



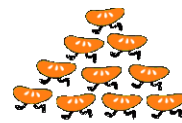
Gamania Reports Financial Results for the six-month ended June 30th, 2009

Taipei, Taiwan, R.O.C., Aug 17, 2009 — Gamania Digital Entertainment Co., Ltd. (OTC: 6180) today announced its consolidated operating revenue of NT\$2,671,670 thousand, gross margin of NT\$1,383,930 thousand with gross margin rate 51.80%, operating income of NT\$384,453 thousand, net income of NT\$291,943 thousand, and earnings per share (EPS) of NT\$2.00 for the six-month ended June 30th, 2009 based on audited financial statements and report.

Unit: NT\$ Thousand, except EPS	1H09	1H08	YoY
Operating Revenues	2,671,670	1,876,627	42.37%
Operating Cost	(1,287,740)	(968,842)	32.92%
Gross Margin	1,383,930	907,785	52.45%
Operating Expenses	(999,477)	(700,620)	42.66%
Operating Income	384,453	207,165	85.58%
Non-operating Income (Expenses)	(1,901)	24,624	—
Profit before Income Tax	382,552	231,789	65.04%
Income Tax Benefit (Expenses)	(82,740)	(57,851)	43.02%
Consolidated Net Income Attributable to:	299,812	173,938	72.37%
Minority Interest	7,869	(1,260)	—
Shareholders	291,943	175,198	66.64%
Earnings per Share(NT\$)	2.00	1.14	—

Source: Audited consolidated financial statements & report for the six-month ended Jun. 30, 2008 and 2009.

Benefited from the product diversification strategy, the operating revenue strongly increased 42.37% year-over-year for the first half year 2009. The growth momentum was attributed to the solid performance of the parent company, Gamania Japan, Gamania Hong Kong, and Taiwan Index Co. Some operating entities sequentially hit their quarterly historical high. The operating revenue of the parent company for the first-half year 2009 also performed quite well and grew 24.66% year-over-year due to the contribution from three flagship titles. In details, "Lineage" maintained its high popularity after launching its 1st episode of Season III in March and appealing in-game event "*Hidden Valley*" to double players' experience in June; "Maple Story" also kept attracting players' attention by intensively releasing expansion packs and several in-game events; "Counter Strike Online" released its successful expansion pack "Zombie" in last December and sequentially drove the point consumption to increase by its innovative fighting model. Meanwhile, operating revenue of Gamania Japan for the first half year 2009 surged 128.54% year-over-year thanks to the group in-house title "Lucent Heart"



(also known as "Zodiac") which created a huge sensation in the local market. Gamania Hong Kong's semi-annual revenue grew 103.02% year-over-year driven by the solid performance from the contribution from titles including "Chi bi" and "Counter Strike Online". Further, Taiwan Index Co.'s revenue grew 156.27% year-over-year thanks to the revenue generated by "Chi bi" and "Xun Sian". Due to the larger scale of revenue and revenue weight of in-house titles, the gross margin rate for the first half year 2009 reached 51.80%, up compared the previous year.

Since 2008, Gamania group kept implementing the product diversification strategy to massively launch various titles to attract more customers and enlarge market share; further, the group also has been dedicated to developing and designing more in-house titles to enhance the R&D capabilities. Though the marketing and R&D expenses for the first half year 2009 increased obviously compared to the same period in 2008, eventually the total operating profit grew while the revenue surged and other operating expenses maintained stable. The pretax and after-tax profit for the first half year 2009 increased 65.04% and 66.64% year-over-year respectively, reflecting that Gamania group maintained its solid operation in both top line and bottom line.

Look forward to the future, 3D mysteries thriller MMORPG "SP1 (Silent Plot 1)", granted "the best MMORPG of 2009 award: Drama" in Korea, already started its closed beta testing from August 12th 2009 without eliminating players' data and may enter its commercial launch in late August. Meanwhile, 3D fantasy-styled title "Runes of Magic" would start its focus group testing in late August. Further, music and dancing title "Hot Dance Party" and 3D cute-styled MMORPG "Pocketpet Journey West" operated by Taiwan Index Co. started closed beta testing on August 11th and August 14th, respectively. The management team expects these abovementioned titles to attract more users and therefore sustain growth momentum in revenue for the summer vacation.