



### Gamania Reports 2005 August Sales Revenue

Gamania Digital Entertainment Co., LTD. today announced August 2005 Sales Revenue ending August 31, 2005.

#### **Sales Report**

Unit: NT\$ thousand

	2005	2004	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales in August	158,280	167,057	-8,777	-5.25%
Net Sales from January through August	1,197,496	1,413,948	-216,452	-15.31%

#### **August 2005 Results: Comparison Highlights**

1. Net sales in August 2005 were NT\$158.3 million, which decreased NT\$6.8 million compared with July 2005, representing a 4.13% MoM (month-over-month) decrease. The slight decline in sales revenue was mainly due to lowered MoM sales contribution from game packages and game guide books, subsequent to the typical peak summer vacation period in July. On the other hand, our new game "Maple Story" continued to fuel the growth in online game sales, which rose 15.95% MoM.
2. Net sales in August 2005 were NT\$158.3 million, a decrease of 5.25% from NT\$167.1 million in August 2004.
3. Accumulated net sales from January through August 2005 were NT\$1,197.5million, representing a 15.31% YoY decrease, compared with accumulated net sales of NT\$1,413.9 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. The sales revenue of NC Taiwan in August was NT\$ 53.5million. Taiwan Index's sales revenue in August increased to NT\$ 21.2 million.

