FingerTango Inc.

指尖悅動控股有限公司

(incorporated in the Cayman Islands with limited liability)

(Stock Code: 6860)

INTERIM RESULTS ANNOUNCEMENT FOR THE SIX MONTHS ENDED 30 JUNE 2026

The board (the "**Board**") of directors (the "**Directors**", and each a "**Director**") of FingerTango Inc. (the "**Company**") is pleased to announce the unaudited consolidated interim results of the Company and its subsidiaries (collectively the "**Group**", "**we**", "**our**" or "**us**") for the six months ended 30 June 2026 (the "**Reporting Period**"), together with the comparative figures for the six months ended 30 June 2025 (the "**Corresponding Period**").

FINANCIAL SUMMARY

	Six months ended 30 June		Approximate
	2026	2025	change
	RMB million	*RMB million*	*%*
	(Unaudited)	(Unaudited)	
Revenue	**168.3**	211.9	(20.6)
Gross profit	**76.6**	116.1	(34.0)
(Loss)/profit for the period	**(30.4)**	4.4	N/A

MANAGEMENT DISCUSSION AND ANALYSIS

MARKET OVERVIEW

According to the China Gaming Industry Report for January-June 2026* (2026年1-6月中國遊戲產業報告) (the "**Report**") issued by the Game Publishers Association Publications Committee (遊戲出版工作委員會) (GPC) of the China Audio-video and Digital Publishing Association (中國音像與數字出版協會) and China Game Industry Research Institute (中國遊戲產業研究院), against the backdrop of global political and economic volatility, China's gaming industry as a whole maintained a positive operating trajectory, with actual sales revenue and the number of game users continuing to grow. In the first half of 2026, the actual sales revenue of China's gaming market reached a new high of Renminbi ("**RMB**") 188.45 billion, representing a year-on-year increase of 12.17%. The Chinese mobile game market, which accounts for approximately three-quarters of the Chinese game market share, generated actual sales revenue of RMB135.21 billion, representing a year-on-year increase of 7.90%, which set a new sales revenue record. As of June 2026, the number of game users in China reached 684 million, a year-on-year increase of 0.82%, also marking a new historical high.

According to the Report, the steady growth in the sales revenue and game users of China's game market was mainly attributable to the stable growth of the mobile game market and the concurrent contribution from client games, while multi-platform distribution and interoperability enhanced the convenience of game consumption for users, thereby driving the growth in both sales revenue and users of the game market.

China's self-developed games achieved notable growth in both domestic and overseas markets. In the first half of 2026, the actual sales revenue of China's self-developed games in the domestic market amounted to RMB163.356 billion, representing a year-on-year growth of 16.31%, while the performance in overseas markets was even more impressive, with the actual sales revenue of China's self-developed games in overseas markets recording a significant year-on-year growth of 30.22% to reach US$12.372 billion. The sustained and stable operation of long-standing products, together with the continuous momentum from new titles, served as the core drivers underpinning the substantial increase in overseas sales revenue.

BUSINESS REVIEW

During the Reporting Period, the Group recorded total revenue of approximately RMB168.3 million, representing a decrease of approximately RMB43.6 million, or 20.6%, as compared with approximately RMB211.9 million for the Corresponding Period. The decrease was mainly attributable to the natural decline in revenue contribution from certain existing games which had been in operation for years and entered the mature stage of their life cycles. Gross profit decreased by approximately RMB39.5 million, or 34.0%, from approximately

RMB116.1 million to approximately RMB76.6 million, while gross profit margin decreased from approximately 54.8% to approximately 45.5%, as the decrease in cost of revenue was proportionately lower than the decrease in revenue.

During the Reporting Period, the Group recorded a loss attributable to owners of the Company of approximately RMB30.4 million, as compared with a profit attributable to owners of the Company of approximately RMB4.4 million for the Corresponding Period. The turnaround from profit to loss was mainly attributable to (i) the decrease in revenue and gross profit; and (ii) the decrease in other income, gains and losses, net, from approximately RMB7.6 million to approximately RMB0.9 million. These factors were partially offset by the decrease in selling and marketing expenses from approximately RMB53.3 million to approximately RMB46.8 million and the recognition of an income tax credit of approximately RMB5.1 million, as compared with an income tax expense of approximately RMB1.1 million for the Corresponding Period.

The following table was the key performance indicators summary:

		Six months ended 30 June		
	Unit	**2026**	2025	**Approximate change %**
Average MAUs(Note 1)	Number of user	**1,290,881**	1,370,023	(5.8)%
Average MPUs(Note 2)	Number of user	**53,982**	70,989	(24.0)%
ARPPU(Note 3)	RMB	**520**	497	4.6%
Cumulative registered users	Number of user (million)	**274.7**	264.9	3.7%

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.

During the Reporting Period, average monthly active users (MAUs) and average monthly paying users (MPUs) decreased by approximately 5.8% and 24.0% to approximately 1.3 million and 53,982, respectively, from approximately 1.4 million and 70,989 for the Corresponding Period. Such decreases were primarily attributable to the natural decline in users of certain classic games which have been in operation for years and entered a mature stage. Notwithstanding the decrease in average MPUs, average revenue per paying user (ARPPU) increased by approximately 4.6% to RMB520 from RMB497 for the Corresponding Period, mainly attributable to the relatively stronger spending contribution from the remaining paying users of the Group's mature games. The increase in ARPPU partially offset the impact of the decrease in average MPUs. As at 30 June 2026, the cumulative number of registered users increased by approximately 3.7% to approximately 274.7 million from approximately 264.9 million as at 30 June 2025. The Group's extensive user base enables it to better understand player preferences and market trends through its strong data analytics capabilities, thereby facilitating the development and launch of new games with greater market appeal and the implementation of more targeted and cost-effective marketing strategies.

OUTLOOK FOR THE SECOND HALF OF 2026

The Group will continue to pursue the strategies outlined in its 2025 annual report by refining its domestic and overseas game pipeline and implementing the concept of "Premium Game". During the second half of 2026, the Group intends to focus its resources on the development, testing and optimisation of new game titles, particularly titles within the SLG category, and will determine the timing and scale of their commercial launches with reference to test results, player retention, monetisation performance and prevailing market conditions. The Group will also continue to evaluate suitable titles for overseas markets on a selective basis, with a view to diversifying its revenue sources without committing substantial resources before their commercial viability has been sufficiently assessed.

For its existing game portfolio, the Group will continue to enhance game content, introduce appropriate updates and refine its live-operation strategies in response to evolving player preferences. The Group intends to leverage its extensive operating experience and accumulated user base to strengthen player segmentation, improve user engagement and extend the life cycles of its existing games where commercially viable. In allocating selling and marketing resources, the Group will maintain a disciplined approach and focus on targeted and cost-effective promotion channels, while preserving appropriate resources for the future launch of new game titles.

The Group will also continue to explore the practical application of artificial intelligence technologies in its game development and operational workflows. Potential areas of application include content iteration, quality assurance, localisation, player analysis and marketing optimisation. By combining appropriate AI-driven tools with the Group's proprietary multi-dimensional data analysis capabilities and accumulated user data, the Group aims to improve development and operational efficiency, enhance its understanding of player behaviour and support more informed decision-making in relation to game development, promotion and live operations.

Looking ahead, the Group remains cautiously optimistic about the prospects of the gaming industry while recognising the uncertainties arising from intense market competition, changing consumer preferences and the commercial performance of new games. The Group will continue to prioritise product quality, exercise discipline in the timing and scale of new game launches, and balance investment in new opportunities with prudent operational management. Through the continued refinement of its game portfolio, selective exploration of overseas opportunities and appropriate adoption of new technologies, the Group aims to strengthen its competitiveness and establish a more sustainable foundation for long-term development.

FINANCIAL PERFORMANCE

Revenue

During the Reporting Period, the Group recorded total revenue of approximately RMB168.3 million, representing a decrease of approximately RMB43.6 million or 20.6% from approximately RMB211.9 million for the Corresponding Period. The decrease was primarily attributable to the natural decline in revenue from certain classic games which had been in operation for years and had entered the mature stage of their respective lifecycles, resulting in lower revenue contributions from both the self-publishing and co-publishing businesses.

Revenue from self-publishing decreased by approximately RMB32.6 million or 32.1%, from approximately RMB101.4 million for the Corresponding Period to approximately RMB68.9 million for the Reporting Period. Revenue from co-publishing decreased by approximately RMB11.0 million or 10.0%, from approximately RMB110.4 million to approximately RMB99.4 million over the same period. As co-publishing revenue recorded a comparatively smaller decrease, its contribution to the Group's total revenue increased from approximately 52.1% to approximately 59.1%, while the contribution from self-publishing decreased from approximately 47.9% to approximately 40.9%.

In response to these challenges, the Group continued to adopt a prudent and strategically focused approach to resource allocation. During the Reporting Period, the Group continued to invest in the development of new game titles and refine the operations of its existing games, while reserving financial and operational resources for the development and future launch campaigns of its next flagship title. The Group also continued to explore more innovative and cost-effective promotion channels. Leveraging its cumulative registered user base of approximately 274.7 million as at 30 June 2026 and its data analytics capabilities, the Group seeks to gain a better understanding of player preferences and market trends, with a view to supporting more targeted marketing activities and the future launch of new game titles.

Cost of Revenue

The cost of revenue decreased by approximately RMB4.1 million or 4.3%, from approximately RMB95.7 million for the Corresponding Period to approximately RMB91.6 million for the Reporting Period. Despite the approximately 20.6% decrease in revenue, the cost of revenue decreased only moderately, primarily because platform sharing charges and commissions payable to game developers represented a higher proportion of revenue, reflecting the commercial arrangements maintained by the Group to support the competitiveness and continued operation of its game portfolio. In addition, certain fixed and semi-fixed cost components, including amortisation of game licences, did not decrease proportionately.

Gross Profit and Gross Profit Margin

The Group's gross profit decreased by approximately RMB39.5 million or 34.0%, from approximately RMB116.1 million for the Corresponding Period to approximately RMB76.6 million during the Reporting Period. Gross profit margin decreased by approximately 9.3 percentage points, from approximately 54.8% to approximately 45.5%. The decrease in gross profit and gross profit margin was primarily attributable to the cost of revenue decreasing by only approximately 4.3%, which was significantly lower than the approximately 20.6% decrease in revenue. This was mainly due to platform sharing charges and commissions payable to game developers representing a higher proportion of revenue, together with certain fixed and semi-fixed cost components, including amortisation of game licences, which did not decrease proportionately. In addition, the revenue contribution from co-publishing, which generally carries a higher level of developer revenue-sharing costs than self-publishing, increased from approximately 52.1% to approximately 59.1% of total revenue, which also contributed to the decrease in gross profit margin.

Selling and Marketing Expenses

The key reasons that the Group incurred significant selling and marketing expenses in the first half of 2026 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; and (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.

Key components/nature of selling and marketing expenses	**Six months ended 30 June**	
	2026	2025
	RMB'000	*RMB'000*
Promotion expenses	**46,772**	53,161
Salaries and staff welfare	**—**	160
Lease expenses	**—**	—
Office expenses	**—**	—
Total selling and marketing expenses	**46,772**	53,321

The Group's selling and marketing expenses decreased from approximately RMB53.3 million for the six months ended 30 June 2025 to approximately RMB46.8 million for the Reporting Period, representing a reduction of approximately 12.3%. The decrease was due to 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.

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 remained relatively stable, increasing slightly by approximately RMB0.2 million or 0.7%, from approximately RMB24.9 million for the Corresponding Period to approximately RMB25.1 million for the Reporting Period.

Research and Development Expenses

The research and development expenses of the Group increased by approximately RMB1.3 million or 3.3%, from approximately RMB39.7 million for the Corresponding Period to approximately RMB41.0 million for the Reporting Period. The increase was mainly attributable to additional development costs incurred for new game titles as the Group continued to invest in the development and refinement of its game portfolio during the Reporting Period.

Other Income, Gains and Losses, Net

The Group's other income, gains and losses, net decreased significantly by approximately RMB6.6 million or 87.9%, from approximately RMB7.6 million for the Corresponding Period to approximately RMB0.9 million for the Reporting Period. The decrease was primarily attributable to the change from net foreign exchange gains in the Corresponding Period to net foreign exchange losses of approximately RMB5.8 million during the Reporting Period, together with a decrease in interest income from approximately RMB5.9 million to approximately RMB3.9 million. Such decrease was partially offset by an increase in government grants from approximately RMB0.3 million to approximately RMB1.4 million and the recognition of fair value gains on investments at fair value through profit or loss of approximately RMB3.2 million during the Reporting Period.

Income Tax Credit

During the Reporting Period, the Group recorded an income tax credit of approximately RMB5.1 million, as compared with an income tax expense of approximately RMB1.1 million for the Corresponding Period. The income tax credit was mainly attributable to a current tax credit of approximately RMB8.1 million following the reassessment and finalisation of the Group's tax positions for prior years, partially offset by a deferred tax expense of approximately RMB3.0 million.

Loss for the Reporting Period

During the Reporting Period, the Group recorded a loss attributable to owners of the Company of approximately RMB30.4 million, as compared with a profit attributable to owners of the Company of approximately RMB4.4 million for the Corresponding Period. The turnaround from profit to loss of the Group for the Reporting Period is primarily due to the following factors: (i) the decline in revenue of approximately RMB43.6 million or 20.6% for the Reporting Period as compared to that in the Corresponding Period, primarily due to the natural decline of revenue from classic games which have been in operation for years and have entered their mature stage; (ii) the decrease in cost of revenue was proportionally less than the decline in revenue. While variable expenses such as platform sharing charges and commissions charged by game developers decreased alongside revenue, certain fixed and semi-fixed components of the cost of revenue, including the amortization of licenses, did not decrease proportionally, thereby exerting pressure on the gross profit margin; and (iii) a significant decrease in other income, gains and losses from approximately RMB7.6 million for the Corresponding Period to approximately RMB0.9 million for the Reporting Period, which was primarily due to the turnaround from net foreign exchange gains to net foreign exchange losses of approximately RMB5.8 million during the Reporting Period.

Investments at Fair Value through Profit or Loss

As at 30 June 2026, investments at fair value through profit or loss were approximately RMB37.5 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 2025 *RMB million* (Audited)	**Increases for the six months ended 30 June 2026** ***RMB million*** **(Unaudited)**	**Changes in fair value for the six months ended 30 June 2026** ***RMB million*** **(Unaudited)**	**Settlements for the six months ended 30 June 2026** ***RMB million*** **(Unaudited)**	**Currency translation difference for the six months ended 30 June 2026** ***RMB million*** **(Unaudited)**	**Fair value as at 30 June 2026** ***RMB million*** **(Unaudited)**
Investments at fair value through profit or loss						
Listed equity securities in Hong Kong[1]	13.8	**–**	**2.7**	**–**	**(0.6)**	**15.9**
Private equity investment fund Boniu Yuedong* (博牛悅動專享私募證券投資基金)	21.1	**–**	**0.5**	**–**	**–**	**21.6**
Total	34.9	**–**	**3.2**	**–**	**(0.6)**	**37.5**

1. 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.

Prepayments and Deposits

During the six months ended 30 June 2026, the Group's total prepayments and deposits, including both current and non-current portions, decreased by approximately RMB2.1 million, or 6.0%, from approximately RMB34.2 million as at 31 December 2025 to approximately RMB32.1 million as at 30 June 2026. The decrease was primarily attributable to the decreases in prepayments for promotion expenses and prepayments to game developers.

Prepayments for promotion expenses decreased by approximately RMB7.5 million from approximately RMB31.6 million as at 31 December 2025 to approximately RMB24.1 million as at 30 June 2026, mainly due to the utilisation and settlement of prepayments in connection with the Group's advertising and user acquisition activities. Prepayments to game developers decreased by approximately RMB1.8 million from approximately RMB18.5 million to approximately RMB16.7 million, mainly due to the utilisation of prepayments relating to the development and maintenance of the Group's game titles.

During the Reporting Period, the total provision for impairment of prepayments and deposits decreased by approximately RMB6.9 million from approximately RMB46.2 million as at 31 December 2025 to approximately RMB39.2 million as at 30 June 2026. The accumulated impairment provision in respect of prepayments classified as current assets decreased from approximately RMB29.2 million to approximately RMB22.9 million, mainly due to the utilisation of the relevant promotion services. The accumulated impairment provision in respect of prepayments for purchase of licences classified as non-current assets decreased from approximately RMB16.9 million to approximately RMB16.4 million, mainly due to the recovery of approximately RMB0.6 million from a game licence provider in respect of a prepayment that had previously been impaired.

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

As at 30 June 2026, the net carrying amount of the Group's other receivables decreased by approximately RMB70.2 million, or 79.5%, from approximately RMB88.4 million as at 31 December 2025 to approximately RMB18.2 million. The decrease was primarily attributable to the full recovery during the Reporting Period of the receivable arising from the disposal of an investment, which amounted to approximately RMB71.4 million as at 31 December 2025. The decrease was also attributable to the reduction in loans to third parties from approximately RMB360.5 million to approximately RMB348.9 million. Accordingly, the gross amount of other receivables decreased from approximately RMB468.3 million to approximately RMB385.8 million.

As at 30 June 2026, the provision for loss allowance on other receivables decreased from approximately RMB379.9 million as at 31 December 2025 to approximately RMB367.6 million. Notwithstanding the decrease, the Group continued to maintain a substantial loss allowance principally in respect of the outstanding loans to third parties. The Group will continue to closely monitor the recovery progress, take appropriate recovery actions where necessary and reassess the expected credit losses with reference to the latest circumstances of the relevant debtors.

Time Deposits

During the six months ended 30 June 2026, the Group's total time deposits, including both current and non-current portions, decreased slightly by approximately RMB3.2 million, or 1.0%, from approximately RMB340.4 million as at 31 December 2025 to approximately RMB337.2 million as at 30 June 2026. There was no significant change in the Group's time deposits during the Reporting Period.

Bank and Cash Balances

As at 30 June 2026, the Group's bank and cash balances increased by approximately RMB8.6 million, or 2.7%, from approximately RMB325.8 million as at 31 December 2025 to approximately RMB334.4 million. There was no significant change in the Group's cash and cash equivalents during the Reporting Period.

Liquidity and Source of Funding and Borrowing

As at 30 June 2026, current assets of the Group amounted to approximately RMB737.0 million, including bank and cash balances of approximately RMB334.4 million, time deposits of approximately RMB307.2 million and other current assets of approximately RMB95.4 million. The Group's total time deposits amounted to approximately RMB337.2 million as at 30 June 2026 (31 December 2025: approximately RMB340.4 million), comprising approximately RMB307.2 million in current assets and approximately RMB30.0 million in non-current assets. Current liabilities of the Group amounted to approximately RMB102.8 million, including trade payables and contract liabilities of approximately RMB78.8 million and other current liabilities of approximately RMB23.9 million. As at 30 June 2026, the current ratio (the current assets to current liabilities ratio) of the Group was 7.2, as compared with 5.4 as at 31 December 2025.

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 30 June 2026 and the resulting gearing ratio is nil. The Group intends to finance the expansion, investments and business operations with internal resources.

Capital Structure

There was no change to the Group's capital structure for the Reporting Period.

Contingent Liabilities

As at 30 June 2026, the Group did not have any material contingent liabilities.

Pledge of Assets

As at 30 June 2026, none of the Group's assets was pledged.

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 30 June 2026, the Group did not enter into any hedging transactions.

Significant Investments Held

The Group had no other significant investment held with a value of 5% or more of the Group's total assets as at 30 June 2026.

Future Plans for Material Investments or Capital Assets and Their Expected Sources of Funding

Save as disclosed in this announcement, the Group did not have other plan for material investments or acquisition of material capital assets as at 30 June 2026.

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.

Employee Remuneration and Relations

As at 30 June 2026, the Group had a total of 143 employees, comparing to 179 employees as at 30 June 2025. The total staff costs (including fees, salaries and other allowance for both Directors and other staff) for the Reporting Period were approximately RMB23.6 million, compared to approximately RMB35.0 million in the Corresponding Period. 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 provides 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.

FINANCIAL INFORMATION

CONDENSED CONSOLIDATED STATEMENT OF PROFIT OR LOSS AND OTHER COMPREHENSIVE INCOME

FOR THE SIX MONTHS ENDED 30 JUNE 2026

		(Unaudited) Six months ended 30 June	
		2026	2025
	Notes	***RMB'000***	*RMB'000*
Revenue	*4*	**168,277**	211,862
Cost of revenue		**(91,635)**	(95,731)
Gross profit		**76,642**	116,131
Selling and marketing expenses		**(46,772)**	(53,321)
Administrative expenses		**(25,081)**	(24,907)
Research and development expenses		**(41,022)**	(39,717)
Other income, gains and losses, net	*5*	**913**	7,561
Operating (loss) profit		**(35,320)**	5,747
Lease interests		**(147)**	(273)
(Loss) profit before income tax		**(35,467)**	5,474
Income tax credit (expense)	*6*	**5,057**	(1,107)
(Loss) profit for the period attributable to owners of the Company	*7*	**(30,410)**	4,367
Other comprehensive income (expenses):			
Item that may be reclassified to profit or loss:			
Exchange differences on translating foreign operations		**1,299**	(2,475)
Other comprehensive income (expenses) for the period, net of income tax		**1,299**	(2,475)
Total comprehensive (expense) income for the period attributable to owners of the Company		**(29,111)**	1,892
(Loss) earnings per share (RMB)	*9*		
— Basic		**(0.0159)**	0.0023
— Diluted		**(0.0159)**	0.0023

CONDENSED CONSOLIDATED STATEMENT OF FINANCIAL POSITION

AS AT 30 JUNE 2026

	Notes	**30 June 2026 RMB'000 (Unaudited)**	31 December 2025 RMB'000 (Audited)
ASSETS			
Non-current assets			
Property and equipment		**11,999**	7,078
Right-of-use assets		**3,407**	6,745
Intangible assets		**23,753**	29,047
Investments at fair value through profit or loss	*10*	**21,624**	21,115
Prepayments and deposits	*12*	**12,500**	11,556
Time deposits		**30,000**	30,000
Deferred tax assets		**17,075**	20,096
Total non-current assets		**120,358**	125,637
Current assets			
Trade receivables	*11*	**25,128**	28,871
Contract costs		**15,102**	17,573
Prepayments and deposits	*12*	**19,643**	22,641
Other receivables	*13*	**18,167**	88,411
Investments at fair value through profit or loss	*10*	**15,912**	13,788
Current tax recoverables		**1,423**	—
Time deposits		**307,164**	310,432
Bank and cash balances		**334,444**	325,789
Total current assets		**736,983**	807,505
TOTAL ASSETS		**857,341**	933,142

	Note	**30 June 2026** *RMB'000* **(Unaudited)**	31 December 2025 *RMB'000* (Audited)
EQUITY AND LIABILITIES			
Equity			
Share capital		**62**	62
Reserves		**754,528**	783,639
Total equity		**754,590**	783,701
Liabilities			
Current liabilities			
Trade payables	*14*	**38,855**	46,155
Contract liabilities		**39,960**	44,756
Accruals and other payables		**20,190**	33,869
Lease liabilities		**3,746**	7,405
Current tax liabilities		**—**	17,256
Total current liabilities		**102,751**	149,441
Total liabilities		**102,751**	149,441
TOTAL EQUITY AND LIABILITIES		**857,341**	933,142

NOTES TO THE CONDENSED CONSOLIDATED FINANCIAL STATEMENTS

FOR THE SIX MONTHS ENDED 30 JUNE 2026

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**”).

These unaudited condensed consolidated financial statements are presented in Renminbi (“**RMB**”), which is the Company’s presentation currency and the functional currency of the principal operating subsidiaries of the Company.

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

2. BASIS OF PREPARATION

These unaudited condensed consolidated financial statements have been prepared in accordance with International Accounting Standard 34 “Interim Financial Reporting” issued by the International Accounting Standards Board (“**IASB**”) and the applicable disclosures required by the Rules Governing the Listing of Securities on the Stock Exchange.

These unaudited condensed consolidated financial statements should be read in conjunction with the audited consolidated financial statements for the year ended 31 December 2025. The accounting policies and methods of computation used in the preparation of these unaudited condensed consolidated financial statements are consistent with those used in the audited consolidated financial statements for the year ended 31 December 2025.

3. ADOPTION OF NEW AND REVISED INTERNATIONAL FINANCIAL REPORTING STANDARDS

In the current period, the Company and its subsidiaries (collectively referred to as the “**Group**”) has adopted all the new and revised IFRS Accounting Standards issued by the IASB that are relevant to its operations and effective for its accounting period beginning on 1 January 2026. The adoption of these new and revised IFRS Accounting Standards did not result in significant changes to the Group’s accounting policies, presentation of the Group’s consolidated financial statements and amounts reported for the current period and prior years.

The Group has not applied the new and revised IFRS Accounting Standards that have been issued but are not yet effective. The Group has already commenced an assessment of the impact of these new and revised IFRS Accounting Standards but is not yet in a position to state whether these new and revised IFRS Accounting Standards would have a material impact on its results of operations and financial position.

4. 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.

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
Self-publishing	**68,872**	101,445
Co-publishing	**99,405**	110,417
Total revenue	**168,277**	211,862

Disaggregation of revenue from contracts with customers:
<u>Timing of revenue recognition</u>

Over time	**168,277**	211,862

Revenue from major customers:

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 six months ended 30 June 2026 and 2025:

	(Unaudited) Six months ended 30 June	
	2026	2025
	% of total revenue	*% of total revenue*
Game developer a	**65.9%**	69.8%
Game developer b	**11.0%**	10.1%
Game developer c	**10.3%**	N/A

N/A: The amount of revenue from the game developer was less than 10% of the total revenue for the relevant period

5. OTHER INCOME, GAINS AND LOSSES, NET

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
Interest income	**3,881**	5,932
Government grants	**1,375**	256
Changes in fair value of investments at fair value through profit or loss	**3,218**	298
Net foreign exchange (losses) gains	**(5,841)**	1,601
Others	**(1,720)**	(526)
	913	7,561

6. INCOME TAX CREDIT (EXPENSE)

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
Current tax	**8,078**	(6,067)
Deferred tax	**(3,021)**	4,960
	5,057	(1,107)

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% (six months ended 30 June 2025: 25%).

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.

7. (LOSS) PROFIT FOR THE PERIOD

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

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
Amortisation of intangible assets	**5,316**	4,922
Depreciation	**6,039**	5,635
(Reversal of) loss allowance provision for trade receivables (included in administrative expenses)	**(128)**	815
Reversal of loss allowance provision for other receivables (included in administrative expenses)	**—**	(41)
Reversal of impairment on prepayment (included in administrative expenses)	**(6,839)**	(6,909)
Staff costs including Directors' emoluments	**23,598**	35,003

8. DIVIDEND

No dividends was paid or proposed for ordinary shareholders of the Company during the six months ended 30 June 2026, nor has any dividend been proposed at the end of the Reporting Period (six months ended 30 June 2025: nil).

9. (LOSS) EARNINGS PER SHARE

The calculation of the basic and diluted (loss) earnings per share is based on the following:

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
(Loss) profit		
(Loss) profit for the purpose of calculating basic and diluted (loss) earnings per share	**(30,410)**	4,367
	'000	*'000*
Number of shares		
Weighted average number of ordinary shares for the purpose of calculating basic and diluted (loss) earnings per share	**1,918,088**	1,918,088

The effects of all potential shares are anti-dilutive for the six months ended 30 June 2026.

10. INVESTMENTS AT FAIR VALUE THROUGH PROFIT OR LOSS

	30 June 2026 *RMB'000* **(Unaudited)**	31 December 2025 *RMB'000* (Audited)
Listed equity securities in Hong Kong	**15,912**	13,788
Unlisted wealth management products	**21,624**	21,115
Total investments at fair value through profit or loss	**37,536**	34,903
Analysed as:		
Non-current assets	**21,624**	21,115
Current assets	**15,912**	13,788
	37,536	34,903

11. TRADE RECEIVABLES

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

	30 June 2026 *RMB'000* **(Unaudited)**	31 December 2025 *RMB'000* (Audited)
0 to 1 month	**15,646**	15,153
1 month to 3 months	**9,470**	13,612
3 months to 6 months	**12**	106
6 months to 1 year	**—***	—
	25,128	28,871

* Less than RMB1,000

12. PREPAYMENTS AND DEPOSITS

	30 June 2026	31 December 2025
	RMB'000	*RMB'000*
	(Unaudited)	(Audited)
Included in non-current assets		
Prepayments for purchase of licenses	**28,862**	28,498
Provision for impairment	**(16,362)**	(16,942)
	12,500	11,556
Included in current assets		
Prepayments for promotion expenses	**24,130**	31,611
Prepayments to game developers	**16,709**	18,521
Prepayments to game design	**19**	19
Rental deposits and others	**1,667**	1,717
	42,525	51,868
Provision for impairment	**(22,882)**	(29,227)
	19,643	22,641

Reconciliation of provision for impairment:

	30 June 2026	31 December 2025
	RMB'000	*RMB'000*
	(Unaudited)	(Audited)
At 1 January	**46,169**	56,525
Impairment losses reversed	**(6,839)**	(11,898)
Exchange differences	**(86)**	1,542
At 30 June/31 December	**39,244**	46,169

13. OTHER RECEIVABLES

	30 June 2026	31 December 2025
	RMB'000	*RMB'000*
	(Unaudited)	(Audited)
Input value-added tax to be deducted	**2,574**	3,035
Interest receivables	**20,659**	20,244
Loans to third parties	**348,941**	360,510
Receivables from game developers	**5,741**	5,741
Receivable for disposed investment	**—**	71,353
Others	**7,866**	7,412
	385,781	468,295
Provision for loss allowance	**(367,614)**	(379,884)
	18,167	88,411
Analysed as:		
Non-current assets	**—**	—
Current assets	**18,167**	88,411
	18,167	88,411

14. TRADE PAYABLES

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

	30 June 2026	31 December 2025
	RMB'000	*RMB'000*
	(Unaudited)	(Audited)
0 to 1 month	**17,736**	16,800
1 month to 3 months	**9,889**	23,634
3 months to 6 months	**6,893**	1,370
6 months to 1 year	**137**	453
Over 1 year	**4,200**	3,898
	38,855	46,155

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**") were 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 26 June 2018 (the "**Prospectus**"). Since the Listing Date and up to 30 June 2026, the utilization of the Net Proceeds and remaining balance 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	Amount of the remaining Net Proceeds as at 31 December 2025	Amount of the Net Proceeds utilised during the six months ended 30 June 2026	Amount of the remaining Net Proceeds as at 30 June 2026
	%	*HK$ million*	*HK$ million*	*HK$ million*	*HK$ million*
Develop game sourcing capabilities and ensure us to acquire high quality game content	35%	338.5	189.7	37.7	152.0
Establish in-house game development team	25%	241.8	7.3	7.3	—
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	1.0	—	1.0
Total	**100%**	**967.1**	**198.0**	**45.0**	**153.0**

The remaining Net Proceeds of approximately HK$153.0 million as at 30 June 2026 is expected to be applied in accordance with the planned use as previously disclosed by the Company in the Prospectus. The remaining Net Proceeds are expected to be fully utilized on or before the year ending 31 December 2027.

INTERIM DIVIDEND

The Board does not recommend payment of any interim dividend for the six months ended 30 June 2026.

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 (as defined under the Listing Rules), if any) by the Company or any of its subsidiaries during the Reporting Period. As at 30 June 2026, the Company did not hold any such treasury shares.

COMPLIANCE WITH THE MODEL CODE FOR SECURITIES TRANSACTIONS BY DIRECTORS

The Company has adopted the Model Code for Securities Transactions by Directors of Listed Issuers (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.

COMPLIANCE WITH THE CORPORATE GOVERNANCE CODE

During the Reporting Period, the Company has complied with all applicable code provisions of Corporate Governance Code (the "**CG Code**") as set out in Appendix C1 to the Listing Rules.

MATERIAL EVENTS AFTER THE REPORTING PERIOD

As at the date of this announcement, there were no material events after the Reporting Period.

AUDIT COMMITTEE AND REVIEW OF THE INTERIM 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. YIP Chong Ho Eric, Mr. JIANG Huihui and Mr. SHIN Ho Chuen, all being independent non-executive Directors. Mr. YIP Chong Ho Eric is the chairman of the Audit Committee, who possesses appropriate professional qualification under Rule 3.10(2) of the Listing Rules.

These unaudited consolidated interim results of the Group for the Reporting Period have not been reviewed or audited by the auditor of the Company but have been reviewed by the Audit Committee. The Audit Committee confirms that the applicable accounting principles, standards and requirements have been complied with, and that adequate disclosures have been made. There is no disagreement by the Audit Committee with respect to the accounting treatment adopted by the Company.

PUBLICATION OF THE INTERIM RESULTS AND INTERIM REPORT

This announcement is published on the website of the Stock Exchange (www.hkexnews.hk) as well as the website of the Company (www.fingertango.com). The Group's 2026 interim report will be dispatched to shareholders of the Company who have 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 August 2026

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

* *For identification purpose only*