



Investor Presentation

Q1 2015

May 14, 2015

NEXON Co., Ltd.

Owen Mahoney

President and Chief Executive Officer

Q1: Steady Headway Against Our Strategy

- Strong execution in China and Korea, particularly around the Lunar New Year high-season and into March
 - China: *Dungeon&Fighter* rebounded over the course of the quarter after a slower early start of the Lunar New Year update
 - Korea: strong execution in a highly competitive market. Solid performance of existing games. Strengthened mobile pipeline with acquisition of Boolean Games
- Japan: Continued focus on improvement
 - Announced co-development deal with SQUARE ENIX to develop mobile game version of legendary MMORPG *FINAL FANTASY XI*
 - *LINE Cross Legion* (Japan service of *Legion of Heroes*): Completed CBT¹ in Japan, commercial launch in Q2
- High-quality launches on track – and many more to come
 - *DomiNations* launched in North America and Europe – achieved 6 million downloads; strong retention rate
 - *Top of Tanker* (Chinese title: 我叫MT2) launched in Korea, consistently ranked around top 10 of Korea Google Play Top Grossing
 - *MapleStory2* completed its final CBT in Korea
 - Announced release of *Dungeon&Fighter* mobile in China through Tencent – mobile version of one of China's largest PC titles

¹ CBT (Closed Beta Test): A trial period during which the trial model (beta version) of a game is tested by a limited number of users or groups.

Shiro Uemura

Chief Financial Officer

Q1 2015 Results

Q1 Highlights

- Revenues were ¥52.0 billion, up 9% year-over-year on an as-reported basis, down 1% on a constant currency basis; operating income was ¥22.2 billion, up 5% year-over-year
- Revenues and operating income exceeded the high end of our outlook
 - Revenue outperformance was primarily driven by strong results from China and Korea in latter half of February and March
 - China: *Dungeon&Fighter* rebounded and built momentum from a slower early start of 2/10 Lunar New Year update, supported by strong operations
 - Korea: existing PC and mobile titles performed well driven by well-received content updates, promotion and item sales, especially during Lunar New Year holiday
 - Operating income outperformance was driven primarily by
 - Stronger-than-expected revenues from China and Korea
 - Lower-than-expected marketing spending
 - Lower HR costs, particularly headcount and employee benefits
- Net income¹ was ¥18.5 billion, up 15% year-over-year. Net income outperformance was primarily due to stronger-than-expected operating income

¹ Net income refers to net income attributable to owners of the parent, as stated in Nexon's consolidated financial results

Q1 Financial Results

(Unit: ¥ millions, except per share data)

	Q1 2014	Q1 2015 Outlook		Q1 2015	YoY %
		Low end	High end		
Revenues	¥47,491	¥44,259	¥47,728	¥51,972	9%
PC ¹	40,297	36,859	39,641	43,602	8%
Mobile	7,194	7,400	8,087	8,370	16%
Japan	6,100			4,487	(26%)
ex-Japan	1,094			3,883	255%
Operating income	21,171	14,715	18,138	22,219	5%
Net income²	16,144	12,793	15,669	18,539	15%
 Earnings per share	 36.74	 29.66	 36.33	 43.05	
 Cash and cash equivalents	 149,040			 120,990	
 Exchange rates					
100 KRW/JPY	9.63	10.55	10.55	10.85	
CNY/JPY	16.83	18.59	18.59	19.32	
USD/JPY	102.78	114.54	114.54	119.09	

¹ PC revenue includes revenues other than PC / mobile revenues

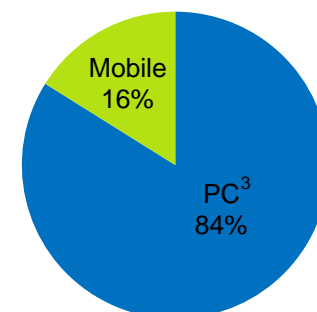
² Net income refers to net income attributable to owners of the parent, as stated in Nexon's consolidated financial results.

Regional Revenues

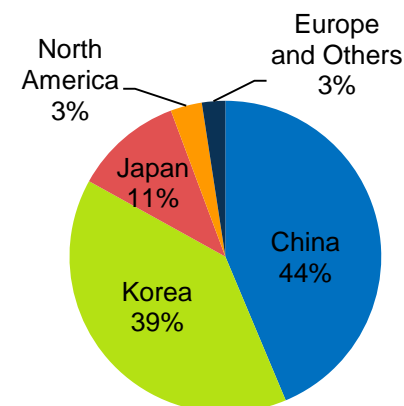
(Unit: ¥ millions)

	Q1 2014	Q1 2015		YoY % Change	
		(As-Reported)	(Constant Currency)	(As-Reported)	(Constant Currency)
Revenue by Region¹					
China	¥21,302	¥22,697	¥20,131	7%	(5%)
Korea	15,251	20,464	18,161	34%	19%
Japan	8,121	5,858	5,858	(28%)	(28%)
North America	1,345	1,695	1,464	26%	9%
Europe and Others ²	1,472	1,258	1,194	(15%)	(19%)
Nexon Total	47,491	51,972	46,808	9%	(1%)
Revenue by Platform					
PC ³	40,297	43,602	38,883	8%	(4%)
Mobile	7,194	8,370	7,925	16%	10%
Japan	6,100	4,487	4,487	(26%)	(26%)
ex-Japan	1,094	3,883	3,438	255%	214%
Nexon Total	47,491	51,972	46,808	9%	(1%)
FX Rate					
100 KRW/JPY	9.63	10.85	9.63		
CNY/JPY	16.83	19.32	16.83		
USD/JPY	102.78	119.09	102.78		

Q1 2015 Revenue by Platform



Q1 2015 Revenue by Region¹



¹ Based on the regions in which revenues originate; not a representation of revenues according to Nexon entities.

² Europe and Others includes other Asian countries and South American countries.

³ PC revenue includes revenues other than PC / mobile revenues.

⁴ For the KPIs (MAU, Pay Rate and ARPPU) of PC online games, please refer to appendix of this presentation.

China – Highlights

▪ *Dungeon&Fighter*

- Rebounded and built momentum from a slower early start of 2/10 Lunar New Year update, supported by strong operations
- Well-received content update and item sales in latter half of February and March
- Q1 MAUs decreased quarter-over-quarter
- Paying users flattish quarter-over-quarter



Dungeon&Fighter
“Lunar New Year Update”



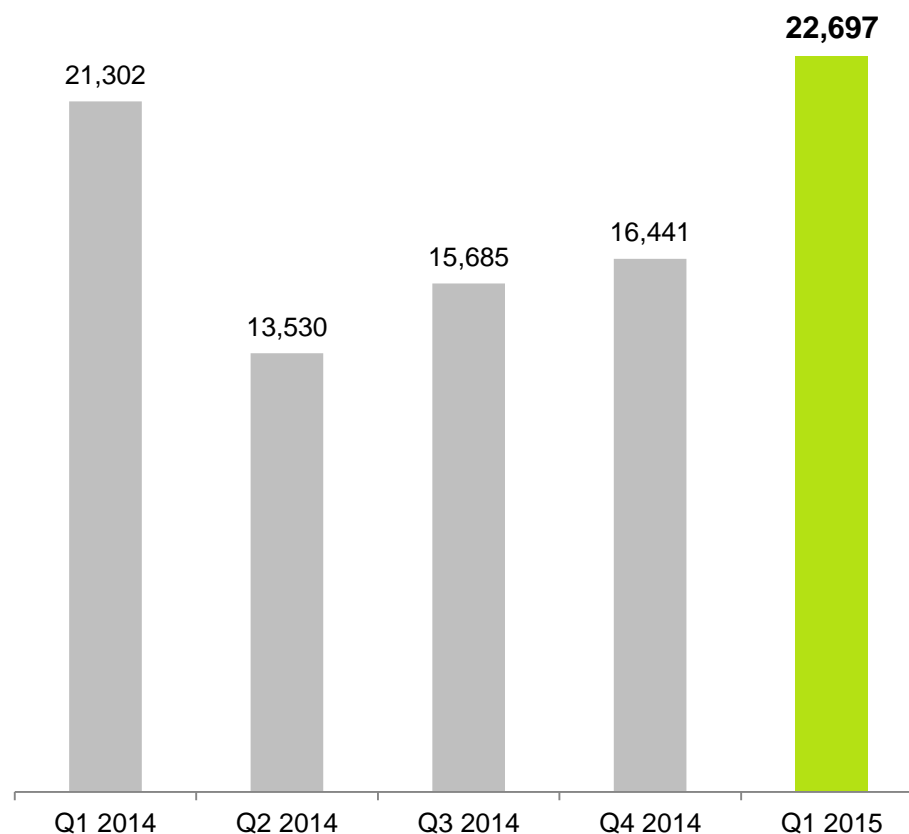
Dungeon&Fighter
Game Play

(Unit: ¥ millions)

YoY% change:

As Reported: **+7%**

Constant Currency: **-5%**



Korea – Highlights

- Strong performance by existing PC and mobile titles driven by well-received content updates and strong item sales in latter half of February and March, especially during Lunar New Year holiday
- Quarter-over-quarter growth from key mobile titles:
 - FIFA Online 3 M*: Lunar New Year item sales well received
 - Legion of Heroes*: large scale 1st anniversary content update (2/12) well received
- Year-over-year growth from key PC titles:
 - Solid performance from *Dungeon&Fighter* and *Sudden Attack*
 - Successful content updates, promotions and item sales
- Conducted CBT for high-quality mobile titles:
 - Mabinogi Duel*: conducted global CBT (March - April)
 - Super Fantasy War*: completed CBT in Korea (March)



Legion of Heroes 1st Anniversary Update



Super Fantasy War

(Unit: ¥ millions)

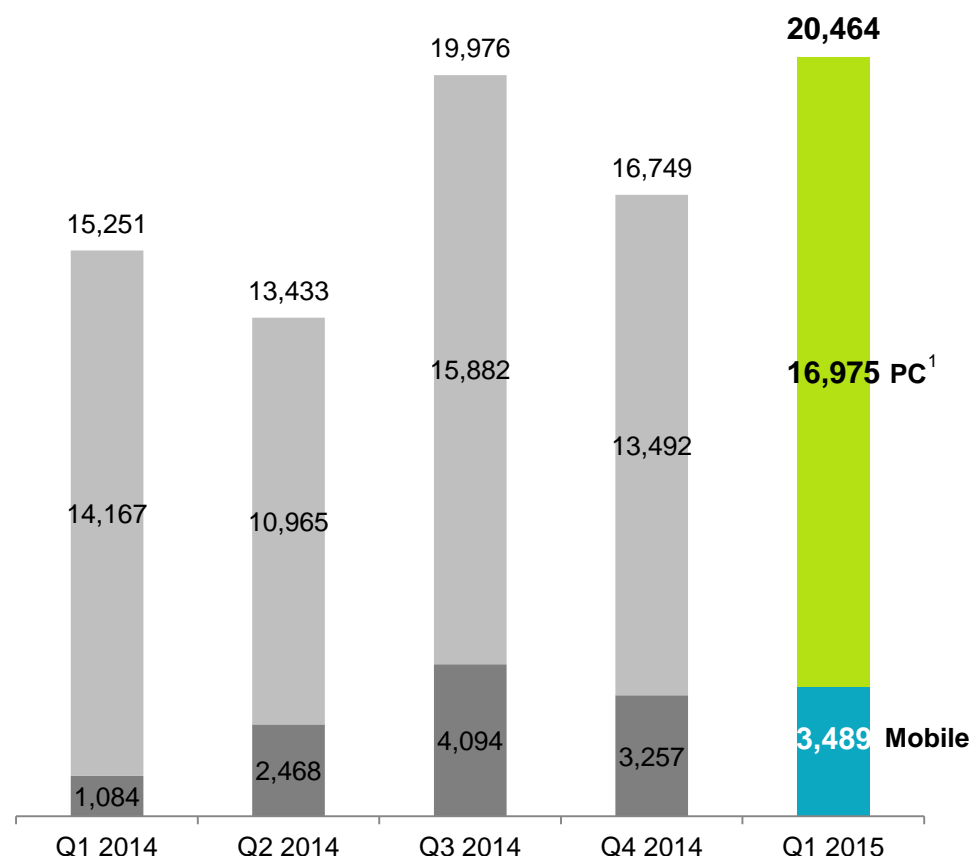
YoY% change:

As Reported:

+34%

Constant Currency:

+19%



¹ PC revenue includes revenues other than PC / mobile revenues.

Japan – Highlights

- Mobile revenue was ¥4.5 billion, down 17% quarter-over-quarter primarily due to declining browser game revenues
- PC¹ revenue was ¥1.4 billion, down 11% quarter-over-quarter
- LINE Cross Legion* (Japan service name of *Legion of Heroes*): completed CBT in Q1
- Announced co-development deal with SQUARE ENIX to develop mobile game version of legendary MMORPG *FINAL FANTASY XI*
- Remains an area of management focus



LINE Cross Legion



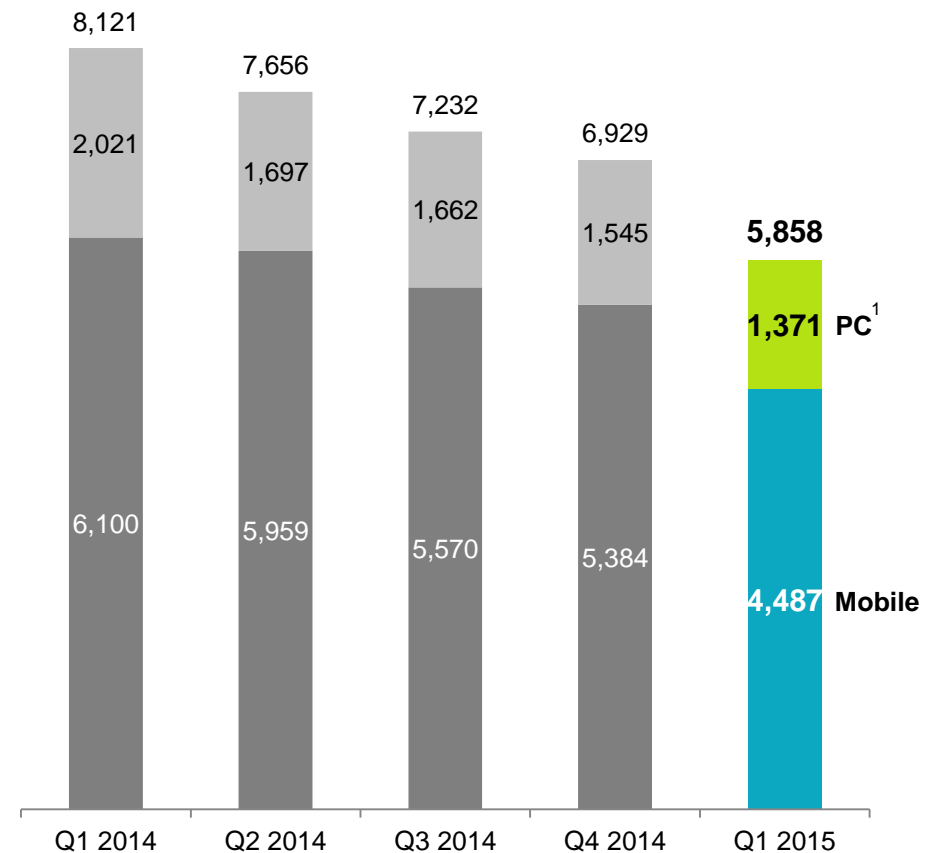
LINE Cross Legion CBT game play

(Unit: ¥ millions)

YoY% change:

As Reported: **-28%**

Constant Currency: **-28%**



¹ PC revenue includes revenues other than PC / mobile revenues.

North America, Europe and Others – Highlights

- North America
 - Year-over-year growth from key PC titles including *Vindictus* and *Dragon Nest* supported by improved operations and marketing
 - *Dirty Bomb*: completed CBT on STEAM¹ in Q1
- Europe and Others
 - Europe: Nexon Europe to relocate from Luxemburg to Berlin, Germany – better access to talent

(Unit: ¥ millions)

YoY% change:

As Reported: **+26%**

Constant Currency: **+9%**

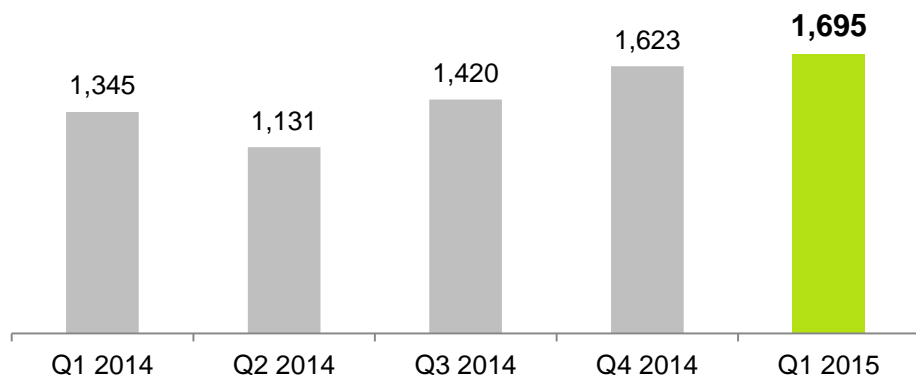
(Unit: ¥ millions)

YoY% change:

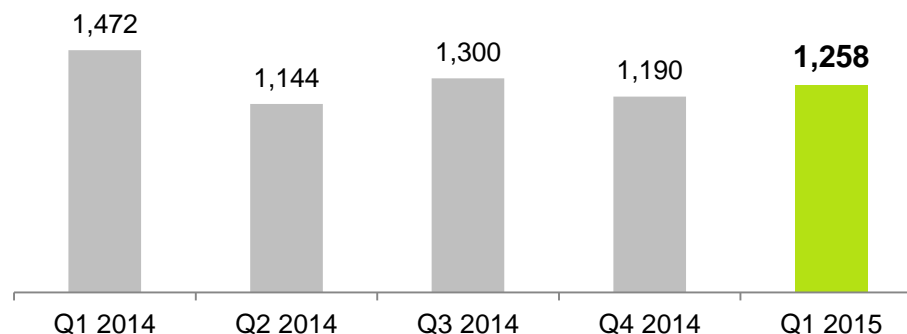
As Reported: **-15%**

Constant Currency: **-19%**

North America



Europe and Others



¹ STEAM is an internet-based computer game distribution, digital rights management, multiplayer, and social networking platform developed / operated by Valve Corporation.

Q2 2015 Outlook

Q2 2015 Business Outlook

(Unit: ¥ millions, except per share data)

- Expect revenues to be up 9% to up 17% year-over-year on an as-reported basis

	Q2 2014	Q2 2015 Outlook		YoY	
Revenues	¥36,894	¥40,254	~ ¥43,000	9% ~ 17%	
PC ¹	28,459	30,058	~ 31,820	6% ~ 12%	
Mobile	8,435	10,196	~ 11,180	21% ~ 33%	
Operating income	9,962	8,805	~ 11,051	(12%) ~ 11%	
Net income²	4,085	7,180	~ 9,463	76% ~ 132%	
Earnings per share	9.33	16.79	~ 22.13		
FX Rate Assumptions					
100 KRW/JPY	9.95	10.85	10.85		
CNY/JPY	16.54	19.32	19.32		
USD/JPY	102.16	119.09	119.09		

- Forex sensitivity: every one Japanese yen move against the U.S. dollar would have the following impact on our financials for the second quarter of 2015³

Revenue	0.31 billion yen
Operating Income	0.09 billion yen

¹ PC revenue includes revenues other than PC / mobile revenues.

² Net income refers to net income attributable to owners of the parent, as stated in Nexon's consolidated financial results.

³ In most situations, the exchange rates of both the South Korean won and the Chinese yuan are linked to the U.S. dollar.

2015 Q2 and Full-Year Regional Outlook



China

Q2

- Expect high single digit to high teens % YoY increase on an as-reported basis
- *Dungeon&Fighter*
 - Labor day update introduced on 4/23
 - 7th year anniversary update scheduled in June
- *Counter-Strike Online 2* (PC) launched on 4/22 from Tiancity

Full-Year

- Preparing for new mobile title launch:
 - *Dungeon&Fighter* Mobile (publisher: Tencent)
 - *Legion of Heroes* (publisher: Chukong)



Japan

Q2

- Expect 30+% YoY decrease on an as-reported basis
- *LINE Cross Legion* (Japan service of *Legion of Heroes*) scheduled for launch

Full-Year

- Scheduled to launch multiple high-quality mobile titles of Nexon group
- gloops to launch several browser / native mobile titles in 2015



Korea

Q2

- Expect high teens to 20+% YoY increase on an as-reported basis
- Mobile
 - *Top of Tanker* launched on 4/14 (Chinese title: 我叫MT2)
 - Scheduled to launch *Mabinogi Duel*, *Tian Long Ba Bu*, *Gwanggaeto the Great*
 - *Super Fantasy War* completed global CBT in April
- PC: conducted 1st CBT for *Ghost in the Shell Online* (April); final CBT for *MapleStory2* (May)

Full-Year

- Multiple PC / mobile titles to be launched in 2015 across genres
- Global launch scheduled for several mobile titles



North America, Europe and Others

Q2

- North America: expect over 3x YoY increase on an as-reported basis
- Europe and Others: expect low teens % YoY decrease on an as-reported basis
- Launched *DomiNations* (mobile) on 4/2
- In North America, *Dirty Bomb* (PC) scheduled for OBT in June

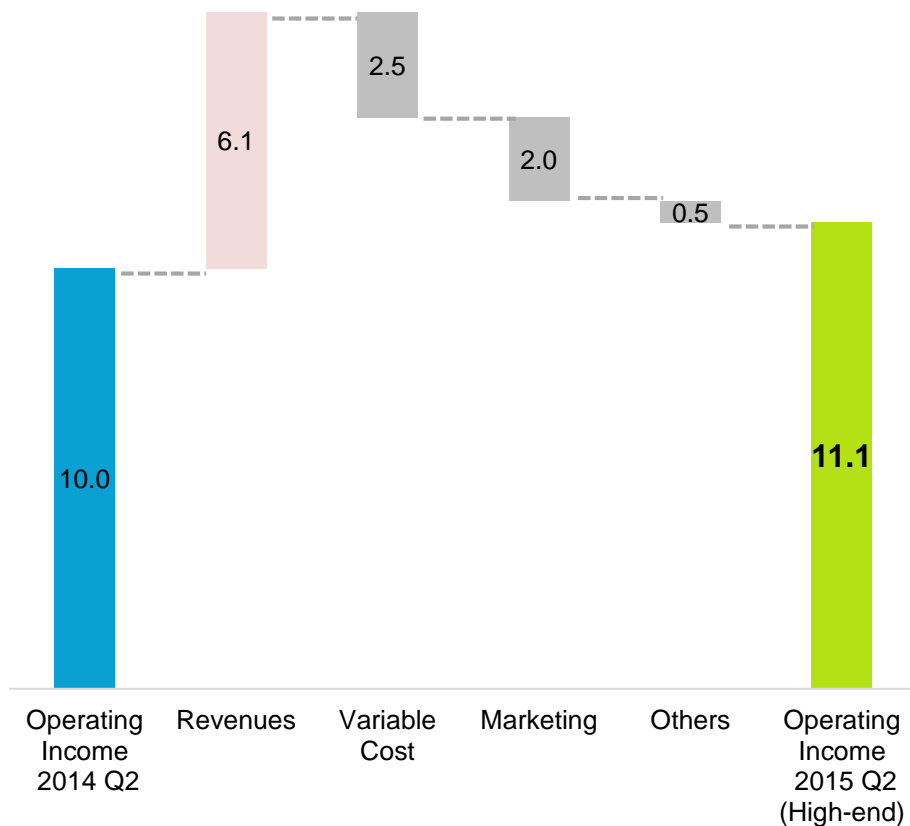
Full-Year

- Multiple mobile titles scheduled for launch from strategic partner studios

Q2 2015 Operating Income Outlook

(Unit: ¥ billions)

YoY Operating Income Comparison









Expect Q2 2015 operating income of ¥8.8 to ¥11.1 billion due to:

- Increase in revenues driven by growth in PC / mobile business
- Increase in variable costs including:
 - Royalty costs associated with third-party licensed games, such as *DomiNations* and *Top of Tanker*
 - PG fee with growth in mobile business
- Increase in marketing cost associated with multiple new title launches, including *DomiNations*

Current Share Repurchase Program

- Announced share repurchase program on February 26th, 2015
- Details of share buyback program:
 - Total number of shares: Up to 8.5 million shares (2.0% of the total number of outstanding shares)
 - Total amount: Up to ¥10 billion
 - Period: From February 27th to May 27th
 - Acquisition method: Purchase at market on the Tokyo Stock Exchange
- Aggregate amount of shares repurchased as of April 30th, 2015
 - Total number of shares acquired: 6,174,900 shares
 - Total amount: ¥8,194,132,488

2015 Tier 1 Content Update Schedule

	Game Title	Q1 2015	Q2 2015	2H 2015
China	 <i>Dungeon&Fighter</i>	Winter Content Update Lunar New Year Update	Labor Day Update 7 th Anniversary Update	Summer Update National Holiday Update
	 <i>Counter-Strike Online</i>	Lunar New Year Update		Summer Update
Korea	 <i>EA SPORTS™ FIFA Online 3</i>	Lunar New Year Update		Summer Update Roster Update
	 <i>MapleStory</i>	MapleStory Ice & Burn Update	12 th Anniversary Update	Summer Update
	 <i>Dungeon&Fighter</i>	Lunar New Year Update	Children's day Package	10 th Anniversary Update Chuseok Package Rare Avatar & Christmas Package
	 <i>Sudden Attack</i>	Winter Update (continued from Q4 2014)	Summer Update	10 th Anniversary Event

¹ The letters, graphics, symbols, logos and other marks shown in this material are trademarks or registered trademarks owned by respective right holders.

Unmatched Pipeline¹(1)

1H 2015

2H 2015 and onward

PC Online



Counter Strike Online 2



MapleStory2



Ghost in the Shell Online



Sudden Attack 2



Blue Streak by Boss Key Productions

Mobile



DomiNations



Mabinogi Duel



Rebellion by Envision Entertainment

ENVISION
ENTERTAINMENT



Legacy Quest by Social Spiel



Final Fantasy XI Mobile



Top of Tanker



Gwanggaeto the Great



Super Fantasy War



Dungeon & Fighter Mobile



Lego® Mobile



LINE Cross Legion (Japan service of Legion of Heroes)



Tian Long Ba Bu



Durango

¹ Chart is illustrative excerpt pipeline.

² The letters, graphics, symbols, logos and other marks shown in this material are trademarks or registered trademarks owned by respective right holders.

Unmatched Pipeline (2)

PC Online Game

MapleStory2 (in-house, Korea / China)



Ghost in the Shell Online (in-house, global)



¹ The letters, graphics, symbols, logos and other marks shown in this material are trademarks or registered trademarks owned by respective right holders.

Unmatched Pipeline (3)

Mobile Games

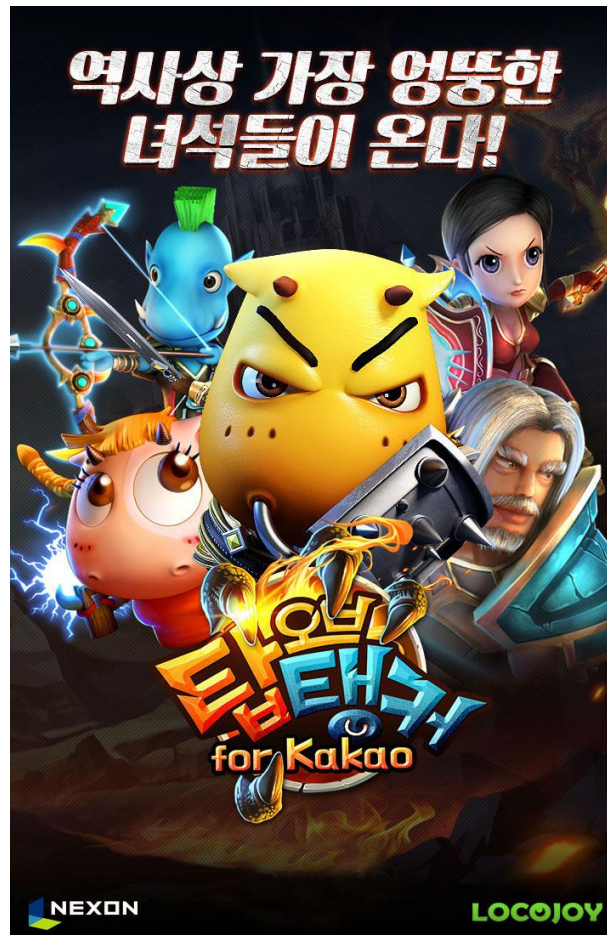
*DomiNations*¹ (publishing, global)



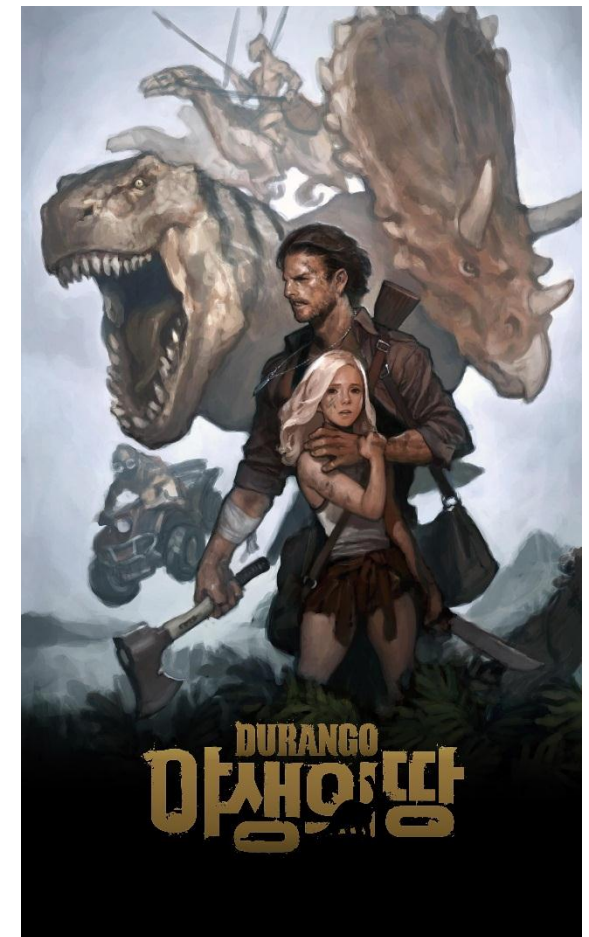
Mabinogi Duel (in-house, global)



Top of Tanker (publishing, Korea)



Durango (in-house, global)



¹ Title from strategic partnership studio

² The letters, graphics, symbols, logos and other marks shown in this material are trademarks or registered trademarks owned by respective right holders.

Appendix

Summary of Results and Key Operational Metrics

(Unit: ¥ millions except per share data)

	Q1 2014	Q2 2014	Q3 2014	Q4 2014	Q1 2015	YoY%
<i>(By Region)</i>						
China	¥21,302	¥13,530	¥15,685	¥16,441	¥22,697	7%
Korea	15,251	13,433	19,976	16,749	20,464	34%
Japan	8,121	7,656	7,232	6,929	5,858	(28%)
North America	1,345	1,131	1,420	1,623	1,695	26%
Europe and Others	1,472	1,144	1,300	1,190	1,258	(15%)
<i>(By Business)</i>						
PC online ¹	40,297	28,459	35,931	34,041	43,602	8%
Mobile	7,194	8,435	9,682	8,891	8,370	16%
<i>Japan</i>	6,100	5,959	5,570	5,384	4,487	(26%)
<i>ex-Japan</i>	1,094	2,476	4,112	3,507	3,883	255%
Revenue	47,491	36,894	45,613	42,932	51,972	9%
Operating income/(loss)	21,171	9,962	15,124	(748)	22,219	5%
Net income/(loss)²	16,144	4,085	13,585	(4,498)	18,539	15%
Earnings/(loss) per share	36.74	9.33	31.49	(10.45)	43.05	
Cash and deposits	149,040	140,157	114,155	117,729	120,990	
FX rate						
100 KRW/JPY	9.63	9.95	10.15	10.55	10.85	
CNY/JPY	16.83	16.54	16.87	18.59	19.32	
USD/JPY	102.78	102.16	103.92	114.54	119.09	
Key Performance (Excluding Mobile)						
MAU (millions)	55.9	51.9	52.7	50.5	48.9	
Pay Rate	11.0%	10.2%	9.7%	9.3%	10.0%	
ARPPU (as-reported)	3,639	2,781	3,476	3,776	4,805	

¹ PC revenue includes revenues other than PC / mobile revenues

² Net income/(loss) refers to net income / (loss) attributable to owners of the parent, as stated in Nexon's consolidated financial results.

COGS and SG&A

(Unit: ¥ millions)

	FY2014				FY2015
	Q1	Q2	Q3	Q4	Q1
Total Cost of Revenue ¹	¥10,249	¥9,839	¥12,731	¥11,516	¥12,602
Royalty ²	4,055	3,317	6,606	4,448	5,621
HR cost (COGS) ³	3,461	3,580	3,372	3,811	4,022
Other(COGS) ⁴	2,733	2,942	2,753	3,257	2,959
Total SG&A ¹	14,855	16,788	17,401	19,556	16,776
HR cost	3,602	4,758	4,025	4,202	3,695
PG fee ⁵	2,661	2,649	3,645	3,542	4,631
R&D	1,120	1,533	1,645	1,533	1,963
Marketing / advertising expenses	1,382	2,069	2,051	3,468	1,630
Depreciation and amortization	2,802	2,792	2,914	2,958	3,026
Other	3,288	2,987	3,121	3,853	1,831
Other Income ⁶	208	209	180	613	124
Other Expense ⁷	1,424	514	537	13,221	499

¹ Breakdown of COGS and SG&As are unaudited.

² Royalty costs include royalties paid to third-party developers for the right to publish their games.

³ HR cost includes salaries, bonuses and benefits for our live game developers, who support post launch servicing, updating and support for our games.

⁴ Other (COGS) primarily consists of depreciation and amortization of assets related to existing games, connection fees (mainly comprised of co-location and datacenter fees, Internet bandwidth and access fees), and the costs of purchasing and maintaining our servers and computer equipment.

⁵ PG Fees in SG&A include commissions made to external payment gateway companies when users purchase in-game items in PC Online games that we service. It also includes mobile carrier-related commissions we pay regarding our Japanese mobile browser games, commissions we pay to Apple / Google regarding our native games globally, and platform commission fees related to mobile browser games. Before 2014 Q4, platform commission fees related to mobile browser games are included in Other in SG&A.

⁶ Other Income includes other non-operating income, reversal of deferred revenue, gain on sale of properties, and gain on change in equity.

⁷ Other Expense includes other non-operating expenses, loss on sale/disposal of properties, loss on impairment of tangible fixed assets, loss on impairment of intangible assets, loss on impairment of other fixed assets, loss on change in equity, and loss on liquidation of subsidiaries. Q1 2014, Q2 2014, Q3 2014, 2014 and Q1 2015 Other Expense includes impairment of game IP and impairment of goodwill.

P&L Below Operating Income

(Unit: ¥ millions)

	FY2014				FY2015
	Q1	Q2	Q3	Q4	Q1
Operating Income/(Loss)	¥21,171	¥9,962	¥15,124	(¥748)	¥22,219
Finance Income ¹	1,014	1,024	5,122	5,381	2,576
Finance Costs ²	385	3,655	360	781	117
Equity income/(losses) of affiliates, equity method companies	(32)	(73)	(93)	0	4
Income/(Loss) before Income Tax	21,768	7,258	19,793	3,852	24,682
Tax expense	(5,446)	(3,089)	(6,132)	(8,583)	(5,835)
Net Income/(loss) ³	16,144	4,085	13,585	(4,498)	18,539

¹ 2014 Q3 and Q4 Finance Income is primarily caused by FX conversion gain related to foreign currency deposits & A/R. 2015 Q1 Finance Income is primarily caused by dividend received from investee and FX conversion gain related to foreign currency deposits & A/R.

² 2014 Q2 Finance Costs are primarily caused by FX conversion loss related to foreign currency deposits & A/R.

³ Net income/(loss) refers to net income attributable to owners of the parent, as stated in Nexon's consolidated financial results.

Key Cash Flow Statement

(Unit: ¥ millions)

	3 months ended March 31, 2014	3 months ended March 31, 2015
Cash flows from operating activities	¥9,169	¥13,460
Cash flows from investing activities	11,005	(3,809)
Cash flows from financing activities	(7,276)	(4,936)
Net increase / (decrease) in cash and cash equivalents	12,898	4,715
Cash and cash equivalents at beginning of fiscal year	138,843	117,729
Effect of exchange rate change on cash and cash equivalents	(2,701)	(1,454)
Cash and cash equivalents at end of fiscal year	149,040	120,990

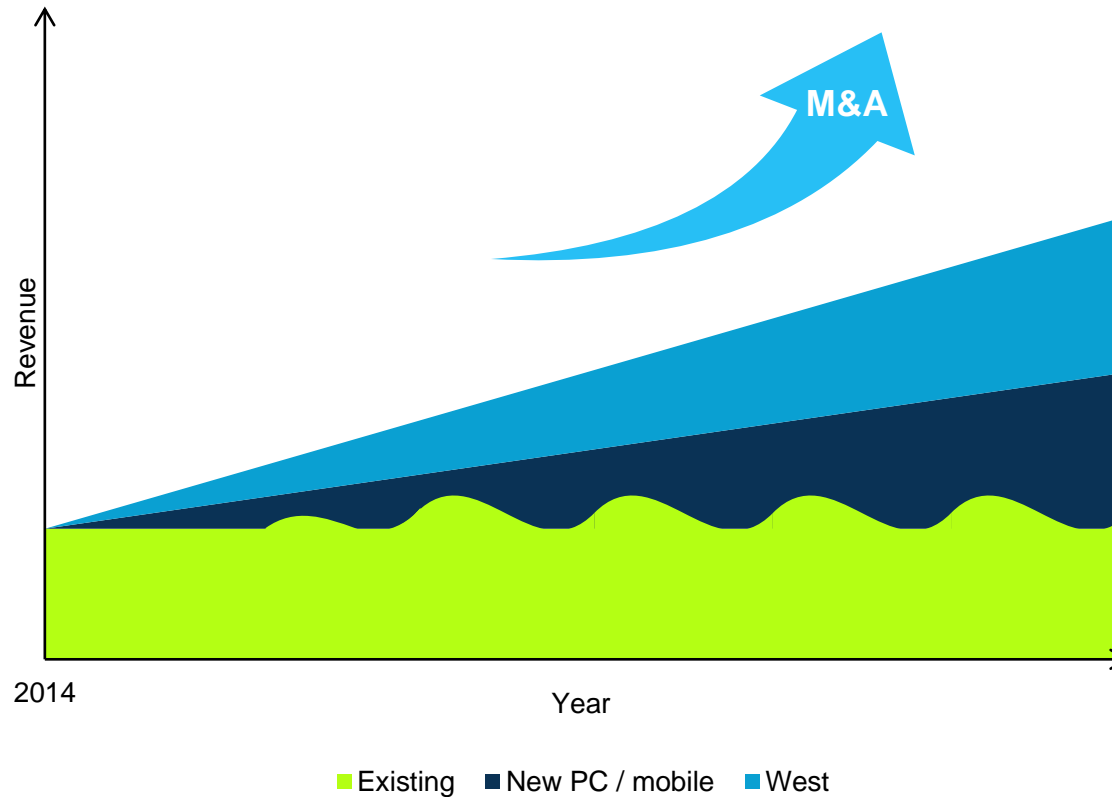
Balance Sheet

(Unit: ¥ millions)

	December 31, 2014	March 31, 2015
Asset		
Current Assets		
Cash and cash equivalents	¥117,729	¥120,990
Other current assets	140,396	149,964
Total current assets	258,125	270,954
Noncurrent assets		
Tangible assets	24,039	23,381
Goodwill	35,426	35,298
Intangible assets	16,574	13,108
Others	102,858	102,498
Total noncurrent assets	178,897	174,285
Total assets	437,022	445,239
Liability		
Current liabilities		
Current tax liabilities, current	12,836	11,748
Current borrowings	13,180	14,969
Others	31,007	28,740
Total current liabilities	57,023	55,457
Noncurrent liabilities		
Non-current borrowings	23,244	20,744
Others	11,278	9,868
Total noncurrent liabilities	34,522	30,612
Total liabilities	91,545	86,069
Equity		
Issued capital	52,481	52,726
Share premium	40,830	41,072
Treasury shares	-	(4,249)
Other equity interest	92,044	92,844
Retained earnings	155,025	171,423
Non-controlling interests	5,097	5,354
Total equity	345,477	359,170
Total liabilities and total equity	437,022	445,239

Our Business Continues to Evolve

Long-term Growth Vision and Evolution¹



¹ Above graph is illustrative and not to scale

Glossary of Terms

Term / Abbreviation	Meaning
AOS	AOS is a sub-genre of the real-time strategy genre, in which two teams of players compete with each other in discrete games, with each player controlling a single character through an RTS-style interface.
FPS (first person shooter)	A game in which the player plays from the point of view of the game character in three-dimensional graphics.
RTS (real-time strategy)	A game that is usually played from a third-person perspective, in which the player controls vast numbers of in-game characters in a tactical scenario.
MMORPG (massively multiplayer online role playing game)	An online role-playing game that has a “massive” number (usually several hundred or more) of players who play concurrently.
MAU (monthly active user)	The total number of accounts of users who log in and play a particular game in a given month.
ARPPU (average revenue per paying user)	Online game net revenues for any given period divided by the average number of paying players of such games during the period.
Pay Rate	The number of paying users divided by monthly active users for any given period of time.
MCCU (maximum concurrent users)	The maximum number of users concurrently accessing a game at a particular moment. MCCU is generally used to measure the popularity of a game.
Closed Beta	A trial period during which a trial model (beta version) of a game is tested by a limited number of users or groups.
Open Beta	A trial period during which a trial model (beta version) of a game is tested without restrictions on participation.
Tier One Update	Large scale updates to existing PC games typically launched in Q1 or Q3 around peak season.
Tier Two Update	Smaller updates to existing PC games released throughout the year.
Immersive Games	Games that are designed to be played continuously for hours and enable thousands of concurrent users to interact with each other in real time. Our games are architected to evolve over years, in contrast to packaged goods games, which often have finite story lines and comparatively less open-ended player engagement.

Disclaimer

This presentation is prepared to offer reference information about NEXON group to the investors and is intended to generally provide investors and analysts with financial and operational information about Nexon, but not to solicit or recommend any sale or purchase of stock or other securities of Nexon. NEXON Co., Ltd. ("Nexon") has not verified and would assume no responsibility for the accuracy, appropriation, or completeness thereof. This presentation does not contain all relevant information relating to Nexon or the sale of its shares, including, without limitation, the information that would be stated under the captions "Risk Factors", "Management's Discussion and Analysis of Financial Condition and Results of Operations" and "Business" in an annual report. Any investment decision with respect to any shares of Nexon should be made solely upon the basis of the information contained in the disclosure documents and is qualified in its entirety by reference to the detailed information appearing in the disclosure documents.

This presentation includes non-GAAP and non-IFRS financial measures, including but not limited to key performance indicators, as well as ratios calculated on the basis thereof. These non-GAAP and non-IFRS financial measures should not be considered in isolation or as a substitute for the most directly comparable financial measures included in our consolidated financial statements and presented in accordance with IFRS.

This presentation includes forward-looking statements. In some cases, you can identify forward-looking statements by terms such as "anticipate", "assume", "believe", "estimate", "expect", "forecast", "may", "plan", "potential", "predict", "seek", "should", or "will", or by other similar terminology. These statements discuss expectations, identify strategies, contain projections of Nexon's financial condition or results of operations or state other forward-looking information. The forward-looking statements in this presentation are subject to various risks, uncertainties and assumptions about Nexon's business and results of operations. The expectations expressed in these forward-looking statements may not be achieved, and actual results could differ materially from and be worse than expectations. Potential risks and uncertainties that could cause actual results to differ materially from expectations include, without limitation:

- Continued growth and popularity of Nexon's key titles;
- Nexon's ability to maintain favorable relationships with key licensing partners;
- Nexon's continued ability to offer games in China, through local partners or otherwise;
- Nexon's ability to compete effectively in the online games industry;
- Nexon's ability to address hacking, viruses, security breaches and other technical challenges;
- Fluctuations in currency exchange rates;
- Nexon's ability to maintain and further develop its brand name;
- Effective acquisition of new companies, businesses, technologies and games from third parties and the possibility of recognizing impairment losses;
- Continued growth of the online games market, including the underlying infrastructure, and free-to-play/item-based revenue generation model;
- Nexon's ability to adapt to new technologies;
- Nexon's ability to enter into licensing arrangements for third-party titles on terms favorable to it;
- Effective defense of Nexon's intellectual property; and
- Legislative, regulatory, accounting and taxation changes in the countries in which Nexon operates.

Nexon does not intend, and disclaims any duty, to update or revise any forward-looking statements contained in this presentation to reflect new information, future events or otherwise. We caution you not to place undue reliance on the forward-looking statements contained in this presentation.



NEXON