

Gamania Digital Entertainment (6180.TWO)

Financial Summary: 2nd Quarter, 2024

August 7, 2024

Income Statement (NT\$m)	2Q23	1Q24	2Q24	QoQ	YoY	1H23	1H24	YoY
Revenue	2,086	3,332	2,426	-27%	16%	5,120	5,758	12%
Gross Profit	760	1,435	842	-41%	11%	2,027	2,276	12%
OPEX	715	901	1,213	35%	70%	1,531	2,114	38%
Operating Profit	45	533	-371	-170%	-931%	495	162	-67%
Non Op. Income & Loss	8	12	1,862	15679%	22925%	13	1,874	13935%
Pre-tax Profit	53	545	1,491	174%	2726%	509	2,036	300%
Tax Expense	15	140	55	-60%	273%	105	84	-20%
Net Income	67	404	1,545	282%	2201%	403	1,948	383%
Basic EPS (NT\$)	0.38	2.31	8.80			2.30	11.10	

Key Ratio	2Q23	1Q24	2Q24	1H23	1H24
Gross Margin	36.4%	43.1%	34.7%	39.6%	39.5%
OPEX as % of Revenue	34.3%	27.0%	50.0%	29.9%	36.7%
Operating Margin	2.1%	16.0%	-15.3%	9.7%	2.8%
Net Margin	3.2%	12.1%	63.7%	7.9%	33.8%

- **Revenue** : It was driven by the strong performance of our major titles and the release of the new cross-platform MMORPG.
- **Profits** : Operating loss was NT\$371 million due to the selling expenses of the new title release and the general and administrative expenses from the gain on disposal of GASH POINT Co, Ltd.. The net income to owners of the parents was NT\$1.5 billion and EPS was NT\$8.80. We recognized a one-time gain on disposal of GASH POINT Co, Ltd. in this quarter.
- **Recent Highlights** :
 - 1) We accomplished the capital increase of GASH POINT Co, Ltd. in June and successfully introduced industry strategic investors. We recognized a one-time gain on disposal in this quarter based on the fair value. Gamania Group now holds a 41.11% stakes in

GASH POINT Co, Ltd., which became an affiliated company from a subsidiary.

- 2) In June, Gamania released a MMORPG 《Wars of Prasia》 from Nexon (3659.T), one of the Korean gaming giants. It is a cross-platform title available on PC and mobile with the setting of medieval massive combats. It features highly realistic 3D styles to create immersive narratives and restricted-level graphics depict intense and gruesome scenes. Players can get rid of the constraints of time and location, battles commence in real-time at over 20 locations, 24/7. The "Support System" enables 24/7 cultivation of characters without online burden.
- 3) Gamania's "AI Innovation Lab" has successfully developed cutting-edge AI technologies and launched its enterprise-facing brand, "Vyin AI." It aims at the domestic and international B2B market to offer enterprise AI solutions.
- 4) The renowned PC game 《MapleStory》 launched its sixth major update in January 2024 and consistently performed well. Its revenue in Q2 grew YoY+35%; totally, it increased YoY+20% in H1.

Revenue Analysis

Rev by Segments (NT\$m)	2Q23	1Q24	2Q24	QoQ	YoY	1H23	1H24	YoY
Game	1,384	2,456	1,524	-38%	10%	3,700	3,980	8%
Commerce	209	243	271	12%	30%	432	514	19%
Payment	153	172	173*	1%	13%	303	345	14%
Others	340	461	458	-1%	35%	685	919	34%
Total	2,086	3,332	2,426	-27%	16%	5,120	5,758	12%

*To disclose consistently with the previous period, GASH POINT is still included in the payment segment; it will not be consolidated starting from the third quarter.

Rev of Gaming Seg.	2Q23	1Q24	2Q24	1H23	1H24
PC	50%	74%	58%	65%	68%
Mobile	50%	26%	42%	35%	32%

- **Game Segment** : The new cross-platform MMORPG 《Wars of Prasia》 was officially

launched on June 13th in Taiwan, Hong Kong, and Macao. Furthermore, 《MapleStory》 continuously performed strongly thanks to its 6th major update event.

- **Commerce Segment** : In July, “ HyperG,” the subsidiary of Digicentre, announced the official collaboration signed with VIETCONNECT, the leading IT corporate in Vietnam. HyperG started the distribution collaboration with VIETCONNECT to expand the domestic and overseas markets.
- **Payment Segment** : The introduction of industry strategic investors at GASH POINT Co, Ltd. was completed. It resulted in Gamania’ s 41.11% stake holding of GASH POINT Co, Ltd., which became an affiliated company from a subsidiary. It provides more opportunities to integrate market resources and expand the scale of application. Moreover, with the launch of “payments within entertainment channels,” GAMAPAY is able to make good use of its strengths and features while collaborating with certain entertainment parks, toys, etc.
- **Others Segment** : “ STARTup hub (文創股長),” our incubation program of comics and novels, hosted several large-scale market events to help creators explore diverse monetization opportunities. In collaboration with the Taipei Music Center, we also launched the music incubation program “ TEAM MUSIC (挺音樂! 音樂靠山計畫)” to assist creators in achieving "IP cross-domain collaboration" and "AI technology application," creating diverse business opportunities and building a comprehensive resource network.

Disclaimer

- Due to adjustments in financial disclosures and accounting practices, revenue of segments may be adjusted on a rolling quarterly basis, which may result in changes to historical data details, albeit not affecting significant accounting items. Please refer to the latest figures for accuracy.
- Discrepancies may exist between the Chinese and English versions due to language constraints. Therefore, the Chinese version shall prevail.
- This document may contain forward-looking statements, including but not limited to all statements regarding the Company's future perspectives, anticipated future activities, events, or developments, as well as various factors and uncertainties beyond the Company's control. Therefore, actual results may differ from the content contained in the forward-looking statements.
- This document is only used for reference by stakeholders; the document does not serve as any form of offer, solicitation, promotion, recommendation, or advice for buying or selling any stocks or financial commodities. Investors should evaluate any related risks and uncertainties if any of investors refer to this document for any investment or transaction. The Company undertakes no legal responsibility for any profits or loss of an investment.
- For any questions or suggestions, please contact the Investor Relations department of the Company. Thank you.