

# Rating Review Regulations

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Amended on Nov. 22, 2006  
Amended on Jan. 19, 2007  
Wholly amended on Dec. 26, 2007  
Amended on Mar. 6, 2009  
Amended on Sep. 24, 2009  
Amended on Feb. 7, 2013

## Chapter 1 General Provisions

**Article 1 (Basic Spirits of Review)** ① In rating games [or entertainment software] pursuant to Article 21 of the Games Act, the Game Ratings Board (hereinafter referred to as the “Board”) shall ensure the ethical and public nature of games, protect children and youth, and respect the creativity and autonomy of the games.

② The Board shall respect the generally accepted notion of common sense in applying these regulations and rating criteria to the various different types of games.

**Article 2 (Principles of Review)** The Board shall review the games based on the principles of fairness, objectivity, promptness, non-disclosure of confidential information, and minimum regulation.

**Article 3 (Items to Review)** ① Games provided under Article 2 subparagraph 1 of the Games Act shall be reviewed by the Board when they are produced for sale or provision for use.

② The games provided under paragraph 1 shall be classified as follows:

1. PC games (games played on personal computers);
2. Video games (games played on game consoles);
3. Mobile games (games played on mobile appliances);
4. Arcade games (games for commercial service under Article 2 subparagraph 6 of the Games Act); and
5. Other games (games provided through digital TV, low-capacity games produced using Flash or similar applications, and games that are produced and distributed directly by users other than those provided under subparagraphs 1 through 4 above).

**Article 4 (Review Sessions)** ① The Board shall hold review sessions twice weekly as a rule but may increase or decrease the number of sessions based on the number of items to be reviewed.

② The Board review sessions shall adopt resolutions with a majority vote of the attending members, who shall represent a majority of the entire members unless otherwise provided specifically under these Regulations. A tied vote shall be treated as a rejection, however.

③ A sub-committee may recommend a rating to the Board with a majority affirmative vote of

the attending members by reviewing games produced directly by users among other games under Article 3 paragraph 2 subparagraph 5 of these Regulations. (Amended on Sep. 24, 2009)

④ The Board may request its Secretariat staff to assist with various services for operation of meetings, including the preparation of meeting materials and minutes.

⑤ The Board Chair shall have the Secretariat staff or experts notify the Board members of the agenda and related information no later than three days in advance of the meeting. This shall not apply to cases that require urgent or inevitable handling, however.

**Article 5 (Minutes)** ① The Board shall prepare and archive its minutes for 10 years, duly signed by members who participate in the review after recording the detailed proceedings of the rating review meetings.

② The Board shall maintain all of the application documents submitted for review for five years along with the minutes.

③ The minutes under paragraph 1 shall be disclosed pursuant to the Board's Operation Regulations.

## **Chapter 2 Rating Criteria**

### **Section 1 Rating**

**Article 6 (Principles)** The principles listed below shall be followed in the rating of games:

1. Content centricity: Parts other than content shall not be subject to rating.
2. Context: Games shall be rated based on the overall context and situation.
3. Common sense: Rating shall correspond to the generally accepted notion of common sense.
4. International compatibility: Rating shall have global compatibility.
5. Consistency: Games shall have identical ratings even when rated by different raters at a different time.

**Article 7 (Considerations)** The matters listed below shall be inclusively considered in the rating procedure:

1. Provocative content: Kissing, hugging, body exposure, sexual acts, peeping, naked body, language with connotations of sex, adultery, incest, rape, discharge, prostitution, etc.
2. Violence: Bleeding, gore, amputation, bodily defects, horror, description of scuffle, etc.
3. Crime or drug use: Instigation of crime, drug use, abuse, drinking or smoking, etc.
4. Inappropriate language: Inappropriate description concerning language or ideologies.
5. Description of speculative acts, etc.: Description of speculative customs, acts or appliances.

**Article 8 (Ratings)** ① Games shall be rated as follows:

1. All: Games that can be enjoyed by anybody.

2. 12+: Games that should not be accessed by minors below 12 years of age.
  3. 15+: Games that should not be accessed by minors below 15 years of age.
  4. Adult or 18+: Games that should not be accessed by minors below 18 years of age.
- ② Games shall be rated or classified as follows in the case of games that are provided at a location equipped with given commercial facilities (arcade games):
1. All: Games that can be enjoyed by anybody.
  2. Adult only: Games that should not be accessed by minors [below 18 years of age].

**Article 9 (Rating Criteria)** The rating criteria for games under Article 21 paragraph 7 of the Games Act shall be as follows:

1. The criteria for the 'All' rating shall be as follows:
  - a. Games that do not feature representations whose themes or content may be harmful to minors, including obscenity, violence and speculation;
  - b. Games that do not feature any content that may be harmful to minors but which have contents that may be helpful in cultivating their emotions or furthering their education; and
  - c. Games that do not feature any representations that may be harmful to minors either mentally or physically, including ideologies, religions or customs that are not tolerated generally.
2. The criteria for the '12+' rating shall be as follows:
  - a. Games that include themes or contents that may have a harmful influence on minors under 12 years old, including obscenity, violence and speculation; and
  - b. Games that include themes or contents that may be mentally or physically harmful to minors less than 12 years old, including specific ideologies, religions or customs that are not generally tolerated.
3. The criteria for the '15+' rating shall be as follows:
  - a. Games that include themes or contents that may have a harmful influence on minors of less than 15 years old, including obscenity, violence and speculation; and
  - b. Games that may be mentally or physically harmful to minors less than 15 years old, including specific ideologies, religions or customs that are not generally tolerated.
4. The criteria of the 'Adult only' rating shall be as follows:
  - a. Games that include themes or contents that may have a harmful influence on minors, including factual representation of obscenity, violence and speculation; and
  - b. Games that may include a direct specific representation of matters concerning specific ideologies, religions or customs that may affect minors mentally or physically.

## **Section 2 Rating Criteria**

**Article 10 (Provocative Criteria)** The provocative criteria for games shall be as follows:

1. All: Games that have no provocative content
  - a. No provocative bodily exposure;
  - b. No elements that have associations with sex;

- c. No violent provocative elements that may damage the personality (sexual discrimination, violence or trafficking);
  - d. No representation of acts that violate generally accepted ethics (incest, group sex, etc.);
  - e. No representation of provocative language or vulgarity.
2. 12+: No or little provocative content
- a. No or little provocative bodily exposure (shoulder, waist, legs etc.);
  - b. Only a few elements associated with sex in videos, with no sexual audio or linguistic representation;
  - c. No violent provocative elements that may damage the personality (sexual discrimination, violence or trading);
  - d. No representation of acts that violate generally accepted ethics (incest, group sex etc.); and
  - e. No representation of provocative language or vulgarity.
3. 15+: Only indirect and limited representation of provocative content
- a. Only indirect and limited provocative bodily exposure (only partial representation of such body parts as breasts, buttocks, etc.);
  - b. Only indirect non-specific video, audio or linguistic elements associated with sex;
  - c. No violent provocative elements that may damage the personality (sexual discrimination, violence or trading);
  - d. No representation of acts that violate generally accepted ethics (incest, group sex, etc.);
  - e. Limited sexual representation available based on user request; and
  - f. Game characters who induce users to have little or no sexual representation within the game.
4. Adult only: Provocative content represented but not to the degree of causing social disorder
- a. Provocative bodily exposure though genital organs are not fully exposed;
  - b. though sexual acts are represented visually but not described in detail;
  - c. though audio associates sexual acts, not excessive
  - d. Descriptions that discriminate against or humiliate members of a specific gender or group;
  - e. No excessive representation of sexual violence or trade;
  - f. No excessive representation of acts that violate generally accepted ethics (incest, group sex, etc.);
  - g. Highly likely to induce the user to directly manipulate specific provocative acts by characters based on the user's intent; and
  - h. Likely to induce the user to cause the characters to commit provocative acts within the game.

**Article 11 (Violence Criteria)** The violence criteria for games shall be as follows:

- 1. All: Nearly no violent elements
  - a. No disgust or horror portrayed though the shape, apparel or acts of the characters (creatures or robots or other non-living entities) may be freely represented;
  - b. No or only extremely simple representations of weaponry;
  - c. No factual descriptions involving blood or gore;
  - d. No factual descriptions of bodily injury or damage;

- e. No violent images, music, acoustic effects or language;
  - f. No loss is incurred as a result of a confrontation between users in the game.
2. 12+: Little representation of violent elements
    - a. Nearly no elements that may cause disgust or horror though the shape, apparel or acts of the characters (creatures or robots or other non-living entities) may be freely represented;
    - b. Simple representations of weaponry;
    - c. No factual descriptions of blood or gore;
    - d. No factual descriptions of bodily injury or damage;
    - e. Little or few violent images, music, acoustic effects or language;
    - f. No excessive loss is incurred as result of a confrontation between the users in the game.
  3. 15+: Violent content represented but not to the extent of causing social disorder
    - a. Few elements that may cause disgust or horror though the shape, apparel or acts of the characters (creatures or robots or other non-living entities) may be freely represented;
    - b. No excessive factual representations of weaponry;
    - c. No excessive factual representations of bleeding;
    - d. Little description of bodily damage/injury;
    - e. No excessive violent images, music, acoustic effects or language;
    - f. Though reward or loss exists as result of a confrontation between the users, but not in the form of looting, there are devices that can control them (safe zones, punishment of attackers, etc.).
  4. Adult only: Not suitable for use by minors as factual representations of violence are included.
    - a. Excessive elements that may cause disgust or horror due to the shape, apparel or acts of the characters (creatures or robots or other non-living entities) may be freely represented;
    - b. Unlimited representation of weaponry;
    - c. Factual representations of bleeding;
    - d. Factual representations of bodily injury;
    - e. Violent images, music, acoustic effects or language included;
    - f. Reward or loss is offered as a result of confrontation between the users in the game.

**Article 12 (Crime or Drug)** The crime or drug criteria for games shall be as follows:

1. All: No description of crimes or drugs.
2. 12+ or 15+: Little or light description of crimes or drugs.
3. Adult only: Specific direct description of crimes or drugs.

**Article 13 (Language Criteria)** The language criteria for games shall be as follows:

1. All: No vulgar or slang expressions that may impede the healthy linguistic development of minors.
2. 12+ or 15+: No excessively vulgar or slang expressions.
3. Adult only: Contains vulgar or slang expressions that may be harmful to minors

**Article 14 (Simulation of Speculative Acts)** The criteria for the simulation of speculative acts in games shall be as follows:

1. All: No description of speculative acts.
2. 12+ or 15+: Little or light simulation of speculative acts.
3. Adult only: Simulation of speculative acts which do not cause financial gains or loss.

### **Section 3 Marking of Game Ratings and Content Descriptors**

**Article 15 (Duty for Marking)** The producers or distributors of all games shall mark their trade name, game rating, content descriptor, and game operation related information pursuant to Article 19 of the Enforcement Decree of the Games Act.

**Article 16 (Game Content Descriptors)** The game content descriptors shall be as follows:

1. Provocative content
2. Violence
3. Horror
4. Language
5. Drug
6. Crime
7. Simulation of speculative acts, etc.

**Article 17 (Marking Methods)** ① The game ratings shall be indicated by the colors provided under Annex 1.

② The Board may recommend that ratings and content descriptors for online games be displayed on their website.

### **Chapter 3 Verification of Speculative Games**

**Article 18 (Verification of Speculative Games)** The Board may refuse to rate games falling under the categories listed below among those provided under Article 2 subparagraph 1-2 items a through f of the Games Act by verifying them as speculative games:

1. Games feared to be speculative as the service rate exceeds the normal range;
2. Games in which points or game money obtained as a result of gaming are converted into cash;
3. Games in which cash or other articles are obtained as result of gaming;
4. Games in which a tangible or intangible reward is provided through direct or indirect distribution channels for points or game money obtained as result of gaming.
5. Games that fall under any of the following among those used for commercial game rooms:
  - a. Games in which points or other similar values are offset based on game results as interlinked on networks;
  - b. Games whose rating has been rejected by technical review under Article 21 paragraph 8 of the Games Act.
6. Games in which game money can be transferred between users based on game results as

they are used for betting on online games that can be directly purchased with cash.

## Chapter 4 Procedure

**Article 19 (Application for Rating)** ① One who wishes to obtain a rating pursuant to Article 21 paragraph 1 of the Games Act shall submit Game Rating Application Form of Attachment No. 1 to the Board along with a written game description and the below-listed items; however, the documents specified under Item 7 may be submitted when a rating certificate is issued.

1. Video clips and photos showing key processes of the game.
2. A photo of game appliances or devices (including front, rear, left and right sides) in the case of games that are played on dedicated appliances or devices.
3. Games that can be played (including the related files and attachments for games that require operational information devices to be attached).
4. A document indicating the account for logging on the game when it is provided on a computer network.
5. A detailed description of the game content (Attachment No. 2).
6. Power of attorney signed by the game producer or distributor in the case of games attached to a book (limited to those whose rating is requested by the book publisher).
7. An electric appliance safety certificate (limited to electric appliances subject to safety certification pursuant to Annex 2 of the Enforcement Rules of the Act on the Control of Electric Appliance Safety)

② The Board may request the applicant to submit materials required for performing the rating service.

**Article 20 (Site Review)** ① A site review shall be conducted when the Board deems it necessary at the request of the applicant in the case of games falling under the following:

1. Games designed for commercial game rooms whose transport or submission is difficult in view of their size, weight or transport method.
2. Other games whose performance or review is required at a specified location or area.

② The Board may charge an additional fee for site review in addition to the normal rating fee to the applicant.

③ Two experts and one secretariat staff member shall participate in the site review unless there is an extraordinary situation. The Board members may accompany them as required. The personnel participating in the site review may be reconsidered depending on the kind and quantity of games to review, however.

④ The experts shall check the details of the game at the site and collect all the information required for the review, including a video recording. They shall prepare and submit a site review report to the Board.

⑤ The Board shall perform its review based on the site review report submitted by the experts. The Board may conduct another site review if the Board deems that the site review

report submitted by the experts is insufficient.

**Article 21 (Procedure of Site Review)** ① One who intends to apply for a site review shall provide the Board with Site Review Application Form under Attachment No. 3 indicating the reason for applying for a site review, in advance at the time the application is made.

② The Board shall notify the applicant of its decision on the site review within seven days of receiving the site review application.

**Article 22 (Revision of Game Content)** ① One who intends to revise the content of a game that falls under Article 9-2 paragraph 1 of the Enforcement Decree of the Games Act shall submit to the Board Attachment No. 4 Game Content Revision Report and Attachment No. 5 Description of Game Content Revision which describes the details of revision. This shall not apply to cases when a technical supplement or improvement is made for a game that has been rated with content revision, however.

② The Board shall take action as provided under the following after checking the details of the revisions made to a game whose revision is being reported:

1. Notice of maintained rating: The original rating is to be maintained as the degree of revision of the content does not necessitate a rating change.
2. Notice of revised rating: A new rating is required as provided under the latter part of paragraph 5 of Article 21 of the Games Act as the degree of revision of the content necessitates a new rating.

③ The Board shall take action under paragraph 2 within seven days of the day on which revision is reported.

④ The Board shall return the report under paragraph 1 and notify the applicant of the reason why the report has been returned, without delay, when a game whose content is reported to have been revised exceeds the scope of revision specified under Article 21 paragraph 5 of the Games Act as its method of use has been significantly revised or when it fails to inherit the details concerning the game's account (meaning the information on how a specific game user has used a game or the content of a game). In such a case, the applicant shall apply for rating of the game pursuant to Article 21 paragraph 1 of the Games Act.

⑤ The Board may conduct an investigation ex officio or reclassify the rating of a game based on the request of the game provider or distributor when a game is not reclassified or provided from what has been rated though it has undergone a revision that requires reclassification.

**Article 22-2 (Reclassification Procedure for Games Content Revision Reported)** ① Reclassification shall be requested for games that have been notified as being subject to reclassification pursuant to Article 21 paragraph 5 of the Games Act, within seven days of receiving notification of the fact.

② The Board may adopt a resolution for planned reclassification in cases where the game's new rating differs from the previous rating, through a review based on such request under paragraph 1.



- ③ When a resolution is adopted for a planned reclassification, the Board shall notify the applicant of the reason for reclassification, without delay, and the applicant shall clarify within seven days of receiving the notice.
- ④ The Board shall make a final decision as to whether to reclassify a game based on the applicant's clarification. However, the reclassification shall be finalized if the applicant fails to clarify.
- ⑤ The applicant may request reclassification by removing the reason for changing a game's rating as provided under paragraph 4.

**Article 23 (Verification of Test Games)** ① An applicant who intends to have the reliability of performance of and user satisfaction with a game verified with a test game pursuant to Article 11-3 paragraph 2 of the Enforcement Decree of the Games Act shall submit Attachment No. 6 Application for Verification of Test Game.

- ② The Board shall issue Attachment No. 7 Certificate of Test Game after checking that the game satisfies the requirements for a test game under Article 11-3 paragraph 1 of the Enforcement Decree of the Games Act (including verification by one or more Board members) within seven days of receiving the application.
- ③ In the event that the person who has obtained verification of a test game pursuant to paragraph 1 fails to complete testing, the testing period may be extended on no more than two occasions by submitting Attachment No. 8 Application for Extension of Test Game and indicating the reason for requesting for the extension if the content is the same.

**Article 24 (Revocation of Rating)** ① The Board shall provide the applicant with an opportunity to express his opinion before it decides to revoke the rating pursuant to Article 22 paragraph 4 of the Games Act.

- ② When the Board decides to revoke a rating, it shall, without delay, issue a document to the applicant which indicates the specific reason for revocation. The applicant may clarify within seven days of issuance of the document under paragraph 2.
- ③ The Board shall finalize the revocation after reviewing the applicant's clarification. The revocation shall be finalized if the applicant fails to clarify within the given period, however.

**Article 25 (Rejection of Rating)** ① The Board may refuse to rate a game if [a game or its provider] falls under Article 22 paragraph 2 of the Games Act.

- ② The below-listed examples shall be included in the 'acts or appliances subject to regulation or punishment pursuant to other statutes' under Article 22 paragraph 2 of the Games Act:
  1. When confirmed to be a speculative amusement tool under The Special Act on the Regulation or Punishment of Speculative Acts;
  2. When subject to regulation or punishment under the Criminal Act;
  3. When subject to regulation or punishment under the Copyright Act;
  4. When not fully equipped with a user real-name authentication procedure as defined under the Act on the Promotion of the IT Network Service and the Protection of Information or subject to regulation;
  5. When not fully equipped with a real-name authentication procedure for service amount

payment under the e-Financial Transaction Act or when other payment means subject to regulation are used;

6. When subject to regulation or punishment under the Resident Registration Act;
  7. When subject to regulation or punishment under the e-Signature Act;
  8. When subject to regulation or punishment under the Act on the Protection of Consumers in e-Commerce; and
  9. When subject to regulation or punishment under the Act on the Protection of Youth and the Act on Sexual Protection of Youth.
- ③ When considering whether to refuse to rate a game pursuant to Article 22 paragraph 2 of the Games Act, the applicant shall be provided with an opportunity to express his or her opinion before the Board reaches a decision.
  - ④ When the Board decides to refuse to rate a game, it shall, without delay, issue a document indicating the specific reason for rejection to the applicant. The applicant may clarify his/her position within seven days of receiving the day the document.
  - ⑤ The Board shall finalize the rejection after reviewing the applicant's clarification of his/her position. However, the rejection shall be finalized if the applicant fails to clarify within the given period.
  - ⑥ One whose rating application has been rejected pursuant to paragraph 3 may apply for rating after removing the reason for the rejection.

**Article 26 (Procedure for Filing Objection)** ① An applicant who objects to a decision on a rating or rejection pursuant to Article 23 paragraph 1 of the Games Act shall submit to the Board Attachment No. 9 Objection against Rating indicating the reasons for filing the objection within 30 days of receiving notification of the decision.

② The Board may seek advice from the Advisory Committee to Reclassification under Article 23 of the Regulations on Operation of the Game Rating Board when a written objection is received.

③ The Board shall notify the applicant with a document indicating the details of its decision and specific causes within 15 days of its receipt of the application, after conducting its review with the advice provided under paragraph 2 taken into consideration.

**Article 27 (Notification of Rating)** ① The Board shall issue Attachment No. 10 Rating Certificate to the applicant for whose game a rating has been granted.

② The Board shall notify the applicant with Attachment No. 11 Rating Decision Notice indicating the rating grounds, cause or game content details upon notification of the rating.

**Article 28 (Reissuance of Certificate)** ① To request reissuance of the Rating Certificate issued pursuant to Article 22 paragraph 3 of the Games Act, the applicant shall provide the Board with Attachment No. 12 Application for Reissuance of Rating Certificate indicating the reason for requesting reissuance thereof.

② The Board shall notify the applicant as to its decision on reissuance within 15 days of reviewing the reason submitted for a request for reissuance. If not notified within 15 days, the Board shall notify the applicant of the reason.

**Article 29 (Handling Period)** The Board shall determine the rating within 15 days from the day on which the application is received. In cases where the rating cannot be determined within the specified period due to an unavoidable cause, the Board shall notify the applicant of the cause and review the schedule in writing.

**Article 30 (Follow-up Actions)** ① The Board shall immediately notify the concerned agencies in the event that it discovers the illegal obtainment of a rating, forging, tampering with or illegal use of games whose rating has been rejected, or the rating outcome.

② The Board may revoke the rating or take other necessary actions in addition to notifying the fact under paragraph 1.

**Article 31 (Fee)** A fee shall be paid for the below-listed applications or requests pursuant to Article 41 paragraph 2 of the Games Act as indicated in Annex 2 Review Fee Rate Table which the Board has determined with the approval of the Minister of Culture and Tourism. However, those who file an application by 30 September 2013 shall pay a fee as indicated in Annex 3 Review Fee Rate Table. <Revised on Feb. 7, 2013>

1. Those who apply for rating pursuant to Article 21 paragraph 1 of the Games Act.
2. Those who file an objection pursuant to Article 23 of the Games Act.
3. Those who are subject to technical review pursuant to Article 21 of the Games Act.

**Article 32 (Others)** Forms that are not specified in these Regulations or other statutes may be replaced by a formal letter.

## **Annexes and Attachments to Rating Review Regulations**

- Annex 1 Background and font color of rating marks (related to Article 17 paragraph 1)  
Annex 2 Review Fee Rate Table (related to Article 31)  
Annex 3 Review Fee Rate Table (related to Article 31) (Revised on Feb. 7, 2013)

[Annex 1]

### **Background and font color of rating marks (related to Article 17 paragraph 1)**

Rating	Background color	Web color (16-digit RPG values)	Font color
All	Green	#005500	White
12+	Blue	#000077	White
15+	Yellow	#FFCC00	Black
Adult only	Red	#440000	White

[Annex 2] <Revised on Mar. 16, 2009, Revised on Sep. 24, 2009>

## Review Fee Rate Table (related to Article 31)

Base amount			Coefficient of usage	Coefficient of genre		Coefficient of Korean version	
<b>PC (including downloadable games of 300MB or more)</b>		240,000 won	Network 1.5  Non-network 1.0	Group 1	3.0	Korean 1.0  Non-Korean 1.1	
<b>Console</b>		280,000 won		Group 2	2.0		
<b>Portable</b>	<b>Dedicated game machine</b>	200,000 won					
	<b>Mobile</b>	60,000 won		Group 3	1.5		
<b>Others (including IPTV, Flash and download games)</b>		10MB or less		30,000 won	Group 4		1.0
		10MB~100MB		40,000 won			
		100MB~300MB	80,000 won				

  

Base amount		Genre coefficient	
<b>Arcade</b>	320,000 won	Betting (chance) games	2.0
		Manipulating, crane or experience drill games	1.0

- 1) The site review rate shall be added: 500,000 won for the Seoul/Kyeonggi area; 700,000 won for the Kangwon/Chungcheong area; and 900,000 won for the Kyeongsang/Jeolla/Jeju area.
- 2) The review fee shall increase to 150% for reclassification.
- 3) The review fee for test games shall be 30% of the normal review fee.
- 4) 1,000,000 won per case shall be added in the case of technical review.
- 5) 10,000 won shall be charged for reissuance of the rating certificates or name change.
- 6) The review fee shall be discounted (or returned) by 30% when review is requested by a small business with fewer than 50 employees and five billion won or less in annual sales, games made directly by users among other games under Article 3 paragraph 2 subparagraph 5 (open market games made by individuals), or by an open market operator for such a game. <Amended on Sep. 24, 2009>  
However, the discount (return) shall not apply to games including simulation of speculation or gift-item games provided by game rooms.

※ **Definition of calculation criteria**

- **Method of calculating the review rate:** Review fee = Base amount by platform x usage coefficient x genre coefficient x Korean version coefficient
- **Usage type**
  - Network: Game is played through matches over a network.
  - Non-network: Additional functions (ranking registration) are not provided over the network or network functions are not supported.
- **Genre category**
  - Group 1: RPG
  - Group 2: Betting (Go-stop, poker games), FPS, casual actions (matches, rhythms, fights, etc.), adventure, simulation
  - Group 3: Board (puzzle, quizzes, baduk, etc.), flight shooting, sports (racing, etc.), experience-type function games
  - Group 4: Educational games (puzzles or quiz games for educational purposes)
- **Korean version determination:** When game contents (included in review application materials) are 'Koreanized' or not.

**Review Fee Rate Table (related to Article 31)  
(Revised on Feb. 7, 2013)**

Base amount			Coefficient of usage	Coefficient of genre		Coefficient of Korean version
PC and others (including downloadable games of 300MB or more)			Network 1.5	Group 1	4.0	Korean 1.0 Non-Korean 1.5
360,000 won						
Console			Non-network 1.0	Group 2	2.0	
320,000 won						
Portable	Dedicated game machine	200,000 won				
	Mobile	60,000 won				
Others (including Flash and download games)	10MB or less	30,000 won	Group 3	1.0		
	10MB~100MB	40,000 won				
	100MB~300MB	80,000 won				

Base amount		Genre coefficient	
Arcade	450,000 won	Betting (chance) games	3.0
		Manipulating, crane or experience drill games	1.0

- 1) The site review rate shall be added: 500,000 won for the Seoul/Kyeonggi area; 700,000 won for the Kangwon/Chungcheong area; and 900,000 won for the Kyeongsang/Jeolla/Jeju area.
- 2) The review fee shall increase to 150% for reclassification.
- 3) The review fee for test games shall be 30% of the normal review fee.
- 4) 1,000,000 won per case shall be added in the case of technical review.
- 5) 30,000 won shall be charged for reissuance of the rating certificate or name change.
- 6) The review fee shall be discounted (or returned) by 30% when review is requested by a small business with fewer than 50 employees and five billion won or less in annual sales, games made directly by users among other games under Article 3 paragraph 2 subparagraph 5 (open market games made by individuals), or by an open market operator for such a game.

However, the discount (return) shall not apply to games including simulations of speculation or gift-item games provided by game rooms.

※ **Reference information**

○ **Method of calculating the review rate:** Review fee = Base amount by platform x usage coefficient x genre coefficient x Korean version coefficient

○ **Usage type**

- Network: Game is played through matches over a network.
- Non-network: Additional functions (ranking registration) are not provided over the network or network functions are not supported.

○ **Genre category**

- Group 1: RPG, betting games (Go-stop, poker, etc.)
- Group 2: FPS, casual action (matches, rhythms, fights etc.), adventure, simulation
- Group 3: Board (puzzles, quizzes, baduk, etc.), flight shooting, sports (racing, etc.), experience-type function games, educational games (puzzles or quiz games for educational purposes)

○ **Korean version determination:** When game contents (included in review application materials) are 'Koreanized' or not.