

2004.6.9 / Gamania May 2004 Net Sales Report

Gamania Reports 2004 May Sales Revenue

Gamania Digital Entertainment Co., LTD. today announced May 2004 Sales Revenue ended May 31, 2004.

Sales Report

Unit :NT\$ thousand

	2004	2003	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales for May	163,810	147,658	16,152	10.94%
Net Sales from January through May	869,920	799,618	70,302	8.79%

May 2004 Results: Comparison Highlights

1. Net Sales in May 2004 were NT\$163.8 million, an increase of 10.94% from NT\$147.7 million in May 2003.
2. Net Sales in May 2004 rose NT\$16 million compared with Apr. 2004, representing a 10.86% MoM increase. The increase of sales revenue in May was mainly due to the strong demand for magazines and game packages.
3. Accumulated Net Sales from January through May 2004 were NT\$869.9 million, representing an 8.79% YoY increase, compared with the accumulated Net Sales of NT\$799.6 million over the same period in 2003.
4. Several new MMOG have been commercially launched recently by Gamania's subsidiaries. NC Taiwan, Gamania's 51% owned subsidiaries, commercially launched "Lineage II" on May 7, 2004. Net Sales in May for NC Taiwan were NT\$29.6 million. The sales figure factored in the free points distributed for promotion; hence the sales revenue of NC Taiwan is expected to rise further in June. Taiwan Index, another subsidiary of Gamania, has also commercially launched "Seal Online" on June 9, 2004. Its sales in May were NT\$6.4 million. With the upcoming summer peak season, Taiwan Index's monthly sales are also expected to increase sequentially.