

*Assumes all of our issued and outstanding ordinary shares are represented by ADS

Investment Highlights

- Leading online game company with three popular games and a leading games portal in China
- Proven ability to gather and implement player feedback
- Advanced technology platform
- Strong marketing support from Sohu
- Experienced management team with proven game development and operational expertise

Company Overview

Changyou.com Limited (NASDAQ: CYOU) is a leading developer and operator of online games in China with a diverse portfolio of online games that includes Tian Long Ba Bu, one of the most popular massively multi-player online (“MMO”) games in China, and DDTank, one of the top-ranking Web-based games in China. Changyou also owns and operates the 17173.com Website, a leading game information portal in China. Changyou began operations as a business unit within Sohu.com Inc. (NASDAQ: SOHU) in 2003, and was carved out as a separate, stand-alone company in December 2007. It completed an initial public offering on April 7, 2009. Changyou’s technology platform includes advanced 2.5D and 3D graphics engines, a uniform game development platform, and effective anti-cheating, anti-hacking, advanced data protection and proprietary cross-networking technologies.

Strategic Growth Initiatives

I Regularly update core in-house-developed games

- Released major expansion pack “TLBB3” for our flagship game, TLBB, on October 20, 2011 and plan to release a new expansion pack every three to four months for the game in 2012. The game continues to be one of the most popular online games in China.
- Release updates for DDTank once or twice a week and more significant enhancements in the form of versions every few months. The game continues to be a top ranking game on social networking websites and online game portals in China.

II Launch new games to diversify game portfolio

- Plan to launch “Shen Qu”, a Web-based role playing strategy game and four MMO games including “Tao Yuan,” a 3D turn-based strategy MMORPG and “Battlefield Online,” a first-person shooter MMO game in 2012.
- Explore other partnership and game licensing opportunities in overseas markets.

III Expand our strategy to develop online game business into more areas

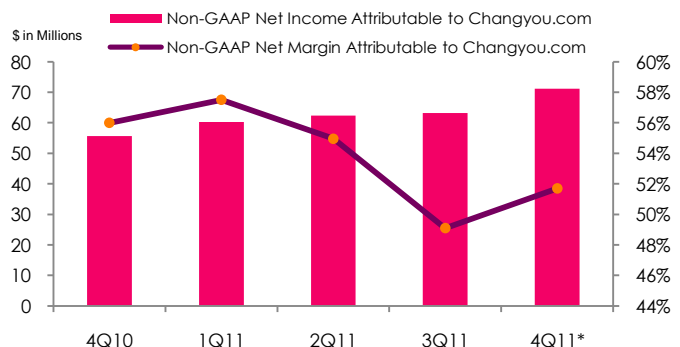
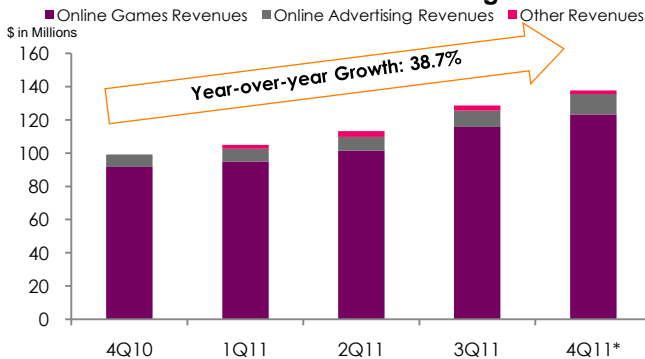
- Expand our online games business in six major areas, including MMO games, Web-based games, mobile games, social games, user platforms and overseas markets.
- Expand our business into a broader platform business, with the acquisition of 17173.

IV Further build human capital

- Add 300 web-based game engineers with the acquisition of 7Road in China.
- Recruit more game engineers for Web-based games, mobile games and social games teams.

Financial Snapshot

High Profitability and High Margins



* Changyou completed the acquisition of the 17173 Business as of December 15, 2011

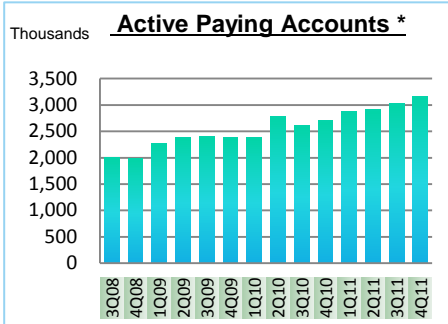
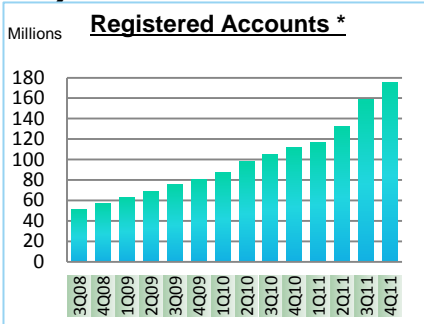
Strong Cash Flows and Debt-Free Balance Sheet

- Net operating cash inflows of US\$76.7 million in the fourth quarter of 2011
- Net cash balance of US\$330.4 million as of December 31, 2011

Our mission is to establish Changyou as the No.1 online game brand in China

This document contains statements regarding the Company’s plans, expectations, market opportunity and business prospects that are individually and collectively forward-looking statements within the meaning of Section 27A of the Securities Act of 1933 and Section 21E of the Securities Exchange Act of 1934. These forward-looking statements are not guarantees of future performance and are subject to known and unknown risks, uncertainties and assumptions that are difficult to predict. Therefore, the Company’s actual results, levels of activity, performance or achievements could differ materially and adversely from results expressed in or implied by this document. The Company assumes no obligation to update any forward-looking information contained in this document.

Key Metrics



Average Revenue per User *

RMB 184 – 221 during the past seven quarters, a range that keeps the Company's games affordable for the majority of Chinese game players

* Comprises the following games operated in China: TLBB, BO, BH2, DSHS, ZHYX, IF, SJQY and LAW

Leading Self-developed MMO and Web-based Games



Tian Long Ba Bu

Our popular and award-winning proprietary 2.5D martial arts MMORPG

- The first 2.5D game that combines both martial arts fighting and community-building features in China
- Entering into its fourth year of operation, TLBB continues to be one of the most popular MMO games in China
- Awarded the Most-liked Online Game by Game Players by ChinaJoy for five consecutive years from 2006 to 2010 and ranked among the World's Top Five Most Profitable Game Franchises in 2009 by Forbes
- Adapted from a popular Chinese martial arts novel by Louis Cha



DDTank

Our first web-based shooting game that ranks as one of the most popular web-based games in China

- Free-to-play Q-style multiplayer shooting game
- Operates on over 50 of the most frequently visited game portals and SNS sites in China and overseas
- Ranks first and second, among online games, in Malaysia and Vietnam
- Ranks among China's top web-based games on the Baidu search ranking
- Perfect combination of the gameplay experience of TAAN and the character figures of Maplestory

Other Featured Games

Duke of Mount Deer



Our 3D martial arts MMORPG that has attracted hard-core gamers with innovations and new technology

Blade Online



First 2.5D online fighting MMORPG in China that allows players to set their own rules for fighting

Blade Hero 2



Our award-winning 2.5D MMORPG sequel that features detailed fighting moves and special effects

Da Hua Shui Hu



Our first 2D turn-based cartoon-style MMORPG that features a series of community-based game play

Game Pipeline in 2012

Shen Qu

A 3D Web-based role playing strategy game that introduces QTE system

Battlefield Online

Our first multiplayer first-person shooting game that is licensed from Electronic Arts

Tao Yuan

A 3D Q-style turn-based MMO game developed with the Unreal3 engine

Two other MMO games

A One-stop-shop Platform for Gamers

- Completed the acquisition of 17173 on December 15, 2011.
- We plan to invest in 17173 to make it even more user friendly by adding services and access to a variety of games designed for different platforms and user communities.
- We regard 17173 as both a brand builder and a building block to developing our platform business, offering a one-stop-shop platform for gamers of all types.