

## Gamania Reports 2006 First-Half Year Audited Financial Results

TAIPEI, Taiwan, August 30, 2006 – Gamania Digital Entertainment Co., Ltd. today announced its first-half year financial results ended June 30, 2006. Net sales revenue was NT\$1,362 million, and Income after tax was NT\$137 million in 1H06,

Net sales revenue in 1H06 increased 59.6% YoY, gross profit grew 46.3% YoY to NT\$639 million, operating income in 1H06 increased 150.1%, Income before tax was NT\$189 million, also a significant improvement compared with NT\$65 million in 1H05.

The better operating performance in 1H06 was mainly due to the boom of 『Maple story』 released in 2H05 and continuous popularity of 『Lineage』, which brought about the increase in OLG revenue, and considerable decrease in loss from equity investments overseas.

Looking forward, 『Maple story』 and 『Lineage』 are expected to succeed the prosperity, and 『Crazy Arcade BnB』 began to takeoff in July, which will benefit Gamania's overall performance in 2006.

2006 First-Half Year Audited Financial Results:

Unit : (NT\$1,000)

Item	1H06	1H05	YOY
Net Sales Revenue	1,361,559	853,079	59.6%
Gross Profit	638,531	436,409	46.3%
Operating Income	272,912	109,133	150.1%
Net Income before tax	188,985	65,301	189.4%
Net Income after tax	137,073	27,574	397.1%