

## Gamania Digital Entertainment (6180.TWO)

### Financial Summary: 3<sup>rd</sup> Quarter, 2024

November 6, 2024

Income Statement (NT\$mn)	3Q23	2Q24	3Q24	QoQ	YoY	1-3Q23	1-3Q24	YoY
Revenue	2,672	2,426	3,243	34%	21%	7,792	9,001	16%
Gross Profit	1,088	842	1,103	31%	1%	3,115	3,379	8%
OPEX	823	-1,213	-764	-37%	7%	-2,354	-2,878	-22%
Operating Profit	266	-371	339	191%	27%	761	501	-34%
Non Op. Income & Loss	6	1,862	43	-98%	617%	19	1,917	9806%
Pre-tax Profit	271	1,491	382	-74%	41%	780	2,418	210%
Tax Expense	-88	55	-50	-190%	43%	-194	-134	31%
Net Income	186	1,546	332	-79%	78%	590	2,282	287%
Basic EPS (NT\$)	1.06	8.80	1.89			3.36	12.99	

Key Ratio	3Q23	2Q24	3Q24	1-3Q23	1-3Q24
Gross Margin	40.7%	34.7%	34.0%	40.0%	37.5%
OPEX as % of Revenue	30.8%	50.0%	23.6%	30.2%	32.0%
Operating Margin	10.0%	-15.3%	10.5%	9.8%	5.6%
Net Margin	7.0%	63.7%	10.2%	7.6%	25.3%

- **Revenue** : It was primarily driven by the strong popularity of games during the summer vacation and the launch of a new title. It increased both player popularity and revenue growth.
- **Profits** : The net income to owners of the parents was NT\$332 million, QoQ-79%, YoY+78%, due to the recognition of a one-time gain on the disposal of GASH POINT Co, Ltd. in the last quarter and it was recognized as non-operating gains on the associated companies. EPS was NT\$1.89.

## Revenue Analysis

Rev by Segments (NT\$m)	3Q23	2Q24	3Q24	QoQ	YoY	1-3Q23	1-3Q24	YoY
Game	1,970	1,524	2,536	66%	29%	5,670	6,516	15%
Commerce	230	271	282	4%	23%	662	796	20%
Payment	171	173*	-	-	-	474	345	-27%
Others	301	458	425	-7%	41%	986	1,344	36%
<b>Total</b>	<b>2,672</b>	<b>2,426</b>	<b>3,243</b>	<b>34%</b>	<b>21%</b>	<b>7,792</b>	<b>9,001</b>	<b>16%</b>

\* GASH POINT is not consolidated starting from this quarter.

Rev of Gaming Seg.	3Q23	2Q24	3Q24	1-3Q23	1-3Q24
PC	64%	58%	65%	64%	67%
Mobile	36%	42%	35%	36%	33%

- **Game Segment** : During the peak season in the summer vacation, 《Lineage M》 and 《MapleStory》 collaborated with popular Taiwanese IPs to launch exclusive in-game events, driving engagement and boosting revenue. The new game 《Wars of Prasia》 released a major update with new classes and cross-server gameplay, expanding its player base across Taiwan, Hong Kong, and Macau. 《MapleStory》 launched its sixth major update in January 2024 and consistently performed well. Its revenue increased by nearly 30% YoY in the third quarter.
- **Commerce Segment** : Digicentre provides diverse cloud security protection solutions that increased the revenue of the commerce segment +20%. Additionally, in July, "HyperG," the subsidiary of Digicentre, announced the official collaboration signed with VIETCONNECT, the leading IT corporate in Vietnam. HyperG started the distribution collaboration with VIETCONNECT to expand the domestic and overseas markets.
- **Other Segment** :
  - (1) Gamania's "AI Innovation Lab" has successfully developed cutting-edge AI technologies and launched its enterprise-facing brand, "Vyin AI." It aims at the domestic and international B2B market to offer enterprise AI solutions. With the deep analytic ability of Vyin AI, it established a music recommendation system "JAM JAM RADIO," which

brought new business opportunities to the music industry.

- (2) Gamania has invested in the popular talent show 《NEXT GIRLS》; it won the “Best Entertainment Show” in the Golden Bell Awards (金鐘獎). It was produced by "TPOP Entertainment," established by the senior producer 詹仁雄, Gamania Group, and Taiwan Creative Content Agency (文策院).
- (3) ESG highlight: Gamania has passed the Environmental Ministry’s carbon credit project review with its "Gamania Office Building LED Lighting Energy Efficiency Voluntary Emission Reduction Project," applying under the "Reduction or Prevention of Emissions" category. The project is expected to achieve a total greenhouse gas reduction of 840 metric tons of CO<sub>2</sub> equivalent.

## Disclaimer

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