

## Gamania Group H1 2025 Consolidated Financial Results

Aug. 7, 2025

Gamania Group (Ticker: 6180:TT) today announced its 1H25 financial results in accordance with IFRS:

NT\$ thousand	Q2 2025	Q2 2024	YoY%	*adjusted YoY%	H1 2025	H1 2024	YoY%	*adjusted YoY%
<b>Revenue</b>	1,851,034	2,425,944	-24%	-18%	4,734,076	5,758,167	-18%	-13%
<b>Gross profit</b>	464,540	841,550	-45%	-27%	1,402,425	2,276,069	-38%	-23%
<b>Operating income/ loss</b>	-199,834	-371,212	-46%	-28%	20,079	162,162	-88%	-94%
<b>Net income</b>	-112,105	1,544,531	-107%	-51%	76,191	1,948,463	-96%	-77%
<b>EPS(NT\$)</b>	-0.64	8.80			0.43	11.10		

Note: Net income is attributable to owners of the parent.

\*\*adjusted YoY%: Excluded the impact of the consolidation of GASH POINT Co, Ltd. and related one-time expenses in the corresponding period last year.

### 2Q25 Financial Summary

The consolidated revenue for Q2 2025 was NT\$1.9 billion, YoY-24%; YoY-18% after excluding the impact of “GASH POINT Co, Ltd.” It was due to a high base period triggered by the new major title debut in June 2024 and the major updates of the key PC title, which is optimizing its content and reinforcing engagement to minimize the impact after being affected by the competing products. Gross profit was NT\$464.5 million, YoY-45%. Operating loss was NT\$199.8 million, YoY-46%, caused by the one-time recognition of marketing expenses for the new title debut and expenses related to disposal of “GASH POINT Co, Ltd.” in 2Q24. The net income to owners of the parents was NT\$-112.1 million, YoY-107%. EPS was NT\$-0.64. It was due to the one-time gains on disposals of “GASH POINT Co, Ltd.” in 2Q24. YoY change was -51% after excluding the impact of one-time expenses of GASH POINT Co, Ltd., resulting from the decline of game revenue.



The consolidated revenue for H1 2025 was NT\$4.7 billion, YoY-18%; YoY-13% after excluding the impact of GASH POINT Co, Ltd., caused by the decline of game revenue. Gross profit was NT\$1.4 billion, YoY-38%. Operating income was NT\$20.1 million, YoY-88%. The net income to owners of the parents was NT\$76.2 million, YoY-96%; YoY-77% after excluding the impact of “GASH POINT Co, Ltd.” and one-time expenses. EPS was NT\$0.43.

### **2Q25 Review**

In the second quarter, 《MapleStory》 and 《Mabinogi》 celebrated their 20th anniversary of operation in Taiwan and launched Taiwan-exclusive campaigns to build buzz. To strengthen its position in the entertainment ecosystem, “gamaniaShopping” focuses on building an “Online Akihabara” to enhance IP engagement through online capsule draws in collaboration with exclusive idols and VTubers to effectively reach core fan communities. Additionally, “hidol” expanded collaborations across diverse IPs and invested in developing fan-following features to steadily enhance user engagement. On the Enterprise Support side, “gamaniaCloudForce” integrated cloud resources and cybersecurity solutions to create differentiated advantages, advanced multi-cloud management upgrades, and actively participated in annual major cloud events to explore new potential clients.

### **3Q25 Outlook**

Looking ahead to the third quarter, **the new mobile game 《Tree of Savior M》 is set to launch in Taiwan, Hong Kong, and Macau, with pre-registration activities now open for players.** Key titles such as 《MapleStory》 and 《Lineage M》 will release summer updates to strengthen operational momentum. During the summer vacation period, Gamania Group participated in the Comic Exhibition to host the "gamefun!" (橘子嘉年華) event, an ACGN event featuring popular games, exclusive IPs, and idol interaction zones, drawing nearly 150,000 attendees.

To accelerate its cross-domain entertainment strategy, the Original Creation Center launched Gamania's newest virtual idol, integrating Gstudio's virtual production and digital integration technologies to expand the value chain of the next-generation entertainment industry. Meanwhile, “Vyin AI” (Gamania’s AI brand) continues to expand its strategic partnerships across sectors including hospitality, foodservice, retail, and home care. It



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supports enterprises in deepening their AI applications and highlights Gamania's long-term growth potential in the technology domain.