

2024 2Q

IR PRESENTATION

Investor Relations
August 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 2Q Financial

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

2024 2Q Game

- 04** 2Q Released Games
- 05** Ragnarok: Dawn (Tentative English, 仙境传说：破晓) (Mobile)
- 06** Ragnarok Online (PC)
- 07** Ragnarok Origin (PC/Mobile)
- 08** Ragnarok M: Eternal Love (PC/Mobile)
- 09** Ragnarok X: Next Generation (PC/Mobile)
- 10** Ragnarok in Wonderland (Mobile)
- 11** Ragnarok Monster World (Blockchain/PC/Mobile)
- 12** THE RAGNAROK (Ragnarok: Novice Hearts) (Mobile)
- 13** Mirren: Millennium Tour (Mobile)
- 14** TOKYO PSYCHODEMIC / KAMiBAKO (PC/Console)
- 15** Indie Game (PC/Console)

2024 2Q Business

- 16** Scallops Project
- 17** Golf Monsters Screen Golf
- 18** Publishing Business of Subsidiaries

GRAVITY Pipeline

- 19** 2024 Major Upcoming Launchings
- 20** Ragnarok IP Pipeline
- 21** Global Market Strategy

Exhibits

- 01** Company Overview
- 02** Subsidiaries

Ragnarok IP Power Base

Driving Force in The Second Half of 2024



Ragnarok IP Strengthens Competitiveness in Global Market!



2024 2Q

FINANCIAL

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



01

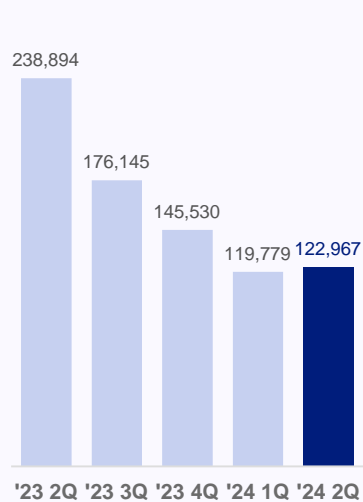
2024 2Q Financial

Operation Results Trend

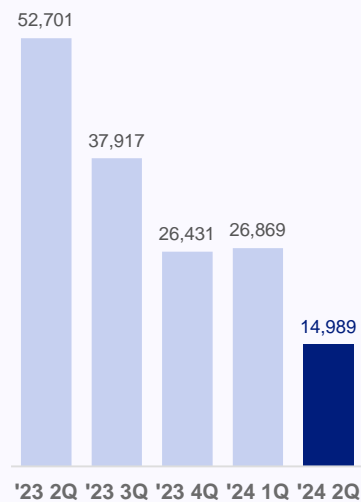


- 2024 2Q Revenue KRW 123 billion, Operating Profit KRW 15 billion
- Total Revenue QoQ +2.7%, YoY -48.5%, Total Operating Profit QoQ -44.2%, YoY -71.6%
- Profitability declined due to advertising expenses for new launchings, notwithstanding market share increased in Ragnarok Origin in North, Central and South America

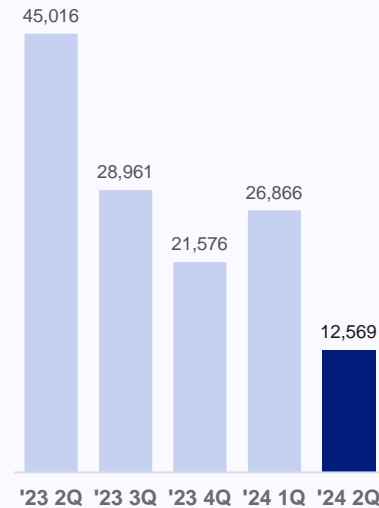
Revenue



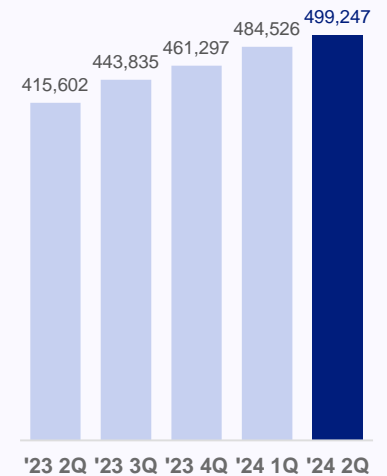
Operating Profit



Net Profit



Liquidity

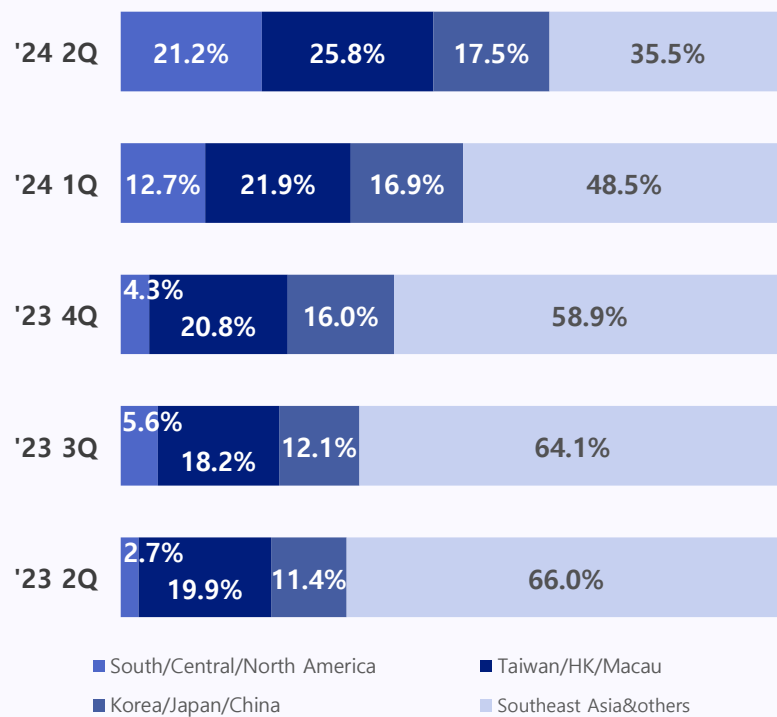


(In millions of KRW)

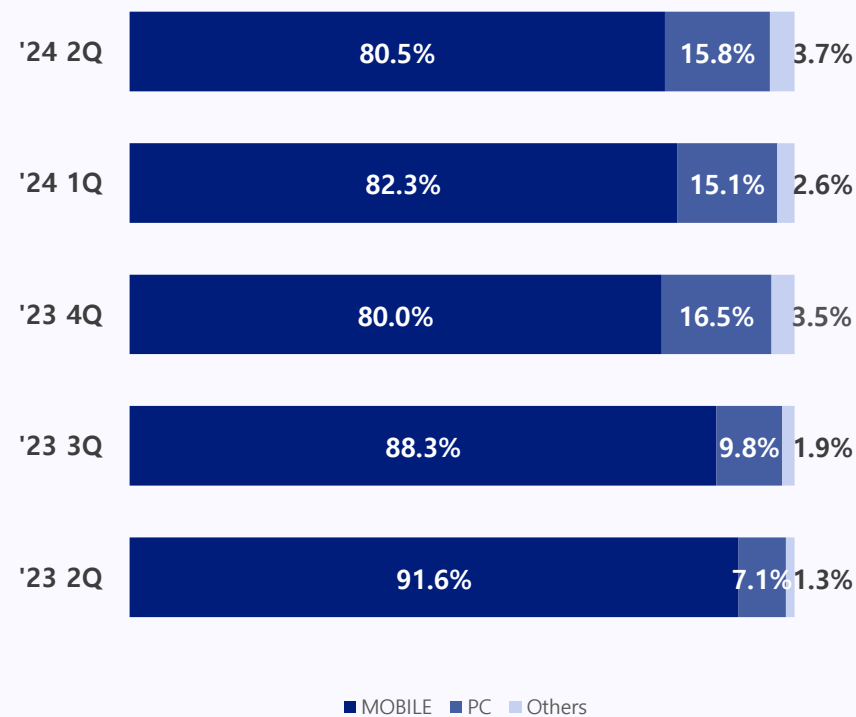
02 2024 2Q Financial Revenue Breakdown



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 2Q	2023 3Q	2023 4Q	2024 1Q	2024 2Q
	(unaudited)				
Revenues	238,894	176,145	145,530	119,779	122,967
Online games	17,025	17,316	23,980	18,065	19,445
Mobile games	218,687	155,467	116,456	98,548	99,019
Other revenues	3,182	3,362	5,094	3,166	4,503
Cost of revenues	168,309	117,834	93,330	73,628	76,006
Gross Profit	70,585	58,311	52,200	46,151	46,961
Total operating expenses	17,884	20,394	25,769	19,282	31,972
SG&A expenses	15,029	17,190	20,576	15,747	28,108
R&D expenses	2,852	3,964	3,748	3,601	4,286
Other expenses (income)	3	(760)	1,445	(66)	(422)
Operating Profit	52,701	37,917	26,431	26,869	14,989
Finance income	4,213	7,059	6,534	6,297	8,867
Financial costs	(1,817)	(3,768)	(6,797)	(668)	(3,799)
Profit before income tax expense	55,097	41,208	26,168	32,498	20,057
Income Tax Expense	10,070	12,223	4,625	5,615	7,476
Profit for the period	45,027	28,985	21,543	26,883	12,581
Profit (loss) attributable to:					
Non controlling interest	11	24	(33)	17	12
Owners of the Parent Company	45,016	28,961	21,576	26,866	12,569
Earnings (loss) per share—basic and diluted:	6,478	4,168	3,105	3,866	1,809
Earnings (loss) per ADS—basic and diluted:	6,478	4,168	3,105	3,866	1,809

Consolidated Balance Sheet (IFRS)

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

Account	2023 2Q	2023 3Q	2023 4Q	2024 1Q	2024 2Q
	(unaudited)	(unaudited)	(audited)	(unaudited)	(unaudited)
Assets	563,288	567,333	578,181	596,241	613,869
Current Assets	537,135	537,977	546,899	565,718	585,121
Cash and cash equivalents	415,602	443,835	461,297	484,526	499,247
Account receivables, net	112,407	81,046	71,213	64,138	70,130
Others	9,126	13,096	14,389	17,054	15,744
Non Current Assets	26,153	29,356	31,282	30,523	28,748
Property and equipment, net	9,124	10,808	10,151	8,865	7,859
Intangible asset	4,726	5,029	6,370	6,164	5,911
Deferred tax assets	5,184	5,574	5,952	5,759	5,319
Other non-current financial assets	1,939	1,741	1,824	1,736	1,772
Others	5,180	6,204	6,985	7,999	7,887
Liabilities	149,810	123,780	114,453	103,392	104,508
Current Liabilities	142,639	116,498	106,434	95,909	96,590
Account Payables	101,206	76,644	61,778	53,904	59,309
Deferred Revenue	18,947	15,976	18,093	16,665	17,273
Others	22,486	23,878	26,563	25,340	20,008
Non Current Liabilities	7,171	7,282	8,019	7,483	7,918
Equity	413,478	443,553	463,728	492,849	509,361
Share capital	3,474	3,474	3,474	3,474	3,474
Capital surplus	27,098	27,098	27,098	27,085	26,979
Other components of equity	4,267	5,362	4,016	6,261	10,294
Retained earnings	377,962	406,923	428,499	455,365	467,934
Non-controlling interest	677	696	641	664	680
Total Liabilities and Equity	563,288	567,333	578,181	596,241	613,869

2024 2Q

G A M E



04 2Q Released Games

05 Ragnarok: Dawn (Tentative English, 仙境传说：破晓) (Mobile)

06 Ragnarok Online (PC)

07 Ragnarok Origin (PC/Mobile)

08 Ragnarok M: Eternal Love (PC/Mobile)

09 Ragnarok X: Next Generation (PC/Mobile)

10 Ragnarok in Wonderland (Mobile)

11 Ragnarok Monster World (Blockchain/PC/Mobile)

12 THE RAGNAROK (Ragnarok: Novice Hearts) (Mobile)

13 Mirren: Millennium Tour (Mobile)

14 TOKYO PSYCHODEMIC / KAMiBAKO (PC/Console)

15 Indie Game (PC/Console)

04

2024 2Q Game

2Q Released Games



「Ragnarok IP Power Expansion in Asia based on Diversified Platform Strategy!」



- **Launching:** June 6, 2024
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Vision, Ltd. (Gravity Hong Kong Subsidiary)
- **Google Play Top Grossing Ranking:**
1st in Hong Kong and Macau!
2nd in Taiwan!
- **Apple App Store Top Grossing Ranking:**
1st in Taiwan and Macau!
2nd in Hong Kong!



- **Launching:** June 27, 2024
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Vision, Ltd. (Gravity Hong Kong Subsidiary)
- **Google Play Free Downloads Ranking:** 2nd in Thailand!
- **Apple App Store Free Downloads Ranking:** 1st in Thailand, Philippines, Indonesia, Malaysia!



- **Launching:** June 28, 2024
- **Platform:** PC
- **Publisher:** Shanghai Taren Network Technology Co., Ltd.
- **1st Rank in WeGame New Game Overall Popularity!**




- **Launching:** July 12, 2024
- **Platform:** Blockchain/PC
- **Publisher:** Maxion PTE. Ltd

Ragnarok: Dawn (Tentative English, 仙境传说：破晓) (Mobile)

「Ragnarok: Dawn Achieved ISBN in China on June 5, 2024」

Ragnarok: Dawn

The banner features a vibrant, anime-style illustration. On the left, a red-haired character with a backpack and a smaller blonde character are shown from behind, looking towards a large, ancient tree with golden leaves. In the center, the title '仙境传说' (Ragnarok) is written in large, stylized blue and white Chinese characters, with '破晓' (Dawn) in smaller characters below it. The background is a bright, hazy landscape with a small village and flying birds. In the bottom right corner of the banner, there are icons for Google Play and the Apple App Store.

- **Platform:** Mobile
- **Publisher:** Guangdong Xinghui Teamtop
Interactive Entertainment Co.,Ltd.
- **Plan:** Development Completion in 2025

Ragnarok Online, Official Launch in China and Localized Events in Global



Korea May <Love Cake>
Jun. <Sethrunnir Ocean Week>
Jul. <Cachuel's Secret Box>

Japan May <Ragnarok x Sonic Collaboration>
Jun. <Love Love Wedding Mission>
Jul. <Melon Festival>

Europe May <Fishing>
Jun. <Pirate Treasure>
Jul. <Bar>

Taiwan • Hong Kong • Macau May <Episode 19 Celebration>
Jun. <Dragon Boat Festival>
Jul. <Maximum Base Level Expanded to 260>

USA May <Morroc Under Attack>
Jun. <Ragnarok Got Talent>
Jul. <Shibasays Collaboration>

Indonesia May <Crack of Dimension>
Jun. <Ragnarok Superstar Season 10>
Jul. <Endless Tower Terror II>

Thailand May <Illusion of Underwater> Update
Jun. <Prontera Attack Quest>
Jul. <Welcome Gallery>

Philippines • Singapore • Malaysia May <Popcorn Festa>
Jun. <Horror Toy Factory>
Jul. <Noodle Festival>

China Jun. <Server Opening Surprise>
Jul. <Promise Scroll>


「Ragnarok Origin is Preparing for Europe Service!」

Taiwan • Hong Kong • Macau




- May <Asian Championship>
- Jun. <Devil's Gift>
- Jul. <Time Flower>

Southeast Asia




- May <Odin Cup Season 2 Champions PRONTERA1>
- Jun. <New Mount> Update
- Jul. <Sakura Vows>

North • Central • South America




- May <Bubble Machine>
- Jun. <Battle of the Moon>
- Jul. <Baphomet Treasure>

Korea



- May <New Valkyrie Statues> Update
- Jun. <4th Anniversary>
- Jul. <New 4th Class> Update

Japan



- May <Helheim Time Attack>
- Jun. <3rd Anniversary>
- Jul. <July 7th Campaign>

China



- May <New Class Crusader> Update
- Jun. <Bubble Machine>
- Jul. <Marriage System> Update

Ragnarok M: Eternal Love (PC/Mobile)

Ragnarok M: Eternal Love, PC Version Applied in
North America, Taiwan, Europe, and Southeast Asia



Ragnarok M Serviced Regions
122 Regions

Korea May <Dawn Ceremony>
Jun. <Dream City Summer>
Jul. <Poring Electro Festival>

Europe May <Poring's Stamp>
Jun. <Gift from Parallel Space-Time>
Jul. <Lost Notes>

Japan May <Meteoric Fight Club>
Jun. <4th Tears of the Glast Heim>
Jul. <Prontera Cycling Release>

Southeast Asia May <Poring's Stamp>
Jun. <Gift from Parallel Space-Time>
Jul. <Lost Notes>

Taiwan • Hong Kong • Macau May <Flowers and Sweet Drinks>
Jun. <Children's Wishes>
Jul. <Late-Arriving Band>

North • South America • Oceania May <Poring's Stamp>
Jun. <Gift from Parallel Space-Time>
Jul. <Lost Notes>

China May <Faires' Love Calls>
Jun. <Bells Gifts>
Jul. <Music Theory Challenge>

Ragnarok X: Next Generation (PC/Mobile)

「Ragnarok X: Next Generation Launches in China on September 13, 2024,
Preparing for Japan Service!」

Taiwan • Hong Kong • Macau



- May <Summer Capriccio>
- Jun. <Dragon Boat Festival>
- Jul. <All-Star Competition>

Korea



- May <New Class Ninja> Update
- Jun. <New Map Umbala> Update
- Jul. <Housing> Update


Southeast Asia



- May <WOC Season 6>
- Jun. <Fist of the North Star Collaboration>
- Jul. <Summer Vacation>

「Ragnarok in Wonderland, 1st CBT in Korea」

Ragnarok in Wonderland




The banner features a vibrant, cartoonish illustration of a blue rabbit-like character wearing a brown hat and goggles, standing next to a yellow pig-like character with a red bandage. In the background, there are clouds, a hot air balloon, and a small airplane. The text '내 손안에 펼쳐지는 원더랜드!' (Wonderland unfolds in my hand!) is written in a playful font. The title '아상한 나라의 RAGNAROK' (Wonderland of Ragnarok) is prominently displayed in the center, with 'RAGNAROK' in a stylized, metallic font. Below the title, 'CBT 진행중' (CBT in progress) is written in large, bold, yellow letters. At the bottom right, there are icons for Google Play and the Apple App Store.

- **Genre:** Casual, Healing, Tycoon
- **Platform:** Mobile
- **Pre-registration:** June 3, 2024 until Launch
<https://rw.gnjoy.com/Promotion>
- **CBT Date:** June 20 ~ June 27, 2024
- **Launching:** Second Half of 2024

Ragnarok Monster World (Blockchain/PC/Mobile)

「Ragnarok Monster World, CBT in Thailand in the Second Half of 2024」

Ragnarok Monster World



The banner features the game's title 'RAGNAROK MONSTER WORLD' in a stylized font. Below it, the text 'FORGE ALLIANCES WITH YOUR FAVORITE RAGMONS!' is written in large, bold, green-outlined letters. The background shows a vibrant, cartoonish landscape with a castle, trees, and several characters: a large brown bear, a smaller brown bear, a pink monkey-like creature, and a girl in a pink dress. In the bottom right corner, there are icons for 'BLOCK CHAIN', 'PC', and mobile devices (Android and Apple).

- **Genre:** Real-Time Strategy/NFT
- **Platform:** Blockchain PC(Window Client) Mobile
- **Publisher:** ZERO X AND, PTE. LTD
- **Pre-registration:** August 13 ~ September 25, 2024
<https://romw.gnjoy.in.th>
- **CBT Date:** August 19 ~ August 26, 2024

THE RAGNAROK (Ragnarok: Novice Hearts) (Mobile)



「THE RAGNAROK Launches in Korea in the Third Quarter of 2024!」



- **Genre:** MMORPG
- **Platform:** Mobile
- **Publisher:** Gravity Co., Ltd.
- **Pre-registration:** July 8, 2024 until Launch
<https://theragnarok.gnjoy.com/Preregister>
- **Launching:** Third Quarter of 2024 in Korea
- **Feature:** Retro MMORPG with Ragnarok IP
Increase user satisfaction by new content along with nostalgia

「Mirren: Millennium Tour Launches in Korea in the Third Quarter of 2024!」

Mirren: Millennium Tour



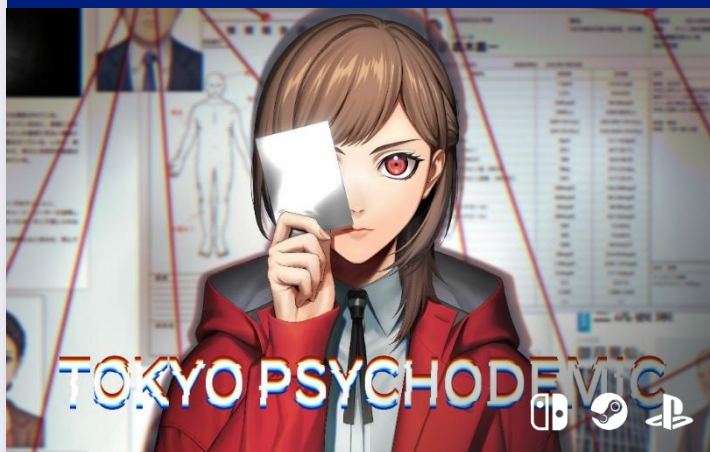
- **Genre:** Turn Strategy RPG
- **Platform:** Mobile
- **Pre-registration:** June 27 ~ August 19, 2024
https://mirren.gnjoy.com/preregister?utm_source=ruliweb&utm_medium=pc_commmwidth&utm_campaign=pre&utm_content=img&utm_term=sinkou&media=ruliweb

- **Launching:** Third Quarter of 2024 in Korea
- **Feature:** Subculture Fantasy Animation RPG
 Users can enjoy witch characters with various languages and settings and 3D high-quality graphic production

TOKYO PSYCHODEMIC / KAMiBAKO (PC/Console)

「 TOKYO PSYCHODEMIC in Global in the Second Half of 2024,
KAMiBAKO in Japan on August 29, 2024 and Global in the Second Half of 2024! 」

TOKYO PSYCHODEMIC



- **Genre:** 2D Cinematic Profiling Adventure
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Launching:** Second Half of 2024 in Global
- **Feature:** Unique graphic intersects animation with reality elements such as video contrast and evidence boards using live-action effect

KAMiBAKO



- **Genre:** World Craft RPG
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Launching:** August 29, 2024 in Japan
Second Half of 2024 in Global
- **Feature:** JRPG with various elements such as map craft, puzzles, and turn-based battles

15

2024 2Q Game
Indie Game (PC/Console)

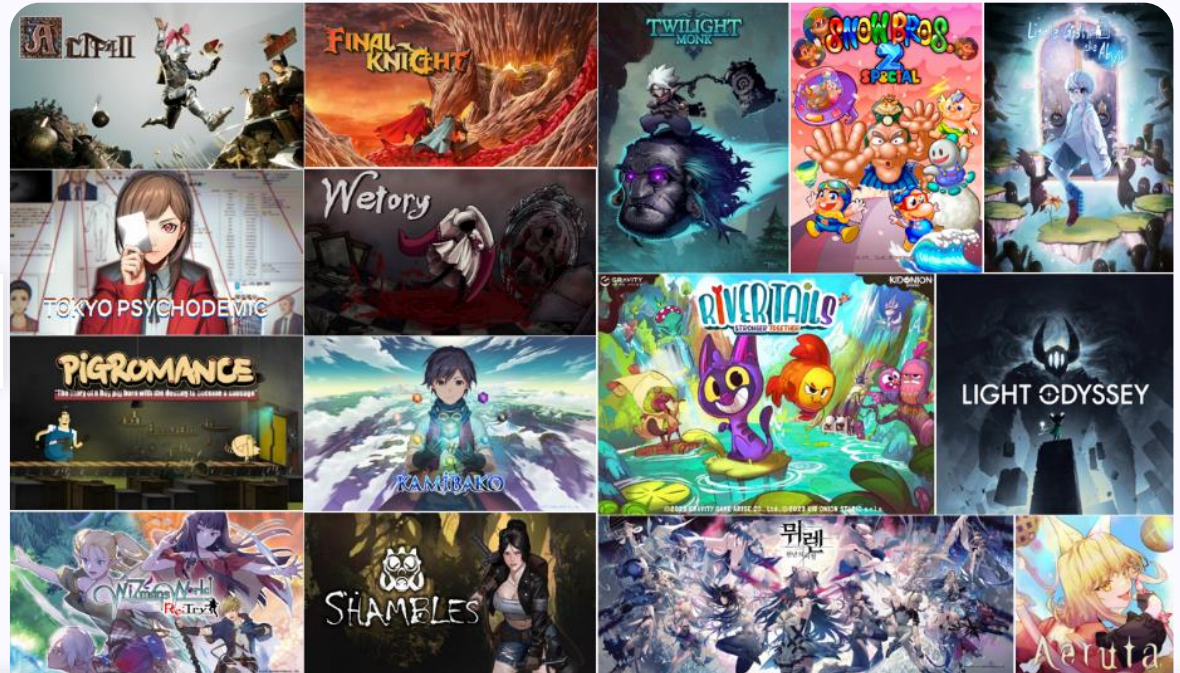
「15 Indie Games in PlayX4 2024 in Korea」



May 23 ~ May 26
PlayX4 2024 Korea Game Show



40 Booths with
K-Tuber zone, Photo zone, Goods shops, etc



15 PC & Console Titles

2024 2Q

B U S I N E S S

- 16 Scallops Project
- 17 Golf Monsters Screen Golf
- 18 Publishing Business of Subsidiaries



「Scallops Project Broadens Content with New Webtoon IP」



- **Platform:** Kakao Page, Naver Series
- **Launching:** 5 Series Webtoon Launches in Order
 "Master Drunk" in November 2023
 "STAB" & "SODOM" in April 2024
 "Noa's TUBE" in July 2024
- **Feature:** Gravity's First Webtoon IP Project
 A universe story about five heroes of secret hero squad "Scallops"

「Golf Monsters Boosts Expectations in Taiwan with Pre-Events and Promotions」



- **Soft Opening:** As of May 30, 2024
- **Grand Opening:** Second Half of 2024
- **Event:**
Free trial events and pre-promotion discounts are ongoing



GRAVITY Game Link Indonesia

Ragnarok Retro

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

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 **Japan** on Aug. 29, 2024
is scheduled to launch in **Global** in the second half of 2024

TOKYO PSYCHODEMIC

was launched in **Japan** on May 30, 2024
is scheduled to launch in **Global** in the second half of 2024

JLPGA Heroine Collection

is preparing to launch in **Japan**

GRAVITY Interactive USA

Ragnarok: The Lost Memories

was launched in **North America and Brazil** on Jan. 13 and in **South America, Australia, and New Zealand** on Mar. 29, 2022
PC version Stream service was launched in **Global** on Apr. 12, 2022

Ragnarok Begins

was launched in **North America** on Nov. 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 and Macau** on May 11, 2022

Ragnarok: The Lost Memories

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

Ragnarok: Golf Monsters (Screen Golf)

is scheduled to open in **Taipei City, Taiwan** in the second half of 2024

GRAVITY Game Tech Thailand

Ragnarok Online Classic

was launched in **Thailand** on Oct. 28, 2021

Ragnarok Tactics II (Ragnarok Monster's Arena)

was launched in **Thailand** on Sep. 1, 2022

Ragnarok Tactics III (Ragnarok Idle Adventure)

was launched in **Thailand** on Jan. 18, 2024

Ragnarok Landverse

was launched in **Thailand** on Jul. 12, 2024

GRAVITY Game Hub Singapore

Ragnarok Online

was launched in **Philippines, Singapore, and Malaysia** in Feb. 23, 2022

Ragnarok Arena

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

Ragnarok Origin

was launched in **Southeast Asia** on Apr. 6, 2023

Ragnarok Idle Adventure

is scheduled to launch in **Global** in the first quarter of 2025

GRAVITY Game Vision HongKong

Ragnarok Origin

was launched in **Taiwan, Hong Kong and Macau** on Sep. 15, 2022 and was launched in **North, Central, South America** on Feb. 28, 2024

Ragnarok: Rebirth

was launched in **Southeast Asia** on Jun. 27, 2024

THE RAGNAROK (Ragnarok: Novice Hearts)

was launched in **Taiwan, Hong Kong and Macau** on Jun. 6, 2024

2024 GRAVITY

PIPELINE

- 19 2024 Major Upcoming Launchings
- 20 Ragnarok IP Pipeline
- 21 Global Market Strategy

2024 Major Upcoming Launchings

(The launching schedule may be changed)

PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET
PC/Mobile	Ragnarok X: Next Generation	MMORPG	Additional Launching	September 13, 2024	China
				TBD	Japan
				2025	North, Central, South America, Europe
PC/Mobile	Ragnarok Origin	MMORPG	Additional Launching	TBD	Europe
PC/Mobile	Ragnarok V: Returns	3D MMORPG	Additional Launching	2025	Thailand
					Korea
Mobile	THE RAGNAROK (Ragnarok: Novice Hearts)	MMORPG	Additional Launching	3Q 2024	Korea
				4Q 2024	Southeast Asia
Mobile	Ragnarok: Rebirth	MMORPG	Additional Launching	4Q 2024	Taiwan, Hong Kong, Macau
Mobile	Ragnarok in Wonderland	Casual Healing Tycoon	Initial Launching	2H 2024	Korea
Mobile	Mirren: Millennium Tour	Turn Strategy RPG	Initial Launching	3Q 2024	Korea
Mobile	NBA RISE	Sports	Renewal Launching	2H 2024	Japan
PC/Console	KAMiBAKO	World Craft RPG	Initial Launching	August 29, 2024	Japan
				2H 2024	Global
PC/Console	Tokyo Psychodemic	2D Cinematic Profiling Adventure	Additional Launching	2H 2024	Global
Blockchain PC/Mobile	Ragnarok Monster World	Real-Time Strategy/NFT	Initial Launching	2H 2024	Thailand

20

2024 GRAVITY Pipeline Ragnarok IP Pipeline



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



THE RAGNAROK
(Ragnarok: Novice Hearts)
MMORPG

21

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



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

- Nuverse (Hong Kong) Limited
- X.D. Network Inc.
- 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.
- Guangdong Xinghui Teamtop Interactive Entertainment Co., Ltd.

Exhibits

- 01 Company Overview
- 02 Subsidiaries

01

Exhibits

Company Overview



Date of Establishment

April 4, 2000

Location

GRAVITY Co., Ltd. (Korea)

GRAVITY Communications Co., Ltd. (Taiwan)

GRAVITY Game Tech Co., Ltd. (Thailand)

GRAVITY Game Arise Co., Ltd. (Japan)

GRAVITY Game Vision, Ltd. (Hong Kong)

GRAVITY NeoCyon, Inc. (Korea)

GRAVITY Interactive, Inc. (USA)

PT GRAVITY Game Link (Indonesia)

GRAVITY Game Hub PTE., Ltd. (Singapore)

Employees

947 (Including Subsidiaries, as of the Second 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 Vision, 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