

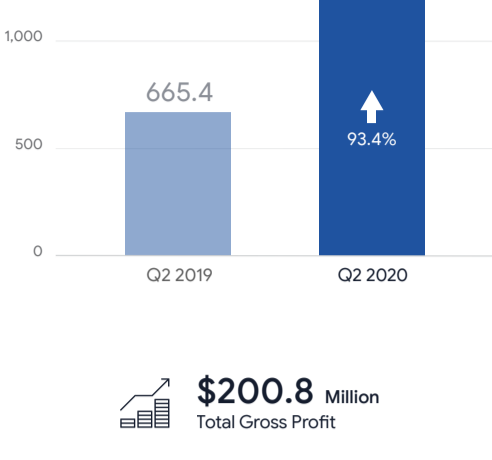


Sea Q2 2020

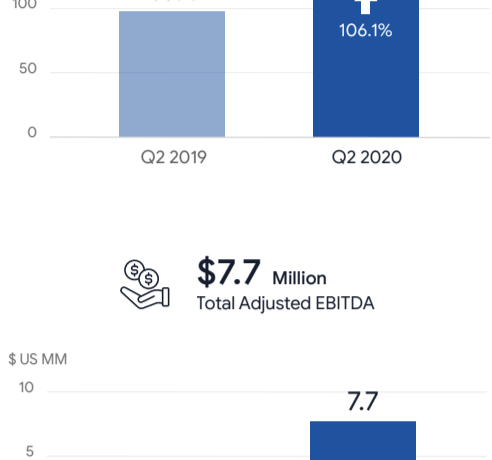
Earnings Update



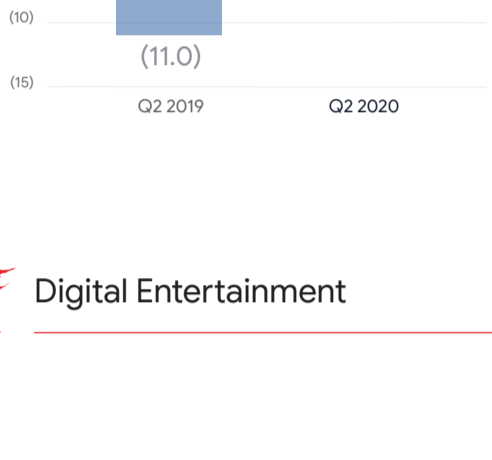
\$1.3 Billion
Total Adjusted Revenue



\$200.8 Million
Total Gross Profit



\$7.7 Million
Total Adjusted EBITDA



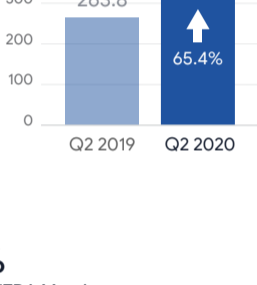
Digital Entertainment



\$716.2 Million
Adjusted Revenue



\$436.2 Million
Adjusted EBITDA

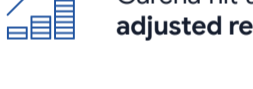


60.9%
Adjusted EBITDA Margin



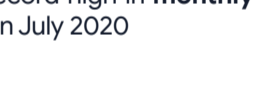
499.8 Million
Quarterly Active Users

↑ 61.0% growth in active users



49.9 Million
Quarterly Paying Users

↑ 91.2% growth in paying users



Garena hit a new record high in **monthly adjusted revenue** in July 2020

FREE FIRE



Free Fire achieved a new record high of **over 100 million** peak daily active users



Free Fire was the **highest grossing mobile game in Latin America and in Southeast Asia**, and ranked **third globally by downloads** in the mobile games category, in Q2 2020 according to App Annie



Free Fire achieved a new record in **monthly paying users** in July 2020, which more than doubled year-on-year



E-commerce



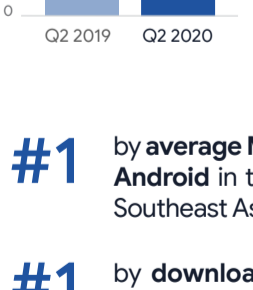
\$8.0 Billion
GMV



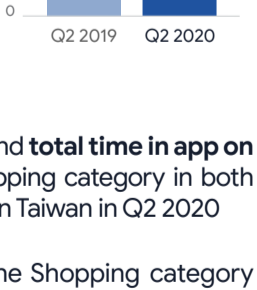
615.9 Million
Gross Orders



\$510.6 Million
Adjusted Revenue



6.4%
Adj. Rev. as a % of total GMV



#1

by **average MAUs** and **total time in app on Android** in the Shopping category in both Southeast Asia and in Taiwan in Q2 2020

#1

by **downloads** in the Shopping category in Southeast Asia, and among the **top three worldwide**, in Q2 2020

- App Annie



Digital Financial Services



>\$1.6 billion in mobile wallet total payment volume in Q2 2020



>15 million quarterly paying users for mobile wallet services in Q2 2020



>45% of Shopee's gross orders in Indonesia, our largest market for SeaMoney, were paid using our mobile wallet service in July 2020