SECURITIES AND EXCHANGE COMMISSION

SEC FORM 17-C

CURRENT REPORT UNDER SECTION 17
OF THE SECURITIES REGULATION CODE
AND SRC RULE 17.2(c) THEREUNDER

1. Date of Report (Date of earliest event reported)

   Aug 4, 2026

2. SEC Identification Number

   13174

3. BIR Tax Identification No.

   000-108-278-000

4. Exact name of issuer as specified in its charter

   DigiPlus Interactive Corp.

5. Province, country or other jurisdiction of incorporation

   NCR, Philippines

6. Industry Classification Code(SEC Use Only)

7. Address of principal office

   Ecoprime Building, 32nd Street corner Ninth Avenue, Bonifacio Global City, Taguig City
   Postal Code
   1635

8. Issuer's telephone number, including area code

   (02)8634-5099

9. Former name or former address, if changed since last report

   N/A

10. Securities registered pursuant to Sections 8 and 12 of the SRC or Sections 4 and 8 of the RSA

Title of Each Class	Number of Shares of Common Stock Outstanding and Amount of Debt Outstanding
Common Stock, Php1.00 Par Value	4,563,907,946

11. Indicate the item numbers reported herein

    Item 9

DigiPlus Interactive Corp.
PLUS

PSE Disclosure Form 4-31 - Press Release
References: SRC Rule 17 (SEC Form 17-C)
Section 4.4 of the Revised Disclosure Rules

Subject of the Disclosure
DigiPlus posts steady growth in Q2 with operating income of Php2.35bn, up 8% EBITDA of Php2.84bn, up 7% MABD up 26%
Background/Description of the Disclosure

DigiPlus Interactive Corp. (DigiPlus), the country’s premier digital entertainment provider behind BingoPlus, ArenaPlus, and GameZone, delivered a stronger second-quarter performance, supported by higher monthly average bettors and depositors (MABD), improved cohort, higher returns on advertising and promotion expense, better tax and operating efficiencies, and continued investments in research and development.

Reported net income increased 124% percent quarter on quarter to Php6.98 billion. The fair value gain recognized from the Company's investment in International Entertainment Corporation’s (IEC) convertible notes contributed to the increase. Excluding this non-operating gain, core net income reached Php2.35 billion for the second quarter of 2026, up 8 percent from the preceding quarter.

EBITDA rose 7 percent quarter on quarter to Php2.84 billion, with EBITDA margin expanding to 18.2 percent from 15.3 percent in the first quarter, supported by operating efficiency and disciplined cost management.

Aggregate monthly active users (MAU) averaged 5.75 million in the second quarter of 2026, supported by continued user growth across DigiPlus’ digital gaming platforms. MABD increased significantly by 26 percent quarter-on-quarter to 4.68 million.

The significant growth in MABD reflects the quality of DigiPlus' iGaming experience and its strength in product development. It also reflects the result of the Company's improved user acquisition strategies across its platforms.

Gross Gaming Revenues (GGR) declined 9 percent quarter on quarter to Php15.61 billion, mainly due to our aggressive push for acquisition of new users combined with the macroeconomic environment.

Net Gaming Revenue (NGR) after tax increased 0.9 percent quarter on quarter to Php5.52 billion. NGR margin after tax reached 35 percent, which on a pre-tax basis, is higher than that of global peers. This reflects the improved returns on advertising and promotions expenses, and lower tax costs following the IEC transaction.

Beginning this quarter, DigiPlus is introducing NGR after tax as a key operating metric to provide a clearer view of underlying gaming performance, in line with its global peers.

...

Other Relevant Information

Please see attached SEC Form 17-C.

Filed on behalf by:

Name	Carol Padilla
Designation	Corporate Secretary

COVER SHEET

0 0 1 - 3 1 7 4

SEC Registration Number

D i g i P l u s I n t e r a c t i v e
C o r p .

(Company's Full Name)

E c o p r i m e B u i l d i n g , 3 2 n d S t r e e t
N i n t h A v e n u e , B o n i f a c i o G l o b a l
C i t y , T a g u i g C i t y

(Business Address: No. Street City/Town/Province)

Atty. Carol Padilla

(Contract Person)

8634-5099

(Company Telephone Number)

1 2 3 1

Month *Day*

(Fiscal Year)

1 7 - C

(Form Type)

May **29**

Month *Day*

Not Applicable

(Secondary License Type, If Applicable)

Dept. Requiring this Doc.

Not Applicable

Amended Articles Number/section

Total Amount of Borrowings

Total No. of Stockholders

Domestic

Foreign

To be accomplished by SEC Personnel concerned

File Number

LCU

Document ID

Cashier

S T A M P S

Remarks: Please use BLACK ink for scanning purposes.

SECURITIES AND EXCHANGE COMMISSION

SEC FORM 17-C

CURRENT REPORT UNDER SECTION 17
OF THE SECURITIES REGULATION CODE
AND SRC RULE 17.2(c) THEREUNDER

1. August 4, 2026
   Date of Report (Date of earliest event reported)

2. 13174
   SEC Identification Number

3. 000-108-278-000
   BIR Tax Identification No.

4. DigiPlus Interactive Corp.
   Exact name of issuer as specified in its charter

5. NCR, PHILIPPINES
   Province. Country or other jurisdiction of incorporation

6. (SEC Use Only) Industry Classification Code

7. Ecoprime Building, 32nd Street corner Ninth Avenue, Bonifacio Global City, Taguig City
   Address of principal office

   1635
   Postal Code

8. (632) 8634-5099
   Issuer's telephone number, including area code

9. N/A
   Former name or former address, if changed since last report

10. Securities registered pursuant to Sections 8 and 12 of the SRC or Sections 4 and 8 of the RSA

Title of Each Class	Number of Shares of Common Stock Outstanding and Amount of Debt Outstanding
Common Stock, Php1.00 Par Value	4,563,907,946/Not Applicable

11. Indicate the item numbers reported herein: **Item 9**

Q2 2026 EARNINGS RELEASE
August 4, 2026

DigiPlus posts steady growth in Q2 with operating income of ₱2.35bn, up 8%
EBITDA of ₱2.84bn, up 7%
MABD up 26%

DigiPlus Interactive Corp. (DigiPlus), the country's premier digital entertainment provider behind BingoPlus, ArenaPlus, and GameZone, delivered a stronger second-quarter performance, supported by higher monthly average bettors and depositors (MABD), improved cohort, higher returns on advertising and promotion expense, better tax and operating efficiencies, and continued investments in research and development.

Reported net income increased 124% percent quarter on quarter to ₱6.98 billion. The fair value gain recognized from the Company's investment in International Entertainment Corporation's (IEC) convertible notes contributed to the increase. Excluding this non-operating gain, core net income reached ₱2.35 billion for the second quarter of 2026, up 8 percent from the preceding quarter.

EBITDA rose 7 percent quarter on quarter to ₱2.84 billion, with EBITDA margin expanding to 18.2 percent from 15.3 percent in the first quarter, supported by operating efficiency and disciplined cost management.

Aggregate monthly active users (MAU) averaged 5.75 million in the second quarter of 2026, supported by continued user growth across DigiPlus' digital gaming platforms. MABD increased significantly by 26 percent quarter-on-quarter to 4.68 million.

The significant growth in MABD reflects the quality of DigiPlus' iGaming experience and its strength in product development. It also reflects the result of the Company's improved user acquisition strategies across its platforms.

Gross Gaming Revenues (GGR) declined 9 percent quarter on quarter to ₱15.61 billion, mainly due to our aggressive push for acquisition of new users combined with the macroeconomic environment.

Net Gaming Revenue (NGR) after tax increased 0.9 percent quarter on quarter to ₱5.52 billion. NGR margin after tax reached 35 percent, which on a pre-tax basis, is higher than that of global peers. This reflects the improved returns on advertising and promotions expenses, and lower tax costs following the IEC transaction.

Beginning this quarter, DigiPlus is introducing NGR after tax as a key operating metric to provide a clearer view of underlying gaming performance, in line with its global peers.

NGR represents gaming revenues net of PAGCOR's regulatory share and fees, game provider fees, marketing and promotional expenses, payment channel fees, and other direct gaming-related costs incurred. As DigiPlus evolves its business model and continues to enhance its platform and content ecosystem, NGR becomes a more relevant measure of operating performance.

"As our business evolves, we believe the MAU base and the MABD growth reflects the market share of our platforms, our strength in product development, and the overall quality of our Gaming-as-a-Service strategy. Our net gaming revenue after tax is the key metric we use to assess the performance of our operations as it captures not just the growth and scale of our user base, but also measures the efficiency and the return on capital spend." DigiPlus President Ping Chen noted.

"The growing user base, improved cohort, as well as higher returns on capital will contribute to significantly higher GGR and NGR, as well as significantly higher profitability in the next quarters to come," Chen added.

"Looking ahead, DigiPlus is evolving beyond a traditional online gaming operator into a Gaming-as-a-Service ecosystem powered by proprietary content, data-driven personalization, and continuous product innovation. This evolution strengthens our ability to deliver higher-quality earnings, deepen customer lifetime value, and create long-term value for our shareholders," he said.

DigiPlus maintained a strong financial position with ₱10.51 billion in cash and cash equivalents, after paying ₱3.8 billion of dividends and deploying ₱12.2 billion for its investment in IEC's convertible notes during the first half of the year. The strong financial position allows DigiPlus to pursue expansion opportunities while continuing its product development efforts. Product research and development expenses reached 5 percent of revenues in the second quarter

Continued product innovation, deeper player engagement, and growing regional recognition

In recent months, DigiPlus has continued to invest in product innovation, expanding its portfolio with homegrown titles including *Pinoy Drop Ball Turbo*, the latest iteration of its *Pinoy Drop Ball* livestream *perya* game, alongside *Bingo Swerte*, *Pride Champion*, and most recently, *Bingo Speed*, a faster-paced livestream bingo experience.

DigiPlus' flagship brands further deepened player engagement and expanded brand presence through key milestones and strategic partnerships. BingoPlus celebrated its fourth anniversary by presenting its annual gala night, top-billed by leading Filipino artists and livestreamed nationwide. ArenaPlus also became the National Basketball Association's Official Partner in the Philippines. Meanwhile, GameZone, DigiPlus' player-versus-player card games platform, marked its second anniversary with a month-long integrated rewards campaign for its growing player community.

Reflecting the Company's continued transformation and growing influence as a technology-driven entertainment company, DigiPlus Interactive Corp. was recognized for the third consecutive year in the Fortune Southeast Asia 500, which highlights the region's largest firms by revenue.

₱19.4 million invested in sustainable development, supporting over 20,000 Filipinos

DigiPlus Foundation, the Company's corporate social responsibility arm, invested ₱19.4 million in sustainable development initiatives during the quarter, advancing programs in innovation, community resilience, health, and nutrition.

Key initiatives included the launch of Tech Quest, the country's first National Robotics Competition in partnership with the Department of Information and Communications Technology; assistance to more than 5,000 transport workers and their families amid the fuel crisis; and disaster response efforts reaching over 15,000 individuals affected by the magnitude 7.2 earthquake in General Santos City and Sarangani.

DigiPlus' brands also actively supported the Foundation's initiatives, with BingoPlus providing families with food essentials and access to health services, ArenaPlus supporting inclusive and community-based sports initiatives, and GameZone supporting child nutrition through its GoodZone community nutrition program in Tondo, Manila.

#

About DigiPlus Interactive Corp.

DigiPlus Interactive Corp. pioneered digital entertainment in the Philippines. It introduced leading platforms BingoPlus, ArenaPlus, and GameZone, widely known for their engaging experiences in interactive gaming and sports entertainment. For more information, visit: www.digiplus.com.ph

SIGNATURES

Pursuant to the requirements of the Securities Regulation Code, the issuer has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

DIGIPLUS INTERACTIVE CORP.
Issuer

August 4, 2026
Date

CAROL V. PADILLA
Corporate Secretary