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## Gamania Group Announced Unaudited Consolidated Revenue in January 2026

Unit: NT\$ thousand

Monthly	Jan. 2026	Dec. 2025	MoM %
Revenue	1,095,678	689,707	59%
Monthly	Jan. 2026	Jan. 2025	YoY %
Revenue	1,095,678	907,750	21%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	1,095,678	907,750	21%

Gamania Group today announced unaudited consolidated revenue of NT\$1.1 billion for January 2026, representing a 59% increase MoM and a 21% increase YoY. The double-digit growth MoM and YoY was primarily driven by the sustained success of large-scale updates for its popular PC online game, which successfully attracted returning players and significantly boosted activity participation, officially commencing preparations for the Lunar New Year peak season.

### Review of January Operations

In January, the Group focused on the winter vacation peak season, leveraging both its gaming business and social services to drive market momentum. MapleStory launched a major expansion ahead of its global debut, Lineage REMASTERED introduced a new class after a two-year hiatus, and other titles including Mabinogi and Tree of Savior M successively rolled out update events, driving player engagement through class evolution and system upgrades. Deepening its fan economy strategy, the social platform hidol hosted a popular boy group fan meeting and signing event, and collaborated across physical retail channels to expand IP licensing and business partnerships.

### February Outlook

Looking ahead to February, in anticipation of the Lunar New Year, War of Prasia will launch a new update, unveiling two major new systems and a commemorative reward event. Tree of Savior M will also release its Lunar New Year event content, aiming to boost operational momentum during the holiday period. In terms of original IP, the comic and novel platform

MOJOIN is collaborating with a organization on a cross-industry public welfare project, launching special planned comic and novel works on "Cat Day" (February 22nd) to expand the platform's influence.