



## Gamania Reports Financial Results for the year ended Dec 31<sup>st</sup>, 2010

Taipei, Taiwan, R.O.C., March 21, 2011 — Gamania Digital Entertainment Co., Ltd. (OTC: 6180) today announced its consolidated annual operating revenues of NT\$5,853,948 thousand, gross profit of NT\$2,857,247 thousand with gross margin 48.80%, operating income of NT\$482,621 thousand, net income of NT\$231,523 thousand, and earnings per share (EPS) NT\$1.52 based on audited financial statements and report of year 2010.

Unit:NT\$ Thousand, <i>except EPS</i>	FY 2010	FY 2009	YoY
<b>Operating Revenues</b>	5,853,948	5,162,295	13.40%
<b>Operating Cost</b>	(2,996,701)	(2,545,171)	17.74%
<b>Gross Profit</b>	2,857,247	2,617,124	9.18%
<b>Operating Expenses</b>	(2,374,626)	(2,157,119)	10.08%
<b>Operating Income</b>	482,621	460,005	4.92%
<b>Non-operating Income (Expenses)</b>	(106,767)	(10,086)	958.57%
<b>Profit before Income Tax</b>	375,854	449,919	(16.46%)
<b>Income Tax Benefit (Expenses)</b>	(142,567)	(121,897)	16.96%
<b>Consolidated Net Income Attributable to:</b>	233,287	328,022	(28.88%)
<b>Minority Interest</b>	1,764	9,214	(80.86%)
<b>Shareholders</b>	231,523	318,808	(27.38%)
<b>Earnings per Share(NT\$)</b>	1.52	2.18	-

Source : Audited consolidated financial statements & report for the year ended Dec. 31 2009 and 2010.

Operating revenues for fiscal year 2010 increased 13.40% year-over-year to NT\$5,853,948 thousand. The increase was primarily attributable to the success of Gamania's product diversification strategy and strong performance of Gamania Taiwan and its subsidiaries, Gameastor and Gamania Hong Kong. Operating revenues of Gamania Taiwan for 2010 grew over 10% year-over-year, mainly driven by the solid performance generated by the flagship titles "Lineage", "Maple Story", "Counter Strike Online", and "Kart Rider" whose revenues increased over 100% year-over-year as well as the outstanding performance of the new title "Dragon Nest". Meanwhile, Gameastor's revenue surged 50%, benefited from the contribution of the solid growth of "Elsword" and "Loong". Moreover, Gamania Hong Kong's revenue increased 10% year-over-year,



mainly aided by the new title and the self-developed title “Divina” accompanied with successful promotions for “Elsword”.

Operating expenses for 2010 increased 10.08% 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. Profit before Income Tax decreased by 16.46% year-over-year to NT\$375,854 thousand. The decrease was mainly caused by the increase in operating expenses as well as one-time write-off resulted from the termination of certain games.

Looking forward to 2011, Gamaina has hit record high for three consecutive months from December, 2010 to February, 2011. Gamania is expected to boost its growth momentum through the release of promotional events and new titles. In March, “Lineage”, “Maple Story”, “Dragon Nest”, “CSO” and “Kart Rider” will release new items and promotions. In addition, Gamaina’s self-developed title, “Divina” will be commercially launched in the second quarter in Taiwan. The new title “Forsaken World” operated by Gameastor will release new expansion pack soon. Moreover, the revenue of Gamania Japan will benefit from the continued popularity of self-developed title “Divina” along with the webgame “Web Koihime†Musou”.