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**Consolidated Financial Results
for the Fiscal Year Ended December 31, 2025
[IFRS]**

February 12, 2026

Company name: NEXON Co., Ltd.

Listing: Tokyo Stock Exchange

Securities code: 3659

URL: <https://www.nexon.co.jp/en/ir/>

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Scheduled date of annual general meeting of shareholders: March 25, 2026

Scheduled date to commence dividend payments: March 26, 2026

Scheduled date to file annual securities report: March 24, 2026

Preparation of supplementary material on financial results: Yes

Holding of financial results briefing: Yes (online earnings presentation for institutional investors, analysts and media)

(Amounts are rounded to nearest million yen, unless otherwise noted.)

1. Consolidated financial results for the fiscal year ended December 31, 2025 (from January 1, 2025 to December 31, 2025)

(1) Consolidated operating results

(Percentages indicate year-on-year changes.)

(Millions of yen)

	Revenue	Operating profit	Profit before tax	Profit	Profit attributable to owners of parent	Total comprehensive income
FY 2025	475,102	6.5%	124,012	(0.1)%	140,451	(28.3)%
FY 2024	446,211	5.4%	124,176	(7.8)%	195,987	55.6%

	Basic earnings per share	Diluted earnings per share	Return on equity attributable to owners of parent	Ratio of profit before tax to total assets	Ratio of operating profit to revenue
	Yen	Yen	%	%	%
FY 2025	114.48	114.11	8.9	10.5	26.1
FY 2024	161.79	161.09	14.1	16.6	27.8

(Reference): Share of profit (loss) of investments accounted for using equity method

FY2025: ¥(1,697) million, FY2024: ¥(5,179) million

(2) Consolidated financial position

	Total assets	Total equity	Equity attributable to owners of parent	Ratio of equity attributable to owners of parent to total assets	Equity attributable to owners of parent per share
	Millions of yen	Millions of yen	Millions of yen	%	Yen
As of December 31, 2025	1,410,188	1,065,918	1,057,544	75.0	1,336.28
As of December 31, 2024	1,256,771	1,030,525	1,019,013	81.1	1,238.18

(3) Consolidated cash flows

	Cash flows from operating activities	Cash flows from investing activities	Cash flows from financing activities	Cash and cash equivalents at end of period
FY 2025	171,872	102,247	(118,688)	498,868
FY 2024	100,968	7,445	(64,777)	331,931

2. Cash dividends

	Annual dividends per share					Total cash dividends (Total)	Payout ratio (Consolidated)	Ratio of dividends to equity attributable to owners of parent (Consolidated)
	First quarter-end	Second quarter-end	Third quarter-end	Fiscal year-end	Total			
FY 2024	Yen —	Yen 7.50	Yen —	Yen 15.00	Yen 22.50	Millions of yen 18,634	% 13.9	% 2.0
FY 2025	—	15.00	—	30.00	45.00	35,801	39.3	3.5
FY 2026 (Forecast)	—	30.00	—	30.00	60.00		—	

3. Consolidated financial results forecast for the first quarter of fiscal year ending December 31, 2026 (from January 1, 2026 to March 31, 2026)

(Percentages indicate year-on-year changes.)
(Millions of yen)

	Revenue		Operating profit		Profit before tax		Profit		Profit attributable to owners of parent	Basic earnings per share
First Quarter	150,492 ~ 164,015	32.1% ~ 44.0%	51,182 ~ 61,122	23.0% ~ 46.9%	53,872 ~ 63,812	39.2% ~ 64.9%	40,025 ~ 47,556	52.1% ~ 80.7%	40,912 ~ 48,442	55.7% ~ 84.4% Yen 51.73 ~ 61.25

(Note) For the forecasts of consolidated financial results for the fiscal year ending December 31, 2026, it is difficult to reasonably estimate financial results for the first six months ending June 30, 2026 and the fiscal year ending December 31, 2026 at the moment, and accordingly, only the financial results forecast for the first three months of the fiscal year ending December 31, 2026 is disclosed. Also, as it is difficult to estimate specific figures, disclosure is made with a range. For details, please refer to “1. Overview of Operating Results and Financial Position (3) Qualitative Information on Consolidated Financial Results Forecast” on page 6 of the Appendix.

* Notes

(1) Significant changes in the scope of consolidation during the period : No

(2) Changes in accounting policies and changes in accounting estimates

- (i) Changes in accounting policies required by IFRS: No
- (ii) Changes in accounting policies due to other reasons: No
- (iii) Changes in accounting estimates: No

(3) Number of issued shares (ordinary shares)

(i) Total number of issued shares at the end of the period (including treasury shares)

As of December 31, 2025: 827,160,972 shares

As of December 31, 2024: 842,443,413 shares

(ii) Number of treasury shares at the end of the period

As of December 31, 2025: 35,753,527 shares

As of December 31, 2024: 19,450,212 shares

(iii) Average number of shares outstanding during the period:

Fiscal year ended December 31, 2025: 804,115,420 shares

Fiscal year ended December 31, 2024: 833,468,361 shares

(Note) "Number of treasury shares at the end of the period" includes Nexon's shares held by our consolidated subsidiaries, Stiftelsen Embark Incentive and NEXON Employee Benefit Trust (as of December 31, 2025: 1,500,327 shares; as of December 31, 2024: 2,491,629 shares). The number of treasury shares deducted in the calculation of the average number of shares during the period includes Nexon's shares held by the consolidated subsidiaries (as of December 31, 2025: 1,943,020 shares; as of December 31, 2024: 1,485,435 shares).

[Reference] Overview of non-consolidated financial results

1. Non-consolidated financial results for the fiscal year ended December 31, 2025 (from January 1, 2025 to December 31, 2025)

(1) Non-consolidated operating results (Percentages indicate year-on-year changes.)
(Millions of yen)

	Net sales	Operating profit	Ordinary profit	Profit
FY 2025	6,427 (12.0)%	(4,070) —	187,833 77.4%	177,184 117.4%
FY 2024	7,303 23.4%	(3,613) —	105,892 8.5%	81,500 (10.0)%

	Basic earnings per share	Diluted earnings per share
	Yen	Yen
FY 2025	220.25	219.56
FY 2024	97.72	97.34

(2) Non-consolidated financial position

(Millions of yen)

	Total assets	Net assets	Equity-to-asset ratio	Net assets per share
As of December 31, 2025	281,352	276,281	94.2%	334.70 yen
As of December 31, 2024	212,313	208,297	90.9%	234.47 yen

(Reference) Equity as of December 31, 2025: ¥ 264,957 million, Equity as of December 31, 2024: ¥193,059 million

(Note) Non-consolidated financial data is based on Japanese GAAP.

* Financial results reports are exempt from audit conducted by certified public accountants or an audit firm.

* Explanation of the Proper Use of Financial Results Forecasts and Other Notes

(Caution concerning forward-looking statements)

The forward-looking statements including the financial results forecast herein are based on the information available to the Company and certain assumptions that can be deemed reasonable at time of publication of this document and are not intended as the Company's commitment to achieve such forecasts. Actual results may differ significantly from these forecasts due to various factors. For conditions prerequisite to the financial results forecast and the points to be noted in the use thereof, please refer to "1. Overview of Operating Results and Financial Position (3) Qualitative Information on Consolidated Financial Results Forecast" on page 6 of the Appendix.

(Method of obtaining supplementary briefing material on financial results)

The supplementary briefing materials on financial results are available on the Company's website.

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1. Overview of Operating Results and Financial Position

(1) Overview of Operating Results

During the fiscal year ended December 31, 2025, although the global economy continued to gradually recover, some regions appeared to be treading water and a sense of uncertainty persisted due to U.S. tariff hikes.

Looking ahead, we expect a moderate recovery to continue despite some regional variations. However, we need to pay attention to downside risks due to the impact of future U.S. policy trends including its trade policy, and the impact of fluctuations in financial and capital markets.

Under these circumstances, with its live game operations capability as a foundation, Nexon Group is centralizing its organizational structure around an IP Growth Initiative which can snowball growth within its established IP and develop new blockbusters. The new IP Growth Initiative is a strategy for creating vertical growth by revitalizing and extending established blockbusters such as *Dungeon&Fighter* and *MapleStory* with new content, on new platforms, and in new markets. The strategy includes hyperlocalization, a concept that recognizes the cultural differences between markets and deploys teams to customize content to match the unique player preferences in each region. Additionally, the strategy's horizontal growth initiatives aim to develop new blockbusters from other Nexon Group games and franchises like *Mabinogi*, plus new games in development.

For the fiscal year ended December 31, 2025, revenue increased year over year, and we achieved record-breaking full-year revenue driven by revitalized momentum in key titles such as *Dungeon&Fighter* (PC) and *MapleStory*, contributions from *MABINOGI MOBILE*, *ARC Raiders* and *MapleStory: Idle RPG*, all of which launched in 2025, and the successful regional expansion of *MapleStory Worlds*. Revenues by key franchises are as follows:

Dungeon&Fighter franchise revenue decreased year over year due to the impact of a decline in *Dungeon&Fighter Mobile*, which was partially offset by growth from *Dungeon&Fighter* (PC). In China, a series of successful content updates revitalized player engagement in *Dungeon&Fighter* (PC) and drove year-over-year revenue growth. Also, in Korea, it significantly grew year over year and achieved record-breaking full-year revenue.

MapleStory franchise revenue increased year over year driven by a recovery in the Korean market, as well as our hyperlocalization strategy, regional expansion, and new title releases. Korea *MapleStory*'s revenue increased year over year driven by successful large content updates. *MapleStory Worlds* expanded into Asia, excluding China and Japan, in April, and significantly increased its year-over-year revenue. *MapleStory: Idle RPG* launched in November, and its casual gameplay was well received by players. It succeeded in ranking amongst the top sellers in the mobile app store in multiple countries and significantly contributed to the increase in franchise revenue.

FC franchise revenue was roughly flat year over year despite the absence of major professional soccer events in 2025.

As for other key titles, *MABINOGI MOBILE*'s solid performance since its launch in Korea on March 27 significantly contributed to the results. We also significantly benefited from *ARC Raiders*, which globally launched on October 30, as it passed the 10-million-unit milestone in less than two months.

In terms of expenses, costs increased year over year due to the increased royalty expenses for *MABINOGI MOBILE* and *MapleStory: Idle RPG*, performance-based bonuses for new titles, and increased fees to creators for *MapleStory Worlds*. Selling, general and administrative expenses increased year over year primarily due to an increase in marketing expenses associated with new titles, and an increase in platform fees mainly due to launching *ARC Raiders* and *MapleStory: Idle RPG*. Other expenses decreased year over year as the impairment loss of goodwill was recorded in the fiscal year ended December 31, 2024. Other income increased year over year due to a gain on liquidation of subsidiaries recorded in the fiscal year ended December 31, 2025. In addition, profit before tax and profit attributable to owners of parent decreased year over year as a result of a foreign exchange loss recorded in the fiscal year ended December 31, 2025, while a foreign exchange gain was recorded in the previous fiscal year.

As a result, for the fiscal year ended December 31, 2025, Nexon Group recorded revenue of ¥475,102 million (up 6.5% year-over-year), operating profit of ¥124,012 million (down 0.1% year-over-year), profit before tax of ¥140,451 million (down 28.3% year-over-year) and profit attributable to owners of parent of ¥92,052 million (down 31.7% year-over-year).

Performance results by reportable segments are as follows:

(a) Japan

Revenue for the fiscal year ended December 31, 2025 amounted to ¥5,509 million (down 10.0% year-over-year) and segment loss amounted to ¥4,098 million (segment loss of ¥2,633 million for the fiscal year ended December 31, 2024).

(b) Korea

Revenue for the fiscal year ended December 31, 2025 amounted to ¥400,657 million (down 3.0% year-over-year) and segment profit amounted to ¥132,945 million (down 13.9% year-over-year). Revenue in Korea includes the royalty income of NEOPLE INC. (a subsidiary of NEXON Korea Corporation, our consolidated subsidiary) attributable to license agreements in China.

(c) China

Revenue for the fiscal year ended December 31, 2025 amounted to ¥1,774 million (down 32.3% year-over-year), and segment loss amounted to ¥152 million (segment profit of ¥560 million for the fiscal year ended December 31, 2024).

(d) North America

Revenue for the fiscal year ended December 31, 2025 amounted to ¥28,125 million (up 59.7% year-over-year) and segment profit amounted to ¥712 million (segment loss of ¥4,059 million for the fiscal year ended December 31, 2024).

(e) Other

Revenue for the fiscal year ended December 31, 2025 amounted to ¥39,037 million (up 477.1% year-over-year) and segment loss amounted to ¥9,463 million (segment loss of ¥9,188 million for the fiscal year ended December 31, 2024).

(2) Overview of Financial Position

(a) Assets, liabilities and equity

(Assets)

Total assets as of December 31, 2025 amounted to ¥1,410,188 million, an increase of ¥153,417 million from December 31, 2024. Major components include an increase of ¥166,937 million in cash and cash equivalents, an increase of ¥73,305 million in other deposits, an increase of ¥11,737 million in right-of-use assets, and a decrease of ¥126,903 million in other financial assets.

(Liabilities)

Total liabilities as of December 31, 2025 amounted to ¥344,270 million, an increase of ¥118,024 million from December 31, 2024. Major components include an increase of ¥32,718 million in deferred income, an increase of ¥26,602 million in trade and other payables, an increase of ¥27,089 million in income taxes payable, and an increase of ¥25,629 million in other current liabilities.

(Equity)

Equity as of December 31, 2025 totaled ¥1,065,918 million, an increase of ¥35,393 million from December 31, 2024. Major components of changes in equity include an increase of ¥85,014 million in retained earnings primarily due to recording of profit attributable to owners of parent and a decrease of ¥44,662 million in purchases of treasury shares.

As a result, the ratio of equity attributable to owners of parent to total assets was 75.0% (81.1% as of December 31, 2024).

(b) Cash flows

Cash and cash equivalents (collectively, “cash”) as of December 31, 2025 was ¥498,868 million, an increase of ¥166,937 million from December 31, 2024. The increase includes ¥11,506 million in effects of an increase due to exchange rate changes on cash.

Cash flows from each activity for the fiscal year ended December 31, 2025 and their significant components are as follows:

(Cash flows from operating activities)

Net cash provided by operating activities was ¥171,872 million, compared to ¥100,968 million for the fiscal year ended December 31, 2024. Major components of the increase include profit before tax of ¥140,451 million and an increase of deferred income of ¥30,033 million. Major components of the decrease include income taxes paid of ¥46,994 million.

Net cash provided by operating activities increased year over year due to an increase in deferred income.

(Cash flows from investing activities)

Net cash provided by investing activities was ¥102,247 million, compared to ¥7,445 million used in the fiscal year ended December 31, 2024. Major cash inflows include proceeds from sales and redemption of securities of ¥197,605 million. Major cash outflows include a net increase in time deposits of ¥62,555 million.

Net cash provided by investing activities increased year over year due to an increase in proceeds from sales and redemption of securities.

(Cash flows from financing activities)

Net cash used in financing activities was ¥118,688 million, compared to ¥64,777 million for the fiscal year ended December 31, 2024. Major cash outflows include purchases of treasury shares of ¥96,885 million and dividends paid of ¥24,396 million.

Net cash used in financing activities increased year over year due to an increase in purchases of treasury shares.

(Reference) The changes in cash flow indicators are as follows:

	FY2024	FY2025
Ratio of equity attributable to owners of parent to total assets (%)	81.1	75.0
Ratio of equity attributable to owners of parent to total assets at fair value (%)	155.6	214.8
Interest-bearing liabilities to cash flow ratio (years)	0.4	0.3
Interest coverage ratio (times)	48.2	84.4

Ratio of equity attributable to owners of parent to total assets:

Equity attributable to owners of parent (end of year) / total assets (end of year)

Ratio of equity attributable to owners of parent to total assets at fair value:

Market capitalization / total assets (end of year)

Interest-bearing liabilities to cash flow ratio:

Interest-bearing liabilities / cash flows

Interest coverage ratio:

Cash flows / interest paid

(Notes) 1. All ratios are calculated based on the financial data on a consolidated basis.

2. Market capitalization is calculated based on total number of issued shares excluding treasury shares.
3. Cash flows are derived from operating cash flows.
4. Interest-bearing liabilities cover all liabilities recorded in the consolidated statement of financial position that are subject to interest payment.

(3) Qualitative Information on Consolidated Financial Results Forecast

In our consolidated business outlook, we disclose our expectations for the following quarter as a range to provide more accurate information to our shareholders and investors, since it is difficult to derive full-year consolidated forecasts due to uncertainties in projecting the speed of growth of PC online game and mobile game markets in which Nexon Group's main businesses operate, and because our revenue is largely dependent on such uncertain factors as users' preferences and whether or not we have any hit titles.

For the three months ending March 31, 2026, Nexon Group expects consolidated revenue in the range of ¥150,492 ~ 164,015 million (up 32.1% ~ 44.0% year-over-year), operating profit in the range of ¥51,182 ~ 61,122 million (up 23.0% ~ 46.9% year-over-year), profit before tax in the range of ¥53,872 ~ 63,812 million (up 39.2% ~ 64.9% year-over-year), profit in the range of ¥40,025 ~ 47,556 million (up 52.1% ~ 80.7% year-over-year), profit attributable to owners of parent in the range of ¥40,912 ~ 48,442 million (up 55.7% ~ 84.4% year-over-year), and basic earnings per share in the range of ¥51.73 ~ 61.25. Nexon Group operates its businesses around the world, in Japan, South Korea, China, the United States and other countries. Major exchange rates for Q1 2026 are expected to be 1 U.S. Dollar = ¥156.78, 100 South Korean Won = ¥10.77 and 1 Chinese Yuan = ¥22.45. In general, the exchange rates of the South Korean Won and the Chinese Yuan to Japanese Yen are assumed to be linked to the exchange rate of U.S. Dollar to Japanese Yen. Based on this assumption, we expect that every one Japanese Yen move against the U.S. Dollar will have an impact of approximately ¥996 million on revenue and approximately ¥364 million on operating profit for the three months ending March 31, 2026.

In the three months ending March 31, 2026, we anticipate year-over-year growth in *Dungeon&Fighter* (PC) and *MapleStory* franchise as well as ongoing contributions from new titles such as *MABINOGI MOBILE* and *ARC Raiders* which launched in 2025. As a result, we expect overall revenue to grow year over year in the three months ending March 31, 2026. Outlook by key franchise is as follows.

Dungeon&Fighter franchise revenue is expected to decline year over year. For *Dungeon&Fighter* (PC), we anticipate continued year-over-year growth driven by the New Year update. However, for *Dungeon&Fighter Mobile*, we expect revenue to be roughly flat quarter over quarter and to decrease year over year.

MapleStory franchise revenue is expected to grow year over year. We expect solid player engagement for both Korea and Global *MapleStory* supported by the winter update which launched last quarter. For *MapleStory Worlds*, we expect revenue to increase year over year. In addition, we anticipate continued revenue contribution from *MapleStory: Idle RPG*, launched in November 2025, despite some decrease in revenue due to player refunds.

For FC franchise, we expect year-over-year revenue to be roughly flat in the three months ending March 31, 2026, as we focus on stirring up player enthusiasm for the World Cup opening in June.

As for other major titles, we expect an ongoing contribution from *MABINOGI MOBILE*, launched in March 2025, primarily driven by new battle contents and an anniversary update. We expect *ARC Raiders*, launched in October 2025, to keep contributing to revenue as we anticipate the strong momentum in player engagement and sales to continue into Q1.

On the cost side in the three months ending March 31, 2026, we anticipate year-over-year increases in platform fees and royalty expenses due to solid performances in *ARC Raiders*, *MapleStory: Idle RPG* and *MABINOGI MOBILE*. We also expect increased HR costs due to a headcount increase and performance-based bonuses associated with *ARC Raiders*. In addition, we anticipate increased marketing costs compared to last year due to promotions for new titles.

Our business outlook is based on information currently available to us, which includes various uncertainties. Therefore, actual performance may vary from our outlook due to changes in the business conditions.

(4) Basic Policy on the Distribution of Profits and Dividends for the Current and Next Fiscal Year

Nexon recognizes that the return of profits to shareholders is an important management issue. Our policy is to return profits to shareholders through dividend payments, share repurchases and other means depending on the results of operations and upon full consideration of factors including the state of shareholder equity, management results and revenue outlook. We also consider it important to stably and ongoingly enhance the return of profits to shareholders. We aim to return over 33% of annual operating profit from the prior year, excluding one-off expenses such as an

impairment loss. In addition, we set a minimum ROE target of 10% with the potential to grow as high as 15%.

We intend to use our internal capital reserves by taking into account the balance between return of profits to shareholders and other considerations such as the expansion of our existing business and development of new businesses to strengthen our management base and enrich our future business domain, and effective investments, primarily M&As and acquisition of game publishing rights, to proactively develop our business for future growth.

Our basic policy is to pay dividend twice a year as interim and year-end dividends.

In accordance with the policy above, we are scheduled to pay out year-end dividends of 30.0 yen per share for the fiscal year ended December 31, 2025. Furthermore, interim and year-end dividends of 30.0 yen per share are also scheduled for the fiscal year ending December 31, 2026.

At NEXON, dividends of surplus are decided by a resolution of the Board of Directors. Furthermore, NEXON's Articles of Incorporation stipulates that "The decisions of the Company with regards to dividends of surplus and other matters as stipulated under each provision of Article 459 (1) of the Companies Act shall not require a resolution of the General Meeting of Shareholders but shall be decided by a resolution of the Board of Directors, except when otherwise provided for by laws and regulations," and that "The record date for the Company's year-end dividends shall be December 31 of each year" and "The record date for the Company's interim dividends shall be June 30 of each year."

2. Current Status of the Corporate Group

As of December 31, 2025, Nexon Group consists of NEXON Co., Ltd. (“Nexon”), Nexon’s 36 consolidated subsidiaries and 13 equity-method affiliates and equity-method joint ventures, and is engaged in the production, development and service of PC online and mobile games. In Japan, Nexon is responsible for developing the overall strategies for our products and services and operating the business, while overseas, our local consolidated subsidiaries do so in their respective regions as independently managed entities.

Accordingly, Nexon Group consists of geographical segments based on production, development and service of PC online and mobile games. The reportable segments include “Japan,” “Korea,” “China,” “North America,” and “Others.” Europe and Asian countries are included in “Others.”

(Major consolidated subsidiaries as of December 31, 2025)

Korea: NEXON Korea Corporation; NEOPLE INC.; NEXON Games Co., Ltd.;
VIP Global Super Growth Hedge Fund

China: Lexian Software Development (Shanghai) Co., Ltd.

North America: Nexon America Inc.; Nexon US Holding Inc.; Toben Studio Inc.

Others: Embark Studios AB

Nexon Group classifies its lines of business into (a) PC online business and (b) Mobile business.

(1) Lines of business

(a) PC online business

The PC online business mostly involves the production, development, and service of PC online games. Additional services include consulting related to PC online game service, in-game advertising, and merchandising incidental to the PC online business.

Major titles serviced by Nexon Group include *MapleStory*, *Dungeon&Fighter* and *EA SPORTS FC™ ONLINE*. When preparing to launch a new title, we flexibly adapt to changing market conditions by conducting consumer test, taking into account the characteristics and preferences of users in the respective areas of the world.

PC online games developed within Nexon Group, by NEXON Korea Corporation, NEOPLE INC., NEXON Games Co., Ltd. or other group companies, are directly serviced by these entities or, in regions that have large markets, through other members of Nexon Group such as Nexon, Nexon America Inc., or NEXON TAIWAN LIMITED. We have endeavored to maximize business synergies by establishing a closely coordinated structure within Nexon Group for the production, development and service of PC online games. For PC online games developed by non-Nexon Group developers and for which we have acquired publishing rights, we maximize revenue by publishing those games through Nexon Group so that they reach a large audience and we also build rapport with such developers as we service their games. In regions where Nexon Group does not directly service games, we go through local publishers to service in-house developed PC online games. Through such business initiatives as above, we are making the utmost effort to service fun and creative games to users all over the world.

As for the consulting business, Lexian Software Development (Shanghai) Co., Ltd. provides Chinese publishers with consulting services for setting up and maintaining billing systems (please see the Note below) and membership systems, business strategy development, game operation and marketing.

In Korea, Nexon Networks Corporation provides services related to customer support and net-café operation when offering PC online and mobile games. N Media Platform Co., LTD. provides net-cafés with advertisement platform and operation management services.

The in-game advertisement business capitalizes on the strengths of ad placements within PC online games, i.e. ongoing updates of game contents and advertisement information, and leverages such features as that enabling direct exposure to players through in-game usage of functional items equipped with an advertisement function, or that enabling simultaneous exposure of different advertisements to their respective target users through dedicated servers that comprehensively manage all advertisements.

The merchandising business engages in the production and sales of goods that feature popular characters from games owned by Nexon Group.

(Note) Billing system: An electronic billing confirmation service related to the usage of internet or email services provided by enterprises.

(b) Mobile business

The mobile business involves the development and service of mobile games playable on smartphones and tablet devices. Nexon Group develops and services mobile games in Japan and overseas. In Japan, Nexon is engaged in mobile game service. In Korea, mobile game development and service are conducted primarily through NEXON Korea Corporation, NEOPLE INC. and NEXON Games Co., Ltd.

(2) Business models for PC online and mobile games

Nexon's PC online game and mobile game business models can be categorized into the following three types:

(a) Self-publishing model

Self-publishing model is a model where a game developed by a Nexon Group entity such as NEXON Korea Corporation or NEOPLE INC. is directly serviced (including the setup of a network environment, marketing and user support) by themselves or by Nexon or another Nexon Group entity including Nexon America Inc. and NEXON TAIWAN LIMITED.

Once a game is launched, service fees are collected from users according to the pre-determined monetization method. In many cases, we pay fees to payment gateway providers to have them collect service fees from users on our behalf.

(b) Licensing model

Licensing model is a model where Nexon Group, as a copyright holder of commercialized games, enters into licensing agreements with outside publishers and grants them the right to publish our games.

A publisher who enters into a licensing agreement with us and acquires the publishing rights for a game will be responsible for setting up the network environment, marketing and user support necessary to service the game. The respective Nexon Group entity holding the copyright will provide support for such activities to enable the publisher to generate greater revenue.

Nexon Group entities engaged in the development of PC online games, including NEXON Korea Corporation and NEOPLE INC., have licensed publishing rights to non-Nexon Group publishers in China, for instance.

Under the licensing agreements where publishing rights are granted by Nexon Group, in principle, license is granted to a single publisher per country per game title. In other words, Nexon Group grants local exclusive publishing rights to a publisher. The respective Nexon Group entity holding the game copyright will provide game content updates and technical support on an ongoing basis to the publisher and in return receive contract money at the time of entering into the agreement, and once the game launches, receive a predetermined rate as royalty in accordance with the service fees that the publisher collects from users.

The conditions for royalty and other payments are determined individually for each agreement, taking into account the real local situation of the country in which the publisher is located.

(c) Licensed publishing model

Licensed publishing model is a model where Nexon Group enters into a licensing agreement with a non-Nexon Group developer of PC online or mobile games to acquire exclusive publishing rights to a game within a specified region. Nexon Group will set up the network environment for such service, conduct marketing and user support, as well as service the licensed game.

In this case, we will collect service fees from users and pay a certain amount out of it as royalty to the outside PC online or mobile game developer.

Nexon Group's deal with Valve Corporation related to *Counter-Strike Online* and our deals with Electronic Arts Inc. related to *EA SPORTS FC™ ONLINE*, *EA SPORTS FC™ ONLINE M* and *EA SPORTS FC™ MOBILE* fall into this category.

(3) Monetization models for PC online games

Currently, there are three types of monetization methods for PC online games as follows. Nexon Group mainly uses the method under (a) for monetization.

(a) Microtransaction model of paying to purchase in-game items

Microtransaction is a model where a game is basically offered for free, but users pay to purchase the items (e.g. costumes, weapons) they need or to use specific services.

The basic game is free to play, which lowers the mental hurdle for a user to start playing a new PC online game. This allows new users to casually start playing a game, but on the other hand, it means that revenue generated by a game could be impacted by how appealing the in-game items offered for purchase are. In recent years, with heightening market awareness of free-to-play games, there are more and more PC online games in the market as a whole which have adopted this model to acquire new users.

Nexon Group was early to adopt the microtransaction model to PC online games because we wish for more users to enjoy the services of games we offer.

(b) Charges for sell-out and downloadable content (DLC)

This refers to the methods in which players are charged a one-time fee when purchasing the main game or when purchasing additional content.

The sell-out method is favored by users who value the game experience as a complete product, as it does not require additional charges after the purchase of the game. On the other hand, the DLC method aims to further expand the opportunities for users to enjoy the game by providing additional content such as new stories, items and characters in addition to the main game.

Nexon Group employs this method for specific titles and regions to provide a variety of game experiences that meet user expectations.

(c) Advertisement revenue model

Advertisement revenue model is a model where a game is free to play and revenue is generated through advertisements which are displayed on screen before, after or during the game. Since advertisements under this model are primarily sponsored by businesses, it is typically used in combination with method (a) or (b) above, and the popularity of the game itself (i.e. user traffic) will have a direct impact on revenue.

(4) Monetization models for mobile games

Currently, there are two types of monetization methods for mobile games as follows. Nexon Group mainly uses the method under (a) for monetization.

(a) Microtransaction model of paying to purchase in-game items

Microtransaction is a model where a game is basically offered for free, but users pay to purchase the items (e.g. costumes, weapons) they need or to use specific services.

The basic game is free to play, which lowers the mental hurdle for a user to start playing a new mobile game. This allows new users to casually start playing a game, but on the other hand, it means that revenue generated by a game could be impacted by how appealing the in-game items offered for purchase are. Microtransaction model is the mainstream in the mobile game market.

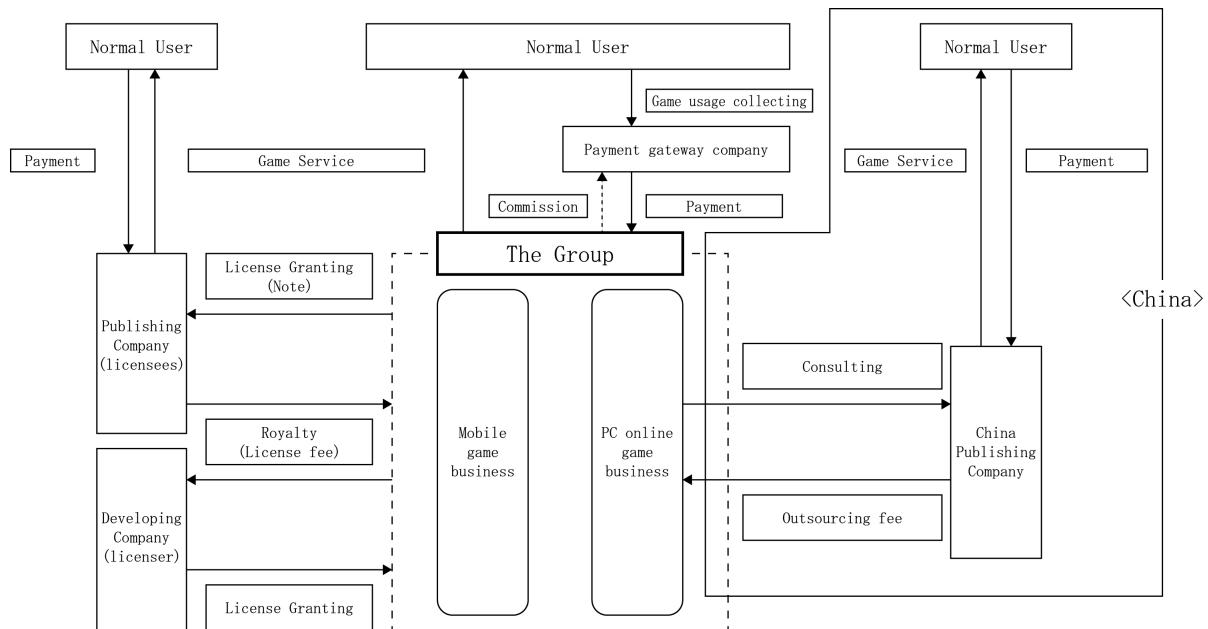
(b) Advertisement revenue model

Advertisement revenue model is a model where a game is free to play and revenue is generated through advertisements which are displayed on screen before, after or during the game. Since advertisements under this model are primarily sponsored by businesses, it is typically used in combination with method (a) above, and the popularity of the game itself (i.e. user traffic) will have a direct impact on revenue.

[Business system chart]

Chart 1 shows the above described matters.

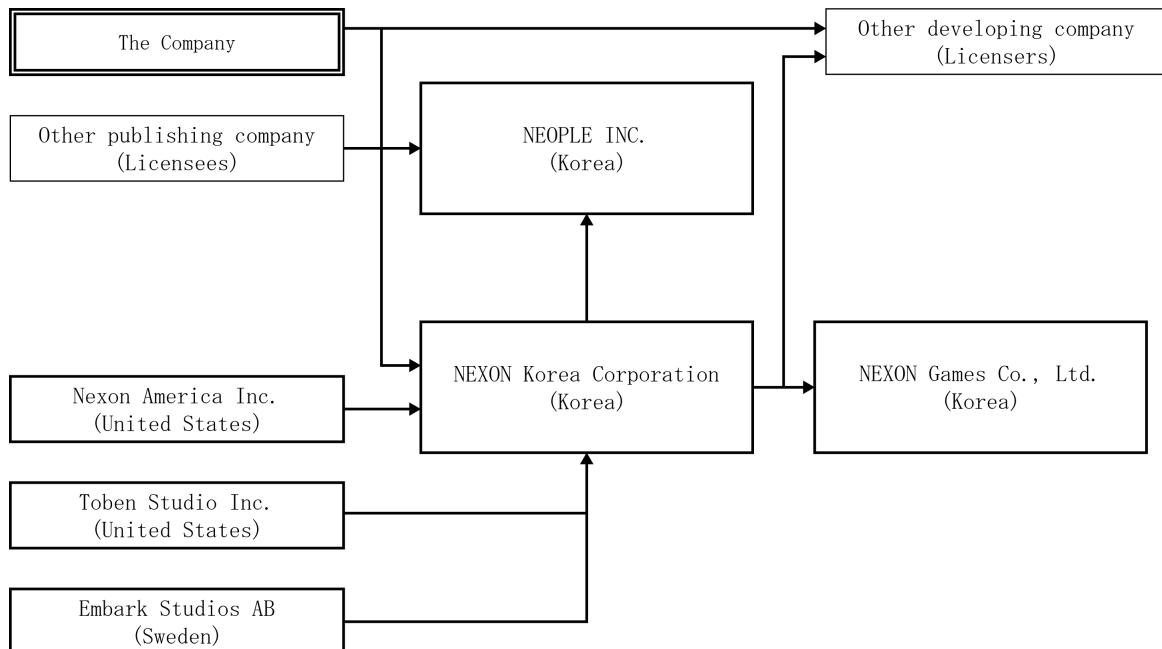
<Chart 1>



(Note) In general, only one license is granted for a game in each country, providing the local company with an exclusive right for distribution.

The royalty income flow within Nexon Group is shown in Chart 2, covering Nexon and its major subsidiaries.

<Chart 2>



3. Basic Concept for Selection of the Accounting Standards

Nexon Group has applied International Accounting Standards since the fiscal year ended December 31, 2013, with the aim to enhance the global comparability and convenience of financial information in the capital market.

4. Consolidated Financial Statements and Major Notes

(1) Consolidated Statement of Financial Position

	(Millions of yen)	
	As of December 31, 2024	As of December 31, 2025
Assets		
Current assets		
Cash and cash equivalents	331,931	498,868
Trade and other receivables	88,717	86,295
Other deposits	268,934	342,239
Other financial assets	49,471	44,995
Other current assets	13,220	19,449
Total current assets	<u>752,273</u>	<u>991,846</u>
Non-current assets		
Property, plant and equipment	28,365	32,928
Goodwill	44,567	49,945
Intangible assets	34,815	36,705
Right-of-use assets	34,998	46,735
Investments accounted for using equity method	63,669	63,740
Other financial assets	268,310	145,883
Other non-current assets	1,130	3,633
Deferred tax assets	28,644	38,773
Total non-current assets	<u>504,498</u>	<u>418,342</u>
Total assets	<u>1,256,771</u>	<u>1,410,188</u>

	(Millions of yen)	
	As of December 31, 2024	As of December 31, 2025
Liabilities and equity		
Liabilities		
Current liabilities		
Trade and other payables	15,651	42,253
Deferred income	23,861	55,437
Income taxes payable	19,103	46,192
Lease liabilities	7,120	20,830
Other financial liabilities	2,231	3,073
Provisions	28,232	18,417
Other current liabilities	11,464	37,093
Total current liabilities	107,662	223,295
Non-current liabilities		
Deferred income	14,641	15,783
Lease liabilities	32,878	31,315
Other financial liabilities	1,089	286
Provisions	598	630
Other non-current liabilities	9,992	12,148
Deferred tax liabilities	59,386	60,813
Total non-current liabilities	118,584	120,975
Total liabilities	226,246	344,270
Equity		
Share capital	50,797	58,191
Capital surplus	30,079	36,645
Treasury shares	(49,158)	(93,820)
Other components of equity	207,098	191,317
Retained earnings	780,197	865,211
Total equity attributable to owners of parent	1,019,013	1,057,544
Non-controlling interests	11,512	8,374
Total equity	1,030,525	1,065,918
Total liabilities and equity	1,256,771	1,410,188

(2) Consolidated Statement of Profit or Loss

(Millions of yen)

	Fiscal Year ended December 31, 2024	Fiscal Year ended December 31, 2025
Revenue	446,211	475,102
Cost of sales	(164,838)	(193,088)
Gross profit	281,373	282,014
Selling, general and administrative expenses	(142,176)	(161,928)
Other income	1,039	10,673
Other expenses	(16,060)	(6,747)
Operating profit	124,176	124,012
Finance income	79,698	37,250
Finance costs	(3,400)	(10,513)
Reversal of loss on revaluation	692	—
Share of loss of investments accounted for using equity method	(5,179)	(1,697)
Impairment loss on equity method investments	—	(8,601)
Profit before tax	195,987	140,451
Income tax expense	(59,771)	(50,752)
Profit	136,216	89,699
Profit attributable to:		
Owners of parent	134,848	92,052
Non-controlling interests	1,368	(2,353)
Profit	136,216	89,699
Earnings per share (attributable to owners of parent)	(Yen)	(Yen)
Basic earnings per share	161.79	114.48
Diluted earnings per share	161.09	114.11

(3) Consolidated Statement of Comprehensive Income

(Millions of yen)

	Fiscal Year ended December 31, 2024	Fiscal Year ended December 31, 2025
Profit	136,216	89,699
Other comprehensive income		
Items that will not be reclassified to profit or loss		
Net change in fair value of equity instruments designated as measured at fair value through other comprehensive income	61,983	61,483
Remeasurements of defined benefit plans	(26)	21
Gain on revaluation of intangible assets	14,320	(1,876)
Share of other comprehensive income of investments accounted for using equity method	2,062	1,504
Income taxes	(21,045)	(15,233)
Total of items that will not be reclassified to profit or loss	57,294	45,899
Items that may be reclassified to profit or loss		
Exchange differences on translation of foreign operations	(12,109)	8,345
Total of items that may be reclassified to profit or loss	(12,109)	8,345
Total other comprehensive income	45,185	54,244
Comprehensive income	181,401	143,943
Comprehensive income attributable to:		
Owners of parent	180,318	146,280
Non-controlling interests	1,083	(2,337)
Comprehensive income	181,401	143,943

(4) Consolidated Statement of Changes in Equity

Fiscal Year ended December 31, 2024

(Millions of yen)

	Equity attributable to owners of parent						Non-controlling interests	Total
	Share capital	Capital surplus	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at beginning of period	47,510	26,719	(45,046)	159,857	707,227	896,267	10,308	906,575
Profit	—	—	—	—	134,848	134,848	1,368	136,216
Other comprehensive income	—	—	—	45,470	—	45,470	(285)	45,185
Comprehensive income	—	—	—	45,470	134,848	180,318	1,083	181,401
Issuance of new shares	3,287	3,287	—	—	—	6,574	—	6,574
Share issuance costs	—	(24)	—	—	—	(24)	—	(24)
Dividends	—	—	—	—	(10,465)	(10,465)	—	(10,465)
Share-based payment transactions	—	—	—	746	—	746	—	746
Forfeiture of share acquisition rights	—	—	—	(18)	13	(5)	5	—
Changes in ownership interest in subsidiaries	—	125	—	—	—	125	116	241
Purchase of treasury shares	—	(40)	(54,524)	—	—	(54,564)	—	(54,564)
Disposal of treasury shares	—	12	412	(383)	—	41	—	41
Cancellation of treasury shares	—	—	50,000	—	(50,000)	—	—	—
Transfer from other components of equity to retained earnings	—	—	—	1,426	(1,426)	—	—	—
Total transactions with owners, etc.	3,287	3,360	(4,112)	1,771	(61,878)	(57,572)	121	(57,451)
Balance at end of period	50,797	30,079	(49,158)	207,098	780,197	1,019,013	11,512	1,030,525

Fiscal Year ended December 31, 2025

(Millions of yen)

	Equity attributable to owners of parent						Non-controlling interests	Total
	Share capital	Capital surplus	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at beginning of period	50,797	30,079	(49,158)	207,098	780,197	1,019,013	11,512	1,030,525
Profit	—	—	—	—	92,052	92,052	(2,353)	89,699
Other comprehensive income	—	—	—	54,228	—	54,228	16	54,244
Comprehensive income	—	—	—	54,228	92,052	146,280	(2,337)	143,943
Issuance of new shares	7,394	7,394	—	—	—	14,788	—	14,788
Share issuance costs	—	(43)	—	—	—	(43)	—	(43)
Dividends	—	—	—	—	(24,396)	(24,396)	—	(24,396)
Share-based payment transactions	—	—	—	(2,240)	—	(2,240)	—	(2,240)
Forfeiture of share acquisition rights	—	—	—	(72)	45	(27)	27	—
Changes in ownership interest in subsidiaries	—	(748)	—	—	—	(748)	(828)	(1,576)
Purchase of treasury shares	—	(40)	(96,845)	—	—	(96,885)	—	(96,885)
Disposal of treasury shares	—	3	2,183	(384)	—	1,802	—	1,802
Cancellation of treasury shares	—	—	50,000	—	(50,000)	—	—	—
Transfer from other components of equity to retained earnings	—	—	—	(67,313)	67,313	—	—	—
Total transactions with owners, etc.	7,394	6,566	(44,662)	(70,009)	(7,038)	(107,749)	(801)	(108,550)
Balance at end of period	58,191	36,645	(93,820)	191,317	865,211	1,057,544	8,374	1,065,918

(5) Consolidated Statement of Cash Flows

	Fiscal Year ended December 31, 2024	(Millions of yen) Fiscal Year ended December 31, 2025
Cash flows from operating activities		
Profit before tax	195,987	140,451
Depreciation and amortization	10,142	11,409
Share-based payment expenses	3,981	5,767
Interest and dividend income	(24,034)	(21,997)
Interest expenses	2,107	2,057
Impairment losses	13,432	4,559
Loss (gain) on revaluation	(692)	—
Share of loss (profit) of investments accounted for using equity method	5,179	1,697
Impairment loss on equity method investments	—	8,601
Loss (gain) on sale of investments accounted for using equity method	—	(23)
Loss (gain) on valuation of securities	(14,991)	(13,442)
Loss (gain) on sale and redemption of securities	(3,759)	(1,062)
Foreign exchange loss (gain)	(14,068)	(2,923)
Decrease (increase) in trade and other receivables	(53,822)	8,623
Decrease (increase) in other current assets	(6,347)	(7,073)
Increase (decrease) in trade and other payables	(3,041)	19,328
Increase (decrease) in deferred income	3,870	30,033
Increase (decrease) in provisions	17,208	(9,725)
Increase (decrease) in other current liabilities	(3,772)	24,560
Increase (decrease) in loss allowances	(5,632)	(1,040)
Other	6	(2,719)
Subtotal	121,754	197,081
Interest received	20,200	19,590
Dividends received	4,850	4,231
Interest paid	(2,096)	(2,036)
Income taxes paid	(43,740)	(46,994)
Net cash provided by (used in) operating activities	100,968	171,872
Cash flows from investing activities		
Net decrease (increase) in restricted deposits	(9,221)	(2,682)
Net decrease (increase) in time deposits	40,653	(62,555)
Purchase of property, plant and equipment	(3,639)	(7,934)
Proceeds from sale of property, plant and equipment	136	87
Purchase of intangible assets	(4,047)	(1,560)
Payments associated with increase in long-term prepaid expenses	(1,003)	(2,740)
Purchase of securities by investment funds under consolidated subsidiaries	(13,091)	(13,704)
Proceeds from sale of securities by investment funds under consolidated subsidiaries	16,230	20,168
Purchase of securities	(12,419)	(9,540)
Proceeds from sale and redemption of securities	5,299	197,605
Purchase of investments accounted for using equity method	(5,286)	(13,478)
Proceeds from sale of investments accounted for using equity method	—	67
Payments for short-term loans receivable	(1,468)	(41)
Collection of short-term loans receivable	—	1,001
Payments for long-term loans receivable	(3,651)	(954)
Collection of long-term loans receivable	17	13
Other	(1,065)	(1,506)
Net cash provided by (used in) investing activities	7,445	102,247

	(Millions of yen)	Fiscal Year ended	Fiscal Year ended
	December 31, 2024	December 31, 2025	
Cash flows from financing activities			
Proceeds from exercise of employee share options	4,441	9,685	
Purchase of treasury shares	(54,564)	(96,885)	
Purchase of treasury shares of subsidiaries	—	(1,585)	
Dividends paid	(10,295)	(24,396)	
Repayments of lease liabilities	(4,400)	(5,137)	
Other	41	(370)	
Net cash provided by (used in) financing activities	(64,777)	(118,688)	
Net increase (decrease) in cash and cash equivalents	43,636	155,431	
Cash and cash equivalents at beginning of period	280,515	331,931	
Effect of exchange rate changes on cash and cash equivalents	7,780	11,506	
Cash and cash equivalents at end of period	331,931	498,868	

(6) Notes to Consolidated Financial Statements

(Notes on Going Concern Assumption)

Not applicable.

(Changes in Presentation Method)

Concerning the consolidated statement of financial position

We have conducted a review of our accounting items, and as a result, “Deposits received” included in “Other current liabilities” until the end of the previous consolidated fiscal year is included in “Other financial liabilities” from the end of the current consolidated fiscal year. To reflect this change in the presentation method, the presentation of ¥2,231 million included in “Other current liabilities” in the consolidated statement of financial position for the fiscal year ended December 31, 2024 was reclassified to “Other financial liabilities.”

(Segment Information)

(1) Outline of reportable segments

Reportable segments of Nexon Group are components of Nexon Group, for which separate financial statements are available, that are evaluated regularly by the board of directors in deciding how to allocate management resources and in assessing performance.

Nexon Group is engaged in production, development and distribution of PC online games and mobile games, and the Company (in Japan) and its local consolidated subsidiaries (overseas) develop overall strategies and operate business activities for their respective products and services in each region as independent units. Accordingly, Nexon Group is comprised of geographical business segments based on production, development, and distribution of PC online games and mobile games. Nexon Group has formed its reportable segments by consolidating business segments based on the geographic location since subsidiaries in the same region, due to their business characteristics, receive similar impact of the foreign exchange fluctuation risk on their operating results and the ratio of the impact to operating results is high. There are five reportable segments: “Japan” , “Korea” , “China” , “North America” and “Other” which includes Europe and Asian countries.

Furthermore, IFRS 15 *Revenue from Contracts with Customers* is applied by Nexon Group. We have therefore presented the revenue arising from our contracts with customers by breaking it down into PC online, mobile and other revenues based on such contracts with customers.

(2) Revenue, profit or loss by reportable segment

Information on the segments of NEXON Group is as follows:

Fiscal year ended December 31, 2024 (From January 1, 2024 to December 31, 2024)

(Millions of yen)

	Reportable Segments						Adjustments (Note 4)	Consolidated
	Japan	Korea	China	North America	Other	Total		
Revenue								
Revenue from external customers								
PC online	5,054	225,404	2,617	14,225	6,742	254,042	—	254,042
Mobile	1,030	185,262	—	3,395	—	189,687	—	189,687
Other	39	2,432	—	(11)	22	2,482	—	2,482
Total revenue from external customers	6,123	413,098	2,617	17,609	6,764	446,211	—	446,211
Intersegment revenue	1,229	8,257	—	1,433	1,840	12,759	(12,759)	—
Total	7,352	421,355	2,617	19,042	8,604	458,970	(12,759)	446,211
Segment profit (loss) (Note 1)	(2,633)	154,434	560	(4,059)	(9,188)	139,114	83	139,197
Other income and expenses, net	—	—	—	—	—	—	—	(15,021)
Operating profit	—	—	—	—	—	—	—	124,176
Finance income and costs, net (Note 5)	—	—	—	—	—	—	—	76,298
Reversal of loss on revaluation (Note 7)	—	—	—	—	—	—	—	692
Share of loss of investments accounted for using equity method	—	—	—	—	—	—	—	(5,179)
Profit before tax	—	—	—	—	—	—	—	195,987
(Other items)								
Depreciation and amortization (Note 6)	6	8,805	105	193	1,033	10,142	—	10,142
Impairment loss	156	7,134	—	6,142	—	13,432	—	13,432
Capital expenditures (Note 3)	101	23,292	45	351	531	24,320	—	24,320

(Notes) 1. Segment profit (loss) is calculated by deducting cost of sales and selling, general and administrative expenses from revenue.

2. Price for intersegment transactions is based on the general market price.

3. Capital expenditures include investments in property, plant and equipment, right-of-use assets and intangible assets. However, investment in crypto-assets made through an exchange is excluded from the investment in intangible assets.

4. Adjustments in segment profit (loss) of ¥83 million represent elimination of intersegment transactions.

5. Major components of finance income are foreign exchange gain of ¥30,889 million and interest and dividend income of ¥24,034 million.

6. In addition to property, plant and equipment and intangible assets, depreciation arising from right-of-use assets is included.

7. Reversal of loss on revaluation recognized in profit or loss due to the revaluation of an intangible asset (investment in crypto-assets made through an exchange).

8. For PC online and mobile, revenues are recognized over a certain period of time during which control over services is transferred.

Fiscal year ended December 31, 2025 (From January 1, 2025 to December 31, 2025)

(Millions of yen)

	Reportable Segments						Adjustments (Note 4)	Consoli-dated
	Japan	Korea	China	North America	Other	Total		
Revenue								
Revenue from external customers								
PC online	5,084	268,309	1,774	21,138	39,008	335,313	—	335,313
Mobile	408	129,055	—	6,782	—	136,245	—	136,245
Other	17	3,293	—	205	29	3,544	—	3,544
Total revenue from external customers	5,509	400,657	1,774	28,125	39,037	475,102	—	475,102
Intersegment revenue	821	21,756	—	1,668	2,886	27,131	(27,131)	—
Total	6,330	422,413	1,774	29,793	41,923	502,233	(27,131)	475,102
Segment profit (loss) (Note 1)	(4,098)	132,945	(152)	712	(9,463)	119,944	142	120,086
Other income and expenses, net	—	—	—	—	—	—	—	3,926
Operating profit	—	—	—	—	—	—	—	124,012
Finance income and costs, net (Note 5)	—	—	—	—	—	—	—	26,737
Share of loss of investments accounted for using equity method	—	—	—	—	—	—	—	(1,697)
Impairment loss on equity method investments	—	—	—	—	—	—	—	(8,601)
Profit before tax	—	—	—	—	—	—	—	140,451
(Other items)								
Depreciation and amortization (Note 6)	—	10,004	111	29	1,265	11,409	—	11,409
Impairment loss	154	3,041	—	1,298	66	4,559	—	4,559
Capital expenditures (Note 3)	186	32,745	99	1,263	1,156	35,449	—	35,449

(Notes) 1. Segment profit (loss) is calculated by deducting cost of sales and selling, general and administrative expenses from revenue.

2. Price for intersegment transactions is based on the general market price.
3. Capital expenditures include investments in property, plant and equipment, right-of-use assets and intangible assets. However, investment in crypto-assets made through an exchange is excluded from the investment in intangible assets.
4. Adjustments in segment profit (loss) of ¥142 million represent elimination of intersegment transactions.
5. Major components of finance income are interest and dividend income of ¥21,997 million and gain on valuation of securities of ¥13,442 million.
6. In addition to property, plant and equipment and intangible assets, depreciation arising from right-of-use assets is included.
7. For PC online and mobile, revenues are recognized over a certain period of time during which control over services is transferred.

(3) Revenue from major products and services

Revenues from major products and services are as follows:

	Fiscal year ended December 31, 2024	Fiscal year ended December 31, 2025	(Millions of yen)
Item charging	252,570	323,447	
Royalty	189,415	146,931	
Other	4,226	4,724	
Total	<u>446,211</u>	<u>475,102</u>	

(4) Information by region

Carrying amounts of non-current assets (excluding financial assets, deferred tax assets and investment in crypto-assets) are as follows:

	As of December 31, 2024	As of December 31, 2025	(Millions of yen)
Japan	1	1	
Korea	84,504	106,816	
China	207	199	
North America	307	29	
Other	33,400	39,387	
Total	<u>118,419</u>	<u>146,432</u>	

(Notes) 1. Non-current assets are classified into country or region category based on the location.

2. Categorization by country or region is based on geographic proximity.

3. Major countries or regions contained in each regional category:

(1) North America: USA

(2) Other: Europe and Asian countries

Revenues from external customers are as follows:

For the fiscal year ended December 31, 2024 (From January 1, 2024 to December 31, 2024)

	Revenue by major business			(Millions of yen)
	PC online	Mobile	Other	Total
Main regional market				
Japan	8,528	9,170	70	17,768
Korea	143,396	49,395	2,231	195,022
China	56,750	107,362	4	164,116
North America and Europe	29,776	12,644	102	42,522
Rest of World	15,592	11,116	75	26,783
Total	<u>254,042</u>	<u>189,687</u>	<u>2,482</u>	<u>446,211</u>

(Notes) 1. Revenue is broken down by country or region based on customer location.

2. Categorization by country or region is based on geographic proximity.

3. Major countries or regions contained in each regional category:

(1) North America and Europe: USA, Canada and Europe

(2) Rest of World: Central and South America and Asian countries

For the fiscal year ended December 31, 2025 (From January 1, 2025 to December 31, 2025)

	Revenue by major business			(Millions of yen) Total
	PC online	Mobile	Other	
Main regional market				
Japan	8,235	5,733	46	14,014
Korea	186,830	60,122	3,021	249,973
China	59,283	50,209	21	109,513
North America and Europe	61,139	7,218	225	68,582
Rest of World	19,826	12,963	231	33,020
Total	335,313	136,245	3,544	475,102

(Notes) 1. Revenue is broken down by country or region based on customer location.

2. Categorization by country or region is based on geographic proximity.
3. Major countries or regions contained in each regional category:
 - (1) North America and Europe: USA, Canada and Europe
 - (2) Rest of World: Central and South America and Asian countries

(5) Information on major customers

One customer contributed more than 10% of Nexon Group's consolidated revenue for the fiscal years ended December 31, 2024 and 2025, and revenue earned from the customer were ¥143,300 million (Korea segment) and ¥94,133 million (Korea segment), respectively.

(Per Share Information)

Basic and diluted earnings per share attributable to owners of parent are calculated based on the following information.

	Fiscal year ended December 31, 2024	Fiscal year ended December 31, 2025	(Millions of yen)
Profit attributable to owners of parent	134,848	92,052	
Adjustments to profit used for the calculation of diluted earnings per share	(45)	—	
Diluted profit attributable to owners of parent	134,803	92,052	
Number of basic weighted-average ordinary shares (Note 1)	833,468,361 shares	804,115,420 shares	
Dilution: Share option	3,340,830 shares	2,606,918 shares	
Number of dilutive weighted-average ordinary shares	836,809,191 shares	806,722,338 shares	
Earnings per share (attributable to owners of parent)	(Yen)	(Yen)	
Basic earnings per share	161.79	114.48	
Diluted earnings per share (Note 2)	161.09	114.11	

(Notes) 1. Nexon's ordinary shares held by our consolidated subsidiaries, Stiftelsen Embark Incentive and NEXON Employee Benefit Trust, are included in the treasury shares deducted in the calculation of the number of basic weighted-average ordinary shares. As for the deducted treasury shares, the average number of shares during the period was 543,596 shares and 941,839 shares, respectively, for the fiscal year ended December 31, 2024 and 347,549 shares and 1,595,471 shares, respectively, for the fiscal year ended December 31, 2025.

2. Some of the share acquisition rights issued by Nexon do not have any dilutive effect and thus are not included in the calculation of diluted earnings per share.

(Significant Subsequent Event)

(Cancellation of treasury shares)

Nexon's Board of Directors has approved, on February 12, 2026, the cancellation of treasury shares pursuant to the provisions of Article 178 of the Companies Act.

(a) Reasons for the cancellation of treasury shares

To improve capital efficiency and return profits to shareholders

(b) Details of matters related to the cancellation

(i) Method of cancellation:	To be reduced from the amount of other retained earnings
(ii) Class of shares to be cancelled:	Ordinary shares of Nexon
(iii) Number of shares to be cancelled:	36,487,500 shares (4.4% of the total number of shares issued as of January 31, 2026)
(iv) Date of scheduled cancellation:	February 27, 2026