

YY Restated Revenue Breakdown: Q1 2015 to Q3 2016

In the third quarter of 2016, YY adjusted the way that the Company breaks down its revenue. Instead of segmenting its revenues in four categories – online music and entertainment, online game, online dating, and others – based on its business lines, the Company now breaks down its revenues in four new categories – live streaming, online games, membership, and others. The primary reason for the change is that the Company believes the new revenue breakdown method is more transparent and better captures the way YY generates revenue. As the Company moves towards a leading interactive, live broadcasting platform, segmenting its revenues by how they are generated is a more reliable method than breaking them down by business lines. In order to provide more transparency to its investors, the Company provides the below chart which shows historical revenues from the first quarter of 2015 to the third quarter of 2016 in the new revenue breakdown method:

RMB'000	2015Q1	2015Q2	2015Q3	2015Q4	2016Q1	2016Q2	2016Q3
Live streaming							
--YY Live Segment	746,528	928,620	1,076,801	1,431,584	1,239,930	1,517,983	1,593,495
--Huya Broadcasting Segment	54,976	85,325	82,377	133,646	117,674	143,077	196,878
Online games	231,748	199,404	168,332	172,398	171,110	188,261	149,530
Membership	61,691	72,492	76,299	80,828	69,372	72,070	68,768
Others	55,319	71,340	86,153	81,388	51,232	59,386	81,134
Total Net Revenue	1,150,262	1,357,181	1,489,962	1,899,844	1,649,318	1,980,777	2,089,805