kakao



Kakao Investor Relations 4Q 2022

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 audit.

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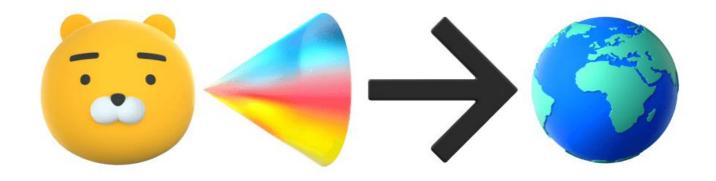
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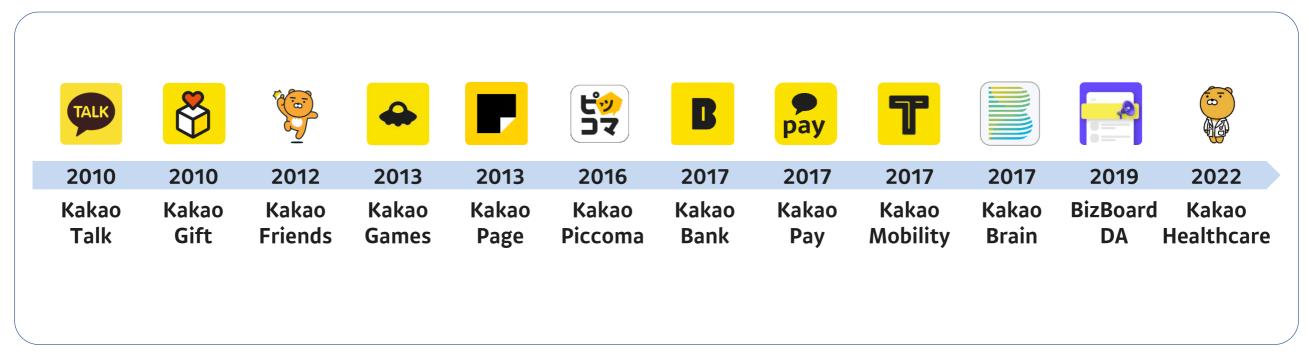
Company Overview

Kakao Business Financial Overview

Making a better world with people and technology



Innovative Service Launch & Incorporations

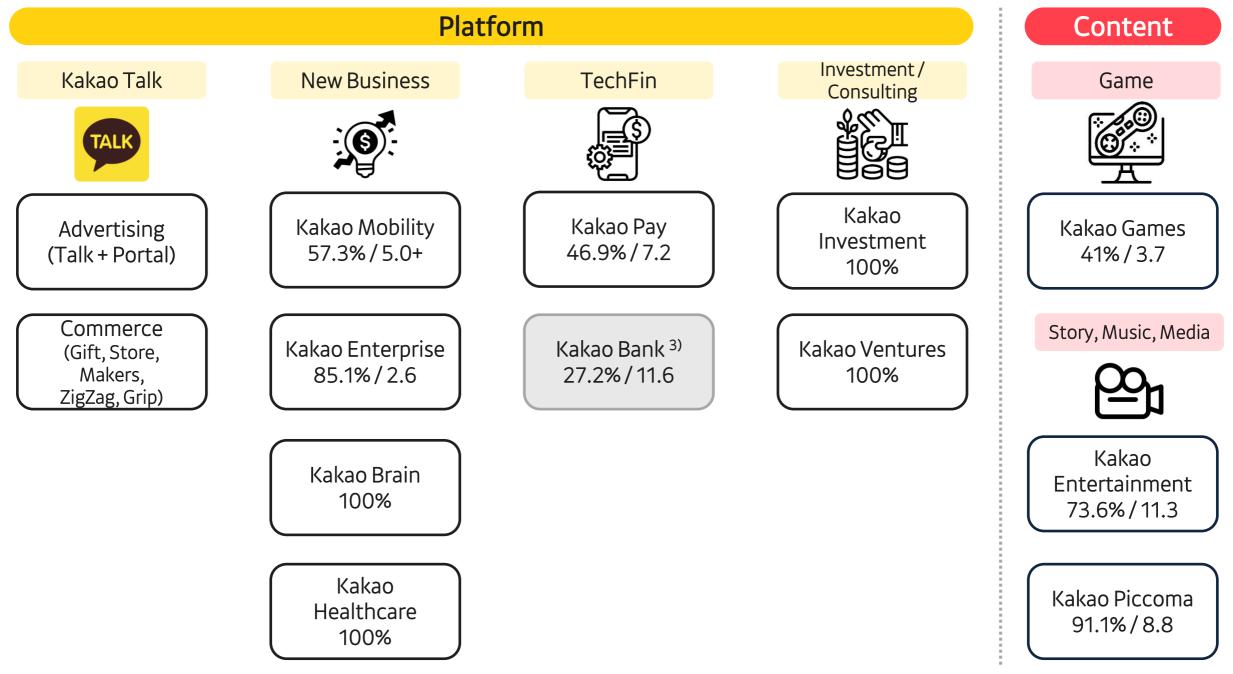


Changes in Business Structure & Listing of Subsidiaries



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

kakao



Kakao's Stake and Listed Subsidiaries Valuation as of 2022.12.31
 Kakao Bank is subject to Equity Method Accounting

2) Unlisted Subsidiaries Valuation as of most recent investment

✓ FCF 5% for Cash Dividend

accordingly with Earnings

✓ Maintain Minimum DPS & Additional Payouts

Enhance Shareholder Value with Shareholder Return Policy

Kakao Shareholder Return Policy (FY21~FY23)

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

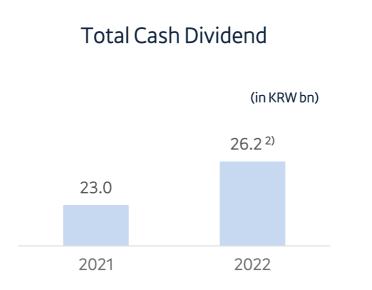
✓ Allocate 15%~30% of Separate basis FCF for Shareholder Return for 3 years from FY21

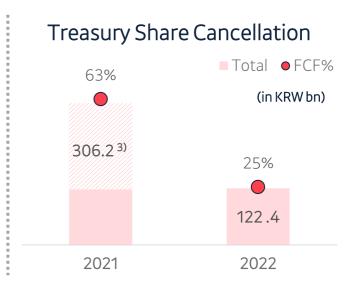


- ✓ FCF 10%~25% for Treasury Share Buyback & Cancellation
- ✓ Additional Buyback accordingly with Business Performances & Share Price
- Shareholder Return History (FY21~FY22)

FY22 Shareholder Return ^{1,2)}

- ✓ Cash Dividend
 - : Total of KRW 26.2B, FCF 5%
- ✓ Treasury Share Cancellation
 - : Total of KRW 122.4B, FCF 25%





1) Treasury share cancellation amount was calculated based on the market price on the day of the BOD

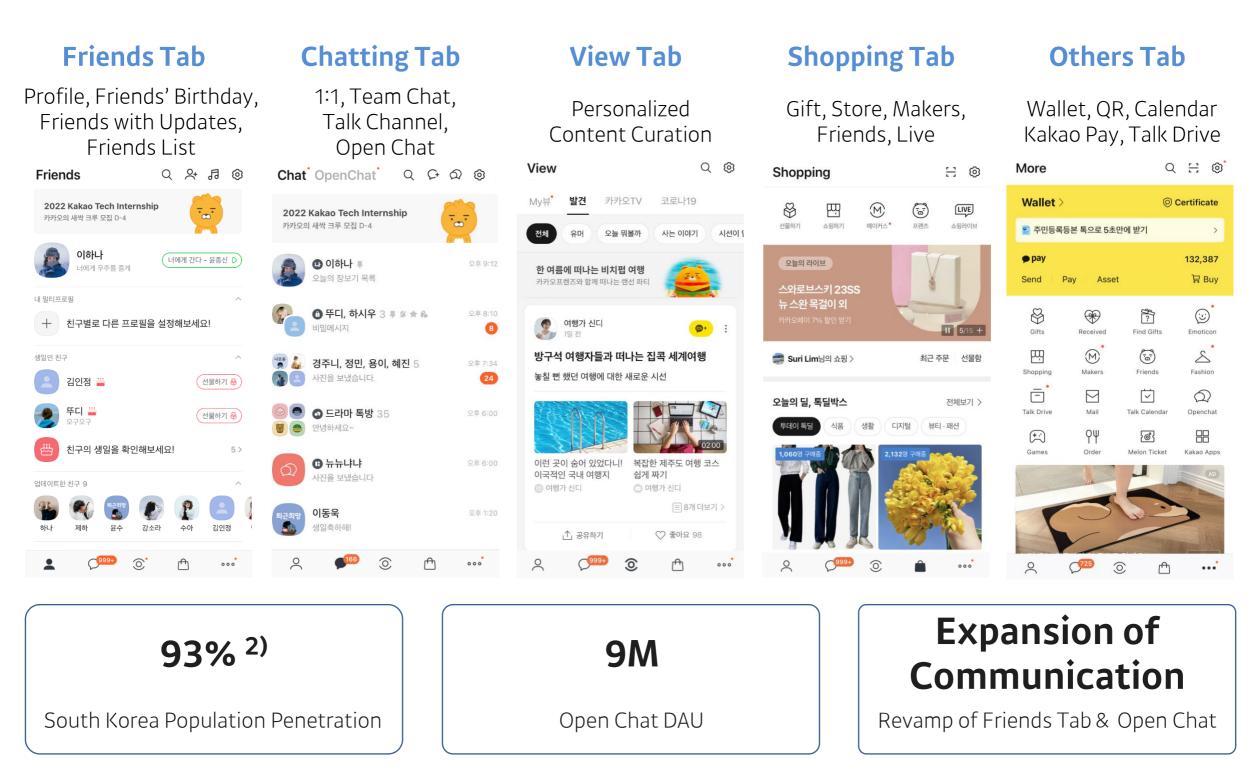
2) FY22 Shareholder Return may change during the approval at the General Meeting of Shareholders

ESG

| Governance | Environment | Social |
|--|---|--|
| Laying Foundation for ESG Management | Climate Change Response Actions and Campaigns | Win-win Partnership and Solving Human Rights • Social Issues |
| | | |
| Building Organization and System | Climate Change Response Actions | Win-win Partnership |
| Established Risk Monitoring and Response System (February) First Korean IT company ever to appoint a Digital Accessibility Officer (DAO) (April) First Technology Ethics Committee in Korea (July) | Active Green Initiative (April) (SBTi³⁾ Registration & 2040 NET ZERO Goal Establishment) Achieved RE100⁴⁾ at Jeju office | Win-win partnership with society plan and fund by Kakao Group (KRW 300B for 5 years, April) 'Kudos for Credos' project (August) Local Traditional Market in Our Neighborhood (June) |
| ESG Ratings | Environmental Campaigns | Human Rights & Social Issues |
| 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 | Green Digital Campaigns (April) (Dark Mode for Kakao Talk, Mobile bills) Upcycle Project by Kakao Makers (Used T-shirt → socks, used sweater → cardigans) MMA⁵⁾ 2022 Green Etiquette Campaign (November) | 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 (May) |

Company Overview
Platform Business
Content Business
Financial Overview

Daily Platform for Everyone with 48 million Monthly Active Users

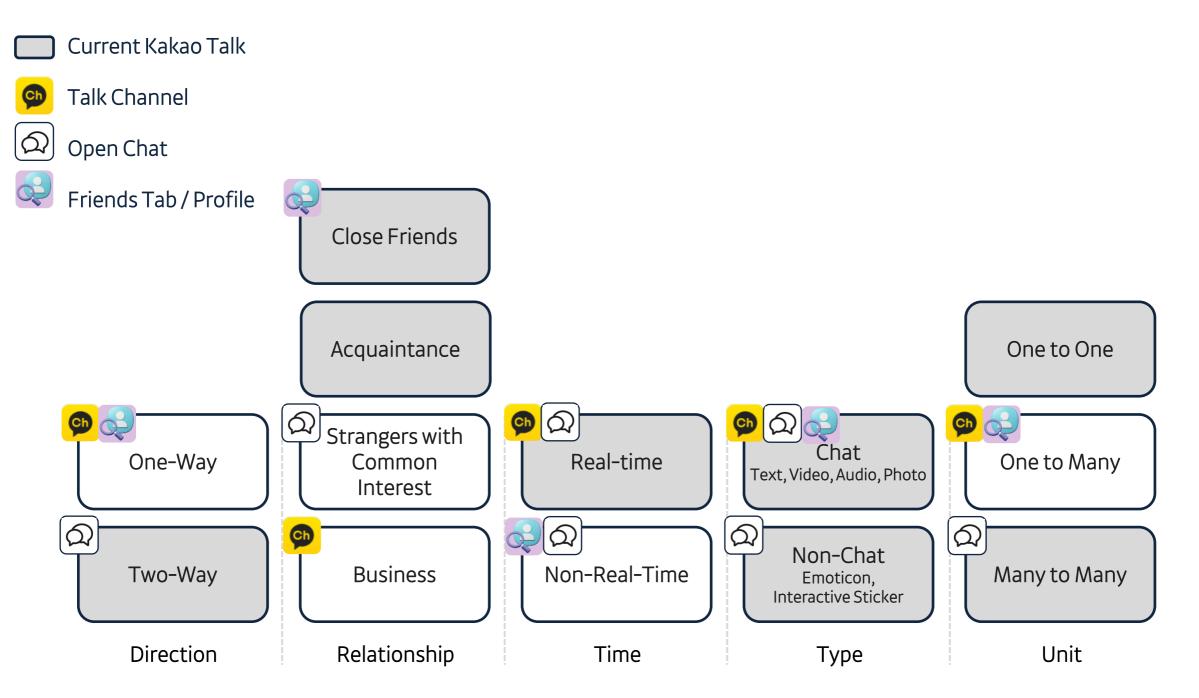


1) Key Indices as of 4Q22

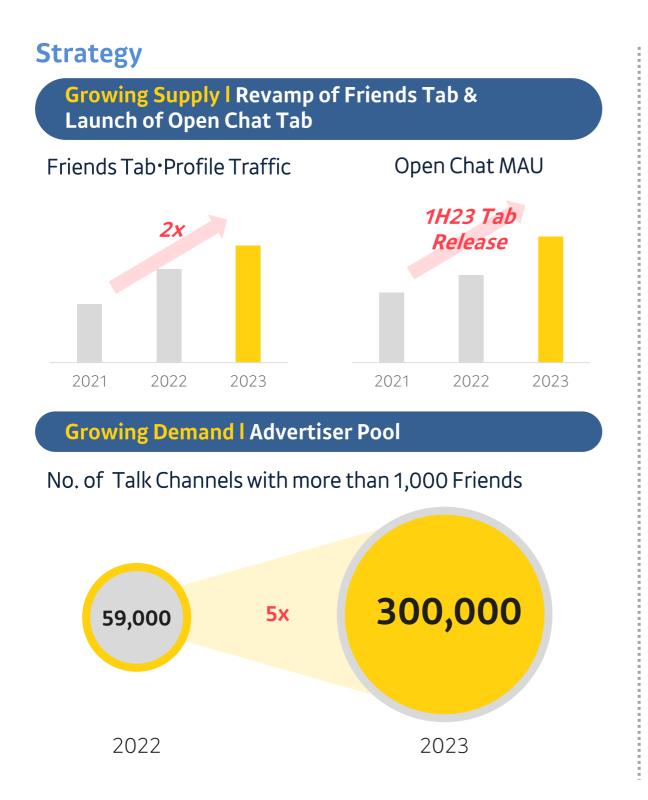
2) Source Korean Statistical Information Service Estimated Population

Segmentation of Communication to Promote Qualitative Growth

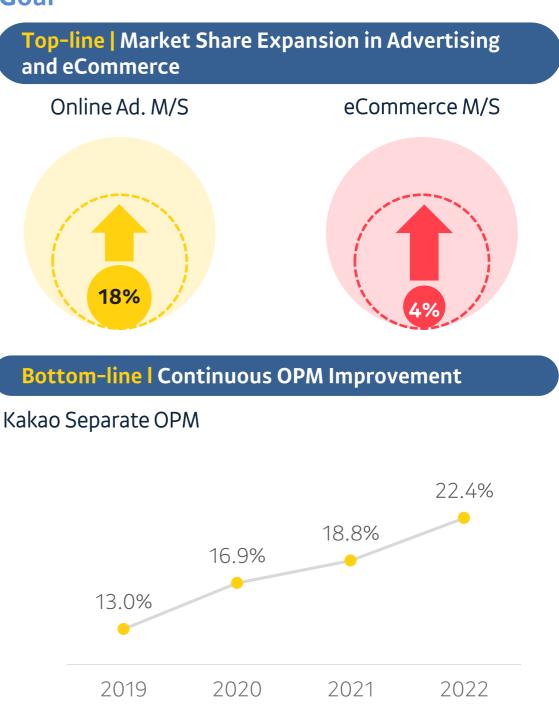
Communication Method



Expansion of Business Opportunity through Qualitative Growth



Goal



Significant Growth Opportunity in Kakao Talk as a Biz Platform

Domestic Ad Market Size (FY22) ¹⁾

(in KRW tn)

Domestic Commerce Market Size(FY22) 3)

(in KRW tn)

Total Ad Market 15.8

Digital Ad 8.0

Digital Penetration 51%

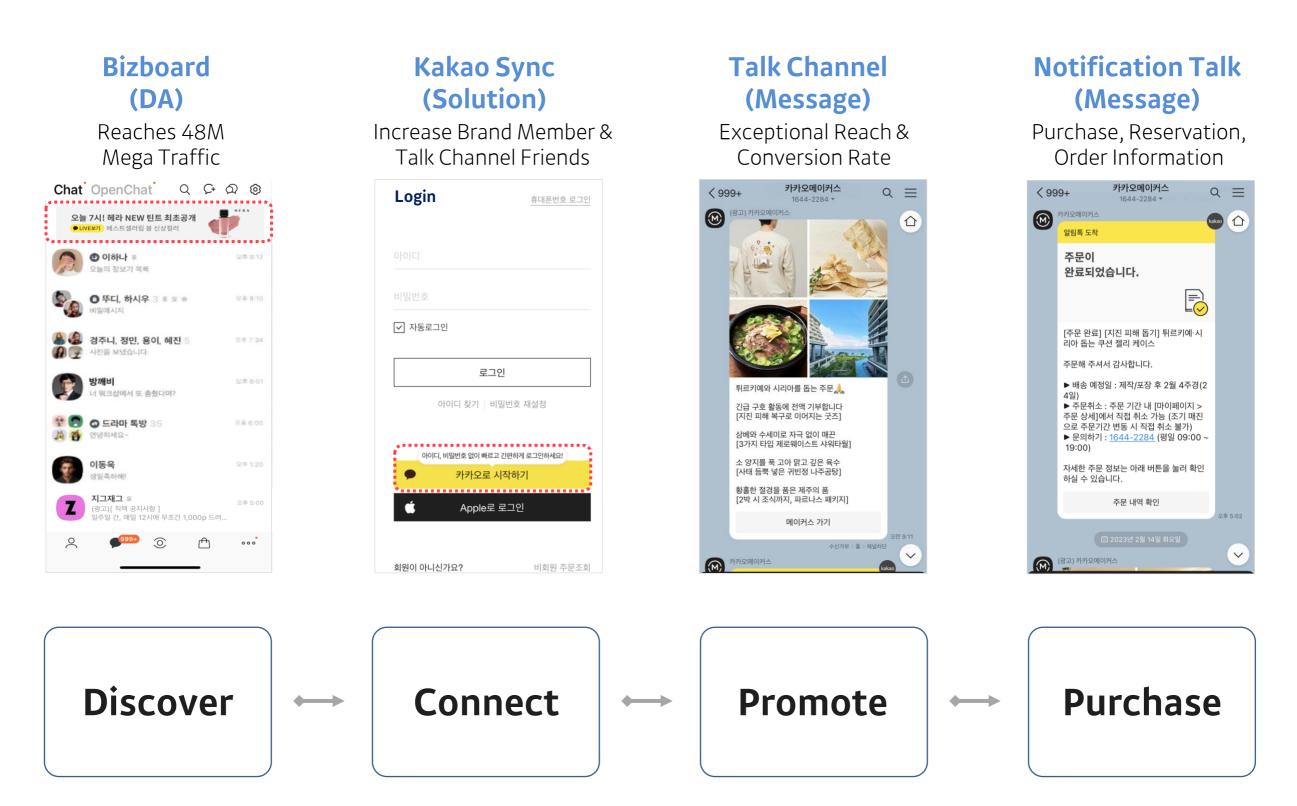
Kakao Ad 1.5²⁾ Digital Ad M/S 18% Total Commerce Market 552.0

eCommerce 206.5

Digital Penetration 37%

Kakao Commerce 9.1⁴⁾ eCommerce M/S 4%

From Brand Promotion to Direct Purchase all within Kakao Talk



Expansion of Premium Gift & Synergy between Ad - Commerce

Gift

Send Gift Easily through Kakao Talk



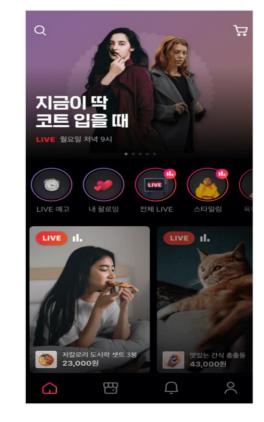
Store

Timely Flash Sales 'Talk Deal' 카카오톡 쇼핑하기 $Q \equiv$ < 999+ 1544-5664



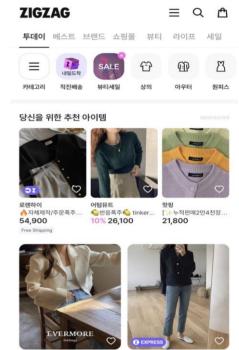


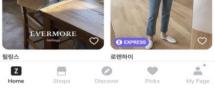
Live Commerce Platform



ZigZag

#1 Women Style Commerce Platform



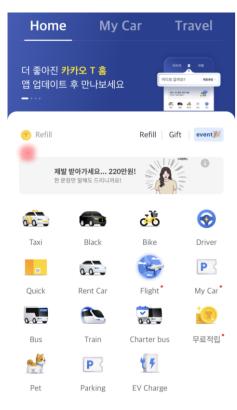


Talk Channel Store +23% YoY 9.1 tn FY22 Total GMV FY22 Delivered Gift GMV Gift, Store, Makers, ZigZag, Grip Ad-Commerce Integrated BM

Expand Beyond Mobility to Logistics and Future Technology

Kakao T

All-in-One Mobility Platform



Taxi

Premium Franchised Taxi Call now and get an assigned Venti taxi Venti Est. 31,100KRW Spacious and comfortable, Venti a a 📜 Est. 24,400KRW Instantly assigned taxi. Blue a a-Black Est. 50,100KRW Premium mobility service, Black General Request Est. 22,400KRW 0.0----Taxi around you Blue



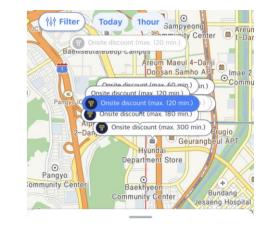
My Car

EV Charge, Car Wash, Sell My Car, Maintenance

| Home | e My (| Car 1 | Fravel |
|----------|--|----------------|-----------|
| 可 Refill | | Refill Gif | t event 🎉 |
| | 혹시 뭐 돼? 1 월6기 응 나 치킨 할인돼! | SALE 2,000원 | • |
| ? | P } | | • |
| Driver | Parking | Car Wash | Navi |
| P | P1 | | |
| Valet | Maintenance | Sell My Car | 무료적립 |
| 2 7 | | | |
| V Charge | EVsubsidy | Insurance | |
| | | | |
| | 요즘 회사 | · 매출 상승 꿀팁! | |

Parking

Partnership with 1,600 parking lots



Current Location 카카오판교아지트 166, Pangyoyeok-ro, Bundang-gu, Seongnam-...

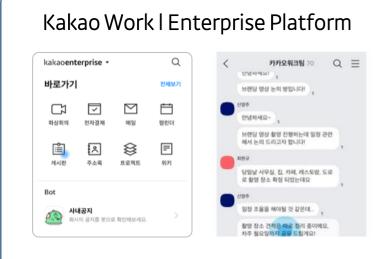




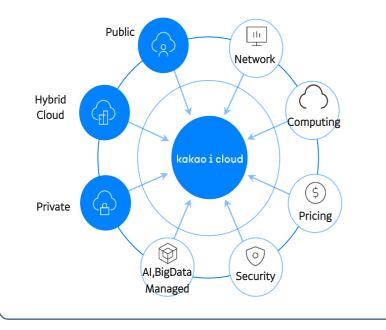
Investment in AI & Healthcare to Secure New Growth Drivers

kakao**enterprise**

Cloud / Digital Transformation



Cloud I Flexible and Scalable Cloud



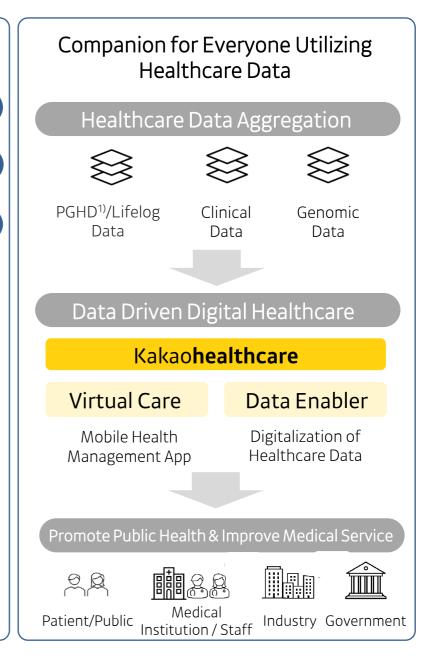
kakao**brain**

Vertical AI Services with Large-scale AI

Value Creation of AI Technology B^Discover | AI Created Contents B^HealthCare | AI Computer Aided Diagnosis Language Research | Chatbot, Language Model Global Launch of AI Text to Image Creation App B^Discover (FY22 October) VOILA! Generated by Al Karlo What kind of object did you imagine?

kakao**healthcare**

Digital Healthcare Ecosystem



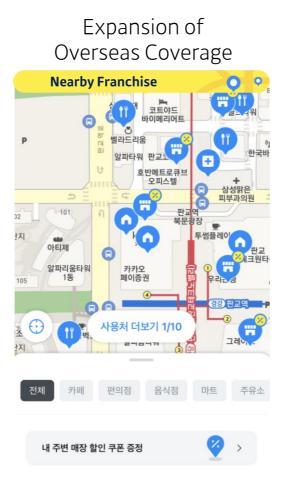
Evolve into Comprehensive Daily Financial Platform

Money Transfer

Easy and Fast like Sending a Talk Message



On/Offline Payment

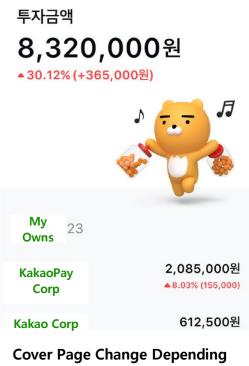


Loan Referral



Securities

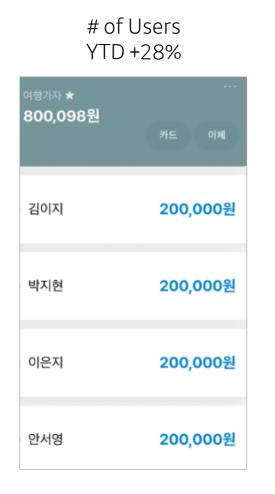
Kakao Pay Securities MTS



on Portfolio Profitability



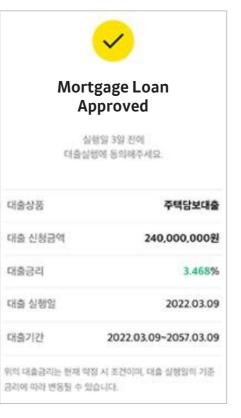
No.1 Online Bank with Innovative User-Friendly Technology



Group Account

Mortgage Loan

FY22 Balance KRW 1.0tn +, 32% of Market Covered



Loan Referral

KRW 5.7tn Loans Referred (YTD +38%)

| 제휴사 대출 추천 | | | | |
|---|-------------------------|---------|--|--|
| 제휴사별 한도S 최대 +500 카카오뱅크 전용 | 만원, 최고 0.5% | 우대 | | |
| 추천 결과 5건 🕜 | | | | |
| tve為ind 한국투자 ^{저호은형} | 한도 | 최대 공리최저 | | |
| 대출한도 3,500 만원 | ਯਭੂਰੂਰ 14.5 % | | | |
| 중도상환수수료 0원 | 만기일시상환 기 | 리 | | |
| 이 조감 | 건으로 대출받기 | | | |
| 🕖 롯데캐피탈 | | 한도최대 | | |

Diversify Product

Operating Revenue (annual) KRW 484.7bn

| Division | Key Product | FY22 Portion |
|-------------------------------|--|-----------------|
| Interest Revenue | Loan Interest Financial Investment Interest | 80% |
| Platform Revenue | Securities account (8) Loan referral (21) Co-branded credit card (6) Advertisement Mini | 5% |
| Fee Revenue & Others | Debit Card Firm Banking FX remittance Trading financial asset investment FX trading gains Loan disposal gain | 15% |



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) 2Q23
- 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) 3Q23
- 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) 2Q23
- 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

Strengthen Growth Momentum via Global IP Competitiveness



No.1 Digital Comic App

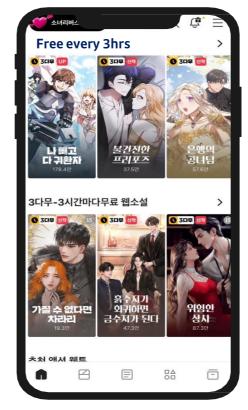


2022.03 Piccoma France Launch

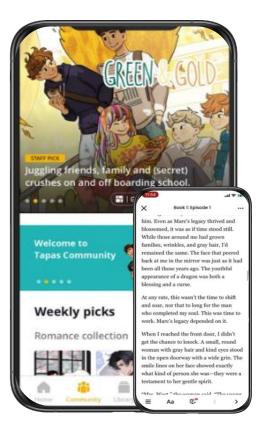


📕 Kakao Entertainment

'Free after 3 hours' Implementation

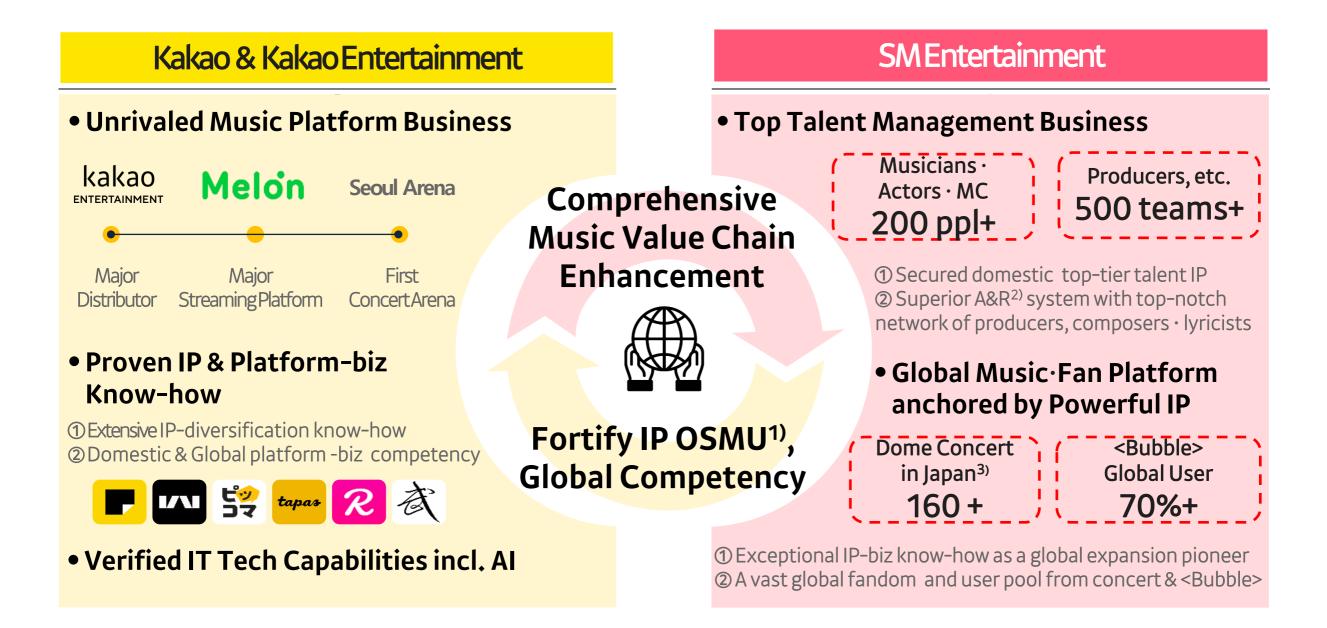


2H22 Tapas • Radish Merger





Create Synergy and Elevate Entertainment Business to the Next Level

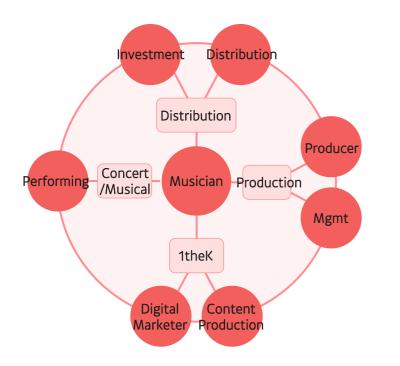


Targeting 30% Global Revenue Share by 2025 (Kakao consolidated FS basis)

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

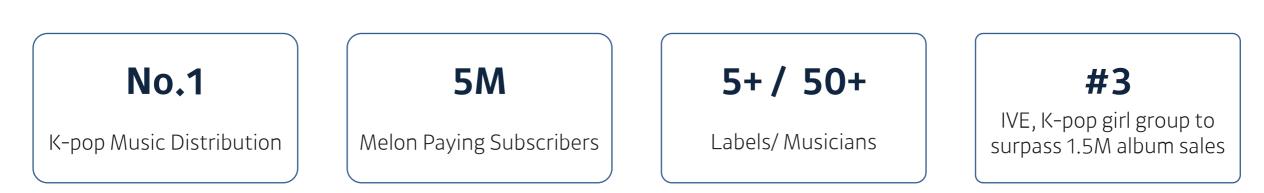




Media







Enhance Content Portfolio through Production Competency

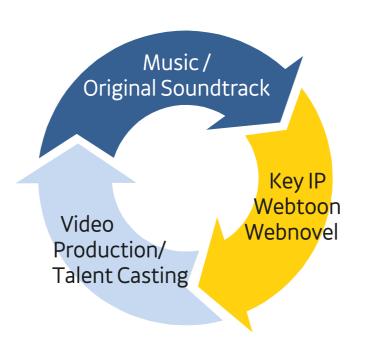
Content Production Capability

Original Content Production by Prominent Creators and Artists

Virtuous Cycle of Content Value Chain

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





Content Portfolio Expansion

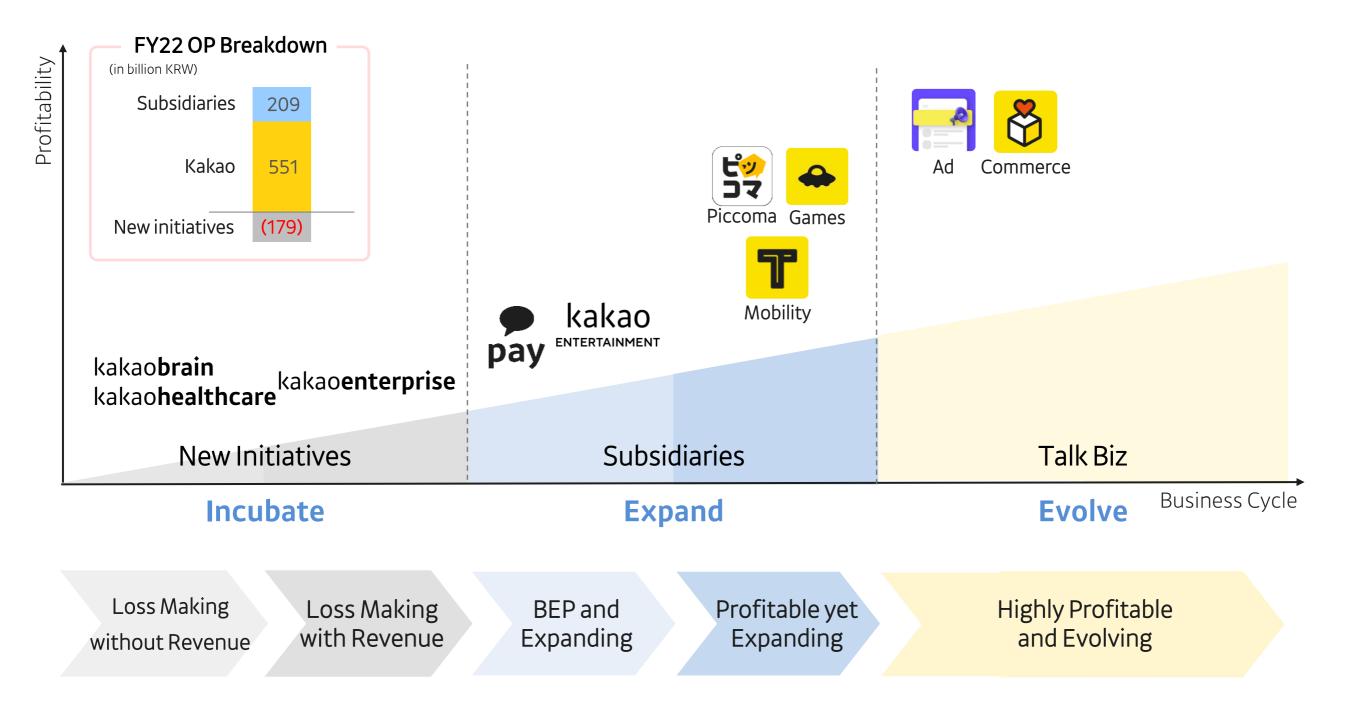
FY22 20 Original Titles Enhance Global Presence in Content Production

FY23 10+ titles will be released incl. <Gyeongseong Creature>, <The Worst of Evil>





Margin Expansion via Core Business and New Initiatives



Company Overview Platform Business Content Business Financial Overview

Revenue

Q4 Revenue YoY -0.6% / QoQ -5%

Mix - Platform 54% : Content 46%

Platform Content (in billion KRW) 1,858.7 1,822.3 1,785.7 1,774.4 1,651.7 930.7 986.9 966.8 778.7 886.0 (53%) (51%) (54%) (56%) (54%) 891.7 871.8 807.6 780.9 765.7 (49%) (47%) (44%) (46%) (46%) 4Q21 1Q22 2Q22 3Q22 4Q22

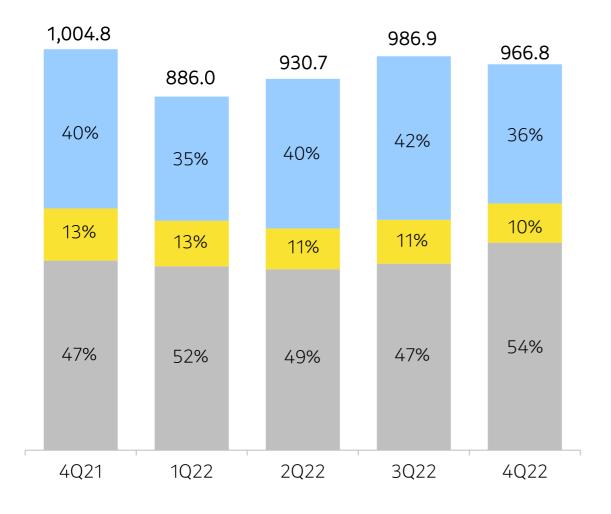
| | Revenue Breakdown | | | | |
|----------|---------------------|--|--|--|--|
| | | Advertising - Bizboard, Talk Channel, Emoticon | | | |
| | Talk Biz | Commerce - Gift, Store, Makers, Kakao Friends Online | | | |
| Platform | | Daum PC / Mobile Kakao Story / Style / Page Other Subsidiaries' Ad | | | |
| | 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 | Charry | Entertainment | | | |
| | Story | Piccoma | | | |
| | Media | Video Production, Talent Agency | | | |

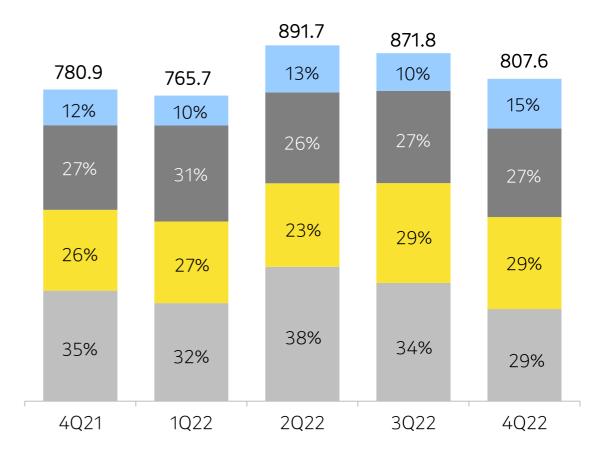
Platform / Content

Platform YoY -4% / QoQ -2%

Content YoY +3% / QoQ -7%







Platform | Talk Biz Portal Biz Platform-Others

Talk Biz YoY +9% / QoQ +11%

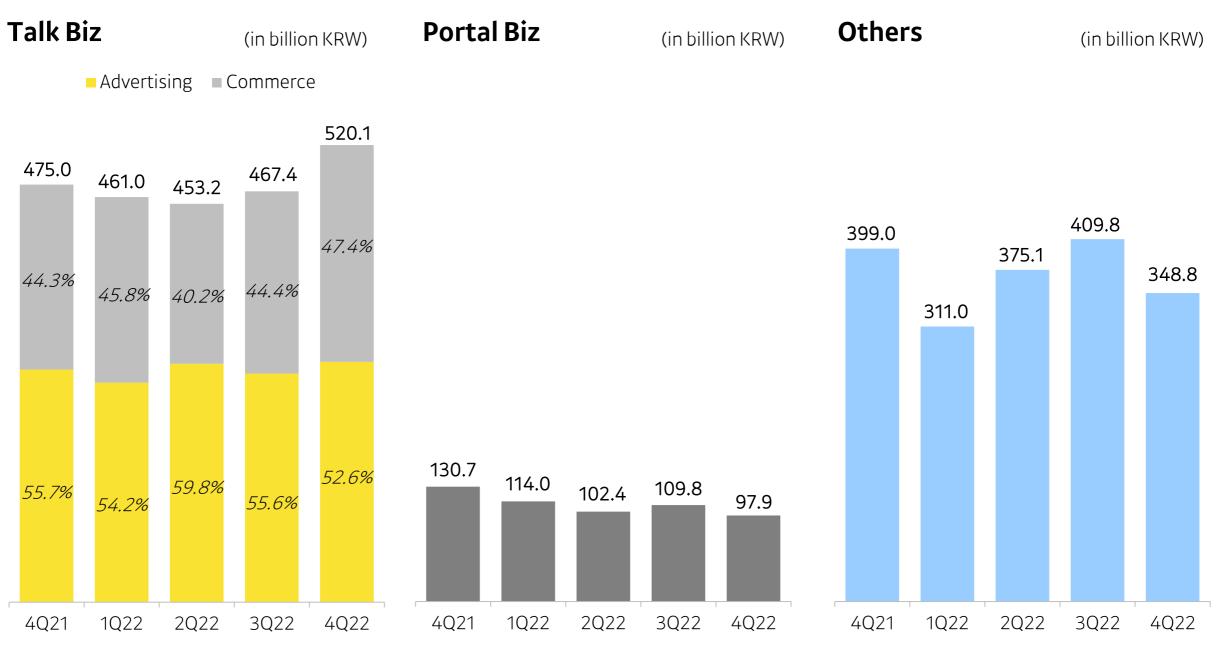
Portal Biz YoY -25% / QoQ -11%

Others YoY -13% / QoQ -15%

Solid Growth of Talk Channel and Talk Gift (1P and Delivered Gift)

Deconsolidation of Subsidiaries and Decrease in Portal Ad Revenue

Change in Accounting Method of Kakao Pay and High Base Effect of Cloud Revenue



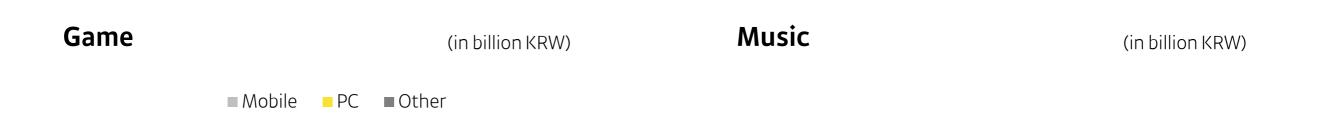
Content | Game Music

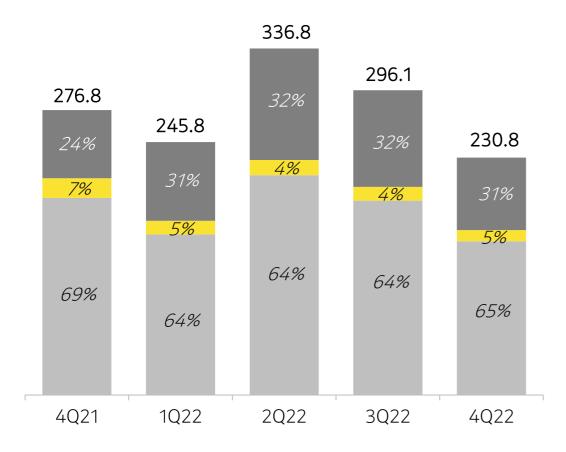
Game YoY -17% / QoQ -22%

Music YoY +14% / QoQ -8%

Delay in Launch of New Game Titles and Low Seasonality of Non-Game Business

YoY Increase in Album Release and Concert Sales of In-house Artists







Content | Story Media

Story YoY +5% / QoQ -4%

└─ Entertainment +1% (y) / -6% (q), Piccoma +8% (y) / -3% (q)

Media YoY +39% / QoQ +33%

Entertainment - YoY Increase in IP Distribution Revenue Piccoma - Excluding FX Effect +11% (y), -3% (q)

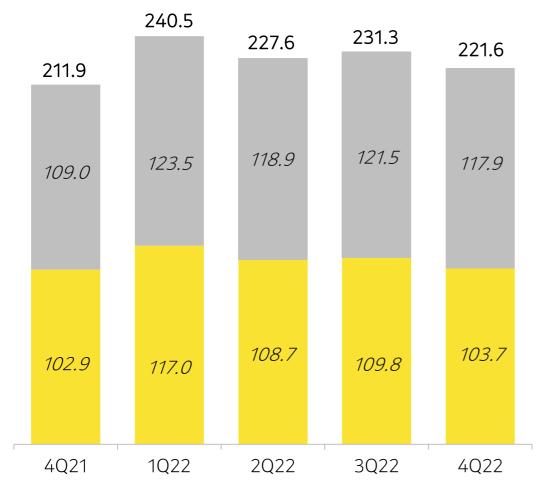
Expansion of Production Line-up

Story

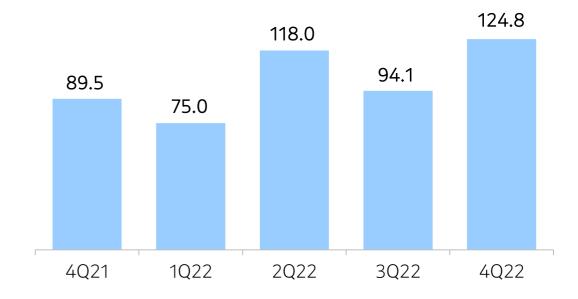
(in billion KRW)



■ Entertainment ■ Piccoma¹⁾



Media



Earnings Summary - 2022 Q4

| | 4Q21 | 3Q22 | 4Q22 | Chai | nge |
|---------------------------|---------|---------|--------------------|--------------|--------------|
| | 4021 | JUZZ | 4922 | YoY | QoQ |
| Total Revenue | 1,785.7 | 1,858.7 | 1,774.4 | -0.6% | -5% |
| Platform | 1,004.8 | 986.9 | 966.8 | -4% | -2% |
| Talk Biz | 475.0 | 467.4 | 520.1 | 9% | 11% |
| Portal Biz | 130.7 | 109.8 | 97.9 | -25% | -11% |
| Platform - Others | 399.0 | 409.8 | 348.8 | -13% | -15% |
| Content | 780.9 | 871.8 | 807.6 | 3% | -7% |
| Game | 276.8 | 296.1 | 230.8 | -17% | -22% |
| Music | 202.7 | 250.2 | 230.5 | 14% | -8% |
| Story | 211.9 | 231.3 | 221.6 | 5% | -4% |
| Media | 89.5 | 94.1 | 124.8 | 39% | 33% |
| Operating Expenses | 1,679.1 | 1,708.4 | 1,674.0 | -0.3% | -2% |
| Operating Profit | 106.6 | 150.3 | 100.4 | -6% | -33% |
| Margin (%) | 6.0% | 8.1% | 5.7% | -0.3%pt | -2.4%pt |
| Net Profit | 224.1 | 137.2 | -539.3 | turn to loss | turn to loss |
| Controlling Interests | 76.8 | 106.3 | -196.9 | turn to loss | turn to loss |
| Non-controlling Interests | 147.2 | 30.8 | - 342.4 | turn to loss | turn to loss |

Earnings Summary - 2022 Annual

| | 2020 | 2021 | 2022 | YoY |
|---------------------------|---------|---------|---------|--------------|
| Total Revenue | 4,156.8 | 6,136.7 | 7,107.1 | 16% |
| Platform | 2,247.9 | 3,240.8 | 3,770.4 | 16% |
| Talk Biz | 1,149.0 | 1,643.9 | 1,901.7 | 16% |
| Portal Biz | 478.0 | 492.5 | 424.1 | -14% |
| Platform - Others | 621.0 | 1,104.4 | 1,444.6 | 31% |
| Content | 1,908.9 | 2,895.9 | 3,336.8 | 15% |
| Game | 495.5 | 998.8 | 1,109.5 | 11% |
| Music | 705.3 | 772.5 | 894.4 | 16% |
| Story | 528.0 | 791.7 | 920.9 | 16% |
| Media | 180.1 | 332.9 | 412.0 | 24% |
| Operating Expenses | 3,701.0 | 5,541.8 | 6,526.7 | 18% |
| Operating Profit | 455.9 | 594.9 | 580.5 | -2% |
| Margin (%) | 11.0% | 9.7% | 8.2% | -1.5%pt |
| Net Profit | 173.4 | 1,646.2 | 1,021.2 | -38% |
| Controlling Interests | 155.6 | 1,392.2 | 1,280.2 | -8% |
| Non-controlling Interests | 17.7 | 254.0 | -258.9 | turn to loss |

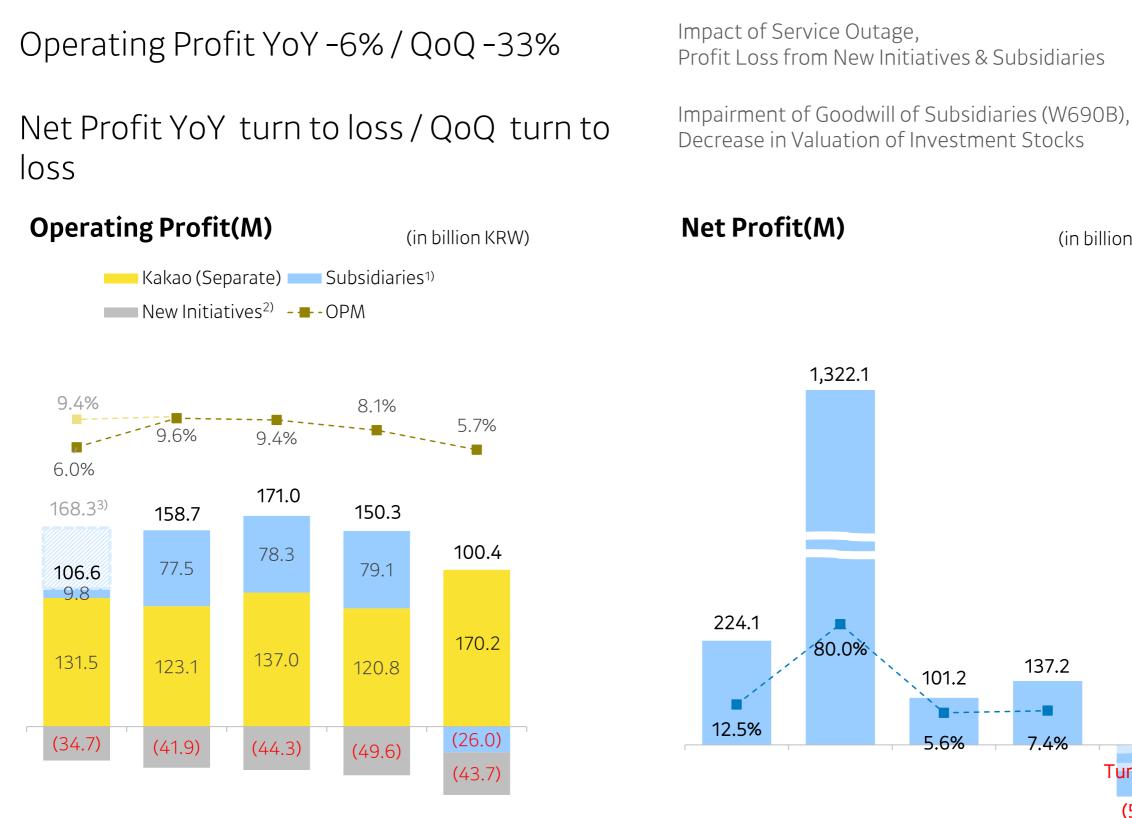
Operating Expenses - 2022 Q4

| | 4Q21 | 3Q22 | 4Q22 | Cha | nge |
|---------------------------------------|---------|---------|---------|-------|------|
| | 1921 | 5922 | 1922 | YoY | QoQ |
| Operating Expenses | 1,679.1 | 1,708.4 | 1,674.0 | -0.3% | -2% |
| Labor Cost | 515.8 | 433.3 | 407.6 | -21% | -6% |
| Cost of Revenue | 648.2 | 711.4 | 705.1 | 9% | -1% |
| Outsourcing / Infrastructure | 233.8 | 238.4 | 246.0 | 5% | 3% |
| Marketing Expense | 128.8 | 112.0 | 108.4 | -16% | -3% |
| Depreciation and Amortization Cost | 119.8 | 153.0 | 162.3 | 35% | 6% |
| Misc. | 32.8 | 60.4 | 44.5 | 36% | -26% |

Operating Expenses - 2022 Annual

| | 2020 | 2021 | 2022 | YoY | |
|---------------------------------------|---------|---------|---------|-----|--|
| Operating Expenses | 3,701.0 | 5,541.8 | 6,526.7 | 18% | |
| Labor Cost | 920.2 | 1,416.9 | 1,687.1 | 19% | |
| Cost of Revenue | 1,746.4 | 2,477.3 | 2,655.7 | 7% | |
| Outsourcing / Infrastructure | 457.7 | 741.0 | 924.8 | 25% | |
| Marketing Expense | 232.3 | 435.2 | 485.3 | 12% | |
| Depreciation and Amortization Cost | 265.3 | 366.8 | 581.7 | 59% | |
| Misc. | 79.1 | 104.6 | 192.1 | 84% | |

Profits



1) Subsidiaries: All business segment excluding Kakao & New Initiatives 3) Operating profit excluding one-off incentive (-61.7B)

2Q22

3Q22

4Q22

1Q22

4Q21

2) New Initiatives : Kakao Enterprise, Kakao Brain, Kakao Healthcare 4) Subsidiaries includes internal transaction

4Q21

1Q22

2Q22

Turn to loss

(539.3)

4Q22

(in billion KRW)

137.2

7.4%

3Q22

CapEx / Employees

CapEx YoY +81% / QoQ -0.5% Investment in IDC and Content Kakao - Increased Headcount due to New Recruitment and Business Expansion of New Initiatives Employees YoY +2,341 / QoQ +595 Maintain Conservative Hiring in all Areas including Global Business CapEx **Employees** (in billion KRW) (# of people) Kakao Subsidiaries Intangible - - Capex to Revenue PP&E 16,519 15,924 15,309 185.5 186.7 185.9 14,929 14,178 43.3 41.2 65.7 12,777 12,424 11,918 11,581 102.7 10,790 84.1 34.2 144.6 143.4 39.2 119.8 68.5 44.8 3,742 3,500 3,388 3,348 3,391 10.5% 10.2% 10.0% - 1 5.7% 5.1% 4Q21 1Q22 2Q22 3Q22 4Q22 4Q21 1Q22 2Q22 3Q22 4Q22

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) 4Q22 CapEx is based on consolidated K-IFRS that have not been audited and may subject to change

1) Adjustment to 3Q22 due to a change in headcount of subsidiaries

Financial Statements Summary - Consolidated

| Income Statement | | | | | |
|---------------------------------------|---------|---------|---------|---------|---------|
| (in billion KRW) | 4Q21 | 1Q22 | 2Q22 | 3Q22 | 4Q22 |
| Total Revenue | 1,785.7 | 1,651.7 | 1,822.3 | 1,858.7 | 1,774.4 |
| Platform | 1,004.8 | 886.0 | 930.7 | 986.9 | 966.8 |
| Talk Biz | 475.0 | 461.0 | 453.2 | 467.4 | 520.1 |
| Portal Biz | 130.7 | 114.0 | 102.4 | 109.8 | 97.9 |
| New Biz | 399.0 | 311.0 | 375.1 | 409.8 | 348.8 |
| Content | 780.9 | 765.7 | 891.7 | 871.8 | 807.6 |
| Game | 211.9 | 240.5 | 227.6 | 231.3 | 221.6 |
| Music | 276.8 | 245.8 | 336.8 | 296.1 | 230.8 |
| Story | 89.5 | 75.0 | 118.0 | 94.1 | 124.8 |
| Media | 202.7 | 204.4 | 209.3 | 250.2 | 230.5 |
| Operating Expenses | 1,679.1 | 1,493.0 | 1,651.3 | 1,708.4 | 1,674.0 |
| Labor Cost | 515.8 | 420.0 | 426.2 | 433.3 | 407.6 |
| Cost of Revenue | 648.2 | 584.4 | 654.8 | 711.4 | 705.1 |
| Outsourcing / | 233.8 | 204.6 | 235.8 | 238.4 | 246.0 |
| Infrastructure | | | | | |
| Marketing Expense Depreciation and | 128.8 | 114.6 | 150.3 | 112.0 | 108.4 |
| Amortization Cost | 119.8 | 130.8 | 135.6 | 153.0 | 162.3 |
| Misc. | 32.7 | 38.6 | 48.6 | 60.3 | 44.6 |
| Operating Profit | 106.6 | 158.7 | 171.0 | 150.3 | 100.4 |
| Margin (%) | 6.0% | 9.6% | 9.4% | 8.1% | 5.7% |
| Other Non-Operating Income | 813.4 | 1,665.3 | 138.6 | 133.6 | 75.9 |
| Other Non-Operating Expenses | 360.7 | 48.4 | 34.4 | 35.7 | 1,163.6 |
| Financial Income | 67.7 | 68.5 | 69.8 | 63.4 | 128.4 |
| Financial Expenses | 90.6 | 94.7 | 73.3 | 67.1 | 8.5 |
| Equity-method gain | 63.1 | 45.4 | 10.0 | 23.7 | 20.7 |
| Equity-method loss | 46.0 | 35.2 | 45.1 | 31.5 | 42.1 |
| Profit before Income Tax | 553.5 | 1,759.6 | 236.5 | 236.7 | (888.7) |
| Income Tax | 329.4 | 437.5 | 135.3 | 99.5 | (349.4) |
| Net Profit | 224.1 | 1,322.1 | 101.2 | 137.2 | (539.3) |
| Controlling Interests | 76.8 | 1,303.1 | 67.6 | 106.3 | (196.9) |
| Non-controlling Interests | 147.2 | 19.0 | 33.6 | 30.8 | (342.4) |
| EBITDAR | 225.4 | 288.5 | 306.1 | 301.8 | 255.2 |
| Adjusted EBITDAR ¹⁾ | 298.7 | 332.0 | 345.5 | 335.2 | 297.4 |

1) Adjusted EBITDAR : included equity compensation expense

| (in billion KRW) | 2020.12.31 | 2021.12.31 | 2022.12.31 |
|--|------------------|------------------|--------------------|
| | | | |
| Current Assets | 4,462.9 | 8,102.2 | 7,773.4 |
| Cash and Cash Equivalents S-T Financial Instruments | 2,877.5 694.1 | 5,231.5 | 4,794.3 1,210.2 |
| Account Receivable | 247.4 | 1,573.6 398.1 | 441. |
| Other Current Financial Assets | 247.4 | 319.1 | 360.4 |
| Other Current Assets | 418.8 | 579.9 | 967. |
| Non-Current Assets | 6,987.4 | 13,712.0 | 14,433. |
| Investments in Associates and Joint Ventures | 1,504.4 | 3,215.8 | 2,660.0 |
| , Tangible Assets | 430.7 | 554.9 | 874. |
| Intangible Assets | 3,351.6 | 6,347.8 | 6,023. |
| Other Non-current Assets | 1,700.7 | 3,593.5 | 4,876. |
| inance Assets | 503.6 | 965.4 | 756.8 |
| Total Assets | 11,954.0 | 22,779.6 | 22,963.9 |
| Current Liabilities | 2,929.6 | 5,630.3 | 5,126. |
| Account Payable and Other | | | |
| payable | 836.0 | 1,231.0 | 1,353. |
| Short-term Borrowings | 188.4 | 1,258.8 | 1,096. |
| Income Tax Payable | 112.1 | 188.9 | 157. |
| Other Current Liabilities | 1,793.1 | 2,951.6 | 2,518. |
| Non-Current Liabilities | 1,166.1 | 2,885.1 | 3,901. |
| Non-Current Finance Lease Obligations | 273.3 | 1,318.2 | 1,647. |
| Deferred Income Tax Liabilities | 249.0 | 756.8 | 736. |
| Other Non-Current Liabilities | 643.8 | 810.1 | 1,517. |
| inance Assets | 430.6 | 674.2 | 439. |
| Total Liabilities | 4,526.2 | 9,189.6 | 9,467. |
| Paid-in Capital | 44.3 | 44.6 | 44. |
| Capital Surplus | 5,833.1 | 7,781.2 | 8,132. |
| Other Accumulated Earnings | 18.6 | 77.1 | 41. |
| Accumulated Other Comprehensive Income | 86.6 | 371.8 | (1,254.1 |
| Retained Earnings | 316.3 | 1,709.6 | 2,973. |
| Minority Interest | 1,128.8 | 3,605.6 | 2,575. |
| Total Equity | 7,427.7 | 13,590.0 | 13,496. |
| Total Liabilities & Equity | 11,954.0 | 22,779.6 | 22,963. |

Financial Statements Summary - Parent

| Income Statement | | | | | |
|--|-------|---------|-------|-------|---------|
| (in billion KRW) | 4Q21 | 1Q22 | 2Q22 | 3Q22 | 4Q22 |
| Total Revenue | 652.3 | 596.2 | 596.4 | 613.4 | 650.5 |
| | | | | | |
| Operating Expenses | 520.8 | 473.1 | 459.4 | 492.7 | 480.3 |
| Labor Cost | 156.6 | 143.5 | 129.0 | 128.6 | 97.4 |
| Cost of Revenue | 234.6 | 197.5 | 190.2 | 209.9 | 237.5 |
| Outsourcing / Infrastructure | 66.2 | 64.2 | 64.5 | 67.5 | 73.8 |
| Marketing Expense | 6.9 | 4.2 | 5.4 | 7.6 | 9.7 |
| Depreciation and Amortization Cost | 46.3 | 50.9 | 53.7 | 61.8 | 60.2 |
| Misc. | 10.2 | 12.8 | 16.6 | 17.3 | 1.7 |
| Operating Profit | 131.5 | 123.1 | 137.0 | 120.8 | 170.2 |
| Margin (%) | 20.2% | 20.6% | 23.0% | 19.7% | 26.2% |
| Other Non-Operating Income Other Non-Operating | 7.0 | 1,405.8 | 6.7 | 4.2 | 18.5 |
| Expenses | 49.9 | 25.5 | 2.4 | 10.4 | 95.5 |
| Financial Income | 123.3 | 45.5 | 43.0 | 39.4 | 35.2 |
| Financial Expenses | 8.5 | 21.7 | 47.9 | 43.8 | 27.7 |
| Profit before Income Tax | 203.5 | 1,527.2 | 136.5 | 110.2 | 100.7 |
| Income Tax | 94.1 | 382.8 | 30.2 | 33.3 | (183.6) |
| Net Profit | 109.4 | 1,144.4 | 106.2 | 76.9 | 284.3 |
| | | | | | |
| EBITDAR | 177.7 | 173.7 | 190.9 | 181.2 | 230.3 |
| Adjusted EBITDAR ¹⁾ | 222.3 | 199.9 | 213.2 | 198.3 | 247.8 |

| Statement of Financial | Position | | |
|---|------------|------------|------------|
| (in billion KRW) | 2020.12.31 | 2021.12.31 | 2022.12.31 |
| Current Assets | 1,782.4 | 2,418.0 | 2,334.6 |
| Cash and Cash Equivalents | 1,356.9 | 1,478.7 | 1,248.8 |
| S-T Financial Instruments | 65.5 | 255.4 | 211.0 |
| Account Receivable | 120.5 | 152.2 | 139.3 |
| Other Current Assets | 239.5 | 531.7 | 735.5 |
| Non-Current Assets | 5,563.1 | 7,606.7 | 8,456.2 |
| Investments in Associates, | 2 202 / | | |
| Subsidiaries and Joint Ventures | 2,393.4 | 3,547.8 | 4,751.5 |
| Tangible Assets | 272.1 | 312.6 | 500.5 |
| Intangible Assets | 2,106.2 | 1,573.6 | 1,608.6 |
| Other Non-current Assets | 791.4 | 2,172.7 | 1,595.6 |
| Total Assets | 7,345.5 | 10,024.7 | 10,790.7 |
| Current Liabilities | 1,421.6 | 2,299.1 | 2,188.5 |
| Account Payable and Other | 1,035.7 | 493.5 | 551.0 |
| payable Short-term Borrowings | 58.0 | 342.2 | 28.7 |
| Income Tax Payable | 49.8 | 55.5 | 74.9 |
| Other Current Liabilities | 278.1 | 1,407.9 | 1,533.9 |
| Non-Current Liabilities | 598.5 | 1,171.3 | 1,516.7 |
| Non-Current Finance Lease Obligations | 121.9 | 1,076.1 | 1,306.4 |
| Deferred Income Tax | 108.2 | _ | 97.1 |
| Liabilities | | | |
| Other Non-Current Liabilities | 368.4 | 95.2 | 113.2 |
| Total Liabilities | 2,020.1 | 3,470.4 | 3,705.1 |
| Paid-in Capital | 44.3 | 44.6 | 44.6 |
| Capital Surplus | 4,986.9 | 5,489.2 | 5,636.7 |
| Other Accumulated Earnings | , 18.6 | , 77.1 | , 41.0 |
| Accumulated Other | 66.5 | 240.5 | 11.1 |
| Comprehensive Income Retained Earnings | 209.1 | 702.8 | 1,352.2 |
| Total Equity | 5,325.4 | 6,554.2 | 7,085.6 |
| Total Liabilities & Equity | 7,345.5 | 10,024.7 | 10,790.7 |
| | | | |

1) Adjusted EBITDAR : included equity compensation expense

Thank You

