2021 4Q
IR PRESENTATION

Investor Relations

February 2022

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2021 4Q Updates

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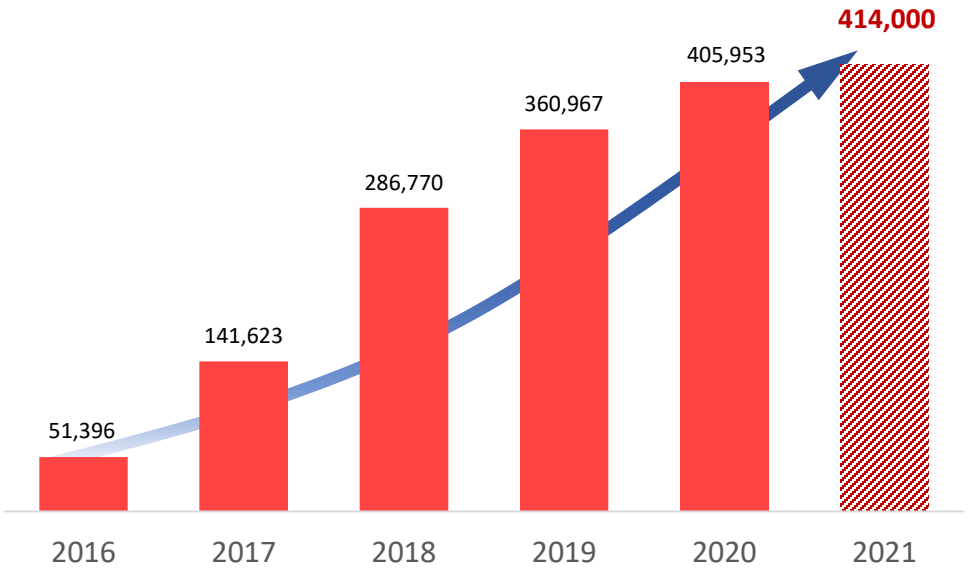
Gravity Increasing Revenue and Operating Profit for 6 Years in a Row

Increase of Revenue and Operating Profit for 6 Years in a Row
By Publishing Service Expansion and Global Success of Ragnarok IP Games

Annual Revenue Trend Since 2016

※ Not disclosed the amount lower than billion due to the preliminary result

(In Million of KRW)



Annual Operating Profit Since 2016

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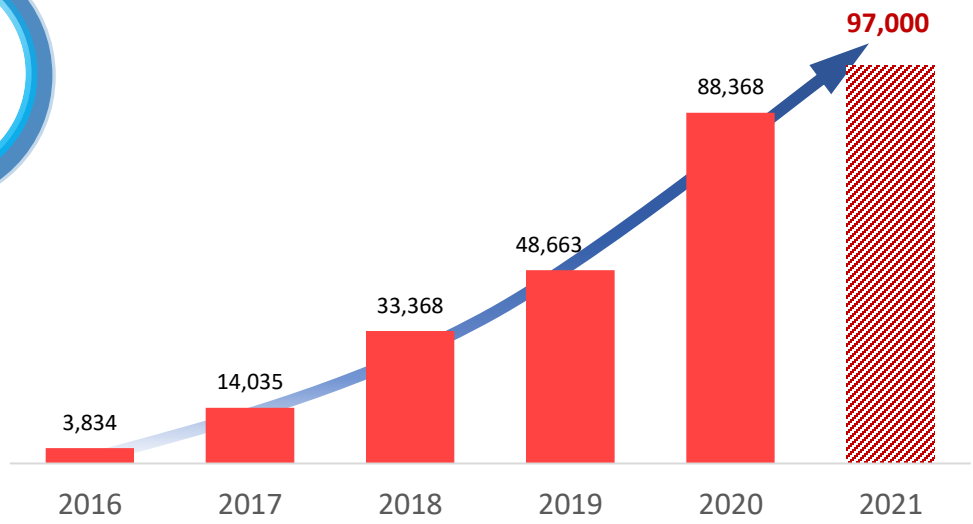

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Ragnarok Online (PC)

Ragnarok Online will Provide Direct Publishing Services in the Philippines, Singapore and Malaysia in February 2022

- Gravity Game Hub Planning to Provide Direct Publishing Services!
  https://ro.gnjoy.asia/preregister/
- Start the pre-registration on January 19th, 2022
- Running CBT from February 10th to 14th, 2022

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Ragnarok Online (PC)

Korea	Japan	Taiwan	Thailand
* Nov. : Ragnarok Zero 4th Anniversary promotion * Dec. : Ragnarok Online 20th Anniversary Calendar gift event	* Dec. : Ragnarok Online 19th Anniversary event	* Dec. : Snow Flower Festival * Jan. : New Year Celebration event	* Nov. : Hold the Final Round of Ragnarok Thailand Championship 2021 * Jan. : New Year Adventure event

Europe	Russia and CIS	Indonesia	Philippines/Singapore/Malaysia	North America
* Jan. : 13.3 EL Dicastes, Scaraba Hole, Kagerou/Oboro, Rebellion updated	* Dec. : Poring Invasion event * Dec. : Doram race, Bio Lab 4th Floor updated	* Ragnarok Retro Launched on December 15th * Jan. : War of Emperium updated	* Gravity Game Hub Providing direct publishing services in February 2022	* Dec. : Snow Flower Festival * Dec. : Glast Heim Castle Abyss 1st Floor updated

Ragnarok Online Extends Influence to Global through Regular Updates and Direct Publishing Service Expansion

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Ragnarok Origin (MMORPG)

Ragnarok Origin Running Services Smoothly!

The United States, Canada

- Successfully Launched on November 10th
- Updated New Monk class, New Dungeon and Level 80 contents in December

Korea

- 2021 Year-end Awards Ceremony event for players
  Awarded Winners of VIP and Real Adventurer
- New Year Special event Part 1 in January

Japan

- Updated New Crusader, Paladin class in November
- Half Anniversary event in December

“Targeting to Launch in Additional Markets within the Year of 2022”

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Ragnarok X: Next Generation (MMORPG)

Ragnarok X: Next Generation Won Google Play's Best Games of 2021 in Southeast Asia

- Selected winners by Online and Mobile game user voting
- Awarded Best Games of 2021 in Thailand, Indonesia the Philippines, Malaysia and Singapore!
- Awarded Best Competitive in Thailand, Indonesia and Singapore,
  Best for Tablets in Thailand and Indonesia!

"Providing Stable Services with Various Events Including Opening New Maps and New Servers"

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Ragnarok M: Eternal Love (MMORPG)

Ragnarok M: Eternal Love Grand Update!

- **Released Preview Video for Updates in 2022**
  https://www.youtube.com/watch?v=CLiQDukLSAQ&t=7s
  - Graphics overhaul of Prontera palace, fields, characters, etc.
  - Produced OST Music Video of 'Flower of Yearning'
  - Updates including New Seven Royals storylines, New Soul Linker class, New map of Prontera palace and New Dungeon Lost Isle

- **Started updates in China on December 29th, 2021, Expect to progress in order in Taiwan, Korea, North America, Europe, Southeast Asia, etc. from March 2022**

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Ragnarok M: Eternal Love (MMORPG)

* Serviced Regions: 122 regions

Korea	Southeast Asia	Japan
* Jan. : Big Cat Royal Celebration event * Grand Update Expected in March	* Jan. : Big Cat Royal Celebration event * Grand Update Expected in March	* Dec. : Mashin Hero Wataru collabo event * Grand Update Expected around the end of March

Taiwan	Europe / Russia and CIS	China	The Americas / Oceania
* Jan. : Big Cat Royal Celebration event * Grand Update Expected in March	* Jan. : Big Cat Royal Celebration event * Grand Update Expected in March	* Dec. : ROM 5th Anniversary Live Streaming event * Grand Update on December 29th	* Jan. : Big Cat Royal Celebration event * Grand Update Expected in March

[Ragnarok M: Eternal Love Becomes a Global Steady Seller with Grand Updates in Graphics and Contents!]

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Ragnarok: The Lost Memories (Cinematic Newtro Story RPG)

Ragnarok: The Lost Memories was Launched in North America and Brazil on January 13th!

“Preparing to Launch PC version on Steam in Global in March 2022”

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Ragnarok V: Returns (MMORPG)

Ragnarok V: Returns Planning to Start the 1st Mobile version CBT in Oceania on February 16th, 2022

Progress

- Preparing the 2nd Mobile+PC version CBT and a cross-platform play in Oceania in April 2022
- Planning to be released globally in order after launch in Oceania

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Ragnarok Monster's Arena (Card SRPG)

Ragnarok Monster's Arena Finished CBT in Taiwan, Hong Kong and Macau in January 2022!

Progress

"Planning to Launch in Taiwan, Hong Kong and Macau in the first half of 2022"

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Ragnarok Begins (MMORPG)

Ragnarok Begins Preparing to Support Cross-platform Play

Progress

"Planning to Run the 2nd CBT and to Launch both Mobile+PC version in the second half of 2022"

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2022 Business Strategy

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13 Expanding Publishing Business of Subsidiaries

Diversification of Game Contents Business_ NFT Game

The Labyrinth of Ragnarok, Ragnarok Poring Merge
Planning to Launch NFT Games in Southeast Asia in the first half of 2022

- **Signed a business cooperation agreement with ONBUFF Inc., a blockchain platform company**
  The Labyrinth of Ragnarok, Ragnarok Poring Merge Preparing to be designed with NFT items and P2E systems applying ONBUFF coin

- **Targeting to Launch in Southeast Asia in the first half of 2022**

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New Subsidiary in Hong Kong

New Subsidiary in Hong Kong (Gravity Game Vision Limited)

- **Established a new subsidiary in Hong Kong on January 5th, 2022**
- **Building up to expand a business base in Hong Kong and China regions**
- **Improving publishing business with geographical advantage connecting Taiwan, Southeast Asia and China**

“Expecting to Enlarge Ragnarok IP Power and to Accelerate Business Expansion in China regions”

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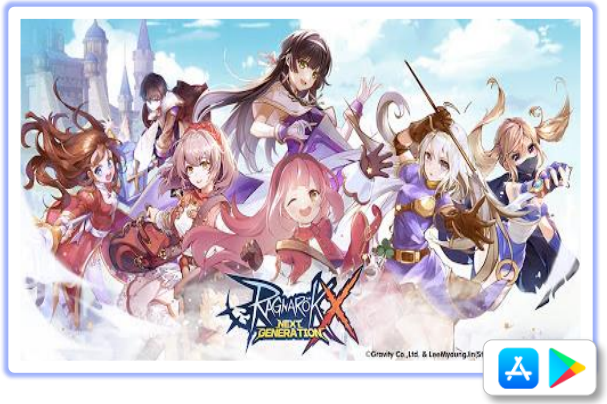
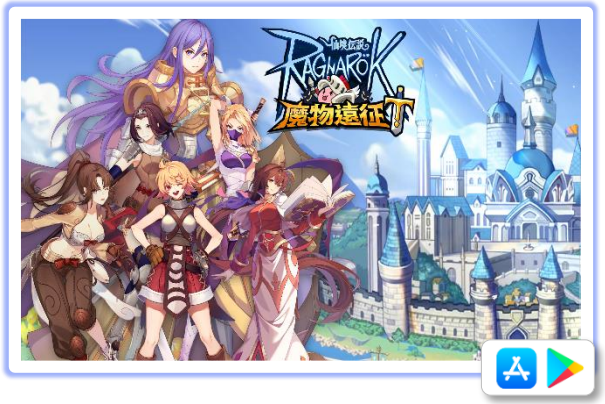
Constant Growth with the Expansion of Ragnarok IP_ Various Game Line-up

Ragnarok Origin
(MMORPG)



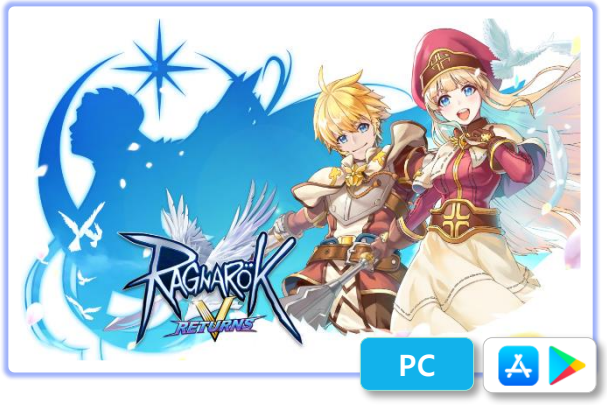
Ragnarok X: Next Generation
(MMORPG)



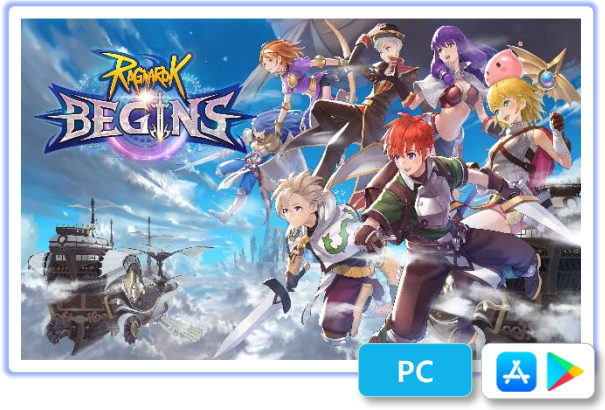
Ragnarok Monster's Arena
(Card SRPG)

The Labyrinth of Ragnarok
(Time Effective MMORPG)

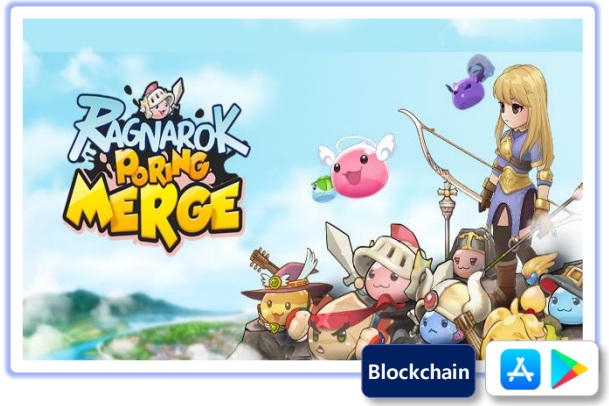
Ragnarok: The Lost Memories
(Cinematic Newtro Story RPG)



Ragnarok V: Returns
(MMORPG)



Ragnarok Begins
(MMORPG)



Ragnarok Poring Merge
(Time Effective RPG)

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Expanding Publishing Business of Subsidiaries

Gravity Communications (Taiwan)

Ragnarok M: Eternal Love
Grand update expected in March 2022

Ragnarok Monster's Arena
will be launched **in Taiwan, Hong Kong and Macau** in the first half of 2022

Gravity Game Arise (Japan)

Tera Classic
was launched **in Japan** on January 29th, 2021

NBA RISE TO STARDOM
was launched **in Japan** on November 24th, 2021

Gravity Game Tech (Thailand)

Ragnarok: The Lost Memories
was launched **in Thailand** on August 26th, 2021

Ragnarok Online Classic
was launched **in Thailand** on October 28th, 2021

Gravity Game Link (Indonesia)

Lost Saga Origin
was launched **in Indonesia** on April 6th, 2021

Ragnarok Retro
was launched **in Indonesia** on December 15th, 2021

Ragnarok Tactics
will be launched **in Vietnam** in the second quarter of 2022

Gravity Interactive (The United States)

Ragnarok: The Lost Memories
was launched **in North America and Brazil** on January 13th, 2022

Requiem
will target to relaunch **in Global** in the second half of 2022

Gravity Game Hub (Singapore)

Ragnarok: The Lost Memories
was launched **in the Philippines/Singapore/Malaysia** on December 13th, 2021

Ragnarok Online
will be launched **in the Philippines/Singapore/Malaysia** in February 2022

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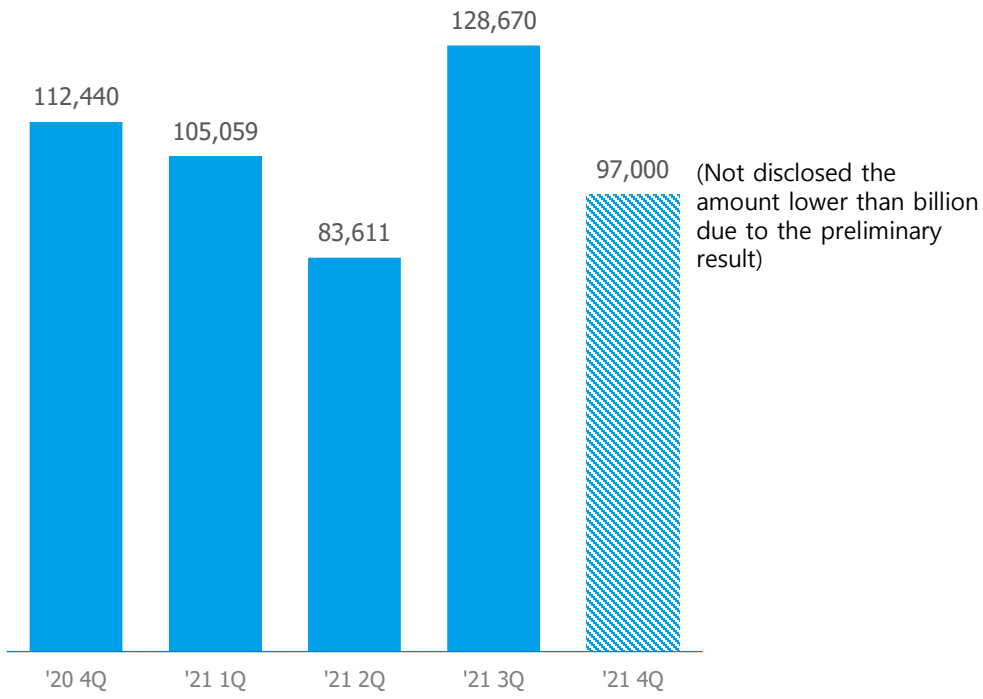
2021 4Q Analysis

14 Operation Results Trend
15 Revenue Breakdown

Operation Results Trend

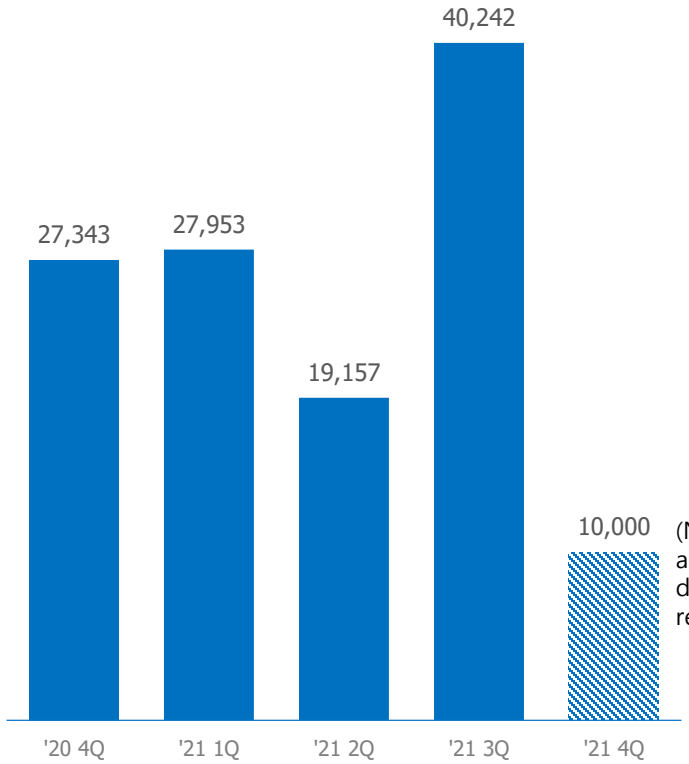
(In Million of KRW)

Revenue (4Q 2021 Preliminary)



(Not disclosed the amount lower than billion due to the preliminary result)

Operating Profit (4Q 2021 Preliminary)



(Not disclosed the amount lower than billion due to the preliminary result)

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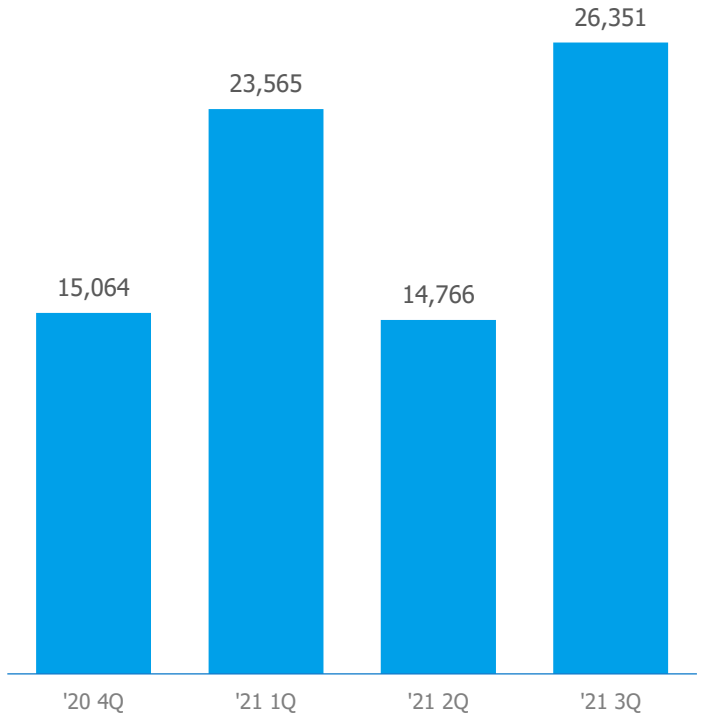
Operation Results Trend

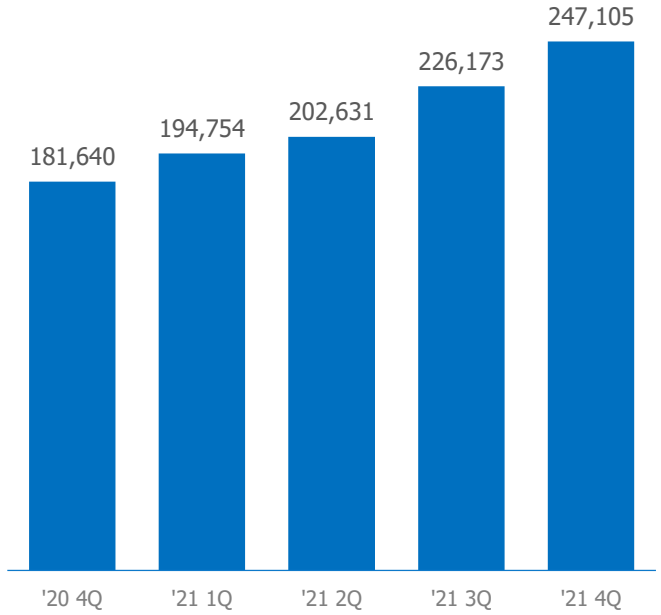
(In Million of KRW)

Net Profit



(Not disclosed since it is before closing 4Q 2021)

Cash and Short-term Financial Instruments



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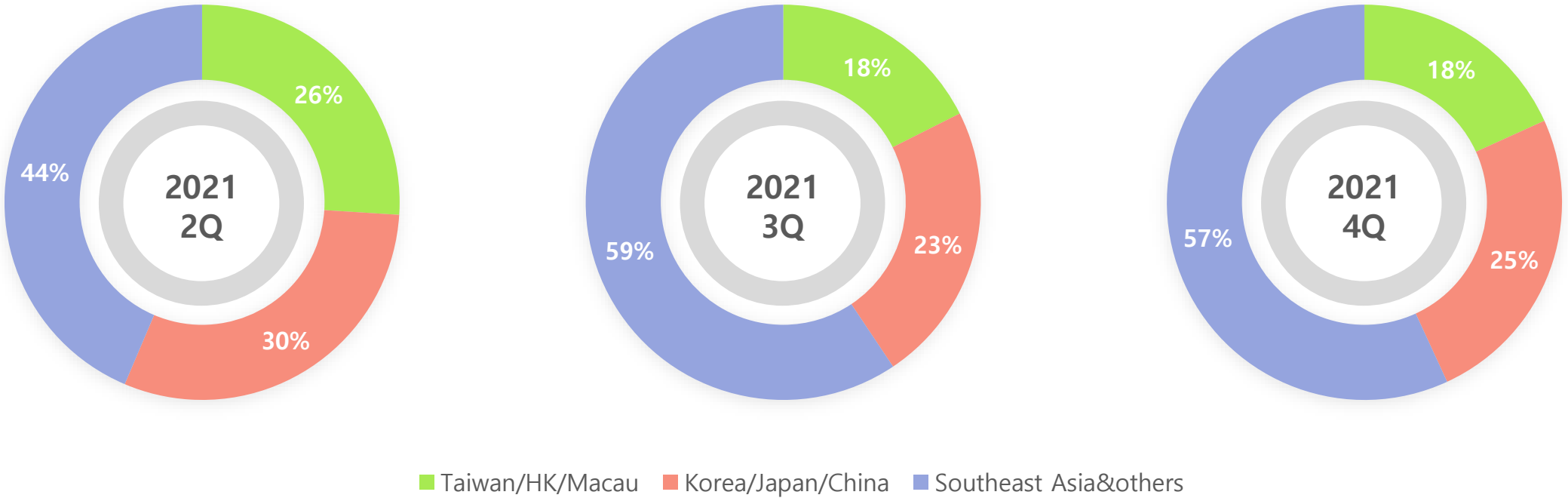
Revenue Breakdown

Revenue Breakdown (by Region)



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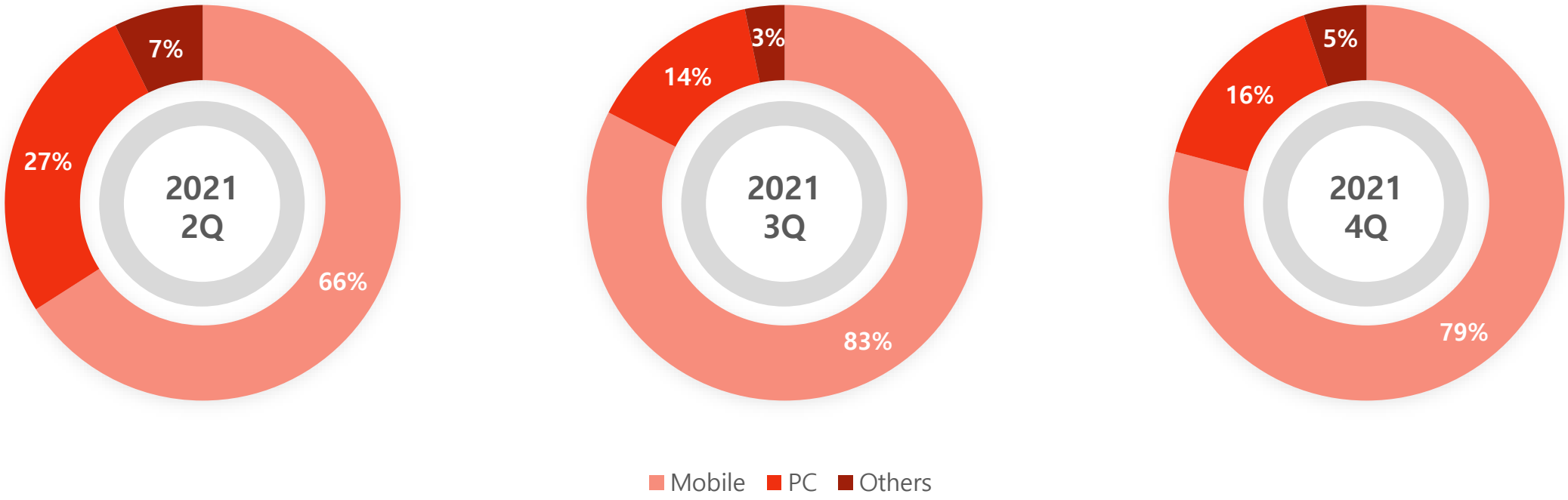
Revenue Breakdown

Revenue Breakdown (by Game Platforms)



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2022 Gravity Outlook

16 **2022 Major Upcoming Launchings**

17 **Global Market Strategy**

2022 Major Upcoming Launchings

Platform	Game	Plan	Schedule	Market
PC/Mobile	Ragnarok V: Returns (MMORPG)	New Launching	2Q 2022	Oceania
		Additional Launching	TBD	Global
PC/Mobile	Ragnarok Begins (MMORPG)	New Launching	2H 2022	Korea
PC/Mobile	Ragnarok: The Lost Memories (Cinematic Newtro Story RPG)	Additional Launching	March 2022	Global
Mobile	PALADOG TACTICS (SRPG)	New Launching	March 2022	Korea
Mobile	Ragnarok Tactics (Card SRPG)	Additional Launching	2Q 2022	Vietnam
Mobile	Ragnarok Monster's Arena (Card SRPG)	New Launching	1H 2022	Taiwan, Hong Kong, Macau
		Additional Launching	2H 2022	Korea
Mobile	NBA RISE TO STARDOM (Sports)	Additional Launching	2H 2022	Korea
Mobile	Ragnarok Origin (MMORPG)	Additional Launching	2022	TBD
Blockchain Mobile	Ragnarok Poring Merge (Time Effective RPG)	Additional Launching	1H 2022	Southeast Asia
Blockchain Mobile	The Labyrinth of Ragnarok (Time Effective MMORPG)	Additional Launching	1H 2022	Southeast Asia

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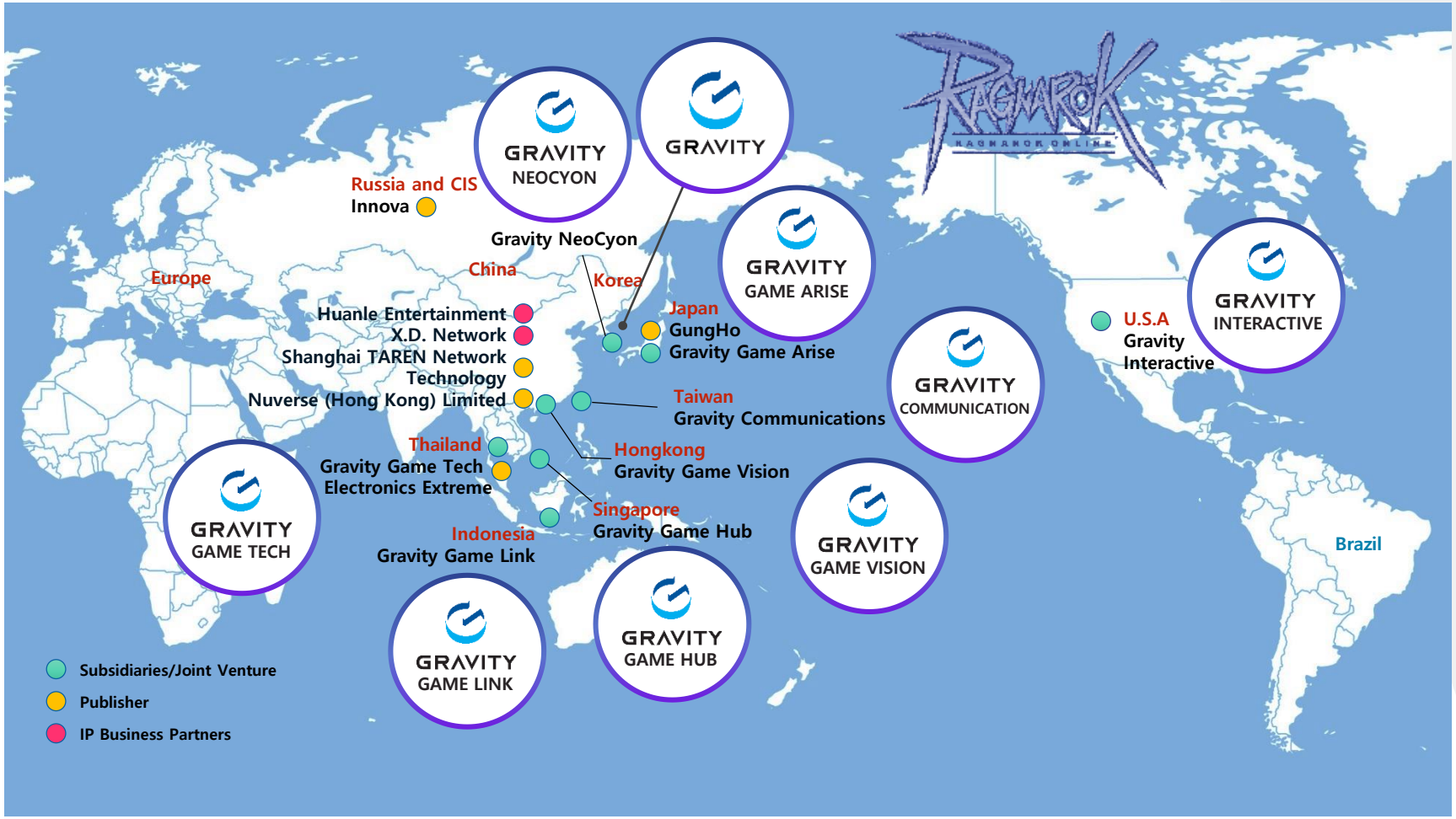
Global Market Strategy



Strategic Plans for Global Market

- Targeting to grow publishing business and expand Ragnarok IP throughout Asia with subsidiaries in Thailand, Indonesia, Singapore and Hong Kong
- Global business targeting more than 90 regions along with Ragnarok IP
  → Expansion and build-up
- Obtain growth engine through opportunity to find a new business
- Enhance competitiveness and expand business based on various games such as self-developed games, console games, indie games, NFT games, etc. as a global company

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Exhibits

01 Company Overview

02 Subsidiaries

Company Overview

Date of Establishment	April 4, 2000
Location	Seoul, Korea(HQ), Taipei, Taiwan (Subsidiary), California, USA (Subsidiary) Bangkok, Thailand(Subsidiary), Jakarta, Indonesia (Subsidiary), Japan, Tokyo (Subsidiary), Singapore (Subsidiary), Hong Kong (Subsidiary)
Employees	807 (Including Subsidiaries, as of December 31, 2021)
Business Area	Development and Publishing of Online Games and Mobile Games IP Licensing Business Character merchandizing and other IT Services
Management	CEO Hyun Chul Park COO Yoshinori Kitamura CFO Heung Gon Kim

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Subsidiaries

Gravity Co., Ltd.

- Online and Mobile Game Development
- Ragnarok Online Service in Korea
- Online and Mobile Game Service in Korea
- IP Licensing Business
- Global Business Planning and Marketing

Gravity Game Arise Co., Ltd.
- Game Service in Japan

Gravity Communications Co., Ltd.
- Strategical Planning for Asian Markets

Gravity Game Tech Co., Ltd.
- IP Licensing Business
- Online/Mobile Game Service in Thailand

Gravity Game Vision Limited
- IP Licensing Business
- Online/Mobile Game Service in Hong Kong and China regions

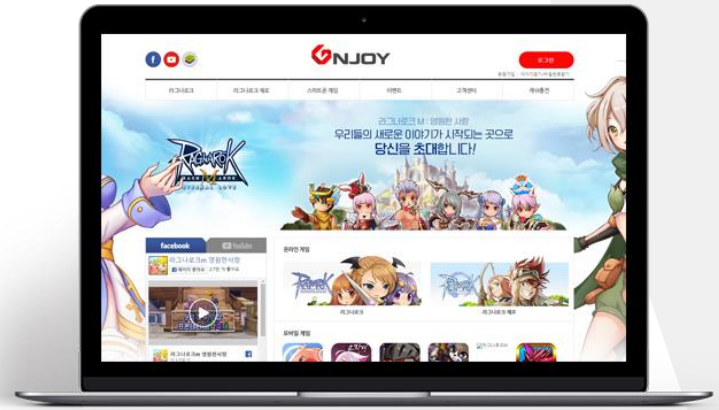
Gravity Co., Ltd.

Gravity Interactive, Inc.
- Steam Service
- Operation of warpportal.com
- Global Mobile Game Service
- Global Online Game Service

PT Gravity Game Link
- IP Licensing Business
- Online/Mobile Game Service in Indonesia

Gravity NeoCyon, Inc.
- Mobile Games Development
- Mobile Game Service in Korea
- B2B IT Service

Gravity Game Hub PTE., Ltd.
- IP Licensing Business
- Online/Mobile Game Service in Philippines, Singapore and Malaysia



Game Portal Site: **GnJoy.com**

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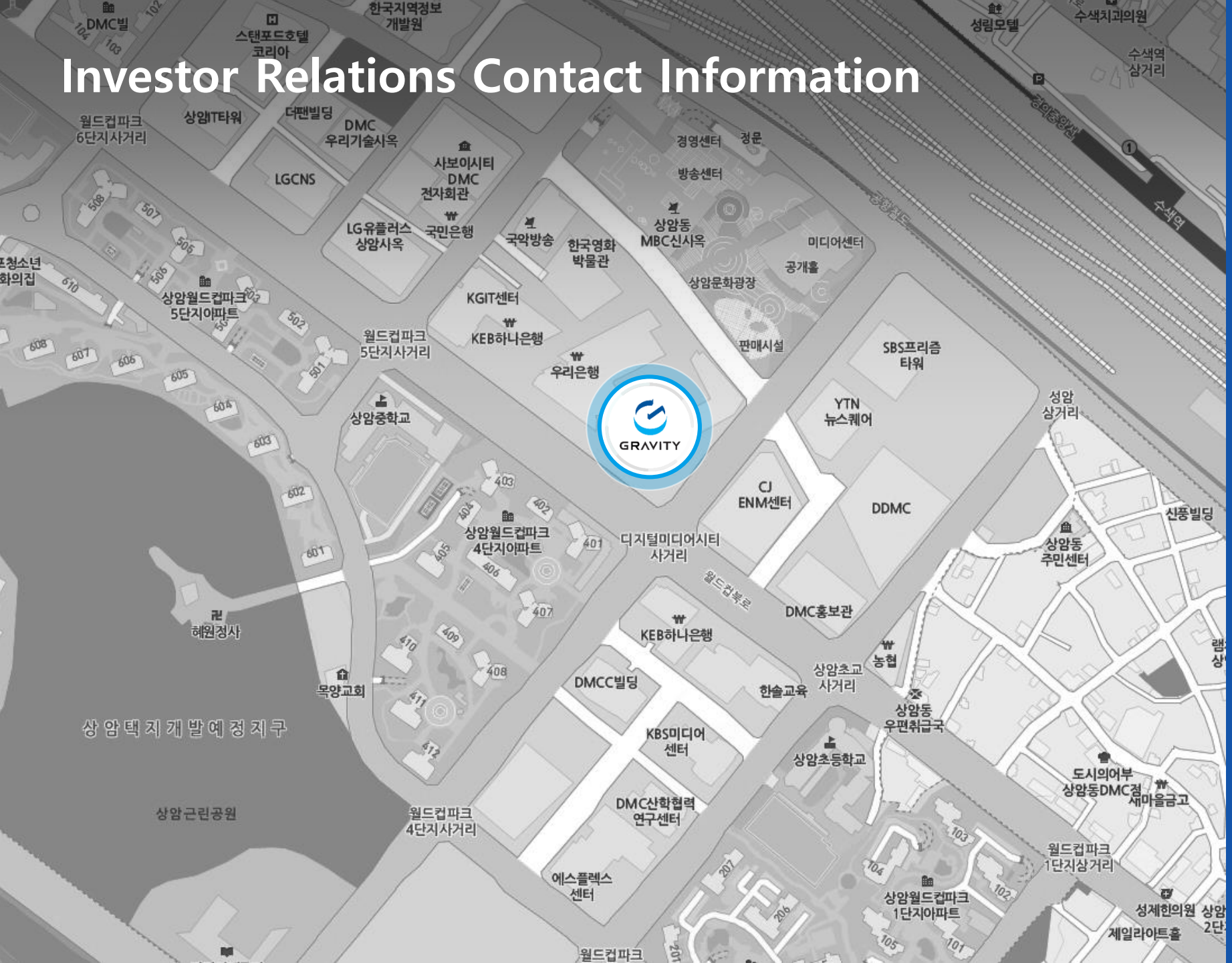
Investor Relations Contact Information



Heung Gon Kim
Chief Financial Officer

Jin Lee
Hye Ji An
IR Unit

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THANK YOU

Gravity along with Ragnarok,

We are dedicated to grow as a Global Leading Game Company

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