



2018 4Q IR PRESENTATION

Investor Relation

February 2019



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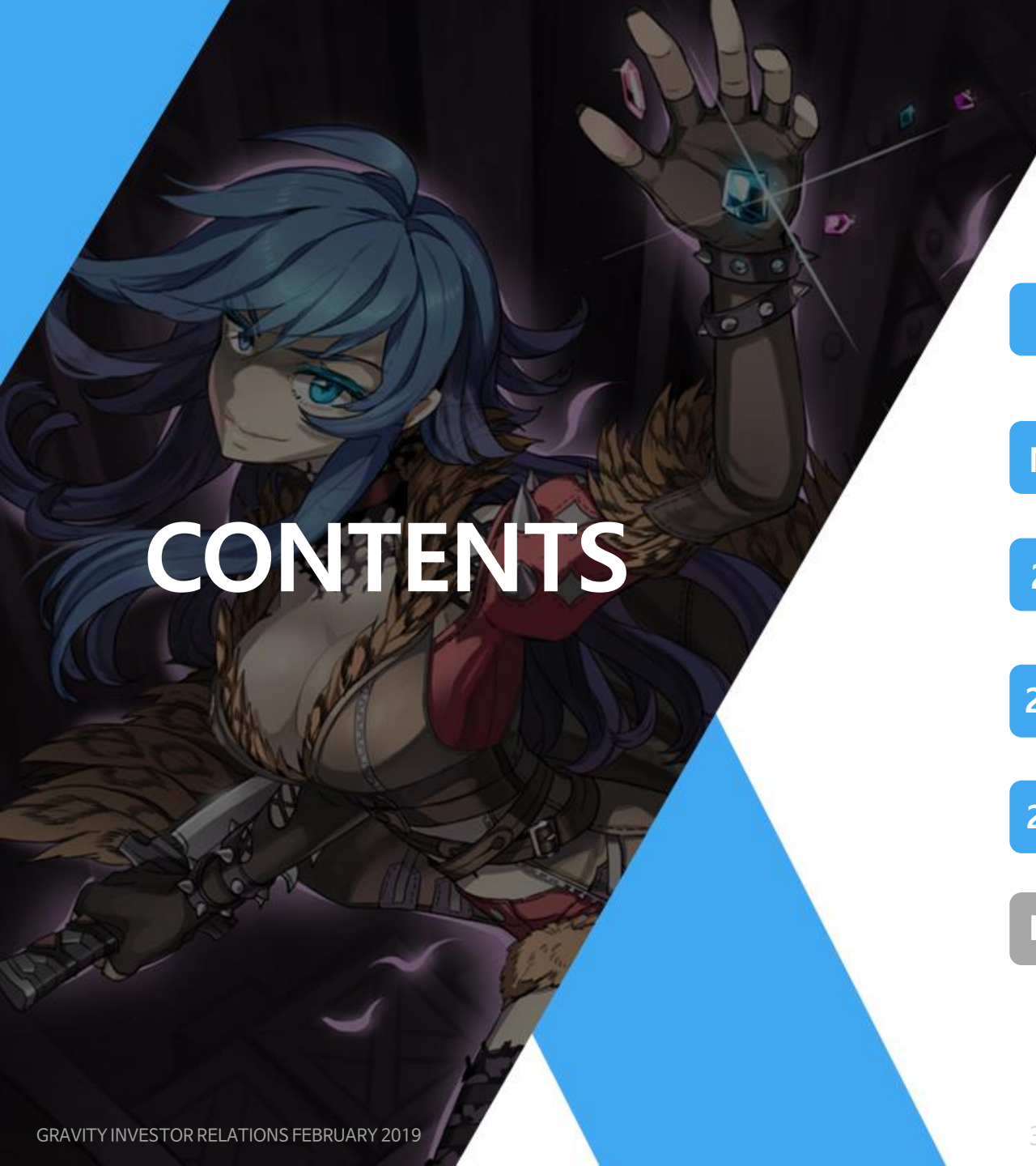
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2018 4Q Updates

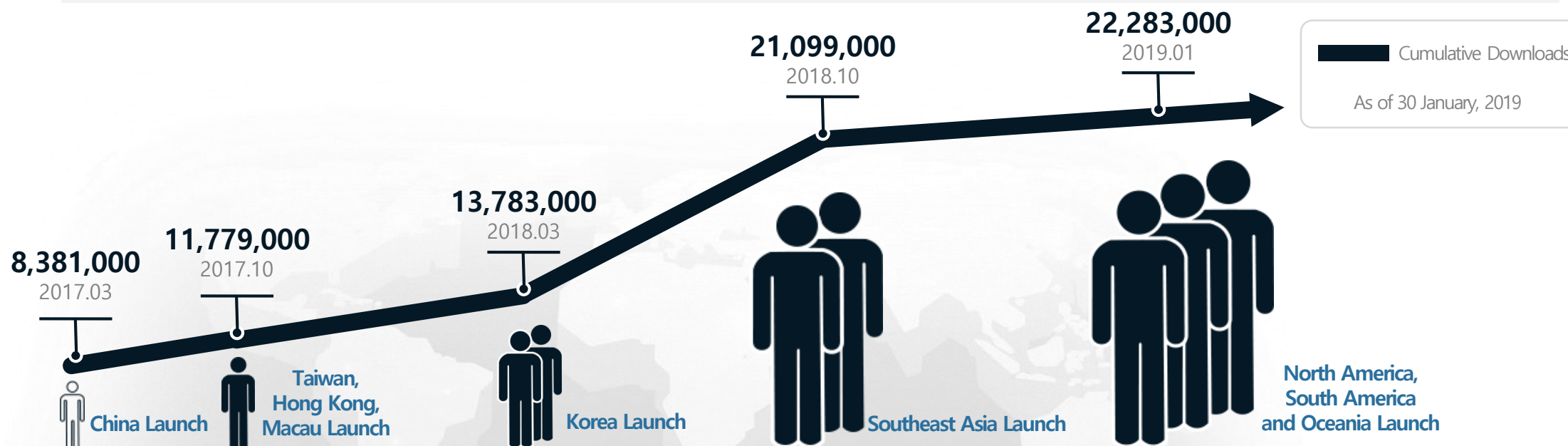
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Ragnarok M, one of Global TOP Mobile Games Demonstrating Ragnarok IP Brand Power!

Ragnarok M: Taiwan, Korea, Southeast Asia(11 regions), North, South America/Oceania(43 Regions) Released

• **Becoming beloved Global IP with more than 22 million downloads all over the world** •

- Hit 22 million downloads throughout the global markets
- Rank No.1 in AOS/iOS top grossing in 12 Regions (as of 30 January, 2019)
(Taiwan/Hong Kong/Macau , Korea, Thailand, Philippines, Singapore, Malaysia, Indonesia, Brunei, Laos, Panama)
- In 34 regions for AOS/ 42 regions for iOS among 43 regions of global version,
9 regions in the top 10 and 23 regions in top 100 (based on top grossing)



Ragnarok M X “Neon Genesis Evangelion” Collaboration

- Ragnarok M in collaboration with Neon Genesis Evangelion and updated on China, Taiwan, Hong Kong, Macau Korea, and Southeast version on 31 January



- Temporary the Third New Tokyo Adventure Dungeon Open!
- Provided Exclusive Evangelion's Combat uniforms and Customs

Improving retention through various events and contents updates such as Evangelion collaboration and arousing Ragnarok M's users interest!

Ragnarok M: Successful Launching in Southeast Asia

- The Bestselling Mobile Games across Major Southeast Asia after the Launching •

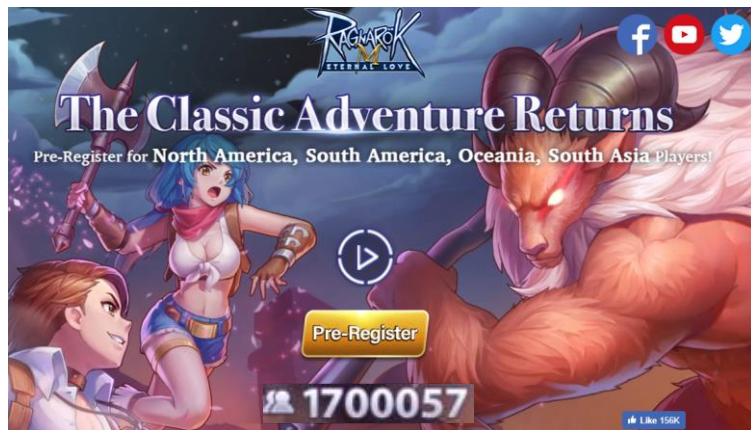


As of 7 February 2019

- More than 7,000,000 Downloads for Southeast Version of Ragnarok M
- Rank No. 1 of the best grossing in Indonesia, Philippines, Thailand, Singapore, Malaysia, Brunei, Laos
- Leading top in Indonesia, Philippines, Thailand (as of 7 February 2019)

Strong Brand Power with the top ranking in Southeast Asia Markets
Competitiveness with Localization per market/ Stable Growth with revenues from various regions

Ragnarok M: North America, South America, Oceania Launch on 9 January



More than 1,700,000 Pre-registration signups! (as of 8 January 2019)

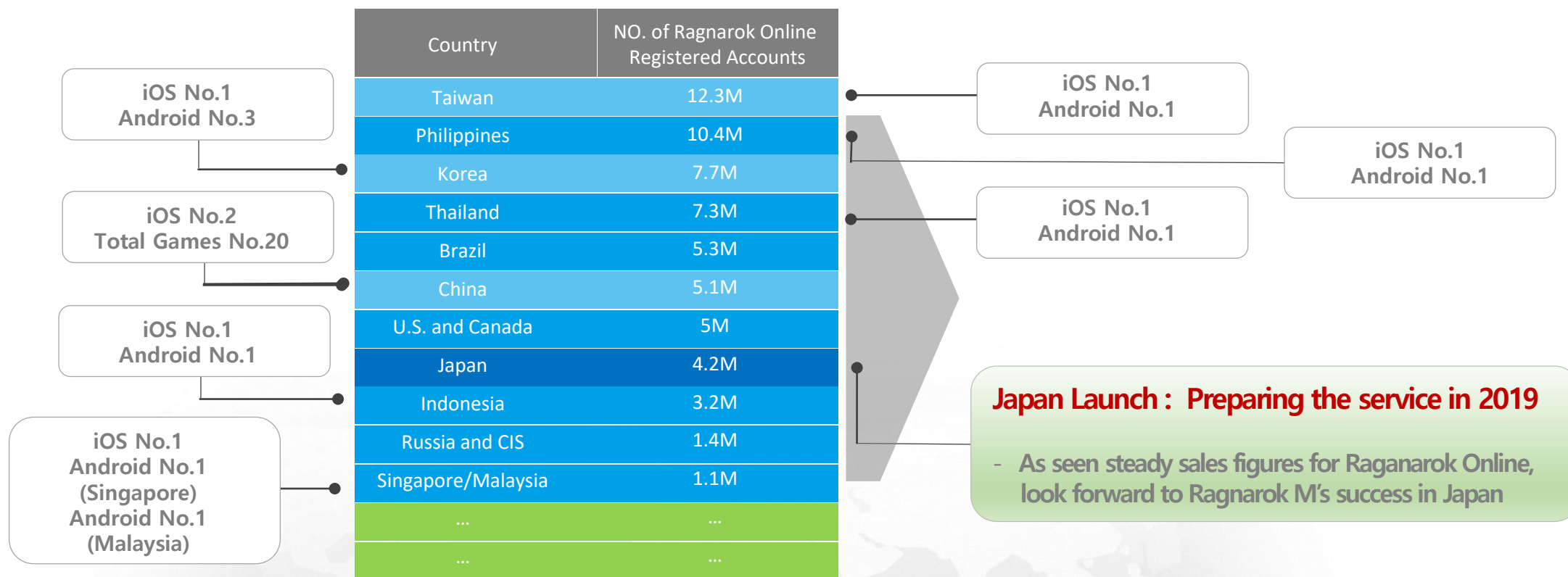
- Google/App Store iOS opened on 9 January!
- Launching Regions: 43 regions including the United States, Brazil, Australia, Canada

500,000 Downloads within three days after launching

- 9 Regions in the top 10 of iOS free download (as of 7 February 2019)
- 9 Regions in the top 10 of AOS/iOS grossing listings (as of 7 February 2019)

Beloved Ragnarok IP in the world, Expanding Game Service to Global Markets
Becoming a Global Company with entry into North, South America and Oceania

Ragnarok M: Preparing the service for Japan in 2019





New Global Market

- 06 Joint Venture in Indonesia
- Establishing a subsidiary in Thailand

Strengthen Southeast Market Power through JV Indonesia and a Subsidiary in Thailand!



Joint Venture in Indonesia

- ① Strengthen as a publisher in Indonesia through various games
- ② Growth to an Indonesia game company with expanding the multiple business
- ③ Establish a Joint Venture in Indonesia with Lyto, which is our local license for Ragnarok Online for 15 years

A subsidiary in Thailand (Gravity Game Tech)

- ① Ragnarok IP's popularity with the history that Ragnarok Online have won the best MMORPG Game awards in Thailand Game Show 2016, 2017 two years in a row
→ Gaining brand awareness throughout Southeast Asia
- ② Leading Rank No.1 in AOS/iOS since the launching day (as of 7 February, 2019)
- ③ To build a solid base through the entry into Thailand, Myanmar, Cambodia, Laos





2019 Business Strategy

07 Line-up for Various Genre of Ragnarok IP based Game

Line-up for Various Genre of Ragnarok IP based Game

2019 Various Genre of Ragnarok IP based Game



Ragnarok: Spear of Odin (Action MORPG)

: Plan to launch in Taiwan/Hong Kong/Macau during the first half of 2019

Ragnarok Web MMORPG
(3D New Version):
Expect to launch in Taiwan/Hong Kong/Macau during the first half of 2019



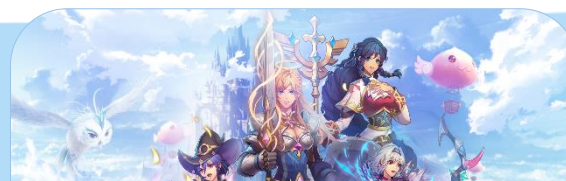
RO Click H5 (Idle Game):

Plan to launch in Korea in March 2019
/Global Market in 2019



Ragnarok Mobile Adventurer (3D ARPG):

Plan to launch in 2019
(CBT: January 10th~20th)



Ragnarok M: First Love (MMORPG):

In progress of CBT
(Plan on 3rd CBT in March)



2018 4Q Analysis

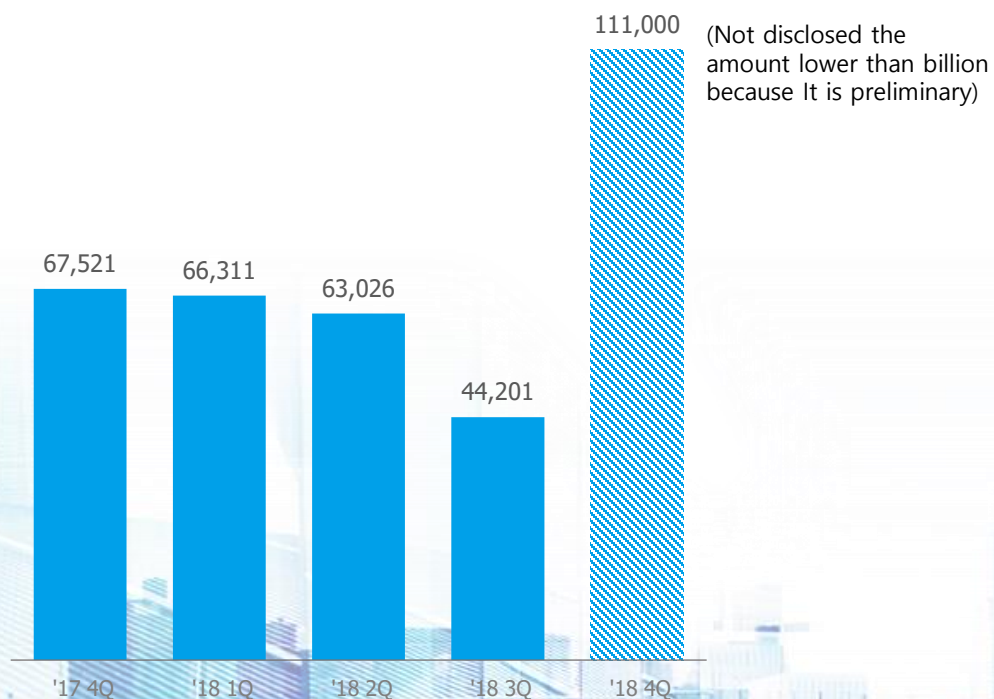
08 Operation Results Trend

09 Revenues Breakdown

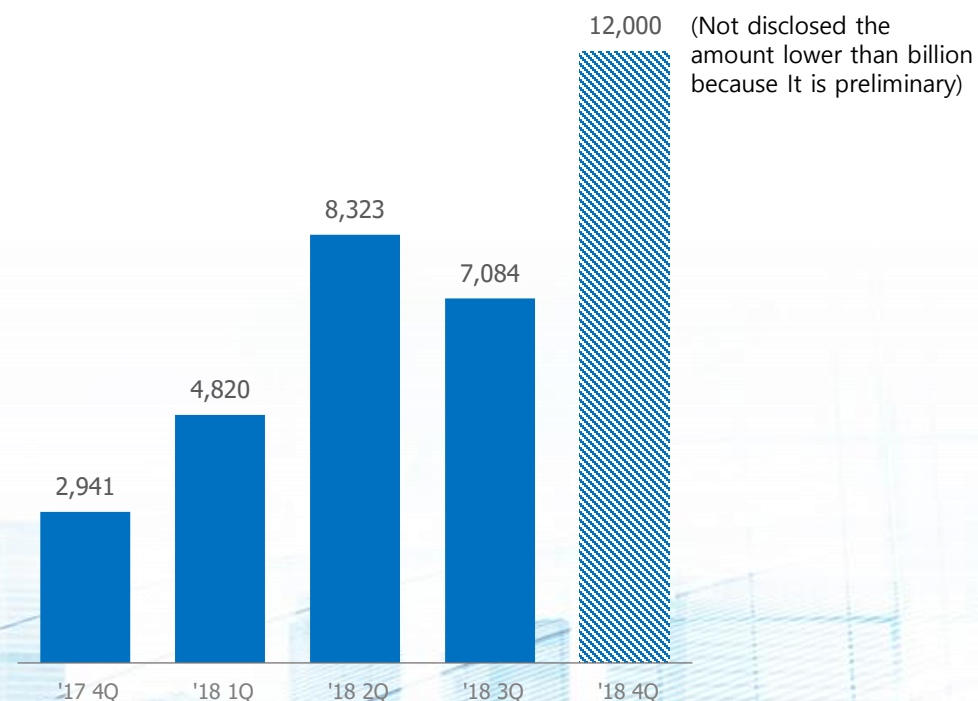
Operation Results Trend

(In Million of KRW)

Revenues (4Q 2018 Preliminary)



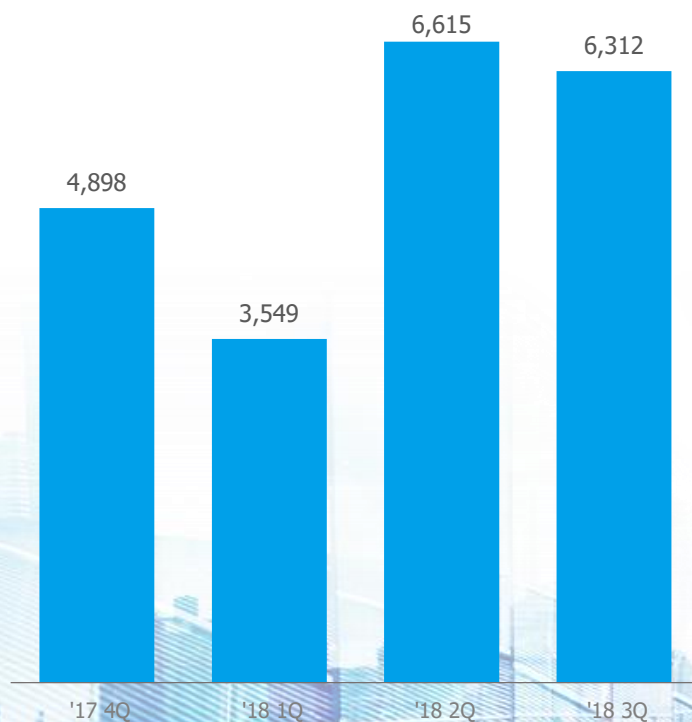
Operating Profit (4Q 2018 Preliminary)



Operation Results Trend

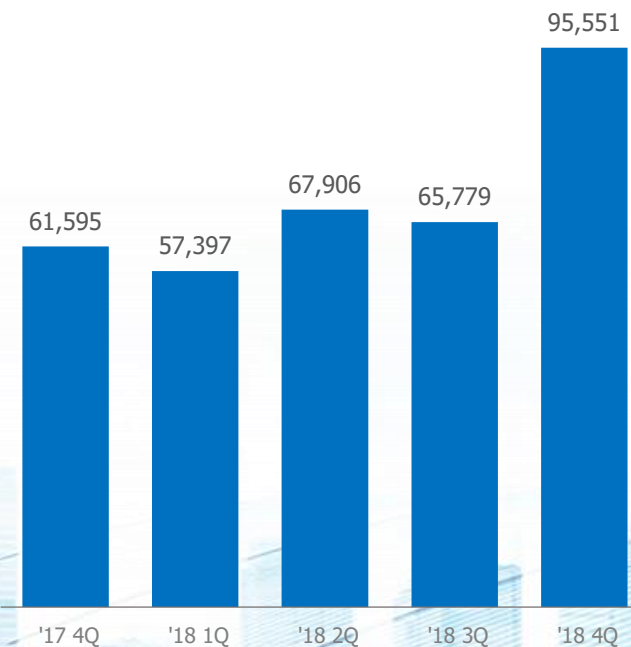
(In Million of KRW)

Net Profit



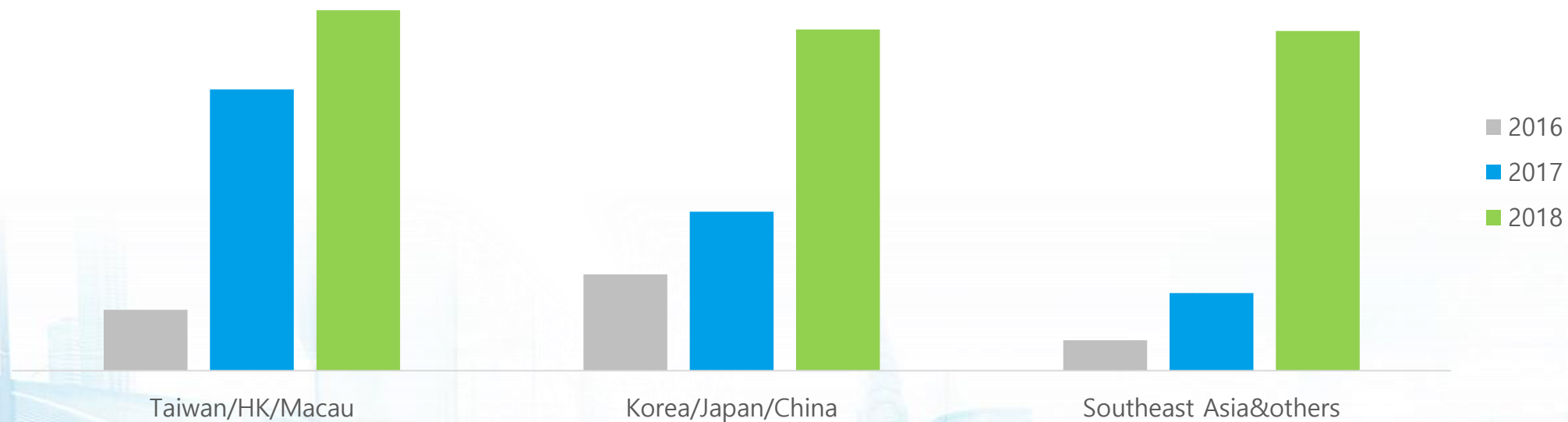
(Not disclosed because have not done with closing 2018 4Q)

Cash and Short-term Financial Instruments



Revenues Breakdown

Market Area



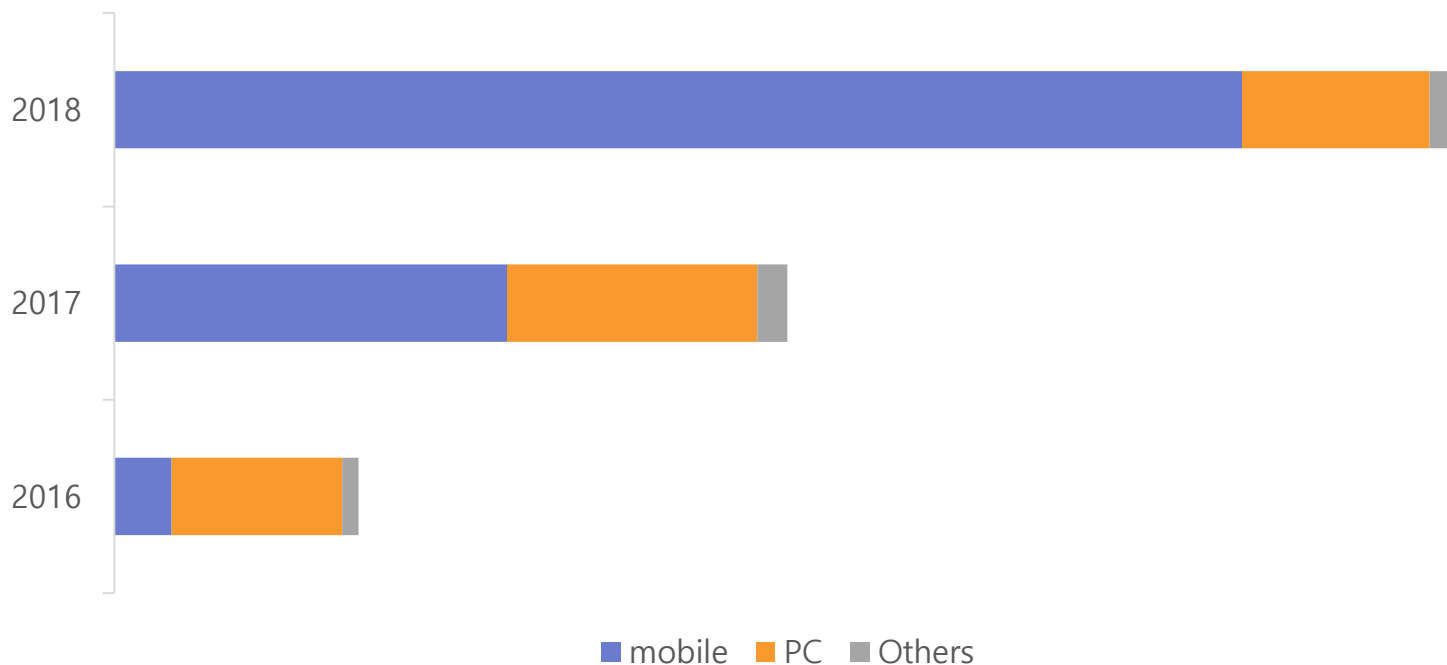
**Korea and Japan
Main Markets**



**Diversified Markets with
Revenue Growth in Taiwan,
Korea, Southeast Asia**

Revenues Breakdown

Game Platforms



Continues Revenue Growth in both Online and Mobile Games



Gravity as a Leading Service Provide in Online and Mobile Game Markets



2019 Gravity Outlook

10 2019 Major Upcoming Launchings

11 2019 Gravity Outlook

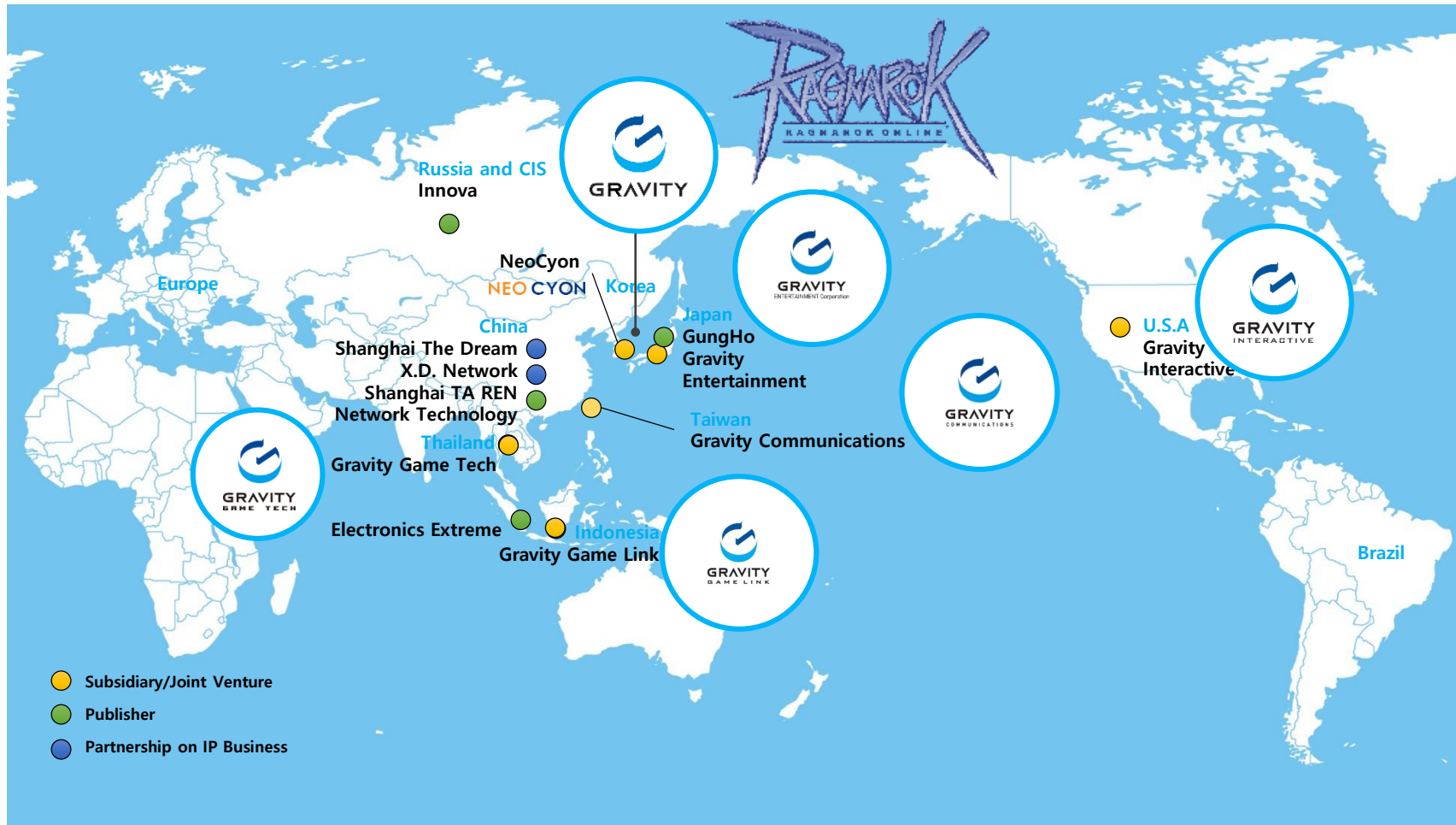
Upcoming Launchings



Platform	Game	Plan	Schedule	Market
PC	Ragnarok Zero	Additional launching	2019	TBD
Web Browser	Ragnarok Web MMORPG (3D New Version)	New launch	1H 2019	Taiwan/Hong Kong/Macau
Mobile	Ragnarok M (MMORPG)	Additional launching	TBD	Japan
Mobile	Ragnarok: Spear of Odin (MO RPG)	New launch	1H 2019	Taiwan/Hong Kong/Macau
Mobile	Mobile games based on Ragnarok IP	New launch	2019	TBD
Mobile	Ragnarok Adventurer (3D MORPG)	New launch	2019	TBD
HTML5	RO Click H5 (Idle Game)	New launch	MAR 2019/2019	Korea/Global Markets



Global Market Strategy



Strategic Plans for Global Market

- Thailand subsidiary: Plan to directly service Ragnarok Online and other games in Thailand, Myanmar, Cambodia, Laos
- Indonesia Joint Venture: targeting Indonesia Market
→ Strengthen Market Power in Southeast Asia
- US Subsidiary: Expand the global service to North America, South America, and Oceania
- Global business targeting more than 80 countries along with Ragnarok IP → Expansion and buildup
- Own growth engine through opportunity to find a new business



Exhibits

- 01 Company Overview
- 02 Subsidiaries

Company Information



Date of Establishment

April 4, 2000



Location

Seoul, Korea(HQ), Taipei, Taiwan (Subsidiary), California, USA (Subsidiary)



Employees

552 (Including Subsidiaries, as of December 31, 2018)



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

Gravity Interactive, Inc.

- Steam Service
- Operation of warportal.com
- Global Mobile Game Service
- Global Online Gam Service



NeoCyon, Inc.

- Mobile Games Development
- Mobile Game Service in Korea
- B2B IT Service

Gravity Communications Co., Ltd.

- Strategic Planning for Asian Markets

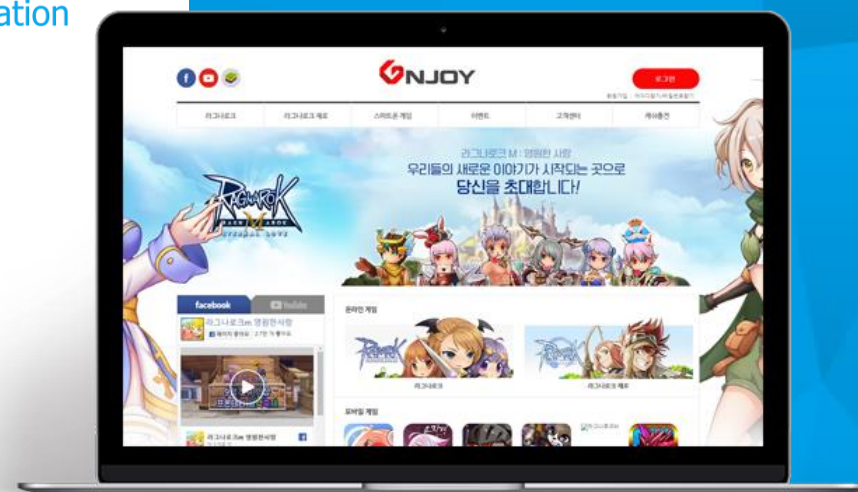
Gravity Entertainment Corporation

- Game Service in Japan



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

Game Portal Site: **GmJoy.com**

Investor Relations Contact Information



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Sang Eun Sung
IR Manager



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Gravity along with Ragnarok,
We are dedicated to grow as a Global Leading Game Company

Thank You