

## Gamania Group 1Q25 Consolidated Financial Results

May 5, 2025

Gamania Group (Ticker: 6180:TT) today announced its 1Q25 financial results in accordance with IFRS:

NT\$ thousand	2025Q1	2024Q1	YoY%
Revenue	2,883,042	3,332,223	-13%
Gross profit	937,885	1,434,519	-35%
Operating income	219,913	533,374	-59%
Net income	188,296	403,932	-53%
EPS(NT\$)	1.07	2.31	

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

### 1Q25 Financial Summary

The consolidated revenue for the first quarter of 2025 was NT\$2.9 billion, YoY-13%. This decline was primarily due to the most significant update to date of *MapleStory* during the same period last year and the consolidation of GASH POINT Co, Ltd. revenue, both resulting in a higher base period. Gross profit was NT\$938 million, YoY-35%, mainly affected by the decrease of game revenue and the financial structure change caused by GASH POINT Co, Ltd. transitioning to an affiliate company. Operating income was NT\$220 million, YoY-59%. Due to proactive investment in game development and AI innovation, R&D expenses increased. Net income to owners of the parents was NT\$188 million, YoY-53% , and EPS was NT\$1.07.

## 1Q25 Review

In the first quarter, Gamania continued to drive cross-domain innovation and deepen IP collaborations across its businesses to unlock market potential. In gaming, *MapleStory* teamed up with the Taiwan Lantern Festival and professional sports teams, while *Mabinogi* partnered with a popular anime to launch exclusive items, creating unique buzz and maintaining player engagement. To expand the Group's IP ecosystem, *MOJOIN*, a comics and novels platform, launched an online donation feature. Its managed title, *Three Unmarried Women*, was licensed for content collaboration with a healing simulation mobile game. This showcased the branding strength of original Taiwanese IPs. In the commerce business, the global wave of digital transformation has driven increasing demand for AI computing and enterprise cloud solutions, contributing to steady growth in cybersecurity and cloud services at *Gamania CloudForce*. This, in turn, boosted the segment's performance with over 50% year-over-year growth.

## 2Q25 Outlook

Looking ahead to the second quarter, *MapleStory* is celebrating its 20th anniversary in Taiwan with its largest-scale collaboration featuring a popular Japanese anime. This includes exclusive animated character classes, co-branded content, and releases of anniversary events. Additionally, the international server of *Lineage* will release the most significant update of 1H25, aimed at revitalizing operations across both classic titles.

To tap into the ACGN community, *Gamania Shopping* plans to collaborate with well-known VTubers to launch co-branded merchandise, aiming to boost platform traffic and sales. To further enhance the Group's AI capabilities and IP-driven entertainment strategy, the fan community platform *hidol* is gradually expanding interactive AI-generated content within its app, such as voiceprint alarms and personalized voice messages—leveraging advanced AI technology to deepen fan engagement.