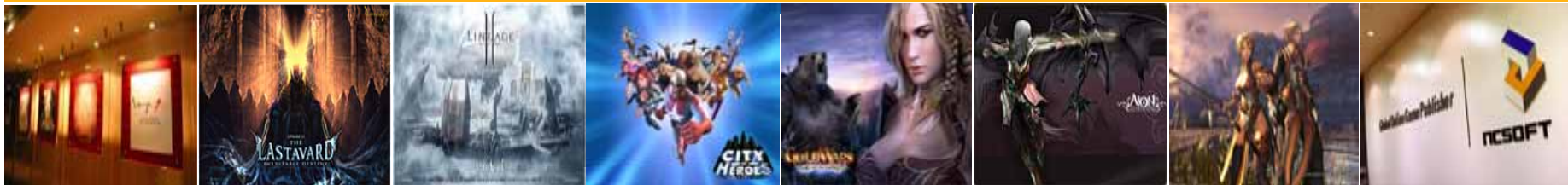


NCsoft Earnings Release (Q4 2008 & FY2009 Forecast)

February 13, 2009



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The financial results for Q4 of 2008 have been prepared on an un-audited basis, and may be subject to change during independent auditing process.

Some of the information and data in the material have been prepared based on assumptions. There can be no assurance that the assumptions used by NCsoft are correct and even if they are, that the effect of such assumptions on NCsoft's business and results of operations will be as projected.

Therefore, NCsoft will not be responsible for individual investment decisions based solely on this material.

Consolidated subsidiaries : NC Interactive(100%), NC Europe(100%), NC Japan(60%), NC Taiwan(85%).
Arenanet(100%) excluded in FY2008.

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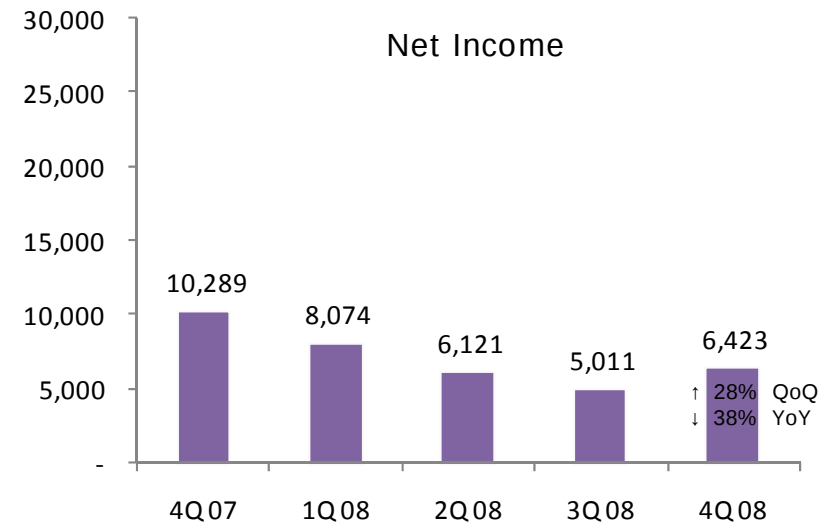
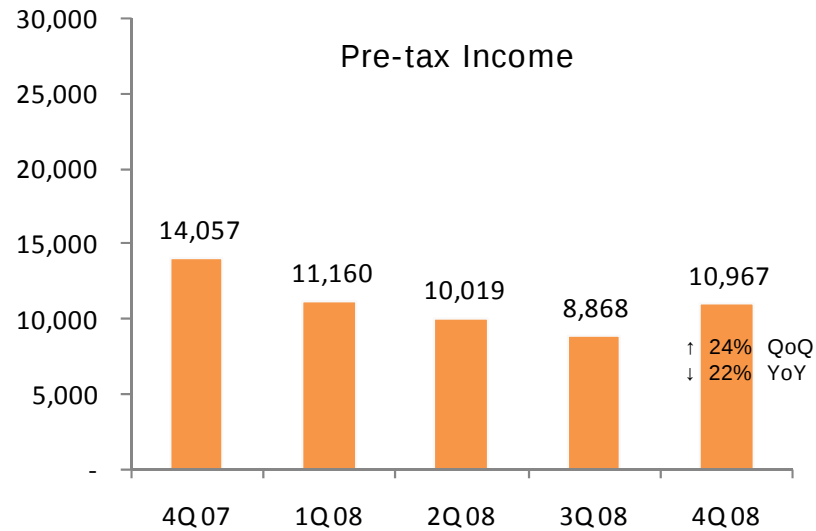
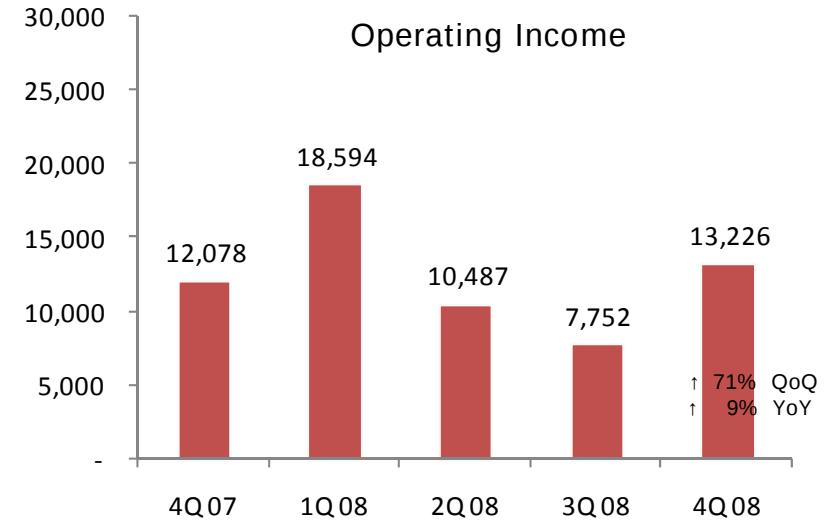
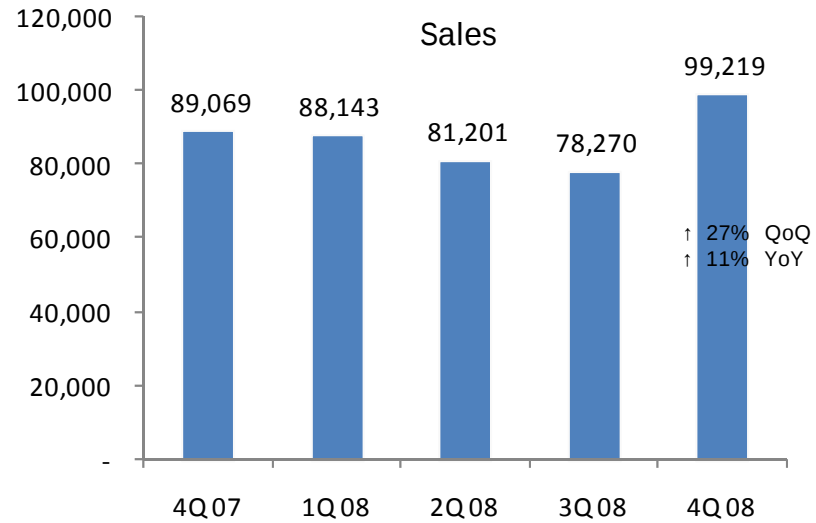
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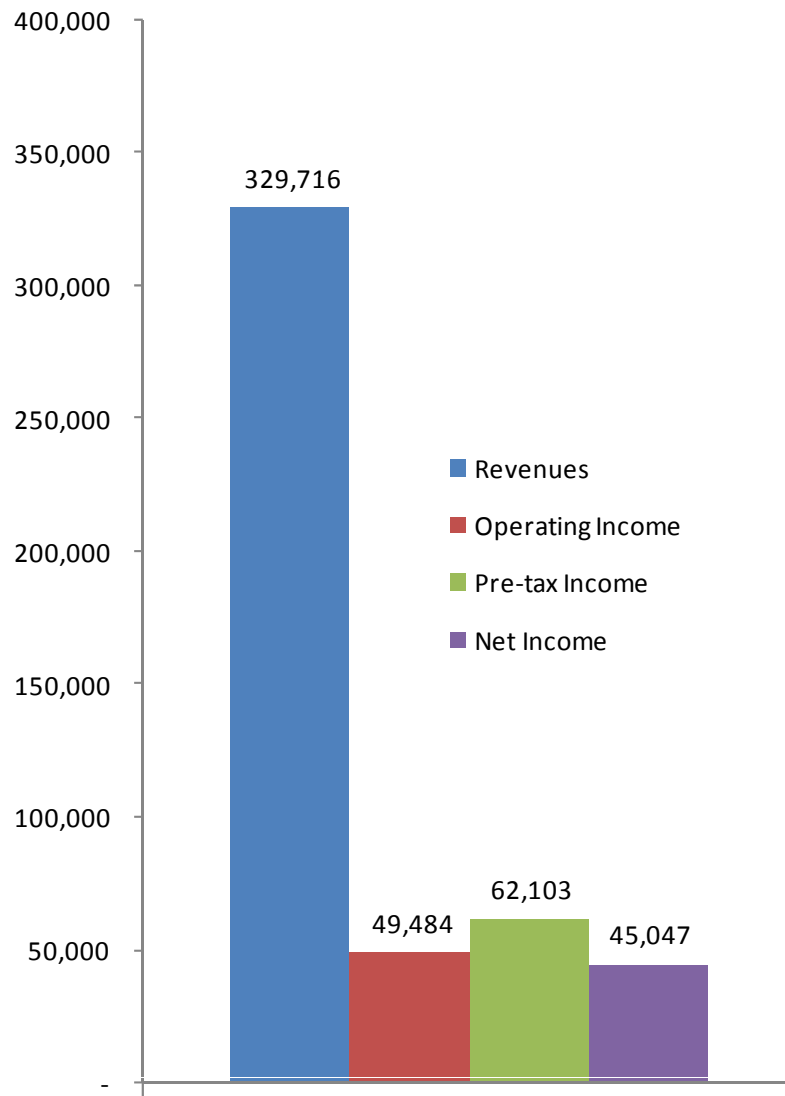
1. Financial Highlights (Quarterly)

(Unit : KRW in MN)

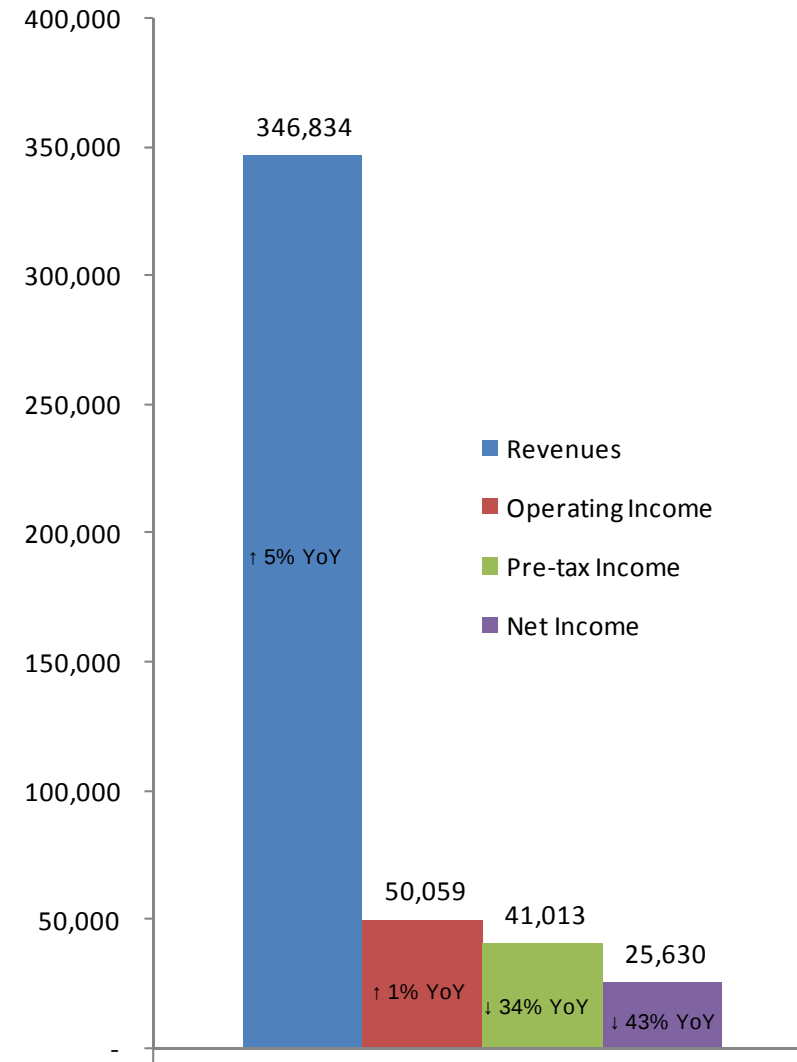


1. Financial Highlights (Yearly)

(Unit : KRW in MN)



2007

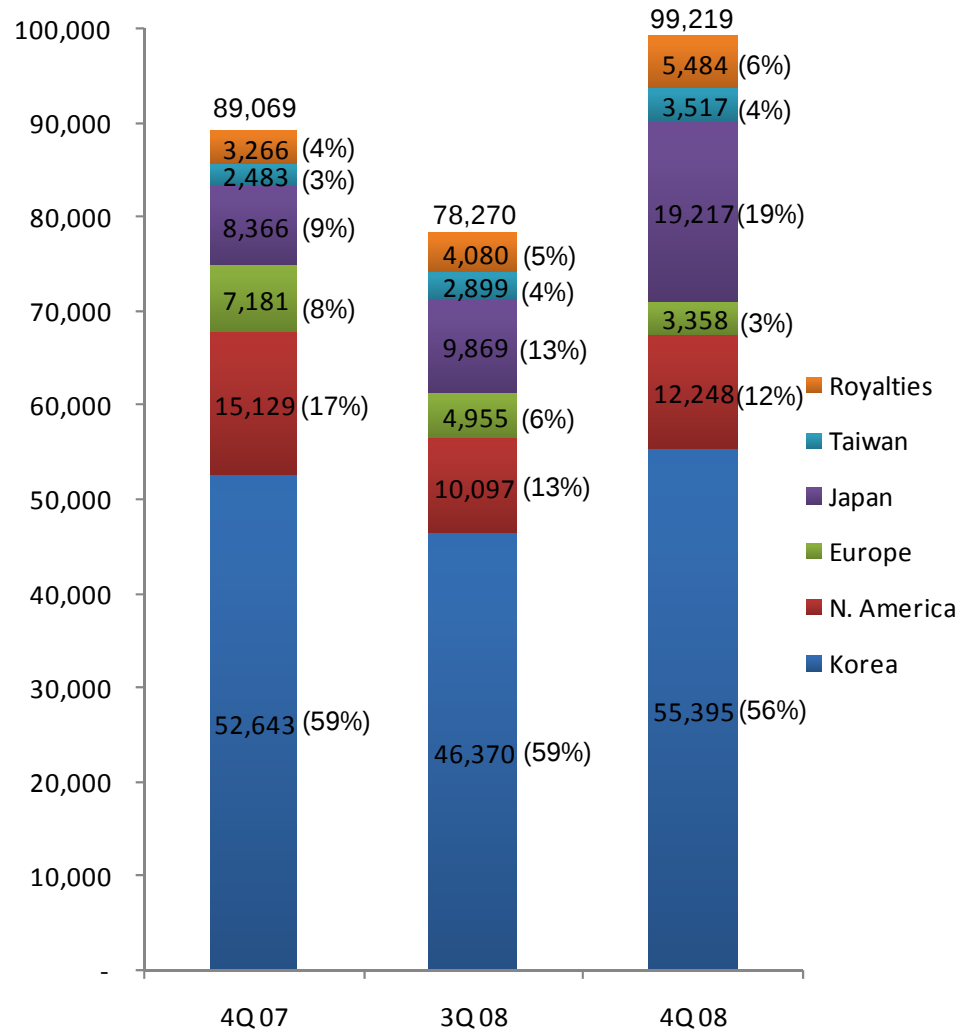


2008

2. Sales Breakdown (Quarterly)

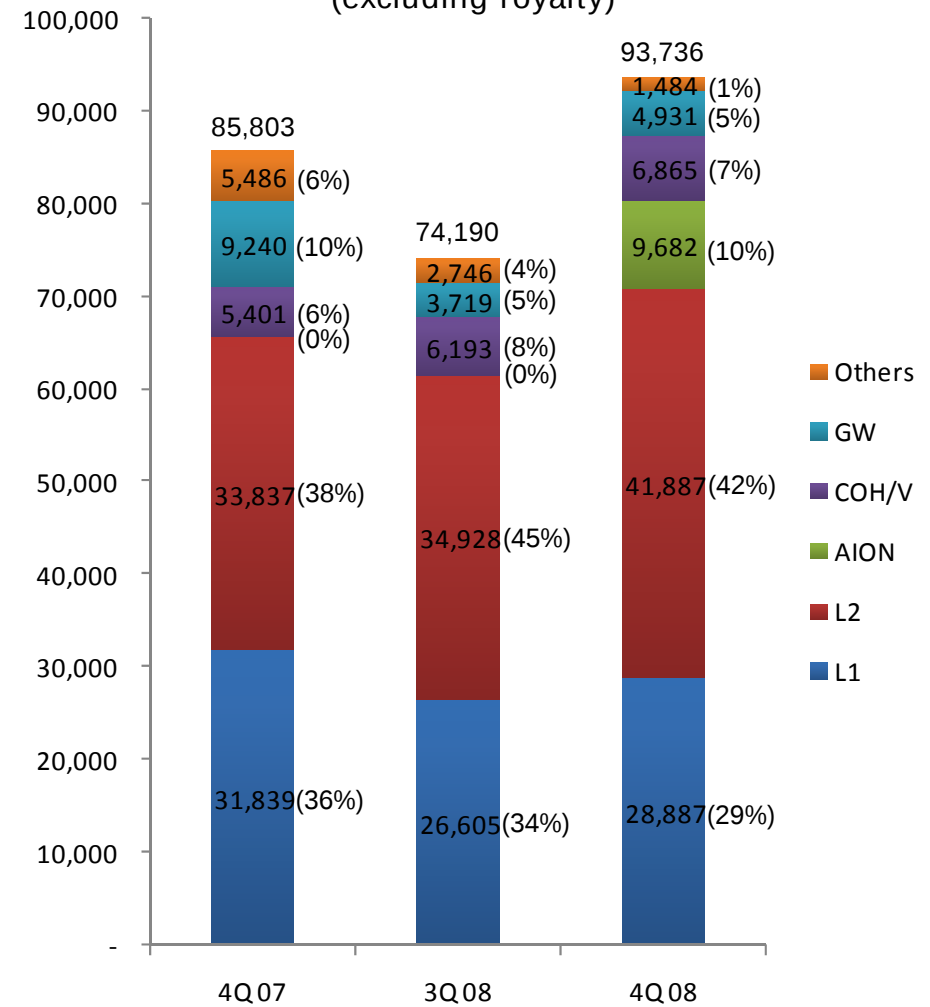
(Unit : KRW in MN)

Sales by Region



Sales by Games

(excluding royalty)



L1 : Lineage 1

COH/V : City of Heroes/Villains

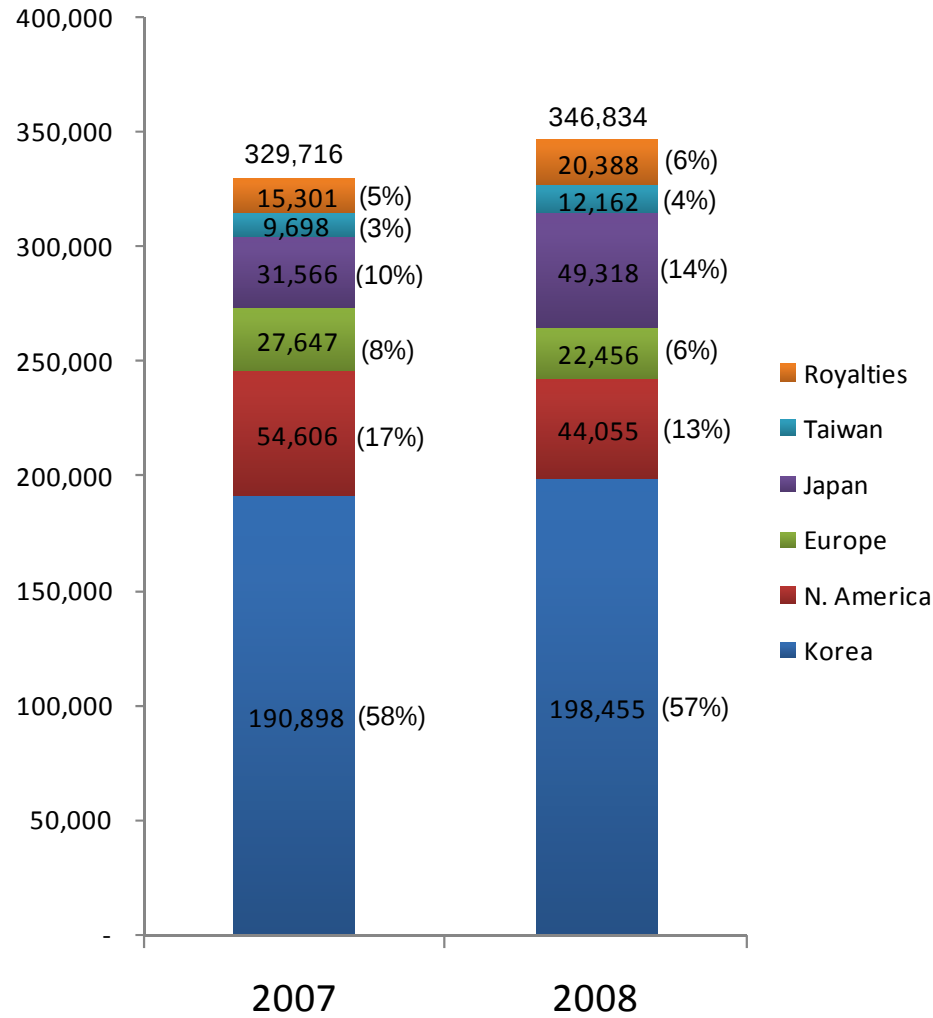
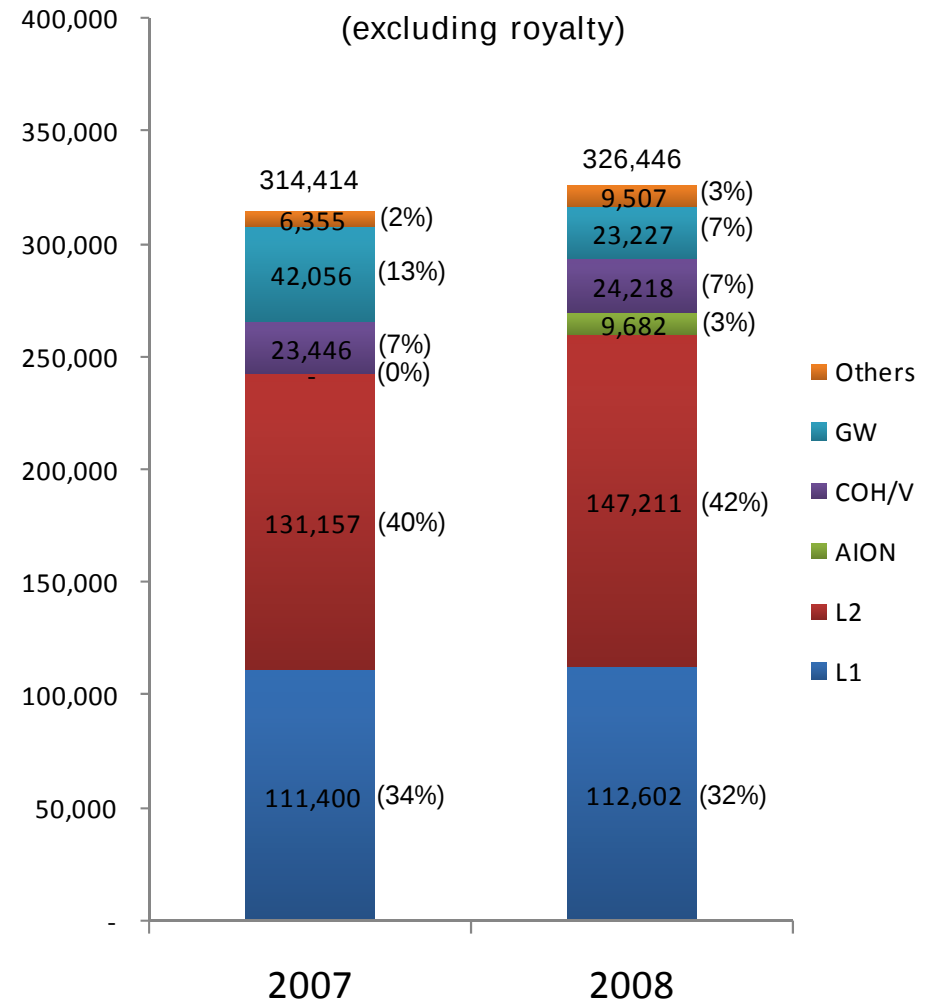
L2 : Lineage 2

GW : Guild Wars

2. Sales Breakdown (Yearly)

(Unit : KRW in MN)

Sales by Region

Sales by Games
(excluding royalty)

L1 : Lineage 1 COH/V : City of Heroes/Villains

L2 : Lineage 2 GW : Guild Wars

■ 3. Costs Breakdown

(Unit : KRW in MN)

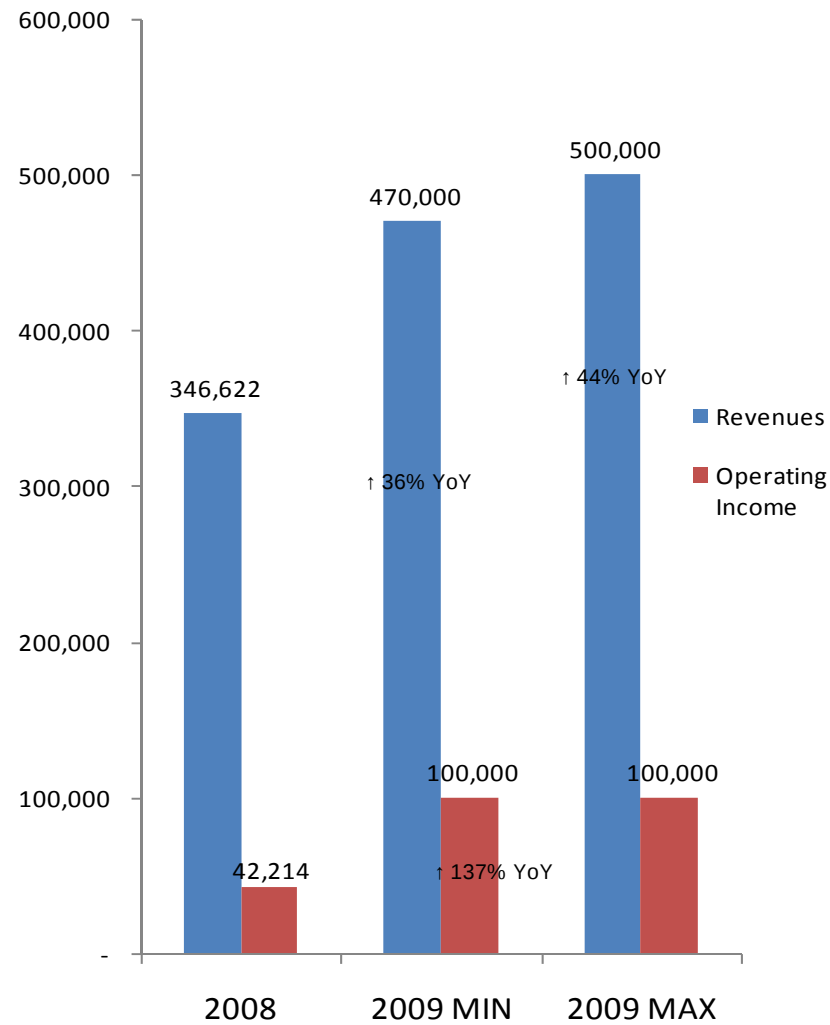
	4Q 07	1Q 08	2Q 08	3Q 08	4Q 08	QoQ	YoY	2007	2008	YoY
Payroll	35,191	36,192	37,797	37,576	43,346	15%	23%	138,448	154,912	12%
Sales variables costs	9,708	10,542	6,755	6,545	8,535	30%	-12%	33,222	32,378	-3%
- Royalties	638	4,533	1,480	1,147	994	-13%	56%	3,650	8,155	123%
- Payment processing fees	2,726	2,465	2,737	2,543	3,843	51%	41%	11,544	11,588	0%
- Sales commissions	1,402	1,530	1,265	1,328	1,636	23%	17%	5,896	5,759	-2%
- Box production costs	3,945	1,235	891	954	980	3%	-75%	8,142	4,060	-50%
- Other variables	997	779	382	573	1,083	89%	9%	3,990	2,816	-29%
Advertising	5,504	1,521	2,230	2,809	5,226	86%	-5%	16,677	11,786	-29%
D&A	6,290	4,591	5,135	5,619	6,690	19%	6%	20,551	22,035	7%
- Depreciation	4,152	3,669	4,041	4,409	7,405	68%	78%	14,588	19,524	34%
- Amortization	2,139	922	1,094	1,210	715	-159%	-133%	5,963	2,511	-58%
Others(*)	20,296	16,702	18,797	17,968	22,197	24%	9%	71,334	75,664	6%
Total	76,990	69,550	70,714	70,518	85,994	22%	12%	280,232	296,775	6%

* (4Q 08) Others : Bandwidth costs(3,288), Rent(2,619), Wage for outsourced staff(3,050), Outsourced R&D (2,320), etc.

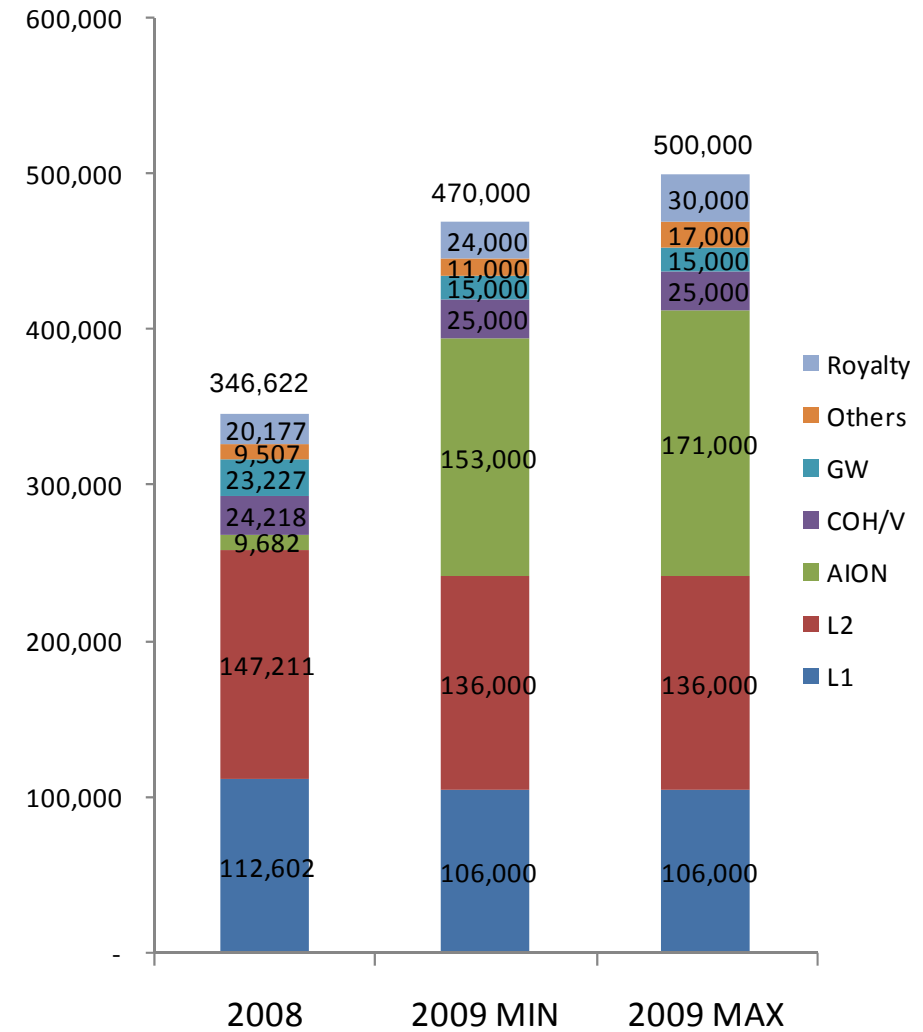
4. Guidance

(Unit : KRW in MN)

Prospect by Sales & Operating Income



Prospect by Games

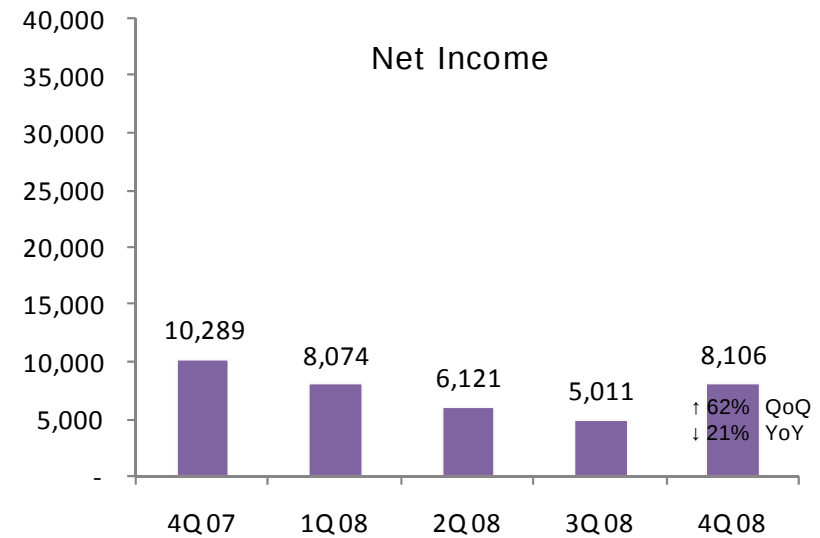
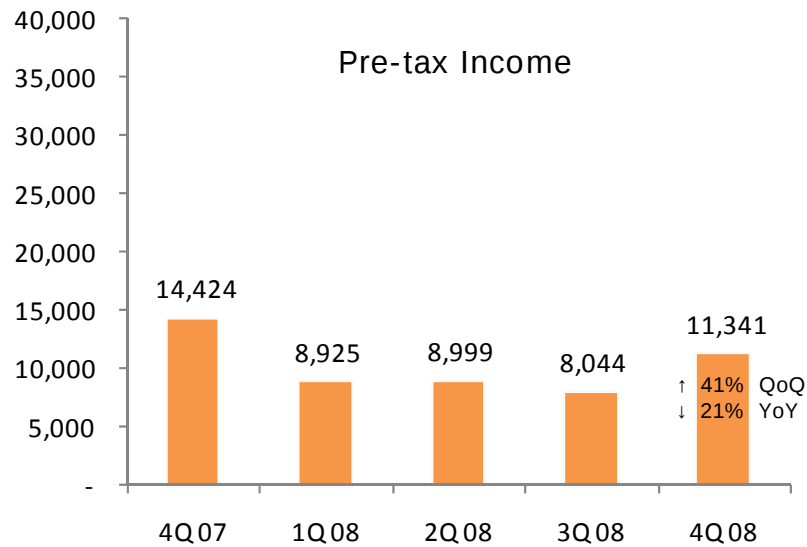
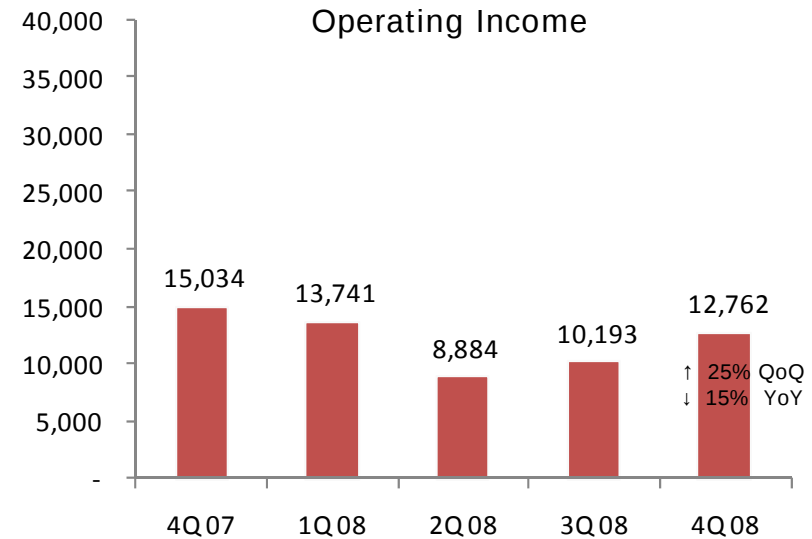
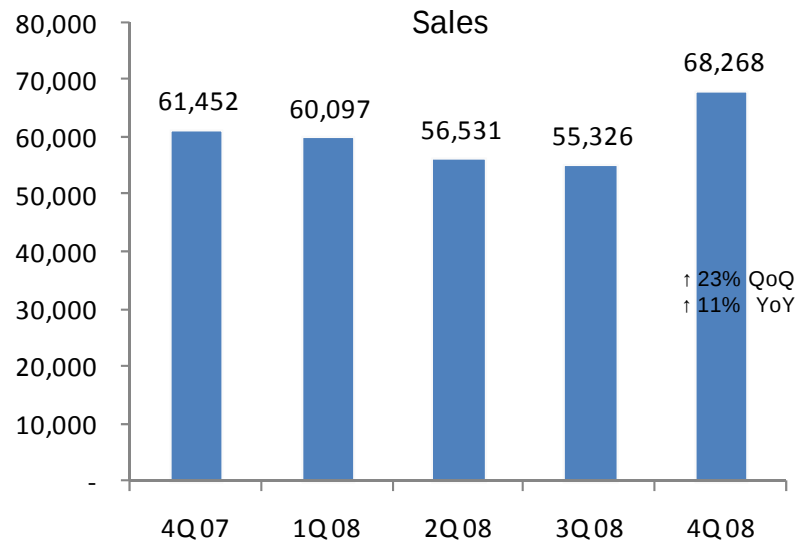


■ 5. Product Lineup

Game	Genre	2008	2009	2010	2011
		4Q			
US studio					
Guild Wars 2	MMOG			To be announced	
Seoul studio					
AION	MMOG	Launch	Japan, Taiwan, N. America, Europe		
Blade&Soul	MMOG			Launch	
Steel Dog	Casual		Launch		
Metal Black	Casual			To be announced	
Publishing					
Point Blank	Casual	Launch			
Love Beat	Casual	Launch			
Dragonica	Casual		Launch		
Punch Monster	Casual		Launch		

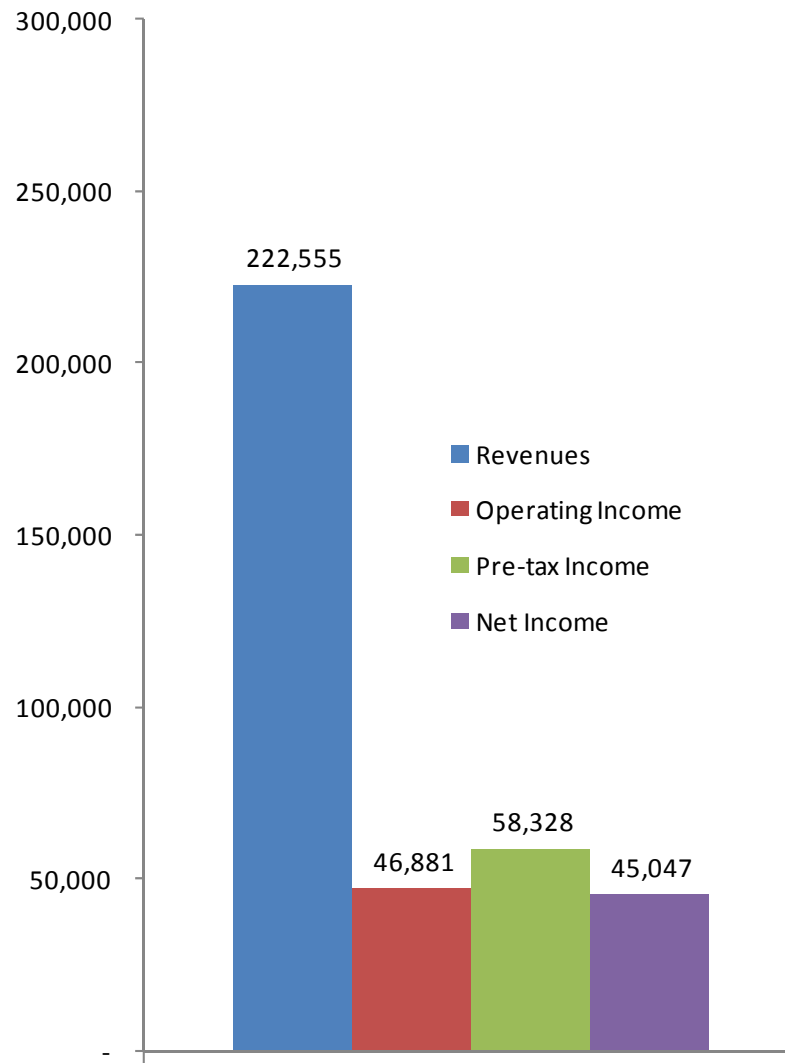
6-1. Financial Highlights (Parent - Quarterly)

(Unit : KRW in MN)

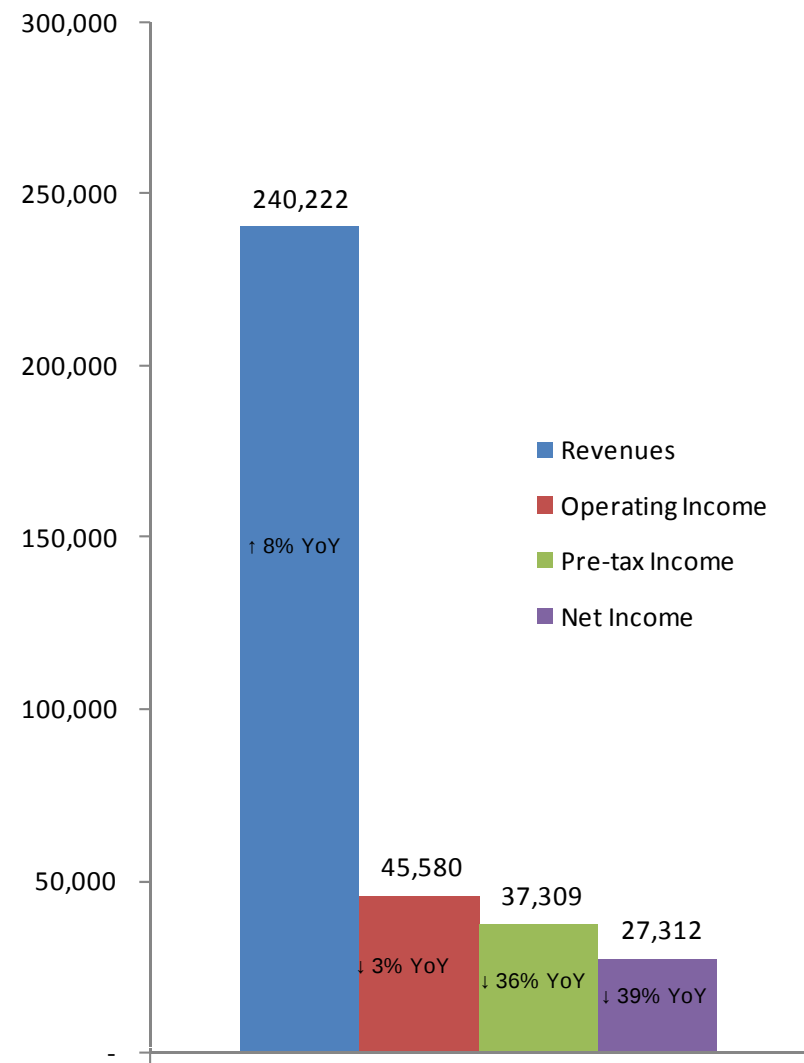


6-1. Financial Highlights (Parent - Yearly)

(Unit : KRW in MN)



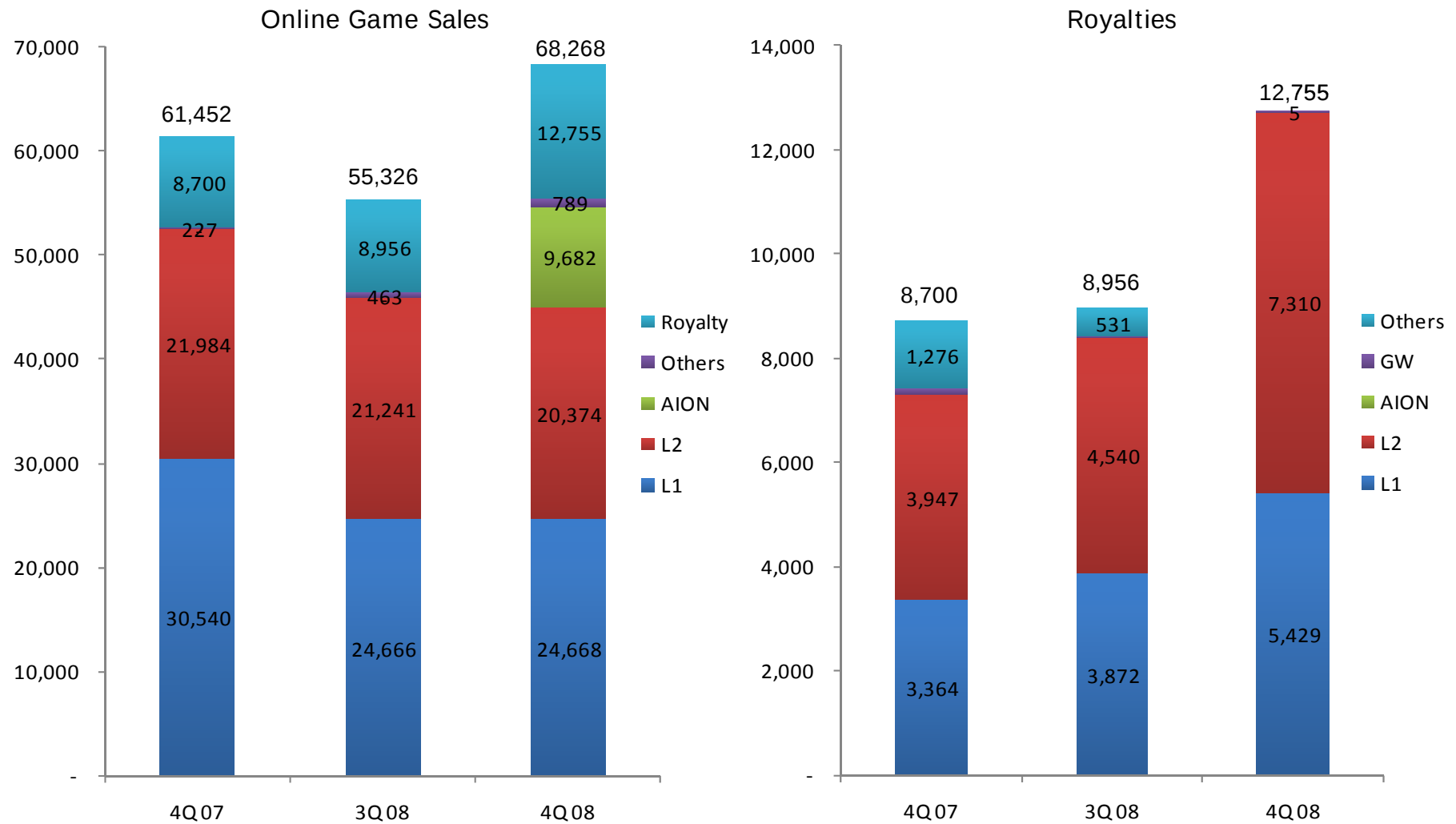
2007



2008

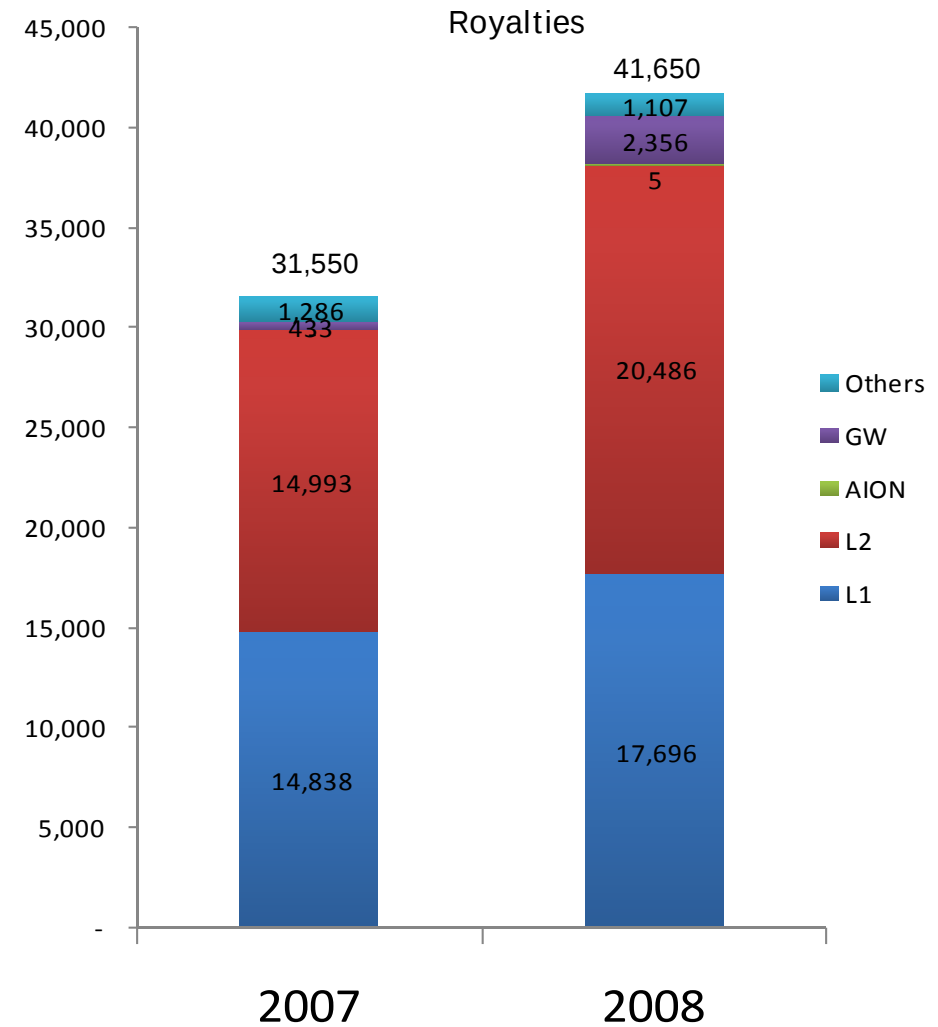
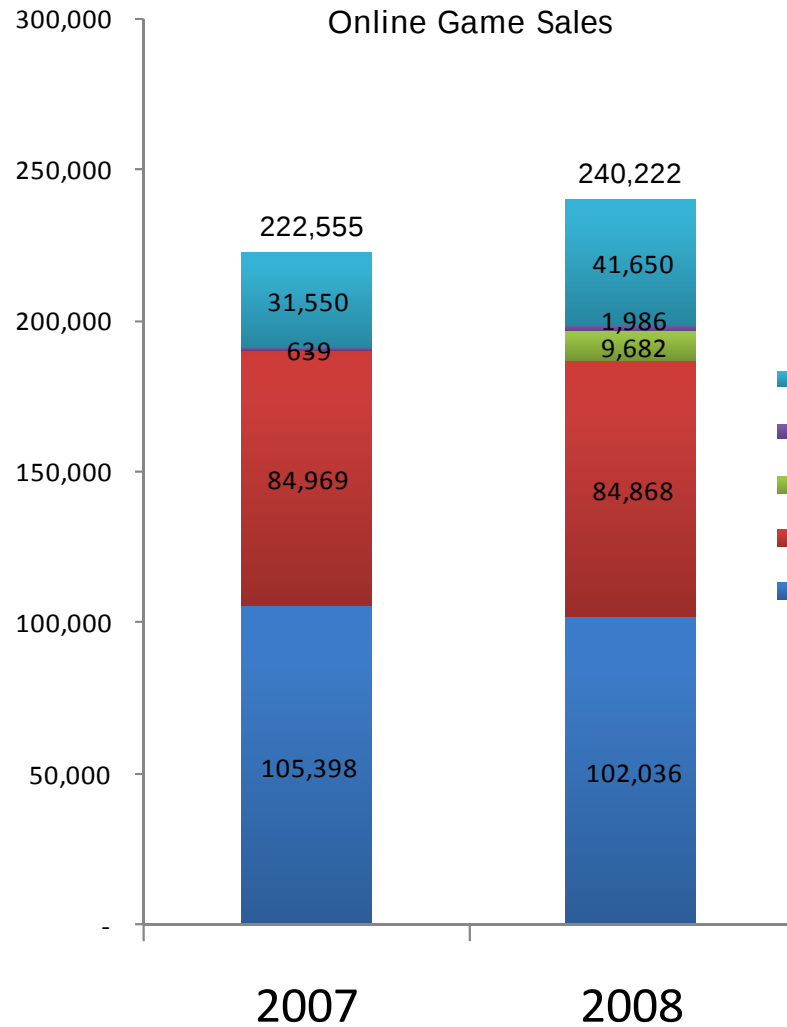
6-2. Sales Breakdown (Parent - Quarterly)

(Unit : KRW in MN)



6-2. Sales Breakdown (Parent - Yearly)

(Unit : KRW in MN)



■ 6-3. Costs Breakdown (Parent)

(Unit : KRW in MN)

	4Q 07	1Q 08	2Q 08	3Q 08	4Q 08	QoQ	YoY	2007	2008	YoY
Payroll	22,962	28,129	28,566	27,871	31,153	12%	36%	98,439	115,719	18%
Sales variables costs	4,092	5,205	3,108	3,248	4,477	38%	9%	15,273	16,037	5%
- Royalties	67	1,641	97	77	175	128%	161%	211	1,989	841%
- Payment processing fees	1,998	1,487	1,615	1,550	1,975	27%	-1%	6,930	6,628	-4%
- Sales commissions	1,402	1,530	1,265	1,328	1,636	23%	17%	5,896	5,759	-2%
- Other variables	624	547	131	293	691	136%	11%	2,235	1,662	-26%
Advertising	4,147	1,074	1,655	1,223	3,958	224%	-5%	10,377	7,911	-24%
D&A	2,737	2,255	2,678	2,991	3,336	12%	22%	9,264	11,260	22%
- Depreciation	2,356	1,779	2,138	2,452	2,655	8%	13%	8,328	9,024	8%
- Amortization	381	476	540	539	681	26%	79%	936	2,236	139%
Others	12,480	9,692	11,641	9,800	12,582	28%	1%	42,321	43,715	3%
Total	46,418	46,357	47,648	45,132	55,506	23%	20%	175,674	194,643	11%

■ 6-4. Equity Method Gain/Loss Breakdown(Parent)

(Unit : KRW in MN)

	4Q 07	1Q 08	2Q 08	3Q 08	4Q 08	QoQ	YoY	2007	2008	YoY
Korea	- 522	- 381	- 389	- 149	- 198	32%	-62%	- 1,297	- 1,117	180
Oraion Soft	23	- 46	- 97	- 25	12	-149%	-48%	- 148	- 156	8
J Interactive	- 127	- 54	- 29	190	- 240	-226%	89%	- 734	- 133	601
Next Play	- 418	- 178	- 217	- 274	66	-124%	-116%	- 415	- 602	187
Crazy Diamond	-	- 103	- 47	- 41	- 37	-10%	NA	-	- 227	- 227
Overseas	- 1,507	3,125	- 2,719	- 6,886	- 6,659	-3%	342%	- 416	- 13,140	- 12,724
NC Interactive	1,519	2,068	769	- 630	1,416	-325%	-7%	7,509	3,623	- 3,886
Arenanet	- 1,950	1,131	- 2,499	- 3,170	- 5,598	77%	187%	- 6,806	- 10,136	- 3,330
NC Europe	- 599	80	- 1,060	- 2,629	- 3,496	33%	483%	- 55	- 7,105	- 7,050
NC Japan	- 422	819	708	317	972	207%	-330%	1,512	2,816	1,304
Ncsoft Japan	287	- 321	- 22	7	224	3322%	-22%	36	- 113	- 149
NC China	32	- 288	- 375	- 336	16	-105%	-50%	- 823	- 983	- 160
NCRC	- 82	- 237	- 216	- 386	- 182	-53%	121%	41	- 1,021	- 1,062
NC Taiwan	- 309	194	155	62	252	308%	-182%	- 1,589	663	2,252
NC True	17	- 322	- 177	- 121	- 264	118%	-1668%	- 241	- 884	- 643
Total	- 2,029	2,744	- 3,108	- 7,036	- 6,857	-3%	238%	- 1,713	- 14,257	- 12,544

■ Quarterly Sales by Subsidiaries. & JVs (Parent)

(Unit : KRW in MN)

	4Q 07	1Q 08	2Q 08	3Q 08	4Q 08	QoQ	YoY	2007	2008	YoY
NC Interactive	15,435	11,106	10,983	10,299	12,743	24%	-17%	55,562	45,130	-19%
Arenanet	3,130	4,532	1,479	1,146	975	-15%	-69%	12,020	8,131	-32%
NC Europe	7,040	8,891	5,251	4,955	3,358	-32%	-52%	27,506	22,456	-18%
NC Japan	8,468	9,633	10,690	9,887	19,350	96%	129%	31,997	49,560	55%
NC Taiwan	2,521	2,847	2,899	2,899	3,517	21%	39%	9,736	12,162	25%
NC China	915	956	1,018	1,223	1,900	55%	108%	3,930	5,096	30%
NC True	355	383	447	458	666	45%	88%	1,698	1,954	15%
Total	37,864	38,348	32,767	30,867	42,508	38%	12%	142,449	144,490	1%

7-1. Summarized B/S

Consolidated

(Unit : KRW in MN)

	2006	2007	2008
Current Asset	373,405	367,361	311,429
Quick Assets	368,972	364,577	309,407
Inventories	4,433	2,784	2,022
Non-current Assets	133,394	178,643	215,219
Investment Assets	18,495	15,753	16,002
Property, Plant and Equipment	84,599	124,811	162,764
Intangible Assets	7,741	14,873	16,990
Others	22,560	23,205	19,463
Total Assets	506,799	546,003	526,648
Current Liabilities	79,605	89,690	90,013
Non-current Liabilities	5,616	7,122	10,989
Total Liabilities	85,221	96,811	101,002
Capital Stock	10,194	10,237	10,237
Capital Surplus	144,697	148,262	148,475
Capital Adjustments	(16,546)	(40,847)	(92,852)
Accumulated Other Comprehensive Income	(11,130)	(9,723)	5,048
Retained Earnings	291,400	336,447	344,208
Minority interest	2,964	4,816	10,530
Total Stockholders Equity	421,578	449,192	425,646
Total Liabilities and Stockholders Equity	506,799	546,003	526,648

Parent

(Unit : KRW in MN)

	2006	2007	2008
Current Asset	314,960	309,248	234,339
Quick Assets	314,960	309,248	234,339
Inventories	0	0	0
Non-current Assets	149,269	193,995	239,491
Investment Assets	50,231	53,824	65,483
Property, Plant and Equipment	76,669	115,922	154,911
Intangible Assets	2,531	4,136	4,990
Others	19,838	20,113	14,106
Total Assets	464,229	503,243	473,830
Current Liabilities	40,303	52,089	48,057
Non-current Liabilities	5,311	6,778	10,195
Total Liabilities	45,614	58,867	58,252
Capital Stock	10,194	10,237	10,237
Capital Surplus	144,697	148,262	148,475
Capital Adjustments	(16,546)	(40,847)	(92,852)
Accumulated Other Comprehensive Income	(11,130)	(9,723)	5,048
Retained Earnings	291,400	336,447	344,669
Total Stockholders Equity	418,615	444,376	415,578
Total Liabilities and Stockholders Equity	464,229	503,243	473,830

■ 7-2. Summarized P/L

Consolidated

(Unit : KRW in MN)

	2006	2007	2008
Sales	338,679	329,716	346,834
Cost of goods sold	82,695	72,033	104,448
Gross profit	255,984	257,683	242,386
Selling & Administrative expense	212,707	208,199	192,327
Operating income	43,278	49,484	50,059
Non-operating income	13,568	19,869	22,709
Non-operating expense	6,827	7,250	31,755
Income before income tax expenses	50,019	62,103	41,013
Income Taxes Expenses	10,763	16,160	13,346
Minority interest	894	896	2,038
Net income	38,361	45,047	25,630

Parent

(Unit : KRW in MN)

	2006	2007	2008
Sales	227,456	222,555	240,222
Cost of goods sold	36,375	31,116	63,493
Gross profit	191,082	191,439	176,730
Selling & Administrative expense	139,235	144,557	131,150
Operating income	51,847	46,881	45,580
Non-operating income	14,670	26,889	27,114
Non-operating expense	19,248	15,442	35,385
Income before income tax expenses	47,269	58,328	37,309
Income Taxes Expenses	8,908	13,281	9,996
Net income	38,361	45,047	27,312

8. Operating Metrics

Lineage

Korea

(As of December, 2008)

	Sept, 2006	Dec, 2006	Mar, 2007	Jun, 2007	Sept, 2007	Dec, 2007	Mar, 2008	June, 2008	Sept, 2008	Dec, 2008
Server	43	45	45	45	45	45	45	45	45	47
Highest Concurrent Users	138,733	144,430	149,034	120,012	134,596	138,469	163,356	143,197	125,436	162,328

Lineage II

Korea

(As of December, 2008)

	Sept, 2006	Dec, 2006	Mar, 2007	Jun, 2007	Sept, 2007	Dec, 2007	Mar, 2008	Jun, 2008	Sept, 2008	Dec, 2008
Server	33	33	33	31	32	33	33	31	31	32
Highest Concurrent Users	97,558	113,369	123,332	124,566	136,017	137,285	133,730	136,253	123,989	109,850

Aion

Korea

(As of December, 2008)

	Nov, 2008	Dec, 2008
Server	31	40
Highest Concurrent Users	231,240	239,181

City of Heroes/Villains

U.S & Europe

(As of December, 2008)

	Sept, 2006	Dec, 2006	Mar, 2007	Jun, 2007	Sept, 2007	Dec, 2007	Mar, 2008	Jun, 2008	Sept, 2008	Dec, 2008
Server	15	15	15	15	15	15	15	15	15	15
Highest Concurrent Users	21,500	17,728	14,767	26,669	15,910	17,058	16,311	17,206	13,443	13,823

Guild Wars

U.S & Europe

(As of December, 2008)

	Sept, 2006	Dec, 2006	Mar, 2007	Jun, 2007	Sept, 2007	Dec, 2007	Mar, 2008	Jun, 2008	Sept, 2008	Dec, 2008
# of Accounts activated	2,447,000	3,122,000	3,555,000	3,917,000	4,500,000	4,878,000	5,159,000	5,377,000	5,589,000	5,803,000

■ 9. Headcount

(Unit: person)

Classification		1Q 07	2Q 07	3Q 07	4Q 07	1Q 08	2Q 08	3Q 08	4Q 08
Subsidiaries	NCsoft	1,472	1,490	1,542	1,571	1,603	1,634	1,630	1,662
	NCI	128	128	124	144	159	167	155	164
	ArenaNet	127	129	130	133	136	146	158	163
	NCE	110	112	115	118	130	149	149	84
	NCJ	121	122	119	113	120	121	126	134
	NCT	222	112	118	121	119	116	117	120
	Total	2,180	2,093	2,148	2,200	2,267	2,333	2,335	2,327
Function	Development	1,135	1,187	1,258	1,281	1,336	1,370	1,361	1,326
	Non-development	1,045	906	890	919	931	963	974	1,001
	Total	2,180	2,093	2,148	2,200	2,267	2,333	2,335	2,327

* Regular employees only counted and some subsidiaries excluded from consolidation not counted



Thank you