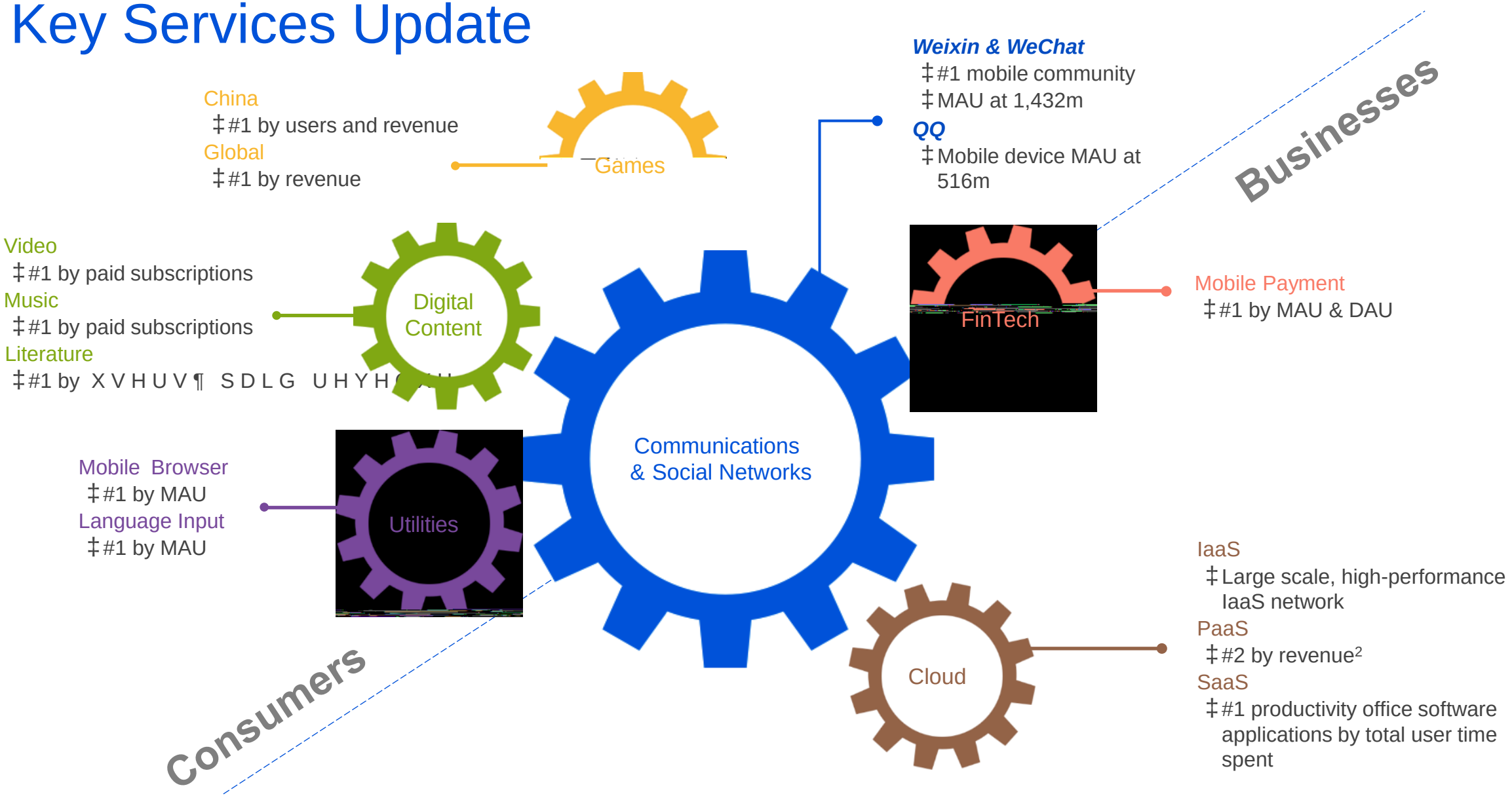
Financial Highlights

In billion RMB	1Q2026	1Q2025	***YoY***	4Q2025	***QoQ***
Total Revenue	196.5	180.0	***+9%***	194.4	***+1%***
Value-added Services	96.1	92.1	*+4%*	89.9	*+7%*
Social Networks	31.9	32.6	*-2%*	30.6	*+4%*
Domestic Games[1]	45.4	42.9	*+6%*	38.2	*+19%*
International Games	18.8	16.6	*+13%*	21.1	*-11%*
Marketing Services	38.2	31.9	*+20%*	41.1	*-7%*
FinTech and Business Services	59.9	54.9	*+9%*	60.8	*-2%*
Others	2.3	1.1	*+103%*	2.6	*-9%*
Gross Profit	111.3	100.5	***+11%***	108.3	***+3%***
Non-IFRS					
Operating Profit excl. New AI Products [2]	84.4	71.9	***+17%***	76.5	***+10%***
Operating Profit	75.6	69.3	***+9%***	69.5	***+9%***
Operating Margin	38.5%	38.5%	*stable*	35.8%	*+2.7ppt*
Net Profit Attributable to Equity Holders	67.9	61.3	***+11%***	64.7	***+5%***

1. Domestic Games refers to our games business in the PRC excluding the Hong Kong Special Administrative Region, the Macao Special Administrative Region and Taiwan
2. Excludes revenues, costs and expenses for new AI products (*Hy*, *Yuanbao*, *CodeBuddy*, *WorkBuddy*, and *QClaw*)

Key Services Update



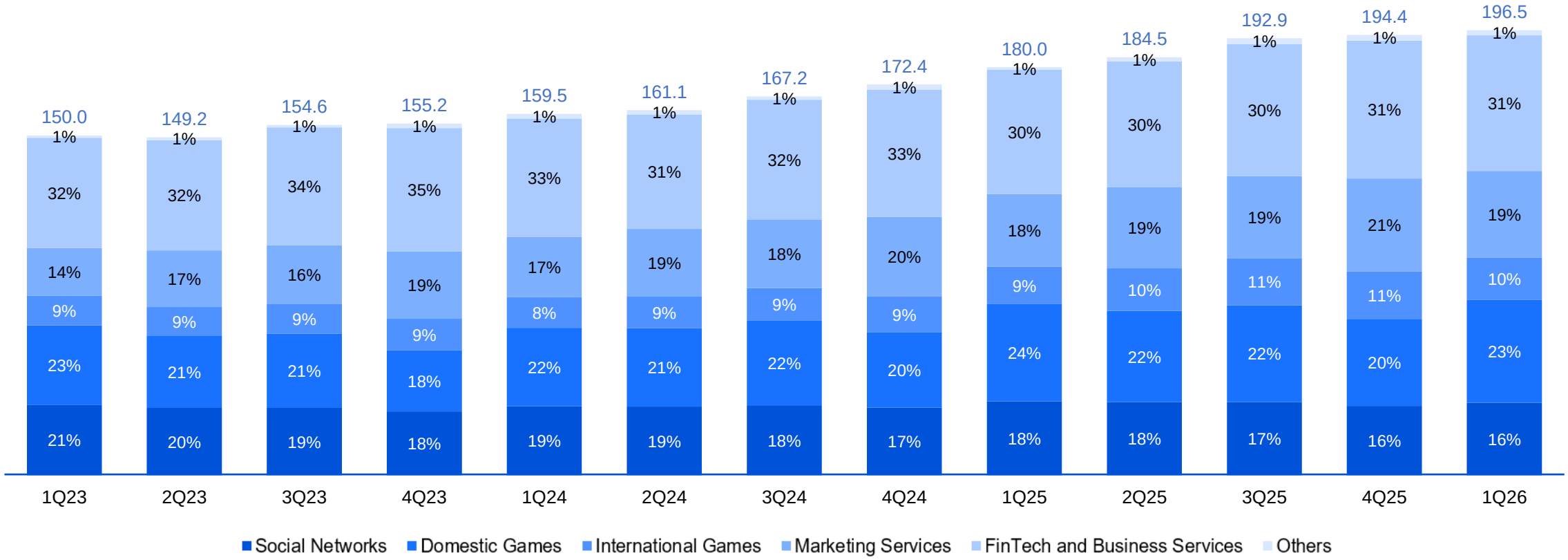
1. All rankings above refer to China market, unless otherwise stated. Company data and QuestMobile, 1Q26
2. IDC Quarterly Public Cloud Services Tracker, 4Q25

Revenue

Revenue Growth (YoY %)

1Q23	2Q23	3Q23	4Q23	1Q24	2Q24	3Q24	4Q24	1Q25	2Q25	3Q25	4Q25	1Q26
+11%	+11%	+10%	+7%	+6%	+8%	+8%	+11%	+13%	+15%	+15%	+13%	+9%

Revenue by Segment (billion RMB)

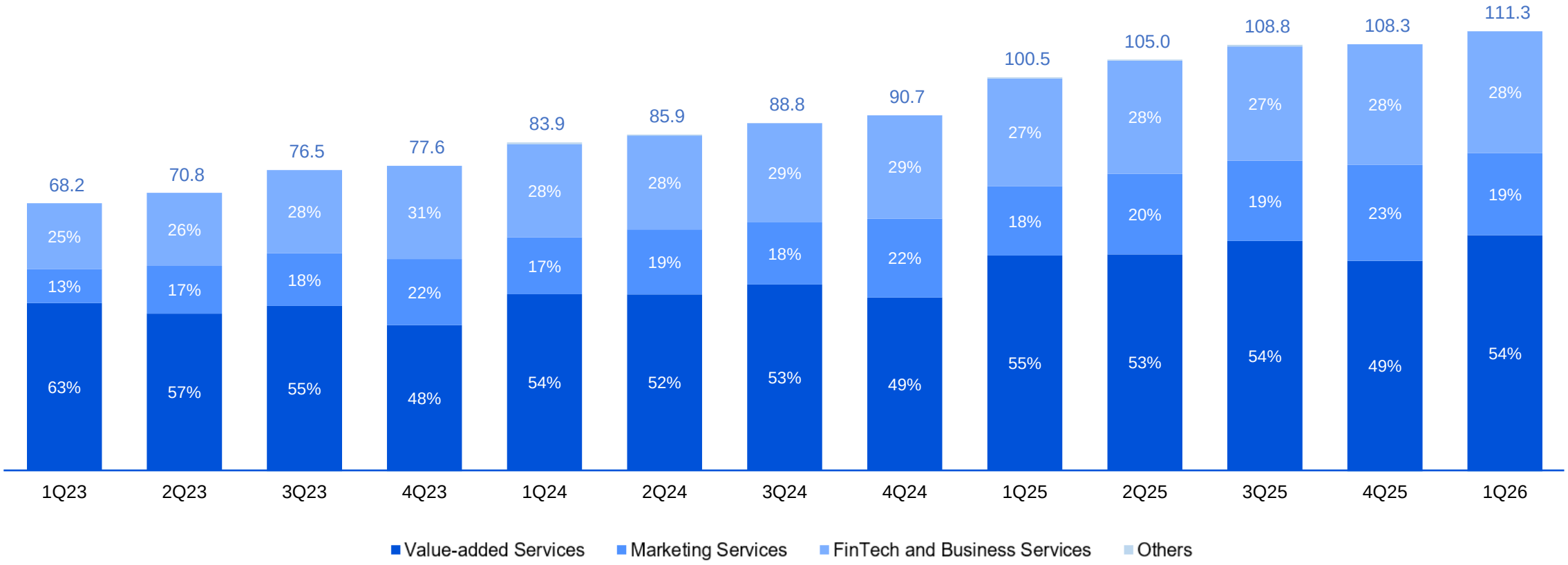


Gross Profit

Gross Profit Growth (YoY %)

1Q23	2Q23	3Q23	4Q23	1Q24	2Q24	3Q24	4Q24	1Q25	2Q25	3Q25	4Q25	1Q26
+19%	+22%	+23%	+25%	+23%	+21%	+16%	+17%	+20%	+22%	+22%	+19%	+11%

Gross Profit by Segment (billion RMB)



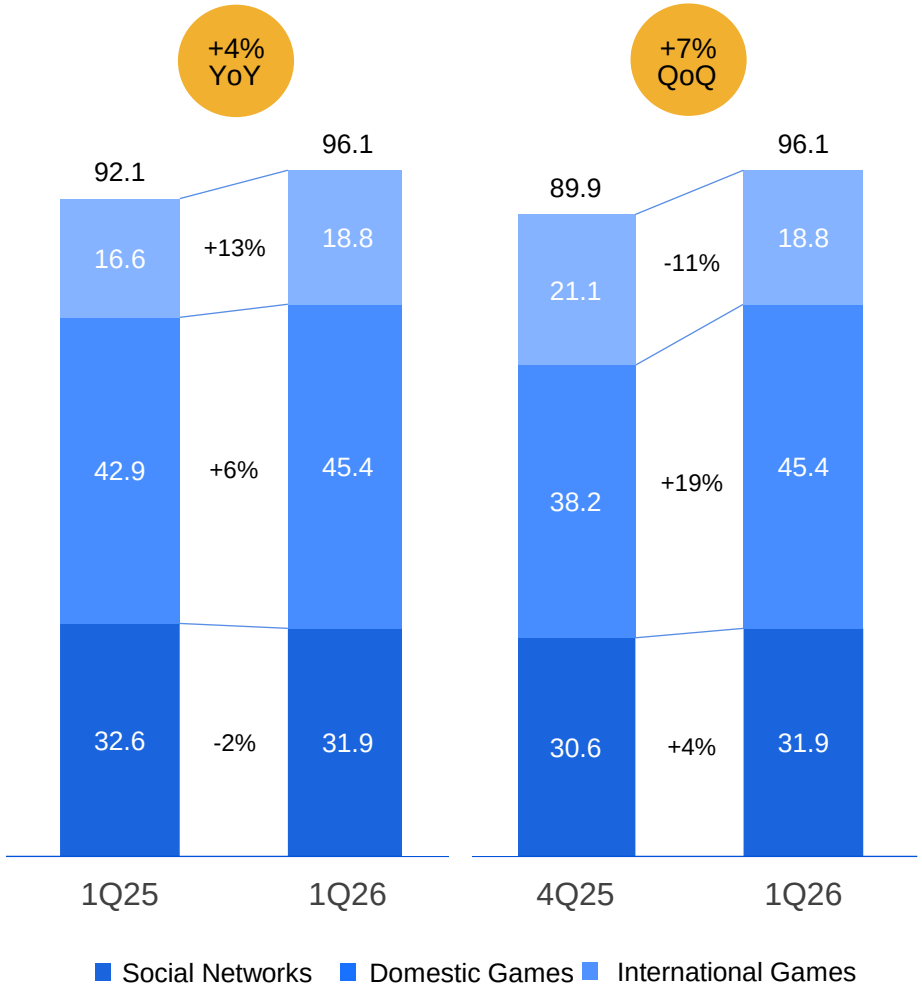
Hy LLM: significant progress but just the first step

Comprehensively revamped system for building models

- Completely rebuilt foundation model team with LLM-native researchers and engineers over last 6 months; new team is young, energetic, and cohesive
- Comprehensively re-

Value-added Services

In billion RMB



Social Networks

‡ Revenue was down 2% YoY, reflecting decreased revenue from app-based games item sales arising from late Spring Festival

‡ Long-form video subscription revenue decreased 2% YoY due to fewer scheduled releases of exclusive top-tier drama series. We cemented leadership in animated series, with eight of our self-commissioned titles ranked among top 10 industry-wide[1] in 1Q26. Music subscription revenue increased 7% YoY, driven by growth in ARPU and subscribers

Domestic Games

‡ Gross receipts grew at teens % rate YoY due primarily to *Delta Force, Peacekeeper Elite, HoK* and *VALORANT MOBILE*

‡ However, revenue growth of 6% YoY lagged gross receipt growth, as later timing of 2026 Spring Festival shifted more revenue recognition to future periods

International Games

‡ Revenue increased 13% YoY, mainly driven by *Clash Royale*, *Wuthering Waves*, and *VALORANT PC*

1. Source: Enlightent, by video views across all long-form video platforms in China for 1Q26

Communications & Social Networks

Increasingly vibrant ***Mini Shops*** transaction ecosystem

- Branded products – Introduced brand incentives including preferential take rates, product subsidies, and prioritised recommendations. Brand merchants' GMV more than tripled YoY in 1Q26, particularly in key categories such as FMCG and beauty
- Coupon Sharing – Introduced a feature, allowing frequent buyers to share discount coupons with friends via chats, and driving higher sales conversion
- Creator matchmaking tool – Upgraded matchmaking mechanism to facilitate more efficient direct creator-to-merchant outreach for promoting relevant *Mini Shops* products in *Video Accounts* and *Official Accounts*

Strengthened AI capabilities

- Control AI agents – Enabled *Weixin* and *QQ* to act as communication interfaces to orchestrate AI agents from mobile for complicated task execution on PC and cloud
- ***Video Accounts*** – Scaled up parameters and enhanced algorithm for content recommendation model, enabling deeper understanding of user interests to recommend more personalised and relevant content. Total time spent on *Video Accounts* grew over 20% YoY in 1Q26
- ***Mini Programs*** – Upgraded developer toolkit architecture, so users can better leverage AI plug-ins (e.g., *CodeBuddy)* to create and debug mini programs more efficiently. Over time, mini program code can evolve into tools for AI agents to use within *Weixin*
- ***Weixin Search*** – Total query volume increased over 25% YoY, benefitting from LLM-powered ranking and broader AI search coverage

Domestic Games

Evergreen games set new records

- ***HoK*** ±gross receipts achieved lifetime high in 1Q26 fueled by 1) top-tier outfits inspired by Chinese ink-paintings and by culture of ancient Silk Road; 2) targeted marketing programs to address various player segments
- ***Peacekeeper Elite*** ±peak DAU achieved lifetime high of 90 million and gross receipts increased by over 30% YoY in 1Q26 due to 1) expansion of gameplay including new class-based extraction mode and ever-evolving UGC platform; 2) successful IP collaborations with Ferrari and Douluo Continent
- ***Delta Force*** ±average DAU and gross receipts achieved lifetime highs in 1Q26, benefitting from 1) 9 \ U R Q f$ Y Cosmic Guardian skin; 2) Morphosis season featuring revamped Space City map; 3) cross-over promotions with celebrities and brands for Spring Festival

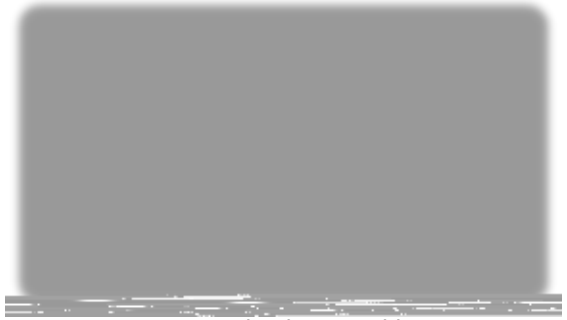
New games achieved breakout success

- ***VALORANT MOBILE*** ±consistently ranked among top 10 mobile games industry-wide since launch[1]; released distinctive high-quality weapon items
- ***Roco Kingdom: World*** ±creature-collecting open world RPG built on our classic web game IP, featuring hundreds of unique creatures and rich social interactions. In its first month, the game sustained over 13 million average DAU across PC and mobile, and ranked among top 10 mobile games by gross receipts[2]

We are leveraging AI to accelerate 3D asset production and animation, enrich player experiences with smarter NPCs, and deliver better graphics via advanced rendering techniques

HoK

Peacekeeper Elite


Roco Kingdom: World

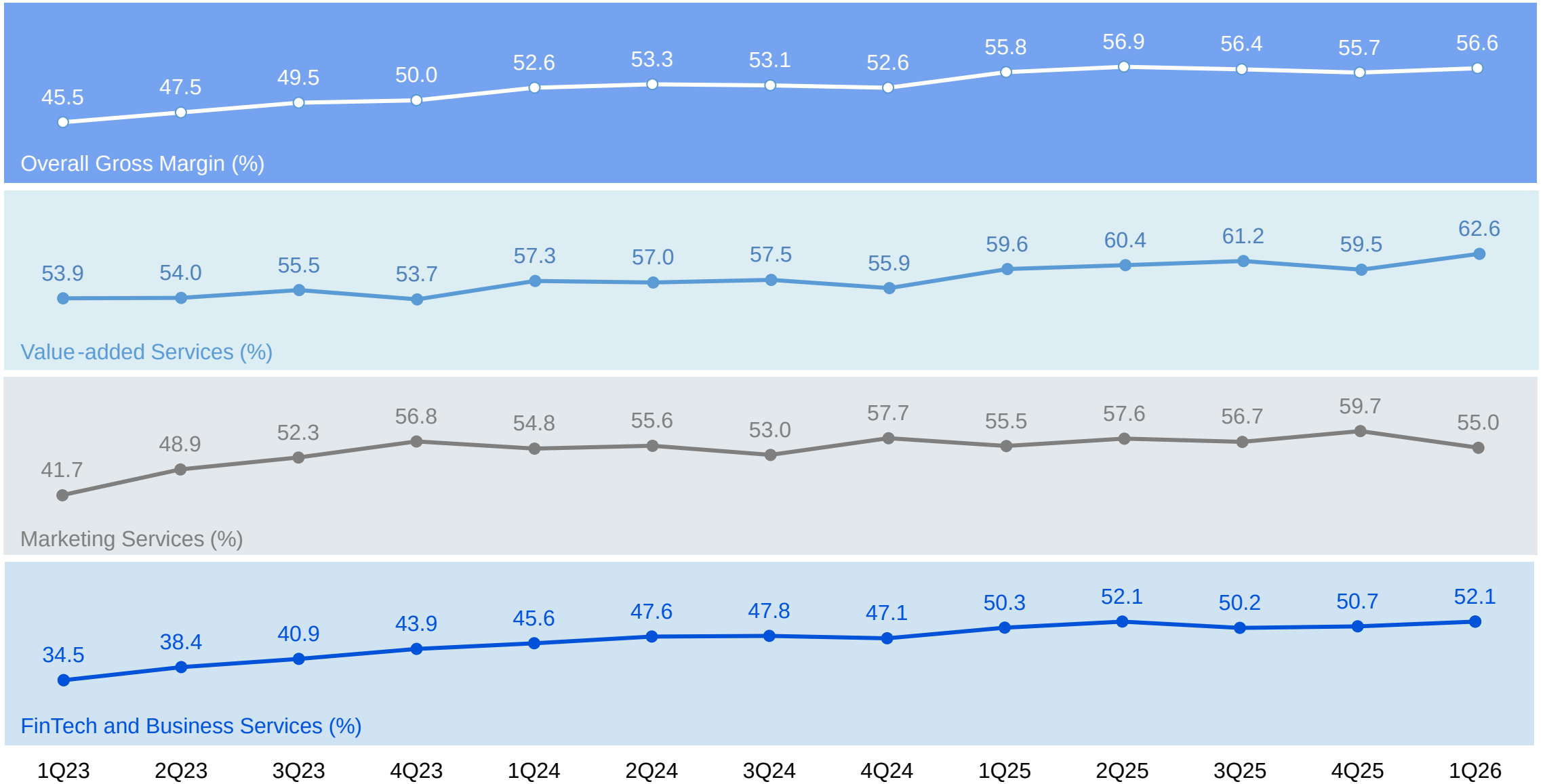
1. Source: by monthly gross receipts according to Sensor Tower; launched in Aug 2025
2. Source: according to Sensor Tower, for March 26 - April 26, 2026

Income Statement

In billion RMB	1Q2026	1Q2025	***YoY***	4Q2025	***QoQ***
Revenue	196.5	180.0	***+9%***	194.4	***+1%***
Gross profit	111.3	100.5	***+11%***	108.3	***+3%***
Operating expenses	(45.2)	(41.5)	*+9%*	(49.3)	*-8%*
Other gains (losses), net	1.3	(1.4)	*NA*	1.3	*-5%*
Operating profit	67.4	57.6	***+17%***	60.3	***+12%***
Net gains from investments and others	1.9	1.4	*+37%*	3.3	*-42%*
Interest income	4.0	3.7	*+7%*	4.8	*-16%*
Finance costs	(3.0)	(3.9)	*-23%*	(3.6)	*-17%*
Share of profit of associates & JVs, net	3.6	4.6	*-21%*	6.8	*-47%*
Income tax expense	(14.5)	(13.7)	*+6%*	(12.5)	*+16%*
Net profit	59.4	49.7	***+19%***	59.1	***+0.5%***
Net profit attributable to equity holders	58.1	47.8	***+21%***	58.3	***-0.3%***
Diluted EPS in RMB	6.302	5.129	*+23%*	6.276	*+0.4%*
Non-IFRS					
Operating Profit excl. New AI Products [1]	84.4	71.9	***+17%***	76.5	***+10%***
Operating profit	75.6	69.3	***+9%***	69.5	***+9%***
Net profit attributable to equity holders	67.9	61.3	***+11%***	64.7	***+5%***
Diluted EPS in RMB	7.364	6.583	*+12%*	6.966	*+6%*

1. Excludes revenues, costs and expenses for new AI products (*Hy*, *Yuanbao*, *CodeBuddy*, *WorkBuddy*, and *QClaw*)

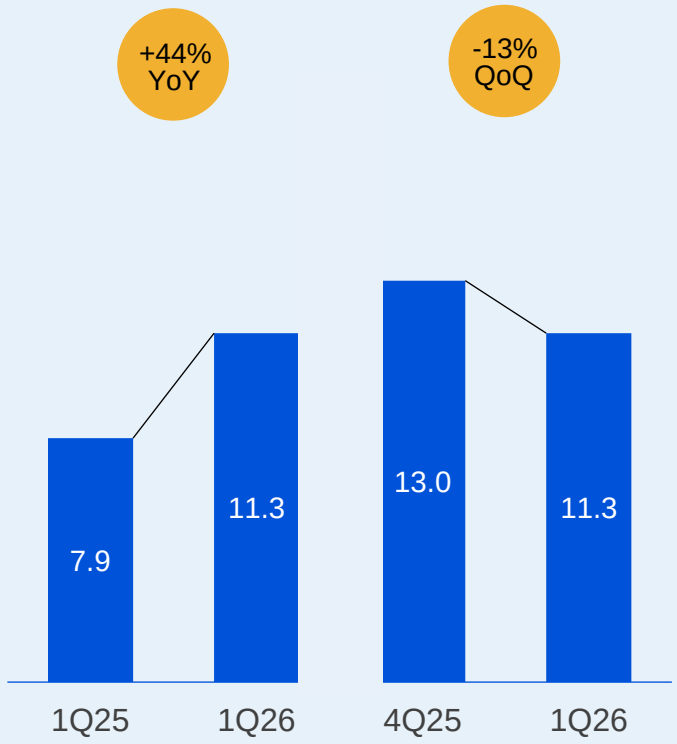
Gross Margins



Operating Expenses

S&M

in billion RMB

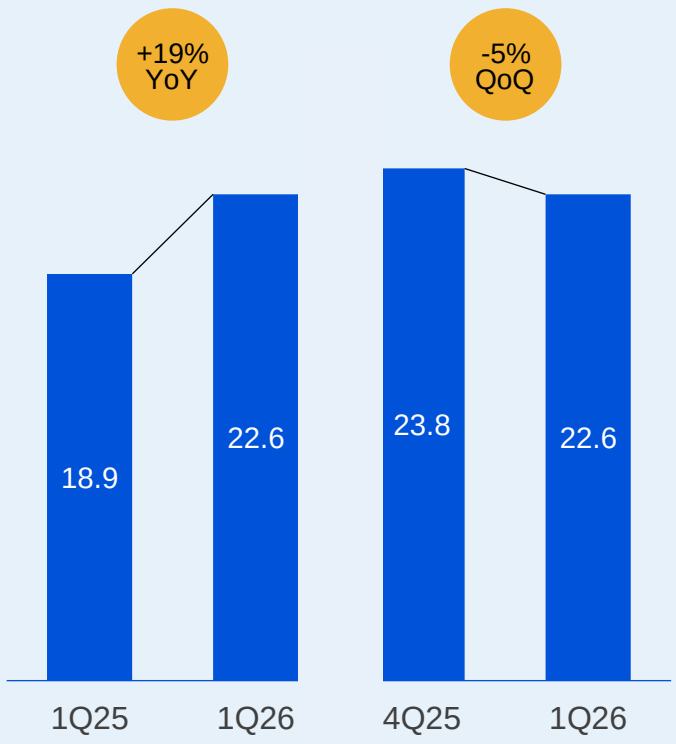


Non-IFRS

1Q26 S&M grew by 47% YoY and decreased by 13% QoQ

R&D

in billion RMB

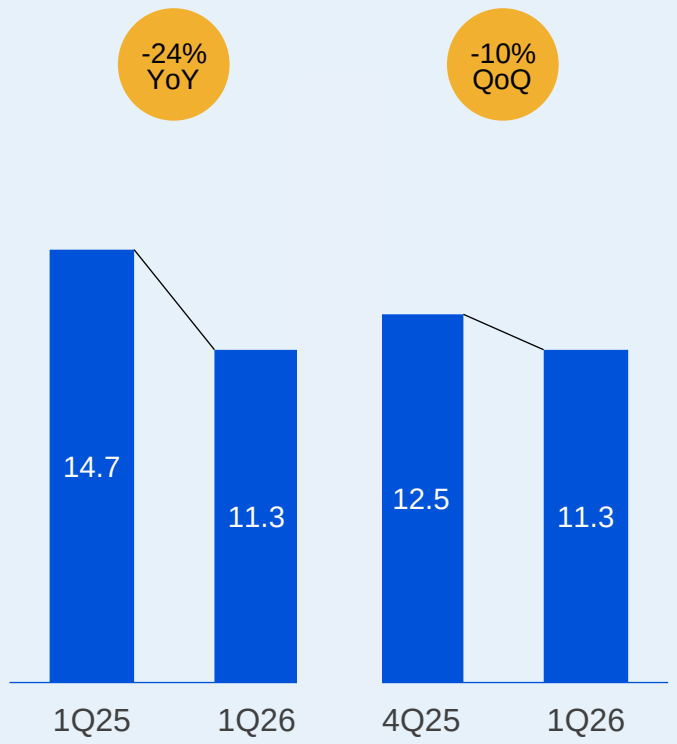


Non-IFRS

1Q26 R&D grew by 20% YoY and decreased by 4% QoQ

G&A (excl. R&D)

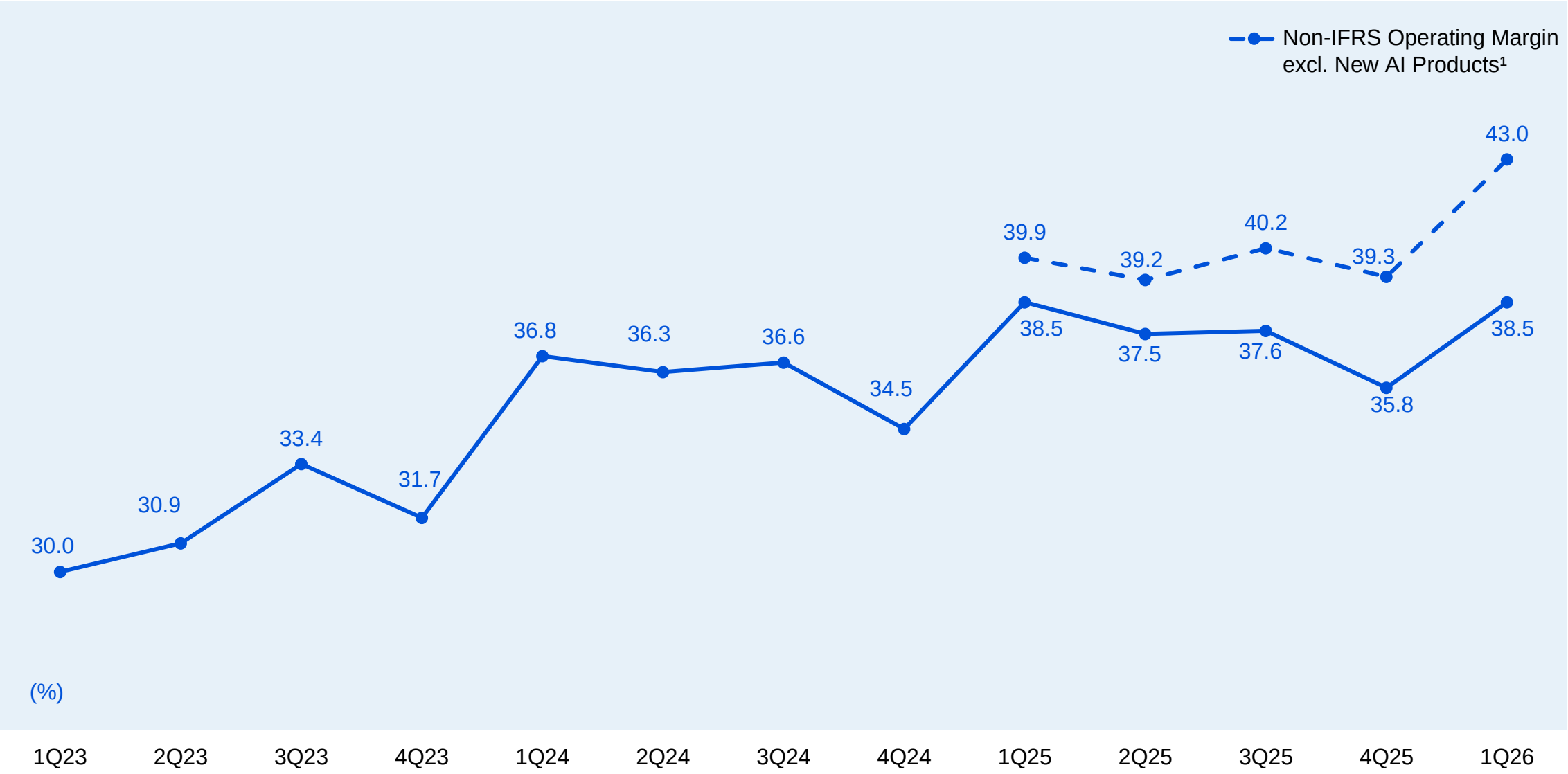
in billion RMB



Non-IFRS

1Q26 G&A (excl. R&D) grew by 5% YoY and decreased 11% QoQ

Non-IFRS Operating Margin



1. Excludes revenues, costs and expenses for new AI products (*Hy*, *Yuanbao*, *CodeBuddy*, *WorkBuddy*, and *QClaw*)

CAPEX, FCF and Cash Position

In billion RMB	1Q2026	1Q2025	*YoY*	4Q2025	*QoQ*
Operating CAPEX	31.2	26.4	*+18%*	16.9	*+84%*
Non-operating CAPEX	0.7	1.1	*-30%*	2.7	*-72%*
Total CAPEX	31.9	27.5	***+16%***	19.6	***+63%***
Free Cash Flow	56.7	47.1	***+20%***	34.0	***+67%***
Total Cash	533.7	476.0	*+12%*	494.8	*+8%*
Less: Total Debt	(386.8)	(385.8)	*+0.3%*	(387.7)	*-0.2%*
Net Cash	146.9	90.2	***+63%***	107.1	***+37%***

‡ Repurchased ~13 million shares for a consideration of ~RMB6.7 billion during 1Q26

‡ As at 31 Mar 2026, the f air value of our shareholdings [1] in listed investee companies (excluding subsidiaries) was ~RMB547 billion (USD79 billion) and the carrying book value of our shareholdings in unlisted investee companies (excluding subsidiaries) was ~RMB365 billion (USD53 billion)

1. Including those held via special purpose vehicles, on an attributable basis.

Tencent Holdings Limited

2026 First Quarter Results Presentation

Thank you!

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