

2024 1Q

IR PRESENTATION

Investor Relations
May 2024



DISCLAIMER

These materials have been prepared by GRAVITY Co., Ltd. ("Gravity" or the "Company"). The statements contained in this presentation have not been independently verified. No representations or warranties, express or implied, are made as to, and no reliance should be placed on, the accuracy, fairness or completeness of the information presented or contained in these materials. Neither the Company nor any of its affiliates, advisers or representatives accepts any responsibility whatsoever for any loss or damage arising from any information presented or contained in these materials.

The information presented or contained in these materials is subject to change without notice and its accuracy is not guaranteed. The presentations do not constitute an offer or invitation to purchase or subscribe for any shares or other securities of the Company and neither any part of the materials nor any information or statement contained therein shall form the basis of or be relied upon in connection with any contract or commitment whatsoever. Certain statements or other disclosure content in these presentation materials may include, in addition to historical information, "forward-looking statements" within the meaning of the "safe-harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements can generally be identified by the use of forward-looking terminology, such as "may," "will," "expect," "intend," "estimate," "anticipate," "believe," "project," or "continue" or the negative thereof or other similar words, although not all forward-looking statements will contain these words. These forward-looking statements are based on our current assumptions, expectations and projections about future events. All forward-looking statements involve risks and uncertainties that may cause our actual performance, financial condition or results of operations to be materially different from those suggested by the forward-looking statements, including, but not limited to, our ability to diversify revenue; our ability to collect, and in a timely manner, license fees and royalty payments from overseas licensees; our ability to acquire, develop, license, launch, market or operate commercially successful online games; our ability to compete effectively in a highly competitive industry; our ability to anticipate and access technological developments in our industry; our ability to recruit and retain quality employees as we grow; our ability to implement our growth strategies; and economic and political conditions globally. Investors should consider the information contained in our submissions and filings with the United States Securities and Exchange Commission (the "SEC") including our annual report for the fiscal year ended December 31, 2023 on Form 20-F, together with such other documents that we may submit to or file with the SEC from time to time, including on Form 6-K. The forward-looking statements speak only as of this press release and we assume no duty to update them to reflect new, changing or unanticipated events or circumstances.

CONTENTS

2024 1Q Financial

- 01** Operation Results Trend
- 02** Revenue Breakdown
- 03** Financial Statements

2024 1Q Game

- 04** 1Q Released Games
- 05** ROXIC e-Sports Championship in Asia
- 06** Ragnarok Online (PC)
- 07** Ragnarok Origin (PC/Mobile)
- 08** Ragnarok X: Next Generation (PC/Mobile)
- 09** Ragnarok M: Eternal Love (PC/Mobile)
- 10** Ragnarok V: Returns (PC/Mobile)
- 11** Ragnarok: Rebirth (Mobile)
- 12** Ragnarok: Novice Hearts (Tentative) (Mobile)
- 13** Ragnarok in Wonderland (Mobile)
- 14** Ragnarok Landverse (Blockchain/PC)
- 15** Ragnarok Monster World (Blockchain/PC/Mobile)
- 16** TOKYO PSYCHODEMIC (PC/Console)
- 17** Indie Game (PC/Console)

2024 1Q Business

- 18** 'RAGNAROK THE ORCHESTRA CONCERT'
- 19** Golf Monsters the First Screen Golf Franchise to be Opens in Taiwan 2024
- 20** Expanding Publishing Business of Subsidiaries

GRAVITY Pipeline

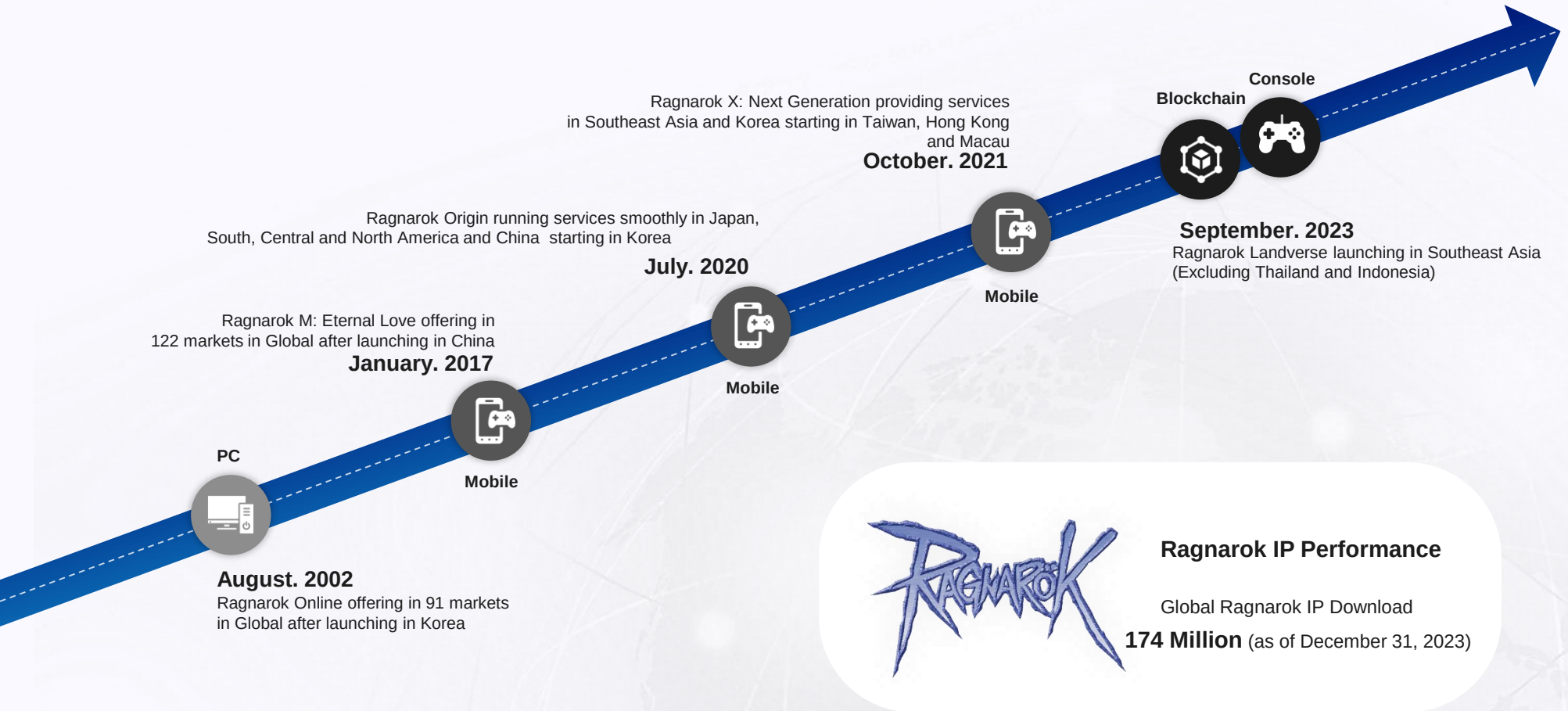
- 21** 2024 Major Upcoming Launchings
- 22** Ragnarok IP Pipeline
- 23** Global Market Strategy

Exhibits

- 01** Company Overview
- 02** Subsidiaries

Ragnarok One Source Multiple Titles

Growth Engine Acquisition from Platform Expansion!



2024 1Q

FINANCIAL

- 01 Operation Results Trend
- 02 Revenue Breakdown
- 03 Financial Statements



01

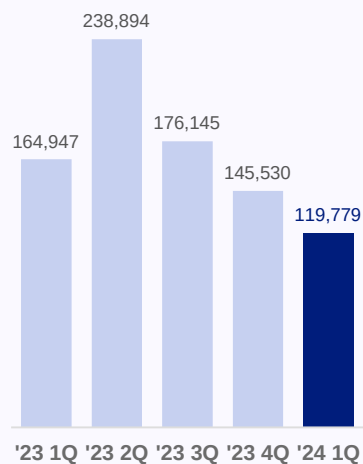
2024 1Q Financial

Operation Results Trend

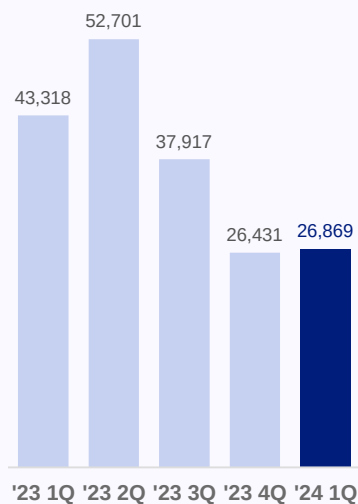


- 2024 1Q Revenue KRW 120 billion, Operating Profit KRW 27 billion
- Total Revenue QoQ -17.7%, YoY -27.4% Total Operating Profit QoQ +1.7%, YoY -38.0%

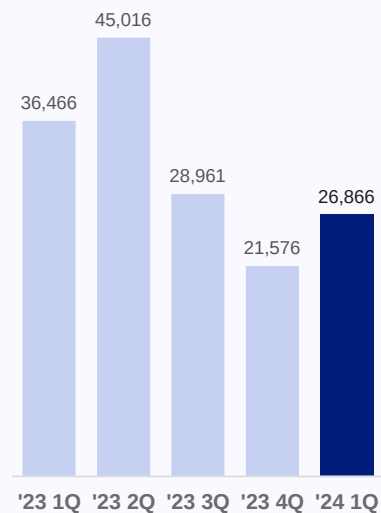
Revenue



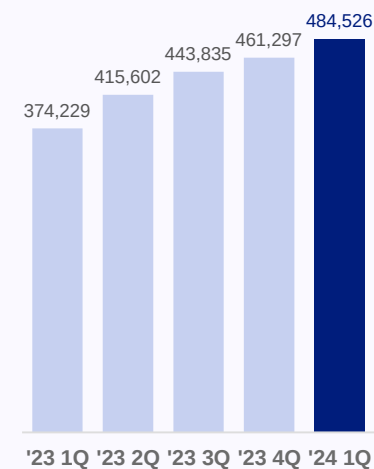
Operating Profit



Net Profit

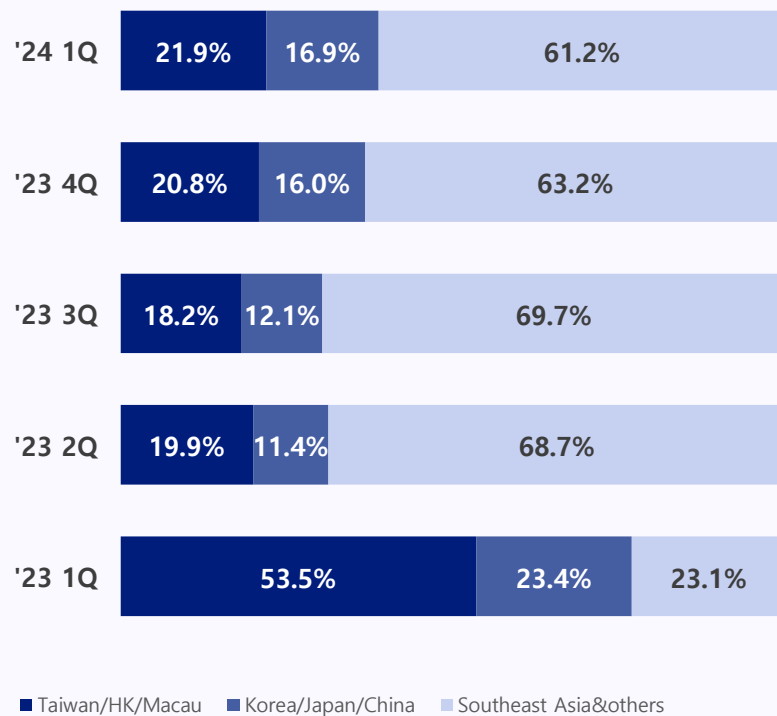


Liquidity

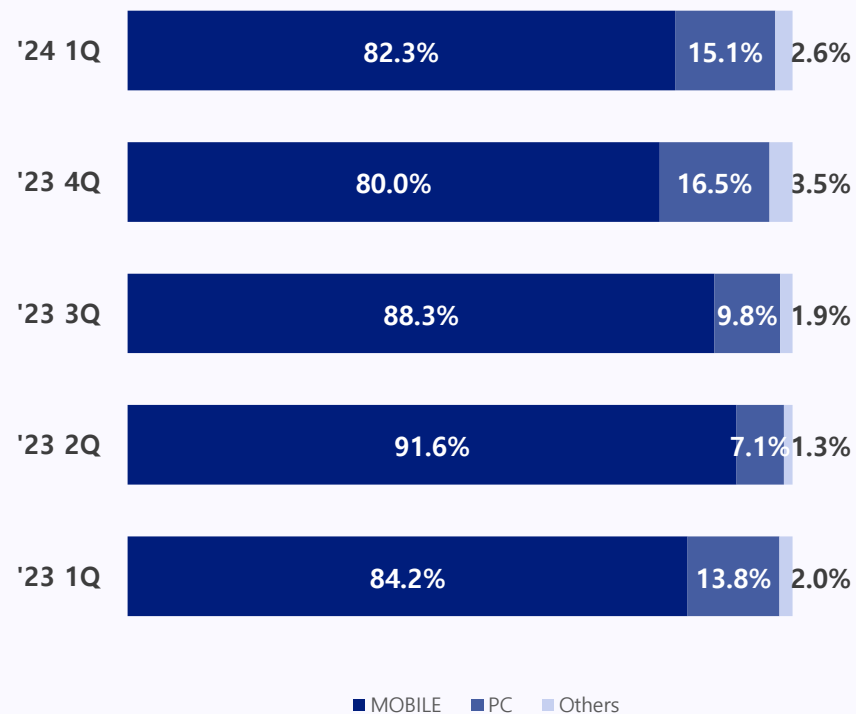


(In Million of KRW)

Revenue Breakdown by Region



Revenue Breakdown by Game Platforms



Consolidated Income Statement (IFRS)

Account	(In millions of KRW except share and per share data)				
	2023 1Q	2023 2Q	2023 3Q	2023 4Q	2024 1Q
	(unaudited)				
Revenues	164,947	238,894	176,145	145,530	119,779
Online games	22,696	17,025	17,316	23,980	18,065
Mobile games	138,994	218,687	155,467	116,456	98,548
Other revenues	3,257	3,182	3,362	5,094	3,166
Cost of revenues	105,485	168,309	117,834	93,330	73,628
Gross Profit	59,462	70,585	58,311	52,200	46,151
Total operating expenses	16,144	17,884	20,394	25,769	19,282
SG&A expenses	13,271	15,029	17,190	20,576	15,747
R&D expenses	2,922	2,852	3,964	3,748	3,601
Other expenses (income)	(49)	3	(760)	1,445	(66)
Operating Profit	43,318	52,701	37,917	26,431	26,869
Finance income	5,461	4,213	7,059	6,534	6,297
Financial costs	(2,553)	(1,817)	(3,768)	(6,797)	(668)
Profit before income tax expense	46,226	55,097	41,208	26,168	32,498
Income Tax Expense	9,799	10,070	12,223	4,625	5,615
Profit for the period	36,427	45,027	28,985	21,543	26,883
Profit (loss) attributable to:					
Non controlling interest	(39)	11	24	(33)	17
Owners of the Parent Company	36,466	45,016	28,961	21,576	26,866
Earnings (loss) per share—basic and diluted:	5,248	6,478	4,168	3,105	3,866
Earnings (loss) per ADS—basic and diluted:	5,248	6,478	4,168	3,105	3,866

Consolidated Balance Sheet (IFRS)

(In millions of KRW except share and per share data)

Account	2023 1Q	2023 2Q	2023 3Q	2023 4Q	2024 1Q
	(unaudited)	(unaudited)	(unaudited)	(audited)	(unaudited)
Assets	474,299	563,288	567,333	578,181	596,241
Current Assets	451,165	537,135	537,977	546,899	565,718
Cash and cash equivalents	374,229	415,602	443,835	461,297	484,526
Account receivables, net	68,981	112,407	81,046	71,213	64,138
Others	7,955	9,126	13,096	14,389	17,054
Non Current Assets	23,134	26,153	29,356	31,282	30,523
Property and equipment, net	7,464	9,124	10,808	10,151	8,865
Intangible asset	3,818	4,726	5,029	6,370	6,164
Deferred tax assets	5,226	5,184	5,574	5,952	5,759
Other non-current financial assets	2,708	1,939	1,741	1,824	1,736
Others	3,918	5,180	6,204	6,985	7,999
Liabilities	104,002	149,810	123,780	114,453	103,392
Current Liabilities	97,003	142,639	116,498	106,434	95,909
Account Payables	60,515	101,206	76,644	61,778	53,904
Deferred Revenue	17,261	18,947	15,976	18,093	16,665
Others	19,227	22,486	23,878	26,563	25,340
Non Current Liabilities	6,999	7,171	7,282	8,019	7,483
Equity	370,297	413,478	443,553	463,728	492,849
Share capital	3,474	3,474	3,474	3,474	3,474
Capital surplus	27,098	27,098	27,098	27,098	27,085
Other components of equity	6,121	4,267	5,362	4,016	6,261
Retained earnings	332,946	377,962	406,923	428,499	455,365
Non-controlling interest	658	677	696	641	664
Total Liabilities and Equity	474,299	563,288	567,333	578,181	596,241

2024 1Q

G A M E

04 1Q Released Games

05 ROXIC e-Sports Championship in Asia

06 Ragnarok Online (PC)

07 Ragnarok Origin (PC/Mobile)

08 Ragnarok X: Next Generation (PC/Mobile)

09 Ragnarok M: Eternal Love (PC/Mobile)

10 Ragnarok V: Returns (Mobile)

11 Ragnarok: Rebirth (Mobile)

12 Ragnarok: Novice Hearts (Tentative) (Mobile)

13 Ragnarok in Wonderland (Mobile)

14 Ragnarok Landverse (Blockchain/PC)

15 Ragnarok Monster World (Blockchain/PC/Mobile)

16 TOKYO PSYCHODEMIC (PC/Console)

17 Indie Game (PC/Console)

04

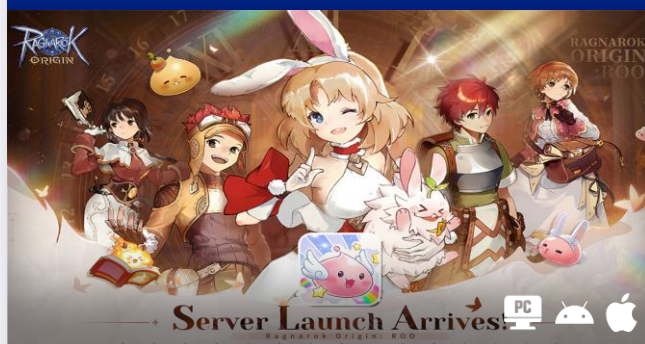
2024 1Q Game

1Q Released Games



「Maximizing Global Market Influence through Genre Diversification!」

Ragnarok Origin in North • Central • South America



- **Launching:** February 28, 2024
- **Platform:** PC/Mobile Multi-Platform
- **Publisher:** GRAVITY Game Vision, Ltd.
(Gravity Hong Kong Subsidiary)
- **Ranked 2nd in Google Play USA Free Downloads!**
Brazil Free Downloads!
Ranked 3rd in Apple App Store Brazil Top Grossing!

Generation Zombie in Global Market



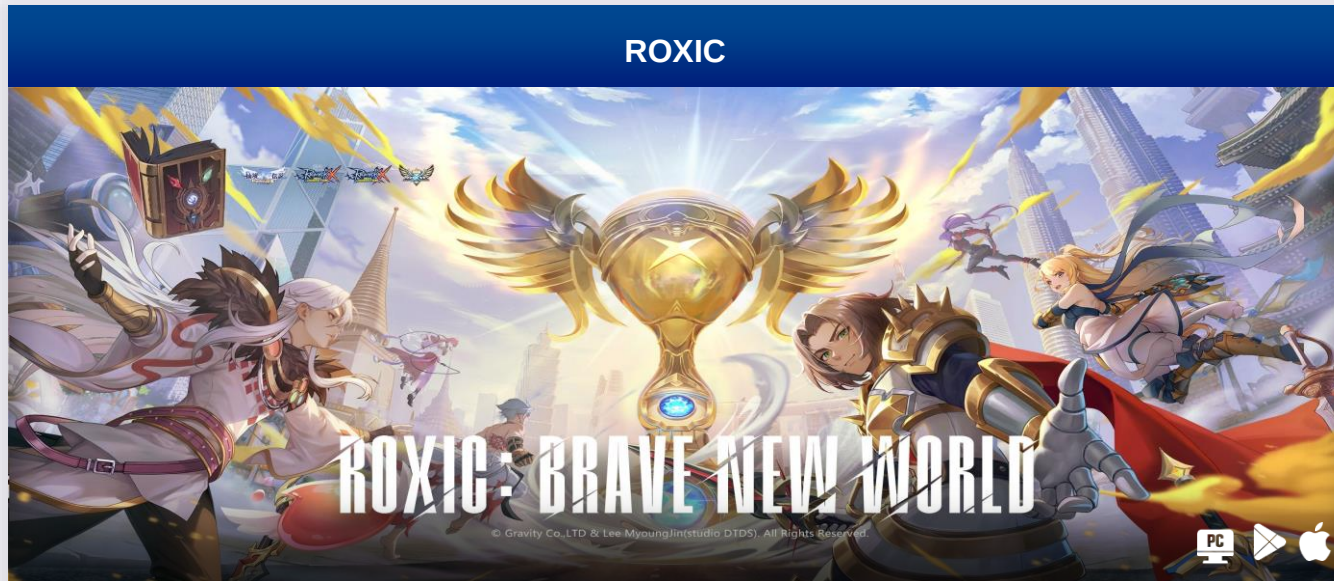
- **Launching:** March 13, 2024
- **Genre:** Turn-based Survival Horror Card Game
- **Platform:** Mobile
- **Market:** Global
- **Language:** Korean, English, Japanese

Ragnarok Origin in China

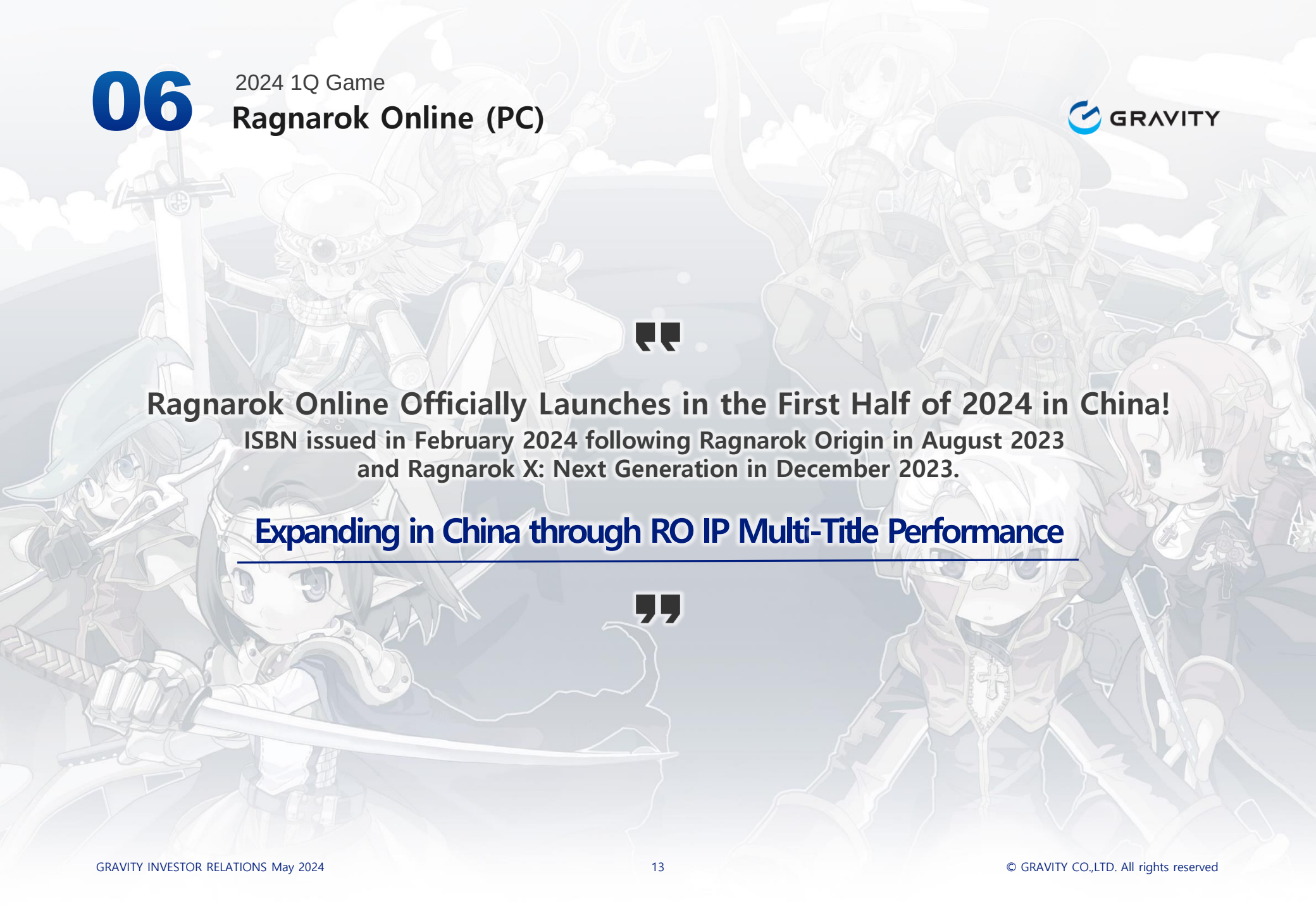


- **Launching:** March 26, 2024
- **Platform:** PC/Mobile Multi-Platform
- **Publisher:** Beijing Ruyijingxiu Network Technology Co., Ltd (Beijing, China)
- **Ranked 1st in Apple App Store Free Downloads!**
10th in Top Grossing!
- **Ranked 2nd in Most Popular Game of Tap Tap!**
3rd in Most Popular Game of bili bili!

「ROXIC, Ragnarok X: Next Generation's First International Championship, Ended Successfully!」



- ROXIC, Ragnarok X: Next Generation's **First International Championship** involving all server users
- Participants: **10 countries in Asia** including Korea, Taiwan, Hong Kong, Macau, Thailand, Indonesia, Philippines, Malaysia, Singapore, etc.
- Live Platform: Facebook, Youtube
- The final match of ROX International Championship had a cumulative total of **540,000 viewers!**

The background of the slide features a detailed illustration of several Ragnarok Online characters. In the foreground, a female character with dark hair and a white top is holding a sword. To her right, another character with blonde hair and a red cross emblem is visible. In the background, other characters in various outfits, including a knight in armor and a mage with a staff, are depicted. The overall style is characteristic of the Ragnarok Online art style, with chibi-like proportions and detailed equipment.

06

2024 1Q Game

Ragnarok Online (PC)



“

Ragnarok Online Officially Launches in the First Half of 2024 in China!

ISBN issued in February 2024 following Ragnarok Origin in August 2023
and Ragnarok X: Next Generation in December 2023.

Expanding in China through RO IP Multi-Title Performance

”

「Constant Updates and Various Events on Ragnarok Online!」



Korea Feb. <Tower of the Holy See & Garden of Time>
Mar. <Frontiera Spring Flower Festival 2024!>
Apr. <Episode 21> update

Japan Feb. <Royal Sweet Tea Party>
Mar. <RAG HODAI 499 hours>
Apr. <EDDA Bioengineering Lab> update

Europe Feb. <Pirate Treasure>
Mar. <Fool day>
Apr. <Shadow Gear Package> update

Taiwan • Hong Kong • Macau Feb. <New Years' Event>
Mar. <Fantasy Books> update
Apr. <New 4 Pets> update

USA Feb. <Blacksmith Blessing Discount>
Mar. <Easter Egg Hunt>
Apr. <Sonic x Ragnarok Collaboration>

Indonesia Feb. <Valentine Cooking>
Mar. <Easter Special>
Apr. <Ramadhan Quest>

Thailand Feb. <PVP 11 vs 11>
Mar. <WIP User Meeting>
Apr. <Orchestra Concert>

Philippines • Singapore • Malaysia Feb. <2nd Anniversary - MVP Buffet>
Mar. <Horror Toy Memorial War> update
Apr. <Spring Flower Festival>

China Official Launch in the First Half of 2024

Expanding User Pools with Customized Marketing Strategy for Ragnarok Origin!

Korea



- Feb. <Ball for Two on Valentine's Day >
- Mar. <New 4th Class Update (SURA / ROYAL GUARD)> update
- Apr. <Super Extreme Challenge>
- Jul. <4th Anniversary>
Large-scale update scheduled

Japan



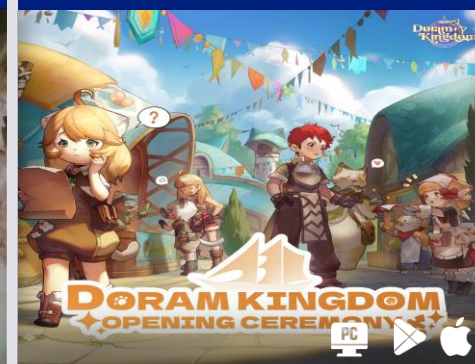
- Feb. <Fair Dance with Rhythm>
- Mar. <1,000-day Anniversary Items>
- Apr. <Double Bonus for Malangdo>

Taiwan • Hong Kong • Macau



- Feb. <Moon Chase War Season 3>
- Mar. <Singing Contest: Heavenly Voice>
- Apr. <Cross Server Tournament >

Southeast Asia



- Feb. <ODIN CUP Season 2>
- Mar. <Doram Kingdom Open>
- Apr. <SONGKRAN Festival>
- May <ODIN CUP> e-sport event

Ragnarok X: Next Generation (PC/Mobile)

「Ragnarok X: Next Generation Launches in China in the Second Half of 2024,
Preparing for Japan Service!

Taiwan • Hong Kong • Macau



- Feb. <New Year's Day Invasion>
- Mar. <Offline Watching Party>
- Apr. <Children's Day Racing>

Korea



- Feb. <Snowflake Festival>
- Mar. <Collaboration with Lava>
<New Job Gunslinger> update
- Apr. <Infinite Challenge:
The Top of the Warrior>

Southeast Asia



- Feb. <Valentine 1+1 Package>
- Mar. <White Valentine day>
- Apr. <SONGKRAN STAR SHOW>

Ragnarok M: Eternal Love Launches PC Version in Stages in 2024!



Ragnarok M Serviced Regions

122 Regions

Korea Feb. <Love Confession Season>
Mar. <Spring Picnic Season>
Apr. <Frontiera Fireworks Festival>

Japan Feb. <Hero Thunder God Thor> update
Mar. <Walk in the Air of spring Season>
Apr. <Tears of Glasheim Part 3> update

Taiwan • Hong Kong • Macau Feb. <The Rose that Doesn't Wither>
Mar. <Becoming My Own Queen>
Apr. <Geffen Defense>

China Feb. <Love Confession Season>
Mar. <Spring Picnic Season>
Apr. <Goblin Festival>

Europe Feb. <Lil Beard God Limited Giftbox>
Mar. <Spring Adventure Log>
Apr. <Land of Water Sources>

Southeast Asia Feb. <Lil Beard God Limited Giftbox>
Mar. <Spring Adventure Log>
Apr. <Land of Water Sources>

North • South America • Oceania Feb. <Lil Beard God Limited Giftbox>
Mar. <Spring Adventure Log>
Apr. <Land of Water Sources>

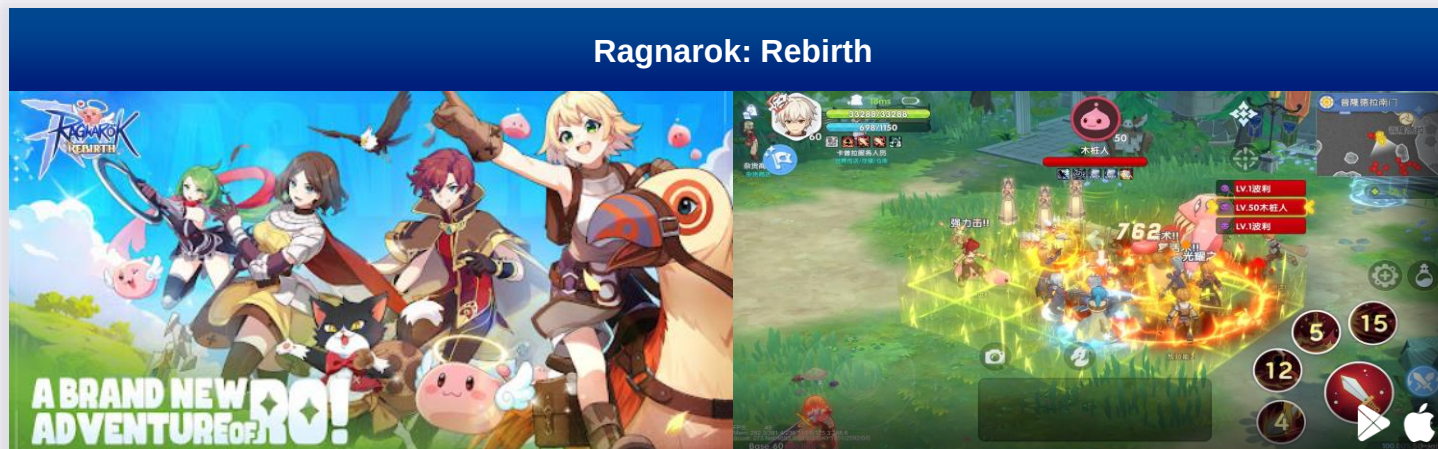
「Ragnarok V: Returns, CBT in Korea, Southeast Asia」



- **Genre:** 3D MMORPG
- **Platform:** PC/Mobile Multi-Platform
- **Language:** Korean, English, Thai
- **CBT Date:** Mar. 25, 2024 ~ Apr. 1, 2024
- **CBT Market:** 9 Countries in Asia including Korea & Southeast Asia (Thailand, Philippines, Cambodia, Indonesia, Singapore, Vietnam, Myanmar, Malaysia, Laos)

Ragnarok: Rebirth (Mobile)

「Ragnarok: Rebirth Launches in Southeast Asia in June 2024!」



- **Genre:** MMORPG
- **Platform:** Mobile
- **Language:** English, Thai, Chinese, Indonesian
- **Publisher:** Gravity Game Vision, Ltd.
(Gravity Hong Kong Subsidiary)
- **Market:** Southeast Asia
- **Feature:** Colorful 3D Fantasy World Background
Elaborate Vertical Interface
A vibrant story with a variety of NPCs

Ragnarok: Novice Hearts (Tentative) (Mobile)

「Ragnarok: Novice Hearts (Tentative) Launches in Taiwan, Hong Kong, Macau in June 2024!」

Ragnarok: Novice Hearts (Tentative)



- **Genre:** MMORPG
- **Platform:** Mobile
- **Publisher:** Gravity Game Vision, Ltd.
(Gravity Hong Kong Subsidiary)
- **Pre-booking:** April 29, 2024 until launch
- **Market:** Taiwan, Hong Kong, Macau
- **Launching:** June 2024
- **Feature:** AFK game with Ragnarok IP
Increase user satisfaction by providing various PVE and PVP content

Ragnarok in Wonderland (Mobile)

「Ragnarok in Wonderland Luanches in Korea in the Second Half of 2024!」

Ragnarok in Wonderland

- **Genre:** Casual, Healing, Tycoon
- **Platform:** Mobile
- **Market:** Korea
- **Launching:** the second half of 2024
- **Feature:** Users can create the unknown Wonderland with buildings through a unique design, combining various Ragnarok IP monsters!

「Ragnarok Landverse Launches in Thailand in June 2024!」

Ragnarok Landverse




- **Genre:** MMORPG
- **Platform:** Blockchain PC
- **Market:** Thailand

- **CBT Date:** Jun. 20 ~ Jun. 24
- **Pre-registration Event:**
Jun. 24 ~ Jun. 27
NFT Presale + Land Ticket Sales + ION Pre-charge

Ragnarok Monster World (Blockchain/PC/Mobile)

「Ragnarok Monster World Lunches in Thailand in the Second Half of 2024!」

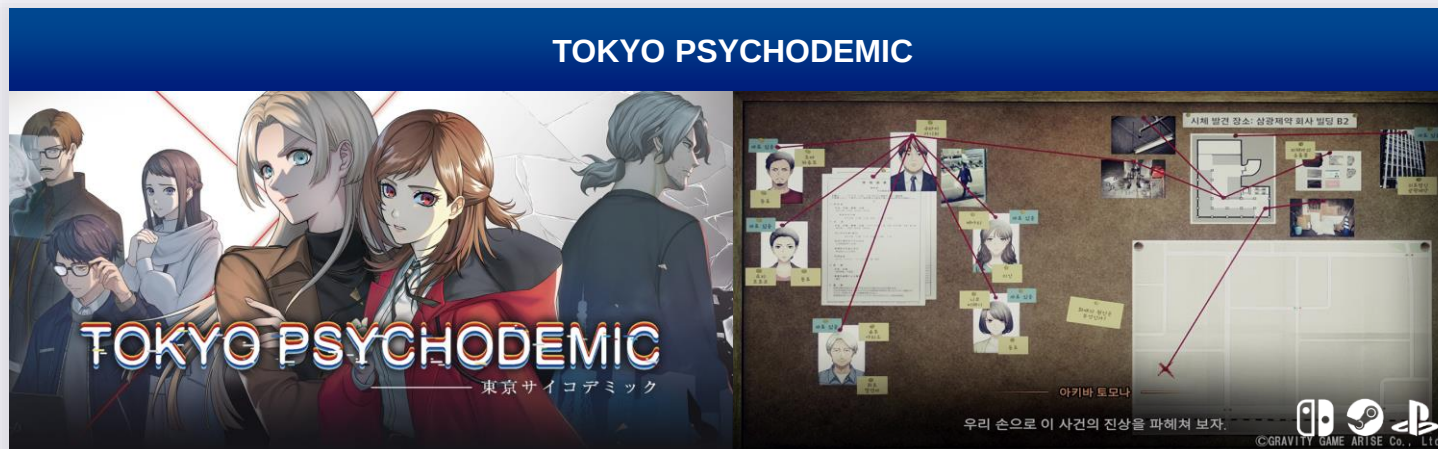
Ragnarok Monster World



- **Genre:** Real-Time Strategy/NFT
- **Platform:** Blockchain PC(Window Client)
Mobile
- **Publisher:** ZERO X AND, PTE. LTD

- **Market:** Thailand
- **Launching:** the second half of 2024
- **Feature:** Web3-based collectible NFT game created by incorporating Ronin token blockchain into Ragnarok IP.
Implementation of NFT rental solutions

「TOKYO PSYCHODEMIC Releases in Japan on May 30, 2024!」



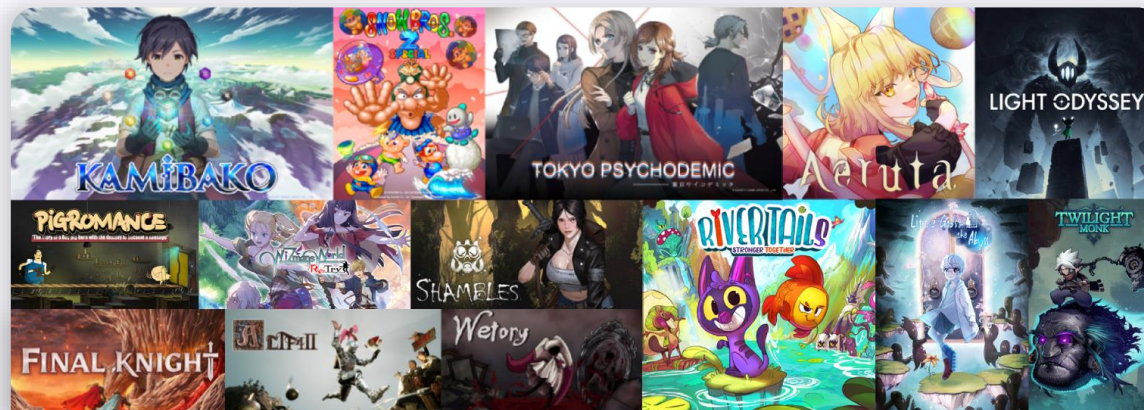
- **Launching:** May 30, 2024
- **Market:** Japan
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Genre:** 2D Cinematic Profiling Adventure
- **Feature:** A real scientific investigation simulation game that solves supernatural events inside Tokyo, which is locked down by an unknown virus
- 2D drama expressions and live-action evidence are organically combined to give users the pleasure of various endings!

17

2024 1Q Game Indie Game (PC/Console)



「15 Indie Games in PAX EAST 2024 in U.S.A.」



15 PC & Console Titles



Mar. 21 ~ Mar. 24
PAX EAST 2024 U.S.A Game Show



New IPs of Colorful Genre
with Both Game Element and Fun!

2024 1Q

B U S I N E S S

- 18 'RAGNAROK THE ORCHESTRA CONCERT'
- 19 Golf Monsters the First Screen Golf Franchise to be Opens in Taiwan 2024
- 20 Expanding Publishing Business of Subsidiaries

Gravity Held Successfully
RAGNAROK THE ORCHESTRA CONCERT in Bangkok, Thailand



Apr. 6, 2024
Concert with about 2,000 seats in Prince Mahidol Hall



Played 26 BGM songs selected
from the beginning to episode 19 of Ragnarok Online



Various events other than performances,
such as lucky draw



Brought the impression of music in Ragnarok Online
to the Thailand audience!

19

2024 1Q Business

Golf Monsters the First Screen Golf Franchise to be Opens in Taiwan 2024



「The First Taiwan Screen Golf Franchise Enhances Ragnarok IP Business in Earnest!」



Taiwan Taipei City's 1st Franchise is scheduled to open in 2024



Interior design is complete

GRAVITY Game Link Indonesia

Ragnarok Retro

was launched in **Indonesia** in Dec. 15, 2021

Ragnarok Labyrinth NFT

was launched in **Southeast Asia** on April 27, 2022 and in **Global** on Sep. 22, 2022

Ragnarok Arena

was launched in **Indonesia** on Dec. 8, 2022

Ragnarok Online Classic

is scheduled to launch in **Indonesia** in the third quarter of 2024

GRAVITY Game Arise Japan

White Chord

was launched in **Japan** on Aug. 29, 2023

KAMiBAKO

will be launched in **Global** in the second half of 2024

TOKYO PSYCHODEMIC

will be launched in **Japan** on May 30, 2024

will be launched in **Global** in the second half of 2024

JLPGA Heroine Collection

is scheduled to launch in **Japan** in the third quarter of 2024

GRAVITY Interactive USA

Ragnarok: The Lost Memories

was launched in **North America and Brazil** on January 13 and in **South America, Australia, and New Zealand** on March 29, 2022

PC version Stream service was launched in **Global** on April 12, 2022

Ragnarok Begins

was launched in **North America** on November 15, 2022

Generation Zombie

was launched in **Global** on Mar 13, 2024

GRAVITY Communications Taiwan

Ragnarok Monster's Arena

was launched in **Taiwan, Hong Kong, Macau** on May 11, 2022

Ragnarok: The Lost Memories

was launched in **Taiwan, Hong Kong, Macau** on May 18, 2023

Ragnarok: Golf Monsters (Screen Golf)

Taiwan Taipei City's 1st store is scheduled to open in 2024

GRAVITY Game Tech Thailand

Ragnarok Online Classic

was launched in **Thailand** on October 28, 2021

Ragnarok Tactics II (Ragnarok Monster's Arena)

was launched in **Thailand** on September 1, 2022

Ragnarok Tactics III (Ragnarok Idle Adventure)

was launched in **Thailand** on January 18, 2024

Ragnarok Landverse

will be launched in **Thailand** in June 2024

GRAVITY Game Hub Singapore

Ragnarok Online

was launched in **Philippines, Singapore, and Malaysia** in February 23, 2022

Ragnarok Arena

was launched in **Southeast Asia (Except for Thailand), South Asia, Middle East, Oceania** on December 8, 2022

Ragnarok Origin

was launched in **Southeast Asia** on April 6, 2023

GRAVITY Game Vision HongKong

Ragnarok Origin

was launched in **Taiwan, Hong Kong, and Macau** on September 15, 2022, and was launched in **North, Central, South America** on February 28, 2024

Ragnarok: Rebirth

will be launched in **Southeast Asia** in June 2024

Ragnarok: Novice Hearts (Tentative)

Will be launched in **Taiwan, Hong Kong, and Macau** in June 2024

2024 GRAVITY

PIPELINE

- 21 2024 Major Upcoming Launchings
- 22 Ragnarok IP Pipeline
- 23 Global Market Strategy

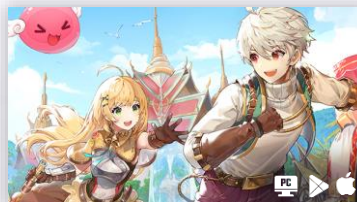
2024 Major Upcoming Launchings

(The launching schedule may be changed.)

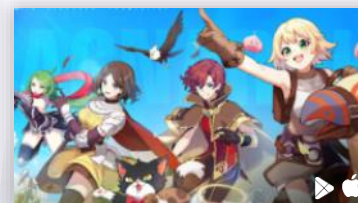
PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET
PC	Ragnarok Online	MMORPG	Official Launching	1H 2024	China
PC/Mobile	Ragnarok V: Returns	3D MMORPG	Additional Launching	2024	TBD
PC/Mobile	Ragnarok X: Next Generation	MMORPG	Additional Launching	TBD	Global
				TBD	Japan
				2H 2024	China
Mobile	Ragnarok: Rebirth	MMORPG	Initial Launching	June 2024	Southeast Asia
Mobile	Ragnarok: Novice Hearts (Tentative)	MMORPG	Additional Launching	June 2024	Taiwan, Hong Kong, Macau
Mobile	Ragnarok in Wonderland	Casual Healing Tycoon	Initial Launching	2H 2024	Korea
Mobile	Ragnarok Idle Adventure	Idle RPG	Additional Launching	TBD	Global
Mobile	NBA RISE	Sports	Renewal Launching	TBD	Japan
Mobile	Ragnarok Monster's Marble	3D Casual Board Game	Initial Launching	2024	TBD
Mobile	Mirren: Millennium Tour	Turn Strategy RPG	Initial Launching	2H 2024	Korea
PC/Console	KAMiBAKO	World Craft RPG	Initial Launching	2H 2024	Global
PC/Console	Tokyo Psychodemic	2D Cinematic Profiling Adventure	Initial Launching	May 2024	Japan
				2H 2024	Global
Blockchain PC	Ragnarok Landverse	MMORPG	Additional Launching	June 2024	Thailand
Blockchain PC/Mobile	Ragnarok Monster World	Real-Time Strategy/NFT	Initial Launching	2H 2024	Thailand



Ragnarok Origin
MMORPG



Ragnarok X: Next Generation
MMORPG



Ragnarok: Rebirth
MMORPG



Ragnarok Monster Marble
3D CARD BOARD GAME



Ragnarok in Wonderland
Casual Healing Tycoon



Ragnarok Begins
ACTION SIDE-SCROLLING MMORPG



Ragnarok V: Returns
3D MMORPG



Ragnarok Landverse
MMORPG



Ragnarok: Novice Hearts (Tentative)
MMORPG

23

2024 GRAVITY Pipeline Global Market Strategy



Strategic Plan for Global Market

Targeting Global Market with various games based on RO IP through subsidiaries in Thailand, Taiwan, Indonesia, Singapore, Hong Kong and America

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

■ Subsidiary/Joint Venture ■ Publisher ■ IP Business Partner ■ Etc

KOREA

■ GRAVITY NeoCyon, Inc.

JAPAN

■ GungHo Online Entertainment, Inc.
■ GRAVITY Game Arise Co., Ltd.

TAIWAN

■ GRAVITY Communications Co., Ltd.

SINGAPORE

■ GRAVITY Game Hub PTE, Ltd.

USA

■ GRAVITY Interactive, Inc.

EUROPE

■ Innova Intellectual Properties SARL

THAILAND

■ GRAVITY Game Tech Co., Ltd.

INDONESIA

■ PT GRAVITY Game Link

HONGKONG

■ GRAVITY Game Vision, Ltd.

CHINA

■ X.D. Network Inc.
■ Nuverse (Hong Kong) Limited
■ GameAle Network Technology Co., Ltd

■ Shanghai The Dream Network Technology Co., Ltd.
■ Shanghai TAREN Network Technology Co., Ltd.
■ Huanle Entertainment (Shanghai) Technology Co., Ltd.
■ 37 Interactive Entertainment Network Technology Group Co., Ltd.

Exhibits

- 01 Company Overview
- 02 Subsidiaries

01

Exhibits

Company Overview



Date of Establishment

April 4, 2000

Location

GRAVITY Co., Ltd. (Korea)	GRAVITY NeoCyon, Inc. (Korea)
GRAVITY Communications Co., Ltd. (Taiwan)	GRAVITY Interactive, Inc. (USA)
GRAVITY Game Tech Co., Ltd. (Thailand)	PT GRAVITY Game Link (Indonesia)
GRAVITY Game Arise Co., Ltd. (Japan)	GRAVITY Game Hub PTE., Ltd. (Singapore)
GRAVITY Game Vision, Ltd. (Hong Kong)	

Employees

923 (Including Subsidiaries, as of the First Quarter, 2024)

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

02

Exhibits 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 Interactive, Inc.

Steam Service
Operation of Warportal.com
Global Online/Mobile Game Service

GRAVITY Communications Co., Ltd.

IP Licensing Business
Online/Mobile Game Service in Taiwan, Hong Kong, and Macau
Screen Golf Business

GRAVITY NeoCyon, Inc.

Mobile Game Development
Mobile Game Service in Korea
B2B IT Service

GRAVITY Game Tech Co., Ltd.

IP Licensing Business
Online/Mobile Game Service in Thailand

PT. GRAVITY Game Link

IP Licensing Business
Online/Mobile Game Service in Indonesia

GRAVITY Game Vison, Ltd.

IP Licensing Business
Online/Mobile Game Service in Hong Kong and China regions

GRAVITY Game Hub PTE., Ltd.

IP Licensing Business
Online/Mobile Game Service in Philippines, Singapore, and Malaysia



Investor Relations Contact Information

Heung Gon Kim

Chief Financial Officer

Jin Lee

IR Manager

Shin Choi

IR Assistant Manager

Contact Information

Address 15F, 396 World Cup buk-ro,
Mapo-gu, Seoul 121-795, Korea

E-mail ir@gravity.co.kr

Tel +82 - 2 - 2132 - 7800

Fax +82 - 2 - 2132 - 7070

THANK YOU

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