

Gamania Group Announces Unaudited Consolidated Revenue for May 2026

Unit: NT\$ thousand

Monthly	May. 2026	Apr. 2026	MoM %
Revenue	577,282	658,997	-12%
Monthly	May. 2026	May. 2025	YoY %
Revenue	577,282	551,736	5%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	3,827,265	4,216,701	-9%

Gamania Group today announced its unaudited consolidated revenue of NT\$577 million for May 2026, representing a 12% MoM decrease, primarily due to the traditional off-season cycle of the industry. However, this figure marks a 5% YoY increase, benefiting from the sustained momentum of last month's major update for its popular mobile game, alongside a notable return of players as monthly active users (MAU) for its flagship PC game rebounded to recent highs. The accumulated unaudited consolidated revenue for the January to May period reached NT\$3.83 billion, representing a 9% decrease YoY.

AI Strategy & Commercialization:

As the global AI wave shifts from technology implementation to commercial application, Gamania Group, which treats AI as a core strategy, continues to promote its comprehensive cross-industry "AI Total Solutions." In June, Gamania made its debut at Asia's premier tech event COMPUTEX 2026, showcasing its latest business breakthroughs with Vyin AI. The exhibition focused on the practical implementation of robot brain solutions within smart retail environments, engaging in discussions with potential international clients to accelerate client adoption and Proof of Concept (PoC) verification. Looking ahead, the Group's AI services can expand into diverse markets such as digital gaming, film and entertainment, and lifestyle services, driving the large-scale export of AI technology and shaping a new growth curve for the Group.

Gaming Updates & Peak-Season Preparation:

Heading into the summer vacation peak season, the gaming segment is set to launch a series of major updates. MapleStory will host offline player events for its summer update, aiming to continuously boost player engagement through classic profession evolutions, new bosses, and character progression updates. Concurrently, the Group released news regarding the launch of MapleStory: Classic, with pre-registrations expected to kick off in July to capture peak-season market opportunities. Meanwhile, Mabinogi will introduce a main storyline update to drive player interaction and solidify growth momentum through the summer.