

*Hong Kong Exchanges and Clearing Limited and The Stock Exchange of Hong Kong Limited take no responsibility for the contents of this announcement, make no representation as to its accuracy or completeness and expressly disclaim any liability whatsoever for any loss howsoever arising from or in reliance upon the whole or any part of the contents of this announcement.*



**FingerTango Inc.**

指尖悅動控股有限公司

*(incorporated in the Cayman Islands with limited liability)*

**(Stock Code: 6860)**

## **ANNUAL RESULTS ANNOUNCEMENT FOR THE YEAR ENDED 31 DECEMBER 2024**

The board of directors (the “**Board**”) of FingerTango Inc. (the “**Company**”) is pleased to announce the audited consolidated results of the Company and its subsidiaries (collectively, the “**Group**”, “**we**”, “**our**” or “**us**”) for the year ended 31 December 2024 (the “**Reporting Period**”), together with the comparative figures for the year ended 31 December 2023.

### **FINANCIAL SUMMARY**

	<b>Year ended</b>		<b>Change %</b>
	<b>31 December</b>		
	<b>2024</b>	<b>2023</b>	
	<i>RMB million</i>	<i>RMB million</i>	
Revenue	<b>609.2</b>	646.1	(5.7%)
Gross profit	<b>345.9</b>	371.9	(7.0%)
Profit for the year	<b>32.8</b>	6.8	384.8%

## MANAGEMENT DISCUSSION AND ANALYSIS

### MARKET OVERVIEW

According to the China Gaming Industry Report for 2024\* (2024年中國遊戲產業報告) issued by the Game Publishers Association Publications Committee (GPC) of the China Audio-video and Digital Publishing Association (中國音數協遊戲工委) and China Game Industry Research Institute (中國遊戲產業研究院), China's game industry saw a steady growth, amid the sluggish global game industry. In 2024, the actual sales revenue from China's gaming market was Renminbi (“RMB”) 325.78 billion, representing an increase of 7.5% year-on-year. The actual sales revenue from China's mobile game market, which occupies approximately three quarters of the whole gaming market in China, was RMB238.22 billion, representing an increase of 5.0% year-on-year and at a new historical high. In 2024, the number of game users reached 674 million, a year-on-year increase of 0.94%, which was also a new all-time high.

The steady growth in the sales revenue and game users of China's game market was mainly attributed to more new games released during the year, with many blockbusters hitting the market, while several lasting appeal games still maintained stable operations; and the growth in both the sales revenue and users of the game market as multi-platform distribution and cloud gaming enhanced the convenience of game consumption for users. In addition, the regulatory authorities continued to take strict management measures on the protection of minors and the anti-addiction work of online games, which promoted the standardized management of the game industry and propelled the user structure towards healthy and reasonable.

In 2024, the actual sales revenue of China's self-developed games in the domestic market was RMB260.736 billion, registering a 1.70% year-on-year growth. However, the growth rate slowed down, mainly due to the intensified market competition, which caused a continuous increase in research and development as well as customer acquisition costs. That same year, the actual sales revenue of China's self-developed games in overseas markets amounted to US\$18.557 billion, growing by 13.39% year-on-year. Its scale has surpassed RMB100 billion for five consecutive years and reached a new all-time high. Despite the slowdown in the growth rate of the global game market and the increasingly fierce competition in the international arena, domestic game enterprises responded proactively and still achieved remarkable performance.

## **BUSINESS REVIEW**

During the Reporting Period, the Group recorded total revenue of approximately RMB609.2 million, a decrease of approximately 5.7% as compared to the corresponding period last year. Decrease in revenue was mainly attributable to the combined effect of (i) total revenue during the Reporting Period was partially offset by a natural drop of revenue from the classic games which have been in operation for years and are in their mature stage; and (ii) uncertain outcome of advertising and promotion activities

During the Reporting Period, profit attributable to owners of the Company surged to approximately RMB32.8 million, comparing to approximately RMB6.8 million for the corresponding period of last year. The surge in profit was primarily due to (i) the decrease in selling and marketing expenses as the Company has adjusted the promotion channels and engaged in less advertising and promotion activities for certain mobile games during the Reporting Period; (ii) the decrease in research and development expenses which primarily attributable to the decrease in employee benefit expenses; and (iii) the decrease in other income, gains and losses was mainly due to the decrease in the reversal of the loss allowance for notes and other receivables and the decrease in fair value changes on investments at fair value through profit or loss, which offset by the increase in interest revenue.

In view of the market conditions, we have made strategic adjustment and planning in the launch of our new games, and have been conducting comprehensive tests for the new titles launched during the Reporting Period. Deep optimization customizing to the players' evolving preferences was also conducted to ensure their sound performance upon official launch. On the other hand, new titles launched during the Reporting Period are still in the promotion period and the stage of incubation of player base. It is expected the growth momentum of the new games and their contribution to the revenue of the Company would be gradually unleashed in 2025 and after.

In response to the increasing unit cost and uncertain outcome of advertising and promotion activities, we have adapted and re-positioned to refine our game operations, and sought out innovative promotion channels.

The following table was the key performance indicators summary:

	Unit	2024	2023	Change
Average MAUs <sup>(Note 1)</sup>	Number of user	3,394,677	3,380,116	0.4%
Average MPUs <sup>(Note 2)</sup>	Number of user	105,604	136,192	(22.5%)
ARPPU <sup>(Note 3)</sup>	RMB	481	395	21.8%
Cumulative registered users	Number of user (million)	261	232	12.5%

*Note 1:* Average MAUs is the average monthly active users.

*Note 2:* Average MPUs is average monthly paying users.

*Note 3:* ARPPU is the average revenue per month per paying user.

The level of game monetization has continued to reflect our strengths and keen ability. Despite a approximately 22.5% decline in average monthly paying users to 105,604, average revenue per paying user rose significantly by approximately 21.8% from RMB395 to RMB481, showcasing improved monetization strategies. As at 31 December 2024, the total number of accumulative registered users maintained a steady growth and reached approximately 261 million, representing a growth by approximately 12.5% as compared to the corresponding period last year. The enormous user base enables us to better understand player preferences and market changes through strong data analytics ability, so as to launch new games with higher popularity in the market, and to conduct targeted marketing with more cost-effective strategies.

## OUTLOOK FOR 2025

The current approval policy of online game publication and increasingly strict license censorship for games launched in China will result in a more regulated game industry. Specifically, the limitation on approval has driven game developers and operators to be more innovative, producing more premium products. Due to the lagging effect of the new policy, it will take a certain time for the industry to adjust their strategies and operations before the growth impetus is in full play in future.

Adherence to and focus on long lifecycle products, the concept of continuous operation with long-term flow, and constant offer of new gameplay to extend product lifecycle — these are our initial intention and our advantage and development strategy. In the face of a complex and changing market environment, we will always insist on developing products with the first-class technology, optimizing game in full dimension, and extending the lifecycle of our games with the continuous enriched and enhanced player experience, thereby improving the ability to monetization and continuing to generate stable revenue for the Company.

We are conducting comprehensive tests for the new titles to be launched in 2025 while optimizing product launch strategies and plans. Over the years, we have accumulated an immense user database. We will continue to leverage our big data analytics ability with our proprietary multi-dimensional data analysis engine which collates and structures our data in a variety of ways for ad-hoc analysis, real-time on-line analysis. Moreover, we will enhance gameplay strategies, characters, scenes, technical depth, and other parameters and improve cross-promotion efficacy by analyzing player demographic, gameplay preference, gaming time, level-up, in-game purchase amount and user turnover rate, etc. These initiatives are being performed to ensure sound performance after the official launch.

In the past year, the Company was striving for the sustainable development of business and actively laying a foundation for healthy growth in the future despite the challenges. Looking ahead, we will continue to extend our existing game portfolio and broaden our game category while focusing on the simulation games (“SLG”) game segment. We will implement the concept of “Premium Game” and strive to create high-quality games. While adhering to the original aspirations with commitment, ambition and perseverance, we will also continue to stride forward against adversity, be so deeply versed and accumulated as to be able to present it with ease, and through which we aspire to turn to a new chapter in the Group’s development.

## **FINANCIAL PERFORMANCE**

### **Revenue**

For the Reporting Period, the Group recorded total revenue of approximately RMB609.2 million, representing a decrease of approximately RMB37.0 million or 5.7% compared to RMB646.1 million in 2023. This decline was primarily driven by reduced revenue contributions from both self-publishing and co-publishing segments. Revenue from self-publishing decreased from RMB328.1 million in 2023 to RMB324.1 million in 2024, representing a slightly decrease in approximately 1.2%, while co-publishing revenue fell from RMB318.0 million to RMB285.0 million, representing a decrease in approximately 10.4%, during the same period.

The decrease in revenue from classic games can be attributed to several factors including (i) mature stage of games: classic games, having been in operation for years, naturally reach a mature stage where their revenue peaks and then declines. This is a common lifecycle phenomenon in the gaming industry, where games experience high initial revenue followed by gradual decline as they age and lose popularity; (ii) changing player preferences: over time, player preferences evolve, and new games with innovative features and gameplay mechanics attract more attention. Classic games may not keep pace with these changing preferences, leading to reduced engagement and revenue; (iii) competition from new releases: The gaming market is highly competitive, with new titles constantly being released. These new games often capture market attention and player spending, further reducing the

revenue from older classic games; and (iv) the adjustment on the strategy of advertising and promotion activities. The Group has enhanced efficiency and effectiveness in advertising and promotion, saving 27.0% of selling and marketing expenses while only 5.7% decrease in revenue.

For the Reporting Period, the self-publishing revenue was RMB324.1 million, representing approximately 53.2% of the total revenue, and co-publishing revenue was RMB285.0 million, representing approximately 46.8% of the total revenue. In 2023, self-publishing accounted for approximately 50.8% of total revenue, while co-publishing contributed about 49.2%.

### **Cost of Revenue**

The cost of revenue in the Reporting Period was approximately RMB263.3 million and decreased by approximately 4.0% or approximately RMB10.9 million as compared to approximately RMB274.2 million in the corresponding period last year. It was mainly because the decrease in platform sharing charges and the commissions charged by game developers as total revenue decreased in the Reporting Period.

### **Gross Profit and Gross Profit Margin**

During the Reporting Period, gross profit was approximately RMB345.9 million, as compared to approximately RMB371.9 million in the corresponding period last year. Gross profit margin decreased from approximately 57.6% to approximately 56.8% as compared to the corresponding period last year, since the magnitude of the decrease in revenue is more than that of the decrease in cost.

### **Selling and Marketing Expenses**

The key reasons that the Group incurred significant selling and marketing expenses during 2024, 2023 and the previous years were: (i) the nature of business — the revenue generated from the Group's business (through, among others, publishing licensed online games to players on platforms) hinges upon the number of mobile game customers, the acquisition and retention of which requires substantial advertising activities and cost; (ii) the highly competitive market and rising user acquisition cost — in light of the highly competitive Chinese mobile game market, the Group places heavy emphasis on user acquisition which involves substantial spending on performance marketing, influencer partnerships and app store optimisation to gain visibility on many different mobile application platforms, as well as investments in advertisement technology and marketing services for targeted campaigns; and (iii) game launch costs — given the regulatory challenges in game approvals in China, significant promotion expenses are incurred for newly approved game titles in line with the market practice to capitalise on the limited window of opportunity.

**Key components/nature of selling and marketing expenses**

	<b>FY2024</b> <b>RMB'000</b>	<b>FY2023</b> <b>RMB'000</b>
Promotion expenses	<b>222,388</b>	299,609
Salaries and staff welfare	<b>447</b>	4,929
Lease expenses	<b>180</b>	137
Office expenses	<b>11</b>	484
Depreciation and amortization	<b>—</b>	528
Others	<b>—</b>	3
	<hr/>	<hr/>
<b>Total selling and marketing expenses</b>	<b><u>223,026</u></b>	<b><u>305,690</u></b>

The Group's selling and marketing expenses decreased from approximately RMB305.7 million in 2023 to approximately RMB223.0 million in 2024, representing a reduction of approximately 27.0%. This significant decrease can be attributed to two primary factors (i) maturation of existing game portfolio: a substantial portion of our published mobile games have entered their mature stage, having been in operation for several years since their initial launch. As these games have established a stable user base, they require less intensive marketing efforts, leading to a natural reduction in associated expenses; and (ii) delayed new game launches: The Group experienced a slower progress in obtaining regulatory approvals for new game launches. This delay resulted in a decrease in advertising expenditures typically allocated for promoting new titles.

These factors combined to create a more conservative marketing approach, aligning with the Group's strategic focus on optimizing operational efficiency and resource allocation. Despite the decrease in marketing expenses, we continued to refine our game operations and explore innovative promotion channels to maintain user engagement.

**Administrative Expenses**

The administrative expenses of the Group slightly increased by approximately 2.9% from approximately RMB51.6 million to approximately RMB53.1 million for the Reporting Period compared to the corresponding period last year. There was no significant change in the administrative expenses of the Group.



## **Research and Development Expenses**

The research and development expenses of the Group in the Reporting Period were approximately RMB64.7 million, decreased by approximately 8.8% or approximately RMB6.2 million as compared to approximately RMB70.9 million in the corresponding period last year. The decrease was primarily attributable to the decrease in employee benefit expenses.

## **Other Income, Gains and Losses**

The other income, gains and losses of the Group decreased by 52.5%, from approximately RMB72.4 million (restated) to approximately RMB34.4 million for the Reporting Period compared to the corresponding period last year. The decrease in other income, gains and losses was mainly due to combined effect of increase in interest revenue from bank deposits and recovery of loan interest income and net off of (i) decrease in fair value gain on investments at fair value through profit or loss; (ii) decrease in government grant; and (iii) decrease in other income from reversal of loss allowance (provision) for notes and other receivables which was non-recurring items and subject to the result of legal and recovery actions.

## **Income Tax Expenses**

Although the profit before income tax increased from approximately RMB15.0 million in 2023 to approximately RMB38.5 million in 2024, the income tax expense decreased from approximately RMB8.2 million to approximately RMB5.7 million for the Reporting Period compared to the corresponding period last year. The decreased in income tax expense was mainly due to the more portion of profit generated in the subsidiaries which have a tax benefit in lower tax rate and utilization of the tax loss asset.

## **Profit for the Year**

During the Reporting Period, profit attributable to owners of the Company surged to approximately RMB32.8 million, comparing to approximately RMB6.8 million for the corresponding period of last year. The surge in profit was primarily due to (i) the decrease in selling and marketing expenses as the Company has adjusted the promotion channels and engaged in less advertising and promotion activities for certain mobile games during the Reporting Period; (ii) the decrease in research and development expenses which primarily attributable to the decrease in employee benefit expenses; and (iii) the decrease in other income, gains and losses was mainly due to the decrease in the reversal of the loss allowance for notes and other receivables and the decrease in fair value changes on investments at fair value through profit or loss, which offset by the increase in interest revenue.



## **Intangible Assets**

The intangible assets of the Group increased from approximately RMB12.7 million in 2023 to approximately RMB39.0 million in 2024. This increase was primarily due to the acquisition of five mobile games. The Group continues to seek promising game projects to enhance its game portfolio. Following acquisition, the Group's experienced team will undertake creative adaptations and optimizations to improve game performance and commercialization potential. The Group expects these upgraded games can be marketed to generate additional revenue opportunities for the Group.

## **Time Deposits**

The total time deposits in non-current assets and current assets were approximately RMB319.2 million. This reflects the Group's strategic approach to cash management and financial prudence. The key purpose of the cash management was the enhancement of the overall return on the cash assets of the Group by allocating a portion of its excess liquidity to time deposits while maintaining a conservative risk profile to earn a higher yield compared to standard savings accounts. The interest rate of the bank interest income for time deposits was between 1.75% to 5.29%.

## **Prepayments and Deposits**

The prepayments for purchase of licenses were slightly decreased by approximately 2.9% from approximately RMB29.6 million in 2023 to approximately RMB28.7 million for the Reporting Period. The provision for impairment of approximately RMB18.1 million (2023: approximately RMB20.8 million) was mainly related to the prepayment for purchase of licenses. During the Reporting Period, there was a reversal of approximately RMB2.0 million of accumulated impairment contributed by recovery of the relevant payment and a written off of approximately RMB0.7 million of accumulated impairment due to the compromise and settlement with the game licenses supplier.

The prepayments to game developers increased by approximately RMB3.4 million from approximately RMB14.3 million in 2023 to approximately RMB17.7 million in 2024. The increase of prepayments to game developers was mainly due to the payment of approximately RMB3.4 million to game developer for maintenance and update of one of our existing mobile games.

The prepayments for promotion expenses decreased by approximately 19.0% from approximately RMB55.0 million in 2023 to approximately RMB44.5 million in 2024. The decrease was mainly due to (i) decrease of promotion supplier and the relevant amount which was consistent with the decrease of selling and marketing expenses; and (ii) the utilization of the existing prepayment for promotion expenses.

The provision for impairment for prepayments for promotion expenses and prepayments to game developers were decreased from approximately RMB45.0 million in 2023 to approximately RMB38.4 million in 2024. The decrease was due to the utilization of the promotion services and the recovery of the payment.

The reasons for significant amounts of provision for impairment for prepayments for purchase of licenses, prepayments for promotion expenses and prepayments to game developers mainly arose from (i) business failure including the suspension of updates, operation and legal risk arrived from copyright issues of the operations of game license providers; (ii) the significant delay of development status of some game developers in delivering the completed mobile game (which happened in the gaming industry as the returns are always uncertain despite significant upfront investments); (iii) refusal or delay in refund of the amount of prepayment of some game developers after the termination of contract; and (iv) the delay or inability to deliver advertising activities by the service provider due to operational challenges caused by the pandemic. Due to the uncertainty of the services, game developments and game licenses, the impairment allowance was provided for the prepayments made to game license providers, game developers and advertising services providers.

For the impaired prepayments to game license providers and game developers, the Group has actively engaged in communication with all such game license providers and game developers. Upon learning that game license providers and game developers were facing operational difficulties and the legal department assessed that pursuing legal action to recover the prepayments would require significant time and legal costs. The Group adopted a proactive communication approach to explore whether those game license providers and game developers could provide alternative resources, such as artistic materials, text content, game scripts, or other artistic assets, to recover the impaired prepayments. Where the game developers refused to cooperate by submitting all available artistic resources for the games in development, the Group has taken legal actions against the game developers after the assessment of the Group's legal and compliance department to seek compensation, to recover the impaired prepayments; and the relevant services of the impaired prepayments to advertising service providers were reactivated and the relevant services were utilized to provide benefit to the Group.

## **Other Receivables**

Except for the finance lease receivables, there was no significant movement on the other receivables. The increase in loans to third parties was due to the exchange rate effect. The provision of expected credit losses increased from approximately RMB381.2 million in 2023 to approximately RMB387.1 million in 2024. The increase was due to the combined effects of (i) increased approximately RMB7.0 million in exchange effect; (ii) additional provision of approximately RMB0.2 million; and net off by (iii) reversal of approximately RMB1.3 million of expected credit loss by the recovery of interest receivables.

## **Liquidity and Source of Funding and Borrowing**

As at 31 December 2024, current assets of the Group amounted to approximately RMB761.0 million, including cash and cash equivalents of approximately RMB352.1 million, time deposits of approximately RMB289.2 million, and other current assets of approximately RMB119.7 million. Cash and cash equivalents decreased by approximately 34.1% as compared with approximately RMB534.5 million as at 31 December 2023, primarily due to the strategic reallocation of funds to time deposits.

The Group's total time deposits increased to approximately RMB319.2 million as at 31 December 2024 (2023: Nil), comprising RMB289.2 million in current assets and RMB30.0 million in non-current assets. This allocation represents a prudent approach to cash management, allowing the Group to earn higher returns on excess cash while maintaining appropriate liquidity for operational needs.

Current liabilities of the Group amounted to approximately RMB173.5 million, including trade payables and contract liabilities of approximately RMB99.6 million and other current liabilities of approximately RMB73.9 million. As at 31 December 2024, the current ratio (the current assets to current liabilities ratio) of the Group was 4.4, as compared with 3.9 as at 31 December 2023, indicating an improved liquidity position despite the reallocation of cash to time deposits.

Gearing ratio is calculated on the basis of total borrowings (net of cash and cash equivalents) over the Group's total equity. The Group does not have any bank borrowings and other debt financing obligations as at 31 December 2024 and the resulting gearing ratio is nil. The Group intends to finance the expansion, investments and business operations with internal resources.

## **Foreign Exchange Risk**

The income of the Group was principally and mostly denominated in RMB. The Group will continue to monitor its foreign exchange risk exposure to best preserve the Group's cash value. As at 31 December 2024, the Group did not enter into any hedging transactions.

## Investments at Fair Value through Profit or Loss

As at 31 December 2024, investments at fair value through profit or loss recorded approximately RMB128.4 million. Details of investments at fair value through profit or loss for the Reporting Period are shown as below.

	Fair value as at 31 December 2023 RMB million	Increases for the year ended 31 December 2024 RMB million	Changes in fair value for the year ended 31 December 2024 RMB million	Settlements for the year ended 31 December 2024 RMB million	Currency translation difference for the year ended 31 December 2024 RMB million	Fair value as at 31 December 2024 RMB million
<b>Investments at fair value through profit or loss</b>						
Listed equity securities in Hong Kong	23.1	—	(6.4)	(9.5)	0.2	7.4 <sup>#</sup>
Wealth management product:						
Central China Dragon Growth Fund SP7* (中州龍騰增長七號基金)	75.6	—	3.9	—	1.2	80.7
Private equity investment fund Boniu Yuedong* (博牛悅動專享私募證 券投資基金)	40.0	—	0.3	—	—	40.3
Non-capital protected wealth management products* (非保本理財產品)						
Placed on:						
Shanghai Pudong Development Bank Co. Limited	30.0	60	—	(90.0)	—	—
Industrial Bank Co. Limited	30.0	60	—	(90.0)	—	—
China Merchants Bank Co. Limited	30.0	30	—	(60.0)	—	—
China Guangfa Bank Co. Ltd.	30.0	60	—	(90.0)	—	—
<b>Total</b>	<b>258.7</b>	<b>210</b>	<b>(2.2)</b>	<b>(339.5)</b>	<b>1.4</b>	<b>128.4</b>

<sup>#</sup> The listed equity securities in Hong Kong included 16,962,000 shares of China Gas Industry Investment Holdings Co. Ltd. (Stock Code: 1940) (“CGII Shares”) acquired on the open market. For further details of the acquisitions of CGII Shares, please refer to the announcement of the Company dated 15 March 2021.

## FINANCIAL INFORMATION

### CONSOLIDATED STATEMENT OF PROFIT OR LOSS AND OTHER COMPREHENSIVE INCOME

FOR THE YEAR ENDED 31 DECEMBER 2024

		2024	2023
	Notes	RMB'000	RMB'000
<b>Revenue</b>	3	<b>609,150</b>	646,101
Cost of revenue		(263,262)	(274,154)
<b>Gross profit</b>		<b>345,888</b>	371,947
Selling and marketing expenses		(223,026)	(305,690)
Administrative expenses		(53,142)	(51,638)
Research and development expenses		(64,704)	(70,910)
Other income, gains and losses	4	34,368	72,393
<b>Operating profit</b>		<b>39,384</b>	16,102
Lease interests		(870)	(1,121)
<b>Profit before income tax</b>		<b>38,514</b>	14,981
Income tax expense	5	(5,671)	(8,207)
<b>Profit for the year attributable to owners of the Company</b>	6	<b>32,843</b>	6,774
<b>Other comprehensive income:</b>			
<i>Item that may be reclassified to profit or loss:</i>			
Exchange differences on translating foreign operations		2,863	1,150
<b>Other comprehensive income for the year, net of income tax</b>		<b>2,863</b>	1,150
<b>Total comprehensive income for the year attributable to owners of the Company</b>		<b>35,706</b>	7,924
<b>Profit per share (RMB)</b>	8		
— Basic		0.0174	0.0036
— Diluted		0.0174	0.0036

**CONSOLIDATED STATEMENT OF FINANCIAL POSITION**  
**AS AT 31 DECEMBER 2024**

		<b>2024</b>	<b>2023</b>
	<i>Notes</i>	<i><b>RMB'000</b></i>	<i><b>RMB'000</b></i>
<b>ASSETS</b>			
<b>Non-current assets</b>			
Property and equipment		<b>10,877</b>	12,331
Right-of-use assets		<b>13,422</b>	16,025
Intangible assets		<b>39,044</b>	12,748
Investments at fair value through profit or loss	9	<b>120,847</b>	115,501
Prepayments and deposits	11	<b>12,336</b>	10,450
Other receivables	12	<b>—</b>	2,377
Time deposits		<b>30,000</b>	—
Deferred tax assets		<b>14,728</b>	17,389
<b>Total non-current assets</b>		<b>241,254</b>	186,821
<b>Current assets</b>			
Trade receivables	10	<b>45,079</b>	80,684
Contract costs		<b>19,467</b>	20,312
Prepayments and deposits	11	<b>24,920</b>	25,146
Other receivables	12	<b>22,801</b>	21,267
Investments at fair value through profit or loss	9	<b>7,461</b>	143,155
Time deposits		<b>289,218</b>	—
Bank and cash balances		<b>352,060</b>	534,516
<b>Total current assets</b>		<b>761,006</b>	825,080
<b>TOTAL ASSETS</b>		<b>1,002,260</b>	1,011,901

		<b>2024</b>	2023
	<i>Notes</i>	<b><i>RMB'000</i></b>	<i>RMB'000</i>
<b>EQUITY AND LIABILITIES</b>			
<b>Equity</b>			
Share capital	14	62	62
Reserves		<u>821,354</u>	<u>785,672</u>
<b>Total equity</b>		<u>821,416</u>	<u>785,734</u>
<b>Liabilities</b>			
<b>Current liabilities</b>			
Trade payables	13	44,092	44,765
Contract liabilities		55,464	66,769
Accruals and other payables		48,951	65,937
Lease liabilities		7,120	6,416
Current tax liabilities		<u>17,870</u>	<u>28,498</u>
<b>Total current liabilities</b>		<u>173,497</u>	<u>212,385</u>
<b>Non-current liabilities</b>			
Lease liabilities		<u>7,347</u>	<u>13,782</u>
<b>Total liabilities</b>		<u>180,844</u>	<u>226,167</u>
<b>TOTAL EQUITY AND LIABILITIES</b>		<u><u>1,002,260</u></u>	<u><u>1,011,901</u></u>



# NOTES TO THE CONSOLIDATED FINANCIAL STATEMENTS

## FOR THE YEAR ENDED 31 DECEMBER 2024

### 1. GENERAL INFORMATION

FingerTango Inc. (the “**Company**”) was incorporated in the Cayman Islands on 9 January 2018 as an exempted company with limited liability. The address of its registered office is Cricket Square, Hutchins Drive, P.O. Box 2681, Grand Cayman KY1-1111, Cayman Islands. The address of its principal place of business in Hong Kong is Room 1602, 16/F., Park Commercial Centre, 180 Tung Lo Wan Road, Causeway Bay, Hong Kong. The address of its headquarters is Building 5, Zone A, Huaxin Kechuang Island, No. 248 Qiaotou Street, Haizhu District, Guangzhou, the People’s Republic of China (the “**PRC**”). The Company’s shares are listed on the Main Board of The Stock Exchange of Hong Kong Limited (the “**Stock Exchange**”).

The Company is an investment holding company. The principal activities of the principal operating subsidiaries of the Company are the development, operation and publishing of mobile game business in the PRC.

In the opinion of the directors of the Company (the “**Directors**”), as at 31 December 2024, LJ Technology Holding Limited, a company incorporated in the British Virgin Islands (“**BVI**”), is the ultimate holding company; and Mr. Liu Jie is the ultimate controlling party of the Company.

Items included in the financial information of each of the Group’s entities are measured using the currency of the primary economic environment in which the entity operates (the “**functional currency**”). The functional currency of the Company is Hong Kong dollar (“**HK\$**”). The Company’s primary subsidiaries were incorporated in mainland China and these subsidiaries considered RMB as their functional currency. As the major operations of the Group are within mainland China, the Group determined to present its consolidated financial statements in RMB, unless otherwise stated.

### 2. APPLICATION OF NEW AND AMENDMENTS TO INTERNATIONAL FINANCIAL REPORTING STANDARDS (“**IFRSs**”)

#### Amendments to IFRSs that are mandatorily effective for the current year

In the current year, the Group has applied the following new and amendments to International Financial Reporting Standards (“**IFRSs**”) issued by the International Accounting Standards Board (“**IASB**”) for the first time, which are mandatorily effective for the Group’s annual period beginning on 1 January 2024 for the preparation of the consolidated financial statements:

Amendments to IFRS 16	Lease Liability in a Sale and Leaseback
Amendments to IAS 1	Classification of Liabilities as Current or Non-current
Amendments to IAS 1	Non-current Liabilities with Covenants
Amendments to IAS 7 and IFRS 7	Supplier Finance Arrangements

Except as described below, the application of the new and amendments to IFRSs in the current year has had no material impact on the Group’s financial positions and performance for the current and prior years and/or on the disclosures set out in these consolidated financial statements.

## **Impacts on application of Amendments to IAS 1 Classification of Liabilities as Current or Non-current and Amendments to IAS 1 Non-current Liabilities with Covenants**

The Group has applied the amendments for the first time in the current year.

The amendments provide clarification and additional guidance on the assessment of right to defer settlement for at least twelve months from reporting date for classification of liabilities as current or non-current, which:

- specify that the classification of liabilities as current or non-current should be based on rights that are in existence at the end of the reporting period. Specifically, the classification should not be affected by management intentions or expectations to settle the liability within 12 months.
- clarify that the settlement of a liability can be a transfer of cash, goods or services, or the entity's own equity instruments to the counterparty. If a liability has terms that could, at the option of the counterparty, result in its settlement by the transfer of the entity's own equity instruments, these terms do not affect its classification as current or non-current only if the entity recognises the option separately as an equity instrument applying IAS 32 *Financial Instruments: Presentation*.

For rights to defer settlement for at least twelve months from reporting date which are conditional on the compliance with covenants, the amendments specifically clarify that only covenants that an entity is required to comply with on or before the end of the reporting period affect the entity's right to defer settlement of a liability for at least twelve months after the reporting date, even if compliance with the covenant is assessed only after the reporting date. The amendments also specify that covenants with which an entity must comply after the reporting date (i.e. future covenants) do not affect the classification of a liability as current or non-current at the reporting date. However, if the entity's right to defer settlement of a liability is subject to the entity complying with covenants within twelve months after the reporting period, an entity discloses information that enables users of financial statements to understand the risk of the liabilities becoming repayable within twelve months after the reporting period. This would include information about the covenants, the carrying amount of related liabilities and facts and circumstances, if any, that indicate that the entity may have difficulties complying with the covenants.

In accordance with the transition provision, the Group has applied the new accounting policy to the classification of liability as current or non-current retrospectively. The application of the amendments in the current year had no material impact on the consolidated financial statements.

## New and amendments to IFRSs in issue but not yet effective

The Group has not early applied any of the new and revised HKFRSs that have been issued but are not yet effective for the accounting period ended 31 December 2024, in these financial statements.

Amendments to IFRS 9 and IFRS 7	Amendments to the Classification and Measurement of Financial Instruments <sup>3</sup>
Amendments to IFRS 10 and IAS 28	Sale or Contribution of Assets between an Investor and its Associate or Joint Venture <sup>1</sup>
Amendments to IFRS Accounting Standards	Annual Improvements to IFRS Accounting Standards — Volume 11 <sup>3</sup>
Amendments to IAS 21	Lack of Exchangeability <sup>2</sup>
IFRS 18	Presentation and Disclosure in Financial Statement <sup>4</sup>

<sup>1</sup> Effective for annual periods beginning on or after a date to be determined.

<sup>2</sup> Effective for annual periods beginning on or after 1 January 2025.

<sup>3</sup> Effective for annual periods beginning on or after 1 January 2026.

<sup>4</sup> Effective for annual periods beginning on or after 1 January 2027.

Except for IFRS 18 which would have impact to the presentation and disclosure to the consolidated financial statements, the directors of the Company anticipate that the application of all new and amendments to IFRSs will have no material impact on the consolidated financial statements in the foreseeable future.

## 3. REVENUE AND SEGMENT INFORMATION

The Group's chief operating decision maker has been identified as its executive directors, who review the consolidated results when making decisions about allocating resources and assessing performance of the Group as a whole. Therefore, the Group has only one reportable segment. The Group does not distinguish between markets or segments for the purpose of internal reporting. The Group's long-lived assets are substantially located in the PRC and substantially all of the Group's revenues are derived from the PRC. Therefore, no geographical segments are presented.

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Self-publishing	324,148	328,088
Co-publishing	285,002	318,013
Total revenue	<u>609,150</u>	<u>646,101</u>

### Disaggregation of revenue from contracts with customers:

Timing of revenue recognition

Over time	<u>609,150</u>	<u>646,101</u>
-----------	----------------	----------------

Revenue from major customers:

No revenue is derived from any individual game player which amounted for over 10% of the Group's total revenue (2023: nil).

The following table summarises the percentage of revenue from games licensed by a single game developer exceeding individually 10% of the Group's revenue during the year ended 31 December 2024:

	2024	2023
Game developer a	<u><u>70.4%</u></u>	<u><u>72.4%</u></u>

#### 4. OTHER INCOME, GAINS AND LOSSES

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i> (Restated)
Interest revenue	19,146	9,256
Government grants	2,483	3,502
Changes in fair value on investments at fair value through profit or loss	(2,273)	9,385
Net foreign exchange gains	2,251	3,243
Reversal of loss allowance for notes and other receivables	12,071	44,788
Others	<u>690</u>	<u>2,219</u>
	<u><u>34,368</u></u>	<u><u>72,393</u></u>

## 5. INCOME TAX EXPENSE

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Current tax — PRC Enterprise Income Tax (“ <b>EIT</b> ”) and other jurisdictions	3,010	6,915
Deferred tax	2,661	1,292
	<u>5,671</u>	<u>8,207</u>

Under the Law of the PRC on Enterprise Income Tax (the “**EIT Law**”) and Implementation Regulation of the EIT Law, the tax rate of the subsidiaries of the Company in the PRC is 25% (2023: 25%).

Shanghai Fenyou Networks Technology Limited (“**Shanghai Fenyou**”), subsidiary of the Company, was accredited as “Software Enterprise” under the relevant PRC laws and regulations. Shanghai Fenyou is exempted from EIT for two years, followed by 50% reduction in the applicable tax rates for the next three years, commencing from the first year of profitable operation after offsetting tax losses generating from prior years. Shanghai Fenyou started to enjoy the 0% preferential tax rate for two years beginning from year 2023, followed by 50% reduction in the applicable tax rates for the next three years.

Guangzhou Miyuan Networks Technology Co., Limited (“**Miyuan Networks**”) was qualified as “High and New Technology Enterprises” under the EIT Law since year 2016. Accordingly, it was entitled to a preferential tax rate of 15% for a 3-year period. Miyuan Networks was re-entitled as “High and New Technology Enterprises” under the EIT Law in year 2023. Accordingly, the applicable tax rate was 15% (2023: 15%) for the year ended 31 December 2024.

Tax charge on profits assessable elsewhere have been calculated at the rates of tax prevailing in the countries in which the Group operates, based on existing legislation, interpretation and practices in respect thereof.

## 6. PROFIT FOR THE YEAR

The Group's profit for the year is stated after charging/(crediting) the following:

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Amortisation of licenses (included in cost of revenue)	5,891	3,000
Amortisation of other intangible assets (included in administrative expenses)	1,460	1,463
Depreciation of property and equipment	4,767	4,526
Depreciation of right-of-use assets	7,079	6,590
Research and development expenditure	64,704	70,910
Auditor's remuneration		
— Audit services	2,657	2,609
— Non-audit services	73	202
	<u>2,730</u>	<u>2,811</u>
(Reversal of) loss allowance provision for trade receivables (included in administrative expenses)	500	(2,094)
Reversal of impairment on prepayments (included in administrative expenses)	(9,025)	(943)
Loss allowance provision for other receivables, net of reversal	(1,071)	(44,788)
Reversal of loss allowance provision for notes receivables	(11,000)	—
Staff costs including Directors' emoluments		
— Wages, salaries and bonuses	84,496	91,245
— Pension costs — defined contribution plans	5,464	4,968
— Social security costs, housing benefits and other employee benefits	6,906	6,822
	<u>96,866</u>	<u>103,035</u>

## 7. DIVIDEND

No dividends was paid or proposed for ordinary shareholders of the Company during the year ended 31 December 2024, nor has any dividend been proposed at the end of the reporting period (2023: nil).

## 8. PROFIT PER SHARE

The calculation of the basic and diluted profit per share is based on the following:

### Profit

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Profit for the purpose of calculating basic and diluted profit per share	<u>32,843</u>	<u>6,774</u>

### Number of shares

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Weighted average number of ordinary shares for the purpose of calculating basic and diluted profit per share	<u>1,886,657</u>	<u>1,899,956</u>

## 9. INVESTMENTS AT FAIR VALUE THROUGH PROFIT OR LOSS

	2024 <i>RMB'000</i>	2023 <i>RMB'000</i>
Listed equity securities in Hong Kong	7,461	23,155
Unlisted wealth management products	<u>120,847</u>	<u>235,501</u>
Total investments at fair value through profit or loss	<u>128,308</u>	<u>258,656</u>
Analysed as:		
Non-current assets	120,847	115,501
Current assets	<u>7,461</u>	<u>143,155</u>
	<u>128,308</u>	<u>258,656</u>



## 10. TRADE RECEIVABLES

Trade receivables are primarily due from online platforms and payment channels, which collect the proceeds from sales of in-game virtual items on the Group's behalf. The credit terms of trade receivables agreed with online platforms and payment channels generally range from 30 to 90 days and 0 to 30 days respectively.

	<b>2024</b> <b>RMB'000</b>	2023 <i>RMB'000</i>
Trade receivables	<b>46,892</b>	81,997
Provision for loss allowance	<u><b>(1,813)</b></u>	<u>(1,313)</u>
Carrying amount	<u><b>45,079</b></u>	<u>80,684</u>

The ageing analysis of trade receivables, based on recognition date of trade receivables, and net of allowance, is as follows:

	<b>2024</b> <b>RMB'000</b>	2023 <i>RMB'000</i>
0 to 1 month	<b>18,122</b>	26,978
1 month to 3 months	<b>25,980</b>	45,283
3 months to 6 months	<b>135</b>	7,469
6 months to 1 year	<u><b>842</b></u>	<u>954</u>
	<u><b>45,079</b></u>	<u>80,684</u>

## 11. PREPAYMENTS AND DEPOSITS

### Included in non-current assets

	2024 RMB'000	2023 RMB'000
Prepayments for purchase of licenses	28,715	29,561
Rental deposits and others	1,723	1,723
	<u>30,438</u>	<u>31,284</u>
Provision for impairment	(18,102)	(20,834)
	<u>12,336</u>	<u>10,450</u>

### Included in current assets

Prepayments for promotion expenses	44,530	54,968
Prepayments to game developers	17,697	14,287
Prepayments to game design	19	32
Rental deposits and others	1,097	841
	<u>63,343</u>	<u>70,128</u>
Provision for impairment	(38,423)	(44,982)
	<u>24,920</u>	<u>25,146</u>

## 12. OTHER RECEIVABLES

	2024 RMB'000	2023 RMB'000
Input value-added tax to be deducted	3,201	3,541
Interest receivables	20,256	20,311
Loans to third parties ( <i>note</i> )	368,133	361,514
Receivables from game developers	5,931	5,931
Finance lease receivables	—	3,485
Others	12,399	10,027
	<u>409,920</u>	<u>404,809</u>
Provision for expected credit losses	(387,119)	(381,165)
	<u>22,801</u>	<u>23,644</u>
Analysed as:		
Non-current assets	—	2,377
Current assets	<u>22,801</u>	<u>21,267</u>
	<u>22,801</u>	<u>23,644</u>

*Note:* The balance comprises loans to third parties bearing interest ranging from 3% to 12% (2023: 3% to 12%) per annum (“**p.a.**”). Loans to third parties of RMB92,599,000 (2023: RMB90,620,000) are guaranteed by certain shares held by third parties. All of the loans were granted to third parties between May 2020 and March 2021. The increase of loans to third parties was solely due to the fluctuations of exchange rate.

### 13. TRADE PAYABLES

The ageing analysis of trade payables, based on recognition date of trade payables, is as follows:

	<b>2024</b> <i>RMB'000</i>	2023 <i>RMB'000</i>
0 to 1 month	<b>7,972</b>	12,160
1 month to 3 months	<b>16,114</b>	23,143
3 months to 6 months	<b>16,335</b>	6,980
6 months to 1 year	<b>499</b>	1,187
Over 1 year	<b>3,172</b>	1,295
	<b>44,092</b>	44,765

### 14. SHARE CAPITAL

	<b>Number of ordinary shares '000</b>	<b>Amount USD'000</b>
Authorised:		
Ordinary shares of USD0.000005 (2023: USD0.000005) each		
<b>At 1 January 2023, 31 December 2023, 1 January 2024 and 31 December 2024</b>	<b>10,000,000</b>	<b>50</b>
	<b>Number of ordinary shares '000</b>	<b>Amount RMB'000</b>
Issued and fully paid:		
Ordinary shares of USD0.000005 (2023: USD0.000005) each		
<b>At 1 January 2023, 31 December 2023 and 1 January 2024</b>	<b>1,931,387</b>	62
Shares repurchased and cancelled	<b>(13,299)</b>	—
<b>At 31 December 2024</b>	<b>1,918,088</b>	62

## OTHER INFORMATION

### USE OF PROCEEDS

The net proceeds at approximately HK\$967.1 million (the “**Net Proceeds**”) received from the listing of the Company on 12 July 2018 (the “**Listing Date**”) was used and are proposed to be used in a manner consistent with that disclosed in the section headed “Future Plans and Use of Proceeds” in the prospectus of the Company dated 30 June 2018. Since the Listing Date and up to 31 December 2024, the utilization of the Net Proceeds and remaining balance (approximately HK\$296.2 million) are set out below:

Intended use of the Net Proceeds	Percentage of the Net Proceeds for each intended usage %	Amount of the Net Proceeds for each intended usage HK\$ million	Amount of the remaining Net Proceeds as at 31 December 2023 HK\$ million	Amount of the Net Proceeds utilised during the year ended 31 December 2024 HK\$ million	Amount of the remaining Net Proceeds as at 31 December 2024 HK\$ million
Develop game sourcing capabilities and ensure us to acquire high quality game content	35%	338.5	273.5	(35.3)	238.2
Establish in-house game development team	25%	241.8	89.4	(51.6)	37.8
Fund marketing and promotional activities	20%	193.4	—	—	—
Expand into overseas markets and develop overseas operation	10%	96.7	—	—	—
Working capital and general corporate purposes	10%	96.7	38.6	(18.4)	20.2
<b>Total</b>	<b>100%</b>	<b>967.1</b>	<b>401.5</b>	<b>(105.3)</b>	<b>296.2</b>

The remaining Net Proceeds of approximately HK\$296.2 million as at 31 December 2024 is expected to be applied in accordance with the planned use as previously disclosed by the Company in the prospectus of the Company. After careful consideration, the Company has extended the utilization timeline for the coming two financial years. This adjustment responds to the heightened regulatory environment in China, where prolonged game approval timelines and stricter content requirements in game acquisitions and modified development approaches. For game sourcing, the extension of timeline allows for deeper evaluation of potential game. Regarding our in-house team development, the revised timeline accommodates the need to recruit developers with specialized expertise. The extended period will ultimately enable higher-quality execution of both initiatives while ensuring alignment with the evolving regulatory framework and market conditions.

## **FINAL DIVIDEND**

The Board does not recommend payment of any final dividend for the year ended 31 December 2024 (31 December 2023: Nil).

## **ANNUAL GENERAL MEETING**

The annual general meeting will be held on Thursday, 12 June 2025 (the “**Annual General Meeting**”). A notice convening the Annual General Meeting will be published and the printed version will be despatched to the shareholders of the Company who has chosen to receive printed version in the manner required by the Listing Rules in due course.

## **CLOSURE OF REGISTER OF MEMBERS**

For determining the entitlement to attend and vote at the Annual General Meeting, the register of members of the Company will be closed from Monday, 9 June 2025 to Thursday, 12 June 2025, both days inclusive, during which period no transfer of shares will be registered. In order to be eligible to attend and vote at the Annual General Meeting, all transfers of shares documents, accompanied by the relevant share certificates, must be lodged with the Company’s branch share registrars in Hong Kong, Computershare Hong Kong Investor Services Limited, located at Shops 1712–1716, 17th Floor, Hopewell Centre, 183 Queen’s Road East, Wanchai, Hong Kong, for registration no later than 4:30 p.m. on Friday, 6 June 2025.

## **EMPLOYEE REMUNERATION AND RELATIONS**

As at 31 December 2024, the Group had a total of 245 employees, comparing to 301 employees as at 31 December 2023. The total staff costs (including fees, salaries and other allowance for both Directors and other staff) for the Reporting Period were approximately RMB96.9 million (2023: approximately RMB103.0 million). The Group provides employees with competitive remuneration and benefits, and the Group’s remuneration policies are formulated according to the assessment of individual performance and are periodically reviewed. The Group provide training programs to employees, including new hire training for new employees and continuing technical training primarily for our research and development team and game operation team to enhance their skill and knowledge.

## **PURCHASE, SALE OR REDEMPTION OF THE COMPANY’S LISTED SECURITIES**

There was no purchase, sale or redemption of the Company’s listed securities (including sale of treasury shares) by the Company or any of its subsidiaries during the Reporting Period.

## **MATERIAL ACQUISITIONS AND DISPOSALS OF SUBSIDIARIES, ASSOCIATES AND JOINT VENTURES**

The Group did not have any material acquisitions and disposals of subsidiaries, associates and joint ventures during the Reporting Period.

## **PLEDGE OF ASSETS**

As at 31 December 2024, none of the Group's assets was pledged.

## **CONTINGENT LIABILITIES**

As at 31 December 2024, the Group did not have any material contingent liabilities.

## **MATERIAL EVENTS AFTER THE REPORTING PERIOD**

On 16 January 2025, the Company received the statement of disciplinary action (the **"Statement of Disciplinary Action"**) issued by the Stock Exchange in relation to the disciplinary action against the Company and eight former directors of the Company.

The Company confirmed that no former director(s) of the Company who is subject to the director unsuitability statement and/or the prejudice to investors' interests statement as referred to in the Statement of Disciplinary Action occupies any position as director or within senior management of the Company and its subsidiaries as at 21 January 2025.

For details, please refer to the announcements of the Company dated on 16 January 2025 and 21 January 2025.

## **COMPLIANCE WITH THE MODEL CODE FOR SECURITIES TRANSACTIONS BY DIRECTORS**

The Company has adopted the Model Code for Securities Transactions by Directors of the Listed Issues (the **"Model Code"**) as set out in Appendix C3 of the Listing Rules as its code of conduct for Directors' securities transactions. Having made specific enquiry with the Directors, all of the Directors confirmed that they have complied with the required standards as set out in the Model Code during the Reporting Period and up to the date of this announcement.

## COMPLIANCE WITH THE CORPORATE GOVERNANCE CODE

During the Reporting Period, the Company has complied with all applicable code provisions of the Corporate Governance Code (the “**CG Code**”) as contained in Appendix C1 to the Listing Rules, except for the following deviation from the provision C.2.1 of the CG Code which is explained below:

According to code provision C.2.1 of the CG Code, the roles of chairman and chief executive should be separate and should not be performed by the same individual.

On 16 December 2024, Mr. LIU Jie has tendered his resignation as an executive Director, the chairman of the Board (the “**Chairman**”) and the chief executive officer of the Company (the “**Chief Executive Officer**”) with effect from 16 December 2024. At the end of the Reporting Period, the Company did not have a designated Chairman and Chief Executive Officer. During this period, the day-to-day management of the Group’s business and the major decisions are made after consultation with the Board and appropriate Board committees, as well as senior management.

The Company has then quickly identified suitable candidate(s) to fill the vacancies of the chairman of the Board and the chief executive officer of the Company. On 10 January 2025, Dr. CHAN Man Fung has been appointed as the Chairman and Ms. LI Nini has been appointed as the Chief Executive Officer with effect from 10 January 2025.

At the date of this announcement, the Company has complied with all applicable code provisions of the CG Code as contained in Appendix C1 to the Listing Rules.

## SCOPE OF WORK OF OOP CPA & CO.

The figures in respect of the Group’s consolidated statement of financial position, consolidated statement of profit or loss and other comprehensive income and the related notes thereto for the year ended 31 December 2024 as set out in this announcement have been agreed by the Group’s auditors, OOP CPA & Co., to the amounts set out in the Group’s audited consolidated financial statements for the year. The work performed by OOP CPA & Co. in this respect did not constitute an assurance engagement and consequently no opinion or assurance conclusion has been expressed by OOP CPA & Co. on this announcement.

## AUDIT COMMITTEE AND REVIEW OF THE ANNUAL RESULTS

The Company established an audit committee of the Company (the “**Audit Committee**”) with written terms of reference in compliance with Rule 3.21 of the Listing Rules and the CG Code. The Audit Committee comprises three members, namely, Mr. CHOW Wing Yiu (the Chairman), Mr. JIANG Huihui and Mr. SHIN Ho Chuen, all being independent non-executive Directors of the Company with appropriate professional qualification under Rule 3.10(2) of the Listing Rules.



The Audit Committee has reviewed the Group's annual results for the Reporting Period together with the auditor of the Company and the management of the Company and confirms that the applicable accounting principles, standards and requirements have been complied with, and that adequate disclosures have been made. The Audit Committee has also discussed the auditing, internal control and financial reporting matters of the Company.

## **PUBLICATION OF THE ANNUAL RESULTS AND ANNUAL REPORT**

This announcement is published on the website of the Stock Exchange ([www.hkexnews.hk](http://www.hkexnews.hk)) as well as the website of the Company ([www.fingertango.com](http://www.fingertango.com)). The printed version of the Group's 2024 annual report will be dispatched to shareholders who has chosen to receive printed version and will be published on the aforementioned websites in due course.

## **APPRECIATION**

Lastly, I would like to thank all the staff and the management team for their hard work during the Reporting Period. I would also like to express heartfelt gratitude to all of our users and business partners on behalf of the Group, and wish for their continuous support in the future. We will keep working closely with our shareholders and employees to steer the Group to a more modernized and sophisticated level of operation, through which we aspire to turn to a new chapter in the Group's development.

By order of the Board  
**FingerTango Inc.**  
**CHAN Man Fung**  
*Chairman and Executive Director*

Hong Kong, 28 March 2025

*As at the date of this announcement, the Board comprises Dr. CHAN Man Fung and Ms. LI Nini as executive Directors and Mr. CHOW Wing Yiu, Mr. JIANG Huihui and Mr. SHIN Ho Chuen as independent non-executive Directors.*

\* *For identification purpose only*