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Kingsoft Corporation Limited
金山軟件有限公司

(Continued into the Cayman Islands with limited liability)

(Stock Code: 03888)

ANNOUNCEMENT OF THE RESULTS FOR THE THREE MONTHS ENDED 30 SEPTEMBER 2026

The board ("**Board**") of directors (the "**Directors**") of Kingsoft Corporation Limited (the "**Company**") announces the unaudited results of the Company and its subsidiaries (the "**Group**" or "**Kingsoft**") for the three months ended 30 September 2026.

FINANCIAL HIGHLIGHTS

	For the three months ended				
	30 September 2026	30 September 2025	Year-on-year	30 June 2026	Quarter-on-quarter
	RMB'000	*RMB'000*	Change	*RMB'000*	Change
	(Unaudited)	*(Unaudited)*	*%*	*(Unaudited)*	*%*
Revenue	**2,438,536**	2,419,177	1	2,510,419	(3)
Office software and services	**1,766,388**	1,521,263	16	1,700,038	4
Online games and others	**672,148**	897,914	(25)	810,381	(17)
Operating profit	**387,662**	276,827	40	418,668	(7)
Profit/(loss) attributable to owners of the parent	**(204,097)**	213,057	(196)	547,974	(137)
Non-IFRS Measure:					
Adjusted net profit attributable to owners of the parent[1]	**300,614**	268,850	12	330,487	(9)

1. See the section entitled "Non-IFRS Measure: Adjusted net profit attributable to owners of the parent" for more information about the non-IFRS measure.

OPERATIONAL HIGHLIGHTS

Office Software and Services

	In September 2026	In September 2025	Year-on-year Change %
Monthly Active Devices of WPS Office Globally[1] (Million)	**678**	669	1

1. Monthly Active Devices of WPS Office Globally are defined as the monthly active devices of WPS Office across all platforms, excluding WPS Docs, Kingsoft Powerword and other products.

BUSINESS REVIEW AND OUTLOOK

Results Summary

In the third quarter of 2026, the Group continued to advance its AI-driven long-term development strategy, promoting coordination and synergy across its core business sectors — office, online games and cloud. We connected with users' real-life demand scenarios through our office and online games businesses, leveraged Kingsoft Cloud[1]'s intelligent computing infrastructure, advanced AI adoption at scale to empower our businesses, and continuously strengthened the collaborative ties between the Kingsoft and Xiaomi ecosystems.

In this quarter, the Group recorded total revenue of RMB2,438.5 million, representing a year-on-year increase of 1%. Operating profit was RMB387.7 million, representing a year-on-year increase of 40%. Adjusted net profit attributable to owners of the parent was RMB300.6 million, representing a year-on-year increase of 12%. As at the end of the quarter, the Group's cash resources amounted to RMB27,462.3 million. Strong cash reserves provide a solid foundation for capturing AI-driven growth opportunities and enhancing shareholder returns.

Business Performance by Sector

Office Business

In the third quarter of 2026, revenue from the office software and services business was RMB1,766.4 million, representing a year-on-year increase of 16%. The office business further advanced its core strategic focus of "AI, Collaboration, and Internationalisation", steadily deploying AI service capabilities across all scenarios, and delivering steady growth in operating results. As at the end of the quarter, monthly active devices of WPS Office globally reached 678 million, representing a year-on-year increase of 1%.

In this quarter, revenue from WPS individual business was RMB1,050 million, representing a year-on-year increase of 17%. We continued to iterate and upgrade our AI products, and further refined operations in both domestic and overseas markets. We launched the all-new AI-native office product "Lingxi", a professional personal office assistant that delivers a complete closed-loop workflow, from user demand comprehension and task execution to result delivery.

In this quarter, revenue from WPS 365 business was RMB270 million, representing a year-on-year increase of 34%. We continued to advance the intelligent upgrade of WPS 365 and introduced our AI office product for organisational customers to build an "enterprise brain" for the AI era. Our organisational AI office product can connect enterprise data and business systems, interpret business contexts, execute tasks, and govern data and access boundaries, enabling enterprises to consolidate, reuse and transform internal expertise and business experience into organisational capabilities.

1 Kingsoft Cloud Holdings Limited ("**Kingsoft Cloud**") and its subsidiaries (collectively, "**Kingsoft Cloud Group**") (HKEX: 3896; NASDAQ: KC), a material associate engages in the provision of cloud services.

In this quarter, revenue from WPS software business was RMB414 million, representing a year-on-year increase of 6%. We further strengthened our competitive advantage in procurement tenders for domestic office software by central and local governments and state-owned enterprises, continued to upgrade our government-affairs AI products, and empowered customers' digital and intelligent transformation.

Online Games Business

In the third quarter of 2026, revenue from the online games and others business was RMB672.1 million, representing a year-on-year decrease of 25%, primarily due to lifecycle changes in certain existing games. We have been dedicated to rebuilding growth momentum of our online games business, and the effectiveness of these measures will take time to become evident.

We continued to optimise resource allocation, and strengthen research and development ("**R&D**") and content creation for our classic JX series games. Based on our firm belief in the long-term value of JX3 Online（劍網3）, we have increased and prioritised R&D investment in it, leading to continued improvement in player sentiment and confidence. In August, JX3 Online celebrated its 17th anniversary, showcasing its future product and technology upgrade roadmap. In October, JX3 Online launched the "Cangsheng Zhushi"（蒼生鑄世）expansion pack, restructuring the level system to enhance the player experience, while rolling out new maps and storylines to enrich the content offering, and the active user base of the game has grown markedly after the launch of the expansion pack.

In addition, World of Sword 4: Infinity（劍俠世界4：無限）, the final installment of World of Sword（劍俠世界）mobile series, kicked off its open beta across all platforms in October. We will continue to invest in content upgrades and ecosystem operations, laying a solid foundation for the long-term operation of the World of Sword IP.

In this quarter, we focused more on the ecosystem governance for our social game Goose Goose Duck（鵝鴨殺）, underpinning the long-term healthy development and user retention of the game. In July, Goose Goose Duck collaborated with the classic IP Journey to the West（西遊記）, and introduced party-mode gameplay, extending the gaming experience into more diverse immersive content and social scenarios. Focusing on the IP's long-term operation and commercialisation, we have been actively extending the IP ecosystem across multiple formats, such as micro variety shows, offline immersive experience stores, and licensed merchandise, continuously unlocking the IP's long-term value.

Furthermore, we have been steadily promoting the adoption and integration of AI in our online games business, strengthening AI capabilities across planning, programming, testing, and operations to improve R&D and operational efficiency, enabling us to launch high-quality new games more efficiently.

Cloud Business

In the third quarter of 2026, our associate Kingsoft Cloud remained committed to "high-quality and sustainable development", achieving total revenue of RMB3,478.1 million, representing a year-on-year growth of 40%, the highest growth rate in the past five years. The adjusted operating profit margin[1] for the quarter reached 4.4%, a record high in its history.

The AI Cloud business has been a strong growth driver for Kingsoft Cloud, with its AI cloud gross billings reaching RMB1,683 million for the quarter, representing a significant year-on-year increase of 115%. Kingsoft Cloud steadily supported model training and high-concurrency inference needs for key customers. The MaaS (Model-as-a-Service) business maintained a stable scale, continuously optimising inference efficiency and utilisation while further expanding scenario coverage.

In terms of product and technology, Kingsoft Cloud further developed its three-layer product portfolio in this quarter, covering base-layer training, middle-layer model services, and upper-layer agent hosting, corresponding to the Xinghong training and inference platform, the Starflow model platform, and the Star Origin AgentKit platform respectively, while continuously iterating its full-stack capabilities.

In terms of ecosystem synergy and customer expansion, Kingsoft Cloud has remained committed to its dual-engine customer strategy, driving growth both within and beyond the Xiaomi and Kingsoft ecosystems. While continuing to capture AI cloud service opportunities within the Xiaomi and Kingsoft ecosystems, Kingsoft Cloud has steadily broadened its customer base beyond the ecosystems and enhanced business quality and industry coverage.

Business Outlook

Looking ahead, we will steadily advance the high-quality development of our core businesses. The office business will continue to further iterate and upgrade its AI products, innovate in product forms, and accelerate the deep integration of AI capabilities into office scenarios, while firmly advancing the internationalisation strategy and stepping up the expansion into overseas markets. The online games business will continue to increase investment in the flagship IP, optimise game content and user ecosystems, leverage AI to improve productivity across the game development process and reduce trial-and-error costs for new games, and further enrich our game portfolio. Kingsoft Cloud will focus on promising areas including intelligent computing, agentic AI and inference platforms, and FDE (Forward Deployed Engineer) solutions, to improve monetisation and support sustainable growth.

We will actively seize the growth opportunities brought by AI development, strengthen the synergy between in-house applications and cloud services, deepen collaboration with the model capabilities within the Xiaomi ecosystem, and continuously drive business growth and enhance profitability to create long-term value for our shareholders.

1 This margin was consistent with one of the non-GAAP financial measures used by the management of Kingsoft Cloud Group. For details, please refer to the announcement of Kingsoft Cloud Group dated 24 November 2026 for third quarter 2026 financial results.

Third Quarter of 2026 Compared with Third Quarter of 2025 and Second Quarter of 2026

	For the three months ended		
	30 September 2026	30 September 2025	30 June 2026
	RMB'000	*RMB'000*	*RMB'000*
	(Unaudited)	*(Unaudited)*	*(Unaudited)*
Revenue			
Office software and services	**1,766,388**	1,521,263	1,700,038
Online games and others	**672,148**	897,914	810,381
	2,438,536	2,419,177	2,510,419
Cost of revenue	**(462,245)**	(475,277)	(538,780)
Gross profit	**1,976,291**	1,943,900	1,971,639
Research and development expenses	**(948,541)**	(899,545)	(930,868)
Selling and distribution expenses	**(418,692)**	(564,435)	(384,518)
Administrative expenses	**(185,238)**	(177,887)	(187,431)
Share-based compensation expenses	**(81,640)**	(80,046)	(93,694)
Other income	**52,135**	60,327	47,440
Other expenses	**(6,653)**	(5,487)	(3,900)
Operating profit	**387,662**	276,827	418,668
Other gains, net	**47,571**	12,862	42,748
Finance income	**148,733**	167,359	149,479
Finance costs	**(469)**	(1,575)	(2,511)
Share of profits and losses of:			
Joint ventures	**(908,605)**	(10,300)	251,346
Associates	**(182,773)**	4,611	263,614
Profit/(loss) before tax	**(507,881)**	449,784	1,123,344
Income tax credit/(expense)	**69,750**	(66,283)	(106,672)
Profit/(loss) for the period	**(438,131)**	383,501	1,016,672
Attributable to:			
Owners of the parent	**(204,097)**	213,057	547,974
Non-controlling interests	**(234,034)**	170,444	468,698
	(438,131)	383,501	1,016,672
Non-IFRS Measure: Adjusted net profit			
Attributable to owners of the parent	**300,614**	268,850	330,487
Attributable to non-controlling interests	**266,719**	210,018	270,580
	567,333	478,868	601,067

Revenue

Revenue for the third quarter of 2026 was RMB2,438.5 million, representing an increase of 1% year-on-year and a decrease of 3% quarter-on-quarter. Revenue from office software and services, and online games and others represented 72% and 28% of the Group's total revenue for the third quarter of 2026, respectively.

Revenue from office software and services business for the third quarter of 2026 increased 16% year-on-year and 4% quarter-on-quarter to RMB1,766.4 million. The year-on-year increase was mainly attributable to the continued growth of WPS individual and WPS 365 businesses. The steady growth of WPS individual business was primarily driven by the continued integration of AI capabilities into office scenarios, further enhancing user experience and driving higher conversion rates. The rapid growth of WPS 365 business was primarily driven by the stronger presence among central state-owned enterprises and expanded reach among private enterprises and local state-owned enterprises, supported by AI-powered product upgrades.

Revenue from online games and others business for the third quarter of 2026 decreased 25% year-on-year and 17% quarter-on-quarter to RMB672.1 million. Revenue declined year-on-year mainly because some of our games were in a transition phase of their product lifecycles. The quarter-on-quarter decrease was primarily due to the changes we made to the pace of monetisation to improve the player experience, and seasonal variations in the timing of game content updates.

Cost of Revenue and Gross Profit

Cost of revenue for the third quarter of 2026 decreased 3% year-on-year and 14% quarter-on-quarter to RMB462.2 million. The year-on-year decrease was primarily due to lower revenue sharing costs and personnel-related costs from the online games business, partially offset by greater usage of AI product features and higher server and bandwidth costs from the office software and services business. The quarter-on-quarter decrease was mainly due to lower revenue sharing costs from certain online games.

Gross profit for the third quarter of 2026 increased 2% year-on-year and kept flat quarter-on-quarter to RMB1,976.3 million. The Group's gross profit margin increased by one percentage point year-on-year and two percentage points quarter-on-quarter to 81%.

Research and Development Expenses

Research and development expenses for the third quarter of 2026 increased 5% year-on-year and 2% quarter-on-quarter to RMB948.5 million. The year-on-year increase was primarily driven by increased headcount, reflecting continued investments in AI and collaboration capabilities of the office software and services business, in line with the Group's strategic focus on AI-driven product innovation.

Selling and Distribution Expenses

Selling and distribution expenses for the third quarter of 2026 decreased 26% year-on-year and increased 9% quarter-on-quarter to RMB418.7 million. The year-on-year decrease was mainly due to the high base from promotional activities for a new game launched in the same period last year. The quarter-on-quarter increase was primarily attributable to incremental marketing spending driven by anniversary celebration for JX3 Online.

Administrative Expenses

Administrative expenses for the third quarter of 2026 increased 4% year-on-year and decreased 1% quarter-on-quarter to RMB185.2 million.

Share-based Compensation Expenses

Share-based compensation expenses for the third quarter of 2026 increased 2% year-on-year and decreased 13% quarter-on-quarter to RMB81.6 million.

Other Gains, net

Net other gains for the third quarter of 2026 were RMB47.6 million, compared with gains of RMB12.9 million and RMB42.7 million for the third quarter of 2025 and second quarter of 2026, respectively.

Share of Profits and Losses of Joint Ventures

Share of losses of joint ventures were RMB908.6 million for the third quarter of 2026, compared with losses of RMB10.3 million for the third quarter of 2025 and profits of RMB251.3 million for the second quarter of 2026, respectively. The losses in this quarter and the profits in the second quarter of 2026 were primarily due to net unrealised losses and profits on equity investments, which were excluded from our adjusted net profit attributable to owners of the parent.

Share of Profits and Losses of Associates

Share of losses of associates were RMB182.8 million for the third quarter of 2026, compared with profits of RMB4.6 million and RMB263.6 million for the third quarter of 2025 and second quarter of 2026, respectively. The losses in this quarter and profits in the second quarter of 2026 were primarily due to net unrealised losses and profits on equity investments, which were excluded from our adjusted net profit attributable to owners of the parent.

Income Tax Credit/(Expense)

Income tax credit was RMB69.8 million for the third quarter of 2026, compared with income tax expense of RMB66.3 million and RMB106.7 million for the third quarter of 2025 and second quarter of 2026, respectively. The income tax credit for this quarter was mainly due to the reversal of taxable temporary differences associated with net unrealised losses on certain equity investments during the period.

Profit/(Loss) Attributable to Owners of the Parent

As a result of the reasons discussed above, loss attributable to owners of the parent was RMB204.1 million for the third quarter of 2026, compared with profit of RMB213.1 million and RMB548.0 million for the third quarter of 2025 and the second quarter of 2026, respectively.

Adjusted Net Profit Attributable to Owners of the Parent

Adjusted net profit attributable to owners of the parent was RMB300.6 million for the third quarter of 2026, compared with profit of RMB268.9 million and RMB330.5 million for the third quarter of 2025 and the second quarter of 2026, respectively. The adjusted net profit margin attributable to owners of the parent was 12%, 11% and 13% for the three months ended 30 September 2026, 30 September 2025 and 30 June 2026, respectively.

Non-IFRS Measure: Adjusted Net Profit Attributable to Owners of the Parent

To supplement our consolidated results which are prepared and presented in accordance with all applicable IFRS Accounting Standards, we utilise non-IFRS adjusted net profit attributable to owners of the parent as an additional financial measure, which is defined as profit for the period attributable to owners of the parent before (i) share-based compensation expenses, (ii) net fair value changes on investments, (iii) net foreign exchange differences, (iv) share of profits and losses of joint ventures and associates excluding Kingsoft Cloud Group, and (v) income tax effects of the non-IFRS adjustments.

We believe that the adjusted net profit attributable to owners of the parent will enable the investors to better understand the Group's overall operating performance, by eliminating any potential impact of items that our management does not consider to be indicative of our operating performance such as certain non-cash items and the impact of certain investment transactions. When assessing the Group's operating performance, investors should not consider this data in isolation or as a substitute for the Group's profit or any other operating performance measure that is calculated in accordance with IFRS Accounting Standards. In addition, the Group's adjusted net profit attributable to owners of the parent may not be comparable to similarly titled measures utilised by other companies.

The following tables set forth reconciliations of the Group's non-IFRS measures for the third quarter of 2026, the third quarter of 2025, and the second quarter of 2026 to the nearest measures prepared in accordance with IFRS Accounting Standards.

	For the three months ended		
	30 September 2026	30 September 2025	30 June 2026
	RMB'000 (Unaudited)	*RMB'000 (Unaudited)*	*RMB'000 (Unaudited)*
Profit/(loss) for the period	**(438,131)**	383,501	1,016,672
Adjusted for:			
Share-based compensation expenses	**81,640**	80,046	93,694
Net fair value changes on investments[1]	**(20,723)**	(33,291)	(10,660)
Net foreign exchange differences	**(13,224)**	34,868	(21,239)
Share of profits and losses of joint ventures and associates excluding Kingsoft Cloud Group[2]	**1,069,911**	16,793	(534,950)
Income tax effects[3]	**(112,140)**	(3,049)	57,550
Adjusted net profit	**567,333**	478,868	601,067
Attributable to:			
Owners of the parent	**300,614**	268,850	330,487
Non-controlling interests	**266,719**	210,018	270,580

Notes:

1. Net fair value changes on investments primarily include net fair value gains/(losses) on equity investments measured at fair value through profit or loss, net gains/(losses) on deemed disposals/disposals/partial disposals of investee companies, and the impairment provisions for investments. These items are unrelated to operating performance and subject to market fluctuations, and exclusion of which provides investors with more relevant and useful information to evaluate our performance.

2. Share of profits and losses of joint ventures and associates excluding Kingsoft Cloud Group includes all such items from investee entities except Kingsoft Cloud Group, as cloud business is one of our core businesses and should not be adjusted. In addition, adjustments related to share of profits and losses of Kingsoft Cloud Group are measured based on its non-IFRS financial measures, whose calculation method is consistent with one of non-GAAP financial measures used by management of Kingsoft Cloud Group.

3. Income tax effects of non-IFRS adjustments.

Liquidity and Financial Resource

The Group had a strong cash position towards the end of the reporting period. As at 30 September 2026, the Group had major financial resources in the forms of cash and bank deposits and restricted cash amounting to RMB24,461.7 million and RMB1.2 million, respectively, which together represented 59% of the Group's total assets.

As at 30 September 2026, the Group's gearing ratio, representing total liabilities divided by total assets, was 17%, which kept flat with that as at 31 December 2025.

Note:
The cash resources which the Group considered in cash management include cash and bank deposits, restricted cash, part of financial assets at fair value through profit or loss, and financial assets at amortised cost. As at 30 September 2026, the aggregate amount of cash resources of the Group was RMB27,462.3 million.

Foreign Currency Risk Management

As at 30 September 2026, RMB4,050.8 million of the Group's financial assets were held in cash and bank deposits and financial assets at amortised cost denominated in non-RMB currencies. As there are no cost-effective hedges against the fluctuation of RMB, there is a risk that we may experience a loss as a result of any foreign currency exchange rate fluctuation in connection with our deposits and investments.

Net Cash Generated from Operating Activities

Net cash generated from our operating activities reflected the Group's profit/(loss) for the three-month period mentioned above, as the case may be, as adjusted for non-cash items, such as share of profits and losses of joint ventures and associates, finance income, and share-based compensation expenses, as well as the effect of changes in certain items of statement of financial position, such as contract liabilities, other payables and accruals.

Net cash generated from operating activities was RMB374.5 million, RMB493.9 million and RMB620.3 million for the three months ended 30 September 2026, 30 September 2025 and 30 June 2026, respectively.

Capital Expenditures

Capital expenditures represent cash payments for fixed assets and intangible assets. Cash used for capital expenditures was RMB25.9 million, RMB72.4 million and RMB32.8 million for the three months ended 30 September 2026, 30 September 2025 and 30 June 2026, respectively.

FINANCIAL INFORMATION

CONDENSED CONSOLIDATED STATEMENT OF PROFIT OR LOSS

	For the three months ended		
	30 September 2026	30 September 2025	30 June 2026
	RMB'000	*RMB'000*	*RMB'000*
	(Unaudited)	*(Unaudited)*	*(Unaudited)*
Revenue			
Office software and services	**1,766,388**	1,521,263	1,700,038
Online games and others	**672,148**	897,914	810,381
	2,438,536	2,419,177	2,510,419
Cost of revenue	**(462,245)**	(475,277)	(538,780)
Gross profit	**1,976,291**	1,943,900	1,971,639
Research and development expenses	**(948,541)**	(899,545)	(930,868)
Selling and distribution expenses	**(418,692)**	(564,435)	(384,518)
Administrative expenses	**(185,238)**	(177,887)	(187,431)
Share-based compensation expenses	**(81,640)**	(80,046)	(93,694)
Other income	**52,135**	60,327	47,440
Other expenses	**(6,653)**	(5,487)	(3,900)
Operating profit	**387,662**	276,827	418,668
Other gains, net	**47,571**	12,862	42,748
Finance income	**148,733**	167,359	149,479
Finance costs	**(469)**	(1,575)	(2,511)
Share of profits and losses of:			
Joint ventures	**(908,605)**	(10,300)	251,346
Associates	**(182,773)**	4,611	263,614
Profit/(loss) before tax	**(507,881)**	449,784	1,123,344
Income tax credit/(expense)	**69,750**	(66,283)	(106,672)
Profit/(loss) for the period	**(438,131)**	383,501	1,016,672
Attributable to:			
Owners of the parent	**(204,097)**	213,057	547,974
Non-controlling interests	**(234,034)**	170,444	468,698
	(438,131)	383,501	1,016,672
	RMB	*RMB*	*RMB*
	(Unaudited)	*(Unaudited)*	*(Unaudited)*
Earnings/(loss) per share attributable to ordinary equity holders of the parent			
Basic	**(0.15)**	0.15	0.40
Diluted	**(0.15)**	0.15	0.40

CONDENSED CONSOLIDATED STATEMENT OF COMPREHENSIVE INCOME

	For the three months ended		
	30 September 2026	30 September 2025	30 June 2026
	RMB'000	*RMB'000*	*RMB'000*
	(Unaudited)	*(Unaudited)*	*(Unaudited)*
PROFIT/(LOSS) FOR THE PERIOD	**(438,131)**	383,501	1,016,672
OTHER COMPREHENSIVE INCOME/(LOSS)			
Other comprehensive income/(loss) that may be reclassified to profit or loss in subsequent periods:			
Exchange differences:			
Exchange differences on translation into presentation currency	**86,518**	(1,574)	87,547
Reclassification to profit or loss for deemed disposal of associates	**380**	(2,089)	(1,016)
Share of other comprehensive loss of associates	**(24,050)**	(45,860)	(36,577)
Net other comprehensive income/(loss) that may be reclassified to profit or loss in subsequent periods	**62,848**	(49,523)	49,954
Other comprehensive income/(loss) that will not be reclassified to profit or loss in subsequent periods:			
Exchange differences:			
Exchange differences of the Company on translation into presentation currency	**(141,670)**	3,812	(171,627)
Share of other comprehensive income/(loss) of an associate	**(38)**	(1,112)	387
Net other comprehensive income/(loss) that will not be reclassified to profit or loss in subsequent periods	**(141,708)**	2,700	(171,240)
OTHER COMPREHENSIVE LOSS FOR THE PERIOD, NET OF TAX	**(78,860)**	(46,823)	(121,286)
TOTAL COMPREHENSIVE INCOME/(LOSS) FOR THE PERIOD	**(516,991)**	336,678	895,386
Attributable to:			
Owners of the parent	**(278,217)**	167,393	434,055
Non-controlling interests	**(238,774)**	169,285	461,331
	(516,991)	336,678	895,386

CONDENSED CONSOLIDATED STATEMENT OF FINANCIAL POSITION

	As at 30 September 2026 *RMB'000 (Unaudited)*	As at 31 December 2025 *RMB'000 (Audited)*
NON-CURRENT ASSETS		
Property, plant and equipment	**2,328,546**	2,442,303
Investment properties	**55,188**	56,338
Right-of-use assets	**533,623**	318,223
Goodwill	**185,564**	185,564
Other intangible assets	**81,247**	80,958
Investments in joint ventures	**2,166,684**	964,273
Investments in associates	**4,466,125**	4,567,502
Financial assets at fair value through profit or loss	**735,140**	729,853
Financial assets at amortised cost	**206,831**	—
Deferred tax assets	**79,415**	79,936
Other non-current assets	**35,502**	38,311
Total non-current assets	**10,873,865**	9,463,261
CURRENT ASSETS		
Inventories	**10,533**	12,615
Trade receivables	**952,470**	788,145
Prepayments, other receivables and other assets	**2,359,390**	2,195,899
Financial assets at fair value through profit or loss	**2,586,522**	4,477,643
Financial assets at amortised cost	**206,280**	—
Restricted cash	**1,177**	8,392
Cash and bank deposits	**24,461,716**	22,587,238
Total current assets	**30,578,088**	30,069,932
CURRENT LIABILITIES		
Trade payables	**592,797**	543,007
Interest-bearing bank loans	**10,000**	10,000
Other payables and accruals	**1,096,380**	1,510,605
Lease liabilities	**47,999**	8,839
Contract liabilities	**3,229,881**	3,023,581
Income tax payable	**143,306**	196,918
Total current liabilities	**5,120,363**	5,292,950
NET CURRENT ASSETS	**25,457,725**	24,776,982
TOTAL ASSETS LESS CURRENT LIABILITIES	**36,331,590**	34,240,243

CONDENSED CONSOLIDATED STATEMENT OF FINANCIAL POSITION (CONTINUED)

	As at 30 September 2026 *RMB'000 (Unaudited)*	As at 31 December 2025 *RMB'000 (Audited)*
NON-CURRENT LIABILITIES		
Contract liabilities	**1,167,896**	1,230,233
Deferred tax liabilities	**436,686**	356,414
Lease liabilities	**189,394**	16,414
Other non-current liabilities	**11,954**	10,500
Total non-current liabilities	**1,805,930**	1,613,561
NET ASSETS	**34,525,660**	32,626,682
EQUITY		
Equity attributable to owners of the parent		
Issued capital	**5,329**	5,420
Share premium account	**3,062,960**	3,842,422
Treasury shares	**(151,302)**	(504,830)
Reserves	**23,884,034**	22,691,334
	26,801,021	26,034,346
Non-controlling interests	**7,724,639**	6,592,336
TOTAL EQUITY	**34,525,660**	32,626,682

CONDENSED CONSOLIDATED STATEMENT OF CASH FLOWS

	For the three months ended		
	30 September 2026	30 September 2025	30 June 2026
	RMB'000	*RMB'000*	*RMB'000*
	(Unaudited)	*(Unaudited)*	*(Unaudited)*
Net cash flows from operating activities	**374,530**	493,918	620,271
Net cash flows used in investing activities	**(650,028)**	(958,823)	(61,798)
Net cash flows used in financing activities	**(165,638)**	(237,382)	(407,464)
Net (decrease)/increase in cash and cash equivalents	**(441,136)**	(702,287)	151,009
Cash and cash equivalents at beginning of the period	**3,826,569**	4,592,697	3,769,034
Effect of foreign exchange rate changes, net	**60,356**	(20,430)	(93,474)
Cash and cash equivalents at end of the period	**3,445,789**	3,869,980	3,826,569
Non-pledged time deposits with original maturity of over three months when acquired	**21,015,927**	18,813,294	20,667,523
Cash and bank deposits as stated in the condensed consolidated statement of financial position	**24,461,716**	22,683,274	24,494,092

NOTES TO THE UNAUDITED CONDENSED CONSOLIDATED FINANCIAL STATEMENTS

1. Corporate information

The Company was incorporated under the Companies Act of the British Virgin Islands on 20 March 1998. On 15 November 2005, the Company was redomiciled to the Cayman Islands under the Company Law (2004 revision) of the Cayman Islands. The Company's shares (the "**Shares**") have been listed on the Main Board of The Stock Exchange of Hong Kong Limited (the "**Stock Exchange**") since 9 October 2007.

The Group is principally engaged in the following activities:

- research and development and provision of WPS Office, WPS 365, WPS Lingxi, WPS Comate and other office products and services; and

- research and development of games, and provision of PC games, mobile games services, etc.

The interim condensed consolidated financial statements for the three months ended 30 September 2026 were approved and authorised for issue in accordance with a resolution of the Board on 25 November 2026.

2. Basis of preparation and changes in material accounting policies

Basis of preparation

The interim condensed consolidated financial statements have been prepared in accordance with International Accounting Standard ("**IAS**") 34 *Interim Financial Reporting*, issued by the International Accounting Standards Board.

The interim condensed consolidated financial statements do not include all the information and disclosures required in the annual financial statements, and should be read in conjunction with the Group's annual consolidated financial statements as at 31 December 2025.

Changes in material accounting policies

The accounting policies adopted in the preparation of the interim condensed consolidated financial statements are consistent with those applied in the preparation of the Group's annual consolidated financial statements for the year ended 31 December 2025, which have been prepared in accordance with IFRS Accounting Standards, except for the adoption of the following revised IFRS Accounting Standards for the first time for the current year's financial statements.

2. Basis of preparation and changes in material accounting policies (continued)

Changes in material accounting policies (continued)

Amendments to IFRS 9 and IFRS 7	Amendments to the Classification and Measurement of Financial Instruments
Annual Improvements to IFRS Accounting Standards — Volume 11	Amendments to IFRS 1, IFRS 7, IFRS 9, IFRS 10 and IAS 7

None of the above amendments to IFRS Accounting Standards has had a significant financial effect on the Group.

The Group has not early adopted any other standard, interpretation or amendment that has been issued but is not yet effective.

By Order of the Board
Kingsoft Corporation Limited
Jun LEI
Chairman

Hong Kong, 25 November 2026

As at the date of this announcement, the Executive Director is Mr. Tao ZOU; the Non-executive Directors are Messrs. Jun LEI, Pak Kwan KAU and Leiwen YAO; the Independent Non-executive Directors are Ms. Wenjie WU, Messrs. Zuotao CHEN and Bo DU.