

Gamania Reports 2004 Financial Forecast

TAIPEI, Taiwan, April 29, 2004 – Gamania Digital Entertainment Company today announced its 2004 financial forecast.

Projected Operating Revenue for the 2004 financial forecast is NT\$2.01 billion. Gamania is expected to turn around from the net loss last year. Projected Net Income before tax for the 2004 financial forecast is NT\$65.5 million. Projected EPS before tax is NT\$0.42.

Gamania has adopted the principle of conservatism in compiling its financial forecast this year. Projected Operating Revenue is expected to increase NT\$109 million YoY, or 6%, to NT\$2.01 billion. Gross Profit is expected to increase NT\$121 million YoY, or 14%, to NT\$ 1.01 billion. Net Income before tax is expected to increase NT\$ 339 million, or 124%, to NT\$65.5 million.

Q2 is traditionally the off-peak season for the online gaming industry. As a result, Operating Income and Profit in 2Q04 are expected to be lower than 1Q04. In addition, "Lineage 2" and "Seal Online", published by NC Taiwan and Taiwan Index Corp., respectively, are expected to commercial launch in 2Q04, which will incur higher marketing expenses for the two investment subsidiary companies of Gamania. However, thanks to the peak season when summer vacation starts, financial performance of NC Taiwan and Taiwan Index Corp. are expected to improve considerably in 3Q04.

2004 Financial Forecast

	2004 Financial Forecast	2003 Financial Results (Audited)
Item	Amount (NT\$000)	Amount (NT\$000)
Operating revenue	2,013,353	1,903,584
Gross Profit	1,014,455	893,622
Operating Income	209,088	203,161
Net Income before tax	65,522	(273,282)
Net Income after tax	74,287	(245,560)
EPS (before tax) (NT\$)	0.42	(1.78)
EPS (after tax) (NT\$)	0.47	(1.60)