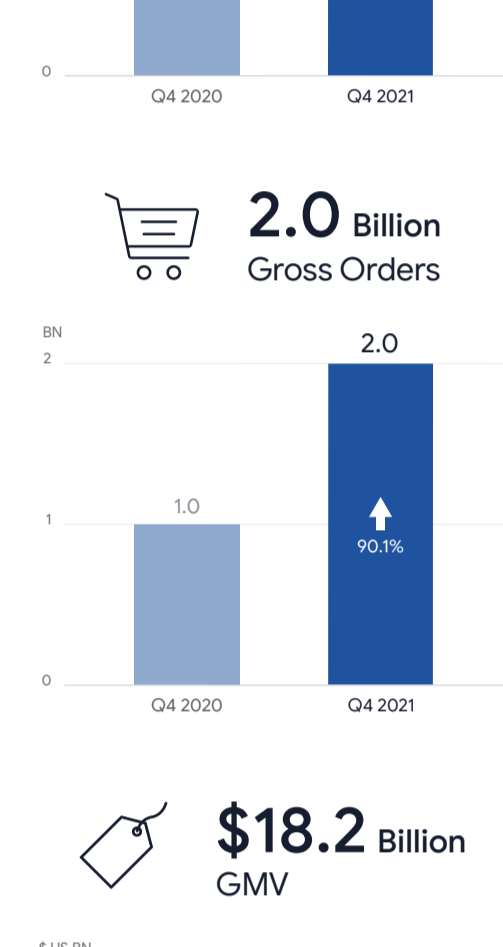
\$1.4 Billion
Total GAAP Revenue



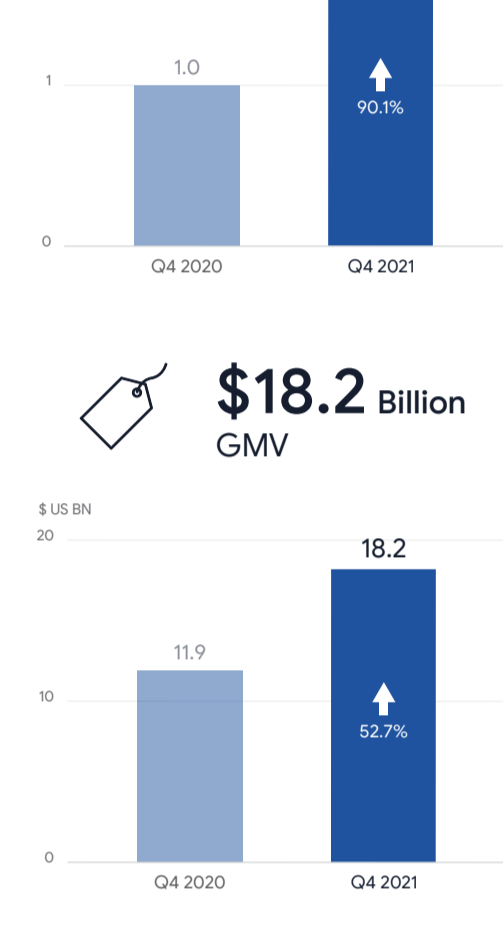
\$1.1 Billion
Bookings



\$602.6 Million
Adjusted EBITDA



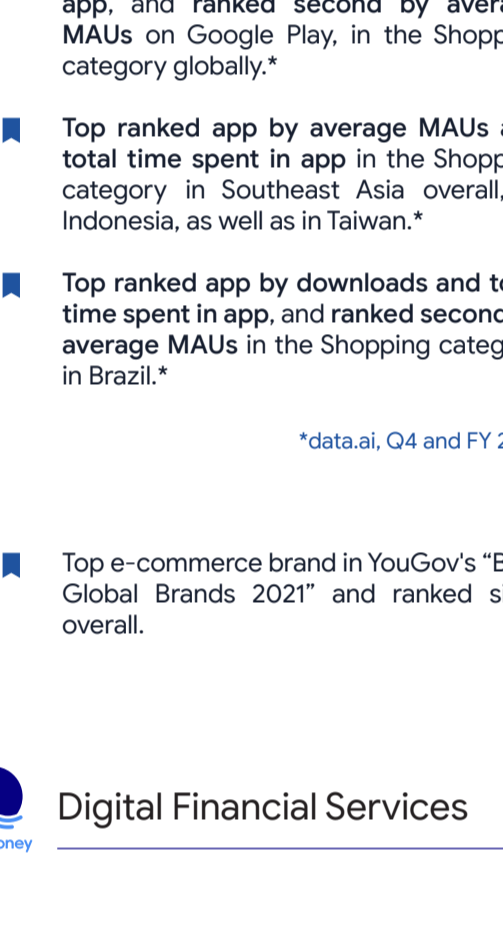
55.7%
Adjusted EBITDA as % of Bookings



654.0 Million
Quarterly Active Users



77.2 Million
Quarterly Paying Users



FREE FIRE

- Most downloaded mobile game globally, maintaining this leading position for three consecutive years.*
- 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 ten consecutive quarters.*
- Highest grossing mobile battle royale game in the United States, maintaining this position for four consecutive quarters.*

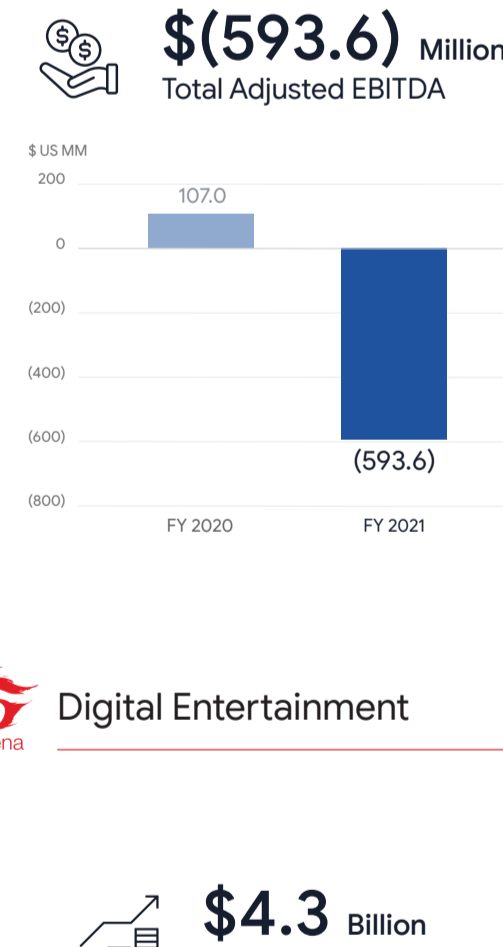
*data.ai, Q4 and FY 2021

Craftland, our recently introduced Free Fire map editor feature, gained strong traction since launch with the most popular maps being subscribed by close to 40 million users so far.

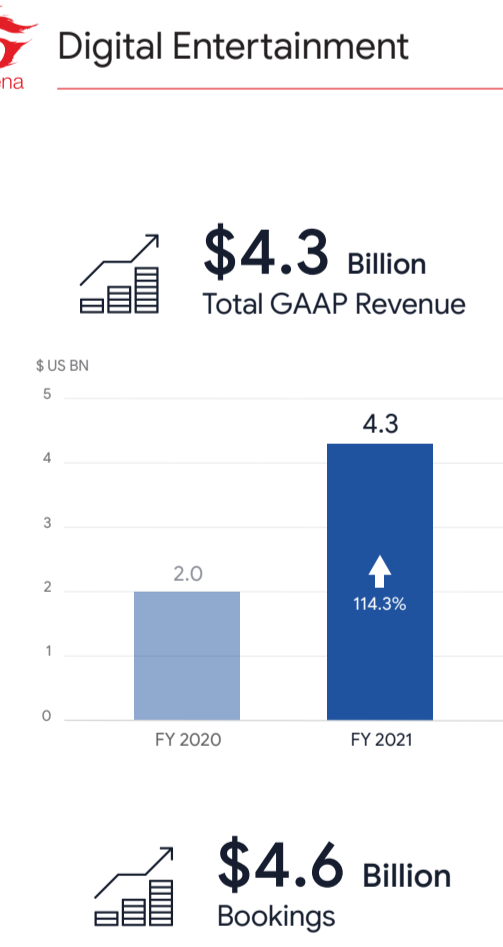


E-commerce

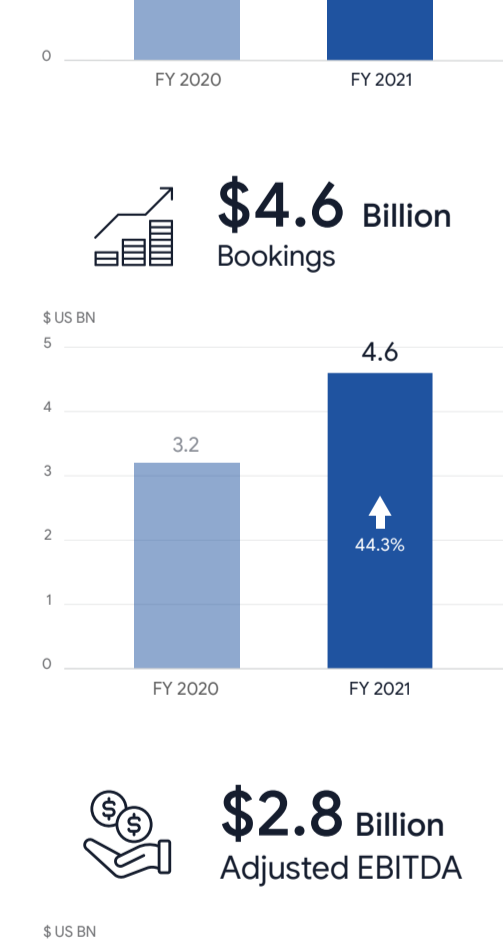
\$1.6 Billion
GAAP Revenue



2.0 Billion
Gross Orders



\$18.2 Billion
GMV



- Shopee Brazil recorded more than 140 million gross orders, growing at close to 400% year-on-year, and more than \$70 million of GAAP revenue, up by around 326% year-on-year.
- In Southeast Asia and Taiwan, adjusted EBITDA loss per order before allocation of the headquarters' common expenses was 15 cents, an improvement from 21 cents in the fourth quarter of 2020.
- Currently on track to achieve positive adjusted EBITDA before allocation of the headquarters' common expenses in Southeast Asia and Taiwan by this year.
- In other markets, unit economics also improved. In particular, in Brazil, adjusted EBITDA loss per order before allocation of the headquarters' common expenses improved by more than 40% year-on-year to below \$2.

- 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 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 spent app by downloads and total time spent in app, and ranked second by average MAUs in the Shopping category in Brazil.*

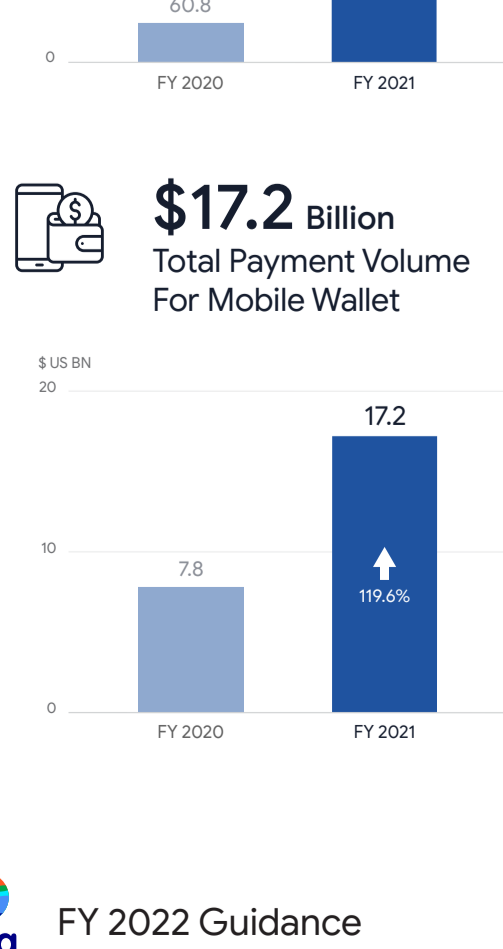
*data.ai, Q4 and FY 2021

Top e-commerce brand in YouGov's "Best Global Brands 2021" and ranked sixth overall.



Digital Financial Services

\$197.5 Million
GAAP Revenue

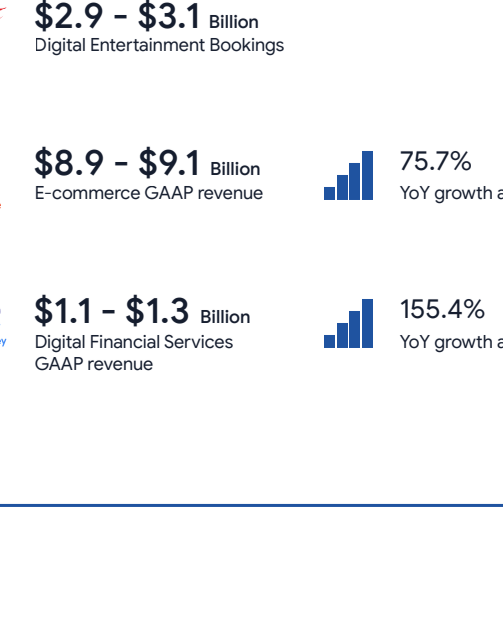


45.8 Million
Quarterly Active Users



In Indonesia, over 20% of the quarterly active users have used multiple SeaMoney products or services.

\$5.0 Billion
Total Payment Volume For Mobile Wallet



- We expect the segment to achieve positive cash flow by next year.
- Expanded various products offerings including credit services in more markets, started offering services in digital banking and insurtech in Indonesia and obtained a bank license in the Philippines.

FY 2021 Earnings Update

\$10.0 Billion
Total GAAP Revenue

\$3.9 Billion
Total Gross Profit

\$(593.6) Million
Total Adjusted EBITDA

Digital Entertainment

\$4.3 Billion
Total GAAP Revenue

\$4.6 Billion
Bookings

\$2.8 Billion
Adjusted EBITDA

60.4%
Adjusted EBITDA as % of Bookings

E-commerce

\$5.1 Billion
GAAP Revenue

6.1 Billion
Gross Orders

\$62.5 Billion
GMV

Digital Financial Services

\$469.8 Million
GAAP Revenue

\$17.2 Billion
Total Payment Volume For Mobile Wallet

FY 2022 Guidance

\$2.9 - \$3.1 Billion
Digital Entertainment Bookings

\$8.9 - \$9.1 Billion
E-commerce GAAP revenue

\$1.1 - \$1.3 Billion
Digital Financial Services GAAP Revenue

