

2024 4Q

IR PRESENTATION

Investor Relations
February 2025



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, 2024 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 4Q Financial

- 01 Operation Results Trend
- 02 Revenue Breakdown

2024 4Q Game

- 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)

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

GRAVITY Pipeline

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

Exhibits

- 01 Company Overview
- 02 Subsidiaries

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

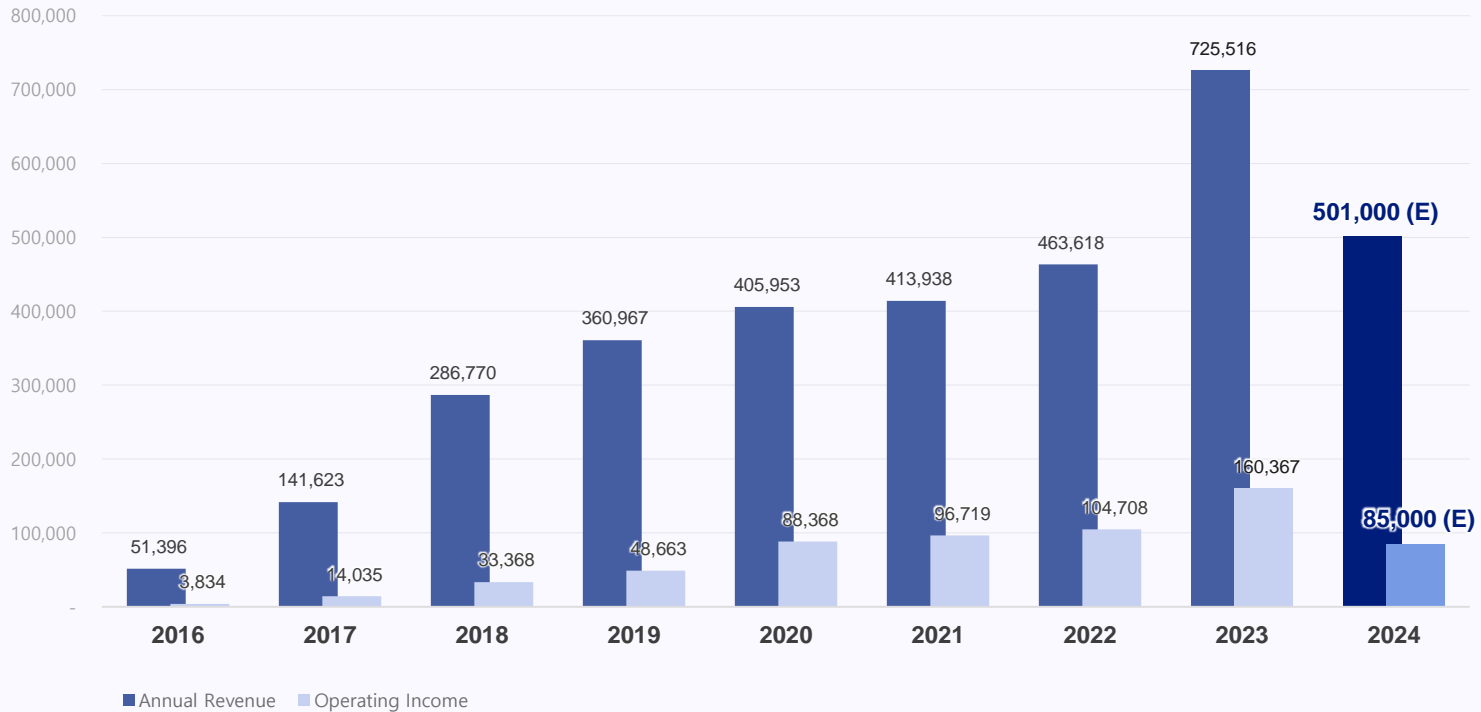
2024 4Q Financial

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



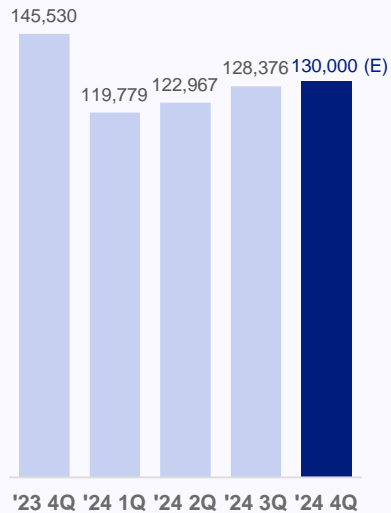
※ Not disclosed the amount lower than billion due to the preliminary result (In Million of KRW)

Operation Results Trend

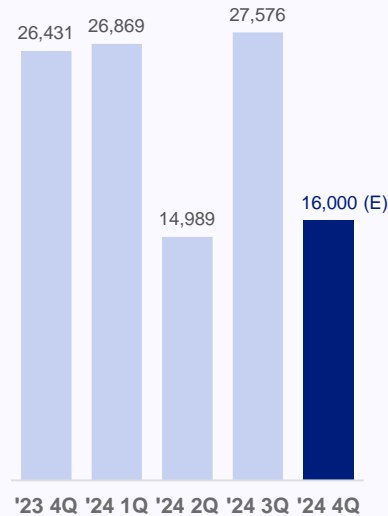


- 2024 4Q Preliminary Revenue KRW 130 billion, Preliminary Operating Profit KRW 16 billion
- Revenue: QoQ +1.3%, YoY -10.7%, Operating Profit: QoQ -42.0%, YoY -39.5%

Revenue

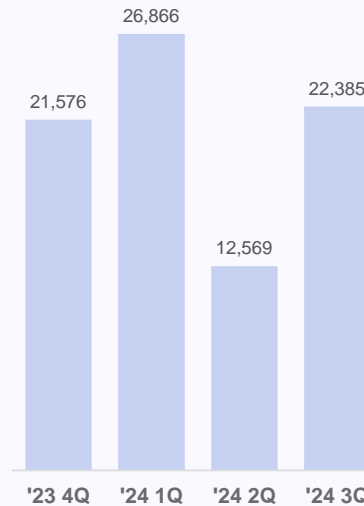


Operating Profit

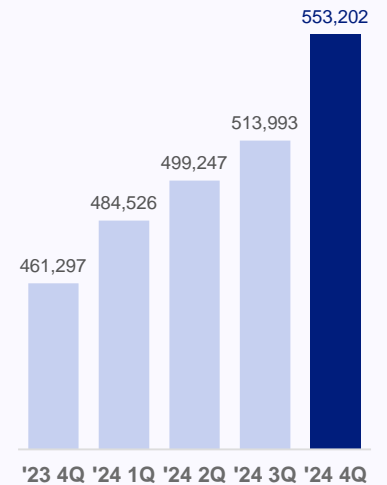


Net Profit

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

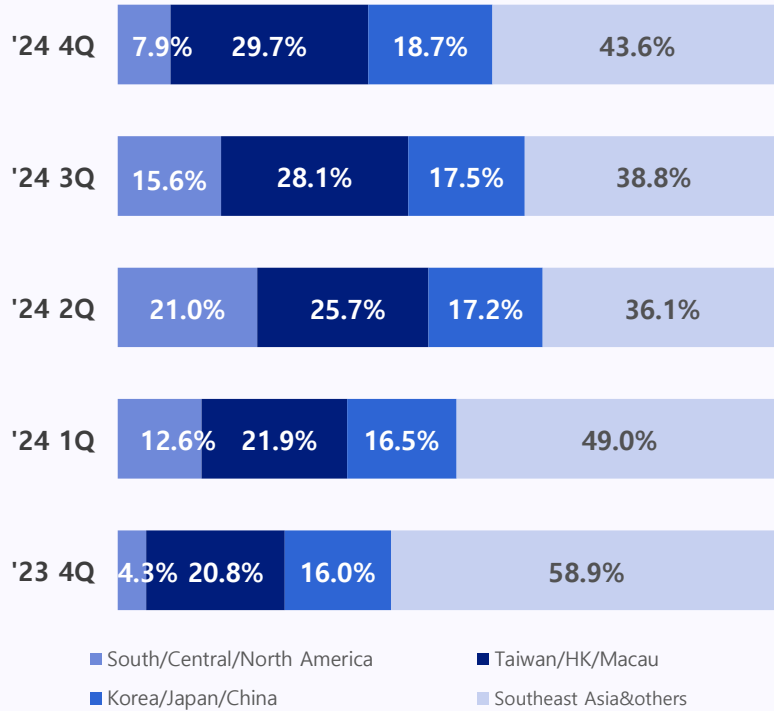


Liquidity

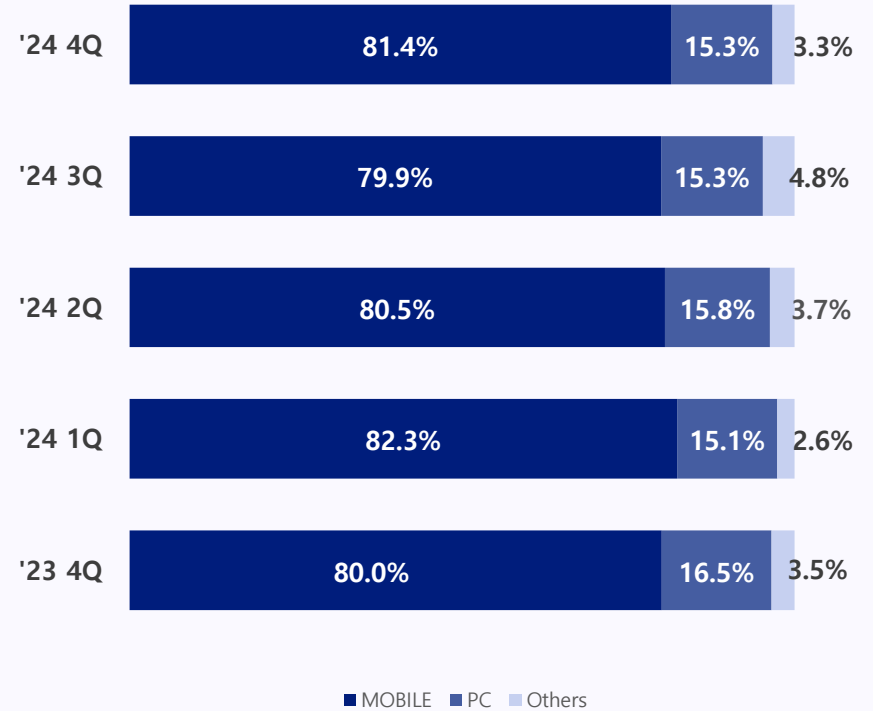


※ Not disclosed the amount lower than billion due to the preliminary result (In Million of KRW)

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



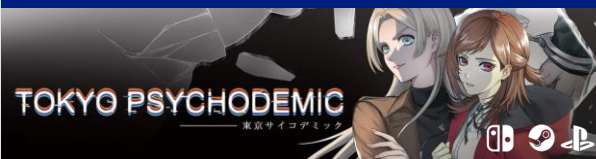
- **Launching:** February 13, 2025
- **Publisher:** GRAVITY Communications Co. Ltd
- **Platform:** PC/Mobile
- **Genre:** Action Side-Scrolling, MMORPG

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 7th



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

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. <5.5th 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. <2nd 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

2024 4Q Game Heroes Gambit (Mobile)

「 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」

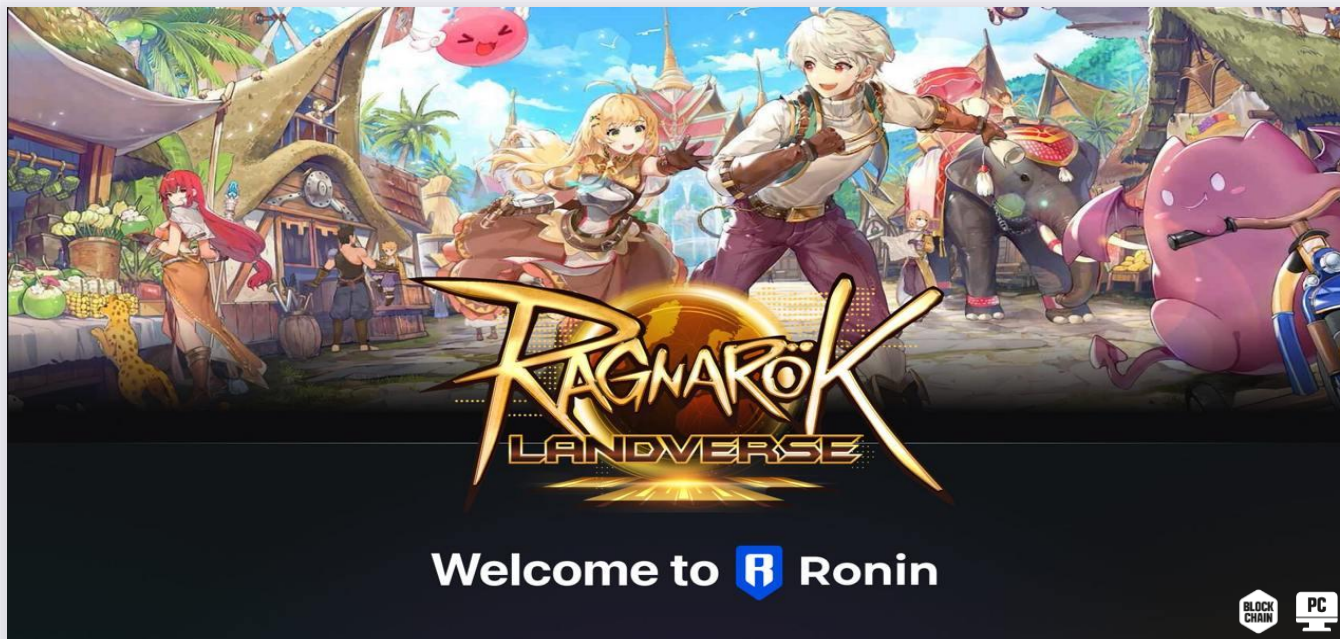


- **Launching:** within 2025
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Arise Co., Ltd.

- **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



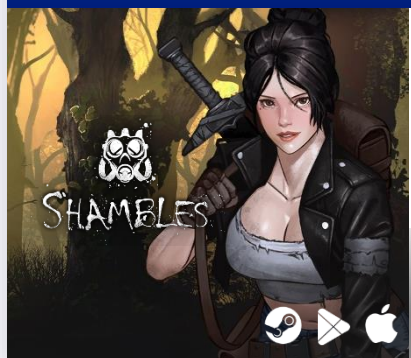
- **Release Date:** January 30, 2025
- **Platform:** Nintendo Switch, Steam, PS4, PS5
- **Market :** Global

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



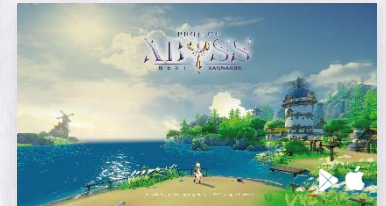
Ragnarok Origin
MMORPG



Ragnarok X: Next Generation
MMORPG



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



PROJECT ABYSS
MMOARPG



Ragnarok Monster World
Tower Defense/ Real-Time Strategy



Ragnarok V: Returns
3D MMORPG



Ragnarok Landverse
MMORPG



**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

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 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

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

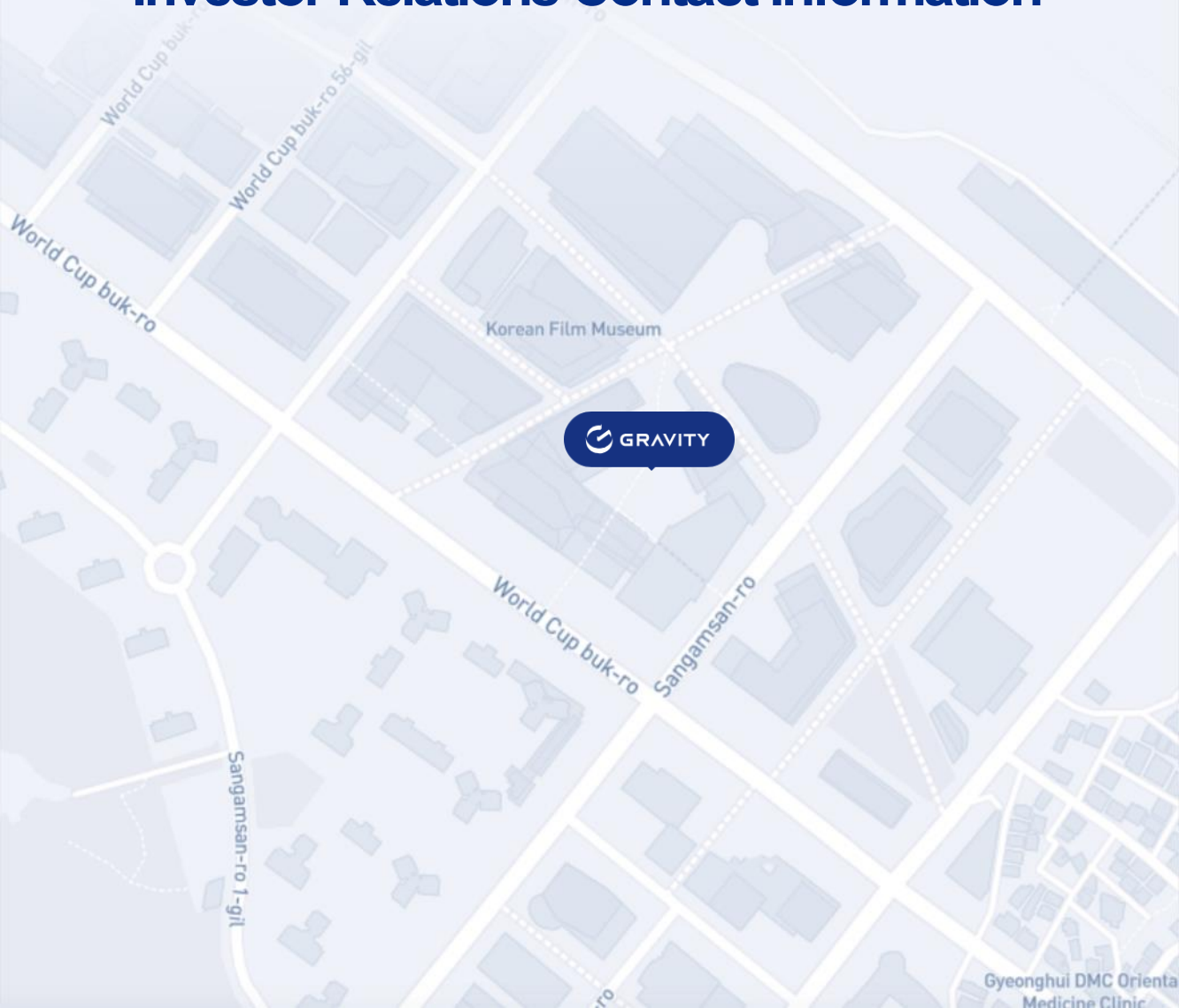
IP Licensing Business
Online/Mobile Game Service in Indonesia

GRAVITY Game Hub PTE, Ltd.

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



Investor Relations Contact Information



Heung Gon Kim

Chief Financial Officer

Jin Lee

IR Manager

Yujin Oh

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