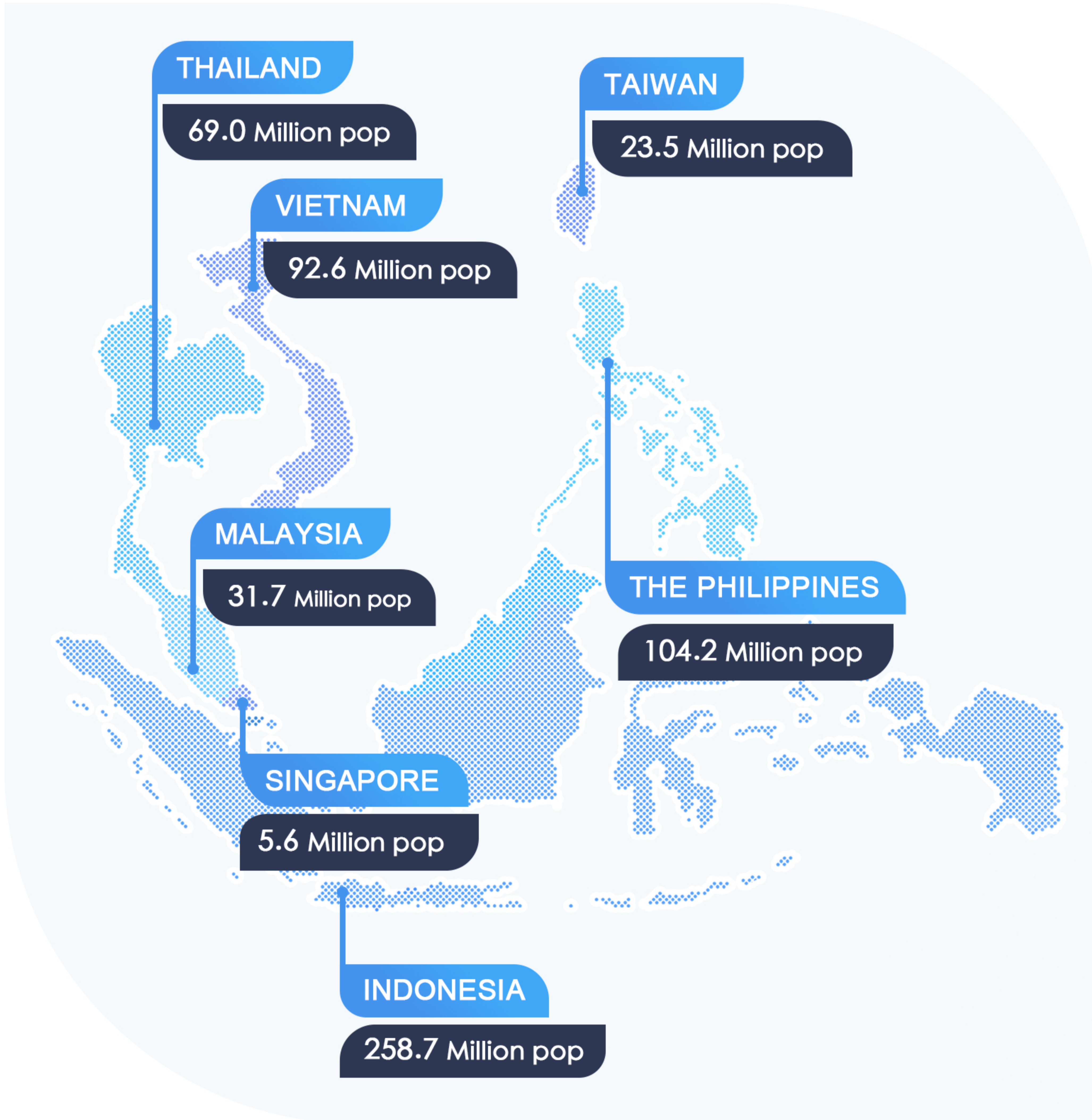


# Our Home of Greater Southeast Asia



## Our 7 Key Markets



GSEA Population <sup>(1)</sup>

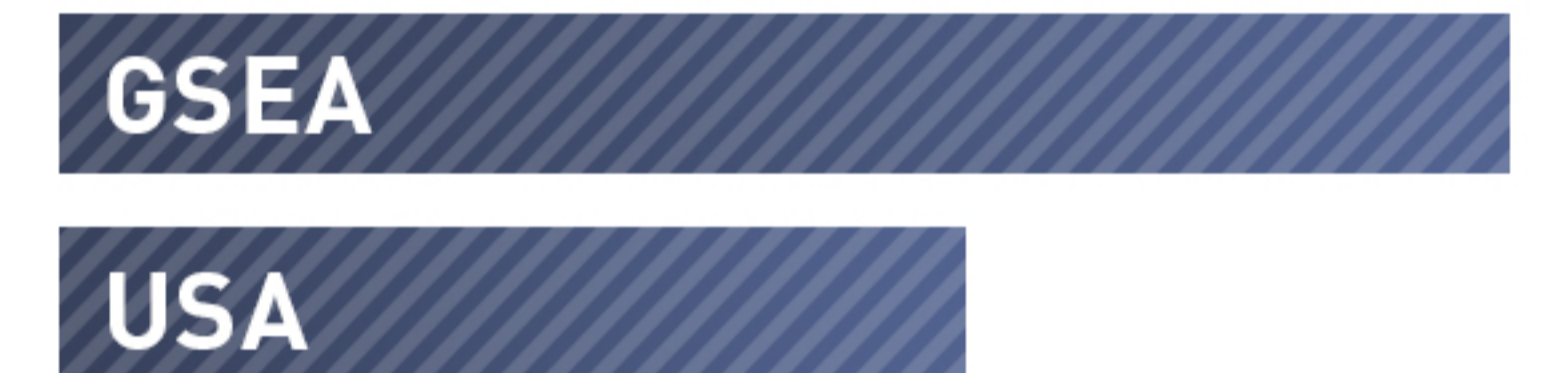
**585.3** Million

GSEA GDP <sup>(1)</sup>

**\$US3.0** Trillion

Population Growth Rate <sup>(2)</sup>

**1.6X** the USA



GDP Growth Rate <sup>(2)</sup>

**2.1X** the USA



### Internet Users



**315.4 Million** <sup>(3)</sup>  
**12.8%** 2016-2021E CAGR

### Online Games Market Size



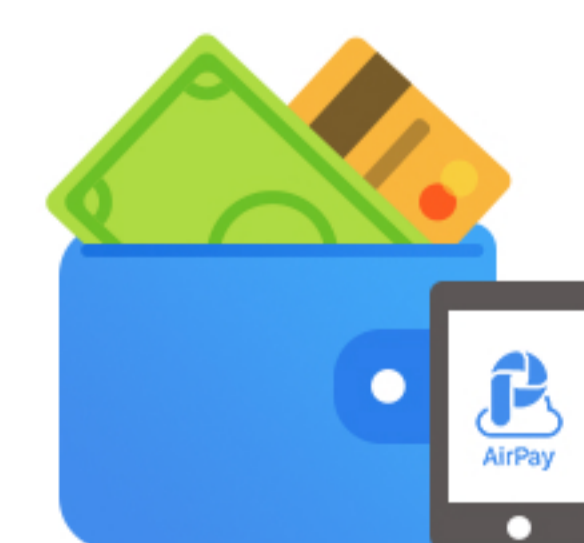
**\$US3.5 Billion** <sup>(5)</sup>  
**19.6%** 2016-2021E CAGR

### E-Commerce Market Size



**\$US23.0 Billion** <sup>(4)</sup>  
**29.2%** 2016-2021E CAGR

### E-Wallet Market Size



**\$US6.5 Billion** <sup>(6)</sup>  
**30.1%** 2016-2021E CAGR

(1) 2016 estimate as of April 2017, IMF Outlook

(2) 2016 - 2021 estimated CAGR as of April 2017, IMF Outlook

(3) As of December 2016, Frost & Sullivan. Internet users are defined as unique users who access fixed or mobile internet services at least once per month

(4) 2016 - 2021 estimated CAGR, Frost & Sullivan, refers to e-commerce consumer spending (or gross merchandise value)

(5) 2016 - 2021 estimated CAGR, Calculated based on mobile and PC online game market forecasts from Newzoo and Niko Partners, respectively

(6) 2016 - 2021 estimated CAGR, IDC; E-wallet refers to a virtual container that stores value, which is used for item and service transactions; funds may be transferred through cash, bank account, scratch cards or a variety of other means



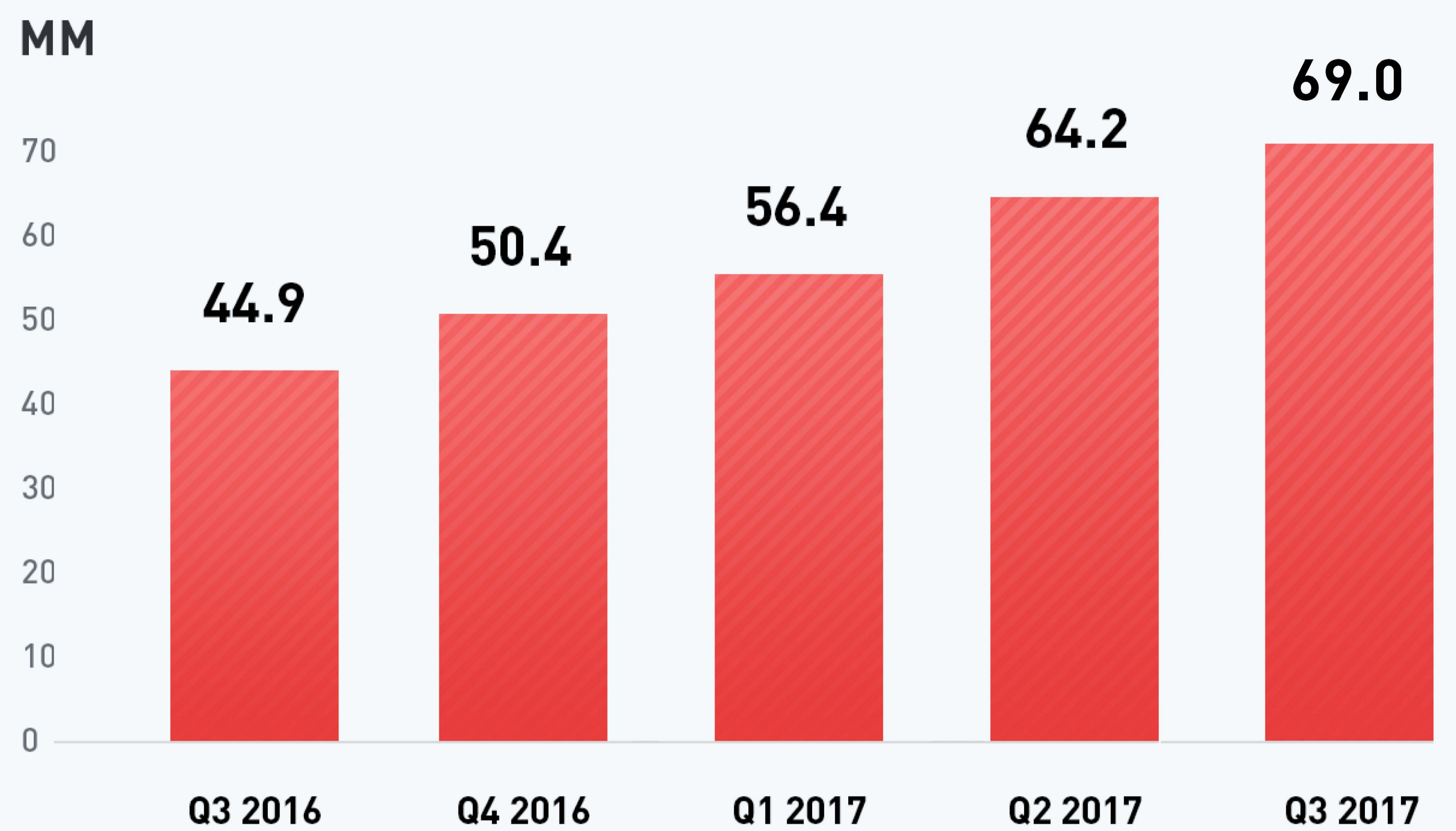
# Our Track Record of Growth



## #1 Market Share

in GSEA in first half of 2017  
by revenues<sup>(1)</sup>

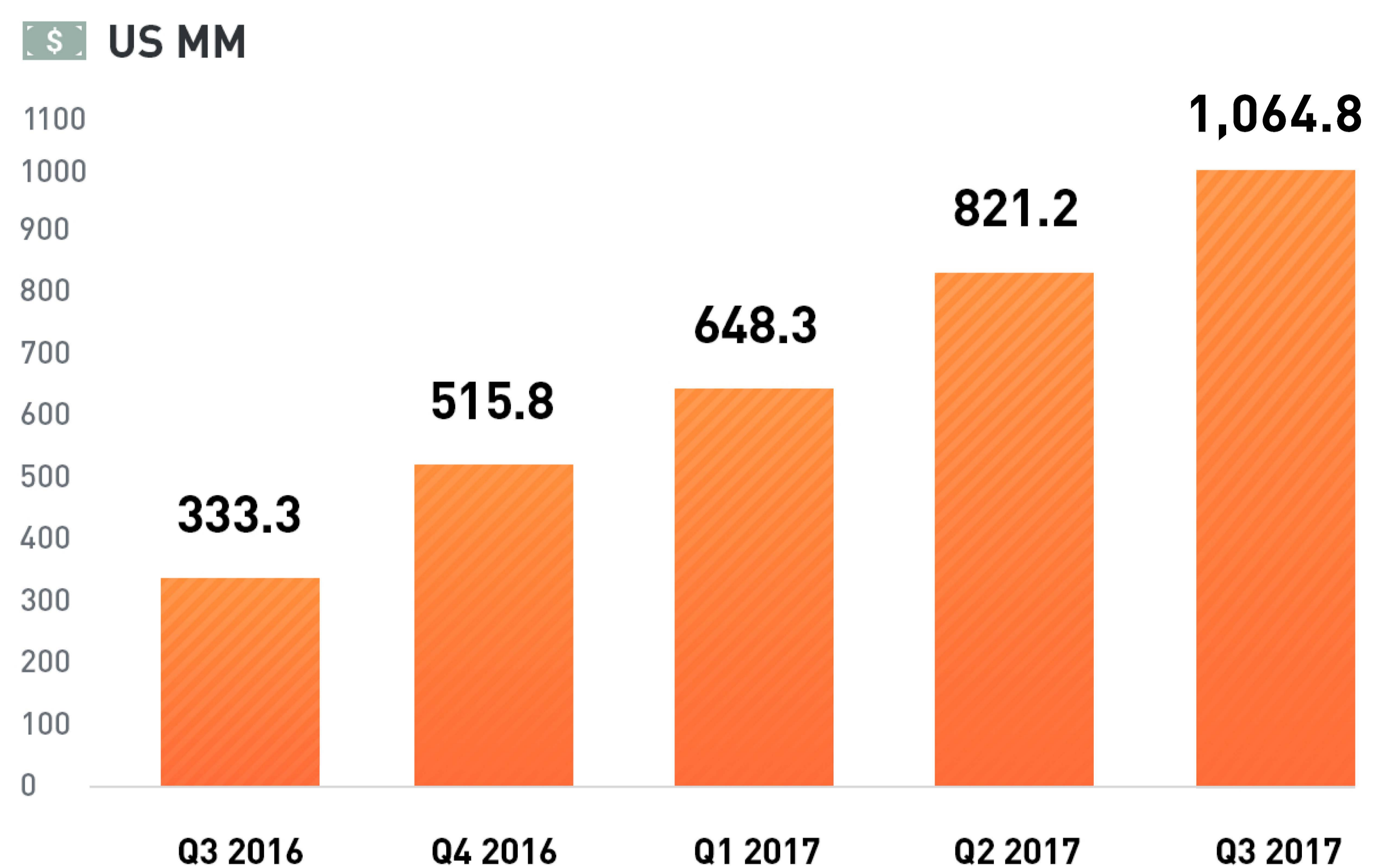
### Quarterly Active Users



## #1 Market Share

in GSEA in first half of 2017  
by GMV and orders<sup>(2)</sup>

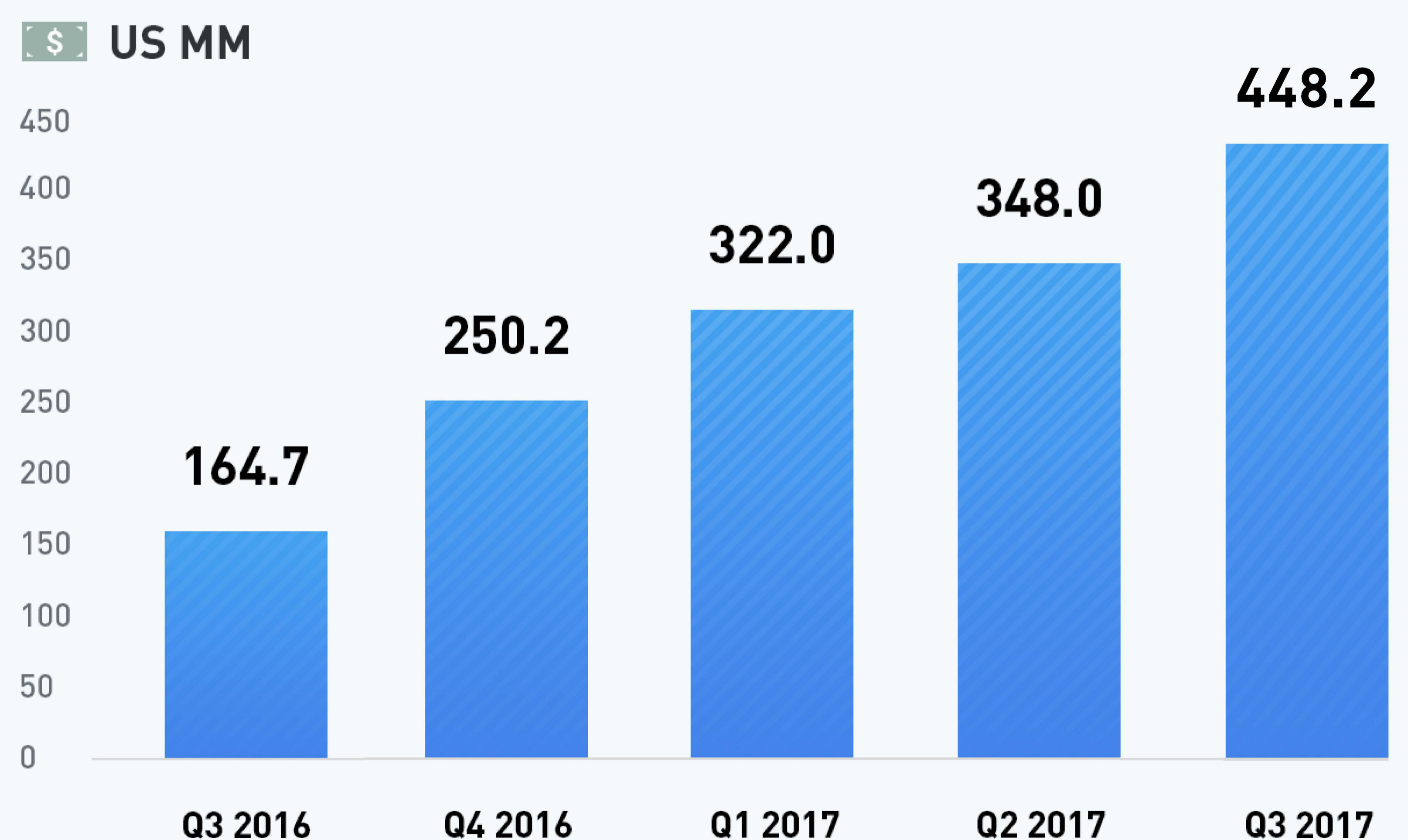
### Gross Merchandise Value



## #1 Market Share

in GSEA in first half of 2017  
by transaction volume<sup>(3)</sup>

### Gross Transaction Value



(1) #1 position is derived from mobile and PC online game market ranking as estimated by Newzoo and Niko Partners, respectively

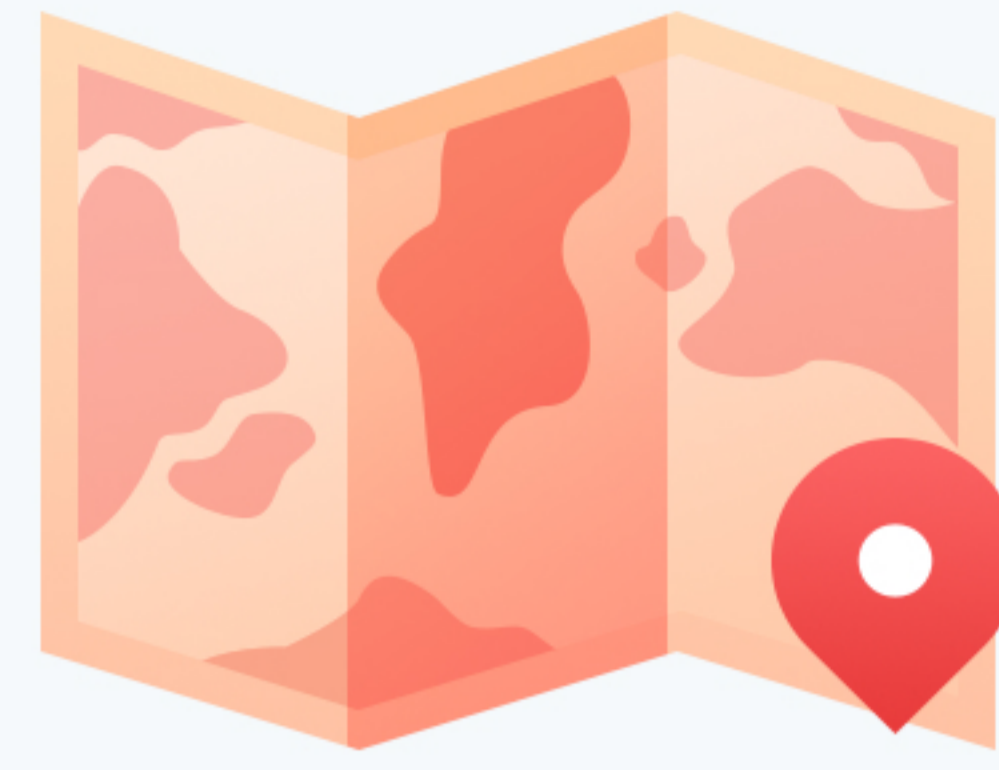
(2) According to Frost & Sullivan

(3) According to IDC; e-wallet refers to a virtual container that stores value, which is used for goods and service transactions; funds may be transferred through cash, bank account, scratch cards or a variety of other means



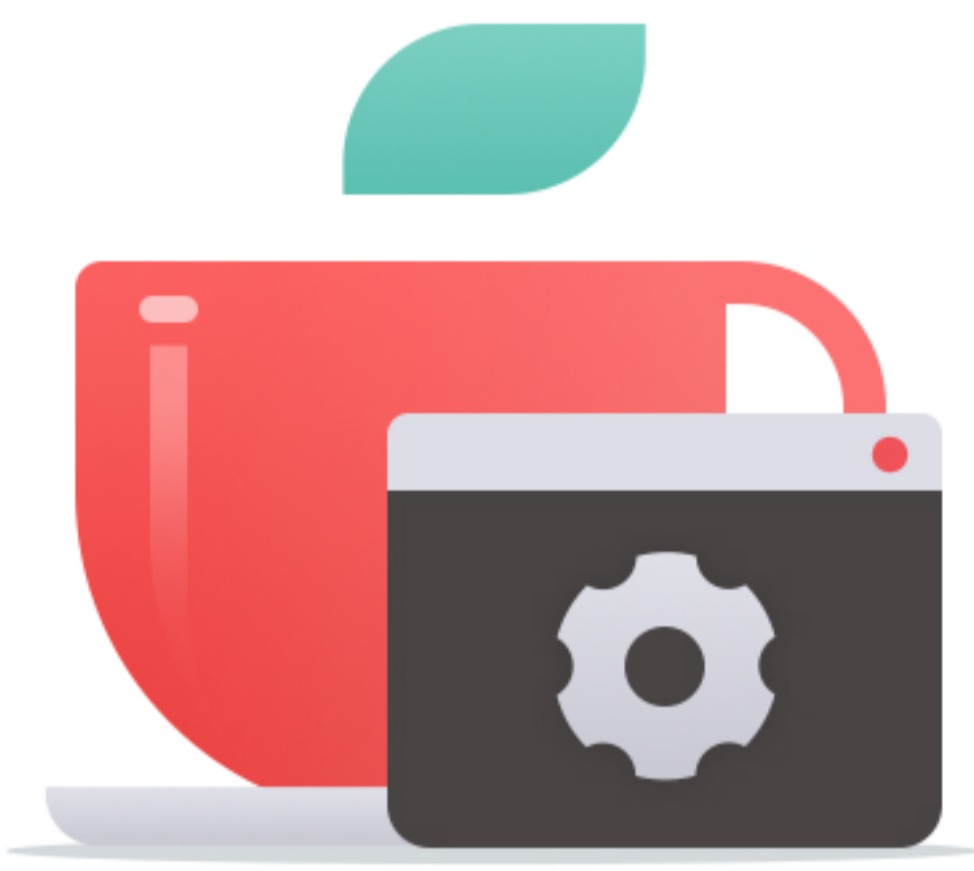


**69.0 Million**  
Quarterly Active Users<sup>(1)</sup>



**7 Markets**

Indonesia, Taiwan, Vietnam,  
Thailand, the Philippines,  
Malaysia and Singapore



**68 Thousand**  
Partner Cyber Cafes<sup>(2)</sup>



**eSports Brands**

Garena Star League  
Garena Premier League



**Garena App**  
on Mobile



**Garena**  
Desktop Application



**18**  
Exclusive Game Titles<sup>(2)</sup>



Co-Developer of Game  
and Exclusive Partner  
for GSEA

(1) As of Q3 2017

(2) As of June 30, 2017





**\$1.1 Billion**  
Gross Merchandise Value  
for 3Q17<sup>(1)</sup>



**7 Markets**  
Indonesia, Taiwan, Vietnam,  
Thailand, the Philippines,  
Malaysia and Singapore



**36% - 38%**  
of Orders from Indonesia<sup>(1)</sup>



**>93%**  
of Shopee Orders from  
Mobile<sup>(1)</sup>



**1.9 Million**  
Monthly Active Sellers<sup>(2)</sup>



**5.9 Million**  
Monthly Active Buyers<sup>(2)</sup>



**60+**  
Logistics Partners<sup>(3)</sup>



**1,711**  
Official Shops on Shopee  
Mall<sup>(3)</sup>

(1) For the three months ended September 30, 2017

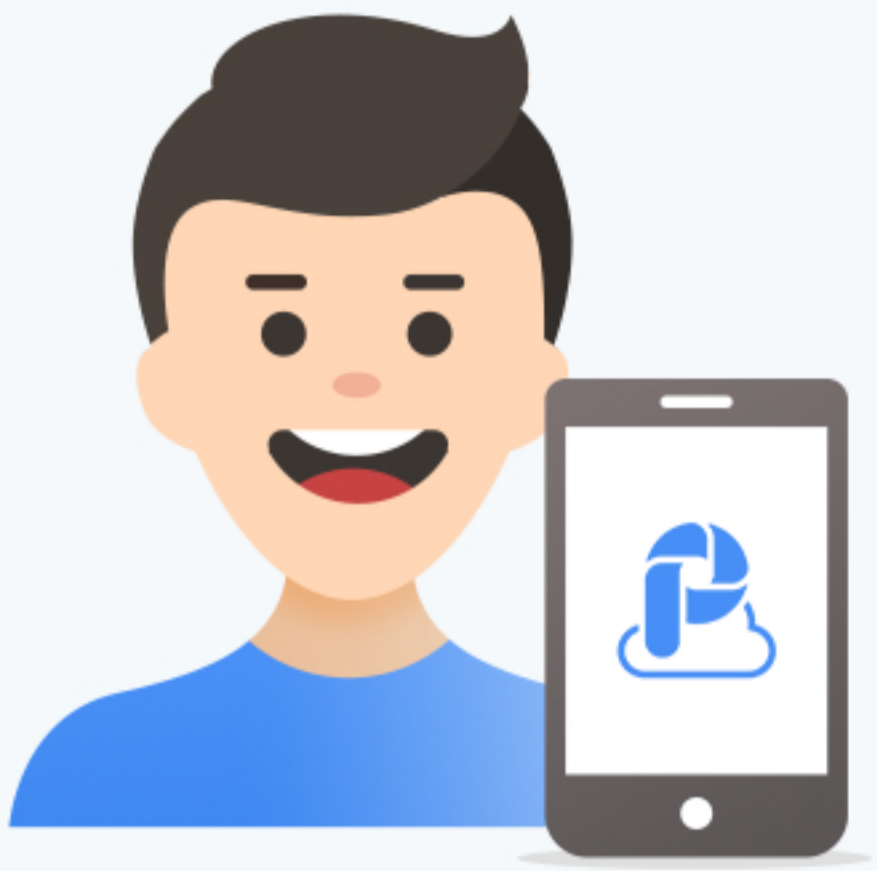
(2) Average during the third quarter of 2017

(3) As of June 30, 2017





# Digital Financial Services



**3.0 Million**  
Registered AirPay App Users<sup>(1)</sup>



**5 Markets**  
Indonesia, Taiwan, Vietnam,  
Thailand, the Philippines



**178 Thousand**  
AirPay Counters<sup>(1)</sup>



**388**  
Use Cases<sup>(1)</sup>



**75 Thousand**  
Loans Extended<sup>(2)</sup>



**Over 85%**  
of E-Wallet GTV from  
Third Party Use Cases<sup>(3)</sup>

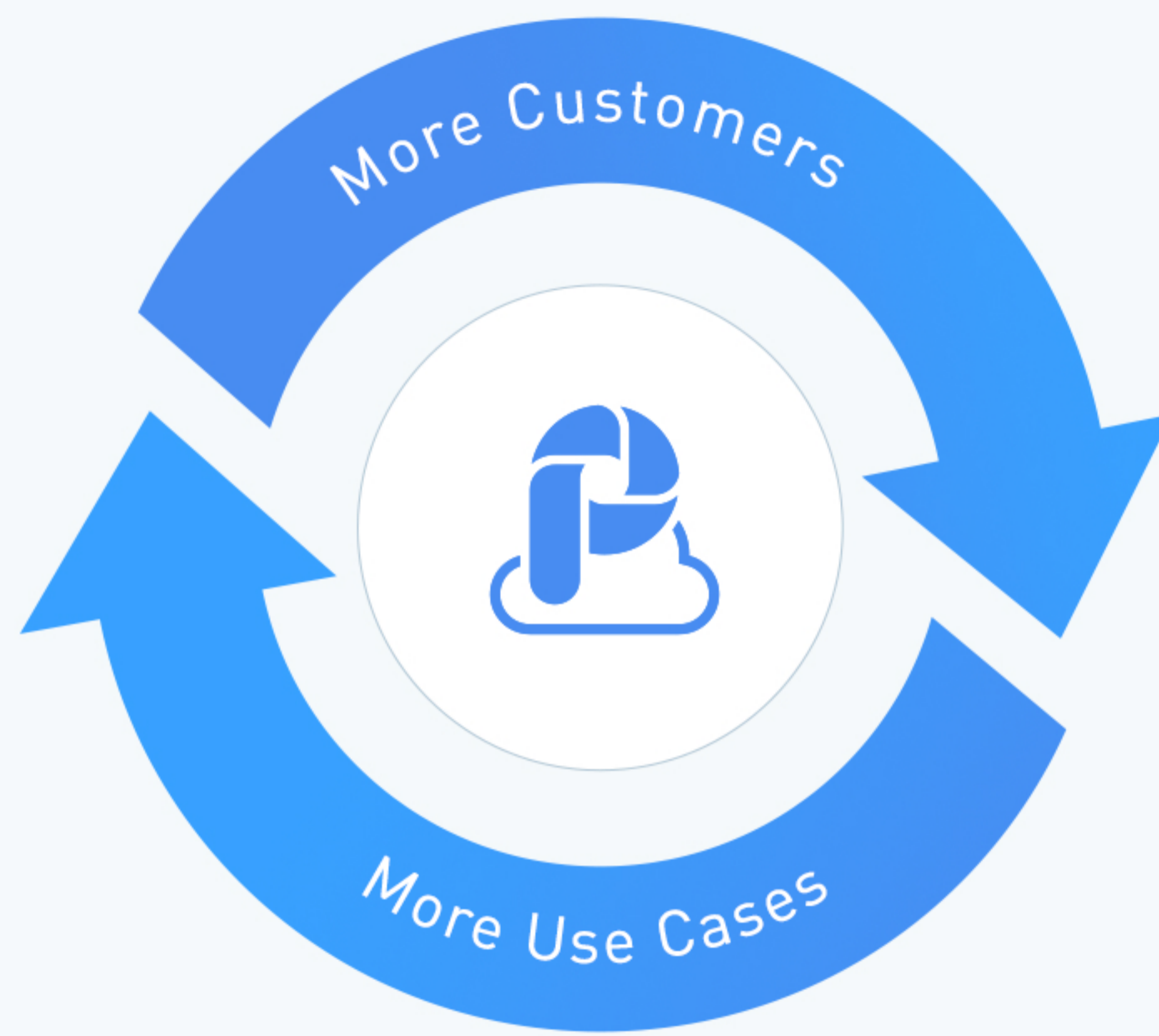
(1) As of June 30, 2017

(2) For Period of June 2016 to June 2017

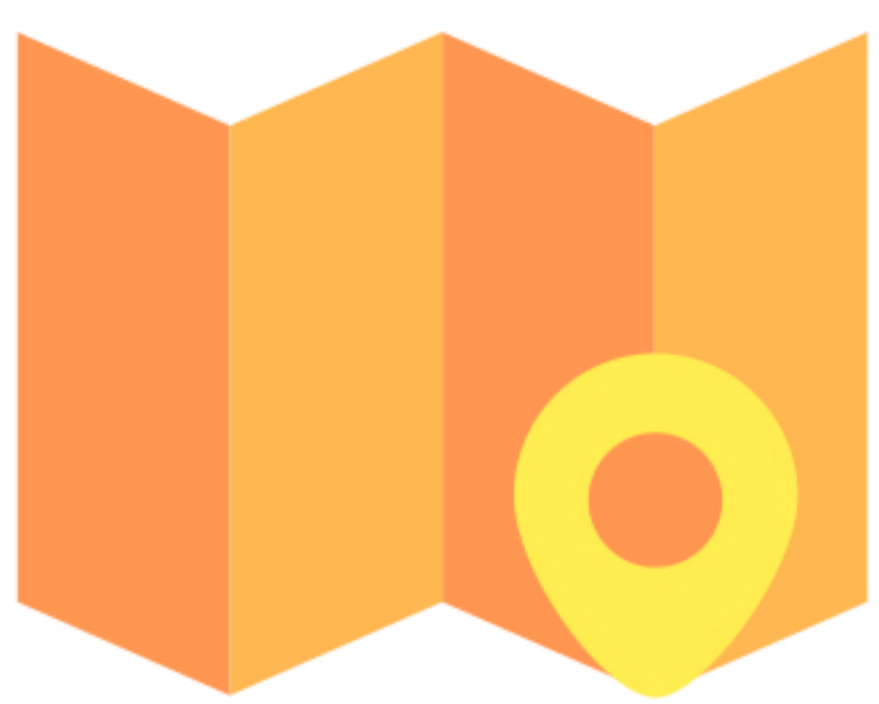
(3) Average during the second quarter of 2017



## Virtuous Cycles



## Our Shared Resources



Product Localization



12 Sea-Operated  
Data Centers <sup>(1)</sup>



Software  
Development



Employee Recruiting  
and Development



Corporate Functions



Data Analytics  
and Insights

(1) As of June 30, 2017