

Gamania Group 2025 Q3 Consolidated Financial Results

Nov. 6, 2025

Gamania Group (Ticker: 6180:TT) today announced its 3Q25 financial results in accordance with IFRS:

NT\$ thousand	2025Q3	2025Q2	2024Q3	QoQ%	YoY%	2025 Q1~Q3	2024 Q1~Q3	YoY%
Revenue	2,306,051	1,851,034	3,242,740	25%	-29%	7,040,127	9,000,907	-22%
Gross profit	658,468	464,540	1,102,781	42%	-40%	2,060,893	3,378,850	-39%
Operating income(Loss)	-76,068	-199,834	338,815	-62%	-122%	-55,989	500,977	-111%
Net income	2,486	-112,105	331,666	-102%	-99%	78,677	2,280,129	-97%
EPS(NT\$)	0.01	-0.64	1.89			0.44	12.99	

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

3Q25 Financial Summary

The consolidated revenue for the third quarter of 2025 was NT\$2.3 billion, up 25% QoQ and down 29% YoY. The YoY decline was mainly due to intensified competition in the gaming market and a high comparison base from the launch of a major new title in the same period last year. The gaming business continues to enhance player engagement through content updates and optimized live-operation strategies.

Other business segments maintained double-digit YoY growth, reflecting continued progress in the Group's diversified business portfolio.

Gross profit was NT\$658 million, up 42% QoQ and down 40% YoY. Operating loss was NT\$76.1 million, down 62% QoQ and turned from profit to loss YoY, mainly due to a lower contribution from high-margin gaming products and increased R&D investment to accelerate innovation initiatives.

Net income attributable to owners of the parent was NT\$2.5 million, turned to profit QoQ but down 99% YoY, with basic EPS of NT\$0.01.

For the first three quarters of 2025, consolidated revenue was NT\$7 billion, down 22% YoY. Gross profit was NT\$2.1 billion, down 39% YoY. Operating loss was NT\$56 million, turned from profit to loss. Net income attributable to owners of the parent was NT\$79 million, down 97% YoY, with basic EPS of NT\$0.44.

3Q25 Review

In the third quarter, Gamania Group once again participated in the Comic Exhibition with its signature “gamefun!” event, featuring the official launch of *Tree of Savior M* in Taiwan, Hong Kong, and Macau, alongside popular titles and original IP showcases, attracting approximately 150,000 attendees. Several classic games released special events to sustain player engagement, including *MapleStory*’s collaboration with Steam, *Wars of Prasia*’s first IP crossover, and *Lineage M*’s class update.

To deepen its presence in the broader entertainment ecosystem, Gamania advanced the integration of its content platforms. The comics and novel platform MOJOIN launched a merchandise store to enhance monetization; the entertainment community platform hidol strengthened interactive features to improve user retention; and the e-commerce platform gamaniaShopping partnered with a popular Japanese VTuber to host an exclusive fan screening event and release Taiwan-limited merchandise.

4Q25 Outlook

Looking ahead to the fourth quarter, multiple titles are scheduled to launch exclusive updates and events. *MapleStory* will continue its annual celebrations with “星夜馬戲團” and “楓潮派對” to sustain buzz and engagement, while *Lineage M* and *Elsword* will roll out anniversary and update events to further boost player activity.

To create new cross-media entertainment experiences, Gamania’s virtual idol will co-produce an interactive reality show with PILI International Multimedia, further expanding its IP value chain.

In AI innovation, Vyin AI continues to deepen partnerships across multiple industries, expanding its influence in AI-driven enterprise applications.

In enterprise services, gamania CloudForce continues to strengthen its cloud and cybersecurity offerings, providing multi-cloud integration and protection management solutions to help corporate clients enhance digital resilience and operational efficiency.



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Through active participation in industry forums and summits, the Group continues to elevate its professional presence and visibility in core markets.