

netmarble



4Q 2025 & FY 2025 Earnings Results
Feb. 5th, 2026

DISCLAIMER

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

The “financial results for 4Q 2025 and FY 2025” 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.

FY 2025 EARNINGS SUMMARY

[Revenue] KRW 2,835.1bn (YoY 6.4% ▲)

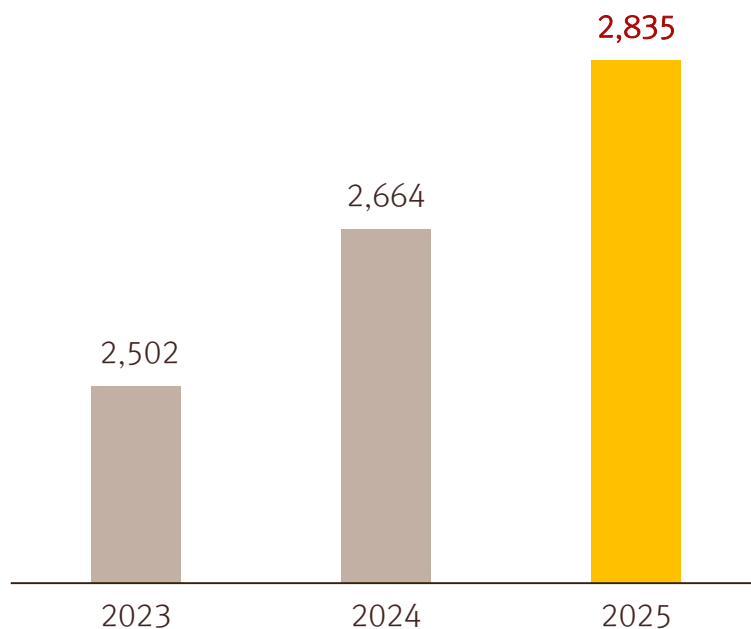
[EBITDA] KRW 484.0bn (YoY 30.8% ▲)

- Achieved record-high revenue since IPO driven by multiple hit titles, while delivering a 17.1% EBITDA margin through continuous cost optimization

Revenue

(Unit: KRW bn)

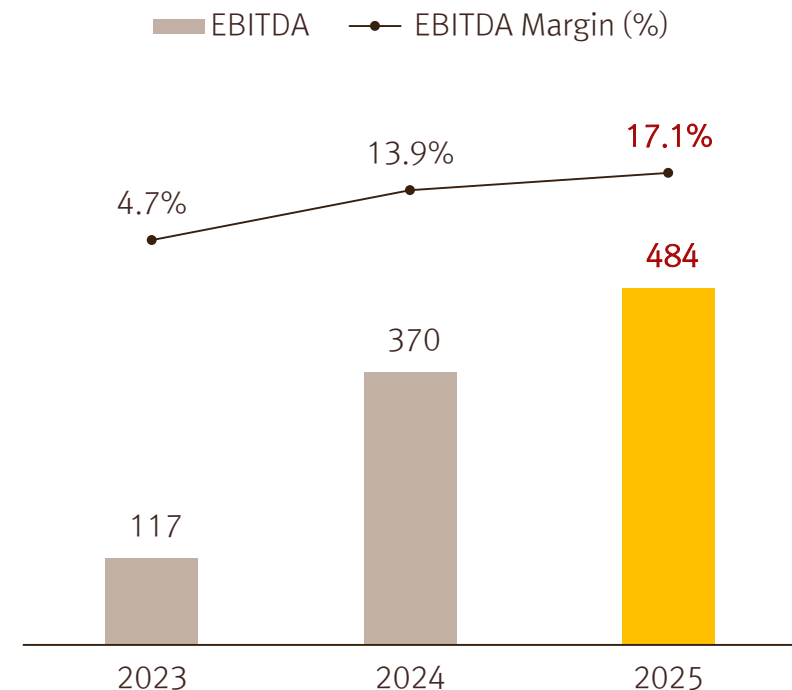
YoY 6.4% ▲



EBITDA

(Unit: KRW bn)

YoY 30.8% ▲



4Q25 EARNINGS

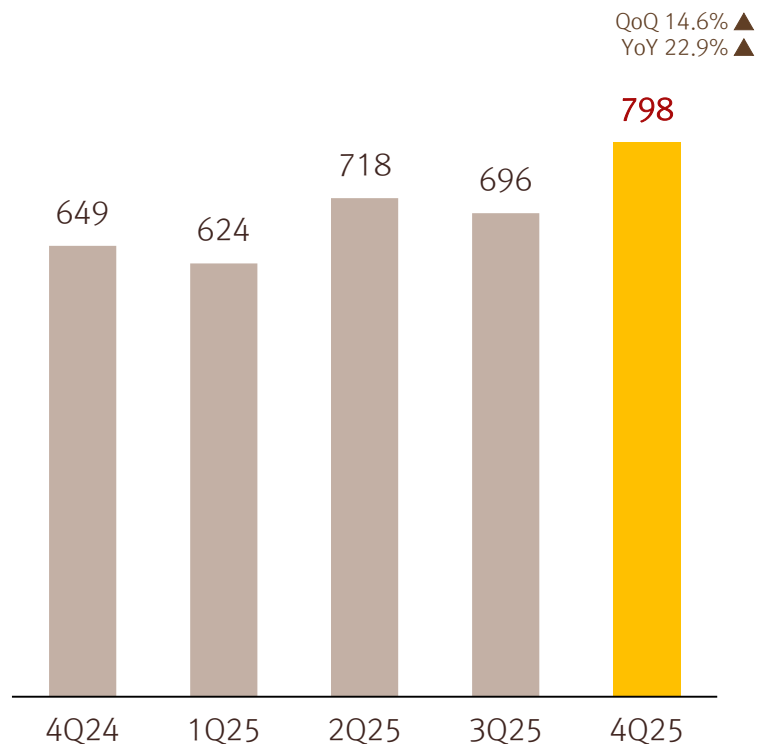
[Revenue] KRW 797.6bn (QoQ 14.6% ▲ / YoY 22.9% ▲)

[EBITDA] KRW 148.9bn (QoQ 21.7% ▲ / YoY 102.9% ▲)

- Revenue and EBITDA increased QoQ, reflecting seasonal updates at overseas subsidiaries and contributions from the regional expansion of existing titles
- EBITDA Margin 18.7% (D&A KRW 38.1bn)

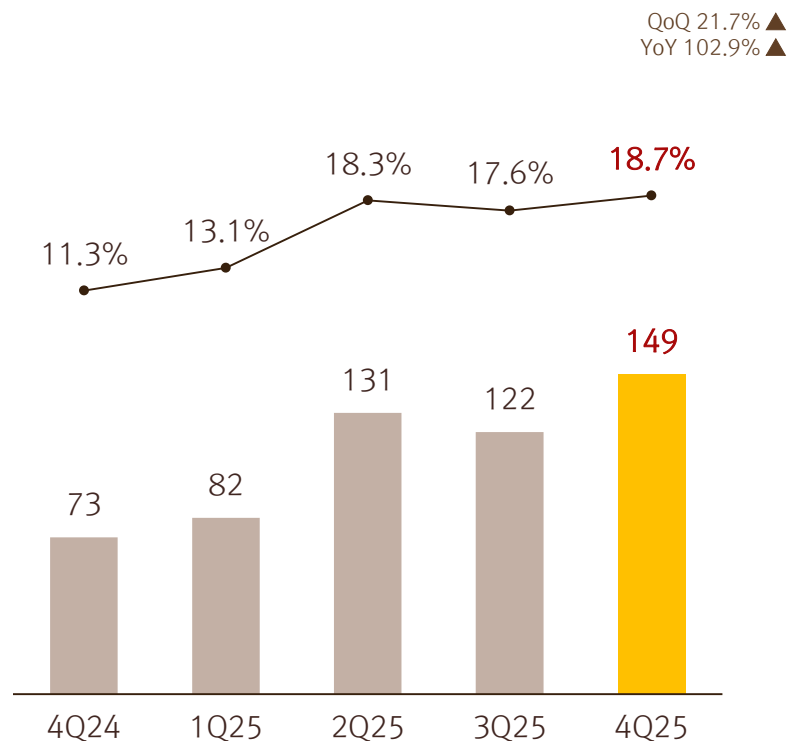
Revenue

(Unit: KRW bn)



EBITDA

(Unit: KRW bn)



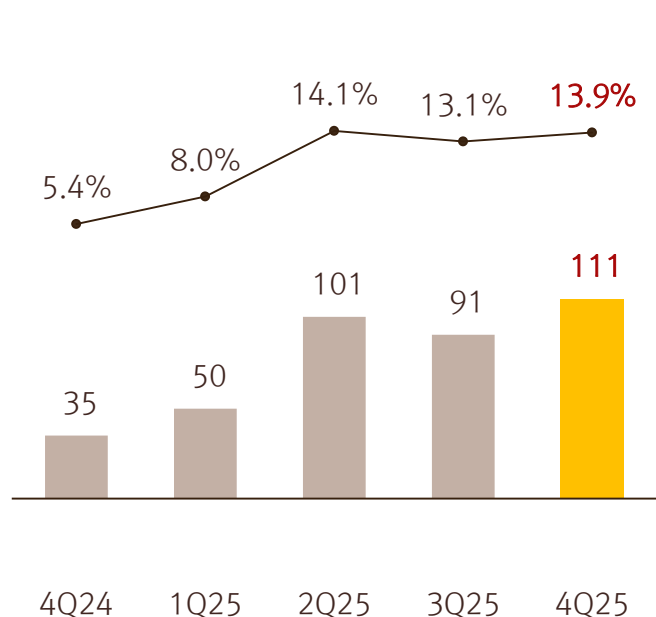
4Q25 EARNINGS

[Profit] Operating Profit KRW 110.8bn, Net Loss KRW 35.9bn,
Net Loss (Controlling) KRW 34.1bn

- Operating profit margin remained solid, driven by revenue growth and sustained cost efficiencies
- Net loss occurred due to the recognition of impairment losses on intangible assets, etc.

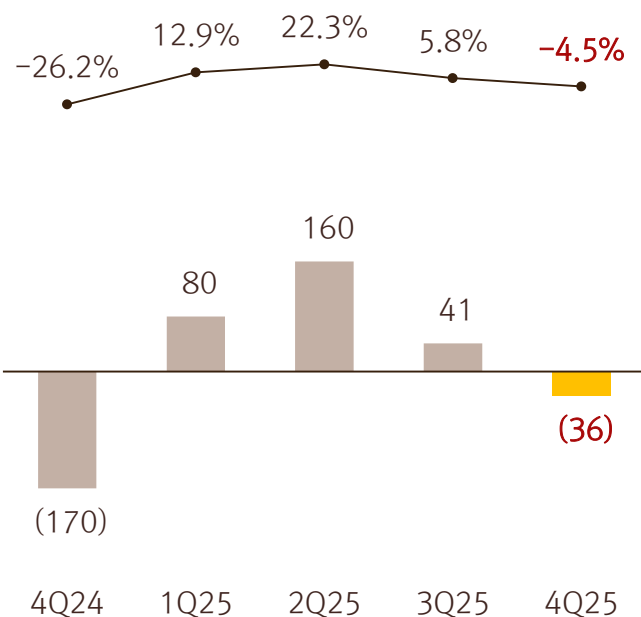
Operating Profit

(Unit: KRW bn)



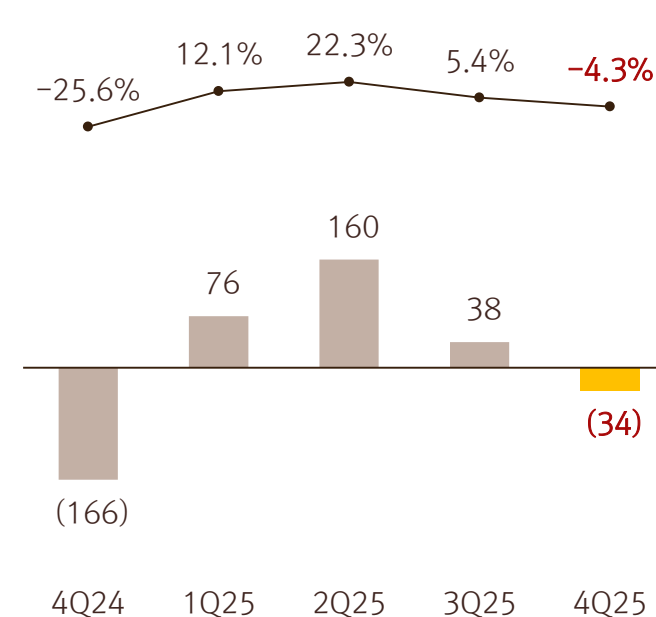
Net Profit

(Unit: KRW bn)



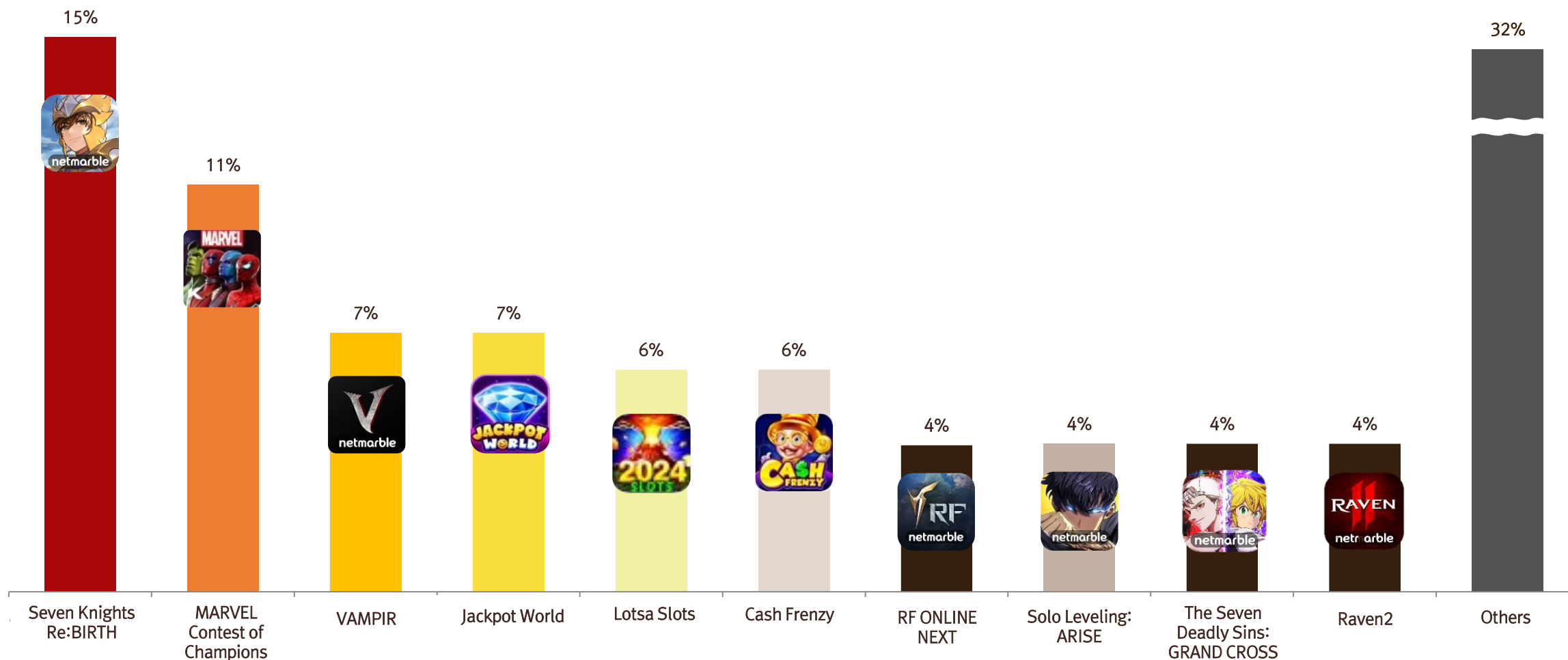
Net Profit (Controlling)

(Unit: KRW bn)



GAME PORTFOLIO

- Top revenue generators were evenly distributed: Seven Knights Re:BIRTH 15%, MARVEL Contest of Champions 11%, VAMPIR 7%, Jackpot World 7%, Lotsa Slots 6%, Cash Frenzy 6%, etc.

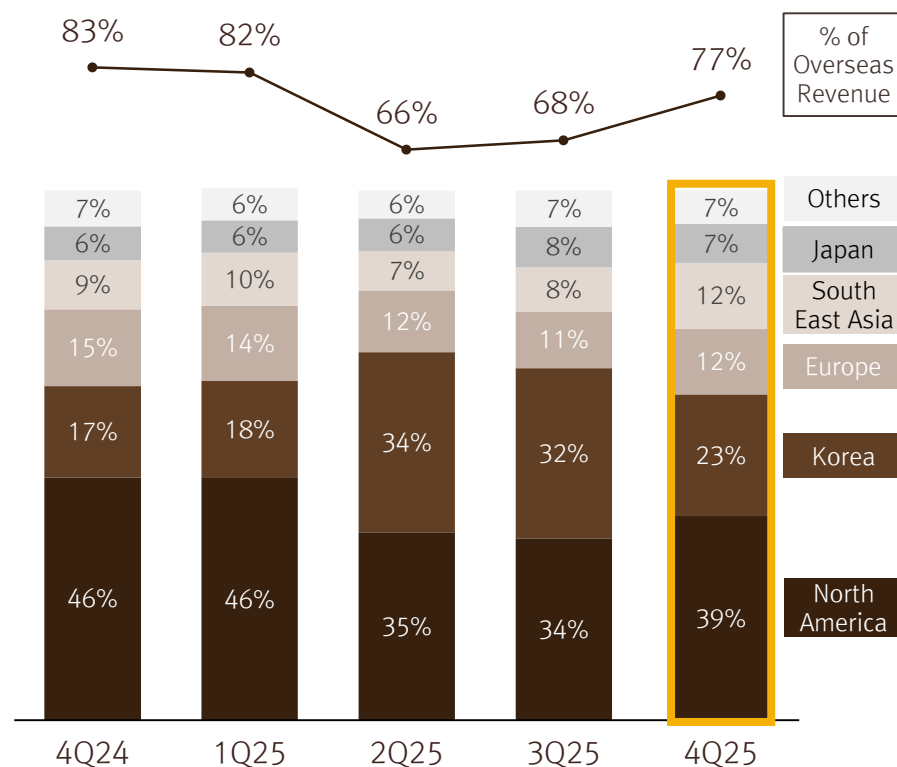


REVENUE BREAKDOWN

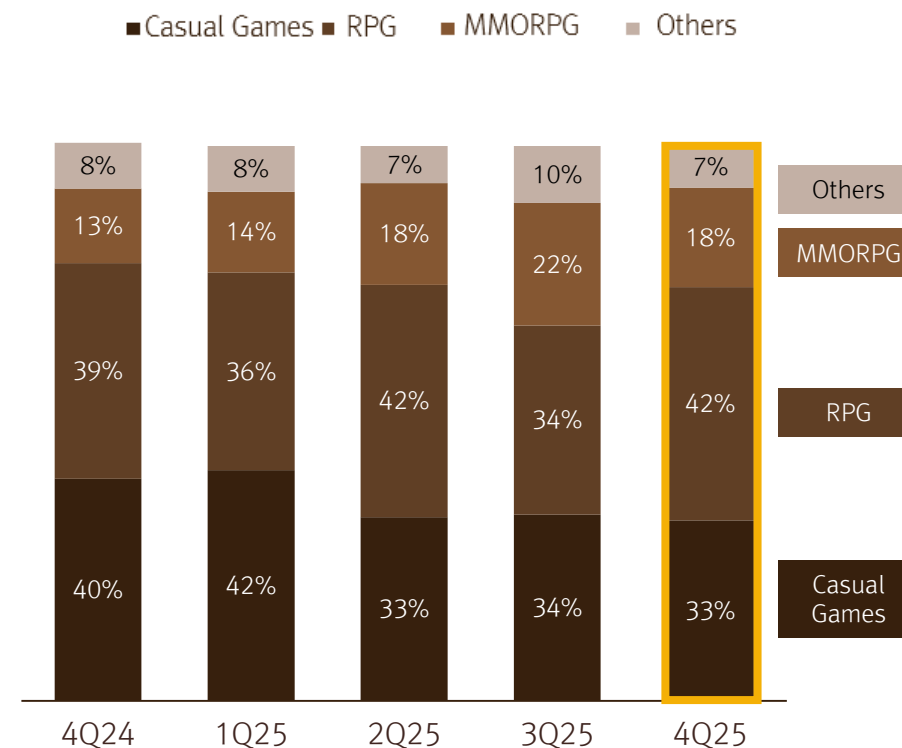
- The proportion of overseas and RPG revenue increased QoQ (+9%P and +8%P, respectively), reflecting the global expansion of existing titles (Seven Knights Re:BIRTH, etc.)
 - Revenue Proportion By Region ▶ N.A. 39%, Korea 23%, Europe 12%, SEA 12%, Japan 7% and others 7%
 - Revenue Proportion By Genre ▶ RPG 42%, Casual games 33%, MMORPG 18% and others 7%

BY REGION / GENRE

Revenue Breakdown by Region



Revenue Breakdown by Genre

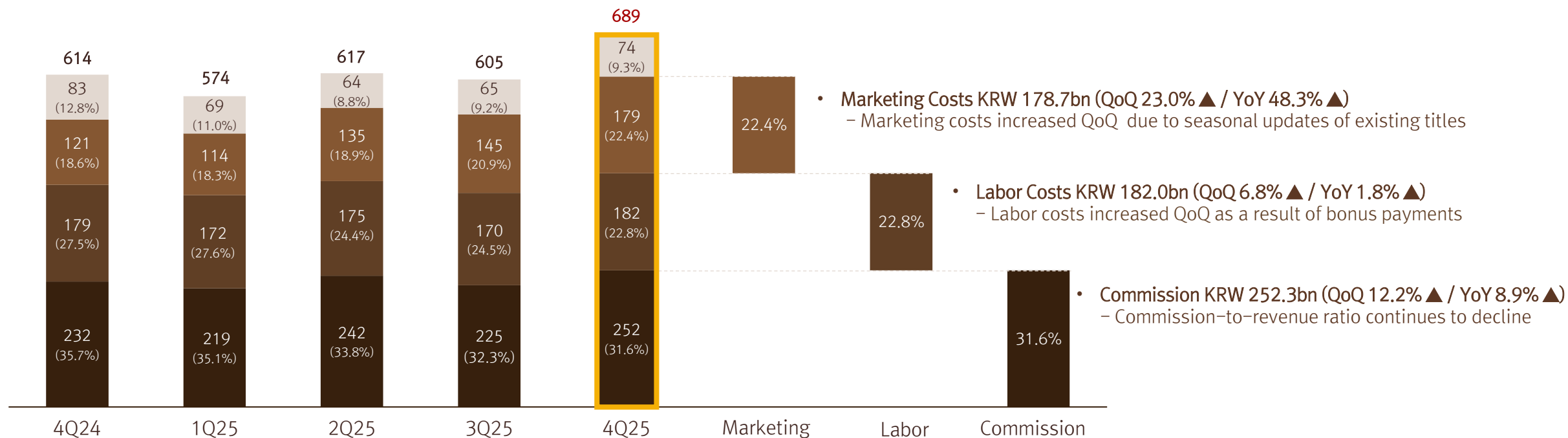


MAJOR COST STRUCTURE

[Operating Cost] KRW 686.8bn (QoQ 13.5% ▲ / YoY 11.9% ▲)

(Unit: KRW bn)

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



※ 4Q25 Other Cost: D&A KRW 38.1bn, Other fees KRW 35.7bn

* Proportion to the revenue (%)

NEW LINEUPS

- Starting with the launch of StoneAge: Idle Adventure and The Seven Deadly Sins: Origin, 8 new titles (SOL: enchant, MONGIL: STAR DIVE, Solo Leveling: KARMA, etc.) will be released in 2026

Mobile PC Console

1Q26



StoneAge: Idle Adventure
Global
Incremental RPG 



The Seven Deadly Sins: Origin
Global
Open World RPG   

2Q26



SOL: enchant
Korea
MMORPG  



MONGIL: STAR DIVE
Global
Action RPG  

2H26



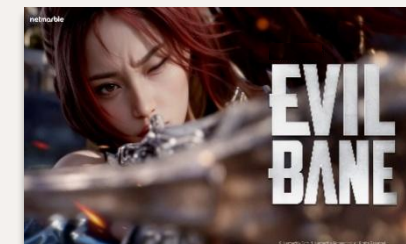
Solo Leveling: KARMA
Global
Roguelite Action RPG  



Shangri-La Frontier: The Seven Colossi
Global
Collectible RPG  



PROJECT OCTOPUS
Global
Casual Action Roguelike RPG 



EVILBANE
Global
Co-op Action  

SHAREHOLDER RETURN POLICY

- Cancellation of all previously acquired treasury shares (4.7%)
- [FY 2025] Cash dividend of KRW 71.8bn (KRW 876 per share), equivalent to 30% of net profit (controlling)
- [FY2026~2028] Expand the shareholder return ratio to up to 40% of adjusted net profit (controlling)

New Shareholder return policy (FY 2026~2028)

Shareholder return policy (FY 2018~2025)

Cancellation of all
previously acquired
treasury shares

(4,018,931 shares, 4.7%)

Up to 30% of the adjusted
net profit (controlling)
through dividends and
share buybacks

Up to 40% of the adjusted
net profit (controlling)
through dividends and share
buybacks · cancellation

Consolidated Income Statement

(KRW bn)	4Q24	1Q25	2Q25	3Q25	4Q25		FY2024	FY2025
Revenue	649	624	718	696	798		2,664	2,835
Commission	232	219	242	225	252		947	939
Labor Cost	179	172	175	170	182		720	699
Marketing Cost	121	114	135	145	179		470	574
Other Costs (exc. D&A)	45	37	34	33	36		157	140
EBITDA	73	82	131	122	149		370	484
<i>Margin (%)</i>	<i>11.3%</i>	<i>13.1%</i>	<i>18.3%</i>	<i>17.6%</i>	<i>18.7%</i>		<i>13.9%</i>	<i>17.1%</i>
D&A	38	32	30	32	38		154	132
Operating Income	35	50	101	91	111		216	353
<i>Margin (%)</i>	<i>5.4%</i>	<i>8.0%</i>	<i>14.1%</i>	<i>13.1%</i>	<i>13.9%</i>		<i>8.1%</i>	<i>12.4%</i>
<i>Non-Operating Income&Cost</i>	<i>(219)</i>	<i>48</i>	<i>89</i>	<i>(35)</i>	<i>(91)</i>		<i>(140)</i>	<i>11</i>
Pre-tax Profit	(184)	98	190	56	20		76	363
Tax	(14)	17	30	15	56		73	118
Net Profit	(170)	80	160	41	(36)		3	245
Net Profit (controlling)	(166)	76	160	38	(34)		26	239
<i>Margin (%)</i>	<i>-25.6%</i>	<i>12.1%</i>	<i>22.3%</i>	<i>5.4%</i>	<i>-4.3%</i>		<i>1.0%</i>	<i>8.4%</i>

Consolidated Statement of Financial Position

(KRW bn)	4Q24	1Q25	2Q25	3Q25	4Q25	FY2024	FY2025
Current Assets	1,115	1,091	1,110	1,119	1,257	1,115	1,257
Cash and Cash Equivalents	578	593	513	591	688	578	688
Accounts Receivable	277	241	271	258	281	277	281
Other Current Financial Assets	138	164	238	191	188	138	188
Other Current Assets	122	93	88	79	99	122	99
Non-Current Assets	7,062	6,880	6,715	6,861	6,842	7,062	6,842
Investment Assets	2,918	2,889	2,963	3,028	3,057	2,918	3,057
Intangible Assets	3,245	3,085	2,863	2,937	2,858	3,245	2,858
Tangible Assets	410	403	440	453	454	410	454
Other Non-Current Assets	489	503	450	443	473	489	473
Total Assets	8,177	7,971	7,825	7,980	8,098	8,177	8,098
Current Liabilities	1,348	1,527	1,617	1,770	1,901	1,348	1,901
Accounts Payable	28	21	25	22	24	28	24
Short-term Debt	617	607	750	736	761	617	761
Other Current Financial Liabilities	318	589	534	675	730	318	730
Other Current Liabilities	385	310	308	338	386	385	386
Non-Current Liabilities	1,355	983	748	751	701	1,355	701
Other Non-Current Financial Liabilities	1,075	709	475	487	439	1,075	439
Other Non-Current Liabilities	280	275	273	264	262	280	262
Total Liabilities	2,703	2,510	2,365	2,521	2,602	2,703	2,602
Total Equity	5,474	5,461	5,460	5,459	5,496	5,474	5,496



Thank You