Kakao

Kakao Investor Relations 1Q 2023



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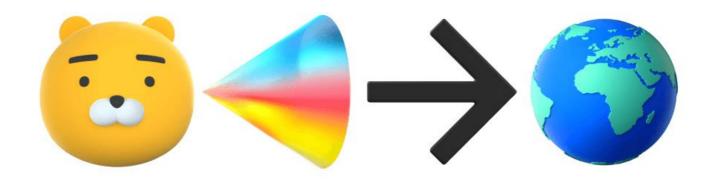
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Company Overview

Kakao Business

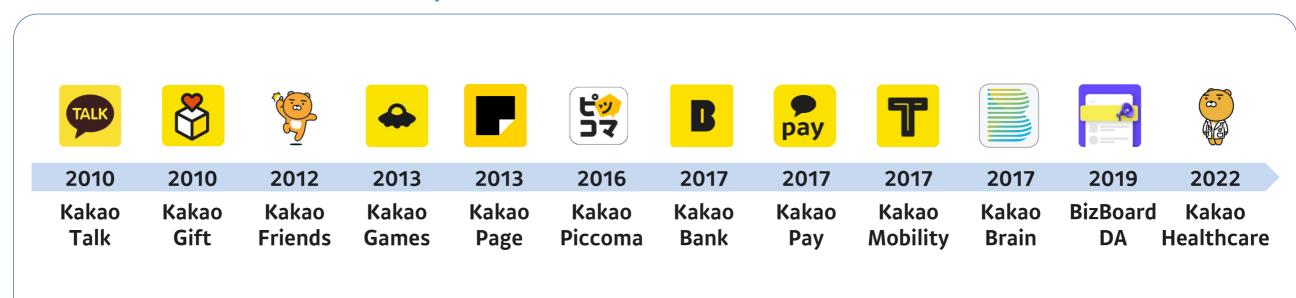
Financial Overview

Making a better world with people and technology



History

Innovative Service Launch & Incorporations



Changes in Business Structure & Listing of Subsidiaries



■ Kakao's Stake ¹) (%) / Transaction Valuation ²) (KRW tn)

kakao

Platform

Kakao Talk



Advertising (Talk + Portal)

Commerce (Gift, Store, Makers) **New Business**



Kakao Mobility 57.3% / 5.0+

Kakao Enterprise 85.1% / 2.6

> Kakao Brain 100%

Kakao Healthcare 100% TechFin



Kakao Pay 46.6% / 7.4

Kakao Bank ³⁾ 27.2% / 11.5

Content

Game



Kakao Games 40.9% / 3.4 Story, Music, Media



Kakao Entertainment 67.6% / 11.3

Kakao Piccoma 91.1% / 8.8

SM Entertainment 39.9% / 2.2

- 1) Kakao's Stake and Listed Subsidiaries Valuation as of 2023.3.31
- 3) Kakao Bank is subject to Equity Method Accounting

Enhance Shareholder Value with Shareholder Return Policy

Kakao Shareholder Return Policy (FY21~FY23)

15~30% of Kakao's Separate basis Free Cash Flow

✓ Allocate 15%~30% of Separate basis FCF for Shareholder Return for 3 years from FY21

Treasury Share



Cash Dividend

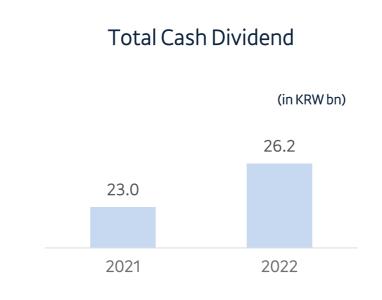
- ✓ FCF 10%~25% for Treasury Share Buyback & Cancellation
- ✓ Additional Buyback accordingly with Business Performances & Share Price

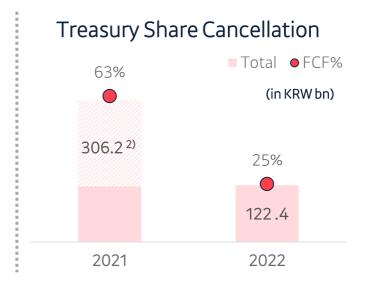
- ✓ FCF 5% for Cash Dividend
- ✓ Maintain Minimum DPS & Additional Payouts accordingly with Earnings

Shareholder Return History (FY21~FY22)

FY22 Shareholder Return 1)

- ✓ Cash Dividend
 - : Total of KRW 26.2B, FCF 5%
- ✓ Treasury Share Cancellation
 - : Total of KRW 122.4B, FCF 24%





- 1) Treasury share cancellation amount was calculated based on the market price on the day of the BOD
- 2) Includes special cancellation of KRW 185.2B

Business Ecosystem

Shareholder
Return Policy
ESG

Kakao's Commitment and Responsibility to Make a Better World

Governance

Laying Foundation for ESG Management

Environment

Climate Change Response Actions and Campaigns

Social

Win-win Partnership and Solving Human Rights • Social Issues

Building Organization and System

- Established Risk Monitoring and Response System
- First Korean IT company ever to appoint a Digital Accessibility Officer (DAO)
- First Technology Ethics Committee in Korea
- Established ERM Committee
- 15% of CEO's KPI dedicated to ESG

ESG Ratings

- First in sector to be included two years in a row in DJSI¹⁾ World, APAC, Korea index
- Rated AA by MSCI²⁾ ESG Rating
- Rated A by KCGS two years in a row
- Rated Top 1% in S&P 2023 DJI ESG Rating

Climate Change Response Actions

- Active Green Initiative (SBTi³⁾ Registration & 2040 NET ZERO Goal Establishment)
- Achieved RE100⁴⁾ at Jeju office

Environmental Campaigns

- Green Digital Campaigns
 (Dark Mode for Kakao Talk, Mobile bills)
- Upcycle Project by Kakao Makers (Used T-shirt → socks, used sweater → cardigans)
- MMA⁵⁾ 2022 Green Etiquette Campaign

Win-win Partnership

- Win-win partnership with society plan and fund by Kakao Group (KRW 300B for 5 years)
- 'Kudos for Credos' project Local Traditional Market in Our Neighborhood
- Established 'Kakao Tech Campus' with National Universities to Nurture Local Technical Talent

Human Rights & Social Issues

- Established and implemented a process for human rights due diligence and impact assessment
- 'Kakao Together', emergency fundraising project (wildfire, heavy rain, Ukraine)
- 'Act Together', an activism project for solving social problems
- 1) DJSI: Dow Jones Sustainability Index 2) MSCI: Morgan Stanley Capital International Inc 3) SBTi: Science Based Targets initiative
- 4) RE100: An international agreement to replace 100% of electricity used by businesses with renewable energy by 2050 5) MMA: Melon Music Awards

Company Overview

Platform Business

Content Business

Financial Overview

Daily Platform for Everyone with 48 million Monthly Active Users

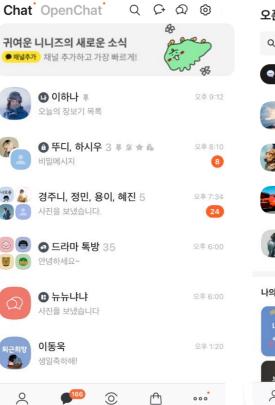
Friends Tab

Profile, Friends' Birthday, Friends with Updates, Friends List



Chatting Tab

1:1, Team Chat, Talk Channel, Open Chat



Open Chat Tab

Interest based Community Service



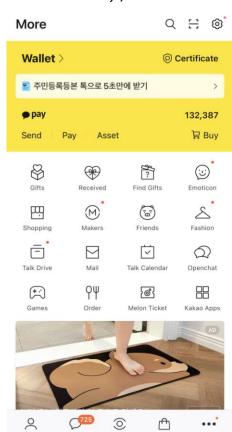
Shopping Tab

Gift, Store, Makers, Friends, Live



Others Tab

Wallet, QR, Calendar Kakao Pay, Talk Drive



93% 2)

South Korea Population Penetration

9M

Open Chat DAU

Segmentation of Communication

Revamp of Friends Tab & Open Chat

- 1) Key Indices as of 1Q23
- 2) Source Korean Statistical Information Service Estimated Population

Communication Method

2

Two-Way

Direction

Many to Many

Unit

Segmentation of Communication to Promote Qualitative Growth

Current Kakao Talk ☐ Talk Channel ☐ Open Chat ☐ Close Friends Acquaintance One to One One-Way One-Way One-Way One to Many Interest Chat Text, Video, Audio, Photo One to Many

2

Non-Real-Time

Time

2

Non-Chat

Emoticon, Interactive Sticker

Type

Interest

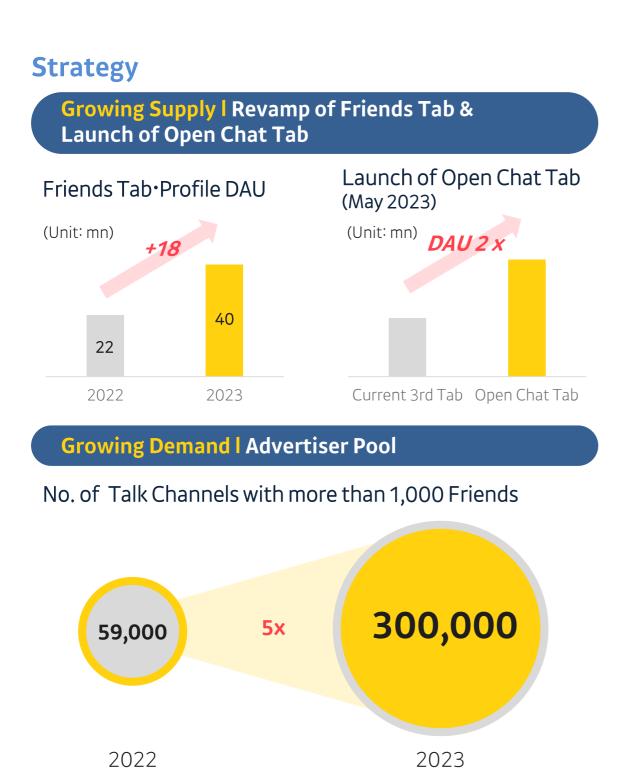
Business

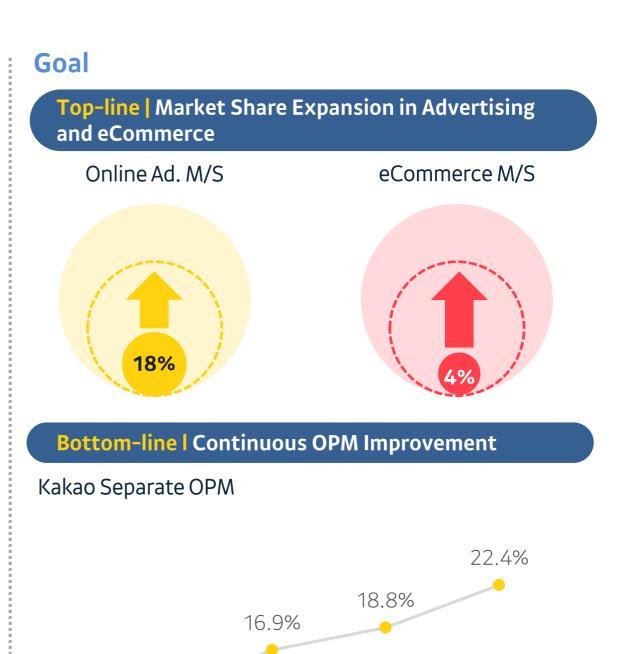
Relationship

13.0%

2019

Expansion of Business Opportunity through Qualitative Growth





2020

2021

2022

Significant Growth Opportunity in Kakao Talk as a Biz Platform

Domestic Ad Market Size (FY22) 1)

(in KRW tn)

Total Ad Market 15.8

Digital Ad 8.0

Digital Penetration 51%

Kakao Ad 1.5²⁾

Digital Ad M/S 18%

Domestic Commerce Market Size(FY22) 3) (in KRW tn)

Total Commerce Market 552.0

eCommerce 206.5

Digital Penetration 37%

Kakao Commerce 9.1⁴⁾

eCommerce M/S 4%

¹⁾ Source KOBACO, 2022 Korea Advertising Expenditure Research (2022.12)

²⁾ Kakao Ad includes Talk Biz Advertising and Portal Biz Revenue

³⁾ Source KOSIS, Service Industry Trend Survey & Online Shopping Trend Survey

From Brand Promotion to Direct Purchase all within Kakao Talk

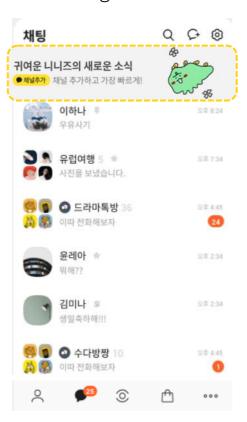
Bizboard CPT (beta)

Book 2 or 4 Hour Time Slot to Reach 22M DAU



Performance based Bizboard (DA)

Reaches 48M Mega Traffic



Talk Channel (Message)

Exceptional Reach & Conversion Rate



Notification Talk (Message)

Purchase, Reservation, Order Information



22M

Friends Tab(1st Tab) DAU

43M

Chatting Tab(2nd Tab) DAU

+17% YoY

1Q Message Biz Revenue (Talk Channel + Notification Talk)

1.97M

1Q Total Talk Channel Accounts

1) Key Indices as of 1Q23

15

Expansion of Premium Gift & Synergy between Ad - Commerce

Gift

Send Gift Easily through Kakao Talk



Store

Timely Flash Sales 'Talk Deal'



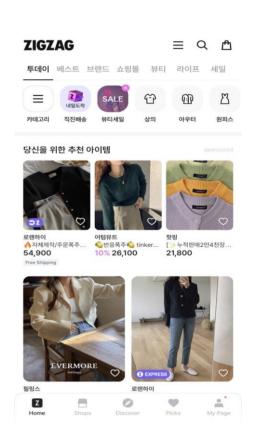
Grip

Live Commerce Platform



ZigZag

#1 Women Style Commerce Platform



2.4 tn

1Q Total GMV Gift, Store, Makers, ZigZag, Grip +14% YoY

1Q Talk Gift Luxury Beauty GMV

Talk Channel Store

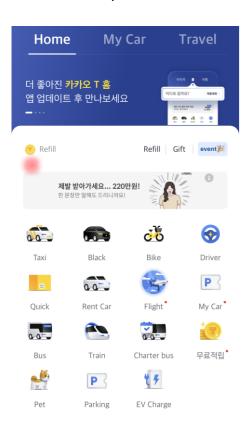
Ad-Commerce Integrated BM

1) Key Indices as of 1Q23

Expand Beyond Mobility to Logistics and Future Technology

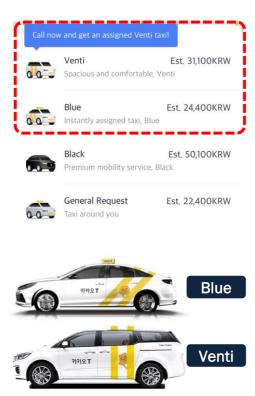
Kakao T

All-in-One Mobility Platform



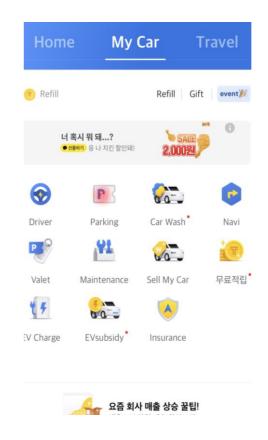
Taxi

Premium Franchised Taxi



My Car

EV Charge, Car Wash, Sell My Car, Maintenance



Parking

Partnership with 1,700 parking lots



35M

Registered Users

Brand Taxi

Blue & Venti 44,000

Car Owner Platform

New Business Models

1M

Parking Pass Users

1) Key Indices as of 1Q23

Investment in AI & Healthcare to Secure New Growth Drivers

kakao**enterprise**

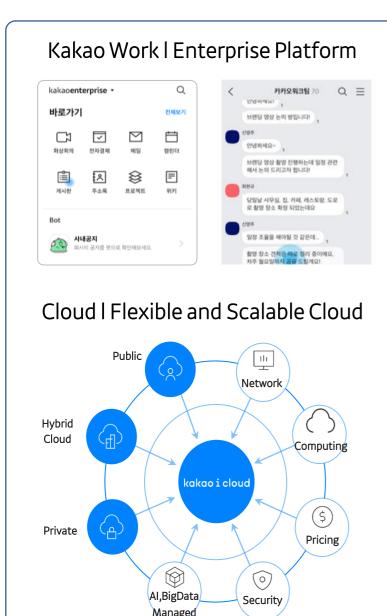
Cloud / Digital Transformation

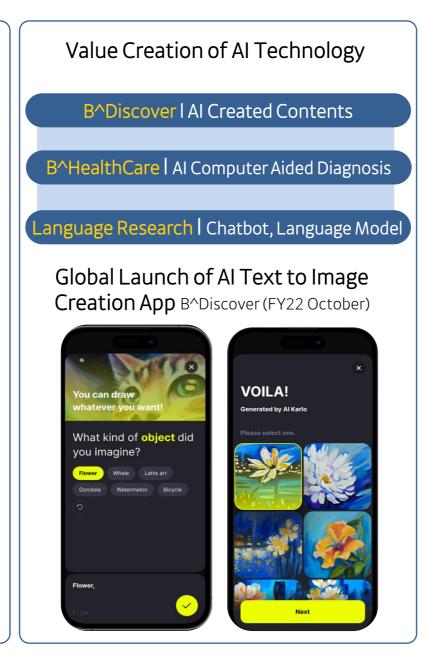
kakao**brain**

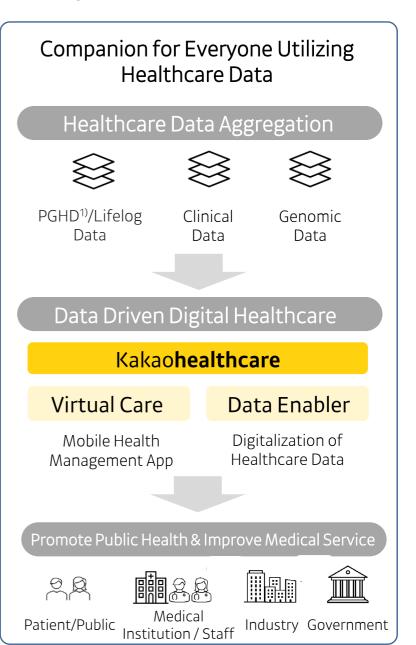
Vertical AI Services with Large-scale AI

kakaohealthcare

Digital Healthcare Ecosystem





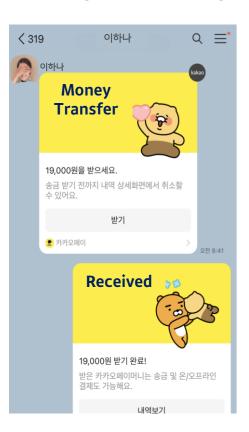


1) PGHD(Patient-Generated Health Data)

Evolve into Comprehensive Daily Financial Platform

Money Transfer

Easy and Fast like Sending a Talk Message



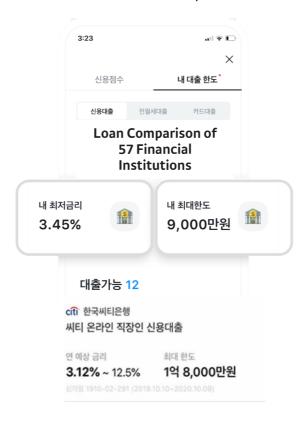
On/Offline Payment

Expansion of Overseas Coverage



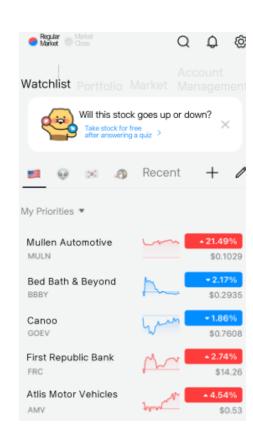
Loan Referral

Diversified Product Line-up



Securities

Kakao Pay Securities MTS



40M

Accumulated Members

W32.5tn

1Q TPV

28%

Digital Payment to Finance Revenue TPV Portion 1.96M

On/Offline Franchise

1) Key Indices as of 1Q23

No.1 Online Bank with Innovative User-Friendly Technology

Group Account

of Users CAGR +26%



Mortgage Loan

Balance KRW 2.4tn, 32% of Market Covered



Mortgage Loan Approved

실행일 3일 전에 대출실행에 동의해주세요

대출상품	주택담보대출
대출 신청금액	240,000,000원
대충공리	3.468%
대출 실행일	2022.03.09
대출기간	2022.03.09~2057.03.09
위의 대출금리는 현재 금리에 따라 변동될 4	약정 시 조건이며, 대출 실행일의 기준 > 있습니다.

Loan Referral

KRW 6.0tn Total Loans Referred (YTD +5%)

제휴사 대출 추천

제휴사별 한도와 금리를 비교해보세요.

최대 +500만원, 최고 0.5% 우대 카카오뱅크 전용우대가 적용된 결과입니다.

추천 결과 5건 ②		
true <mark>A</mark> send 한국투자 ^{저축은행}	한도	최대 금리최저
대출한도 3,500 만원	대출급리 14.5 %	대출기간 36 개월
중도상환수수료 0원	만기일시상환 기	늠
이 조건	언으로 대출받기	

🕡 롯데캐피탈

Diversify Product

1Q Operating Revenue KRW 560.5bn

Division	Key Product	Portion
Interest Revenue	Loan Interest Financial Investment Interest	81%
Platform Revenue	Securities account (8) Loan referral (22) Co-branded credit card (7) Advertisement Mini	3%
Fee Revenue & Others	Debit Card Firm Banking Financial Asset Trading / valuation gains FX related gains Gain on NPL sales	16%

21.2M

Customer Base

16.4M

MAU

W40.2tn

Deposit Balance (YoY +22%) W29.3tn

Loan Balance (YoY +13%)

1) Key Indices as of 1Q23

20

Company Overview

Platform Business

Content Business

Financial Overview

Global Game Company Encompassing from Publishing to Developing

ArcheAge War



- MMORPG
- XL Games
- Domestic
- (Schedule) Mar. 21
- PC/Mobile
- High graphic quality powered by Unreal Engine 4
- Differentiated large-scale dynamic battle contents such as field battles, naval battles, siege war, etc.

Ares: Rise of Guardians



- MMORPG
- Second Dive
- Domestic
- (Schedule) 3Q23
- PC/Mobile
- Triple A graphic quality equipped with differentiated action motion
- Strategic play to switch over various types of 'Suits' fit for the battle

Goddess Order



- Action RPG
- Load Complete
- Global
- (Schedule) 4023
- Mobile
- Cute 2D dot matrix graphics, stirring up nostalgia
- Manual Play with horizontal scrolling action and console-style game

Bora Battle



- Hyper Casual
- Metabora + Neptune + Mobrix
- Global(excl. KR/CN/SG)
- (Schedule) 3Q23
- BORA/Google Play Store, App Store D/L
- Arcade game of 6-10 hyper casual games
- Battle with players and earn rewards by winning

Game Value Chain

XL Games , Lionheart Studio

5 New Titles (FY23)

Diverse genres and differentiated game characteristics

Global Expansion

Targets to release every game globally

1) Key indices as of 1Q23



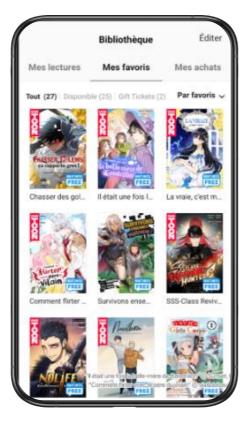
Strengthen Growth Momentum via Global IP Competitiveness



No.1 Digital Comic App

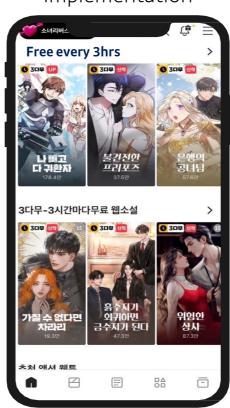


2022.03 Piccoma France Launch

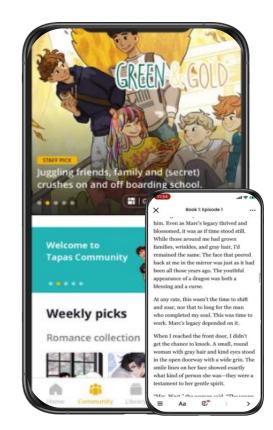


Kakao Entertainment

'Free after 3 hours' Implementation



2H22 Tapas · Radish Merger



50%+

1Q Piccoma Digital Comic App M/S #3

Top grossing app in Japan * incl. games W335.5bn

1Q Piccoma / Ent. Platform GMV 10,000 +

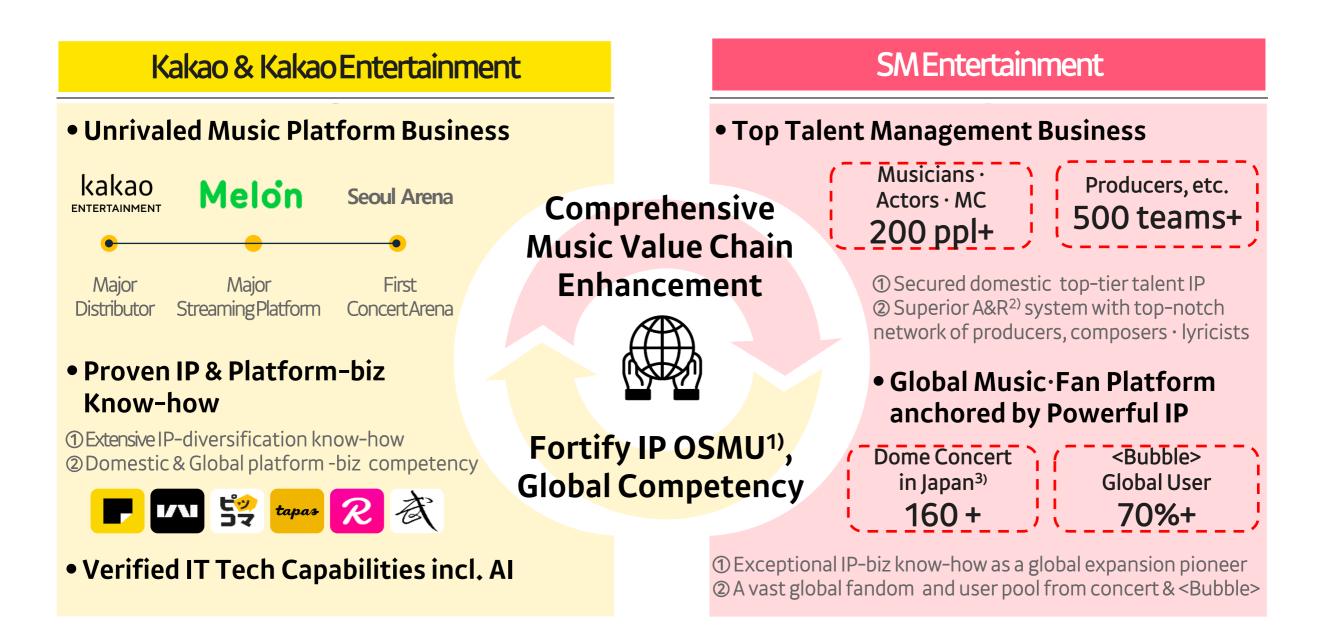
Kakao Entertainment Original IP

1) Key indices as of 1Q23

23

Kakao · SM Entertainment Synergy

Create Synergy and Elevate Entertainment Business to the Next Level



Target Global Revenue to be 30% of Consolidated Revenue by 2025 (Kakao Consolidated FS basis)

Global Expansion of In-house Artist, Backed by Solid Growth from Melon

Stable Music Value-chain

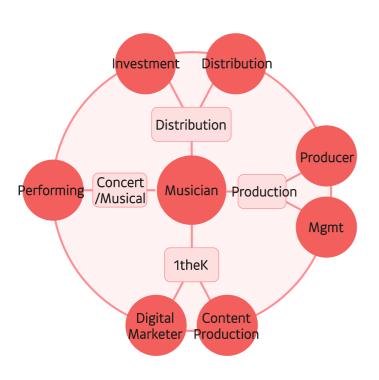
Internalize Value-chain from Investment-Distribution-Production

No.1 Domestic Music Platform

Dominant Traffic based on Largest Music Content Holder

Multi-label System

Global Expansion via In-house Artists

















No.1

K-pop Music Distribution

5M

Melon Paying Subscribers

170+ / 40+

Musicians/ Teams ** incl. unit **#5** (of girl group)

IVE, 1st full-length album Week 1 album sales ranking²⁾

- 1) Key indices as of 1Q23
- 2) As of May 2023



Enhance Content Portfolio through Production Competency

Content Production Capability

Original Content Production by Prominent Creators and Artists

Talent Pool

Competitive Casting Power

Production

Drama Movie Entertainment

Story IP

Original IPs from Entertainment and Piccoma

Key Creator

Top-notch Producers with Expertise

Virtuous Cycle of Content Value Chain

Original Story IP-based One-step Content Production Cycle (Story-Media-Music)

Music / Original Soundtrack Key IP Webtoon Webnovel Production/ Talent Casting

Content Portfolio Expansion

FY22 20 Original Titles Enhance Global Presence in Content Production





150+

Top-tier actors/actresses

150+

Top-notch content creators

Flywheel Effect

IP life-cycle expansion

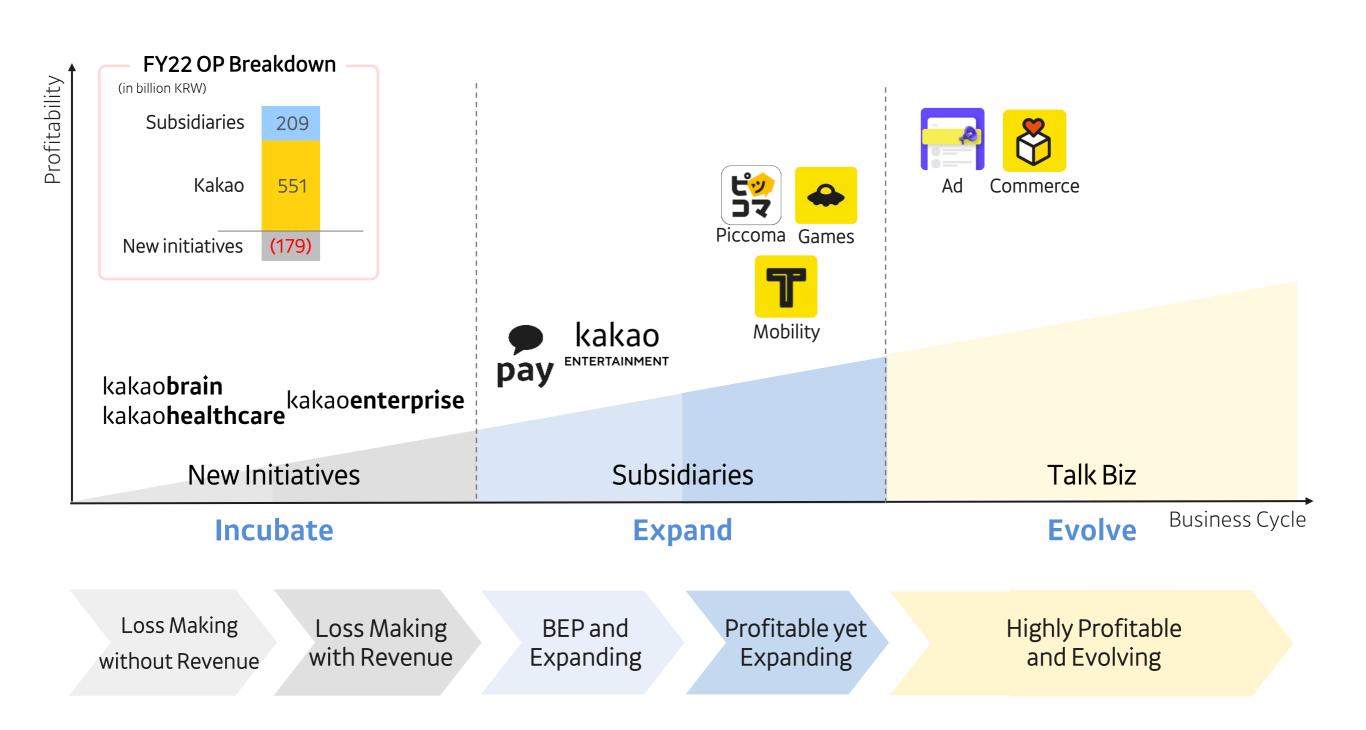
30+ / 10+ titles

FY23 original production & release line-up

1) Key indices as of 1Q23

Business Cycle

Margin Expansion via Core Business and New Initiatives



Company Overview

Platform Business

Content Business

Financial Overview

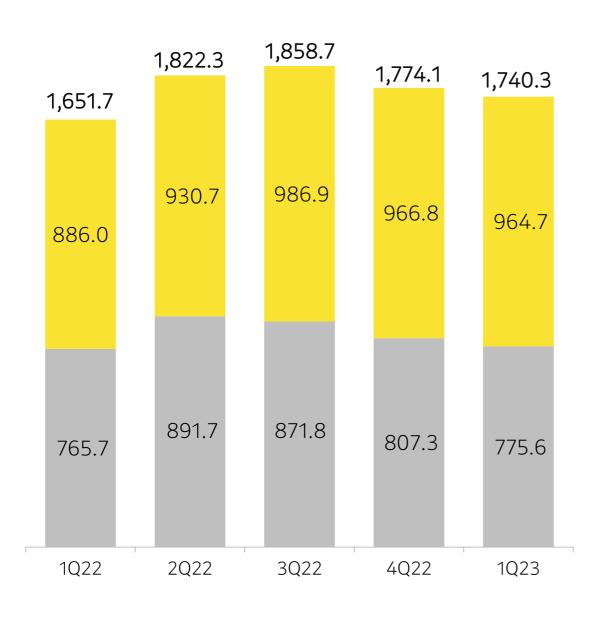
Revenue

Q1 Revenue YoY +5% / QoQ -2%

Mix - Platform 55%: Content 45%



(in billion KRW)

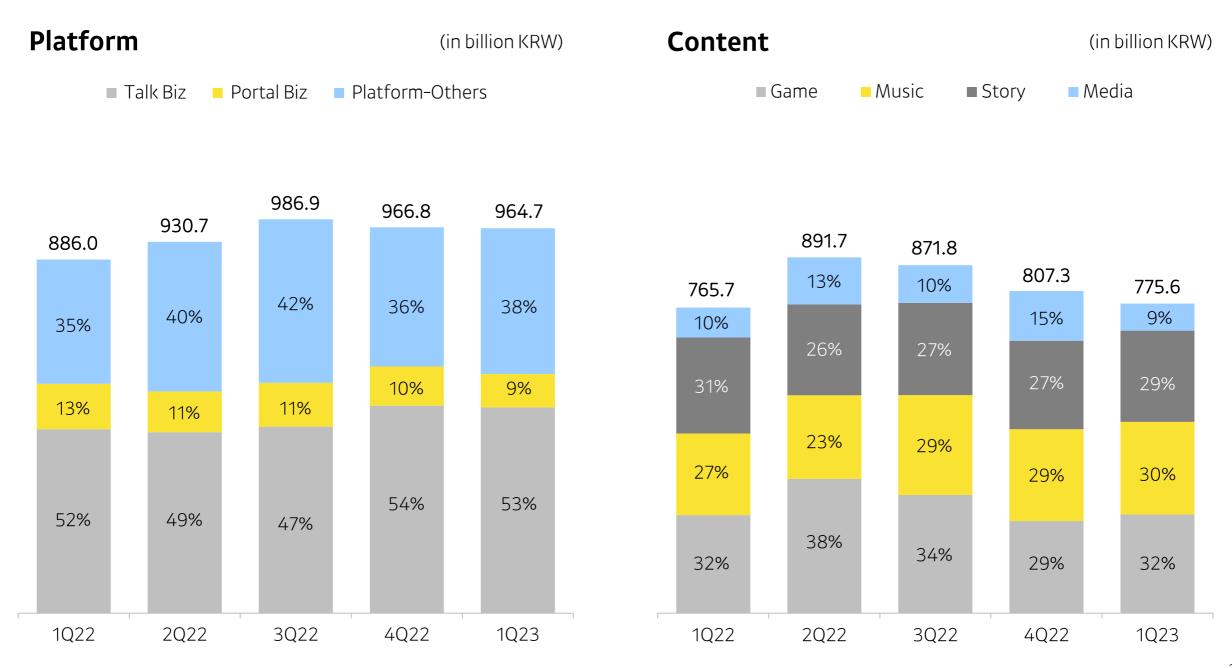


Revenue Breakdown					
Platform	Talk Biz	Advertising - Bizboard, Talk Channel, Emoticon			
		Commerce - Gift, Store, Makers, Kakao Friends Online			
	Portal Biz	Daum PC / Mobile Kakao Story / Style / Page Other Subsidiaries' Ad			
	Platform- Others	Mobility, Pay, Enterprise, Blockchain, Other Subsidiaries, Kakao Friends- Others			
	Game	Mobile, PC, Other			
	Music	Melon, Digital Music Distribution, Album Distribution, Music Production			
Content	C+0~.	Entertainment			
	Story	Piccoma			
	Media	Video Production, Talent Agency			

Platform / Content

Platform YoY +9% / QoQ -0.2%

Content YoY +1% / QoQ -4%



Platform | Talk Biz | Portal Biz | Platform-Others

Talk Biz YoY +12% / QoQ -1%

Portal Biz YoY -27% / QoQ -15%

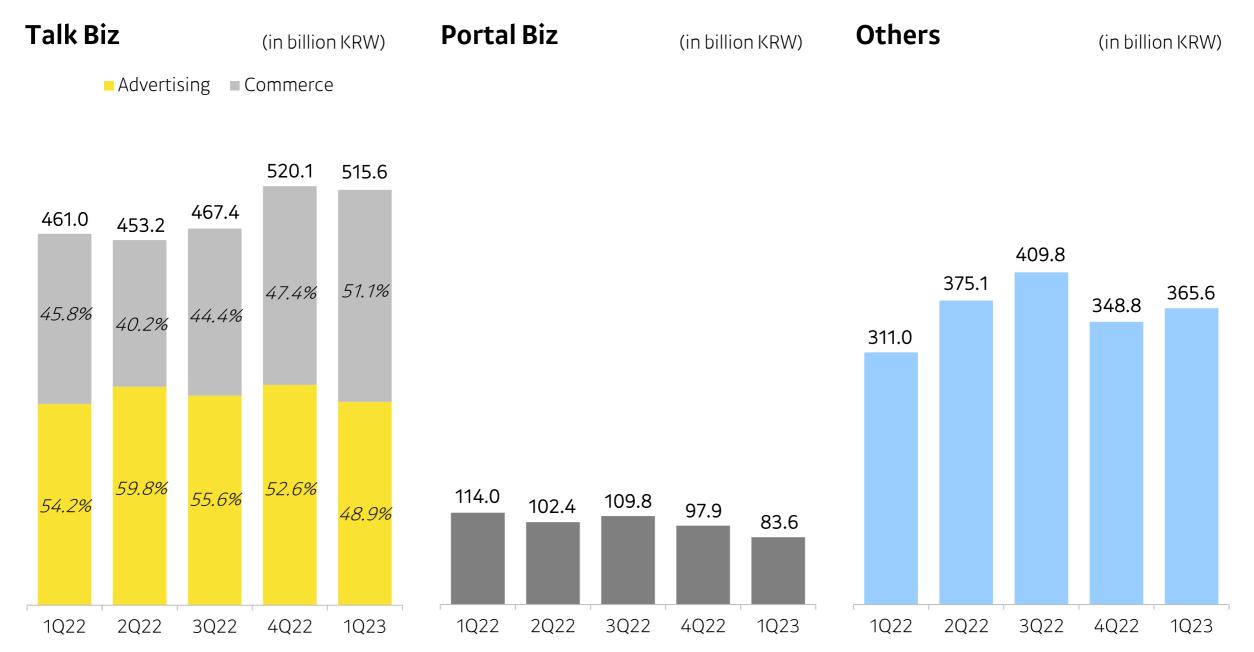
Others YoY +18% / QoQ +5%

(Y) Solid Growth of Biz Message and Talk Gift (1P and Delivered Gift)

(Y) Deconsolidation of Subsidiaries and Decrease in Portal QC

(Y) Mobility - Expansion of Taxi & Parking Business

(Y) Pay - Strong TPV of Payment & Financial Services



Content | **Game** Music

Game YoY +1% / QoQ +7%

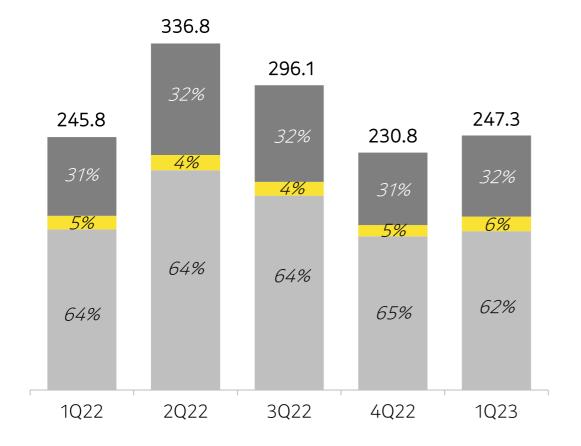
Music YoY +13% / QoQ +1%

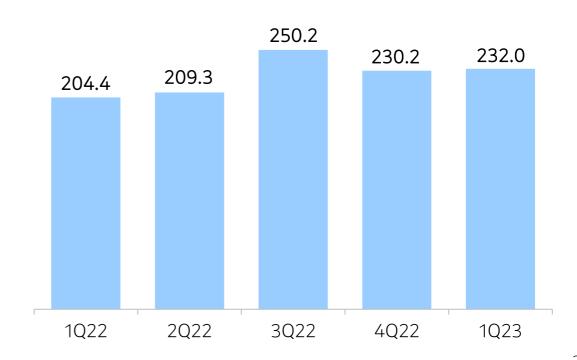
(Y) Revenue Stabilization of Existing Games Offset by Launch of New Games

(Y) Solid Revenue from Music Distribution and In-house Artists









Content | Story Media

Story YoY -5% / QoQ +3%

 \perp Entertainment -14% (y) / -3% (q), Piccoma +4% (y) / +9% (q)

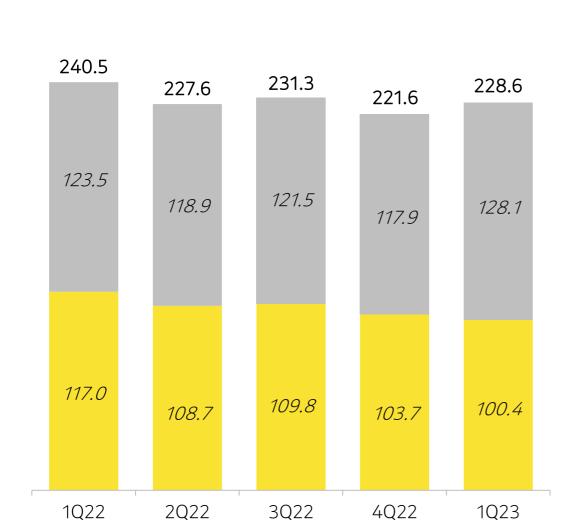
Media YoY -10% / QoQ -46%

(Y) Entertainment - Decrease in User Activity due to Endemic, Business Restructuring in US Piccoma - Excluding FX Effect +12% (y), +8% (q)

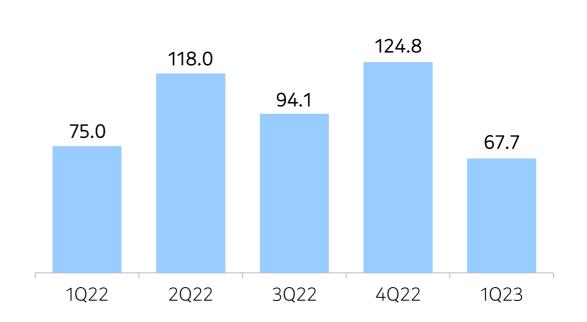
(Y) Declined due to Concentrated New Line-up in 2H23











Earnings Summary

(in billion KRW)

	1022	4022	1Q23 Change YoY	nge	
	1Q22	4Q22		YoY	QoQ
Total Revenue	1,651.7	1,774.1	1,740.3	5%	-2%
Platform	886.0	966.8	964.7	9%	-0.2%
Talk Biz	461.0	520.1	515.6	12%	-1%
Portal Biz	114.0	97.9	83.6	-27%	-15%
Platform - Others	311.0	348.8	365.6	18%	5%
Content	765.7	807.3	775.6	1%	-4%
Game	245.8	230.8	247.3	1%	7%
Music	204.4	230.2	232.0	13%	1%
Story	240.5	221.6	228.6	-5%	3%
Media	75.0	124.8	67.7	-10%	-46%
Operating Expenses	1,493.0	1,673.8	1,669.2	12%	-0.3%
Operating Profit	158.7	100.3	71.1	-55%	-29%
Margin (%)	9.6%	5.7%	4.1%	-5.5%pt	-1.6%pt
Net Profit	1,322.1	(497.9)	87.1	-93%	turn to profit
Controlling Interests	1,303.1	(124.1)	97.5	-93%	turn to profit
Non-controlling Interests	19.0	(373.8)	(10.4)	turn to loss	CR

Operating Expenses

(in billion KRW)

	1Q22 4Q22 1Q23		Cha	nge	
	ΤΟΖΖ	TQZZ	1025	YoY	QoQ
Operating Expenses	1,493.0	1,673.8	1,669.2	12%	-0.3%
Labor Cost	420.0	410.6	445.8	6%	9%
Cost of Revenue	584.4	703.8	666.8	14%	-5%
Outsourcing / Infrastructure	204.6	245.3	242.0	18%	-1%
Marketing Expense	114.6	108.4	114.6	0.03%	6%
Depreciation and Amortization Cost	130.8	161.0	150.3	15%	-7%
Misc.	38.7	44.8	49.6	28%	11%

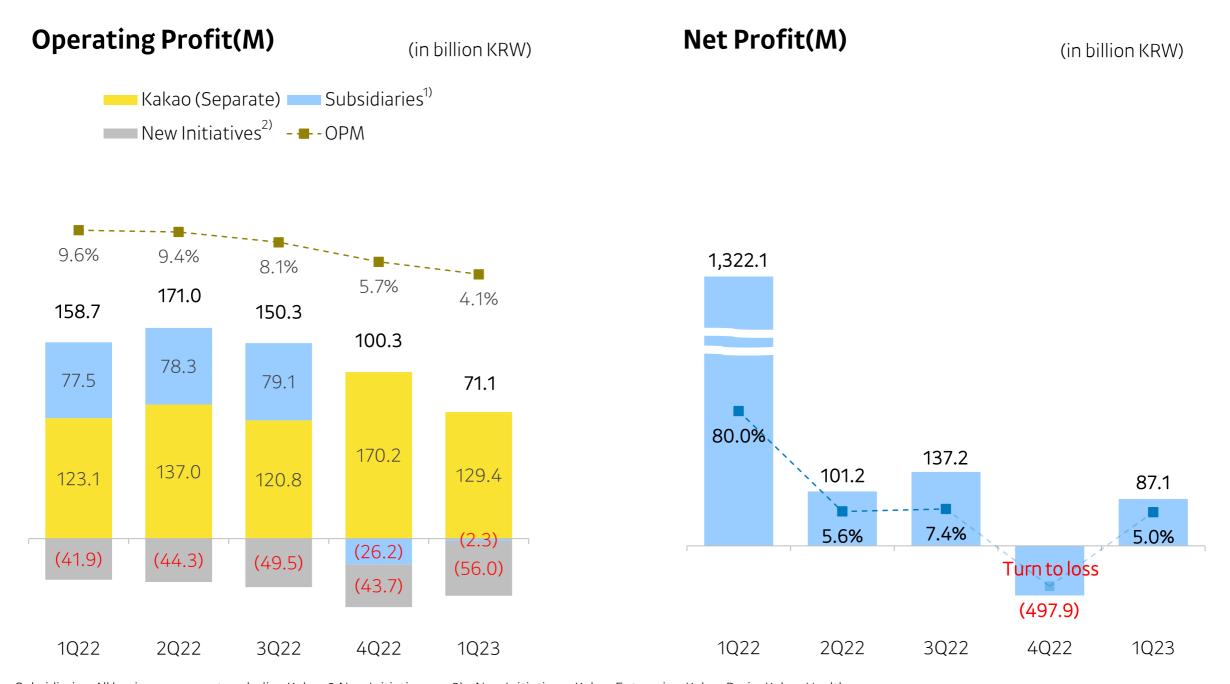
Profits

Operating Profit YoY -55% / QoQ -29%

Net Profit YoY -93% / QoQ turn to profit

(Y) Increase in Infrastructure & Depreciation Cost due to Data Center Replication and Increase in Al related Investment

(Y) High Base Effect from Equity Method Stock Disposal Gain of Dunamu in 1Q22



Subsidiaries: All business segment excluding Kakao & New Initiatives
 Subsidiaries includes internal transaction

²⁾ New Initiatives : Kakao Enterprise, Kakao Brain, Kakao Healthcare

CapEx / Employees

CapEx YoY +15% / QoQ -48%

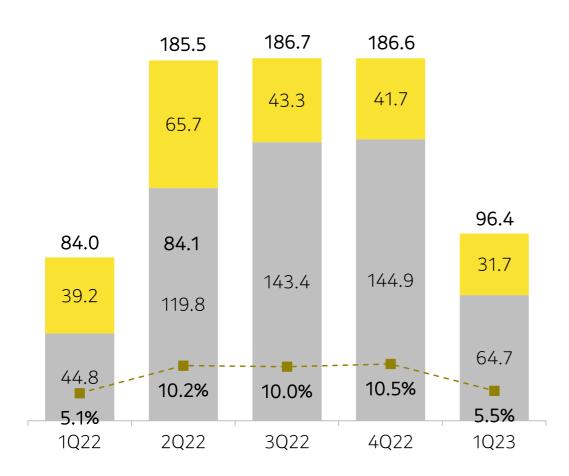
Employees YoY +1,462 / QoQ -88

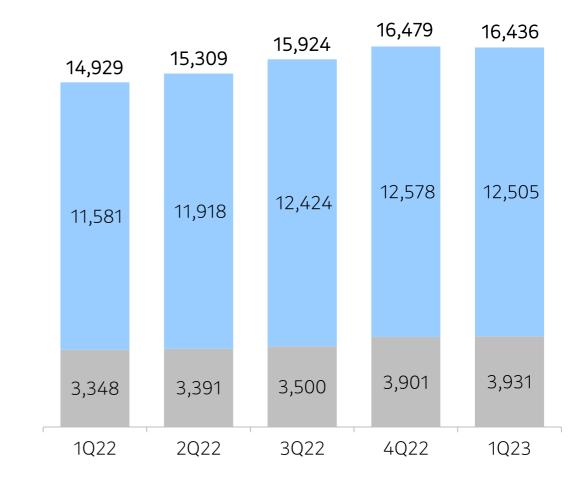
(Y) Continuous Investment in IDC, Al and Content Despite QoQ Decrease

(Y) Increased in Headcount on the Back of Business Expansion

(Q) Maintaining Conservative Hiring







- 1) CapEx is based on the cash outflow for new acquisition of tangible and intangible assets.
- 2) Capex for previous quarters has also been changed.
- 3) 1Q23 CapEx is based on consolidated K-IFRS that have not been audited and may subject to change

Financial Statements Summary - Consolidated

Income Statement					
(in billion KRW)	1Q22	2Q22	3Q22	4Q22	1Q23
Total Revenue	1,651.7	1,822.3	1,858.7	1,774.1	1,740.3
Platform	886.0	930.7	986.9	966.8	964.7
Talk Biz	461.0	453.2	467.4	520.1	515.6
Portal Biz	114.0	102.4	109.8	97.9	83.6
New Biz	311.0	375.1	409.8	348.8	365.6
Content	765.7	891.7	871.8	807.3	775.6
Game	240.5	227.6	231.3	221.6	228.6
Music	245.8	336.8	296.1	230.8	247.3
Story	75.0	118.0	94.1	124.8	67.7
Media	204.4	209.3	250.2	230.2	232.0
Operating Expenses	1,493.0	1,651.3	1,708.4	1,673.8	1,669.2
Labor Cost	420.0	426.2	433.3	410.6	445.8
Cost of Revenue	584.4	654.8	711.4	703.8	666.8
Outsourcing / Infrastructure	204.6	235.8	238.4	245.3	242.0
Marketing Expense	114.6	150.3	112.0	108.4	114.6
Depreciation and Amortization Cost	130.8	135.6	153.0	161.0	150.3
Misc.	38.7	48.6	60.4	44.8	49.6
Operating Profit	158.7	171.0	150.3	100.3	71.1
Margin (%)	9.6%	9.4%	8.1%	5.7%	4.1%
Other Non-Operating	1.005.2	120.6	122.6	76.0	17.0
Income	1,665.3	138.6	133.6	76.0	17.0
Other Non-Operating Expenses	48.4	34.4	35.7	993.0	35.4
Financial Income	68.5	69.8	63.4	141.2	79.2
Financial Expenses	94.7	73.3	67.1	228.1	46.4
Equity-method gain	45.4	10.0	23.7	21.2	34.1
Equity-method loss	35.2	45.1	31.5	46.1	39.6
Profit before Income Tax	1,759.6	236.5	236.7	(928.5)	80.0
Income Tax	437.5	135.3	99.5	(430.5)	(7.1)
Net Profit	1,322.1	101.2	137.2	(497.9)	87.1
Controlling Interests	1,303.1	67.6	106.3	(124.1)	97.5
Non-controlling Interests	19.0	33.6	30.8	(373.8)	(10.4)
EBITDAR	288.5	306.1	301.8	253.6	221.5
Adjusted EBITDAR 1)	332.0	345.5	335.2	295.8	250.6
1) Adjusted EDITDAD: included		cation avaons	_		

Statement of Financial Po	osition		
(in billion KRW)	2021.12.31	2022.12.31	2023.3.31
Current Assets	8,102.2	7,755.7	8,109.6
Cash and Cash Equivalents	5,231.5	4,780.2	5,062.8
S-T Financial Instruments	1,573.6	1,210.2	1,354.0
Account Receivable Other Current Financial Assets	398.1 319.1	440.9 361.9	560.5 403.1
Other Current Assets	579.9	962.5	729.2
Non-Current Assets	13,712.0	14,450.9	16,495.2
Investments in Associates and Joint Ventures	3,215.8	2,651.9	3,115.8
Tangible Assets	554.9	885.4	969.8
Intangible Assets	6,347.8	6,022.4	7,108.4
Other Non-current Assets	3,593.5	4,891.3	5,301.2
Finance Assets	965.4	756.8	981.6
Total Assets	22,779.6	22,963.5	25,586.4
Current Liabilities	5,630.3	5,148.3	6,043.8
Account Payable and Other	·	·	·
payable	1,231.0	1,374.0	1,496.7
Short-term Borrowings	1,258.8	1,096.9	1,609.2
Income Tax Payable Other Current Liabilities	188.9 2,951.6	157.7 2,519.8	150.7 2,787.2
Other Current Liabilities	2,331.0	2,313.0	2,707.2
Non-Current Liabilities	2,885.1	3,843.9	3,522.2
Non-Current Finance Lease Obligations	1,318.2	1,643.4	1,733.2
Deferred Income Tax Liabilities	756.8	652.6	610.0
Other Non-Current Liabilities	810.1	1,547.9	1,179.0
Finance Assets	674.2	439.4	687.5
Total Liabilities	9,189.6	9,431.6	10,253.5
Paid-in Capital	44.6	44.6	44.6
Capital Surplus	7,781.2	8,115.9	8,641.5
Other Accumulated Earnings	77.1	41.0	42.0
Accumulated Other Comprehensive Income	371.8	(1,250.7)	(1,128.5)
Retained Earnings	1,709.6	3,046.5	3,095.8
Minority Interest	3,605.6	3,534.6	4,637.5
Total Equity	13,590.0	13,531.9	15,332.9
Total Liabilities & Equity	22,779.6	22,963.5	25,586.4

¹⁾ Adjusted EBITDAR: included equity compensation expense

Financial Statements Summary - Parent

Income Statement					
(in billion KRW)	1Q22	2Q22	3Q22	4Q22	1Q23
Total Revenue	596.2	596.4	613.4	650.5	640.7
Operating Expenses	473.1	459.4	492.7	480.3	511.3
Labor Cost	143.5	129.0	128.6	97.4	132.7
Cost of Revenue	197.5	190.2	209.9	237.5	234.0
Outsourcing / Infrastructure	64.2	64.5	67.5	73.8	69.9
Marketing Expense	4.2	5.4	7.6	9.7	3.4
Depreciation and Amortization Cost	50.9	53.7	61.8	60.2	59.6
Misc.	12.8	16.5	17.2	1.7	11.6
Operating Profit	123.1	137.0	120.8	170.2	129.4
Margin (%)	20.6%	23.0%	19.7%	26.2%	20.2%
Other Non-Operating Income	1,405.8	6.7	4.2	18.5	3.0
Other Non-Operating Expenses	25.5	2.4	10.4	91.0	1.9
Financial Income	45.5	43.0	39.4	35.4	34.3
Financial Expenses	21.7	47.9	43.8	27.7	14.1
Profit before Income Tax	1,527.2	136.5	110.2	105.4	150.7
Income Tax	382.8	30.2	33.3	(184.4)	27.4
Net Profit	1,144.4	106.2	76.9	289.8	123.3
EBITDAR	173.7	129.3	181.2	230.3	188.9
Adjusted EBITDAR 1)	199.9	213.2	198.3	247.8	203.5

Statement of Financial	Position		
(in billion KRW)	2021.12.31	2022.12.31	2023.3.31
Current Assets	2,418.0	2,334.9	1,767.9
Cash and Cash Equivalents	1,478.7	1,248.8	934.1
S-T Financial Instruments	255.4	211.0	241.0
Account Receivable	152.2	139.3	118.8
Other Current Assets	531.7	735.8	473.9
Non-Current Assets	7,606.7	8,456.6	9,206.5
Investments in Associates, Subsidiaries and Joint Ventures	3,547.8	4,751.7	5,517.9
Tangible Assets	312.6	500.5	496.0
Intangible Assets	1,573.6	1,608.6	1,607.6
Other Non-current Assets	2,172.7	1,595.9	1,585.0
Total Assets	10,024.7	10,791.5	10,974.4
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Current Liabilities	2,299.1	2,183.5	2,261.0
Account Payable and Other payable	493.5	546.8	477.6
Short-term Borrowings	342.2	28.7	119.6
Income Tax Payable	55.5	74.2	85.8
Other Current Liabilities	1,407.9	1,533.9	1,578.1
Non-Current Liabilities	1,171.3	1,516.7	1,512.1
Non-Current Finance Lease Obligations	1,076.1	1,306.4	1,297.0
Deferred Income Tax Liabilities	-	97.1	100.4
Other Non-Current Liabilities	95.2	113.2	114.7
Total Liabilities	3,470.4	3,700.2	3,773.1
Daid in Capital	/ / C	446	/. /. C
Paid-in Capital Capital Surplus	44.6 5,489.2	44.6 5,636.7	44.6 5,662.4
Other Accumulated Earnings	77.1	41.0	42.0
Accumulated Other			
Comprehensive Income	240.5	11.3	14.2
Retained Earnings	702.8	1,357.6	1,438.0
Total Equity	6,554.2	7,091.3	7,201.2
Total Liabilities & Equity	10,024.7	10,791.5	10,974.4

¹⁾ Adjusted EBITDAR: included equity compensation expense

Thank You

