



## Gamania Reports Financial Results For the Nine-Month Ended September 30, 2011

Taipei, Taiwan, R.O.C., October 24, 2011 – Gamania Digital Entertainment Co., Ltd. (6180.TWO) today announced reviewed financial results for the nine-month ended September 30, 2011: Accumulated consolidated revenues from January through September achieved NT\$5,360 million, with gross profit NT\$2,255 million. Operating income was NT\$277 million and net income was NT\$173 million, with earnings per share (EPS) NT\$1.12.

Unit:NT\$ Thousand, <i>except EPS</i>	1Q11~3Q11	1Q10~3Q10	YoY
<b>Operating Revenues</b>	5,359,703	4,370,224	22.64%
<b>Operating Cost</b>	(3,104,805)	(2,231,050)	39.16%
<b>Gross Profit</b>	2,254,898	2,139,174	5.41%
<b>Operating Expenses</b>	(1,969,517)	(1,742,257)	13.04%
<b>Operating Income</b>	285,381	396,917	(28.10%)
<b>Non-operating Income (Expenses)</b>	(8,676)	(76,987)	(88.73%)
<b>Profit before Income Tax</b>	276,705	319,930	(13.51%)
<b>Income Tax Benefit (Expenses)</b>	(101,961)	(150,562)	(32.28%)
<b>Consolidated Net Income Attributable to:</b>	174,744	169,368	3.17%
<b>Minority Interest</b>	1,810	147	1131.29%
<b>Shareholders</b>	172,934	169,221	2.19%
<b>Earnings per Share(NT\$)</b>	1.12	1.11	-

Source : Reviewed consolidated financial statements & report for the nine-month ended Sep. 30th 2011 and 2010.

Thanks to the outperformed operation results from Gamania parent company and its subsidiaries, consolidated revenues from January through September of this year hit a record high, growing 22.64% year-over-year. Revenues for the nine months of 2011 from the parent company increased 4.37% year-over-year, mainly contributed from the well-received title *Dragon Nest* and *Maple Story*, as well as the self-developed title *Divina*.

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 44.20 % and 34.88% revenue growth year-over-year, respectively. Besides, Gameastor, one of the Gamania selected operating entities, also carried out solid results with 40.76% revenue growth year-over-year, contributed from the popular titles *Forsaken World* and *Dem†God*.

Consolidated operating expenses for the nine 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.

Last month in 2011 Gamania Game Show, the Gamania Goup already announced four big self-developed titles, expected to be released in 2012, including (1) the action style title, *Core Blaze*, with unreal engine 3, (2) the classic strategy game, *Langrisser Schwarz*, updated from its original video game, (3) *Tiara Concerto*, with vivid musical themes, and the first-released cute title, *Dream Drops*. Since the four diversified style games continue to meet various gamers' preference, Gamania is confident of its growth momentum through both existing popular titles and new ones.