

Gamania Group Announced Unaudited Consolidated Revenue in November 2025

Unit: NT\$ thousand

Monthly	Nov. 2025	Oct. 2025	MoM %
Revenue	537,756	599,270	-10%
Monthly	Nov. 2025	Nov. 2024	YoY %
Revenue	537,756	630,879	-15%
Cumulative	YTD as of November 2025	YTD as of November 2024	Cumulative YoY %
Revenue	8,208,992	10,467,618	-22%

Gamania Group today reported consolidated revenue of NT\$538 million for November 2025, representing a 10% decline MoM and a 15% decrease YoY. The performance reflected the seasonal trough in the gaming market and the smaller scale of content updates compared with the same period last year, which resulted in lower game-related contributions. For the first eleven months of 2025, consolidated revenue reached NT\$8.21 billion, a 22% decrease YoY. This trend primarily reflected intensified competitive pressure in the domestic gaming sector. The Group's commerce business continued to deliver stable double-digit growth, demonstrating resilience within the broader entertainment ecosystem.

In November, key gaming titles maintained engagement through themed events and updates. MapleStory hosted the "2025 Maple Wave Party," attracting over a thousand players onsite and strengthening community cohesion. Elsword launched its anniversary celebration, while Tree of Savior M released a major new-class update that further enhanced gameplay depth and player experience.

The Group continued to advance cross-domain IP initiatives. The MOJOIN platform launched the "Hear What You Read" music collaboration featuring a Golden Melody Award-winning vocalist and a rap lyric poet. The project accumulated more than 230,000 reads within its first month, indicating strong user traction. In AI innovation, Vyin AI's Voice Reservation Assistant officially went live for a leading restaurant group, supporting

operational capacity during the year-end peak season and improving the reservation experience for customers.

As Gamania celebrated its 30th anniversary, the Group executed a collaboration project with a well-known bar brand in Taipei's Xinyi District. The initiative integrated gaming, comics, novels and virtual idol content into an immersive entertainment experience. The activation attracted over ten thousand onsite participants and generated online reach exceeding ten million, effectively strengthening brand interaction with younger target audiences. Gamania Digital Entertainment also introduced the "Gamania Game Mega Quiz" anniversary campaign to reinforce brand affinity. The Gamania Cheer Up Foundation hosted Taiwan's first Adventure Annual Forum. The event featured cross-industry speakers and unveiled five key program outcomes. This initiative reflects the Group's commitment to innovation, positive social influence and the spirit of exploration.

Looking ahead to December, several flagship gaming titles including MapleStory, Lineage M, Dragon Nest and Mabinogi are scheduled to release major updates. These efforts aim to capture year-end entertainment demand and sustain player activity. In the e-commerce segment, gamania Shopping will partner with a leading VTuber talent agency to host a virtual boy-group concert and launch exclusive merchandise, creating new engagement opportunities within the digital entertainment economy.