



2026

INTERIM REPORT



**FINGER
TANGO**

FingerTango Inc.
指尖悅動控股有限公司

(Incorporated in the Cayman Islands with limited liability)

Stock Code: 6860



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Corporate Information

DIRECTORS

Executive Directors

Dr. CHAN Man Fung (陳文鋒) (*Chairman*)

Ms. LI Nini (李妮妮) (*Chief Executive Officer*)

Independent Non-executive Directors

Mr. YIP Chong Ho Eric (葉創河)

Mr. JIANG Huihui (江輝輝)

Mr. SHIN Ho Chuen (單浩銓)

AUDIT COMMITTEE

Mr. YIP Chong Ho Eric (葉創河) (*Chairman*)

Mr. JIANG Huihui (江輝輝)

Mr. SHIN Ho Chuen (單浩銓)

REMUNERATION COMMITTEE

Mr. JIANG Huihui (江輝輝) (*Chairman*)

Dr. CHAN Man Fung (陳文鋒)

Mr. SHIN Ho Chuen (單浩銓)

NOMINATION COMMITTEE

Mr. YIP Chong Ho Eric (葉創河) (*Chairman*)

Ms. LI Nini (李妮妮)

Mr. JIANG Huihui (江輝輝)

Mr. SHIN Ho Chuen (單浩銓)

COMPANY SECRETARY

Ms. CHIK Wai Chun (戚偉珍)

AUTHORIZED REPRESENTATIVES

Dr. CHAN Man Fung (陳文鋒)

Ms. CHIK Wai Chun (戚偉珍)

AUDITOR

OOP CPA & Co.

Certified Public Accountants

Registered Public Interest Entity Auditor

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COMPANY WEBSITE

www.fingertango.com

STOCK CODE

6860

LISTING DATE

12 July 2018

Management Discussion and Analysis

MARKET OVERVIEW

According to the China Gaming Industry Report for January–June 2026* (2026年1–6月中國遊戲產業報告) (the “**Report**”) issued by the Game Publishers Association Publications Committee (遊戲出版工作委員會) (GPC) of the China Audio-video and Digital Publishing Association (中國音像與數字出版協會) and China Game Industry Research Institute (中國遊戲產業研究院), against the backdrop of global political and economic volatility, China’s gaming industry as a whole maintained a positive operating trajectory, with actual sales revenue and the number of game users continuing to grow. In the first half of 2026, the actual sales revenue of China’s gaming market reached a new high of RMB188.45 billion, representing a year-on-year increase of 12.17%. The Chinese mobile game market, which accounts for approximately three-quarters of the Chinese game market share, generated actual sales revenue of RMB135.21 billion, representing a year-on-year increase of 7.90%, which set a new sales revenue record. As of June 2026, the number of game users in China reached 684 million, a year-on-year increase of 0.82%, also marking a new historical high.

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

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

BUSINESS REVIEW

During the Reporting Period, the Group recorded total revenue of approximately RMB168.3 million, representing a decrease of approximately RMB43.6 million, or approximately 20.6%, as compared with approximately RMB211.9 million for the Corresponding Period. The decrease was mainly attributable to the natural decline in revenue contribution from certain existing games which had been in operation for years and entered the mature stage of their life cycles. Gross profit decreased by approximately RMB39.5 million, or 34.0%, from approximately RMB116.1 million to approximately RMB76.6 million, while gross profit margin decreased from approximately 54.8% to approximately 45.5%, as the decrease in cost of revenue was proportionately lower than the decrease in revenue.

Management Discussion and Analysis

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

The following table was the key performance indicators summary:

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

Note 1: Average MAUs is the average monthly active users.

Note 2: Average MPUs is average monthly paying users.

Note 3: ARPPU is the average revenue per month per paying user.

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

OUTLOOK FOR THE SECOND HALF OF 2026

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

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

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

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

FINANCIAL PERFORMANCE

Revenue

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

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

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

Cost of Revenue

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

Management Discussion and Analysis

Gross Profit and Gross Profit Margin

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

Selling and Marketing Expenses

The key reasons that the Group incurred significant selling and marketing expenses in the first half of 2026 and the previous years were: (i) the nature of business — the revenue generated from the Group's business (through, among others, publishing licensed online games to players on platforms) hinges upon the number of mobile game customers, the acquisition and retention of which requires substantial advertising activities and cost; and (ii) the highly competitive market and rising user acquisition cost — in light of the highly competitive Chinese mobile game market, the Group places heavy emphasis on user acquisition which involves substantial spending on performance marketing, influencer partnerships and app store optimisation to gain visibility on many different mobile application platforms, as well as investments in advertisement technology and marketing services for targeted campaigns.

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

Management Discussion and Analysis

The Group's selling and marketing expenses decreased from approximately RMB53.3 million for the six months ended 30 June 2025 to approximately RMB46.8 million for the Reporting Period, representing a reduction of approximately 12.3%. The decrease was due to a substantial portion of our published mobile games have entered their mature stage, having been in operation for several years since their initial launch. As these games have established a stable user base, they require less intensive marketing efforts, leading to a natural reduction in associated expenses.

These factors combined to create a more conservative marketing approach, aligning with the Group's strategic focus on optimizing operational efficiency and resource allocation. Despite the decrease in marketing expenses, we continued to refine our game operations and explore innovative promotion channels to maintain user engagement.

Administrative Expenses

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

Research and Development Expenses

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

Other Income, Gains and Losses, Net

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

Income Tax Credit

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

Management Discussion and Analysis

Loss for the Reporting Period

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

Investments at Fair Value through Profit or Loss

As at 30 June 2026, investments at fair value through profit or loss were approximately RMB37.5 million. Details of investments at fair value through profit or loss for the Reporting Period are shown as below:

		Increases for the six months ended	Changes in fair value for the six months ended 30 June	Settlements for the six months ended 30 June	Currency translation difference for the six months ended 30 June	Fair value as at 30 June
	Fair value as at 31 December 2025	30 June 2026	ended 30 June 2026	30 June 2026	30 June 2026	30 June 2026
	RMB million (Audited)	RMB million (Unaudited)	RMB million (Unaudited)	RMB million (Unaudited)	RMB million (Unaudited)	RMB million (Unaudited)
Investments at fair value through profit or loss						
Listed equity securities in Hong Kong ¹	13.8	—	2.7	—	(0.6)	15.9
Private equity investment fund Boniu Yuedong* (博牛悅動專享私募證券 投資基金)	21.1	—	0.5	—	—	21.6
Total	34.9	—	3.2	—	(0.6)	37.5

1. The listed equity securities in Hong Kong included 16,962,000 shares of China Gas Industry Investment Holdings Co. Ltd. (Stock Code: 1940) ("CGII Shares") acquired on the open market. For further details of the acquisitions of CGII Shares, please refer to the announcement of the Company dated 15 March 2021.

Prepayments and Deposits

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

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

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

The reasons for significant amounts of provision for impairment for prepayments for purchase of licenses, prepayments for promotion expenses and prepayments to game developers mainly arose from (i) business failure including the suspension of updates, operation and legal risk arrived from copyright issues of the operations of game license providers; (ii) the significant delay of development status of some game developers in delivering the completed mobile game (which happened in the gaming industry as the returns are always uncertain despite significant upfront investments); (iii) refusal or delay in refund of the amount of prepayment of some game developers after the termination of contract; and (iv) the delay or inability to deliver advertising activities by the service provider due to operational challenges caused by the pandemic. Due to the uncertainty of the services, game developments and game licenses, the impairment allowance was provided for the prepayments made to game license providers, game developers and advertising services providers.

For the impaired prepayments to game license providers and game developers, the Group has actively engaged in communication with all such game license providers and game developers. Upon learning that game license providers and game developers were facing operational difficulties and the legal department assessed that pursuing legal action to recover the prepayments would require significant time and legal costs. The Group adopted a proactive communication approach to explore whether those game license providers and game developers could provide alternative resources, such as artistic materials, text content, game scripts, or other artistic assets, to recover the impaired prepayments. Where the game developers refused to cooperate by submitting all available artistic resources for the games in development, the Group has taken legal actions against the game developers after the assessment of the Group's legal and compliance department to seek compensation, to recover the impaired prepayments; and the relevant services of the impaired prepayments to advertising service providers were reactivated and the relevant services were utilized to provide benefit to the Group.

Management Discussion and Analysis

Other Receivables

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

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

Time Deposits

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

Bank and Cash Balances

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

Liquidity and Source of Funding and Borrowing

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

Gearing ratio is calculated on the basis of total borrowings (net of cash and cash equivalents) over the Group's total equity. The Group does not have any bank borrowings and other debt financing obligations as at 30 June 2026 and the resulting gearing ratio is nil. The Group intends to finance the expansion, investments and business operations with internal resources.

Capital Structure

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

Contingent Liabilities

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

Pledge of Assets

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

Foreign Exchange Risk

The income of the Group is principally denominated in RMB. The Group will continue to monitor its foreign exchange risk exposure to manage its foreign exchange exposure and preserve the value of its cash resources. As at 30 June 2026, the Group did not enter into any hedging transactions.

Significant Investments Held

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

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

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

Material Acquisitions and Disposals of Subsidiaries, Associates and Joint Ventures

The Group did not have any material acquisitions and disposals of subsidiaries, associates and joint ventures during the Reporting Period.

Condensed Consolidated Statement of Profit or Loss and Other Comprehensive Income

For the six months ended 30 June 2026

	Notes	(Unaudited) Six months ended 30 June	
		2026	2025
		RMB'000	RMB'000
Revenue	5	168,277	211,862
Cost of revenue		(91,635)	(95,731)
Gross profit		76,642	116,131
Selling and marketing expenses		(46,772)	(53,321)
Administrative expenses		(25,081)	(24,907)
Research and development expenses		(41,022)	(39,717)
Other income, gains and losses, net	6	913	7,561
Operating (loss) profit		(35,320)	5,747
Lease interests		(147)	(273)
(Loss) profit before income tax		(35,467)	5,474
Income tax credit (expense)	7	5,057	(1,107)
(Loss) profit for the period attributable to owners of the Company	8	(30,410)	4,367
Other comprehensive income (expenses):			
<i>Item that may be reclassified to profit or loss:</i>			
Exchange differences on translating foreign operations		1,299	(2,475)
Other comprehensive income (expenses) for the period, net of income tax		1,299	(2,475)
Total comprehensive (expense) income for the period attributable to owners of the Company		(29,111)	1,892
(Loss) earnings per share (RMB)	10		
— Basic		(0.0159)	0.0023
— Diluted		(0.0159)	0.0023

Condensed Consolidated Statement of Financial Position

As at 30 June 2026

	Notes	30 June 2026 RMB'000 (Unaudited)	31 December 2025 RMB'000 (Audited)
ASSETS			
Non-current assets			
Property and equipment		11,999	7,078
Right-of-use assets		3,407	6,745
Intangible assets		23,753	29,047
Investments at fair value through profit or loss	12	21,624	21,115
Prepayments and deposits	14	12,500	11,556
Time deposits		30,000	30,000
Deferred tax assets		17,075	20,096
Total non-current assets		120,358	125,637
Current assets			
Trade receivables	13	25,128	28,871
Contract costs		15,102	17,573
Prepayments and deposits	14	19,643	22,641
Other receivables	15	18,167	88,411
Investments at fair value through profit or loss	12	15,912	13,788
Current tax recoverables		1,423	—
Time deposits		307,164	310,432
Bank and cash balances		334,444	325,789
Total current assets		736,983	807,505
TOTAL ASSETS		857,341	933,142

Condensed Consolidated Statement of Financial Position

As at 30 June 2026

	Notes	30 June 2026 RMB'000 (Unaudited)	31 December 2025 RMB'000 (Audited)
EQUITY AND LIABILITIES			
Equity			
Share capital		62	62
Reserves		754,528	783,639
Total equity		754,590	783,701
Liabilities			
Current liabilities			
Trade payables	16	38,855	46,155
Contract liabilities		39,960	44,756
Accruals and other payables		20,190	33,869
Lease liabilities		3,746	7,405
Current tax liabilities		—	17,256
Total current liabilities		102,751	149,441
Total liabilities		102,751	149,441
TOTAL EQUITY AND LIABILITIES		857,341	933,142

Condensed Consolidated Statement of Changes in Equity

For the six months ended 30 June 2026

	(Unaudited)					
	Attributable to owners of the Company					
	Share capital	Share premium	Shares held for RSU Scheme	Reserves	Accumulated losses	Total
	RMB'000	RMB'000	RMB'000	RMB'000	RMB'000	RMB'000
				(Note 17)		
At 1 January 2025 (Audited)	62	712,696	(2)	160,690	(52,030)	821,416
Total comprehensive (expense)/income for the period	—	—	—	(2,475)	4,367	1,892
At 30 June 2025 (Unaudited)	62	712,696	(2)	158,215	(47,663)	823,308
At 1 January 2026 (Audited)	62	712,696	(2)	158,310	(87,365)	783,701
Total comprehensive income/(expense) for the period	—	—	—	1,299	(30,410)	(29,111)
At 30 June 2026 (Unaudited)	62	712,696	(2)	159,609	(117,775)	754,590

Condensed Consolidated Statement of Cash Flows

For the six months ended 30 June 2026

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	RMB'000
Cash flows from operating activities		
Cash generated from operating activities	29,964	41,303
Income tax paid	(10,601)	(6,059)
Interest received	3,881	5,932
Lease interests paid	(147)	(273)
Net cash generated from operating activities	23,097	40,903
Cash flows from investing activities		
Placement of time deposits	(387,301)	(234,400)
Release of time deposits	387,301	343,040
Purchases of property and equipment	(6,988)	(26)
Proceeds from disposals of property and equipment	(424)	—
Purchases of intangible assets	—	(602)
Settlement of investments at fair value through profit or loss	1,500	20,000
Net cash (used in) from investing activities	(5,912)	128,012
Cash flows from financing activities		
Repayment of lease liabilities	(3,659)	(3,489)
Net cash used in financing activities	(3,659)	(3,489)
Net increase in cash and cash equivalents	13,526	165,426
Effect of foreign exchange rate changes	(4,871)	(8,154)
Cash and cash equivalents at the beginning of the period	325,789	352,060
Cash and cash equivalents at the end of the period	334,444	509,332
Analysis of cash and cash equivalents		
Bank and cash balances	334,444	509,332

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

1. GENERAL INFORMATION

FingerTango Inc. (the “**Company**”) was incorporated in the Cayman Islands on 9 January 2018 as an exempted company with limited liability. The address of its registered office is Cricket Square, Hutchins Drive, P.O. Box 2681, Grand Cayman KY1-1111, Cayman Islands. The address of its principal place of business in Hong Kong is Room 1602, 16/F., Park Commercial Centre, 180 Tung Lo Wan Road, Causeway Bay, Hong Kong. The address of its headquarters is Building 5, Zone A, Huaxin Kechuang Island, No. 248 Qiaotou Street, Haizhu District, Guangzhou, the People’s Republic of China (the “**PRC**”). The Company’s shares are listed on the Main Board of The Stock Exchange of Hong Kong Limited (the “**Stock Exchange**”).

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

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

2. BASIS OF PREPARATION

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

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

3. ADOPTION OF NEW AND REVISED INTERNATIONAL FINANCIAL REPORTING STANDARDS

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

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

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

4. FAIR VALUE MEASUREMENTS

Fair value is the price that would be received to sell an asset or paid to transfer a liability in an orderly transaction between market participants at the measurement date. The following disclosures of fair value measurements use a fair value hierarchy that categorises into three levels the inputs to valuation techniques used to measure fair value:

Level 1 inputs: quoted prices (unadjusted) in active markets for identical assets or liabilities that the Group can access at the measurement date.

Level 2 inputs: inputs other than quoted prices included within level 1 that are observable for the asset or liability, either directly or indirectly.

Level 3 inputs: unobservable inputs for the asset or liability.

The Group's policy is to recognise transfers into and transfers out of any of the three levels as of the date of the event or change in circumstances that caused the transfer.

(a) Disclosures of level in fair value hierarchy

(Unaudited)			Total
			30 June
Fair value measurements using:	Level 1	Level 3	2026
Description	RMB'000	RMB'000	RMB'000
<i>Recurring fair value measurements:</i>			
Investments at fair value through profit or loss			
— Listed equity securities in Hong Kong	15,912	—	15,912
— Unlisted wealth management products	—	21,624	21,624
Total recurring fair value measurements	15,912	21,624	37,536

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

4. FAIR VALUE MEASUREMENTS (continued)

(a) Disclosures of level in fair value hierarchy (continued)

Fair value measurements using: Description	(Audited)		Total 31 December 2025
	Level 1 RMB'000	Level 3 RMB'000	RMB'000
<i>Recurring fair value measurements:</i>			
Investments at fair value through profit or loss			
— Listed equity securities in Hong Kong	13,788	—	13,788
— Unlisted wealth management products	—	21,115	21,115
Total recurring fair value measurements	13,788	21,115	34,903

(b) Reconciliation of assets measured at fair value based on level 3

Description	(Unaudited) Investments at fair value through profit or loss	
	2026 RMB'000	2025 RMB'000
At 1 January (Audited)	21,115	120,847
Total gains or losses recognised in profit or loss (#)	509	607
Additions	—	—
Settlements	—	(20,000)
Currency translation differences	—	(839)
At 30 June (Unaudited)	21,624	100,615
(#): Include gains or losses for assets held at the end of the Reporting Period	509	607

The total gains or losses recognised in profit or loss including those for assets held at the end of the Reporting Period are presented in other gains/(losses), net in the condensed consolidated statement of profit or loss and other comprehensive income.

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

4. FAIR VALUE MEASUREMENTS (continued)

(c) Disclosure of valuation process used by the Group and valuation techniques and inputs used in fair value measurements at the end of the reporting period

The Group's chief financial officer is responsible for the fair value measurements of assets required for financial reporting purposes, including level 3 fair value measurements. The chief financial officer reports directly to the Board for these fair value measurements. Discussions of valuation processes and results are held between the chief financial officer and the Board at least twice a year.

For level 3 fair value measurements, the Group has a team that manages the valuation exercise of level 3 financial instruments for financial reporting purposes. The team manages the valuation exercise of the investments on a case-by-case basis. At least twice every year, the team would use valuation techniques to determine the fair value of the Group's level 3 financial instruments. External valuation expert will be involved when necessary.

Description	Valuation technique	Unobservable inputs	Range	Effect on fair value for increase of inputs	Fair value at 30 June 2026 RMB'000 (Unaudited)
<i>Investments at fair value through profit or loss</i>					
— Unlisted wealth management products	Market comparable approach	Dealer quotes for similar instruments	up to 5.0%	Increase	21,624

Description	Valuation technique	Unobservable inputs	Range	Effect on fair value for increase of inputs	Fair value at 31 December 2025 RMB'000 (Audited)
<i>Investments at fair value through profit or loss</i>					
— Unlisted wealth management products	Market comparable approach	Dealer quotes for similar instruments	up to 5.0%	Increase	21,115

There were no changes in the valuation techniques used.

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

5. REVENUE AND SEGMENT INFORMATION

The Group's chief operating decision maker has been identified as its executive Directors, who review the consolidated results when making decisions about allocating resources and assessing performance of the Group as a whole. Therefore, the Group has only one reportable segment. The Group does not distinguish between markets or segments for the purpose of internal reporting. The Group's long-lived assets are substantially located in the PRC and substantially all of the Group's revenues are derived from the PRC. Therefore, no geographical segments are presented.

	(Unaudited) Six months ended 30 June	
	2026	2025
	RMB'000	RMB'000
Self-publishing	68,872	101,445
Co-publishing	99,405	110,417
Total revenue	168,277	211,862
Disaggregation of revenue from contracts with customers:		
Timing of revenue recognition		
Over time	168,277	211,862

Revenue from major customers:

The following table summarises the percentage of revenue from games licensed by a single game developer exceeding individually 10% of the Group's revenue during the six months ended 30 June 2026 and 2025:

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

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

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

6. OTHER INCOME, GAINS AND LOSSES, NET

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

7. INCOME TAX CREDIT (EXPENSE)

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

Under the Law of the PRC on Enterprise Income Tax (the “EIT Law”) and Implementation Regulation of the EIT Law, the tax rate of the subsidiaries of the Company in the PRC is 25% (six months ended 30 June 2025: 25%).

Tax charge on profits assessable elsewhere have been calculated at the rates of tax prevailing in the countries in which the Group operates, based on existing legislation, interpretation and practices in respect thereof.

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

8. (LOSS) PROFIT FOR THE PERIOD

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

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

9. DIVIDEND

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

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

10. (LOSS) EARNINGS PER SHARE

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

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

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

11. PROPERTY AND EQUIPMENT

During the six months ended 30 June 2026, the Group acquired property and equipment of RMB6,988,000 (six months ended 30 June 2025: RMB26,000).

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

12. INVESTMENTS AT FAIR VALUE THROUGH PROFIT OR LOSS

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

13. TRADE RECEIVABLES

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

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

* Less than RMB1,000

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

14. Prepayments and Deposits

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

Reconciliation of provision for impairment:

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

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

15. OTHER RECEIVABLES

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

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

16. TRADE PAYABLES

The ageing 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 1 month	17,736	16,800
1 month to 3 months	9,889	23,634
3 months to 6 months	6,893	1,370
6 months to 1 year	137	453
Over 1 year	4,200	3,898
	38,855	46,155

17. RESERVES

	Share- based payments reserve RMB'000	Statutory reserve RMB'000	Foreign currency translation reserve RMB'000	Equity investments revaluation reserve RMB'000	Total RMB'000
At 1 January 2025 (Audited)	148,518	16,903	3,669	(8,400)	160,690
Currency translation differences	—	—	(2,475)	—	(2,475)
At 30 June 2025 (Unaudited)	148,518	16,903	1,194	(8,400)	158,215
At 1 January 2026 (Audited)	148,518	16,903	1,289	(8,400)	158,310
Currency translation differences	—	—	1,299	—	1,299
At 30 June 2026 (Unaudited)	148,518	16,903	2,588	(8,400)	159,609

Notes to the Condensed Consolidated Financial Statements

For the six months ended 30 June 2026

18. CONTINGENT LIABILITIES

As at 30 June 2026, the Group did not have any significant contingent liabilities (31 December 2025: nil).

19. CAPITAL COMMITMENTS

The Group's capital commitments at the end of the Reporting Period are as follows:

	30 June 2026 RMB'000 (Unaudited)	31 December 2025 RMB'000 (Audited)
Intangible assets — Contracted but not provided for	8,520	9,520

20. RELATED PARTY TRANSACTIONS

Key management personnel compensations

The compensations paid or payable to key management personnel (including the Board, chief executive officer and other senior executives) for employee services are as follows:

	(Unaudited) Six months ended 30 June 2026 RMB'000	2025 RMB'000
Wages, salaries and bonuses	1,943	1,723
Pension costs — defined contribution plans	18	17
Social security costs, housing benefits and other employee benefits	40	36
	2,001	1,776

21. MATERIAL EVENTS AFTER THE REPORTING PERIOD

There were no material subsequent events during the period from 1 July 2026 to the approval date of the unaudited condensed consolidated financial statements by the Board on 28 August 2026.

22. APPROVAL OF THE CONDENSED CONSOLIDATED FINANCIAL STATEMENTS

The unaudited condensed consolidated financial statements were approved and authorised for issue by the Board on 28 August 2026.

Other Information

USE OF PROCEEDS

The net proceeds at approximately HK\$967.1 million (the “**Net Proceeds**”) received from the listing of the Company on the Listing Date were used and are proposed to be used in a manner consistent with that disclosed in the section headed “Future Plans and Use of Proceeds” in the Prospectus. Since the Listing Date and up to 30 June 2026, the utilization of the Net Proceeds and remaining balance are set out below:

Intended use of the Net Proceeds	Percentage of the Net Proceeds for each intended usage %	Amount of the Net Proceeds for each intended usage HK\$ million	Amount of the remaining Net Proceeds as at 31 December 2025 HK\$ million	Amount of the Net Proceeds utilised during the six months ended 30 June 2026 HK\$ million	Amount of the remaining Net Proceeds as at 30 June 2026 HK\$ million
Develop game sourcing capabilities and ensure us to acquire high quality game content	35%	338.5	189.7	37.7	152.0
Establish in-house game development team	25%	241.8	7.3	7.3	—
Fund marketing and promotional activities	20%	193.4	—	—	—
Expand into overseas markets and develop overseas operation	10%	96.7	—	—	—
Working capital and general corporate purposes	10%	96.7	1.0	—	1.0
Total	100%	967.1	198.0	45.0	153.0

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

INTERIM DIVIDEND

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

EMPLOYEE REMUNERATION AND RELATIONS

As at 30 June 2026, the Group had a total of 143 employees, comparing to 179 employees as at 30 June 2025. The total staff costs (including fees, salaries and other allowance for both Directors and other staff) for the Reporting Period were approximately RMB23.6 million, compared to approximately RMB35.0 million in the corresponding period last year. The Group provides employees with competitive remuneration and benefits, and the Group's remuneration policies are formulated according to the assessment of individual performance and are periodically reviewed. The Group provides training programs to employees, including new hire training for new employees and continuing technical training primarily for our research and development team and game operation team to enhance their skill and knowledge.

PURCHASE, SALE OR REDEMPTION OF THE COMPANY'S LISTED SECURITIES

There was no purchase, sale or redemption of the Company's listed securities (including sale of treasury shares (as defined under the Listing Rules), if any) by the Company or any of its subsidiaries during the Reporting Period. As at 30 June 2026, the Company did not hold any such treasury shares.

COMPLIANCE WITH THE MODEL CODE FOR SECURITIES TRANSACTIONS BY DIRECTORS

The Company has adopted the Model Code for Securities Transactions by Directors of Listed Issuers (the "**Model Code**") as set out in Appendix C3 of the Listing Rules as its code of conduct for Directors' securities transactions. Having made specific enquiry with the Directors, all of the Directors confirmed that they have complied with the required standards as set out in the Model Code during the Reporting Period.

COMPLIANCE WITH THE CORPORATE GOVERNANCE CODE

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

INTERESTS AND SHORT POSITIONS OF DIRECTORS AND CHIEF EXECUTIVE IN THE SHARES, UNDERLYING SHARES AND DEBENTURES

As at 30 June 2026, the interests or short positions of the Directors and chief executive of the Company in the Shares, underlying Shares and debentures of the Company and its associated corporations (within the meaning of Part XV of the SFO), which (a) were required to be notified to the Company and the Stock Exchange pursuant to Divisions 7 and 8 of Part XV of the SFO (including interests and short positions which he/she was taken or deemed to have under such provisions of the SFO); or (b) were required, pursuant to Section 352 of the SFO, to be recorded in the register referred to herein; or (c) were required to be notified to the Company and the Stock Exchange pursuant to the Model Code, were as follows:

Interest in Shares or Underlying Shares of our Company

Name	Capacity/Nature of interest	Number of Shares held/interested	Approximate percentage of interest
Ms. LI Nini ⁽²⁾	Interest in a controlled corporation	44,375,000(L)	2.31%

Notes:

- (1) The Letter "L" denotes the person's long position (as defined under Part XV of the SFO) in the Shares.
- (2) LNN Holding Limited, a beneficial owner of 44,375,000 Shares, is wholly-owned by Ms. LI Nini. Thus, Ms. LI Nini is deemed to be interested in 44,375,000 Shares in which LNN Holding Limited is interested by virtue of the SFO.

Save as disclosed above, as at 30 June 2026, so far as the Directors are aware, none of the Directors and chief executives of the Company, nor their associates, had any interests or short positions in the Shares, underlying Shares and debentures of the Company or any of its associated corporations (within the meaning of Part XV of the SFO) as recorded in the register of the Company required to be kept under Section 352 of the SFO or as otherwise notified to the Company and the Stock Exchange pursuant to the Model Code.

SUBSTANTIAL SHAREHOLDERS' INTERESTS AND SHORT POSITIONS IN THE SHARES AND UNDERLYING SHARES

As at 30 June 2026, the following persons or corporations (other than the Directors or chief executives of the Company disclosed above) who had an interest or short positions in the Shares and underlying Shares which fall to be disclosed to the Company and the Stock Exchange under the provisions of Division 2 or 3 or Part XV of the SFO, or which were recorded in the register required to be kept under Section 336 of the SFO:

Interest in Shares or Underlying Shares of our Company

Name	Capacity/Nature of interest	Number of Shares held/interested	Approximate percentage of interest
LJ Technology Holding Limited ⁽²⁾	Beneficial owner	1,007,837,500(L)	52.54%
Mr. LIU Jie ⁽²⁾	Interest in a controlled corporation	1,007,837,500(L)	52.54%
ZYB Holding Limited ⁽³⁾	Beneficial owner	148,488,000(L)	7.74%
Mr. ZHU Yanbin ⁽³⁾	Interest in a controlled corporation	148,488,000(L)	7.74%
ACERY Holding LIMITED ⁽⁴⁾	Beneficial owner	103,545,000(L)	5.40%
Mr. WU Junjie ⁽⁴⁾	Interest in a controlled corporation	103,545,000(L)	5.40%

Notes:

- (1) The letter "L" denotes the person's long position (as defined under Part XV of the SFO) in the Shares.
- (2) LJ Technology Holding Limited is wholly-owned by Mr. LIU Jie. Thus, Mr. LIU Jie is deemed to be interested in 1,007,837,500 Shares in which LJ Technology Holding Limited is interested by virtue of the SFO.
- (3) ZYB Holding Limited is wholly-owned by Mr. ZHU Yanbin. Thus, Mr. ZHU Yanbin is deemed to be interested in 148,488,000 Shares in which ZYB Holding Limited is interested by virtue of the SFO.
- (4) ACERY Holding LIMITED is wholly-owned by Mr. WU Junjie. Thus, Mr. WU Junjie is deemed to be interested in 103,545,000 Shares in which ACERY Holding LIMITED is interested by virtue of the SFO.

Save as disclosed herein, the Directors are not aware of any other persons or corporations (other than the Directors and chief executives of the Company) had any interests or short positions in the Shares or underlying Shares which were or required to be disclosed under the provisions of Divisions 2 and 3 of Part XV of the SFO, or which were recorded in the register required to be kept under Section 336 of the SFO as at 30 June 2026.

RESTRICTED SHARE UNIT SCHEME

We have adopted the RSU Scheme with a view to formalise the grant and proposal to grant share incentives to eligible management and employees of the Group. The participants of the RSU Scheme include the employees or officers (including executive, non-executive and independent non-executive Directors), any person or entity that provides research, development, consultancy and other technical or operation or administrative support to the Group, and any other persons who, in the sole opinion of the Board, have contributed or will contribute to any member of the Group or entities controlled by the Company through the Contractual Arrangements. Under the RSU Scheme, the maximum number of shares which may be granted is 75,000,000 shares and all such shares have been issued to be held on trust as shares underlying the RSUs for the benefit of eligible participants pursuant to the RSU Scheme. No other shares are available for issue under the RSU Scheme as at the date of this interim report. There is no maximum entitlement for individual participant under the RSU Scheme. Under the rules of the RSU Scheme, there is no prescribed time frame within which all awards must be accepted or prescribed vesting period for all awards which may be granted under the RSU Scheme. The acceptance of any awards under the RSU Scheme shall be made within the period specified and in the manner prescribed in the notice of grant to be issued by the Company from time to time on a case-by-case basis. There are no outstanding RSUs granted and the vesting period of awards which may be granted under the RSU Scheme will be specified in the notice of grant to be issued by the Company from time to time on a case-by-case basis. No purchase price is payable for shares awarded under the RSU Scheme. The number of awards available for grant under the RSU Scheme was 18,132,134 shares as at 1 January 2026 and 30 June 2026. The remaining life of the RSU Scheme is approximately 1.5 years as at the date of this interim report.

The RSU Scheme was approved and adopted by the Board on 16 March 2018, the principal terms of which are set out in “Statutory and General Information — D. RSU Scheme and Share Option Scheme — 1. RSU Scheme” in Appendix IV of the Prospectus.

We have appointed The Core Trust Company Limited as the trustee (the “**Trustee**”) to assist with the administration and vesting of the RSUs granted pursuant to the RSU Scheme. A total of 75,000,000 Shares (as adjusted after share sub-division conducted on 22 March 2018) were issued to Super Fleets Limited (the “**RSU Nominee**”), who hold the shares for the benefit of eligible participants pursuant to the RSU Scheme. No further Shares will be allotted and issued to the RSU Nominee or the Trustee for the purpose of the RSU Scheme (other than pursuant to sub-division, reduction, consolidation, reclassification or reconstruction of the share capital of the Company in accordance with the RSU Scheme). As the RSU Scheme does not involve the grant of options to subscribe for any new Shares of the Company, it is not required to be subject to the provisions under Chapter 17 of the Listing Rules.

SHARE OPTION SCHEME

The Company adopted a share option scheme pursuant to a resolution passed on 19 June 2018 which will be valid for 10 years from the adoption date for the purposes of (i) motivating the eligible participants to optimize their performance efficiency for the benefit of the Group; and (ii) attracting and retaining or otherwise maintaining an on-going business relationship with the Eligible Participants whose contributions are or will be beneficial to the long-term growth of the Group. Further details of the Share Option Scheme are set forth in the section headed “Statutory and General Information — D. RSU Scheme and Share Option Scheme” in Appendix IV to the Prospectus. The remaining life of the Share Option Scheme is approximately 1.5 years as at the date of this interim report.

For the six months ended 30 June 2026, no share option was granted, exercised, expired or lapsed and there is no outstanding share option under the Share Option Scheme.

CHANGE IN DIRECTORS’ INFORMATION

The Directors confirmed that no other information is required to be disclosed pursuant to Rule 13.51B(1) of the Listing Rules during the Reporting Period and up to the date of this interim report.

CONTINUING DISCLOSURE OBLIGATIONS PURSUANT TO THE LISTING RULES

Save as disclosed in this interim report, the Company does not have any disclosure obligations under Rules 13.20, 13.21 and 13.22 of the Listing Rules.

MATERIAL LEGAL PROCEEDINGS

Event of Default of Notes of the Issuer

The Company subscribed secured notes in the principal amount of HK\$250,000,000 (the “**Notes**”) issued by Orbitronic Global Development Co., Limited (the “**Issuer**”) on 13 December 2019, the maturity date of the Notes was extended from 12 December 2020 to 12 June 2021. For details, please refer to the announcements of the Company dated 13 December 2019, 12 December 2020 and 22 June 2021 respectively. Until the maturity date and up to 30 June 2026, the Issuer failed to repay fully the principal amount of the Notes together with the accrued interests on the Notes to the Company and such sums remained outstanding.

The Company underwent significant changes in the composition of its Board members between June to August 2023. The new Board is determined and committed to recover the outstanding Notes. In August 2023, the Company engaged a Hong Kong legal firm to issue a demand letter, accompanied by a draft writ of summons to the Issuer. Thereafter the Company and the Issuer engaged in discussions for the recovery process. Following the extensive efforts and communication by the new Board, discussions were held with Issuer regarding a settlement process.

Other Information

In October 2023, the Company, the Issuer, and the sole shareholder of the Issuer entered into a deed of supplemental agreement (the **"Supplemental Agreement"**). Pursuant to the Supplemental Agreement, the said sole shareholder of the Issuer further agrees to pledge the 10,000 shares of the Issuer (representing 100% of the shares of the Issuer) as the further collateral for the Notes and the Company shall be entitled to immediate appointment of a receiver (the **"Receiver"**) for all or any part of the collateral under the Notes. In November 2023, the Company appointed the receiver in order to better safeguard the collateral and the Company's interest in the Issuer. In February 2024, the Issuer further created a charge over trade and other receivables in favor of the Company, which was registered under the Company Ordinance. Through the efforts of the Receiver, the Issuer repaid the principal amount of approximately RMB11,000,000 up to 31 December 2025.

Subsequently, the Issuer was ordered by the Court to be wound up, and the official receiver has appointed the provisional liquidators to take over the affairs of the Issuer. The Receiver, for and on behalf of the Company, is currently communicating with the provisional liquidator regarding the matters of convening the meeting of creditors and in advance negotiating with the Issuer and/or its previous director regarding the settlement of the outstanding sums, with a view to formalising a comprehensive settlement.

The Company will make further announcement(s) as necessary to keep the Shareholders informed of any material developments regarding the matters mentioned above.

Loans to Other Third Parties

Reference is made to the Company's annual report for the year ended 31 December 2025. The Company continues to monitor the progress of repayments and is exercising its best endeavours to recover all outstanding loans.

As of the date of this report, significant legal developments regarding the recovery of loans advanced to China Good Fortune Limited (**"CGFL"**) are as follows:

On 31 October 2024, the Company together with its wholly-owned subsidiary, FT Entertainment Limited (**"FT Entertainment"**) (collectively, the **"Plaintiffs"**), filed a writ of summons in the High Court of Hong Kong against China Good Fortune Limited (**"CGFL"**), a limited liability company incorporated in Hong Kong with Madam Ding Fangya as its sole director and shareholder at all material times (collectively, the **"Defendants"**), in relation to two loan agreements dated 11 June 2020 and 29 March 2021 totaling HK\$26 million (equivalent to approximately RMB24 million) (the **"Loans"**) advanced to CGFL. The Plaintiffs alleged that CGFL breached the terms of the Loans by failing to repay the outstanding principal and interest upon maturity. It is further alleged that the proceeds of the Loans were misapplied in breach of the terms of the Loans. Madam Ding Fangya applied for a striking out order against the FT Entertainment (with the Company's claim against both Madam Ding Fangya and CGFL having been discontinued) and was successful in her application on 27 February 2026. As a result, FT Entertainment lodged a Notice of Appeal accordingly on 13 March 2026. The final judgment previously obtained by the Company against CGFL has since been set aside by order of the Court. FT Entertainment will continue with its application for a fresh final judgment against CGFL and will take enforcement actions against CGFL including but not limited to winding-up proceedings as deemed necessary. As of the date of this report, the relevant legal proceedings remain ongoing.

Petition from the Securities and Futures Commission

On 6 October 2023, the Company was served with a petition (the “**Petition**”) from the Securities and Futures Commission (the “**SFC**”) regarding two corporate activities conducted by the Group. In the Petition, the SFC seeks, inter alia, that the Company shall appoint an external auditor (after consultation with the SFC) to review and prepare a report on its internal control procedures.

The Company experienced significant changes in its Board members between June and August 2023. In order to demonstrate the Company’s commitment to ensuring the effectiveness of its internal control, the Company has engaged Moore Advisory Services Limited to conduct an independent investigation and review involving (a) assessment of the effectiveness of the Group’s internal control procedures related to (i) the investment process over subscription of wealth management products and (ii) the lending process; and (b) identification of any deficiencies or weaknesses in the Company’s due diligence processes, operational procedures, and internal control systems. The independent investigation and review has been completed and the relevant reports have been issued. Based on the findings and recommendations set out in the reports, the Company has engaged external professional advisers to assist in enhancing and formalising its internal control framework, and has completed the preparation and refinement of the relevant policies and procedures manuals in respect of the Group’s investment and lending activities. The Company believes that this has further strengthened its internal control and corporate governance framework and demonstrates its continuing commitment to addressing the matters identified in the independent investigation and review.

On 14 November 2024, an order was made by the High Court of Hong Kong granting leave for the SFC to amend the Petition, and including other case management directions (the “**Order**”). The Petition as amended (the “**Amended Petition**”) has, among others, (i) added FT Entertainment Limited (a wholly-owned subsidiary of the Company) and Youmin Networks (together with the Company, the “**Relevant Group Companies**”), as respondents; and (ii) included allegations against Mr. LIU Jie and certain former Directors in relation to the external loans granted by the Relevant Group Companies between May 2020 and March 2021 (the “**Loans**”), which form the basis for an additional relief sought by the SFC, i.e. a compensation order in favour of the Company and the Relevant Group Companies in respect of the Company and the losses they suffered from the granting of the Loans.

Pursuant to the Order dated 14 May 2025, the Company and the Relevant Group Companies have filed and served their Points of Defence on 3 July 2025. The SFC subsequently filed and served its Points of Reply to the Company and the Relevant Group Companies on 15 October 2025. Mutual discovery was conducted on 22 April 2026. Following the completion of mutual discovery, the parties are currently preparing their respective witness statements.

Other Information

The Company is seeking legal advice in respect of the proceedings and further announcement(s) will be made to update the Shareholders and investors on any significant developments on the proceedings in accordance with the Listing Rules and the SFO. For details, please refer to the announcements of the Company dated 8 October 2023, 14 May 2024, 30 July 2024 and 14 November 2024.

The Company will make further announcement(s) as necessary to keep the Shareholders informed of any material developments regarding the matters mentioned above.

MATERIAL EVENTS AFTER THE REPORTING PERIOD

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

AUDIT COMMITTEE AND REVIEW OF THE INTERIM RESULTS

The Company established an audit committee of the Company (the “**Audit Committee**”) with written terms of reference in compliance with Rule 3.21 of the Listing Rules and the CG Code. The Audit Committee comprises three members, namely, Mr. YIP Chong Ho Eric, Mr. JIANG Huihui and Mr. SHIN Ho Chuen, all being independent non-executive Directors. Mr. YIP Chong Ho Eric is the chairman of the Audit Committee, who possesses appropriate professional qualification under Rule 3.10(2) of the Listing Rules.

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

Glossary

“Audit Committee”	the audit committee of the Company
“Binyou Networks”	Shanghai Binyou Networks Technology Limited* (上海繽遊網絡科技有限公司), a limited liability company incorporated under the laws of the PRC on 16 March 2018 and a wholly-owned subsidiary of our Company
“Board”	the board of Directors of the Company
“CG Code”	the Corporate Governance Code as set out in Appendix C1 to the Listing Rules
“Chairman”	the chairman of the Board
“China” or “PRC”	the People’s Republic of China excluding, for the purpose of this interim report, Hong Kong, the Macau Special Administrative Region of the People’s Republic of China and Taiwan
“Company”, “our Company”, “we” or “us”	FingerTango Inc. (指尖悅動控股有限公司), an exempted company incorporated in the Cayman Islands with limited liability on 9 January 2018
“Contractual Arrangement(s)”	the series of contractual arrangements entered into by, among others, Binyou Networks, the Registered Shareholders and Youmin Networks, details of which are set out in the section headed “Contractual Arrangements” in the Prospectus
“Director(s)”	the director(s) of the Company
“Group” or “our Group”	our Company, its subsidiaries and the PRC Operating Entities
“HK\$”	Hong Kong dollars, the lawful currency of Hong Kong
“Hong Kong”	the Hong Kong Special Administrative Region of the PRC
“Listing”	the listing of the Shares on the Main Board of the Stock Exchange
“Listing Date”	The date which dealings in Shares first commence on the Stock Exchange, i.e. 12 July 2018
“Listing Rules”	the Rules Governing the Listing of Securities on the Stock Exchange
“PRC Operating Entities”	the entities we control through the Contractual Arrangements
“Prospectus”	the prospectus dated 26 June 2018 issued by the Company

Glossary

“Registered Shareholders”	direct shareholders of Youmin Networks, being Mr. LIU Jie, Mr. ZHU Yanbin, Mr. WU Junjie, Zhuhai Sangu Limited Partnership* (珠海三穀投資合夥企業(有限合夥)) and Zhuhai Jugu Limited Partnership* (珠海聚穀投資合夥企業(有限合夥))
“Renminbi” or “RMB”	Renminbi yuan, the lawful currency of the PRC
“Reporting Period”	the six months ended 30 June 2026
“RSU(s)”	restricted share units or any one of them
“RSU Scheme”	the RSU scheme approved and conditionally adopted by the Shareholders on 28 February 2018, the principal terms of which are set out in “Statutory and General Information — D. RSU Scheme and Share Option Scheme — 1. RSU Scheme” in Appendix IV to the Prospectus
“SFO”	the Securities and Futures Ordinance of Hong Kong (chapter 571 of the laws of Hong Kong), as amended, supplemented or otherwise modified from time to time
“Share(s)”	ordinary share(s) in the share capital of our Company with a par value of US\$0.000005 each
“Share Option Scheme”	the share option scheme adopted by our Company on 19 June 2018 which complies with the provisions of Chapter 17 of the Listing Rules
“Shareholder(s)”	holder(s) of the Share(s)
“Stock Exchange”	The Stock Exchange of Hong Kong Limited
“US\$”	United States dollar(s), the lawful currency of the United States of America
“Youmin Networks”	Shanghai Youmin Networks Technology Limited* (上海遊民網絡科技有限公司), a limited liability company incorporated under the laws of the PRC on 3 December 2013 and one of the PRC Operating Entities

* for identification purpose only