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華夏文化科技集團
CA CULTURAL TECHNOLOGY GROUP

CA CULTURAL TECHNOLOGY GROUP LIMITED

華夏文化科技集團有限公司

(Incorporated in the Cayman Islands with limited liability)

(Stock code: 01566)

ANNOUNCEMENT OF INTERIM RESULTS FOR THE SIX MONTHS ENDED 30 SEPTEMBER 2024

The highlights in relation to the unaudited interim results of the Group for the six months ended 30 September 2024 are as follows:

- Revenue was HK\$192.6 million for the six months ended 30 September 2024, representing an increase of approximately 9.7% as compared with HK\$175.6 million for the six months ended 30 September 2023.
- Gross profit was HK\$41.2 million for the six months ended 30 September 2024, representing an increase of approximately 101.0% as compared with HK\$20.5 million for the six months ended 30 September 2023. Gross profit margin for the six months ended 30 September 2024 was approximately 21.4%, representing an increase of approximately 9.7% as compared with approximately 11.7% for the six months ended 30 September 2023.
- Loss attributable to the owners of the Company was HK\$1.9 million for the six months ended 30 September 2024, representing a decrease of approximately 97.6% as compared with HK\$80.6 million for the six months ended 30 September 2023.
- Basic loss per share amounted to HK0.16 cents for the six months ended 30 September 2024, representing a decrease of approximately 97.7% as compared with HK6.82 cents for the six months ended 30 September 2023.

The board (the “**Board**”) of directors (the “**Directors**”) of CA Cultural Technology Group Limited (the “**Company**”) announces the unaudited interim results of the Company (which together with its subsidiaries, the “**Group**”) for the six months ended 30 September 2024, together with the comparative figures for the corresponding period in 2023.

CONDENSED CONSOLIDATED STATEMENT OF PROFIT OR LOSS AND OTHER COMPREHENSIVE INCOME

		Six months ended	
		30 September	
		2024	2023
		(Unaudited)	(Unaudited)
	<i>Notes</i>	HK\$'000	HK\$'000
Revenue	4	192,622	175,617
Cost of sales and services		(151,418)	(155,119)
Gross profit		41,204	20,498
Other income		288	344
Other gains and losses	5	42,762	(1,020)
Selling and distribution expenses		(12,968)	(6,380)
Administrative expenses		(32,376)	(44,478)
Research and development expenses		(4,693)	(5,639)
Share of loss of associates		(10)	(7)
Finance costs		(45,763)	(47,785)
Provision for impairment loss under expected credit loss model, net of reversal		15,052	(912)
Profit/(loss) before taxation		3,496	(85,379)
Taxation	6	(179)	3,795
Profit/(loss) for the period	7	3,317	(81,584)
Other comprehensive income/(expense):			
<i>Item that may be reclassified subsequently to profit or loss:</i>			
Exchange differences arising on translation of foreign subsidiaries		(2,196)	6,238
Fair value loss on financial assets at fair value through other comprehensive income		(4)	(403)
Other comprehensive (expense)/income for the period		(2,200)	5,835
Total comprehensive income/(expense) for the period		1,117	(75,749)

		Six months ended	
		30 September	
		2024	2023
		(Unaudited)	(Unaudited)
	<i>Notes</i>	HK\$'000	HK\$'000
Profit/(loss) for the period attributable to:			
Owners of the Company		(1,887)	(80,580)
Non-controlling interests		5,204	(1,004)
		<u>3,317</u>	<u>(81,584)</u>
Total comprehensive income/(expense) attributable to:			
Owners of the Company		(3,726)	(75,511)
Non-controlling interests		4,843	(238)
		<u>1,117</u>	<u>(75,749)</u>
Loss per share			
	9		
– Basic (HK cents)		(0.16)	(6.82)
– Diluted (HK cents)		N/A	N/A

CONDENSED CONSOLIDATED STATEMENT OF FINANCIAL POSITION

As at 30 September 2024

		30 September 2024 (Unaudited) <i>HK\$'000</i>	31 March 2024 (Audited) <i>HK\$'000</i>
	<i>Notes</i>		
Non-current assets			
Property, plant and equipment		47,938	62,737
Right-of-use assets		17,969	82,699
Goodwill		2,425	2,425
Interest in associates		2,731	5,666
Financial assets at fair value through other comprehensive income	10	3,538	3,542
Deposits for acquisition of property, plant and equipment		72,492	72,492
Deposit for a theme park development project		50,000	50,000
Rental deposits		12,533	11,504
		209,626	291,065
Current assets			
Inventories		4,745	5,521
Trade receivables	11	34,341	41,609
Other receivables, deposits and prepayments	12	55,752	56,540
Financial assets at fair value through profit or loss		–	733
Restricted bank balance		–	781
Bank balances and cash		28,826	11,685
		123,664	116,869

		30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
	<i>Notes</i>		
Current liabilities			
Trade payables	13	5,080	6,255
Other payables and accruals		281,420	279,338
Amount due to a director		190	–
Contract liabilities		38,775	20,081
Lease liabilities		4,622	21,208
Tax payable		26,084	25,877
Bonds		715,184	712,400
Guaranteed note		25,000	25,000
Bank borrowings and other borrowings	14	150,224	150,345
		<u>1,246,579</u>	<u>1,240,504</u>
Net current liabilities		<u>(1,122,915)</u>	<u>(1,123,635)</u>
Total assets less current liabilities		<u>(913,289)</u>	<u>(832,570)</u>
Non-current liabilities			
Bonds		6,203	8,644
Bank and other borrowings	14	53,189	54,986
Lease liabilities		2,853	82,554
Contract liabilities		28,696	28,086
Provision for reinstatement costs for rented premises		25,247	23,754
Obligation arising from a put option to non-controlling interests		10,871	10,871
Put option derivatives		3,880	3,880
		<u>130,939</u>	<u>212,775</u>
Net liabilities		<u>(1,044,228)</u>	<u>(1,045,345)</u>
Capital and reserves			
Share capital	15	118,204	118,204
Reserves		(1,159,972)	(1,156,246)
Equity attributable to owners of the Company		(1,041,768)	(1,038,042)
Non-controlling interests		(2,460)	(7,303)
Total capital deficiency		<u>(1,044,228)</u>	<u>(1,045,345)</u>

NOTES TO THE CONDENSED CONSOLIDATED FINANCIAL STATEMENTS FOR THE SIX MONTHS ENDED 30 SEPTEMBER 2024

1. GENERAL

CA Cultural Technology Group Limited (the “**Company**”) was incorporated in the Cayman Islands as an exempted company with limited liability on 25 September 2013 and its shares are listed on the Main Board of The Stock Exchange of Hong Kong Limited (the “**Stock Exchange**”). Its parent and ultimate holding company is Bright Rise Enterprises Limited, a private company incorporated in the British Virgin Islands. Its ultimate controlling shareholder is Mr. CHONG Heung Chung Jason (“**Mr. CHONG**”) who is also an executive director of the Company. The registered office of the Company is at Cricket Square, Hutchins Drive, PO BOX 2681, Grand Cayman, KY1-1111, Cayman Islands and its principal place of business is Room 2905, 29th Floor, China Resources Building, No. 26 Harbour Road, Wanchai, Hong Kong.

The Company is an investment holding company. The principal activities of its subsidiaries are engaged in the trading of animation derivative products, establishment and operation of indoor theme parks and multimedia animation entertainment. The Company and its subsidiaries are collectively referred to as the “**Group**”.

The condensed consolidated financial statements are presented in Hong Kong dollar (“**HK\$**”), which is the same as the functional currency of the Company.

2. BASIS OF PREPARATION

The condensed consolidated financial statements have been prepared in accordance with Hong Kong Accounting Standard 34 “**Interim Financial Reporting**” issued by the Hong Kong Institute of Certified Public Accountants as well as with the applicable disclosure requirements of Appendix 16 to the Rules Governing the Listing of Securities on the Stock Exchange (the “**Listing Rules**”).

3. PRINCIPAL ACCOUNTING POLICIES

The condensed consolidated financial statements have been prepared on the historical cost basis except for certain financial instruments that are measured at fair values, as appropriate.

Save as described below, the accounting policies applied to prepare this unaudited condensed consolidated interim financial information for the six months ended 30 September 2024 are consistent with the Group’s annual financial statements for the year ended 31 March 2024, which has been prepared in accordance Hong Kong Financial Reporting Standards (“**HKFRSs**”):

Application of new and amendments to HKFRSs

In the current interim period, the Group has applied, for the first time, the following new and amendments to HKFRSs issued by the HKICPA which are mandatory effective for the annual period beginning on or after 1 April 2024 for the preparation of the Group’s condensed consolidated financial statements:

Amendments to HKFRS 16	Lease Liability in a Sale and Leaseback
Amendments to HKAS 1	Classification of Liabilities as Current or Non-current and related amendments to Hong Kong Interpretation 5 (2020)
Amendments to HKAS 1	Non-current Liabilities with Covenants
Amendments to HKAS 7 and HKFRS 7	Supplier Finance Arrangements

The application of the new and revised standards in the current interim period has had no material impact on the amounts reported in these condensed consolidated financial statements and/or disclosures set in these condensed consolidated financial statements.

4. REVENUE AND SEGMENT INFORMATION

Revenue represents revenue arising from sales of animation derivative products, establishment and operation of indoor theme parks and multimedia animation entertainment in Hong Kong, Japan and the PRC during the six months ended 30 September 2024.

Information reported to the chief executive of the Company, being the chief operating decision maker (“CODM”), for the purposes of resource allocation and assessment of segment performance focuses on types of goods delivered or services provided. No operating segments identified by the CODM have been aggregated in arriving at the reportable segments of the Group.

The Group’s operating and reportable segments currently are: (i) sales of animation derivative products; (ii) establishment and operation of indoor theme parks; and (iii) multimedia animation entertainment. The CODM considers the Group has three operating and reportable segments which are based on the internal organisation and reporting structure. This is the basis upon which the Group is organised.

Segment revenue and results

The following is an analysis of the Group’s revenue and results by operating and reportable segments:

For the six months ended 30 September 2024 (unaudited)

	Sales of animation derivative products <i>HK\$’000</i>	Establishment and operation of indoor theme parks <i>HK\$’000</i>	Multimedia animation entertainment <i>HK\$’000</i>	Total <i>HK\$’000</i>
Segment revenue	81,912	110,710	–	<u>192,622</u>
Segment profit	<u>3,919</u>	<u>69,269</u>	<u>1,918</u>	75,106
Unallocated expenses				(29,192)
Other gains and losses				68
Finance costs				<u>(42,486)</u>
Profit before taxation				<u>3,496</u>

For the six months ended 30 September 2023 (unaudited)

	Sales of animation derivative products <i>HK\$'000</i>	Establishment and operation of indoor theme parks <i>HK\$'000</i>	Multimedia animation entertainment <i>HK\$'000</i>	Total <i>HK\$'000</i>
Segment revenue	71,234	104,380	3	<u>175,617</u>
Segment profit/(loss)	<u>7,455</u>	<u>1,195</u>	<u>(7,467)</u>	1,183
Unallocated expenses				(43,670)
Other gains and losses				118
Finance costs				<u>(43,010)</u>
Loss before taxation				<u>(85,379)</u>

Segment profit/(loss) represents the profit (loss) earned (incurred) by each segment without allocation of certain administrative expenses, share-based payment expenses, share of result of an associate, finance costs, fair value gain on obligation arising from a put option to non-controlling interests, income tax expenses and unallocated income and expenses. This is the measure reported to CODM for the purpose of resource allocation and performance assessment.

All the segment revenue reported above is from external customers.

Timing of revenue recognition:

	Six months ended 30 September	
	2024	2023
	(Unaudited)	(Unaudited)
	<i>HK\$'000</i>	<i>HK\$'000</i>
At point in time	191,656	174,631
Over time	966	986
	<u>192,622</u>	<u>175,617</u>

Segment assets and liabilities

The following is an analysis of the Group's assets and liabilities by operating and reportable segments:

Segment assets

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
Sales of animation derivative products	91,343	90,073
Establishment and operation of indoor theme parks	201,767	288,270
Multimedia animation entertainment	179	5,159
	<hr/>	<hr/>
Total segment assets	293,289	383,502
Property, plant and equipment	66	147
Other receivables, deposits and prepayments	2,569	2,379
Goodwill	2,425	2,425
Interest in associates	2,577	2,740
Financial assets at fair value through profit or loss	–	733
Financial assets at fair value through other comprehensive income	3,538	3,542
Restricted bank balance	–	781
Bank balances and cash	28,826	11,685
	<hr/>	<hr/>
Consolidated assets	333,290	407,934

Segment liabilities

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
Sales of animation derivative products	2,234	3,502
Establishment and operation of indoor theme parks	132,468	241,862
	<hr/>	<hr/>
Total segment liabilities	134,702	245,364
Other payables and accruals	251,991	215,912
Amount due to a director	190	–
Secured bank borrowings and other borrowings	203,413	205,331
Tax payable	26,084	25,877
Bonds	721,387	721,044
Guaranteed note	25,000	25,000
Obligation arising from a put option to non-controlling interest	10,871	10,871
Put option derivatives	3,880	3,880
	<hr/>	<hr/>
Consolidated liabilities	1,377,518	1,453,279

Segment assets represent certain property, plant and equipment, right-of-use assets, intangible assets, deposits for acquisition of property, plant and equipment, deposits for a theme park development project, interest in associates, inventories, trade receivables, certain other receivables, rental deposits, and deposits and prepayments which are directly attributable to the relevant operating and reportable segments.

Segment liabilities represent trade and notes payables, certain other payables and accruals, contract liabilities, certain lease liabilities, deferred tax liabilities, retirement benefit obligations, provision for reinstatement costs for rented premises, tax payable, obligation arising from a put option to a non-controlling interest and put option derivatives which are directly attributable to the relevant operating and reportable segments.

These are the measures reported to the CODM for the purpose of resources allocation and assessment of segment performance.

5. OTHER GAINS AND LOSSES

	Six months ended	
	30 September	
	2024	2023
	(Unaudited)	(Unaudited)
	<i>HK\$'000</i>	<i>HK\$'000</i>
Net exchange gain	21	294
Gain on waiver of lease payable	46,372	–
Loss on disposal of fixed assets	(3,281)	(1,896)
Other gain	(350)	582
	<u>42,762</u>	<u>(1,020)</u>

6. TAXATION

	Six months ended	
	30 September	
	2024	2023
	(Unaudited)	(Unaudited)
	<i>HK\$'000</i>	<i>HK\$'000</i>
The tax charge comprises:		
Hong Kong Profits Tax	–	–
The PRC Enterprise Income Tax (“EIT”) – Overprovision in prior years	–	(3,948)
The Japan Corporate Tax	179	153
	<u>179</u>	<u>(3,795)</u>

Hong Kong Profits Tax is calculated at 16.5% of the estimated assessable profit for both periods.

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 PRC subsidiaries is 25% from 1 January 2008 onwards.

Corporate tax in Japan is calculated at 23.25% (31 March 2024: 23.25%) on the estimated assessable profit. Pursuant to relevant laws and regulations in Japan, withholding tax is imposed at 20.42% (31 March 2024: 20.42%) and 5% (31 March 2024: 5%) on dividends declared to local investors and foreign investors, respectively, in respect of profit generated by subsidiaries incorporated in Japan. No provision for Japan corporate income tax has been made for the period as the Japan subsidiary has incurred losses for the period.

The Group only notified the Hong Kong Inland Revenue Department (“**IRD**”) of its assessable profits for the years of assessment 2008/09 to 2012/13 in February 2014. After filing the respective tax returns, the Group received Notices of Assessment for the year of assessment 2008/09 in March 2014, the year of assessment 2009/10 in May 2014, and the years of assessment 2010/11 to 2012/13 in July 2014 from the IRD which stated that tax payable for the years of assessment 2008/09 to 2012/13 amounting to approximately HK\$4,566,000 in aggregate, which is based on the amounts reported in tax returns filed by the Group for relevant years. As at 30 September 2024, the IRD has not issued any penalty notice to the Group in respect of the late notification of chargeability for the relevant years, the directors believe that the risk of the IRD issuing an additional assessment for year of assessment 2016/17 in respect of its offshore income claim is low.

The Group has lodged the offshore profits claims in respect of the trading income (other than trading income derived from Hong Kong affiliates of Japanese customers) and licensing income which were derived outside Hong Kong. Hence, the Group estimated the total tax payable for the years of assessment of 2008/09 to 2012/13 (on the assumption that the aforesaid offshore profit claims will be accepted by the IRD) amounted to HK\$4,566,000 and has already paid such amount to the IRD based on the tax returns received. As at 30 September 2024, the offshore profits claims are still under review by the IRD. The directors of the Company are of the opinion that in the event that the offshore profits claims in respect of the trading income are not accepted but the offshore profits claims in respect of the licensing income are accepted by the IRD, the estimated outstanding tax payable by the Group as at 30 September 2024 would be HK\$11,729,000 (31 March 2024: HK\$11,786,000). The directors believe that the Group has made appropriate provision in respect of the possible tax liability.

Save as disclosed above, the Group is not subject to taxation in any other jurisdictions.

7. PROFIT/(LOSS) FOR THE PERIOD

	Six months ended	
	30 September	
	2024	2023
	(Unaudited)	(Unaudited)
	HK\$'000	HK\$'000
Profit/(loss) for the period has been arrived at after charging:		
Staff costs:		
Directors' emoluments	1,543	2,066
Other staff costs		
Salaries and other benefits	28,941	32,929
Retirement benefits scheme contributions	4,311	3,846
Defined benefits costs	232	2,388
	<u>35,027</u>	<u>41,229</u>
Cost of inventories recognised as expenses	78,749	67,121
Depreciation of property, plant and equipment	12,017	21,786
Depreciation of right-of-use assets	10,344	12,645
Amortisation of intangible assets (included in administrative expenses)	<u>–</u>	<u>1,574</u>

Note: The operating lease rentals for indoor theme parks are determined as the higher of a fixed rental or a predetermined percentage on revenue of respective indoor theme parks pursuant to the terms and conditions that are set out in the respective rental agreements.

8. DIVIDENDS

During the current interim period, no final dividend in respect of the year ended 31 March 2024 (31 March 2023: Nil) was declared to the owners of the Company.

The board of directors does not recommend the payment of an interim dividend for the six months ended 30 September 2024 (six months ended 30 September 2023: Nil).

9. LOSS PER SHARE

(a) Basic loss per share

The calculation of basic loss per share attributable to the owners of the Company is based on the following data:

	Six months ended	
	30 September	
	2024	2023
	(Unaudited)	(Unaudited)
	HK\$'000	HK\$'000
Loss:		
Loss for the purpose of calculating basic and diluted loss per share (loss for the period attributable to owners of the Company)	<u>(1,887)</u>	<u>(80,580)</u>
	'000	'000
Number of shares:		
Weighted average number of ordinary shares for the purpose of calculating basic loss per share	<u>1,182,042</u>	<u>1,182,042</u>

(b) Diluted loss per share

For the six months ended 30 September 2024 and 2023, diluted loss per share attributable to owners of the Company were the same as the basic loss per share because the computation of diluted loss per share does not assume the exercise of the Company's share options as the exercise price of those share options was higher than the average market price of the Company's shares for both six months ended 30 September 2024 and 2023.

10. FINANCIAL ASSETS AT FAIR VALUE THROUGH OTHER COMPREHENSIVE INCOME

The amount represented listed equity securities listed in Hong Kong. These investments are not held for trading, instead, they are held for long-term strategic purposes. The directors of the Company have elected to designate these investments in equity instruments as at FVTOCI as they believe that recognising short-term fluctuations in these investments' fair value in profit or loss would not be consistent with the Group's strategy of holding these investments for long-term purposes and realising their performance potential in the long run.

The fair value of the listed equity securities is based on their current bid prices in active markets, and therefore classified under level 1 of fair value hierarchy.

11. TRADE RECEIVABLES

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
Trade receivables	265,631	269,739
Less: accumulated impairment losses	(231,290)	(228,130)
	<u>34,341</u>	<u>41,609</u>

The Group generally allows a credit period ranging from 30 days to 90 days to its customers of sales of animation derivative products except certain major customers with a good track record which may be granted a longer credit period of 180 days.

For customers of licensing income, the Group allows a credit period ranging from 90 to 365 days.

The following is an analysis of trade receivables by age, presented based on the invoice dates, which approximated the revenue recognition dates:

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
0 to 90 days	28,611	34,071
91 to 180 days	1,973	280
181 to 365 days	3,757	6,592
Over 365 days	–	666
	<u>34,341</u>	<u>41,609</u>

12. OTHER RECEIVABLES, DEPOSITS AND PREPAYMENTS

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
Rental deposit	794	4,748
VAT recoverable	643	625
Other receivables	798	793
Prepayments	53,390	50,169
Amounts due from associates	31	31
Amount due from a joint venture	48	48
Interest receivable	–	85
Deposit paid	48	41
	<u>55,752</u>	<u>56,540</u>

Note:

- (i) As at 30 September 2024, included in the balance of prepayments is a prepayment for purchase of animation derivative products made to the main supplier of the Group, amounting to approximately HK\$42,969,000 (31 March 2024: HK\$42,321,000).

13. TRADE PAYABLES

The average credit period on purchases of goods ranges from 0 to 30 days. The following is an analysis of trade payables and notes payable by age, presented based on the invoice dates at the end of the reporting period:

	30 September 2024 (Unaudited) HK\$'000	31 March 2024 (Audited) HK\$'000
0 to 30 days	317	630
31 to 60 days	–	32
61 to 90 days	–	57
Over 90 days	<u>4,763</u>	<u>5,536</u>
	<u>5,080</u>	<u>6,255</u>

14. BANK AND OTHER BORROWINGS

During the period, the Group has drawn new bank borrowings amounting to HK\$2,659,000 (six months ended 30 September 2023: HK\$2,789,000). The bank and other borrowings carry interest at fixed rates ranging from 0.20% to 3.60% (31 March 2024: 0.20% to 5.15%) per annum and are repayable on demand or having maturity from 2025 to 2031. The Group repaid bank borrowings of HK\$23,794,000 during the six months ended 30 September 2024 (six months ended 30 September 2023: HK\$6,911,000).

Included in the bank borrowings balance as at 30 September 2024 are secured bank borrowings of approximately HK\$9,215,000 (31 March 2024: HK\$26,690,000) which were secured by a property jointly owned by Mr. CHONG and his spouse.

During the period, the Group has drawn an other borrowing amounting to RMB12,350,000 from Mr. CHONG, at fixed rate of 3.2% per annum and having maturity in 2027. Mr. CHONG has obtained the fund from a bank borrowing in his own name for the Group, with a security of a property jointly owned by Mr. CHONG and his spouse. The terms of the Group's other borrowing from Mr. CHONG is equivalent to the terms of that bank borrowing in the name of Mr. CHONG.

Included in the other borrowings balance as at 30 September 2024 are borrowings of approximately HK\$60,000,000 (31 March 2024: HK\$60,000,000) which was secured by the Company's shares held by Bright Rise Enterprises Limited (wholly-owned by Mr. CHONG), and none of (31 March 2024: HK\$10,335,000) which was secured by the long-term rental deposits.

15. SHARE CAPITAL

	Number of shares of HK\$0.1 each	Share capital HK\$'000
Authorised:		
At 31 March 2024, 1 April 2024 and 30 September 2024	<u>5,000,000,000</u>	<u>500,000</u>
Issued and fully paid:		
At 31 March 2024, 1 April 2024 and 30 September 2024	<u>1,182,042,000</u>	<u>118,204</u>

Note:

- (i) All the shares issued ranked pari passu in all respects with the then existing shares in issue.

MANAGEMENT DISCUSSION AND ANALYSIS

The Group is a multimedia entertainment group in China which is engaged in three main business segments, including:

- 1) expansion of the world's No.1 indoor theme park CA SEGA JOYPOLIS brand through asset-light licensing model;
- 2) animation-derived products trading business, meanwhile on this basis, to explore the IP Pop Toy Collectibles related business;
- 3) Multimedia animation entertainment business focusing on animation IP and VR (including eSports).

CA SEGA JOYPOLIS LTD. (formerly known as “**SEGA Live Creation Inc.**”) is the world's No.1 indoor theme park brand company acquired by the Group from SEGA Holding in 2017. The Group cooperated with different business partners through asset-light licensing model to promote theme park brand. Currently, the Group directly operates two large-scale theme parks CA SEGA JOYPOLIS in Tokyo and Sendai, Japan, a licensed CA SEGA JOYPOLIS indoor theme park in Guangzhou and licensed Wonder Forest kids amusement parks in first-tier and second-tier cities in China. The Joypolis Sports Park, which is invested and established by an external investor and licensed by the Group, is under preparation and construction and expected to open at around December 2024. It will become the Group's first operating park in Hong Kong at the Kai Tak Sports Park, which will make an additional contribution to our performance growth.

The Group has over 30 years' experience in the IP pop toy industry (mainly IP pop toy manufacturing business), engaging in the trading business as well as relevant value-added services of sales of animation-derived products (mainly toys) featuring a wide range of popular third-party owned animation characters in the Japanese market. Most of the customers of the Group are companies in Japan sourcing animation-derived products for leading toys companies and for leading outdoor theme parks in Japan. The Group maintained a long term and solid relationships with such companies. The Group has accumulated years of experience, resources, and reputation in the animation industry to fully develop the IP pop toy business.

The Group owns the license rights to many famous animation IPs, including two global top 10 national cartoon characters – “Han Ba Gui” and “Violet,” as well as characters from movies and animated dramas such as “The King of Tibetan Antelope”, “Animal Conference on the Environment” and “Amazing UU”. China's first virtual artist “Violet” created by the Group has held 3D Holographic Concerts in Shenzhen and Hong Kong since 2015. The Group also established close cooperative relationships with many world-leading IP brands such as “Transformers” in the US, SEGA Sonic the Hedgehog, and Initial D, etc. The Group also participated in the co-investment and coproduction of the animated series “The Reflection” with internationally famous partners such as Studio Deen from Japan and Stan Lee “Father of Marvel” which was broadcasted over 38 countries and regions.

The Group established VR eSports and VR O2O game model, and became one of the leaders in the VR eSport industry. The Group is the organizer of the eSports tournament in the “World Conference on VR industry 2019” authorized by the China Information Industry Trade Association and the Ministry of Industry and Information Technology. The Group launched its groundbreaking and self-innovated VR eSports game “Huang Yangjie Battle 黃洋界保衛戰” to promote red cultural tourism, which was awarded prestigious industry awards named the “Chinese Information Consumption Innovation award 2018 (2018中國信息消費創新獎)” and the “Gold Award of Chinese eSports Innovative Software 2019 (2019中國電子競技創新獎軟件金獎)” presented by China Information Industry Trade Association (中國信息產業協會). It was also awarded the “Outstanding Award of Global Digital Technology Creative Design Competition 2021” (2021年全球數字科技創意設計大賽傑出獎).

INDUSTRY REVIEW

Indoor Theme Park Business

In 2024, the indoor park industry shows a rapid development trend, which is mainly reflected in the following aspects:

1. *Market size and growth*

The number of indoor theme parks has already exceeded 100,000 and is expected to reach about RMB200 billion by 2026. This indicates that the industry is undergoing significant expansion and transformation.

2. *Characteristics of consumer groups*

Parent-child families are still the main consumer group of indoor theme parks, especially the parents of the post-80s and post-90s, who pay more attention to experience and interaction when choosing amusement places.

3. *The convergence of technology and experience*

As technology advances, indoor theme parks are incorporating new technologies such as virtual reality (VR) and augmented reality (AR) to provide a more immersive and interactive experience. This trend not only appeals to children, but also meets the high demands of adult consumers for content and experience.

4. *Industry development trends*

Indoor theme parks are developing towards multi-functional and integrated, combining amusement, leisure, sports and other experiences, and becoming an important part of shopping malls.

In the future, children’s indoor amusement parks will pay more attention to personalization and technology integration, and provide customized play experiences through data analysis and artificial intelligence.

5. *Social and economic environmental impacts*

With the changing needs of family entertainment and the evolution of children's educational concepts, indoor amusement parks are gradually transforming into interactive spaces that integrate educational elements, emphasizing the experience of entertainment and education.

The indoor theme park industry in 2024 is in a stage of rapid development and transformation, with huge market potential, increasingly diversified consumer needs, and the application of technology has also brought new opportunities to the industry.

Gaming Industry

Below are a few key trends in the gaming industry in 2024:

1. *Market size and growth*

The gaming industry continues to grow rapidly, and the global market size is expected to reach more than USD200 billion. The rise of mobile gaming and cloud gaming is a major factor driving the growth.

2. *Technological innovation*

The popularity of VR and AR technologies has made gaming experiences more immersive and interactive. Many game developers are actively exploring these technologies and launching new game products.

3. *Changes in user base*

The user base is becoming more and more diverse, and it is no longer limited to young players. The rising proportion of middle-aged and older gamers, especially in social and casual games, is driving further expansion of the market.

4. *The rise of social gaming*

The importance of social elements in games is increasing, and many games have begun to focus on interaction and cooperation between players to enhance user stickiness.

5. *The impact of esports*

The esports industry is booming, and the scale and audience of the event continue to grow, attracting a lot of investment and sponsorship, and promoting the development of related industry chains.

6. *Sustainability and social responsibility*

With the increasing emphasis on sustainable development, more and more game companies have begun to pay attention to environmental protection and social responsibility, and have launched green games and public welfare projects.

7. *Regulatory policy*

Increasingly stringent regulatory policies on the gaming industry, especially in the areas of youth protection and gaming content, pose certain challenges to game development and market operations.

In 2024, the gaming industry shows strong vitality in terms of technological innovation, market expansion, and user diversity, while also facing new challenges in regulation and social responsibility.

Toys Product Industry

In 2024, the toy product industry shows an active development trend, which is mainly reflected in the following aspects:

1. *Market size and growth*

The global toy market is expected to reach more than \$200 billion, with significant growth in the Asia-Pacific and North American markets, driving the expansion of the overall industry.

2. *Consumer trends*

Consumers are increasingly concerned about the educational and safety of toys, especially for infants and children. Parents tend to choose products that promote intellectual development and social skills.

3. *Technology and innovation*

The rise of smart toys has become a major highlight. These toys use artificial intelligence and interactive technology to provide a personalized play experience, attracting the attention of a large number of young parents.

4. *Environmental awareness*

With the increasing environmental awareness, many toy companies are adopting renewable materials and biodegradable packaging to meet consumer demand for sustainable products.

5. *The rise of e-commerce channels*

Online shopping has become the main purchase channel, especially after the pandemic, and many consumers are accustomed to buying toys through e-commerce platforms, which is driving digital marketing and online brand building.

6. *Product diversification*

A growing variety of toys, from traditional bricks and puzzles to high-tech robots and VR toys, to suit all ages and interests.

7. *Globalization and localization*

Despite the obvious trend of globalization, the cultural and educational needs of toys in various regional markets are also prompting companies to adapt locally to better adapt to the market.

8. *Regulatory and safety standards*

Increasingly stringent safety standards and regulatory policies for toys, companies need to continuously improve product quality and safety to comply with relevant regulations.

The toy products industry in 2024 shows strong growth potential in terms of market demand, technological innovation, and environmental awareness, while also facing regulatory and market competition challenges.

BUSINESS REVIEW

During the Period under review, the overall performance of the Group is as follows:

1. Trading business of animation derivatives: Pop Toy and IP culture facilitates number of orders and revenue

Global inflation is heating up and results in the rise of operating and trading costs of animation derivatives, but the popularity of Pop Toy and IP culture drove the number of orders in the entire animation derivatives market as a whole. However, due to keen market competition, many industry peers attracted customers by cutting their prices. During the Period under review, the Group retained stable, progressive pace in its trading business by adjusting its sales strategy and providing high-quality value-added services, and continually reviewed operating costs and efficiency so as to make progress and maintain stability in the tough and challenging market environment.

2. Indoor theme park business: NEW JOYPOLIS SPORTS PARK, to be located in Kai Tak, Hong Kong

During the Period under review, by implementing the asset-light licencing model, Huajiatai (Shanghai) Indoor Amusement Co., Ltd. (“**Huajiatai**”), a wholly owned subsidiary of the Company which operates a Joypolis indoor theme park in Shanghai disposed its owned and cooperating party’s assets and equipments of the Shanghai Joypolis to an independent third party in September 2024 and terminated the tenancy with the landlord upon the disposal. After the disposal, Huajiatai will concentrate on marketing of the licencing business of Joypolis and will not operate indoor theme park. The Group is cooperating with an investor to establish another new theme park – JOYPOLIS SPORTS PARK, which is expected to be opened in Kai Tak, Hong Kong in December 2024. During the Period under Review, the Group’s CA SEGA brand theme parks, including SEGA JOYPOLIS in Tokyo and Sendai in Japan and Shanghai JOYPOLIS in China, as well as kids amusement parks in different regions, have been fully recovered after the release of restrictive measure. However, the Group still have to cope with the challenging global economic instability.

3. Multimedia animation entertainment business:

During the Period under review, the Group’s business partners had resumed their IP projects and in business negotiation to explore different surrounding derivatives, including but not limited to theme parks, online live broadcasts and virtual platforms.

BUSINESS PROSPECTS

The Company is an investment holding company and the Group is principally engaged in the trading of animation derivative products, establishment and operation of indoor theme parks and multimedia animation entertainment in the PRC, Hong Kong and Japan. The Group’s operations and income generated from the theme parks and animation derivatives products businesses have been fully recovered after the Covid-19 pandemic. However, the global economic instability which still affect the Group’s expansion in certain extent.

After the Creditors Scheme was sanctioned without modification by the High Court of Hong Kong on 19 March 2024, the Group believes that after the completion of the scheme of arrangement together with the Group’s development in online business on Meta JOYPOLIS, virtual theme park, big data platform, online social media, Pop Toy platform and upgrading the operating and gaming system of CA SEGA JOYPOLIS. The Group can restart to meet any future challenge.

Although the Group is facing unprecedented challenges, the Group will continue to actively seek stability and progress in the face of uncertainties. The Group will continue to develop and launch different types of CA SEGA JOYPOLIS theme parks (including Metaverse-themed virtual reality parks) and present them to tourists through different real and virtual scenes. Moreover, the Group will launch IP theme parks and different types of amusement facilities through the Group’s rich animation IP resources to cater for different target groups, so as to explore more surrounding derivatives consumption areas to increase income sources.

Following the fully release of restrictive measures after the epidemic, the Group resume its theme park projects gradually, which will bring considerable revenue to the Group and enhance the brand power of CA SEGA indoor theme park.

In order to strengthen the synergy and operation efficiency of different business segments of the Group, the Group plans to introduce offline traffic of the park to online Pop Toy Collectibles platform via APP. IP Pop Toy special booth will be set up in the indoor parks to host IP events including IP parades, KOL live streaming and more, to attract more animation IP lovers to visit theme parks to experience, at the same time, encourage more followers and sales of the online platform.

“CA SEGA JOYPOLIS indoor theme park + Pop Toy Collectible e-commerce platform” will be the dual driving force of the Group. Next, the Group will implement the cooperation intentions which was made during the Period under Review to welcome the growing indoor theme park market and online IP pop toy platform market.

FINANCIAL REVIEW

The following sets forth a summary of the performance of the Group for the six months ended 30 September 2024 with comparative unaudited figures for the corresponding period last year as follows:

	For the six months ended	
	30 September	
	2024	2023
Revenue (<i>HK\$'000</i>)	192,622	175,617
Gross profit (<i>HK\$'000</i>)	41,204	20,498
Gross profit margin (%)	21.4	11.7
Loss attributable to owners of the Company (<i>HK\$'000</i>)	(1,887)	(80,580)

Revenue

The revenue increased by HK\$17.0 million, or approximately 9.7%, from HK\$175.6 million for the six months ended 30 September 2023 to HK\$192.6 million for the six months ended 30 September 2024. The increase was primarily due to an increase in sales of animation derivative products of HK\$10.7 million and an increase in the revenue from establishment and operation of indoor theme parks of HK\$6.3 million.

Sales of animation derivative products

The revenue from sales of animation derivative products increased by approximately 15.0%, from HK\$71.2 million for the six months ended 30 September 2023 to HK\$81.9 million for the six months ended 30 September 2024, primarily due to that purchase orders placed by the customers were increased.

Establishment and operation of indoor theme parks

The revenue from establishment and operation of indoor theme parks increased by approximately 6.0% from HK\$104.4 million for the six months ended 30 September 2023 to HK\$110.7 million for the six months ended 30 September 2024. The number of visitors to the indoor theme park in Japan based on ticket sales increased by approximately 15.8% from 0.38 million for the six months ended 30 September 2023 to 0.44 million for the six months ended 30 September 2024.

The analysis of the number of visitors is set out below:

	2024	2023
	'000	'000
PRC	132	262
Japan	439	380
	571	642

Multimedia animation entertainment

The revenue from multimedia animation entertainment is absent during the current reporting period (six months ended 30 September 2023: HK\$3,000). The revenue from multimedia animation entertainment included revenue generated from licensing income, ticket sales for VR games and event activities.

Cost of sales and services

The cost of sales and services decreased by HK\$3.7 million, or approximately 2.4%, from HK\$155.1 million for the six months ended 30 September 2023 to HK\$151.4 million for the six months ended 30 September 2024. The decrease was primarily due to the decrease in the depreciation and amortisation expenses.

Gross profit and gross profit margin

The Group's gross profit increased by HK\$20.7 million, or approximately 101.0%, from HK\$20.5 million for the six months ended 30 September 2023 to HK\$41.2 million for the six months ended 30 September 2024. The Group's gross profit margin increased from approximately 11.7% for the six months ended 30 September 2023 to approximately 21.4% for the six months ended 30 September 2024. The increase in the gross profit was mainly due to the increase in the revenue of the Group's Joypolis in Japan and decrease in cost of service of theme park business due to the decrease in depreciation and amortisation expenses.

Other gains and losses

The Group recorded a gain approximate HK\$42.8 million for the six months ended 30 September 2024, compared to a loss of approximately HK\$1.0 million for the six months ended 30 September 2023. The gain was mainly due to an one-time gain from the waiver of lease payable resulted from the ending of operation of a theme park of the Group in Shanghai, the PRC.

Selling and distribution expenses

The selling and distribution expenses increased by HK\$6.6 million, or approximately 103.1%, from HK\$6.4 million for the six months ended 30 September 2023 to HK\$13.0 million for the six months ended 30 September 2024. The Group's selling and distribution expenses as a percentage of revenue increased from approximately 3.6% for the six months ended 30 September 2023 to approximately 6.7% for the six months ended 30 September 2024. The increase was primarily because of the spending in promotion activities in operating of theme park business.

Research and development expenses

The research and development expenses decreased by HK\$0.9 million from HK\$5.6 million for the six months ended 30 September 2023 to HK\$4.7 million for the six months ended 30 September 2024. The decrease was primarily due to the absence in the spending in research and development in multimedia animation entertainment.

Administrative expenses

The administrative expenses decreased by HK\$12.1 million from HK\$44.5 million for the six months ended 30 September 2023 to HK\$32.4 million for the six months ended 30 September 2024. The decrease was primarily due to: (i) the decrease in directors' remuneration, staff salaries and related retirement benefit of approximately HK\$6.0 million; (ii) the decrease in the depreciation and amortisation expenses of approximately HK\$1.4 million; and (iii) the decrease in the legal and professional fees mainly incurred for handling litigations and regulatory compliance of approximately HK\$3.3 million during the period.

Loss attributable to owners of the Company

Loss attributable to owners of the Company decreased by HK\$78.7 million from HK\$80.6 million for the six months ended 30 September 2023 to HK\$1.9 million for the six months ended 30 September 2024. The decrease was primarily due to: (i) the increase in gross profit in the amount of approximately HK\$18.4 million from the establishment and operation of indoor theme parks during the period under review; (ii) the increase in other gains and loss in amount of approximately HK\$43.8 million mainly from one-time gain from the waiver of lease payable; (iii) the increase in reversal of impairment loss under expected credit loss model, net of provision, in the amount of approximately HK\$16.0 million.

CAPITAL STRUCTURE, LIQUIDITY AND FINANCIAL RESOURCES

As at 30 September 2024, the authorised share capital of the Company was HK\$500.0 million divided into 5,000,000,000 shares of HK\$0.1 each and the issued share capital of the Company was approximately HK\$118.2 million divided into 1,182,042,000 shares of HK\$0.1 each.

As at 30 September 2024, the cash and bank balances of the Group were HK\$28.8 million (31 March 2024: HK\$11.7 million). The increase was mainly due to the received in advance of unearned revenue classified under the contract liabilities during the six months ended 30 September 2024.

As at 30 September 2024, the Group had a gearing ratio (calculate as bank and other borrowings, lease liabilities, guaranteed note and bonds, divided by total assets) of approximately 287.2% (31 March 2024: approximately 258.7%).

During the six months period ended 30 September 2024, the Company did not issue any bond.

TREASURY POLICIES

The Group has adopted a prudent treasury policy throughout the six months ended 30 September 2024. The Group strives to reduce credit risk by performing ongoing credit assessments and evaluations of the financial status of its customers. To manage the liquidity risk, the Board closely monitors the Group's liquidity position to ensure that the structure of the Group's assets, liabilities and other commitments can meet its funding requirements from time to time.

FUTURE PLANS, MATERIAL INVESTMENTS AND CAPITAL ASSETS

The Group will continue to develop the indoor amusement theme parks globally and develop online business and digital content and also launch of new theme park product line. Moreover, the Group will continue to develop VR technology projects including setting up partnerships with an independent third party for selling of VR equipment, development of VR game contents and VR eSports with the integration of new technology and so on.

The Company has identified an investor on the proposed subscription in the shares of the Company and has deposited the escrow money. The Scheme has been approved by the requisite majorities of creditors of the Company on a scheme meeting (the “**Scheme Meeting**”) held on 27 June 2023. The Creditors' Scheme was sanctioned without modification by the order of the High Court of Hong Kong on 19 March 2024.

LITIGATION

(a) ACCP Global Limited (HCA1618/2021)

On 1 September 2021, ACCP Global Limited (the “**Subscriber**”) entered into a share subscription agreement (“**SSA**”) with the Company pursuant to which the Company conditionally agreed to allot and issue 86,000,000 shares of the Company at a subscription price of HK\$2.50 per share to the Subscriber. On 29 September 2021, the shares of the Company were allotted and issued to the Subscriber in two batches with the first one consisting of 40,000,000 and the second one comprising 46,000,000 of the shares of the Company. However, the Subscriber refused to pay the full consideration for the Shares at the subscription price pursuant to the SSA on the grounds that the Company allegedly misrepresented that it was in good financial health and standing and was not in default of any of its existing liabilities, despite being in default of multiple bond payables upon the date of SSA. On that basis, the Subscriber claimed that the SSA had been repudiated and was not obliged to perform its obligations pursuant to the SSA. On 26 October 2021, the Subscriber filed a writ of summons (HCA1618/2021) against the Company and Mr. Chong, the chairman and executive director of the Company, to claim for the damages, cost, interest on the damages and further or/and other relief resulting from the alleged fraudulent misrepresentations made by the Company.

The Company denied the alleged misrepresentations and on 6 May 2022, the Company filed a Defence and Counterclaim against the Subscriber and other 2 concerned parties for damages to be assessed, an account of profits and payment of sums found due, cost, interest and further or/and other relief.

Having evaluated the merits of the Company’s case, the Directors believe that the Subscriber’s claim for the alleged misrepresentation is groundless. In view of the aforesaid, the Directors consider that no provision for this claim is necessary.

On 24 April 2023, the High Court of Hong Kong has made a winding-up order against ACCP Global under HCCW 466/2022 so Lau Wang Chi Barry and Well Link Securities Limited shall have to bear the legal consequences of the case to indemnify the Group the damages resulted from the ACCP Subscription.

A hearing of the case took place on 15th July 2024 and the proceedings against ACCP Global will continue pending the leave to be granted by the High Court.

The Company will continue its action against ACCP Global, Lau Wang Chi Barry and Well Link Securities Limited.

For details of the share subscription, please refer to the announcements of the Company dated 1 September 2021 and 8 December 2021.

(b) Claims from bond and other loan holders

Up to 30 September 2024, several demand letters and statutory demands were served on the Company by bond and other loan holders of the Company (the “**Holders**”), are on-hold depending on completion of the Creditors’ Scheme.

Save as disclosed above, as at 30 September 2024, to the best of the knowledge, information and belief of the Directors, neither the Company nor any member of the Group was engaged in any litigation or claims of material importance and there was no litigation or claims of material importance known to the Directors to be pending or threatened against any member of the Group.

FOREIGN EXCHANGE EXPOSURE

There has been no significant change in the Group’s policy in terms of exchange rate risks. The Group’s transactions are mainly denominated in Hong Kong dollar, Renminbi, Japanese Yen or US dollar. The Management of the Group is closely monitoring foreign exchange risks and would consider the use of hedging instruments as and when appropriate.

ENVIRONMENTAL POLICY

The Group is committed to the protection of the environment. The Group adheres to the principle of recycling and energy saving. The Group has encouraged and motivated our staff to be environmentally friendly in the office including the use of recycled papers for printing and photocopying and to reduce electricity consumption by switching off idle lighting and electrical appliances when they are not in use.

EMPLOYEES AND REMUNERATION POLICIES

As at 30 September 2024, the Group had 116 employees (30 September 2023: 239 employees). For the six months ended 30 September 2024, employees’ remuneration and benefits in kind and contribution to the pension scheme (including the Directors’ remuneration and benefits in kind and contribution to the pension scheme) amounted to HK\$35.0 million (six months ended 30 September 2023: HK\$41.2 million). The decrease was mainly attributable to the decrease of HK\$5.7 million in employee remuneration. The Group’s remuneration package is determined with reference to the experience and qualification of the individual employees and the general market conditions. The Group also ensures that all employees are provided with adequate training and continued professional opportunities according to their needs.

PURCHASE, SALE OR REDEMPTION OF SHARES

Neither the Company nor any of its subsidiaries has purchased, sold or redeemed any of the Company’s shares during the six months ended 30 September 2024.

AUDIT COMMITTEE AND REVIEW OF INTERIM FINANCIAL RESULTS

Pursuant to Rule 3.21 of the Listing Rules, the Company established an audit committee (the “**Audit Committee**”) with written terms of reference aligned with the Corporate Governance Code as stated in Appendix 14 of the Listing Rules (the “**CG Code**”). The Audit Committee comprises three independent non-executive Directors, namely Mr. HUNG Muk Ming (Chairman), Mr. WANG Guozhen, and Mr. NI Zhenliang.

The Audit Committee has discussed with the management of the Group and reviewed the unaudited interim financial results of the Group for the six months ended 30 September 2024, including the accounting principles and practices adopted by the Group, and discussed financial related matters.

INTERIM DIVIDEND

The board of directors does not recommend the payment of an interim dividend for the six months ended 30 September 2024 (six months ended 30 September 2023: Nil).

COMPLIANCE WITH CODE ON CORPORATE GOVERNANCE PRACTICES

The Company has complied with the code provisions set out in the CG Code throughout the period, except for the following deviation:

Code provision C.2.1

Code provision C.2.1 of the CG Code stipulates that the roles of chairman and chief executive officer should be separate and should not be performed by the same individual. Mr. CHONG is the Chairman of the Board and the Chief Executive Officer of the Company. As Mr. CHONG is the founder of the Group and has extensive experience in corporate operations and management, the Directors believe that it is in the best interest of the Group to have Mr. CHONG taking up both roles for effective management and business development.

COMPLIANCE WITH MODEL CODE FOR SECURITIES TRANSACTION

The Company has adopted the Model Code for Securities Transactions by Directors of Listed Issuers set forth in Appendix 10 of the Listing Rules (the “**Model Code**”) as its own code of conduct regarding securities transaction by the Directors. Having made specific enquiry with the Directors, all Directors confirmed that they have fully complied with the required standard as set out in the Model Code throughout the six months ended 30 September 2024.

PUBLIC FLOAT

Based on the information that is publicly available to the Company and within the knowledge of the Directors, as at the date of this interim results announcement, the Company has maintained sufficient prescribed public float of the issued shares as required under the Listing Rules.

PUBLICATION OF INFORMATION ON THE WEBSITES OF THE STOCK EXCHANGE AND THE COMPANY

This announcement is published on the Company's website (www.animatechina.com) and the website of the Stock Exchange (www.hkexnews.hk). The interim report of the Company for the six months ended 30 September 2024 containing all information required by the Listing Rules will be despatched to the Shareholders and published on the above websites in due course.

CONTINUED SUSPENSION OF TRADING

At the request of the Company, trading in the shares of the Company on the Stock Exchange was halted from 9 a.m. on 21 November 2024, and will remain suspended until further notice. The Company will keep the public informed of the latest developments by making further announcement(s) as and when appropriate.

Shareholders and potential investors of the Company are advised to exercise caution when dealing in the Shares.

By order of the Board
CA Cultural Technology Group Limited
Chong Heung Chung Jason
Chairman and Executive Director

Hong Kong, 29 November 2024

As of the date of this announcement, the executive Directors are Mr. Chong Heung Chung Jason and Ms. Liu Moxiang, and the independent non-executive Directors are Mr. Ni Zhenliang, Mr. Wang Guozhen and Mr. Hung Muk Ming.