

Gamania Group 1Q26 Consolidated Financial Results

May. 6, 2026

Gamania Group (Ticker: 6180:TT) today announced its 1Q26 financial results in accordance with IFRS:

NT\$ thousand	2026 Q1	2025 Q1	QoQ%	YoY%
Revenue	2,590,985	2,883,042	42%	-10%
Gross profit	800,218	937,885	97%	-15%
Operating income	132,198	219,913	Turned to Profit	-40%
Net income	109,891	188,296	Turned to Profit	-42%
EPS(NT\$)	0.63	1.07		

1Q26 Financial Results

The consolidated revenue for the first quarter of 2026 was NT\$2.59 billion, up 42% QoQ, as player re-engagement initiatives and product optimization efforts launched in late 2025 gained traction. Gross profit reached NT\$800 million, up 97% QoQ. Both operating income and net income attributable to owners of the parent returned to profitability, while MAUs of key mobile titles grew by double digits YoY, reflecting a healthy and stable core player base.

On a YoY basis, revenue declined 10% and gross profit declined 15%, primarily attributable to the earlier launch timing of key game events relative to the prior year and the continued impact from competing products. Operating income was NT\$132 million, down 40% YoY, as the Group continued to invest in in-house game development and AI innovation initiatives, while maintaining disciplined management of selling and G&A expenses. Net income attributable to owners of the parent was NT\$110 million, with basic EPS of NT\$0.63.

Phase II Treasury Share Buyback of Up to 2,500 Launched to Strengthen Employee Incentives

On May 6, 2026, the Board approved a Phase II treasury share buyback of up to 2,500 thousand shares, following full completion of the Phase I buyback of 1,500 thousand shares. The shares are primarily intended for transfer to employees to enhance key talent retention, and reflect management's confidence in the Group's long-term development trajectory.