



Gamania Reports Financial Results for the First Quarter ended March 31st, 2011

Taipei, Taiwan, R.O.C., April 22, 2011 — Gamania Digital Entertainment Co., Ltd. (OTC: 6180) today announced its consolidated quarterly operating revenues of NT\$1,849,387 thousand, gross profit of NT\$814,626 thousand with gross margin 44.05%, operating income of NT\$178,740 thousand, net income of NT\$129,764 thousand, and earnings per share (EPS) NT\$0.84 for the first quarter ended March 31st, 2011 based on reviewed financial statements.

Unit:NT\$ Thousand, <i>expect EPS</i>	1Q11	1Q10	YoY
Operating Revenues	1,849,387	1,395,887	32.49%
Operating Cost	(1,034,761)	(709,855)	45.77%
Gross Profit	814,626	686,032	18.74%
Operating Expenses	(635,886)	(490,720)	29.58%
Operating Income	178,740	195,312	(8.48%)
Non-operating Income (Expenses)	2,942	(37,043)	(107.94%)
Profit before Income Tax	181,682	158,269	14.79%
Income Tax Benefit (Expenses)	(51,962)	(46,004)	12.95%
Consolidated Net Income Attributable to:	129,720	112,265	15.55%
Minority Interest	(44)	2,424	(101.82%)
Shareholders	129,764	109,841	18.14%
Earnings per Share(NT\$)	0.84	0.73	-

Source : Reviewed consolidated financial statements & report for the three-month ended March 31st 2010 and 2011.

The consolidated quarterly operating revenues for the first quarter of 2011 reached a record high of NT\$1,849,387 thousand, representing an increase of 24.65% quarter-over-quarter and 32.49% year-over-year. The increase was primarily due to the solid performance of Gamania's parent company and its subsidiaries, Gamania Japan, Gamania Hong Kong and Gameastor.

Not only the revenue of the parent company for the first quarter of 2011 delivered a record high, but also Gamania Japan, Gamania Hong Kong and Gameastor, Gamania's affiliates, hit record high. The revenue of the parent company for the first quarter of 2011 increased by 26.69% year-over-year, mainly due to the whole quarter contribution of "Dragon Nest" and



the successful promotions for its flagship titles "Lineage", "Maple Story" and "CS Online". Aided by the release of "Forsaken World" and the solid growth of "Elsword", Gameastor's revenue increased by 52.38% year-over-year. Benefited from the self-developed title "Divina" along with the webgame "Web Koihime+Musou", the revenue of Gamania Japan increased by 32.51% year-over-year. In addition, the revenue of Gamania Hong Kong grew by 20.74% year-over-year, mainly due to the continued popularity of "Dragon Nest".

Operating expenses for the first quarter of 2011 increased by 29.58% year-over-year, mainly due to the expansion into U.S. and European market and the enhancement of research & development personnel for in-house game development. Net income increased by 18.14% year-over-year to NT\$129,764 thousand. The increase was mainly caused by the strong growth of revenue, the maintenance of cost control as well as the decrease of non-operating expenses.

Looking forward to the second quarter of 2011, Gamania is expected to boost its growth momentum through the release of promotional events and new titles. The self-developed title "Divina" has surpassed 2.6K Peak Concurrent Users (PCU) in April since its release on April 14, 2011. Gamania expects the PCU of "Divina" will exceed 3K this weekend. In April, "Dragon Nest", "Kart Rider" and "CSO" will release new expansion pack and promotions. In the second quarter of 2011, the self-developed title "Soul Captor" will be launched commercial service in Taiwan, Hong Kong and Macau and the flagship title "Forsaken World" will be released in Hong Kong and Macau.