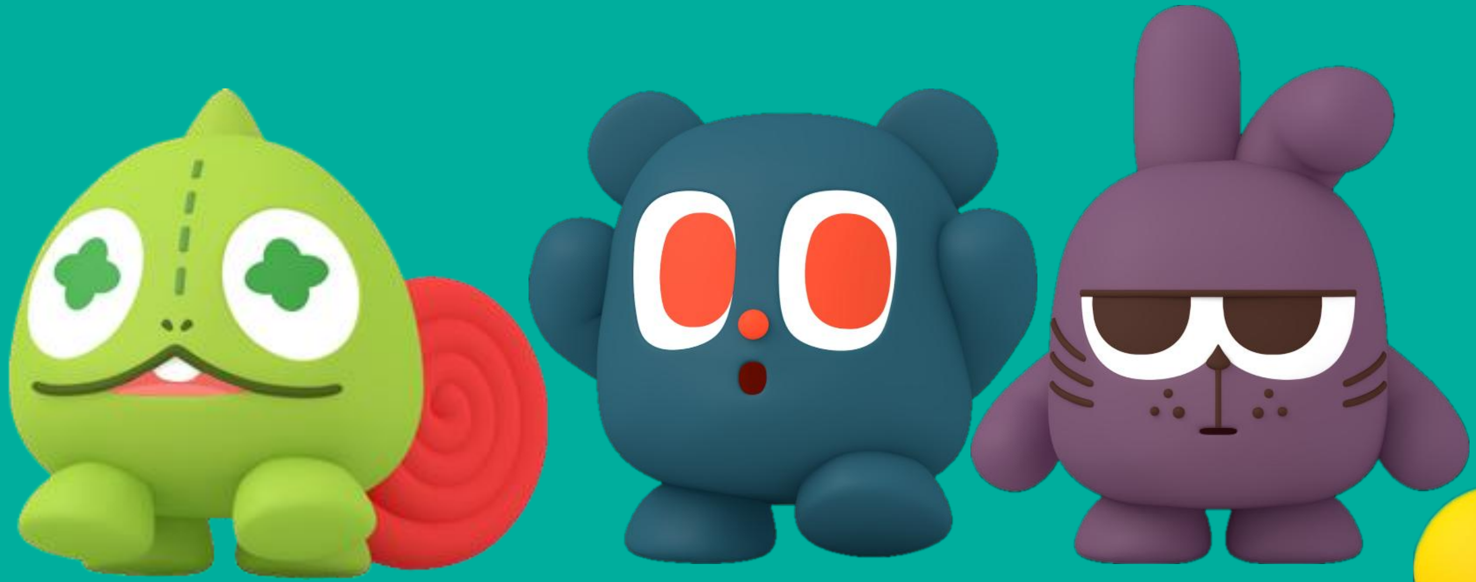
netmarble



2Q 2026 Earnings Results

Aug. 5th, 2026

DISCLAIMER

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

The "financial results for 2Q 2026" 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.

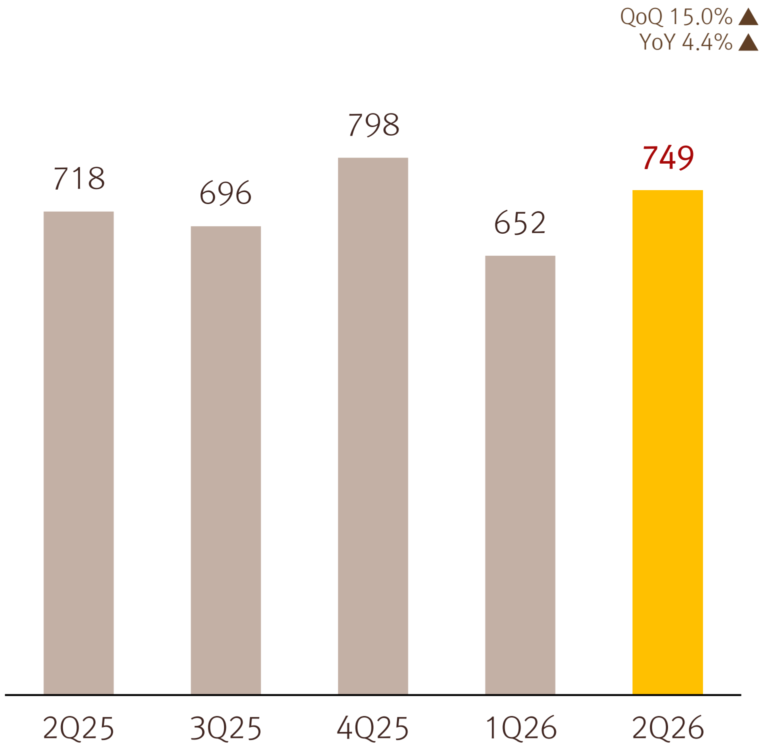
2Q26 EARNINGS

[Revenue] KRW 749.2bn (QoQ 15.0% ▲ / YoY 4.4% ▲)
[EBITDA] KRW 112.0bn (QoQ 33.5% ▲ / YoY 14.6% ▼)

- Revenue and EBITDA increased QoQ, driven by revenue growth from existing titles and the launch of new games (The Seven Deadly Sins: Origin, SOL: enchant, etc.)
- EBITDA Margin 14.9% (D&A KRW 31.9bn)

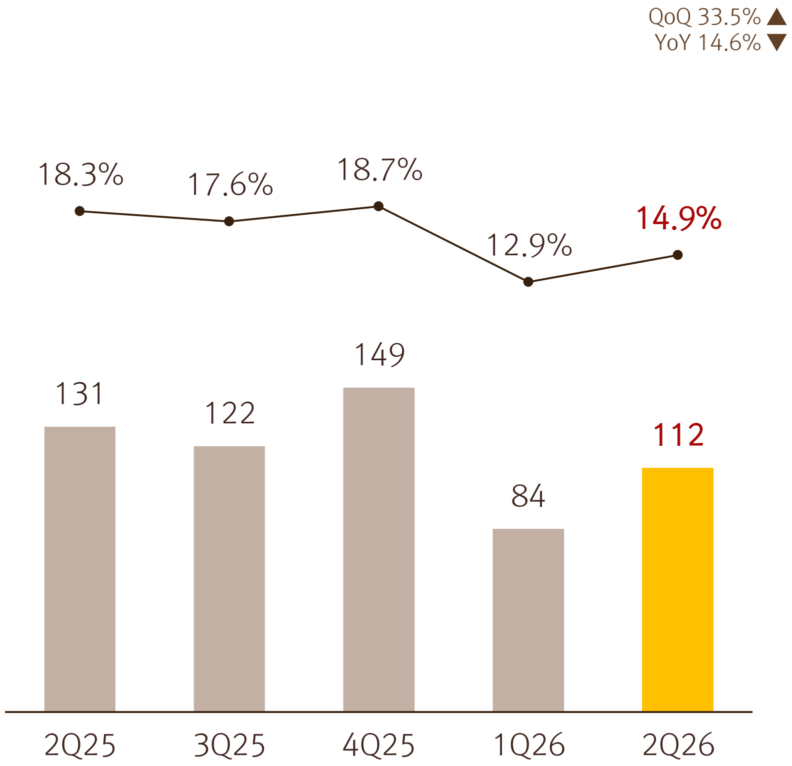
Revenue

(Unit: KRW bn)



EBITDA

(Unit: KRW bn)



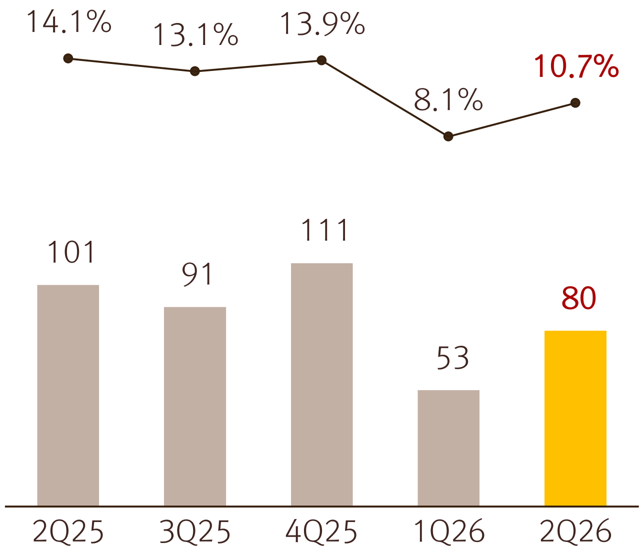
2Q26 EARNINGS

[Profit] Operating Profit KRW 80.1bn, Net Profit KRW 203.9bn, Net Profit (Controlling) KRW 197.6bn

– Net profit includes the gain on disposal of G–Tower, etc.

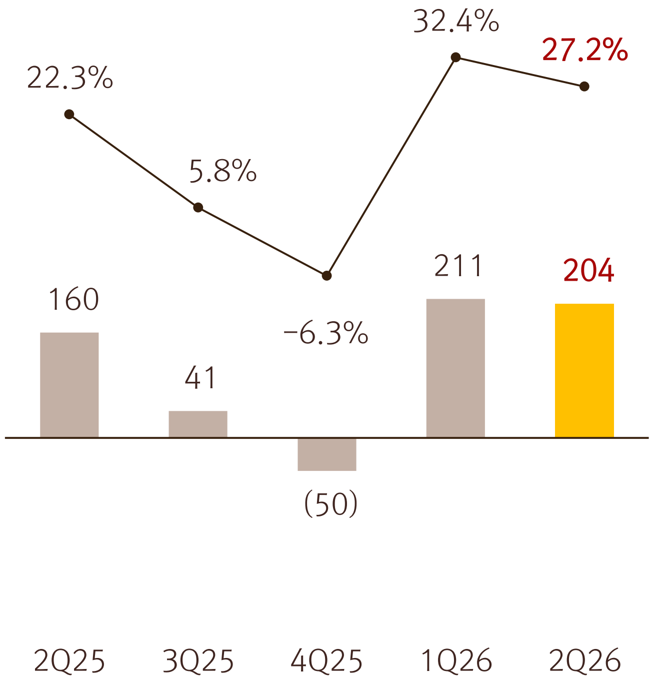
Operating Profit

(Unit: KRW bn)



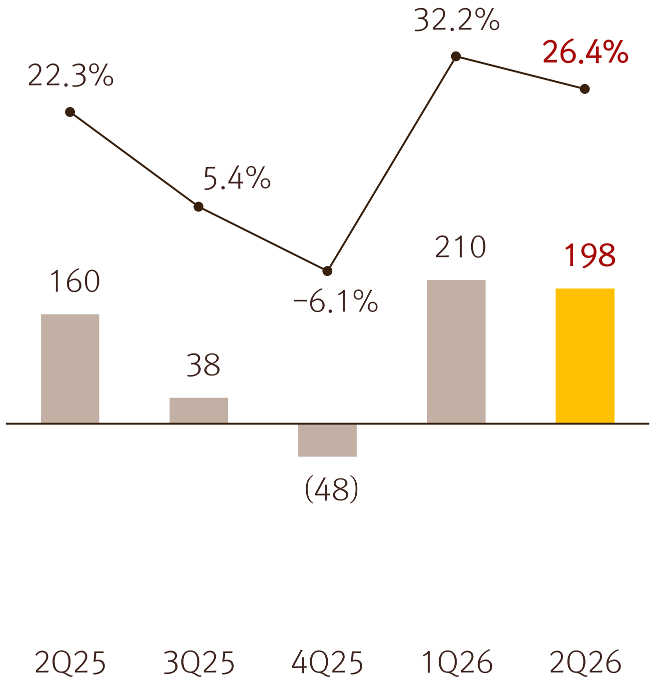
Net Profit

(Unit: KRW bn)



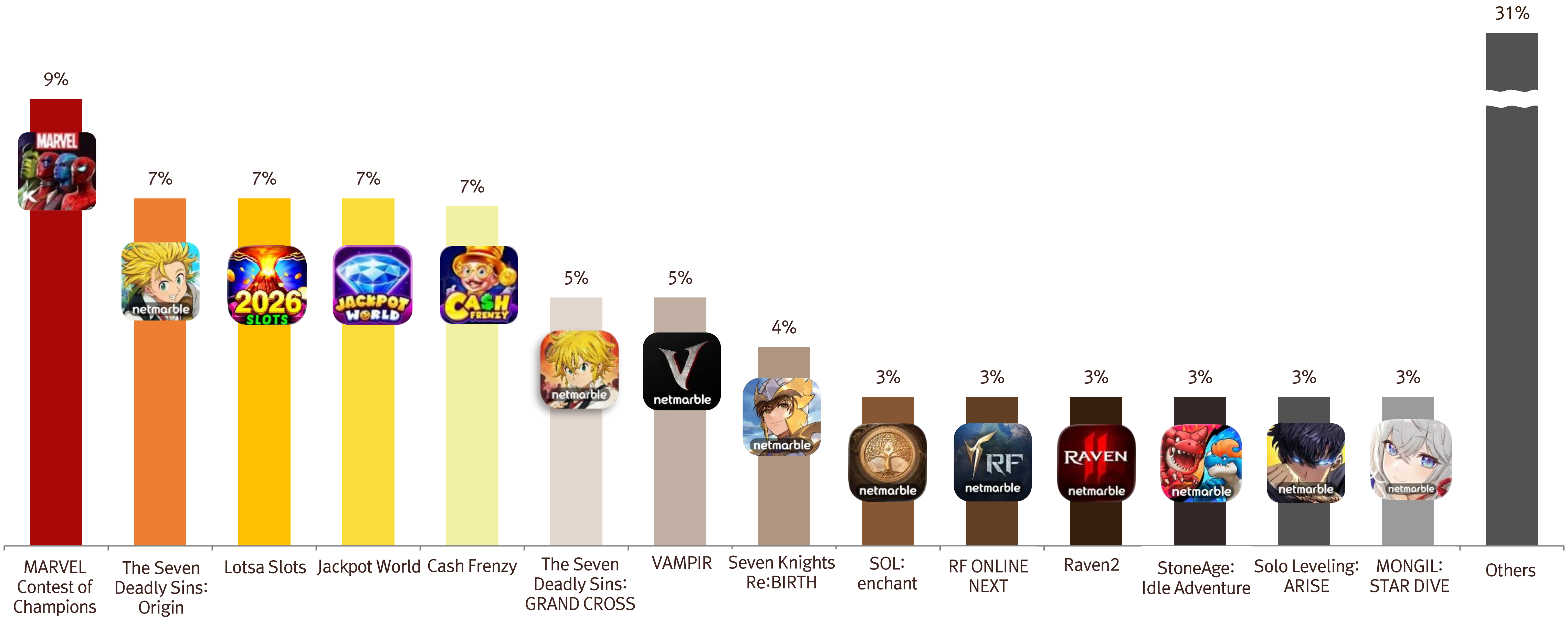
Net Profit (Controlling)

(Unit: KRW bn)



GAME PORTFOLIO

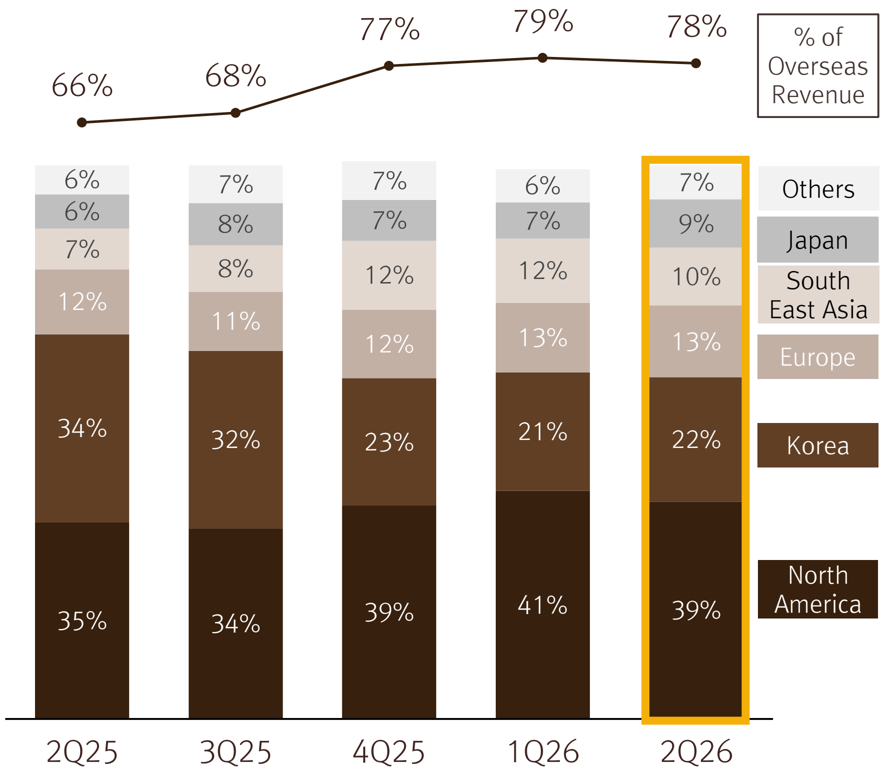
- Top revenue generators were evenly distributed: **MARVEL Contest of Champions 9%, The Seven Deadly Sins: Origin 7%, Lotsa Slots 7%, Jackpot World 7%, Cash Frenzy 7%, The Seven Deadly Sins: GRAND CROSS 5%, etc.**



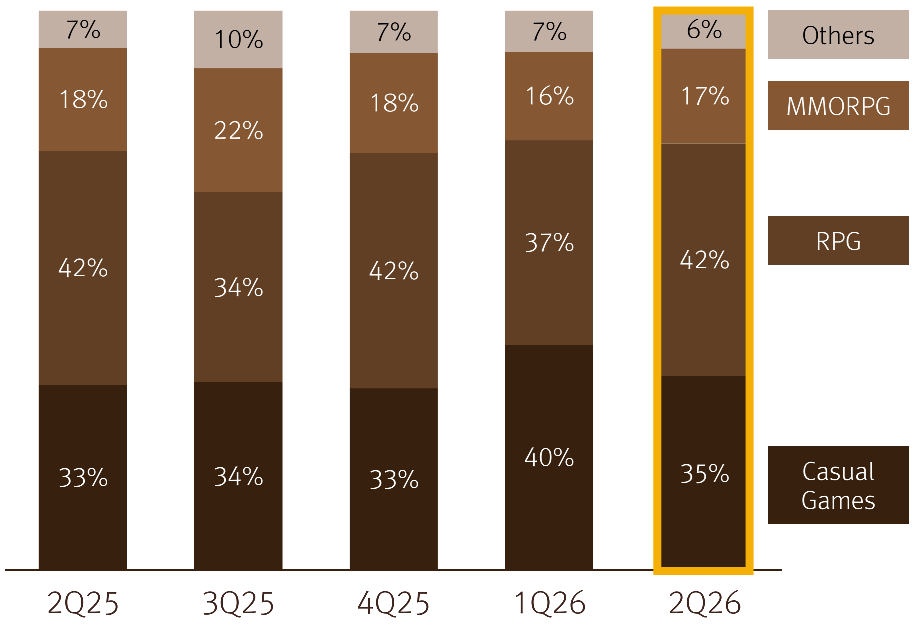
REVENUE BREAKDOWN BY REGION / GENRE

- The proportion of **overseas revenue was 78% (QoQ −1%P)** diversified across **N.A. 39%, Korea 22%, Europe 13%, SEA 10%, Japan 9% and others 7%**
- Genre portfolio showed diversification across **RPG 42%, casual games 35%, MMORPG 17% and others 6%**

Revenue Breakdown by Region



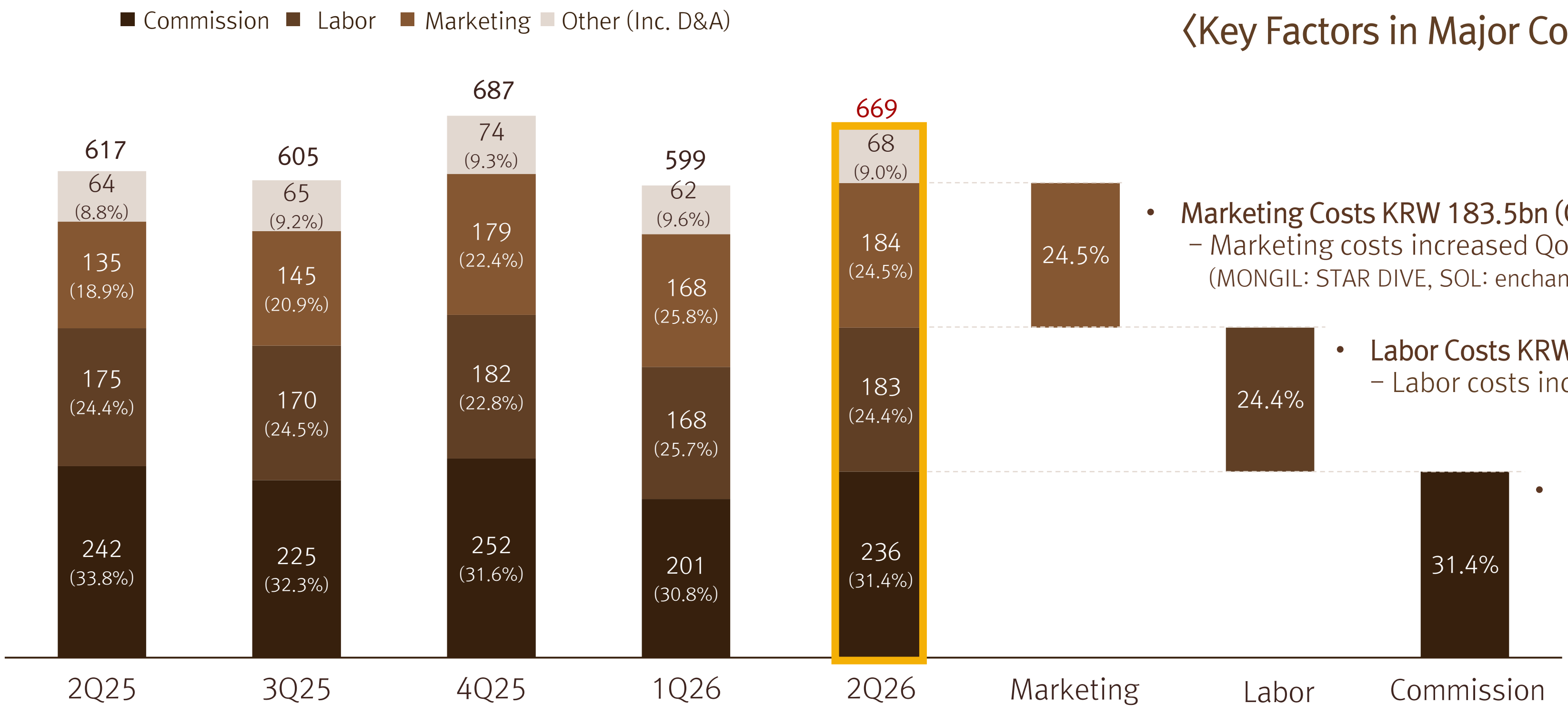
Revenue Breakdown by Genre



MAJOR COST STRUCTURE

[Operating Cost] KRW 669.1bn (QoQ 11.8% ▲ / YoY 8.5% ▲)

(Unit: KRW bn)



〈Key Factors in Major Cost Changes〉

- Marketing Costs KRW 183.5bn (QoQ 9.1% ▲ / YoY 35.5% ▲)
  - Marketing costs increased QoQ due to the launch of new titles (MONGIL: STAR DIVE, SOL: enchant, etc.)
- Labor Costs KRW 182.5bn (QoQ 8.9% ▲ / YoY 4.3% ▲)
  - Labor costs increased QoQ as a result of a salary increase
- Commission KRW 235.6bn (QoQ 17.3% ▲ / YoY 2.8% ▼)
  - Commission-to-revenue ratio increased QoQ, driven by a higher revenue mix of external IP games

※ 2Q26 Other Cost: D&A KRW 31.9bn, Other fees KRW 35.6bn

* Proportion to the revenue (%)

NEW LINEUPS

- In 2H26, 3 new games including Solo Leveling: KARMA, Shangri-La Frontier: The Seven Colossi and PROJECT AEGIS are set to launch

Mobile PC Console

2H26

Solo Leveling: KARMA	Shangri-La Frontier: The Seven Colossi	PROJECT AEGIS
		
Global	Japan	Global
Roguelite Action RPG	Collectible RPG	Collectible RPG

Consolidated Income Statement

(KRW bn)	2Q25	3Q25	4Q25	1Q26	2Q26
Revenue	718	696	798	652	749
Commission	242	225	252	201	236
Labor Cost	175	170	182	168	183
Marketing Cost	135	145	179	168	184
Other Costs (exc. D&A)	34	33	36	31	36
EBITDA	131	122	149	84	112
Margin (%)	*18.3%*	*17.6%*	*18.7%*	*12.9%*	*14.9%*
D&A	30	32	38	31	32
Operating Income	101	91	111	53	80
Margin (%)	*14.1%*	*13.1%*	*13.9%*	*8.1%*	*10.7%*
Non-Operating Income&Cost	89	(35)	(108)	224	185
Pre-tax Profit	190	56	3	277	266
Tax	30	15	53	66	62
Net Profit	160	41	(50)	211	204
Net Profit (controlling)	160	38	(48)	210	198
Margin (%)	*22.3%*	*5.4%*	*-6.1%*	*32.2%*	*26.4%*

Consolidated Statement of Financial Position

(KRW bn)	2Q25	3Q25	4Q25	1Q26	2Q26
Current Assets	1,110	1,119	1,257	1,342	1,292
Cash and Cash Equivalents	513	591	689	756	810
Accounts Receivable	271	258	281	260	298
Other Current Financial Assets	238	191	188	245	98
Other Current Assets	88	79	99	81	87
Non-Current Assets	6,715	6,861	6,837	6,980	6,885
Investment Assets	2,963	3,028	3,052	3,075	3,172
Intangible Assets	2,863	2,937	2,858	2,977	2,993
Tangible Assets	440	453	454	452	328
Other Non-Current Assets	450	443	473	475	392
Total Assets	7,825	7,980	8,094	8,322	8,177
Current Liabilities	1,617	1,770	1,901	1,955	1,518
Accounts Payable	25	22	24	19	30
Short-term Debt	750	736	761	763	306
Other Current Financial Liabilities	534	675	730	793	701
Other Current Liabilities	308	338	386	380	481
Non-Current Liabilities	748	751	701	555	637
Other Non-Current Financial Liabilities	475	487	439	295	368
Other Non-Current Liabilities	273	264	261	259	270
Total Liabilities	2,365	2,521	2,601	2,510	2,155
Total Equity	5,460	5,459	5,492	5,812	6,022

Thank You