

Gamania Group Announces Unaudited Consolidated Revenue for June 2026

Unit: NT\$ thousand

Monthly	June. 2026	May. 2026	MoM %
Revenue	590,740	577,282	2%
Monthly	June. 2026	June. 2025	YoY %
Revenue	590,740	549,214	8%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	4,418,005	4,765,915	-7%

Gamania Group today announced its unaudited consolidated revenue of NT\$591 million for June 2026, representing a 2% MoM increase and 8% YoY increase, signaling a return to growth momentum. In enterprise services, robust market demand for AI transformation and infrastructure deployment continued to drive core business opportunities for the Group. Concurrently, the launch of peak-season gaming updates and events further contributed to the Group's revenue momentum. The accumulated unaudited consolidated revenue for the January to June period reached NT\$4.42 billion, representing a 7% decrease YoY.

AI Strategy & Commercialization:

Gamania Group has officially integrated AI into its core strategy, pivoting from internal AI development to delivering commercialized solutions. The Group announced a dual-axis strategy centering on "Computing Power Supply" and "AI Business Solutions" to offer enterprises comprehensive AI enablement services, fostering long-term operational growth. Notably, Vyin AI debuted its robot brain solution, "Vyin RIS," at COMPUTEX, marking a critical milestone in the Group's commercial implementation of AI applications. Regarding computing power supply, the Group plans to invest in medium-and-large computing power centers and will upgrade its Zhonghe facility into an edge AI computing center. This phased expansion of our AI infrastructure makes AI adoption more accessible to enterprises, helping them achieve core objectives of cost reduction and revenue enhancement. Additionally, the Group realigned its organizational resources in Q2 to sharpen its focus on AI ventures and core initiatives, establishing a leaner structure to anchor operations for the

second half of the year. Expanding innovative AI applications into pan-entertainment scenarios, the Group will also present the "Gamania Carnival" at the 2026 Comic Exhibition in July, blending classic IPs with the first-ever showcase of hyper-realistic AI NPC interactions to deliver a highly personalized and immersive experience for the ACG community.

Gaming Updates & Peak-Season Preparation:

To capitalize on the peak summer vacation season, the gaming segment launched early momentum-building initiatives with major updates for MapleStory and Mabinogi in June. Moving into July, flagship titles including Lineage M, Lineage Remastered, and Dragon Nest will roll out a series of updates and anniversary celebrations. Furthermore, MapleStory: Classic, featuring the return of highly anticipated classic content, has officially opened for pre-registration and is slated for release during the summer. The launch will be accompanied by integrated cross-channel campaigns to amplify both online and offline market buzz, which is poised to drive strong momentum throughout the summer season.