



## Gamania Reports Financial Results of the first half-year of 2008

Taipei, Taiwan, R.O.C., August 25, 2008 — Gamania Digital Entertainment Co., Ltd. (OTC: 6180) today announced its consolidated revenues of NT\$1,876,627 thousand, gross margin of NT\$922,596 thousand with gross margin rate 49.16%, operating income of NT\$219,855 thousand, and consolidated net income of NT\$173,938 thousand; in addition, its unconsolidated revenues of NT\$1,523,474 thousand, gross margin of NT\$734,123 thousand with gross margin rate 48.19%, operating income of NT\$248,629 thousand, net income of NT\$175,198 thousand, and earnings per share (EPS) NT\$1.14 for the first half-year of 2008 based on audited financial statements and report.

### <Exhibit 1: Consolidated Financial Results>

Unit: NT\$ Thousand, except EPS	1H 2008	1H 2007	YoY
Operating Revenues	1,876,627	1,645,510	14.05%
Operating Cost	(954,031)	(857,037)	11.32%
Gross Margin	922,596	788,473	17.01%
Operating Expenses	(702,741)	(561,184)	25.22%
Operating Income	219,855	227,289	-3.27%
Non-operating Income (Expenses)	11,934	2,230	435.16%
Profit before Income Tax	231,789	229,519	0.99%
Income Tax Benefit (Expenses)	(57,851)	(77,531)	-25.38%
Consolidated Net Income Attributable to	173,938	151,988	14.44%
Minority Interest	(1,260)	(1,283)	-1.79%
Shareholders	175,198	153,271	14.31%
Earnings per Share(NT\$)	1.14	1.03	-

Source: Audited consolidated financial statements and report for the first half-year ended June 30, 2007 and 2008.

### <Exhibit 2: Unconsolidated Financial Results>

Unit: NT\$ Thousand, except EPS	1H 2008	1H 2007	YoY
Operating Revenues	1,523,474	1,356,698	12.29%
Operating Cost	(789,351)	(707,248)	11.61%
Gross Margin	734,123	649,450	13.04%
Operating Expenses	(485,494)	(396,637)	22.40%
Operating Income	248,629	252,813	-1.65%
Non-operating Income (Expenses)	(24,209)	(30,430)	-20.44%
Profit before Income Tax	224,420	222,383	0.92%
Income Tax Benefit (Expenses)	(49,222)	(69,112)	-28.78%
Net Income	175,198	153,271	14.31%
Earnings per Share(NT\$)	1.14	1.03	-

Source: Audited unconsolidated financial statements and report for the first half-year ended June 30, 2007 and 2008.



The total consolidated revenues for the first half-year of 2008 increased 14.05% compared with the same period of 2007. Gamania and its subsidiaries in Japan and Hong Kong all performed a growth on revenues. The revenues of Gamania continuously grew driven by the stable performance generated by existing titles “*Lineage 1*” and “*Maple Story*” and new titles such as self-developed MMORPG “*Bright Shadow*”, “*Zodiac*”, and “*XianMoDao*”. Meanwhile, Gamania Japan’s revenues hit its record high with year-over-year growth 38.80% and created profit for consecutive two quarters, mainly benefited from strong contribution from new title “*Bright Shadow*” which has been highly-valued by local players. Moreover, Gamania Hong Kong’s revenues surged 56.38% year-over-year, benefited from new titles’ contribution of “*Getamped*”, “*Maple Story*” and existed titles’ growth such as “*Heat Project*” and “*Mabinog*”. The consolidated margin rate reached 49.16%, added by 1.25% compared to previous level of 2007, mainly attributed to the growth in revenue scale of Gamania Hong Kong and Gamania Japan. The operating expenses increased, basically due to the preliminary marketing expenditure for some new titles which will be launched in 2008 summer vacation and the expansion of research & development team to strengthen related capacity. The after-tax profit essentially rose 14.31% year-over-year and EPS reached NT\$1.14 due to lower effective tax-rate.

Based on the current business outlook, MMORPG “*Fantasy Earth Zero*” and three-kingdom game “*Chi-bi*” and several casual titles such as FPS game “*Counter Strike Online*”, baseball game “*Slugger*”, and web-game “*Alteil*” would be soon launched in summer vacation period. The managerial level expects those quality titles to meet requirements from more clients and start to contribute revenues for the second half-year of 2008.