Gamania Reports 2011 Financial Results

Date: 2012/03/20

Gamania Digital Entertainment Co., Ltd. (6180.TWO) announced its consolidated revenues of NT\$ 7,245 million, gross profit of NT\$ 2,984 million, operating income of NT\$ 366 million, net income of NT\$ 187 million, and earnings per share (EPS) of NT\$1.21 based on audited financial statements for 2011.

Unit:NT\$ Thousand, except EPS	2011	2010	YoY
Operating Revenues	7,244,668	5,853,948	23.76%
Gross Profit	2,984,370	2,857,247	4.45%
Operating Income	365,847	482,621	(24.20%)
Profit before Income Tax	311,780	375,854	(17.05%)
Net Income	187,010	231,523	(19.23%)
Earnings per Share(NT\$)	1.21	1.52	-

Source: Audited consolidated financial statements & report for the year ended Dec. 31 2011 and 2010.

The Gamania Group's consolidated revenue for 2011 presented 23.76% growth YoY, hitting the quadrennial record high. Thanks to superior worldwide operating and research abilities, Gamania continues to grow steadily. Gamania Hong Kong and Gamania Japan grew 20% YoY, also hitting the record high.

To strengthen global competitive advantage and developing abilities, the Gamania Group continues to expand Europe and US market, as well as invest self-developed titles that made the operating expense higher than the previous year. However, the ratio of operating expense still decreased 5% compared to that of 2010. Under improved control for the non-operating revenue and expenses, the Group still achieved NT\$187 million for consolidated net income and NT\$1.21

遊戲橘子數位科技股份有限公司 GAMANIA DIGITAL ENTERTAINMENT CO., LTD.

for annual EPS.

Looking forward to 2012, the Gamaina Group continues to execute four growth strategies, including strengthening RD capability, enlarging geological coverage, excavating more players through diversified titles, and generating new applications of digital entertainments.

Gamania Taiwan also expects to well manage the domestic market by both "dedicated" and "diversified" strategies. In addition to steadily dedicating to the existing titles, Gamania Taiwan will release several heavy-weighted titles, including the FPS title SAO and other web games. Besides, Gamania Hong Kong will announce the new self-developed title *Dream Drops* in May and Gamania Europ and USA also expect to release 2-3 self-developed online games and web games.