

2025 4Q

IR PRESENTATION

Investor Relations
February 2026



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.



GRAVITY

CONTENTS

2025 4Q Financial

- 01** Operation Results Trend
- 02** Revenue Breakdown

2025 4Q Game

- 03** Released Games
- 04** Ragnarok Online (PC)
- 05** Ragnarok Origin (PC/Mobile)
- 06** Ragnarok M: Eternal Love (PC/Mobile)
- 07** Ragnarok X: Next Generation (PC/Mobile)
- 08** Ragnarok Origin Classic (PC/Mobile)
- 09** Ragnarok M: Classic (PC/Mobile)
- 10** Ragnarok: The New World (PC/Mobile)
- 11** Ragnarok Endless Trails (Mobile)
- 12** Ragnarok Zero: Global (PC)
- 13** Hashire HEBEREKE: EX/ Wizmans World Re: Try/
LIGHT ODYSSEY/ Final Knight/ GALVATEIN: Adventure's Guild (PC/Console)

2025 4Q Business

- 14** 'Unite to Ignite' Conference By Gravity Game Unite
- 15** RAGNAROK FESTA 2025 Presented By OneOne
- 16** THEME OF RAGNAROK Taiwan Tainan
- 17** Publishing Business of Subsidiaries

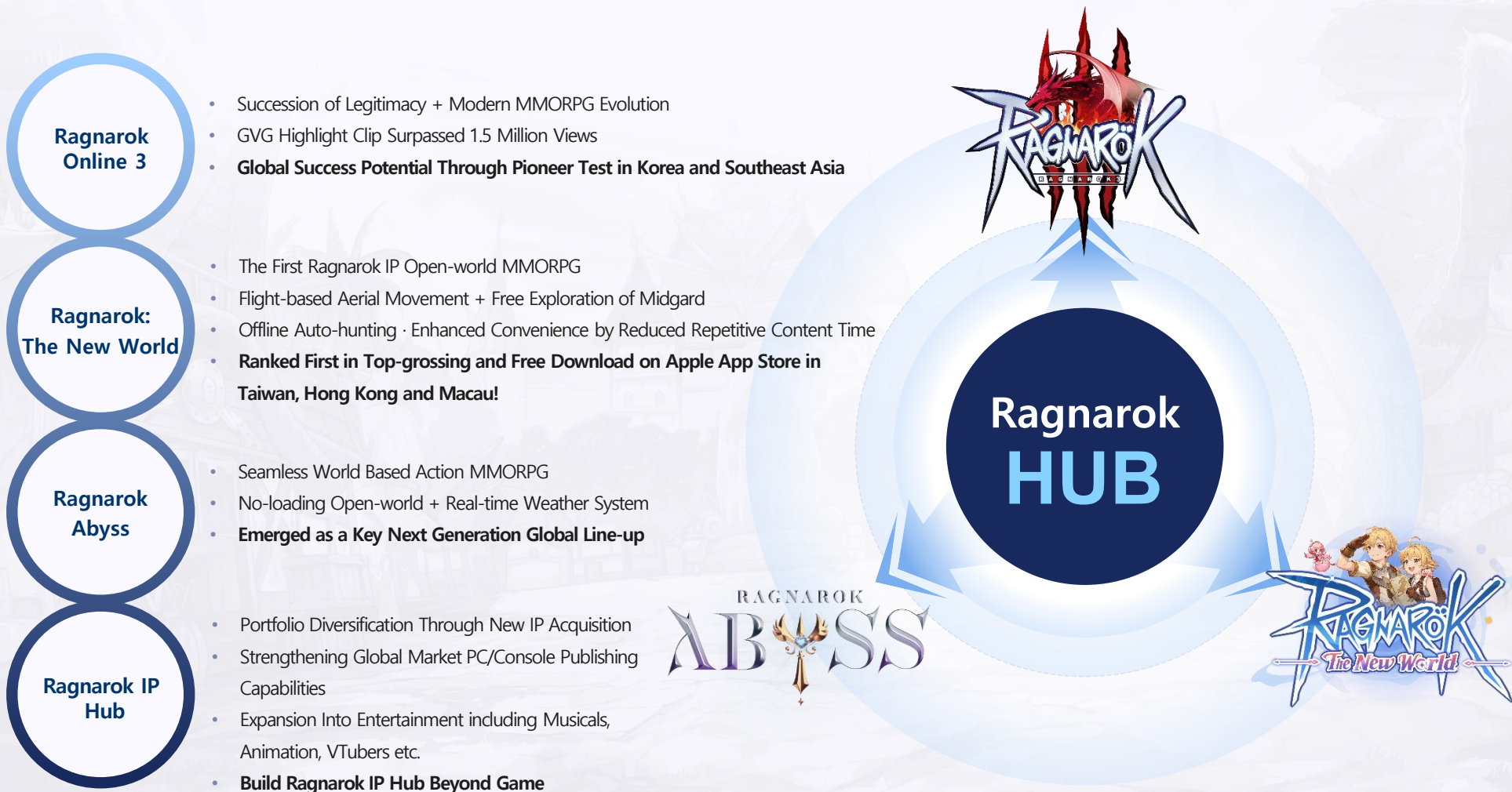
GRAVITY Pipeline

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

Exhibits

- 01** Company Overview
- 02** Subsidiaries

Gravity's Mid-to-Long Term Business Vision: Ragnarok Hub



2025 4Q

FINANCIAL

- 01 Operation Results Trend
- 02 Revenue Breakdown



01

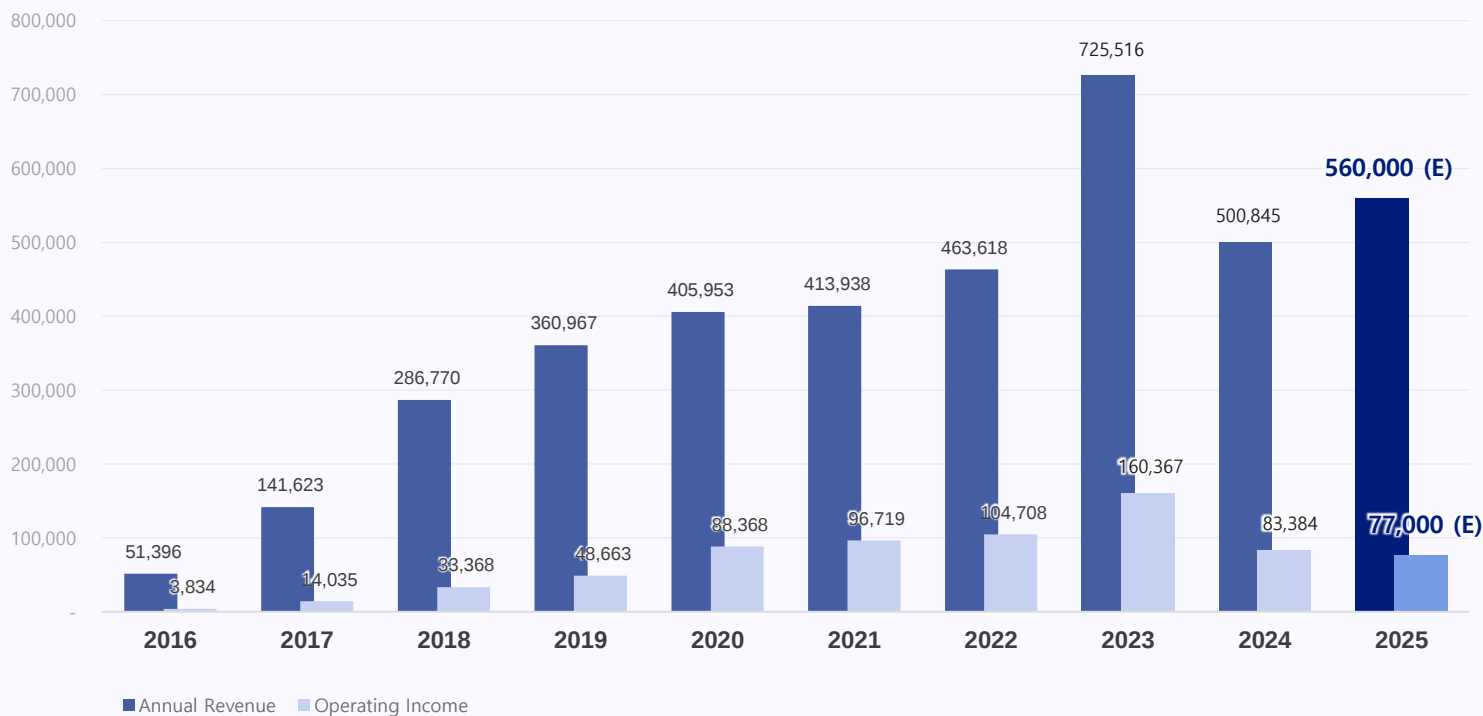
2025 4Q Financial

Operation Results Trend



- 2025 Preliminary Revenue 560 billion, Preliminary Operating Profit 77 billion. YoY Revenue +11.8%, Operating Profit -7.7%

Annual Revenue & Operating Income Trend 2016 - 2025



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

01

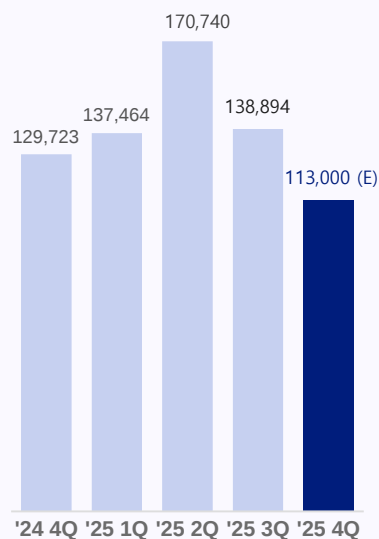
2025 4Q Financial

Operation Results Trend

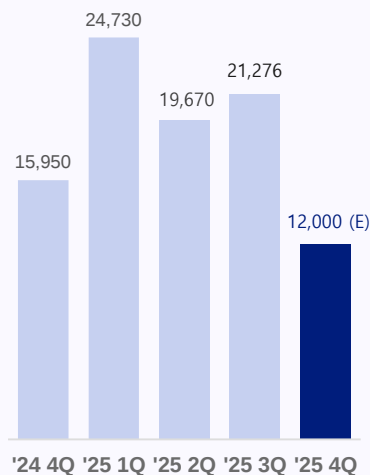


- 2025 4Q Preliminary Revenue, 113 billion, Preliminary Operating Profit 12 billion
- Revenue: QoQ -18.6%, YoY -12.9%, Operating Profit: QoQ -43.6%, YoY -24.8%

Revenue

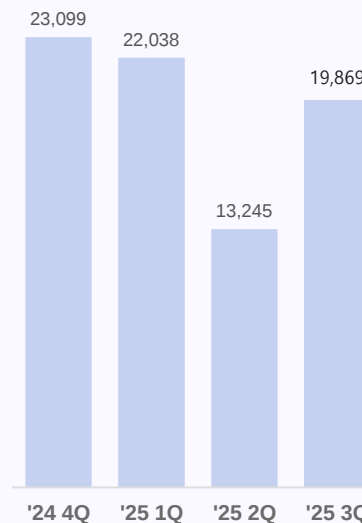


Operating Profit

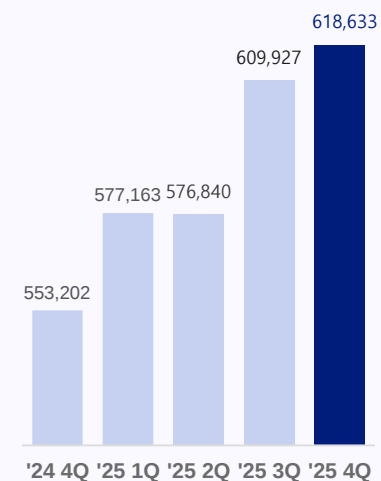


Net Profit

※ Unable to disclose due to unfinalized statements of 4Q 2025



Liquidity

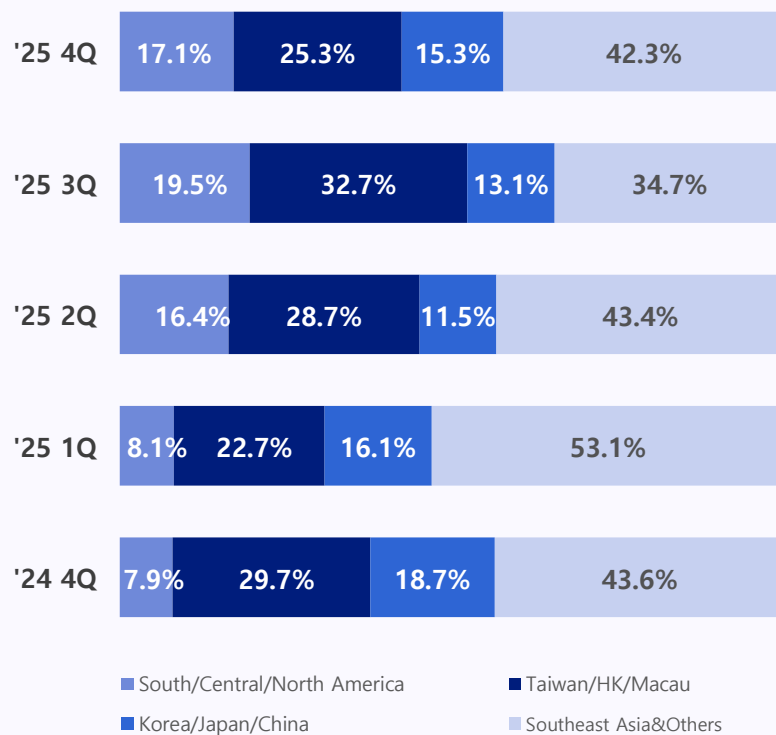


※ Not disclosed the amount lower than billion due to the preliminary result (In Million of KRW)

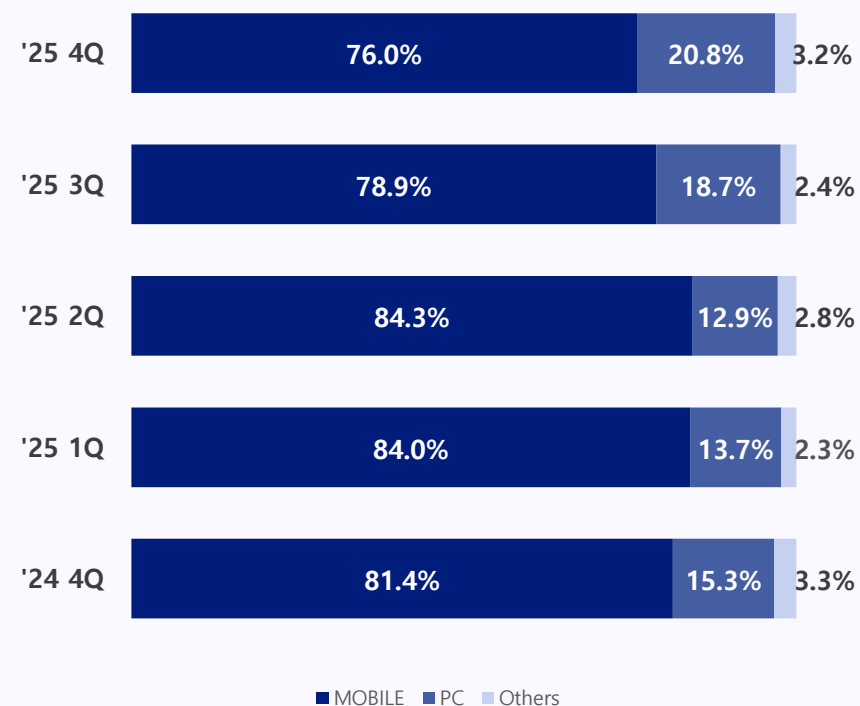
02 2025 4Q Financial Revenue Breakdown



Revenue Breakdown by Region



Revenue Breakdown By Platform



2025 4Q

G A M E

- 03 Released Games
- 04 Ragnarok Online (PC)
- 05 Ragnarok Origin (PC/Mobile)
- 06 Ragnarok M: Eternal Love (PC/Mobile)
- 07 Ragnarok X: Next Generation (PC/Mobile)
- 08 Ragnarok Origin Classic (PC/Mobile)
- 09 Ragnarok M: Classic (PC/Mobile)
- 10 Ragnarok: The New World (PC/Mobile)
- 11 Ragnarok Endless Trails (Mobile)
- 12 Ragnarok Zero: Global (PC)
- 13 Hashire HEBEREKE: EX/ Wizmans World Re: Try/
LIGHT ODYSSEY/ Final Knight/ GALVATEIN: Adventure's Guild (PC/Console)

「Accelerating Growth Momentum Through Global Expansion and Portfolio Diversification」

Ragnarok Monster Kitchen Global



- **Launching:** December 11, 2025
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Mobile
- **Genre:** Hybrid Casual

Ragnarok Online Landverse America



- **Launching:** December 19, 2025
- **Publisher:** Maxion Tech LLC.
- **Platform:** Blockchain/PC
- **Genre:** MMORPG

Ragnarok: Rebirth China



- **Launching:** December 25, 2025
- **Publisher:** Guangzhou Lingxi Interactive Entertainment Limited
- **Platform:** Mobile
- **Genre:** 3D MMORPG

「Accelerating Growth Momentum Through Global Expansion and Portfolio Diversification」

Ragnarok X: Next Generation
Europe (France, Italy, Germany) · Middle East · Egypt · Algeria



- **Launching:** January 14, 2026
- **Publisher:** GRAVITY Game Hub PTE., Ltd.
- **Platform:** PC/Mobile
- **Genre:** MMORPG

Ragnarok: The New World Taiwan · Hong Kong · Macau



- **Launching:** January 15, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** PC/Mobile
- **Genre:** MMORPG
- **Apple App Store Free Download**
1st in Taiwan, Hong Kong and Macau!
- **Apple App Store Top Grossing**
1st in Taiwan, Hong Kong and Macau!

Ragnarok: Twilight - Chạng Vạng Vietnam



- **Launching:** February 10, 2026
- **Platform:** Mobile
- **Publisher:** GAMOTA CORPORATION
- **Genre:** MMORPG

「Accelerating Growth Momentum Through Global Expansion and Portfolio Diversification」

the Game of LIFE for Nintendo Switch Asia (except Japan)



- **Launching:** December 18, 2025
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Nintendo Switch
- **Genre:** Board, Party

Little Gods of the Abyss Global



- **Launching:** January 22, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Puzzle Platformer

ACADEMY OF HEROES: THREE KINGDOMS Southeast Asia



- **Launching:** January 20, 2026
- **Publisher:** GRAVITY NeoCyon, Inc.
- **Platform:** Mobile
- **Genre:** Turn-based Collective RPG

04 2025 4Q Game Ragnarok Online (PC)



「Ragnarok Online, Sustains Global Service Stabilization with Customized Regional Event」



Ragnarok Online Serviced Regions
91 Regions

Korea

Nov. <Fall Ragmarble> Event
Dec. <Aldebaran Winter Hunt> Event
Jan. <Kachua's Secret Key Box> Event

Japan

Nov. <23rd Anniversary Package> Event
Dec. <13th Corridor of Abyss> Event
Jan. <Costama January> Event

Europe

Nov. <Paint> Event
Dec. <Bosnia> Update
Jan. <Bar> Event

North America

Nov. <Daily Login November> Event
Dec. <Christmas> Event
Jan. <Garden of Time> Update

Indonesia

Nov. <Battle Pass S3> Event
Dec. <Snow Festival> Event
Jan. <Daily Login> Event

Thailand

Nov. <Red Horse's Year Booster> Event
Dec. <Monster Spotlight> Event
Jan. <GVG Herosria> Event

China

Nov. <November New Malangdo> Event
Dec. <Fourth-quarter Content> Update
Jan. <Ice Scroll> Event

Brazil

Nov. <Royal Hunting> Event
Dec. <Popcorn> Event
Jan. <Fishing> Event

Latin America

Nov. <Episode: 16.2 - Terra Gloria> Update
Dec. <Rockridge> Update
Jan. <Episode 17.1> Update

Taiwan • Hong Kong • Macau • Philippines • Singapore • Malaysia

Nov. <November User Retention> Event
Dec. <December Spend Promotion> Event
Jan. <New Year Increase> Event
Nov. <Snow Flower Festival> Event
Dec. <Refine> Event
Jan. <4th Anniversary Poring Island> Event

「Ragnarok Origin, Scheduled to End Service in Korea and Japan on March 31, 2026」

Taiwan · Hong Kong · Macau



- Nov. <Poring Card> Event
- Dec. <10-Player Dungeon> Event
- Jan. <New Year> Event

Southeast Asia



- Nov. <New Gameplay: Valhalla Arena> Update
- Dec. <Thor Cup Finals> Event
- Jan. <New Year Sign-in> Event

North · Latin America



- Nov. <Vale of Clash> Event
- Dec. <Valhalla Arena> Event
- Jan. <Chinese New Year Events> Event

Korea



- Nov. <New Costume Summon: "Unyielding Sagittarius"> Event
- Dec. <New Costume Summon: "Dream Traveler"> Event
- Mar. 31st <Service Scheduled to End>

Japan



- Nov. <1600 DAY Anniversary> Event
- Dec. <Christmas Tree Decoration> Event
- Mar. 31st <Service Scheduled to End>

China



- Nov. <New Year Battle Pass> Event
- Dec. <Christmas Theme> Event
- Jan. <5VS5 Time Space Survival> Event

Ragnarok M: Eternal Love, Continues Smooth Service with Season Updates and Events



Ragnarok X: Next Generation (PC/Mobile)

「Ragnarok X: Next Generation, Officially Launched in
Europe (France, Italy, Germany) · Middle East · Egypt · Algeria on January 14, 2026」

Taiwan · Hong Kong · Macau



- Nov. <THM X SEA Data Link & Open New Merged Server> Update
- Dec. <Apex GVG International Season> Event
- Jan. <Snow Festival> Event

Korea



- Nov. <Mashin Hero Wataru: Super Dimensional Collaboration> Event
- Dec. <3rd Anniversary Commemorative "Carnival Wonderland" 1> Event
- Jan. <3rd Anniversary Commemorative "Carnival Wonderland" 2> Event

Japan



- Nov. <1st Anniversary RAGNAROK X> Event
- Dec. <Chosen One's War Season 2 Launch> Event
- Jan. <January: Past Year and Coming Year Login Bonus> Event

Southeast Asia



- Nov. <THM X SEA Data Link & Open New Merged Server> Update
- Dec. <Frost Bound Exploration> Event
- Jan. <Snow Festival> Event

China



- Nov. <Fist of the North Star Collaboration> Event
- Dec. <Snow Realm> Event
- Jan. <The Boundaries of Infinity> Event

North · Central · South America · Oceania
England · Portugal · Spain · Ireland

- Nov. <Halloween> Event
- Dec. <Snow Realm> Event
- Jan. <WOC Season 2> Event

Ragnarok Origin Classic (PC/Mobile)

「Ragnarok Origin Classic, is Planned to be Launched in Southeast Asia (except Vietnam), Taiwan, Hong Kong, Macau and Korea in the First Half of 2026」



- **Launching:** First Half of 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Southeast Asia (except Vietnam), Taiwan, Hong Kong, Macau, Korea
- **Genre:** MMORPG
- **Feature:** Provide seamless environment for concurrent play by all Asian world server GVG setting, implemented free-trade system

Ragnarok M: Classic (PC/Mobile)

「Ragnarok M: Classic, is Scheduled to be Launched in Korea in the Second Half of 2026」



- **Launching:** Second Half of 2026
- **Platform:** PC/Mobile

- **Market:** Korea
- **Genre:** MMORPG

10

2025 4Q Game

Ragnarok: The New World (PC/Mobile)



┌ Ragnarok: The New World, is Underway for its Launch in Southeast Asia (except Vietnam) and Global (except China, Taiwan, Hong Kong, Macau, Japan, Korea and CIS) in the Second Half of 2026 ┐



- **Launching:** Second Half of 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Southeast Asia (except Vietnam), Global (except China, Taiwan, Hong Kong, Macau, Japan, Korea, CIS)
- **Genre:** MMORPG

Ragnarok Endless Trails (Mobile)

「Ragnarok Endless Trails, will be Launched in Southeast Asia on February 26, 2026」



- **Launching:** February 26, 2026
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Tech Co., Ltd.
- **Market:** Southeast Asia
- **Genre:** Casual, Roguelike, Survivor, Battle Royale
- **Pre-registration:** 2026.01.05~2026.02.25
<https://roendless.com/Pre-register>

「Ragnarok Zero: Global, is Planned to be Launched in Southeast Asia, Europe and Oceania in the Second Half of 2026」



- **Launching:** Second Half of 2026
- **Platform:** PC
- **Publisher:** GRAVITY Game Unite Sdn. Bhd.
- **Market:** Southeast Asia, Europe, Oceania 69 Countries
- **Genre:** MMORPG
- **Feature:** Integrated global one-build launch across 69 countries, supporting multilingual services in over 7 languages including English, Chinese, German, French, Bahasa, Thai and Turkish

13

2025 4Q Game

Hashire HEBEREKE: EX/ Wizmans World Re: Try/ LIGHT ODYSSEY/
Final Knight/ GALVATEIN: Adventure's Guild (PC/Console)



「Continuously Targeting Global Market Based on Diverse IP Portfolio」

Hashire HEBEREKE: EX



- **Release Date:** Second Half of 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch
- **Genre:** Racing, Remake

Wizmans World Re: Try



- **Release Date:** February 19, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch, PlayStation, Xbox
- **Genre:** JRPG Remaster

LIGHT ODYSSEY



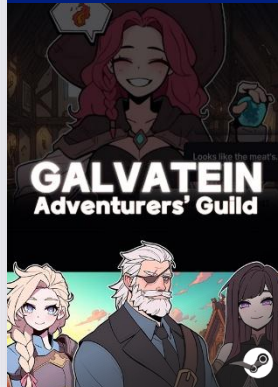
- **Release Date:** Second Half of 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Boss Rush Action, Souls-like

Final Knight



- **Release Date:** Second Half of 2026 (early-access in progress)
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Action RPG

GALVATEIN: Adventure's Guild



- **Release Date:** Second Half of 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Simulation

2025 4Q

B U S I N E S S

- 14 'Unite to Ignite' Conference By Gravity Game Unite
- 15 RAGNAROK FESTA 2025 Presented By OneOne
- 16 THEME OF RAGNAROK Taiwan Tainan
- 17 Publishing Business of Subsidiaries



'Unite to Ignite' Conference By Gravity Game Unite



「Gravity Game Unite, Held 'Unite to Ignite' Conference to Expand Gaming Industry Network in Malaysia」

A blue banner for the 'Unite to Ignite' conference. At the top center is the Gravity Game Unite logo, which includes a stylized 'G' icon and the text 'GRAVITY GAME UNITE PRESENTS'. Below the logo, the words 'UNITE TO IGNITE' are written in large, bold, white capital letters. Underneath that, the date '30 OCTOBER 2025' is written in smaller, bold, white capital letters. In the bottom right corner of the banner, there is a faint, large, light blue arrow pointing upwards and to the right. Below the banner, there is a white box containing a list of details about the conference.

- **Date and Location:** 2025.10.30 Gravity Game Unite Office, Kuala Lumpur, Malaysia
- **Attendee:** Malaysia Digital Economy Corporation, local game developers and major partners
- **Content:** Present Gravity's 2026 business plan, support program for Malaysian Indie game developers and Ragnarok IP usage permit program, networking session for future collaboration

「Ragnarok IP Global Offline Event,
‘RAGNAROK FESTA 2025 Presented By OneOne’ Integrated Global Ragnarok IP Users!」



- **Date and Location:** 2025.12.13 Emsphere UOB LIVE HALL
Bangkok, Thailand
- **Visitors:** About 13,000 people
- **Total Prize:** About USD 415,000 (About KRW 610 million)
- **Winners:**
- **Ragnarok Stars 2025:** MORNING STAR
- **Ragnarok Classic Online Championship 2025:** TROY
- **Ragnarok Landverse Championship 2025:** Whyso
- **The Ragnarok Championship 2025:** iCeCreamYummy

「RAGNAROK 23rd Anniversary Orchestra Concert, THEME OF RAGNAROK Successfully Held!」



- **Date and Location:** 2025.12.20, Tainan Cultural Center, Taiwan
- **Ticket Sold:** All 1,500 seats
- **Performance:** Collaboration with orchestra conducted by Jin Sol featuring 26 Ragnarok BGM songs
Performance formed with samba version reinterpreted in Latin American style,
bossa nova version and recreated version using traditional Taiwanese instruments
- **Event:** Gift and item cards, Mr. Myuong Jin Lee's autograph session

Publishing Business of Subsidiaries



GRAVITY Game Link Indonesia

Dragonica Origin

was launched in **Southeast Asia** on July 16, 2025

GRAVITY Interactive USA

Ragnarok Online America Latina

was launched in **Latin America** on May 28, 2025

Ragnarok M: Classic Global

was launched in **North and South America • Europe • Middle East • certain regions in North Africa • Oceania** on September 3, 2025

GRAVITY Communications Taiwan

Ragnarok Idle Adventure Plus

was launched in **Taiwan • Hong Kong • Macau** on May 21, 2025

Ragnarok Zero

was launched in **Taiwan • Hong Kong • Macau** on July 3, 2025

GRAVITY Game Tech Thailand

Ragnarok V: Returns

was launched in **Global** on August 7, 2025

Ragnarok Endless Trails

will be launched in **Southeast Asia** on February 26, 2026

Ragnarok Abyss

plans to be launched in **Taiwan • Hong Kong • Macau** in the second half of 2026

GRAVITY Game Hub Singapore

Gunbound

was launched in **Southeast Asia • Latin America** on June 10, 2025

Ragnarok Crush

was launched in **Global (except China, Japan)** on July 17, 2025

Ragnarok X: Next Generation

was launched in **Europe (France, Italy, Germany) • Middle East • Egypt • Algeria** on January 14, 2026

GRAVITY Game Vision Hong Kong

Ragnarok: Twilight

was launched in **Taiwan • Hong Kong • Macau** on July 3, 2025

was launched in **Southeast Asia (except Vietnam)** on October 23, 2025

Huawei AppGallery (H5) version will be launched in **Southeast Asia (except Vietnam)** on March 2026
plans to be launched in **America • Europe • Middle East • Korea** within 2026

Ragnarok Origin Classic

will be launched in **Southeast Asia (except Vietnam), Taiwan • Hong Kong • Macau • Korea** in the first half of 2026

Ragnarok: The New World

was launched in **Taiwan • Hong Kong • Macau** on January 15, 2026
plans to be launched in **Southeast Asia (except Vietnam), Global (except China, Taiwan, Hong Kong, Macau, Japan, Korea, CIS)** in the second half of 2026

GRAVITY Game Arise Japan

Nobunaga's Ambition: The Road to the World

was launched in **Japan** on June 18, 2025

Schop Hero

was launched in **Japan** on September 17, 2025

Aeruta

was launched in **Global** on November 6, 2025

GRAVITY Game Unite Malaysia

Ragnarok Zero: Global

will be launched in **Southeast Asia • Europe • Oceania** in the second half of 2026

2026 GRAVITY

PIPELINE

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

Major Upcoming Launchings

(The launching schedule may be changed)

STATUS	PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET/ REGION
●	PC/Mobile	Ragnarok Online 3	MMORPG	Initial Launching	4Q 2026	China
●				Initial Launching	2027	Global
●	PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	TBD	TBD
●	PC/Mobile	Ragnarok Origin Classic	MMORPG	Initial Launching	1H 2026	Southeast Asia (except Vietnam), Taiwan, Hong Kong, Macau, Korea
●	PC/Mobile	Ragnarok M: Classic	MMORPG	Additional Launching	2H 2026	Korea
●	PC/Mobile	Ragnarok: The New World	MMORPG	Additional Launching	2H 2026	Southeast Asia (except Vietnam)
●					2H 2026	Global (except China, Taiwan, Hong Kong, Macau, Japan, Korea, CIS)
●	PC/Mobile	Ragnarok Abyss	MMOARPG	Initial Launching	2H 2026	Taiwan, Hong Kong, Macau
●	Mobile	Ragnarok Endless Trails	Casual, Roguelike, Survivor, Battle Royale	Initial Launching	February 26, 2026	Southeast Asia
●	Mobile	Requiem M	MMORPG	Initial Launching	1H 2026	Korea
●	Mobile	Ragnarok: Midgard Senki	2D MMORPG	Initial Launching	TBD	TBD
●	Mobile	Ragnarok: Twilight	MMORPG	Additional Launching	2026	America, Europe, Middle East, Korea
●	Huawei AppGallery (H5)				March 2026	Southeast Asia (except Vietnam)
●	PC	Ragnarok Zero: Global	MMORPG	Additional Launching	2H 2026	Southeast Asia, Europe, Oceania
●	PC/Console	Wizards World Re: Try	JRPG Remaster	Initial Launching	February 19, 2026	Global (except Japan)
●	PC/Console	Jaleco Arcade Collection	Retro	Initial Launching	2H 2026	Global
●	PC/Console	LIGHT ODYSSEY	Boss Rush Action, Souls-like	Initial Launching	2H 2026	Global
●	PC/Console	Final Knight	Action RPG	Initial Launching	2H 2026	Global
●	PC/Console	Hashire HEBEREKE: EX	Racing, Remake	Initial Launching	2H 2026	Global
●	PC/Console	GALVATEIN: Adventure's Guild	Simulation	Initial Launching	2H 2026	Global

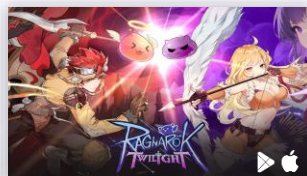
● New Launch ● On Track ● Plan Changed

19

2026 GRAVITY Pipeline Ragnarok IP Pipeline



Ragnarok Origin
MMORPG



Ragnarok: Twilight
MMORPG



Ragnarok Zero: Global
MMORPG



Ragnarok Abyss
MMOARPG



Ragnarok Online 3
MMORPG



Ragnarok: The New World
MMORPG



Ragnarok X: Next Generation
MMORPG



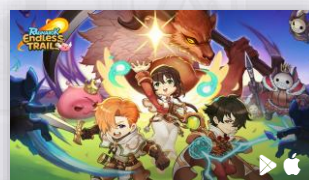
Ragnarok Landverse America
MMORPG



Ragnarok: Back to Glory (Ragnarok: Rebirth)
3D MMORPG



Ragnarok: The Promised Adventure
Adventure MMORPG



Ragnarok Endless Trails
Casual, Roguelike,
Survivor, Battle Royale



Ragnarok M: Classic
MMORPG



Ragnarok Idle Adventure Plus
Vertical Idle MMORPG



Ragnarok V: Returns
3D MMORPG



THE RAGNAROK (Ragnarok: Novice Hearts)
MMORPG



Ragnarok Origin Classic
MMORPG



Strategic Plan for Ragnarok IP's Global Influence Expansion

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

Strengthen Ragnarok IP's competitiveness in global through full-fledged entry into 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

KOREA

- GRAVITY NeoCyon, Inc.

JAPAN

- GungHo Online Entertainment, Inc.
- GRAVITY Game Arise Co., Ltd.
- TOMY COMPANY, LTD.

TAIWAN

- GRAVITY Communications Co., Ltd.

SINGAPORE

- GRAVITY Game Hub PTE, Ltd.

USA

- GRAVITY Interactive, Inc.

EUROPE

- Innova Co. S.r.l.

THAILAND

- GRAVITY Game Tech Co., Ltd.
- Maxion Tech LLC.

INDONESIA

- PT GRAVITY Game Link

HONG KONG

- GRAVITY Game Vision, Ltd.
- JOYMAKER HONG KONG CO. LIMITED
- Nuverse (Hong Kong) Limited

CHINA

- Guangzhou Lingxi Interactive Entertainment 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.
- Kingnet Network Co., Ltd.
- Ruyijingxiu Network Technology Co., Ltd.
- Beihai Leyou Technology Co., Ltd.

MALAYSIA

- GRAVITY Game Unite Sdn, Bhd.

VIETNAM

- GAMOTA CORPORATION

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)
GRAVITY Interactive, Inc. LATAM (Contact Office, Brazil)
PT GRAVITY Game Link (Indonesia)
GRAVITY Game Hub PTE., Ltd. (Singapore)
GRAVITY Game Unite Sdn. Bhd. (Malaysia)

Employees

998 (Including Subsidiaries, as of the Fourth Quarter, 2025)

Business Area

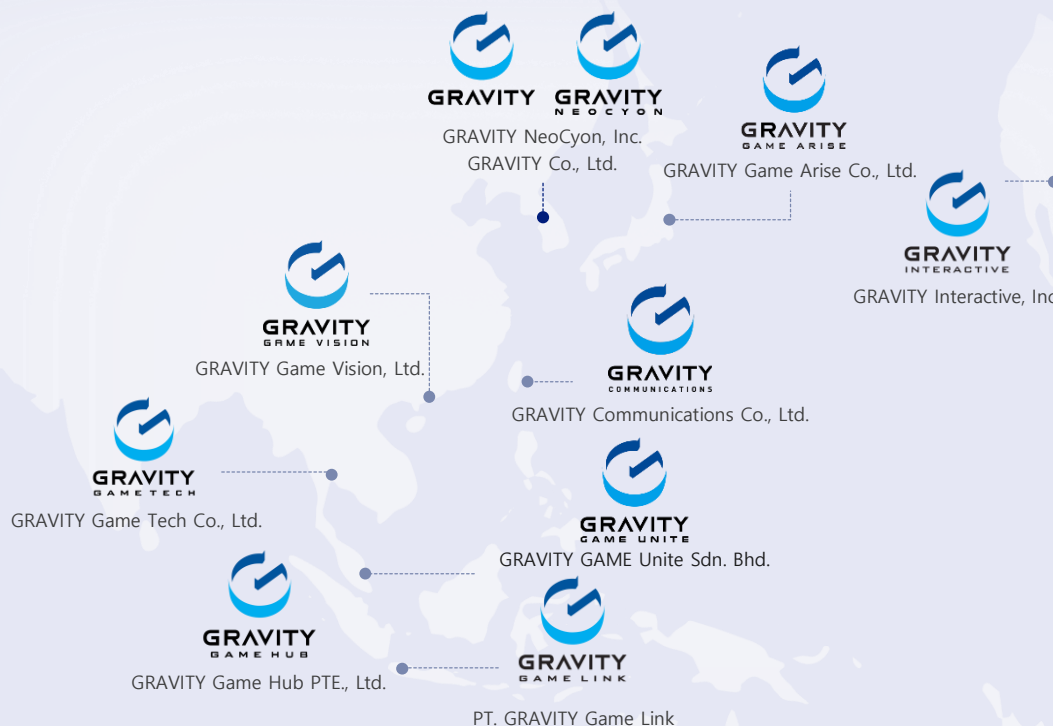
Development and Publishing of Online Games and Mobile Games
IP Licensing Business
Character Merchandising and other IT Services

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 Interactive, Inc.

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

GRAVITY Communications Co., Ltd.

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

GRAVITY NeoCyon, Inc.

Mobile Game Development
Mobile Game Service in Korea
B2B IT Business

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

GRAVITY Game Unite Sdn. Bhd.

IP Licensing Business
Online/Mobile Game Service in 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