



Gamania Reports 2005 February Sales Revenue

Gamania Digital Entertainment Co., LTD. today announced February 2005 Sales Revenue ending February 28, 2005.

Sales Report

Unit: NT\$ thousand

	2005	2004	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales for February	151,026	181,097	-30,071	-16.6%
Net Sales from January through February	318,140	387,991	-69,851	-18.0%

February 2005 Results: Comparison Highlights

1. Net sales in Feb 2005 decreased NT\$ 16.1 million compared with Jan 2005, representing a 9.6% MoM decrease. The decline was due to the fact that our online-game update packages were released in January, ahead of the new game episode update of Lineage in February.
2. Net sales in February 2005 were NT\$151.0 million, a decrease of 16.6% from NT\$181.1 million in February 2004.
3. Accumulated net sales from January through February 2005 were NT\$318.1 million, representing an 18.0% YoY decrease, compared with the accumulated net sales of NT\$388.0 million over the same period in 2004.
4. "Lineage II" and "Seal Online" are operated by Gamania's subsidiaries, NC Taiwan and Taiwan Index, respectively. NC Taiwan's sales revenue in February 2005 was NT\$53.2 million while Taiwan Index's sales revenue in February 2005 was NT\$19.6 million.

