

Gamania Digital Entertainment (6180.TWO)

Financial Summary: 1st Quarter, 2026

May 6, 2026

Income Statement (NT\$mn)	1Q25	4Q25	1Q26	QoQ	YoY
Revenue	2,883	1,827	2,591	▲42%	▼10%
Gross Profit	938	406	800	▲97%	▼15%
OPEX	(718)	(824)	(668)	▼19%	▼7%
Selling Expenses	(165)	(159)	(135)	▼15%	▼18%
G&A Expenses	(360)	(283)	(312)	▲11%	▼13%
R&D Expenses	(192)	(383)	(221)	▼45%	▲15%
Operating Profit (Loss)	220	(419)	132	Turned to Profit	▼40%
Non-Op. Income	40	(2)	29	Turned to profit	▼29%
Pre-tax Profit (Loss)	260	(421)	161	Turned to profit	▼38%
Tax (Expense)Benefit	(68)	85	(41)	-	▼39%
Net Income (Loss)	188	(348)	110	Turned to profit	▼42%
Basic EPS (NT\$)	1.07	(1.97)	0.63		

Key Ratio	1Q25	4Q25	1Q26
Gross Margin	33%	22%	31%
OPEX as % of Rev.	25%	45%	26%
Operating Margin	8%	-23%	5%
Net Margin	7%	-19%	4%

Rev by Segments (NT\$mn)	1Q25	4Q25	1Q26	QoQ	YoY
Game	2,123	1,179	1,843	▲56%	▼13%
Commerce	372	327	369	▲13%	▼1%
Others	388	321	379	▲18%	▼2%
Total	2,883	1,827	2,591	▲42%	▼10%

Rev of Gaming Seg.	1Q25	4Q25	1Q26
PC	67%	44%	67%
Mobile	33%	56%	33%

- **Revenue Review** :

- **Q1 revenue up 42% QoQ and down 10% YoY, reflecting product cycle normalization**

Consolidated Q1 2026 revenue totaled NT\$2.59 billion, as player re-engagement initiatives launched in late 2025 drove a 42% sequential recovery. MAUs of key mobile titles grew by double digits YoY, reflecting a healthy and stable core player base. The YoY decline of 10% was primarily attributable to the earlier launch timing of key game events and the continued impact from competing products.

- **Commerce business maintains steady momentum as second growth curve**

Commerce business services revenue for the quarter reached NT\$369 million, broadly in line with the prior year period and up 13% QoQ, underpinned by sustained enterprise demand for cloud and AI deployment solutions.

- **Profit Review** :

- **Return to profitability, reflecting progress in business restructuring**

Net income attributable to owners of the parent was NT\$110 million (EPS: NT\$0.63), recovering from the net loss of NT\$348 million in Q4 2025. The YoY margin contraction reflects lower game revenue, while continued R&D investment is expected to progressively translate into future growth and earnings contribution.

- **Disciplined cost management alongside sustained R&D investment**

Operating expenses totaled NT\$668 million for the quarter, down 7% YoY and 19% QoQ, driven by tighter management of selling and G&A expenses, which declined 18% and 13% respectively. R&D expenses increased 15% YoY to NT\$221 million, reflecting the Group's sustained commitment to in-house game development and AI innovation initiatives.

- **1Q26 Operational Highlights** :

- **Product refresh cycle reinforces core player engagement**

Multiple flagship titles delivered content updates during the quarter: MapleStory launched a global-first character revamp; Tree of Savior M introduced Taiwan-exclusive events and its first IP

collaboration; and Lineage REMASTERED released a new job class and gameplay features on its international server for the first time in two years.

- **Pan-entertainment IP strategy deepens, unlocking new commercial potential**

Comic and novel platform MOJOIN demonstrated IP monetization traction through a themed café event drawing over 2,000 fans. Virtual idol "宮祈緣 Miya Kien" made her public debut at the Baishatun Mazu Pilgrimage — one of Taiwan's largest annual cultural events — extending the Group's original IP value across diverse commercial and cultural contexts.

- **2Q26 Outlook**:

- **Early mobilization for the summer peak season**

MapleStory will launch a limited-time collaboration with the globally popular anime IP One Punch Man, while Lineage M is set to introduce a highly anticipated class revamp alongside a new server opening — both designed to build momentum ahead of the summer gaming peak.

- **Commerce business sharpens focus on AI commercialization**

gamania CloudForce will expand its AI computing infrastructure — spanning cloud deployment, model training, and system integration — to accelerate enterprise AI adoption, while participating in key cybersecurity events to broaden partnership opportunities.

- **AI innovation accelerates; Vyin AI makes COMPUTEX debut**

Vyin AI will make its inaugural appearance at COMPUTEX, showcasing its RIS (Robotics Intelligence Solution) across enterprise deployment and commercial retail applications. The Gamania Original studio will simultaneously present AI virtual human demonstrations, broadening the Group's commercial partnership touchpoints.

- **Phase II Treasury Share Buyback Launched to Strengthen Employee Incentives**

On May 6, 2026, the Board approved a Phase II treasury share buyback of up to 2,500 thousand shares, following full completion of the Phase I buyback of 1,500 thousand shares. The shares are primarily intended for transfer to employees to enhance key talent retention, and reflect management's confidence in the Group's long-term development trajectory.

Disclaimer

- This document is provided by Gamania Group (hereinafter referred to as the “Company”).
- 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.
- The financial and other information contained herein has not been fully reviewed or audited by any accountant or independent expert and is for reference only. Please refer to the audited financial statements for detailed information. The Company makes no express or implied representations or warranties regarding the fairness, accuracy, or completeness of the information or opinions contained in this document.
- This document reflects the company's current status and will not be updated for subsequent changes. The company assumes no responsibility or obligation for ongoing notification or updates. Please refer to the audited financial statements for detailed information.
- Neither this company, its affiliates, nor its representatives shall be held liable or responsible for any damages arising from negligence or other causes, or any losses or damages resulting from the use of this document, the information contained herein, or matters related thereto.
- This document may contain forward-looking statements, which include but are not limited to activities, events, or developments that the Company expects or anticipates in the future. These statements are subject to various uncertainties and factors beyond the Company's control. Actual results may differ materially from those expressed in such statements.
- Discrepancies may exist between the Chinese and English versions due to language constraints. Therefore, the Chinese version shall prevail.
- 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.