

FY2026/2Q Reports

Gala Inc.

Standard market:4777

Aug 14th 2026

The GALA logo is displayed in white on a blue background. It features the word "GALA" in a bold, sans-serif font. The letter "A" is stylized with a small diamond shape integrated into its structure.

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2Q Consolidated Statement of profit



Summary of Quarterly Consolidated Financial Statements (QoQ)

Unit: Mil JPY

	FY2025/2Q (Apr-Jun 2025)	FY2026/2Q (Apr-Jun 2026)	Change
Sales	670	818	22.1%
Cost of sales	248	218	△ 12.2%
Gross profit	422	600	42.2%
SG&A	538	369	△ 31.4%
Operating profit	△ 116	230	N/M
Ordinary profit	△ 157	214	N/M
Profit attributed to Gala Inc.	△98	162	N/M

Cash Flow(QoQ)

Unit: Mil JPY

	FY2025/2Q (Apr-Jun 2025)	FY2026/2Q (Apr-Jun 2026)
Operating CF	△ 48	△52
Investment CF	△ 44	△ 6
Financing CF	91	△ 85
Cash & Cash equivalents (End of Period)	371	391

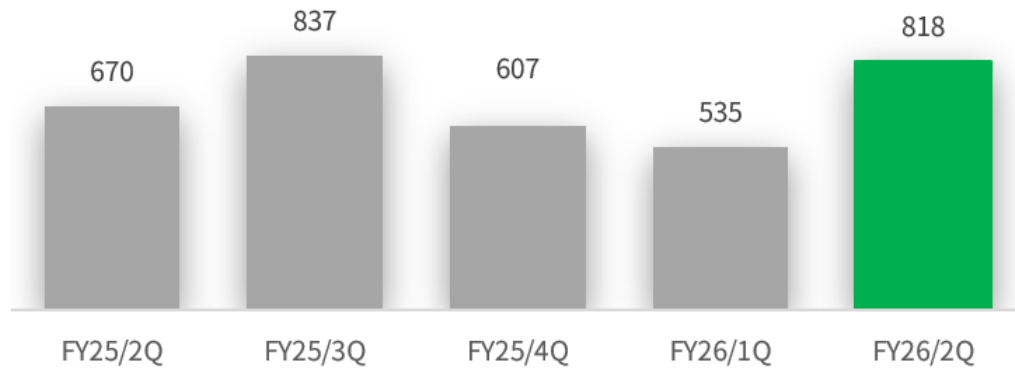


Quarterly Consolidated Statement of profit Trends

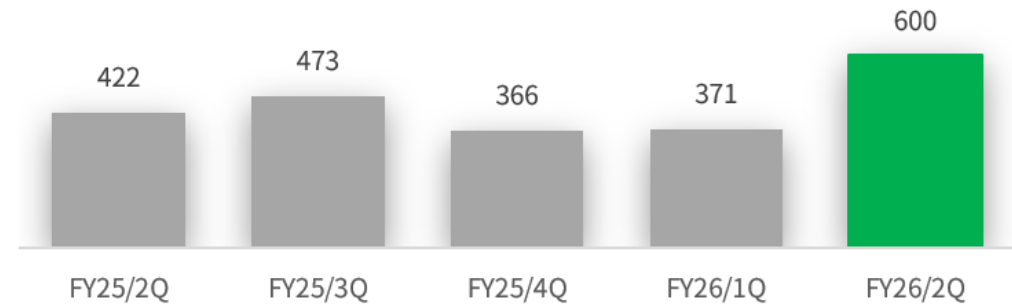


Unit: Mil JPY

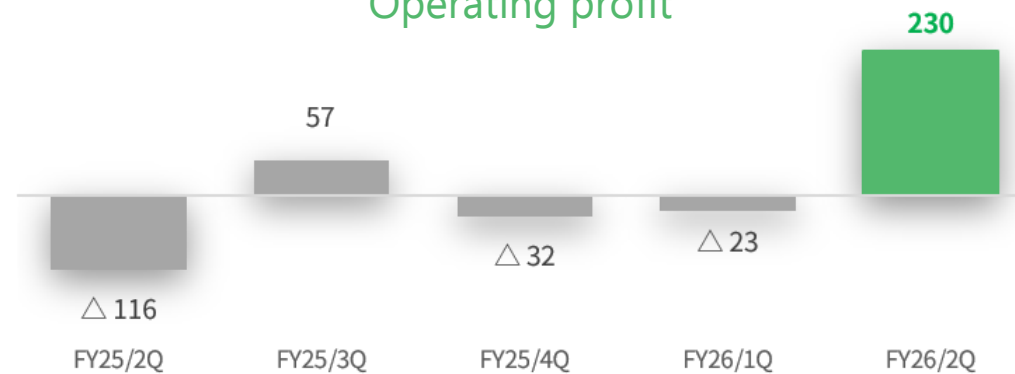
Sales



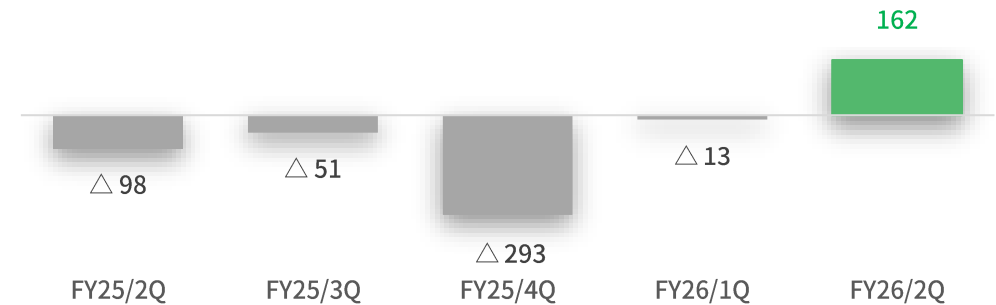
Gross profit



Operating profit



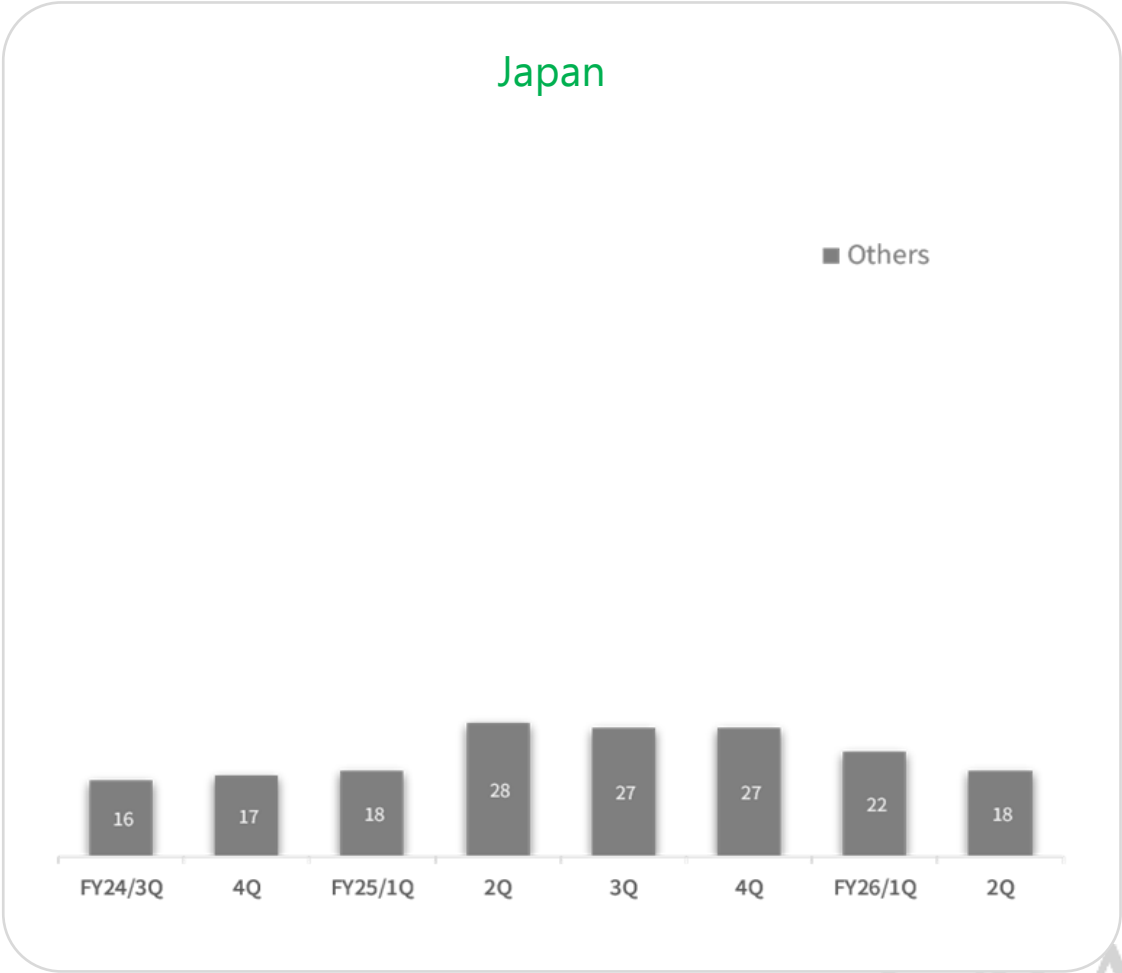
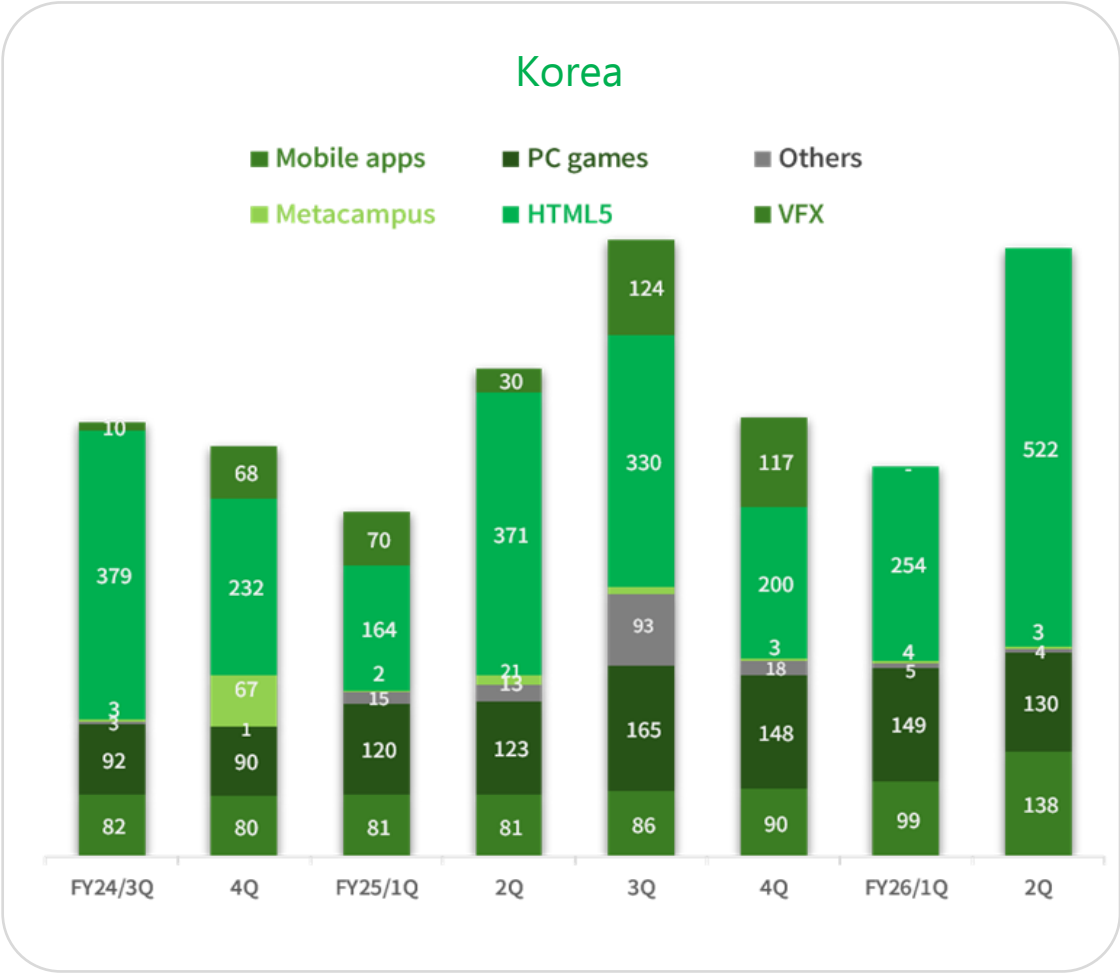
Profit attributed to Gala Inc.



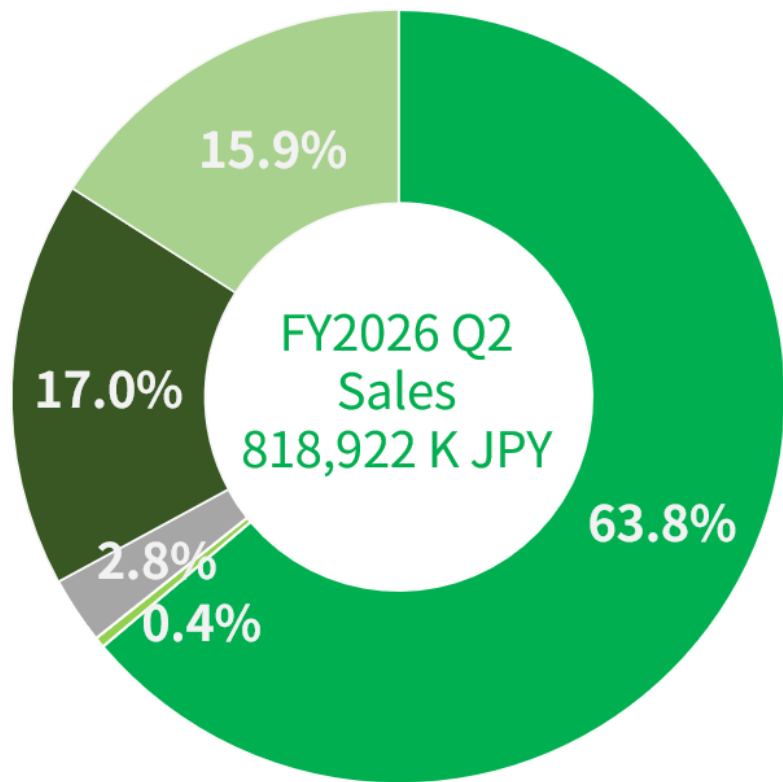
Segment Sales



Unit: Mil JPY



Sales Breakdown



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

HTML5

Sales 522 M JPY

63.8%

Flyff Universe: FWC (Flyff World Championship) has been launched since April, and the official service in China started in June.

Mobile Apps

Sales 138 M JPY

17.0%

Provision of "Flyff Legacy," "Winwalk," "WinQuiz," and "Poll Cash."

Others

Sales 22 M JPY

2.8%

Cloud services business etc.

PC games

Sales 130 M JPY

15.9%

Provision of services for "Flyff Online" & "Rappelz Online." A license agreement has been entered into with BEST KIRIN GLOBAL for "Flyff Online" covering the Taiwan, Hong Kong & Macau regions, with service launched since June 2026.

Meta Campus

Sales 3M JPY

0.4%

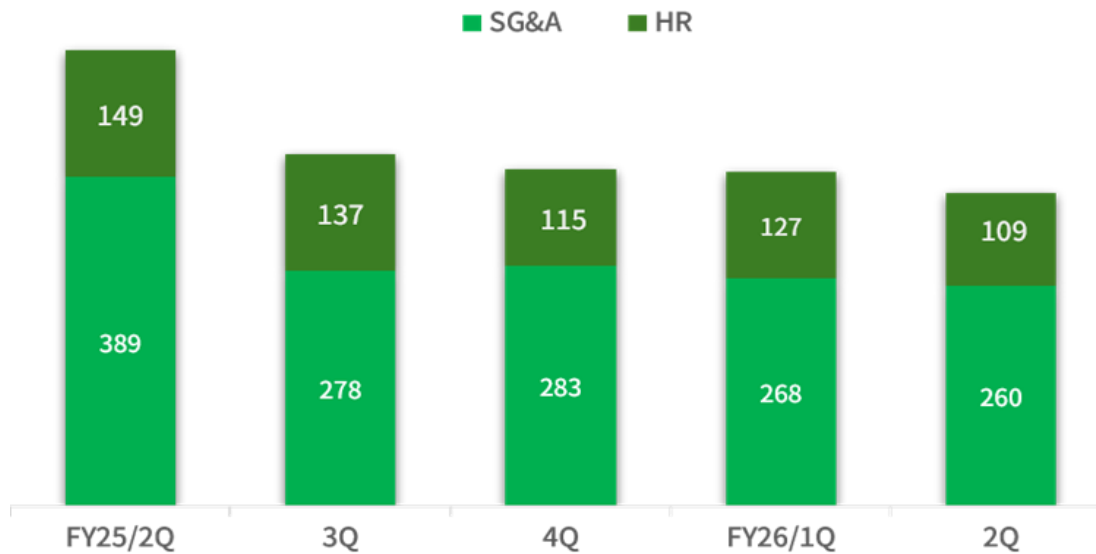
Providing a metaverse platform to universities and educational institutions as a student community space and event venue, including university entrance briefings.

SG&A and HR expenses



Unit: Mil JPY

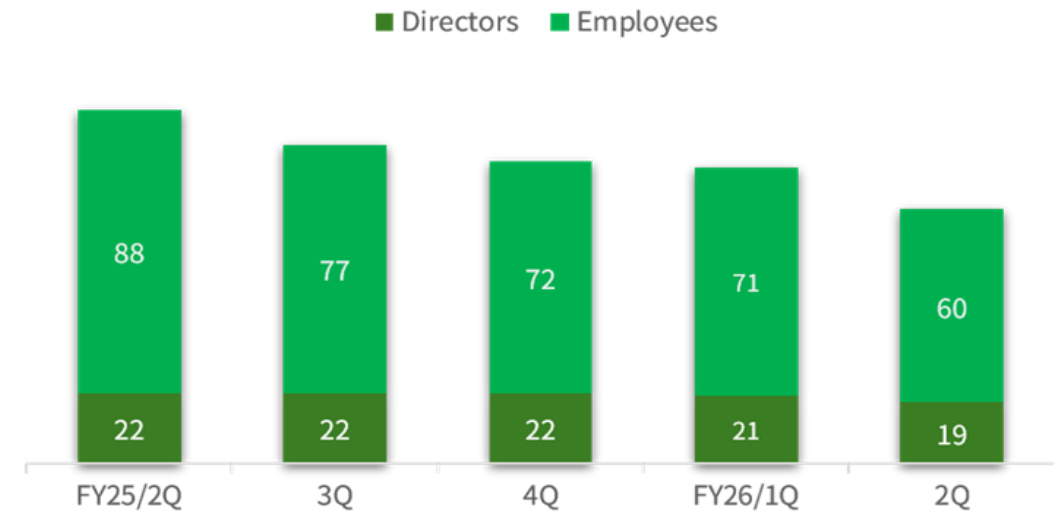
SG&A expenses



- FY25.2Q: Increase in one-time expenses at Treeful Cambodia (consulting fees related to government permits).
- FY25.4Q: Reduction in personnel expenses following workforce downsizing
- FY26.2Q: Decrease in personnel expenses due to deconsolidation of Treeful

Unit: Person

Headcount(Consolidated)



- FY25.3Q & 4Q: Downsizing of personnel in the VFX business segment.
- FY26.2Q: Reduction in headcount due to the deconsolidation of Treeful

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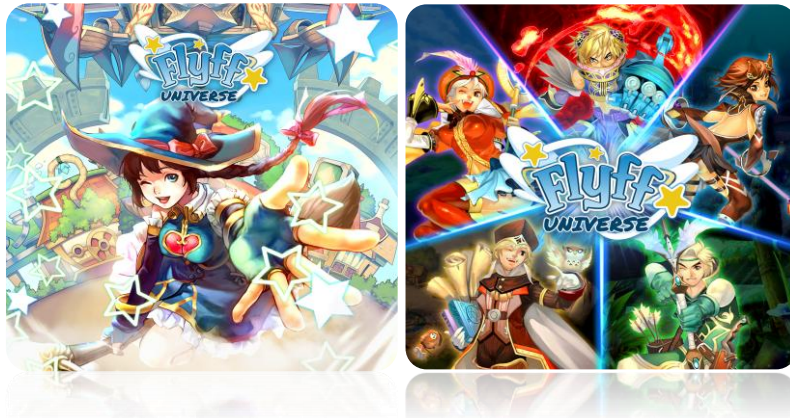
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“Flyff Universe” Officially Launches in Mainland China



HTML5 MMORPG



Gala Lab developed HTML5 MMORPG “Flyff Universe (Feifei: Wuxian Yuzhou)” Through a partnership with Ruiwo Technology, commenced open beta testing (OBT) on June 26, 2026, followed by the official launch on July 3, 2026, in mainland China.

HTML5 & Cross-Platform

PC, smartphone, tablet and other browsers — instant play with no app required. Recreates the world of the original “Flyff Online” in high-quality full 3D.

Proven Global Fan Base

A popular IP boasting a cumulative 450 M+ players worldwide and 80K+ DAU. High pre-launch expectations in the Chinese market drove strong new-user acquisition.

Partnership with a Local Publisher

Partnered with RUIWO Technology, a company with a strong track record in the Chinese region. Established publishing optimized for local users and a stable service-operation framework.

Future Growth & Content Roadmap

In addition to regular updates and local events, the global tournament “FWC” and similar initiatives will expand long-term user engagement.



“Ragnarok Universe” 1st Global Technical Test Results



HTML5 MMORPG





A full-3D open world with instant browser login and no app required

+230%

Discord sign-up growth rate

3.5 x

User-acquisition speed
(vs. previous titles)

“Ragnarok Universe” from 15th of July, 2026 till 19th of July, 2026, a 5-day global technical test was conducted.

Goals

- Basic build stability
- Network responsiveness
- UX logic verification
- Building a global user ecosystem

Results

- User inflow from 48+ countries worldwide
- Recorded roughly 3.5 × the monthly-equivalent acquisition speed vs. past HTML5 titles
- Core fan base forming in SE Asia & North America

User inflow by country (Top 5)

Rank / Country	Share
1. Thailand (TH)	46.4%
2. Philippines (PH)	21.4%
3. United States (US)	9.1%
4. Canada (CA)	2.4%
5. Taiwan (TW)	2.3%

Manual play (No Auto) highly rated

Classic manual combat that preserves the feel of the original was well received

Full 3D seamless open world

Demonstrated advanced technology for roaming a vast world with no loading

Overwhelming accessibility

PC, smartphone, tablet and any device — instant one-click access

2. Topics

Future Plans by Business Segment



🌐 HTML5 Business

- Flyff Universe China major update
- Flyff Universe World Championship
- Ragnarok Universe Technical Test

📱 Mobile apps Business

“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

4th~5th Short drama title will be launched on OK cashbag platform in Korea



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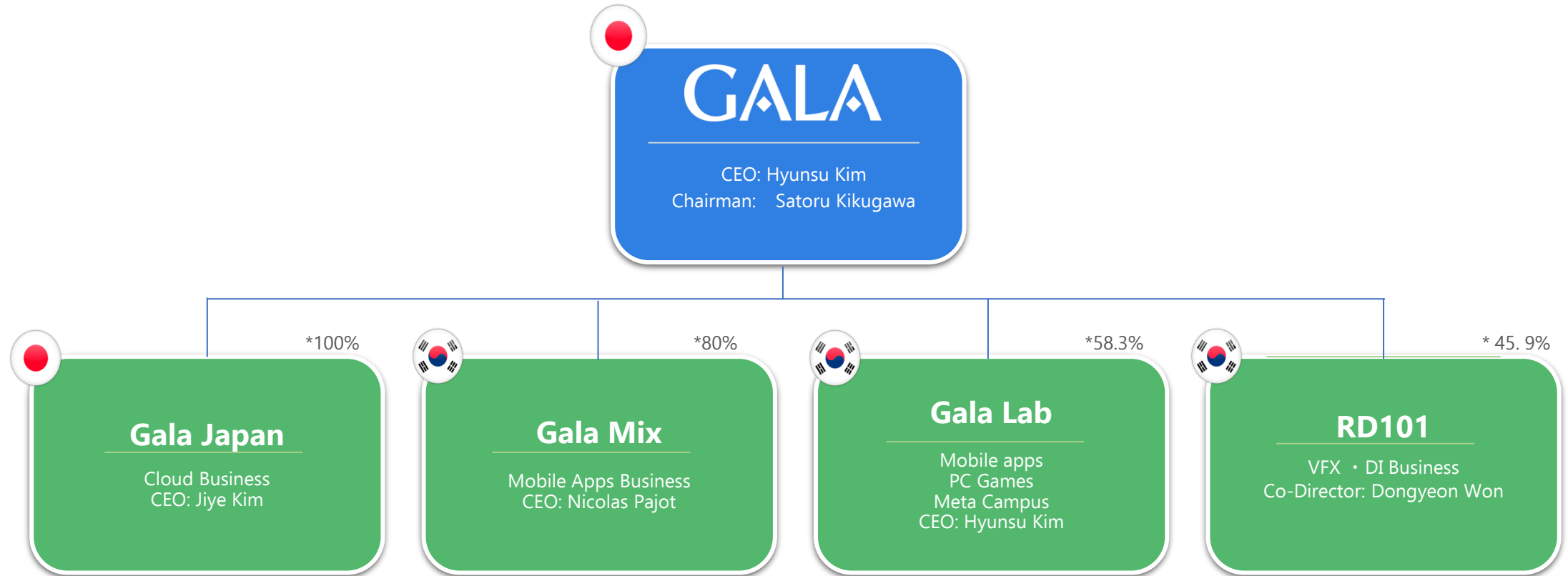
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Gala Group

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Gala group organization



* Percentage of shares held by Gala Inc.

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

Deconsolidation of Treeful & Treeful Cambodia due to loss of control in FY2026/2Q.



Thank you



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