

2004.3.10 / Gamania February 2004 Net Sales Report

Gamania Reports 2004 February Sales Revenue

Gamania Digital Entertainment Co., LTD. announced Feb. 2004 Sales Revenue ended Feb. 29, 2004.

Sales Report

Unit :NT\$ thousand

	2004	2003	Growth Amount	Growth Rate
Net Sales for February	181,097	146,081	35,016	23.97%
Net Sales from January through February	387,991	323,273	64,718	20.02%

February 2004 Results: Comparison Highlights

1. Net Sales in Feb. 2004 were NT\$181.1 million, an increase of 23.97% from NT\$146.1 million in Feb. 2003. The increase was due to strong demand for the new "Lineage 2" package, which led to the increase of around NT\$34.2 million in "Other Revenue", from NT\$1.5 million in February 2003 to NT\$35.7 million in February 2004.
2. Net sales in Feb. 2004 decreased 12.47% MoM. The sales decrease was due to fewer calendar days and the ending to students' winter vacation in February, which caused the online game revenue to decrease 12.42%, from NT\$165.4 million in January 2004 to NT\$144.9 million in February 2004.
3. Accumulated Net Sales from January through February 2004 were NT\$388.0 million, representing a 20.02% increase YoY, compared with accumulated Net Sales of NT\$323.3 million over the same period in 2003.