

Gamania Group Announced Unaudited Consolidated Revenue in February 2026

Unit: NT\$ thousand

Monthly	Feb. 2026	Jan. 2026	MoM %
Revenue	849,959	1,095,678	-22%
Monthly	Feb. 2026	Feb. 2025	YoY %
Revenue	849,959	1,063,137	-20%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	1,945,637	1,970,887	-1%

Gamania Group today announced its unaudited consolidated revenue of NT\$850 million for February 2026, representing a 22% decrease MoM and a 20% decrease YoY. The decline was primarily attributed to the concentrated paid activities following the early launch of a large-scale update for its popular PC online game in January. Nevertheless, the update successfully attracted returning players, and the activity level and traffic sustained at a high level through February. The accumulated revenue for the January to February Lunar New Year peak season reached NT\$1.95 billion, recovering to the peak season level observed prior to competitor impact.

Review of February Operations

In February, War of Prasia released a major update, and Tree of Savior M welcomed an exclusive Taiwanese version of its Lunar New Year update, featuring its first-ever game IP collaboration to introduce limited-edition themed content and enrich the player experience.

In terms of the Group's diversified layout, the social platform hidol continued to deepen offline fan engagement with a popular boy group, driving platform activity growth. The comic and novel platform MOJOIN launched a special public welfare project for "Cat Day," attracting nearly 20,000 views within a week of its launch, further strengthening the content value and social impact of IP combined with public welfare.

Gamania Group was recognized for the second consecutive year in S&P Global's Sustainability Yearbook, ranking third globally among peers in the Interactive Media,

Services & Home Entertainment (IMS) industry, and first in the Governance & Economic dimension. Gamania Group is the only gaming company in Taiwan to be selected for two consecutive years, underscoring the Group's international competitiveness and long-term commitment to sustainable governance.

March Outlook

Looking ahead to March, Lineage REMASTERED will launch an update event, and Lineage M will progressively conduct update pre-heating activities, solidifying the operational momentum of its core games.

To expand its pan-entertainment commercial layout:

The comic and novel platform MOJOIN is collaborating with a well-known IP to create a pop-up café and will release a comic adaptation of a famous film IP, deepening cross-domain cooperation. The social platform hidol will launch the "Spring Support Season," attracting more fans by creating an immersive support atmosphere in response to the promotion craze. The Gamania Original will participate in a key Taiwanese AI exhibition, showcasing the application of customized virtual human technology in pan-entertainment marketing scenarios to expand corporate client collaboration opportunities. For enterprise services, gamania CloudForce will host a Cyber Security Leaders' Strategy Event, focusing on AI-native defense trends and response strategies.