Nettention

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# Overview

Being Korea’s No.1 game server engine developer, Nettention offers services needed for game developers through systematic strategies and a long experience.

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<tr>
<th><strong>President</strong></th>
<th>Bae Hyun-Jik</th>
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<tbody>
<tr>
<td><strong>Date of Establishment</strong></td>
<td>Established as a private company in 2008 (Converted to a corporation in Aug. 13, 2009)</td>
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<tr>
<td><strong>Main Business Area</strong></td>
<td>Game Server &amp; Network Engine License</td>
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<tr>
<td><strong>Main Basic Technology</strong></td>
<td>System and method of multiplayer online game service and system and method of reliable communication’s channel switching</td>
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<tr>
<td><strong>Main Handling Item</strong></td>
<td>Software Consultancy &amp; Development and Supply</td>
</tr>
<tr>
<td><strong>Location</strong></td>
<td>24, Simin-daero 327beon-gil, Dongan-gu, Anyang-si, Gyeonggi-do</td>
</tr>
<tr>
<td><strong>Contact Info.</strong></td>
<td>Tel. +82 2 6082-1991  Fax. +82 2 6008-7290</td>
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CEO

President Bae, a founder of Nettention, is running his business based on his long-term experience and career.

– Born in 1976.
– Started programming at age 9.
– Worked at a game company as a programmer at age 18.
– Pioneered the development technology of Windows Server-based game servers.
– Released an alpha version “Cafe9” in 1998 (Korea’s first 3D MMO game) – Server development
– Became the first Korean to wrote for Game Programming Gems.
– Possesses five patent registrations.
ProudNet is a server & network engine specialized for a real-time multiplayer.

Features:
Shows strength in real-time large-scale interactions.

Minimized Latency:
P2P & C/S hybrid networking, and packet-optimized Technology, etc. due to network quality.
High-performance Server Module
DB cache, dispersion server module.
It is considered a highly reliable engine in Korea, thereby having been applied to 190 game projects of 13 different countries.

<table>
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<tr>
<th>Representative Title/Mobile</th>
<th>Raven, Seven Knights, Creature Academy, MARVEL Future Fight, MonTowerz 2, Panzer Ace Online, Touch Fighter, Metal Skies, Bowling King, ChaguChagu, HeroxHero, Fairy Tale, etc.</th>
</tr>
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<tbody>
<tr>
<td>Representative Title/PC</td>
<td>Mabinogi Heroes, Ragnarok 2, S4 League, Hero Wars, Closers, Mirror War, Rusty Hearts, Mini Fighter, Sura King, Ghosts ‘n Goblins Online, 2112, Heroes in the Sky, Tank Ace, etc.</td>
</tr>
<tr>
<td>Representative Title/PS 4</td>
<td>Street Fighter V</td>
</tr>
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The world’s famous fight game ‘Street Fighter 5’ adopted the ProudNet as P2P network engine.

Japan’s Dimps and U.S.’s Capcom USA directly used the ProudNet.
It is also being used in the field of IoT.
Since BATIO adopted the ProudNet, it released IP camera FORVIEW pixie.
Patents and Certifications

In possession of four patents for relevant technologies.

<Local Patents>
Patent: Communication method between terminals through reuse of NAT port mapping
Patent: Multicasting method through direct communication between terminals which have connected a game server
Patent: System and method of a multiplayer online game
Patent: System and method for reliable communication’s channel switching
PCT: Networking method of user datagram protocol for stability improvement.
PCT: Network communication method with a restoration functionality for terminal session.
Certificates of Domestic and Foreign Service and Trademark Registration

Korea

China

US

Vietnam
Various Authorizations of Government

Program Registration Certificate
Venture Business Certificate
Certificate of Industrial R&D Center
Designation Certificate of Small and Medium-sized Export Enterprises
Certificate of INNO-BIZ
Best Trademark Right Awards