2022 Second Quarter Results Presentation

Aug 17, 2022
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This presentation may contain forward-looking statements relating to the forecasts, targets, outlook, estimates of financial performance, opportunities, challenges, business developments, business plans and growth strategies of Tencent Holdings Limited (the “Company” or “Tencent”) and its group companies. These forward-looking statements are based on information currently available to Tencent and are stated here on the basis of the outlook at the time that this presentation was produced. The Company undertakes no obligation to publicly update any forward-looking statement, whether written or oral, that may be made from time to time, whether as a result of new information, future developments or otherwise. The forward-looking statements are based on certain expectations, assumptions and premises, some of which are subjective or beyond our control. The forward-looking statements may prove to be incorrect and may not be realised in the future. Underlying the forward-looking statements are a large number of risks and uncertainties. Therefore you should not rely on any of these forward-looking statements. Please see our various other public disclosure documents for a detailed discussion of those risks and uncertainties.

This presentation also contains some unaudited non-IFRS financial measures which should be considered in addition to, but not as a substitute for, measures of the Company’s financial performance prepared in accordance with IFRS. In addition, these non-IFRS financial measures may be defined differently from similar terms used by other companies. The Company’s management believes that the non-IFRS financial measures provide investors with useful supplementary information to assess the performance of the Company’s core operations by excluding certain non-cash items and certain impact of acquisitions. For further explanation of our non-IFRS measures and reconciliations between our IFRS and non-IFRS results, please refer to our earnings announcement.

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The reporting currency of the company is Renminbi. For the purpose of this presentation, all figures quoted in US dollars are based on the exchange rate of US$1 to RMB6.7114 for 2Q2022.
1. **Overview**

2. **Strategy Review**

3. **Business Review**

4. **Financial Review**

5. **Q&A**
## Financial Highlights

<table>
<thead>
<tr>
<th></th>
<th>2Q2022</th>
<th>2Q2021</th>
<th>YoY</th>
<th>1Q2022</th>
<th>QoQ</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Revenue</strong></td>
<td>134.0</td>
<td>138.3</td>
<td>-3%</td>
<td>135.5</td>
<td>-1.1%</td>
</tr>
<tr>
<td><strong>Value Added Services</strong></td>
<td>71.7</td>
<td>72.0</td>
<td>-0.5%</td>
<td>72.7</td>
<td>-1.5%</td>
</tr>
<tr>
<td>Social Networks</td>
<td>29.2</td>
<td>29.0</td>
<td>+0.6%</td>
<td>29.1</td>
<td>+0.2%</td>
</tr>
<tr>
<td>Domestic Games</td>
<td>31.8</td>
<td>32.1</td>
<td>-1.1%</td>
<td>33.0</td>
<td>-4%</td>
</tr>
<tr>
<td>International Games</td>
<td>10.7</td>
<td>10.9</td>
<td>-1.4%</td>
<td>10.6</td>
<td>+1.3%</td>
</tr>
<tr>
<td><strong>Online Advertising</strong></td>
<td>18.6</td>
<td>22.8</td>
<td>-18%</td>
<td>18.0</td>
<td>+4%</td>
</tr>
<tr>
<td>Media</td>
<td>2.5</td>
<td>3.3</td>
<td>-25%</td>
<td>2.3</td>
<td>+8%</td>
</tr>
<tr>
<td>Social and Others</td>
<td>16.1</td>
<td>19.5</td>
<td>-17%</td>
<td>15.7</td>
<td>+3%</td>
</tr>
<tr>
<td><strong>FinTech and Business Services</strong></td>
<td>42.2</td>
<td>41.9</td>
<td>+0.8%</td>
<td>42.8</td>
<td>-1.3%</td>
</tr>
<tr>
<td>Others</td>
<td>1.5</td>
<td>1.6</td>
<td>-1.1%</td>
<td>2.0</td>
<td>-24%</td>
</tr>
<tr>
<td><strong>Gross Profit</strong></td>
<td>57.9</td>
<td>62.7</td>
<td>-8%</td>
<td>57.1</td>
<td>+1.4%</td>
</tr>
<tr>
<td><strong>Non-IFRS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Operating Profit</td>
<td>36.7</td>
<td>42.8</td>
<td>-14%</td>
<td>36.5</td>
<td>+0.4%</td>
</tr>
<tr>
<td>Operating Margin</td>
<td>27.4%</td>
<td>31.0%</td>
<td>-3.6ppt</td>
<td>27.0%</td>
<td>+0.4ppt</td>
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<tr>
<td><strong>Net Profit Attributable to Equity Holders</strong></td>
<td>28.1</td>
<td>34.0</td>
<td>-17%</td>
<td>25.5</td>
<td>+10%</td>
</tr>
</tbody>
</table>

Starting 3Q21, we disclose revenues from Domestic Games and International Games as new sub-segments under VAS, reflecting the increasing scale of our international games business. For the purpose of preparing financial and operating information, Domestic Games refers to our games business in the PRC excluding the Hong Kong Special Administrative Region, the Macao Special Administrative Region and Taiwan.
Key Services Update

Games
- #1 by users and revenue in China across PC and mobile
- #1 globally by revenue

Weixin & WeChat
- #1 mobile community
- MAU at 1,299m

QQ
- QQ mobile devices MAU at 569m

Long-Form Video
- #1 by subscriptions

News
- #1 news services by MAU

Music
- #1 music services provider

Literature
- #1 online content library and publisher

Mobile Payment
- #1 by MAU & DAU

Mobile Browser
- #1 by MAU

Mobile Security
- #2 by MAU

Cloud
- #2 service provider by revenue

Public Cloud
- #2 provider by revenue

Communication & Social

Digital Content

FinTech

Utilities

All rankings above refer to China market, unless otherwise stated. Ranking for public cloud is based on IaaS and PaaS revenue (source: IDC). Company data as of Jun 30, 2022.
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Efficiency initiatives reduced costs, stabilising earnings

- **Closed down** certain non-core businesses – online education, eCommerce, game live streaming
- **Rationalised** underperforming businesses – loss-making digital content services, sub-scale social media products
- **Tightened** control on marketing programs – reduced selling and marketing expenses by 21% YoY
- **Migrated** all domestic in-house services to *Tencent Cloud* – enhanced cost efficiency
- **Optimised** workforce and **controlled** staff costs – total headcount down by ~5,000 QoQ
Additional efficiency initiatives to support earnings recovery, even in complex macro environment

**Cloud**
- Scaling back loss-making activities to improve margins
- Sharpening our focus on internally developed products, particularly PaaS and SaaS, to drive quality of growth

**Payment**
- Managing funding channels to lower unit transaction costs
- Focusing our development and operational efforts on higher value services

**Long-form video**
- More discipline in content spending and strong focus on ROI
- Harmonising our subscription pricing to optimise ARPUs

**Video Accounts**
- Reducing content procurement as the ecosystem gains critical mass
- Optimising bandwidth and server utilisation to lower video view unit costs
Revenue initiatives to underpin medium-term earnings growth – Video Accounts in-feed ads

**Substantial user engagement**
- Total time spent exceeded 80% of Moments
- Total video views increased over 200% YoY

**Leveraging unique ecosystem**
- Full-funnel solutions with effective conversion tools (e.g. Mini Program and WeCom)
- Deep user insight
- Social graph empowers user reach and engagement

**Launching Video Accounts in-feed ads**

**Expand our ad market share**
- Advertisers already spending aggressively on multiple short video platforms
- Opportunity to capture more ad budget, engage with more advertisers

**Improve our profitability**
- Layer new revenue stream with high incremental margin onto existing cost base

**Path forward for monetisation**
- Launched contract ads in mid-July, to be followed by bidding ads by the end of August
- Similar progressive monetisation framework to Moments, steeper ramp curve given size of traffic and existing advertiser demand
Positioned for broader revenue upturn when macro environment improves

Regulations progressing from rectification to normalisation

- Recent regulatory direction trending more positive for platform economy: 1) to promote well-regulated, healthy and sustainable development; 2) to complete rectification; and 3) to carry out regular supervision
- Issuance of new Banhao should help overall game industry renew growth
- We expect to receive Banhao in the future, benefitting our domestic game business

Geared to China’s economic upturn

- Approximately half of our revenues closely contribute to, and benefit from, China’s economic activity
- Commercial payment volume recovered to high-teens YoY growth in June
- Ad revenue decline rate stabilised in 2Q22, before launch of Video Accounts in-feed ads and under current macro

FBS & Ad 46%

Commercial TPV YoY%

Ad revenue YoY%

LTM Revenue
1. Overview
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Revenue by Segment

In billion RMB

Social Networks  Domestic Games  International Games  Online Advertising  FBS  Others

2Q19  3Q19  4Q19  1Q20  2Q20  3Q20  4Q20  1Q21  2Q21  3Q21  4Q21  1Q22  2Q22

2%  1%  28%  26%  28%  25%  17%  18%  16%  17%  16%  15%  13%  14%

18%  19%  19%  7%  8%  7%  8%  8%  8%  8%  9%  8%  8%

3%  4%  7%  28%  25%  22%  22%  23%  23%  23%  23%  23%  23%

23%  23%  21%  23%  23%  21%  21%  21%  21%  21%  20%  22%  21%

88.8  97.2  105.8  108.1  114.9  125.4  133.7  135.3  138.3  142.4  144.2  135.5  134.0
Value Added Services

Social Networks
- 2Q22 revenue was up 1% YoY to RMB29.2 billion. Revenue from Video Accounts live streaming service increased; revenue from music- and games-related live streaming services decreased
- Video subscription revenue increased YoY, as less aggressive promotions resulted in lower subscriptions (122 million) but higher ARPU. Tencent Video released popular self-commissioned drama series such as A Dream of Splendor which ranked #1 industry-wide* in June. Per QuestMobile, Tencent Video widened its lead, with mobile DAU 20%+ higher than its closest peer in June
- Music subscription count and subscription revenue increased YoY. In July, TME sold over 6 million units of Jay Chou’s digital album, reflecting pent-up demand for user engagement with artists

Domestic Games
- Revenue down 1% YoY to RMB31.8 billion, reflecting transitional industry challenges (fewer big game releases, lower user spending and minor protection measures). Revenue from existing games HoK, LoL and Moonlight Blade Mobile decreased; Fight of The Golden Spatula, LoL: Wild Rift and Return to Empire contributed incremental revenue

International Games
- Revenue decreased 1% YoY to RMB10.7 billion due to industry-wide normalisation in user spending on mobile games post-COVID. PC game revenue increased because of growth in VALORANT and the successful launch of V Rising

Mobile games VAS revenue declined 2% YoY to RMB40.0 billion. PC client games revenue increased 5% YoY to RMB11.6 billion
*Source: Enlightent, by video views across all online platforms in China for June 2022
Social Networks

Video Accounts sustained strong growth momentum in user engagement and content

- Leverage social sharing and enhanced algorithms to grow total video views by 200% YoY; AI-recommended content consumption grew even faster, by 400% YoY, in video views
- Daily active creators and video uploads increased by 100%+ YoY, driving rich and diverse content
- Increased Video Accounts mindshare among live streaming users with highly successful live concerts

Enriching virtual experience in Super QQ Show

- Introduced shared virtual spaces where users can make friends and engage in community activities
- Provided more immersive conversational experience, such as inviting friends to chat over live audio using avatars

Video Accounts live concerts

Backstreet Boys
46 million viewers

Cui Jian
46 million viewers

Tayo Lo
42 million viewers

Community activity in shared virtual space
Domestic Games

Clear leadership in key genres

**Battle arena:** HoK #1 game by total time spent across all games, adult players total time spent increased slightly YoY; LoL: Wild Rift ranked #6

**Action/shooter:** Peacekeeper Elite ranked #2 by total time spent industry-wide, adult players total time spent grew substantially YoY

Growing success in newest genres

**Management simulation:** LoL Esports Manager topped grossing receipts among all simulation games year-to-date

**Extraction shooter:** Arena Breakout achieved #8 by total time spent in July

**Auto-battler:** Fight of The Golden Spatula ranked #4 by total time spent

* Source: QuestMobile, data.ai
International Games

**Sustaining robust growth**

Achieved record high MAU and quarterly grossing receipts in 2Q22

The most successful PC game launched globally since 2020 with competitive gameplay, creative content and vibrant user community

**Expanding leadership in casual games**

Miniclip acquired SYBO, developer of evergreen runner game Subway Surfers, #1 most-downloaded* mobile game globally over last decade

*Subway Surfers* boosts Miniclip’s DAU by 30 million to 70 million - Miniclip in top-tier of mobile game studios globally

**Breakthrough in emerging genre**

Original SOC game integrating real-time combat, developed by in-house Swedish studio Stunlock

Sold 2 million copies in its first month of Early Access on Steam

* Source: data.ai, Jan 2012 - Jun 2022
Online Advertising

In billion RMB

Overall
- 2Q22 revenue declined 18% YoY, reflecting notable weakness in Internet services, education and finance sectors
- Ad spend was hardest hit in the first two months of 2Q. In June, YoY decline magnitude narrowed as large eCommerce platforms increased ad spend for 618 promotion, and underlying ad demand recovered moderately

Social & Others
- *Moments* introduced an immersive display ad format, frame-breaking ad, which gained traction from brand advertisers
- *Video Accounts* started showing in-feed ads to active users in July, and selling on a contract basis to brand advertisers

Media
- Video ad revenue increased sequentially due to stronger content release and positive seasonality in 2Q22, despite tough comparison in 1Q22 which benefitted from Beijing 2022 Winter Olympics
FinTech and Business Services

FinTech Services

- YoY revenue growth was slower than previous quarters as COVID-19 resurgence temporarily impacted commercial payment activities
- Commercial payment volume slowed to low single-digit growth in April and resumed to high-teens growth in June

Business Services

- Revenue declined slightly YoY mainly due to reduction in loss-making activities, in particular projects with high proportion of subcontracts. Internally developed products revenue grew sequentially. Hence, gross margin recovered QoQ on an improved revenue mix and reduced cost base
- TDSQL database: 1) contributed over 5% of our Cloud revenue, growing over 30% YoY; 2) increased on-premise deployments in key financial institutions; 3) upgraded cloud-native solution TDSQL-C to deliver a 2x performance at lower cost compared to traditional cloud databases
- Tencent Meeting launched a marketplace for plug-ins to enrich meeting experiences in different use cases, such as digital contracting, note-taking and customer management
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## Income Statement

<table>
<thead>
<tr>
<th></th>
<th>2Q2022</th>
<th>2Q2021</th>
<th>YoY</th>
<th>1Q2022</th>
<th>QoQ</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Revenue</strong></td>
<td>134.0</td>
<td>138.3</td>
<td>-3%</td>
<td>135.5</td>
<td>-1.1%</td>
</tr>
<tr>
<td><strong>COPS</strong></td>
<td>(76.1)</td>
<td>(75.6)</td>
<td>+0.9%</td>
<td>(78.4)</td>
<td>-3%</td>
</tr>
<tr>
<td><strong>Gross profit</strong></td>
<td>57.9</td>
<td>62.7</td>
<td>-8%</td>
<td>57.1</td>
<td>+1.4%</td>
</tr>
<tr>
<td><strong>Interest income</strong></td>
<td>1.9</td>
<td>1.6</td>
<td>+19%</td>
<td>1.7</td>
<td>+12%</td>
</tr>
<tr>
<td><strong>Other gains, net</strong></td>
<td>4.4</td>
<td>20.8</td>
<td>-79%</td>
<td>13.1</td>
<td>-66%</td>
</tr>
<tr>
<td><strong>Operating expenses</strong></td>
<td>(34.1)</td>
<td>(32.6)</td>
<td>+5%</td>
<td>(34.7)</td>
<td>-2%</td>
</tr>
<tr>
<td><strong>Operating profit</strong></td>
<td>30.1</td>
<td>52.5</td>
<td>-43%</td>
<td>37.2</td>
<td>-19%</td>
</tr>
<tr>
<td><strong>Finance costs, net</strong></td>
<td>(1.8)</td>
<td>(1.9)</td>
<td>-7%</td>
<td>(1.9)</td>
<td>-7%</td>
</tr>
<tr>
<td><strong>Share of profit/(loss) of associates &amp; JVs, net</strong></td>
<td>(4.5)</td>
<td>(3.9)</td>
<td>+16%</td>
<td>(6.3)</td>
<td>-29%</td>
</tr>
<tr>
<td><strong>Income tax expense</strong></td>
<td>(4.6)</td>
<td>(3.7)</td>
<td>+25%</td>
<td>(5.3)</td>
<td>-13%</td>
</tr>
<tr>
<td><strong>Net profit</strong></td>
<td>19.2</td>
<td>43.0</td>
<td>-55%</td>
<td>23.7</td>
<td>-19%</td>
</tr>
<tr>
<td><strong>Net profit attributable to equity holders</strong></td>
<td>18.6</td>
<td>42.6</td>
<td>-56%</td>
<td>23.4</td>
<td>-20%</td>
</tr>
<tr>
<td><strong>Diluted EPS in RMB</strong></td>
<td>1.915</td>
<td>4.387</td>
<td>-56%</td>
<td>2.404</td>
<td>-20%</td>
</tr>
<tr>
<td><strong>Non-IFRS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Operating Profit</strong></td>
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<td>42.8</td>
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<td>34.0</td>
<td>-17%</td>
<td>25.5</td>
<td>+10%</td>
</tr>
<tr>
<td><strong>Diluted EPS in RMB</strong></td>
<td>2.896</td>
<td>3.504</td>
<td>-17%</td>
<td>2.620</td>
<td>+11%</td>
</tr>
</tbody>
</table>
## Non-IFRS Adjustments

<table>
<thead>
<tr>
<th>In billion RMB</th>
<th>IFRS 2Q2022</th>
<th>SBC</th>
<th>Net (gains)/losses from investee companies¹</th>
<th>Amortisation of intangible assets</th>
<th>Impairment provisions/(reversals)²</th>
<th>SSV &amp; CPP³</th>
<th>Others³</th>
<th>Tax effect</th>
<th>Non-IFRS 2Q2022</th>
<th>YoY change</th>
<th>QoQ change</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Operating profit</strong></td>
<td>30.1</td>
<td>6.5</td>
<td>(5.5)</td>
<td>1.2</td>
<td>2.8</td>
<td>1.4</td>
<td>0.2</td>
<td>-</td>
<td>36.7</td>
<td>-14%</td>
<td>+0.4%</td>
</tr>
<tr>
<td><strong>Net profit</strong></td>
<td>19.2</td>
<td>8.4</td>
<td>(6.1)</td>
<td>3.0</td>
<td>3.2</td>
<td>1.4</td>
<td>0.2</td>
<td>(0.3)</td>
<td>29.0</td>
<td>-18%</td>
<td>+10%</td>
</tr>
<tr>
<td><strong>Net profit attributable to equity holders</strong></td>
<td>18.6</td>
<td>8.3</td>
<td>(6.0)</td>
<td>2.7</td>
<td>3.2</td>
<td>1.4</td>
<td>0.2</td>
<td>(0.3)</td>
<td>28.1</td>
<td>-17%</td>
<td>+10%</td>
</tr>
<tr>
<td><strong>Operating margin</strong></td>
<td>22.4%</td>
<td>27.4%</td>
<td>-3.6ppt</td>
<td>+0.4ppt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Net margin</strong></td>
<td>14.3%</td>
<td>21.6%</td>
<td>-3.8ppt</td>
<td>+2.2ppt</td>
<td></td>
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</tr>
</tbody>
</table>

**Note:**

1. Including net (gains)/losses on deemed disposals/disposals of investee companies, fair value changes arising from investee companies, and other expenses in relation to equity transactions of investee companies.

2. Impairment provisions/(reversals) for associates, joint ventures, goodwill and other intangible assets arising from acquisitions.

3. Mainly including donations and expenses incurred for the Group’s Sustainable Social Value & Common Prosperity Programme (excluding share-based compensation expenses)

4. Mainly including expenses incurred for regulatory fines in the Mainland of China and certain litigation settlements
# Gross Margins

<table>
<thead>
<tr>
<th>Overall Gross Margin (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>44.1 43.7 43.6 48.9 46.3 45.2 44.0 46.3 45.4 44.1 40.1 42.1 43.2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Value Added Services (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>52.6 51.8 50.1 59.0 53.7 52.6 51.5 55.1 52.9 53.0 48.7 50.4 50.6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Online Advertising (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>48.6 48.8 54.3 49.2 51.4 50.9 53.3 45.1 48.8 46.4 42.7 36.7 40.6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FinTech and Business Services (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>24.0 27.7 28.1 27.9 28.9 27.9 28.5 32.3 32.0 28.5 27.1 31.6 33.3</td>
</tr>
</tbody>
</table>
Operating Expenses

S&M in billion RMB

-21% YoY
-2% QoQ

10.0 7.9 8.1 7.9

2Q21 2Q22 1Q22 2Q22

R&D in billion RMB

+17% YoY
-2% QoQ

12.8 15.0 15.4 15.0

2Q21 2Q22 1Q22 2Q22

G&A (excl. R&D) in billion RMB

+14% YoY
-0.6% QoQ

9.8 11.2 11.3 11.2

2Q21 2Q22 1Q22 2Q22

Non-IFRS

-22% YoY
-2% QoQ

Non-IFRS

+16% YoY
+0.3% QoQ

Non-IFRS

+23% YoY
+10% QoQ

23
Non-IFRS Margin Ratios

Non-IFRS Operating Margin (%)

Non-IFRS Net Margin (%)

2Q19 3Q19 4Q19 1Q20 2Q20 3Q20 4Q20 1Q21 2Q21 3Q21 4Q21 1Q22 2Q22
## CAPEX, FCF and Cash Position

<table>
<thead>
<tr>
<th></th>
<th>2Q2022</th>
<th>2Q2021</th>
<th>YoY</th>
<th>1Q2022</th>
<th>QoQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating CAPEX</td>
<td>2.1</td>
<td>5.9</td>
<td>-65%</td>
<td>5.2</td>
<td>-60%</td>
</tr>
<tr>
<td>Non-operating CAPEX</td>
<td>0.9</td>
<td>1.0</td>
<td>-8%</td>
<td>1.8</td>
<td>-46%</td>
</tr>
<tr>
<td><strong>Total CAPEX</strong></td>
<td>3.0</td>
<td>6.9</td>
<td>-57%</td>
<td>7.0</td>
<td>-57%</td>
</tr>
<tr>
<td>Operating Cash Flow</td>
<td>35.7</td>
<td>32.0</td>
<td>+12%</td>
<td>33.8</td>
<td>+6%</td>
</tr>
<tr>
<td>Less: CAPEX Paid</td>
<td>(5.6)</td>
<td>(7.1)</td>
<td>-22%</td>
<td>(8.2)</td>
<td>-32%</td>
</tr>
<tr>
<td>Payments for media content</td>
<td>(5.8)</td>
<td>(6.4)</td>
<td>-9%</td>
<td>(8.9)</td>
<td>-34%</td>
</tr>
<tr>
<td>Payments for lease liabilities</td>
<td>(1.8)</td>
<td>(1.2)</td>
<td>+53%</td>
<td>(1.5)</td>
<td>+24%</td>
</tr>
<tr>
<td><strong>Free Cash Flow</strong></td>
<td>22.5</td>
<td>17.3</td>
<td>+30%</td>
<td>15.2</td>
<td>+47%</td>
</tr>
<tr>
<td>Total Cash</td>
<td>315.9</td>
<td>255.2</td>
<td>+24%</td>
<td>304.1</td>
<td>+4%</td>
</tr>
<tr>
<td>Less: Total Debt</td>
<td>(336.3)</td>
<td>(276.2)</td>
<td>+22%</td>
<td>(315.1)</td>
<td>+7%</td>
</tr>
<tr>
<td><strong>Net (Debt)/Cash</strong></td>
<td>(20.4)</td>
<td>(21.0)</td>
<td>-3%</td>
<td>(11.0)</td>
<td>+85%</td>
</tr>
</tbody>
</table>

- Repurchased approximately 9.7 million shares with an aggregated cost of RMB3.1 billion during 2Q22
- Paid cash dividend of RMB13 billion during 2Q22
- As at 30 Jun 2022, the fair value of our shareholdings\(^1\) in listed investee companies (excluding subsidiaries) was approximately RMB602 billion (USD90 billion)

Note: 1. Including those held via special purpose vehicles, on an attributable basis.
1. Overview
2. Strategy Review
3. Business Review
4. Financial Review
5. Q&A
Tencent Holdings Limited

2022 Second Quarter Results Presentation

Thank you!

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