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**GLOBAL ONLINE ENTERTAINMENT COMPANY, WEBZEN, INC.
TO ENTER U.S. ONLINE GAMES MARKET**

Major Player in Asia, Webzen, Inc. to Open U.S. Subsidiary in Los Angeles

LOS ANGELES, Calif. (January 24, 2005) – Korea-based online games company, Webzen, Inc. (Nasdaq: Wzen) announced today it is entering the U.S. online games market and is immediately opening a U.S. operation in Los Angeles. As part of Webzen, Inc.'s global expansion strategy, the subsidiary will be a full-scale game developer, publisher and distributor.

“Since the company’s inception in 2000, Webzen, Inc. has established itself as one of the largest online game companies in the Asian games market,” said Nam Ju Kim, CEO of Webzen, Inc. “With publishing arms in all major Asian markets including China, Taiwan, Japan, and Korea, we have reached critical mass as a global games publisher and think the time is right to expand into the robust U.S. games marketplace.”

Later this year, Webzen, Inc. plans to bring to market in the U.S. multiple online game titles, including the company’s next blockbuster, massively multiplayer online role-playing game (MMORPG), **SUN**, and titles specifically designed for American gamers. Webzen, Inc. will also develop game properties for the next generation game consoles to enhance its appeal to the mainstream gaming audience. The official announcement of Webzen, Inc.’s upcoming product line will be made in February.

Webzen, Inc. will also have a significant presence at the upcoming 2005 E3 Expo, the video game industry's most important trade show of the year. The company has secured a 9,000 square-foot booth space, #700, in the South Hall of the Los Angeles Convention Center.

"Webzen, Inc. is very serious about its future success in the U.S.," added Nam Ju Kim, "and we are hiring and working with top talent from the U.S. and around the world."

Webzen, Inc. has developed some of the world's top online game and client/server technologies. The company also prides itself in the creativity department, publishing some of the most highly acclaimed titles for the Asian market. For its tremendously successful 3D MMORPG title, **MU**. Webzen, Inc. has attracted over 56 million users and a half million concurrent users from the Asian market alone.

For more information about Webzen, Inc., go to www.webzen.com.

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