NetEase

1Q22 Investor Presentation

Investor Relations May 24, 2022

SAFE HARBOR STATEMENT

This announcement contains statements of a forward-looking nature. These statements are made under the "safe harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995. You can identify these forward-looking statements by terminology such as "will," "expects," "anticipates," "future," "intends," "plans," "believes," "estimates" and similar statements. In addition, statements that are not historical facts, including statements about NetEase's strategies and business plans, its expectations regarding the growth of its business and its revenue and the guotations from management in this announcement are or contain forward-looking statements. NetEase may also make forward-looking statements in its periodic reports to the U.S. Securities and Exchange Commission (the "SEC"), in announcements made on the website of The Stock Exchange of Hong Kong Limited (the "Hong Kong Stock") Exchange"), in press releases and other written materials and in oral statements made by its officers, directors or employees to third parties. The accuracy of these statements may be impacted by a number of business risks and uncertainties that could cause actual results to differ materially from those projected or anticipated, including risks related to: the risk that the online game market will not continue to grow or that NetEase will not be able to maintain its position in that market in China or globally; the risk that COVID-19 or other health risks in China or globally could adversely affect the Company's operations or financial results; risks associated with NetEase's business and operating strategies and its ability to implement such strategies; NetEase's ability to develop and manage its operations and business; competition for, among other things, capital, technology and skilled personnel; potential changes in government regulation that could adversely affect the industry and geographical markets in which NetEase operates, including, among others, initiatives to enhance supervision of companies listed on an overseas stock exchange and tighten scrutiny over data privacy and data security, as well as the risk that NetEase's ADSs could be barred from trading in the United States as a result of the Holding Foreign Companies Accountable Act and the rules promulgated thereunder; the risk that NetEase may not be able to continuously develop new and creative online services or that NetEase will not be able to set, or follow in a timely manner, trends in the market; competition in NetEase's existing and potential markets; and the risk that fluctuations in the value of the Renminbi with respect to other currencies could adversely affect NetEase's business and financial results. Further information regarding these and other risks is included in NetEase's filings with the SEC and announcements on the website of the Hong Kong Stock Exchange. NetEase does not undertake any obligation to update this forward-looking information, except as required under the applicable law.

MARKET SNAPSHOT







NetEase, Inc.

Founded in 1997, NetEase, Inc. is a leading China-based internet technology company that develops and operates some of China's most popular online PC and mobile games, and offers other innovative services, including intelligent learning services, online music content community, and a private label e-commerce brand.

NetEase, Inc. has been listed on NASDAQ since 2000 under the symbol (NASDAQ: NTES) and completed its dual listing on the Hong Kong Stock Exchange in June 2020 under the ticker (HKEX: 9999).

Its technology-focused intelligent learning business, Youdao, has been listed on NYSE since October 2019 (NYSE: DAO).

Its online music business, Cloud Village, has been listed on HKEX since December 2021 (HKEX: 9899).

1Q22 BUSINESS HIGHLIGHTS

Online Games

Leading developer and operator of self-developed PC and mobile games for internet users in China and internationally;

Operator of licensed games from leading game developers internationally



- Announced 2022 launch date for *Diablo*® *Immortal*[™], which is slated for global market release on June 2 and release in China and Southeast Asia on June 23
- Launched *Revelation* mobile game, *The Lord of the Rings: Rise to War* and *Dead by Daylight Mobile NetEase* in Japan in April
- Propelled pipeline by advancing new games under development including console and mobile versions of *Naraka: Bladepoint, Ghost World Chronicle,* as well as the roll-out of *Harry Potter: Magic Awakened* in international markets
- Further expanded its international R&D capabilities by recruiting global talents and setting up first-party overseas games studio

Youdao

Leading intelligent learning services operated by Youdao, our majority-controlled subsidiary dedicated to providing learning content, applications and solutions to users of all ages



- Maintained a solid performance with its four pillars of future growth: smart devices, STEAM courses, adult learning, and education digitization solutions
- Continued to extend its technology offering by launching improved content, features and new products, and consistently optimized the functions and user experience for different STEAM courses

Cloud Music

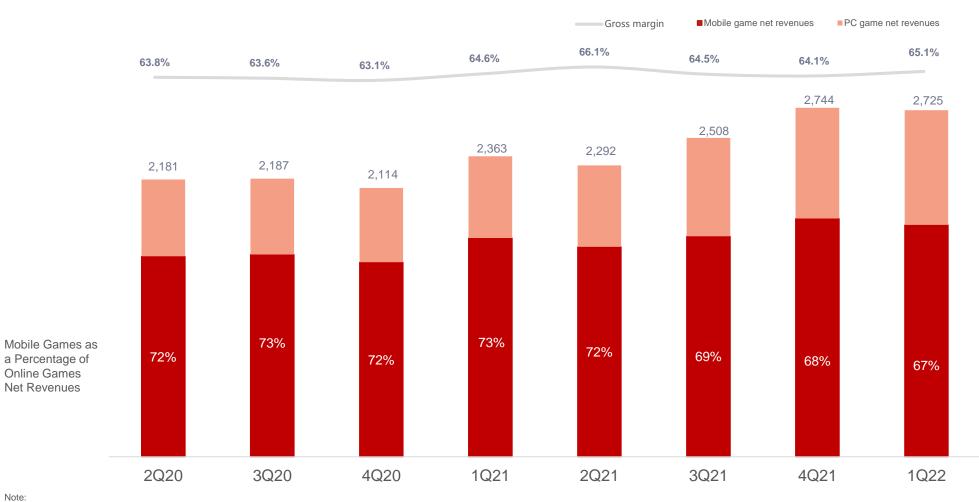
Leading online music content community

- Successfully increased profitability led by more effective monetization
- Continued to improve the differentiated community ecosystem and users' engagement through product innovation and content enhancement

ONLINE GAME SERVICES

USD million

Online Game Services Net Revenues and Gross Margin



Note:

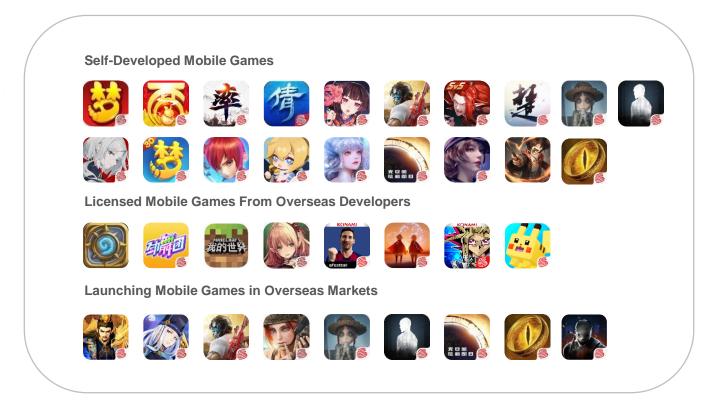
1 US\$1.00 = RMB6.3393 on March 31, 2022. Same exchange rate is applied to all years for illustrative purpose

ONLINE GAME SERVICES

PC GAMES



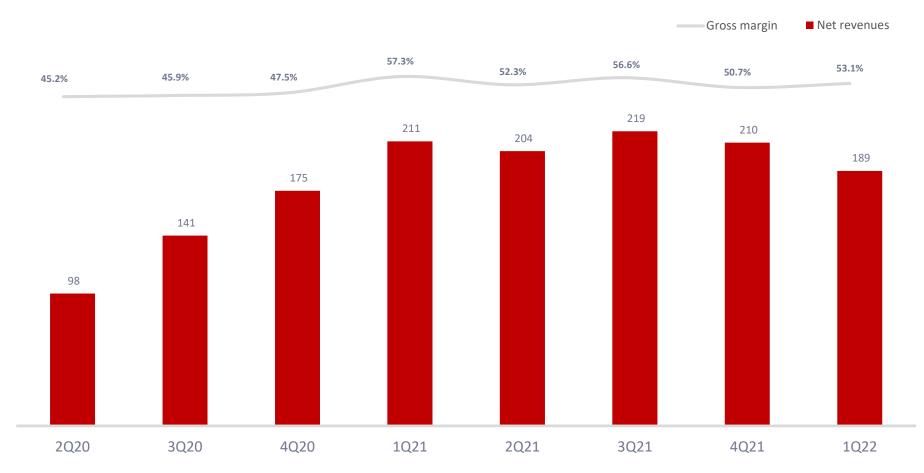
MOBILE GAMES



YOUDAO

USD million

Youdao Net Revenues and Gross Margin

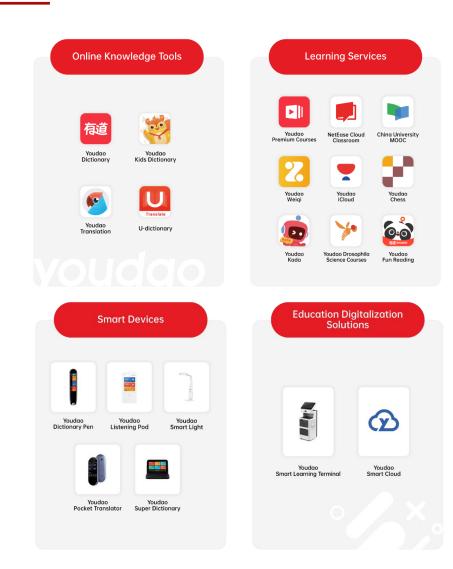


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YOUDAO



Achieved a solid and sustainable performance in the first quarter after disposing of its academic AST business

- Total net revenues for Youdao were RMB1.2 billion, and gross margin was 53.1% in the first quarter
- Introduced a new smart learning product called Youdao Smart Light with the aim to help students develop more independent learning habits and improve their learning efficiency
- Continued to optimize the functions and user experiences for STEAM courses, for example, increasing gross billings from Youdao Chess (有道 国际象棋) by over 170% quarter-over-quarter

CLOUD MUSIC

USD million

Net Revenues and Gross Margin Gross margin Net revenues 12.2% 4.1% (3.1%) 326 298 235 1Q22 1Q21 4Q21

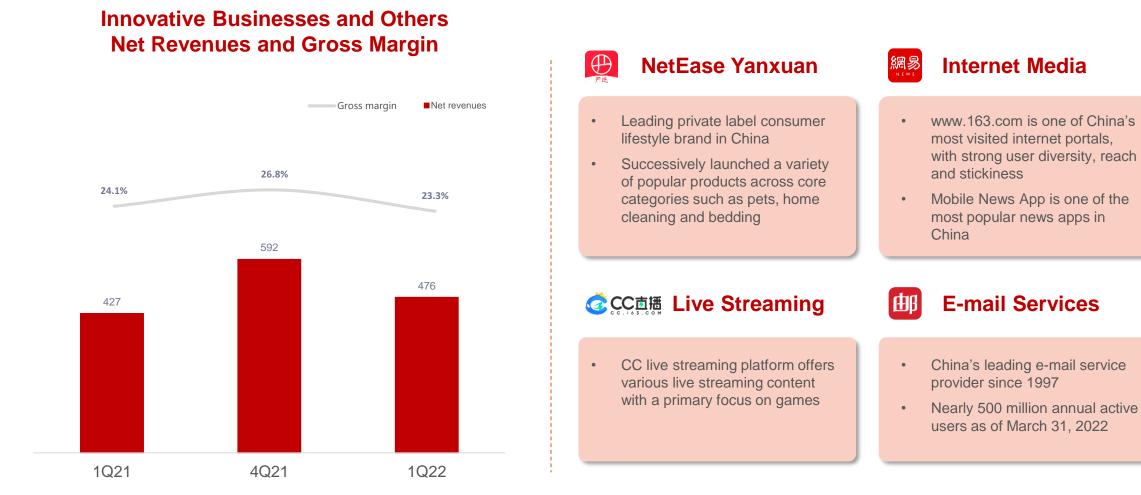
Cloud Music



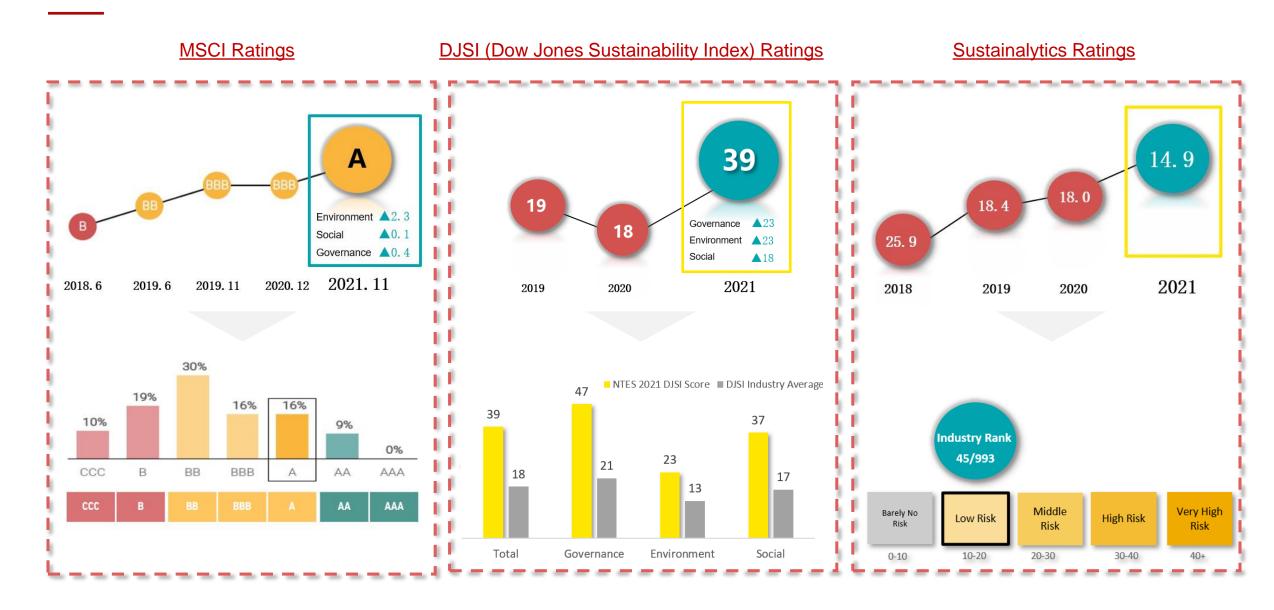
- Net revenues increased 39% year-over-year to RMB2.1 billion, due to increased revenues from membership subscriptions and social entertainment services
- Increased membership paying ratio year-over-year to 20%
- Gross margins more than doubled quarter-over-quarter in Q1 reaching 12.2%, as we continued to optimize our content cost structure
- Home to more than 450,000 registered independent artists on our platform by the end of March 2022
- Introduced "Harry Potter Magic Radio," a joint-collaboration with NetEase Games, allowing gamers to enjoy Harry Potter-themed podcast content within the game

INNOVATIVE BUSINESSES AND OTHERS

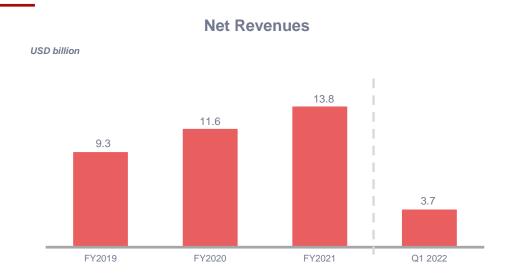
USD million



ESG PERFORMANCE



FINANCIAL HIGHLIGHTS



Operating Cash Flow



Net Income Attributable to Shareholders (GAAP)





Value Returned to Shareholders

US\$	FY2018	FY2019	FY2020	FY2021	Q1 2022
Dividend per ADS (declared)	\$0.354	\$1.378	\$0.784	\$1.170	\$0.322
Total Dividends (declared)	\$229 m	\$1,334 m	\$515 m	\$777 m	\$211 m
Share Buyback (mn)	\$1,178 m	\$0.2 m	\$1,625 m	\$1,974 m	\$143 m

Note:

USD billion

1 US\$1.00 = RMB6.3393 on March 31, 2022. Same exchange rate is applied to all years for illustrative purpose

Total Dividends (declared) equals to Dividend per ADS (declared) multiplied by each quarter's corresponding Weighted average number of ADS outstanding, basic 2



BALANCE SHEET SUMMARY

	2021	20	22
in millions	Dec 31, RMB	Mar 31, RMB	Mar 31, USD
in millions	(Unaudited)	(Unaudited)	(Unaudited)
ASSETS			
Current assets:			
Cash and cash equivalents	14,498	9,852	1,554
Time deposits	70,755	81,303	12,825
Other current assets	27,867	27,918	4,404
Total current assets	113,120	119,073	18,783
Property, equipment and software, net	5,434	5,842	922
Other non-current assets	35,090	34,332	5,416
Total assets	153,644	159,248	25,121
LIABILITIES, REDEEMABLE NONCONTROLING INTERESTS & SHAREHOLDERS' EQUITY			
Current liabilities:			
Contract liabilities	12,133	12,051	1,901
Other current liabilities	38,368	39,713	6,265
Total current liabilities	50,501	51,764	8,166
Total liabilities	54,220	57,473	9,067
Redeemable noncontrolling interests	145	147	23
Total shareholders' equity	99,279	101,628	16,031
Total liabilities, redeemable noncontrolling interests and shareholders' equity	153,644	159,248	25,121

INCOME STATEMENT SUMMARY

	1Q21	4Q21	1Q22	1Q22	QoQ	ΥοΥ
in millions except per ADS data & percentage data	RMB	RMB	RMB	USD	Change	Change
percentage adda			(Unaudited)	(Unaudited)	(Unaudited)	(Unaudited)
Total net revenues:	20,517	24,374	23,556	3,716	-3.4%	14.8%
Online game services	14,982	17,398	17,273	2,725	-0.7%	15.3%
Youdao	1,340	1,334	1,201	189	-10.0%	-10.4%
Cloud Music	1,491	1,889	2,067	326	9.4%	38.6%
Innovative businesses and others	2,704	3,753	3,015	476	-19.7%	11.5%
Gross profit	11,053	12,918	12,836	2,025	-0.6%	16.1%
Gross profit margin	53.9%	53.0%	54.5%	54.5%		
Operating profit	4,276	4,608	5,507	869	19.5%	28.8%
Operating profit margin	20.8%	18.9%	23.4%	23.4%		
Net income attributable to the Company's shareholders	4,439	5,694	4,394	693	-22.8%	-1.0%
Diluted net income per ADS	¥6.53	¥8.57	¥6.63	\$1.05	-22.6%	1.5%

THANK YOU

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