



Third Quarter 2020 Results

November 2020



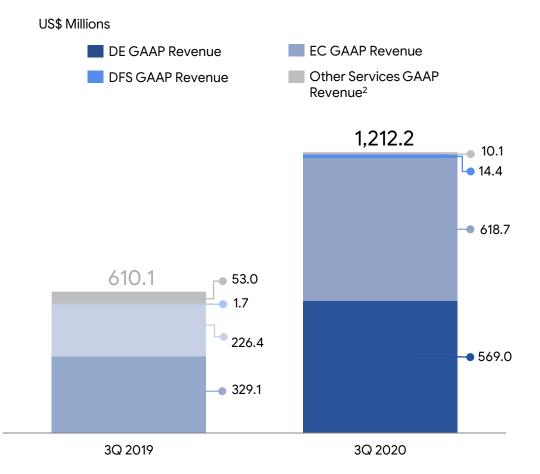
This presentation by Sea Limited ("Sea") contains forward-looking statements. These statements are made under the "safe harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995. These forward-looking statements can be identified by terminology such as "will," "expects," "anticipates," "future," "intends," "plans," "believes," "estimates," "confident," "guidance," and similar statements. Among other things, statements that are not historical facts, including statements about Sea's beliefs and expectations, the business, financial and market outlook, projections, and Sea's strategic and operational plans, contain forwardlooking statements. Sea may also make written or oral forward-looking statements in its periodic reports to the U.S. Securities and Exchange Commission (the "SEC"), in its annual report to shareholders, in press releases and other written materials and in oral statements made by its officers, directors or employees to third parties. Forward-looking statements involve inherent risks and uncertainties. A number of factors could cause actual results to differ materially from those contained in any forward-looking statement, including but not limited to the following: Sea's goals and strategies; its future business development, financial condition, financial results, and results of operations; the growth in, and market size of, the digital entertainment, e-commerce and digital financial services industries in the markets where it operates, including segments within those industries; changes in its revenue, costs or expenditures; its ability to continue to source, develop and offer new and attractive online games and to offer other engaging digital entertainment content; the growth of its digital entertainment, e-commerce and digital financial services businesses and platforms; the growth in its user base, level of user engagement, and monetization; its ability to continue to develop new technologies and/or upgrade its existing technologies; growth and trends of its markets and competition in its industries; government policies and regulations relating to its industries; general economic and business conditions in its markets; and the impact of widespread health developments, including the recent global coronavirus pandemic, and the responses thereto (such as voluntary and in some cases, mandatory guarantines as well as shut downs and other restrictions on travel and commercial, social and other activities) which could materially and adversely affect, among other things, the business and manufacturing activities of its sellers, merchants and logistics providers, the global supply chain including those of its sellers' and merchants', and consumer discretionary spending. Further information regarding these and other risks is included in Sea's filings with the SEC. All information provided in this presentation is as of the date hereof, and Sea undertakes no obligation to update any forward-looking statement, except as required under applicable law.

This presentation contains certain financial measures that are not recognized under generally accepted accounting principles in the U.S. ("GAAP"), including "adjusted EBITDA," "total adjusted EBITDA," and "net loss excluding share-based compensation and changes in fair value of the 2017 convertible notes." The reconciliation of those measures to the most comparable GAAP measures is contained within this presentation. The non-GAAP measures have limitations as an analytical tool and you should not consider them in isolation or as a substitute for an analysis of the Company's results under GAAP.

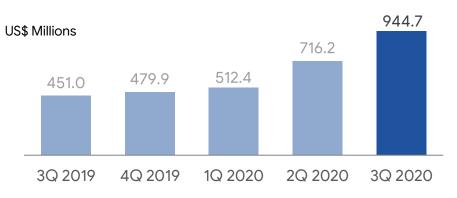
This presentation does not contain all relevant information relating to Sea or its securities, particularly with respect to the risks and special considerations involved with an investment in the securities of Sea. Nothing contained in this presentation shall be relied upon as a promise or representation as to the past or future performance of Sea.



99% YoY Growth in Total GAAP Revenue¹

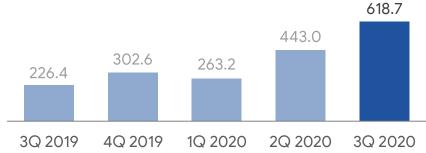


110% YoY Growth in DE Bookings³



173% YoY Growth in EC GAAP Revenue

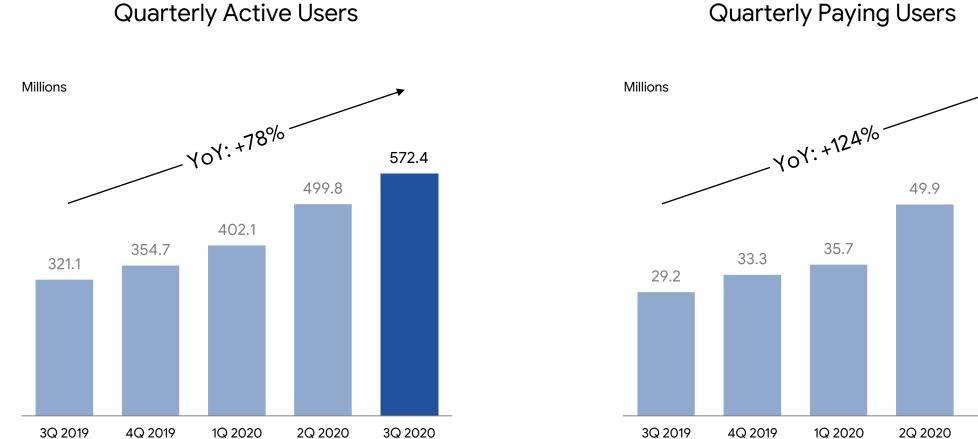




Note: Financial figures are unaudited.

- 1. Sum of digital entertainment ("DE") GAAP revenue, e-commerce ("EC") GAAP revenue, digital financial services ("DFS") GAAP revenue, and other services GAAP revenue.
- 2. A combination of multiple business activities that does not meet the quantitative thresholds to qualify as reportable segments are grouped together as "Other Services."
- 3. GAAP revenue for the digital entertainment segment plus change in digital entertainment deferred revenue. This operating metric is used as an approximation of cash spent by our users in the applicable period that is attributable to our digital entertainment segment.

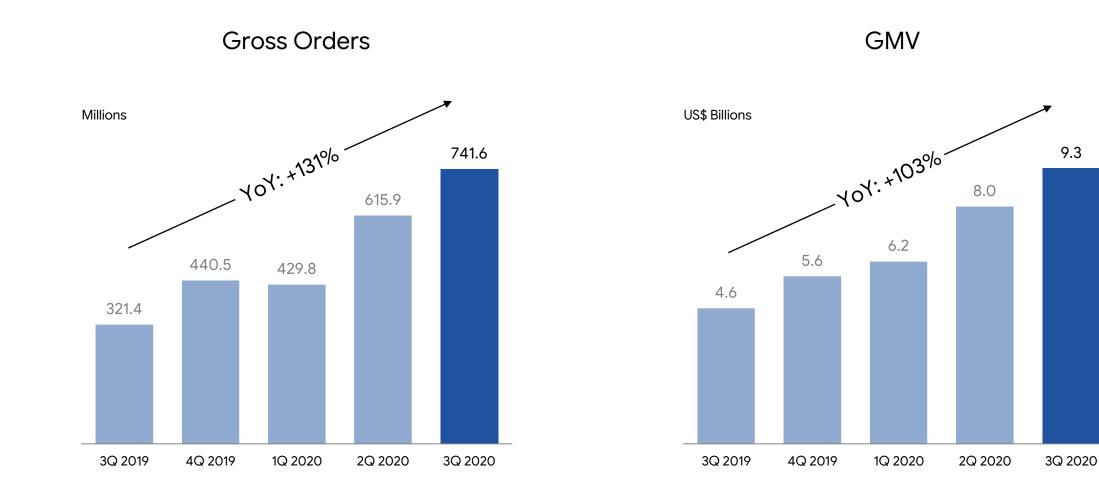
Digital Entertainment: Continued Growth of User Base



65.3

3Q 2020

E-commerce: Extending Our Leading Position Across the Region



Sea 3Q2020 Results 4



> US\$2.1 Billion

in mobile wallet Total Payment Volume in 3Q 2020

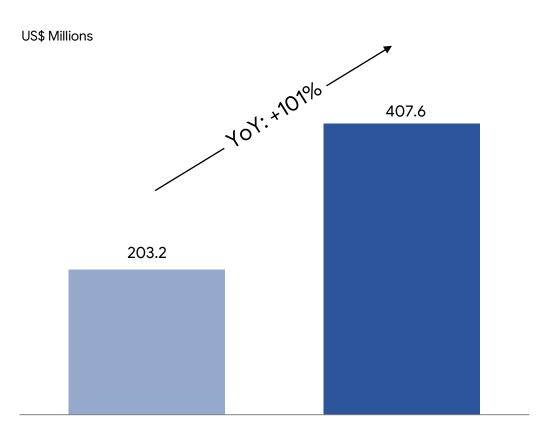
> 17.8 Million

> 30%

Quarterly Paying Users forof Shopee's Gross Orders weremobile wallet services in 3Q 2020paid using our mobile wallet in Oct1





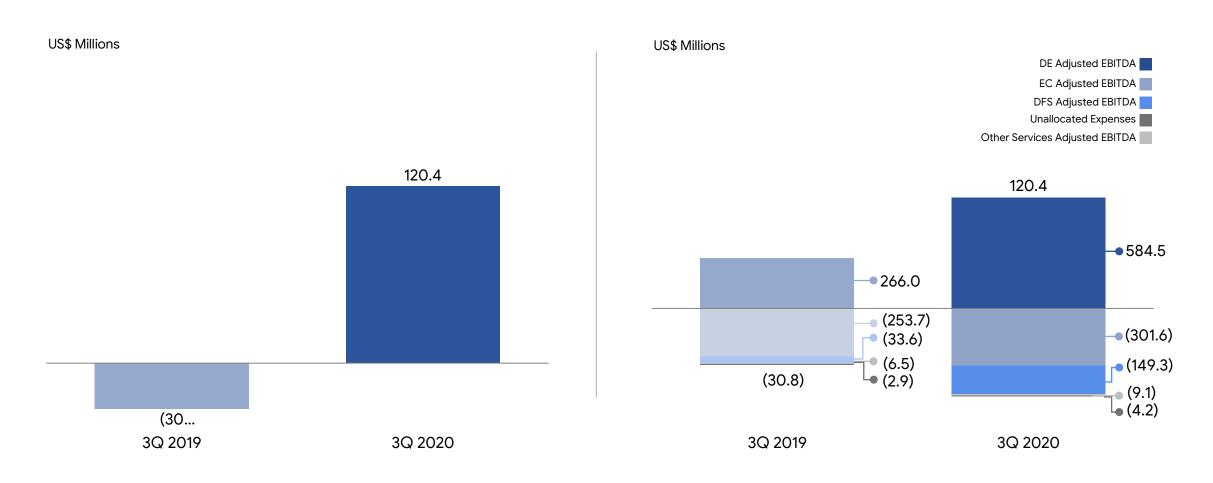


3Q 2019

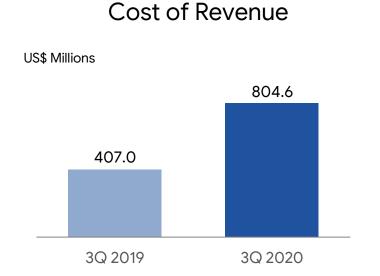




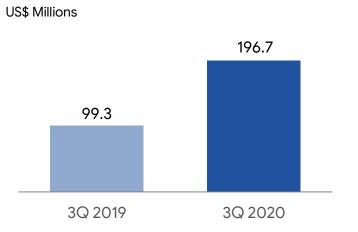
Total Adjusted EBITDA



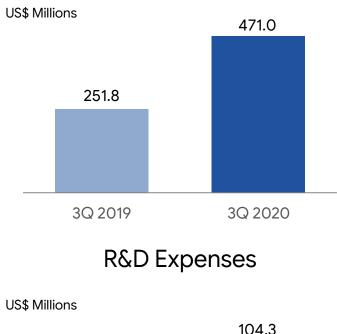


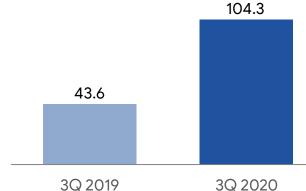


General & Administrative Expenses

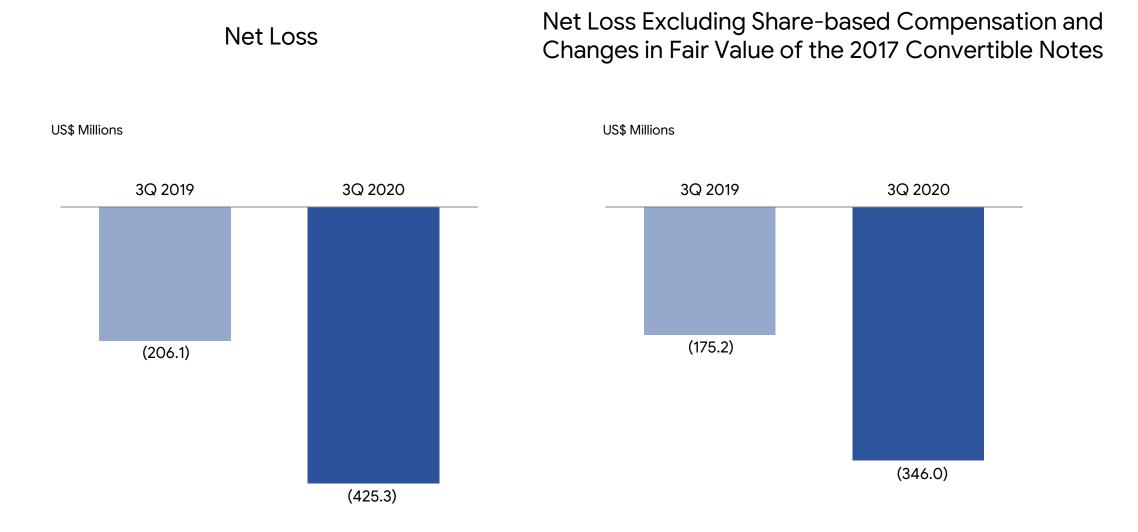


Sales & Marketing Expenses



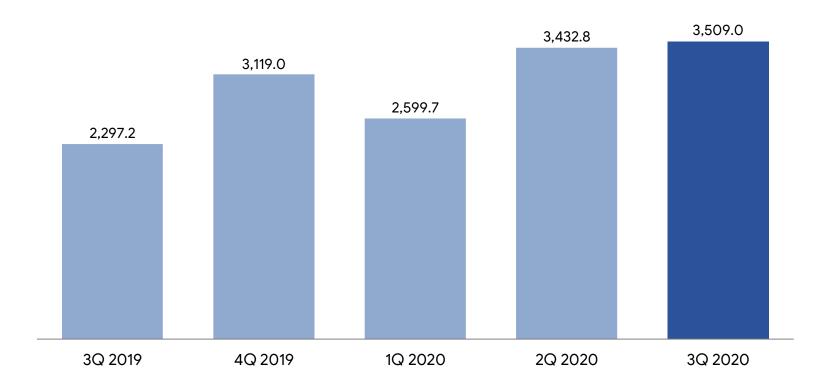


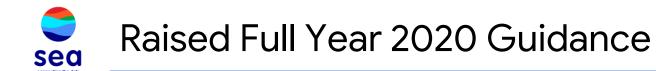






US\$ Millions

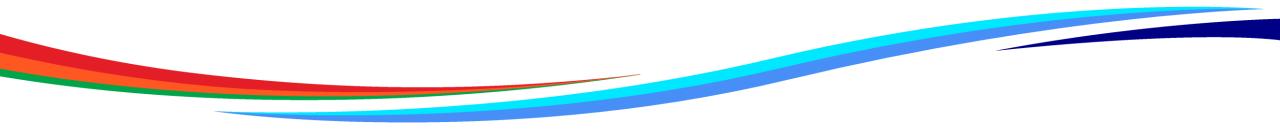




	Guidance
	> US\$3.1 Billion
Digital Entertainment Bookings ¹	> 75.4% YoY Growth
	(Previous: US\$1.9 Billion to US\$2.0 Billion
E-commerce GAAP revenue plus sales incentives net-off ²	> US\$2.3 Billion
	> 144.1% YoY Growth
	(Previous: US\$1.7 Billion to US\$1.8 Billion)

^{1.} Adjusted revenue for digital entertainment in the previously disclosed guidance.

^{2.} Adjusted revenue for e-commerce in the previously disclosed guidance.







Reconciliation Between GAAP and Non-GAAP EBITDA

US\$ Thousands	3Q 2019	3Q 2020
Digital Entertainment		
Operating income / (loss)	169,369	278,614
Net effect of changes in deferred revenue & related cost	91,654	299,200
Depreciation and amortization	4,935	6,711
Digital Entertainment Adjusted EBITDA	265,958	584,525
E-commerce		
Operating income / (loss)	(277,219)	(338,097)
Depreciation and amortization	23,507	36,507
E-commerce Adjusted EBITDA	(253,712)	(301,590)
Group		
Operating income / (loss)	(187,462)	(305,473)
Net effect of changes in deferred revenue & related cost	91,654	299,200
Depreciation and amortization	32,302	47,446
Share-based compensation	32,709	79,213
Total Adjusted EBITDA	(30,797)	120,386



Reconciliation Between Net Loss and Net Loss Excluding Share-based Compensation and Changes in Fair Value of the 2017 Convertible Notes

Changes in fair value of the 2017 convertible notes Net loss excluding share-based compensation and	(1,774)	- (346,049)
Share-based compensation	32,709	79,213
Netloss	(206,097)	(425,262)
Group		
US\$ Thousands	3Q 2019	3Q 2020