

FY2025_3Q Reports

Gala Inc.

Standard market:4777

Nov 14th 2025

The GALA logo is positioned in the bottom right corner of the slide. It features the word "GALA" in a bold, white, sans-serif font. The letter "A" is stylized with a small diamond shape integrated into its structure. The logo is set against a blue diamond-shaped background that overlaps with a red diamond shape on the left.

GALA

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Overview (consolidated) YoY



Unit: Million JPY

Summary of Quarterly Consolidated Financial Statements

	FY2024/3Q (Jul-Sep 2024)	FY2025/3Q (Jul-Sep 2025)	Change
Sales	589	837	42.2%
Cost of sales	219	364	66.2%
Gross profit	370	473	27.9%
SGA	473	416	△12.1%
Operating profit	△103	57	Turned profitable
Ordinary profit	△140	89	Turned profitable
Profit attributed to Gala Inc.	△135	△51	△61.7%

Cash Flow (YoY)

	FY2024/3Q (Jul-Sep 2024)	FY2025/3Q (Jul-Sep 2025)
Operating Cash Flow	△217	△87
Investing Cash Flow	△223	△78
Financing Cash Flow	525	70
Cash and Cash Equivalents at End of Period	1,002	415

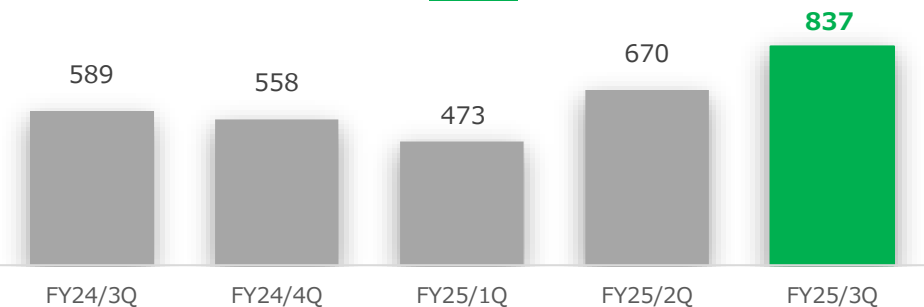


Quarterly Changes

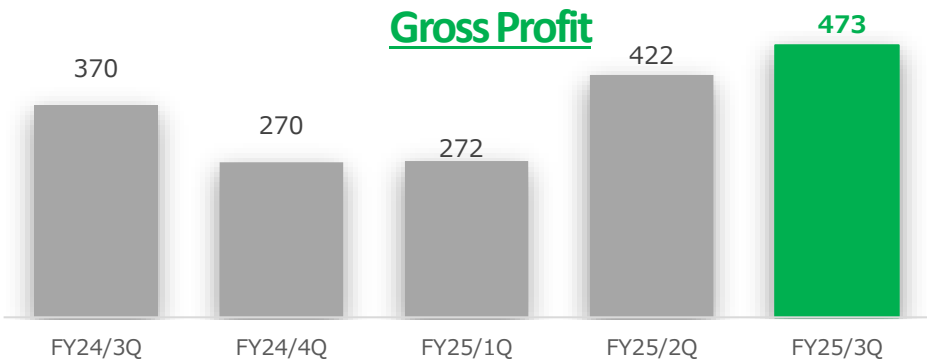


Unit: Million JPY

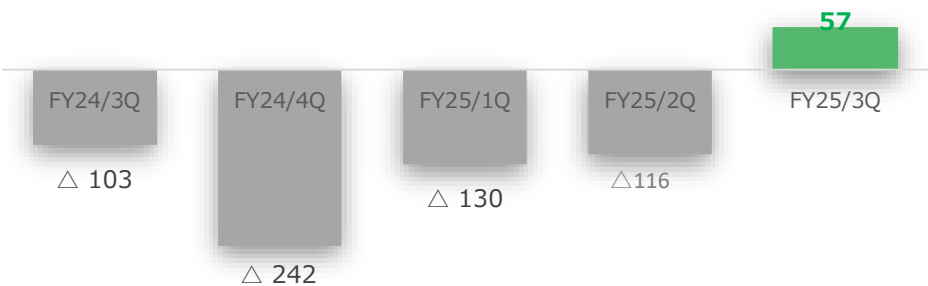
Sales



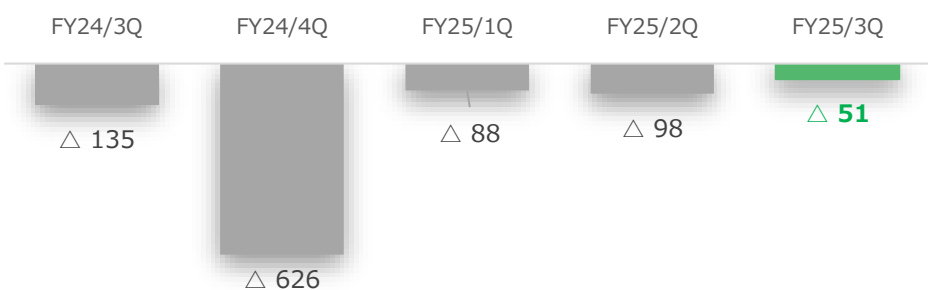
Gross Profit



Operating Profit



Profit attributed to Gala Inc.



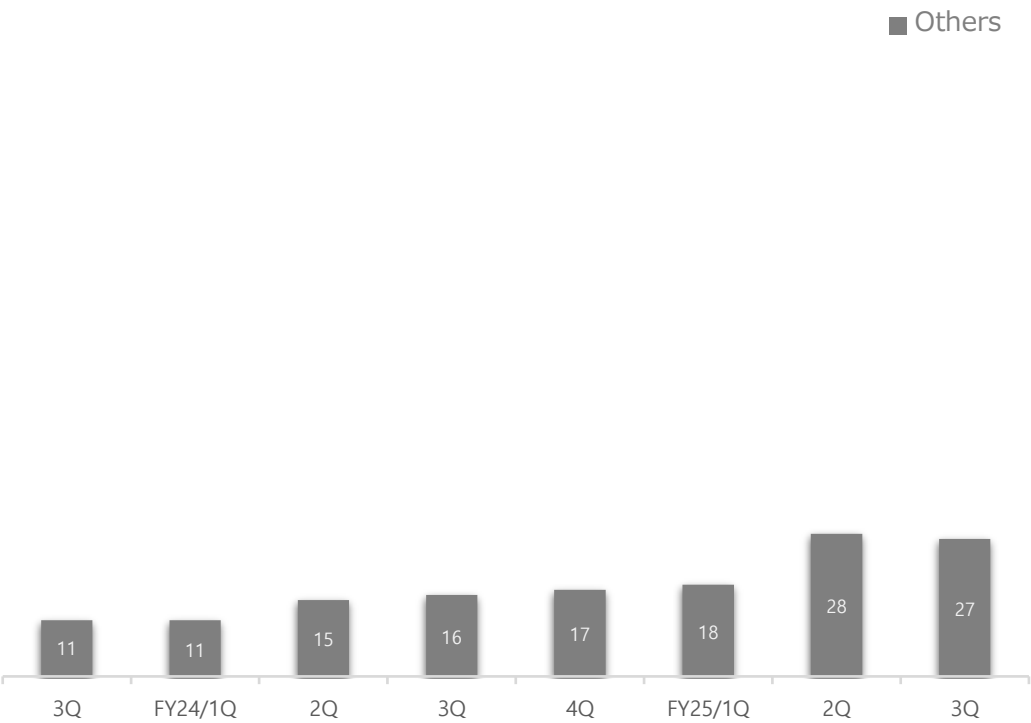
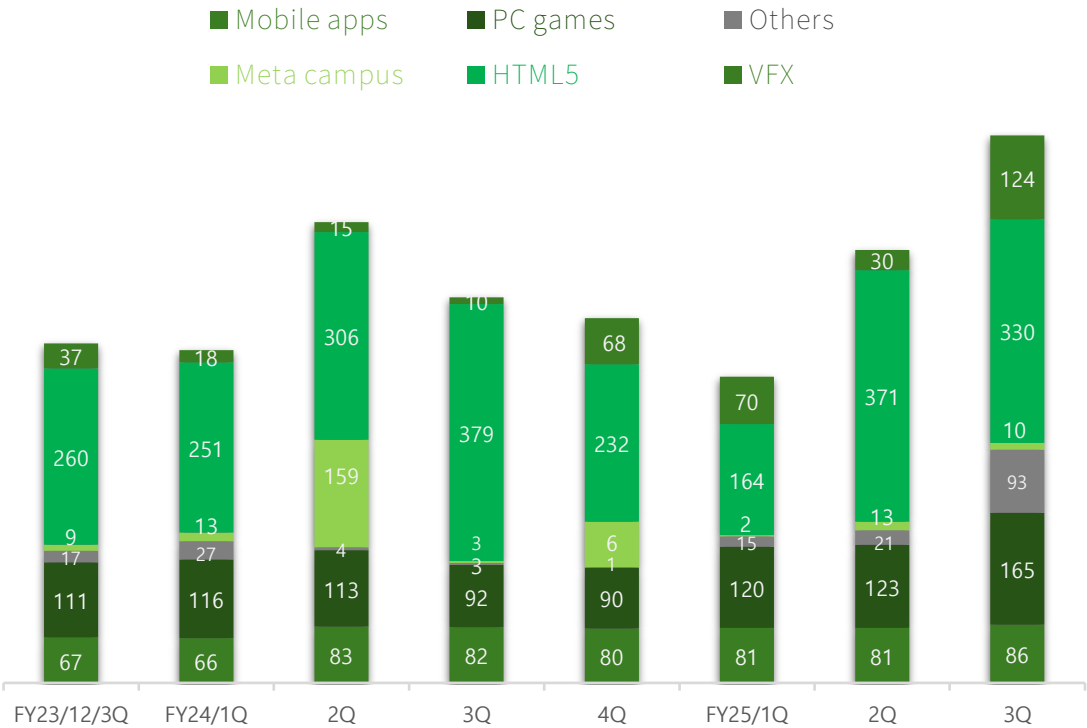
Segment Sales



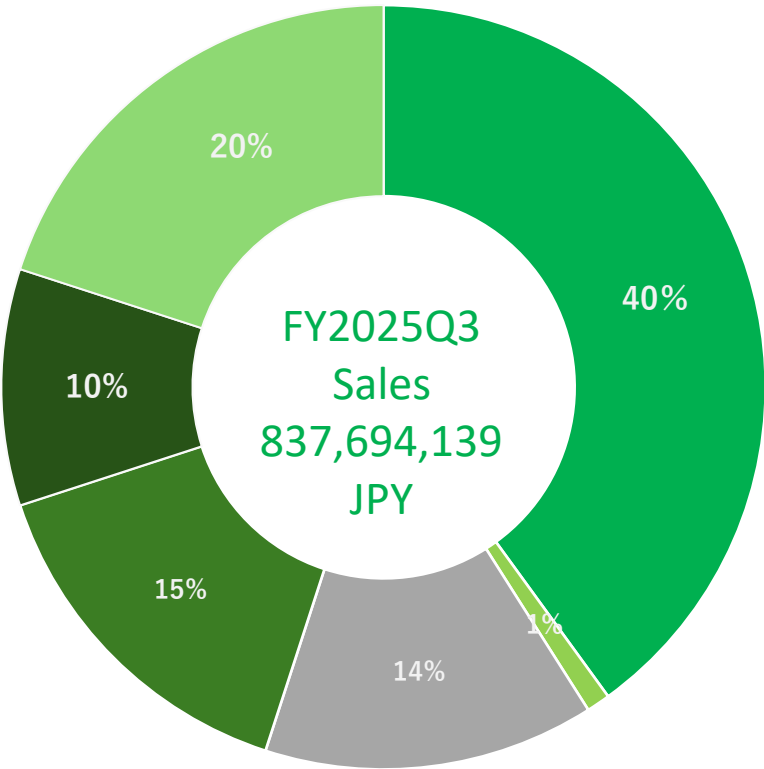
Unit: Million JPY

KOREA

Japan



Sales Breakdown



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

HTML5

Sales 330M JPY 40%

Sales performed well during the FWC period. The company has obtained a publishing license in China and is currently preparing to launch the service there.

PC Games

Sales 165M JPY 20%

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.

Mobile Apps

Sales 86M JPY 10%

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

Meta Campus

Sales 10M JPY 1%

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.

VFX

Sales 124M JPY 15%

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.

Others

Sales 121M JPY 14%

Treehouse Business & Cloud business

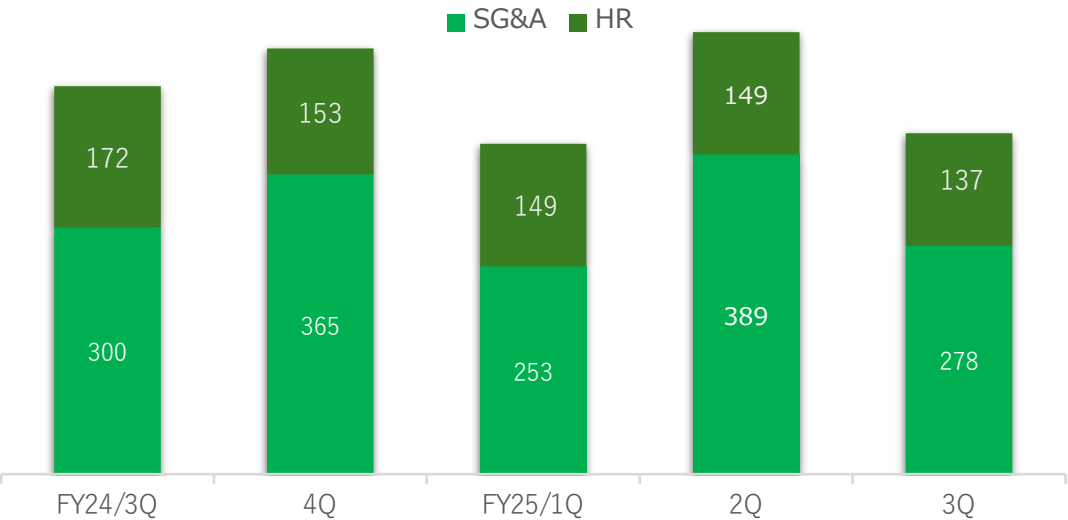


SG&A and HR expenses



Unit: Million JPY

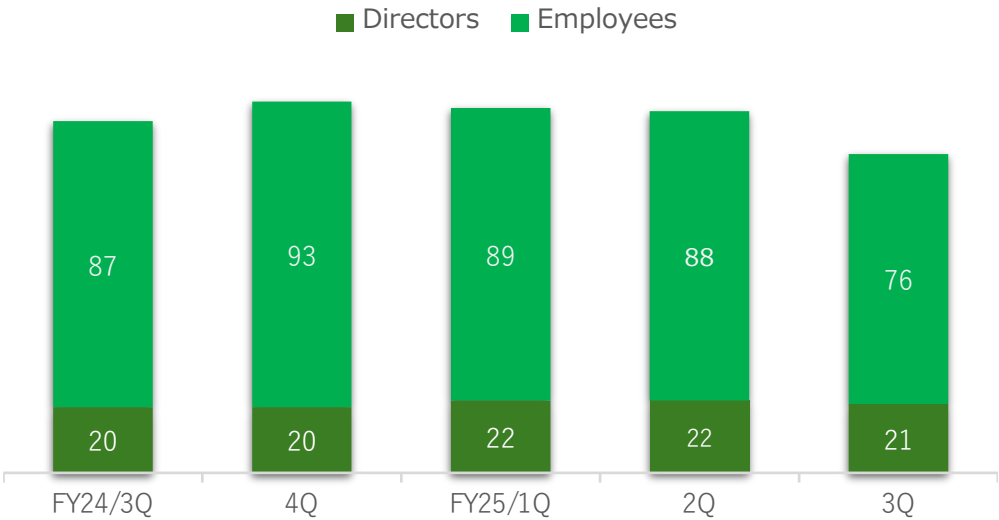
SG&A expenses



In FY2025 Q2, expenses increased compared to the same quarter of the previous fiscal year due to consulting fees incurred by the consolidated subsidiary TREEFUL (CAMBODIA) Co., Ltd. For obtaining government approvals.

Unit: People

Headcount (Consolidated)



Due to a reduction in personnel in the VFX business, The total number of employees has decreased.

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Growth of the “Flyff Universe” eSports Business – FWC 2025 Grand Final



Tournament overview

- 🏆 The Grand Finals of **FWC2025**, the biggest annual event for the global MMORPG Flyff Universe, was held at Ayala Malls Manila Bay in Manila, Philippines on October 18, 2025
- 🌐 This is a global tournament in which all participants train characters under the same conditions and compete in PvP and PvE formats for a set period of time.

Highlights

- A celebratory live performance by the popular **Philippine idol group "KAIA"** was held in the Philippines..
- A variety of events were held, including a cosplay show themed around game characters and official merchandise sales.
- A livestream was streamed online, reaching a cumulative audience of approximately **20,000**.

The largest event ever

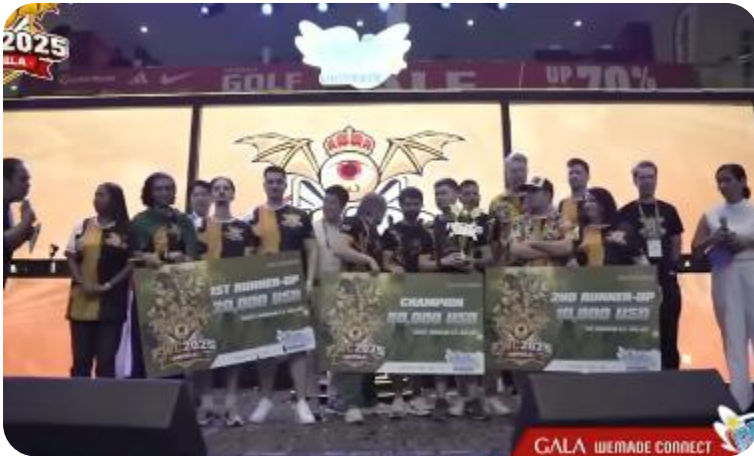
- Preliminaries will be held in over **10 regions** around the world, including Korea, South America, and Vietnam.
- A total of **10 teams** will participate, consisting of players from various countries, including the United States, Canada, Germany, the Philippines, and Chile.
- For the first time in the history of the competition , **3 women** will compete as finalists

Winners and prize money

- 🏆 Team **Astral** defeated Team Blackout to win the championship for the **second year in a row**.
- 🌐 The winning team received a prize of **\$80,000**.

2. Topics

Highlights from the Event Venue



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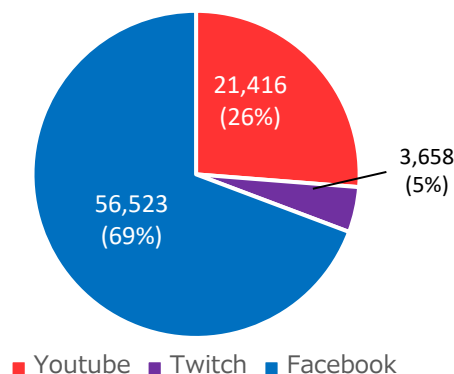
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Result of the FWC online Tournament

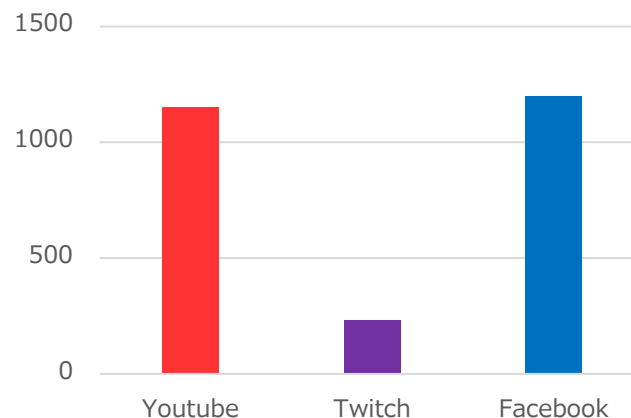


Cumulative views

(As of Oct 31st)

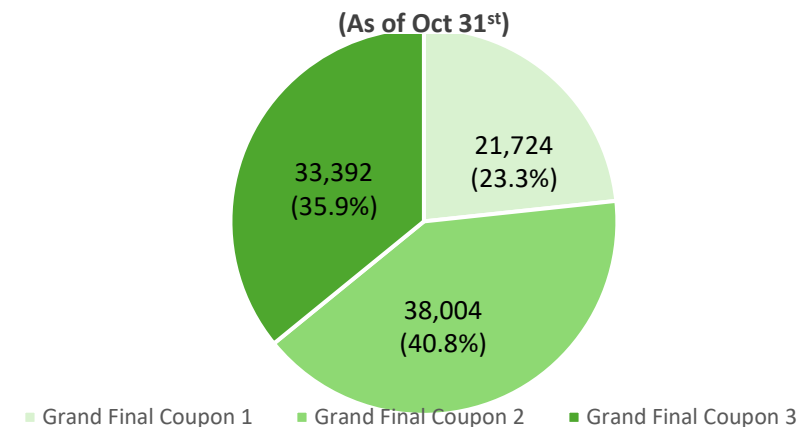


Peak concurrent views



Coupon Usage Rate

(As of Oct 31st)



- ◆ Cumulative Views Across 3 Channels: **81,597+**
- ◆ Total Peak Concurrent Viewers: **2,582**
- ◆ Total Online General Coupon Usage: **93,120 +**

- For YouTube, the peak concurrent viewers increased **by 1.5 times year-on-year, and the total** views more than doubled.
- **The online coupon usage rate also increased** compared to the previous year.

Notice of Approval for Launching Flyff Universe in China



Regarding the Acquisition of Publishing License Approval

Our consolidated subsidiary, Gala Lab Corp. (Seongnam, South Korea; CEO: Hyunsu Kim), obtained official publishing approval (ISBN license) from the Chinese government on October 21, 2025, for *Flyff Universe*, which had been licensed to RUIWO TECHNOLOGY in China under a publishing agreement signed on December 23, 2024. ◦

Background and Expectations for the Chinese Market

『Flyff Online has been providing services since 2009 and has maintained strong popularity over the years. Flyff Universe is a next-generation cross-platform MMORPG utilizing HTML5 technology. It has attracted significant interest from Chinese users, and further growth is expected.

Future Plan

- We are making full-scale preparations for the official service launch in mainland China.
- We plan to introduce new features and aim to launch the service early next year.
- Details such as the service launch schedule will be announced at a later date.

Game Business (What's new)



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.

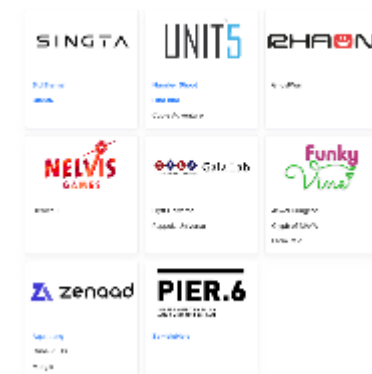
Gala Lab Corp. is also one of the key participants in this initiative.



Business Partners



Game Partners



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Future Plans by Business Segment



HTML5 Business

- The FWC (Flyff World Championship) offline event is held annually.
- A major update for Flyff Universe is planned.
- The launch of the Chinese version of Flyff Universe is scheduled for the first quarter of FY2026.
- The Anipang HTML5 Project is undergoing a strategic shift and scale-up (expansion).

Mobile apps Business

“winwalk” has launched its iOS version, accelerating its global expansion.

PCgame 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.

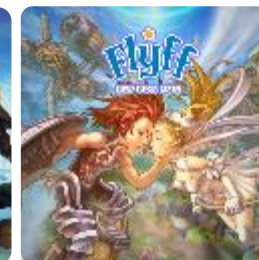
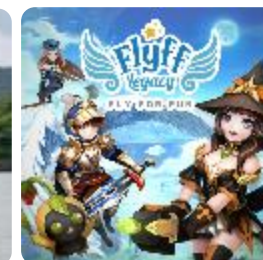
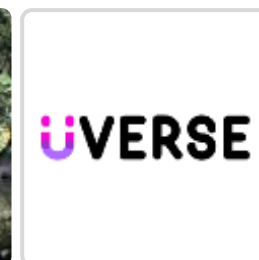
VFX Business

2nd Short drama title will be launched on OK cashbag platform in Korea

Sustainable Resort

In Japan, a treehouse resort in Nago City, Okinawa, is operated under the concept of a “sustainable resort.”

The company plans to expand its facilities and enhance its service offerings. As the first step toward overseas expansion, a subsidiary has been established in Cambodia.



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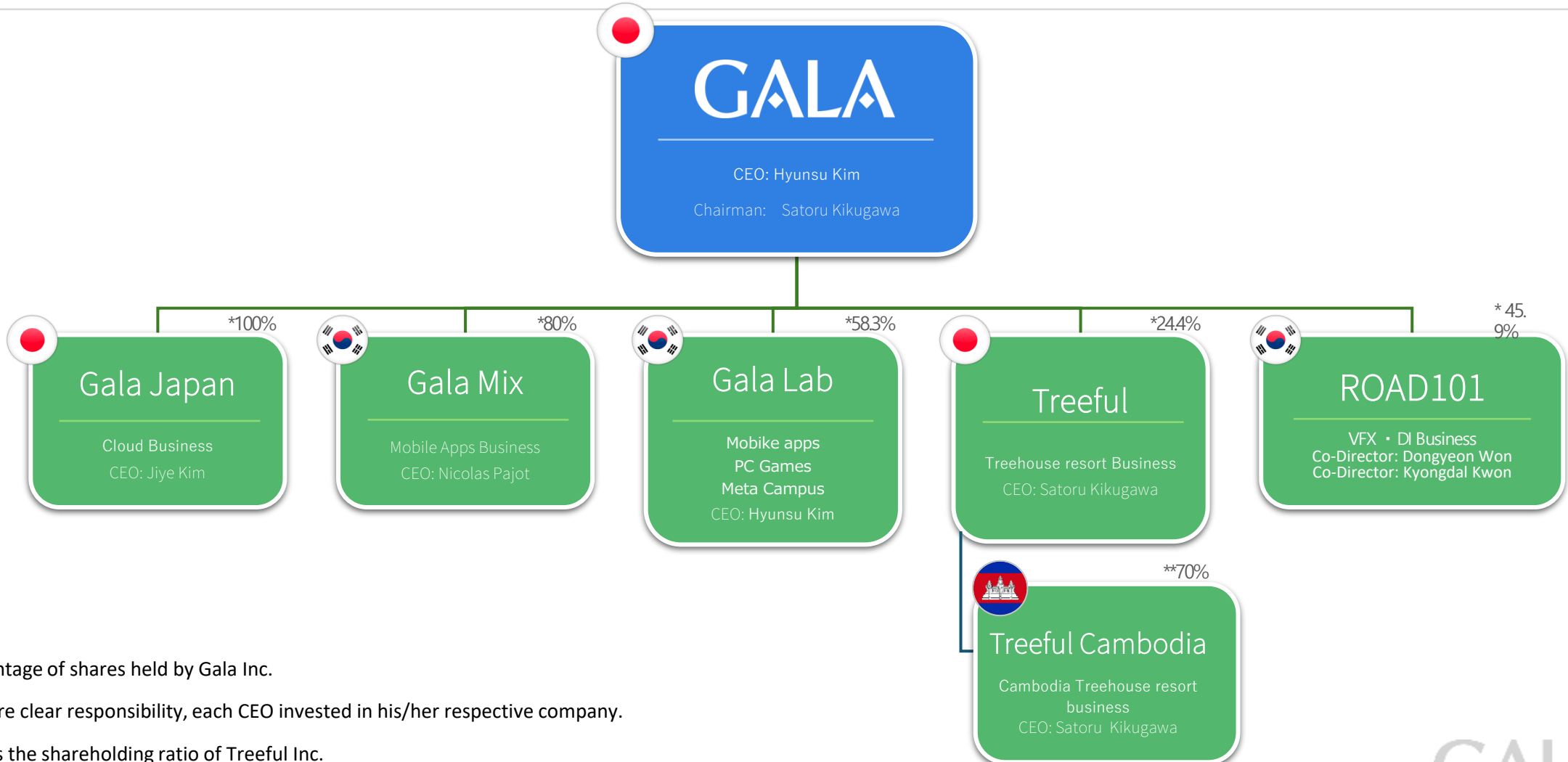
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3.Gala group

Gala group organization



* Percentage of shares held by Gala Inc.

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

**This is the shareholding ratio of Treeful Inc.

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Thank you



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