UEMADE MAX 1Q FY2025 Earnings Results

WEMADE MAX INVESTOR RELATIONS

2025.05.14.

Disclaimer

The financial information of this document is the sales performance of WEMADE MAX Co., Ltd. (the "Company") prepared in accordance with K-IFRS. The result of 1Q FY2025 is provided as a reference for investors, prior to the completion of the independent auditor's review, it is subject to any changes resulting from the accounting review process and the instructions of the Financial Services Commission.

This document contains forward-looking statements regarding the financial situation, operation, sales performance, senior management's plan, and goals for the Company and its subsidiaries subject to consolidation. Such forward-looking statements include "predictive information" about the future. It is subject to change pending any unknown risks, uncertainties, or other factors which may impact the actual performance results of the Company.

This document has been prepared based on the current information available. Please be advised that the Company is not liable to update on any new piece of information or any future event which may cause any change of any nature in any public manner, and that there may also be significant differences from the Company's actual performance results in the future.

WEMADE MAX (Consolidated)

Wemade Next Co., Ltd., LightCON Co., Ltd., Wemade Connect Co., Ltd., LIKEIT Games Co., Ltd., Nexelon Co., Ltd., Nitro X Co., Ltd., Madngine Inc., Oneway Ticket Studio Co., Ltd.

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1Q'24 2Q'24 3Q'24 4Q'24 1Q'25

1Q'25 Summary of Consolidated Results

- Revenue surged QoQ, contributed by new title <Lost Sword> and full-quarter recognition of <NIGHT CROWS> revenue following the stock swap with its developer 'Madngine' on December 17, 2024
- Operating loss resulted from 6.2 bn KRW Purchase Price Allocation (PPA) amortization following the 'Madngine' equity acquisition

Unit: Million KRW

- Deficit narrowed QoQ due to a base effect from recognizing impairment losses on investments in associates and valuation losses in the previous quarter

	1Q'25	4Q'24	QoQ	1Q'24	YoY	Reven	ue		Unit: Mil	lion KRW 47,112	Opera	ting Inc	come	
evenue	47,112	20,030	135.2%	17,289	172.5%									
perating Expenses	49,507	23,307	112.4%	18,681	165.0%	47.000	18.686	18,986	20,030		-1,392	-1,295		
erating Income	-2,395	-3,277	CR	-1,392	CR	17,289							-2,130	
Other non- operating Income	-128	-6,763	CR	551	TTR	1Q'24	2Q'24	3Q'24	4Q'24	1Q'25	1Q'24	2Q'24	3Q'24	
inancial Income	1,403	1,348	4.1%	1,040	34.9%									
quity Method	-	-248	TTB	-310	ТТВ	Net Inc	come		Unit: Mil	lion KRW	Net Ind (Control 168			
ome before tax	-1,120	-8,941	CR	-111	CR		-1,216			-686		-872		
et Income	-686	-9,503	CR	-106	CR			-4,841						
Controlling Interest	-2,266	-4,856	CR	168	TTR								-3,928	
		ļ							-9,503					

1Q'24 2Q'24 3Q'24 4Q'24 1Q'25

Revenue Breakdown – By Business Segment

1Q'25 Mobile segment recorded the largest revenue at 22.8 bn KRW, followed by License 20.5 bn and PC Online 3.2 bn

- Mobile revenue jumped 305% QoQ with the launch of <Lost Sword> in 1Q'25
- License revenue rose 118% QoQ, reflecting full-quarter recognition of <NIGHT CROWS> and <NIGHT CROWS Global>

	1Q'25	4Q'24	QoQ	1Q'24	YoY
Mobile	22,788	5,626	305.0%	6,771	236.6%
License	20,539	9,405	118.4%	5,349	284.0%
PC Online	3,247	4,304	-24.6%	4,501	-27.9%
Others	538	695	-22.6%	668	-19.5%
Total	47,112	20,030	135.2%	17,289	172.5%

Unit: Million KRW



1Q'25 Segment Revenue & % Total

1) From 2025, net sales(MIR4 and Night Crows) are classified as license revenue.





Revenue Breakdown – By Region

1Q'25 Revenue distribution by region was 87% Domestic and 13% Overseas

- Domestic revenue grew 240% QoQ, thanks to new title <Lost Sword> launch and recognition of <NIGHT CROWS> revenue
- Overseas sales declined QoQ as <Silkroad Online> and existing game revenue stabilized



Domestic Overseas

Operating Expenses

1Q'25 Operating Expenses increased 112.4% QoQ and 165% YoY

- Labor: increased 72% QoQ and 116% YoY following the consolidation of 'Madngine' as a wholly owned subsidiary
- Service Fee: increased 152% QoQ and 149% YoY reflecting WEMADE Connect's increased service fee related to <Lost Sword>
- Marketing: increased 90% QoQ and 164% YoY with new title launch



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WEMADE MAX Upcoming Game Titles



Lost Sword(Set for global Launch) Subculture Collectible RPG



The Midnight Walkers (STEAM)

Extraction FPS MIR4 / NIGHTS CROWS (China)



MMORPG



Yulgang-Fire Dragon War Idle RPG



NIGHT CROWS 2

MMORPG MIR 5



MMORPG





RPG TAL: The Arcane Land

PC Console

Summary of Consolidated Financial Statements

Consolidated Balance Shee	Unit: 100 Million KR			
	2023	2024	2025	
Total Assets	1,299	5,976	5,918	
Current Assets	682	1,967	2,038	
Non-current Assets	617	4,009	3,880	
Total Liabilities	480	962	902	
Current Liabilities	440	660	648	
Non-current Liabilities	40	302	254	
Total Equity	819	5,014	5,016	
Capital Stock	166	415	415	
Retained Earnings	-88	-183	-206	
Total Liabilities & Equity	1,299	5,976	5,918	

Consolidated Income Statemer	nt	Unit: 100 Million K				
	2023	2024	2025			
Revenue	698	749	471			
Operating Expenses	660	831	495			
Operating Profit	38	-81	-24			
Non-operating Income(loss)	-12	-87	-1			
Income before tax	-20	-149	-11			
Income tax	-4	8	-4			
Net Income	22	-157	-7			
Controlling Interest	64	-95	-23			
Non-controlling Interest	-42	-62	16			

1) The figures in consolidated income statement are based on cumulative figure

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THANK YOU



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