GRAVITY

3Q 2026
IR PRESENTATION

Investor Relations

November 2026



© GRAVITY CO.,LTD. All rights reserved

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 anypart 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, 2025 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 CO.,LTD. All rights reserved

GRAVITY

CONTENTS

3Q 2026 Financial

01 Operation Results Trend
02 Revenue Breakdown
03 Financial Statement

3Q 2026 Game

04 Released Games
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 Online 3 (PC/Mobile)
10 Ragnarok: The New World (PC/Mobile)
11 Ragnarok Abyss (PC/Mobile)
12 Ragnarok Zero: Americas (PC)
13 Ragnarok: Midgard Senki (PC/Mobile)
14 Aeruta/Jaleco Arcade Collection/LIGHT ODYSSEY/Final Knight (PC/Console)

3Q 2026 Business

15 Corporate Value-up Plan Announcement
16 New Business Expansion through Overseas Joint Venture Establishment
17 HTML5 Platform 'AIWAN' and UGC Platform 'RAGLAND' to Be Launched
18 Launch of 'RO Lite', a Casual Brand Based on Ragnarok IP
19 Domestic and Global Marketing through Major Offline Marketing
20 Publishing Business of Subsidiaries

GRAVITY Pipeline

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

Exhibits

01 Company Overview
02 Subsidiaries

© GRAVITY CO.,LTD. All rights reserved

Gravity Mid-to-Long Term Business Strategy: 3B Strategy

GRAVITY

• 2027 GOAL

Bigger Games | **Broader Business** | **Balanced Returns**

B1 Bigger Games
Game Revenue Growth

Major Title
Ragnarok Online 3
Ragnarok M: Eternal Love 2

GTM
MENA, South America

Platform
PC, Mobile, Steam, Console, HTML5

B2 Broader Business
Activating Ragnarok Ecosystem

Game	Platform
Merchandise	Entertainment
eSports	Web3
Ambassador	KOL

B3 Balanced Returns
Dividend Targets Announced

Principle Balance between Growth and Returns

Targets

Double-digit Revenue Growth

Dividend Payout Ratio **10%** of Net Income

※ To be reviewed flexibly by the board of directors each year based on free cash flow, earnings and industry conditions

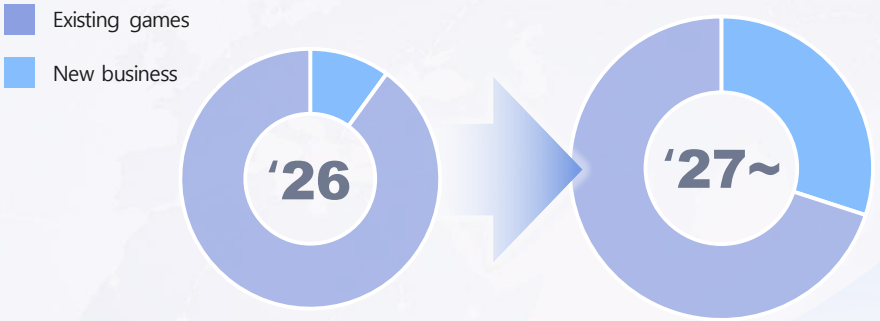
• FOUNDATION

25 Years Strong | **250M+** Accounts | **122** Regions

© GRAVITY CO.,LTD. All rights reserved

Gravity Mid-to-Long Term Business Strategy: Roadmap

Driving Top-line Growth with Ragnarok Online 3 and Building a Sustainable Growth Foundation through the Ragnarok Ecosystem



Long-running hits titles and steady new title releases

Localization strategy and global expansion

UGC platform to build a content base

Music, animation, etc. diversified IP use

HTML5 platform to attract more new users

Top-line Growth and Maximized Profitability
via Ragnarok Online 3

Revenue Diversification
via Content Platform Launches

© GRAVITY CO.,LTD. All rights reserved

Everyone, Everywhere, Ragnarok

Ragnarok for Every User Together, Anytime, Anywhere

RAGNAROK ECOSYSTEM

All Ragnarok IP experiences, connected



Diverse participants connect through RO PORTAL



User Lock-in | More Experience → Deeper Engagement → Stronger Relationships → Sustainable Growth

What is RO PORTAL?

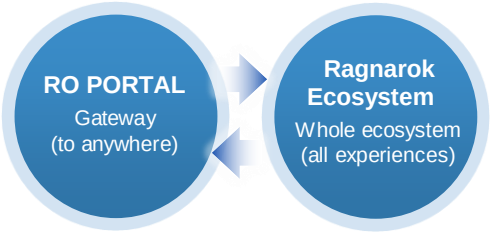
An integrated gateway connecting all Ragnarok IP experiences and services so users can easily find, connect to and join any Ragnarok experience

What is the Ragnarok Ecosystem?

An ecosystem where RO PORTAL connects services across 8 areas, including games, platforms, community, and commerce, into **one vast Ragnarok world**

Connected Experiences, Expanding Ragnarok!

Relationship between RO PORTAL and the Ecosystem



GRAVITY

3Q 2026
FINANCIAL

01 Operation Results Trend

02 Revenue Breakdown

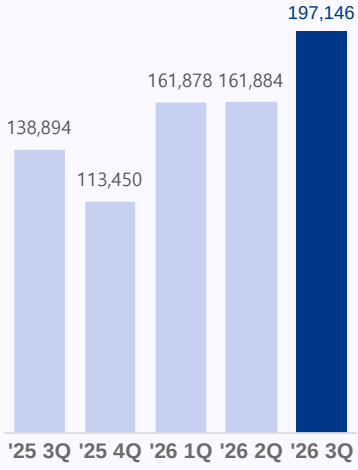
03 Financial Statement

© GRAVITY CO.,LTD. All rights reserved

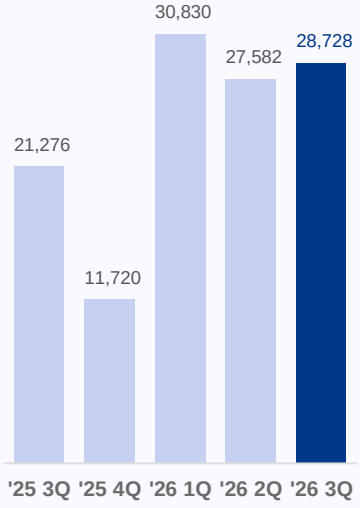
01 3Q 2026 Financial Operation Results Trend

- 3Q 2026 Revenue KRW 197.1 billion, Operating Profit KRW 28.7 billion
- Revenue: QoQ +21.8%, YoY +41.9%, Operating Profit: QoQ +4.2%, YoY +35.0%
- Ragnarok: The New World launched in Southeast Asia drove Top-line growth.
  Operating profit increased despite increased advertising expenses for Ragnarok Zero: Global.

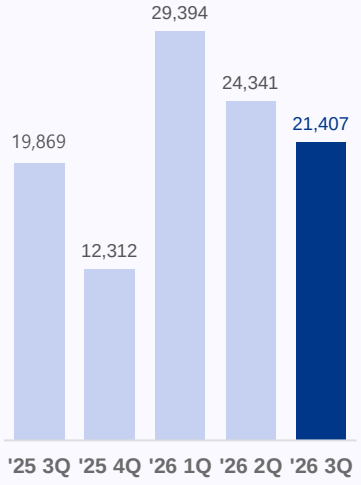
Revenue



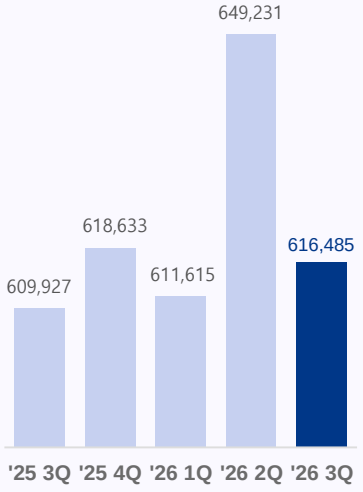
Operating Profit



Net Profit



Liquidity

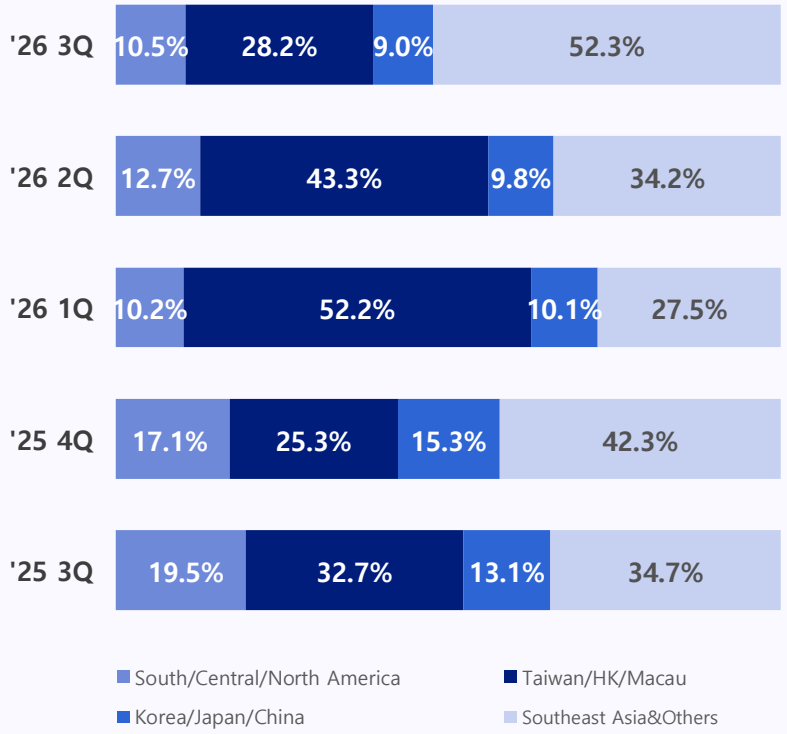


(In Million of KRW)

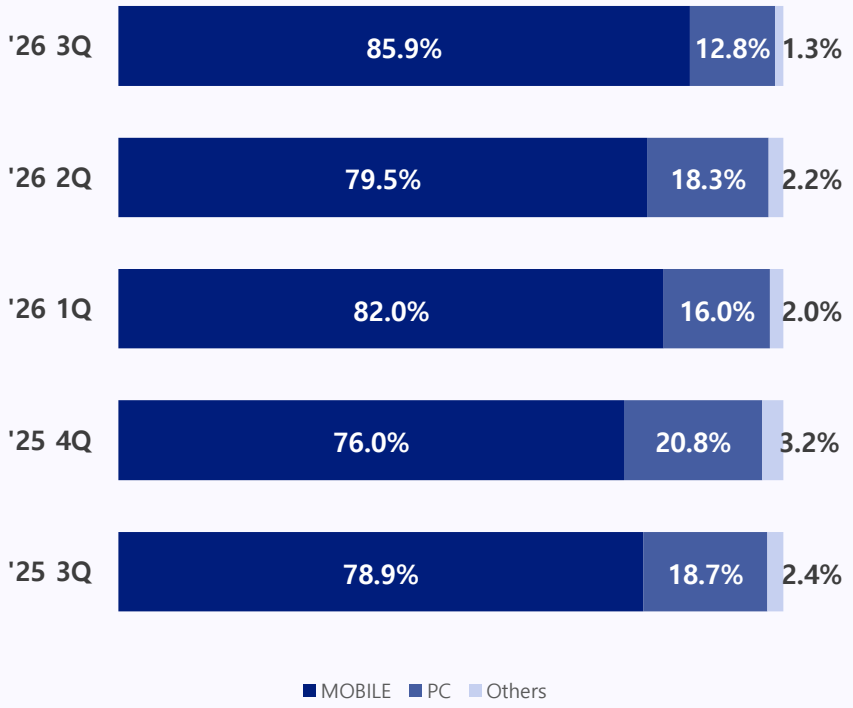
© GRAVITY CO.,LTD. All rights reserved

02 3Q 2026 Financial Revenue Breakdown

Revenue Breakdown by Region



Revenue Breakdown by Platforms



© GRAVITY CO.,LTD. All rights reserved

03 3Q 2026 Financial Financial Statement

Consolidated Income Statement (IFRS)

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

Account	2025 3Q (unaudited)	2025 4Q (unaudited)	2026 1Q (unaudited)	2026 2Q (unaudited)	2026 3Q (unaudited)
Revenues	**138,894**	**113,450**	**161,878**	**161,884**	**197,146**
Online games	25,968	23,594	25,906	29,660	25,139
Mobile games	109,571	86,175	132,800	128,611	169,387
Other revenues	3,355	3,681	3,172	3,613	2,620
Cost of revenues	88,542	74,262	110,224	109,541	141,696
Gross Profit	50,352	39,188	51,654	52,343	55,450
Total operating expenses	29,076	27,468	20,824	24,761	26,722
SG&A expenses	26,675	24,881	19,609	21,131	24,006
R&D expenses	2,149	1,455	1,133	2,951	2,753
Other expenses (income)	252	1,132	82	679	(37)
Operating Profit	**21,276**	**11,720**	**30,830**	**27,582**	**28,728**
Finance income	3,283	7,948	9,871	5,875	2,240
Financial costs	2,648	(3,092)	(2,376)	(987)	(3,284)
Profit before income tax expense	27,207	16,576	38,325	32,470	27,684
Income Tax Expense	7,362	4,409	8,934	8,123	6,285
Profit for the period	**19,845**	**12,167**	**29,391**	**24,347**	**21,399**
Profit (loss) attributable to:					
Non controlling interest	(24)	(145)	(3)	6	(8)
Owners of the Parent Company	**19,869**	**12,312**	**29,394**	**24,341**	**21,407**
Earnings (loss) per share—basic and diluted:	2,859	1,772	4,230	3,503	3,081
Earnings (loss) per ADS—basic and diluted:	2,859	1,772	4,230	3,503	3,081

© GRAVITY CO.,LTD. All rights reserved

03 3Q 2026 Financial Statement

Consolidated Balance Sheet (IFRS)

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

Account	2025 3Q (unaudited)	2025 4Q (audited)	2026 1Q (unaudited)	2026 2Q (unaudited)	2026 3Q (unaudited)
Assets	**730,851**	**742,662**	**792,821**	**815,075**	**804,247**
Current Assets	**697,318**	**698,513**	**727,185**	**758,912**	**728,686**
Cash and cash equivalents	609,927	618,633	611,615	649,231	616,485
Account receivables, net	59,984	56,318	83,935	76,380	91,412
Others	27,407	23,562	31,635	33,301	20,789
Non Current Assets	**33,533**	**44,149**	**65,636**	**56,163**	**75,561**
Property and equipment, net	10,671	10,770	10,122	8,960	7,896
Intangible asset	8,062	7,157	6,387	5,469	4,881
Deferred tax assets	6,461	7,209	6,811	6,830	6,370
Other non-current financial assets	1,795	3,812	4,290	4,075	3,755
Others	6,544	15,201	38,026	30,829	52,659
Liabilities	**109,251**	**105,296**	**119,816**	**114,792**	**138,228**
Current Liabilities	**101,439**	**96,031**	**110,864**	**105,402**	**126,656**
Account Payables	68,986	61,927	72,596	66,926	88,553
Deferred Revenue	19,695	21,501	20,864	21,651	22,173
Others	12,758	12,603	17,404	16,825	15,930
Non Current Liabilities	**7,812**	**9,265**	**8,952**	**9,390**	**11,572**
Equity	**621,600**	**637,366**	**673,005**	**700,283**	**666,019**
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	21,948	25,523	31,750	34,697	9,672
Retained earnings	568,570	580,882	610,276	634,617	625,449
Non-controlling interest	629	508	526	516	445
Total Liabilities and Equity	**730,851**	**742,662**	**792,821**	**815,075**	**804,247**

© GRAVITY CO.,LTD. All rights reserved

3Q 2026
GAME

04 Released Games

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 Online 3 (PC/Mobile)

10 Ragnarok: The New World (PC/Mobile)

11 Ragnarok Abyss (PC/Mobile)

12 Ragnarok Zero: Americas (PC)

13 Ragnarok: Midgard Senki (PC/Mobile)

14 Aeruta/Jaleco Arcade Collection/LIGHT ODYSSEY/Final Knight (PC/Console)

© GRAVITY CO.,LTD. All rights reserved

04 3Q 2026 Game Released Games

Strengthening Core Business Capabilities through IP and Genre Diversification

Ragnarok Zero: Global Southeast Asia (except Vietnam), Europe, Oceania



- **Launching:** August 18, 2026
- **Publisher:** GRAVITY Game Unite Sdn. Bhd.
- **Platform:** PC
- **Genre:** MMORPG

RAMUSU: Ramen Girls 2048 Puzzle Global (except certain regions)



- **Launching:** August 21, 2026
- **Publisher:** GRAVITY Game Arise Co., Ltd.
- **Platform:** Mobile
- **Genre:** Puzzle

Hashire HEBEREKE: EX Global (except Japan on Nintendo Switch)



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

Galvatein: Adventurers' Guild Global



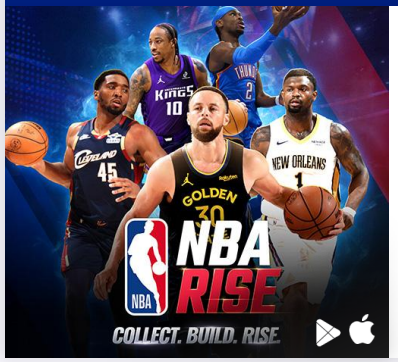
- **Release Date:** September 22, 2026 Early Access
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Simulation

© GRAVITY CO.,LTD. All rights reserved

04 3Q 2026 Game Released Games

Strengthening Core Business Capabilities through IP and Genre Diversification

NBA RISE Korea, Southeast Asia (except Vietnam), Oceania



- **Launching:** October 20, 2026
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Mobile
- **Genre:** Basketball Management, Card Collecting

Ragnarok: Midgard Senki Taiwan, Hong Kong, Macau



- **Launching:** October 23, 2026
- **Publisher:** Nuverse Pte. Ltd.
- **Platform:** Mobile
- **Genre:** 2D MMORPG

Ragnarok: GO Southeast Asia (except Vietnam)



- **Launching:** October 29, 2026
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** Mobile
- **Genre:** Idle RPG

© GRAVITY CO.,LTD. All rights reserved

05 3Q 2026 Game
Ragnarok Online (PC)

Ragnarok Online, Driving User-Friendly Operations through Localized Marketing



Ragnarok Online Serviced Regions

91 Regions

Korea
- AUG <24th Anniversary Refine> Event
- SEP <Experience Chuseok Food> Event
- OCT <Kachua's Secret Box> Event

China
- AUG <Cyber Scroll> Event
- SEP <Soaring Scroll> Event
- OCT <New Malangdo Costumes> Update

Japan
- AUG <Costama Seaside> Event
- SEP <Magical Costumes Battle> Event
- OCT <Halloween> Event

North America
- AUG <Test Your luck> Event
- SEP <Talk Like a Pirate> Event
- OCT <RO x Baby Shark Collaboration> Event

Thailand
- AUG <Episode 20> Update
- SEP <Zeny Lucky> Update
- OCT <Monster Spotlight> Event

Latin America
- AUG <Airship Crash> Update
- SEP <Varmunt's Biosphere Dungeons: 4 Types> Update
- OCT <Episode 19> Update

Taiwan·Hong Kong·Macau
- AUG <ROS in Game> Event
- SEP <Jumping> Event
- OCT <RO x Baby Shark Collaboration> Event

※ Europe: service ended mid-September
※ Indonesia: service ended end of July
※ Philippines·Singapore·Malaysia: service ended end of July

© GRAVITY CO.,LTD. All rights reserved

06

3Q 2026 Game

Ragnarok Origin (PC/Mobile)

Ragnarok Origin, Expanding User Touchpoints through Localized Events

Taiwan• Hong Kong• Macau



- AUG <Trial of Isle> Event
- SEP <Guild Navi Race> Event
- OCT <Odin's Feast> Event

Southeast Asia



- AUG <Guild Gathering> Event
- SEP <Splash Rumble> Event
- OCT <Odin's Feast> Event

North, Central, South America



- AUG <Armament Automaton> Event
- SEP <Building Blocks Island> Event
- OCT <Odin's Feast> Event

China



- AUG <Thor cup> Event
- SEP <Splash Rumble> Event
- OCT <Numba Wan Raffle> Event

© GRAVITY CO.,LTD. All rights reserved

07

3Q 2026 Game

Ragnarok M: Eternal Love (PC/Mobile)

Ragnarok M: Eternal Love, Providing Stable Service through a Variety of Events



Ragnarok M Serviced Regions

122 Regions

Korea
- AUG <Wedding Promise> Event
- SEP <Night of Full Moon> Event
- OCT <Gourmet Carnival> Event

Japan
- AUG <Evening Breeze Sunset Memory> Event
- SEP <Full Moon Night Festival> Event
- OCT <Monthly Gacha> Event

Taiwan• Hong Kong• Macau
- AUG <Barter> Event
- SEP <Weekend Monster Hunt> Event
- OCT <Adventure Record> Event

China
- AUG <Let's Get Married> Event
- SEP <Pet Adventure> Event
- OCT <Mount Package> Event

Europe
- AUG <Poring Monopoly> Event
- SEP <Magic School Uniform Package> Event
- OCT <Amazing Halloween> Event

Southeast Asia
- AUG <Bride's Meteor> Event
- SEP <Ancient Relic Package> Event
- OCT <Yin-Yang Limited Gift Box> Event

North• South America• Oceania
- AUG <Frost Soul Supply Box> Event
- SEP <Memory Advanced Package> Event
- OCT <Epic Spirit Challenge> Event

© GRAVITY CO.,LTD. All rights reserved

08

3Q 2026 Game

Ragnarok X: Next Generation (PC/Mobile)

GRAVITY

Ragnarok X: Next Generation, Service Running Smoothly with Regular Updates

Taiwan · Hong Kong · Macau



- AUG <Official Launch of the New Dungeon: Bio Laboratory> Update
- SEP <New Season of WOC> Update
- OCT <6th Anniversary> Event

Korea



- OCT <SANRIO CHARACTERS Collaboration> Event

※ Oct 15, 2026 Integrated server for Taiwan·Hong Kong ·Macau·Southeast Asia and Korea launched

Japan



- AUG <Midgard Summer Festival> Event
- SEP <Goddess's Wish> Event
- OCT <New Job: Ninja> Update

Southeast Asia



- AUG <Official Launch of the New Dungeon: Bio Laboratory> Update
- SEP <New Season of WOC> Update
- OCT <6th Anniversary> Event

China



- AUG <Infinite Battle> Update
- SEP <2nd Anniversary> Event
- OCT <New Server Launch> Update

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



- AUG <GVG Season 1> Event
- SEP <Destiny Calls> Event
- OCT <Goddess's Wish> Event

© GRAVITY CO.,LTD. All rights reserved

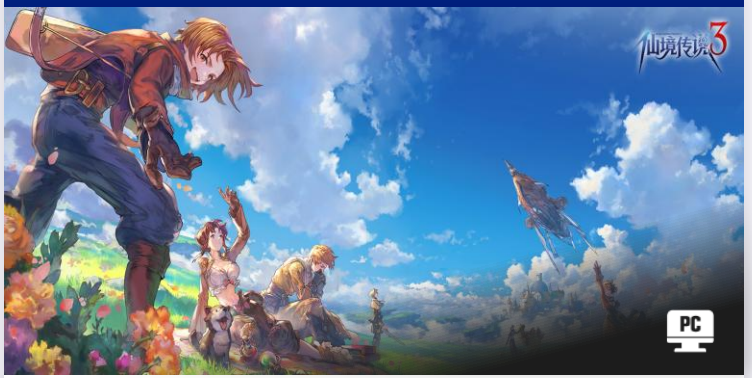
09

3Q 2026 Game

Ragnarok Online 3 (PC/Mobile)

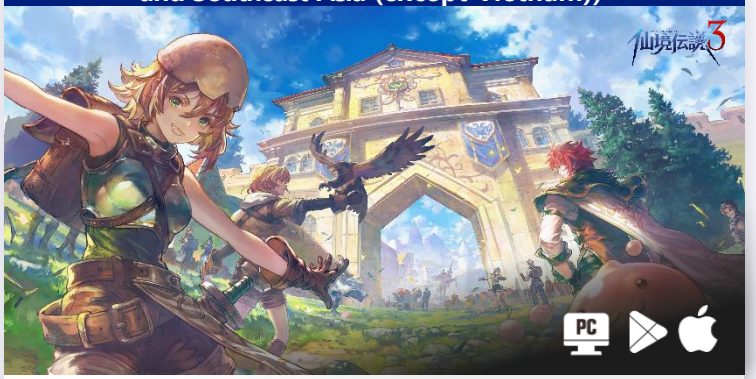
Ragnarok Online 3 will be Launched in China and Asia (Korea, Taiwan, Hong Kong, Macau and Southeast Asia(except Vietnam)) in 1H 2027

China



- **Market:** China
- **Launching:** 1H 2027
- **Genre:** MMORPG
- **Platform:** PC
- **Publisher:** Shanghai Hode Information Technology Co., Ltd.
- **TBT Date:** August 27, 2026 ~ September 3, 2026
- **TBT Market:** China
- **TBT Results:** Positive feedback on dungeon design and fun core content; many launch-date inquiries
- **Pre-registration:** From July 21, 2026 ~
- **Pre-registration URL:** https://www.biligame.com/detail/?id=119915

Asia (Korea, Taiwan, Hong Kong, Macau and Southeast Asia (except Vietnam))



- **Market:** Asia (Korea, Taiwan, Hong Kong, Macau and Southeast Asia (except Vietnam))
- **Launching:** 1H 2027
- **Genre:** MMORPG
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **CBT Market:** Taiwan, Hong Kong, Macau and Southeast Asia (except Vietnam)
- **CBT Date:** 1Q 2027

© GRAVITY CO.,LTD. All rights reserved

10

3Q 2026 Game

Ragnarok: The New World (PC/Mobile)

Ragnarok: The New World will be Launched in Japan and Korea in 1H 2027 and in China within 2027



- **Launching:**
  - Japan·Korea: 1H 2027
  - China: 2027
- **Platform:** PC/Mobile
- **Market:** Japan, Korea, China
- **Genre:** MMORPG

© GRAVITY CO.,LTD. All rights reserved

11

3Q 2026 Game

Ragnarok Abyss (PC/Mobile)

Ragnarok Abyss will be Launched within 2027



- **Launching:** 2027
- **Platform:** PC/Mobile
- **Market:** TBD
- **Genre:** MMOARPG

© GRAVITY CO.,LTD. All rights reserved

12

3Q 2026 Game

Ragnarok Zero: Americas (PC)

Ragnarok Zero: Americas will be Launched in North and South America in January 2027



- **Launching:** January 2027
- **Platform:** PC
- **Publisher:** Gravity Interactive, Inc.
- **Market:** North, South America
- **Genre:** MMORPG

© GRAVITY CO.,LTD. All rights reserved

13

3Q 2026 Game

Ragnarok: Midgard Senki (PC/Mobile)

Ragnarok: Midgard Senki will be Launched in Korea and Southeast Asia (except Vietnam) in 1H 2027



- **Launching:** 1H 2027
- **Platform:** PC/Mobile
- **Publisher**: Nuverse Pte. Ltd.
- **Market:** Korea, Southeast Asia (except Vietnam)
- **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.

© GRAVITY CO.,LTD. All rights reserved

14

3Q 2026 Game

Aeruta/Jaleco Arcade Collection/LIGHT ODYSSEY/Final Knight (PC/Console)

Continuing Efforts to Discover New IP through Diverse Title Releases

Aeruta



- **Release Date:** 4Q 2026
- **Publisher:** GRAVITY Game Arise Co., Ltd.
- **Platform:** Nintendo Switch, PlayStation
- **Genre:** Action RPG

Jaleco Arcade Collection



- **Release Date:** 1Q 2027
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam, Nintendo Switch, PlayStation
- **Genre:** Retro

LIGHT ODYSSEY



- **Release Date:** 2Q 2027
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Boss Rush Action, Soul-like

Final Knight



- **Release Date:** 2Q 2027
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Steam
- **Genre:** Action RPG

© GRAVITY CO.,LTD. All rights reserved

3Q 2026
BUSINESS

15 Corporate Value-up Plan Announcement

16 New Business Expansion through Overseas Joint Venture Establishment

17 HTML5 Platform 'AIWAN' and UGC Platform 'RAGLAND' to Be Launched

18 Launch of 'RO Lite', a Casual Brand Based on Ragnarok IP

19 Domestic and Global Marketing through Major Offline Marketing

20 Publishing Business of Subsidiaries

© GRAVITY CO.,LTD. All rights reserved

Corporate Value-up Plan Announcement

Enhancing Corporate Value by Balancing Growth and Shareholder Returns

GROWTH Growth Strategy

Major new title launches and new global game platform through overseas JV establishment,
creating new growth engines

CAPEX (2026~2028)	Overseas JV
200mn USD	**2 JVs**

2027 Ragnarok Online 3 Release · Planned Launch in China and Asia

RETURN Shareholder Returns

With earnings and new businesses on track,
Gravity paid its first-ever dividend
following the disclosure of its capital allocation strategy

Total Dividend Amount	DPS
30bn KRW	**4,400 KRW**

Enhancing Shareholder Value through First-Ever Dividend in Sep 2026

© GRAVITY CO.,LTD. All rights reserved

Corporate Value-up Plan Announcement

Mid-to-Long Term Targets for Stronger Profitability and Sustained Shareholder Returns

2027 Growth Target

Revenue Growth

Double-digit or more

2027 Dividend Target

Net Income

10 % or more

※ To be reviewed flexibly by the board of directors each year based on free cash flow, earnings and industry conditions

© GRAVITY CO.,LTD. All rights reserved

16

3Q 2026 Business

New Business Expansion through Overseas Joint Venture Establishment

User Lock-In via Content Platforms, Faster Revenue Diversification



AIWAN PTE. LTD. to be Established in Singapore

- Establishment: Targeted within this year
- Launch of HTML5 gameplay and content creation/sharing platform
- Soft launch targeted in 1Q 2027

Gravity Game Max Co., Ltd. to be Established in Thailand

- Establishment: Targeted within this year
- Launch of Ragnarok IP–based UGC content creation/distribution platform
- Official launch targeted in August 2028

© GRAVITY CO.,LTD. All rights reserved

17

3Q 2026 Business

HTML5 Platform 'AIWAN' and UGC Platform 'RAGLAND' to Be Launched

Securing New Growth Engines Through Platform Business Expansion

HTML5 Game, Content Creation and Sharing Platform 'AIWAN'



- **Launching:** 1Q 2027 Soft launch
- **Feature**
  - HTML5-based web game platform
  - Games playable on the web without any downloads
  - AI-based game highlight video creation service
  - Rewards paid to creators based on video views
  - Personalized video content recommendations

UGC Creation and Distribution Platform 'RAGLAND'



- **Launching**
  - Alpha Launch: April 2027 (Thailand only)
  - Soft Launch: February 2028
  - Official Launch: August 2028
- **Feature**
  - UGC content creation and distribution platform based on Ragnarok IP
  - No-code content creation tools
  - Sales of creator-made content
  - Official 'Ragnarok Online' maps, NPCs, monsters and more provided

© GRAVITY CO.,LTD. All rights reserved

3Q 2026 Business

Launch of 'RO Lite', a Casual Brand Based on Ragnarok IP

Diversifying the Genre Portfolio by Entering Casual Genre

Ragnarok IP First Casual Brand 'RO Lite'

- **Purpose:** A casual-genre brand based on Ragnarok IP, building the Ragnarok IP ecosystem by reaching more casual-game users
- **Plan:** Starting with 'RO Lite – Arrow' in August and 'RO Lite – BLOCK PUZZLE' in September, more titles to roll out sequentially

RO Lite – Arrow



- **Launching :** August 11, 2026
- **Feature :** Stage-clear puzzle game where solving puzzles collects Ragnarok monsters such as 'Poring' and 'Baphomet'

RO Lite – BLOCK PUZZLE



- **Launching :** September 16, 2026
- **Feature :** Fill rows and columns to clear blocks, then collect and display monsters

© GRAVITY CO.,LTD. All rights reserved

Domestic and Global Marketing through Major Offline Marketing

Strengthening IP Influence by Participating in Global Exhibitions and Hosting Offline Events



- **Date & Venue**

- August 29, 2026 Gen.G GGX, Korea

- **Exhibited Titles**

'Ragnarok Online',
'Hashire HEBEREKE: EX'



- **Date & Venue**

- September 17–21, 2026
Makuhari Messe, Tokyo, Japan

- **Exhibited Titles**

1 Ragnarok IP Console Project and 6 PC/Console titles
'RAGNAROK CONSOLE PROJECT',
'Aeruta', 'LIGHT ODYSSEY' etc.



- **Date & Venue**

- July 18, 2026 The Westin Grand Frankfurt, Frankfurt, Germany
- August 12, 2026 Dusit Thani Hotel, Bangkok, Thailand

- **Exhibited Titles**

'Ragnarok Zero: Global' and
2 'RO Lite' titles



- **Date & Venue**

- November 7, 2026 UOB Live Hall, Bangkok, Thailand

- **Exhibited Titles**

27 'Ragnarok' IP titles and
9 Non-'Ragnarok' IP titles
'Ragnarok: The New World',
'Ragnarok Online 3', 'Hashire HEBEREKE: EX', 'Galvatein: Adventurers' Guild' etc.

© GRAVITY CO.,LTD. All rights reserved

20 3Q 2026 Business
Publishing Business of Subsidiaries

GRAVITY Game Hub Singapore

Ragnarok X: Next Generation
was launched in **Europe(France, Italy, Germany), Middle East, Egypt, Algeria** on January 14, 2026

Ragnarok: Yggdrasil
will be launched in **Central and South America** in December 2026

GRAVITY Interactive U.S.A

Ragnarok Online America Latina
was launched in **Central and South 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: Americas
will be launched in **North and South America** in January 2027

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

Ragnarok: Path of Destiny (Ragnarok: The Promised Adventure)
will be launched in **Southeast Asia (except Vietnam)** in 1H 2027

GRAVITY Game Link Indonesia

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

GRAVITY NeoCyon Korea

RO Lite – BLOCK PUZZLE
was launched in **Global (except certain regions)** on September 16, 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, North, Central and South America** on June 4, 2026

Ragnarok: The New World
was launched in **Taiwan, Hong Kong, Macau** on January 15, 2026
was launched in **Southeast Asia(except Vietnam)** on July 16, 2026

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

Ragnarok Origin Classic
was launched **in Korea, Taiwan, Hong Kong, Macau, Southeast Asia (except Vietnam)** on March 26, 2026
was launched **in North, Central and South America** on July 23, 2026

Ragnarok: GO
was launched in **Southeast Asia (except Vietnam)** on October 29, 2026
will be launched in **Taiwan, Hong Kong, Macau** in 1Q 2027

Ragnarok Online 3
will be launched in **Asia (Korea, Taiwan, Hong Kong, Macau, Southeast Asia(except Vietnam))** in 1H 2027

GRAVITY Game Arise Japan

RAMUSU: Ramen Girls 2048 Puzzle
was launched in **Global (except certain regions)** on August 21, 2026

Aeruta
will be launched in **Global** in 4Q 2026

GRAVITY Game Unite Malaysia

Ragnarok Zero: Global
was launched in **Southeast Asia (except Vietnam), Europe, Oceania** on August 18, 2026

© GRAVITY CO.,LTD. All rights reserved

2026 GRAVITY PIPELINE

21 Major Upcoming Launchings

22 Ragnarok IP Pipeline

23 Global Market Strategy

© GRAVITY CO.,LTD. All rights reserved

21

2026 GRAVITY Pipeline

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	1H 2027	China
🟢					1H 2027	Asia (Korea, Taiwan, Hong Kong, Macau, Southeast Asia (except Vietnam))
🔵					TBD	Japan
🔵					TBD	Europe, North, Central, South America
🔵	PC/Mobile	Ragnarok Online Plus+	MMORPG	Initial Launching	1H 2027	Korea
🟢	PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	2027	China
🟠	PC/Mobile	Ragnarok: The New World	MMORPG	Additional Launching	1H 2027	Japan, Korea
🟠					2027	China
🟢					2027	Global (except certain regions)
🔵	PC/Mobile	Ragnarok Abyss	MMOARPG	Initial Launching	2027	TBD
🟢	PC/Mobile	Ragnarok: Midgard Senki	2D MMORPG	Additional Launching	1H 2027	Southeast Asia (except Vietnam), Korea
🟠	PC/Mobile	Ragnarok Origin Classic	MMORPG	Additional Launching	1Q 2027	Vietnam
🟠	PC/Mobile	Ragnarok: Yggdrasil	MMORPG, SLG	Initial Launching	December 2026	Central, South America
🟠	PC/Mobile/HTML5/Blockchain	Ragnarok Landverse Classic	MMORPG	Initial Launching	December 2026	Southeast Asia (except Indonesia, Vietnam)
🟠	Mobile	Ragnarok: GO	Idle RPG	Additional Launching	1Q 2027	Taiwan, Hong Kong, Macau
🟢	Mobile	Ragnarok: Adventures	Vertical Idle MMORPG	Additional Launching	4Q 2026	Japan
🟠	Mobile/F2P with Blockchain-based reward	Ragmon Marble	Casual Board	Initial Launching	1Q 2027	Thailand, Indonesia, the Philippines, Malaysia
🟠	Mobile/HTML5	Ragnarok: Path of Destiny (Ragnarok: The Promised Adventure)	Casual Idle MMORPG	Additional Launching	1H 2027	Southeast Asia (except Vietnam)
🔵	PC	Ragnarok Zero: Americas	MMORPG	Additional Launching	January 2027	North, South America
🟠	PC/Console	Aeruta	Action RPG	Additional Launching	4Q 2026	Global
🔵	PC/Console	Jaleco Arcade Collection	Retro	Initial Launching	1Q 2027	Global
🔵	PC/Console	LIGHT ODYSSEY	Boss Rush Action, Soul-like	Initial Launching	2Q 2027	Global
🟢	PC/Console	Final Knight	Action RPG	Initial Launching	2Q 2027	Global

🟠 New Launch 🟢 On Track 🔵 Plan Changed

© GRAVITY CO.,LTD. All rights reserved

Ragnarok IP Pipeline



Ragnarok X: Next Generation
MMORPG



Ragnarok Online Landverse
MMORPG



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



Ragnarok: Path of Destiny
Casual Idle MMORPG



Ragnarok: Midgard Senki
2D MMORPG



Ragnarok: Yggdrasil
MMORPG, SLG



Ragnarok: Twilight
Idle MMORPG



Ragnarok Zero: Global
MMORPG



Ragnarok Abyss
MMOARPG



Ragnarok Online 3
MMORPG



Ragnarok: The New World
MMORPG



Ragnarok M: Classic
MMORPG



Ragnarok Idle Adventure Plus
Vertical Idle MMORPG



Ragnarok Origin
MMORPG



THE RAGNAROK
(Ragnarok: Novice Hearts)
MMORPG



Ragnarok Origin Classic
MMORPG



Ragnarok: GO
Idle RPG

© GRAVITY CO.,LTD. All rights reserved

23 2026 GRAVITY Pipeline
Global Market Strategy



Ragnarok IP Global Expansion Strategy

Localization through Global Hubs
Serving 122 regions worldwide through our network of subsidiaries in Taiwan, Japan, Thailand, Indonesia, Singapore, Hong Kong, Malaysia, North and South America and local partners

Entering New Markets
Expanding from Taiwan and Southeast Asia into MENA, South America, Europe

Multi-Platform Expansion
Expanding beyond Mobile and PC to Steam and Console

IP Portfolio Diversification
Ragnarok Ecosystem extends IP touchpoints beyond games, nurturing new and existing IP for growth

■ Subsidiaries/Joint Venture ■ Publisher ■ IP Business Partner

KOREA
- GRAVITY NeoCyon, Inc.

INDONESIA
- PT GRAVITY Game Link

THAILAND
- GRAVITY Game Tech Co., Ltd.
- Maxion 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
- SOLAPLAY JOINT STOCK COMPANY
- THS GAME JOINT STOCK COMPANY

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.

© GRAVITY CO.,LTD. All rights reserved

Exhibits

01 Company Overview

02 Subsidiaries

© GRAVITY CO.,LTD. All rights reserved

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 September 30, 2026)

Business Area

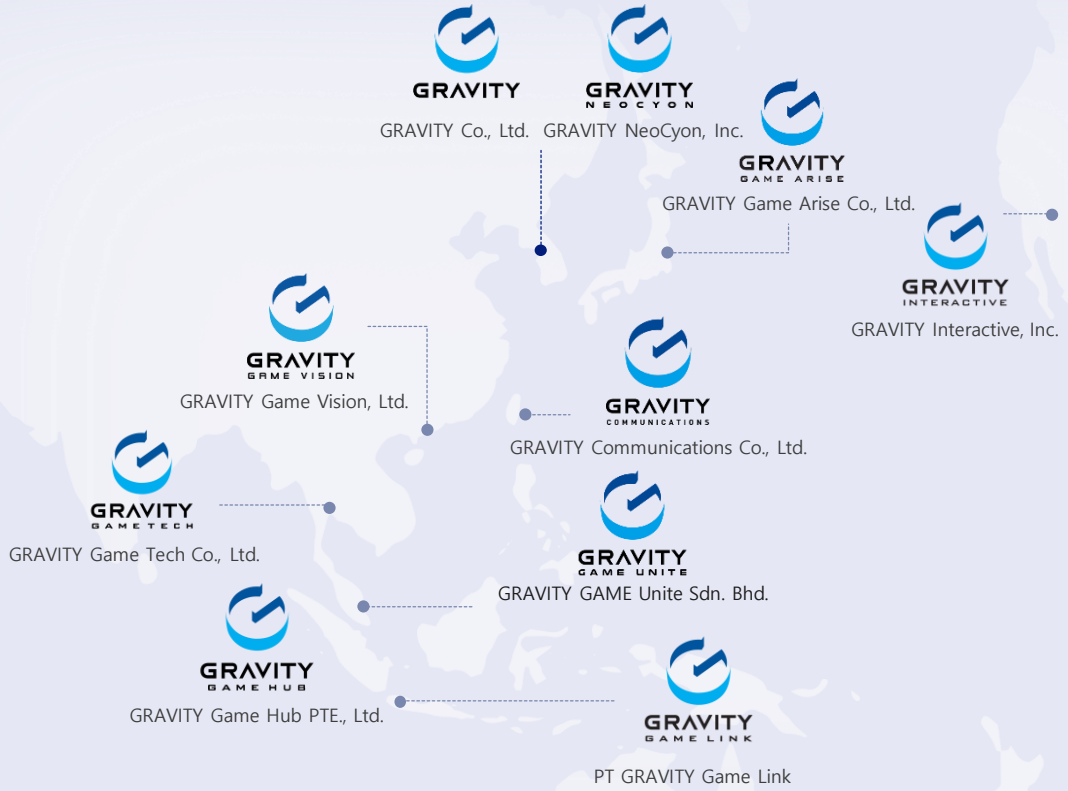
Development and Publishing of Online Games and Mobile Games
IP Licensing Business
Character Merchandising and other IT Services

Management

Co-CEO Yoshinori Kitamura
Co-CEO Hyun Chul Park
CFO Heung Gon Kim

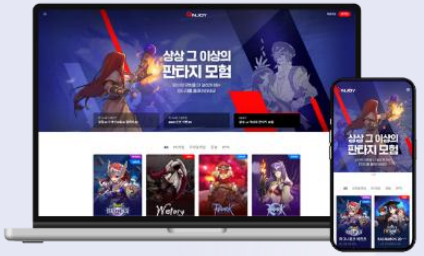


02 Exhibits
Subsidiaries



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

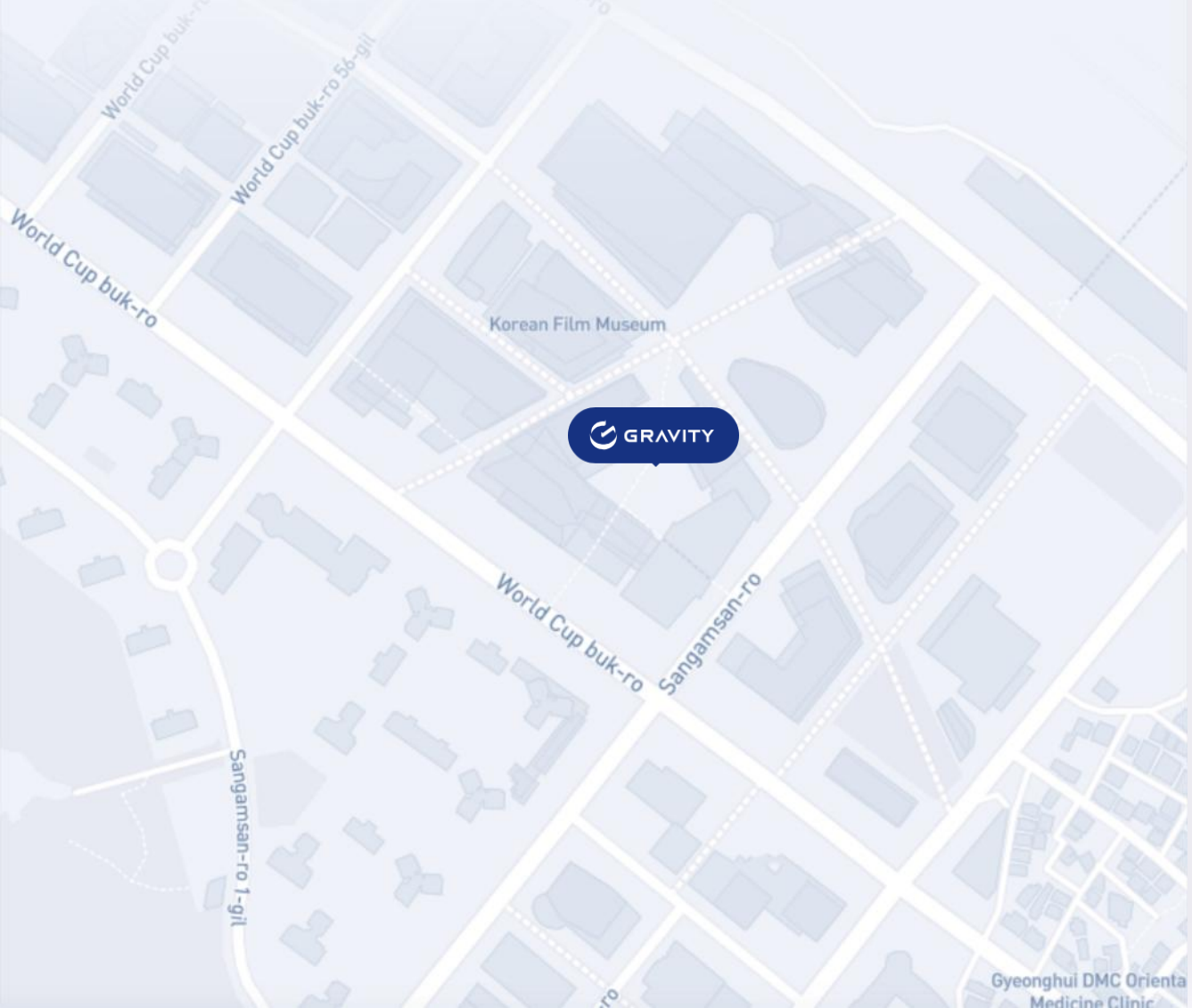
GRAVITY Game Hub PTE., Ltd.
IP Licensing Business
Online/Mobile Game Service in Philippines, Singapore, and Malaysia

GRAVITY Game Unite Sdn. Bhd.
IP Licensing Business
Online/Mobile Game Service in Malaysia

© GRAVITY CO.,LTD. All rights reserved

GRAVITY

Investor Relations Contact Information



Heung Gon Kim

Chief Financial Officer

Jin Lee

Investor Relations Officer

Jimin Park

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

© GRAVITY CO.,LTD. All rights reserved

GRAVITY

THANK YOU

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

© GRAVITY CO.,LTD. All rights reserved