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Imperium Technology Group Limited

帝國科技集團有限公司

(Incorporated in the Cayman Islands with limited liability)

(Stock Code: 0776)

BUSINESS UPDATE & CHANGE IN USE OF PROCEEDS

References are made to the announcements of Imperium Technology Group Limited (the “**Company**”, together with its subsidiaries, the “**Group**”) dated 2 October 2025, 17 October 2025, 28 October 2025, the second interim report of the Company for the twelve months ended 31 December 2025, and the annual report of the Company for the fifteen months ended 31 March 2026 (“**Annual Report**”) and prospectus of the Company dated 28 July 2026 (“**Prospectus**”). Unless otherwise stated, terms used in this announcement shall have the same meanings as those defined in the Annual Report and the Prospectus.

Business update on the Cloud Computing and data storage business

The Group’s cloud computing and data storage business focus on provision of services to facilitate customers in capturing opportunities arisen from emerging technological trends by lowering the technical and administrative barriers for adopting these technologies. Building on our experience in blockchain technology, the Group has expanded its offerings to artificial intelligence (“**AI**”) related solutions through its investment in VividVerse Capital Limited (“**VividVerse**”) and the TokenTrend application.

As disclosed in the Annual Report, VividVerse is principally engaged in the application of AI technology and blockchain technology in the context of real-world assets with a focus on intellectually properties (“**IP**”). It is progressing according to the development plan with a view of rolling out its full services in early 2027.

With regard to the TrokenTrend application, the Group has allocated more resources in the development of an integrated Application Programming Interface (“**API**”) platform for AI analysis as a major differentiating feature in comparison with similar platforms. Customers can access various mainstream large-scale models through a single API, eliminating the need to establish separate access and settlement arrangements with individual model providers. As this function complements the Group’s existing cloud computing and data storage operations in terms of technical infrastructure, operations, and customer service and leveraging on the Group’s own experience in deploying generative AI technology within its online gaming business, the board of directors of the Company (the “**Board**”) is confident that this would create unparallel user experience. Apart from the fixed subscription fees, customers may use this function on a pay-as-you-go basis, thus further expanding the revenue stream of the Group. As the Group need more time to finalize this functionality, the target launch date has been postponed from the end of 2026 to the first quarter of 2027.

To further boarder the Groups sources of revenue, the Group intends to engage a production house to develop up to four live-action web series and, where commercially appropriate, adapt selected content into animation and commercialize the related IP. The proposed project forms part of the Group’s intended development of AI applications in digital entertainment, with a focus on combining content production, character development and IP commercialization.

The Group considers that live-action storytelling can provide a foundation for character development, emotional expression and audience engagement. It intends to combine professional creative direction and production expertise with AI-assisted processes for visual development, storyboarding, animation, post-production and localization. Human creative oversight and quality review would guide the use of these processes, with the aim of maintaining narrative quality and character consistency across different formats. Reusing appropriately cleared character designs, story settings and production materials may also support more efficient content adaptation and production.

Building on the proposed web series, the Group intends to explore extensions of selected characters and stories into animated shorts, character promotional videos, music videos and virtual character content, including virtual performances and audience interaction. These formats would be developed according to audience response, production feasibility and commercial potential. This approach is intended to support continuing engagement with the relevant IP beyond individual releases and to assess opportunities to reach audiences through different digital media channels.

The Group would explore commercial opportunities through content distribution, IP licensing, brand collaborations and derivative products. Where appropriate and subject to the necessary rights and commercial arrangements, the Group would consider linking selected IP with its existing online game business, including character collaborations, promotional content and interactive experiences. It would also assess the extent to which selected content could be deployed through VividVerse and the TokenTrend platform.

The Group would develop these activities in stages, taking into account production progress, audience feedback, distribution arrangements and finance the development using internal funding. Going forward, the Group believes the service offerings in AI related technology and in the development and management of IP will become one of its major sources of revenue.

Change in use of proceeds

In view of the above, the Board has resolved to change the use of the outstanding net proceeds from the placing of 74,648,500 new ordinary shares of HK\$0.01 each of the Company, which was completed on 28 October 2025 (the “**Placing**”), of approximately HK\$7,000,000 as of the date of this announcement (the “**Unutilized Net Proceeds**”) from potential direct or indirect financial investment to production of web series together with subsequent IP commercialization. Set out below is a summary of the utilization of the Net Proceeds up to the date of this announcement and the proposed change of use of the remaining Unutilized Net Proceeds:

	Planned use of Net Proceeds HK\$'000	Utilized amount as of the date of this announcement HK\$'000	Unutilized amount as of the date of this announcement HK\$'000	Revised allocation as of the date of this announcement HK\$'000	Expected timeline
(i) Supporting the Company's existing businesses including online game business and cryptocurrency business	30,350	23,610	6,740	—	By end of Dec 2026
(ii) Potential direct or indirect financial investments	22,000	15,000	7,000	—	—
(iii) General working capital	10,098	10,098	—	—	—
(iv) Production of web series and subsequent IP commercialization	—	—	—	7,000	By end of Mar 2027
Total	<u>62,448</u>	<u>46,511</u>	<u>15,937</u>	<u>7,000</u>	

After evaluating the investment opportunities in hand, the Board considered that it is not likely for the Group to apply the Unutilized Net Proceeds for investment purpose by the original timeline or in a timely manner, whereas the application of the Unutilized Net Proceeds to production of web series would enable the Group to deploy its financial resources more efficiently and strengthen its business capabilities. Furthermore, the proposed change in use of proceeds does not constitute any material change to the principal business activities of the Group and would not have any material adverse effect on the existing business and operation of the Group. Accordingly, the Board is of the view that the proposed change is in the best interests of the Group and the Shareholders as a whole.

By order of the Board
Imperium Technology Group Limited
Lin Junwei
Executive Director

Hong Kong, 30 September 2026

As at the date of this announcement, the executive Directors are Mr. Lin Junwei, Mr. Yeung Tong Seng Terry and Ms. Li Tingting; and the independent non-executive Directors are Mr. Fung Tze Wa, Mr. Hui Ka Lung and Mr. Luk Man Lung.