



For immediate release

RAZER ANNOUNCES INTENTION TO ACQUIRE MOL GLOBAL, INC.

Proposed acquisition creates one of the world's largest virtual credits platforms for gamers; Razer to operate one of the largest e-payment networks in Southeast Asia; and allows Razer to significantly scale up its current business in Southeast Asia

(HONG KONG, 23 April 2018) - Razer™ (HKEX stock code: 1337) today announces its intention to fully acquire MOL Global, Inc. ("MOL Global") through the acquisition of approximately 65.1% of MOL Global's issued share capital for a cash consideration of approximately US\$61M (HK\$480M), representing the remaining shares in MOL Global not already owned by Razer, by way of a proposed statutory merger ("Merger"). Upon the completion of the Merger, MOL Global will become a wholly-owned subsidiary of Razer.

While the proposed Merger is subject to the approval of MOL Global's shareholders, Razer has already obtained irrevocable undertakings from other major shareholders to vote in favour of the Merger which will, in combination with Razer's current 34.9% stake, be sufficient to approve the Merger.

"This acquisition will combine Razer's zGold and MOL Global's MOLPoints virtual credits, creating one of the largest virtual credits platforms for gamers in the world," said Min-Liang Tan, co-founder and CEO of Razer. "Southeast Asia represents one of the highest GDP growth regions with one of the youngest demographics in the world. Additionally, given that MOL Global already runs one of the largest e-payments networks in Southeast Asia, the integration of MOL Global's businesses represents an exciting new business segment with boundless potential that Razer can extend into. Over and above, we will be able to leverage on MOL Global's leading technologies, as well as its massive network of content, customers and partners built over 17 years, and extend our existing businesses by capturing the fast-growing Southeast Asia region for Razer."

Creating one of the largest virtual credits platforms for gamers in the world

Given the low credit card penetration in Southeast Asia, MOL Global's unique offline-to-online payment model, with approximately 1 million offline payment points, already makes it the largest virtual credits platform for gamers in the region. This has enabled world-leading games companies such as Sony PlayStation Store SEA, Facebook Gameroom, Nexon and Wargaming to monetize their games and digital content in Southeast Asia.

Upon the completion of the Merger, Razer's current zGold virtual credits business will be combined with MOL Global's MOLPoints virtual credits business, creating one of the world's largest virtual credits platforms for gamers under a single entity.

This will significantly accelerate and scale up the Services category within Razer's gamer-focused ecosystem, allowing games and media companies to continue to further monetize their games and content worldwide on a singular platform which will benefit from the combined economies of scale.



One of the largest e-payment networks in Southeast Asia

MOL Global currently operates one of the largest e-payment networks in Southeast Asia, with its online payment gateway already utilised by some of the most prominent and fastest-growing companies such as Lazada, Grab and UNIQLO. MOL Global handled over US\$1.1 billion of total payment value in 2017 through its e-payment network.

The proposed acquisition provides a springboard for Razer's entry and accelerated growth in the new business category of e-payments, which will be complementary and accretive to Razer's current business.

Expansion of Razer's current business in Southeast Asia

Southeast Asia is a region with one of the fastest GDP growth and youngest demographics in the world, and Razer seeks to seize the exciting market potential through ramping up its investments in Southeast Asia, with the integration of MOL Global as the first of many to come. With the proposed acquisition, Razer will be able to leverage on MOL Global's leading technologies, build on MOL Global's extensive Southeast Asia presence and network, to extend and accelerate the growth of its existing ecosystem of hardware, software and services rapidly in the region, and capitalize on the robust growth of Southeast Asia.

About Razer

Razer™ is the world's leading lifestyle brand for gamers.

The triple-headed snake trademark of Razer is one of the most recognized logos in the global gaming and esports communities. With a fan base that spans every continent, the company has designed and built the world's largest gamer-focused ecosystem of hardware, software and services.

Razer's award-winning hardware includes high-performance gaming peripherals, Blade gaming laptops and the acclaimed Razer Phone.

Razer's software platform, with over 40 million users, includes Razer Synapse (an Internet of Things platform), Razer Chroma (a proprietary RGB lighting technology system), and Razer Cortex (a game optimizer and launcher).

Razer services include Razer zGold, one of the world's largest virtual credit services for gamers, which allows gamers to purchase virtual goods and items from over 2,500 different games.

Founded in 2005 and dual-headquartered in San Francisco and Singapore, Razer has nine offices worldwide and is recognized as the leading brand for gamers in the USA, Europe and China. Razer is listed on the Hong Kong Stock Exchange (Stock Code: 1337).



About MOL Global, Inc.

MOL Global is a leading e-payment enabler for online goods and services in emerging and developed markets. MOL Global operates a payments platform that connects consumers with digital content providers, telecommunications service providers and online merchants by providing a vast network of distribution channels that accepts cash and online payment methods. Its physical distribution network comprises approximately 1 million locations in 11 countries/ regions.

MOL Global also has mobile payment channels, electronic distribution channels that accepts major credit cards and online banking from more than 100 banks. MOL Global's diverse products and services include the MOLPoints, an online micropayment system which sells payment credits that can be used to purchase online game credits and digital content; MOLReloads, a distribution network that distributes prepaid mobile airtime and digital content; MOLPay, a payments solution for online merchants; Gift Cards, a perfect gift for any occasion; One2pay, a mobile wallet app and MMOG.asia, an online games portal.

For more information, please visit <http://molglobal.mol.com/>

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Razer - For Gamers. By Gamers.™

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