

Gamania Group Announces Unaudited Consolidated Revenue for July 2026

Unit: NT\$ thousand

Monthly	July. 2026	June. 2026	MoM %
Revenue	852,478	590,740	44%
Monthly	July. 2026	July. 2025	YoY %
Revenue	852,478	949,529	-10%
Cumulative	Cumulative 2026	Cumulative 2025	Cumulative YoY %
Revenue	5,270,483	5,715,444	-8%

Gamania Group today announced its unaudited consolidated revenue of NT\$852 million for July 2026, representing a 44% MoM increase, primarily driven by the summer peak season and the contribution of major game updates. Revenue declined 10% YoY, mainly reflecting a difference in peak-season update timing, as the flagship PC online game officially launched its classic version only at the end of the month. The accumulated unaudited consolidated revenue for the January to July period reached NT\$5.27 billion, representing an 8% decrease YoY.

AI Strategy & Commercialization:

Gamania Group continued to deepen its cross-industry AI deployment, advancing its technology from R&D toward market engagement and client validation. In early August, Vyin AI partnered with leading domestic retailer Tsann Kuen 3C and consumer electronics brand Sony during a joint branding campaign, deploying service robots powered by Vyin RIS to deliver product consultation and interactive shopping guidance. The collaboration served to validate service performance in a physical retail environment and to expand opportunities for commercial partnerships. To further validate the commercialization potential of AI in the pan-entertainment domain, the Group unveiled for the first time at the 2026 Comic Exhibition an AI game companion built on its proprietary UTUX System, highlighting core capabilities of "long-term memory, continuous growth, and autonomous decision-making" in response to player demand for real-time and personalized interactive experiences. The venue also featured dual interactive zones built around the classic IP

Pocket Store, recreating its 1999 setting alongside a 2027 future concept, drawing approximately 70,000 interactions. The showcase served as an early warm-up for Pocket Store, slated for release in 2027, and demonstrated the Group's phased progress in applying AI technology to its in-house products.

Gaming Updates & Peak-Season Preparation:

The gaming segment capitalized on the summer peak season, with flagship titles including MapleStory, Lineage M, Mabinogi, Lineage Remastered, and Dragon Nest successively rolling out major updates and anniversary events to strengthen player engagement. Among them, the highly anticipated MapleStory: Classic officially opened its servers on July 29, attracting a substantial influx of players through classic content and marketing collaborations, further fueling operational momentum during the summer season; the title will subsequently expand to both mobile platforms to broaden its player base. Looking ahead to August, Lineage Remastered will launch a new specialized server, while Mabinogi will roll out a content update alongside offline events to sustain peak-season performance.