



## Gamania Reports Financial Results for the Six-Month Ended June 30, 2011

Taipei, Taiwan, R.O.C., August 29, 2011 — Gamania Digital Entertainment Co., Ltd. (6180.TWO) today announced audited financial results for the first half ended June 30, 2011: Accumulated consolidated revenues from January through June achieved NT\$3,602 million, with gross profit NT\$1,540 million. Operating income was NT\$269 million and net income was NT\$166 million, with earnings per share (EPS) NT\$1.08.

Unit:NT\$ Thousand, <i>except EPS</i>	1H11	1H10	YoY
<b>Operating Revenues</b>	3,601,950	2,819,547	27.75%
<b>Operating Cost</b>	(2,064,016)	(1,424,583)	44.89%
<b>Gross Profit</b>	1,537,934	1,394,964	10.25%
<b>Operating Expenses</b>	(1,268,862)	(1,094,608)	15.92%
<b>Operating Income</b>	269,072	300,356	(10.42%)
<b>Non-operating Income (Expenses)</b>	(13,080)	(46,533)	(71.89%)
<b>Profit before Income Tax</b>	255,992	253,823	0.85%
<b>Income Tax Benefit (Expenses)</b>	(87,899)	(92,004)	(4.46%)
<b>Consolidated Net Income Attributable to:</b>			
<b>Minority Interest</b>	1,704	1,482	14.98%
<b>Shareholders</b>	166,389	160,337	3.77%
<b>Earnings per Share(NT\$)</b>	1.08	1.05	-

Source : Audited consolidated financial statements & report for the six-month ended June 30th 2010 and 2011.

Thanks to the outperformed operation results from Gamania parent company and its subsidiaries, consolidated revenues for the first half of 2011 hit a record high, growing 27.75% year-over-year. With no influence of the distribution channel adjustments in the beginning of this year, revenues for the six months of 2011 from the parent company increased 15.77% year-over-year, mainly contributed from the well-received title *Dragon Nest*, the newly-released title *Divina*, as well as the popular flagship titles, such as *Lineage*, *Maple Story* and *CS Online*.

Gamania has actively developed the global business in Asia, Europe, and America markets. Benefited from effective consumption for the self-developed popular title *Divina* and the



webgame title *Koihime+Musou* in Japan, and the well-received title *Dragon Nest* in Hong Kong, both Gamania Japan and Gamania Hong Kong performed great results, with 34.09% and 34.24% revenue growth year-over-year, respectively. Besides, Gameastor, one of the Gamania selected operating entities, also carried out solid results with 27.16% revenue growth year-over-year, contributed from the popular titles *Forsaken World* and *Elsword*.

Consolidated operating expenses for the six months increased year-over-year due to development and administration expenses change. The research & development expenses increased since Gamania continues to strengthen its developing momentum and generate self-developed titles. The increase of administration expenses were mainly from the U.S and Europe market expansion.

The self-developed 3D title *Soul Captor* and the award-winning title *Divina* will release new expansion packs while the long-lasting *Lineage*, *Maple Story*, *CS Online*, and *Kart Rider* are expected to launch new promotion campaigns soon. Gamania believes that its growth momentum will further rise through both promoting the existing popular titles and launching new ones.