

# 2024 4Q

## IR PRESENTATION

Investor Relations  
February 2025



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# 2025 Gravity Business Plan



## 2025 Gravity's Growth Strategy

### Large-scale New Title Development

Actively expand investment to secure long-term growth drive

e.g.  
Large-scale MMORPG New Title Development,  
PC/ Console Game Development

### Navigating the New Global Market

Enlarge new overseas market localization strategy to create new revenue stream

e.g.  
Officially Entering to  
Latin America, Europe, Malaysia (subject to  
establish a subsidiary)

### IP Business Expansion with Collaboration

Promote robust cooperation with major content business partners to diversify IP business portfolio

e.g.  
Webtoon, MD Business, Music Concert, Musical, etc.

# 2024 4Q

## FINANCIAL

- 01 Operation Results Trend
- 02 Revenue Breakdown

# 01

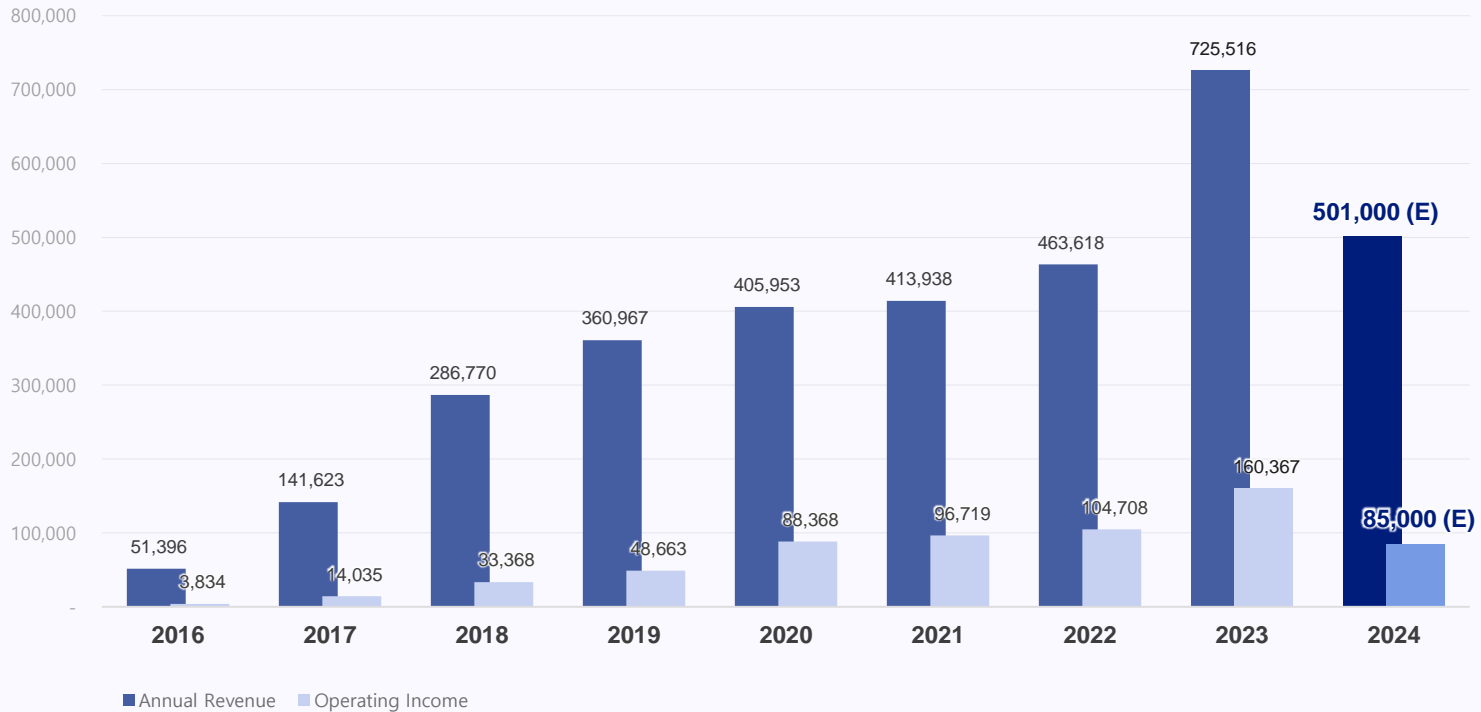
2024 4Q Financial

## Operation Results Trend



- Preliminary Revenue 501 billion, YoY -30.9%, Preliminary Operating Profit 85 billion, YoY -47.0%.
- Both top-line and profitability decreased due to absence of new release in the first half of 2024, and increase of marketing expense for concentration of new release launched in the second half of 2024.

Annual Revenue & Operating Profit Trend 2016 - 2024



※ Not disclosed the amount lower than billion due to the preliminary result (In Million of KRW)

# 01

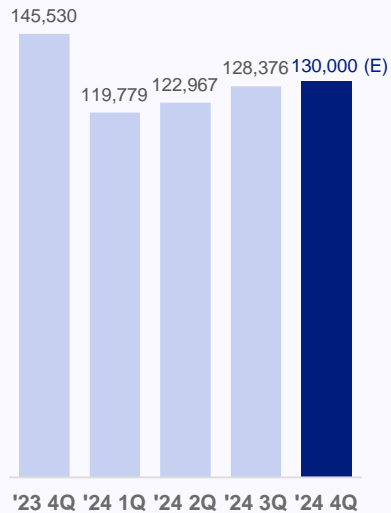
2024 4Q Financial

## Operation Results Trend

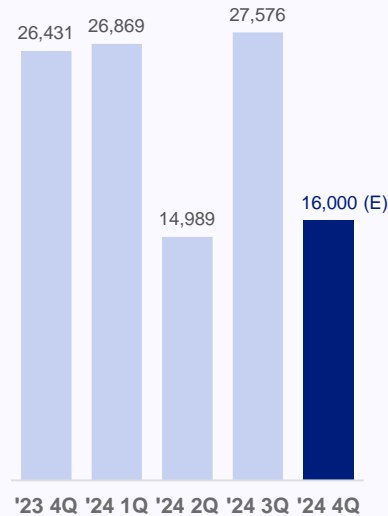


- 2024 4Q Preliminary Revenue KRW 130 billion, Preliminary Operating Profit KRW 16 billion
- Revenue: QoQ +1.3%, YoY -10.7%, Operating Profit: QoQ -42.0%, YoY -39.5%

### Revenue

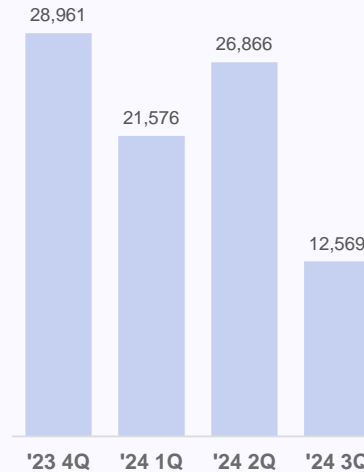


### Operating Profit

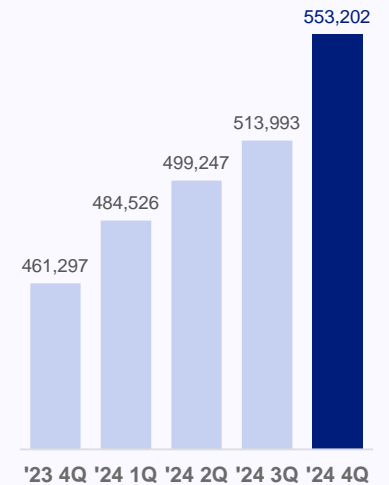


### Net Profit

※ Unable to disclose due to unfinalized statements of 4Q 2024

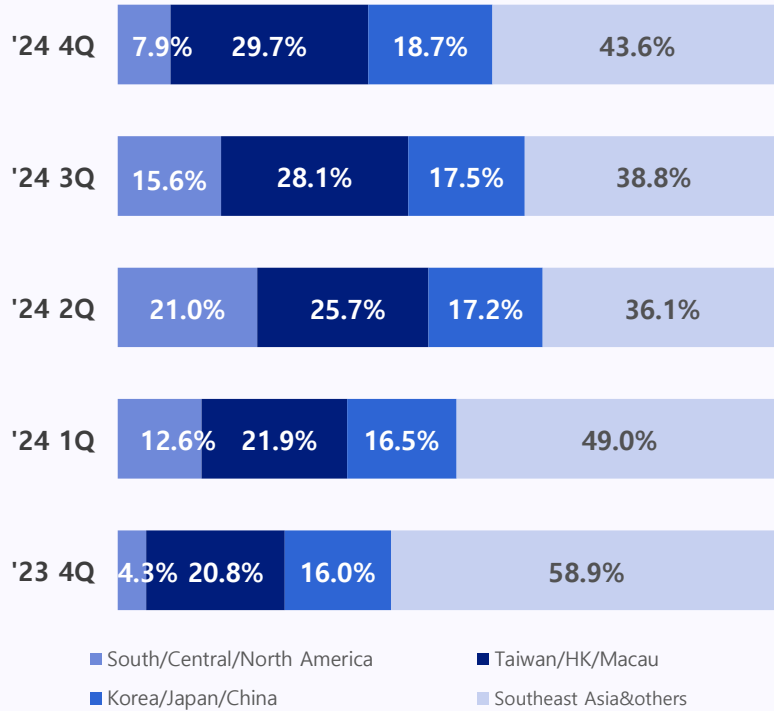


### Liquidity

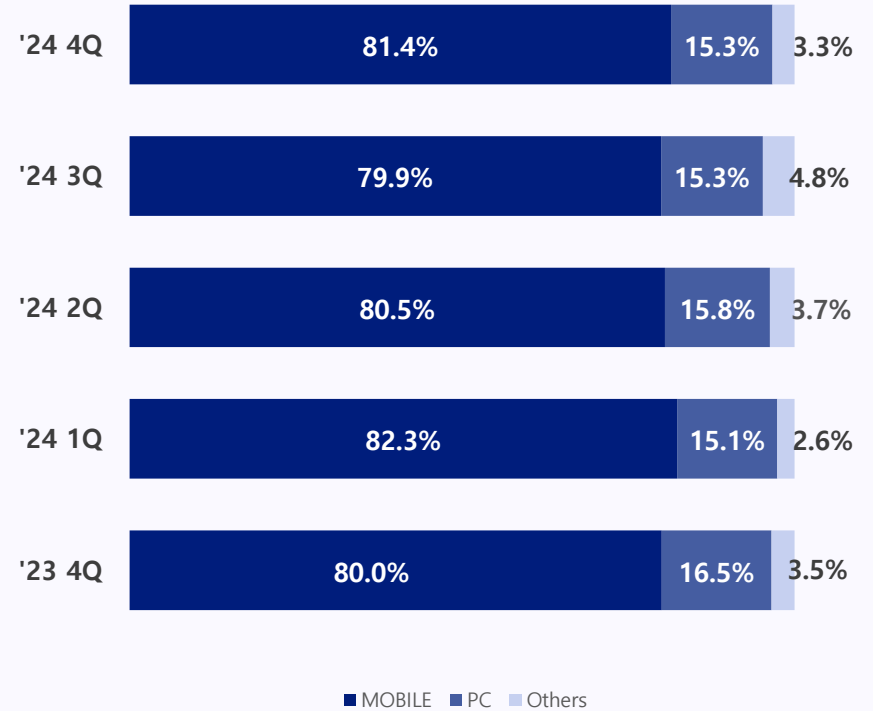


※ Not disclosed the amount lower than billion due to the preliminary result (In Million of KRW)

### Revenue Breakdown by Region



### Revenue Breakdown by Platforms





# 2024 4Q

## G A M E

### 03 Released Games

04 Ragnarok Origin Valhalla World Cup (e-sports)

05 Ragnarok Online (PC)

06 Ragnarok Origin (PC/Mobile)

07 Ragnarok M: Eternal Love (PC/Mobile)

08 Ragnarok X: Next Generation (PC/Mobile)

09 Ragnarok V: Returns (PC/Mobile)

10 Ragnarok M: Eternal Love 2 (PC/Mobile)

11 Ragnarok: Crush (Mobile)

12 Ragnarok: Back to Glory (Ragnarok: Rebirth) (Mobile)

13 Ragnarok M: Classic (Mobile)

14 Ragnarok Idle Adventure Plus (Mobile)

15 Heroes Gambit (Mobile)

16 Scorp Hero (Mobile)

17 Ragnarok Landverse Genesis (Blockchain/PC)

18 KAMiBAKO/ Snow Brothers 2 Special/ Shambles/ THE GOOD OLD DAYS (PC/Console)

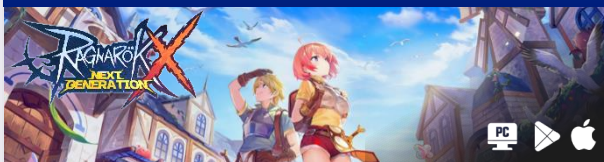
# 03

## 2024 4Q Game Released Games



### Strengthen Business Portfolio through Diversified New Titles in Global Market

#### Ragnarok X: Next Generation Japan



- **Launching:** November 20, 2024
- **Publisher:** GungHo Online Entertainment, Inc.
- **Platform:** PC/Mobile
- **Genre:** MMORPG

#### Ragnarok Classic Indonesia



- **Launching:** December 5, 2024
- **Publisher:** PT GRAVITY Game Link
- **Platform:** PC
- **Genre:** MMORPG

#### Ragnarok Begins Taiwan • Hong Kong • Macau



- **Launching:** February 13, 2025
- **Publisher:** GRAVITY Communications Co. Ltd
- **Platform:** PC/Mobile
- **Genre:** Action Side-Scrolling, MMORPG

#### Ragnarok in Wonderland Korea



- **Launching:** December 4, 2024
- **Publisher:** GRAVITY Co., Ltd
- **Platform:** Mobile
- **Genre:** Casual, Healing, Tycoon

#### Tokyo Psychodemic Global



- **Release Date:** November 28, 2024
- **Publisher:** GRAVITY Co., Ltd
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Genre:** 2D Cinematic Profiling Adventure

#### KAMiBAKO Global



- **Release Date:** January 30, 2025
- **Publisher:** GRAVITY Co., Ltd
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Genre:** World Craft RPG

# 04

2024 4Q Game

## Ragnarok Origin Valhalla World Cup (e-sports)



Ragnarok Origin e-sports Series, Valhalla World Cup, Held in Thailand on December 7<sup>th</sup>



- **Date:** December 7~8 2024
- **Place:** Shangri-La Hotel, Bangkok, Thailand

- **Number of Visitors:** More than 1,000 People
- **Number of Live Streaming Viewers:** Approximately 43,000 people

「Ragnarok Online is scheduled to be Direct-Serviced in Latin America in the Second Quarter of 2025」



Ragnarok Online Serviced Regions  
**91 Regions**

<p><b>Korea</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;2024 Ragmarble for Fall&gt; Event</li> <li>Dec. &lt;Winter Aldebaran Hunting Competition&gt; Event</li> <li>Jan. &lt;Aldebaran Winter Holiday&gt; Event</li> </ul>	<p><b>Japan</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Costama November&gt; Event</li> <li>Dec. &lt;Styling Shop Update&gt; Event</li> <li>Jan. &lt;22<sup>th</sup> Anniversary, Ragnarok World&gt; Event</li> </ul>	<p><b>Europe</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Poring King&gt; Event</li> <li>Dec. &lt;Big Dig&gt; Event</li> <li>Jan. &lt;New Year&gt; Event</li> </ul>	<p><b>Taiwan</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Malangdo Cat Salesman&gt; Update</li> <li>Dec. &lt;December Spending&gt; Event</li> <li>Jan. &lt;Cunning Wizard&gt; Event</li> </ul>
<p><b>North America</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Thanksgiving&gt; Event</li> <li>Dec. &lt;Snow Festa&gt; Event</li> <li>Jan. &lt;Daily Login&gt; Event</li> </ul>	<p><b>Indonesia</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Frenzy Leveling&gt; Event</li> <li>Dec. &lt;Monster Spotlight&gt; Event</li> <li>Jan. &lt;Enchant Costume Option&gt; Update</li> </ul>	<p><b>Thailand</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Stone Coin&gt; Event</li> <li>Dec. &lt;Santa&gt; Event</li> <li>Jan. &lt;Corridor of Phantom&gt; Event</li> </ul>	<p><b>Hong Kong • Macau</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Royal Hunt&gt; Event</li> <li>Dec. &lt;Holiday Login&gt; Event</li> <li>Jan. &lt;Rockridge&gt; Update</li> </ul>
<p><b>China</b></p> <ul style="list-style-type: none"> <li>Nov. &lt;Season Pass&gt; Event</li> <li>Dec. &lt;Wish Scroll&gt; Event</li> <li>Jan. &lt;Chinese New Year&gt; Event</li> </ul>	<p><b>Latin America</b></p> <ul style="list-style-type: none"> <li>Scheduled to be direct-serviced in the second quarter of 2025</li> </ul>		<p><b>Philippines • Singapore • Malaysia</b></p>



## Ragnarok Origin Drove Revenue Stream with Various End of Year Events

### Taiwan • Hong Kong • Macau



- Nov. <Single's Day> Event
- Dec. <Santa's Surprising Gift> Event
- Jan. <Lunar New Year> Event

### Southeast Asia



- Nov. <Gunslinger> Update
- Dec. <Christmas> Update
- Jan. <Extreme Challenge> Event

### North • Central • South America



- Nov. <Glory Ladder> Event
- Dec. <Yellow Duck Collaboration> Event
- Jan. <Open World Map - Comodo Beach> Event

### Korea



- Nov. <Doram Kingdom> Update
- Dec. <Gunslinger> Update
- Jan. <Activity Operation> Event

### Japan



- Nov. <Cross World Siege> Event
- Dec. <Christmas Present Operation> Event
- Jan. <Endless Tower Bonus> Event

### China



- Nov. <Doram Kingdom> Event
- Dec. <Juno Field Map> Update
- Jan. <New Map-Comodo Beach> Event

# 07

2024 4Q Game

## Ragnarok M: Eternal Love (PC/Mobile)



「Ragnarok M: Classic, a Renewal Version of Ragnarok M: Eternal Love, was Officially Launched in Southeast Asia on February 14, 2025」



Ragnarok M Serviced Regions

**122 Regions**

### Korea

Nov. <Prontera Shopping Festival> Event  
Dec. <Memory of Snow Land> Event  
Jan. <Hero Class 'Thor'> Update

### Japan

Nov. <Geffenia's Darkness and Dream > Update  
Dec. <5.5<sup>th</sup> Anniversary Happy Celebration > Event  
Jan. <Demon King of Resurrection> Update

### Taiwan • Hong Kong • Macau

Nov. <Prontera Shopping Day> Event  
Dec. <Memory of Snow Land> Event  
Jan. <Royal Festival> Event

### China

Nov. <Prontera Shopping Festival> Event  
Dec. <Memory of Snow Land> Event  
Jan. <Celebration Adventure Log> Event

### Europe

Nov. <Prontera Valuables Store> Event  
Dec. <Dream of the Old Amusement Part> Event  
Jan. <Shadow Ore Supply Pack> Event

### Southeast Asia

Nov. <Prontera Shopping Festival> Event  
Dec. <Memory of Snow Land> Event  
Jan. < Parallel Universe Gift > Event

### North • South America • Oceania

Nov. <Carnival Begins> Event  
Dec. <Parallel Time and Space Gift> Event  
Jan. < First Gift box of 2025 > Event

「Ragnarok X: Next Generation Plans to be Launched in North, Central, South America and Europe in the First Half of 2025」

## Taiwan • Hong Kong • Macau



- Nov. <Thanksgiving> Event
- Dec. <Christmas> Event
- Jan. <Ice Festival> Event

## Korea



- Nov. <New Map 'Juno'> Update
- Dec. <2<sup>nd</sup> Anniversary 'Golden Way Festival'> Event
- Jan. <War of the Chosen Season 6> Event

## Japan



- Dec. <Rutier's Mysterious Night> Event
- Jan. <New Year> Event

## Southeast Asia



- Nov. <Hyper Return> Event
- Dec. <RE: 0 Collaboration> Event
- Jan. <Ice Fishing Snow Festival> Event

## China



- Nov. <Thanksgiving> Event
- Dec. <New Year's Wish> Event
- Jan. <Chinese New Year> Event



# 09

2024 4Q Game

## Ragnarok V: Returns (PC/Mobile)



「Ragnarok V: Returns, Official Launch in All Nations of Southeast Asia in March, 2025」



- **Launching:** March, 2025
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Tech Co., Ltd.
- **Market:** All nations of Southeast Asia
- **Genre:** 3D MMORPG
- **Pre-register:** January 23~ March 6, 2025  
(Thailand, Indonesia, Philippines)  
<https://event-rovsea.gnjoy.in.th/preregister>



## Ragnarok M: Eternal Love 2 (PC/Mobile)

「Ragnarok M: Eternal Love 2, the Next Generation New Sequel Game of Ragnarok M: Eternal Love, is on Development」



- **Launching:** TBD
- **Platform:** PC/ Mobile
- **Developer:** X.D. Network Inc.
- **Genre:** MMORPG
- **Feature:** Established an expansive, seamlessly integrated 3D open-world environment with high player autonomy, and enhanced visual fidelity and refined classic control system. Introduce innovative content beyond MVP to elevate gameplay

## 2024 4Q Game Ragnarok Crush (Mobile)

「Ragnarok Crush will Launch in Global in the Third Quarter of 2025」



- **Launching:** Third Quarter of 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Hub PTE., Ltd.
- **Market:** Global (Except China, Japan)
- **Genre:** Puzzle, Tower Defense
- **CBT Date:** December 18, 2024~ January 8, 2025
- **Language:** Simplified/Traditional Chinese, English, Korean, Indonesian, Thai, Spanish, Portuguese

┌ Ragnarok: Back to Glory will Re-launch in Southeast Asia, and  
Initially Launch in Korea in the Second Quarter of 2025 └



- **Launching:** Second Quarter of 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Southeast Asia, Korea
- **Genre:** MMORPG
- **Feature:** Seamless transition between interface of landscape and portrait modes, new sequel game of Ragnarok, that features both core RPG gameplay and idle growth system



## Ragnarok M: Classic (Mobile)

┌ Ragnarok M: Classic, a Renewal Version of Ragnarok M: Eternal Love, was Officially Launched in Southeast Asia on February 14, 2025 └



- **Launching:** February 14, 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Interactive, Inc.
- **Market:** Southeast Asia
- **Genre:** MMORPG
- **Feature:** Return to the essence of fun, featuring an innovative economy system built on a single-currency, Zeny

## Ragnarok Idle Adventure Plus (Mobile)

「Ragnarok Idle Adventure Plus, Official Launch in Global in February, 2025」



- **Launching:** February, 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Hub PTE., Ltd.
- **Market:** Global  
(Except Taiwan, Hong Kong, Macau, China, Korea, Japan)
- **Genre:** MMORPG
- **Feature:**  
Vertical idle RPG mobile game, featuring easy-to-play RPG and automated battle system, provide immersive gaming experience



## Heroes Gambit Plans to Launch in Global in the First Half of 2025



- **Launching:** First Half of 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY CO., Ltd.
- **Market:** Global
- **Genre:** Strategic Card Battle
- **CBT Date:** December 20~ 27, 2024
- **Feature:** Real-time battle game where combo synergies activate to overpower counter-part's heroes

## 2024 4Q Game Scorp Hero (Mobile)

「Scorp Hero Plans to Launch in Japan within 2025」



- **Launching:** within 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Arise Co., Ltd.

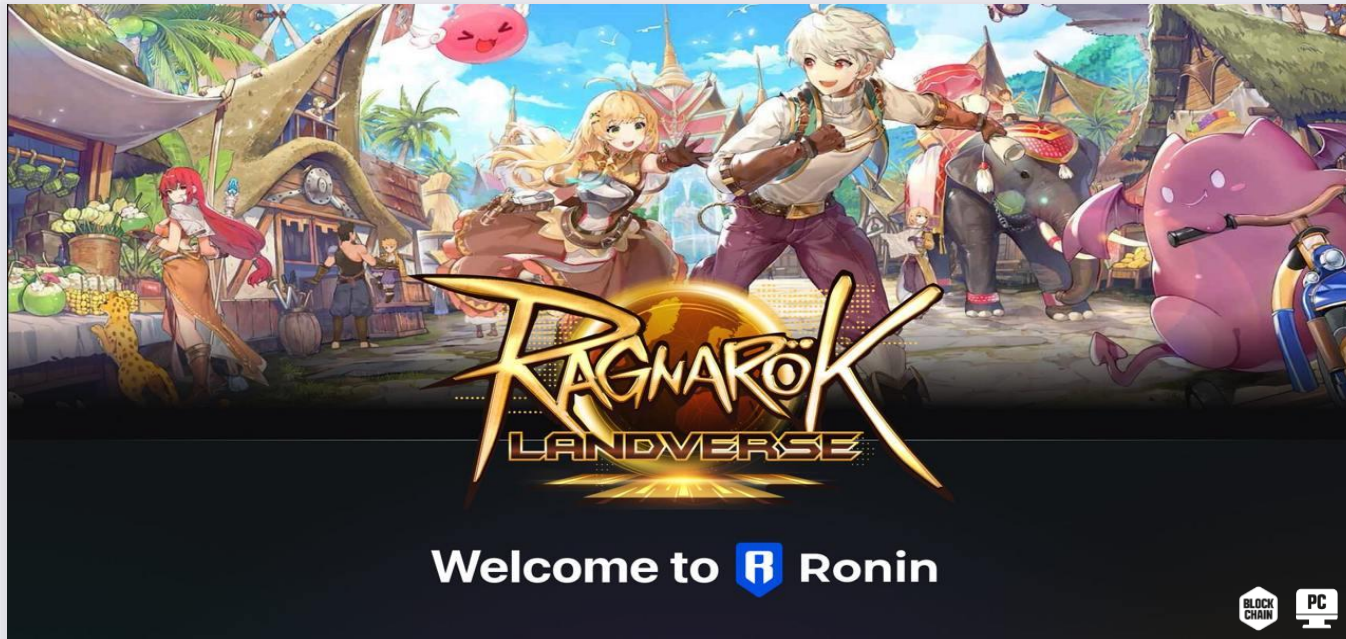
- **Market:** Japan
- **Genre:** Character Collecting RPG
- **Feature:**  
Collectible action RPG game combining touch-based path-building puzzles and slingshot-style action



# Ragnarok Landverse Genesis (Blockchain/PC)



「Ragnarok Landverse Genesis, Onboarding in RONIN Platform, Plans to Release a Global New Server in March, 2025」



- **Release Date:** March, 2025
- **Platform:** Blockchain/PC
- **Market:** Global
- **Genre:** MMORPG
- **Number of Pre-register:** More than 381 thousand registered as of February, 14 2025
- **Pre-register:** <https://rolg.maxion.gg/pre-register>
- **CBT Date:** February 20, 2025~
- **RONIN Platform Onboarding Effect:** Connecting with Axie Infinity fandom, expanding user base, strengthening Ragnarok Landverse’s global competitiveness



# 18

2024 4Q Game

**KAMiBAKO /Snow Brothers 2 Special/ Shambles/ THE GOOD OLD DAYS** GRAVITY  
(PC/Console)

「 Proceed Global Business of PC & Console Game by Launching Various IP games in Earnest 」

## KAMiBAKO



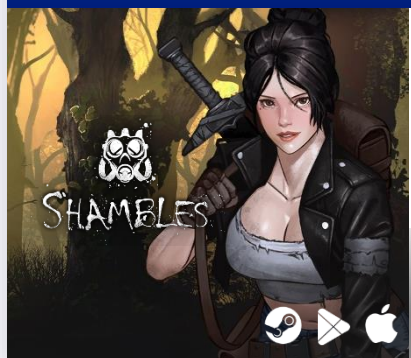
- **Release Date:** January 30, 2025
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Market :** Global

## Snow Brothers 2 Special



- **Expected Release Date:** April, 2025
- **Platform:** Nintendo Switch, Steam, PC
- **Market:** Global

## Shambles



- **Expected Release Date:** First Quarter of 2025
- **Platform:** Steam, Google Play, Apple App Store
- **Market:** Global
- **Genre:** Deck-building roguelike
- **Feature:** New genre combining deck-building roguelike with RPG

## THE GOOD OLD DAYS



- **Expected Release Date:** Second Quarter of 2025
- **Platform:** Nintendo Switch, Steam
- **Market:** Global
- **Genre:** Juvenile Metroidvania
- **Feature:** Metroidvania exploration game blending cutting-edge technology with pixel art style

# 2024 4Q

## BUSINESS

- 19 Ragnarok: Back to Glory (Ragnarok: Rebirth) , PROJECT ABYSS Achieved ISBN Codes in China
- 20 'Nobunaga's Ambition: The Road to the World', New IP Game Signed a Publishing Agreement in Japan
- 21 Held RAGNAROK THE ORCHESTRA CONCERT
- 22 Publishing Business of Subsidiaries

# 19

2024 4Q Business

## Ragnarok: Back to Glory (Ragnarok: Rebirth), PROJECT ABYSS Achieved ISBN Codes in China



“

**Ragnarok: Back to Glory (Ragnarok: Rebirth, Chinese title: RO仙境传说：重生) and  
PROJECT ABYSS(Chinese title: 仙境传说：初心),  
Two Ragnarok IP-based games achieved Chinese ISBN codes!**

**Expecting to Accelerate Chinese Market Entry**

”



20

2024 4Q Business

**'Nobunaga's Ambition: The Road to the World',  
New IP Game Signed a Publishing Agreement in Japan**



“

**Gravity Co.,Ltd has signed a publishing agreement of  
'Nobunaga's Ambition: The Road to the World' in Japan with  
Kingnet Technology (HK) Limited!**

**Diversifying Business Portfolio and Expanding Publishing Capabilities by Adding New IP game**

”



**GRAVITY**



**KingNet**



**Tenda Games**



**株式会社コーエーテクモゲームス**



「 RAGNAROK THE ORCHESTRA CONCERT, Successfully Held by Selling out All 1,200 Tickets 」



- **Date:** December 14, 2024
- **Place:** National Kaohsiung Center for the Arts, Taiwan
- **Performance:** Collaboration between Sixarts and KCWO (Kaohsiung City Wind Orchestra), conducted by Jin Sol featuring 26 songs from the Ragnarok BGM
- **Event:** Mr. Myuong Jin Lee's autograph session & Lucky Draw Gift Event



## GRAVITY Game Link Indonesia

**Ragnarok Classic**

was launched in Indonesia on December 5, 2024

**Dragonica New Origin**

is scheduled to be launched in **Southeast Asia** in May, 2025

## GRAVITY Interactive USA

**Ragnarok M: Classic**

was launched in **Southeast Asia** on February 14, 2025

is scheduled to be launched in **Taiwan, Hong Kong and Macau** in the first half of 2025

**Ragnarok Online**

is scheduled to be direct-serviced in **Latin America** in the second quarter of 2025

## GRAVITY Communications Taiwan

**Ragnarok Begins**

was launched in **Taiwan, Hong Kong and Macau** on February 13, 2025

**Ragnarok Idle Adventure Plus**

will be launched in **Taiwan, Hong Kong and Macau** in the first half of 2025

**Ragnarok: Golf Monsters (Screen Golf)**

is scheduled to be opened in **Taiwan Taipei** in the first half of 2025

**Ragnarok Zero**

is scheduled to be launched in **Taiwan, Hong Kong and Macau** in the second half of 2025

## GRAVITY Game Tech Thailand

**THE RAGNAROK**

was launched in **Southeast Asia** on October 31, 2024

**Ragnarok V: Returns**

will be officially launched in **Southeast Asia** in March, 2025

## GRAVITY Game Hub Singapore

**Ragnarok Idle Adventure Plus**

will be launched in **Global** in February, 2025 (Except **Taiwan, Hong Kong and Macau, China, Korea, Japan**)

**Gunbound**

will be launched in **Southeast Asia, Latin America** in the first half of 2025

**Ragnarok Crush**

is scheduled to be launched in **Global** in the third quarter of 2025 (Except **China, Japan**)

**Ragnarok X: Next Generation**

is scheduled to be launched in **North/Central/Latin America, Europe** in the first half of 2025

## GRAVITY Game Vision Hong Kong

**Ragnarok: Rebirth**

was launched in **Taiwan, Hong Kong and Macau** on October. 31, 2024

**Ragnarok: Back to Glory (Ragnarok: Rebirth)**

will be launched in **Korea** in the second quarter of 2025

will be re-launched in **Southeast Asia** in the second quarter of 2025

## GRAVITY Game Arise Japan

**NBA RISE**

is scheduled to be renewal launched in **Japan** in February, 2025

**Snow Brother 2 Special**

will be launched in **Global** in April, 2025

**Scorp Hero**

is scheduled to be launched in **Japan** within 2025

**JLPGA Heroine Collection**

will be launched in **Japan** in the first half of 2025

# 2025 GRAVITY PIPELINE

- 23 Major Upcoming Launchings
- 24 Ragnarok IP Pipeline
- 25 Global Market Strategy

# 23

## 2025 GRAVITY Pipeline Major Upcoming Launchings



(The launching schedule may be changed)

PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET
PC/Mobile	Ragnarok 3	MMORPG	Initial Launching	2026	Global
PC/Mobile	Ragnarok X: Next Generation	MMORPG	Additional Launching	1H 2025	North, Central, South America, Europe
PC/Mobile	Ragnarok V: Returns	3D MMORPG	Initial Launching	March, 2025	Southeast Asia
PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	TBD	TBD
Mobile	Ragnarok M: Classic	MMORPG	Initial Launching	February 14, 2025	Southeast Asia
				1H 2025	Taiwan, Hong Kong, Macau
Mobile	Ragnarok Crush	Puzzle, Tower Defense	Initial Launching	3Q 2025	Global (Except China, Japan)
Mobile	Ragnarok: Back to Glory (Ragnarok: Rebirth)	MMORPG	Re-Launching	2Q 2025	Southeast Asia
			Additional Launching		Korea
Mobile	Ragnarok Idle Adventure Plus	MMORPG	Initial Launching	February, 2025	Global (Except Taiwan, Hong Kong, Macau, China, Korea, Japan)
			Additional Launching	1H 2025	Taiwan, Hong Kong, Macau
Mobile	Ragnarok Promised Adventure (tentative English title)	MMORPG	Initial Launching	2025	TBD
Mobile	PROJECT ABYSS	MMOARPG	Initial Launching	2025	TBD
Mobile	Heroes Gambit	Strategic Card Battle	Initial Launching	1H 2025	Global
Mobile	Scorp Hero	Character Collecting RPG	Initial Launching	2025	Japan
PC/Console	Snow Brothers 2 Special	Action, Platformer	Initial Launching	April, 2025	Global
PC	Ragnarok Online	MMORPG	Direct Service	2Q 2025	Latin America
PC	Gunbound	MMO Turn-Based Artillery Game	Initial Launching	1H 2025	Southeast Asia, Latin America
PC	Dragonica New Origin	MMORPG	Initial Launching	May, 2025	Southeast Asia
PC	Ragnarok Landverse	MMORPG	Additional Launching	1H 2025	Vietnam
Blockchain/ PC	Ragnarok Landverse			2H 2025	Latin America



# 24

## 2025 GRAVITY Pipeline Ragnarok IP Pipeline



**Ragnarok Crush**  
Puzzle, Tower Defense



**Ragnarok 3**  
MMORPG



**Ragnarok Origin**  
MMORPG



**Ragnarok X: Next Generation**  
MMORPG



**Ragnarok: Back to Glory  
(Ragnarok: Rebirth)**  
MMORPG



**Ragnarok Monster World**  
Tower Defense/ Real-Time Strategy



**Ragnarok V: Returns**  
3D MMORPG



**Ragnarok Landverse**  
MMORPG



**PROJECT ABYSS**  
MMOARPG



**THE RAGNAROK  
(Ragnarok : Novice Hearts)**  
MMORPG



# 25

## 2025 GRAVITY Pipeline Global Market Strategy



### ➤ Strategic Plan for Ragnarok IP's Global Influence Expansion

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

Strengthen Ragnarok IP's competitiveness in global through full-fledged entry into South America and Western Market!

Obtain growth engine through opportunity to find a new business

Oceania Enhance competitiveness and expand business based on various games such as self-developed games, console games, indie games, etc. as a global game company

■ Subsidiaries/Joint Venture ■ Publisher ■ IP Business Partner

#### 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.  
■ Shanghai Shengsong Network Technology Co., Ltd.

# Exhibits

- 01 Company Overview
- 02 Subsidiary





# 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

1,044 (Including Subsidiaries, as of the Fourth Quarter, 2024)

### Business Area

Development and Publishing of Online Games and Mobile Games  
IP Licensing Business  
Character Merchandising 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 Communications Co., Ltd.

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

#### GRAVITY Game Tech Co., Ltd.

IP Licensing Business  
Online/Mobile Game Service in Thailand

#### GRAVITY Game Vison, Ltd.

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

#### GRAVITY Interactive, Inc.

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

#### GRAVITY NeoCyon, Inc.

Mobile Game Development  
Mobile Game Service in Korea  
B2B IT Business

#### PT. GRAVITY Game Link

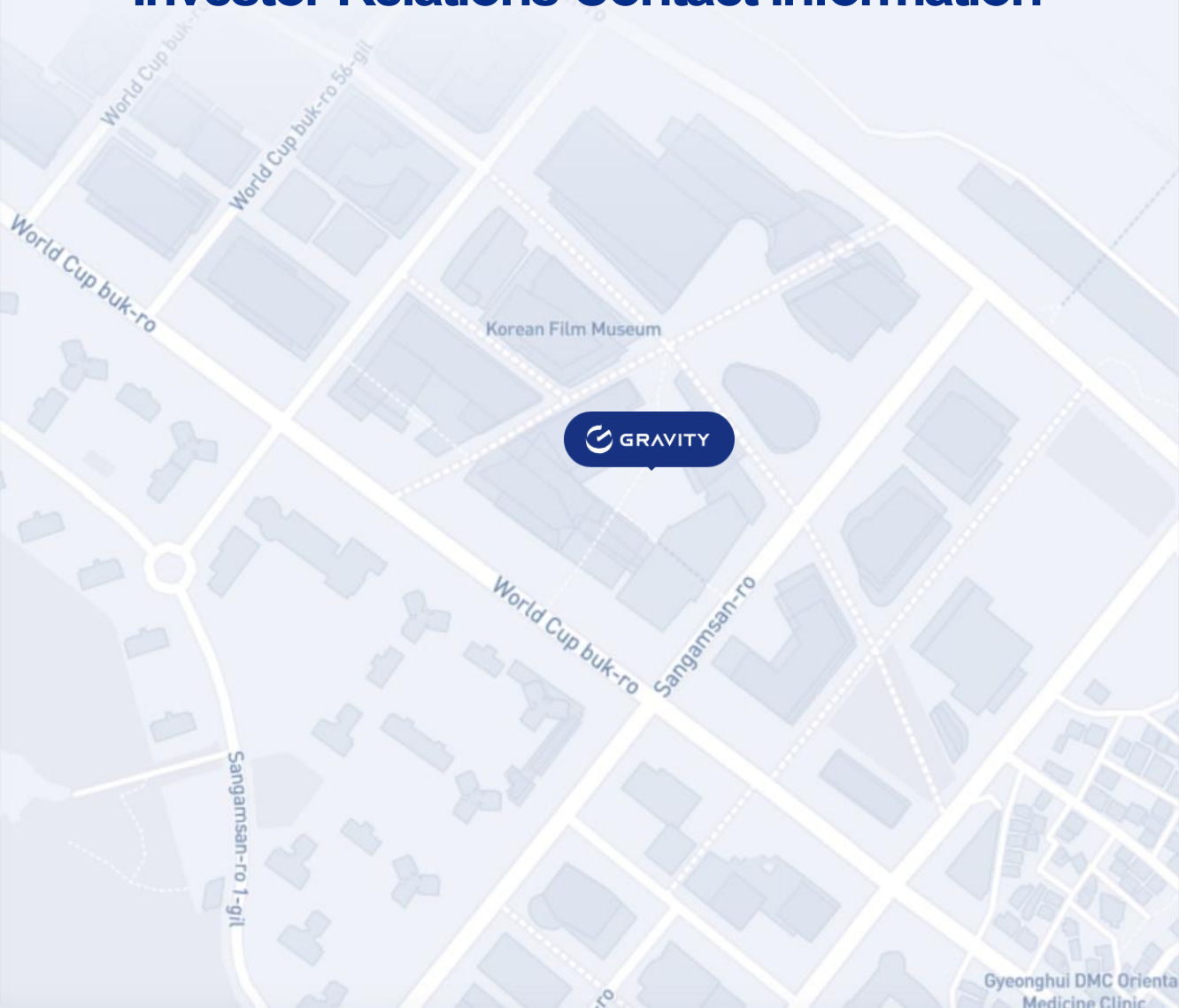
IP Licensing Business  
Online/Mobile Game Service in Indonesia

#### GRAVITY Game Hub PTE, Ltd.

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



# Investor Relations Contact Information



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IR Manager

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# THANK YOU

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