

1Q 2026

IR PRESENTATION

Investor Relations
May 2026



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Accelerating Full-Scale Ragnarok IP Synergy Expansion based on Growth Momentum in 1Q 2026

1Q 2026 Growth

✦ Revenue KRW 161.9 billion
QoQ+42.7% ↑

✦ Operating Income KRW 30.8 billion
QoQ+163.1% ↑ Turnaround!



Ragnarok: The New World

✦ Taiwan Hong Kong Macau

Apple App Store
Top-Grossing **1st**

Global Expansion

✦ Global Go-to Market!
Southeast Asia → Korea/Japan → China → Global

✦ Ragnarok IP Synergy **UP** ↑



Ragnarok Abyss



Ragnarok Online 3

✦ Beyond the Game,
Business Diversification
(Entertainment business, VTuber, Musical, etc.)



1Q 2026

FINANCIAL

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



01

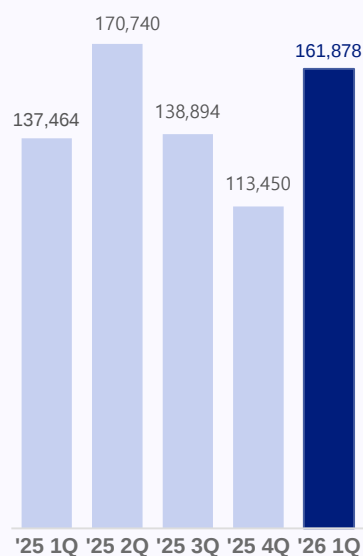
1Q 2026 Financial

Operation Results Trend

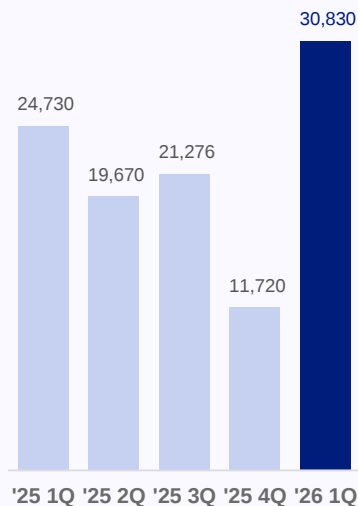


- 1Q 2026 Revenue KRW 161.9 billion, Operating Profit KRW 30.8 billion
- Revenue: QoQ 42.7%, YoY 17.8%, Operating Profit: QoQ 163.1%, YoY 24.7%
- Top-line Growth and Profitability Improvement Driven by Ragnarok: The New World launched in Taiwan, Hong Kong and Macau!

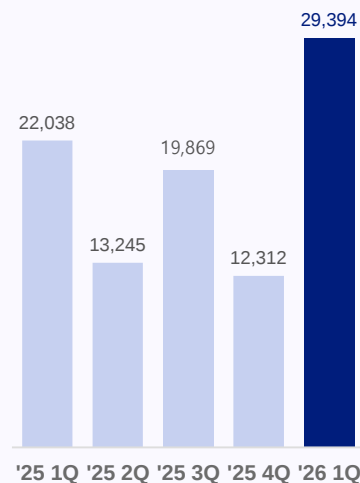
Revenue



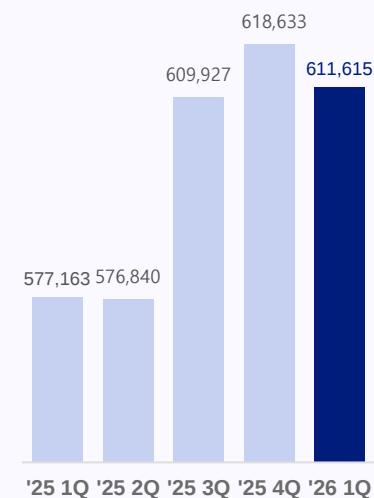
Operating Profit



Net Profit



Liquidity



(In Million of KRW)

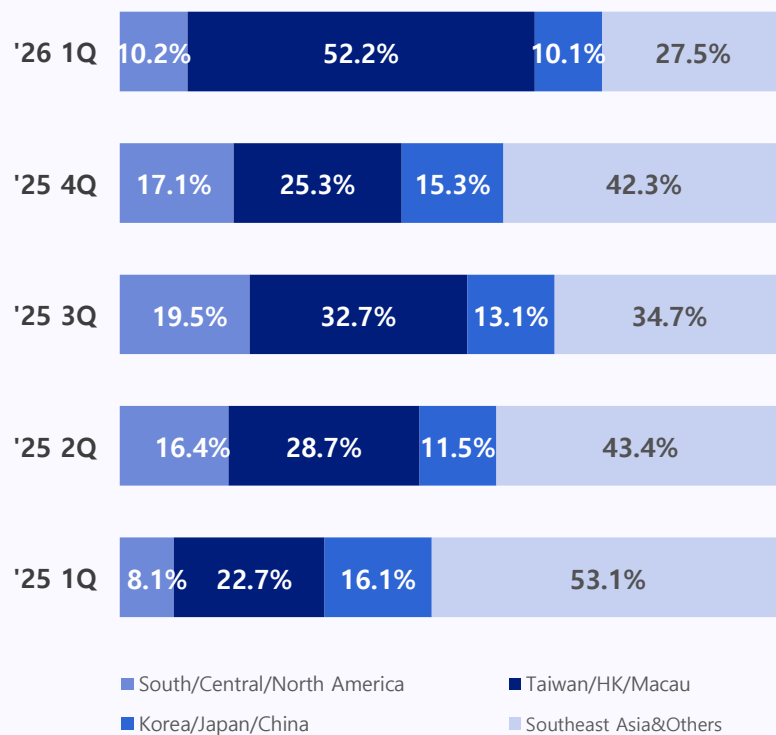
02

1Q 2026 Financial

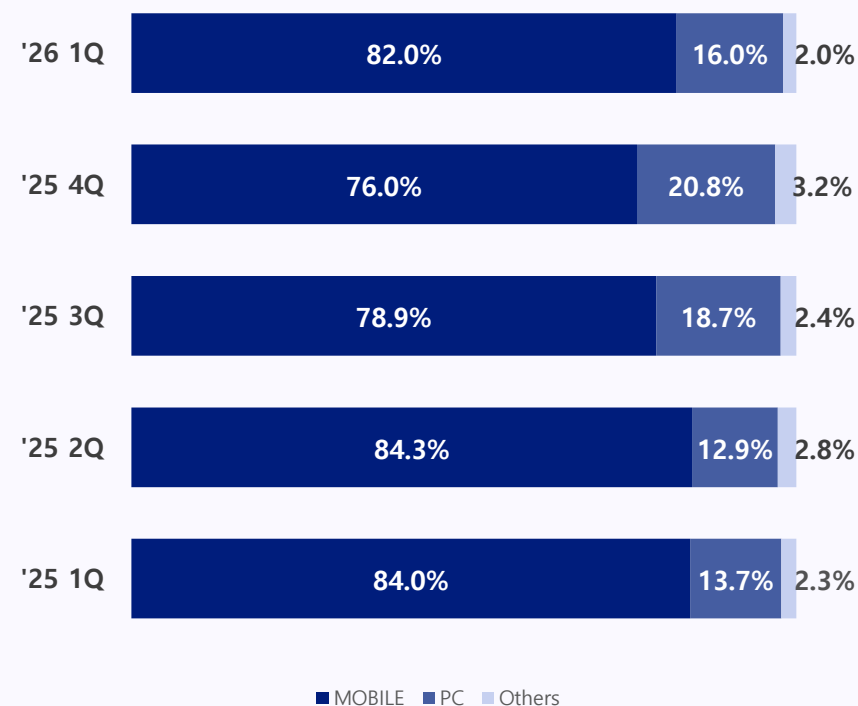
Revenue Breakdown



Revenue Breakdown by Region



Revenue Breakdown by Platforms



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

Consolidated Income Statement (IFRS)

Account	2025 1Q	2025 2Q	2025 3Q	2025 4Q	2026 1Q
	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenues	137,464	170,740	138,894	113,450	161,878
Online games	18,806	21,971	25,968	23,594	25,906
Mobile games	115,486	144,003	109,571	86,175	132,800
Other revenues	3,172	4,766	3,355	3,681	3,172
Cost of revenues	87,458	114,006	88,542	74,262	110,224
Gross Profit	50,006	56,734	50,352	39,188	51,654
Total operating expenses	25,276	37,064	29,076	27,468	20,824
SG&A expenses	21,859	33,509	26,675	24,881	19,609
R&D expenses	3,431	3,291	2,149	1,455	1,133
Other expenses (income)	(14)	264	252	1,132	82
Operating Profit	24,730	19,670	21,276	11,720	30,830
Finance income	10,717	2,651	3,283	7,948	9,871
Financial costs	(6,997)	(3,615)	2,648	(3,092)	(2,376)
Profit before income tax expense	28,450	18,706	27,207	16,576	38,325
Income Tax Expense	6,372	5,486	7,362	4,409	8,934
Profit for the period	22,078	13,220	19,845	12,167	29,391
Profit (loss) attributable to:					
Non controlling interest	40	(25)	(24)	(145)	(3)
Owners of the Parent Company	22,038	13,245	19,869	12,312	29,394
Earnings (loss) per share—basic and diluted:	3,171	1,906	2,859	1,772	4,230
Earnings (loss) per ADS—basic and diluted:	3,171	1,906	2,859	1,772	4,230

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

Consolidated Balance Sheet (IFRS)

Account	2025 1Q	2025 2Q	2025 3Q	2025 4Q	2026 1Q
	(unaudited)	(unaudited)	(unaudited)	(audited)	(unaudited)
Assets	702,907	722,452	730,851	742,662	792,821
Current Assets	669,587	686,658	697,318	698,513	727,185
Cash and cash equivalents	577,163	576,840	609,927	618,633	611,615
Account receivables, net	74,469	81,368	59,984	56,318	83,935
Others	17,955	28,450	27,407	23,562	31,635
Non Current Assets	33,320	35,794	33,533	44,149	65,636
Property and equipment, net	10,576	10,703	10,671	10,770	10,122
Intangible asset	6,414	8,941	8,062	7,157	6,387
Deferred tax assets	6,294	6,498	6,461	7,209	6,811
Other non-current financial assets	670	1,686	1,795	3,812	4,290
Others	9,366	7,966	6,544	15,201	38,026
Liabilities	111,778	126,047	109,251	105,296	119,816
Current Liabilities	103,038	117,992	101,439	96,031	110,864
Account Payables	63,048	82,024	68,986	61,927	72,596
Deferred Revenue	24,015	20,868	19,695	21,501	20,864
Others	15,975	15,100	12,758	12,603	17,404
Non Current Liabilities	8,740	8,055	7,812	9,265	8,952
Equity	591,129	596,405	621,600	637,366	673,005
Share capital	3,474	3,474	3,474	3,474	3,474
Capital surplus	26,979	26,979	26,979	26,979	26,979
Other components of equity	24,507	16,601	21,948	25,523	31,750
Retained earnings	535,456	548,701	568,570	580,882	610,276
Non-controlling interest	713	650	629	508	526
Total Liabilities and Equity	702,907	722,452	730,851	742,662	792,821

1Q 2026

G A M E

- 04 Released Games
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Final Knight/GALVATEIN: Adventure's Guild (PC/Console)

04

1Q 2026 Game Released Games



「Strengthening Growth Momentum in 1Q 2026 through Expanded Ragnarok IP Title Releases!」

Ragnarok Origin Classic Korea, Taiwan, Hong Kong, Macau, Southeast Asia (except Vietnam)



- **Launching:** March 26, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** PC/Mobile
- **Genre:** MMORPG

Ragnarok Twilight Southeast Asia (except Vietnam)



- **Launching:** March 27, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** Huawei App Gallery Version (H5 Version)
- **Genre:** MMORPG

Wizmans World Re: Try



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

Ragnarok Online, Steady Service underpinned by a Solid Ragnarok IP Foundation



Korea FEB <2026 New Year> Event MAR <2026 Prontera Spring Flower Festival> Event APR <Ragnarok Online x Kumamon Collaboration> Event	Japan FEB <Leticia's Adventurer Report> Event MAR <Chapter 1: Poem of the World Tree> Event APR <Qupet Convenience Improvement> Event	Europe FEB <Poring King> Event MAR <Big Dig> Event APR <Pirate Treasure> Event	Taiwan • Hong Kong • Macau FEB <Vtuber Sprint Race> Event MAR <Eagle Five Brothers Collaboration> Event APR <GASH Recharge> Event
North America FEB <Valentine Sweet Festival> Event MAR <Lunar Event Rites of Three Souls> Event APR <Easter Event : Lasagna Egg Hunt> Event	Indonesia FEB <Monster Invasion> Event MAR <Air-Drop> Event APR <Lost Knight> Event	Thailand FEB <Sweets Festival> Event MAR <Central Laboratory> Event APR <Monster EXP Triple Boost> Event	Philippines • Singapore • Malaysia FEB <Sweets Fair Festival> Event MAR <Happy Egg> Event APR <Malangdo Costume> Update
China FEB <Lui Scroll> Event MAR <Prontera Spring Flower Festival> Event APR <Season Pass> Event	Latin America FEB <Star Emperor and Soul Reaper> Event MAR <Carnival> Event APR <EDDA Biolab> Event		

「Ragnarok Origin Classic Planned to be Launched in North, Central, South America in 3Q 2026」

Taiwan• Hong Kong• Macau



- FEB <Deep Sea Roulette> Event
- MAR <Meowring Treasure Hunt> Event
- APR <New Battle Pass: Lazy Weekend> Event

Southeast Asia



- FEB <Big Kitty Vanguard> Event
- MAR <Sakura Fest: Anniversary Romantic Bloom Begins!> Event
- APR <Anniversary Day Rewards> Event

North• Latin America



- FEB <Valhalla Cup S2> Event
- MAR <Candy Parade> Event
- APR <New Job Tablet> Event

China



- FEB <Hall of the Gods S2 Zone Tournament> Event
- MAR <Kafra Journey> Event
- APR <Dano Festival> Event

「Ragnarok M: Eternal Love, Global Service on Track with Localized Marketing Initiatives and Continuous Content Updates」



Korea FEB <Happy New Year> Event MAR <8th Anniversary Celebration> Event APR <Goblin Celebration> Event	Japan FEB <Valentine Boost! Full Throttle of Love> Event MAR <Queen Leticia's Strawberry Blossom Festival> Event APR <Memory of Early Spring> Event	Taiwan• Hong Kong• Macau FEB <Sweet Promise> Event MAR <Spring Picnic Season> Event APR <Goblin Celebration> Event	China FEB < Valentine's Costume > Event MAR <Women's Day Gift> Event APR <Goblin Adventure Log> Event
Europe FEB <Barter> Event MAR <Poring's Stamp> Event APR <Flower Rain Pilgrimage> Event	Southeast Asia FEB <Sweet Adventure Log> Event MAR <Spring Sign-In> Event APR <Troublesome Goblins> Event	North• Central• Oceania FEB <Spring Festival Puzzle> Event MAR <Barter> Event APR <Activity Adventure Record> Event	

「Ragnarok X: Next Generation Continues Smooth Service with Season Updates and Events」

Taiwan · Hong Kong · Macau



- FEB <War of the Chosen: International Season> Event
- MAR <Duckyo × Ragnarok X: Together Collaboration> Event
- APR <Songkran Festival Event> Event

Korea



- MAR <Duckyo Collaboration> Event
- APR <Appreciation and Support> Event

Japan



- FEB <Adventurer Cheering Campaign> Event
- MAR <The "Mountains and Seas" Art Exhibition is Here!> Event
- APR <Service Launch 500th Day Celebration! Bonus Item Distribution> Event

Southeast Asia



- FEB <Painted Spring> Event
- MAR <GVG League-Y1S1> Event
- APR <Songkran Festival> Event

China



- FEB <Painted Spring> Event
- MAR <Explosion in Life> Event
- APR <War of the Chosen> Event

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



- FEB <GOLDEN GALA> Event
- MAR <Goddess Wish> Event
- APR <Painted Spring> Event

Ragnarok M: Classic (PC/Mobile)

「Ragnarok M: Classic will be Launched in Korea in July, 2026」



- **Launching:** July, 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Co., Ltd.

- **Market:** Korea
- **Pre-registration Schedule:** May, 2026
- **Genre:** MMORPG

Ragnarok: The New World (PC/Mobile)

「Ragnarok: The New World will be Launched
in Southeast Asia (Except Vietnam) in July, 2026」



- **Launching:** July, 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Southeast Asia (except Vietnam)
- **Genre:** MMORPG

Ragnarok Zero: Global (PC)

「Ragnarok Zero: Global Planned to be Launched in Southeast Asia, Europe and Oceania in 3Q 2026」



- **Launching:** 3Q 2026
- **Platform:** PC
- **Publisher:** GRAVITY Game Unite Sdn. Bhd.
- **Market:** Southeast Asia, Europe, Oceania 59 Countries
- **Genre:** MMORPG
- **Feature:** Integrated global one-build launch across 59 countries, supporting multilingual services including English, Chinese, German, French, Bahasa, Thai and Turkish

Ragnarok: Midgard Senki (Mobile)

「Ragnarok: Midgard Senki Planned to be Launched in Taiwan, Hong Kong and Macau in 2H 2026」



- **Launching:** 2H 2026
- **Platform:** Mobile
- **Market:** Taiwan, Hong Kong, Macau
- **Genre:** 2D MMORPG
- **Feature:** Moving away from the traditional six-class system, this introduces a weapon set-based system along with the first-ever field PVP lane, significantly enhancing player-versus-player combat content.

Ragnarok: Twilight Global (Mobile)

「Ragnarok: Twilight Global will be Launched in Global (except China, Taiwan, Hong Kong, Macau, Southeast Asia, Vietnam, Korea and Japan) in 2Q 2026」



- **Launching:** 2Q 2026
- **Platform:** Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Global 130 Countries (except China, Taiwan, Hong Kong, Macau, Southeast Asia, Vietnam, Korea and Japan)
- **Genre:** MMORPG
- **Pre-registration Schedule:** April, 2026
- **Feature:** Global launch across 130 countries, supporting multilingual services including English, Chinese, Spanish and Portuguese

Ragnarok Abyss (PC/Mobile)

「Ragnarok Abyss Planned to be Launched
in Taiwan, Hong Kong, Macau and China in 2H 2026」



- **Launching:** 2H 2026
- **Platform:** PC/Mobile

- **Market:** Taiwan, Hong Kong, Macau, China
- **CBT Date:** April 22, 2026 ~ April 29, 2026
- **CBT Market:** China
- **Genre:** MMOARPG

「Requiem M Planned to be Launched in Korea in 2Q 2026」



- **Launching:** 2Q 2026
- **Platform:** Mobile
- **Publisher:** GRAVITY Co., Ltd.
- **Market:** Korea
- **Genre:** MMORPG
- **Pre-registration Starting Date:** April 8, 2026
<https://rqmm.gnjoy.com/preRegister?media=lounge>
- **Feature:** Requiem IP's First Mobile Game, A Gore-Filled, Hardcore MMORPG

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1Q 2026 Game

Hashire HEBEREKE: EX/Jaleco Arcade Collection/LIGHT ODYSSEY/
Final Knight/GALVATEIN: Adventure's Guild (PC/Console)



「Broadening User Base through IP Portfolio Diversification」

Hashire HEBEREKE: EX



- **Release Date:** 2H 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch
- **Genre:** Racing, Remake

Jaleco Arcade Collection



- **Release Date:** 2H 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch, PlayStation, Xbox
- **Genre:** Retro

LIGHT ODYSSEY



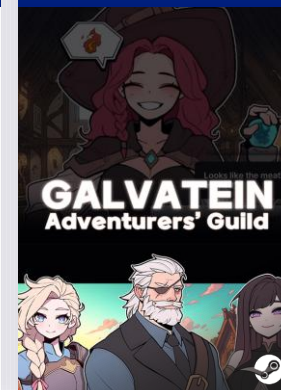
- **Release Date:** 2H 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Boss Rush Action, Soul-like

Final Knight



- **Release Date:** 1H 2027 (early-access in progress)
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Action RPG

GALVATEIN: Adventure's Guild



- **Release Date:** 2H 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Simulation

1Q 2026

B U S I N E S S

- 17 Ragnarok OST Released on Global Music Platform
- 18 Participated in North American Gaming Festival 'PAX East 2026'
- 19 Publishing Business of Subsidiaries



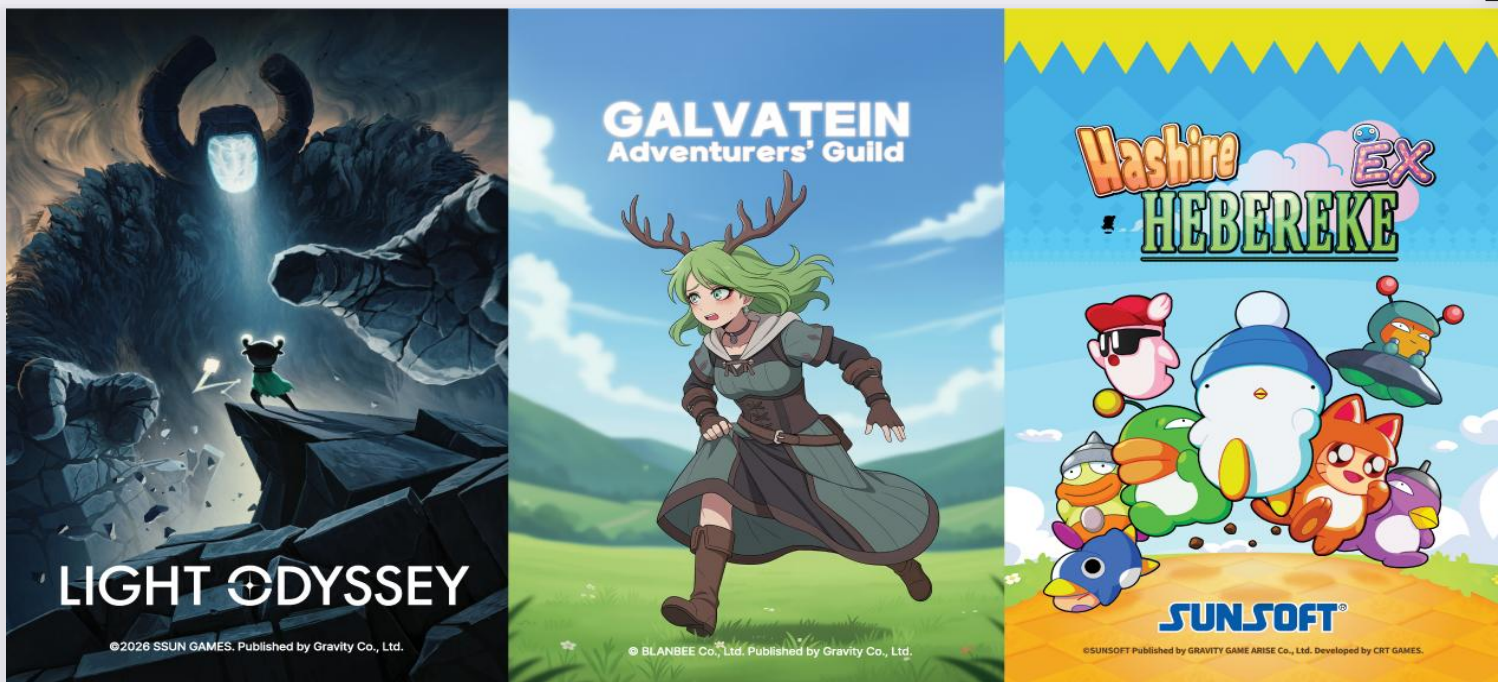
「Ragnarok OST」 Expanding Ragnarok IP Power via Global Streaming Platforms



- **Release Schedule:** Sequential rollout across three phases beginning March 20, 2026
- **Platforms:** 30+ global music streaming platforms including YouTube Music, Apple Music, Spotify, Amazon Music, Genie Music, Melon, FLO, Bugs, VIBE, and more
- **Content:** 3 albums comprising a total of 213 tracks, including key iconic theme songs representing Ragnarok, orchestral arrangements, and Latin America style remixed versions

Participated in North American Gaming Festival 'PAX East 2026'

「Accelerating North American Market Penetration with a PC/Console-Focused Title Lineup」



- **Schedule & Venue:** March 26–29, 2026 & Boston Convention & Exhibition Center, USA
- **Exhibited Titles:** 12 PC/Console titles
 'GALVATEIN: Adventure's Guild', 'LIGHT ODYSSEY', 'Hashire HEBEREKE: EX', 'Final Knight', 'Wizards World Re: Try',
 'Little Gods of Abyss Global', 'THE GOOD OLD DAYS', 'Shambles: Sons of Apocalypse', 'Snow Brothers 2 Special',
 'Aeruta', 'Twilight Monk', 'Jaleco Arcade Collection'
- Providing on-site demo opportunities to a high-index PC/Console user base in the U.S. market to drive title brand awareness

Publishing Business of Subsidiaries



GRAVITY Game Link Indonesia

Dragonica Origin

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

GRAVITY Interactive U.S.A

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

THE RAGNAROK

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

GRAVITY Game Hub Singapore

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 Origin Classic

will be launched in **North, Central, South America** in 3Q 2026

Ragnarok: Twilight

Huawei AppGallery (H5) Version was launched in **Southeast Asia(except Vietnam)** on March 27, 2026, and will be launched in **Global(except China, Taiwan, Hong Kong, Macau, Southeast Asia, Vietnam, Korea, Japan)** in 2Q 2026

Ragnarok: The New World

will be launched in **Southeast Asia(except Vietnam)** in July 2026
planned to be launched in **Global(except Southeast Asia, China, Taiwan, Hong Kong, Macau, Korea, CIS)** in 4Q 2026

Ragnarok: Back to Glory

planned to be launched in **Global(except China, Japan, Korea, Southeast Asia, Taiwan, Hong Kong, Macau, Brazil, CIS)** in 2H 2026

GRAVITY Game Arise Japan

Nobunaga's Ambition: The Road to the World

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

Aeruta

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

GRAVITY Game Unite Malaysia

Ragnarok Zero: Global

planned to be launched in **Southeast Asia, Europe, Oceania** in 3Q 2026

2026 GRAVITY

PIPELINE

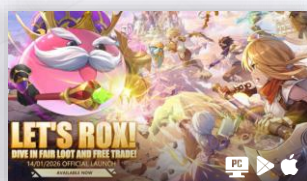
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STATUS	PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET/ REGION
	PC/Mobile	Ragnarok Online 3	MMORPG	Initial Launching	1Q 2027	China
				Initial Launching	2027	Global
	PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	TBD	TBD
	PC/Mobile	Ragnarok M: Classic	MMORPG	Additional Launching	July 2026	Korea
	PC/Mobile	Ragnarok: The New World	MMORPG	Additional Launching	July 2026	Southeast Asia (except Vietnam)
					4Q 2026	Global (except Southeast Asia, China, Taiwan, Hong Kong, Macau, Korea, CIS)
	PC/Mobile	Ragnarok Origin Classic	MMORPG	Additional Launching	3Q 2026	North, Central, South America
	PC/Mobile	Ragnarok Abyss	MMOARPG	Initial Launching	2H 2026	Taiwan, Hong Kong, Macau
					2H 2026	China
					TBD	Southeast Asia, Korea
	Mobile	Ragnarok: Midgard Senki	2D MMORPG	Initial Launching	2H 2026	Taiwan, Hong Kong, Macau
					TBD	Southeast Asia
	Mobile	Ragnarok: Twilight Global	MMORPG	Additional Launching	2Q 2026	Global (except China, Taiwan, Hong Kong, Macau, Southeast Asia, Vietnam, Korea, Japan)
	Mobile	Ragnarok: Back to Glory	3D MMORPG	Additional Launching	2H 2026	Global (except China, Japan, Korea, Southeast Asia, Taiwan, Hong Kong, Macau, Brazil, CIS)
	Mobile	Requiem M	MMORPG	Initial Launching	2Q 2026	Korea
	PC	Ragnarok Zero: Global	MMORPG	Additional Launching	3Q 2026	Southeast Asia, Europe, Oceania
	PC/Console	Jaleco Arcade Collection	Retro	Initial Launching	2H 2026	Global
	PC/Console	LIGHT ODYSSEY	Boss Rush Action, Soul-like	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
	PC/Console	Final Knight	Action RPG	Initial Launching	1H 2027	Global

 New Launch  On Track  Plan Changed

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2026 GRAVITY Pipeline Ragnarok IP Pipeline



**Ragnarok X:
Next Generation**
MMORPG



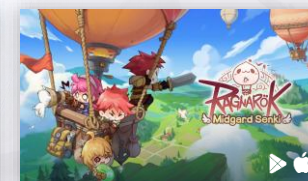
**Ragnarok Landverse
America**
MMORPG



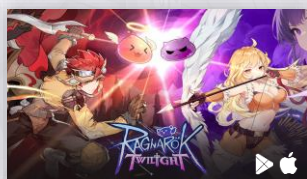
**Ragnarok: Back to Glory
(Ragnarok: Rebirth)**
3D MMORPG



**Ragnarok:
The Promised Adventure**
Adventure MMORPG



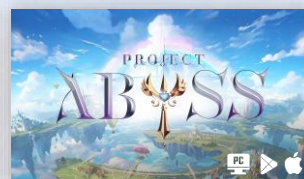
**Ragnarok:
Midgard Senki**
MMORPG



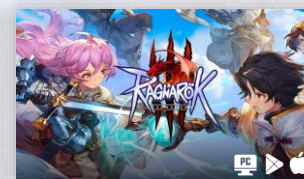
Ragnarok: Twilight
MMORPG



**Ragnarok Zero:
Global**
MMORPG



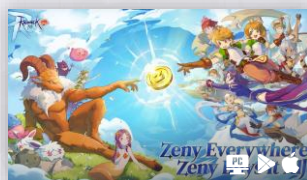
Ragnarok Abyss
MMOARPG



Ragnarok 3
MMORPG



**Ragnarok:
The New World**
MMORPG



Ragnarok M: Classic
MMORPG



**Ragnarok
Idle Adventure Plus**
Vertical Idle MMORPG



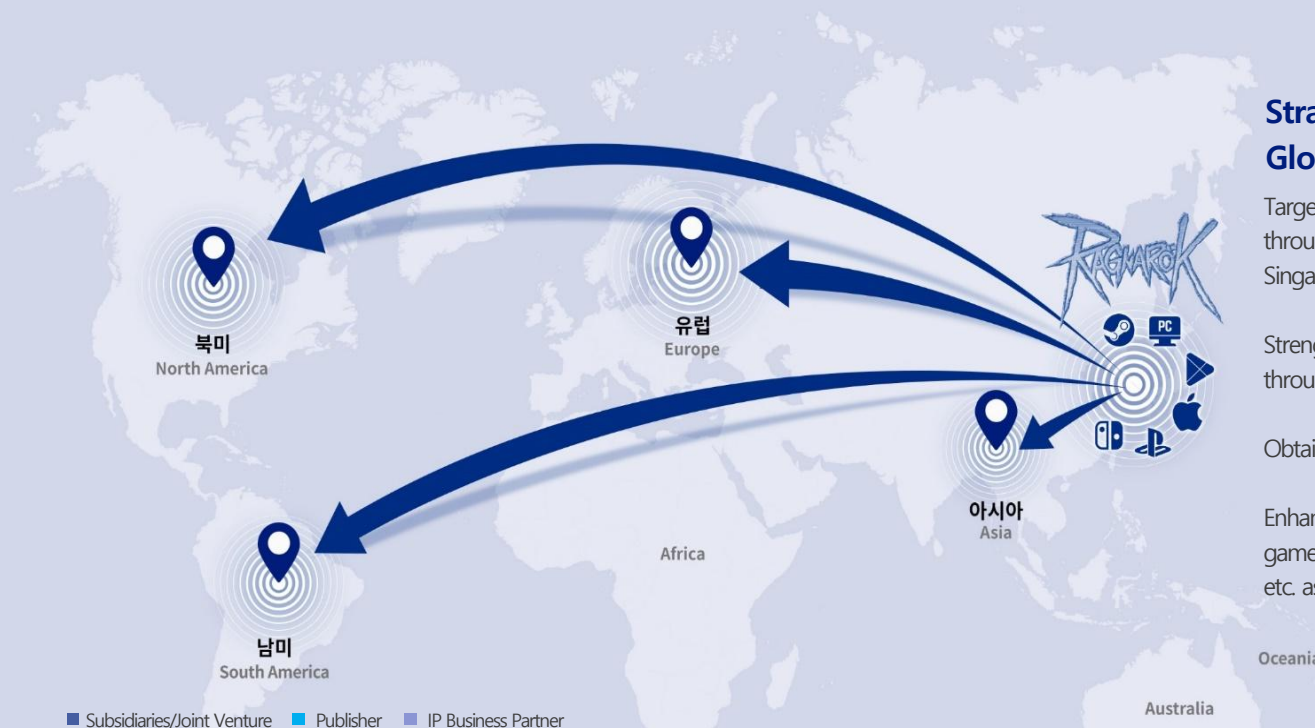
Ragnarok Origin
MMORPG



**THE RAGNAROK
(Ragnarok: 초심지전)**
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. Sarl

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

984 (Including Subsidiaries, as of the First Quarter, 2026)

Business Area

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

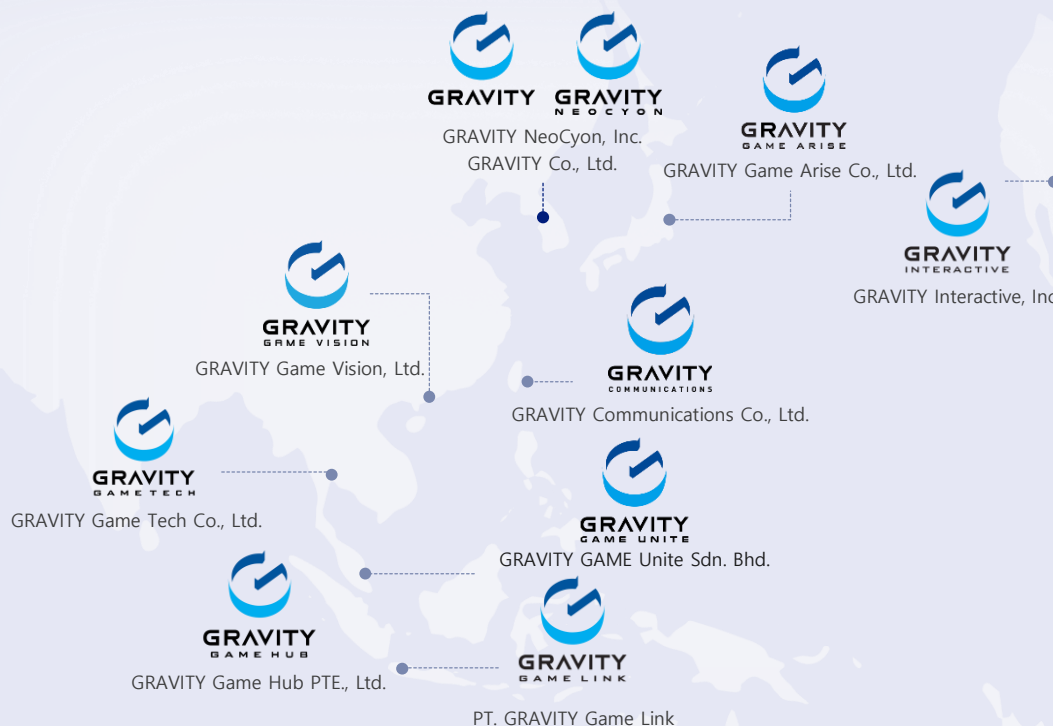
Management

Co-CEO Yoshinori Kitamura
Co-CEO Hyun Chul Park
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

Investor Relation Officer

Jimin Park

IR Assistant Manager

Contact Information

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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