

Gamania Group Announces Unaudited Consolidated Revenue for August 2026

Unit: NT\$ thousand

Monthly	August. 2026	July. 2026	MoM %
Revenue	912,976	852,478	7%
Monthly	August. 2026	August. 2025	YoY %
Revenue	912,976	707,734	29%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	6,183,459	6,423,178	-4%

Gamania Group today announced its unaudited consolidated revenue of NT\$913 million for August 2026, representing a 7% MoM increase and a 29% YoY increase. The growth was primarily driven by the synergies generated by the flagship PC online game IP, with the original service delivering substantial YoY growth. In addition, the Classic version, which officially launched at the end of July, successfully attracted a large influx of players and community engagement through nostalgic content and an optimized gameplay experience, with both versions jointly contributing to August revenue. Meanwhile, the enterprise services business also continued to grow steadily, supported by rising cloud demand from corporate clients. The accumulated unaudited consolidated revenue for the January to August period reached NT\$6.18 billion, representing a 4% decrease YoY.

AI Strategy & Commercialization:

Gamania Group has launched a dual-core strategy centering on gaming and AI, actively introducing innovative technologies into its core gaming business while expanding into enterprise AI services and continuing to advance the deployment of computing power supply and commercial solutions. Most recently, the Group spun off Gamania Intelligence as a standalone subsidiary to deepen the development of Vyin AI as a core business.

Gaming Updates:

MapleStory: Classic attracted more than 200,000 players in its opening period and has continued to grow steadily. Several other titles further strengthened player engagement and

operational momentum through version updates, cross-industry collaborations, and offline events: the international service of Lineage Remastered launched a specialized server centered on gameplay experience optimization; Mabinogi held a live concert; and MapleStory partnered with “Frieren: Beyond Journey’s End” for a crossover collaboration, boosting player interaction and community buzz.

Employee Care & Corporate Sustainability:

Deepening its commitment to employee care and corporate sustainability practices, Gamania Group became an early adopter of the Train the Trainer (TTT) first-aid instructor program, building internal capabilities in first-aid advocacy and emergency response to strengthen workplace safety and advance toward “Safe Place” certification. In addition, Gamania Group has been recognized with Taipei City’s Childcare-Friendly Enterprise Award for three consecutive years, supporting employees in balancing work and family and building an inclusive and friendly workplace, demonstrating the Group’s long-term results in balancing business growth, corporate governance, and social responsibility.