

Second Quarter 2020 Results

August 2020



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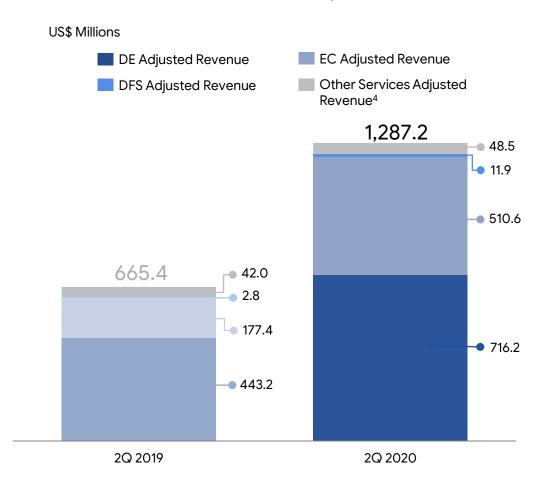
This presentation contains certain financial measures that are not recognized under generally accepted accounting principles in the U.S. ("GAAP"), including "adjusted revenue," "total adjusted revenue," "total adjusted EBITDA," "total adjusted EBITDA," and "net loss excluding share-based compensation 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.

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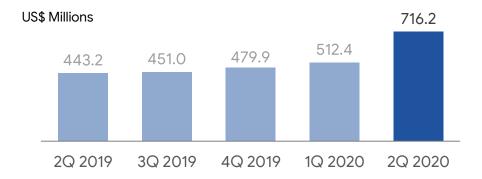


Group: Robust Revenue Growth

93% YoY Growth in Total Adjusted Revenue¹



62% YoY Growth in DE Adjusted Revenue²



188% YoY Growth in EC Adjusted Revenue³



EC Adjusted Revenue as a % of GMV

Note: Financial figures are unaudited.

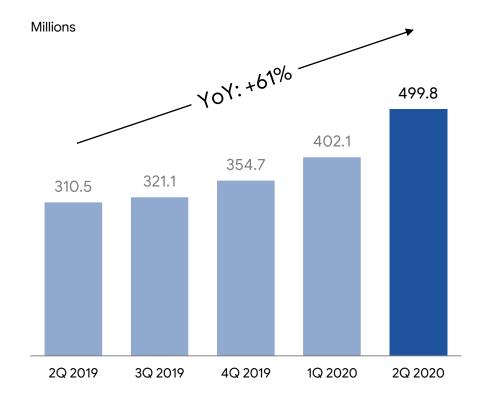
- 1. Sum of digital entertainment ("DE") adjusted revenue, e-commerce ("EC") adjusted revenue, digital financial services ("DFS") adjusted revenue, and other services adjusted revenue. For details on reconciliation, please refer to slide 8.
- 2. Digital entertainment revenue plus change in digital entertainment deferred revenue.
- Revenue of the e-commerce segment (currently consisting of marketplace revenue and product revenue) plus certain revenues that were net-off against their corresponding sales incentives.
- 4. A combination of multiple business activities that does not meet the quantitative thresholds to qualify as reportable segments are grouped together as "Other Services."

 Private & Confidential

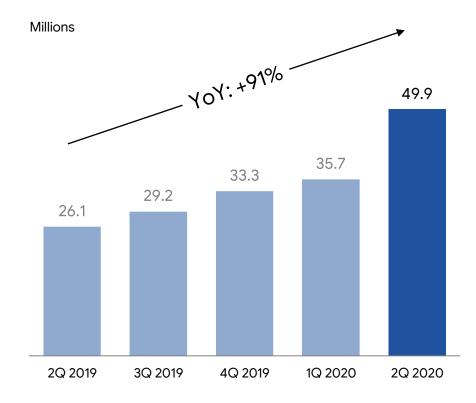


Digital Entertainment: Continued Growth of User Base

Quarterly Active Users



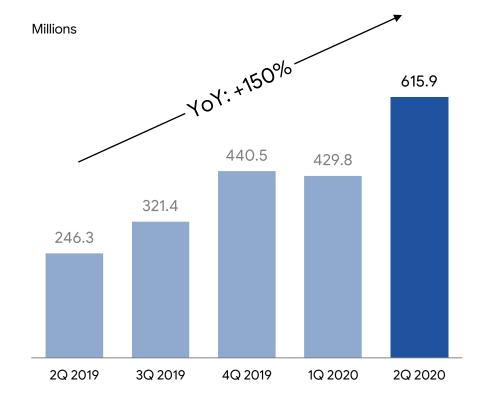
Quarterly Paying Users



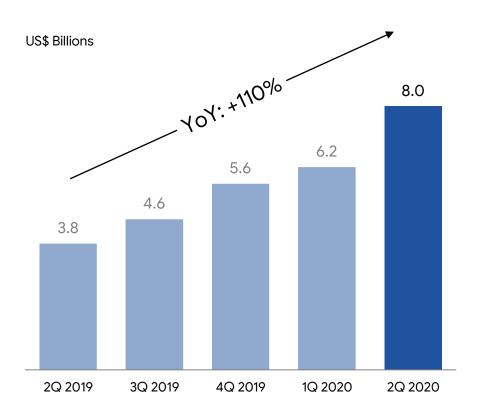


E-commerce: Extending Our Leading Position Across the Region





GMV





Digital Financial Services: Accelerating Adoption In Our Region

> US\$1.6 Billion

in mobile wallet Total Payment Volume in 2Q 2020 > 15 Million

Quarterly Paying Users for mobile wallet services in 2Q 2020



Strong and Sustained User Engagement Into 3Q 2020



New Record High

in Monthly Adjusted Revenue in July¹

> 100%

YoY growth in *Free Fire*'s Monthly Paying Users in July¹



> 45%

of Shopee's Gross Orders in Indonesia paid using our mobile wallet service in July²

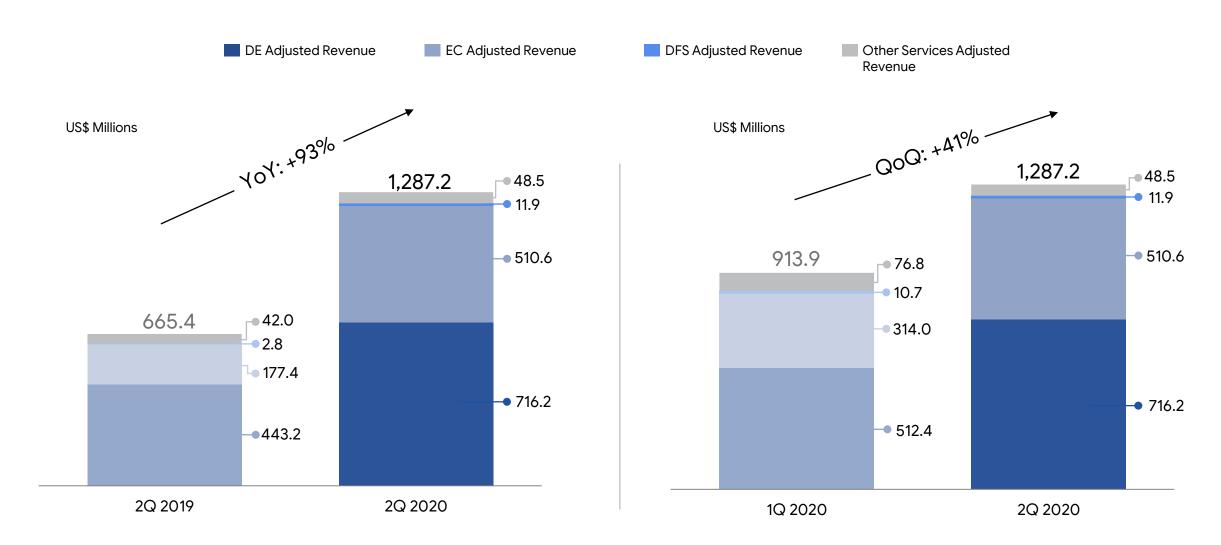
Note.

z. In July 2020, more than 45% of Shopee's gross orders in Indonesia, our largest market for Seawloney, were paid using our mobile walle

In July 2020, Garena hit a new record high in monthly adjusted revenue. Free Fire also achieved a new record in monthly paying users in July, which more than doubled year-on-year.
 In July 2020, more than 45% of Shopee's gross orders in Indonesia, our largest market for SeaMoney, were paid using our mobile wallet.



Non-GAAP Revenue





Reconciliation Between GAAP and Non-GAAP Revenue

US\$ Thousands	2Q 2019	2Q 2020
Digital Entertainment		
Revenue	229,478	383,946
Changes in Deferred Revenue	213,707	332,264
Digital Entertainment Adjusted Revenue	443,185	716,210
E-commerce		
Revenue	162,615 ¹	443,035 ¹
Sales Incentives Net-Off	14,834	67,562
E-commerce Adjusted Revenue	177,449 ²	510,5972
Group		
Revenue	436,151	882,034
Changes in Deferred Revenue	213,707	332,264
Sales Incentives Net-Off	15,558	72,916
Total Adjusted Revenue	665,416	1,287,214

Note: Financial figures are unaudited.

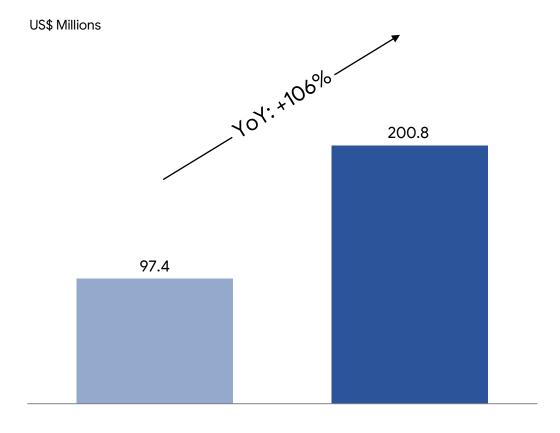
^{1.} For 2Q 2020, revenue of \$443,035 included marketplace revenue of \$311,146 and product revenue of \$131,889 net of sales incentives. For 2Q 2019, revenue of \$162,615 included marketplace revenue of \$122,955 and product revenue of \$39,660 net of sales incentives.

^{2.} For 2Q 2020, adjusted revenue of \$510,597 included adjusted marketplace revenue of \$378,708 and adjusted product revenue of \$131,889. For 2Q 2019, adjusted revenue of \$177,449 included adjusted marketplace revenue of \$137,789 and adjusted product revenue of \$39,660.



Gross Profit

Total Gross Profit

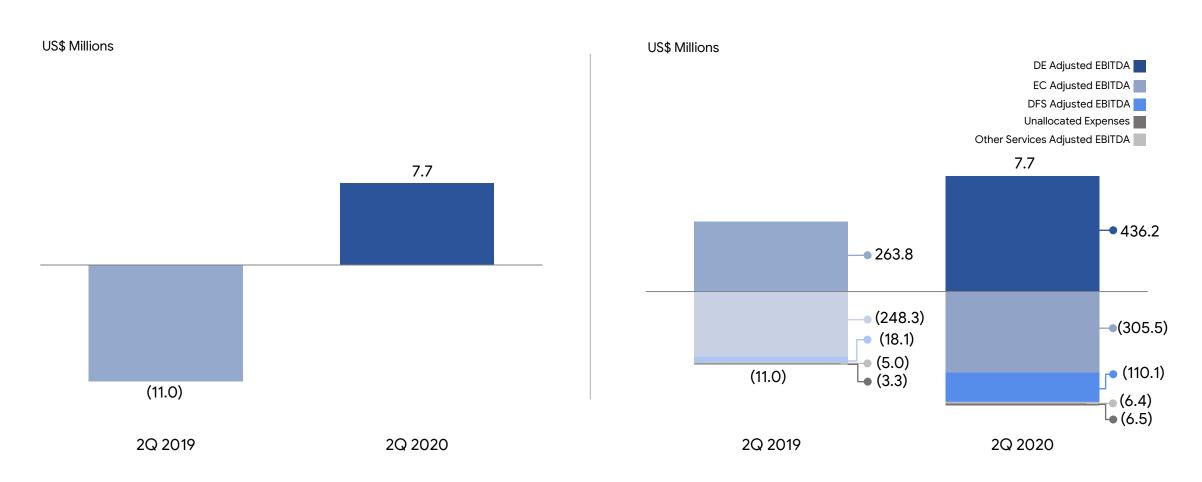


2Q 2019 2Q 2020



Non-GAAP EBITDA

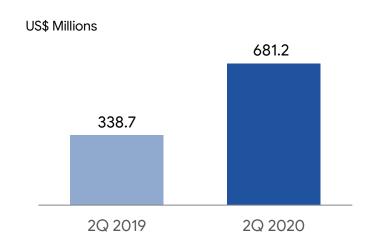
Total Adjusted EBITDA



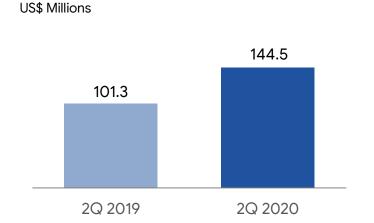


Cost and Expense Trends

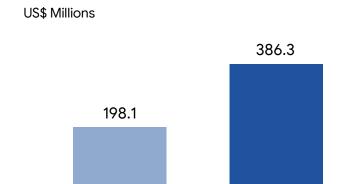




General & Administrative Expenses

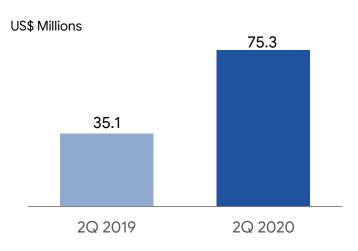


Sales & Marketing Expenses



R&D Expenses

2Q 2019



2Q 2020

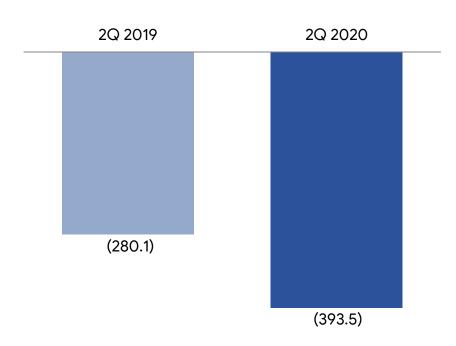


Net Loss

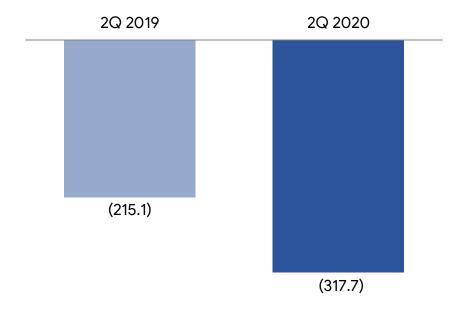
Net Loss

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





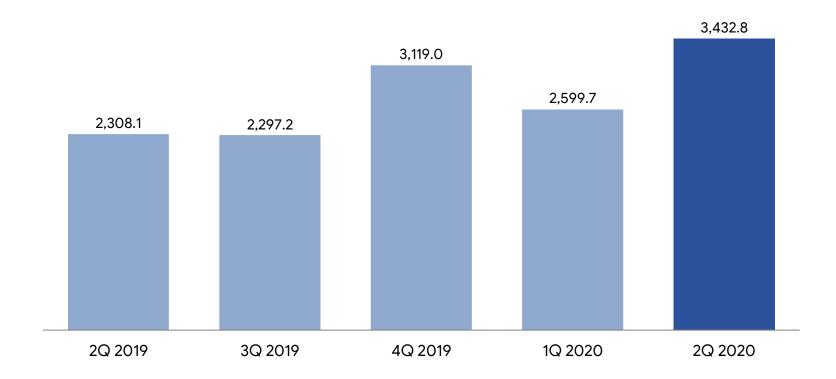
US\$ Millions





Cash and Cash Equivalents

US\$ Millions







Reconciliation Between GAAP and Non-GAAP EBITDA

US\$ Thousands	2Q 2019	2Q 2020
Digital Entertainment		
Operating income / (loss)	98,126	167,027
Net effect of changes in deferred revenue & related cost	161,283	262,966
Depreciation and amortization	4,351	6,242
Digital Entertainment Adjusted EBITDA	263,760	436,235
E-commerce		
Operating income / (loss)	(269,648)	(344,842)
Intersegment sales incentives	-	8,251
Depreciation and amortization	21,397	31,114
E-commerce Adjusted EBITDA	(248,251)	(305,477)
Group		
Operating income / (loss)	(234,519)	(372,808)
Net effect of changes in deferred revenue & related cost	161,283	262,966
Depreciation and amortization	29,040	41,710
Share-based compensation	33,226	75,870
Total Adjusted EBITDA	(10,970)	7,738

Note: Financial figures are unaudited.



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

US\$ Thousands	2Q 2019	2Q 2020
Group		
Net loss	(280,096)	(393,535)
Share-based compensation	33,226	75,870
Changes in fair value of the 2017 convertible notes	31,756	-
Net loss excluding share-based compensation and changes in fair value of the 2017 convertible notes	(215,114)	(317,665)