

2Q 2026

IR PRESENTATION

Investor Relations
August 2026



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Driving Corporate Value through Strategic Business Diversification and Shareholder Returns

OP 31.6% ↑ 1H 2026 YoY	Over 90% Global of Total Revenue	KRW 30bn Dividend	USD 200mn CAPEX	Ragnarok 3
1H 2026 Profitable Growth Revenue and profit growth driven by Ragnarok: The New World's success in Taiwan/Hong Kong/Macau	1H 2026 Global Expansion Accelerating global expansion and reinforcing Ragnarok IP power through localization-driven strategy	2H 2026 Shareholder Return Based on capital allocation strategy, pursuing first-ever KRW 30bn dividend	2026~2028 Strategic Investment USD 100mn for growth investment + USD 100mn for strategic investment Building the Ragnarok IP ecosystem, evolving into a platform-holding company	2027 New Growth Engine Simultaneous China and global launch planned for 2027, fueling top-line growth on the back of expanding IP influence

2Q 2026

FINANCIAL

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01

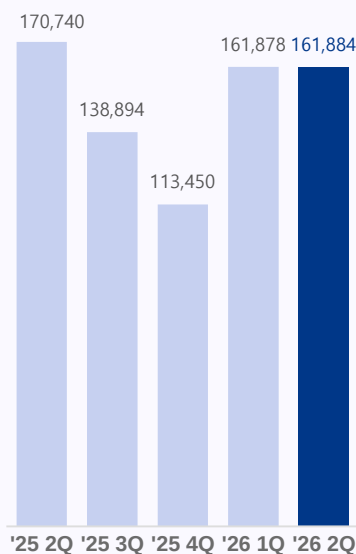
2Q 2026 Financial

Operation Results Trend

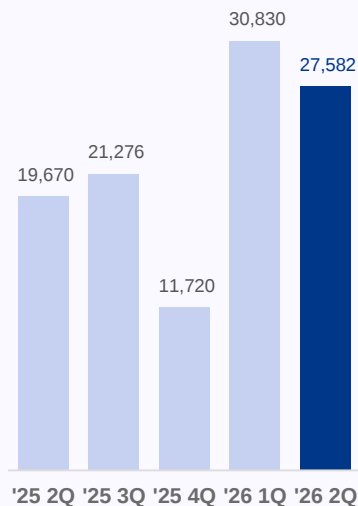


- 2Q 2026 Revenue KRW 161.9 billion, Operating Profit KRW 27.6 billion
- Revenue: QoQ 0.0%, YoY -5.2%, Operating Profit: QoQ -10.5%, YoY 40.2%
- While major titles sustained QoQ revenue growth, profitability declined slightly due to increased R&D investment. Nonetheless, 1H revenue and profitability both improved YoY, underscoring solid fundamentals

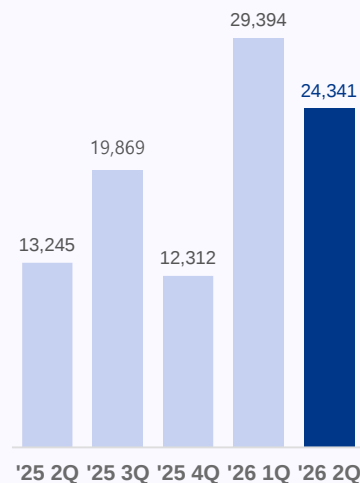
Revenue



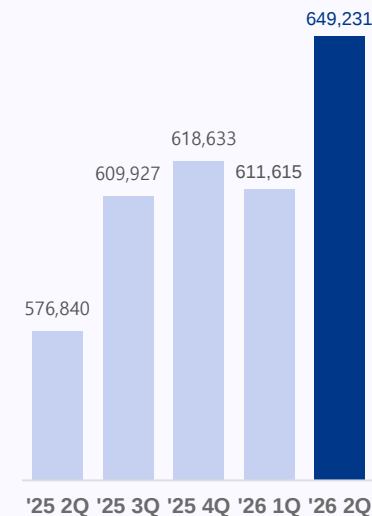
Operating Profit



Net Profit



Liquidity



(In Million of KRW)

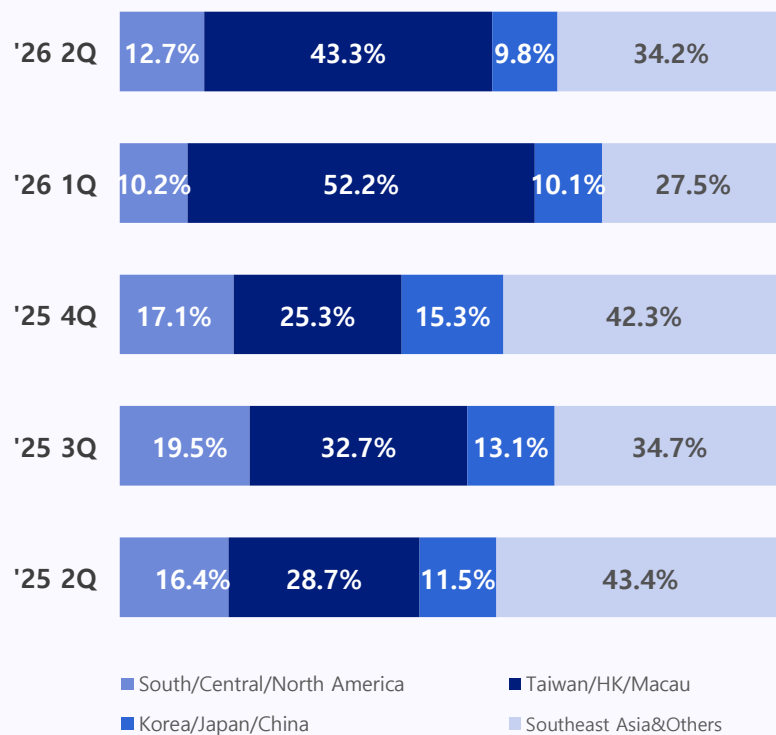
02

2Q 2026 Financial

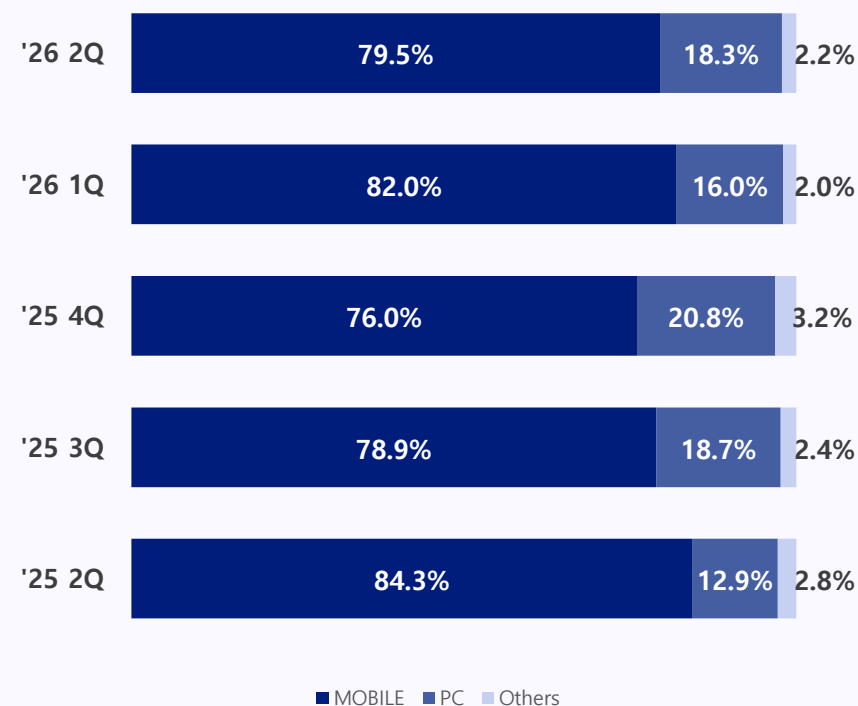
Revenue Breakdown



Revenue Breakdown by Region



Revenue Breakdown by Platforms



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

Consolidated Income Statement (IFRS)

Account	2025 2Q	2025 3Q	2025 4Q	2026 1Q	2026 2Q
	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenues	170,740	138,894	113,450	161,878	161,884
Online games	21,971	25,968	23,594	25,906	29,660
Mobile games	144,003	109,571	86,175	132,800	128,611
Other revenues	4,766	3,355	3,681	3,172	3,613
Cost of revenues	114,006	88,542	74,262	110,224	109,541
Gross Profit	56,734	50,352	39,188	51,654	52,343
Total operating expenses	37,064	29,076	27,468	20,824	24,761
SG&A expenses	33,509	26,675	24,881	19,609	21,131
R&D expenses	3,291	2,149	1,455	1,133	2,951
Other expenses (income)	264	252	1,132	82	679
Operating Profit	19,670	21,276	11,720	30,830	27,582
Finance income	2,651	3,283	7,948	9,871	5,875
Financial costs	(3,615)	2,648	(3,092)	(2,376)	(987)
Profit before income tax expense	18,706	27,207	16,576	38,325	32,470
Income Tax Expense	5,486	7,362	4,409	8,934	8,123
Profit for the period	13,220	19,845	12,167	29,391	24,347
Profit (loss) attributable to:					
Non controlling interest	(25)	(24)	(145)	(3)	6
Owners of the Parent Company	13,245	19,869	12,312	29,394	24,341
Earnings (loss) per share—basic and diluted:	1,906	2,859	1,772	4,230	3,503
Earnings (loss) per ADS—basic and diluted:	1,906	2,859	1,772	4,230	3,503

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

Consolidated Balance Sheet (IFRS)

Account	2025 2Q	2025 3Q	2025 4Q	2026 1Q	2026 2Q
	(unaudited)	(unaudited)	(audited)	(unaudited)	(unaudited)
Assets	722,452	730,851	742,662	792,821	815,075
Current Assets	686,658	697,318	698,513	727,185	758,912
Cash and cash equivalents	576,840	609,927	618,633	611,615	649,231
Account receivables, net	81,368	59,984	56,318	83,935	76,380
Others	28,450	27,407	23,562	31,635	33,301
Non Current Assets	35,794	33,533	44,149	65,636	56,163
Property and equipment, net	10,703	10,671	10,770	10,122	8,960
Intangible asset	8,941	8,062	7,157	6,387	5,469
Deferred tax assets	6,498	6,461	7,209	6,811	6,830
Other non-current financial assets	1,686	1,795	3,812	4,290	4,075
Others	7,966	6,544	15,201	38,026	30,829
Liabilities	126,047	109,251	105,296	119,816	114,792
Current Liabilities	117,992	101,439	96,031	110,864	105,402
Account Payables	82,024	68,986	61,927	72,596	66,926
Deferred Revenue	20,868	19,695	21,501	20,864	21,651
Others	15,100	12,758	12,603	17,404	16,825
Non Current Liabilities	8,055	7,812	9,265	8,952	9,390
Equity	596,405	621,600	637,366	673,005	700,283
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	16,601	21,948	25,523	31,750	34,697
Retained earnings	548,701	568,570	580,882	610,276	634,617
Non-controlling interest	650	629	508	526	516
Total Liabilities and Equity	722,452	730,851	742,662	792,821	815,075

2Q 2026

G A M E

- 04 Released Games
- 05 Ragnarok Online (PC)
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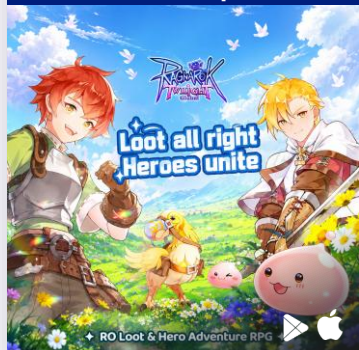
04

2Q 2026 Game Released Games



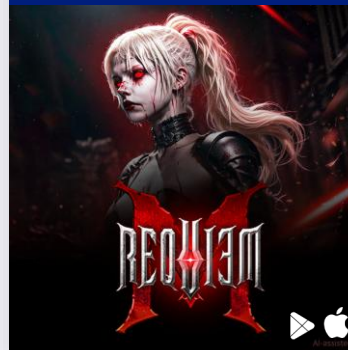
「Accelerating New Title Releases based on Global Expansion Strategy!」

Ragnarok: Twilight Global Europe, and North, Central and South America



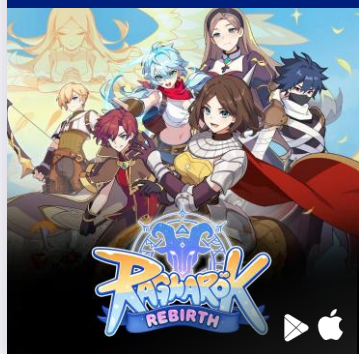
- **Launching:** June 4, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** Mobile
- **Genre:** Idle MMORPG

Requiem M Korea



- **Launching:** June 30, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Mobile
- **Genre:** MMORPG

Ragnarok: Rebirth Brazil, Vietnam



- **Launching**
 - Vietnam: July 9, 2026
 - Brazil: July 16, 2026
- **Publisher:** RGS Online Pte. Ltd.
- **Platform:** Mobile
- **Genre:** 3D MMORPG

Ragnarok: Rebirth Global North, Central and South America (except Brazil)



- **Launching:** July 16, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** Mobile
- **Genre:** 3D MMORPG

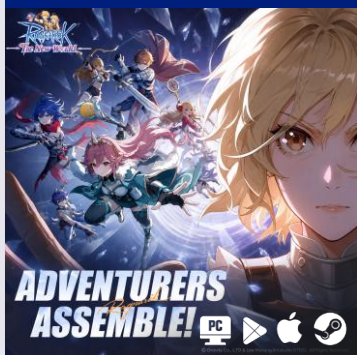
04

2Q 2026 Game Released Games



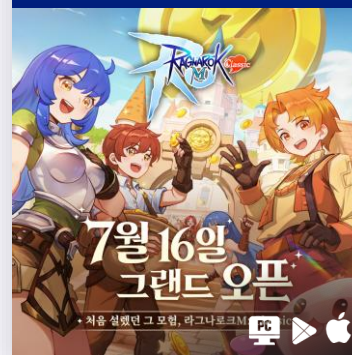
「Accelerating New Title Releases based on Global Expansion Strategy!」

Ragnarok: The New World Southeast Asia (except Vietnam)



- **Launching:** July 16, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** PC/Mobile, Steam
- **Genre:** MMORPG

Ragnarok M: Classic Korea



- **Launching:** July 16, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** PC/Mobile
- **Genre:** MMORPG

Dragonica Landverse Thailand



- **Launching:** July 17, 2026
- **Publisher:** Maxion Tech LLC.
- **Platform:** Blockchain/PC
- **Genre:** Action Adventure MMORPG

Ragnarok Origin Classic North, Central and South America



- **Launching:** July 23, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** PC/Mobile
- **Genre:** MMORPG

Ragnarok Online, Sustaining Stable Service through Localized Global Events

**Korea**

MAY <Prontera Square Invitation> Event
JUN <2026 Sessurnnir Ocean Week> Event
JUL <2026 User Meetup> Event

North America

MAY <Kumamon Collaboration> Event
JUN <Episode 20> Update
JUL <Gatchaman Collaboration> Event

China

MAY <Time Scroll> Event
JUN <2nd Anniversary> Event
JUL <Zeny Raffle> Event

Japan

MAY <Costama Oriental V> Update
JUN <Love Wedding Grand Operation 2026> Event
JUL <4th Job Skill Renewal> Update

Indonesia

MAY <Kumamon x ROFL> Event
JUN <Card Desocket> Event

Latin America

MAY <4th Job> Update
JUN <Episode 18> Update
JUL <Expanded Classes 4th Job> Update

Europe

MAY <Win-Win Machine 28> Update
JUN <Shadow Master Package> Update
JUL <Old Lucky box> Update

Thailand

MAY <6th Anniversary> Event
JUN <RO x Deilliah Goodknight> Event
JUL <Noodle Festival> Event

**Taiwan
Hong Kong
Macau**

MAY <3vs3 Championship Streaming> Event
JUN <User Retention> Event
JUL <Sessurnnir Ocean Week> Event

**Philippines
Singapore
Malaysia**

MAY <Illusion of Underwater> Event
JUN <Popcorn Festival> Event
JUL <Community Farewell> Event

06

2Q 2026 Game

Ragnarok Origin (PC/Mobile)



「Ragnarok Origin Classic Officially Launched in North, Central, South America on July 23, 2026」

Taiwan• Hong Kong• Macau



- MAY <Baphomet's Treasure> Event
- JUN <Zongzi Showdown> Event
- JUL <Kafra's Journey> Event

Southeast Asia



- MAY <Dewdrop Lotus> Event
- JUN <Egg-Balancing> Event
- JUL <Malangdo Supply> Event

North, Central, South America



- MAY <New Job: Ninja> Update
- JUN <Loki Cup> Event
- JUL <Armament Automaton> Event

China



- MAY <Fair Vassal War League> Event
- JUN <Fantasy Play: Gemini> Event
- JUL <Abyss Cancer New Costume> Event

07

2Q 2026 Game

Ragnarok M: Eternal Love (PC/Mobile)



「Ragnarok M: Classic Officially Launched in Korea on July 16, 2026」



Korea

MAY <Dawn Ceremony> Event
JUN <Year-end Bargain> Event
JUL <Poring Electro Fest> Event

Japan

MAY <Midgard May Clear Skies> Event
JUN <Supreme Black Flame: Immortal Festival> Event
JUL <Monthly Decoration Gacha Renewal> Event

Taiwan
Hong Kong
Macau

MAY <Dawn Ceremony> Event
JUN <Dreamy Summer> Event
JUL <Poring Electro Fest> Event

Europe

MAY <Lion's Blessing> Event
JUN <Cat Backyard> Event
JUL <Heatwave Adventure> Event

Southeast
Asia

MAY <Hardest-working Poring> Event
JUN <Let's Go Play! Gift Box> Event
JUL <Activity Adventure Record> Event

North
Central
Oceania

MAY <Eggy Poring Quiz Mission> Event
JUN <Old Father's Wish> Event
JUL <Soul Ball Roulette> Event

China

MAY <IP Collaboration: Uncle from Another World> Event
JUN <New MVP: Simulation Juncea> Event
JUL <Limited Dungeon Challenge_Fairy Tale Kingdom> Event

Ragnarok X: Next Generation Maintains a Solid User Base through Diverse Monthly Events

Taiwan · Hong Kong · Macau



- MAY <WOC New Season Open> Event
- JUN <Doram New Class Update> Update
- JUL <Astro Boy Collaboration> Event

Korea



- MAY <New Elemental Spirit 'Okintia'> Update
- JUN <New Class 'Doram'> Update
- JUL <Astro Boy Collaboration> Event

Japan



- MAY <1.5th Anniversary Comeback Campaign> Event
- JUN <Criatura Academy Special Training Camp> Event
- JUL <600 Days of Service Anniversary> Event

Southeast Asia



- MAY <WOC New Season Open> Event
- JUN <Doram New Class Update> Update
- JUL <Astro Boy Collaboration> Event

China



- MAY <GVG League> Event
- JUN <King of MVP Challenges> Event
- JUL <One Punch Man Collaboration> Event

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



- MAY <ROX Wonderland Event> Event
- JUN <GVG Legend S1> Event
- JUL <Division System Update> Event

Ragnarok: The New World (PC/Mobile)

「Ragnarok: The New World is underway for its Launch in Global (except Certain Regions)」



- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Global (except certain regions)
- **Genre:** MMORPG

「Ragnarok Abyss will be Launched in China in 1H 2027」

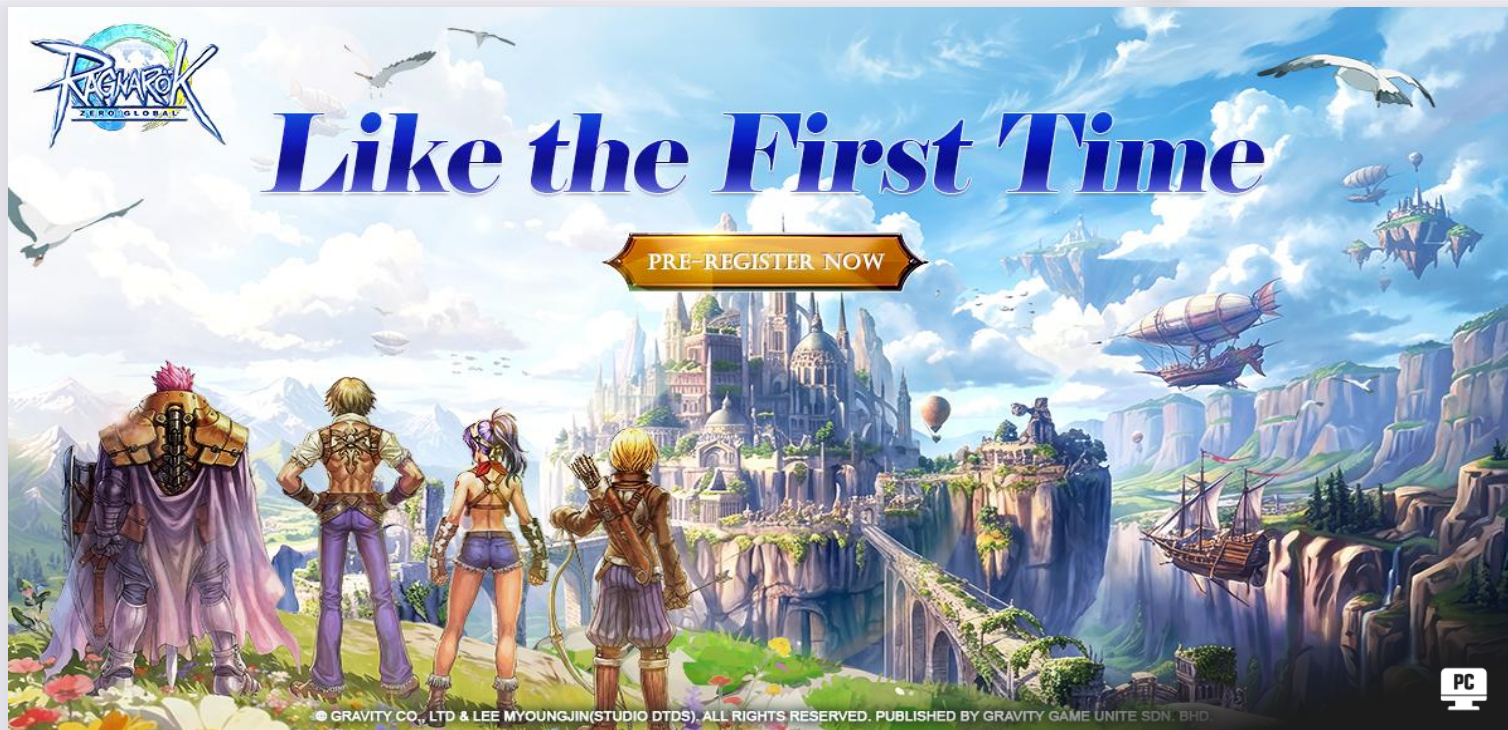


- **Launching:** 1H 2027
- **Platform:** PC/Mobile

- **Market:** China
- **Genre:** MMOARPG

Ragnarok Zero: Global (PC)

「Ragnarok Zero: Global will be Launched in Southeast Asia, Europe and Oceania on August 18, 2026」



- **Launching:** August 18, 2026
- **Platform:** PC
- **Publisher:** GRAVITY Game Unite Sdn. Bhd.
- **Market:** Southeast Asia, Europe, Oceania 60 Countries
- **Genre:** MMORPG
- **Feature:** Integrated global one-build launch across 60 countries, supporting multilingual services including English, Chinese, German, French, Spanish, Bahasa, Thai and Turkish. Deliver an evolved gameplay experience, including Ragnarok's first-ever UGC content.

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



- **Launching:** 2H 2026
- **Platform:** PC/Mobile
- **Publisher:** Nuverse Pte. Ltd.
- **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.

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2Q 2026 Game

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



Targeting Global Users via Continued IP Expansion

Hashire HEBEREKE: EX



- **Release Date:** September 3, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch
- **Genre:** Racing, Remake

Jaleco Arcade Collection



- **Release Date:** 4Q 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch, PlayStation, Xbox
- **Genre:** Retro

LIGHT ODYSSEY



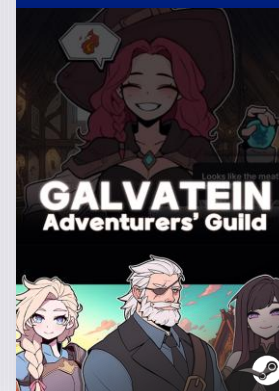
- **Release Date:** 4Q 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Boss Rush Action, Soul-like

Final Knight



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

GALVATEIN: Adventure's Guild



- **Release Date:** September 22, 2026 early-access planned
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Simulation

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B U S I N E S S

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「Pursuing First Dividend since Founding, through Balanced Capital Allocation Strategy」

Total Dividend Amount

30bn KRW

DPS

4,400 KRW

Capital Allocation Framework



**Growth
Investment**

Accelerating Global Marketing Expansion
Developing New Titles for Growth Momentum



**Strategic
Investment**

Diversifying Revenue Streams via Game Content, Platform and Outsourcing Business



**Securing
Liquidity**

Ensuring Financial Flexibility to Navigate Internal and External Environment Changes



**Shareholder
Returns**

Enhancing Shareholder Value through Dividends via Strategic Allocation of Surplus Capital

New Business Expansion through Overseas Joint Venture Establishment



「Creating New Growth Engines via Global Game Platform and Outsourcing Business Operations」

JV Planned in Thailand

- Launch of Ragnarok IP-based UGC content creation/distribution platform
- Target launch 2027

JV Established in Indonesia

- Expansion of game business-related outsourcing operations
- Target launch within 2026

Overseas JV 1 Planned

- Launch of HTML5 gameplay and content creation/sharing platform
- Target launch within 2026

Overseas JV 2 Planned

- Launch of Ragnarok IP-based UGC game creation/service platform
- Target launch 2028

Ragnarok M: Eternal Love 2 Received a ISBN Code from Chinese Government



“

**Ragnarok M: Eternal Love 2 (Chinese Title 仙境传说：守护永恒的爱2)
Received a ISBN Code on July 23, 2026!**

**Following the Successful Launch of its Predecessor,
Ragnarok M: Eternal Love 2 is Expected to Bring Renewed Success to the Ragnarok IP in China**

”



Ragnarok Online 3, Following the Successful Completion of TBT in Taiwan, Hong Kong and Macau, Participating in 2026 ChinaJoy



Ragnarok Online 3, With Completeness Verified, First Beta Test in China is Scheduled on August 27, 2026

Conducted TBT in Taiwan, Hong Kong, Macau



- **Schedule:** June 25, 2026 – July 2, 2026
- **Market:** Taiwan, Hong Kong, Macau
- **TBT Results:** Received a wealth of positive feedback, including comments describing it as a major turning point marking the first-ever reveal of 'Ragnarok Online 3,' praise for nostalgic maps evoking fond memories of the original, strong impressions of the combat feel and impactful visual effects, and appreciation for the freshness of the new content
- **Plan:** Target launch 2027, incorporating user feedback

Participated in 2026 ChinaJoy



- **Schedule:** July 31, 2026 – August 3, 2026
- **Venue:** Shanghai New International Expo Centre, Shanghai, China
- **Publisher:** bilibili (Shanghai Hode Information Technology Co., Ltd.) confirmed
- **Pre-registration Schedule:** July 21, 2026 ~
- **Pre-registration URL:** <https://www.biligame.com/detail/?id=119915>
- **Beta Test Schedule:** August 27, 2026 ~
- **Beta Test URL:** <https://game.bilibili.com/ro3/827ceshi>

'Ragnarok Monsters Magic Rush!' Animation Ranked in Top 10 Programs on Cartoon Network Korea



「Ragnarok IP Demonstrates Content Competitiveness via Animation!」



- **Results:** premiered on the Cartoon Network Korea TV channel on May 6, 2026, and was subsequently selected as one of the channel's Top 10 programs (Based on Viewership Data from May 1–15, 2026)
- **Composition:** 50 Episodes
- **Plan:** Scheduled to air sequentially across 20 Asian countries via overseas Cartoon Network TV Channels starting August 2026

Accelerating User Influx and IP Business Expansion through Participation in and Hosting of Global Game Exhibitions



- **Schedule & Venue:** May 21–24, 2026
KINTEX, Korea
- **Exhibited Titles:** 14 PC/Console titles
'LIGHT ODYSSEY', 'Hashire HEBEREKE: EX' etc.



- **Schedule & Venue:** May 22–24
Miyako Messe, Kyoto, Japan
- **Exhibited Titles:** 6 PC/Console titles
'Aeruta', 'LIGHT ODYSSEY' etc.



- **Schedule & Venue:** May 19–21, 2026
Mandalay Bay Convention Center, Las Vegas, USA
- **Exhibited Titles:** 5 IPs Including
'Ragnarok', 'Ragnarok Online', 'Ragnarok Monsters', 'Ragnarok Monsters Animation', 'Requiem', and 'Dragonica'



- **Schedule & Venue:** November 7, 2026
UOB Live Hall, Bangkok, Thailand
- **Exhibited Titles:** 21 Ragnarok IP titles
'Ragnarok Online', 'Ragnarok Online 3' etc.

Publishing Business of Subsidiaries

GRAVITY Game Link Indonesia

Ragnarok Classic

was launched in **Indonesia** on December 5, 2024

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

Ragnarok Zero: Global

will be launched in **North and South America** in 4Q 2026

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: Twilight

Huawei AppGallery (H5) Version was launched in **Southeast Asia(except Vietnam)** on March 27, 2026
was launched in **Europe, and North, Central and South America** on June 4, 2026

Ragnarok: The New World

was launched in **Southeast Asia(except Vietnam)** in July 16, 2026
is underway for its launch **Global(except certain regions)**

Ragnarok: Rebirth Global

was launched in **North, Central and South America (except Brazil)** on July 16, 2026

Ragnarok Origin Classic

was launched in **North, Central and South America** on July 23, 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

will be launched in **Southeast Asia, Europe and Oceania** on August 18, 2026

2026 GRAVITY

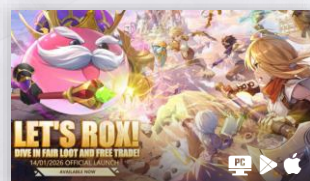
PIPELINE

- 21 Major Upcoming Launchings
- 22 Ragnarok IP Pipeline
- 23 Global Market Strategy

(The launching schedule may be changed)

STATUS	PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET/ REGION
●	PC/Mobile	Ragnarok Online 3	MMORPG	Initial Launching	2027	China
●				Initial Launching	2027	Global
●	PC/Mobile	Ragnarok Online Plus	MMORPG	Initial Launching	2H 2026	Korea
●	PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	TBD	TBD
●	PC/Mobile	Ragnarok: The New World	MMORPG	Additional Launching	TBD	Global (except certain regions)
●	PC/Mobile	Ragnarok Abyss	MMOARPG	Initial Launching	1H 2027	China
●					2027	Taiwan, Hong Kong, Macau, Southeast Asia
●					TBD	Korea
●	PC/Mobile	Ragnarok: Midgard Senki	2D MMORPG	Initial Launching	2H 2026	Taiwan, Hong Kong, Macau
●					TBD	Southeast Asia, Korea
●	Mobile	Ragnarok Adventures	Vertical Idle MMORPG	Additional Launching	2H 2026	Japan
●	PC	Ragnarok Zero: Global	MMORPG	Additional Launching	August 18, 2026	Southeast Asia, Europe, Oceania
●				Additional Launching	4Q 2026	North, South America
●	PC/Console	Hashire HEBEREKE: EX	Racing, Remake	Initial Launching	September 3, 2026	Global
●	PC/Console	GALVATEIN: Adventure's Guild	Simulation	Initial Launching	September 22, 2026	Global
●	PC/Console	Jaleco Arcade Collection	Retro	Initial Launching	4Q 2026	Global
●	PC/Console	LIGHT ODYSSEY	Boss Rush Action, Soul-like	Initial Launching	4Q 2026	Global
●	PC/Console	Final Knight	Action RPG	Initial Launching	2027	Global

● New Launch ● On Track ● Plan Changed



**Ragnarok X:
Next Generation**
MMORPG



**Ragnarok Landverse
America**
MMORPG



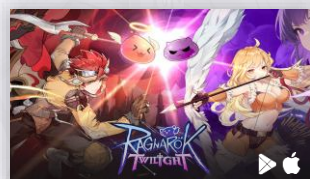
**Ragnarok: Back to Glory
(Ragnarok: Rebirth)**
3D MMORPG



**Ragnarok:
The Promised Adventure**
Adventure MMORPG



**Ragnarok:
Midgard Senki**
2D MMORPG



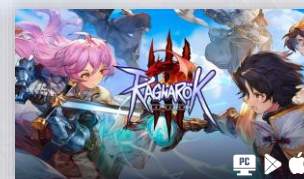
Ragnarok: Twilight
Idle MMORPG



**Ragnarok Zero:
Global**
MMORPG



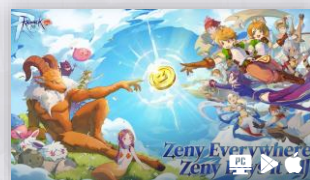
Ragnarok Abyss
MMOARPG



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, U.S.A 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.

INDONESIA

- PT GRAVITY Game Link

THAILAND

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

JAPAN

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

SINGAPORE

- GRAVITY Game Hub PTE., Ltd.
- RGS Online Pte. Ltd.
- Nuverse Pte. Ltd.

TAIWAN

- GRAVITY Communications Co., Ltd.

HONG KONG

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

VIETNAM

- GAMOTA CORPORATION

U.S.A

- GRAVITY Interactive, Inc.

EUROPE

- Innova Co. S.a.r.l

MALAYSIA

- GRAVITY Game Unite Sdn, Bhd.

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.
- Chongqing Aomu Information Technology Co., Ltd.
- Shanghai Hode Information Technology Co., Ltd.
- Xian Sky Online Co., Ltd.

Exhibits

- 01 Company Overview
- 02 Subsidiaries



01

Exhibits

Company Overview



Date of Establishment

April 4, 2000

Location

GRAVITY Co., Ltd. (Korea)
GRAVITY Communications Co., Ltd.
(Taiwan)
GRAVITY Game Tech Co., Ltd. (Thailand)
GRAVITY Game Arise Co., Ltd. (Japan)
GRAVITY Game Vision, Ltd. (Hong Kong)

GRAVITY NeoCyon, Inc. (Korea)
GRAVITY Interactive, Inc. (USA)
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

993 (Including Subsidiaries, as of the Second Quarter, 2026)

Business Area

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

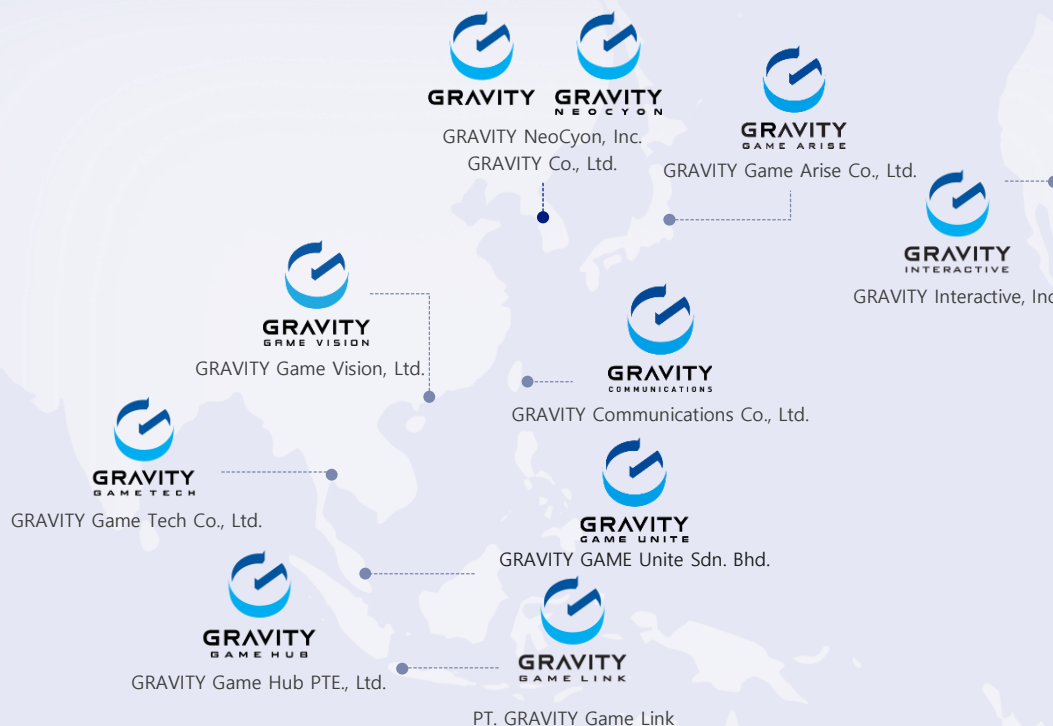
Management

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

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Jin Lee

Investor Relation Officer

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IR Assistant Manager

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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