

IMPORTANT NOTE:

- Samsung Asia Pacific ex NZ Metaverse Theme ETF (“Sub-Fund”) is a sub-fund of Samsung ETFs Trust. The investment objective is to achieve long term capital growth by primarily investing in Asia Pacific region (excluding New Zealand) companies which engage in activities relating to or provide products, services or technologies that enable the development and operation of the Metaverse (the “Metaverse Business”). There can be no assurance that the Sub-Fund will achieve its investment objective.
- Investment involves risk, including the fluctuation of the price of the Sub-fund and the loss of investment principal. Historical performance does not indicate future performance.
- The Sub-Fund could be subject to certain key risks such as Investment risk; Active investment management risk; Equity market risk; Novel concept risk; Risks related to companies involved in Metaverse Business (including Limited operating history risk; Changes in technology risk; Governmental intervention risk; Regulatory risk and intellectual property risk; Significant capital investment risk; Cyberattack risk; Impact from other related sectors risk, etc.); Sector concentration risk; Geographical concentration risk; PRC related risks; Stock Connect risks; QFI regime risk; BSE, ChiNext market and/or STAR Board risks (including Higher fluctuation on stock prices and liquidity risk; Over-valuation risk; Differences in regulation; Delisting risk; Risk associated with transfer of listing for stocks listed on the BSE; Concentration risk; Significant investment losses risk, etc.); Emerging markets risk; Risks associated with ADRs; Currency risk; Renminbi (“RMB”) currency and conversion risk; Securities lending transactions risk; Distributions out of or effectively out of capital risks; Trading risks; Trading differences risk; Reliance on the Manager risk; Reliance on market maker risk; Termination risk, etc. Please note that the above listed investment risks are not exhaustive. Investors should refer to the prospectus, product key facts statement and other relevant documents of the Sub-Fund for details, including the product features, risk factors and distribution policy. Investors should not base on this material alone to make investment decisions.
- The Manager may at its discretion pay distributions out of capital, or effectively out of capital, of the Sub-Fund, amounting to a return or withdrawal of part of an investor’s original investment or from any capital gains attributable to that original investment, resulting in an immediate reduction of the NAV per unit.

Samsung Asia Pacific ex NZ Metaverse Theme ETF

Nov 2022

3172 HKD counter

FUND INFORMATION

ETF NAME	Samsung Asia Pacific ex NZ Metaverse Theme ETF
STRATEGY	Active Management
MANAGEMENT FEE	0.85% p.a.
LISTING DATE	7 July 2022
DISTRIBUTION POLICY	Annually, (usually in December of each year) (if any) in HKD subject to Manager’s discretion on all units
EXCHANGE	HKEX – Main Board
TRADING CURRENCY	HKD
TRADE LOT	50 units
CREATION/ REDEMPTION SIZE	100,000 units (or multiples thereof)
ISIN	HK0000860996
BLOOMBERG	3172 HK



INVESTMENT STRATEGY

- Invest primarily in Asia Pacific region (excluding New Zealand) companies which engage in activities relating to or provide products, services or technologies that enable the development and operation of the Metaverse

KEY FEATURES

- First actively managed APAC ex NZ Metaverse ETF in Hong Kong *
- A simple tool that can help investors invest in Metaverse related industries in APAC ex NZ. Categories of companies being considered may include but are not limited to augmented reality/virtual reality, artificial intelligence, social media, online gaming, digital transactions, devices, platforms and content, etc
- Experienced portfolio management team helps investors pick APAC metaverse companies actively. Portfolio management team will pick companies being involved in the Metaverse Business in both its current business and/or its future project pipeline.

*Source: Bloomberg, as of 16 June 2022

FUND TOP 10 HOLDINGS

Portfolio Holdings	Listing Place	Weighting
TAIWAN SEMICON	Taiwan	6.52%
SONY GROUP CORP	Japan	6.31%
SAMSUNG ELEC CO	South Korea	4.73%
TENCENT HLDG	Hong Kong	4.72%
SEA LTD ADR	US	3.79%
ALIBABA GRP HOL	Hong Kong	3.73%
JD.COM INC - C	Hong Kong	3.63%
SUNNY OPTICAL	Hong Kong	3.26%
GENIUS ELEC OPT	Taiwan	3.23%
WIWYNN CORP	Taiwan	3.08%

Source: Samsung Asset Management (HK) Ltd as of 30 Nov 2022


**SAMSUNG
ASSET MANAGEMENT**

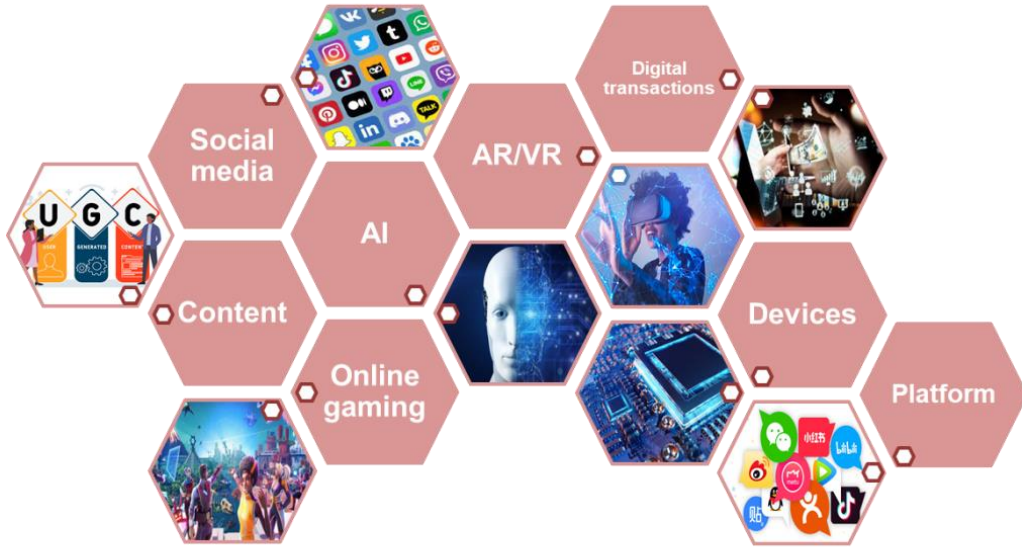
WHAT IS METAVERSE?

- “Metaverse” refers to the concept of a virtual world or online space which aims to imitate, simulate or enhance physical reality by way of usage of technologies such as virtual reality and augmented reality technologies^
- Metaverse enables synchronous interactions, experiences and digital transactions to take place among users as well as an extensive volume of data and information sharing, thus facilitating increased interconnectedness between physical and digital activities^
- 25% of people will spend at least one hour a day in the Metaverse for work, shopping, education, social media and/or entertainment by 2026 @

^Source: Samsung Asset Management, as of 16 June 2022

@ Source: Gartner, as of 28 Jan 2022

CATEGORIES OF METAVERSE BUSINESS COMPANIES



Source: Samsung Asset Management, as of 16 June 2022

POTENTIAL OF APAC METAVERSE

- China, Korea and Japan rank top 5 revenue and user penetration rate in online gaming counties in 2022^

China@

- Being the largest online game market in the world, with 666 million gamers currently and potentially 698 million by 2025, there is upside in terms of both user base and market size
- Leading companies - Tencent, Alibaba and NetEase

Korea*

- Aiming to be the fifth largest country in the global metaverse market by 2026
- Metaverse is utilised as a marketing channel for hosting virtual events, promoting brands, hosting offline events and even hosting political campaigns
- Leading companies – Samsung Electronics

Japan@

- There is a large number of start-ups involved in VR/AR games, as well as many VCs or corporate VCs (CVCs) that are investing in VR/AR gaming in Japan
- Leading companies – Sony

^ Source: Statista, as of Nov 2021

@ Source: Credit Suisse, as of 8 Feb 2022

* Source: The Korea Herald, as of 20 Jan 2022

Disclaimer:

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