Disclaimer

Financial statements included in this document are consolidated results of KRAFTON, Inc. (the “Company”) and its subsidiaries and have been prepared in accordance with K-IFRS.

Financial results and operational performance included herein have been prepared for investors’ convenience only and have not been audited by an independent auditor; as such, certain part(s) of this presentation are subject to change, upon completion of the audit review.

Company makes no representations as to the accuracy or completeness of the information herein, nor does the Company assume any duty to update any information, given that this presentation has been prepared based on currently available data.

Company shall not have any liability for any loss arising from any use of this presentation or its contents or otherwise arising in connection with this presentation, as this should not be construed to be related to any investment decision making and shall not be used for any legal proceedings.
2022 Growth Strategy
Our Core : Games

- Games-as-a-Service: Boost player engagement and improve efficiency of the live service
- New Titles
  - Project M and The Callisto Protocol are scheduled to launch in '22

Beyond the Game

- Expanding into new areas where KRAFTON’s game production capabilities can be leveraged (Virtual Human, Deep Learning, Web 3.0/NFT, VR, etc.)

“The Potential”

- A new program that encourages a constant flow of small and quick trials/challenge-taking
  - A team of max 20 people can try out new project ideas for one year and undergo user testing
Boost Play Engagement and Improve Operational Efficiency for the Three Most Important PUBG Games

“Battlegrounds for All”
The transition to F2P led to improved new user care and monetization efficiency, making PUBG a game that is even more loved in the long run.

“Repositioning”
Set a clearly distinctive position in the market with a focus on hardcore/proficient players to expand the service and make it sustainable.

“Further grow PUBG fandom”
Strengthen the fandom by constantly updating fresh content and creating continued momentum.
KRAFTON Pipeline: 2022 and Beyond

Defense Derby
Rising Wings
Real-time strategic defense
Targeting the first half of 2022 for a soft launch

Project M
Unknown Worlds
Turn-based strategy
Targeting the second half of 2022 for an Early Access

Project Biringam
KRAFTON HQ
Open world PvP shooter
Targeting 2023 for an Early Access

Project Black Budget
PUBG Studios
PvPvE Looter Shooter
TBD

Road to Valor: Empires
DreaMotion
Real-time strategic simulation
Targeting the first half of 2022 for a global launch

The Callisto Protocol
Striking Distance Studios
Action/Horror
Targeting the second half of 2022 for launch

Project FF
Bluehole Studio
Hero Collector RPG
Targeting 2023 for launch

Project Windless
KRAFTON HQ
The Bird that Drinks Tears
TBD

Note: (1) Title names and launch schedule are subject to change.
Expandable Areas Leveraging KRAFTON’s Game Production Capabilities

- **Virtual Reality (VR)**
  - A platform that allows a fully immersive experience that goes beyond gamers and can offer expanded interactive content to a broader audience
  - The market is still young to reach mainstream popularity, but the COVID pandemic and the rise of the Oculus Quest 2 install base has grown the VR market into a size that is worthy of making small-scale attempts
    - Devices sold in 2021: PS5 around 12M, Xbox Series around 8M, Oculus Quest 2 around 7M

- **Deep Learning**
  - Internalizing generation technology, which is key to developing a virtual human
    - Text-to-Speech / Speech-to-Text
    - Open-Domain Conversation
    - Vision / Character Generation & Animation

- **Web 3.0 & NFT**
  - Has the unique trait of an open API that allows for payment (asset transfer) that facilitates a network effect
  - The role of traditional platforms have further shrunken down due to ecosystems where more power is shared to creators and consumers
  - Gaming companies must be able to provide new value to gamers and creators in the new Web 3.0 environment and this must be based on fun games
New Projects within the Web 3.0 & NFT Area

Web 3.0 Business Direction

- **Fun**
  We have come a long way as a gaming company and while we continue to do what we do best, we will also nurture a C2E ecosystem wherein fresh content is created endlessly.

- **Community-driven**
  We will grow together alongside a community centered around core fans and set priorities in alignment with them.

- **Cooperation**
  We will collaborate with a variety of partners to create and operate a scalable ecosystem.

New Web 3.0 Projects

- **User-Generated Metaverse Platform**

- **Create a high quality metaverse with content production tools based on the Unreal Engine**

- **Activate a creator economy based on NFT**
“The Potential” - A New Program that Encourages a Constant Flow of Small and Quick Trials/Challenge-Taking

A max 20-person team

Able to set up a team with up to 20 like-minded colleagues

1 year

Aiming to produce a build within 1 year that is worthy of user testing
- The monthly milestone review on the 12th month will determine whether the build will be opened for user testing

User Test

Support is offered to conduct user tests (soft launch) to verify the core gameplay/fun
- If the build passes the user test hurdle, it will get a chance to be greenlit as an official new project via THE NEW process

Key Direction

- Spirit: quickly taking on meaningful challenges on a small scale
- A streamlined process, so that more trials can be continued
- Going beyond traditional forms of games and expanding new tech areas such as Web 3.0/NFT games
1Q22 Highlights
2022 1Q Results at a Glance

**KEY PERFORMANCE**

- **User Engagement**: Expanded User Base and Loyalty
- **Live Service**: Diversified Content & Dev
- **Monetization**: Improved Sales Efficiency

**KEY FINANCIAL HIGHLIGHTS**

- **PUBG IP Revenue\(^{(1)}\)**: +17% YoY
- **Revenue**: +14% YoY
- **Operating Profit**: +37% YoY

Note: (1) Revenue is the total of PUBG PC, Console, Mobile, BGMI, and New State
Looking Ahead Next 10+ Years, Successful F2P, Full-Packed Live Service, and Increased Traffic will Further Solidify Growth
Continued Growth from PUBGM, BGMI with Diversifying BM and Content, Fresh BR Experience from New State via New Map

**Mobile**

Continued Growth from PUBGM, BGMI with Diversifying BM and Content, Fresh BR Experience from New State via New Map

- **Stronger Traffic Retention & Monetization**
  - Collaboration with premium brand/IPs
  - “Strengthened Live Service Efficiency”
  - Premium skin & collaboration, fancy visual effects

- **Localized Strategy Specialized for India**
  - Localized BM & marketing targeting Indian users
  - “Increased Revenue Contribution”
  - Successful live service and revenue increase in India

- **Increased Playtime with Fast Paced BR**
  - Repositioning the core gameplay
  - “New Battle Royale Experience”
  - Differentiate New State through large-scale updates
Growing Global Presence with Highly Immersive, yet Different New Titles from Independent Studios in North America

Project M
Unknown Worlds

- A turn-based strategy game set in a Sci-Fi world (PC, Mobile)
- Following the ‘Easy-to-Learn, Hard-to-Master’ formula, aiming to be a game that is fun to watch others play
- Unique gaming experience created by Subnautica dev, Unknown Worlds!
- Targeting the second half of ’22 for Early Access

Quad A (AAAA), All day!
- Highest level of quality + maximum horror experience + distinguished action mechanics
- Targeting the second half of ’22 for launch
New Growth (II) – Special Project 2 (SP2), Deep Learning

Leveraging Our Core Strength and R&D in Deep Learning into Both Gaming/Non-Gaming, Investing More on Global Deep Tech

**SP2 → New Era of Gaming**

**Deep Learning R&D → Impacting Non-Gaming Areas with Virtual Human & Chatbot**

**Foundation Model**
- KOR language model (GPT-3)
- Completed 13bn parameter sized model learning
- Applicable to various fields

**Project Wilson & VR**
- KOR / ENG chatbot technology
- Open domain conversation
- Hyper-real 3D avatar creation

**Project Beluga**
- Best KOR TTS tech in Korea
- Production of audio content
- To be released during 2022

**Virtual Human**
- GPT-3 based chatbot
- Best voice AI tech in Korea
- Animation for hyper-real 3D avatar character

**Unannounced Projects**
- 10 AI/Deep learning based games
- New gameplay and user experience

"Continue R&D in Foundation Model, Achieve Multi-Modality to Create More Immersive Interactive Experience"
New Growth (III) – Web 3.0, NFT Metaverse Platform

To Provide New Value for Gamers & Creators thru Content Production Tools where Fresh Interactive Content is Created Endlessly

- **Profitability**, rewards on value
- **Uniqueness**, proving originality
- **Convenience**, lowering the bar in creation and entry barrier

**C2E Content Ecosystem**

- **Content User & Consumer**
- **CREATOR**
- **KRAFTON**
  - Technology and Platform
  - Setting up the JV with NaverZ
  - Team of Unreal Engine Specialists
  - Developing sandbox tools

**New Fun**

**Sustainability**

**Crypto**

**Shopping**
- Brand Showroom

**Entertainment**
- Avatar used as entertainment experience

**Social Platform**

**Brand / IP**
1Q22 Financials

Revenue  KRW 523.0bn (+13.5% YoY, +17.8% QoQ)
Sustained growth momentum of PUBG, on back of accumulated game development and global service expertise, led to another record high quarterly revenue

Operating Profit  KRW 311.9bn (+37.3% YoY, +625.5% QoQ)
High YoY and QoQ growth driven by solid revenue and cost normalization

Net Profit  KRW 245.2bn (+26.4% YoY, +3,829.7% QoQ)

Note: (1) One-off related to share-based payment expenses (W60.9bn), (2) Impairment losses for intangible assets (W26.5bn)
Revenue Breakdown

Revenue  KRW 523.0bn (+13.5% YoY, +17.8% QoQ)

• (PC) KRW 106.1bn (+60.6% YoY, -7.2% QoQ)
  High YoY growth backed by new BM expansion, yet, QoQ declined due to the impact of free G-Coin distributed thru Starter Pack sales and legacy user rewards
• (Mobile) KRW 395.9bn (+4.5% YoY, +30.4% QoQ)
  YoY and QoQ growth driven by the improvement in user engagement and sales efficiency, strong live service structure

<table>
<thead>
<tr>
<th>PC</th>
<th>Mobile</th>
<th>Console / Others</th>
</tr>
</thead>
<tbody>
<tr>
<td>1Q21</td>
<td>2Q21</td>
<td>3Q21</td>
</tr>
<tr>
<td>PUBG, Subnautica, Below Zero and more</td>
<td>PUBGM, BGMI, New State, Technology Service and more</td>
<td>PUBG, Subnautica, Below Zero, Esports and more</td>
</tr>
<tr>
<td>66.1</td>
<td>88.6</td>
<td>129.5</td>
</tr>
</tbody>
</table>
# Expense Breakdown

## Operating Costs  
**KRW 211.1bn (-9.7% YoY, -47.4% QoQ)**

- **(Personnel) KRW 110.5bn (+30.5% YoY, +16.6% QoQ)**
  - YoY and QoQ rose on the increase in headcount from business expansion, employees subject to performance incentives, and inclusion of consolidated subsidiaries.

- **(Paid Commissions) KRW 55.9bn (-26.5% YoY, -52.6% QoQ)**
  - Sharp YoY and QoQ decline due to the absence of global-scale eSport events (PGI.S in 1Q21, PGC in 4Q21).

<table>
<thead>
<tr>
<th>KRW bn</th>
<th>1Q21</th>
<th>2Q21</th>
<th>3Q21</th>
<th>4Q21</th>
<th>1Q22</th>
<th>YoY</th>
<th>QoQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating Costs</td>
<td>233.8</td>
<td>285.2</td>
<td>326.6</td>
<td>401.0</td>
<td>211.1</td>
<td>-9.7%</td>
<td>-47.4%</td>
</tr>
<tr>
<td>% of Revenue</td>
<td>50.7%</td>
<td>62.1%</td>
<td>62.6%</td>
<td>90.3%</td>
<td>40.4%</td>
<td>-10.4%p</td>
<td>-50.0%p</td>
</tr>
<tr>
<td>Personnel</td>
<td>84.7</td>
<td>93.4</td>
<td>80.8</td>
<td>94.8</td>
<td>110.5</td>
<td>30.5%</td>
<td>16.6%</td>
</tr>
<tr>
<td>Platform fees / Cost of Revenue (1)</td>
<td>35.8</td>
<td>40.2</td>
<td>59.6</td>
<td>57.7</td>
<td>51.6</td>
<td>44.2%</td>
<td>-10.6%</td>
</tr>
<tr>
<td>Paid Commissions</td>
<td>76.1</td>
<td>95.3</td>
<td>70.0</td>
<td>118.1</td>
<td>55.9</td>
<td>-26.5%</td>
<td>-52.6%</td>
</tr>
<tr>
<td>Marketing</td>
<td>7.4</td>
<td>8.0</td>
<td>20.5</td>
<td>46.4</td>
<td>17.5</td>
<td>134.8%</td>
<td>-62.3%</td>
</tr>
<tr>
<td>Share-based payment expenses</td>
<td>10.0</td>
<td>27.4</td>
<td>70.6</td>
<td>59.0</td>
<td>(53.2)</td>
<td>-630.8%</td>
<td>-190.3%</td>
</tr>
<tr>
<td>Others</td>
<td>19.8</td>
<td>20.9</td>
<td>25.1</td>
<td>25.1</td>
<td>28.8</td>
<td>46.1%</td>
<td>14.5%</td>
</tr>
<tr>
<td>Operating Profit</td>
<td>227.2</td>
<td>174.2</td>
<td>195.3</td>
<td>43.0</td>
<td>311.9</td>
<td>37.3%</td>
<td>625.5%</td>
</tr>
<tr>
<td>% Margin</td>
<td>49.3%</td>
<td>37.9%</td>
<td>37.4%</td>
<td>9.7%</td>
<td>59.6%</td>
<td>10.4%p</td>
<td>50.0%p</td>
</tr>
<tr>
<td>Adj. EBITDA(2)</td>
<td>252.1</td>
<td>218.2</td>
<td>283.3</td>
<td>120.6</td>
<td>278.1</td>
<td>10.3%</td>
<td>130.6%</td>
</tr>
<tr>
<td>% Margin</td>
<td>54.7%</td>
<td>47.5%</td>
<td>54.3%</td>
<td>27.2%</td>
<td>53.2%</td>
<td>-1.5%p</td>
<td>26.0%p</td>
</tr>
<tr>
<td>Net Profit</td>
<td>194.0</td>
<td>141.3</td>
<td>178.3</td>
<td>6.2</td>
<td>245.2</td>
<td>26.4%</td>
<td>3,829.7%</td>
</tr>
</tbody>
</table>

Note: (1) Platform fees / Cost of Revenue consist of Steam, market commissions, etc.  (2) Adj. EBITDA = EBITDA + Share-based payment expenses
Operating Profit / Adj. EBITDA

Operating Profit  **KRW 311.9bn** (+37.3% YoY, +625.5% QoQ)

Adj. EBITDA  **KRW 278.1bn** (+10.3% YoY, +130.6% QoQ)

- Adj. EBITDA increased 10.3% YoY, with adj. EBITDA margin of 53.2%

---

**Operating Profit**

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Operating Profit (KRW bn)</th>
<th>Operating Margin</th>
</tr>
</thead>
<tbody>
<tr>
<td>1Q21</td>
<td>227.2</td>
<td>49%</td>
</tr>
<tr>
<td>2Q21</td>
<td>174.2</td>
<td>38%</td>
</tr>
<tr>
<td>3Q21</td>
<td>195.3</td>
<td>37%</td>
</tr>
<tr>
<td>4Q21</td>
<td>103.9</td>
<td>23%</td>
</tr>
<tr>
<td>1Q22</td>
<td>43.0</td>
<td>10%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>311.9</strong></td>
<td><strong>60%</strong></td>
</tr>
</tbody>
</table>

**Adj. EBITDA**

<table>
<thead>
<tr>
<th>Quarter</th>
<th>EBITDA (KRW bn)</th>
<th>Share-based payment expenses (KRW bn)</th>
<th>Adj. EBITDA (KRW bn)</th>
<th>Adj. EBITDA Margin</th>
</tr>
</thead>
<tbody>
<tr>
<td>1Q21</td>
<td>252.1</td>
<td>10.0</td>
<td>242.1</td>
<td>55%</td>
</tr>
<tr>
<td>2Q21</td>
<td>218.2</td>
<td>27.4</td>
<td>190.8</td>
<td>47%</td>
</tr>
<tr>
<td>3Q21</td>
<td>283.3</td>
<td>70.6</td>
<td>212.7</td>
<td>54%</td>
</tr>
<tr>
<td>4Q21</td>
<td>120.6</td>
<td>59.0</td>
<td>61.6</td>
<td>27%</td>
</tr>
<tr>
<td>1Q22</td>
<td><strong>278.1</strong></td>
<td><strong>60.9</strong></td>
<td><strong>278.1</strong></td>
<td><strong>(53.2)</strong></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>331.3</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: (1) One-off related to share-based payment expenses (W60.9bn), (2) Adj. EBITDA = EBITDA + Share-based payment expenses.

---
Net Profit

Profit Before Income Tax  KRW 329.6bn (YoY +21.5%, QoQ +785.2%)

Net Profit  KRW 245.2bn (YoY +26.4%, QoQ +3,829.7%)

• Strong net profit growth on increased operating profit and non-operating profit, with net profit margin of 47%

Non-operating Profit & Profit Before Income Tax

<table>
<thead>
<tr>
<th></th>
<th>1Q21</th>
<th>2Q21</th>
<th>3Q21</th>
<th>4Q21</th>
<th>1Q22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-Operating Profit</td>
<td>44.2</td>
<td>(2.4)</td>
<td>74.7</td>
<td>(5.7)</td>
<td>17.8</td>
</tr>
<tr>
<td>Non-Operating Income</td>
<td>53.7</td>
<td>5.4</td>
<td>86.3</td>
<td>23.9</td>
<td>43.7</td>
</tr>
<tr>
<td>Other Income</td>
<td>52.8</td>
<td>4.7</td>
<td>82.3</td>
<td>18.6</td>
<td>37.0</td>
</tr>
<tr>
<td>Finance Income</td>
<td>0.8</td>
<td>0.7</td>
<td>4.0</td>
<td>5.3</td>
<td>6.7</td>
</tr>
<tr>
<td>Non-Operating Expense</td>
<td>9.5</td>
<td>7.7</td>
<td>11.7</td>
<td>29.7</td>
<td>25.9</td>
</tr>
<tr>
<td>Other Expense</td>
<td>7.8</td>
<td>5.7</td>
<td>9.9</td>
<td>28.2</td>
<td>24.3</td>
</tr>
<tr>
<td>Finance Expense</td>
<td>1.7</td>
<td>2.1</td>
<td>1.8</td>
<td>1.5</td>
<td>1.7</td>
</tr>
<tr>
<td>Profit Before Income Tax</td>
<td>271.4</td>
<td>171.8</td>
<td>269.9</td>
<td>37.2</td>
<td>329.6</td>
</tr>
</tbody>
</table>

Net Profit

KRW bn

• Strong net profit growth on increased operating profit and non-operating profit, with net profit margin of 47%

Note: (1) Impairment losses for intangible assets (W26.5bn)
## Summary of Financial Statements

### Consolidated Income Statement

<table>
<thead>
<tr>
<th>KRW bn</th>
<th>1Q21</th>
<th>2Q21</th>
<th>3Q21</th>
<th>4Q21</th>
<th>1Q22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Revenue</td>
<td>461.0</td>
<td>459.3</td>
<td>521.9</td>
<td>444.0</td>
<td>523.0</td>
</tr>
<tr>
<td>Operating Costs</td>
<td>233.8</td>
<td>285.2</td>
<td>326.6</td>
<td>401.0</td>
<td>211.1</td>
</tr>
<tr>
<td>Operating Profit</td>
<td>227.2</td>
<td>174.2</td>
<td>195.3</td>
<td>43.0</td>
<td>311.9</td>
</tr>
<tr>
<td>EBITDA</td>
<td>242.1</td>
<td>190.8</td>
<td>212.7</td>
<td>61.6</td>
<td>331.3</td>
</tr>
<tr>
<td>Adj. EBITDA</td>
<td>252.1</td>
<td>218.2</td>
<td>283.3</td>
<td>120.6</td>
<td>278.1</td>
</tr>
<tr>
<td>Non-operating Profit</td>
<td>44.2</td>
<td>(2.4)</td>
<td>74.7</td>
<td>(5.7)</td>
<td>17.8</td>
</tr>
<tr>
<td>Other Income</td>
<td>52.8</td>
<td>4.7</td>
<td>82.3</td>
<td>18.6</td>
<td>37.0</td>
</tr>
<tr>
<td>Other Expenses</td>
<td>7.8</td>
<td>5.7</td>
<td>9.9</td>
<td>28.2</td>
<td>24.3</td>
</tr>
<tr>
<td>Finance Income</td>
<td>0.8</td>
<td>0.7</td>
<td>4.0</td>
<td>5.3</td>
<td>6.7</td>
</tr>
<tr>
<td>Finance Expenses</td>
<td>1.7</td>
<td>2.1</td>
<td>1.8</td>
<td>1.5</td>
<td>1.7</td>
</tr>
<tr>
<td>Profit before Income Tax</td>
<td>271.4</td>
<td>171.8</td>
<td>269.9</td>
<td>37.2</td>
<td>329.6</td>
</tr>
<tr>
<td>Income Tax</td>
<td>77.4</td>
<td>30.5</td>
<td>91.6</td>
<td>31.0</td>
<td>84.4</td>
</tr>
<tr>
<td>Net Profit</td>
<td>194.0</td>
<td>141.3</td>
<td>178.3</td>
<td>6.2</td>
<td>245.2</td>
</tr>
</tbody>
</table>

### Consolidated Statement of Financial Position

<table>
<thead>
<tr>
<th>KRW bn</th>
<th>1Q21</th>
<th>2Q21</th>
<th>3Q21</th>
<th>4Q21</th>
<th>1Q22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current Assets</td>
<td>1,440.6</td>
<td>1,554.8</td>
<td>4,441.2</td>
<td>3,653.7</td>
<td>3,715.7</td>
</tr>
<tr>
<td>Cash and Cash Equivalents</td>
<td>750.2</td>
<td>624.5</td>
<td>3,593.9</td>
<td>3,019.3</td>
<td>1,952.8</td>
</tr>
<tr>
<td>Non-current Assets</td>
<td>657.1</td>
<td>735.7</td>
<td>863.0</td>
<td>1,981.4</td>
<td>2,054.2</td>
</tr>
<tr>
<td>Total Assets</td>
<td>2,097.7</td>
<td>2,290.5</td>
<td>5,304.2</td>
<td>5,635.1</td>
<td>5,769.9</td>
</tr>
<tr>
<td>Current Liabilities</td>
<td>509.7</td>
<td>532.0</td>
<td>574.1</td>
<td>638.2</td>
<td>529.4</td>
</tr>
<tr>
<td>Non-current Liabilities</td>
<td>166.9</td>
<td>188.9</td>
<td>210.0</td>
<td>388.7</td>
<td>393.7</td>
</tr>
<tr>
<td>Total Liabilities</td>
<td>676.6</td>
<td>720.8</td>
<td>784.2</td>
<td>1,026.9</td>
<td>923.1</td>
</tr>
<tr>
<td>Paid-in Capital</td>
<td>4.3</td>
<td>4.3</td>
<td>4.9</td>
<td>4.9</td>
<td>4.9</td>
</tr>
<tr>
<td>Capital Surplus</td>
<td>1,003.8</td>
<td>1,065.6</td>
<td>3,837.2</td>
<td>3,839.1</td>
<td>1,474.1</td>
</tr>
<tr>
<td>Other Components of Equity</td>
<td>181.1</td>
<td>126.5</td>
<td>126.2</td>
<td>206.3</td>
<td>155.1</td>
</tr>
<tr>
<td>Retained Earnings</td>
<td>232.0</td>
<td>373.3</td>
<td>551.6</td>
<td>557.8</td>
<td>3,212.7</td>
</tr>
<tr>
<td>Non-controlling Interests</td>
<td>0.0</td>
<td>0.0</td>
<td>0.1</td>
<td>0.1</td>
<td>0.1</td>
</tr>
<tr>
<td>Total Equity</td>
<td>1,421.1</td>
<td>1,569.7</td>
<td>4,520.0</td>
<td>4,608.2</td>
<td>4,846.8</td>
</tr>
</tbody>
</table>
Our Vision

WHY
We believe games will become the world’s **most powerful medium**.

HOW
Based on our **creativity**, steadfast dedication toward **new challenges** and **technological development**,

WHAT
We will further **expand our original IPs** and build **immersive, virtual worlds**, where our fans play together and share fun moments.

We will meet everyone in the world we are building.
THE FALLEN CITY AWAITS