

For Immediate Release



Razer Completes Acquisition of MOL Global

(Hong Kong, 25 May 2018) – Razer™, (the “Company”, 1337.HK) the leading global lifestyle brand for gamers, has successfully completed the acquisition of MOL Global, Inc. (“MOL Global”). Razer’s gamer-focused ecosystem now includes one of the world’s largest independent virtual credits platforms and Southeast Asia’s popular e-payment platform. MOL Global’s leading technologies and massive network of content, customers and partners will help accelerate Razer’s geographical footprint in Southeast Asia.

With Razer taking full control of MOL Global’s operations, the team is currently focused on integration so as to capture the exciting market opportunities in Southeast Asia.

“The full integration of MOL Global broadens the scope of opportunities available to Razer, especially in our Services category. We will work with various category leaders to develop services to better serve gamers’ lifestyle needs, and help gaming companies further monetize their games and contents in emerging markets on a singular platform which will benefit from the combined economies of scale,” said Min-Liang Tan, co-founder and CEO of Razer.

Razer announced the intention to fully acquire MOL Global on 23 April 2018. MOL Global’s payment gateway is utilized by some of the most prominent and fastest-growing companies such as Lazada, Grab and UNIQLO. In addition, MOL Global’s virtual credits platform 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.

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).

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