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## **iDreamSky Technology Holdings Limited**

### **创梦天地科技控股有限公司**

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

**(Stock Code: 1119)**

## **ANNUAL RESULTS ANNOUNCEMENT FOR THE YEAR ENDED 31 DECEMBER 2025**

The Board is pleased to announce the audited consolidated results of the Group for the year ended 31 December 2025. The results have been audited by the Auditor in accordance with International Standards on Auditing. In addition, the results have also been reviewed by the Audit Committee.

### **FINANCIAL PERFORMANCE HIGHLIGHTS**

	<b>For the year ended 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<b>RMB'000</b>	<b>RMB'000</b>
Revenues	<b>1,338,089</b>	1,513,644
Gross profit	<b>532,396</b>	426,789
Profit/(Loss) before income tax	<b>23,099</b>	(574,117)
Profit/(Loss) for the year	<b>19,918</b>	(544,604)
Adjusted Profit/(Loss) for the year*	<b>200,965</b>	(30,322)

\* To supplement our consolidated financial statements which are presented in accordance with IFRS, we also use adjusted profit/loss for the year as an additional financial measure to evaluate our financial performance by eliminating the impact of items that we do not consider indicative of the performance of our business. Our adjusted profit/loss for the year was derived from our profit/loss for the year, excluding share-based compensation expenses, fair value gains or losses on financial assets, impairment of investments in associates accounted for using the equity method, fair value changes on financial liabilities at fair value through profit or loss, interest expense on convertible bonds, impairment of intangible assets, net impairment losses on financial assets, impairment of prepayments and net exchange gains/losses.

## **BUSINESS REVIEW AND OUTLOOK**

### **OVERVIEW**

In 2025, we concentrated on our core game business and resolutely pursued the dual engine strategy of “overseas high-quality game publishing + self-development”. Both our self-development and publishing lines delivered substantive progress, enabling the Company to return to profitability for the year. Our evergreen publishing titles continued to perform steadily, while self-developed games launched across multiple platforms and commenced commercial operation. Overall margin improved year-on-year and operating quality showed meaningful, sustainable enhancement, laying a firmer foundation for future growth.

Over the past decade, we seized the opportunities presented by the rise of mobile Internet — from selectively licensing high-quality overseas titles and deeply localizing them, to gradually building capabilities in both development and publishing in the global market. Our platform services have been progressively standardized and productized, yielding clear efficiency gains and cost advantages. With the launch of our self-developed products across multiple platforms and the AI-driven efficiency improvements, we are gradually receiving positive financial returns from our self-development segment.

Advancing alongside our core business is the systematic cultivation of IP. Published and self-developed games serve as the primary carriers for our IP characters, providing visual expression, interactive experiences, data feedback for iteration, and commercialization pathways. Original IP character “Shan-Shan” and more than twenty IP characters from Strinova have amassed substantial fan bases this year and begun to generate off-game monetization. We believe that with sustained content output and full-matrix reuse, high-quality IP can transcend technology and platform cycles, becoming long-term core assets for the Company.

We have deeply integrated AI across the full product lifecycle—product initiation, content planning, development and testing, publishing and operations, and user acquisition—significantly improving efficiency and contributing to year-on-year reductions in operating and administrative expenses. At the same time, AI is being embedded into our character systems to create genuine virtual emotional companionship; we expect this capability to become an important growth driver in the years ahead.

## **Stable performance of high-quality game publishing business — a sustainable and growing business model**

**Our publishing business is a mature and proven model: we selectively introduce differentiated vertical titles. By leveraging refined precise user acquisition, continuous content iteration, IP collaborations and original creations, and community operations, we safeguard long-term product vitality and steadily reinforce the Company’s core business base.**

**Thirteen years after launch, Subway Surfers reached a record high in daily payment conversion rate in 2025, with daily ARPU remaining robust at historically high levels.** Our original IP character “Shan-Shan” broke through via multiple original singles and nearly 200 million total online impressions, and this year completed an authorized cross-game collaboration with a major title — an important first step toward monetizing our own IP. This process also cemented our end-to-end IP incubation capability, from art design to technical implementation, laying the groundwork for an independently monetizable IP portfolio. Leveraging a “Game + Cultural Tourism” model — from the special edition for the “45th Anniversary of the Shenzhen Special Economic Zone” in partnership with Shenzhen Culture and Tourism, to collaborations with high-quality IPs such as Wang’s Shadow Puppetry and Boonie Bears — we have developed a reusable cooperation framework that materially lowers collaboration costs while increasing user stickiness and willingness to pay.

**In 2025, Gardenscapes and Homescapes used a “seasonal themes + precision collaborations” strategy to deepen user value.** The Battle Pass season themed on “Empresses in the Palace” generated the highest seasonal revenue in three years, while single-day ARPU, conversion rates, and users’ average monthly active days all hit record highs — further consolidating our position in the match-3 genre. Deep IP collaborations and cross-sector partnerships such as with “Harbin Culture and Tourism” drove coordinated growth across core titles; refined channel operations significantly increased monetization and widened commercial boundaries. These titles ranked among the top three match-3 games in major app stores, demonstrating the strength of our long-term live operations. Our proprietary community platform, Fanbook, fostered a high-stickiness user pool: community users grew 22% year-on-year in 2025 and average online time per user rose by 60%, with high-frequency interaction and premium services effectively extending user lifetime value.

**War Robots remains the leader in mecha-themed shooters.** In June 2025, we ran a deep collaboration with “the Father of Mecha Design”, Kunio Okawara, launching the melee-equipped unit “Sky Sword” and bespoke content — an R&D + operation integrated effort that also empowered the overseas developer. In August, the average peak concurrent users rose 11% year-on-year, setting a new record. Core players in Fanbook community exceeded 200,000 in 2025, with 94% active rate, reflecting exceptional player loyalty. The PC version is planned for summer 2026, enabling cross-platform operation.

“Shop Titans (傳奇商店: 經營與打造)” has formed deep partnerships with multiple classic IPs to continuously enrich its content ecosystem. More versions and gameplay modes will be launched in 2026 to ensure long-term player engagement. “All in Hole (超級洞洞樂)” has had the payment testing completed for its WeChat and TikTok mini-programs and is scheduled to launch across all platforms in the second quarter of 2026.

**We have multiple overseas high quality titles in reserve and continue to introduce new games to fortify our growth base.** “Rush Royale (衝衝奇兵)” is a PVP strategy tower defense game that incorporates card collection and hero development elements. Two rounds of closed beta testing have been completed for the game. “Castle Duels (幻幻靈之戰)” combines three key mechanics: card-building, real-time PVP, and auto-chess. It has already received a positive response overseas, demonstrating its potential for sustainable monetization.

### **Strinova: multi-platform launch and commercialization**

In 2025, we changed the domestic publisher of Strinova PC version to ourselves. Its unique “Stringification Mode” gameplay has built a solid competitive moat in the anime-style shooter genre, achieving three major breakthroughs: counter-cyclical growth of PC version, a successful mobile launch, and the expansion of its cultural influence beyond its core audience.

The game has surpassed 1 million official fanbase on Bilibili, securing its place among the top tier of domestic anime-style shooter games. Leveraging the decision-making efficiency and commercial optimization enabled by self-operation, the PC version achieved a 40% year-on-year increase in daily active users, a 90% year-on-year increase in monthly revenue, and a 73.8% increase in monthly ARPU in early 2026. Upon its launch in October 2025, the mobile version immediately topped the charts on multiple platforms, including iOS, TapTap, and Bilibili. The Company successfully integrated PC and mobile operations, establishing a closed-loop capability spanning from development to publishing.

The lively atmosphere at the Carnival National College Competition and the 48 million exposures on Bilibili’s content ecosystem demonstrated the product’s strong appeal. Strinova characters appeared at the closing ceremony of the 15th National Games and collaborated with Harbin Culture and Tourism to launch a winter-limited map, driving a recovery in user activity alongside the New Year’s Day update.

Moving forward, we will fully explore the commercial and social value of “Strinova (卡拉彼丘)”: by developing new gameplay modes such as “Extraction Operation” and enhancing our large-scale map production capabilities, we aim at opening up new possibilities for the game’s long-term evolution; advance integration of AI Agents to enrich personalized emotional experiences and attract a broad anime audience; establish in-game item trading and a linked “virtual appearance + physical merchandise” model to create a closed loop between digital rights and real goods. We will continue to expand the IP matrix, strengthen the “Meow” cultural brand, and focus on overseas markets with mature anime audiences. Through global PC-mobile collaboration, we aim to build Strinova into a globally competitive, evergreen IP.

### **AI: reshaping game development, live operations and player interaction**

Generative AI is reshaping game industry in every way: from content creation to player experience, changes are evident everywhere. Over the past year, the company has achieved a systematic, point-to-surface deployment in AI enablement: operations uses AI for voice-of-player analysis, KOC management and scalable high-quality content production — reducing content costs by over 50% and accelerating decision cycles; development teams, in partnership with leading cloud providers, embedded AI tools into core pipelines such as art and code generation, while our in-house AI Bot improved competitive matchmaking. More profoundly, we are using AI to give characters a sense of “soul”.

The convergence of gaming and AI has given rise to a new kind of player-character relationship: players no longer simply “use characters” but rather “coexist with characters.” We integrated our proprietary “SuMeng Large Model” into the “Strinova AI Lounge”. By leveraging AI-powered voice and memory capabilities, characters transcend scripted boundaries to interact with players in real time through natural, fluid emotional responses and continuous memory — creating a truly genuine virtual emotional companionship experience. The initial launch validated the feasibility and market potential of this approach.

This is not merely a feature upgrade but a proactive evolution of the experience paradigm — shifting from content consumption to emotional symbiosis. This technical architecture offers the potential of full-matrix reuse, enabling rapid reactivation of IP characters across our evergreen titles. When characters gain continuous learning and emotional interaction capabilities, player stickiness will rise dramatically, becoming a core long-term asset for iDreamSky in building differentiated competitive advantage.

## **Actively fulfilling corporate social responsibility**

While advancing our business in 2025, we remained committed to social responsibility. We deeply participated in the “Safeguarding Seedlings on E-Road” initiative, strictly implemented measures to protect minors online, and contributed to the compilation of the “2025 Shenzhen Joint Online Protection Plan for Minors”, taking concrete actions to safeguard the healthy growth of young people. We donated HKD1 million to support relief efforts following the Tai Po fire in Hong Kong. Through the “Pomegranate Seed Project”, we supported educational equity in remote areas, and participated in the “Green and Beautiful Guangdong” initiative to help build an ecological barrier. We also partnered with Shenzhen Culture and Tourism to launch the “45th Anniversary of the Shenzhen Special Economic Zone” edition of “Subway Surfers (地鐵跑酷)”, using digital media to promote local culture. Through platforms such as the Game Innovation Workshop, we continue to explore how digital technologies can support youth development and cultural heritage. We strive to be a caring and responsible digital entertainment company.

In recent years, iDreamSky has transformed from a pure mobile publisher into a company capable of cross-platform development and international operations. These trials have made the Company more resilient and mature. As our self-developed game development business enters the commercialization phase, “Strinova” has established a stable market position in the anime-style shooter genre and is gradually unlocking its commercial potential. Our overall investment has been significantly reduced, and our self-developed game business has entered a positive cycle. We will continue leveraging the core capabilities we have honed over more than a decade — from high-quality overseas games sourcing and deep localization, to robust support provided by the standardization and productization of our middle-platform services — to steadily expand our publishing business and promote the self-developed products to be IP assets.

Looking ahead, standing on a more solid operational foundation and with greater strategic initiative, we will deepen the “overseas high-quality game publishing + self-development” dual engine, and accelerate product innovation and technological empowerment. In the era of artificial intelligence, we are keenly seizing opportunities while prudently managing investments, focusing on key areas which can build long-term competitive moats.

We are fully confident about the future and will step into a new development phase with resolute strides.

We sincerely thank all our friends who have long cared for and supported iDreamSky. Let us join hands and create a bright future together.

## MANAGEMENT DISCUSSION AND ANALYSIS

### Revenues

Revenue for the year ended 31 December 2025 decreased by 11.6% year-on-year to approximately RMB1,338.1 million (2024: RMB1,513.6 million). The following table sets forth our revenue for the years ended 31 December 2025 and 2024:

	Year ended 31 December			
	2025		2024	
	<i>RMB'000</i>	<i>%</i>	<i>RMB'000</i>	<i>%</i>
Game revenue	<b>1,199,309</b>	<b>89.6</b>	1,455,942	96.2
Information service revenue	<b>136,451</b>	<b>10.2</b>	49,548	3.3
Others	<b>2,329</b>	<b>0.2</b>	8,154	0.5
Total	<b><u>1,338,089</u></b>	<b><u>100.0</u></b>	<b><u>1,513,644</u></b>	<b><u>100.0</u></b>

### *Game revenue*

The largest portion of our revenue was derived from game revenue, which contributed 89.6% and 96.2% of our total revenue for the years ended 31 December 2025 and 2024, respectively. Game revenue decreased by 17.6% from RMB1,455.9 million for the year ended 31 December 2024 to RMB1,199.3 million for the year ended 31 December 2025. The main reason for the decrease in game revenue in the same period is that the legacy product “Glory All Stars (榮耀全明星)” has entered a mature period of operation, and its revenue has naturally declined. At the same time, the Company has proactively shut down some game projects with low gross profit and low contribution, resulting in periodic pressure on revenue.

During the reporting period, the Company actively optimized its product matrix. Revenues from newly launched products such as “Strinova“ (overseas PC game and domestic mobile game), “Shop Titans“ and “Delta Force” increased steadily, partially offsetting the impact of the aforementioned decline in revenue. Evergreen games including “Subway Surfers”, “Gardenscapes”, “Homescapes” and “War Robots” maintained stable operations and continuous revenue contribution. The self-developed game “Strinova” has completed integrated operation of its PC game and mobile game, establishing a closed-loop capability spanning the entire R&D and operation chain. The Company will continue to increase investment in new products and refine operations, and it is expected that the scale and quality of revenue will steadily improve.

## ***Information service revenue***

Our information service revenue is mainly derived from our advertising business and technical services. Revenue from information services increased from RMB49.5 million for the year ended 31 December 2024 to RMB136.5 million for the year ended 31 December 2025. The increase was mainly attributable to the continuous improvement of advertising technology and customer service capabilities, as well as the increase in advertisers' budget, which drove the performance of information service business to improve, plus the technical service business contributing RMB46.0 million in revenue in 2025, generated from providing customized technical solutions like app platform construction, in-game AI services and software development for game manufacturers and cross-industry clients.

## **Cost of Revenues**

For the year ended 31 December 2025, the total cost of revenues of the Group was RMB805.7 million (2024: RMB1,086.9 million), representing a year-on-year decrease of 25.9%. As a percentage of revenue, the cost of revenues decreased from 71.8% for the year ended 31 December 2024 to 60.2% for the year ended 31 December 2025. The decrease was mainly due to the higher proportion of revenue from self-developed products with lower cost-of-revenue ratio and newly launched products, resulting in an overall reduction in the cost of revenues.

## **Selling and Marketing Expenses**

Our selling and marketing expenses increased by 18.2% from RMB196.5 million for the year ended 31 December 2024 to RMB232.2 million for the year ended 31 December 2025. The increase in selling and marketing expenses was mainly due to the increase in our marketing expenses for the PC version and the mobile version of “Strinova” and the newly launched game.

## **General and Administrative Expenses**

Our general and administrative expenses were RMB94.5 million and RMB126.5 million for the years ended 31 December 2025 and 2024, respectively, and our general and administrative expenses decreased from 8.4% for the year ended 31 December 2024 to 7.1% for the year ended 31 December 2025 as a percentage of revenue. As we implement refined cost control, it proactively optimizes public expenditures and strictly curbs unnecessary spending to achieve scientific cost reduction and efficiency improvement.

## **Research and Development Expenses**

Our research and development expenses were RMB82.9 million and RMB165.2 million for the years ended 31 December 2025 and 2024, respectively. As a percentage of revenue, our research and development expenses decreased from 10.9% for the year ended 31 December 2024 to 6.2% for the year ended 31 December 2025. The decrease in research and development expenses was mainly attributable to the increasing maturity of self-developed game “Strinova”, with related expenditure gradually reduced; at the same time, we fully applied AI technology to all aspects of game development, effectively improved R&D efficiency, further reduced R&D costs, and promoted the optimization of overall R&D expenses.

## **Net Impairment Losses on Financial Assets**

We recorded net impairment losses on financial assets of RMB65.8 million and RMB185.7 million for the years ended 31 December 2025 and 2024, respectively.

## **Fair Value Losses on Financial Assets at Fair Value through Profit or Loss**

The fair value losses on financial assets at fair value through profit or loss decreased from RMB81.4 million for the year ended 31 December 2024 to RMB30.1 million for the year ended 31 December 2025.

## **Impairment of Investments in Associates Accounted for Using the Equity Method**

The impairment of investments in associates accounted for using the equity method decreased from RMB105.5 million for the year ended 31 December 2024 to RMB7.3 million for the year ended 31 December 2025.

## **Finance Costs, Net**

Our net finance costs decreased from RMB106.2 million for the year ended 31 December 2024 to RMB56.1 million for the year ended 31 December 2025. The decrease in finance costs, net was mainly due to the corresponding savings in interest expenses as a result of the decrease in financing interest rates.

## **Income Tax Credit/Expense**

We recorded an income tax expense of RMB3.2 million for the year ended 31 December 2025 as compared to an income tax credit of RMB29.5 million for the year ended 31 December 2024.

## Loss/Profit for the Year

For the years ended 31 December 2025 and 2024, we recorded a profit for the year of RMB19.9 million and a loss for the year of RMB544.6 million, respectively, turning losses into profits. Our adjusted profit for the year ended 31 December 2025 was RMB201.0 million, and our adjusted loss for the year ended 31 December 2024 was RMB30.3 million.

## OTHER FINANCIAL INFORMATION

	Year ended 31 December	
	2025	2024
	RMB'000	RMB'000
Adjusted Profit/(Loss) for the year <sup>(1)</sup>	200,965	(30,322)
EBITDA <sup>(2)</sup>	166,146	(406,921)
Adjusted EBITDA <sup>(3)</sup>	<u>314,370</u>	<u>56,368</u>

### Notes:

- (1) Our adjusted profit/loss for the year was derived from our profit/loss for the year excluding share-based compensation expenses, fair value gains or losses on financial assets, impairment of investments in associates accounted for using the equity method, fair value changes on financial liabilities at fair value through profit or loss, interest expense on convertible bonds, impairment of intangible assets, net impairment losses on financial assets, impairment of prepayments and net exchange gains/losses.
- (2) EBITDA is net income or loss before interest expenses, income tax expense/credit, and depreciation and amortization.
- (3) Adjusted EBITDA is calculated using adjusted profit/(loss) for the year, adding back share-based compensation expenses, fair value gains or losses on financial assets, impairment of investments in associates accounted for using the equity method, fair value changes on financial liabilities at fair value through profit or loss, impairment of intangible assets, net impairment losses on financial assets, impairment of prepayments and net exchange gains/losses.

## Non-IFRS Financial Measure

To supplement the consolidated financial statements of the Group prepared in accordance with IFRS, the three non-IFRS measures, namely adjusted profit for the year, EBITDA and adjusted EBITDA, as additional financial measures, have been presented in this announcement. These unaudited non-IFRS financial measures are used by the management of the Company to evaluate the Company's financial performance by eliminating the impact of items that they consider not indicative of the Company's operating performance and should be considered in addition to, not as a substitute for, measures of the Group's financial

performance prepared in accordance with IFRS. In addition, these non-IFRS financial measures may be defined differently from similar terms used by other companies.

The Company's management believes that the presentation of non-IFRS measures when shown in conjunction with the corresponding IFRS measures provides useful information regarding the Group's financial performance to investors and shareholders of the Company. The Company's management also believes that the non-IFRS measures are appropriate for evaluating the Group's operating results and the relevant trends relating to its financial position. From time to time in the future, there may be other items that the Company may exclude in reviewing its financial results.

The following tables set forth the reconciliations of the Group's non-IFRS financial measures for the years ended 31 December 2025 and 2024 to the nearest measures prepared in accordance with IFRS:

	<b>Year ended 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<b>RMB'000</b>	<b>RMB'000</b>
<b>Reconciliation of profit/(loss) for the year to adjusted profit/(loss) for the year:</b>		
<b>Profit/(loss) for the year</b>	<b>19,918</b>	<b>(544,604)</b>
Add: Fair value losses on financial assets at fair value through profit or loss	<b>30,109</b>	81,400
Add: Fair value losses on financial liabilities at fair value through profit or loss	<b>21,583</b>	26,568
Add: Share-based compensation expenses	<b>6,687</b>	15,569
Add: Impairment of investments in associates accounted for using the equity method	<b>7,345</b>	105,496
Add: Interest expenses on convertible bonds	<b>32,823</b>	50,993
Add: Impairment loss on intangible assets	<b>1,636</b>	9,972
Add: Net impairment losses on financial assets	<b>65,815</b>	185,735
Add: Impairment loss on prepayments	<b>27,534</b>	32,738
Add: Exchange (gains)/losses, net	<b>(12,485)</b>	5,811
<b>Adjusted profit/(loss) for the year</b>	<b><u>200,965</u></b>	<b><u>(30,322)</u></b>
<b>Reconciliation of profit/(loss) for the year to EBITDA and adjusted EBITDA:</b>		
<b>Profit/(loss) for the year</b>	<b>19,918</b>	<b>(544,604)</b>
Add: Depreciation of property, plant and equipment, investment properties and right-of-use assets	<b>12,478</b>	1,178
Add: Amortization of intangible assets	<b>55,443</b>	59,983
Add: Income tax expense/(credit)	<b>3,181</b>	(29,513)
Add: Interest expenses	<b>75,126</b>	106,035

	<b>Year ended 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<b>RMB'000</b>	<b>RMB'000</b>
<b>EBITDA</b>	<b>166,146</b>	<b>(406,921)</b>
Add: Fair value losses on financial assets at fair value through profit or loss	<b>30,109</b>	81,400
Add: Fair value losses on financial liabilities at fair value through profit or loss	<b>21,583</b>	26,568
Add: Share-based compensation expenses	<b>6,687</b>	15,569
Add: Impairment of investments in associates accounted for using the equity method	<b>7,345</b>	105,496
Add: Impairment loss on intangible assets	<b>1,636</b>	9,972
Add: Net impairment losses on financial assets	<b>65,815</b>	185,735
Add: Impairment loss on prepayments	<b>27,534</b>	32,738
Add: Exchange (gains)/losses, net	<b>(12,485)</b>	5,811
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<b>Adjusted EBITDA</b>	<b><u>314,370</u></b>	<b><u>56,368</u></b>

## **LIQUIDITY AND FINANCIAL RESOURCES**

We adopt a prudent treasury management policy to ensure that our Group maintains a healthy financial position.

The Group's total cash and cash equivalents decreased by 4.6% from approximately RMB196.9 million as of 31 December 2024 to approximately RMB187.9 million as of 31 December 2025. Our cash and cash equivalents are primarily denominated in RMB, HKD and USD.

As of 31 December 2025, the Group's total borrowings amounted to approximately RMB1,015.9 million (2024: approximately RMB1,070.1 million). The nature of the Group's borrowings is summarised as follows:

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b>RMB'000</b>	RMB'000
Secured bank borrowings	<b>1,015,887</b>	1,055,075
Secured other borrowings	—	15,000
	<b><u>1,015,887</u></b>	<b><u>1,070,075</u></b>

The carrying amount of the Group's borrowings is denominated in the following currencies:

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b>RMB'000</b>	RMB'000
RMB	<b><u>1,015,887</u></b>	<b><u>1,070,075</u></b>

As of 31 December 2025, the Group's current assets were approximately RMB1,386.5 million, while the Group's current liabilities were approximately RMB1,442.8 million. The Group's current ratio (calculated as current assets divided by current liabilities) was 0.96 as of 31 December 2025, as compared to 0.90 as of 31 December 2024.

Debt ratio is calculated based on our total liabilities as at the respective date divided by our total assets as at the same date. As of 31 December 2025, the debt ratio of the Group was 51.4% as compared with 59.5% as of 31 December 2024.

Gearing ratio is calculated as net debt divided by total capital. Net debt is calculated as total borrowings, convertible bonds, interest payable, lease liabilities less cash and cash equivalents and restricted cash. Total capital is calculated as "equity" as shown in the consolidated statements of financial position. As of 31 December 2025 and 2024, the gearing ratio of the Group was 62.1% and 75.0% respectively.

## **PLEDGE OF ASSETS**

Among the total borrowings of the Group as of 31 December 2025, approximately RMB721.7 million (2024: approximately RMB757.3 million) was secured by certain trade receivables, certain game intellectual properties and deposits, which accounted for approximately 71.0% (2024: approximately 70.8%) of the Group's total borrowings.

## **CONTINGENT LIABILITIES**

As of 31 December 2025, the Group had no unrecorded significant contingent liabilities or guarantees provided by us (2024: nil).

## **CAPITAL EXPENDITURE**

For the year ended 31 December 2025, our total capital expenditure was approximately RMB173.9 million, compared to approximately RMB271.0 million for the year ended 31 December 2024. Our capital expenditure primarily included expenditures for purchase of property, plant and equipment, and intangible assets. We plan to fund our capital expenditures through a combination of operating cash flows, debt financing and equity financing. We may adjust our capital expenditure according to our future development plans or in light of market conditions and other factors that we consider appropriate.

## **MATERIAL ACQUISITIONS AND DISPOSALS AND SIGNIFICANT INVESTMENTS**

For the year ended 31 December 2025, the Group did not have any other material acquisitions, disposals or significant investments.

## **FOREIGN EXCHANGE RISK MANAGEMENT**

The Group operates internationally and is exposed to the foreign exchange risk arising from various currency exposures, primarily RMB, USD, HKD. Therefore, foreign exchange risk arises when future commercial transactions or recognized assets and liabilities are denominated in a currency that is not the respective functional currency of our Group's entities. Our Group manages foreign exchange risk by performing regular reviews of our Group's net foreign exchange exposures and tries to minimize these exposures through natural hedges, wherever possible, and may enter into forward foreign exchange contracts, when necessary.

We did not hedge against any fluctuation in foreign currency during the years ended 31 December 2025 and 2024.

## **DIVIDENDS**

The Board has resolved not to recommend the payment of a final dividend for the year ended 31 December 2025 (2024: Nil).

## SHARE PLACING AND USE OF PROCEEDS

According to the announcement of the Company dated 15 May 2025, on 15 May 2025, the Company entered into a placing agreement (the “**Placing Agreement**”) with SPDB International Capital Limited, pursuant to which the Company has agreed to appoint SPDB International Capital Limited, and SPDB International Capital Limited has agreed to act as the agent of the Company to procure, on a best effort basis, placees for the placing shares at the placing price of HKD0.72 per placing share (the “**Placing**”). The Directors believe that the Placing will enable the Company to secure additional funding at a lower capital cost, thereby enhancing the Group’s financial position and providing funds for the business operations of the Group. The Directors believe that broadening the Company’s shareholder base and capital base is in the best interests of the Company. As at the date of the Placing Agreement, the closing price of the Company’s shares on the HKEX was HKD0.84 per share.

On 23 May 2025, the Company completed the allotment and issue of an aggregate of 100,252,800 ordinary Shares with a par value of USD0.0001 each under general mandate with an aggregate nominal value of USD10,025.28 to not less than six independent placees, each being an investor which is an independent professional institution or other investor. The gross proceeds from the Placing were approximately HKD72.18 million and the net proceeds were approximately HKD70.19 million, representing a net price per ordinary Share of HKD0.70. For details, please refer to the Company’s announcements dated 15 May 2025 and 23 May 2025 (the “**Placing Related Announcements**”).

As of 31 December 2025, the proceeds from the Placing have been utilised in accordance with the plan set out in the Placing Related Announcements and have been fully exhausted. Specifically, the actual amount expended on the development of the global multi-platform version of Strinova was approximately HKD35.095 million (including approximately HKD28.076 million for R&D personnel emoluments and approximately HKD7.019 million for technical services), and the actual amount expended on the global launch promotion of “Strinova” was approximately HKD35.095 million.

## **2025 FIRST CAPITALIZATION AND USE OF PROCEEDS**

Pursuant to the announcement of the Company dated 28 July 2025, the Company and Shenzhen iDreamSky entered into a capitalization agreement (the “**2025 First Capitalization Agreement**”) with PLR Worldwide Sales Limited on 28 July 2025, pursuant to which PLR Worldwide Sales Limited has conditionally agreed to subscribe for, and the Company has conditionally agreed to allot and issue 38,085,937 subscription shares to PLR Worldwide Sales Limited at an issue price of HKD1.024 per subscription share to set off the royalty fees payable by Shenzhen iDreamSky to PLR Worldwide Sales Limited (the “**2025 First Capitalization**”). The Directors are of the view that the 2025 First Capitalization will (i) introduce upstream developers with long-term cooperation as strategic shareholders; (ii) preserve the Group’s cash flows to support its future business development; and (iii) strengthen the Group’s financial position. On the date of the 2025 First Capitalization Agreement, the closing price of the Company’s shares as quoted on the Hong Kong Stock Exchange was HKD1.06 per share.

On 11 August 2025, an aggregate of 38,085,937 ordinary shares with a nominal value of USD0.0001 each have been successfully issued pursuant to the terms and conditions of the 2025 First Capitalization Agreement with an aggregate nominal value of USD3,808.5937. The issue price of the subscription shares under the 2025 First Capitalization Agreement is HKD1.024 per subscription share. The gross proceeds from the 2025 First Capitalization amounted to HKD38,999,999.488, which will not give rise to any cash proceeds as all the proceeds from the 2025 First Capitalization will be used to set off the total amount of USD5,000,000 (approximately equivalent to HKD39,000,000 at the exchange rate of HKD7.80 to USD1.00) royalty fees payable by Shenzhen iDreamSky to PLR Worldwide Sales Limited. For details, please refer to the announcements of the Company dated 28 July 2025 and 11 August 2025.

## **2025 SECOND CAPITALIZATION AND SUBSCRIPTION AND USE OF PROCEEDS**

Pursuant to the announcements of the Company dated 29 September 2025 and 30 September 2025, the Company and Shenzhen iDreamSky entered into a capitalization agreement (the “**2025 Second Capitalization Agreement**”) with PLR Worldwide Sales Limited on 29 September 2025, pursuant to which PLR Worldwide Sales Limited has conditionally agreed to subscribe for, and the Company has conditionally agreed to allot and issue 166,440,983 subscription shares to PLR Worldwide Sales Limited at an issue price of HKD1.098 per subscription share to set off the royalty fees payable by Shenzhen iDreamSky to PLR Worldwide Sales Limited (the “**2025 Second Capitalization**”). On the same day, the Company entered into a subscription agreement (the “**Subscription Agreement**”) with six subscribers of the Subscription Agreement, among which the strategic shareholders and management of the Company also participated in the Subscription. Each of the Subscription Agreement Subscribers is an independent professional, institutional and other investor.

Pursuant to which, each of the Subscription Agreement Subscribers has conditionally agreed to subscribe for, and the Company has conditionally agreed to allot and issue a total of 69,775,600 Subscription Shares to each of the Subscription Agreement Subscribers at the issue price of HKD1.098 per Subscription Share (the “**Subscription**”). The Directors believe that the 2025 Second Capitalization and the Subscription will help (i) strengthen the cooperative relationship with the upstream developer; (ii) preserve the Group’s cash flow to support its future business development; and (iii) strengthen the Group’s financial position. On the date of entering into the 2025 Second Capitalization Agreement and the Subscription Agreement, the closing price of the Company’s shares as quoted on the Hong Kong Stock Exchange was HKD1.05 per share.

On 24 October 2025, an aggregate of 166,440,983 ordinary shares with a nominal value of USD0.0001 each under the 2025 Second Capitalization Agreement and 69,775,600 ordinary shares under the Subscription Agreement were successfully issued pursuant to the terms and conditions of the 2025 Second Capitalization Agreement and the Subscription Agreement, respectively, with an aggregate par value of USD16,644.0983 and USD6,977.56, respectively. The issue price of the Subscription Shares under the 2025 Second Capitalization Agreement and the Subscription Shares under the Subscription Agreement is HKD1.098 per Subscription Share. The gross proceeds from the 2025 Second Capitalization amounted to HKD182,752,199.334, which will not give rise to any cash proceeds as all the proceeds from the 2025 Second Capitalization will be used to set off the royalty fees of Shenzhen iDreamSky to PLR Worldwide Sales Limited in an aggregate amount of USD23,490,000 (equivalent to approximately HKD182,752,200 at the exchange rate of HKD7.78 to USD1.00). The gross proceeds from the Subscription will be approximately HKD76.61 million, of which the estimated net proceeds (after deducting commissions and other estimated expenses payable) will be approximately HKD76.33 million, representing a net available price per ordinary share of approximately HKD1.094. The Company intends to use the net proceeds from the Subscription for the operation and promotion expenses of the game products and general working capital. For details, please refer to the announcements of the Company dated 29 September 2025, 30 September 2025 and 24 October 2025.

As of 31 December 2025, the proceeds from the Subscription have been used in accordance with the plan as set out in the Subscription related announcements and have been fully exhausted, of which the actual amount used for the operation and promotion expenses of the game products was approximately HKD45.798 million (including the promotion expenses of the game products of approximately HKD30.532 million and the operating expenses of the game products of approximately HKD15.266 million) and the actual amount used for general working capital was approximately HKD30.532 million.

## FINANCIAL INFORMATION

### Consolidated Statement of Comprehensive Income

		Year ended 31 December	
		2025	2024
	Notes	RMB'000	RMB'000
Revenues		<b>1,338,089</b>	1,513,644
Cost of revenues	3	<b>(805,693)</b>	(1,086,855)
<b>Gross profit</b>		<b>532,396</b>	426,789
Selling and marketing expenses	3	<b>(232,152)</b>	(196,485)
General and administrative expenses	3	<b>(94,473)</b>	(126,498)
Research and development expenses	3	<b>(82,944)</b>	(165,164)
Impairment losses on intangible assets	3	<b>(1,636)</b>	(9,972)
Net impairment losses on financial assets		<b>(65,815)</b>	(185,735)
Other income		<b>14,932</b>	12,409
Other losses, net		<b>(18,530)</b>	(19,304)
Fair value losses on financial assets at fair value through profit or loss		<b>(30,109)</b>	(81,400)
<b>Operating profit/(loss)</b>		<b>21,669</b>	(345,360)
Finance income	4	<b>2,844</b>	3,861
Finance costs	4	<b>(58,985)</b>	(110,025)
Finance costs, net	4	<b>(56,141)</b>	(106,164)
Share of results of investments accounted for using the equity method		<b>64,916</b>	(17,097)
Impairment of investments accounted for using the equity method		<b>(7,345)</b>	(105,496)
<b>Profit/(Loss) before income tax</b>		<b>23,099</b>	(574,117)
Income tax (expense)/credit	5	<b>(3,181)</b>	29,513
<b>Profit/(Loss) for the year</b>		<b>19,918</b>	(544,604)

		<b>Year ended 31 December</b>	
		<b>2025</b>	2024
	<i>Notes</i>	<b>RMB'000</b>	<b>RMB'000</b>
<b>Other comprehensive loss</b>			
<i>Items that will not be reclassified to profit or loss</i>			
— Currency translation differences		<b>(53,135)</b>	30,894
<i>Items that may be reclassified to profit or loss</i>			
— Currency translation differences		<b>40,906</b>	(12,238)
<b>Total comprehensive profit/(loss) for the year</b>		<b><u>7,689</u></b>	<b><u>(525,948)</u></b>
<b>Profit/(loss) for the year attributable to</b>			
— Owners of the Company		<b>15,940</b>	(528,827)
— Non-controlling interests		<b>3,978</b>	(15,777)
		<b><u>19,918</u></b>	<b><u>(544,604)</u></b>
<b>Total comprehensive profit/(loss) attributable to:</b>			
— Owners of the Company		<b>3,711</b>	(510,171)
— Non-controlling interests		<b>3,978</b>	(15,777)
		<b><u>7,689</u></b>	<b><u>(525,948)</u></b>
<b>Earnings/(losses) per share</b>			
— Basic earnings/(losses) per share ( <i>in RMB</i> )	6	<b>0.01</b>	(0.33)
— Diluted earnings/(losses) per share ( <i>in RMB</i> )	6	<b>0.01</b>	(0.33)

## Consolidated Statement of Financial Position

		As of 31 December	
		2025	2024
	Notes	RMB'000	RMB'000
<b>ASSETS</b>			
<b>Non-current assets</b>			
Property, plant and equipment		174,358	132,118
Intangible assets	7	1,218,722	1,085,942
Investment properties		5,635	6,075
Right-of-use assets		80,533	79,672
Investments accounted for using the equity method		223,134	187,755
Financial assets at fair value through profit or loss		273,841	296,661
Prepayments and other receivables	9	150,169	121,960
Deferred tax assets		111,823	113,000
		<u>2,238,215</u>	<u>2,023,183</u>
<b>Current assets</b>			
Trade receivables	8	207,037	158,414
Prepayments and other receivables	9	931,426	1,070,195
Contract costs		16,849	49,143
Financial assets at fair value through profit or loss		11,429	27,180
Restricted cash		31,879	65,179
Cash and cash equivalents		187,907	196,926
		<u>1,386,527</u>	<u>1,567,037</u>
<b>Total assets</b>		<u><b>3,624,742</b></u>	<u><b>3,590,220</b></u>
<b>Equity attributable to owners of the Company</b>			
Share capital, share premium and treasury shares		4,258,522	3,968,136
Reserves		967,539	971,254
Accumulated losses		(3,551,622)	(3,565,735)
		<u>1,674,439</u>	<u>1,373,655</u>
<b>Non-controlling interests</b>		<u>85,691</u>	<u>81,713</u>
<b>Total equity</b>		<u><b>1,760,130</b></u>	<u><b>1,455,368</b></u>

		<b>As of 31 December</b>	
		<b>2025</b>	2024
	<i>Notes</i>	<b>RMB'000</b>	<b>RMB'000</b>
<b>LIABILITIES</b>			
<b>Non-current liabilities</b>			
Borrowings	<i>10</i>	<b>130,314</b>	123,329
Lease liabilities		<b>7,254</b>	—
Convertible bonds	<i>11</i>	<b>284,207</b>	275,608
		<u><b>421,775</b></u>	<u>398,937</u>
<b>Current liabilities</b>			
Borrowings	<i>10</i>	<b>885,573</b>	946,746
Lease liabilities		<b>4,278</b>	7,753
Trade payables	<i>12</i>	<b>178,817</b>	378,765
Other payables and accruals	<i>13</i>	<b>168,170</b>	157,305
Financial liabilities at fair value through profit or loss		<b>142,784</b>	126,201
Contract liabilities		<b>52,539</b>	107,469
Current income tax liabilities		<b>10,676</b>	11,676
		<u><b>1,442,837</b></u>	<u>1,735,915</u>
<b>Total liabilities</b>		<u><b>1,864,612</b></u>	<u>2,134,852</u>
<b>Total equity and liabilities</b>		<u><b>3,624,742</b></u>	<u><b>3,590,220</b></u>

## Notes to the Basis of Preparation of the Consolidated Financial Statements

### 1.1 General Information

iDreamSky Technology Holdings Limited (the “**Company**”) was incorporated in the Cayman Islands on January 3, 2018 as an exempted company with limited liability. The address of the Company’s registered office is P.O. Box 309, Ugland House, Grand Cayman, KY1-1104, Cayman Islands.

The Company is an investment holding company. The Company and its subsidiaries, including structured entities (collectively, the “**Group**”) are principally engaged in game development and operating in the People’s Republic of China (the “**PRC**” or “**China**”).

The shares of the Company have been listed on the Main Board of the Stock Exchange of Hong Kong Limited (the “**HKEX**”) since December 6, 2018.

This consolidated financial statements for the year ended 31 December 2025 are presented in Renminbi (“**RMB**”), unless otherwise stated. These consolidated financial statements have been approved for issue by the Board of Directors on March 30, 2026.

### 1.2 Basis of Preparation

(a) *Compliance with all applicable International Financial Reporting Standards as issued by the IASB (“IFRS Accounting Standards”) and the Hong Kong Companies Ordinance*

The consolidated financial statements of the Group have been prepared in accordance with all applicable IFRS Accounting Standards and requirements of the Hong Kong Companies Ordinance Cap. 622.

The preparation of the consolidated financial statements in conformity with IFRS Accounting Standards requires the use of certain critical accounting estimates. It also requires management to exercise its judgement in the process of applying the Group’s accounting policies.

**(b) *Historical cost convention***

The consolidated financial statements have been prepared under the historical cost convention, as modified by the revaluation of financial assets and financial liabilities at fair value through profit or loss, which are carried at fair value.

**(c) *Going concern basis***

During the year ended 31 December 2025, the Group reported a net profit of RMB19,918,000. As of 31 December 2025, the Group's current liabilities exceeded its current assets by RMB56,310,000, and the Group had total borrowings amounting to RMB1,015,887,000, out of which RMB885,573,000 will be due for repayment within the next twelve months. As at 31 December 2025 the Group had unrestricted cash and cash equivalents amounted to RMB187,907,000.

The directors of the Company have carefully considered the future liquidity, the operation performance and the available sources of financing in assessing whether the Group will have sufficient financial resources to continue as a going concern for at least twelve months from 31 December 2025, taking into consideration the following plans and measures:

- (1) Management projects to continuously improve operational efficiency and sustain cash inflows in 2026, driven by the following strategic initiatives (i) cultivating a loyal user base for existing games to reduce marketing costs and bolster cash flows. (ii) launching multiple game iterations in 2026 to generate incremental revenue streams. And (iii) strengthening partnerships to expand existing game portfolios and introduce new titles to oversea market.
- (2) During 2025, the Group repaid bank borrowings totaling RMB1,145,108,000 while securing new facilities of RMB1,090,920,000. Unutilized uncommitted credit lines amounted to RMB589,209,000 as of 31 December 2025. Subsequent to the year end date, RMB139,550,000 was drawn from these facilities. The Board of Directors expresses confidence in renewing the existing facilities and securing new financing, supported by robust banking relationships and a track record of successful renewals.

- (3) As at 31 December 2025, the Group is in the process of applying quotas of USD100,000,000 of foreign debt issuance to refinance certain overseas borrowings not exceeding USD50,000,000 and expand business activities up to USD50,000,000, with approval expected to be obtained from relevant government bureau in April 2026. In addition, management is also actively engaging with potential investors to explore the opportunity of placing shares. The directors believe the Group can secure funding through issuance of shares and issuance of overseas bonds or other financial arrangements as and when needed within the twelve months following 31 December 2025, in compliance with prevailing regulations.
- (4) The Group has complied with the financial covenants of all relevant borrowings in 2025 and the Group will continue to implement stringent monitoring of financial covenant adherence across all borrowings. In the event of potential breaches, management will proactively engage with lenders to renegotiate terms or seek waivers, with confidence that these efforts would be successful.

The Board of Directors has reviewed management's cash flow projections covering not less than twelve months from 31 December 2025, and concluded that anticipated operational cash flows, renewed credit facilities, unutilized banking lines, and proceeds from equity and overseas bond issuance collectively provide sufficient liquidity to meet obligations as they fall due. Consequently, the consolidated financial statements have been prepared on a going concern basis.

## 2 Summary of material accounting policies

The material accounting policies applied in the preparation of the consolidated financial statements are set out below. These policies have been consistently applied to all the years presented, unless otherwise stated.

### 2.1 *New and amended standards*

#### (a) *New and amended standards adopted by the Group*

The following new standards and amendments to standards have been adopted by the Group for the first time for the financial year beginning on January 1, 2025 and the adoption of these amended standards does not have significant impact on the financial statements of the Group:

Amendments to IAS 21	Lack of Exchangeability
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#### (b) *New standards and interpretations not yet adopted*

Certain amendments to accounting standards and interpretation have been published that are not mandatory for 31 December 2025 reporting periods and have not been early adopted by the group. As at the date of approval of these consolidated financial statements, the Group is still in the process of assessing the effects of adopting IFRS 18, IFRS 19 and these amendments and improvements to IFRS Accounting Standards. The Group will continue to assess the effects of these new and amended standards.

		<b>Effective for annual periods beginning on or after</b>
Amendments to IFRS 9 and IFRS 7	Amendments to the Classification and Measurement of Financial Instruments	January 1, 2026
Amendments to IFRS 9 and IFRS 7	Contracts Referencing Nature- dependent Electricity	January 1, 2026
Annual Improvements to IFRS Accounting Standards	Annual Improvements to IFRS Accounting Standards — Volume 11	January 1, 2026
IFRS 18	Presentation and Disclosure in Financial Statements	January 1, 2027
IFRS 19	Subsidiaries without Public Accountability: Disclosures	January 1, 2027
Amendments to IFRS 19	Subsidiaries without Public Accountability: Disclosures	January 1, 2027
Amendments to IAS 21	Translation to a Hyperinflationary Presentation Currency	January 1, 2027
Amendments to IAS 36, IFRS 18, IAS 1, IAS 37, IAS 8, IFRS 7	Disclosures about Uncertainties in the Financial Statements— Illustrative examples	January 1, 2027

### 3. Expenses By Nature

Expenses included in cost of revenues, selling and marketing expenses, general and administrative expenses, research and development expenses and impairment losses on intangible assets are analyzed below:

	<b>Year ended 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<i>RMB'000</i>	<i>RMB'000</i>
Channel costs	<b>396,239</b>	505,111
Revenue share to content providers	<b>257,194</b>	433,505
Promotion and advertising expenses	<b>225,095</b>	179,014
Employee benefit expenses	<b>164,414</b>	207,106
Amortization of intangible assets ( <i>Note 7</i> )	<b>55,443</b>	59,983
Cloud computing, bandwidth and server custody fees	<b>43,634</b>	56,271
Professional service fees	<b>20,260</b>	27,670
Depreciation of right-of-use assets	<b>11,041</b>	12,098
Travelling and entertainment expenses	<b>7,035</b>	13,170
Auditor's remuneration		
— Audit services	<b>3,950</b>	4,550
— Non-audit services	<b>295</b>	294
Short-term rental and utilities expenses	<b>3,447</b>	4,453
Technical and development services fee in relation to game development and others	<b>2,566</b>	27,870
Impairment provisions for intangible assets ( <i>Note 7</i> )	<b>1,636</b>	9,972
Depreciation of property, plant and equipment	<b>997</b>	1,178
Impairment provisions for prepaid revenue sharing to content providers ( <i>Note 9</i> )	<b>995</b>	19,251
Depreciation of investment properties	<b>440</b>	440
Others	<b>22,217</b>	23,038
	<hr/>	<hr/>
<b>Total cost of revenues, selling and marketing expenses, general and administrative expenses, research and development expenses and impairment losses on intangible assets</b>	<b><u>1,216,898</u></b>	<b><u>1,584,974</u></b>

During the year ended 31 December 2025, certain game intellectual properties and licenses which are not yet commercially launched were fully or partly impaired and impairment losses of RMB1,636,000(2024: RMB9,972,000) was charged to the consolidated statement of comprehensive income, and was disclosed separately in consolidated statement of comprehensive income.

During the year ended 31 December 2025, certain prepaid advertising expenses were fully impaired due to the bankruptcy of the advertiser suffered from the downturn of the industry and impairment losses of RMB26,539,000 (2024: RMB13,487,000) were recorded as selling expenses.

During the years ended 31 December 2025 and 2024, the impairment loss of prepayments that revenue sharing to content providers have been disclosed in cost of revenues under IFRS 15.

#### 4 Finance Costs, Net

	<b>Year ended 31 December</b>	
	<b>2025</b>	2024
	<i><b>RMB'000</b></i>	<i>RMB'000</i>
<b>Finance costs:</b>		
— Interest expense on bank borrowings	<b>41,960</b>	54,309
— Exchange (gains)/losses, net	<b>(12,485)</b>	5,811
— Interest expense on convertible bonds ( <i>Note 11</i> )	<b>32,823</b>	50,993
— Interest expense on lease liabilities	<b>343</b>	733
— Interest capitalized	<b>(3,656)</b>	(1,821)
	<u><b>58,985</b></u>	<u>110,025</u>
<b>Finance income:</b>		
— Interest income on bank deposits	<b>(2,844)</b>	(3,861)
	<u><b>(2,844)</b></u>	<u>(3,861)</u>
Finance costs, net	<u><b>56,141</b></u>	<u>106,164</u>

## 5 Income Tax Expense/(Credit)

The income tax expense/(credit) of the Group for the years ended 31 December 2025 and 2024 is analyzed as follows:

	Year ended 31 December	
	2025	2024
	RMB'000	RMB'000
Current income tax	2,004	(27,052)
Deferred income tax	1,177	(2,461)
Income tax Expense/(Credit)	<u>3,181</u>	<u>(29,513)</u>

## 6 Earnings/(losses) Per Share and Dividends

### (a) Earnings/(losses) per share

#### (i) Basic

	Year ended 31 December	
	2025	2024
	RMB'000	RMB'000
Profit/(Loss)attributable to owners of the Company (RMB'000)	15,940	(528,827)
Weighted average number of shares in issue (thousands)	<u>1,807,766</u>	<u>1,625,076</u>
Basic earnings/(losses) per share (in RMB)	<u>0.01</u>	<u>(0.33)</u>

Basic earnings/(losses) per share is calculated by dividing the profit/(loss) attributable to owners of the Company by the weighted average number of shares in issue during the year, excluding ordinary shares repurchased by the Group and held as treasury shares.

(ii) *Diluted*

The share options and awarded shares granted by the Company have potential dilutive effect on the EPS. Diluted EPS is calculated by adjusting the weighted average number of ordinary shares outstanding by the assumption of the conversion of all potential dilutive ordinary shares arising from share options and awarded shares granted by the Company (collectively forming the denominator for computing the diluted EPS), which is determined under the treasury stock method.

	Year ended 31 December	
	2025	2024
	RMB'000	RMB'000
Profit/(loss)attributable to owners of the Company (RMB'000)	15,940	(528,827)
Weighted average number of shares in issue (thousands)	1,807,766	1,625,076
Adjustments for share options and awarded shares (thousands)	2,278	—
Weighted average number of ordinary shares for the calculation of diluted earnings (thousands)	1,810,044	1,625,076
Diluted earnings/(losses) per share (in RMB)	0.01	(0.33)

(b) *Dividends*

The Board has resolved that no dividend shall be declared for the years ended 31 December 2025 and 2024.

## 7. Intangible Assets

	Game intellectual properties and licenses <i>RMB'000</i>	Computer software <i>RMB'000</i>	Capitalized development costs for internal use software <i>RMB'000</i>	Total <i>RMB'000</i>
<b>Year ended 31 December 2024</b>				
Opening net book amount	964,620	915	—	965,535
Additions	188,058	394	—	188,452
Amortization charge (a)	(59,450)	(533)	—	(59,983)
Impairment (b)	(9,972)	—	—	(9,972)
Currency translation differences	1,910	—	—	1,910
	<u>1,085,166</u>	<u>776</u>	<u>—</u>	<u>1,085,942</u>
<b>At 31 December 2024</b>				
Cost	1,928,611	39,314	77,602	2,045,527
Accumulated amortization	(799,839)	(38,538)	(77,602)	(915,979)
Accumulated impairment (b)	(43,606)	—	—	(43,606)
	<u>1,085,166</u>	<u>776</u>	<u>—</u>	<u>1,085,942</u>
Net book amount	<u>1,085,166</u>	<u>776</u>	<u>—</u>	<u>1,085,942</u>

	Game intellectual properties and licenses <i>RMB'000</i>	Computer software <i>RMB'000</i>	Capitalized development costs for internal use software <i>RMB'000</i>	Total <i>RMB'000</i>
<b>Year ended 31 December 2025</b>				
Opening net book amount	1,085,166	776	—	1,085,942
Additions	192,444	297	—	192,741
Amortization charge (a)	(54,853)	(590)	—	(55,443)
Impairment (b)	(1,636)	—	—	(1,636)
Currency translation differences	(2,882)	—	—	(2,882)
	<u>1,218,239</u>	<u>483</u>	<u>—</u>	<u>1,218,722</u>
<b>At 31 December 2025</b>				
Cost	2,056,772	39,611	77,602	2,173,985
Accumulated amortization	(812,619)	(39,128)	(77,602)	(929,349)
Accumulated impairment (b)	(25,914)	—	—	(25,914)
	<u>1,218,239</u>	<u>483</u>	<u>—</u>	<u>1,218,722</u>

(a) *Amortization charges for intangible assets*

Amortization charges were expensed in the following categories in the consolidated statement of comprehensive income:

	<b>Year ended 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<b><i>RMB'000</i></b>	<b><i>RMB'000</i></b>
Cost of revenues	48,807	47,911
General and administrative expenses	6,261	12,042
Research and development expenses	375	30
Selling and marketing expenses	—	—
	<u>55,443</u>	<u>59,983</u>

**(b) *Impairment for intangible assets***

The impairment for intangible assets mainly represents impairment of game intellectual properties and licenses and is the excess amount of the carrying amount of the game intellectual properties and licenses fees to the game developers over the cash flow projections to be generated in the remaining contractual period.

During the year ended 31 December 2025, certain game intellectual properties and licenses which belong to the segment of game and information services were fully or partly impaired and impairment losses of RMB1,636,000 (2024: RMB9,972,000) was charged to the consolidated statement of comprehensive income, as the Group has terminated its contract with content providers or further developing and launching these games would not generate sufficient profit to cover operation cost.

The Group's core strategy focuses on the publishing and self-development of exquisite games. Therefore, the Group has continuously adjusted and optimized its product layout in the future and gradually terminated products that are no longer in line with the Group's game business strategy in the future.

As certain game contracts have expired before 31 December 2025, the management expects that it is unlikely to reverse the impairment provision in the future, so part of the accumulated impairment of the games amounting to RMB19,328,000 (2024: RMB284,850,000) has been written off, of which the related cost is RMB61,401,000 (2024: RMB335,859,000) and the responding accumulated amortization is RMB42,073,000 (2024: RMB51,009,000).

- (c)** As of 31 December 2025 and 2024, the Group's certain game intellectual properties and licenses with original cost of RMB223,279,000 and RMB10,882,000 respectively, the net amount of which were RMB3,990,000 and RMB6,166,000 respectively, were pledged to a bank to secure certain bank borrowings of the Group (Note 10), and they were fully amortized under the policy of the Group.

## 8. Trade Receivables

	As of 31 December	
	2025	2024
	RMB'000	RMB'000
Third parties	207,058	320,715
Related parties	13,407	2,077
	<u>220,465</u>	<u>322,792</u>
Less: provision for impairment (b)	(13,428)	(164,378)
	<u><u>207,037</u></u>	<u><u>158,414</u></u>

- (a) The credit terms of trade receivables granted by the Group are generally 3 months. Aging analysis based on recognition date of the gross trade receivables at the respective reporting date are as follows:

	As of 31 December	
	2025	2024
	RMB'000	RMB'000
Within 3 months	202,505	102,335
3 months to 1 year	13,282	697
1 to 2 years	957	53,119
2 to 3 years	3,719	166,536
Over 3 years	2	105
	<u>220,465</u>	<u>322,792</u>

- (b) The Group applies the simplified approach to provide for expected credit losses prescribed by IFRS 9, which permits the use of the lifetime expected loss provision for all trade receivables. The Group overall considers the shared credit risk characteristics and the days past due of each type of the trade receivables to measure the expected credit losses. During the years ended 31 December 2025 and 2024, the expected losses rate for trade receivables are determined according to provision matrix as follows:

	<b>Year ended 31 December 2025</b>			
	<b>Third party distribution channels</b>	<b>Advertising customers</b>	<b>Third-party payment channels and mobile carriers</b>	<b>Related parties</b>
Within 3 months	<b>4.61%</b>	<b>2.76%</b>	<b>1.07%</b>	<b>1.06%</b>
3 months to 1 year	<b>23.64%</b>	<b>14.18%</b>	<b>0.00%</b>	<b>0.00%</b>
1 to 2 years	<b>61.09%</b>	<b>28.99%</b>	<b>0.00%</b>	<b>0.00%</b>
2 to 3 years	<b>97.30%</b>	<b>61.07%</b>	<b>98.92%</b>	<b>0.00%</b>
Over 3 years	<b>100.00%</b>	<b>100.00%</b>	<b>0.00%</b>	<b>NA</b>

	<b>Year ended 31 December 2024</b>			
	<b>Third party distribution channels</b>	<b>Advertising customers</b>	<b>Third-party payment channels and mobile carriers</b>	<b>Related parties</b>
Within 3 months	4.69%	2.19%	1.44%	0.90%
3 months to 1 year	20.80%	11.08%	9.18%	1.37%
1 to 2 years	58.30%	20.16%	50.83%	1.98%
2 to 3 years	88.54%	44.32%	0.00%	0.00%
Over 3 years	100.00%	100.00%	0.00%	NA

Movements in the provision for impairment of trade receivables are as follows:

	<b>Year ended 31 December</b>	
	<b>2025</b>	2024
	<b><i>RMB'000</i></b>	<i>RMB'000</i>
<b>At the beginning of the year</b>	<b>164,378</b>	177,141
Provision for impairment (i)	<b>63,792</b>	168,041
Receivables written off during the period as uncollectible (ii)	<b>(214,619)</b>	(180,804)
Foreign currency translation difference	<b>(123)</b>	—
<b>At the end of the year</b>	<b><u>13,428</u></b>	<b><u>164,378</u></b>

- (i) Including impairment provided individually of RMB54,599,000 (2024: RMB75,138,000) and impairment on collective basis of RMB9,193,000 (2024: RMB92,903,000). The provisions for impaired receivables have been included in “net impairment losses on financial assets” in the consolidated statement of comprehensive income.
- (ii) The Group wrote off trade receivables of RMB214,619,000 as there was no reasonable expectation of recovery due to the insufficient solvency among some customers and business partners impacted by macroeconomic deterioration and adverse changes in the industry ecosystem. The Group continues to engage in enforcement activity to recover the due receivable.
- (c) The carrying amount of the Group’s trade receivables is denominated in the following currencies:

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b><i>RMB'000</i></b>	<i>RMB'000</i>
RMB	<b>131,416</b>	317,999
USD	<b>89,049</b>	4,793
	<b><u>220,465</u></b>	<b><u>322,792</u></b>

- (d) As of 31 December 2025 and 2024, the fair values of trade receivables approximate their carrying amounts. The maximum exposure to credit risk at each of the reporting date is the carrying value of the net receivable balance.
- (e) As of 31 December 2025 and 2024, trade receivables of RMB23,660,000 and RMB66,543,000 respectively were pledged to banks to secure certain bank facilities granted to the Group (Note 10).

## 9. Prepayments and Other Receivables

	<b>As of 31 December</b>	
	<b>2025</b>	<b>2024</b>
	<b>RMB'000</b>	<b>RMB'000</b>
<b>Prepayments</b>		
Prepaid revenue sharing to content providers (a)	<b>466,073</b>	548,984
Prepaid advertising expenses (b)	<b>313,471</b>	333,431
Prepayment for game contents	<b>49,713</b>	50,000
Prepayment to related parties	<b>—</b>	6,604
Recoverable value-added tax	<b>876</b>	5,577
Others	<b>3,412</b>	30,356
	<b>833,545</b>	974,952
Less: provision for impairment (e)	<b>(30,461)</b>	(98,980)
	<b>803,084</b>	875,972
Less: non-current Prepayment	<b>—</b>	—
	<b>803,084</b>	875,972

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b>RMB'000</b>	<b>RMB'000</b>
<b>Other receivables</b>		
Loans to third parties (c)	<b>123,460</b>	164,454
Loans to shareholders	<b>126,566</b>	124,326
Amounts due from related parties	<b>9,742</b>	9,396
Rental and other deposits	<b>3,673</b>	5,089
Loans to employees (d)	<b>1,857</b>	890
Others	<b>25,972</b>	22,778
	<u><b>291,270</b></u>	<u>326,933</u>
Less: provision for impairment	<u><b>(12,759)</b></u>	<u>(10,750)</u>
	<u><b>278,511</b></u>	<u>316,183</u>
Less: non-current other receivables	<u><b>(150,169)</b></u>	<u>(121,960)</u>
	<u><b>128,342</b></u>	<u>194,223</u>

- (a) The Group licenses online games from game developers and pays sharing of proceeds earned from selling in-game virtual items to game developers. Those prepaid revenue sharing are expensed and recorded into “cost of revenues” on incurred basis.
- (b) The Group engaged various online advertising suppliers and made prepayments in exchange for better advertising opportunities and resources in some arrangements. Such amounts are recognized as “selling and marketing expenses” when the advertising services are rendered.
- (c) Loans to third parties represented the loans provided to a number of third parties, which were mainly unsecured, interest free.
- (d) Loans to employees mainly represent advances to employees for various expenses to be incurred in the ordinary course of business and housing loans to certain employees. These loans are unsecured, interest-free and to be repaid in 1 to 5 years from the grant dates.

- (e) Movements in the provision for impairment of prepayments as follows:

	<b>Year ended 31 December</b>	
	<b>2025</b>	2024
	<i><b>RMB'000</b></i>	<i>RMB'000</i>
<b>At the beginning of the year</b>	<b>98,980</b>	199,656
Provision for impairment	<b>27,534</b>	32,738
Written off during the year	<b>(96,053)</b>	(133,414)
	<hr/>	<hr/>
<b>At the end of the year</b>	<b><u>30,461</u></b>	<b><u>98,980</u></b>

During the year ended 31 December 2025 and 2024, certain game intellectual properties and licenses which belong to the segment of game and information services were fully or partly impaired and impairment losses of RMB995,000 (2024: RMB19,251,000) was charged to cost of revenues in the consolidated statement of comprehensive income, as further developing and launching these games would not generate sufficient profit to cover related operation cost.

During the year ended 31 December 2025, impairment losses of RMB26,539,000 (2024: RMB13,487,000) on prepaid advertising expenses were recorded as selling expenses (Note 3).

The Group's core strategy focuses on the publishing and self-development of exquisite games. Therefore, the Group has continuously adjusted and optimized its product layout in the future and gradually terminated products that are no longer in line with the Group's game business strategy in the future.

- (f) As of 31 December 2025 and 2024, the carrying amount of other receivables were primarily denominated in RMB and USD and approximated their fair value at each of the reporting date.

## 10. Borrowings

	As of 31 December	
	2025	2024
	RMB'000	RMB'000
<b>Included in non-current liabilities</b>		
Secured bank borrowings	<u>130,314</u>	<u>123,329</u>
<b>Included in current liabilities</b>		
Secured bank borrowings	822,558	903,746
Current portion of long-term bank borrowings, secured	63,015	28,000
Secured other borrowings	<u>—</u>	<u>15,000</u>
	<u>885,573</u>	<u>946,746</u>
	<u><u>1,015,887</u></u>	<u><u>1,070,075</u></u>

As at 31 December 2025, the Group's long-term bank borrowings bear weighted average interest rate of 3.55% (2024: 3.79%) per annum, and the short-term bank borrowings bear weighted average interest rate of 3.50% (2024: 4.46%) per annum.

## 11. Convertible Bonds

On July 24, 2023, the Group entered into a subscription agreement for HKD-settled convertible bonds in an aggregate principal amount of HKD386,000,000 (equivalent to approximately RMB352,804,000) due July 24, 2028 (“the 2028 Convertible Bonds”), with an initial conversion price of HKD3.64 per share. The 2028 Convertible Bonds bear interest rate of 5% per annum, payable semi-annually, with maturity of 5 years from the issuance date and can be converted into shares of the Company at the holder's option at any time on or after the date which is 41 days after the issuance date up to the close of business on the date falling seven days prior to the maturity date at an initial conversion price of HKD3.64 per share. On July 24, 2023, the 2028 Convertible Bonds were issued. The holder of each 2028 Convertible Bonds will have the right at holder's option, to require the Group to redeem all or some only of such holder's bonds on July 24, 2026. On 23 July 2024, the Group entered into a placing agreement whereby placees would subscribe for the placing shares at the placing price of HKD2.15 per share. In light of the issue of the placing shares at the placing price of HKD2.15 per placing share, the conversion price of the Convertible Bonds was adjusted from HKD3.64 to HKD3.58 per share, and that such adjustment became effective as at 31 July 2024.

The 2028 Convertible Bonds was recognized as liability component and equity component as follows:

- The initial value of the liability component was calculated using a market interest rate for an equivalent non-convertible bond of the Group. Embedded financial derivatives, comprised the fair value of the option of the holders of the 2028 Convertible Bonds to require the Company to redeem the 2028 Convertible Bonds; and the fair value of the option of the Company to redeem the 2028 Convertible Bonds. These embedded redemption options are closely related to the host debt as the redemption amount is principal amount together with accrued but unpaid interest, therefore they are not able to be accounted for separately. The initial value of the liability component and the fair value of the embedded redemption options were recognized as a single liability component, and it subsequently carried at amortized cost.
- Equity component, being the conversion option of the 2028 Convertible Bonds, initially recognized at the residual amount after deducting the value of the aforesaid single liability component from the net proceeds at the initial recognition.

Movement of the 2028 Convertible Bonds is set out as follows:

	<b>Liability</b> <i>RMB'000</i>	<b>Other reserves</b> <i>RMB'000</i>	<b>Total</b> <i>RMB'000</i>
<b>As of January 1, 2024</b>	237,297	126,702	363,999
Interest expenses	50,993	—	50,993
Coupon interests paid	(17,584)	—	(17,584)
Currency translation differences	4,902	—	4,902
	<u>275,608</u>	<u>126,702</u>	<u>402,310</u>
<b>As of 31 December 2024</b>	<b>275,608</b>	<b>126,702</b>	<b>402,310</b>
<b>As of January 1, 2025</b>	<b>275,608</b>	<b>126,702</b>	<b>402,310</b>
Interest expenses	<b>32,823</b>	—	<b>32,823</b>
Coupon interests paid	<b>(17,510)</b>	—	<b>(17,510)</b>
Currency translation differences	<b>(6,714)</b>	—	<b>(6,714)</b>
	<u>284,207</u>	<u>126,702</u>	<u>410,909</u>
<b>As of 31 December 2025</b>	<b>284,207</b>	<b>126,702</b>	<b>410,909</b>

Interest expense is calculated by applying the effective interest rate of 16.07% per annum to the liability component.

As of 31 December 2025, there has been no conversion of the 2028 Convertible Bonds.

## 12. Trade payables

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b><i>RMB'000</i></b>	<i>RMB'000</i>
Third parties	<b>155,703</b>	360,461
Related parties	<b>23,114</b>	18,304
	<b><u>178,817</u></b>	<u>378,765</u>

Trade payables are primarily related to the purchase of services for server custody, game licenses, and the revenue collected by the Group which is to be shared to cooperated game developers according to respective cooperation agreements. The credit terms of trade payables granted to the Group are usually 3 months.

(a) The aging analysis of trade payables based on recognition date is as follows:

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b><i>RMB'000</i></b>	<i>RMB'000</i>
Within 3 months	<b>76,232</b>	108,944
3 months to 1 year	<b>99,713</b>	147,700
1 to 2 years	<b>360</b>	120,393
2 to 5 years	<b>2,512</b>	1,728
	<b><u>178,817</u></b>	<u>378,765</u>

(b) The carrying amount of the Group's trade payables is denominated in the following currencies:

	<b>As of 31 December</b>	
	<b>2025</b>	2024
	<b><i>RMB'000</i></b>	<i>RMB'000</i>
RMB	<b>178,817</b>	377,288
USD	<b>—</b>	1,477
	<b><u>178,817</u></b>	<u>378,765</u>

(c) As of 31 December 2025 and 2024, the fair value of trade payables approximated to their carrying amount.

### 13. Other Payables and Accruals

	As of 31 December	
	2025	2024
	<i>RMB'000</i>	<i>RMB'000</i>
Other payables to construction in progress	<b>62,961</b>	29,564
Payroll and welfare payables	<b>32,928</b>	51,768
Other tax payables	<b>22,314</b>	21,397
Advance from business partners	<b>12,409</b>	12,286
Loan from third parties	<b>10,878</b>	939
Professional service fee payable	<b>9,027</b>	4,289
Accrued Expenses	<b>7,596</b>	728
Other payables due to related parties	<b>5,458</b>	31,596
Interest payable	<b>648</b>	44
Others	<b>3,951</b>	4,694
	<b><u>168,170</u></b>	<b><u>157,305</u></b>

As of 31 December 2025 and 2024, other payables and accruals were denominated in RMB and USD and the fair values of these balances approximated to their carrying amounts.

## **OTHER INFORMATION**

### **Compliance With the CG Code**

The Group is committed to maintaining high standards of corporate governance to safeguard the interests of the Shareholders and to enhance corporate value and accountability. The Company adopted the CG Code as its own code of corporate governance during the Reporting Period.

Under Code Provision C.2.1 of the CG Code, the roles of chairman and chief executive officer should be separate and performed by different individuals.

Currently, Mr. Chen Xiangyu performs both the roles of chairman and chief executive officer of the Company. Due to Mr. Chen Xiangyu's background, qualifications and experience in the Company, he is considered the best candidate for both positions under the present circumstances. The Board is of the view that it is appropriate and in the best interests of the Company for Mr. Chen Xiangyu to hold both positions at the current stage as it helps to maintain the continuity of the Company's policies and the stability and efficiency of the Company's operations.

During the daily operations of the Company, all material decisions are approved by the Board and the relevant Board Committees, as well as the senior management team. In addition, the Directors actively participate in all Board meetings and relevant Board committee meetings, and the Chairman ensures that all Directors are properly informed of all matters to be approved at the meetings. In addition, the senior management team provides the Board with sufficient, clear, complete and reliable Company information on a regular basis and from time to time. The Board also meets regularly on a quarterly basis to review the operations of the Company led by Mr. Chen Xiangyu.

Therefore, the Board is of the view that there is sufficient balance of power and appropriate safeguards in place. Such arrangement will have no effect on the balance of power and authority between the Board and the Company's senior management team. The Board will continue to regularly monitor and review the Company's current structure and to make necessary changes when appropriate.

Save as disclosed above, the Company has complied with all applicable code provisions of the CG Code for the Reporting Period. The Company will continue to review and monitor our corporate governance practises to ensure compliance with the CG Code.

## Model Code for Securities Transactions

The Company has adopted the Model Code as its own code of conduct regarding Directors' securities transactions. Having made specific enquiries of all Directors, each of the Directors has confirmed that he/she has complied with the required standards as set out in the Model Code for the Reporting Period.

## Purchase, Sale or Redemption of Listed Securities

As the Board considered that the dealing prices of the Company's shares at the time did not reflect their intrinsic value, the share repurchase plan could also reflect the Board's confidence in the Company's long-term development prospects and growth potential. During the Reporting Period, the total number of shares repurchased by the Company on the HKEX was 20,856,800 Shares (all shares are held as treasury shares), at a total consideration (before deduction of expenses) of HKD35,791,300.

During the Reporting Period, the Company's monthly report on share repurchase is set out as below:

<b>Month</b>	<b>Number of Shares repurchased</b>	<b>Highest purchase price per Share</b> <i>HKD</i>	<b>Lowest purchase price per Share</b> <i>HKD</i>	<b>Total consideration (before deduction of expenses)</b> <i>HKD</i>
January 2025	<u>20,856,800</u>	1.89	1.54	<u>35,791,300</u>
<b>Total</b>	<b><u>20,856,800</u></b>			<b><u>35,791,300</u></b>

As of 31 December 2025, the Company held a total of 23,390,000 treasury shares. The Company will subsequently hold, sell or transfer treasury shares as required, or for other uses in compliance with requirements of the Listing Rules.

Save as disclosed above, the Group had not purchased, sold or redeemed any of the Company's listed securities (including sale of treasury shares) for the year ended 31 December 2025.

## **Audit Committee**

The Audit Committee, together with the Auditor, has reviewed the Group's audited consolidated financial statements for the year ended 31 December 2025. The Audit Committee has also reviewed the accounting principles and practises adopted by the Group and discussed auditing, risk management, internal control and financial reporting matters.

## **Auditor's Procedures Performed on this Results Announcement**

The figures in respect of the announcement of the Group's results for the year ended 31 December 2025 have been agreed by the Auditor to the amounts set out in the Group's audited consolidated financial statements for the year. The work performed by the Auditor in this respect did not constitute an audit, review or other assurance engagement in accordance with Hong Kong Standards on Auditing, Hong Kong Standards on Review Engagements or Hong Kong Standards on Assurance Engagements issued by the Hong Kong Institute of Certified Public Accountants and consequently no assurance has been expressed by the Auditor on this announcement.

## **Publication of the Annual Results and Annual Report**

This annual results announcement is published on the websites of the HKEX ([www.hkexnews.hk](http://www.hkexnews.hk)) and the Company ([www.idreamsky.com](http://www.idreamsky.com)), and the annual report of the Group containing all the information required by the Listing Rules will be published on the websites of the HKEX and the Company in due course.

## **DEFINITIONS**

In this announcement, the following expressions have the meanings set out below unless the context otherwise requires:

“Audit Committee”	the audit committee of the Company
“Auditor”	PricewaterhouseCoopers, the independent auditor of the Company
“Board”	the board of Directors of the Company
“CG Code”	the Corporate Governance Code as set out in the Appendix C1 to the Listing Rules
“Company” or “our Company” or “iDreamSky”	iDreamSky Technology Holdings Limited, an exempted company incorporated in the Cayman Islands with limited liability, the Shares of which are listed on the HKEX under stock code 1119

“Contractual Arrangements”	the series of contractual arrangements entered into by, among others, our Company, the WFOE, Shenzhen iDreamSky and its registered shareholders
“Director(s)”	the director(s) of the Company
“Group” or “our Group” or “we” or “us”	the Company, its subsidiaries and its PRC Consolidated Affiliated Entities from time to time
“HKD”	Hong Kong dollars, the legal currency of Hong Kong
“HKEX”	The Stock Exchange of Hong Kong Limited
“Hong Kong”	the Hong Kong Special Administrative Region of the PRC
“IAS”	International Accounting Standards
“IFRS(s)”	International Financial Reporting Standards
“IP(s)”	intellectual property(ies)
“KOC”	ordinary users who have genuine consumption experiences in specific fields or communities and can influence others’ decisions through word-of-mouth
“Listing Rules”	The Rules Governing the Listing of Securities on the HKEX
“Model Code”	the Model Code for Securities Transactions by Directors of Listed Issuers as set out in Appendix C3 to the Listing Rules
“PRC” or “China”	the People’s Republic of China, excluding, for the purposes of this announcement only, Hong Kong, the Macao Special Administrative Region of the PRC and Taiwan

“PRC Consolidated Affiliated Entities”	the entities we control through the Contractual Arrangements, namely Shenzhen iDreamSky and its subsidiaries
“Reporting Period”	Year ended 31 December 2025
“RMB”	Renminbi, the legal currency of the PRC
“Share(s)”	ordinary share(s) of the Company with a nominal value of USD0.0001 each in the share capital of the Company
“Shenzhen iDreamSky”	Shenzhen iDreamSky Technology Co., Ltd. (深圳市創夢天地科技有限公司), a company established in the PRC and a PRC Consolidated Affiliated Entity of our Company
“subsidiary(ies)”	has the meaning ascribed thereto under the Listing Rules
“treasury shares”	has the meaning ascribed thereto under the Listing Rules
“USD”	U.S. dollars, the legal currency of the United States of America
“WFOE”	Shenzhen Qianhai iDream Technology Co., Ltd. (深圳市前海創夢科技有限公司), a wholly-owned foreign enterprise established in the PRC and a subsidiary of our Company
“%”	percent

By Order of the Board  
**iDreamSky Technology Holdings Limited**  
**Chen Xiangyu**  
*Chairman*

Shenzhen, the PRC, 30 March 2026

*As at the date of this announcement, the Board comprises Mr. Chen Xiangyu as chairman and executive director, Mr. Guan Song and Mr. Yang Jialiang as executive directors, Mr. Zhang Han and Mr. Yang Ming as non-executive directors, and Ms. Yu Bin, Mr. Li Xintian, Mr. Zhang Weining and Mr. Mao Rui as independent non-executive directors.*