



The Gamania Group Reports Q1 2012 Financial Results

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Gamania Digital Entertainment Co., Ltd. (6180.TWO) announced its consolidated revenues of NT\$ 2,012 million, gross profit of NT\$ 821 million, operating income of NT\$ 84 million, net income of NT\$ 49 million, and earnings per share (EPS) of NT\$0.31 based on the audited financial statements for the first quarter ended March 31, 2012

Unit:NT\$ Thousand, <i>except EPS</i>	1Q12	4Q11	QoQ
Operating Revenues	2,012,356	1,884,965	6.76%
Gross Profit	820,728	729,472	12.51%
Operating Income	83,661	80,466	3.97%
Profit before Income Tax	97,355	35,075	177.56%
Consolidated Net Income	49,343	14,076	250.55%
Earnings Per Share(NT\$)	0.31	0.09	-

The consolidated operating revenues for the first quarter of 2012 achieved NT\$ 2,012 million, hitting the quadrennial record high, representing an increase of 6.76% quarter-over-quarter and 8.81% year-over-year. The increase was primarily contributed from the solid performance of Gamania's parent company, the overseas operation subsidiaries and the payment services subsidiaries.

The Gamania Group continues to strengthen global competitive advantage and developing abilities. The operating expenses for the first quarter increased year-over-year because overseas new game titles launched promotion events. Under improved control for the non-operating revenue and expenses, the Group still achieved NT\$49 million of consolidated net income and NT\$0.31 of EPS for the first quarter in 2012.



Looking forward, the Gamania Group continues to strengthen RD capability and enlarge geographical coverage. Gamania Hong Kong will announce the first closed beta test for the new self-developed, fairy tales title *Dream Drops* in May. Furthermore, Gamania Group expects to release two new self-developed titles worldwide in the second half of the year: *Langrisser Schwarz*, updated from its original video game, and *Tiara Concerto*, with vivid musical themes. To continue the growth momentum, Gamania Japan also announced two self-developed webgames, well-known *Phantom Brave* and *Knight Carnival*. In addition, Gamania plans to release 2-3 self-developed online games and webgames in Europe and America.

Gamania Taiwan expects to maintain the growing drivers by continuously implementing both “dedicated” and “diversified” strategies. The Company plans to release 3-5 new diversified game titles this year, including the FPS title *SAO* and the Webgame *GT* while the 3D DOTA title *Cyphers* and 3D realistic ARPG title *Mabinogi Hero* are expected to release this summer.