gamania
橘子集團

Nov. 4, 2026

Gamania Group Q3 2026 Consolidated Financial Results

Gamania Group (Ticker: 6180.TWO) today announced its Q3 2026 consolidated financial results, prepared in accordance with IFRS:

NT$ thousand	Q3 2026	Q3 2025	YoY%	QoQ%	2026 Q1~Q3	2025 Q1~Q3	YoY%
Revenue	2,655,515	2,306,051	15%	45%	7,073,520	7,040,127	0%
Gross profit	838,691	658,468	27%	120%	2,020,167	2,060,893	-2%
Operating expenses	-649,713	-734,536	-12%	11%	-1,902,087	-2,116,882	-10%
Operating income	188,978	-76,068	Turned positive	Turned positive	118,080	-55,989	Turned positive
Non-operating income (expenses)	36,028	5,318	577%	Turned positive	36,990	58,447	-37%
Net income attributable to owners of the parent	242,166	2,486	9641%	Turned positive	197,366	78,677	151%
EPS(NT$)	1.42	0.01			1.14	0.44	

Q3 2026 Financial Results

The consolidated revenue for Q3 2026 was NT$2.66 billion, up 45% QoQ and 15% YoY. This was mainly driven by the peak summer season, during which several popular titles rolled out updates in succession, together with the launch of the Classic version of the flagship PC title, effectively boosting the overall momentum of gaming operations. In addition, strong demand for cloud services helped the enterprise services business sustain double-digit YoY growth, providing continued growth momentum for the Group's core businesses. Gross profit was NT$839 million, up 120% QoQ and 27% YoY. Operating income was NT$189 million, turning from loss to profit both QoQ and YoY, mainly due to significantly higher revenue and the cost-control benefits following the organizational streamlining in the previous quarter. Net income attributable to owners of the parent for the quarter was NT$242 million, with EPS of NT$1.42.

For the first three quarters of 2026, consolidated revenue was NT$7.07 billion, flat YoY. Gross profit was NT$2.02 billion, down 2% YoY. Operating income was NT$118 million, turning from loss to profit YoY. Net income attributable to owners of the parent was NT$197 million, up 151% YoY, with EPS of NT$1.14. This was mainly driven by an improved revenue mix and the realization of cost-control benefits, which significantly strengthened overall operating profitability.

Q3 2026 Review and Q4 Outlook

Operating momentum recovered steadily during the peak summer season. In gaming, the Group's flagship PC IPs demonstrated operating synergies: following the launch of MapleStory: Classic, a large number of players flocked to the game, and MapleStory also rolled out a major summer update. In addition, Lineage Remastered celebrated its 26th anniversary and Lineage M launched a class revamp. Many other titles in the portfolio continued to release major version updates, crossover collaborations and limited-time events, deepening player engagement and sustaining the summer momentum. In the enterprise services business, benefiting from accelerating enterprise AI adoption, strong demand for high-performance computing, and expanded cloud usage by existing customers, public cloud and cybersecurity services grew steadily.

In Q3, Gamania Group solidified the direction of its AI ecosystem strategy. On the AI compute supply side, gamaniaCloudForce is actively upgrading its Zhonghe data center into an Edge AI Compute Center. The Phase 1 strategic deployment has been well received by the market, and assessment and deployment planning for Phase 2 compute capacity was launched ahead of schedule. Customers span diverse industries, including e-commerce, manufacturing and food, reflecting strong market demand for edge compute.

In addition, in September the Group established the subsidiary "Gamania Intelligence" to integrate AI technology with business applications and accelerate AI commercialization. Its "Vyin AI" brand focuses on interactive AI products and services and has delivered results across a variety of scenarios: a service robot powered by "Vyin RIS", the robot AI interactive brain, completed a limited-time campaign trial at the flagship store of a consumer electronics and home appliance retailer, with nearly 80% of interactive conversations focused on product discovery, demonstrating the value of AI in brand engagement and consumer insight; "Vyin Voicebot", an AI voice customer service solution, helped a large

restaurant chain brand raise its call answer rate from approximately 50% to 80%, with an AI autonomous service completion rate of 87%, boosting operating efficiency. Furthermore, the Group's "UTUX System" has been integrated with the classic IP "Pocket Store" to create an AI game companion with memory and character interaction capabilities, extending AI technology into the pan-entertainment domain. Going forward, Gamania Group will deepen its game IP operations and combine AI technology with enterprise cloud and cybersecurity service demand to expand cross-domain application scenarios and drive diversified business growth.