AGENDA

1. 1H 2020 HIGHLIGHTS
   - Min-Liang Tan – Co-founder and CEO

2. 1H 2020 RAZER FINTECH
   - Limeng Lee – CSO

3. 1H 2020 FINANCIAL PERFORMANCE
   - Chong Neng Tan – CFO

4. FY 2020 OUTLOOK
   - Min-Liang Tan – Co-founder and CEO
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1H 2020 HIGHLIGHTS

MIN-LIANG TAN
CO-FOUNDER AND CEO
1H 2020: KEY HIGHLIGHTS

Record high revenue of US$447.5M with 25.3% YoY growth, beating expectations driven by dominant brand position, user base expansion and stay-at-home trends

Gross Profit Margin improved to 22.0%, contributed primarily by increased Services contribution which offset the increase in freight costs to facilitate surges in demand for our products

Positive Adjusted EBITDA* of US$3.2M, beating expectations fuelled by exceptional revenue growth and continued improvements in cost efficiency

Cashflow from operating activities turned positive to US$66.0M, with operating profit growth and strong working capital management leading to record cash conversion cycles

Cash Balance of over US$500M with no debt, an incredibly strong balance sheet to weather the uncertainties of the pandemic environment

*Adjusted EBITDA as loss from operations added back with depreciation and amortisation, share-based compensation expense, restructuring expense, and merger and acquisitions expense.
RECORD HIGH REVENUE BEATING EXPECTATIONS DUE TO STAY-AT-HOME TRENDS

**NET REVENUE**

(US$ M)

<table>
<thead>
<tr>
<th></th>
<th>1H 2018</th>
<th>1H 2019</th>
<th>1H 2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>+25.3% YoY</td>
<td>274.2</td>
<td>357.2</td>
<td>447.5</td>
</tr>
</tbody>
</table>

- Strong growth across entire Peripherals portfolio, maintaining market-leading position.
- Strong double-digit percentage YoY growth for Systems in May and June when the new Blade laptop series launched.
GROSS PROFIT MARGIN IMPROVEMENT

GROSS PROFIT MARGIN

Phenomenal growth in Services business, gross profit contribution to the group grew to ~30%

Increase in logistics costs to facilitate surges in demand
BEATING EXPECTATIONS TO ACHIEVE
POSITIVE ADJUSTED EBITDA*

(US$ M)

1H 2018  1H 2019  1H 2020
-22.5  -20.6  3.2

*Adjusted EBITDA as loss from operations added back with depreciation and amortisation, share-based compensation expense, restructuring expense, and merger and acquisitions expense.
POSITIVE OPERATING CASHFLOW AND RECORD CASH CONVERSION CYCLES

CASHFLOW FROM OPERATING ACTIVITIES

<table>
<thead>
<tr>
<th></th>
<th>FY2017</th>
<th>FY2018</th>
<th>FY2019</th>
<th>1H 2018</th>
<th>1H 2019</th>
<th>1H 2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>(US$ M)</td>
<td>-20.1</td>
<td>-38.4</td>
<td>-38.5</td>
<td>-33.8</td>
<td>-54.5</td>
<td>66.0</td>
</tr>
</tbody>
</table>

CASH CONVERSION CYCLE

<table>
<thead>
<tr>
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<th></th>
<th></th>
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</tr>
</thead>
<tbody>
<tr>
<td>(Days)</td>
<td>(33)</td>
<td>(39)</td>
<td>(55)</td>
<td>(26)</td>
<td>(51)</td>
<td>(72)</td>
</tr>
</tbody>
</table>

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US$0 DEBT WITH OVER US$500M IN CASH

INCREDIALLY STRONG BALANCE SHEET TO WEATHER THE UNCERTAINTIES OF THE PANDEMIC ENVIRONMENT
THE RAZER ECOSYSTEM:
AND HOW IT GREW IN 1H 2020
COVID-19 PANDEMIC FUELLING GROWTH IN GAMING

Record surge in gaming activity

82% of gamers spent more money on gaming

80% increase in total hours streamed on Twitch

75% increase in gaming traffic during peak hours

Source: https://www.weforum.org/agenda/2020/05/covid-19-taking-gaming-and-esports-next-level/
https://venturebeat.com/2020/05/01/niko-partners-how-the-pandemic-affected-games-in-china/
https://blog.streamlabs.com/streamlabs-stream-hatchet-q2-2020-live-streaming-industry-report-44298e0d15bc
THE WORLD’S LARGEST INTEGRATED GAMER ECOSYSTEM

SOFTWARE

OVER
2B GAMERS
WORLDWIDE

HARDWARE

SERVICES
THE RAZER ECOSYSTEM: HARDWARE
SOLID REVENUE GROWTH FOR HARDWARE

+26.0% YoY

<table>
<thead>
<tr>
<th>Year</th>
<th>Net Revenue (US$ M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1H 2018</td>
<td>240.7</td>
</tr>
<tr>
<td>1H 2019</td>
<td>303.7</td>
</tr>
<tr>
<td>1H 2020</td>
<td>382.7</td>
</tr>
</tbody>
</table>
DOMINANT LEADER IN GAMING HARDWARE

#1 MARKET SHARE

GAMING PERIPHERALS¹ AND PREMIUM GAMING LAPTOPS²

¹ The NPD Group Inc. U.S. Retail Tracking Services. Mice, Keyboards, Headset, Gaming Designed, Based on dollar sales, January 2020-June 2020 combined
² The NPD Group Inc. U.S. Retail Tracking Services, 15” Laptop at US$1,800 and above, Gaming Designed, Based on dollar sales, January 2020-June 2020 combined
THE RAZER ECOSYSTEM: SOFTWARE
ACCELERATION IN USER BASE EXPANSION

BOOSTED BY INCREASED GAMING, ESPORTS AND LIVESTREAMING ACTIVITIES

TOTAL USERS

+42.8% YoY

~70M

~80M

~100M

MAU*

~45%+ YoY

1H 2020

* Monthly Active Users
THE RAZER ECOSYSTEM: SERVICES
PHENOMENAL GROWTH OF SERVICES BUSINESS
DRIVEN BY SURGES IN RAZER GOLD USAGE AND RAZER FINTECH B2B ACTIVITY

SERVICES NET REVENUE

(US$ M)

+79.3% YoY

1H 2018: 17.0
1H 2019: 35.7
1H 2020: 64.0
SERVICES BUSINESS AS MARGIN ACCRETIVE BUSINESS

INCREASED GROSS PROFIT CONTRIBUTION TO THE GROUP OF \(\sim 30\%\)

GROSS PROFIT CONTRIBUTION TO THE GROUP

<table>
<thead>
<tr>
<th>Year</th>
<th>GPM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1H 2018</td>
<td>14%</td>
</tr>
<tr>
<td>1H 2019</td>
<td>20%</td>
</tr>
<tr>
<td>1H 2020</td>
<td>(\sim 30%)</td>
</tr>
</tbody>
</table>

GPM 45.9\%
1H 2020
RAZER GOLD - A CHOICE PARTNER FOR PLATFORM PARTNERS

- Over 4.0M channel touch points across 130+ countries
- Total Payment Volume ("TPV") increased by 125.9% YoY, with TPV hit new records for content partners
- 3-fold increase in transaction volume for high ARPU users in 1H 2020
ONBOARDED NEW POPULAR CONTENT WITH RAZER GOLD

NEW POPULAR GAMES

OTHER NEW CONTENT

OVER 33,000 DIGITAL ENTERTAINMENT TITLES ONBOARD RAZER GOLD
1H 2020 RAZER FINTECH

LIMENG LEE
CEO RAZER FINTECH
ROBUST GROWTH IN 1H 2020
DRIVEN BY NEW MERCHANTS ONBOARDING AND SURGES IN ONLINE SHOPPING AND DIGITAL ENTERTAINMENT CONSUMPTION

RAZER FINTECH TPV

CAGR +55.2%

+114.3% YoY

869 1,409 2,094 828 1,774

FY2017 FY2018 FY2019 1H 2019 1H 2020
RAZER YOUTH BANK VISION
TO REDEFINE BANKING FOR THE YOUTH AND MILLENNIALS WORLDWIDE

Global Youth Brand
Razer’s brand authenticity attracts, retains and creates trust with youth and millennials

Global Reach
Extensive global reach with 16 offices worldwide and 100 million users globally

Deep Understanding of the Youth
Leverage on Razer’s keen understanding of the youth psyche and daily needs to tailor and customize products and services, while relying on the youth as ambassadors

Best-In-Class Partners
Leverage on Razer’s partnerships with subject-matter experts to design and create innovative financial solutions

Extensive Technology and Fintech Expertise
Tap on Razer’s track record of innovation and fintech businesses, coupled with unique gaming and lifestyle datasets, to deliver exceptional user experiences, while fulfilling Singapore’s open banking aspirations
CREATING A GLOBAL YOUTH BANK
REDEFINING BANKING FOR THE YOUTH AND MILLENNIALS GLOBALLY

PENDING SINGAPORE DIGITAL BANK LICENSE APPLICATION DECISION
CURRENTLY EXPLORING DIGITAL BANK LICENSES IN OTHER JURISDICTIONS
1H 2020
FINANCIAL PERFORMANCE

CHONG NENG TAN
CFO
NET REVENUE
STRONG, BROAD-BASED GROWTH ACROSS ALL BUSINESS SEGMENTS

CAGR
+27.9%

REVENUE BY SEGMENT

(US$ M)

FY2017  FY2018  FY2019  1H 2018  1H 2019  1H 2020

517.9  615.5  820.8  274.2  357.2  447.5

31.6  49.6  77.0  16.5  17.7  0.9

10.6  10.6  29.8  17.0  17.7  0.9

475.7  615.5  714.0  240.7  303.7  382.7

Hardware*
Software & Services
Others

* Hardware includes Peripherals and Systems

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GROSS PROFIT
DRIVEN BY STRONG REVENUE GROWTH AND MARGIN IMPROVEMENT

<table>
<thead>
<tr>
<th>Year</th>
<th>GPM</th>
<th>Gross Profit (US$ M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY2017</td>
<td>29.2%</td>
<td>151.0</td>
</tr>
<tr>
<td>FY2018</td>
<td>23.9%</td>
<td>170.1</td>
</tr>
<tr>
<td>FY2019</td>
<td>20.5%</td>
<td>168.1</td>
</tr>
<tr>
<td>1H 2018</td>
<td>29.0%</td>
<td>79.4</td>
</tr>
<tr>
<td>1H 2019</td>
<td>21.2%</td>
<td>75.7</td>
</tr>
<tr>
<td>1H 2020</td>
<td>22.0%</td>
<td>98.5</td>
</tr>
</tbody>
</table>

1H 2020 GPM improvement:
- Increased revenue contribution from Services business
- Partially offset by increase in freight costs to facilitate surges in demand for our products
OPERATING EXPENSES
ADJUSTED OPEX AS % OF NET REVENUE IMPROVED BY 650BPS

[Graph showing the trend of operating expenses as a percentage of net revenue from FY2017 to 1H 2020, with a notable decrease in expenses from 34.8% to 23.9%.]

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POSITIVE ADJUSTED EBITDA* IN 1H 2020
BEAT EXPECTATIONS ON EXCEPTIONAL REVENUE GROWTH AND OPERATING LEVERAGE

<table>
<thead>
<tr>
<th>Year</th>
<th>Adjusted EBITDA (US$ M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY2017</td>
<td>-13.8</td>
</tr>
<tr>
<td>FY2018</td>
<td>-46.9</td>
</tr>
<tr>
<td>FY2019</td>
<td>-29.4</td>
</tr>
<tr>
<td>1H 2018</td>
<td>-22.5</td>
</tr>
<tr>
<td>1H 2019</td>
<td>-20.6</td>
</tr>
<tr>
<td>1H 2020</td>
<td>3.2</td>
</tr>
</tbody>
</table>

*Adjusted EBITDA as loss from operations added back with depreciation and amortisation, share-based compensation expense, restructuring expense, and merger and acquisitions expense.

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### STRONG WORKING CAPITAL AND CASH BALANCE
ONE OF THE STRONGEST IN THE INDUSTRY

#### WORKING CAPITAL CYCLE

| Days Inventory Outstanding\(^1\) |
|-----------------------------|------------------|------------------|------------------|------------------|
| 34                          | 37               | 40               | 36               | 45               | 44               |

| Trade Receivables Turnover Days\(^2\) |
|--------------------------------------|------------------|------------------|------------------|------------------|
| 69                                    | 67               | 69               | 66               | 68               | 71               |

| Trade Payables Turnover Days\(^3\) |
|-----------------------------------|------------------|------------------|------------------|------------------|
| 136                                | 143              | 164              | 128              | 164              | 187              |

| Cash Conversion Cycle\(^4\) |
|------------------------------|------------------|------------------|------------------|------------------|
| (33)                         | (39)             | (55)             | (26)             | (51)             | (72)             |

#### US$0 DEBT WITH US$585.9M IN CASH

Notes:
1. Days inventory outstanding equals the average of the opening and closing inventory balances divided by the cost of sales for the period and multiplied by the number of days in the period.
2. Trade receivables turnover days equals the average of trade receivables divided by the total revenue for the period and multiplied by the number of days in the period.
3. Trade payables turnover days equals the average of trade payables divided by the total cost of sales for the period and multiplied by the number of days in the period.
4. Cash conversion cycle for a period equals days inventory outstanding plus trade receivables turnover days less trade payables turnover days.
FY 2020 OUTLOOK

MIN-LIANG TAN
CO-FOUNDER AND CEO
FY 2020 OUTLOOK: KEY TAKEAWAYS & EXPECTATIONS

Razer ecosystem is expected to continue to grow with sustained market share leadership in Hardware, exponential growth in Software user metrics and phenomenal growth of Services

Continued outsized revenue growth, driven by Hardware new product introductions in 2H 2020, growing Services revenues supported by ongoing growth momentum from stay-at-home trends

Continued improvements of GPM due to improving Hardware margins and high margin Services growing as part of the revenue mix of the Razer ecosystem

Continued improvement in bottom-line, having achieved positive Adjusted EBITDA* in 1H 2020, the company expects the exceptional revenue growth to continue to drive the bottom-line

Supported with a robust balance sheet with over US$500M cash and no debt, will continue with R&D investments in new Hardware categories and development of new Services, continued share buybacks and investment/M&A activities

*Adjusted EBITDA as loss from operations added back with depreciation and amortisation, share-based compensation expense, restructuring expense, and merger and acquisitions expense.
Q & A