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7Road Holdings Limited
第七大道控股有限公司

(Incorporated in the Cayman Islands with limited liability)
(Stock Code: 797)

INTERIM RESULTS ANNOUNCEMENT FOR THE SIX MONTHS ENDED 30 JUNE 2026

The Board announces the unaudited consolidated interim results of the Group (the "**Interim Results**") for the six months ended 30 June 2026 (the "**Reporting Period**") together with the comparative information for the six months ended 30 June 2025. The Interim Results have been reviewed by the Audit Committee.

FINANCIAL PERFORMANCE HIGHLIGHTS

	For the six months ended 30 June	
	2026	2025
	(RMB'000)	*(RMB'000)*
Revenue	**225,540**	176,387
Profit for the period	**51,999**	26,099
Profit for the period attributable to owners of the Company	**51,999**	27,129

1. For the six months ended 30 June 2026, the Company recorded a total revenue of approximately RMB225.5 million, representing an increase of approximately 27.9% as compared with the six months ended 30 June 2025.

2. For the six months ended 30 June 2026, the Company recorded a profit for the period of approximately RMB52.0 million, representing an increase of approximately 99.2% as compared with the six months ended 30 June 2025. The Company recorded a profit for the period attributable to owners of the Company of approximately RMB52.0 million, representing an increase of approximately 91.7% as compared with the six months ended 30 June 2025.

MANAGEMENT DISCUSSION AND ANALYSIS

OVERVIEW

The Group is a leading game developer and operator in China with a global reach. Since our incorporation in 2008, we have been engaging in the R&D, operation and publishing of a number of popular games.

Overview of the industries in which the Company operates in

According to the "Report on China's Gaming Industry from January to June 2026" (2026年1–6月中國遊戲產業報告) published by the Game Publishing Committee (GPC) of the China Audio-video and Digital Publishing Association, China's gaming market recorded an actual sales revenue of approximately RMB188.45 billion from January to June 2026, representing a year-on-year increase of approximately 12.2%. This was primarily attributable to the stability of the core user base on the mobile side, the synchronous contribution from the client side, and the incremental expansion enabled by interoperability between the two ends, which together drove double-digit growth in market revenue. As of June 2026, the number of game players in China reached approximately 684 million, representing a year-on-year increase of approximately 0.8%.

From January to June 2026, the actual sales revenue of China's proprietary-developed games in the domestic market was RMB163.356 billion, and the actual sales revenue in overseas markets was US$12.372 billion. The United States, Japan and South Korea remain the primary target markets for China's proprietary-developed mobile games, while the importance of the European market is also steadily increasing.

In the China's domestic market segment, the actual sales revenue of the mobile game market was approximately RMB135.21 billion, representing a year-on-year increase of approximately 7.9%; the actual sales revenue of the client-based game market was approximately RMB45.288 billion, representing a year-on-year increase of approximately 27.9%; and the actual revenue of the web game market was RMB2.016 billion, representing a year-on-year decrease of approximately 8.5%. In respect of mobile games, revenue from mini-program mobile games continued to maintain rapid growth, with revenue of approximately RMB31.657 billion in the first half of 2026, representing a year-on-year increase of 36.0%.

Business review in the first half of 2026

In the first half of 2026, the Group continued to deepen its product deployment in the casual competitive gaming and MMORPG sectors. Adhering to intellectual property development, product refinement and global expansion, and focusing on two core IPs, "DDTank" (彈彈堂) and "Wartune" (神曲), the Group continued to explore the long-term value of classic IPs through continuous product innovation, optimization of user operations and expansion into global markets. At the same time, the Group continued to closely monitor the development of artificial intelligence (AI) technology in the areas of game R&D and operations, and actively explored the application scenarios of relevant technology tools.

In the first half of 2026, the Group generated revenue from online games of approximately RMB226 million, compared with approximately RMB176 million for the corresponding period in 2025, representing a year-on-year increase of 27.9%. Within such, mobile game revenue accounted for 81.0%, and web game revenue accounted for 19.0%.

Revenue from the "DDTank" (彈彈堂) IP series products maintained steady growth. Among them, the "New DDTank" (新彈彈堂) miniprogram game continued to unlock its commercialization potential in the first half of 2026, becoming the primary source of growth for the series. Through version iterations, gameplay innovation and refined operations, the Group continued to improve the user experience. The "Wartune" (神曲) IP series products continued to develop steadily and maintained their vitality across multiple regions globally. The Group also continued to closely monitor the impact of promotional investment, channel costs and changes in product mix on revenue conversion, and optimized the allocation of relevant resources accordingly.

As gaming platforms become increasingly diversified, the channels through which the Group's products reach users have been further enriched. Products distributed on an agency basis also continued to expand their user circles and contributed to the Group's gross billings.

In terms of new product R&D, the Group continued to iterate and upgrade products around the two classic IPs, "DDTank" (彈彈堂) and "Wartune" (神曲). "Wartune Rebirth" (神曲 Rebirth), which is currently under development, continues to drive innovation in art style, gameplay and content, while retaining the series' classic worldview and core gameplay.

During the Reporting Period, the Group further promoted the implementation and application of AI technology in its R&D and operational processes, providing technical support to its teams for scenarios such as data platforms, error reporting and monitoring, intelligent customer service systems, and automated translation platforms. Two game projects, advanced with the assistance of AI tools, were also in the internal incubation and development stage.

OUTLOOK FOR THE SECOND HALF OF 2026

Looking ahead to the second half of 2026, competition in the gaming industry is expected to continue to revolve around quality content, user experience, product innovation, and operational efficiency. In the face of continuous changes in user demand and the platform ecosystem, the Group will continue to promote long-term operations and product innovation centered around its two core IPs, "DDTank" (彈彈堂) and "Wartune" (神曲), prudently seize opportunities in segmented markets, and continuously explore the application of AI technology in its R&D and operational businesses.

The "DDTank" (彈彈堂) series products will continuously enhance product vitality by integrating with important operational milestones such as summer activities and anniversary celebrations, through new gameplay, new content, and existing user operations.

Preparations for the overseas version of "New DDTank" (新彈彈堂) have advanced, and the Group plans to launch a test in an overseas market in the third quarter of 2026. Thereafter, the Group will progressively explore other overseas market opportunities based on product performance, further consolidating the Group's competitive advantages in the projectile-based gameplay sub-category.

The "Wartune" (神曲) series products will continue to strengthen global market operations and further unleash the long-term value of the IP by continuously optimizing product content, release speed and operational strategies.

The Group will continue to explore new game categories and market opportunities, and improve its product pipeline. Among them, "DDTank Classic Edition" (彈彈堂經典版), a multi-platform product under the "DDTank" (彈彈堂) IP, is planned to commence testing in the third to fourth quarter of 2026. The "Wartune Rebirth" (神曲Rebirth) project is expected to continue advancing major feature development and product verification in the second half of 2026.

Two new game projects, advanced with the assistance of AI tools, will also continue to be developed in the second half of 2026. One project is scheduled to undergo its first overseas test starting from the third quarter of 2026; another project is expected to complete its first playable demo version in the second half of 2026. The project's R&D and testing plan will be dynamically adjusted based on project progress, user feedback, market conditions and other factors.

In terms of co-development, the "I'm MT 5" (我叫MT5) project is scheduled to commence relevant testing in the third quarter of 2026. Concurrently, the Group will continue to focus on opportunities in emerging game formats such as interactive film and television, and prudently advance the incubation and validation of related projects.

In the second half of 2026, the Group will continue to monitor AI technology development trends, actively explore the application of AI tools in game R&D, art production, content generation, and operation management, and gradually build technical tools that can broadly support business development. The Group expects to optimize R&D processes, enhance development efficiency, and continuously improve product quality and user experience through the application of innovative technologies.

Gaming is an industry that creates happiness. The Group will continue to deepen the innovative iteration and long-term operation of its two major IPs, "DDTank" (彈彈堂) and "Wartune" (神曲), and further explore brand and user value. Concurrently, it will explore and expand into more game categories to build a diversified, balanced, and promising product matrix. We always take user experience as our core focus, providing users with more high-quality and engaging game content.

In the areas of investment and cooperation, the Group shall adhere to the principles of prudence and proactivity, and in accordance with its overall development strategy, shall continuously focus on investment, merger and acquisition, or business cooperation opportunities within the pan-internet industry chain that possess development potential and synergistic value, exploring possibilities for resource integration and synergistic development around its principal business and related fields. At the same time, the Group will continue to monitor market changes, prudently assess investment risks, optimize resource allocation, and support the Group's long-term stable development.

Going forward, the Group will continue to focus on the core value of its IP, advance its global and multi-category business deployment, actively embrace new technologies, strengthen its operational management and resource allocation capabilities, continuously enhance its comprehensive competitiveness, and create long-term value for its Shareholders.

FINANCIAL REVIEW

Operational Information

During the first half of 2026, we continued to focus on the R&D of games and the operations of high-quality games to cope with the intensifying competition in the gaming industry and endeavored to become a world-renowned game developer integrated with research, operation and development capabilities. For the six months ended 30 June 2026, the Group's online game revenue was mainly derived from several well-known games, including "DDTank" (彈彈堂) series and "Wartune" (神曲) series.

We assess the operating performance with a set of key performance indicators, which include MAUs, MPUs and ARPPU. Fluctuations in our operating data are primarily a result of changes in the number of players who play, download (in the case of mobile games) and pay for virtual items and premium features in our games. Using these operating data as our key performance indicators allows us to monitor our ability to offer highly engaging online games and helps us to increase the continuous popularity of our games, gain the monetization of our player base and deal with the intense competition in the online game industry so that we can implement better business strategies.

For the six months ended 30 June 2026, our web games had (i) an average MAUs of approximately 0.52 million; (ii) an average MPUs of approximately 21,300; and (iii) an ARPPU of approximately RMB695; and our mobile games had (i) an average MAUs of approximately 0.89 million; (ii) an average MPUs of approximately 72,200; and (iii) an ARPPU of approximately RMB718.

Key Performance for the Main Game Products Series

The followings are the key performances for the main game products series of the Group for the six months ended 30 June 2026:

"DDTank" (彈彈堂) series

For the six months ended 30 June 2026, the "DDTank" series had (i) an average MAUs of approximately 1.08 million; (ii) an average MPUs of approximately 52,400; and (iii) an ARPPU of approximately RMB709. Among them, the "New DDTank" (新彈彈堂) mini-program game was officially launched in the Chinese Mainland in mid-2025 and continued to unlock its commercialization potential in the first half of 2026. The overseas release plan for "New DDTank" (新彈彈堂) across various regions will be rolled out in phases from the third quarter of 2026.

"Wartune" (神曲) series

For the six months ended 30 June 2026, the "Wartune" series had (i) an average MAUs of approximately 0.26 million; (ii) an average MPUs of approximately 27,300; and (iii) an ARPPU of approximately RMB740. "Wartune H5" (神曲H5) continued to demonstrate vitality and resilience across multiple markets globally in the first half of 2026. In the second half of 2026, the Group will continue to iterate on its gameplay and innovate its content.

THE SIX MONTHS ENDED 30 JUNE 2026 COMPARED TO THE SIX MONTHS ENDED 30 JUNE 2025

The following table sets forth the comparative statements of profit or loss for the six months ended 30 June 2026 and the six months ended 30 June 2025:

	For the six months ended 30 June	
	2026	2025
	(RMB'000)	*(RMB'000)*
Revenue	**225,540**	176,387
Cost of revenue	**(60,303)**	(53,748)
Gross profit	**165,237**	122,639
R&D expenses	**(27,592)**	(33,074)
Selling and marketing expenses	**(53,874)**	(24,690)
Administrative expenses	**(22,705)**	(29,811)
Net reversal/(provision) of impairment losses on financial assets under expected credit loss model	**460**	(3,732)
Other income	**1,436**	1,379
Other gains or losses, net	**(5,442)**	(292)
Operating profit	**57,520**	32,419
Finance income	**259**	805
Finance costs	**(626)**	(1,500)
Finance costs, net	**(367)**	(695)
Share of results of associates	**—**	(145)
Profit before income tax	**57,153**	31,579
Income tax expense	**(5,154)**	(5,480)
Profit for the period	**51,999**	26,099

Revenue

The following table sets forth the comparative breakdown of our revenue for the six months ended 30 June 2026 and 2025:

	For the six months ended 30 June			
	2026		2025	
	(RMB'000)	***(% of total revenue)***	*(RMB'000)*	*(% of total revenue)*
Types of goods or services				
Online game revenue	**225,540**	**100.0**	176,387	100.0
— Self-development games				
published by the Group	**131,653**	**58.4**	92,733	52.6
published by other publishers	**80,987**	**35.9**	46,322	26.3
— Licensed games				
published by the Group	**624**	**0.3**	31,623	17.9
published by other publishers	**12,276**	**5.4**	5,709	3.2
Total	**225,540**	**100.0**	176,387	100.0

For the six months ended 30 June 2026, the Group's total revenue was approximately RMB225.5 million, representing an increase of approximately 27.9% as compared with the six months ended 30 June 2025. The increase in revenue was mainly due to the positive performance of the Group's online games in the first half of 2026, of which, revenue from self-development games was approximately RMB212.6 million, representing an increase of approximately 52.9% as compared with approximately RMB139.1 million for the six months ended 30 June 2025.

COST OF REVENUE

Our cost of revenue mainly comprises employee salary and benefit expenses incurred by our operations departments, bandwidth and server custody fees and channel service fee and cost of licensing. The cost of revenue amounted to approximately RMB60.3 million for the six months ended 30 June 2026, representing an increase of approximately 12.2% as compared to approximately RMB53.7 million for the six months ended 30 June 2025. Such increase was mainly due to an increase in games channel service fee and cost of licensing.

GROSS PROFIT AND GROSS PROFIT MARGIN

Our gross profit amounted to approximately RMB165.2 million for the six months ended 30 June 2026, representing an increase of approximately 34.7% as compared to approximately RMB122.6 million for the six months ended 30 June 2025. The increase was mainly due to an increase in the total game revenue year-on-year.

Our gross profit margin was approximately 73.3% for the six months ended 30 June 2026. For the six months ended 30 June 2025, our gross profit margin was approximately 69.5%. The increase was mainly due to the increase in the total game revenue is greater than the increase in the cost of revenue.

EXPENSES

Research and Development Expenses

Our R&D expenses mainly comprise employee salary and benefit expenses incurred by our R&D department and outsourcing expenses. The R&D expenses amounted to approximately RMB27.6 million for the six months ended 30 June 2026, representing a decrease of approximately 16.6% as compared to approximately RMB33.1 million for the six months ended 30 June 2025. Such decrease was mainly due to our enhanced management of R&D expenses during the Reporting Period, the decrease in employee salary expenses and outsourcing expenses incurred by our R&D department as compared to the corresponding period in 2025.

Administrative Expenses

Our administrative expenses mainly comprise employee salary and benefit expenses, office expenses, property rent expenses, professional consulting service fees and miscellaneous management fees. The administrative expenses amounted to approximately RMB22.7 million for the six months ended 30 June 2026, representing a decrease of approximately 23.8% as compared to approximately RMB29.8 million for the six months ended 30 June 2025. Such decrease was mainly due to a decrease in professional consulting service fees as compared to the corresponding period in 2025.

Selling and Marketing Expenses

Our selling and marketing expenses mainly comprise advertising expenses incurred by marketing. The selling and marketing expenses amounted to approximately RMB53.9 million for the six months ended 30 June 2026, representing an increase of approximately 118.2% as compared to approximately RMB24.7 million for the six months ended 30 June 2025. Such increase was mainly due to a higher marketing and promotion expenses incurred by our game operations and distribution as compared to the corresponding period in 2025.

Income Tax

The income tax expenses amounted to approximately RMB5.2 million for the six months ended 30 June 2026, representing a decrease of approximately 5.9% as compared to approximately RMB5.5 million for the six months ended 30 June 2025. Such decrease was mainly due to a decrease in the deferred tax recognized by certain subsidiaries compared to the corresponding period in 2025. The estimated income tax rates applicable to the Group's entities (excluding the entities that are currently tax exempted) for the six months ended 30 June 2026 varied from 8.25%–25% (six months ended 30 June 2025: 8.25%–25%).

PROFIT FOR THE PERIOD

For the six months ended 30 June 2026, our profit for the period amounted to approximately RMB52.0 million representing an increase of approximately 99.2% as compared to approximately RMB26.1 million for the six months ended 30 June 2025. Our profit for the period attributable to owners of the Company amounted to approximately RMB52.0 million, representing an increase of approximately 91.7% as compared to approximately RMB27.1 million for the six months ended 30 June 2025. Such increase was mainly attributable to the positive performance of the Group's online games in the first half of 2026, which resulted in an increase in online game revenue.

LIQUIDITY AND FINANCIAL RESOURCES

The Group generally finances our operations with internally generated cash flow and equity or debt financing activities for its capital requirements. As at 30 June 2026, cash and cash equivalents amounted to approximately RMB299.0 million (31 December 2025: approximately RMB313.0 million), which were denominated in RMB, representing a decrease of approximately 4.5% as compared to the year ended 31 December 2025.

INTEREST BEARING LOAN

We adopt a prudent treasury management policy to ensure that our Group maintains a healthy financial position. As at 30 June 2026, our bank and other borrowings were nil (31 December 2025: nil).

GEARING RATIO

As at 30 June 2026, the Group's gearing ratio was approximately 7.9% (31 December 2025: approximately 10.2%). Such decrease was mainly due to the decrease in total liabilities is greater than the decrease in total assets. The gearing ratio is calculated as total debt divided by total assets of the Group as at 30 June 2026.

OTHER FINANCIAL RATIOS

The following table sets forth certain financial ratios of the Group as at the Statement of Financial Position dates indicated:

	As at 30 June 2026	As at 30 June 2025
Return on equity[1]	**3.2%**	1.5%
Return on total assets[2]	**2.9%**	1.4%
Current ratio[3]	**501.0%**	219.1%
Net profit margin[4]	**23.1%**	14.8%

1. Return on equity ratio is calculated as profit/(loss) for the period divided by total equity as at the end of the Reporting Period.

2. Return on total assets ratio is calculated as profit/(loss) for the period divided by total assets as at the end of the Reporting Period.

3. Current ratio is calculated as total current assets as at the end of the Reporting Period divided by total current liabilities as at the end of the Reporting Period.

4. Net profit margin is calculated as profit/(loss) for the period divided by total revenue.

CAPITAL EXPENDITURE

	Six months ended 30 June		
	2026	2025	change
	(RMB'000)	*(RMB'000)*	%
Servers and other equipment	**797**	25	3,088.0
Vehicles	**807**	545	48.1
Total	**1,604**	570	181.4

Our capital expenditure includes servers and other equipment and vehicles. The total capital expenditure for the six months ended 30 June 2026 and 2025 were approximately RMB1.6 million and RMB0.6 million, respectively. Such increase was mainly due to the increase of the Group's expenditure on servers and other equipment and the acquisition of vehicles during the six months ended 30 June 2026 as compared to the corresponding period in 2025.

FOREIGN EXCHANGE RISK

The Group operates in the overseas markets through overseas publishers and is exposed to foreign exchange risk arising from various currency exposures, primarily with respect to US dollars. Foreign exchange risk arises primarily from recognised assets and liabilities when foreign currency is or will be received from overseas counterparties. For the six months ended 30 June 2026, the Group did not have policies to hedge any foreign currency fluctuation.

CHARGE ON ASSETS

As at 30 June 2026, there was no material charge on the Group's assets.

CONTINGENT LIABILITIES AND GUARANTEES

As at 30 June 2026, save as disclosed in the section headed "Material Legal Proceedings" below, we did not have any other unrecorded significant contingent liabilities, guarantees or any other material litigation against us.

FUTURE PLANS FOR MATERIAL INVESTMENTS OR CAPITAL ASSETS

Save as disclosed in this announcement, we did not have other future plans for material investments or capital assets as at the date of this announcement.

SIGNIFICANT INVESTMENTS HELD

Investment in Ningbo Lianjun

As at 30 June 2026, (i) the fair value of the investment in Ningbo Lianjun was approximately RMB116.3 million; (ii) an unrealized fair value gain of the Group's investment in Ningbo Lianjun of approximately RMB11.3 million was accumulatively recognized for the six months ended 30 June 2026; and (iii) no dividend/profit distributions was received during the six months ended 30 June 2026. The fair value of the investment in Ningbo Lianjun compared to the Group's total assets as at 30 June 2026 was approximately 6.6%, and is therefore classified as a significant investment of the Group.

As at 30 June 2026, the Group effectively invested in approximately 20.98% in Ningbo Lianjun at a total capital investment of RMB105.0 million. Ningbo Lianjun is a private equity fund in the form of a limited partnership, the investment area of which focuses on the integrated circuit and its upstream and downstream enterprises, with upstream mainly including enterprises engaged in silicon wafers for integrated circuits (including its upstream core equipment and key consumables, etc.), and downstream mainly including key chip design enterprises and those whose major application scenarios, such as automotive networking, internet of things, and autonomous driving applications, are synergistic and growth-oriented. The investment in Ningbo Lianjun is expected to be for medium and long-term purposes. The Board is optimistic about the prospects of the related industry and the Group expect to generate investment returns from the investment in Ningbo Lianjun.

Investment in Nanjing Lingxing

As at 30 June 2026, (i) the fair value of the investment directly held in Nanjing Lingxing was approximately RMB122.3 million; (ii) no unrealised fair value gain on the Group's investment in Nanjing Lingxing was recognised for the six months ended 30 June 2026; and (iii) no dividend/profit distribution was received during the six months ended 30 June 2026. The fair value of the investment in Nanjing Lingxing compared to the Group's total assets as at 30 June 2026 was approximately 6.9% and therefore classified as a significant investment of the Group.

As at 30 June 2026, the Group directly held an investment of approximately 0.5048% of Nanjing Lingxing (correspondingly held approximately 44,741,619 shares in Nanjing Lingxing) at a capital investment of RMB122.3 million. Nanjing Lingxing operates a smart travel platform. The investment in Nanjing Lingxing is a medium and long-term investment. Taking into account its industry position, business prospects and its future capitalization plans, the Group expects to receive financial returns from its investment in Nanjing Lingxing.

Save as disclosed above, the Group did not have any other significant investments held as of 30 June 2026.

MATERIAL ACQUISITIONS AND DISPOSALS OF SUBSIDIARIES, ASSOCIATES AND JOINT VENTURES

The Group did not have any material acquisitions or disposals of subsidiaries, associates and joint ventures during the six months ended 30 June 2026.

EMPLOYEES AND REMUNERATION POLICIES

As at 30 June 2026, we had 252 full-time employees, mostly based in Shenzhen and Shanghai, the PRC. The following table sets out the number of our employees by function as at 30 June 2026:

Function	Number of Employees	% of total
R&D	182	72%
Operation	31	12%
Administration	39	15%
Total	252	100%

For the six months ended 30 June 2026, our employee remuneration amounted to approximately RMB40.8 million (including wages and salaries, bonus interest, pension costs, social insurances, housing provident funds and other employee benefits).

The remuneration of our employees is determined based on their performance, experience, competence and market comparables. Their remuneration package includes salaries, performance-related bonus interest, RSUs, allowances and state-managed retirement benefit schemes for employees in the PRC. The Group also provides customized training to its staff to enhance their technical and product knowledge.

The remuneration of Directors and members of senior management is determined on the basis of each individual's responsibilities, qualification, position, experience, performance, seniority and time devoted to our business. They receive compensation in the form of salaries, performance-related bonus interest, RSUs, and other allowances and benefits-in-kind, including the Group's contribution to their pension schemes.

MATERIAL LEGAL PROCEEDINGS

Legal proceedings commenced by Qianhai Huanjing in April 2021

On 28 April 2021, Qianhai Huanjing, as the plaintiff, filed a lawsuit (the "**April 2021 Lawsuit**") with the Shenzhen Intermediate People's Court against Guangzhou Zhang Ying Kong Information Technology Company Limited (廣州掌贏控信息科技有限公司) ("**Zhang Ying Kong**"), and Angame Inc., as the defendants, in relation to the intellectual property rights contractual dispute over the mobile game version of the online game DDTank. The amount claimed by Qianhai Huanjing in relation to the April 2021 Lawsuit was approximately RMB60.2 million. On 1 August 2023, the court issued the first judgement and dismissed the lawsuit. Qianhai Huanjing appealed, and on 22 January 2024, the Guangdong Higher People's Court made a second-instance ruling, revoking the first judgement and sending the case back to the Shenzhen Intermediate People's Court for retrial. In February 2026, the Shenzhen Intermediate People's Court served the first-instance judgment on Qianhai Huanjing, ordering Zhang Ying Kong to pay Qianhai Huanjing the overdue share of proceeds of approximately RMB0.91 million and corresponding liquidated damages within 10 days from the date on which this judgment becomes effective, and ordering Angame Inc. to pay Qianhai Huanjing the overdue share of proceeds of approximately RMB1.41 million and corresponding liquidated damages within 10 days from the date on which this judgment becomes effective. As at the date of this announcement, the judgment has become effective and the Company has applied to the court for enforcement. It is not expected to affect the normal business operations of the Group.

Details of the above legal proceedings are set out in the Company's announcement dated 28 April 2021.

Save as disclosed above, the Group was not involved in any other material legal proceedings during the six months ended 30 June 2026.

SIGNIFICANT EVENTS AFTER THE REPORTING PERIOD

As at the date of this announcement, the Group does not have any significant events after the Reporting Period.

Unaudited Condensed Consolidated Statement of Profit or Loss and Other Comprehensive Income

For the six months ended 30 June 2026

		Six months ended 30 June	
		2026	2025
	Notes	***RMB'000***	*RMB'000*
		(unaudited)	(unaudited)
Revenue	*4*	**225,540**	176,387
Cost of revenue	*9*	**(60,303)**	(53,748)
Gross profit		**165,237**	122,639
Research and development expenses	*9*	**(27,592)**	(33,074)
Selling and marketing expenses	*9*	**(53,874)**	(24,690)
Administrative expenses	*9*	**(22,705)**	(29,811)
Net reversal/(provision) of impairment losses on financial assets under expected credit loss model		**460**	(3,732)
Other income	*5*	**1,436**	1,379
Other gains or losses, net	*6*	**(5,442)**	(292)
Operating profit		**57,520**	32,419
Finance income		**259**	805
Finance costs		**(626)**	(1,500)
Finance costs, net	*7*	**(367)**	(695)
Share of results of associates		**—**	(145)
Profit before income tax		**57,153**	31,579
Income tax expense	*8*	**(5,154)**	(5,480)
Profit for the period		**51,999**	26,099

	Notes	Six months ended 30 June **2026** ***RMB'000*** **(unaudited)**	 2025 *RMB'000* (unaudited)
Other comprehensive expense:			
Items that may be reclassified to profit or loss:			
Currency translation differences of foreign operations		**(3,787)**	(1,343)
		(3,787)	(1,343)
Other comprehensive expense for the period, net of tax		**(3,787)**	(1,343)
Total comprehensive income for the period		**48,212**	24,756
Profit for the period attributable to:			
Owners of the Company		**51,999**	27,129
Non-controlling interests		**—**	(1,030)
		51,999	26,099
Total comprehensive income/(expense) for the period attributable to:			
Owners of the Company		**48,212**	25,786
Non-controlling interests		**—**	(1,030)
		48,212	24,756
Profit per share			
Basic and diluted *(RMB)*	*11*	**0.020**	0.011

Unaudited Condensed Consolidated Statement of Financial Position

As at 30 June 2026

	Notes	As at 30 June 2026 RMB'000 (unaudited)	As at 31 December 2025 RMB'000 (audited)
ASSETS			
Non-current assets			
Property, plant and equipment		**25,323**	27,173
Intangible assets		**624,619**	624,321
Right-of-use assets		**42,310**	42,848
Investments in associates		**3,424**	3,424
Financial assets at fair value through profit or loss	*13*	**416,647**	347,795
Restricted cash		**140**	140
Deferred income tax assets		**24,907**	23,462
		1,137,370	1,069,163
Current assets			
Trade receivables	*12*	**43,901**	54,561
Prepayments and other receivables		**271,097**	453,294
Financial assets at fair value through profit or loss	*13*	**12,724**	16,858
Restricted cash		**1**	1
Cash and cash equivalents		**298,999**	313,014
		626,722	837,728
Current liabilities			
Trade and other payables	*14*	**76,432**	113,713
Contract liabilities		**40,427**	44,023
Lease liabilities		**4,344**	2,834
Current income tax liabilities		**3,880**	16,401
		125,083	176,971
Net current asset		**501,639**	660,757
Total assets less current liabilities		**1,639,009**	1,729,920

	As at 30 June 2026 *RMB'000* (unaudited)	As at 31 December 2025 *RMB'000* (audited)
Non-current liabilities		
Lease liabilities	**6,994**	8,509
Deferred income tax liabilities	**8,003**	8,322
	14,997	16,831
Net assets	**1,624,012**	1,713,089
EQUITY		
Share capital	**90**	90
Treasury Shares	**(134,008)**	—
Share premium	**4,079,804**	4,083,085
Other reserves	**(2,971,117)**	(2,967,330)
Retained earnings	**649,243**	597,244
Total equity	**1,624,012**	1,713,089

Notes to the Unaudited Condensed Consolidated Financial Statements
For the six months ended 30 June 2026

1. GENERAL INFORMATION

7Road Holdings Limited (the "**Company**") was incorporated in the Cayman Islands on 6 September 2017 as an exempted company with limited liability under the Companies Law, Cap 22 (Law 3 of 1961, as consolidated and revised) of the Cayman Islands. The address of the Company's registered office is Vistra (Cayman) Limited, P. O. Box 31119 Grand Pavilion, Hibiscus Way, 802 West Bay Road, Grand Cayman, KY1-1205 Cayman Islands.

The Company is an investment holding company. The Company and its subsidiaries (together, the "**Group**") are principally engaged in the development and distribution of web games and mobile games in the People's Republic of China (the "**PRC**") and other countries and regions.

The unaudited condensed consolidated financial statements are presented in Renminbi ("**RMB**"), unless otherwise stated, and have been approved for issue by the board of directors of the Company on 31 August 2026.

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 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 2025 annual financial statements. 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 annual financial statements for the year ended 31 December 2025.

3. ADOPTION OF NEW AND REVISED IFRS ACCOUNTING STANDARDS

In the current period, the Group has adopted all the new and revised IFRS Accounting Standards issued by the International Accounting Standards Board that are relevant to its operations and effective for its accounting year beginning on 1 January 2026. IFRS Accounting Standards comprise International Financial Reporting Standards ("**IFRS**"); International Accounting Standards ("**IAS**"); and Interpretations. 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 unaudited condensed 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. SEGMENT INFORMATION AND REVENUE

The Group's business activities, for which discrete financial information is available, are regularly reviewed and evaluated by the chief operating decision maker. As a result of this evaluation, the directors of the Company consider that the Group's operations are mainly operated and managed as a single segment and no segment information is presented, accordingly.

As at 30 June 2026 and 31 December 2025, the majority of the non-current assets of the Group were located in the PRC.

The Group's revenue for the period ended 30 June 2026 and 2025 are as follows:

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Types of goods or services		
Online game revenue		
— Self-development games		
published by the Group	**131,653**	92,733
published by other publishers	**80,987**	46,322
— Licensed games		
published by the Group	**624**	31,623
published by other publishers	**12,276**	5,709
	225,540	176,387

Revenue of approximately RMB63,780,000 were derived from the five largest single external customers for the six months ended 30 June 2026 (six months ended 30 June 2025: RMB56,659,000).

During the six months ended 30 June 2026, no revenue is derived from any single external customer which accounted for more than 10% of the total revenue (six months ended 30 June 2025: RMB18,766,000 were derived from a single external customer).

5. OTHER INCOME

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Government grants	**930**	760
Refunds of the PRC value-added tax	**—**	581
Others	**506**	38
	1,436	1,379

6. OTHER GAINS OR LOSSES, NET

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Loss on fair value changes of financial assets at fair value through profit or loss	**(2,840)**	(53)
Loss on disposal of property, plant and equipment and right-of-use assets	**—**	(235)
Gain on disposal of subsidiaries	**—**	120
Foreign exchange losses, net	**(2,047)**	(36)
Others	**(555)**	(88)
	(5,442)	(292)

7. FINANCE COSTS, NET

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Finance income		
Interest income on bank balances	**259**	697
Others	**—**	108
	259	805
Finance costs		
Interest expenses on bank and other borrowings	**—**	(234)
Interest expenses on lease liabilities	**(222)**	(596)
Others	**(404)**	(670)
	(626)	(1,500)
Finance costs, net	**(367)**	(695)

8. INCOME TAX EXPENSE

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Current income tax		
— Income tax for the current period	**3,708**	1,060
— Under provision in prior years	**2,901**	—
	6,609	1,060
Deferred (tax credit)/tax	**(1,455)**	4,420
	5,154	5,480

Corporate Income Tax

Taxation has been calculated on the estimated assessable profit for the period at the rates of taxation prevailing in the countries/regions in which the Group operates.

Income tax expense is recognised based on management's best estimation of the current income tax rate applicable to the respective Group's entities expected for the period. The estimated income tax rates applicable to the Group's entities (excluding the entities that are currently tax exempted) for the six months ended 30 June 2026 varies from 8.25% to 25% (six months ended 30 June 2025: 8.25% to 25%).

PRC Withholding Tax ("WHT")

According to the applicable PRC tax regulations, dividends distributed by a company established in the PRC to a foreign investor with respect to profits derived after 1 January 2008 are generally subject to a 10% WHT. If a foreign investor incorporated in Hong Kong meets the conditions and requirements under the double taxation treaty arrangement entered into between the PRC and Hong Kong, the relevant withholding tax rate will be reduced from 10% to 5%.

9. EXPENSES BY NATURE

	Six months ended 30 June	
	2026	2025
	RMB'000	*RMB'000*
	(unaudited)	(unaudited)
Amortisation of intangible assets	**69**	180
Auditors' remuneration	**1,850**	1,850
Bandwidth and server custody fees	**6,659**	5,164
Channel service fee and cost of licensing	**39,152**	31,995
Depreciation of property, plant and equipment	**3,454**	3,911
Depreciation of right-of-use assets	**2,785**	2,320
Employee benefit expenses	**40,838**	45,828
Outsourced technical service fees and other professional consulting fees	**11,142**	22,585
Promotion and advertising expenses	**53,880**	24,690
Short-term lease expenses	**346**	312
Travelling and entertainment expenses	**2,590**	1,177
Tax and levies	**522**	292
Utilities and office expenses	**1,046**	891
Others	**141**	128
	164,474	141,323

10. DIVIDENDS

No dividend was paid or proposed for ordinary shareholders of the Company during the six months ended 30 June 2026 nor has any dividend been proposed since the end of the Reporting Period (for the six months ended 30 June 2025: nil). The Board did not recommend the payment of an interim dividend for the six months ended 30 June 2026.

11. PROFIT PER SHARE

Basic profit per share

The calculation of basic profit per share attributable to owners of the Company for the period ended 30 June 2026 is based on the profit for the period attributable to owners of the Company of approximately RMB51,999,000 (six months ended 30 June 2025: approximately profit RMB27,129,000) and the weighted average number of ordinary shares of 2,562,623,160 (six months ended 30 June 2025: 2,574,268,000 ordinary shares) in issue during the period.

Diluted profit per share

The diluted profit per share equals to the basic profit per share, as the Company did not have any potential dilutive ordinary shares for the six months ended 30 June 2026 and 2025.

12. TRADE RECEIVABLES

	30 June 2026 *RMB'000* **(unaudited)**	31 December 2025 *RMB'000* (audited)
Trade receivables	**102,726**	121,695
Provision for loss allowance	**(58,825)**	(67,134)
Carrying amount	**43,901**	54,561

The Group allows a credit period of 30 to 120 days to its customers. The ageing analysis of trade receivables presented based on the dates of delivery of goods and services is as follows:

	30 June 2026 *RMB'000* **(unaudited)**	31 December 2025 *RMB'000* (audited)
Within 3 months	**22,786**	25,887
3 to 6 months	**579**	1,127
6 months to 1 year	**228**	180
1 to 2 years	**163**	8,537
Over 2 years	**78,970**	85,964
	102,726	121,695

13. FINANCIAL ASSETS AT FAIR VALUE THROUGH PROFIT OR LOSS

	30 June 2026 *RMB'000* **(unaudited)**	31 December 2025 *RMB'000* (audited)
Non-current		
Listed shares and unlisted equity investments in the PRC	**286,548**	208,015
Unlisted limited partnerships in the PRC	**130,099**	139,780
	416,647	347,795
Current		
Listed shares in Hong Kong	**12,724**	16,858
Total	**429,371**	364,653

14. TRADE AND OTHER PAYABLES

	30 June 2026 *RMB'000* **(unaudited)**	31 December 2025 *RMB'000* (audited)
Trade payables	**41,557**	47,013
Payroll liabilities	**16,789**	31,706
Other tax payables	**3,397**	5,033
PRC WHT	**7,700**	22,100
Dividend payables	**1**	1
Government grants	**140**	140
Accrued expenses	**6,783**	7,532
Others	**65**	188
	76,432	113,713

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

	30 June 2026 *RMB'000* **(unaudited)**	31 December 2025 *RMB'000* (audited)
0 to 30 days	**41,000**	46,398
31 to 60 days	**257**	570
91 to 180 days	**—**	45
181 to 365 days	**300**	—
	41,557	47,013

OTHER INFORMATION AND CORPORATE GOVERNANCE HIGHLIGHTS

Purchase, Sale or Redemption of Listed Securities

During the six months ended 30 June 2026, the Company purchased a total of 144,798,000 Shares on the Stock Exchange at an aggregate consideration of HK$157,549,540. As at 30 June 2026, 5,458,000 Shares have been cancelled while the remaining 139,340,000 Shares repurchased for cancellation but not yet cancelled. As of the date of this announcement, the Company cancelled the remaining 139,340,000 Shares repurchased during the six months ended 30 June 2026.

Month	Total of Shares purchased	Purchase price paid per Share Highest *(HK$)*	Lowest *(HK$)*	Total purchase price paid *(HK$)*
April 2026	5,118,000	0.77	0.63	3,727,640
May 2026	8,282,000	0.65	0.55	4,987,340
June 2026	131,398,000	1.19	0.93	148,834,560
Total	**144,798,000**			**157,549,540**

Save as disclosed above, neither the Company nor any of its subsidiaries purchased, sold or redeemed any Shares during the six months ended 30 June 2026.

As at 30 June 2026, the Company did not hold any treasury shares within the meaning under the Listing Rules.

Interim Dividend

The Board did not recommend to declare a interim dividend for the six months ended 30 June 2026.

Compliance with the CG Code

The Company has complied with all the applicable code provisions of the CG Code as set out in Part 2 of Appendix C1 to the Listing Rules for the six months ended 30 June 2026.

Model Code for Securities Transactions by Directors

The Company has adopted the Model Code as set out in Appendix C3 to the Listing Rules as its own code of conduct regarding securities transactions by the Directors and employees of the Group who, because of their office or employment, are likely to possess inside information in relation to the Group or the Company's securities.

Having made specific enquiry, all Directors have confirmed that they have complied with the Model Code for the six months ended 30 June 2026. In addition, the Company is not aware of any non-compliance of the Model Code by the relevant employees during the six months ended 30 June 2026.

Audit Committee

The Company has established the Audit Committee with written terms of reference in compliance with the CG Code. As at the date of this announcement, the Audit Committee consists of three independent non-executive Directors, namely Mr. Xue Jun, Ms. Li Yiqing and Mr. Lui Chi Ho. Mr. Xue Jun is the chairman of the Audit Committee.

The Audit Committee has reviewed the unaudited interim financial information and the interim report of the Group for the six months ended 30 June 2026.

PUBLICATION OF THE INTERIM RESULTS ANNOUNCEMENT AND 2026 INTERIM REPORT

This announcement was published on the website of The Stock Exchange of Hong Kong Limited (www.hkexnews.hk) and on the website of the Company (www.7road.com). The interim report of the Group for the six months ended 30 June 2026 will be available on the above websites by the end of September 2026.

DEFINITIONS

"ARPPU"	the total revenue generated by the paying users for a particular game, a particular type of games or all of our games, as applicable, during a certain period divided by the number of paying users of the game, the type of games or all of our games, as applicable, during such period
"Audit Committee"	the audit committee of the Board
"average MPUs"	the average number of paying users in the relevant calendar month; average MPUs for a particular period is the average of the MPUs in each month during that period
"Board"	the board of Directors of the Company
"CG Code"	the Corporate Governance Code as set out in Appendix C1 of the Listing Rules
"China" or "PRC"	the People's Republic of China, unless otherwise stated, excludes Hong Kong, the Macau Special Administrative Region and Taiwan herein
"Company"	7Road Holdings Limited (第七大道控股有限公司), a company incorporated under the laws of the Cayman Islands with limited liability on 6 September 2017 and the Shares of which are listed on the Main Board of the Stock Exchange on 18 July 2018 (Stock Code: 797)
"Contractual Arrangements"	certain contractual arrangements entered into on 13 April 2018 by us
"Director(s)"	the director(s) of the Company
"Group", "we" or "us"	the Company and all of its subsidiaries and companies whose financial results have been consolidated and accounted as the subsidiaries of the Company by virtue of the Contractual Arrangements, or, where the context so requires, in respect of the period before the Company became the holding company of its current subsidiaries, the business operated by such subsidiaries or their predecessors (as the case may be)

"HK$"	Hong Kong dollars, the lawful currency of Hong Kong
"Hong Kong"	the Hong Kong Special Administrative Region of the PRC
"IP"	intellectual property
"Listing Rules"	the Rules Governing the Listing of Securities on The Stock Exchange of Hong Kong Limited (as amended from time to time)
"MAUs"	monthly active users, refers to the number of people logged in to specific game(s) in the relevant calendar month; average MAUs for a particular period is the average of the MAUs in each month during that period
"mobile game(s)"	game(s) that is/are played on mobile devices
"Model Code"	the Model Code of Securities Transactions by Directors of the Listed Issuers as set out in Appendix C3 to the Listing Rules
"MPUs"	monthly paying users, refers to the number of paying users in the relevant calendar month
"Nanjing Lingxing"	Nanjing Lingxing Technology Co., Ltd.* (南京領行科技股份有限公司), a joint stock company with limited liability established under the laws of the PRC
"Ningbo Lianjun"	Ningbo Meishan Bonded Port Area Lianjun Investment Management Partnership (Limited Partnership)* (寧波梅山保稅港區聯珺投資管理合夥企業(有限合夥)), a partnership established under the laws of the PRC
"online game(s)"	video game(s) that is/are played over some form of computer or mobile network

"paying users"	in any given period, (i) paying users of a particular game refers to all registered users who charged their accounts for the game with virtual items purchased from us at least once in such period regardless of whether such virtual items were consumed by the registered users in such period; and (ii) paying users of a particular type or all of our game refers to the simple sum of the paying users of each game of such type or all of our games, as applicable, in such period and a paying users that purchased virtual items for two or more games in such period is counted as two or more paying users in such period
"Qianhai Huanjing"	Shenzhen Qianhai Huanjing Network Technology Co., Ltd.* (深圳市前海幻境網絡科技有限公司), a company established under the laws of the PRC with limited liability on 12 July 2015
"R&D"	research and development
"RMB"	Renminbi, the lawful currency of the PRC
"RSU Scheme"	the restricted share unit scheme adopted by our Company on 6 March 2018
"RSU(s)"	restricted share units granted pursuant to the RSU Scheme
"senior management"	the senior management of the Company
"Share(s)"	ordinary share(s) of US$0.000005 each in the issued share capital of the Company
"Shareholder(s)"	holder(s) of Shares
"Stock Exchange"	The Stock Exchange of Hong Kong Limited
"treasury shares"	has the meaning ascribed thereto under the Listing Rules

"US$"	United States dollars, the lawful currency of the United States
"web game(s)"	game(s) that is/are played in a web browser on personal computer without downloading any client base or application
"%"	per cent

By order of the Board
7Road Holdings Limited
Meng Shuqi
Chairman

Shenzhen, the PRC
31 August 2026

As at the date of this announcement, the executive directors of the Company are Mr. Meng Shuqi, Mr. Liu Zhizhen and Mr. Yang Cheng; and the independent non-executive directors of the Company are Mr. Xue Jun, Ms. Li Yiqing and Mr. Lui Chi Ho.

* *For identification purposes only*