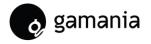


## Gamania (6180 TT)

Investor Presentation
Investor Conference Invited by KGI Securities
August 2025

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# Agenda

01 Introduction of Gamania

02 Financial & Operational Overview





# Agenda

**01** Introduction of Gamania

02 Financial & Operational Overview

### From a Gaming Leader to a Digital Entertainment Innovator



Solid operational foundation x strategic resource realignment to drive the next growth cycle

#### A leader in Taiwan's gaming industry, with long-term operation of multiple classic titles

- Founded in 1995
- 1,055 employees (as of 2025/3/31)
- Market cap: NT\$11 billion (as of 2025/8/11)
- Deeply rooted in the Taiwan, Hong Kong, and Macau markets
- Over 35 published game titles
- Average game lifecycle exceeds 10 years, showing decent long-term operational resilience

#### **Deeply committed to ACGN** development and accelerated AI commercialization

- Amid market competition and base effect challenges, Gamania focuses on 3 core areas: games, data, and AI, while adjusting pace and targeting high-value businesses.
- New mobile title **(Tree of Savior M)** is set to launch. A decade-old classic returns. Play with ultimate freedom.
- Expand enterprise services: Vyin Al, our Al brand, targets the corporate application market. It has completed milestone collaborations in Taiwan. It focuses on measurable impact and shortening the cycle from POC to commercialization.

#### Initiate financial and resource allocation review with a focus on business efficiency

- We dynamically adjust resource allocation with market shifts and focus on high-margin and long-term value businesses to reduce short-term volatility impact.
- Gamania maintains a five-year average payout ratio of nearly 80% and an average cash dividend vield above 7%. This demonstrates our strong commitment on shareholder returns.
- Consistently advance ESG practices with global recognition, achieving solid operational efficiency, capital returns, and social responsibility.

### Six Core Business of Gamania



Starting from the gaming business, we strategically expand into innovative satellite businesses to build a comprehensive digital entertainment ecosystem



## Gaming

**Al Innovation Hub** 

Build core competitiveness with strong technology barriers, focus on AI development, and actively integrate AI solutions across major service areas.

With 30 years of experience in Taiwan's gaming market and strong partnerships with leading global game developers, Gamania has established a industry benchmark through our solid local operational capabilities.

#### **Hobbies & Lifestyle**

Build an integrated ACGN ecosystem lifestyle network, connecting in-house services to create an "online Akihabara."

#### **Enterprise Supporting**

Serve a broad base of players and clients by establishing a robust cybersecurity framework and delivering comprehensive enterprise business solutions.

#### **Gamania Original**

Support cross-domain original content such as ACGN, dedicated to nurturing Taiwanese IPs. Foster local creative potential through crossdomain IP development.

#### **News& Media**

Media and communities are the foundation of a fullecosystem technology enterprise, leveraging innovative technologies and big data insights to create new value in community engagement.



## Long-term Operational Strength to Build Steady Growth

Years of localized operations have extended game lifecycle and depth; expansion of platforms and genres broadens our game portfolio





## Major Content Updates and New Game Launches; Enhancing Game Diversity to Drive Operational Momentum

25'

26'+







Casual puzzle match-3





[ MapleStory 20th Anniversary ]



[ Pocket Store ]



Flagship game updates

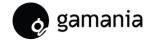
ACG combat adventure RPG

Various other selfdeveloped and licensed games

Tree of Savior M 】



## **Tree of Savior M** A Decade-old Classic Game IP



Fantasy adventure RPG with storybook art style and high gameplay freedom

- Developed by IMC Games, one of famous Korean developers, led by 《Ragnarok Online》 creator.
- Rich Lithuanian mythology, exquisite visuals, and high-quality soundtrack.
- Taiwan version fully optimized for mobile controls and gameplay pacing.

#### **Class System**



Features the classic "Five Class System" with four advanced paths per class, offering 20 career options and the ability to switch freely.

#### **Costume System**

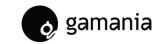


Introduces the "Costume Collection Bonus" system, allowing style customization without combat gear limits and creating the most versatile wardrobe in any MMORPG.

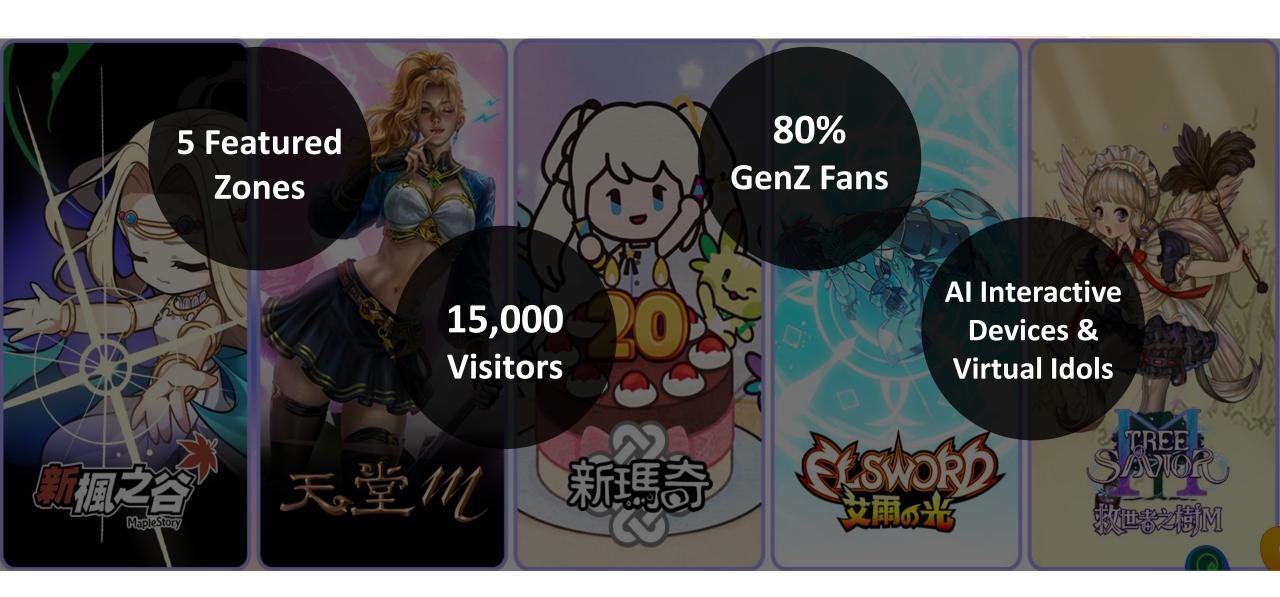
#### **Game Mounts**

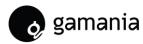


Offers diverse game mount options, from cute to hardcore, so every player can find the perfect adventure companion.



## 2025 Summer "gamefun!": Games x IPs x Al





### **Empowering Business with Robust Cloud & Security Supports**

Built on a multi-cloud foundation, "gamaniaCloudForce" offers cloud-native security services, aiming to be the cybersecurity expert for enterprise cloud needs

#### Multi-cloud technology & management

Global cloud solutions provider
One-stop solution for

multi-cloud management



#### **Cloud-native cybersecurity services**

appGuard: Self-developed mobile security protection system
International certificated of

#### **Common Criteria EAL2**



- Protect source code of APPs
- Protect the privacy of saved data
- Protect the intellectual property rights of creators

## App Security Inspection SaaS Service Served over 700k apps

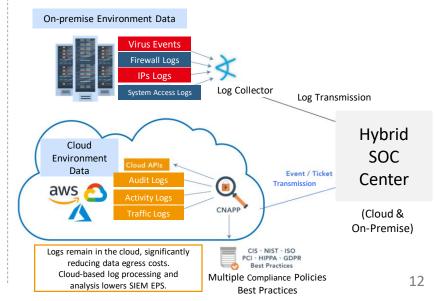


- Gain 86 comprehensive tests, including static and dynamic analysis, with a single-click upload.
- Quickly obtain reports for intuitive understanding of app risk status.

#### **Intelligent AI security monitoring**

# Cloud SOC security monitoring service Leveraging AI technologies for crosscloud security monitoring

- Single cloud and on-premise security monitoring center
- Cloud logs remain in place, reducing data transfer costs
- Cloud-native tools enable rapid adaptation to changes and large data volumes





# IP Incubation × AI Technology | Driving Game Development Momentum

From development to content, leveraging AI advantages to boost efficiency and create real-time, personalized gaming experiences

#### [ AI accelerating development process ]

**Setting of art** 

Accelerate communication by generating examples

Planning & proposals

Fill in repetitive content and translate

**Music production** 

Generate music in large quantities

**Project efficiency** 

Organize and collect data

**Creation of assets** 

Organize project knowledge; serve as a team assistant

#### [AI in various applications]

Al customer service

Precise responses to enhance player experience

**Content quality** 

Improve operational efficiency and user satisfaction

**User behavior** 

Boost retention and conversion

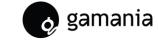












## Vyin Al's Solutions Redefine Enterprise Intelligent Services

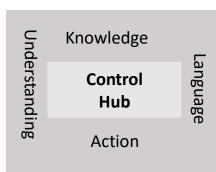
Empowering Enterprises with Hyper-Personalized Recommendation Tool to Drive New Operational Momentum

**Enterprise-Focused** 

Solutions



**In-house Tech** 



**Gen AI Chatbot Vyin Brain** 

#### Reduce Costs & **Enhance Engagement**

- ◆ Independently Resolving Over 80% of Issues
- ◆ Reducing Workforce Burden for Enterprises

Recommendation System **Vyin RecSys** 

#### **Turn Data into Revenue Growth**

- ◆ Real-Time Detection of User Interest Shifts
- ◆ Cross-Industry Applicability
- ◆ Highly Flexible and Customizable

**Licensed Celebrity Avatar** 

#### **Turn Star Power into Profit**

- ◆ Celebrity-Endorsed Partnership
- ◆ Hyper-Realistic Voice Cloning
- ◆ Immersive & Personalized Experience



### **Vyin AI in Gamania's Business**

Optimize operational efficiency, elevate service quality and user satisfaction, leading to critical quantitative achievements

#### **Gaming**

## Al Detected Fraud with Precision

<0.5% user impact, 91% fraud caught

#### **Customer Service**

## Al Chatbot & QA Reduced Manual Effort

97% chatbot resolution, 98% CSAT 100% QA automation, -50% manual effort

#### **Advertising**

## Al Ad Ops Cut Cost and Time

14.5% lower ad cost, 50% faster execution (achieving expert advertising performance)

#### **Social Platform**

## Al Personalization Lifted User Engagement

+15% homepage CTR, +17.7% discovery interaction, +20% rec engagement

#### **E-Commerce**

#### Al Search and Recs Fueled Growth

17× CVR lift, +56.6% CTR (item-item), +20% search accuracy

#### Media

## Al Boosted Content Output and Ad Revenue

+39K daily PVs, +12% ad revenue, 50% less editorial time



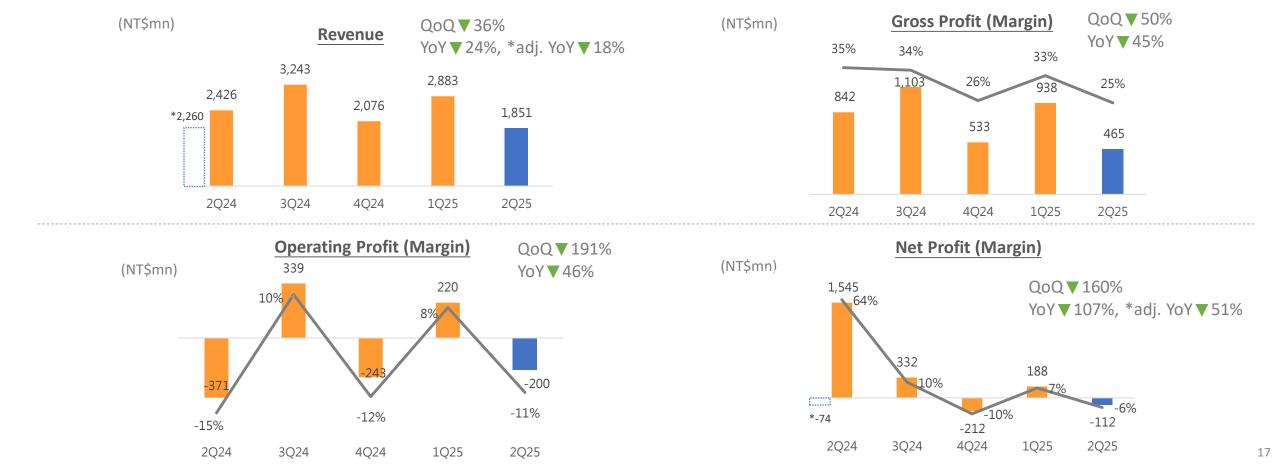


# Agenda

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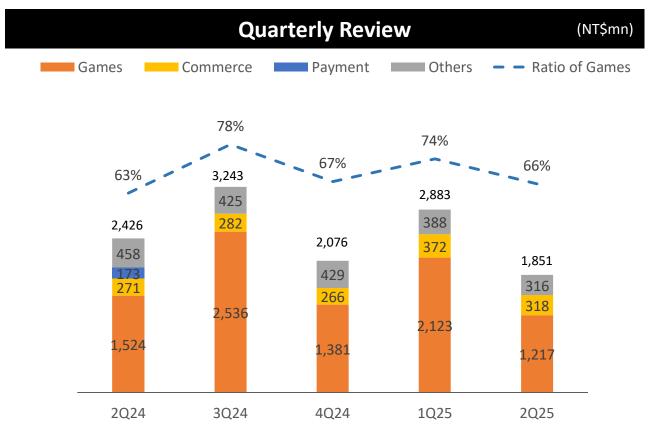
- Revenue: The 2Q25 consolidated revenue was NT\$1.9 billion, YoY ▼ 24%; YoY ▼ 18% after excluding the impact of "GASH POINT Co, Ltd." It was due to a high base period triggered by the new major title debut in June 2024 and the major updates of the key PC title, which is optimizing its content and reinforcing engagement to minimize the impact after being affected by the competing products.
- Profit: Operating loss was NT\$199.8 million, YoY ▼ 46%, caused by the one-time recognition of marketing expenses for the new title debut and expenses related to disposal of "GASH POINT Co, Ltd." in 2Q24. The net income to owners of the parents was NT\$-112.1 million, YoY ▼ 107%. EPS was NT\$-0.64. It was due to the one-time gains on disposals of "GASH POINT Co, Ltd." in 2Q24. YoY ▼ 51% after excluding the impact of one-time expenses of GASH POINT Co, Ltd., resulting from the decline of game revenue.

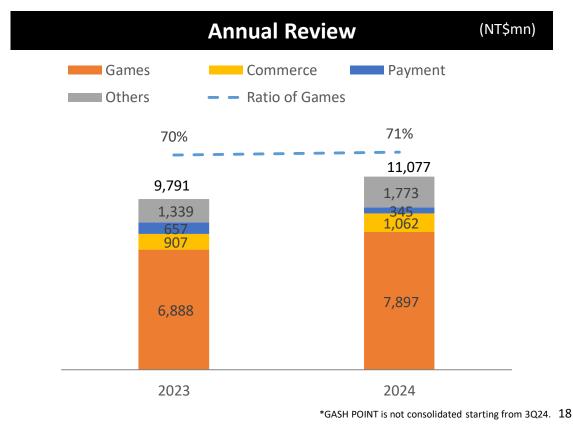


### **2Q25 Revenue Breakdown**



- Game Segment: QoQ ▼ 43%, YoY ▼ 20%. Resulted from the high base period triggered by the most significant update to date of 《MapleStory》 and the debut of 《Wars of Prasia》. Meanwhile, 《MapleStory》 and 《Mabinogi》 celebrated their 20th anniversary of operation in Taiwan and launched Taiwan-exclusive campaigns.
- Commerce Segment: QoQ ▼ 15%, YoY ▲ 17%. "gamaniaCloudForce" expanded steadily. Driven by rising demand for cloud and cybersecurity services, along with active participation in major industry events to expand business opportunities, the entire Commerce Segment grew steadily.
- Others Segment: QoQ ▼ 19%, YoY ▼ 31%. "gamaniaShopping" focuses on building an "Online Akihabara" to enhance IP engagement and effectively reach core fan communities. Meanwhile, "hidol" expanded collaborations across diverse IPs and invested in developing fanfollowing features.





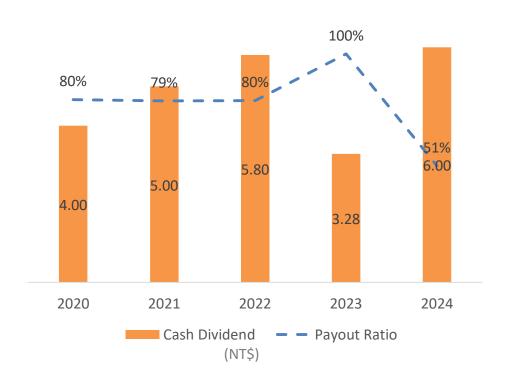
### Financials: Equity & Returns



#### **Dividend Payout**

5-year-average **Cash Dividend Payout Ratio** 

(2020 - 2024)

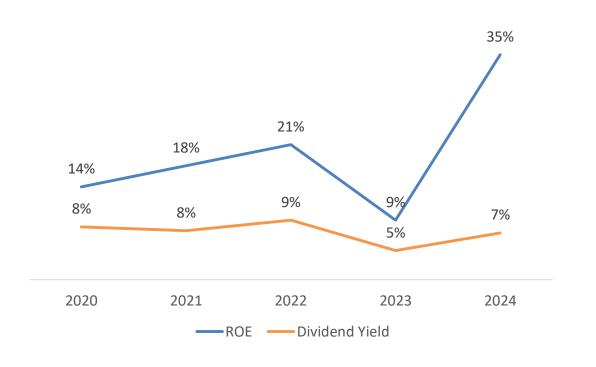


#### Return of Equity (ROE)

5-year-average **Return of Equity** 

(2020 - 2024)

22%



#### **ESG Practice**



#### **Environment**

## Proactively Responding to Global 2050 Net-Zero Emissions Goals

Completed greenhouse gas inventory & verification.

Pioneered the adoption of TCFD to enhance disclosure transparency.

Established smart buildings and expanded green electricity procurement.

#### **Environmental Management Policy**

Established the "Environmental and Energy Management Policy" to manage energy, water resources, waste, greenhouse gases, and pollution prevention, while increasing the proportion of green procurement.

#### **Plastic Reduction Declaration**

Committed to reducing plastic usage throughout the group.

#### **Net-Zero Declaration**

Committed to achieving carbon neutrality for Scope 1 and Scope 2 emissions by 2030 and net-zero emissions by 2050.

#### Social

#### **Talent Acquisition & Retention**

Awarded the "Sports Enterprise Certification" by the Ministry of Education, Sports Administration, and the "2024 Happy Enterprise - Gold Award" by 1111 Job Bank.

#### **Employee Support Programs**

Gamania introduced **Equality Leave** in 2015, where partners in same-sex marriage are entitled to 8 days of wedding leave and paternity leave, and Gamania was the first among listed companies in Taiwan to implement the idea.

#### The Gamania Care Foundation

Gamania Summer School and Dream Plan continue to support and encourage the younger generation to take on challenges.

## Support for Domestic Cultural Development

Promoting domestic cultural and creative investments; establishing incubation platforms and programs.

#### Governance

#### **Risk Management**

A Risk Management Committee was convened to implement an Enterprise Risk Management (ERM) system, identifying a total of 12 different types of risks for the year.

#### **Customer Rights Protection**

Customer service quality checks achieved an accuracy rate of over 99%, with all complaints resolved properly within 15 days.

#### **Innovation Management**

In 2024, RD expenses totaled NT\$818 million, with 115 patents approved in Taiwan.

#### **Sustainability Management**

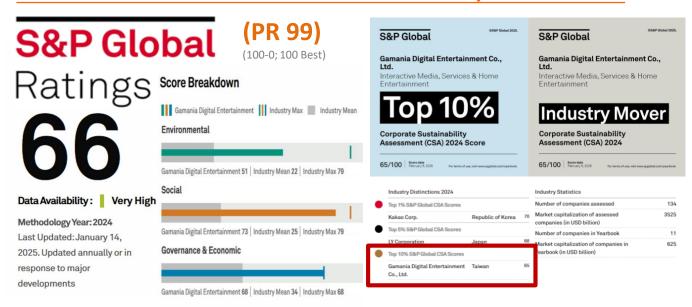
Planned internal controls for sustainability information, launched the first ESG English website, and introduced Al-powered customer service to enhance international reach and interactivity.



## **Domestic and International Recognition for ESG Performance**

#### International Recognition

S&P Global: Selected in the S&P Global Sustainability Yearbook 2025



#### **FTSE Russell ESG**



3.6

(5-0; 5 Best)

Overall score, social, and governance performance all exceeded the industry average in Taiwan and globally.

MorningStar ESG



**13.1** Low Risk

(100-0; 0 Best)

**Bloomberg ESG** 

Bloomberg **Disclosure Score** 

(10-0; 10 Best)

**Above** Median

#### Domestic Recognition

#### Selected in the

#### TIP Customized Taiwan ESG High Dividend Small/Mid-Cap Index

Recognizing companies small and medium-sized companies with decent ESG performance and superior dividend vield

#### TIP Customized Taiwan ESG Low Carbon High Dividend 40 Index

Recognizing companies with decent ESG performance, low carbon, and superior dividend



Corporate Governance 臺灣證券交易所 Evaluation Top 20%



**Taiwan** Sustainability Rating

**BBB** 





SinoPac+ **ESG Evaluation** 



#### **2024Taiwan Corporate Sustainability Awards**

Information Security Leadership Award Sustainability Report-Silver Award



**Talent Development Group Excellence Award** 



Gamania Cheer Up Foundation **PwC Sustainability Impact Awards** 



**Enterprise Award** (Taipei City Gov)



Corporate Pioneer in **Green Dining** 

## **Income Statement (2Q25)**



NT\$mn	2Q24	1Q25	2Q25	QoQ	YoY	1H24	1H25	YOY
Revenue	2,426	2,883	1,851	-36%	-24%	5,758	4,734	-18%
Gross Profit	842	938	465	-50%	-45%	2,276	1,402	-38%
OPEX	(1,213)	(718)	(664)	-7%	-45%	(2,114)	(1,382)	-35%
Operating Profit	(371)	220	(200)	-191%	-46%	162	20	-88%
Non Op. Income & Loss	1,862	40	13	-68%	-99%	1,874	53	-97%
Pre-tax Profit	1,491	260	(187)	-172%	-113%	2,036	73	-96%
Tax Expense	55	(68)	58	-185%	5%	(84)	(10)	-88%
Net Income	1,545	188	(112)	-160%	-107%	1,948	76	-96%
Basic EPS (NT\$)	8.80	1.07	(0.64)			11.10	0.43	

Key Ratio (%)	2Q24	1Q25	2Q25	1H24 1H25
Gross Margin	34.7%	32.5%	25.1%	39.5% 29.6%
OPEX as % Revenue	50.0%	24.9%	-35.9%	36.7% 29.2%
Operating Margin	-15.3%	7.6%	-10.8%	2.8% 0.4%
Net Margin	63.7%	6.5%	-6.1%	33.8% 1.6%



## **Balance Sheet (2Q25)**

NT\$mn	2Q24		1Q25		2Q25	
	Amount	%	Amount	%	Amount	%
Total Asset	10,755	100%	8,869	100%	8,256	100%
Cash & Equivalent	2,248	21%	1,492	17%	2,447	30%
A/R & N/R	1,474	14%	2,076	23%	617	7%
Inventories	110	1%	93	1%	49	1%
PP&E	2,824	26%	2,817	32%	2,856	35%
Total Liability	3,636	34%	2,662	30%	3,325	40%
A/P & N/P	716	7%	759	9%	553	7%
Total Equity	7,119	66%	6,207	70%	4,931	60%

Key Ratios	2Q24	1Q25	2Q25	
Days sales outstanding	47.8	49.4	66.4	
Days inventory outstanding	6.0	6.5	4.7	
Days payable outstanding	45.3	32.7	43.2	
CCC	8.5	23.3	27.9	
Debt Ratio (%)	34%	30%	40%	



## Income Statement (2020-2024)

Net Income

NT\$mn	2020	2021	2022	2023	2024
Revenue	10,443	11,372	11,388	9,791	11,077
Gross Profit	3,969	4,757	4,865	3,795	3,912
OPEX	(2,831)	(3,023)	(3,107)	(3,155)	(3,654)
Operating Profit	1,137	1,734	1,759	640	258
Non Op. Income & Loss	(72)	(289)	(50)	48	1,928
Pre-tax Profit	1,066	1,445	1,708	688	2,186
Tax Expense	(283)	(436)	(430)	(127)	(115)
Net Income	872	1,106	1,280	575	2,068
Basic EPS (NT\$)	5.00	6.30	7.29	3.28	11.78
Key Ratio (%)					
Gross Margin	38.0%	41.8%	41.1%	38.8%	35.3%
OPEX as % Revenue	27.1%	26.6%	27.3%	32.2%	33.0%
Operating Margin	10.9%	15.2%	15.4%	6.5%	2.3%
Tax Rate	26.6%	30.2%	25.2%	18.5%	5.2%
Net Margin	8.4%	9.7%	11.2%	5.9%	18.7%
YoY Growth (%)					
Revenue	7.9%	8.9%	0.1%	-14.0%	13.1%
Gross Profit	-3.0%	19.9%	-1.6%	-22.0%	3.1%
Operating Profit	-9.7%	52.5%	1.4%	-63.6%	-59.7%

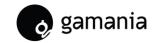
26.8%

15.7%

-55.1%

-1.7%

259.5%



## **Balance Sheet (2020-2024)**

NT\$mn	2020	2021	2022	2023	2024
Total Asset	9,305	9,473	10,387	9,822	8,355
Cash & Equivalent	2,398	3,419	3,737	3,157	1,971
A/R & N/R	963	888	806	619	1,049
Inventories	126	123	129	109	186
PP&E	2,845	2,797	2,812	2,836	2,802
Total Current Liability	3,793	3,620	4,098	4,035	2,346
A/P & N/P	505	571	617	616	634
Total Equity	5,512	5,852	6,289	5,787	6,009
YoY Growth (%)					
Total Asset	0.5%	1.8%	9.7%	-5.4%	-14.9%
Cash & Equivalent	8.8%	42.6%	9.3%	-15.5%	-37.6%
A/R & N/R	-10.4%	-7.7%	-9.3%	-23.2%	69.5%
Inventories	8.1%	-2.6%	5.2%	-15.5%	70.6%
PP&E	-0.4%	-1.7%	0.5%	0.9%	-1.2%
Total Current Liability	-4.3%	-4.6%	13.2%	-1.5%	-41.9%
A/P & N/P	-6.8%	13.0%	8.0%	-0.1%	2.8%
Total Equity	4.0%	6.2%	7.5%	-8.0%	3.8%
Key Ratios (%)					
Days Sales Outstanding	35.6	29.7	27.2	26.6	27.5
Days Inventory Outstanding	6.8	6.9	7.0	7.2	7.5
Days Payable Outstanding	29.5	29.7	33.2	37.5	31.8
CCC	12.9	6.9	0.9	-3.7	3.1
ROE%	16.1%	19.5%	22.7%	9.5%	35.1%
ROA%	9.4%	11.8%	12.9%	5.7%	22.8%
Debt Ratio%	40.8%	38.2%	39.5%	41.1%	28.1%



https://ir.gamania.com | ir@gamania.com

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