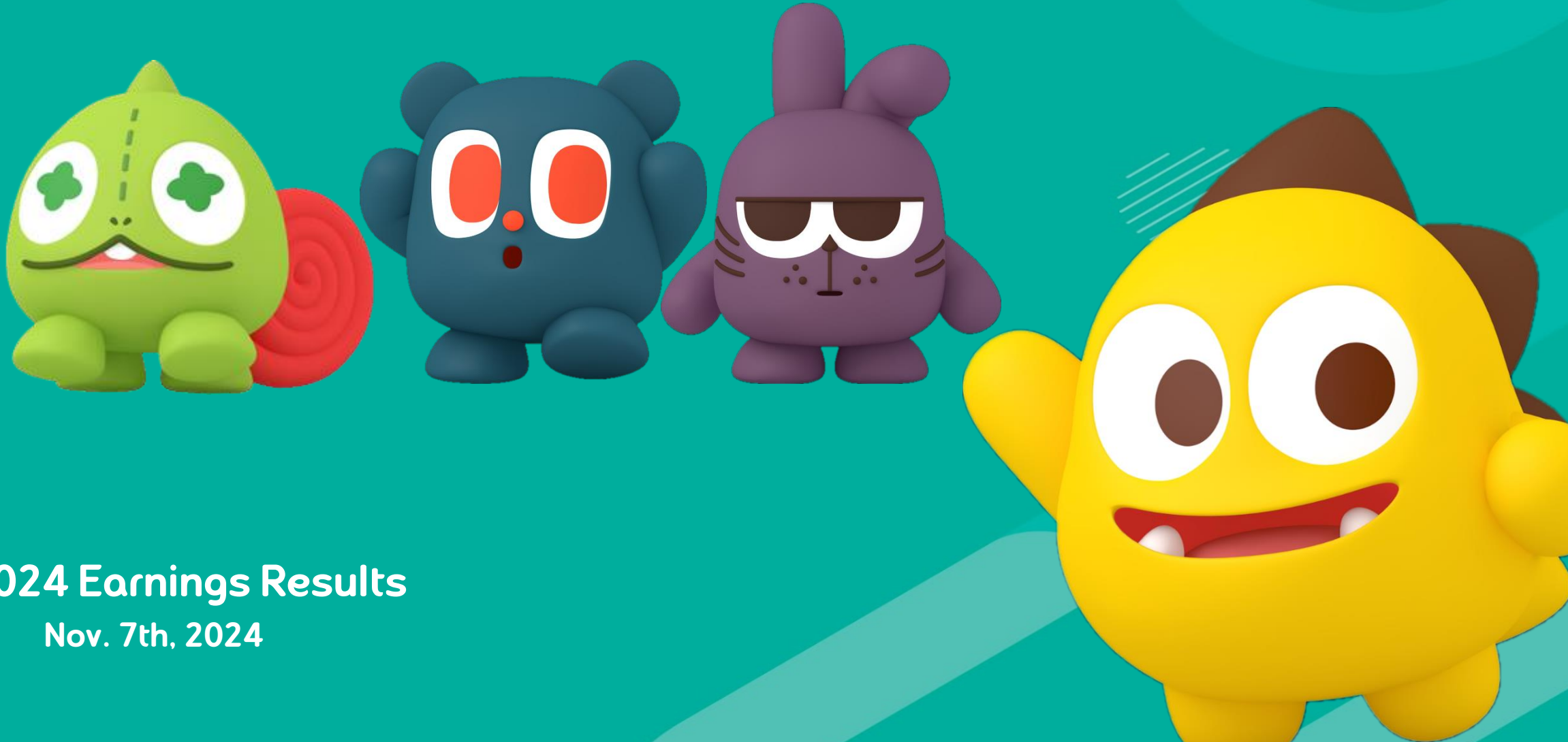


netmarble



3Q 2024 Earnings Results

Nov. 7th, 2024

DISCLAIMER

The financial information included in this document are consolidated earnings results based on K-IFRS.

The “financial results for 3Q 2024” for Netmarble (the “Company”) contained in this document have been provided for investors convenience only and have not been audited by an independent auditor. Therefore, certain part(s) of this document are subject to change upon the audit outcome.

This document contains “forward-looking statements” – that is, statements related to future, not past, events. In this context, “forward-looking statements” often address our expected future business and financial performance, and often contain words such as “expects,” “anticipates,” “intends,” “plans,” “believes,” “seeks,” or “will.” “Forward-looking statements” by their nature address matters that are, to different degrees, uncertain. For us, particular uncertainties which could adversely or positively affect our future results include the behavior of financial markets, the Company’s strategic actions, unanticipated dramatic developments in our major business conditions, and numerous other matters at the national and international levels which could affect our financial results.

These uncertainties may cause our actual results to be materially different from those expressed in this document.

3Q24 EARNINGS

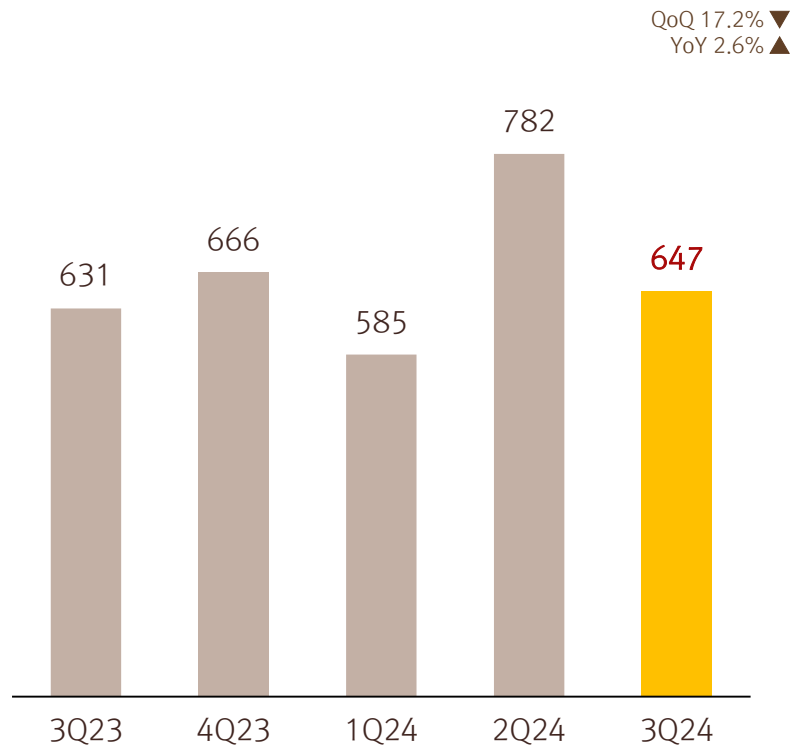
[Revenue] KRW 647.3bn (QoQ 17.2% ▼ / YoY 2.6% ▲)

[EBITDA] KRW 102.8bn (QoQ 32.0% ▼ / YoY 319.6% ▲)

- The decreases in revenue and EBITDA were subject to an absence of major game launches in 3Q, etc.
- EBITDA Margin 15.9% (D&A KRW 37.3bn)

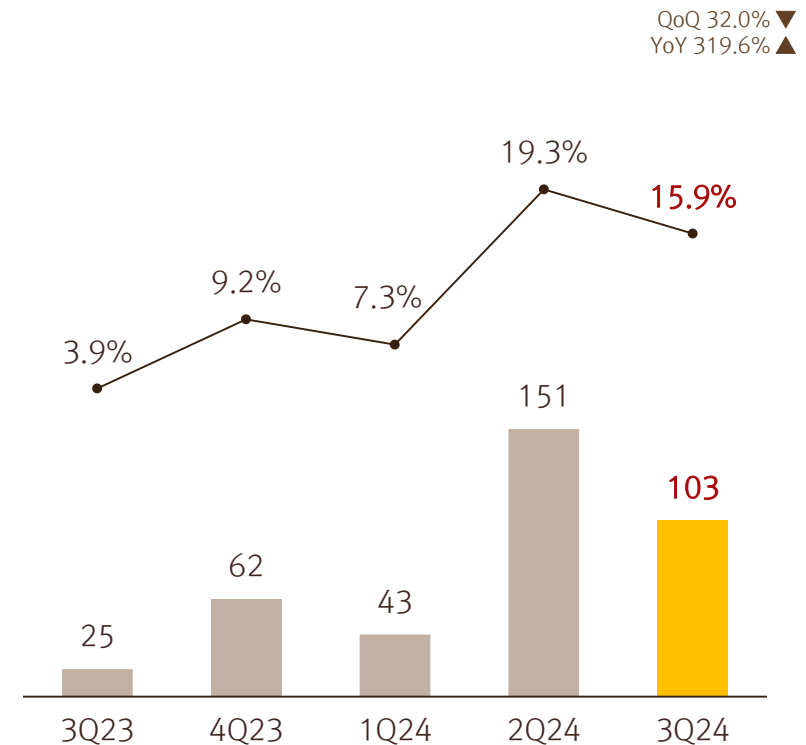
Revenue

(Unit: KRW bn)



EBITDA

(Unit: KRW bn)



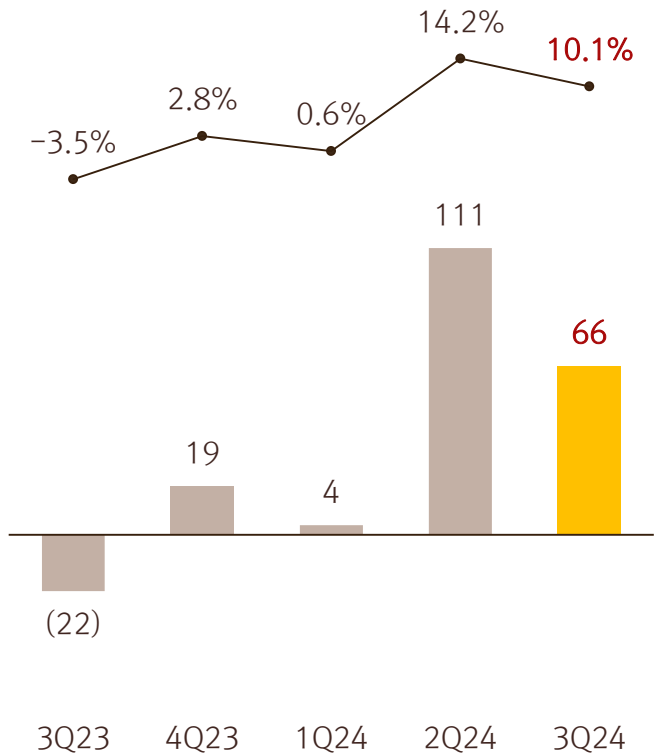
3Q24 EARNINGS

[Profit] Operating Profit KRW 65.5bn, Net Profit KRW 20.6bn, Net Profit (Controlling) KRW 22.4bn

– Net profit decreased due to the base effect of disposal profits from held assets in 2Q

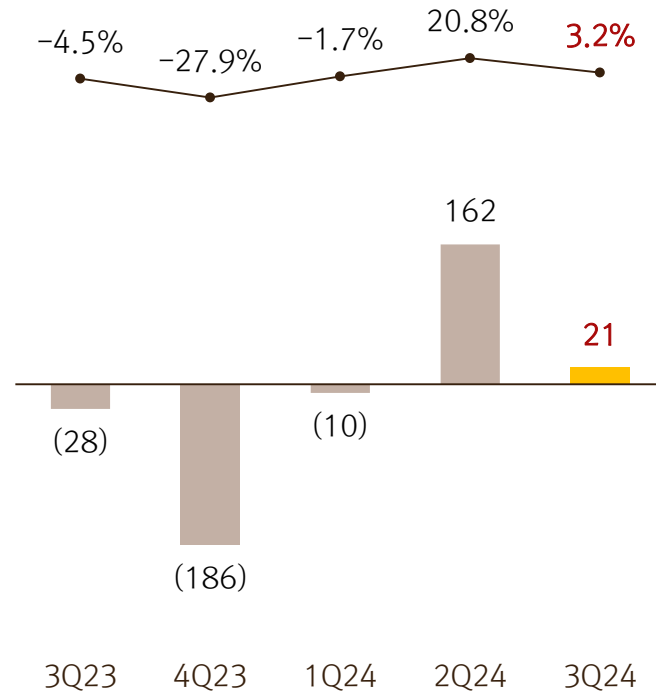
Operating Profit

(Unit: KRW bn)



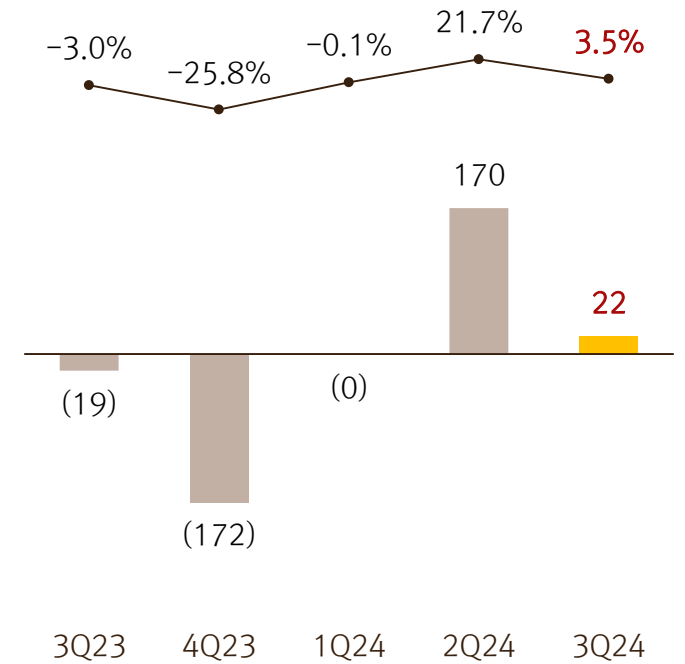
Net Profit

(Unit: KRW bn)



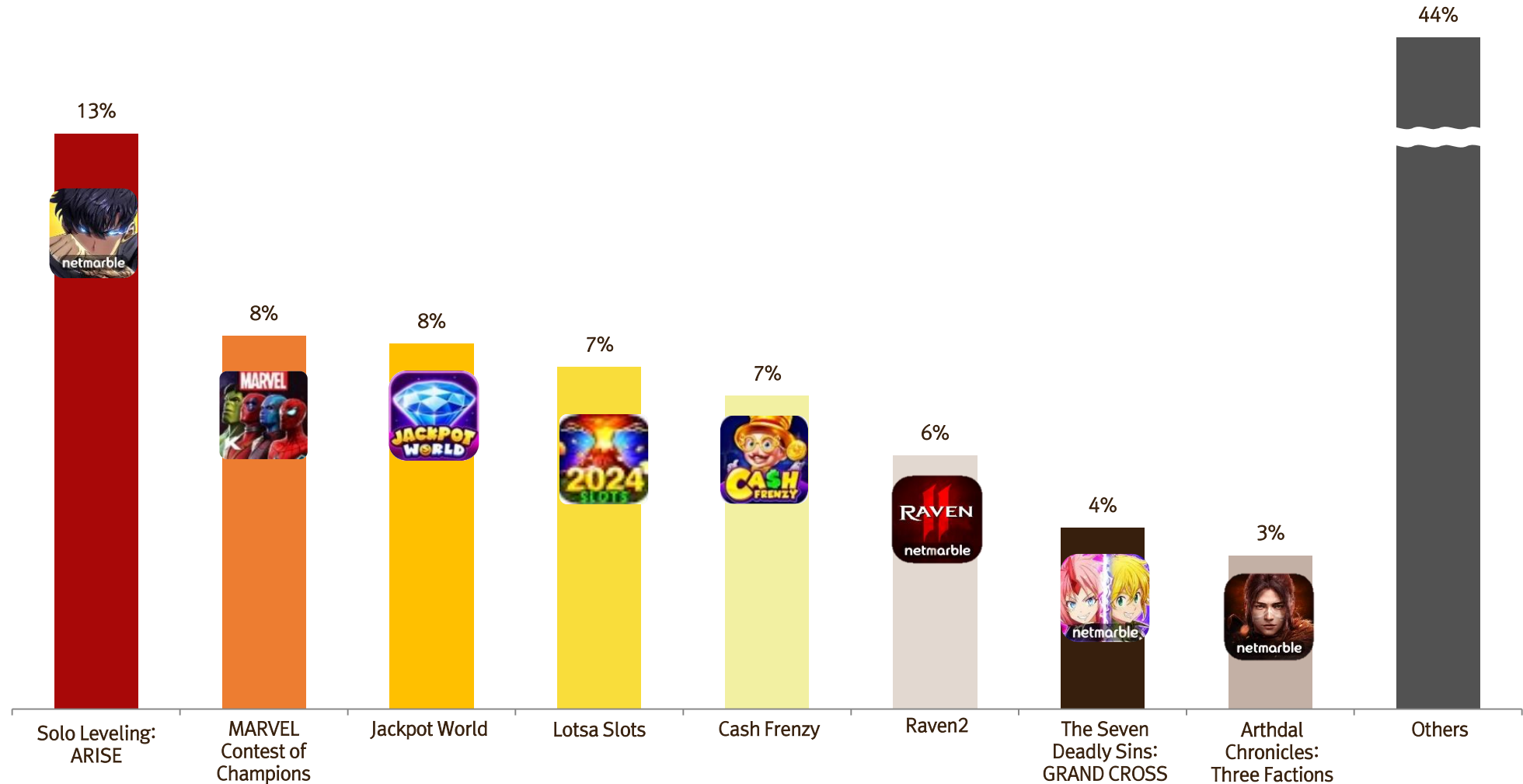
Net Profit (Controlling)

(Unit: KRW bn)



GAME PORTFOLIO

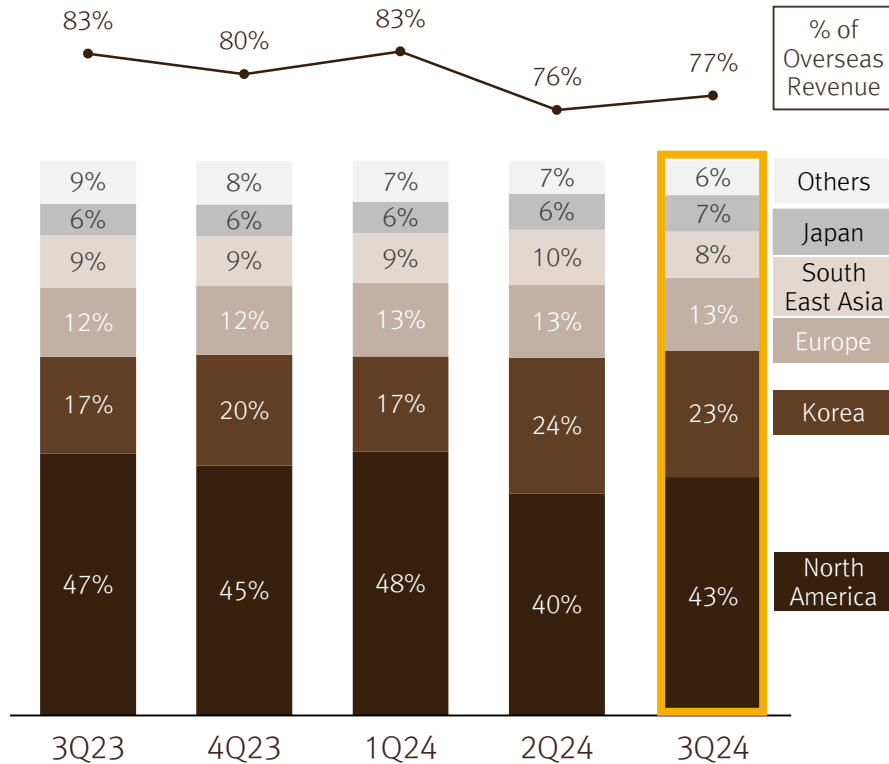
- Top revenue generators were evenly distributed: Solo Leveling:ARISE 13%, MARVEL Contest of Champions 8%, Jackpot World 8%, Lotsa Slots 7%, Cash Frenzy 7%, Raven2 6%, etc.



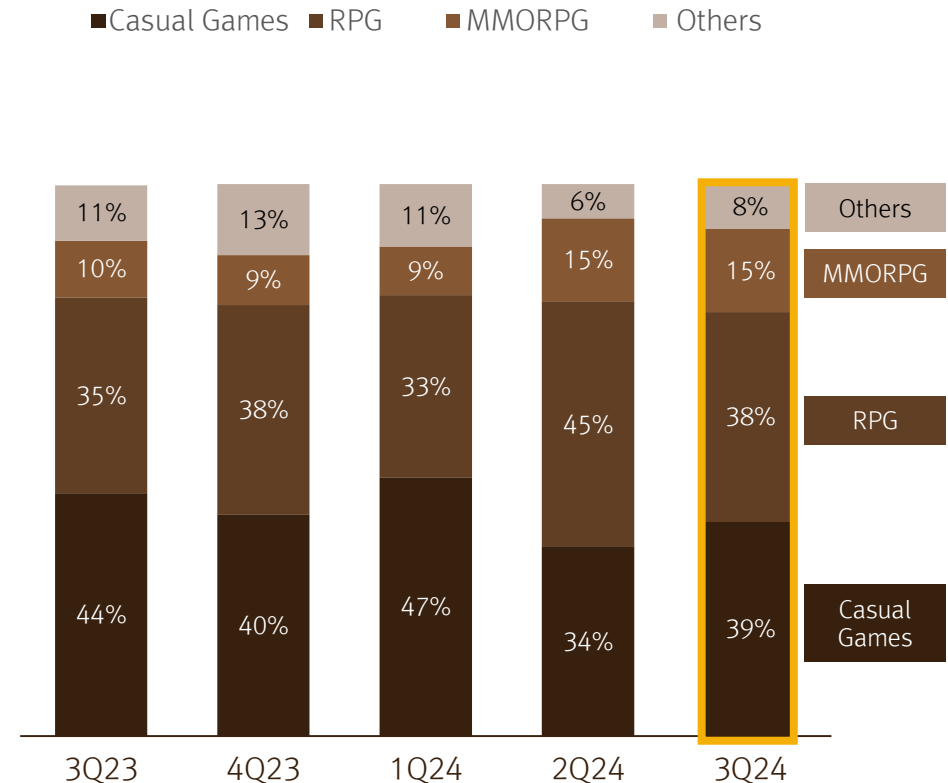
REVENUE BREAKDOWN BY REGION / GENRE

- The proportion of overseas revenue was 77% (QoQ +1%P) diversified across N.A. 43%, Korea 23%, Europe 13%, SEA 8%, Japan 7% and others 6%
- Genre portfolio showed diversification across Casual games 39%, RPG 38%, MMORPG 15% and others 8%

Revenue Breakdown By Region



Revenue Breakdown By Genre

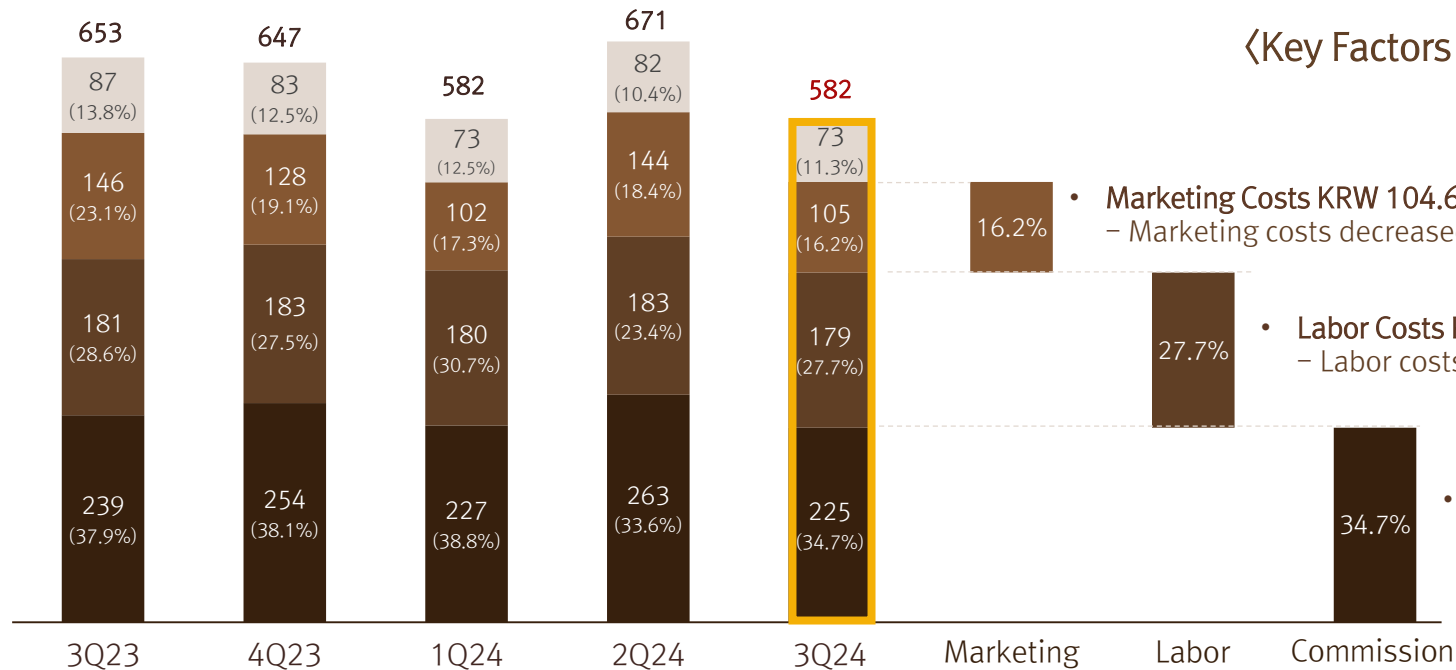


MAJOR COST STRUCTURE

[3Q24 Operating Cost] KRW 581.8bn (QoQ 13.3% ▼ / YoY 10.8% ▼)

(Unit: KRW bn)

■ Commission ■ Labor ■ Marketing ■ Other (Inc. D&A)



〈Key Factors in Major Cost Changes〉

- Marketing Costs KRW 104.6bn (QoQ 27.2% ▼ / YoY 28.3% ▼)
– Marketing costs decreased QoQ due to the absence of major game launches and efficient execution
- Labor Costs KRW 179.1bn (QoQ 2.0% ▼ / YoY 0.8% ▼)
– Labor costs decreased QoQ as a result of a decline in the number of workforces
- Commission KRW 224.9bn (QoQ 14.5% ▼ / YoY 5.9% ▼)
– Commission decreased QoQ due to a decrease in revenue

※ 3Q24 Other Cost: D&A KRW 37.3bn, Other fees KRW 35.9bn

* Proportion to the revenue (%)

NEW LINEUPS

- In 2H24, the release of King Arthur: Legends Rise, and region expansion of Raven 2 (Taiwan, Hong Kong, Macao) is planned. In 2025, 9 new games including Game of Thrones: Kingsroad and The Seven Deadly Sins: Origin will be released
- At G-Star 2024, 2 games (Game of Thrones: Kingsroad, MONGIL: STAR DIVE) will be presented

 Mobile
  PC
  Console
  G-StarLineup

1H25



The King of Fighters AFK
Global / Collectible AFK RPG



RF ONLINE NEXT
Korea / MMORPG



Game of Thrones: Kingsroad
Global / Open World Action RPG



Seven Knights Re:BIRTH
Global / Turn-based RPG



2H25



The RED (TBD)
Korea / MMORPG



The Seven Deadly Sins: Origin
Global / Open World RPG



MONGIL: STAR DIVE
Global / Action RPG



Demis Re:Born
Global / Collection RPG



Solo Leveling:ARISE
Global / Action RPG



Consolidated Income Statement

(KRW bn)	3Q23	4Q23	1Q24	2Q24	3Q24
Revenue	631	666	585	782	647
Commission	239	254	227	263	225
Labor Cost	181	183	180	183	179
Marketing Cost	146	128	102	144	105
Other Costs (exc. D&A)	41	40	34	42	36
EBITDA	25	62	43	151	103
<i>Margin (%)</i>	<i>3.9%</i>	<i>9.2%</i>	<i>7.3%</i>	<i>19.3%</i>	<i>15.9%</i>
D&A	46	43	39	40	37
Operating Income	(22)	19	4	111	66
<i>Margin (%)</i>	<i>-3.5%</i>	<i>2.8%</i>	<i>0.6%</i>	<i>14.2%</i>	<i>10.1%</i>
<i>Non-Operating Income&Cost</i>	<i>(11)</i>	<i>(26)</i>	<i>(3)</i>	<i>106</i>	<i>(23)</i>
Pre-tax Profit	(33)	(7)	1	217	42
Tax	(5)	178	11	55	22
Net Profit	(28)	(186)	(10)	162	21
Net Profit (controlling)	(19)	(172)	(0)	170	22
<i>Margin (%)</i>	<i>-3.0%</i>	<i>-25.8%</i>	<i>-0.1%</i>	<i>21.7%</i>	<i>3.5%</i>

Consolidated Statement of Financial Position

(KRW bn)	3Q23	4Q23	1Q24	2Q24	3Q24
Current Assets	997	906	1,211	999	1,009
Cash and Cash Equivalents	511	430	759	473	529
Accounts Receivable	236	255	221	337	241
Other Current Financial Assets	115	99	114	76	134
Other Current Assets	135	122	117	113	105
Non-Current Assets	7,775	7,010	7,083	7,031	6,977
Investment Assets	3,206	2,996	2,920	2,844	2,906
Intangible Assets	3,687	3,229	3,328	3,375	3,202
Tangible Assets	426	420	425	422	402
Other Non-Current Assets	456	365	410	390	467
Total Assets	8,772	7,916	8,294	8,030	7,986
Current Liabilities	2,397	1,906	1,790	972	993
Accounts Payable	21	32	28	28	26
Short-term Debt	1,684	1,384	1,300	407	405
Other Current Financial Liabilities	392	198	189	215	235
Other Current Liabilities	300	292	273	322	327
Non-Current Liabilities	1,010	931	1,363	1,681	1,725
Other Non-Current Financial Liabilities	838	660	1,081	1,402	1,450
Other Non-Current Liabilities	172	271	282	279	275
Total Liabilities	3,407	2,837	3,153	2,653	2,718
Total Equity	5,365	5,079	5,141	5,377	5,268



Thank You