



会社名	株式会社ガーラ (コード番号 4777)
代表者名	代表取締役グループ CEO キム・ヒョンス
本社	東京都千代田区丸の内 1-9-2

Gala Lab Officially Unveils HTML5 MMORPG 'Ragnarok Universe' Community Launch and Pre-Release Test Scheduled for July 15th

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GalaLab (CEO Kim Hyunsu) announced that it has completed core development of its HTML5-based MMORPG 'Ragnarok Universe' and plans to conduct a test in July 15th for users in Southeast Asia, Taiwan, Hong Kong, and Macau.



'Ragnarok Universe' is a project jointly developed by Gala Lab, Wemade Connect, and Gravity, and reimagines the globally popular IP 'Ragnarok' as a next-generation HTML5-based MMORPG.

"Ragnarok Universe" is implemented as a fully 3D, seamless open world that expands upon the traditional zone-based structure. Additionally, since it can be played directly in a browser without downloading a client, it offers easier access across a variety of devices and provides a free-roaming, immersive gameplay experience.

During this test, the company plans to focus on gathering user feedback regarding the core game systems, the full 3D open-world structure, and community features, while also assessing the stability of the HTML5-based multiplatform environment.

Starting with this test, “Ragnarok Universe” will officially launch its user community. Players can be the first to check the latest development news and test information through the community website and they can also participate in various events and submit suggestions for new content.

In particular, early members of the official community will be given a chance for priority access to the test scheduled for July, and the official “Ragnarok Universe” YouTube channel will feature in-development gameplay footage and key content updates.

Jason Park, Business Director at Gravity, stated, “‘Ragnarok Universe’ is a project that combines the appeal of the ‘Ragnarok’ IP—which has been beloved worldwide—with the high accessibility provided by HTML5 technology.” He added, “We expect it to offer a familiar feel to existing fans and a more free and convenient gameplay experience to new users.”

A Gala Lab representative said, “Through this test, we plan to evaluate gameplay stability and service quality across various environments,” adding, “We will actively incorporate user feedback to provide an even more polished MMORPG experience.”

Official Channels:

- [Ragnarok Universe Official YouTube Channel](#)
- [Ragnarok Universe Official Discord Community](#)



About the Ragnarok IP

● Ragnarok IP Service and Operational Performance

Category	Details
Global Expansion	Currently available in over 91 countries, including Asia, North America, Europe, and South America
Cumulative number of RO IP downloads	Over 250 million
Sequels and Spin-offs	Development of numerous IP expansions, including “Ragnarok M: Eternal Love,” “Ragnarok X: Next Generation,” and “Ragnarok Origin”

● Major Achievements and Awards

- **Winner of the Excellence Award at the 2002 Korea Game Awards**
 - **Established a foothold for Korean MMORPGs in overseas markets (a representative title of the early Korean Wave in gaming)**
 - **22 years of continuous service**
 - **A successful case study of global media mix through IP expansion**
 - Developed a variety of derivative content, including animations, novels, mobile games, and board games
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- **Industrial Significance**

- As a model for **the global success of the Korean online gaming industry**, it laid the groundwork for expansion into the Southeast Asian and U.S. markets
- Regarded as the pioneer **of the Korean game IP business**, it subsequently became the model for the overseas expansion of numerous Korean MMORPGs
- **Long-term IP sustainability model**: Through more than 20 years of continuous service operation, it has established itself as a prime example of a "long-running MMORPG"