

Gamania Group H1 2026 Consolidated Financial Results

Aug. 5, 2026

Gamania Group (Ticker: 6180:TT) today announced its 1H26 financial results in accordance with IFRS:

NT\$ thousand	Q2 2026	Q2 2025	YoY%	QoQ%	H1 2026	H1 2025	YoY%
Revenue	1,827,020	1,851,034	-1%	-29%	4,418,005	4,734,076	-7%
Gross profit	381,258	464,540	-18%	-52%	1,181,476	1,402,425	-16%
Operating Expenses	(584,354)	(664,374)	-12%	-13%	(1,252,374)	(1,382,346)	-9%
Operating income/ loss	(203,096)	(199,834)	2%	Turned to net loss	(70,898)	20,079	Turned to net loss
Non-Operating Income	(27,907)	12,729	Turned to net loss	Turned to net loss	962	53,129	-98%
Net income	(154,691)	(112,105)	38%	Turned to net loss	(44,800)	76,191	Turned to net loss
EPS(NT\$)	(0.89)	(0.64)			(0.26)	0.43	

2Q26 Financial Summary

The consolidated revenue for Q2 2026 was NT\$1.8 billion, YoY-1%. Gross profit was NT\$381.3 million, YoY-18%, mainly due to changes in the revenue mix of game products. To reshape the Group's long-term development strategy, Gamania completed a significant round of organizational streamlining and resource consolidation in the second quarter and recognized one-time personnel restructuring expenses. As a result, operating loss increased slightly YoY by 2% to NT\$203.1 million; excluding the one-time expenses, the operating loss actually narrowed YoY. Net loss to owners of the parent was NT\$154.7 million, EPS was NT\$-0.89, which also included one-time non-operating losses related to organizational consolidation and the relocation of satellite offices back to headquarters — aimed at building a leaner operating structure for the second half of the year.

The consolidated revenue for H1 2026 was NT\$4.4 billion, YoY-7%. Gross profit was NT\$1.2 billion, YoY-16%. Operating income swung from a profit to a loss, mainly due to a

lower proportion of game revenue affecting the gross margin structure, with an operating loss of NT\$70.9 million. Net loss to owners of the parent was NT\$44.8 million, EPS was NT\$-0.26.

AI Ecosystem Development

Gamania Group continued to advance its AI ecosystem strategy to strengthen future growth momentum. On the AI business solutions front, the Group unveiled its proprietary flagship technology, the "UTUX System," for the first time at the 2026 Comic Exhibition, publicly demonstrating its application in future interactive convenience-store scenarios — creating an "AI game companion" with long-term memory, the ability to grow, and decision-making capability, with the potential to develop independent intelligence, deepening the Group's generative AI capabilities across pan-entertainment scenarios. "Vyin AI" unveiled the "Vyin RIS" conversational AI interactive smart hub at COMPUTEX, targeting the smart retail sector with expansion potential across multiple domains. On the AI compute supply side, "Gamania CloudForce", which has built deep expertise in cloud and cybersecurity services and has served over a thousand enterprise clients to date, is upgrading its Zhonghe data center into an "Edge AI Compute Center" to help enterprises improve AI adoption efficiency, lower deployment barriers, and expand innovative service models and future business opportunities.

3Q26 Outlook

Heading into the peak summer season, several titles are rolling out update campaigns in succession: 《MapleStory: Classic》launched its major relaunch in late July; 《MapleStory》, in addition to its major summer update, has also announced a limited-time crossover with the popular anime 《Frieren: Beyond Journey's End》 in September, which is expected to drive a new wave of engagement; 《Lineage M》, following its Q2 character revamp and the opening of new servers, is introducing further core class optimization along with a series of activities celebrating the Korean version's anniversary, which should further boost operational momentum; 《Dragon Nest》 is also celebrating its 16th anniversary with the launch of its first martial-arts-themed class, enriching the player experience.