

## Gamania Reports Financial Results of 2006

Taipei, Taiwan, R.O.C., April 25, 2007-- Gamania Digital Entertainment Co., Ltd. today announced its consolidated annual operating revenue of NT\$3,679.9 million, gross margin of NT\$1,601.8 million with gross margin rate approximately 43.53%, operating income of NT\$364.0 million, net income attributable to shareholders of the parent company of NT\$434.7 million, and earnings per share (EPS) NT\$3.11 based on audited financial statements and report of year 2006.

The 2006 operating revenue was up 23.41% YOY from NT\$2,981.8 million in 2005. The growth in revenue was attributed to continuous hit of “**Lineage**” and tremendous popularity of “**Maple Story**” with young players. Both games have contributed stable sales. The operating profit represented a significant YOY increase 393.00%, reflecting the improving performance of offshore investments under cost-cutting policy. Benefited from sales increase and improvement performed by offshore investments, Gamania in 2006 turned profitable instead of a deficit recognized in the preceding year.

<b>Amount: NT\$ million</b>	<b>FY 2006</b>	<b>FY 2005</b>	<b>YOY</b>
Operating Revenue	3,679.9	2,981.8	23.41%
Operating Costs	(2,078.1)	(1,667.4)	24.63%
Gross Profit	1,601.8	1,314.5	21.86%
Operating Expenses	(1,237.8)	(1,240.6)	-0.23%
Operating Income	364.0	73.8	393.00%
Non-operating Income(Expenses)	(51.2)	(237.4)	-78.44%
Profit before Income Tax	312.8	(163.6)	-
Income Tax Benefit(Expenses)	89.5	(69.0)	-
Consolidated Net Income	402.3	(232.6)	-
Attributable to:			
Shareholders	434.7	(260.0)	-
Minority interest	(32.4)	27.5	-
Basic Earnings per Share(NT\$)	3.11	-1.77	-

Source: Audited consolidated financial statements and report of year 2005 & 2006

Based on current outlook, the management team expects superior performance and enhancement in operation this year with several reasons summarized as follows:

- “**Kart Rider**”, one newly-introduced racing game, may generate higher revenue by providing new maps and virtually selling more appliances and avatars

- Several self-developed MMORPGs such as “**Bright Shadow**” and “**SianMoDao**” would be launched globally to expand Gamania’s overall market scale and streamline profit structure
- Licensed game “**RO II**” with high expectation would be launched in the forth quarter of this year
- Offshore investments might achieve break-even point with continuous improving operation