FY2026/3Q
Reports

Gala Inc.

Standard market:4777

Nov 13th 2026

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3Q Consolidated Statement of profit

Summary of Quarterly Consolidated Financial Statements (QoQ)

Unit: Mil JPY

	FY2025/3Q (Jul-Sep 2025)	FY2026/3Q (Jul-Sep 2026)	Change
Sales	837	723	△ 13.6%
Cost of sales	364	188	△ 48.1%
Gross profit	473	534	12.9%
SG&A	416	369	△ 11.2%
Operating profit	57	164	186.9%
Ordinary profit	89	45	△ 49.3%
Profit attributed to Gala Inc.	△ 51	△ 23	N/M

Cash Flow(QoQ)

Unit: Mil JPY

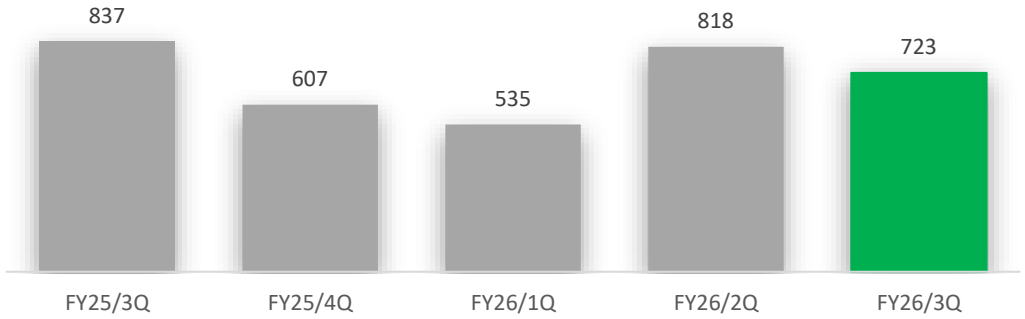
	FY2025/3Q (Jul-Sep 2025)	FY2026/3Q (Jul-Sep 2026)
Operating CF	30	233
Investment CF	0	0
Financing CF	9	△ 13
Cash & Cash equivalents (End of Period)	415	652

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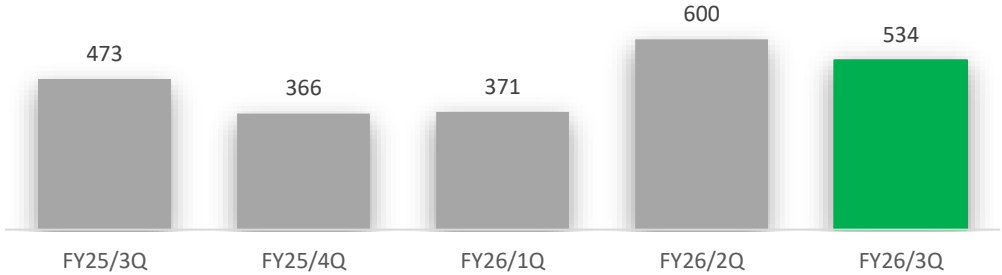
Quarterly Consolidated Statement of profit Trends

Unit: Mil JPY

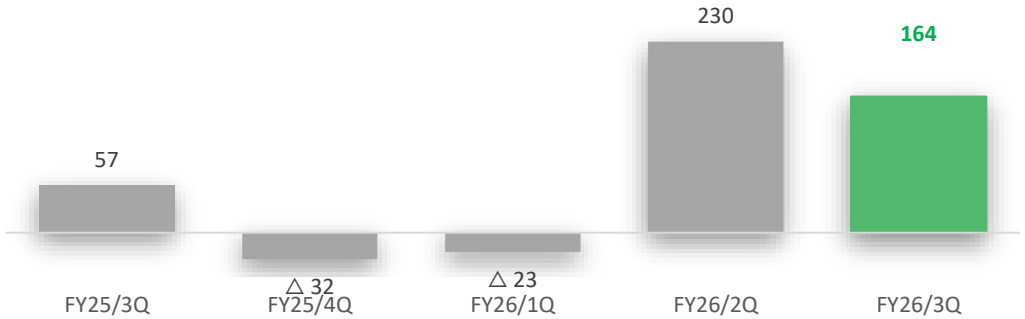
Sales



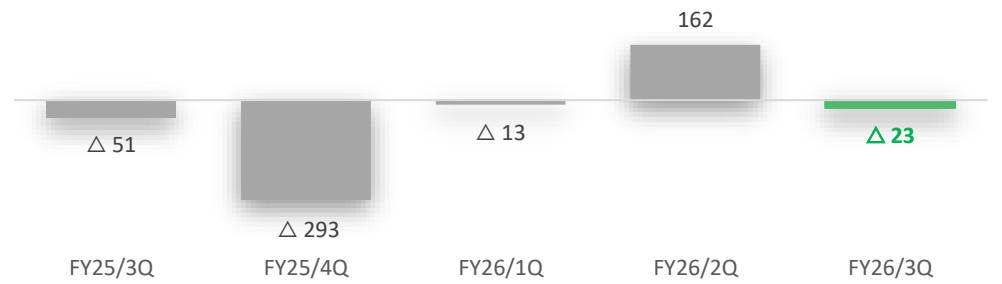
Gross profit



Operating profit



Profit attributed to Gala Inc.

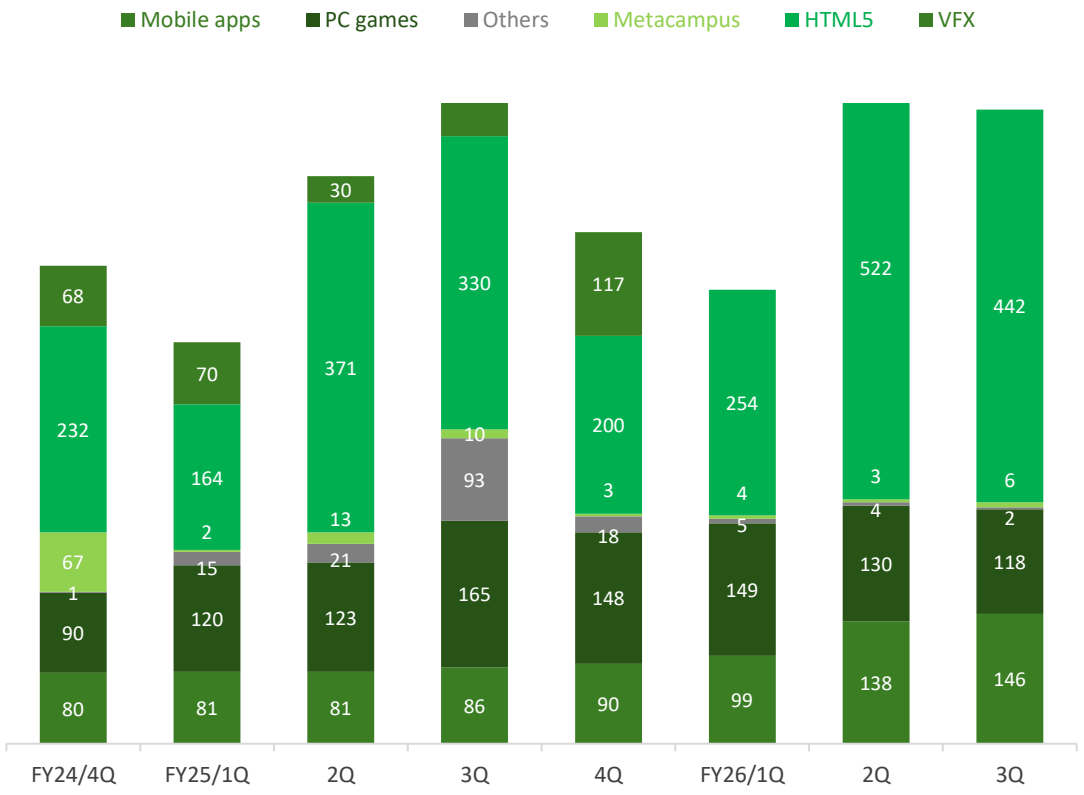


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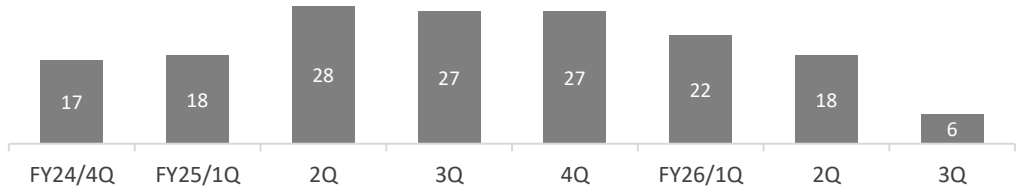
Segment Sales

Unit: Mil JPY

Korea

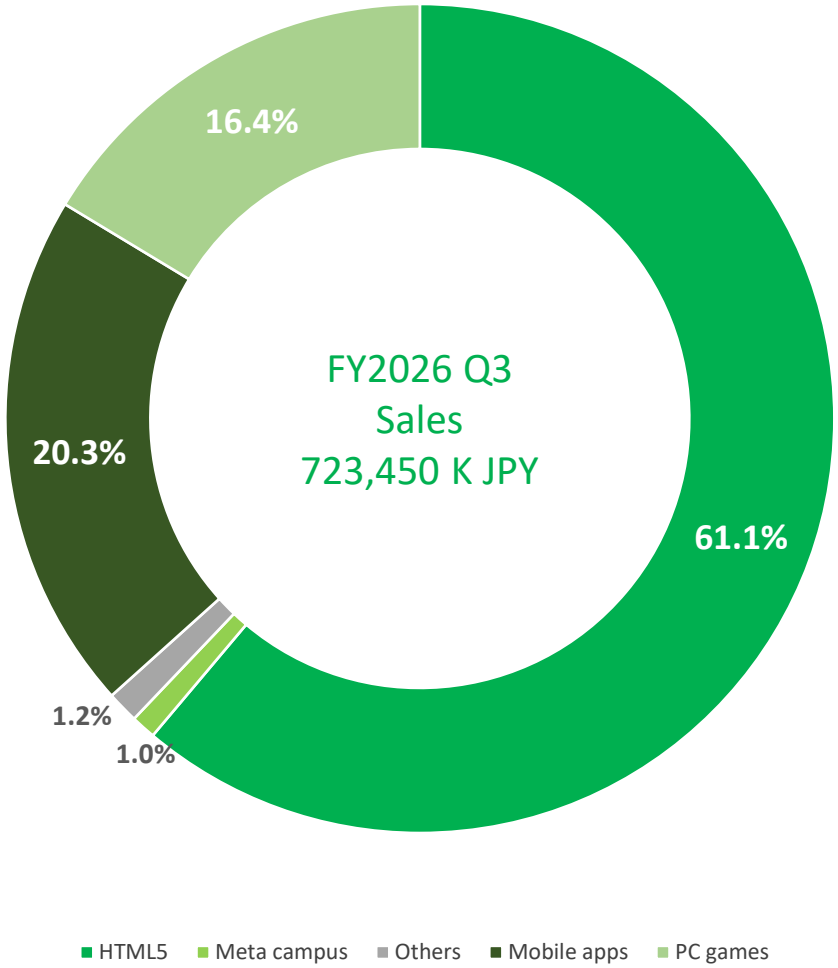


Japan



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Sales Breakdown



HTML5

Sales 442 M JPY **61.1%**

Flyff Universe: China version launched on June 26 (RUIWO Technology), adding new royalty revenue. FWC (Flyff World Championship) continued to progress through 3Q.

PC games

Sales 118 M JPY **16.4%**

Provision of services for “Flyff Online” & “Rappelz Online.” “Rappelz Online” launched in Taiwan, Hong Kong & Macau via BEST KIRIN GLOBAL, adding new royalty revenue from 3Q.

Mobile Apps

Sales 146 M JPY **20.3%**

Provision of “Winwalk,” “WinQuiz,” and “Poll Cash.” “Flyff Legacy” Service in the Middle East (publisher: Gamepower7) ended on September 30 due to a change of publisher.

Meta Campus

Sales 6M JPY **1.0%**

Providing the metaverse platform "UVERSE" to universities and educational institutions. Service in Japan started in August through Megazone Japan.

Others

Sales 8 M JPY **1.2%**

Cloud services business etc.

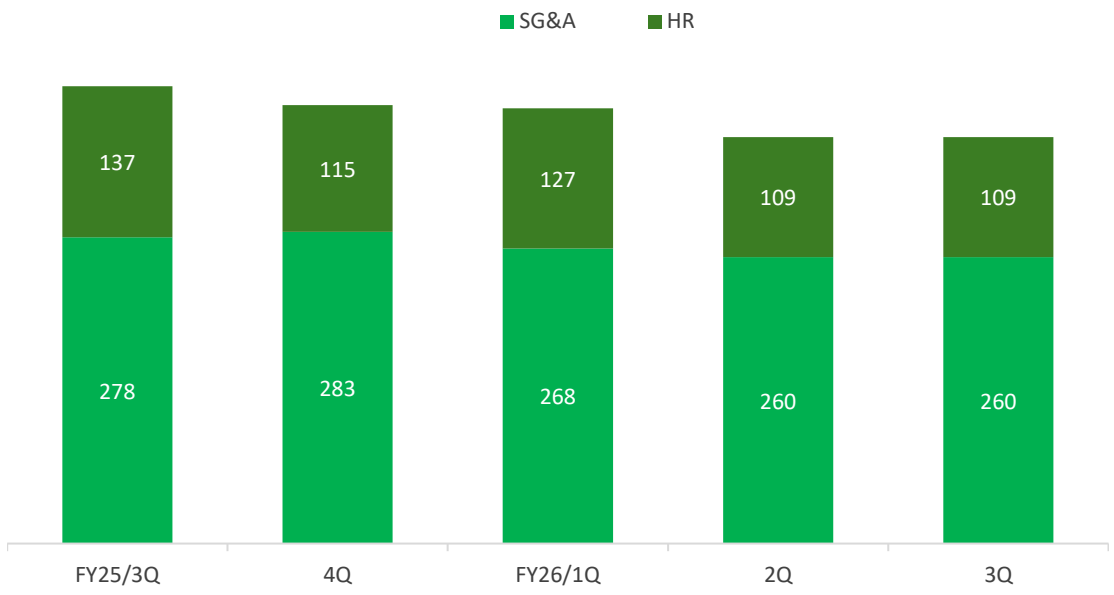
GALA

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SG&A and HR expenses

Unit: Mil JPY

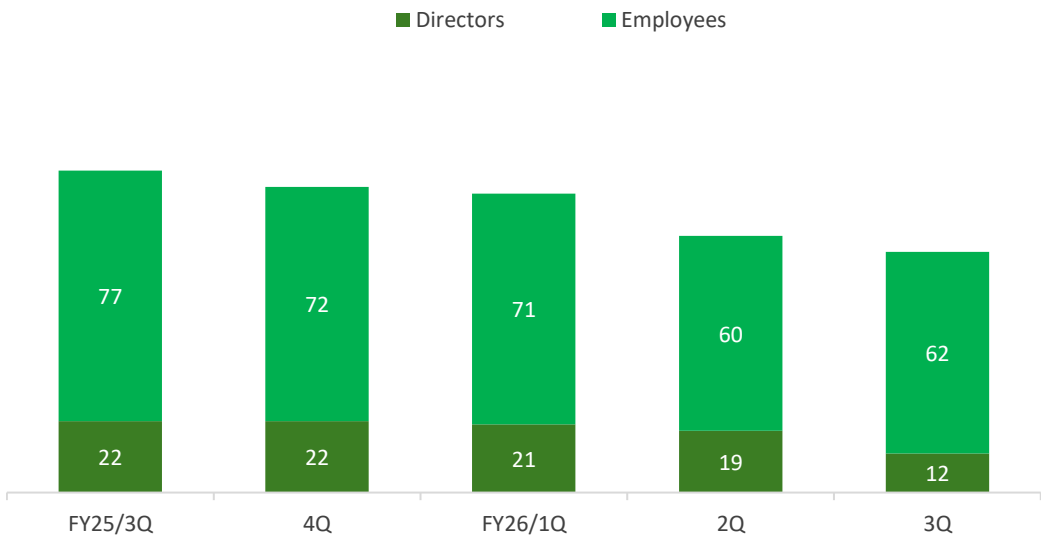
SG&A expenses



- 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
- FY26.3Q: Decrease in directors due to board resignations on Sep 3

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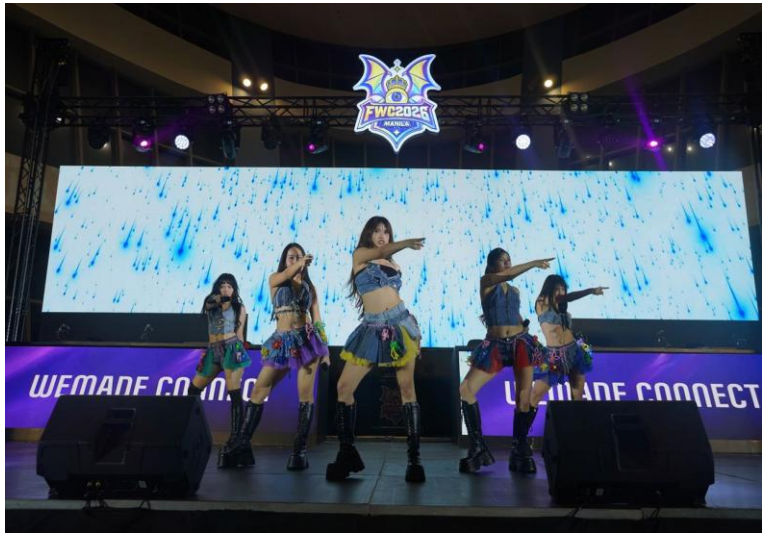
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Highlights from the Event Venue











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“Flyff Universe” eSports – FWC 2026 Grand Final

The Grand Final of FWC 2026, the largest annual event of “Flyff Universe,” was held at SM Mall of Asia Music Hall in Manila, Philippines on October 24, 2026.





Tournament Overview

The 4th edition. After online qualifiers on a dedicated server, 8 teams from 7 countries competed for a record prize pool of US$110,000.

Record Turnout

Approx. 7,000 fans attended on site — about three times the previous year.
Cumulative streaming viewers reached approx. 50,000.

Results

Team Astral defeated SUPAHOTCREWXD 3-1, becoming the first team to win the championship three years in a row.
The winning team received a prize of US$80,000.

Business Impact

Revenue in the 30 days after the FWC server opened was nearly 4x the prior 30 days and up approx. 18% year-on-year.

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“Flyff Universe” China – Performance after Launch



China version launched June 26, 2026
Publisher: RUIWO Technology

Dec 2024	Publishing agreement with RUIWO
Oct 2025	ISBN publishing approval obtained
Apr 2026	Closed beta tests in China
Jun 26, 2026	Official service launch
Oct 30, 2026	New server Mimeng Canyon opened
Next	Ongoing updates & local events

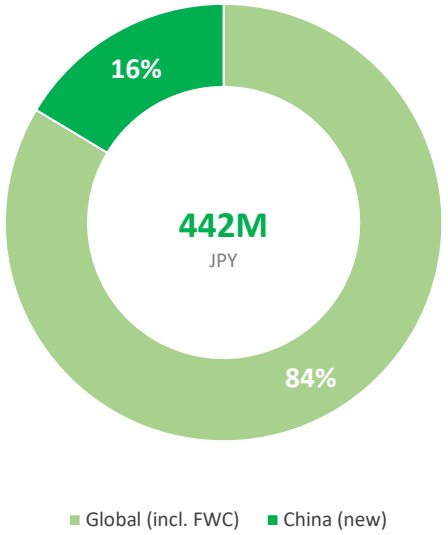
10,000+
Concurrent users within 10 minutes of launch

300K+
Pre-registrations before launch

72M
Approx. JPY revenue from China in 3Q (royalty & license fee)

16%
Approx. share of 3Q HTML5 sales (new revenue stream)

3Q HTML5 sales mix



Strong launch

Concurrent users passed 10,000 within 10 minutes of launch, and connection metrics have remained stable since.

Localization for China

Servers optimized for local networks; early-game progression and UI reworked; community and party-play features added.

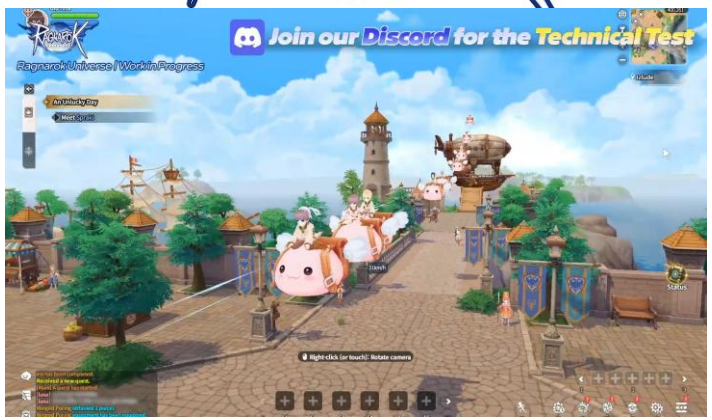
Fair play & long-term operation

Trading security, account protection and anti-cheat strengthened; regular updates and events planned with RUIWO.

Revenue figures: Gala Lab royalty & license fee from RUIWO (Jul–Sep 2026) translated at the 3Q average rate; approximate. Launch metrics: Gala Inc. press release (Jul 3, 2026).

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“Ragnarok Universe” – Global Momentum after the Technical Test





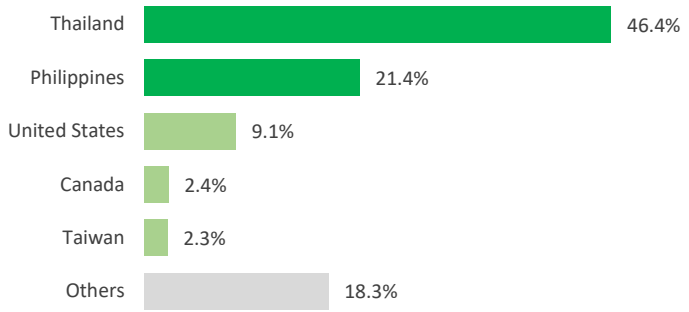
48+
Participating countries

+230%
Discord members vs. pre-test

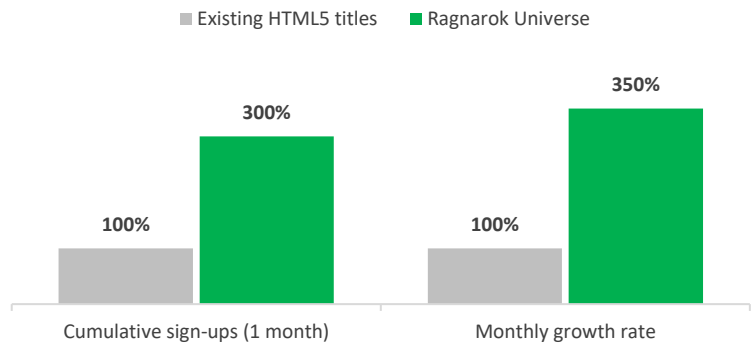
3.0x
Community size at 1 month vs. existing HTML5 titles

3.5x
Monthly community growth vs. existing HTML5 titles

User inflow by country



Community sign-ups (existing HTML5 titles = 100%)



Jun 24
Global Discord community opened

Jul 2
Game announced by Gravity

Jul 15–19
1st global technical test

Aug 13
Results announced; inflow continues

Next
VOC-based build: quest flow, content, convenience

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Future Plans by Business Segment

HTML5 Business

- Flyff Universe China: updates and a China edition of FWC planned
- Rappelz HTML5: external technical test with real users has begun
- Ragnarok Universe: improving the build based on test feedback

Mobile apps Business

Gala Mix: strengthening monetization via a new billing system and in-app ads.

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 provided to multiple universities; service in Japan started through Megazone Japan.

VFX Business

Short-drama platform for Southeast Asia to launch from the 2nd week of November, with AI-based localization



GALA

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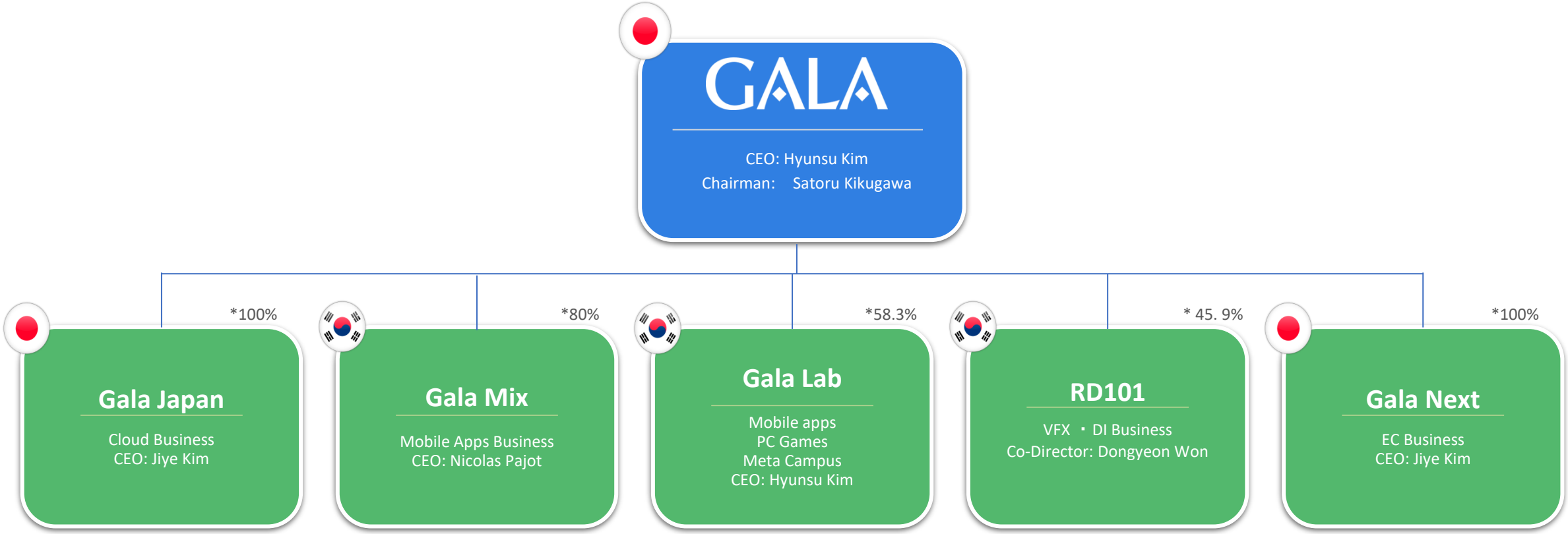
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Gala group organization



* 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.

Gala Next Inc. was established on Sep 10, 2026 to take over GALA Japan's Shoport EC business.

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Thank you



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