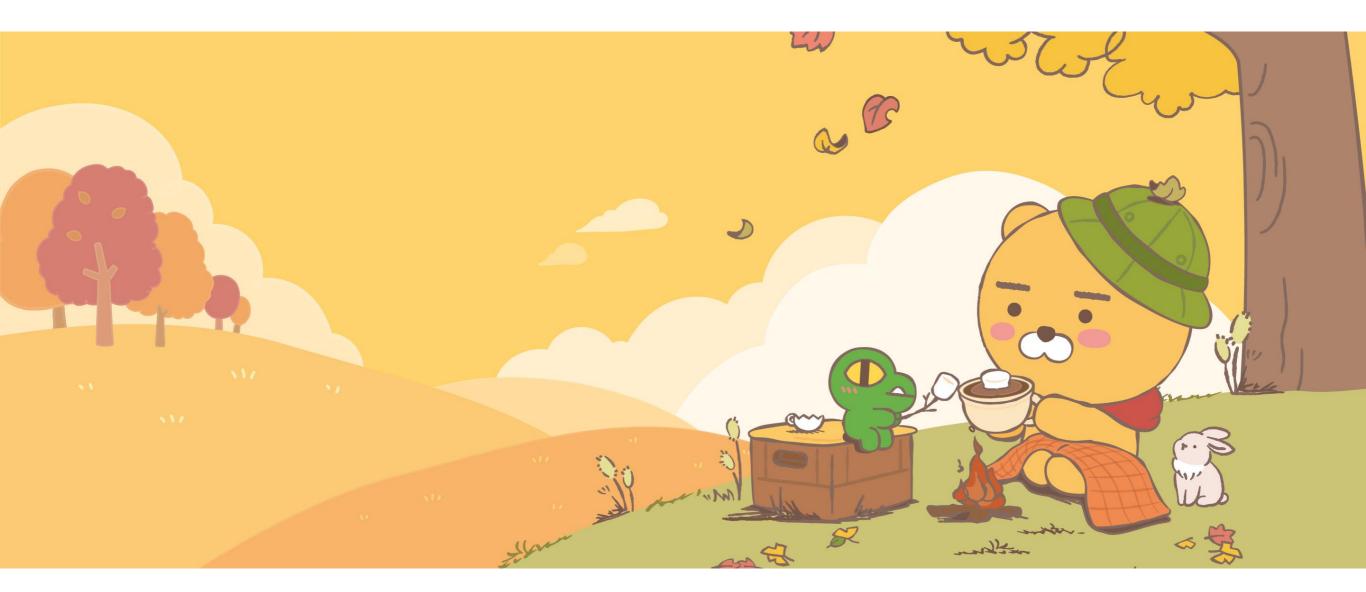
kakao

3Q 2021 | Kakao Investor Relations



Disclaimer

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Therefore, the information and financial data of Kakao and its subsidiaries (the "Company", or "Kakao") contained in this document are subject to change upon an independent auditor's review.

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Kakao Ecosystem

Kakao Business

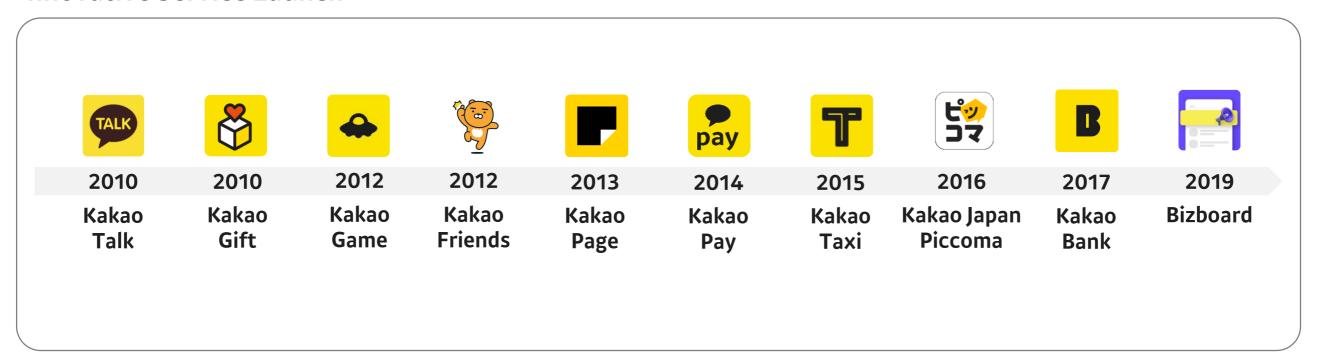
Financial Overview

Making a Better World with People and Technology

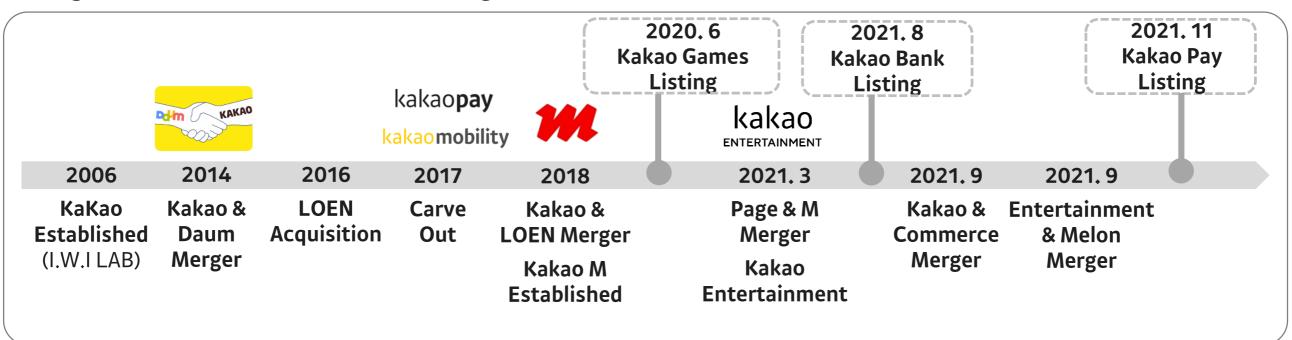


History

Innovative Service Launch



Changes in Business Structure & Listing of Subsidiaries

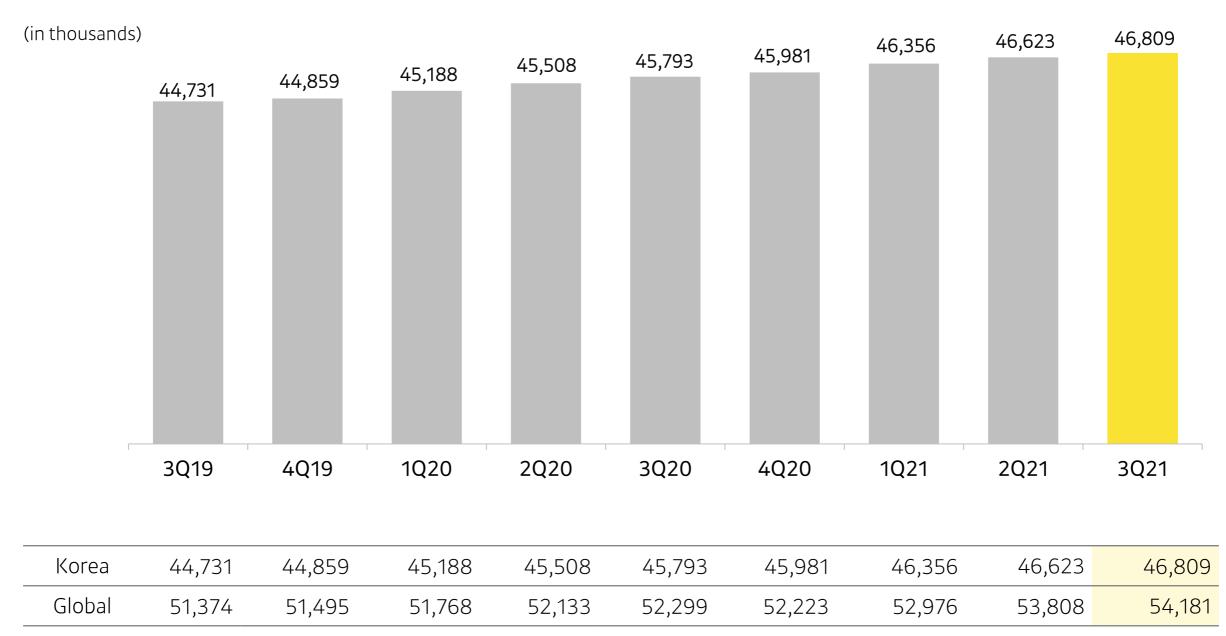


Undisputed Market Leader

Monthly Active Users in Korea grew by +1M YoY, +190K QoQ

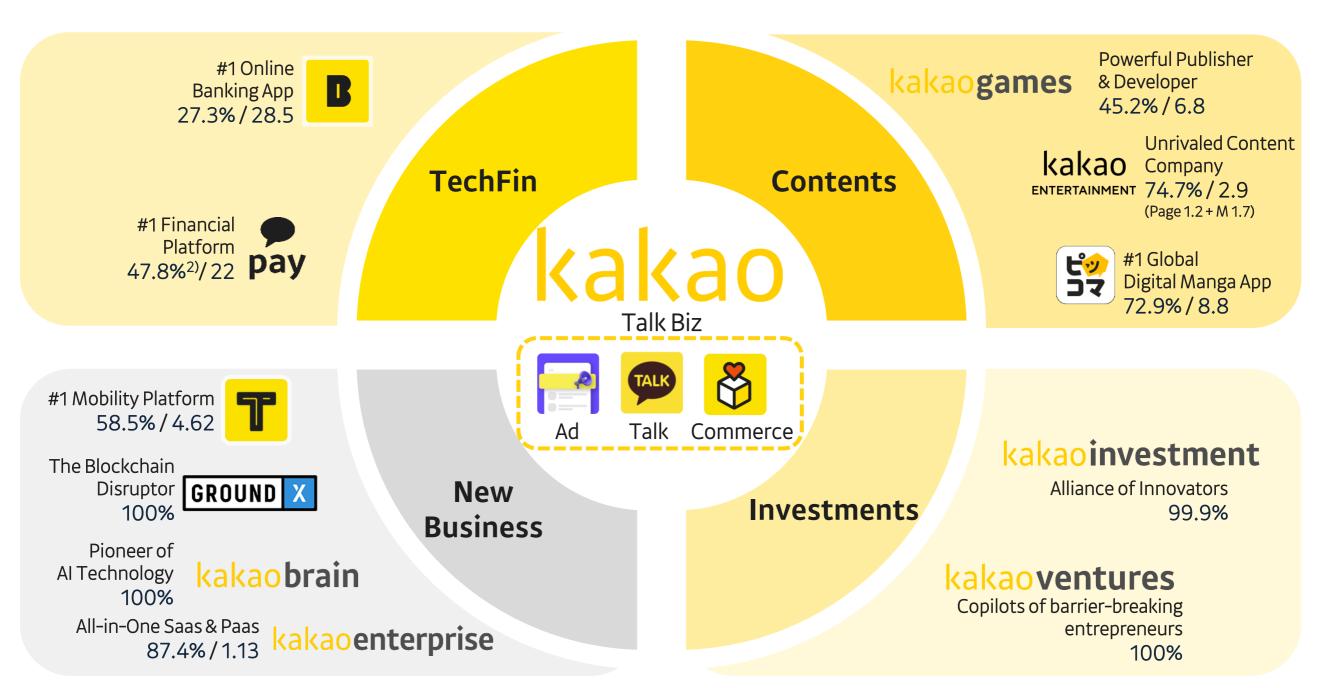


KakaoTalk Monthly Active Users



Kakao Ecosystem

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



¹⁾ Kakao's Stake and Transaction Valuation as of 2021.11.4

²⁾ After IPO on November 3rd, 2021, the stake in Kakao Pay has changed from 55.0% to 47.8%.

Kakao Ecosystem

Kakao Business

Financial Overview

Paradigm Shift in Advertising Industry

Significant Growth Opportunity in KakaoTalk as a Biz Platform



(in KRW tn)

Total Ad. Market 14.5

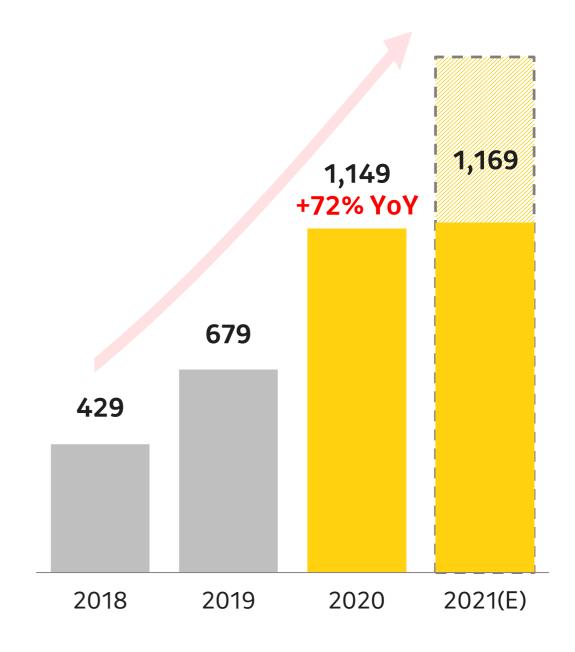
Digital Ad **7.3**

Digital Penetration 50%

Kakao Ad 1.1 Digital Ad M/S 15%

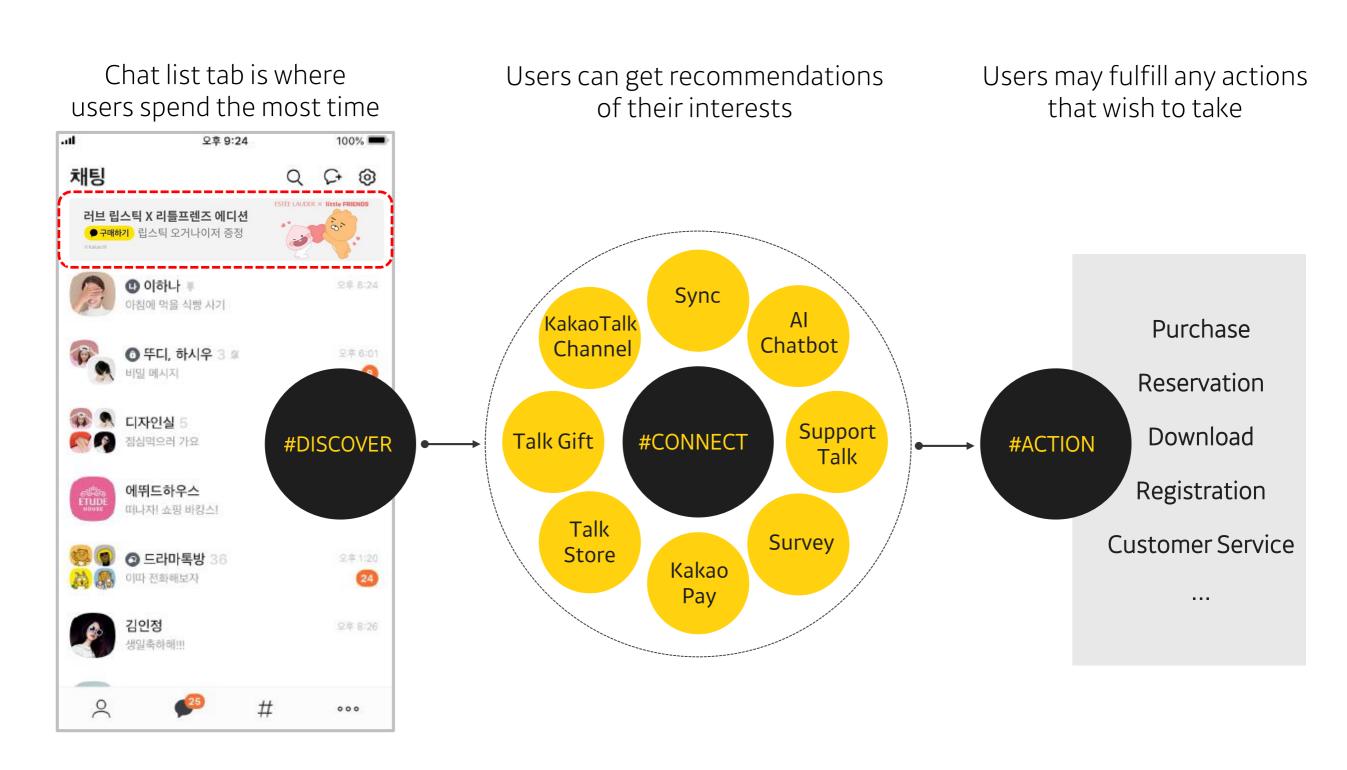
Talk Biz Revenue

(in KRW bn)



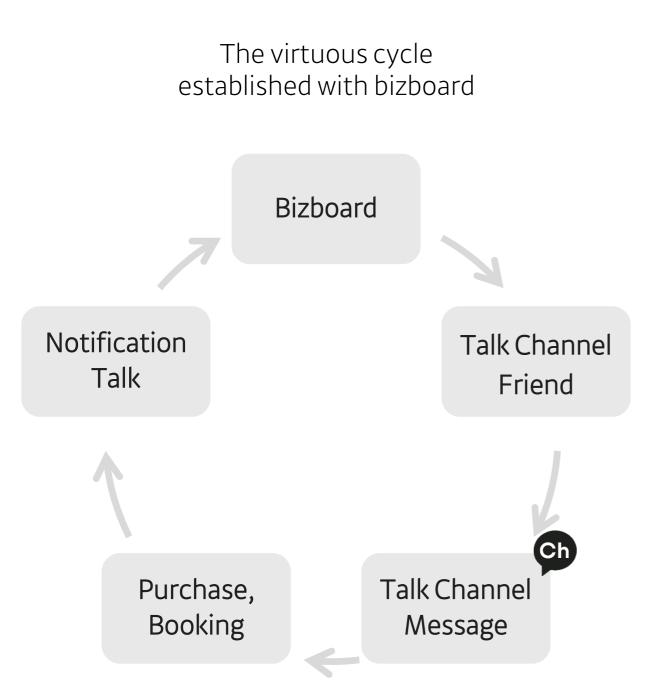
Talk Biz Advertising (Kakao Bizboard)

New Innovative Way to Connect 47 million Mega Traffic



Talk Biz Advertising(Message Ad)

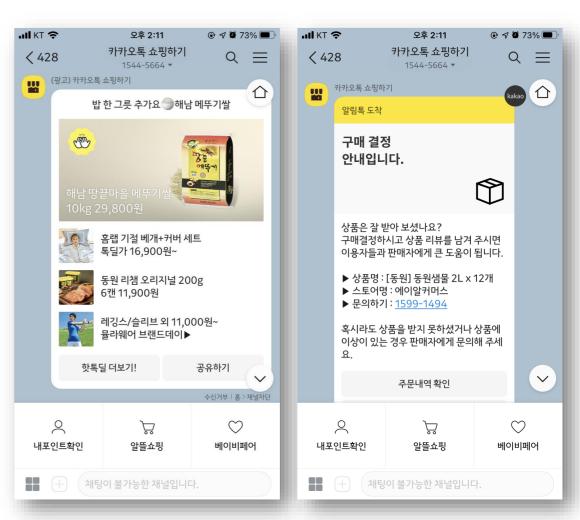
Virtuous cycle with Bizboard, KakaoTalk Channel and Notification Talk



Message Business Model

KakaoTalk channel message ad

"Notification Talk" informs Payment, Delivery Updates



Talk biz Commerce

From Leveraging the Social Graph to any Talk-based Transactions

kakaocommerce Key indices





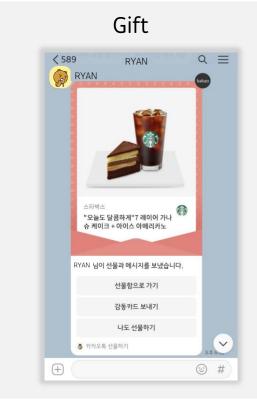
Delivery goods 70% YoY

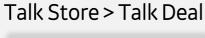


W1 tn FY2021 GMV(E)



Marketing place for newly launched products







Talk Store > Live Commerce



Makers (Made-to-order Platform)



Mobility

Satisfying Every Customers Need with All-in-One Mobility Platform



Kakao T Key Indices

30.0mnRegistered
Users

Largest # of users

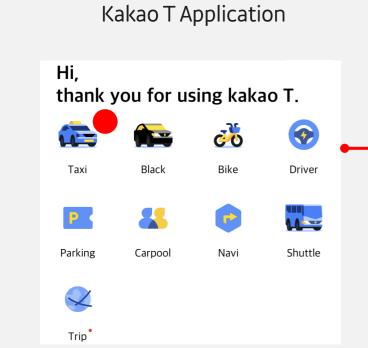
17.9mn Credit Card Registrants

Ready to pay users

30,000Kakao T Bule
Fleet

+4k QoQ Achieved annual target Breakeven FY2021 Target

W13bn Operating Loss in 2020



Expansion of Premium Paying Service Option



Revolutionizing into a Service Meeting All Types of Mobility Demands



Techfin(Pay)

No.1 Comprehensive Daily Financial Platform



Kakao Pay Key Indices

37mnAccumulated
Members

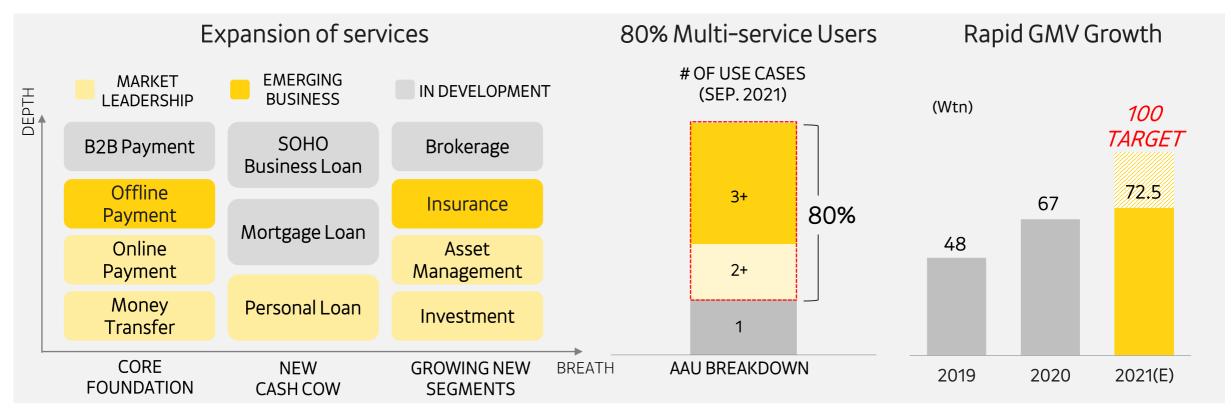
518mnBrokerage

Accounts

1 out of 5 Economically active population in Korea **W25,2tn** 3Q21 GMV

W67 tn FY2020 W100 tn FY2021 Target





Techfin(Bank)

No.1 Online Banking with Innovative User-Friendly Technology



Kakao Bank Key Indices



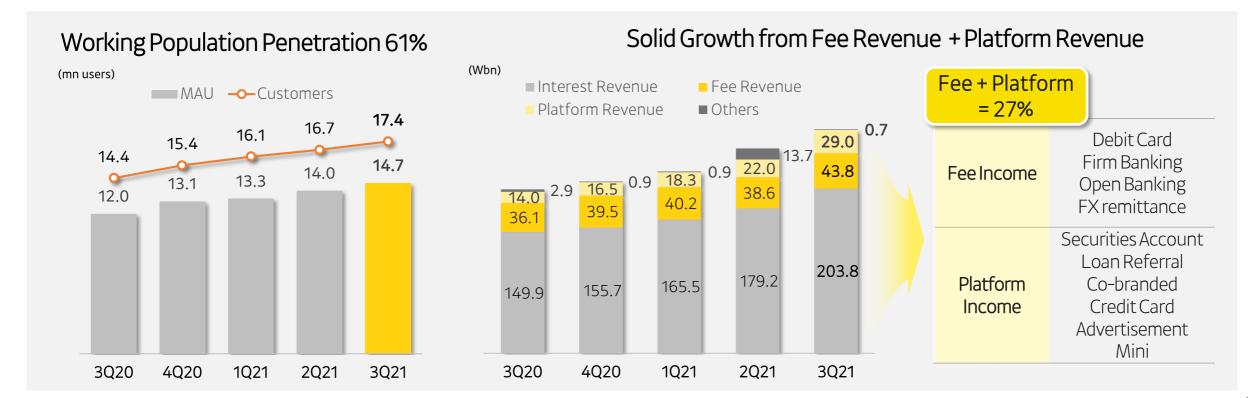
MAU 14.7mn #1 Mobile Banking App



Lending Rate 3.42% NIM 1.92%



FY2020 Net Profit W113.6bn



B2B Business

B2B Business Expansion with Differentiated AI Technology

kakaoenterprise Key Services



Integrated Enterprise Platform

Business

Kakao i Connect,

Business Service Platform

Tech & Home

Kakao i Engine Kakao i Home

Cloud Kakao i Cloud

10 Years of Accumulated Know-hows



Industry Insight based Data

All-in-One Work Platform Kakao Work



160k customers within 1 year of launch



Al assistant Kasper



20+ major partner services integration

Flexible and Scalable Kakao i Cloud



CSA STAR Gold Rank



Connects all different forms of cloud



Specialized services for each and every industry

Packaged with AI Technology Kakao i Connect







Multi-Platform Game Company Encompassing PC and mobile



Game Key Indices

1,100+ Publishing

No.1 Mobile Game Platform Game Value Chain

Acquisition of a majority stake in Lionheart Studio

Global Expansion

Targets to release every game globally

1H22

Beyond Game

Sports, Metaverse, NFT New business initiatives

Major Game Line-up



PC

MOONL





ODIN



WORLD FLIPPER







ELYON







RETURN

Title line-up to be released after 4Q21

	Odin: Valhalla Rising (Global) [MMORPG]
Elyon (Global) [MMORPG]	Dysterra (Early Access) [Survival FPS]
	Kakaopage Play (твр) [Story]
	Friends Shot: Anyone Golf [Casual]
	Friends Games New Title [Puzzle]

Project Ares
[Action RPG]
Eversoul
[PvE RPG]
Goddess Order
[Action RPG]

XL Games
New Title
[MMORPG]

1) Key indices as of 3Q21

4Q21

Music

Building a Powerful Value Chain with Korea's Largest Music Platform Melon

kakao Music Key Indices



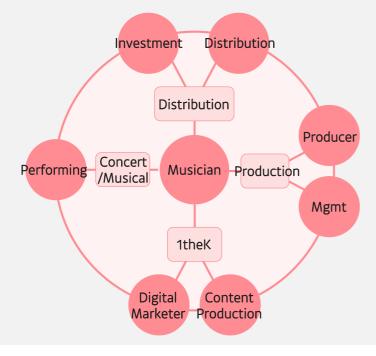
Dominant Traffic Largest Music Content No.1 K-pop Music Distribution

Stable Cash Flow through Music Production & Investment



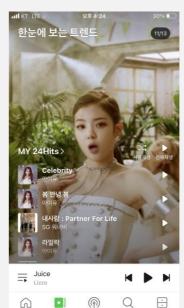
4+ Major Multi-Label (Starship, IST, Antenna, FlexM)

Music Business Portfolio



Offering Customized Play List and Trendy Audio Contents







Growth through Innovative Business Model and Original IPs





Story Key Indices

W197.1bn 3Q21 Piccoma Platform GMV

52% YoY



Ranked 6th globally in both app markets

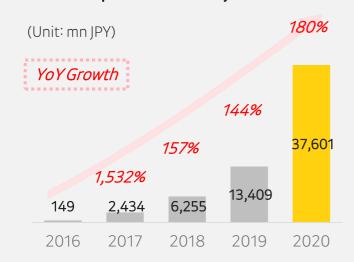


Platform + IP GMV 56% YoY



North America, Southeast Asia, France

Piccoma's accelerating growth from proven story IPs and unique business model



Piccoma GMV Trend



Globally popular webtoon <Only I Level Up>

Kakao Entertainment Global Expansion





Acquired North American Webtoon, Web Novel Platform



Global One-build Platform 'Kakao Webtoon'

Media

Distinguished Content Production Capability and Top-tier Talent Pool

kakao Media Key Indices

150+ Top-tier Actors

6+ Managements Subsidiaries **80+** Key Creator

Prominent PD/Writer/Director

Kakao TV Original Content

1.1bn Accumulated Views </ri>
<Insanity in this area>
<No, thank you>

250+ Original Video Content Title

2021 to 2023 Target Movie/Drama/Digital

Content Production Capability

Talent Pool Production

Competitive Casting power Drama (6)
Movie (2)
Entertainment(1)

地震器

<Moonlight Film> Movie Studio

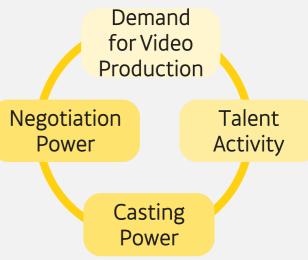
3YCORPORATION

Various Genres of Video Content Studios

<3Y Corporation>
Entertainment
Studio

<Story &
Pictures Media>
Drama Studio

Synergy Between Video - Management Business



Story IP

Original IPs from Kakao Page and Piccoma

Key Creator

Top-notch producers with the expertise

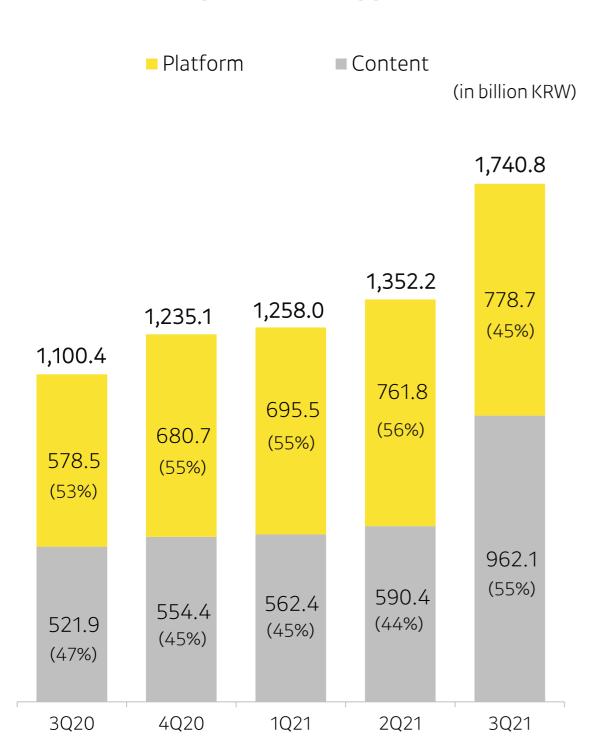
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Kakao Ecosystem Kakao Business Financial Overview

Revenue

Q3 Revenue YoY +58% / QoQ +29%

Mix - Platform 45%: Content 55%

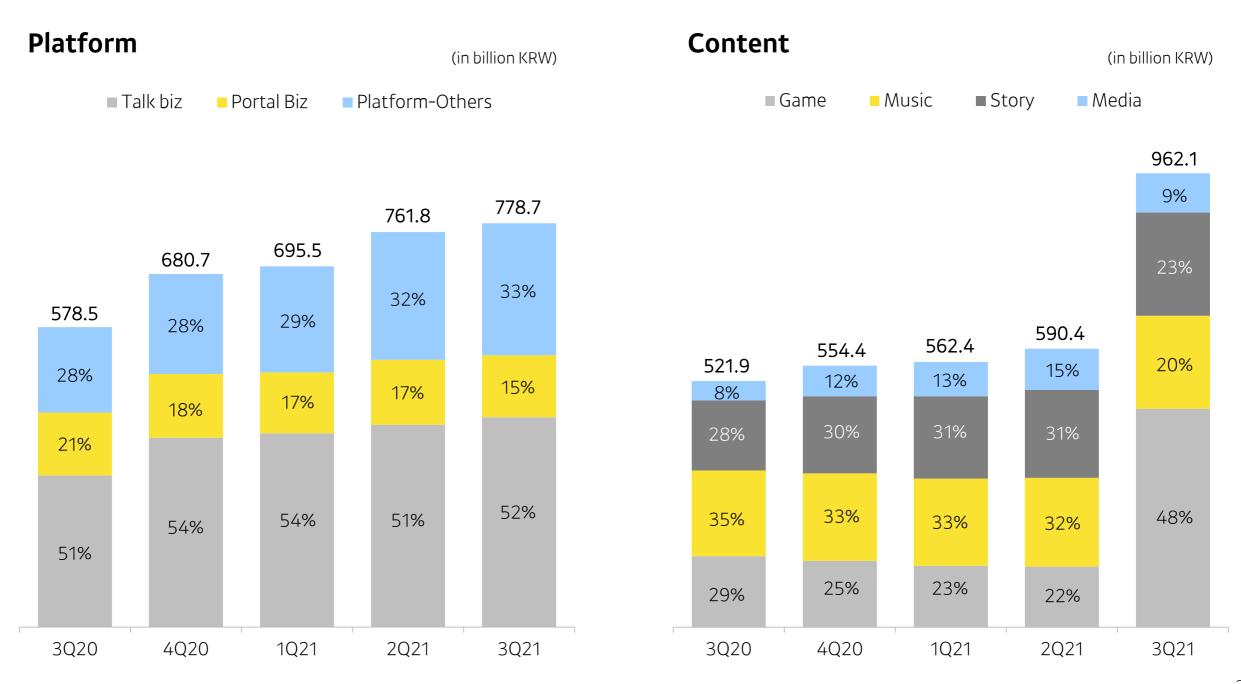


Revenue Breakdown					
Platform P		Advertisement - Bizboard, Talk channel, Emoticon			
	Talk Biz	Commerce - Gift, Store, Makers, Kakao Friends Online			
	Portal Biz	Daum PC / Mobile Kakao Story / Style / Page Other Subsidiaries' Ad			
	Platform- Others	Mobility, Pay, Enterprise, Other Subsidiaries, Kakao Friends-Others			
	Game	Mobile, PC, Kakao VX			
Content	Music	Melon, Digital Music Distribution, Album Distribution, Music Production			
	Story	Entertainment (Page, Kakao Webtoon IP Distribution)			
		Piccoma			
	Media	Video Production, Talent Agency			

Platform / Content

Platform YoY +35% / QoQ +2%

Content YoY +84% / QoQ +63%



Platform | Talk Biz | Portal Biz | Platform-Others

Talk Biz YoY +38% / QoQ +4%

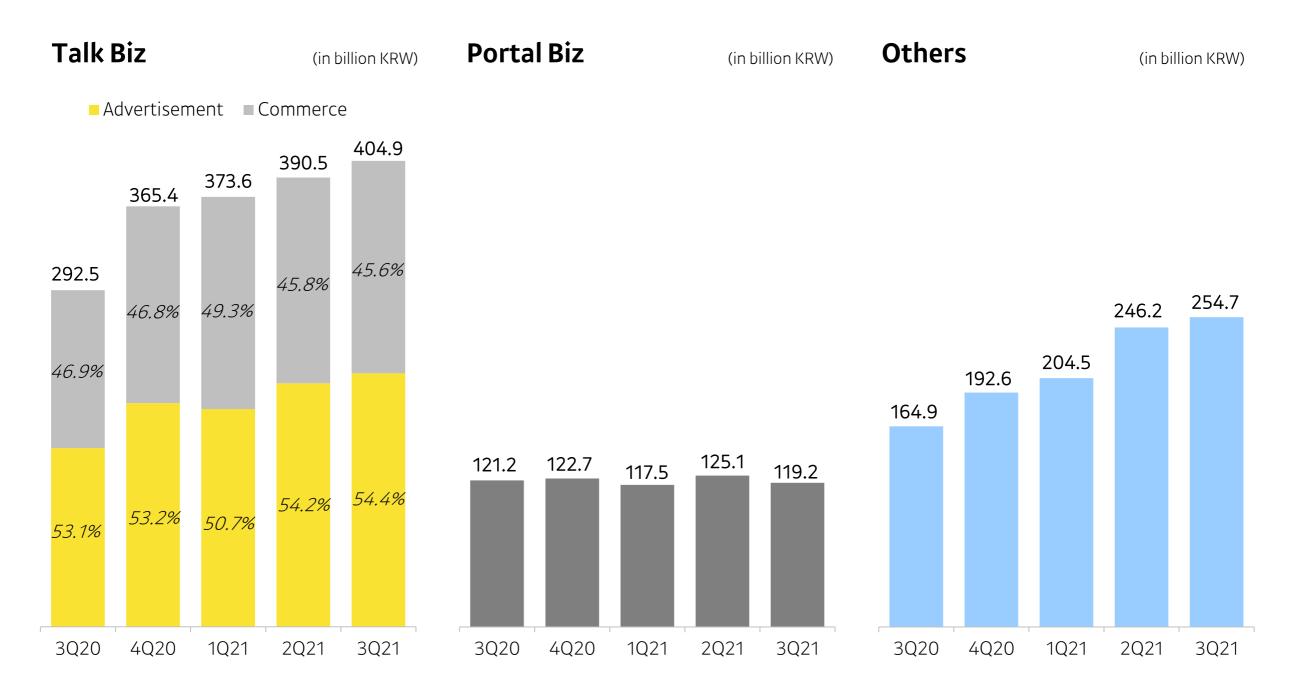
Portal Biz YoY -2% / QoQ -5%

Others YoY +54% / QoQ +3%

Solid growth thanks to the virtuous cycle inside Talk Ad. ecosystem and commerce GMV surge

Decrease in revenue due to off-seasonality and service termination of few SA products

Mobility's taxi franchise expansion and Pay's payment GMV increase



Content | **Game** Music

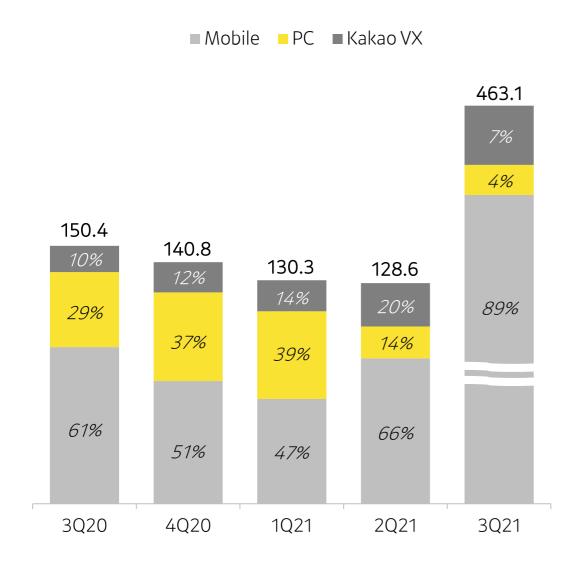
Game YoY +208% / QoQ +260%

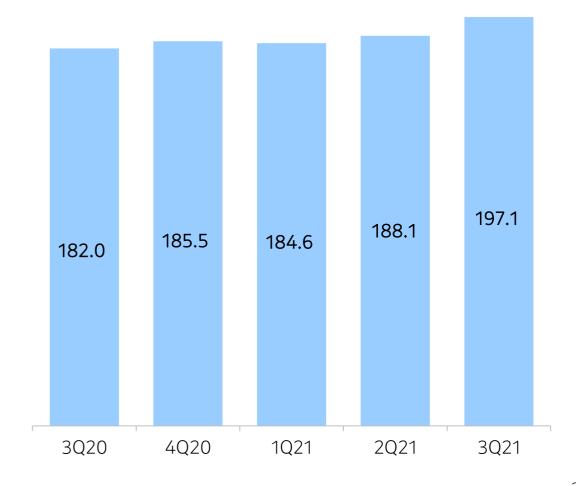
Music YoY +8% / QoQ +5%

Record-high quarterly revenue thanks to Mobile game 'Odin'

Steady revenue coming from Melon, expansion of distribution pipeline

Game (in billion KRW) Music (in billion KRW)





Content | **Story** Media

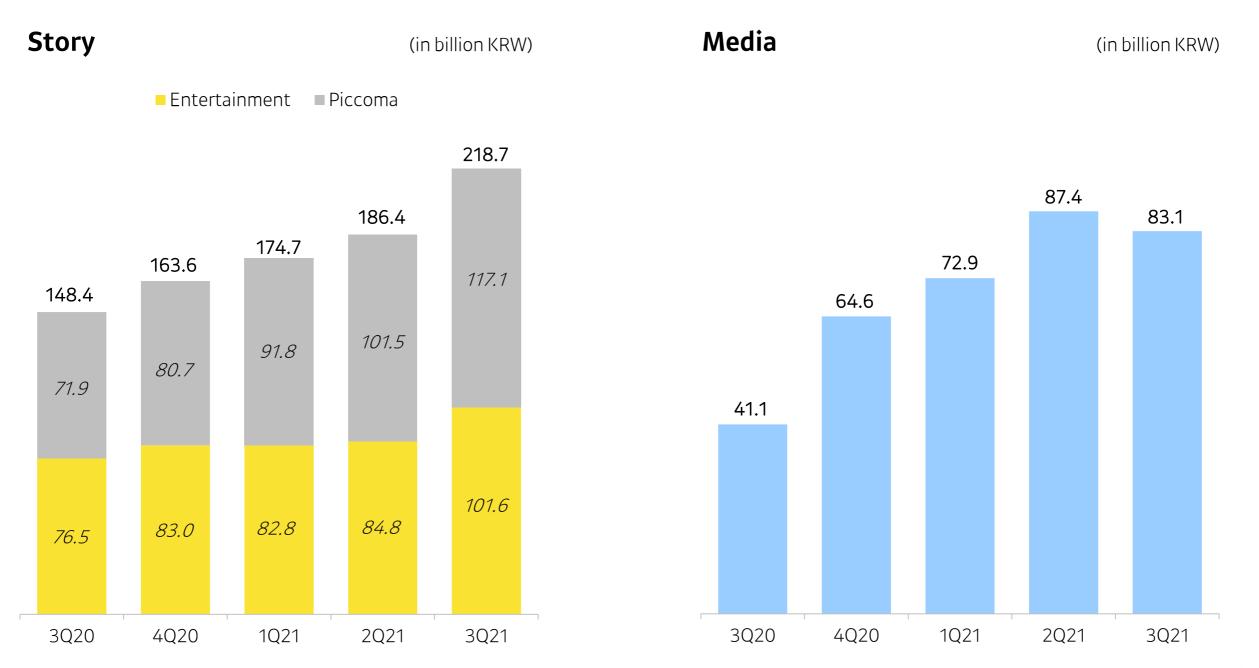
Story YoY +47% / QoQ +17%

└ Entertainment +33% (y) / +20% (q), Piccoma +63% (y) / +15% (q)

Media YoY +102% / QoQ -5%

Entertainment - Global network expansion and renewal of domestic Kakao Webtoon Piccoma - Rapid user base expansion along with the rise in ARPU

Increase in production capability and talent agency contribution



Earnings Summary

(in billion KRW)

				Change		
	3Q20	2Q21	3Q21	YoY	QoQ	
Total Revenue	1,100.4	1,352.2	1,740.8	58%	29%	
Platform	578.5	761.8	778.7	35%	2%	
Talk Biz	292.5	390.5	404.9	38%	4%	
Portal Biz	121.2	125.1	119.2	-2%	-5%	
Platform - Others	164.9	246.2	254.7	54%	3%	
Content	521.9	590.4	962.1	84%	63%	
Game	150.4	128.6	463.1	208%	260%	
Music	182.0	188.1	197.1	8%	5%	
Story	148.4	186.4	218.7	47%	17%	
Media	41.1	87.4	83.1	102%	-5%	
Operating Expenses	980.2	1,189.6	1,572.6	60%	32%	
Operating Profit	120.2	162.6	168.2	40%	3%	
Margin (%)	10.9%	12.0%	9.7%	-1.2%pt	-2.3%pt	
Net Profit	143.7	315.9	866.3	503%	174%	
Controlling Interests	127.5	311.7	779.1	511%	150%	
Non-controlling Interests	16.2	4.3	87.2	438%	1,944%	

Operating Expenses

(in billion KRW)

	3Q20 2Q21 3Q21		Cha	nge	
	3020	2021	3421	YoY	QoQ
Operating Expenses	980.2	1,189.6	1,572.6	60%	32%
Labor Cost	239.3	301.0	307.2	28%	2%
Cost of Revenue	463.7	530.3	805.8	74%	52%
Outsourcing / Infrastructure	113.9	164.9	197.8	74%	20%
Marketing Expense	76.3	91.1	148.1	94%	62%
Depreciation and Amortization Cost	66.8	78.8	89.1	33%	13%
Misc.	20.3	23.4	24.7	22%	6%

Profits

Operating Profit YoY +40% / QoQ +3%

Net Profit YoY +503% / QoQ +174%

Increase in OP despite active marketing and investing activities thanks to robust revenue stream of core biz and margin improvement of new biz

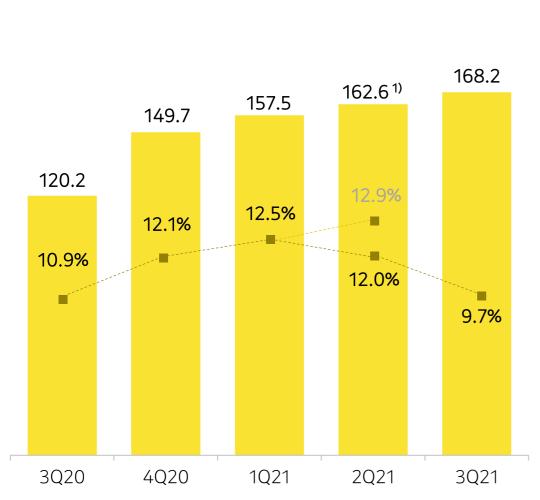
Gain on the disposal of equity investment stake (Kakao Bank's IPO, acquisition of Tapas and Radish) on top of OP improvement

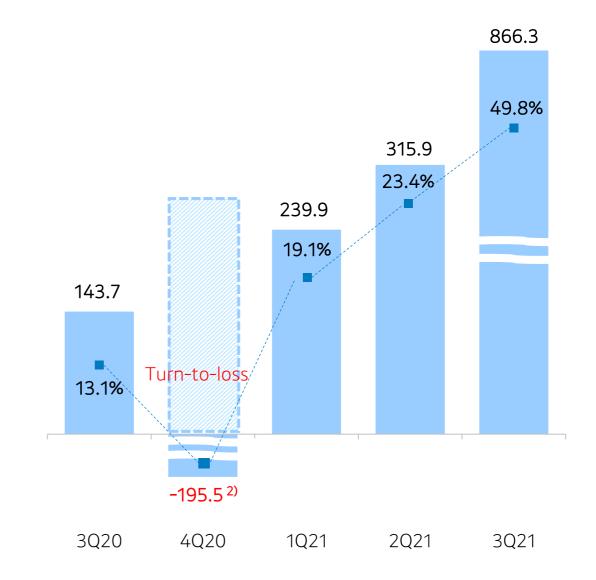
Operating Profit(M)

(in billion KRW)

Net Profit(M)

(in billion KRW)





^{1) 2}Q21 One-off Equity Compensation Expense 12.1 billion KRW included

^{2) 4}Q20 Impairment Loss on Intangible Assets 454 billion KRW included

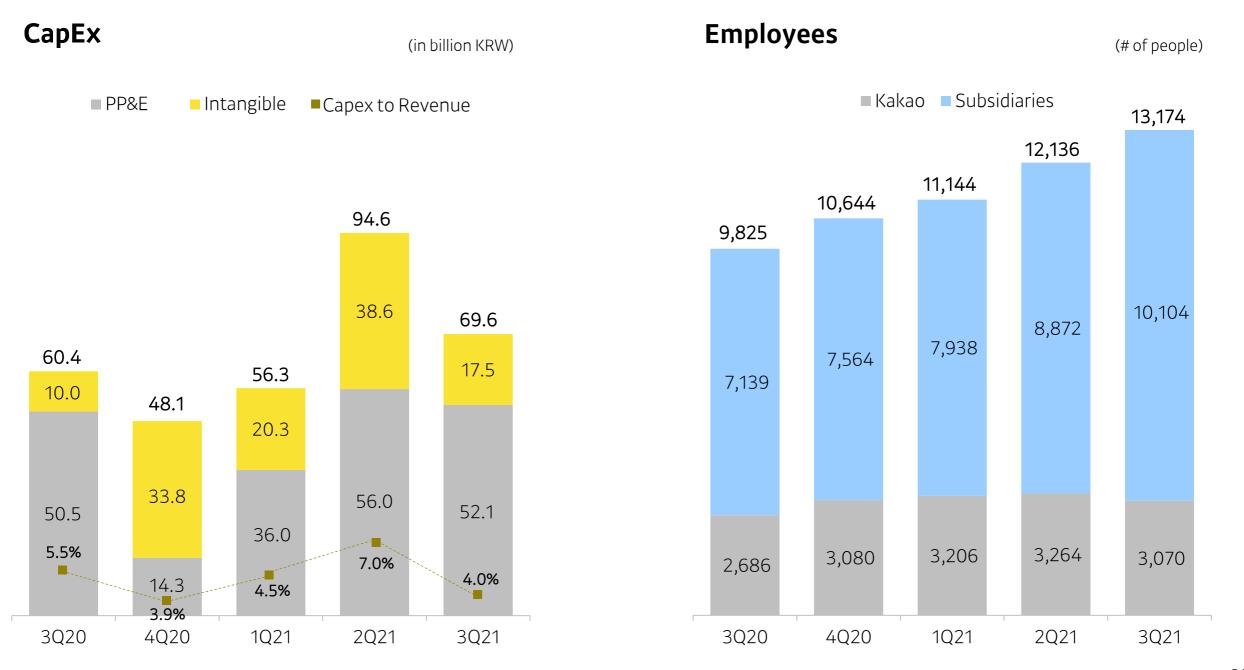
CapEx / Employees

CapEx YoY +15% / QoQ -26%

Employees YoY +3,349 / QoQ +1,038

Increase in other intangible asset due to continuous investment in content

Overall increase in headcounts, while Kakao's headcount decreased due to Melon spin-off



Financial Statements Summary - Consolidated

Income Statement					
(in billion KRW)	3Q20	4Q20	1Q21	2Q21	3Q21
Total Revenue	1,100.4	1,235.1	1,258.0	1,352.2	1,740.8
Platform	578.5	680.7	695.5	761.8	778.7
Talk Biz	292.5	365.4	373.6	390.5	404.9
Portal Biz	121.2	122.7	117.5	125.1	119.2
New Biz	164.9	192.6	204.5	246.2	254.7
Content	521.9	554.4	562.4	590.4	962.1
Game	150.4	140.8	130.3	128.6	463.1
Music	182.0	185.5	184.6	188.1	197.1
Paid Content	148.4	163.6	174.7	186.4	218.7
IP Business and Others	41.1	64.6	72.9	87.4	83.1
Operating Expenses	980.2	1,085.5	1,100.4	1,189.6	1,572.6
Labor Cost	239.3	265.7	292.9	301.0	307.2
Cost of Revenue	463.7	491.5	493.0	530.3	805.8
Outsourcing / Infrastructure	113.9	145.1	144.5	164.9	197.8
Marketing Expense	76.3	87.5	67.2	91.1	148.1
Depreciation and Amortization Cost	66.8	78.2	79.2	78.8	89.1
Misc.	20.3	17.4	23.6	23.4	24.7
Operating Profit	120.2	149.7	157.5	162.6	168.2
Margin (%)	10.9%	12.1%	12.5%	12.0%	9.7%
Other Non-Operating	48.0	181.9	54.4	66.1	799.6
Income	40.0	101.5	57,7	00.1	733.0
Other Non-Operating Expenses	17.6	504.3	6.6	19.2	20.7
Financial Income	37.4	120.6	47.9	18.3	43.9
Financial Expenses	12.2	42.6	69.7	64.7	90.4
Equity-method Income	3.8	-1.3	135.1	186.7	171.2
Profit before Income Tax	179.6	-96.0	318.7	349.7	1,071.8
Income Tax	35.9	99.4	78.8	33.8	205.5
Net Profit	143.7	-195.5	239.9	315.9	866.3
Controlling Interests	127.5	-189.1	224.5	311.7	779.1
Non-controlling Interests	16.2	-6.4	15.3	4.3	87.2
EBITDAR ¹⁾	185.2	226.1	236.7	241.0	255.1
Adjusted EBITDAR 1)	199.9	237.0	258.2	279.6	269.8

Statement of Financial P	osition		
(in billion KRW)	2019.12.31	2020.12.31	2021. 9.30
Current Assets	2,829.7	4,462.9	6,997.7
Cash and Cash Equivalents	1,918.2	2,877.5	3,433.6
S-T Financial Instruments	207.8	694.1	941.4
Account Receivable	157.2	247.4	419.3
Other Current Financial Assets	252.5	225.1	356.8
Other Current Assets	294.0	418.9	1,846.5
Non-Current Assets	5,907.6	6,987.4	10,355.7
Investments in Associates and Joint Ventures	978.9	1,504.4	3,006.5
Tangible Assets	349.8	430.7	498.2
Intangible Assets	3,548.4	3,351.6	4,448.5
Other Non-current Assets	1,030.4	1,700.8	2,382.5
Finance Assets	-	503.7	897.8
Total Assets	8,737.3	11,954.0	18,231.2
Current Liabilities	2,433.3	2,929.6	4,447.4
Account Payable and Other payable	578.6	836.0	1,180.9
Short-term Borrowings	448.6	188.4	910.1
Income Tax Payable	68.3	112.1	64.1
Other Current Liabilities	1,337.8	1,793.1	2,292.3
Non-Current Liabilities	563.8	1,166.1	2,180.0
Non-Current Finance Lease Obligations	165.0	273.3	436.4
Deferred Income Tax Liabilities	141.1	249.0	570.6
Other Non-Current Liabilities	257.8	643.8	1,172.9
Finance Assets	-	430.6	698.7
Total Liabilities	2,997.1	4,526.2	7,326.1
Paid-in Capital	43.2	44.3	44.6
Capital Surplus	5,043.2	5,833.1	6,642.7
Other Accumulated Earnings Accumulated Other	7.2	18.6	53.2
Comprehensive Income	-16.4	86.6	406.3
Retained Earnings	148.2	316.3	1,633.4
Minority Interest	514.8	1,128.8	2,125.0
Total Equity	5,740.1	7,427.7	10,905.1
Total Liabilities & Equity	8,737.3	11,954.0	18,231.2

Financial Statements Summary - Parent

Income Statement					
(in billion KRW)	3Q20	4Q20	1Q21	2Q21	3Q21
Total Revenue	449.5	508.0	490.9	521.4	468.4
Operating Expenses	377.1	401.5	414.1	424.1	371.9
Labor Cost	81.6	85.8	102.9	95.3	89.0
Cost of Revenue	211.3	210.1	214.9	221.6	163.8
Outsourcing / Infrastructure	43.1	55.8	55.4	64.7	73.5
Marketing Expense	5.0	7.5	3.4	4.5	4.9
Depreciation and Amortization Cost	30.8	37.6	32.1	32.1	33.9
Misc.	5.3	4.7	5.3	5.8	6.8
Operating Profit	72.4	106.5	76.7	97.3	96.5
Margin (%)	16.1%	21.0%	15.6%	18.7%	20.6%
Other Non-Operating Income	21.3	23.1	3.3	5.9	44.6
Other Non-Operating Expenses	5.1	394.5	1.2	10.7	8.6
Financial Income	2.8	22.8	37.6	18.4	49.2
Financial Expenses	1.5	16.8	17.5	2.7	17.6
Profit before Income Tax	90.0	-258.9	98.9	108.1	164.1
Income Tax	12.9	25.9	20.3	10.0	-56.3
Net Profit	77.1	-284.8	78.6	98.2	220.5
EBITDAR ¹⁾	103.1	144.5	109.0	129.3	130.3

¹⁾ EBITDAR: Rental expenses are included in lease amortization from Q1 2019 (EBITDA till FY2018)

Statement of Financial	Position		
(in billion KRW)	2019.12.31	2020.12.31	2021. 9.30
Current Assets	1,014.0	1,782.4	2,413.5
Cash and Cash Equivalents	647.1	1,356.9	722.8
S-T Financial Instruments	15.6	65.5	385.4
Account Receivable	95.0	120.5	122.7
Other Current Assets	256.3	239.5	1,182.6
Non-Current Assets	5,470.3	5,563.1	6,287.4
Investments in Associates,			
Subsidiaries and Joint Ventures	2,212.4	2,393.4	3,236.9
Tangible Assets	248.3	272.1	304.6
Intangible Assets	2,458.6	2,106.2	1,567.8
Other Non-current Assets	551.1	791.3	1,178.1
Total Assets	6,484.4	7,345.5	8,700.9
Current Liabilities	1 271 0	1 / 21 C	1 710 1
Current Liabilities Account Payable and Other	1,371.0	1,421.6	1,719.1
payable	686.7	1,035.7	450.0
Short-term Borrowings	429.1	58.0	0
Income Tax Payable	38.1	49.8	23.9
Other Current Liabilities	217.1	278.1	1,245.1
Non-Current Liabilities	255.1	598.5	700.6
Non-Current Finance Lease Obligations	88.6	121.9	192.6
Deferred Income Tax Liabilities	88.0	108.2	97.6
Other Non-Current Liabilities	78.4	368.3	410.4
Total Liabilities	1,626.1	2,020.1	2,419.7
Daid in Capital	/2.2	// 2	///
Paid-in Capital Capital Surplus	43.2 4,462.3	44.3 4,986.9	44.6 5,324.1
Other Accumulated Earnings	4,402.3	4,980.9	53.2
Accumulated Other			
Comprehensive Income	-2.9	66.5	266.0
Retained Earnings	314.5	209.2	593.4
Total Equity	4,858.3	5,325.4	6,281.3
Total Liabilities & Equity	6,484.4	7,345.5	8,700.9

Thank You

