INVESTOR PRESENTATION Q2 2026

Junghun Lee President and CEO | **Shiro Uemura** CFO

August 13th, 2026 NEXON Co., Ltd.

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Management Summary

MapleStory Franchise Leads Q2 Outperformance; *ARC Raiders* a Significant Contributor

- MapleStory franchise grew 63% Y/Y, driven by two franchise extensions – *MapleStory Worlds*[1] and *MapleStory: Idle RPG*
- *ARC Raiders* contributed ¥18.3 billion, or approximately 15% of Q2 revenue, with cumulative revenue surpassing ¥88 billion and unit sales exceeding 16.3 million since launch. *Frozen Trail* on track for October release

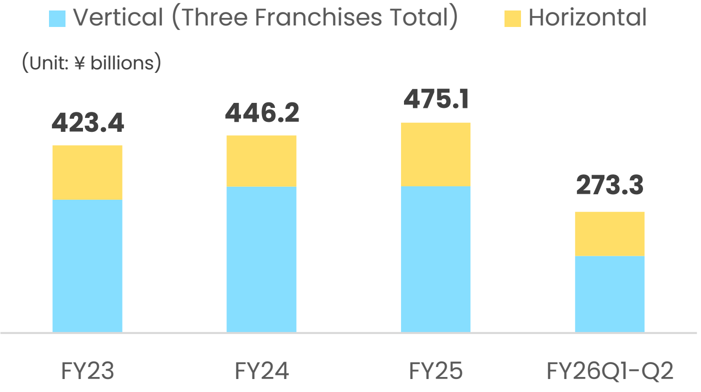
Replicable Growth Models – The MapleStory Playbook and *ARC Raiders*' Breakthrough Strategy for Western Markets

- MapleStory playbook extends to the Dungeon&Fighter franchise - *Arad: Idle RPG*[2], *Dungeon&Fighter Classic*, Project OVERKILL, and *Dungeon&Fighter: ARAD*
- Embark's strategy of pioneering new technology for leaner, faster development – a strategic unlock and a portal for Nexon's global expansion

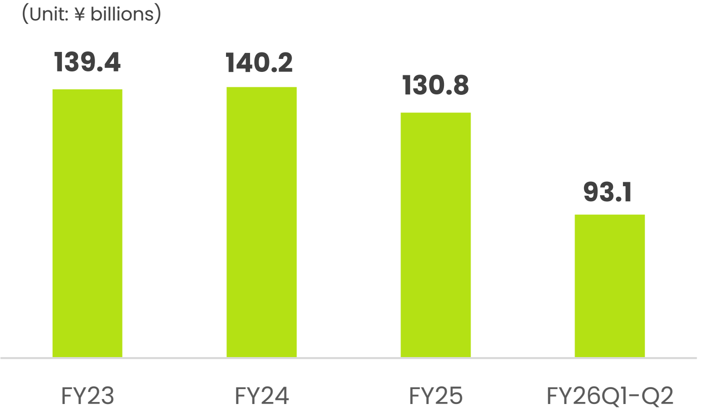
Transformation Initiative – Positioned to Capture Growth

- Making material progress – managing full-year HR cost flat Y/Y; assigning profit targets for all products and projects; reallocating resources to proven franchises, and investing in new technology to improve studio productivity
- Moving decisively to unlock greater creative output, efficiency, and profitability

Revenue



Adjusted Operating Income[3]



1 *MapleStory Worlds* is a content creation platform in which users can use *MapleStory* assets to create their own game and share it with other players
2 The game title is tentative and subject to change.
3 Operating Income excluding Other Expense such as impairment losses

Capital Allocation and Shareholder Returns

A Direct and Equitable Distribution to All Shareholders

Standing Return Policy 33%+ Prior-Year Operating Income; ROE Target 10%+

- We will continue to return more than 33% of the prior year's operating income to shareholders through semi-annual dividends and buybacks
- A minimum ROE target of 10%, with an aim to grow to 15% in the mid-long term

¥842 Billion in Cash at Quarter-End

- Steady cash flow from established franchises, plus contributions from new games, fund both growth investment and shareholder returns
- Further strengthened by the recent divestitures of investments: ¥106 billion in principal, plus ¥142 billion in gains
- Ample capacity to pursue growth while returning capital to shareholders

¥415 Per Share Special Dividend – Approximately ¥324 Billion[1] or $2 Billion[2]

- To be paid to shareholders registered as of September 30, 2026, subject to formal Board resolution expected in September
- In the Board's view, an effective way to return cash directly and equitably to all shareholders

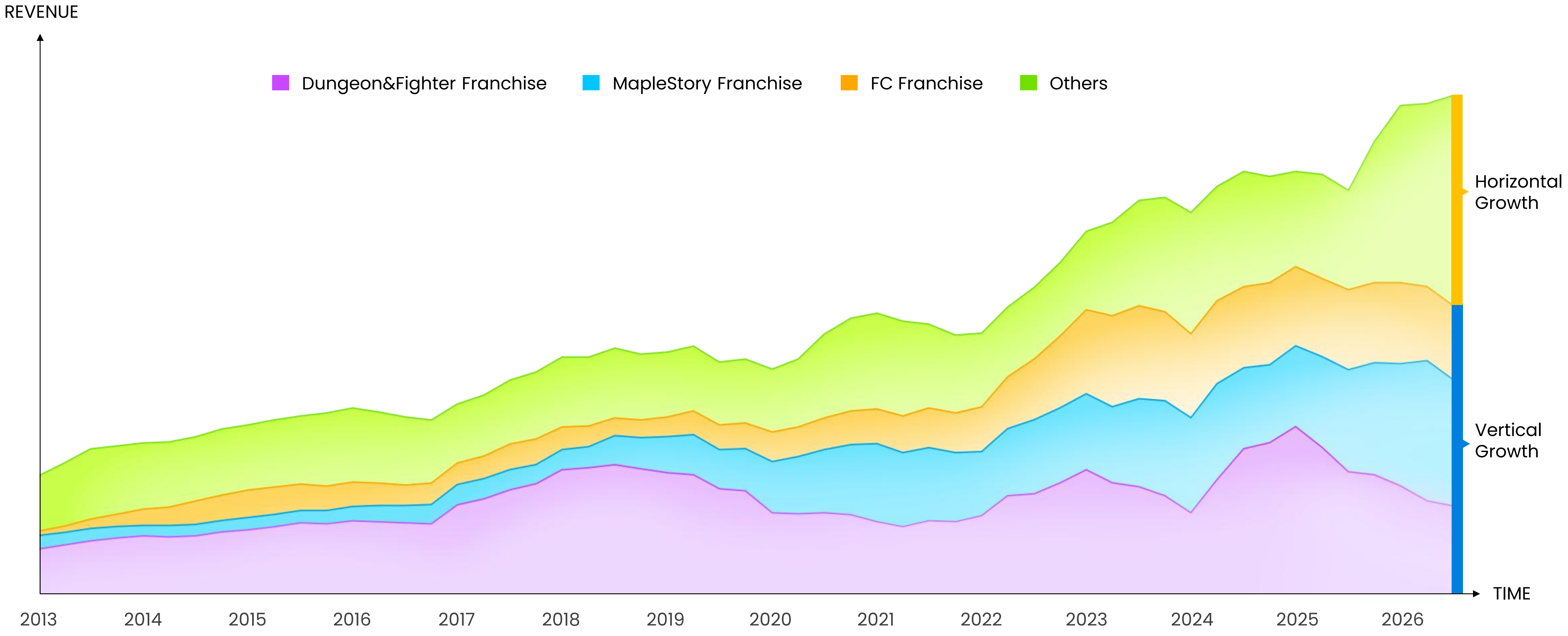
¥900+ Billion Total Capital Returned Since IPO in 2011 by 2026 End / Est.

- The ¥415 special dividend adds substantially to our ongoing dividend and buyback program
- 2026 regular annual dividend of ¥60 per share (¥30 semi-annual)
- Completed a ¥30 billion share repurchase in July, as approved by the Board in May

1 The aggregate amount reflects ¥415 per share applied to the number of shares outstanding, net of treasury shares, as of July 31, 2026, and is subject to change based on the number of shares outstanding as of the record date of September 30, 2026.
2 Calculated at an exchange rate of US$1 = ¥160.7

Trailing 12-Month Franchise Revenue History

Vertical: The MapleStory Franchise Achieved Exceptional 63% Y/Y Growth in Q2
Horizontal: Up 20% Y/Y, Led by *ARC Raiders*, Contributing ¥18.3 Billion, or Approximately 15% of Q2 Revenue



MapleStory Franchise

Q2 Franchise Revenue Achieved 63% Y/Y Growth for a Record Quarterly High, Driven by *MapleStory Worlds*[1] and *MapleStory: Idle RPG*; Expect Approx. 40% Y/Y Growth in Q3

Korea *MapleStory*

- Q2 revenue exceeded expectations, growing 7% Y/Y on top of last year's 91% Y/Y growth, marking a Q2 record, driven by strong sales tied to the June summer update
- Expect Q3 revenue to be broadly in line with Q3 2025, which grew approx. 3x Y/Y, with continued contributions from the summer updates

Global *MapleStory*

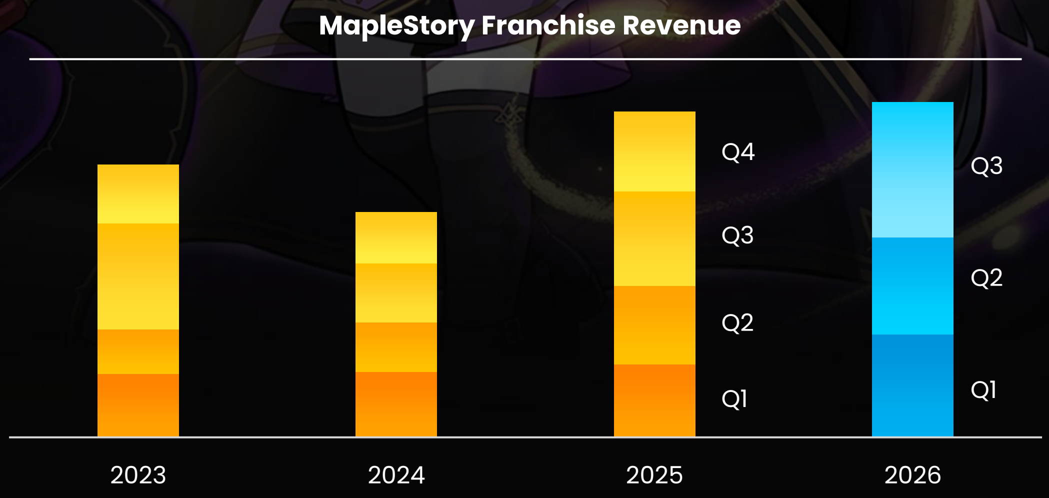
- Q2 revenue declined 7% Y/Y against a strong prior-year base
- Expect revenue to grow double digits Y/Y in Q3, supported by a hyperlocalized summer update in Western *MapleStory*

MapleStory Worlds[1]

- Q2 revenue exceeded outlook and grew 123% Y/Y, driven by *Maple Planet* in Korea and *Maple Star* in Taiwan – two new user-generated worlds launched in late April
- Expect continued strength and revenue to approximately double Y/Y in Q3

MapleStory: Idle RPG

- Q2 revenue exceeded outlook, driven by the April half-anniversary update
- Expect continued contribution to franchise growth in Q3, with revenue moderating sequentially



1 *MapleStory Worlds* is a content creation platform in which users can use *MapleStory* assets to create their own game and share it with other players.

Dungeon&Fighter Franchise

Q2 Performed as Expected with Franchise Revenue Down 44% Y/Y;
Y/Y Decline to Continue in Q3, but Expect a Sequential Increase

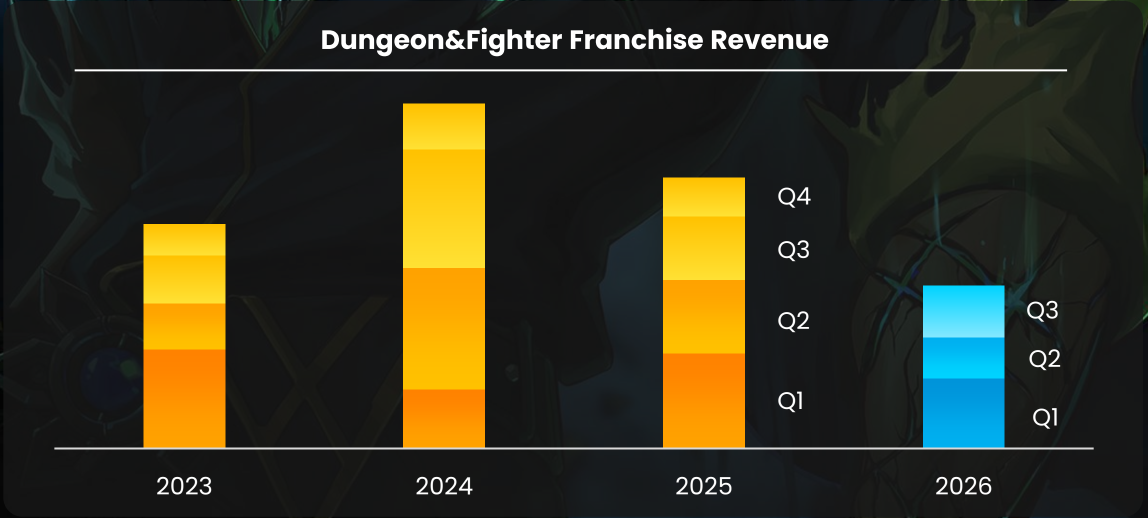
Dungeon&Fighter (PC)

- China
  - Q2 revenue was within guidance range but declined Y/Y, due to the soft start to the April new-season update. The June anniversary update created solid retention among core users
  - Sales tied to the July summer update started strong, followed by slowdown. Combined with the September National Day update and new raid content, expect Q3 revenue to increase Q/Q
  - As-reported Q3 revenue expected to increase Y/Y, mainly due to favorable FX, with underlying local-currency performance remaining approx. flat

- Korea
  - Q2 revenue declined Y/Y, reflecting a high prior-year comparison and soft reception to the March new-season update
  - Expect the Y/Y decline to continue in Q3; August anniversary update and new raid content will focus on retention and re-engaging lapsed players

Dungeon&Fighter Mobile

- Q2 revenue exceeded our outlook, driven by the May anniversary update and monetization from a new feature, while declining Y/Y
- Expect Q3 revenue to decline Y/Y; a series of updates is planned - including a new farming dungeon, multi-character legion content, and a new raid timed for National Day holiday



FC Franchise

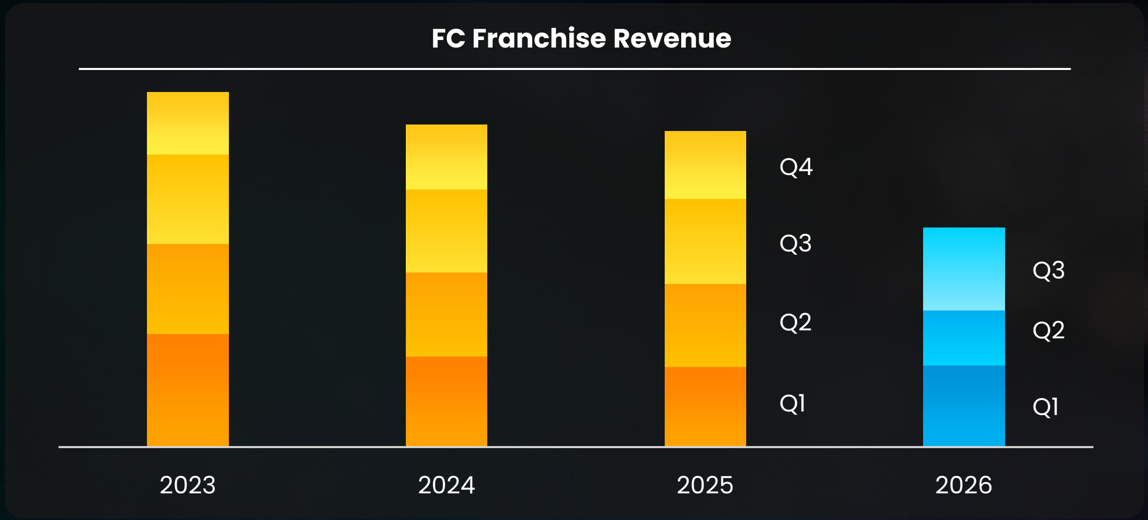
Q2 Revenue Fell Below Outlook and Declined Y/Y Owing to Softness in Both *FC ONLINE*[1] and *FC MOBILE*[2]; Expect Q3 Franchise Revenue to Slightly Decline Y/Y

FC ONLINE[1]

- Q2 revenue declined Y/Y. The World Cup did not translate into traffic lift as anticipated, and user-acquisition efforts also fell short of plan
- Following the June TOTS (Team of the Season) update, expect revenue to recover sequentially in Q3 and return close to prior-year levels

FC MOBILE[2]

- Q2 revenue was down Y/Y and fell below plan. An April update led to some technical quality issues, which affected traffic and monetization
- Service quality stabilized, with traffic recovering since June. Following July launch of TOTS (Team of the Season) class content, expect traffic and revenue to improve sequentially in Q3



1 Official title is *EA SPORTS FC™ ONLINE* (PC) and *EA SPORTS FC™ ONLINE M* (mobile).

2 Official title is *EA SPORTS FC™ MOBILE*.

Shooters

ARC Raiders' Success Represents a Replicable Strategy for Developing and Publishing Games that Break Through in Western Markets

ARC Raiders

- With additional 800K units sold, cumulative unit sales reached a remarkable 16.3 million in Q2, collectively generated more than ¥88 billion since launch
- *Frozen Trail* - the largest content drop since launch – is on track for an October release, expected to re-energize the core and attract new players
- In July, our partners at Tencent conducted a Closed Alpha Test in China, which exceeded our registration targets and received positive feedback on localization quality

THE FINALS

- Q2 revenue grew Y/Y. More than 30 months after launch, the game demonstrates stable engagement metrics among a passionate player base, supported by periodical season updates
- Expect Q3 revenue to remain stable Y/Y with the July launch of Season 11

Q2 2026 Results

Q2 2026 Financial Highlights

Results Above Outlook, Led by Sustained Strength of the MapleStory Franchise. *ARC Raiders* Maintains Solid Revenue Contribution

Revenue

- Outperformance driven by strong results across the MapleStory franchise - *MapleStory Worlds*[1], PC *MapleStory*, and *MapleStory: Idle RPG*
- 63% Y/Y growth in the MapleStory franchise, plus a solid *ARC Raiders* contribution, while the Dungeon&Fighter and FC franchises declined Y/Y and *MABINOGI MOBILE* was down against a high launch-quarter base

Operating Income

- Above outlook, driven by revenue outperformance and lower-than-planned costs
- Higher *MapleStory Worlds*[1] creator fees[2] more than offset by a non-recurring reversal of share-based compensation and lower royalty and marketing costs
- Down Y/Y reflecting a shift in product mix toward higher revenue-linked costs — creator fees, performance-based user acquisition costs, as well as cloud service and software service fees

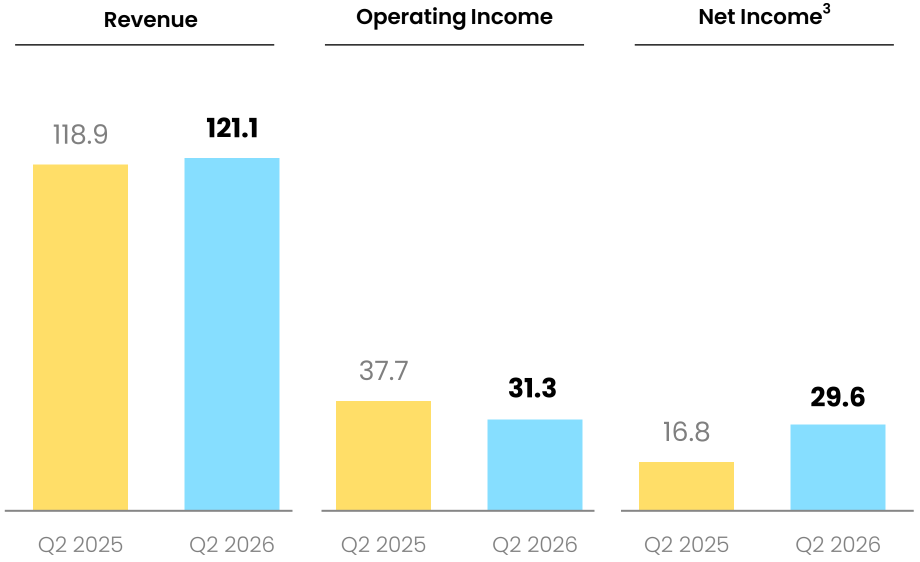
Net Income[3]

- Exceeded outlook, due to operating income outperformance and a ¥5.5 billion valuation gain on funds
- Up Y/Y; primarily due to a ¥1.7 billion FX loss recognized in Q2 2026 compared to a ¥17.5 billion FX loss recognized in Q2 2025

(Unit: ¥ millions, except per share data)

	Q2 2025	Q2 2026 Outlook			Q2 2026	YoY % Change: As-Reported	YoY % Change: Constant Currency[4]
Revenues	**¥118,850**	***¥106,956***	**~**	***¥119,671***	**¥121,076**	***2%***	***(6%)***
PC/Console	84,482	*79,220*	~	*86,814*	87,498	*4%*	*(5%)*
Mobile	34,368	*27,736*	~	*32,857*	33,578	*(2%)*	*(8%)*
Operating income	**37,698**	***16,059***	**~**	***25,343***	**31,284**	***(17%)***	***(31%)***
Net income[3]	**16,758**	***16,084***	**~**	***23,177***	**29,639**	***77%***	***45%***
Earnings per share	20.82	*20.32*	~	*29.28*	37.56		
Exchange rates							
100 KRW/JPY	10.34	*10.74*		*10.74*	10.63	*3%*	
CNY/JPY	20.04	*23.22*		*23.22*	23.34	*16%*	
USD/JPY	144.59	*159.33*		*159.33*	159.49	*10%*	

(Unit: ¥ billions)



1 *MapleStory Worlds* is a content creation platform in which users can use *MapleStory* assets to create their own game and share it with other players.

2 In *MapleStory Worlds*, if a player spends in the content, Nexon receives the payment and pays a specific ratio of that payment to the content provider as a creator fee.

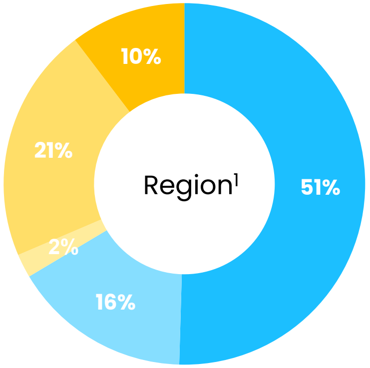
3 Net income refers to net income attributable to the owners of the parent.

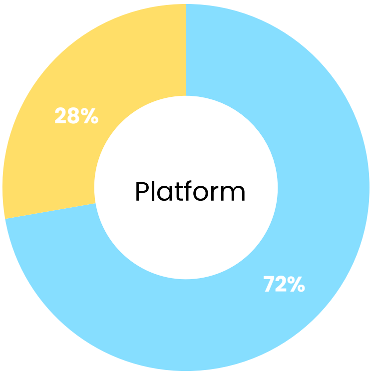
4 Constant currency is a non-GAAP measure used to show performance unaffected by fluctuations in foreign currency exchange rates. Constant-currency basis amounts are calculated using the average foreign currency exchange rates for the comparable period in the prior year and applied to the current period. As an example, we calculate royalty revenues from China *Dungeon&Fighter* by applying the same CNY/USD, USD/KRW and KRW/JPY exchange rates from last year's same fiscal quarter.

Q2 2026 Revenue Breakdown

(Unit: ¥ millions)

	Q2 2025	Q2 2026		YoY % Change	
		As-Reported	Constant Currency[3]	As-Reported	Constant Currency[3]
Revenue by Region[1]					
Korea	¥71,006	¥61,089	¥58,877	*(14%)*	*(17%)*
China	26,871	19,355	16,019	*(28%)*	*(40%)*
Japan	2,983	2,575	2,514	*(14%)*	*(16%)*
North America and Europe	9,457	25,536	23,097	*170%*	*144%*
Rest of World[2]	8,533	12,521	11,632	*47%*	*36%*
Nexon Total	**118,850**	**121,076**	**112,139**	***2%***	***(6%)***
Revenue by Platform					
PC/Console	84,482	87,498	80,496	*4%*	*(5%)*
Mobile	34,368	33,578	31,643	*(2%)*	*(8%)*
Nexon Total	**118,850**	**121,076**	**112,139**	***2%***	***(6%)***
FX Rate					
100 KRW/JPY	*10.34*	*10.63*	*10.34*	*3%*	
CNY/JPY	*20.04*	*23.34*	*20.04*	*16%*	
USD/JPY	*144.59*	*159.49*	*144.59*	*10%*	





Region[1]

- Korea 51%
- China 16%
- Japan 2%
- North America & Europe 21%
- Rest of World[2] 10%

Platform

- PC/Console 72%
- Mobile 28%

1 Based on regions where the revenue originates; not a representation of revenues according to Nexon entities.

2 "Rest of World" includes other Asian countries as well as Central and South American countries.

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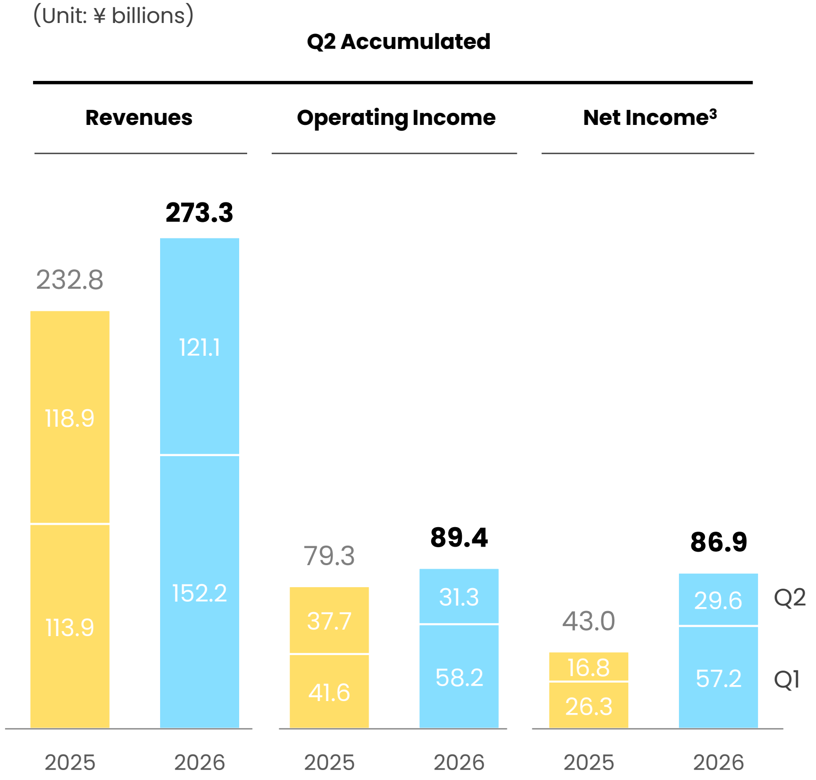
Q2 2026 Accumulated Results

(Unit: ¥ millions, except per share data)

	Q1-Q2 2025	Q1-Q2 2026 As-Reported	Q1-Q2 2026 Constant Currency[4]	YoY % Change As-Reported	YoY % Change Constant Currency[4]
Revenue by Region[1]					
Korea	¥125,258	¥118,570	¥115,288	*(5%)*	*(8%)*
China	64,451	50,748	47,246	*(21%)*	*(27%)*
Japan	6,952	6,113	5,960	*(12%)*	*(14%)*
North America and Europe	20,313	70,001	61,558	*245%*	*203%*
Rest of World[2]	15,810	27,878	25,898	*76%*	*64%*
Nexon Total	**232,784**	**273,310**	**255,950**	***17%***	***10%***
Revenue by Platform					
PC/Console	162,078	205,064	190,465	*27%*	*18%*
Mobile	70,706	68,246	65,485	*(3%)*	*(7%)*
Nexon Total	**232,784**	**273,310**	**255,950**	***17%***	***10%***
Operating income	**79,309**	**89,447**	**79,269**	***13%***	***(0%)***
Net income[3]	**43,030**	**86,864**	**77,012**	***102%***	***79%***
Earnings per share	53.04	109.96			



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Q2 2026 Korea – Highlights

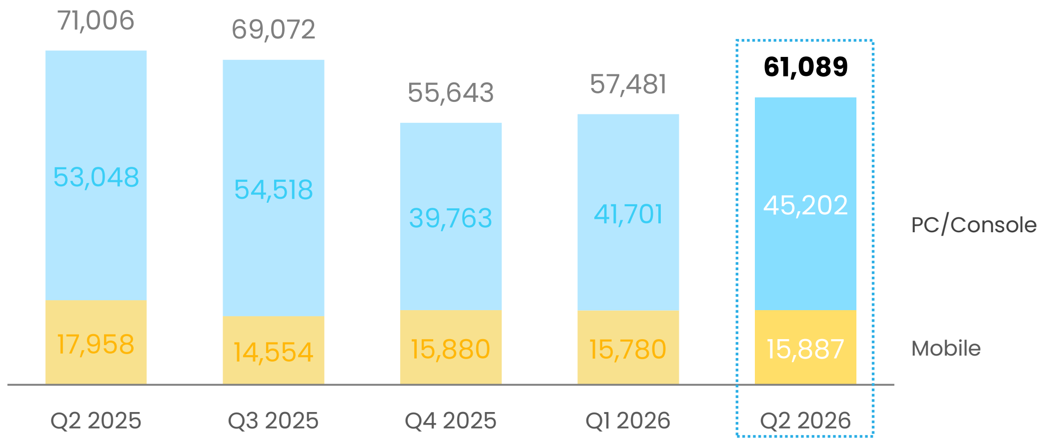
Results in Line With Outlook. Strength Across the MapleStory Franchise, While the FC and Dungeon&Fighter Franchises Fell Below Expectations

- MapleStory Franchise:
  - *MapleStory*: Outperformed, up 7% Y/Y on top of 91% growth achieved in Q2 2025, driven by sales from the June summer update – marking a Q2 record
  - *MapleStory Worlds*[1]: Significantly exceeded outlook, grew >4x Y/Y, driven by strong reception for *Maple Planet*, a new user-generated world launched in late April
  - *MapleStory: Idle RPG*: In line with expectations; a strong contributor to franchise growth
- FC Franchise: Below outlook and down Y/Y on softer-than-expected traffic and monetization across *FC ONLINE*[2] and *FC MOBILE*[3]
- Dungeon&Fighter Franchise: PC below outlook and down Y/Y, reflecting a high prior-year comparison and weak reception to the March new season update
- *MABINOGI MOBILE*: Down Y/Y against a strong launch-quarter base; moderated sequentially
- By platform, PC/console and mobile revenue declined 15% and 12%, respectively

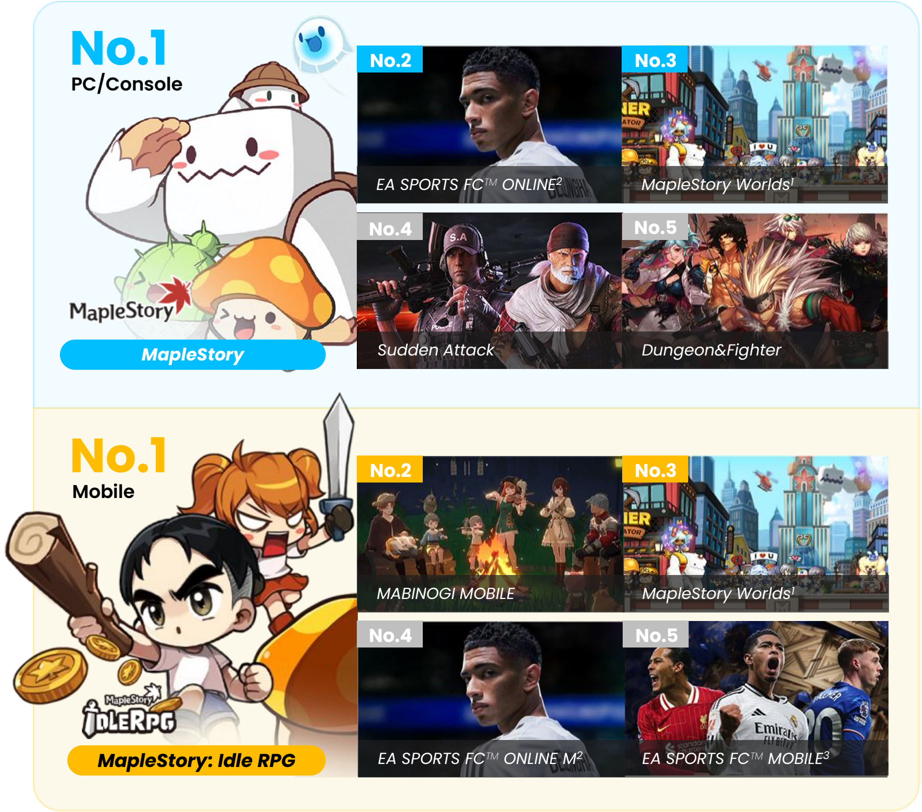
Y/Y% change:

As Reported:	**-14%**
Constant Currency[4]:	**-17%**

(Unit: ¥ millions)



Revenue Ranking by Region[5]



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5 Based on regions where the revenue originates; not a representation of revenues according to Nexon entities.

Q2 2026 China – Highlights

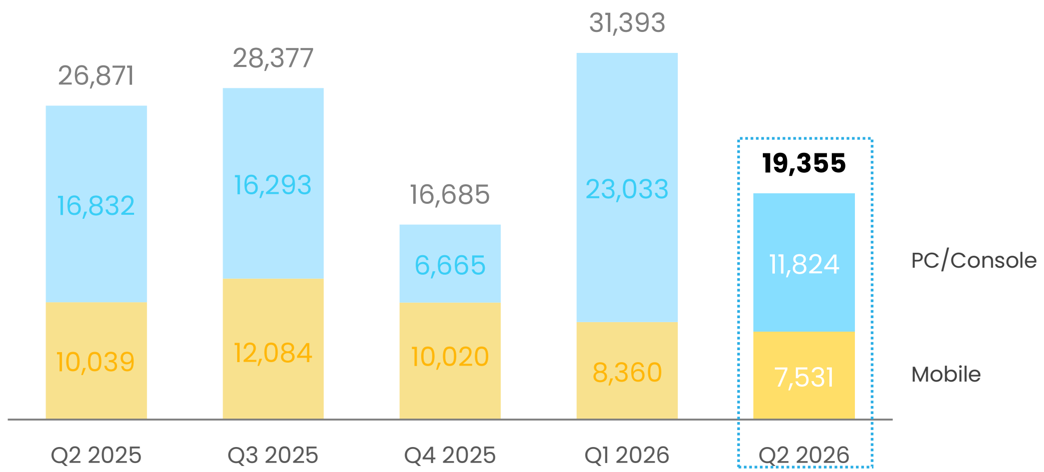
Results in Line with Outlook. Dungeon&Fighter Franchise Performing as Expected

- *Dungeon&Fighter* (PC):
  - Results within outlook range but down Y/Y, owing to a soft start to the April new-season update; the June anniversary update helped drive solid retention among the core players
  - MAUs, paying users, and ARPPU declined Y/Y
  - Q/Q, MAUs and paying users both increased, supported by the anniversary update, while ARPPU decreased against Q1, which included New Year sales
- *Dungeon&Fighter Mobile*:
  - Exceeded outlook though down Y/Y, driven by the May anniversary update and monetization from a new feature

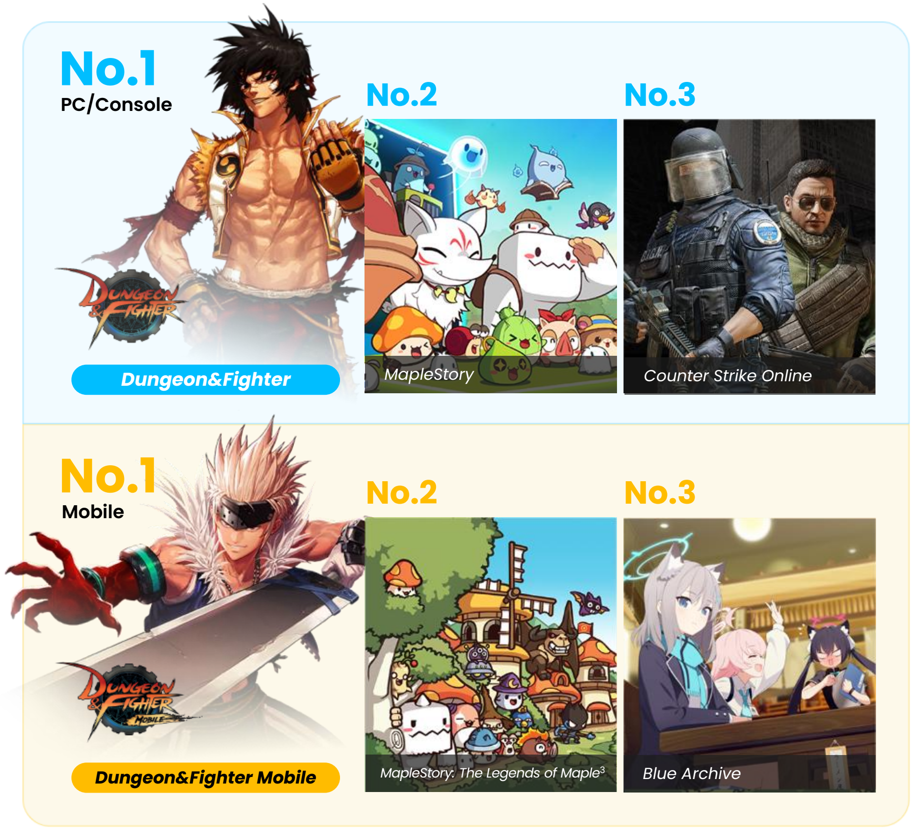
(Unit: ¥ millions)

Y/Y% change:

As Reported:	**-28%**
Constant Currency[1]:	**-40%**



Revenue Ranking by Region[2]



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2 Based on regions where the revenue originates; not a representation of revenues according to Nexon entities.

3 Official title of *MapleStory M* in China.

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Q2 2026 Japan – Highlights

Results Above Outlook Led by *Blue Archive*

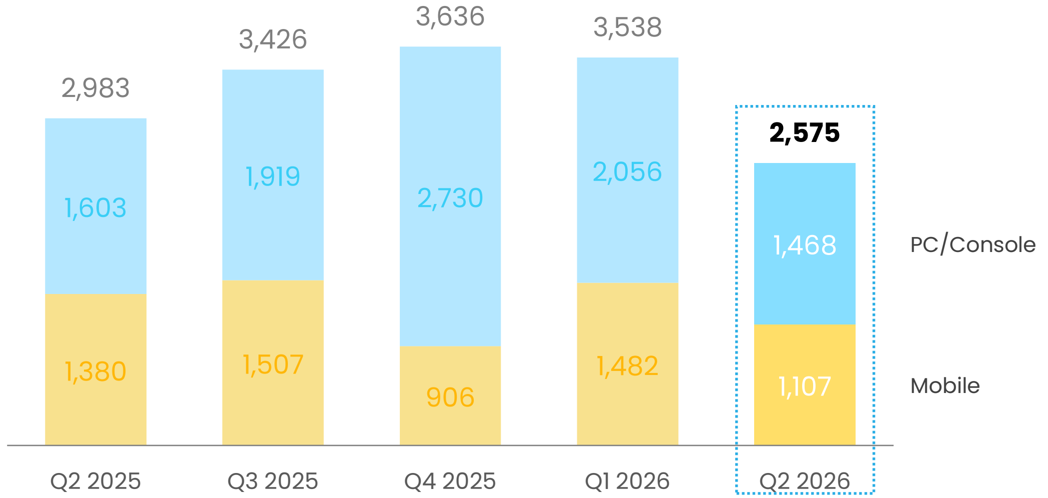
- *MapleStory* (PC): Revenue fell below outlook and declined Y/Y, owing to softer traffic
- Y/Y revenue decline also reflects moderation in *HIT: The World*[1], *The First Berserker: Khazan*, and *Blue Archive*, despite a contribution from *ARC Raiders*

(Unit: ¥ millions)

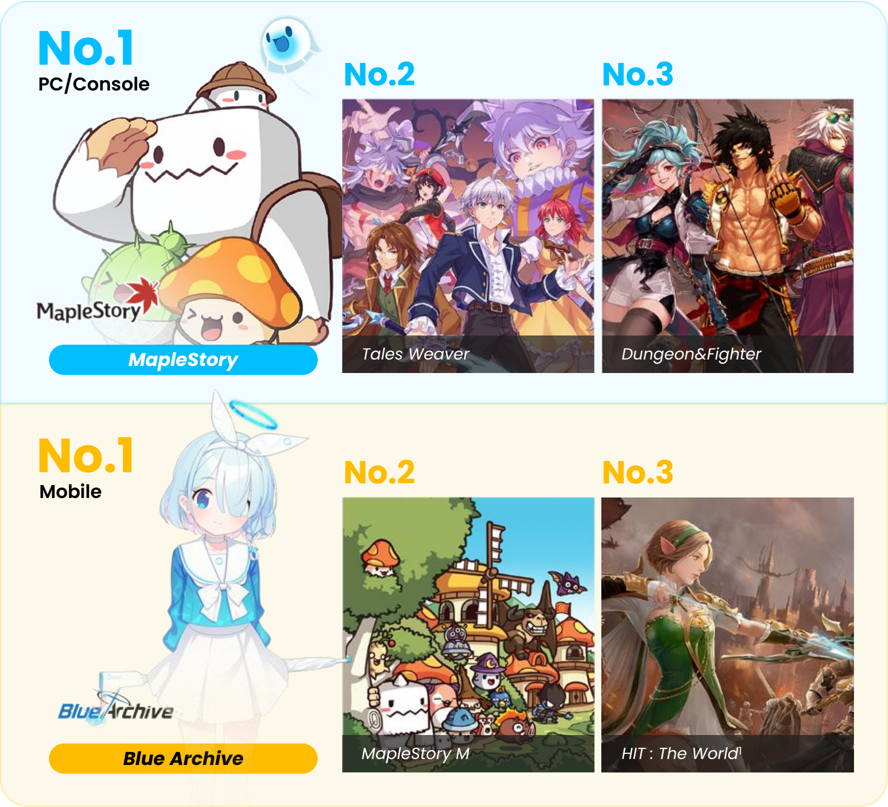
Y/Y% change:

As Reported: **-14%**

Constant Currency[2]: **-16%**



Revenue Ranking by Region[3]



1 Official title for *HIT2* serviced in Japan.

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Q2 2026 North America and Europe – Highlights

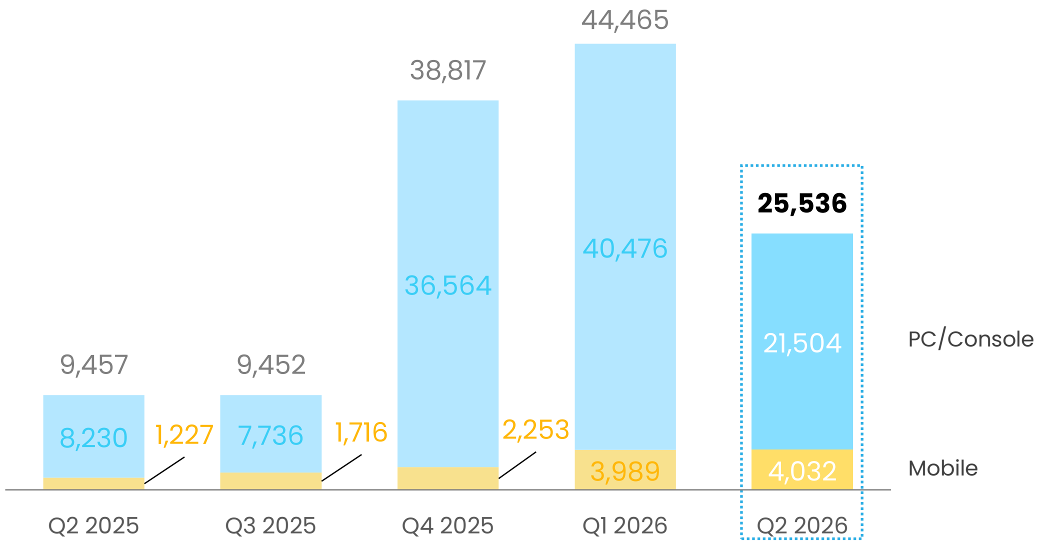
Results Above Outlook Driven by *MapleStory: Idle RPG*. Strong Y/Y Growth Led by Ongoing Contributions from *ARC Raiders*

- *ARC Raiders*: A strong contributor to the quarter and year over year growth, continues to benefit from a vibrant player community
- MapleStory Franchise:
    - *MapleStory*: Exceeded outlook and grew 7% Y/Y, driven by the June summer update
    - *MapleStory: Idle RPG*: Outperformed outlook and contributed to Y/Y growth, driven by the April half-year anniversary
- *THE FINALS*: Performed as expected, with stable engagement metrics among a passionate playerbase, supported by periodical season updates

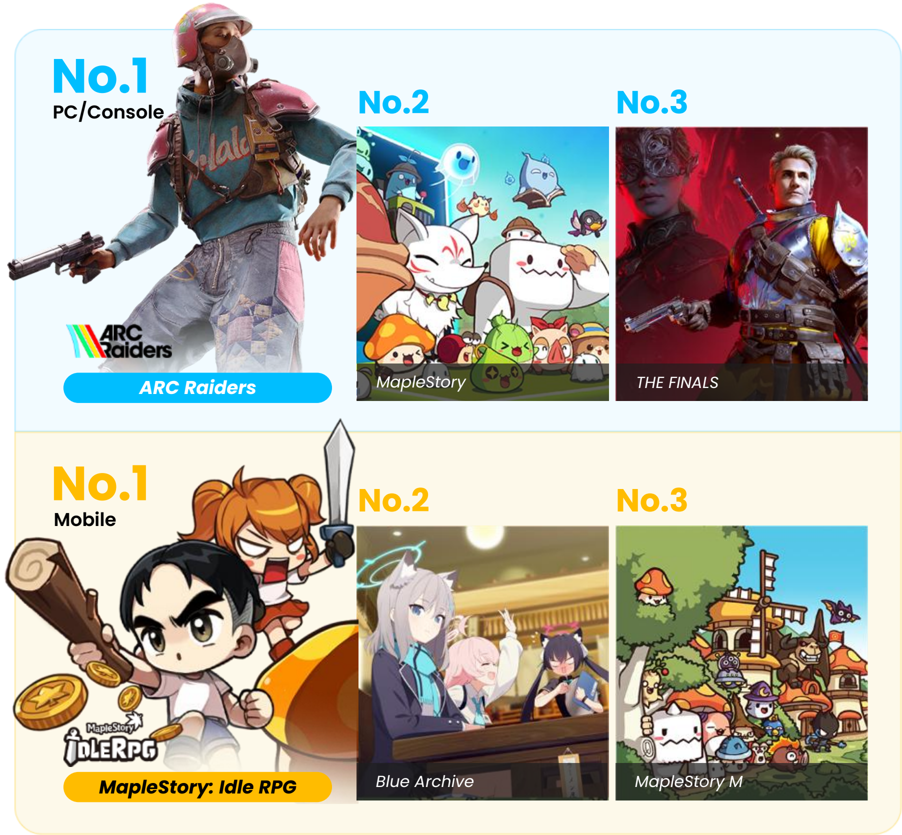
(Unit: ¥ millions)

Y/Y% change:

As Reported:	**+170%**
Constant Currency[1]:	**+144%**



Revenue Ranking by Region[2]



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Q2 2026 Rest of World [1] – Highlights

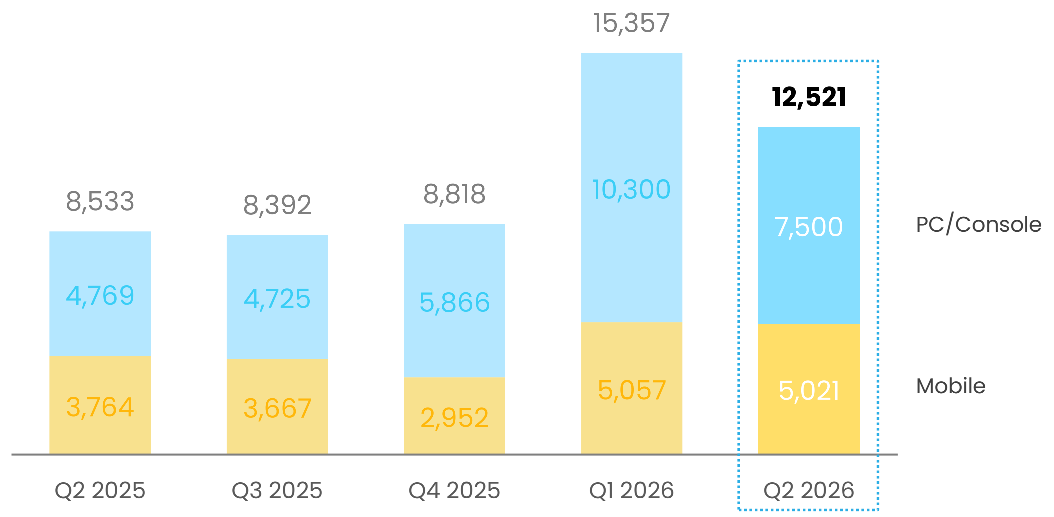
Results Above Outlook on *MapleStory Worlds*[2] and *MapleStory: Idle RPG*. Y/Y Growth Led by *ARC Raiders* and *MapleStory: Idle RPG*

- MapleStory Franchise:
    - *MapleStory Worlds*[2]: Outperformance on strong reception to *Maple Star*, a new user-generated world launched in Taiwan late April. Revenue was down slightly against a difficult comparison with the platform's successful Q2 2025 Taiwan launch
    - *MapleStory: Idle RPG*: Outperformed and contributed to Y/Y growth, driven by the April half-year anniversary
- *ARC Raiders*: Strong contributor to the quarter and Y/Y growth

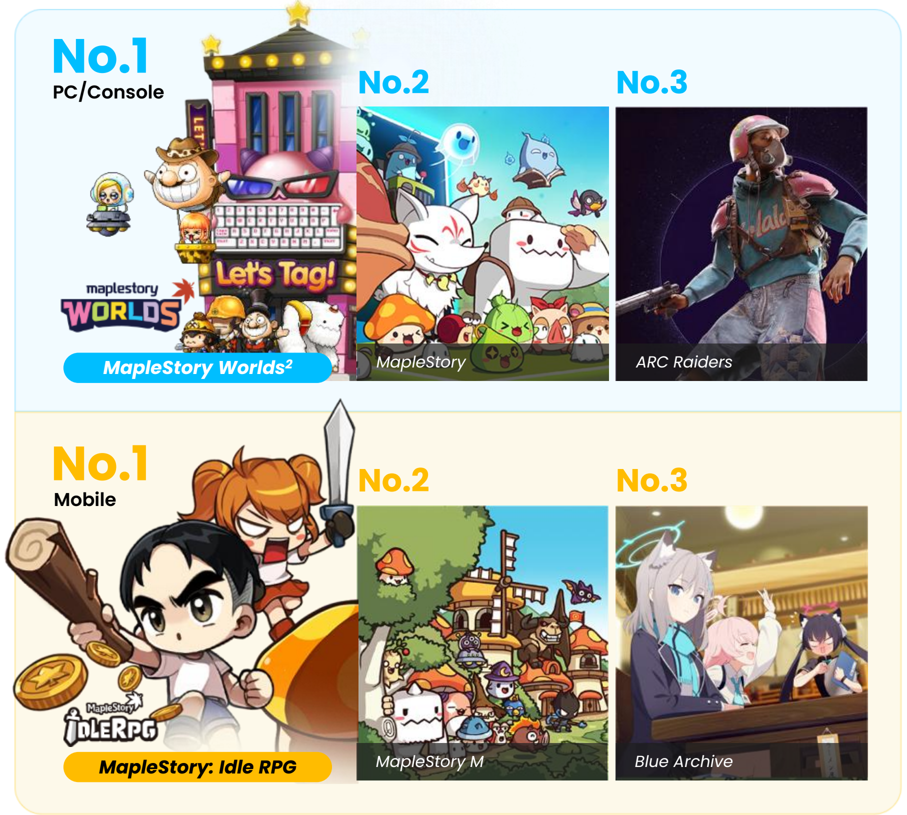
(Unit: ¥ millions)

Y/Y% change:

As Reported:	**+47%**
Constant Currency[3]:	**+36%**



Revenue Ranking by Region[4]



1 "Rest of World" includes other Asian countries as well as Central and South American countries.

2 *MapleStory Worlds* is a content creation platform in which users can use MapleStory assets to create their own game and share it with other players.

3 Constant currency is a non-GAAP measure used to show performance unaffected by fluctuations in foreign currency exchange rates. Constant-currency basis amounts are calculated using the average foreign currency exchange rates for the comparable period in the prior year and applied to the current period. As an example, we calculate royalty revenues from China *Dungeon&Fighter* by applying the same CNY/USD, USD/KRW and KRW/JPY exchange rates from last year's same fiscal quarter.

4 Based on regions where the revenue originates; not a representation of revenues according to Nexon entities.

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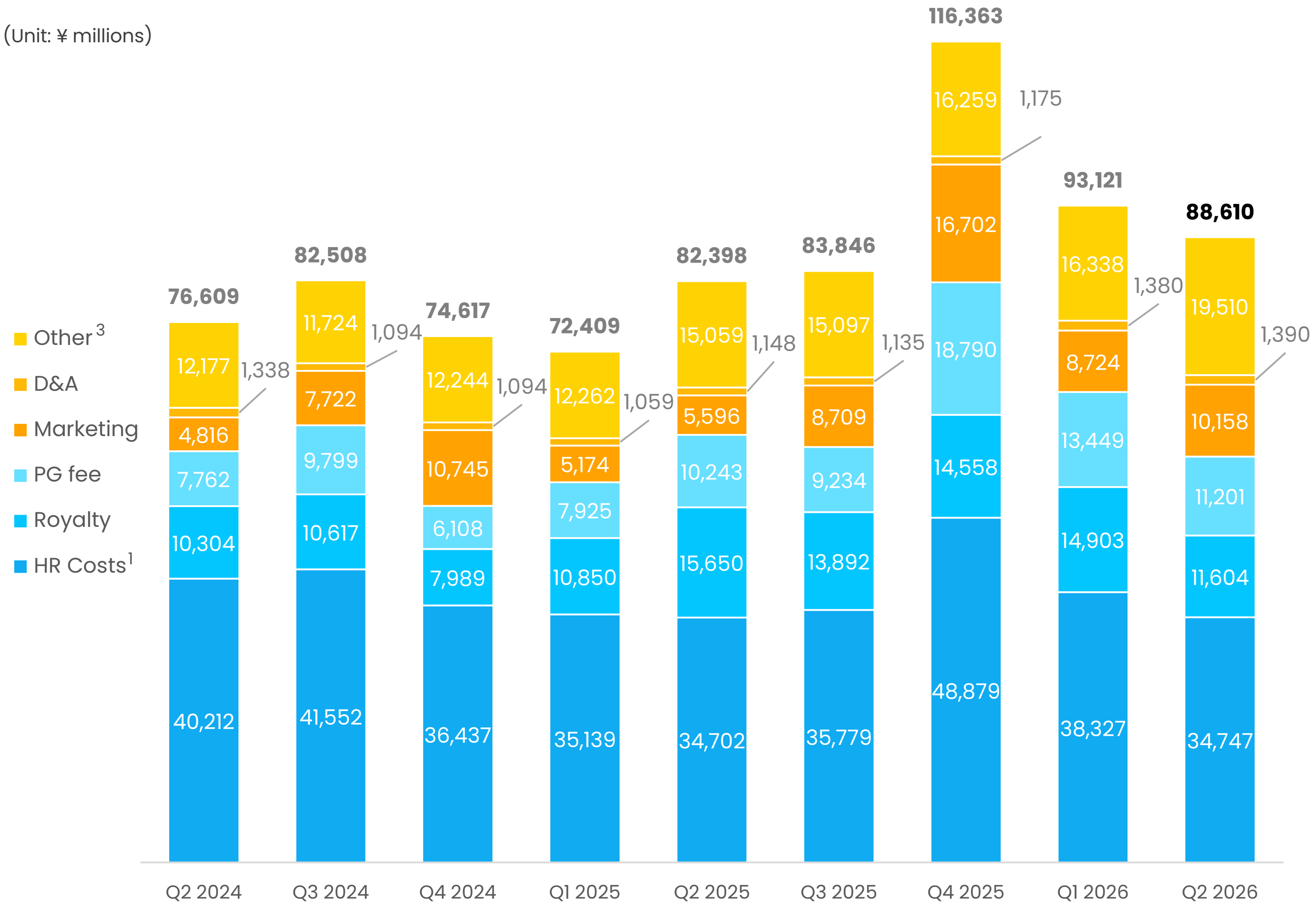
Cost Breakdown

(Unit: ¥ millions)



Q2 Results

Y/Y Analysis

- HR Costs[1]: Flat, as higher headcount was offset by a non-recurring reversal of share-based compensation
- Royalty: Decreased, reflecting sales decline in *MABINOGI MOBILE* and the FC franchise, partially offset by a contribution from *MapleStory: Idle RPG*
- PG Fee: Increased, with higher *MapleStory Worlds*[2] and *ARC Raiders* sales
- Marketing Costs: Increased, due to performance-based user acquisition costs for *MapleStory: Idle RPG*, along with promotions of the FC franchise and Korea *MapleStory*
- Other[3]: Increased on higher cloud service fees from growing global live services and data usage, plus higher creator fees[4] tied to the strong growth of *MapleStory Worlds*[2] along with increased software service fees

Q/Q Analysis

- HR Costs[1]: Decreased due to a non-recurring reversal of share-based compensation and lower bonuses
- Royalty: Decreased due primarily to sequential sales decrease from the FC franchise
- PG Fee: Decreased due to sales moderation in *ARC Raiders* and a decrease from the FC franchise
- Marketing Costs: Increased due to FC franchise and Korea *MapleStory*
- Other[3]: Increased due to higher creator fees[4] tied to the growth of *MapleStory Worlds*[2]

1 HR costs includes HR cost (COGS), HR cost (SG&A) and R&D (SG&A).

2 *MapleStory Worlds* is a content creation platform in which users can use *MapleStory* assets to create their own game and share it with other players.

3 Aggregation of Others (COGS) and Others (SG&A) which includes cloud service costs, outsourcing expenses, and fees to creators in *MapleStory Worlds*.

4 In *MapleStory Worlds*, if a player spends in the content, Nexon receives the payment and pays a specific ratio of that payment to the content provider as a creator fee.

Q3 2026 Outlook

Q3 2026 Financial Outlook

Reflects Ongoing Product Diversification and Investment in 2H Releases

Revenue

- Expect continued momentum in the MapleStory franchise, contributions from *ARC Raiders* and *MABINOGI MOBILE*'s regional expansion
- Revenue mix continues to shift, with growing global services across new experiences and diverse platforms

Operating Income

- Reflects higher revenue-linked costs — PG fees and royalties — as well as cloud and software service fees, and marketing costs for UA and new-title promotions
- ¥1.5 billion one-time stock option adjustment tied to special dividend (subj. to Board approval)
- Q3 2025 included a ¥3.9 billion non-recurring gain from the liquidation of trusts, affecting the Y/Y comparison

Net Income[1]

- Expect Y/Y decrease, reflecting the decline in operating income and a Q3 2025 FX gain of ¥9.2 billion which will not repeat in Q3 2026

(Unit: ¥ millions, except per share data)

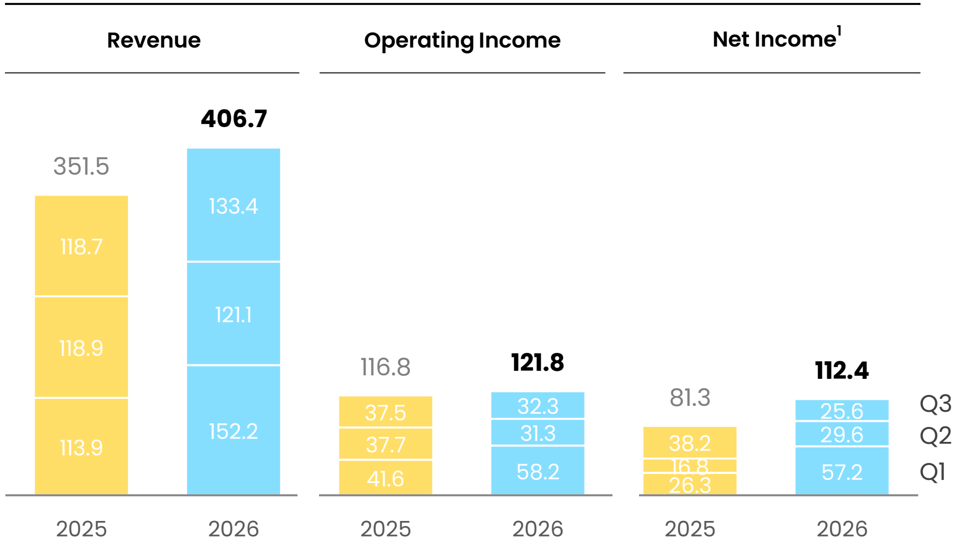
	Q3 2025	Q3 2026 Outlook			YoY % Change					
					As-Reported			Constant Currency[2]		
Revenues	**¥118,719**	**¥120,732**	**~**	**¥133,436**	***2%***	**~**	***12%***	***(3%)***	**~**	***7%***
PC/Console	85,191	88,390	~	95,902	*4%*	~	*13%*	*(1%)*	~	*7%*
Mobile	33,528	32,342	~	37,534	*(4%)*	~	*12%*	*(8%)*	~	*6%*
Operating income	**37,528**	**22,605**	**~**	**32,269**	***(40%)***	**~**	***(14%)***	***(48%)***	**~**	***(24%)***
Net income[1]	**38,165**	**18,223**	**~**	**25,640**	***(52%)***	**~**	***(33%)***	***(60%)***	**~**	***(43%)***
Earnings per share	47.78	23.35	~	32.86						
FX Rate Assumptions										
100 KRW/JPY	*10.65*	*10.89*		*10.89*	*2%*					
CNY/JPY	*20.63*	*23.94*		*23.94*	*16%*					
USD/JPY	*147.48*	*162.60*		*162.60*	*10%*					

Forex sensitivity[3]: Every one Japanese yen move against the U.S. dollar would have the following impact on our financials for Q3 2026

Revenues	0.78 billion yen
Operating Income	0.19 billion yen

(Unit: ¥ billions)

Q3 Accumulated (High-end)



1 Net income refers to net income attributable to owners of the parent.

2 Constant currency is a non-GAAP measure used to show performance unaffected by fluctuations in foreign currency exchange rates. Constant-currency basis amounts are calculated using the average foreign currency exchange rates for the comparable period in the prior year and applied to the current period. As an example, we calculate royalty revenues from China *Dungeon&Fighter* by applying the same CNY/USD, USD/KRW and KRW/JPY exchange rates from last year's same fiscal quarter.

3 In most situations, the exchange rates of both the South Korean Won and the Chinese Yuan are linked to the U.S. Dollar. For simplicity, forex sensitivity is calculated based on the assumption that Korean Won and Chinese Yuan move similarly against Japanese Yen when there is an exchange rate movement in U.S. Dollar and Japanese Yen.

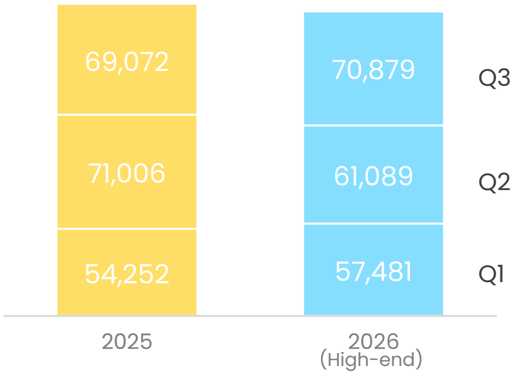
Q3 2026 Korea / China Outlook

Korea

Expect Strong Contributions from the MapleStory Franchise, Alongside Declines in *Dungeon&Fighter* (PC) and *MABINOGI MOBILE*

- PC/Console: Expect a slight decrease Y/Y
  - *MapleStory Worlds*[1] to grow significantly Y/Y and *MapleStory* to track close to high Q3 2025 levels
  - Dungeon&Fighter (PC): Decline Y/Y while prioritizing retention and re-engagement via the August anniversary update and new raid content
- Mobile: Expect to track similar to prior-year levels
  - *MapleStory: Idle RPG*: Remain a solid contributor to performance, while moderating Q/Q
  - *MABINOGI MOBILE*: Decline Y/Y against a high prior-year base

(Unit: ¥ millions)	Q3 2025	Q3 2026 Outlook			YoY % Change				
	Actual	Low-end		High-end	As-Reported		Constant Currency[2]		
	69,072	66,082	~	70,879	(4%) ~ 3%		(7%) ~ (0%)		

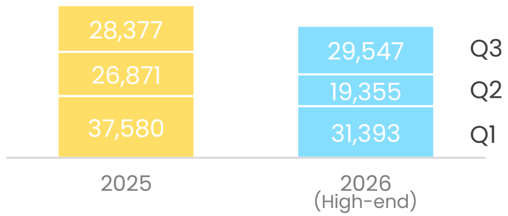


China

Performance Affected by Anticipated Revenue Decline in *Dungeon&Fighter Mobile*

- *Dungeon&Fighter* (PC)
  - Sales tied to the July update started strong, followed by a slowdown. Combined with the September National Day update and new raid content, expect revenue to increase Q/Q
  - As-reported revenue expected to increase Y/Y, mainly driven by favorable FX translation with underlying local-currency performance remaining approximately flat
- *Dungeon&Fighter Mobile*
  - Expect revenue to decline Y/Y
  - Planning a series of updates including a new farming dungeon and multi-character legion content, alongside a new raid timed for the National Day holiday

Q3 2025	Q3 2026 Outlook			YoY % Change	
Actual	Low-end		High-end	As-Reported	Constant Currency[2]
28,377	25,072	~	29,547	(12%) ~ 4%	(22%) ~ (8%)



1 *MapleStory Worlds* is a content creation platform in which players use MapleStory assets to create their own game and share it with other players.

2 Constant currency is a non-GAAP measure used to show performance unaffected by fluctuations in foreign currency exchange rates. Constant-currency basis amounts are calculated using the average foreign currency exchange rates for the comparable period in the prior year and applied to the current period. As an example, we calculate royalty revenues from China *Dungeon&Fighter* by applying the same CNY/USD, USD/KRW and KRW/JPY exchange rates from last year's same fiscal quarter.

Q3 2026 Japan / North America and Europe / Rest of World [1] Outlook

Japan

Revenue to be Slightly Down Y/Y, but to Increase Q/Q Driven by *MapleStory*

- *MapleStory* to increase both Y/Y and Q/Q
- *MABINOGI MOBILE* service in preparation for a Q4 launch

(Unit: ¥ millions)

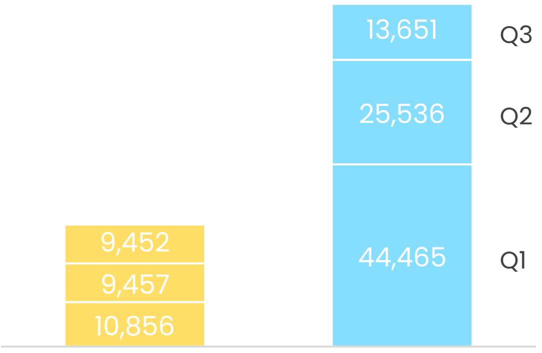
Q3 2025	Q3 2026 Outlook			YoY % Change					
Actual	Low-end		High-end	As-Reported			Constant Currency[3]		
3,426	3,005	~	3,456	*(12%)*	~	*1%*	*(13%)*	~	*(0%)*

North America and Europe

Growth Led by *ARC Raiders* and *MapleStory: Idle RPG*

- *ARC Raiders* and *MapleStory: Idle RPG* remain solid contributors to performance, alongside Y/Y growth in *MapleStory*
- Expect revenue from *The First Descendant, Blue Archive*, and *The First Berserker: Khazan* to decrease Y/Y

Q3 2025	Q3 2026 Outlook			YoY % Change					
Actual	Low-end		High-end	As-Reported			Constant Currency[3]		
9,452	12,372	~	13,651	*31%*	~	*44%*	*23%*	~	*36%*

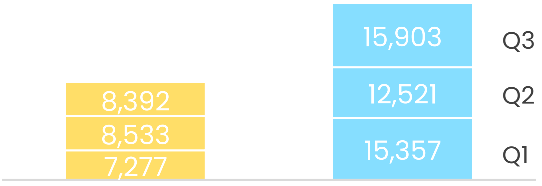


Rest of World[1]

Strong Growth Driven by *MABINOGI MOBILE* and *MapleStory: Idle RPG*

- Solid contributions from the July 22 launch of *MABINOGI MOBILE* in Taiwan, Hong Kong, and Macau
- Strength across the MapleStory franchise - *MapleStory: Idle RPG* remains a strong contributor, plus Y/Y growth from *MapleStory Worlds*[2] and *MapleStory*

Q3 2025	Q3 2026 Outlook			YoY % Change					
Actual	Low-end		High-end	As-Reported			Constant Currency[3]		
8,392	14,201	~	15,903	*69%*	~	*90%*	*62%*	~	*81%*



1 Rest of World includes other Asian countries as well as Central and South American countries.

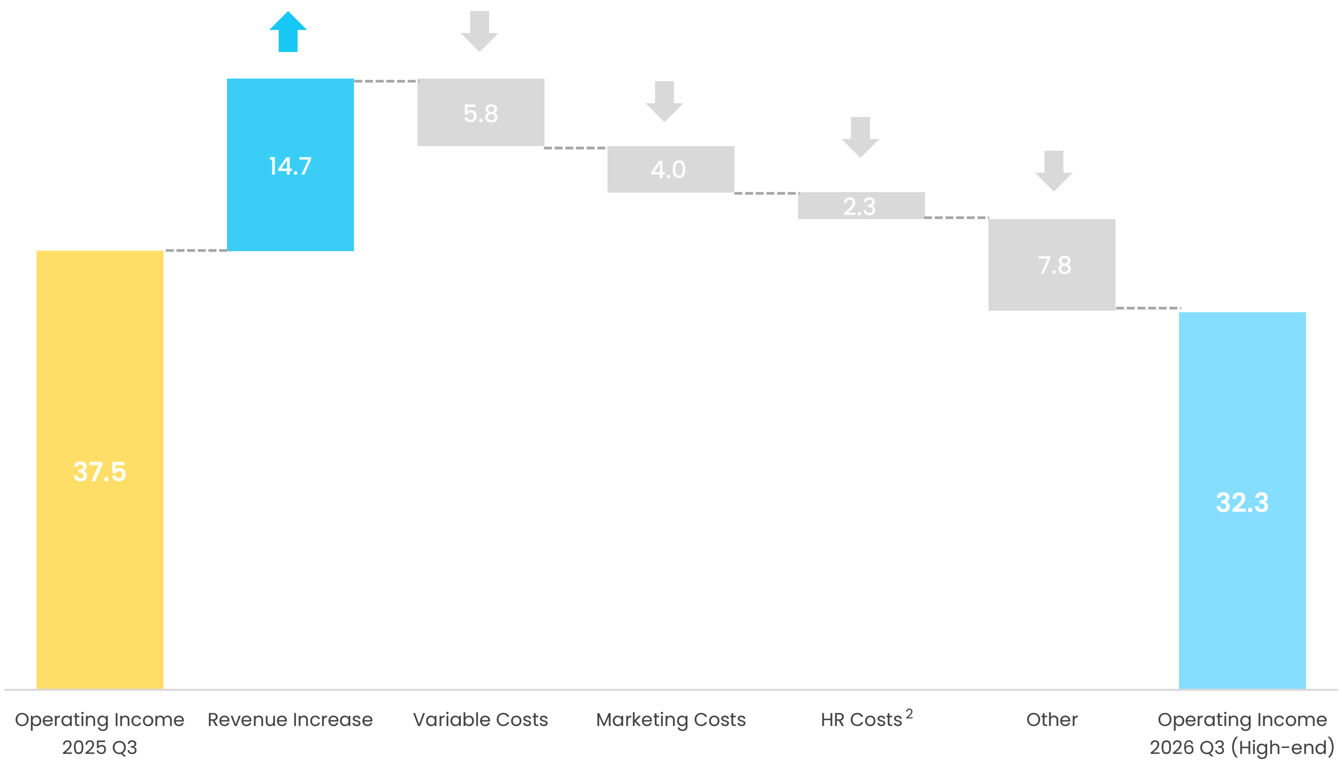
2 *MapleStory Worlds* is a content creation platform in which players use MapleStory assets to create their own game and share it with other players.

3 Constant currency is a non-GAAP measure used to show performance unaffected by fluctuations in foreign currency exchange rates. Constant-currency basis amounts are calculated using the average foreign currency exchange rates for the comparable period in the prior year and applied to the current period. As an example, we calculate royalty revenues from China *Dungeon&Fighter* by applying the same CNY/USD, USD/KRW and KRW/JPY exchange rates from last year's same fiscal quarter.

Q3 2026 Operating Income & Cost Outlook

(Unit: ¥ billions)

Y/Y Operating Income Comparison (High-end)



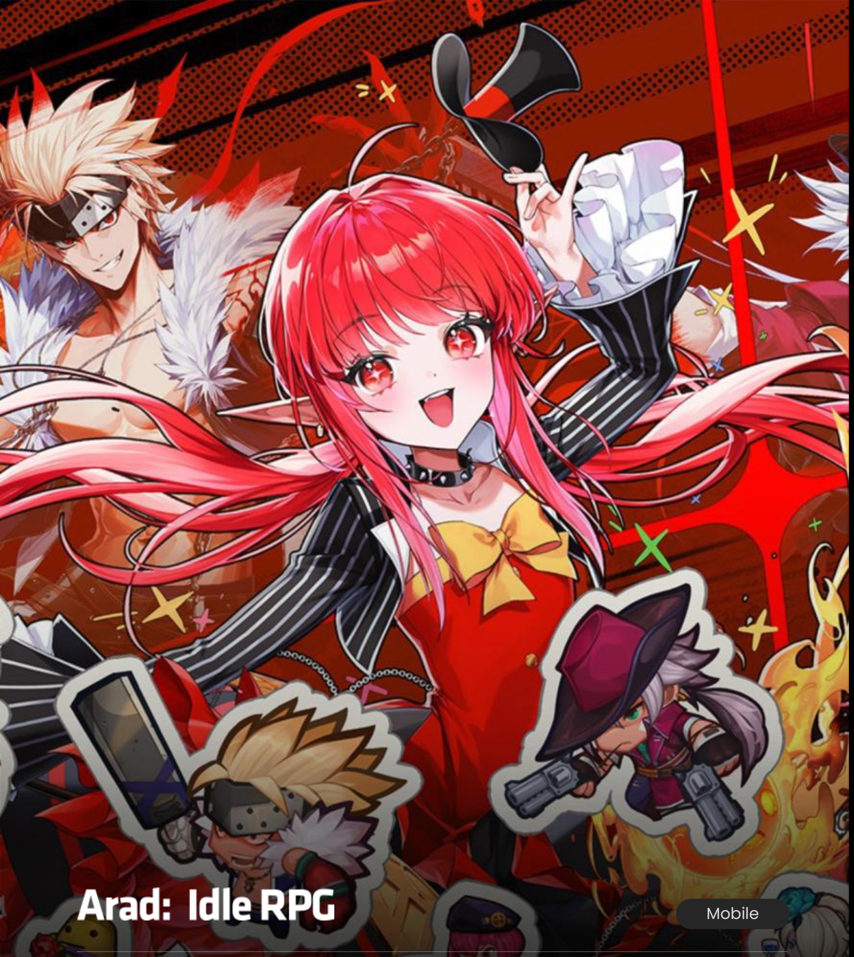
Y/Y operating income reflects ongoing product diversification resulting in higher revenue-linked costs and investment for 2H releases, as well as a non-recurring gain in the prior year affecting the Y/Y comparison

- Variable costs includes:
    - Increased royalties primarily tied to *MapleStory: Idle RPG* and newly launched publishing titles in Q3
    - Increased PG Fees linked to contributions from *MapleStory: Idle RPG* and growth in *MapleStory Worlds*[1]
- Marketing Costs expected to increase due to user acquisition costs for *MapleStory: Idle RPG,* along with promotions for new launches and updates in 2H
- HR Costs[2] expected to increase due to higher headcount
- ¥1.5 billion one-time stock option adjustment tied to special dividend subj. to Board approval
- Other includes:
    - Decreased "Other income". Q3 2025 included a ¥3.9 billion non-recurring gain from liquidation of subsidiary trusts
    - Increased cloud service and software service fees

1 *MapleStory Worlds* is a content creation platform in which players use MapleStory assets to create their own game and share it with other players.

2 HR costs includes HR cost (COGS), HR cost (SG&A) and R&D (SG&A).

Pipeline



Arad: Idle RPG[1]

· Launch Schedule	2026 Q4
· Region	Global[2]
· IP	*Dungeon&Fighter*
· Genre	Idle Game
· Developer	Nexon Games

TEMPPAL: OVERGEARED

· Launch Schedule	2026
· Region	Korea, Global[3]
· IP	*Overgeared*
· Genre	MMORPG
· Developer	GRAYGAMES

Azur Promilia

· Launch Schedule	2026
· Region	Korea
· IP	New
· Genre	Fantasy World RPG
· Developer	Manjuu Games

1 Tentative title.

2 Specific service regions will be disclosed at a later date.

3 Includes Taiwan, Hong Kong and Macau

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5 Chart is illustrative excerpt of pipeline.

PC | Console

Durango World

- Launch Schedule: TBA
- Region: Korea, Japan, Global[1]
- IP: *Durango*
- Genre: Multiplayer Open-World Survival Game
- Developer: Nexon Games

PC | Mobile | Console

Project RX[2]

- Launch Schedule: TBA
- Region: TBA
- IP: New
- Genre: Anime-style Game
- Developer: Nexon Games

1 Includes all the regions other than Korea, China and Japan

2 Tentative title.

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4 Chart is illustrative excerpt of pipeline.

Vindictus: Defying Fate

· Launch Schedule	2027
· Region	Global
· IP	*Vindictus (Mabinogi: Heroes)*
· Genre	Action RPG
· Developer	Nexon Korea

NAKWON: LAST PARADISE

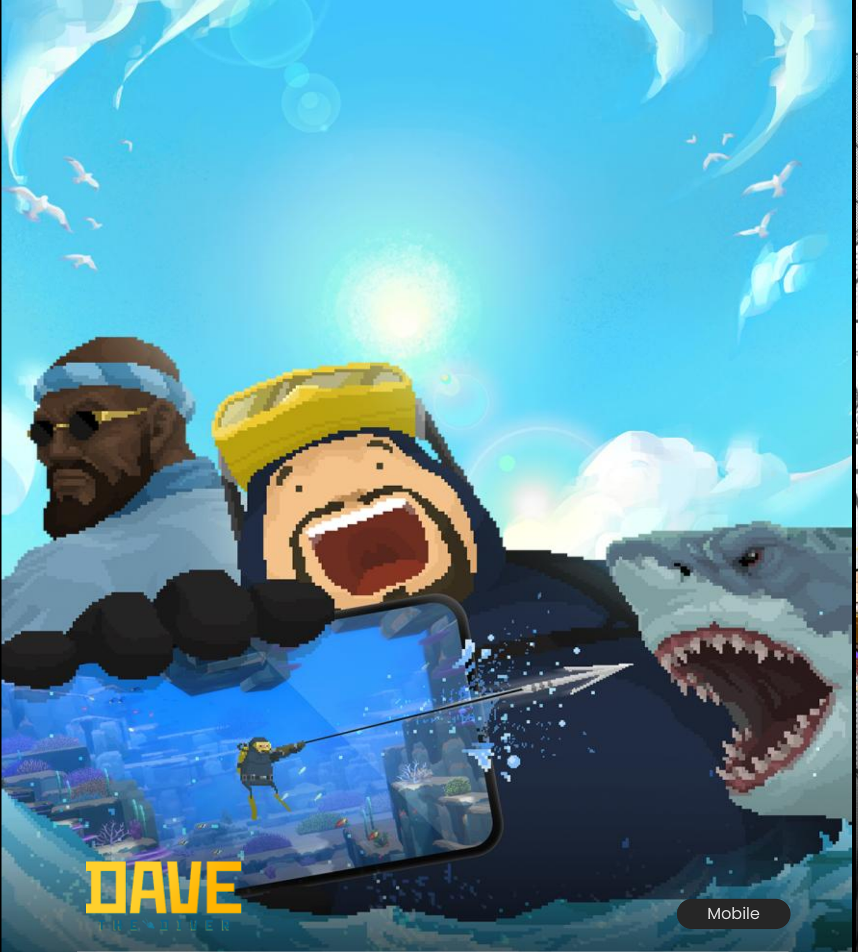
· Launch Schedule	2027
· Region	Korea, Global[1]
· IP	New
· Genre	Extraction Survival
· Developer	Nexon Korea

Woochi the Wayfarer

· Launch Schedule	TBA
· Region	Korea, Japan, Global[1]
· IP	New
· Genre	Action Adventure
· Developer	Nexon Games

1 Includes all the regions other than Korea, China and Japan

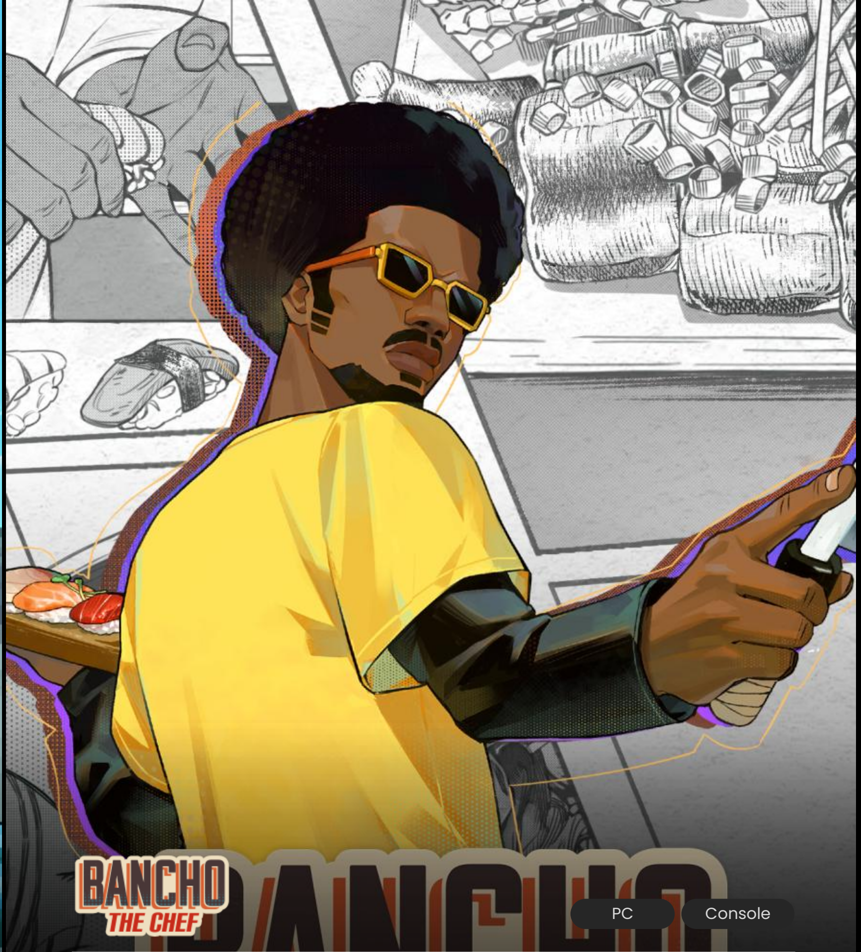
3 Chart is illustrative excerpt of pipeline.



Mobile

DAVE THE DIVER

· Launch Schedule	September 17, 2026
· Region	Global
· IP	*DAVE THE DIVER*
· Genre	Hybrid Marine Adventure
· Developer	MINTROCKET



PC Console

Bancho the Chef

· Launch Schedule	TBA
· Region	Global
· IP	*DAVE THE DIVER*
· Genre	Simulation RPG
· Developer	MINTROCKET

Mobile

Godzilla Defense Force: X

· Launch Schedule	2027 Q1
· Region	Global
· IP	*Godzilla*
· Genre	Simulation, Casual
· Developer	MINTROCKET

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2 Chart is illustrative excerpt of pipeline.

PC

Dungeon&Fighter Classic

- Launch Schedule: 2027
- Region: TBA
- IP: *Dungeon&Fighter*
- Genre: 2D Action RPG
- Developer: Neople

PC | Mobile | Console

Dungeon&Fighter: ARAD

- Launch Schedule: TBA
- Region: Korea, Japan, Global[1]
- IP: *Dungeon&Fighter*
- Genre: Open-world, action RPG
- Developer: Nexon Games

PC | Console

Project OVERKILL[2]

- Launch Schedule: TBA
- Region: TBA
- IP: *Dungeon&Fighter*
- Genre: 3D Action RPG
- Developer: Neople

1 Includes all regions excluding China

2 Tentative title.

4 Chart is illustrative excerpt of pipeline.

Appendix

Summary of Results and Key Operational Metrics

(Unit: ¥ millions, except per share data)

	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026	YoY%
(By Region)							
Korea	¥54,252	¥71,006	¥69,072	¥55,643	¥57,481	¥61,089	*-14%*
China	37,580	26,871	28,377	16,685	31,393	19,355	*-28%*
Japan	3,969	2,983	3,426	3,636	3,538	2,575	*-14%*
North America and Europe	10,856	9,457	9,452	38,817	44,465	25,536	*170%*
Rest of World [1]	7,277	8,533	8,392	8,818	15,357	12,521	*47%*
(By Platform)							
PC/Console	77,596	84,482	85,191	91,588	117,566	87,498	*4%*
Mobile	36,338	34,368	33,528	32,011	34,668	33,578	*-2%*
Revenue	**113,934**	**118,850**	**118,719**	**123,599**	**152,234**	**121,076**	***2%***
Operating income	**41,611**	**37,698**	**37,528**	**7,175**	**58,163**	**31,284**	***-17%***
Net income [2]	**26,272**	**16,758**	**38,165**	**10,857**	**57,225**	**29,639**	***77%***
Earnings per share	**32.12**	**20.82**	**47.78**	**13.67**	**72.33**	**37.56**	
FX rate							
100 KRW/JPY	*10.53*	*10.34*	*10.65*	*10.65*	*10.72*	*10.63*	*3%*
CNY/JPY	*21.08*	*20.04*	*20.63*	*21.78*	*22.61*	*23.34*	*16%*
USD/JPY	*152.60*	*144.59*	*147.48*	*154.15*	*156.86*	*159.49*	*10%*
PC and Console KPI [3]							
MAU (millions)	12.9	13.4	13.3	11.1	10.9	10.7	*-20%*
PU (millions)	2.4	2.6	2.6	1.9	2.0	2.2	*-15%*
Pay Rate	18.6%	19.7%	19.9%	17.5%	18.4%	20.1%	
ARPPU (as-reported)	16,137	12,472	13,705	10,732	18,692	12,486	*0%*

1 "Rest of World" includes other Asian countries as well as Central and South American countries.

2 Net income refers to net income attributable to owners of the parent.

3 KPI for only free-to-play titles.

COGS and SG&A[1]

(Unit: ¥ millions)

	FY2025				FY2026	
	Q1	Q2	Q3	Q4	Q1	Q2
Total Cost of Revenue[1]	**¥39,244**	**¥47,225**	**¥45,822**	**¥60,797**	**¥50,132**	**¥48,986**
Royalty[2]	10,850	15,650	13,892	14,558	14,903	11,604
HR cost (COGS)[3]	20,072	20,872	21,041	34,119	23,367	22,432
Other (COGS)[4]	8,322	10,703	10,889	12,120	11,862	14,950
Total SG&A[1]	**33,165**	**35,173**	**38,024**	**55,566**	**42,989**	**39,624**
HR cost	8,360	7,373	7,771	8,462	7,808	5,559
PG fee[5]	7,925	10,243	9,234	18,790	13,449	11,201
R&D	6,707	6,457	6,967	6,298	7,152	6,756
Marketing/advertising expenses	5,174	5,596	8,709	16,702	8,724	10,158
Depreciation and amortization	1,059	1,148	1,135	1,175	1,380	1,390
Other	3,940	4,356	4,208	4,139	4,476	4,560
Other Income[6]	250	1,452	4,107	4,864	422	1,099
Other Expense[7]	164	206	1,452	4,925	1,372	2,281
Includes: impairment loss	41	198	1,299	3,021	869	1,409

1 Breakdown of COGS and SG&A are unaudited.

2 Royalty includes royalties paid to third-party developers in order for us to obtain the right to publish their games.

3 HR cost (COGS) 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 fee in SG&A includes 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 mobile native games globally, commissions we pay to Steam regarding our PC online games globally and platform commission fees related to mobile browser games.

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

7 Other Expense includes other non-operating expenses, loss on sale/disposal of properties, loss on impairment of tangible fixed assets, and loss on impairment of intangible assets and loss on other non-current assets. It also includes impairment loss of game IPs and goodwill.

P&L Below Operating Income

(Unit: ¥ millions)

	FY2025				FY2026	
	Q1	Q2	Q3	Q4	Q1	Q2
Operating Income	**¥41,611**	**¥37,698**	**¥37,528**	**¥7,175**	**¥58,163**	**¥31,284**
Finance Income [1]	6,876	9,110	25,688	16,578	19,973	11,511
Finance Costs [2]	6,642	18,257	2,718	3,898	1,218	2,345
Equity profit / (loss) of affiliates, equity method companies	(1,500)	1,128	42	(1,367)	(1,688)	118
Impairment loss of investments accounted for using equity method	(1,644)	(835)	(6,122)	-	-	-
Income before Income Tax	38,701	28,844	54,418	18,488	75,230	**40,568**
Tax expense	12,378	12,961	16,696	8,717	18,856	10,636
Non-controlling interests	51	(875)	(443)	(1,086)	(851)	293
Net income [3]	26,272	16,758	38,165	10,857	57,225	**29,639**

1 Finance Income includes interest income primarily on cash deposits. 2025 Q3, Q4 and 2026 Q1 Finance Income includes FX conversion gains related to foreign currency deposits and accounts receivable.

2 2025 Q1, Q2, and 2026 Q2 Finance Costs are primarily caused by FX conversion loss related to foreign currency deposits and accounts receivable.

3 Net income refers to net income attributable to the owners of the parent.

Cash Flow Statement

(Unit: ¥ millions)

	6 months ended June 30, 2025	6 months ended June 30, 2026
Cash flows from operating activities	¥49,285	¥37,512
Cash flows from investing activities	12,183	59,348
Cash flows from financing activities	(38,297)	(45,993)
Net increase / (decrease) in cash and cash equivalents	23,171	50,867
Cash and cash equivalents at beginning of fiscal year	331,931	498,868
Effect of exchange rate change on cash and cash equivalents	(14,149)	(3,948)
Increase / (decrease) in cash and cash equivalents resulting from change in scope of consolidation	-	315
Cash and cash equivalents at end of period[1]	340,953	546,102

1 "Cash and cash equivalents at end of fiscal year" used in prior Q1–Q3 materials should have been labeled "Cash and cash equivalents at end of period." This correction has been reflected in the current material.

Balance Sheet

(Unit: ¥ millions)	December 31, 2025	June 30, 2026
Asset		
Current Assets		
Cash and cash equivalents	¥340,953	¥546,102
Other deposits	244,893	295,871
Other current assets	128,178	124,080
Total current assets	**714,024**	**966,053**
Noncurrent assets		
Tangible assets	27,151	32,118
Goodwill	44,841	47,062
Intangible assets	30,179	39,600
Investments accounted for using equity method	61,277	68,541
Other non-current financial assets	290,680	110,539
Others	53,674	92,482
Total noncurrent assets	**507,802**	**390,342**
Total assets	**1,221,826**	**1,356,395**

	December 31, 2025	June 30, 2026
Liability		
Current liabilities		
Current tax liabilities	23,878	34,862
Current borrowings	-	-
Others	84,037	130,382
Total current liabilities	**107,915**	**165,244**
Noncurrent liabilities		
Non-current borrowings	-	-
Others	111,142	105,683
Total noncurrent liabilities	**111,142**	**105,683**
Total liabilities	**219,057**	**270,927**
Shareholders' equity		
Capital stock	51,513	62,797
Capital surplus	30,702	41,163
Treasury shares	(23,953)	(20,338)
Other equity interest	189,574	142,286
Retained earnings	744,099	850,904
Non-controlling interests	10,834	8,656
Total equity	**1,002,769**	**1,085,468**
Total liabilities and total equity	**1,221,826**	**1,356,395**

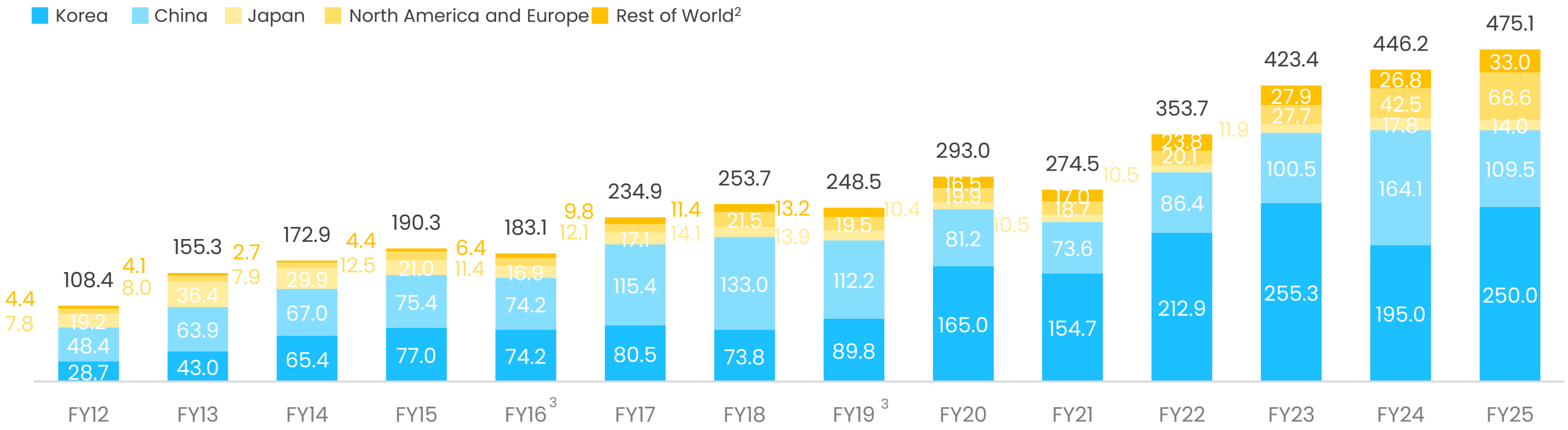
Number of Employees by Reporting Segment

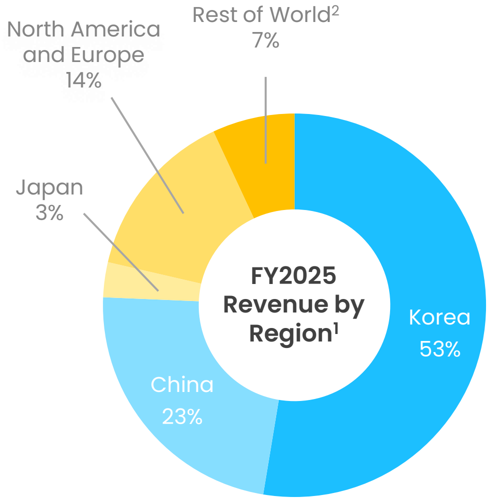
	March 31 2025	June 30 2025	September 30 2025	December 31 2025	March 31 2026	June 30 2026
Full-time Employees						
Japan	239	237	233	233	244	236
Korea	8,083	8,111	8,338	8,342	8,473	8,319
China	189	187	184	184	169	167
North America	180	179	184	187	188	181
Europe	320	327	323	325	346	366
Others	490	515	524	563	603	619
Total	**9,501**	**9,556**	**9,786**	**9,834**	**10,023**	**9,888**
Temporary Workers	292	309	174	289	313	206

Historical Financials

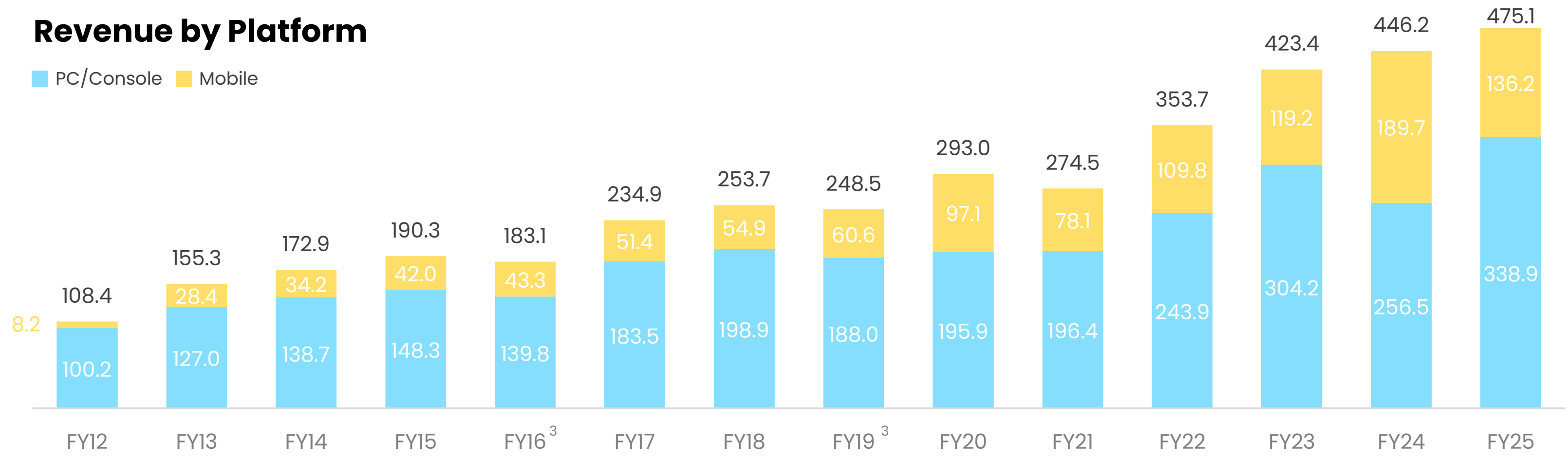
(Unit: ¥ billions)

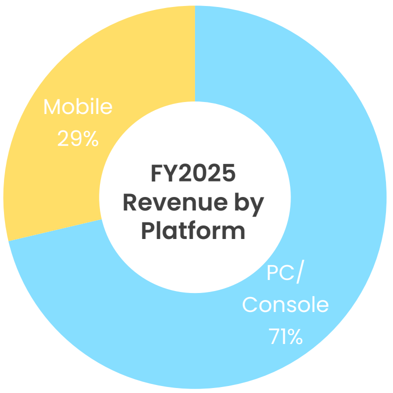
Revenue by Region[1]





Revenue by Platform





1 Based on regions where the revenue originates; not a representation of revenues according to Nexon entities.

2 "Rest of World" includes other Asian countries as well as Central and South American countries.

3 FY16 and FY19 grew Y/Y on a constant currency basis.

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.

Q3 2026 Earnings Release Schedule

Q3 2026 financial results are scheduled for release on

Tuesday, November 10th, 2026.

Nexon management is scheduled to host an online earnings presentation for investors, analysts and the media on the same day.

Details of the online earnings presentation will be available on our IR website about a month prior to the release.

NEXON