## FY2025\_2Q Reports

Gala Inc.

Standard market:4777

Aug 8<sup>th</sup> 2025



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## **Overview (consolidated) YoY**

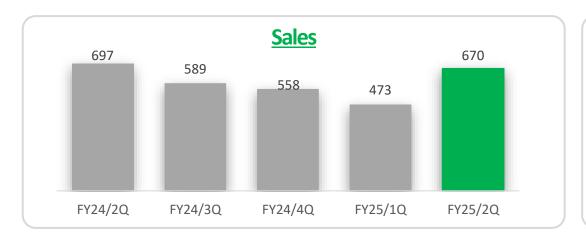


|                                | FY2024/2Q | 2025/2Q | Change |
|--------------------------------|-----------|---------|--------|
| Sales                          | 697       | 670     | △3.8%  |
| Cost of sales                  | 210       | 248     | 17.9%  |
| Gross profit                   | 486       | 422     | △13.2% |
| SGA                            | 458       | 538     | 17.5%  |
| Operating profit               | 27        | △116    |        |
| Ordinary profit                | 48        | △157    |        |
| Profit attributed to Gala Inc. | △40       | △98     |        |

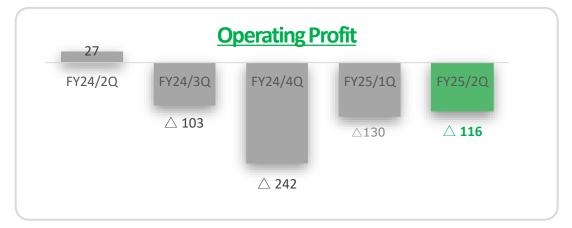


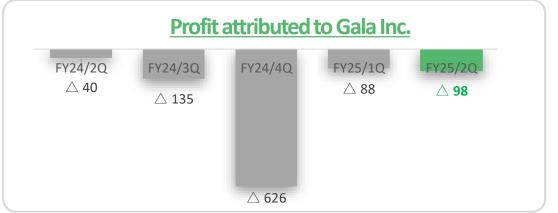
## **Quarterly Changes**













## **Cash flow**



Unit: Million JPY

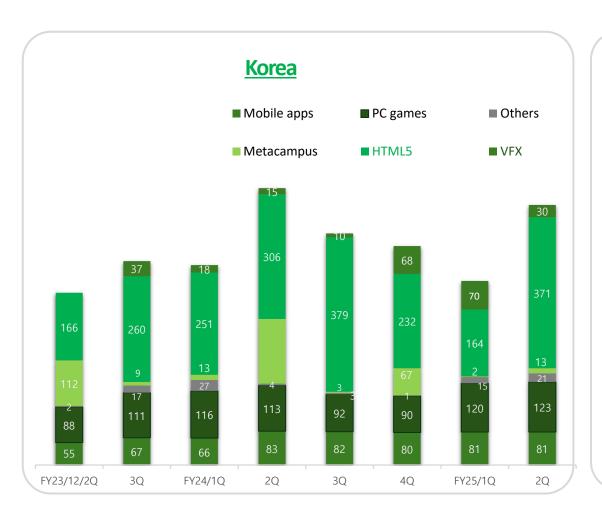
| FY2024/2Q                                     |       | FY2025/2Q   |  |
|---|-------|-------------|--|
| Operating Cash Flow                           | △ 133 | <b>△118</b> |  |
| Investing Cash Flow                           | △ 220 | <b>△77</b>  |  |
| Financing Cash Flow                           | 528   | 60          |  |
| Cash and Cash Equivalents at End<br>of Period | 1,138 | 371         |  |

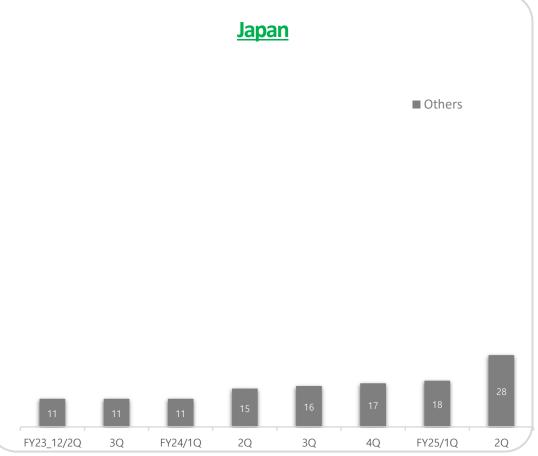


## **Segment Sales**







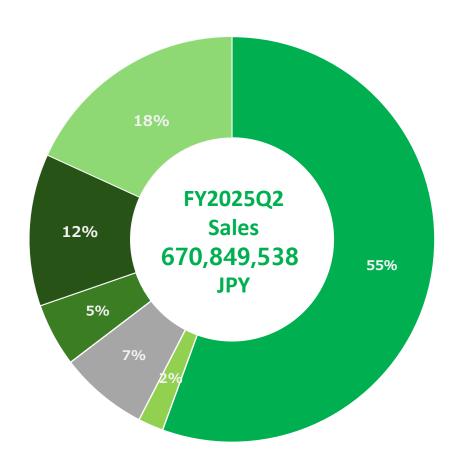




#### Sales Breakdown



■ HTML5 ■ Meta campus ■ Others ■ VFX ■ Mobile apps ■ PC games



#### HTML5

Sales 371 M JPY

**55**%

To expand the service area of Flyff Universe, Gala Lab entered into a publishing agreement with RUIWO TECHNOLOGY,

#### **Mobile Apps**

Sales 81M JPY

**12**%

**5**%

「Flyff Legacy」 「winwalk」 「winQuiz」 「Poll Cash」

「winwalk]iOS version start 2025.April

#### **VFX**

Sales 30M JPY

VFX, an abbreviation for "visual effects," refers to technologies that realize visual effects unattainable in real life in films, TV dramas, and other visual media. The VFX business involves the production of films, commercials, and related content utilizing VFX technologies.

#### **PC Games**

Sales 123M JPY

18%

Unit: Million JPY

Gala Lab Corp. operates "Flyff Online" and "Rappelz Online." For "Flyff Online," the company entered into a licensing agreement with China's BEST KIRIN GLOBAL covering Taiwan, Hong Kong, and Macau, with service commencing in June 2025.

#### **Meta Campus**

Sales 13M JPY

2%

We provide a metaverse platform to educational institutions such as universities, offering a community space for students and a venue for events such as university entrance briefings.

#### Others

Sales 50M JPY

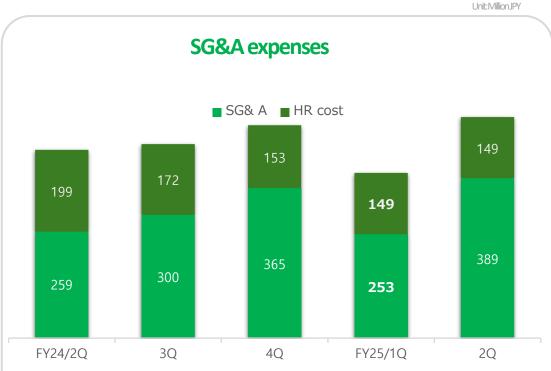
7.

Treehouse Business & Cloud business

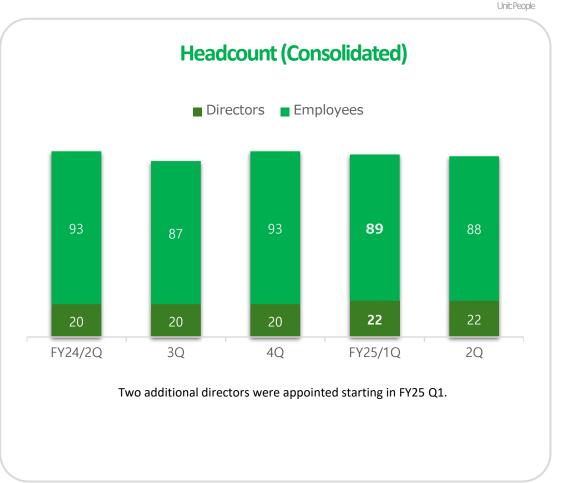


## **SG&A** and HR expenses





Other expenses increased from FY24 Q2 to FY24 Q4, primarily due to costs associated with the restatement of financial results, including expenses related to the Special Investigation Committee. The total cost related to the financial restatement amounted to JPY 252 million for the period from FY24 Q2 through FY24 Q4.In FY25 Q2, other expenses also increased year on year, mainly due to consultancy fees incurred by the consolidated subsidiary TREEFUL (CAMBODIA) Co., Ltd. in connection with licensing requirements.





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The Flyff series represents one of our core intellectual properties, and we are focused on enhancing its recognition and presence in the global market.

# PC Online game [Flyff Online]

Launched on June 19, 2025

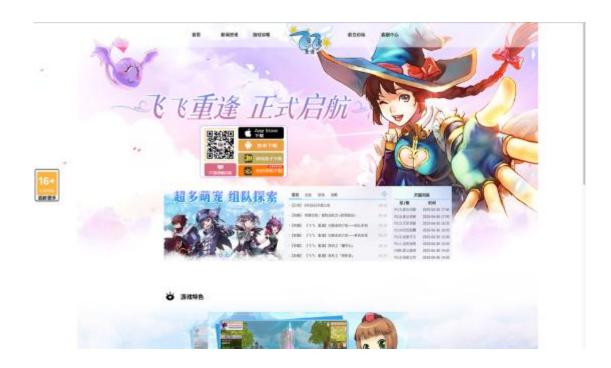
### Taiwan, Hong Kong & Macau











# Flyff Mobile [Flyff Reunite]

Launched on June 25, 2025

#### China

Licensed Flyff IP title developed by 39
Entertainment



The Flyff series represents one of our core intellectual properties, and we are focused on enhancing its recognition and presence in the global market.





Pre-Register

Rewards





## Flyff World Championship 2025

- Tournament Name: Flyff World Championship 2025 (FWC 2025)
- Period: April 24 October 1, 2025 (UTC)
- PvP Finals: Offline event in Manila, Philippines
- Total Prize Pool: USD 110,000
- Format: Region vs. Region
- 2024 Champion: Team Astral (Manila Tournament)

#### **Flyff Universe**

Flyff Universe was released as a browser-based version of the PC MMORPG "Flyff" originally launched in 2004.

It can be played directly on PC and mobile browsers without installation, offering a convenient and accessible experience.

The game supports multiple languages including English, French, German, Spanish, Portuguese, Thai, Japanese, Korean, and Traditional Chinese. At the Flyff World Championship 2024 (FWC2024) held in Manila, more than 2,500 fans and users gathered on-site.







### **Announcement: GHUB (GemHUB) Token Listed on Coinone Exchange**

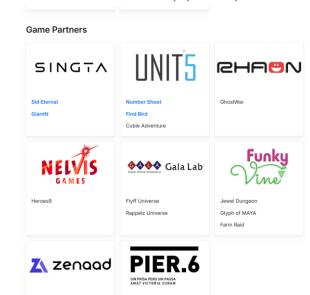
The GHUB (GemHUB) token, issued by GCP Limited., began trading on the South Korean cryptocurrency exchange Coinone on August 1, 2025

-Overview of the Joint Business-

Gala Lab Corp. has entered into a joint business agreement with BPMG Co., Ltd. and GCP Limited. for the development and operation of the NFT/blockchain-based games "Flyff Universe" and "Rappelz Universe." GemHUB is a project operated by reliable and experienced joint business partners, with participation from many Korean companies. Gala Lab Corp. is also one of the key participants in this initiative.







Cube PLUS





## **Game Business (Upcoming initiatives)**





Flyff Universe Chinese

Service to launch following Chinese government approval



下:重逢\*

(Flyff Reunion)

The Chinese version of the mobile game Flyff Reunite ("飞:重逢" in Chinese) is started June 2025.



Blockchain-based platform currently under preparation



Rappelz HTML5

Technical verification is scheduled to be conducted within FY2025.



### **Future Plans by Business Segment**



#### HTIVIL5 Business

Flyff Universe" has surpassed 5 million cumulative users, establishing a strong brand presence. This year, we are also hosting the "Flyff World Championship 2025" online event in Manila.

#### ■ Mobile apps Business

The new title "Flyff: Reunite" has been released in China. "winwalk" has launched its iOS version, accelerating its global expansion.

#### PC game Business

"Flyff Online" and "Rappelz Online" continue to provide stable services, with expectations for sustained revenue growth. We will also continue to pursue licensing and channeling initiatives.

#### Meta Campus Business

The metaverse platform "UVERSE" is currently being provided to multiple universities, with plans for continued service expansion.

#### **VFX Business**

The VFX production business of our consolidated subsidiary ROAD101 encompasses not only films but also content for leading video streaming services such as Netflix and Disney+, driving continued business expansion.













#### **Treehouse Business**





#### Treeful Inc.

Treeful Inc. operates a sustainable treehouse resort in Nago City, Okinawa, is expanding facilities and services, and has established a subsidiary in Cambodia as its first step toward overseas expansion.

#### **Future Plan**

Planning and constructing new treehouse accommodations to provide unique lodging experiences

### **FY2025 2Q Activities**

- ✓ New Treehouse Opened
- ✓ New tour option launched: Clear Kayak Experience
- ✓ Private dining space completed for dinners in front of the waterfall"







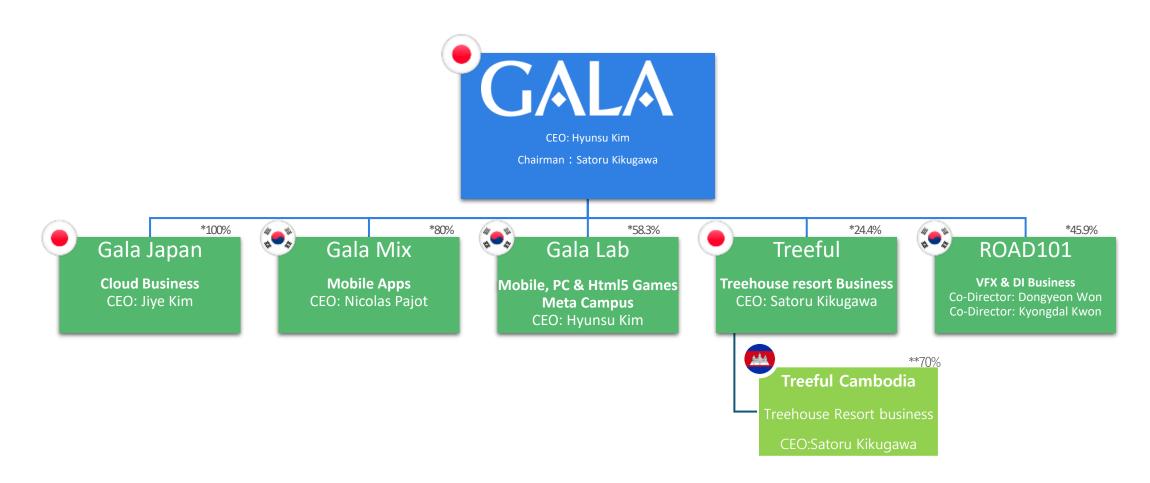
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## Gala group organization





<sup>\*</sup> Percentage of shares held by Gala Inc.

To ensure clear responsibility, each CEO invested in his/her respective company.





# Thank you

