gamania
橘子集團

Date: November 9, 2026

Gamania Group Announces Unaudited Consolidated Revenue for October 2026

Unit: NT$ thousand

Monthly	Oct. 2026	Sep. 2026	MoM %
Revenue	657,649	890,060	-26%
Monthly	**Oct. 2026**	**Oct. 2025**	**YoY %**
Revenue	657,649	599,270	10%
Cumulative	**YTD 2026**	**YTD 2025**	**YTD %**
Revenue	7,731,168	7,671,236	1%

Gamania Group today announced its unaudited consolidated revenue of NT$658 million for October 2026, representing a 26% MoM decrease and a 10% YoY increase. Although October marked the industry's traditional off-season following the end of the summer vacation peak, the Group's flagship games sustained player engagement through ongoing version updates and event rollouts, while the cloud and cybersecurity business benefited from rising enterprise demand for cloud migration and cybersecurity protection. Together, these drove YoY revenue growth for the month. The accumulated unaudited consolidated revenue for the January to October period reached NT$7.73 billion, representing a 1% increase YoY.

Gaming & AI Dual-Core Strategy:

In the gaming business, Dragon Nest Retro rolled out its first major update since launch, introducing a new class and classic dungeons to further strengthen the operating momentum of the classic IP. MapleStory kicked off its annual celebration, "Starry Night Circus," featuring new cross-server competitive gameplay and limited-time reward events to keep players engaged. Meanwhile, MapleStory: Classic introduced original content for the first time, alongside the opening of 3rd job advancements and new adventure regions, expanding the game's playability. In November, the two titles will jointly host the "2026 Maple Wave Party," showcasing the synergy of the Group's flagship PC game IP to amplify community buzz and strengthen player loyalty.

In the enterprise services business, Gamania CloudForce has launched the second-phase evaluation and deployment planning for its edge AI computing center. Gamania Intelligence continues to expand cross-industry AI applications across retail, entertainment, and enterprise services. In November, it plans to partner with a cinema chain to bring AI interactive robots into offline movie marketing and consumer engagement, further broadening the Group's AI application scenarios.