

## 2004.7.9 / Gamania June 2004 Net Sales Report

### Gamania Reports 2004 June Sales Revenue

Gamania Digital Entertainment Co., LTD. today announced June 2004 Sales Revenue ending June 30, 2004.

#### Sales Report

Unit :NT\$ thousand

	2004	2003	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales for June	174,922	148,234	26,688	18.0%
Net Sales from January through June	1,044,841	947,852	96,989	10.2%

### June 2004 Results: Comparison Highlights

1. Net Sales in June 2004 were NT\$174.9 million, an increase of 18.0% from NT\$148.2 million in June 2003.
2. Net Sales in June 2004 rose NT\$11 million compared with May 2004, representing a 6.8% MoM increase. The increase of sales revenue in June was mainly due to the strong demand for magazines and commercial launch of MMOGs by our subsidiaries.
3. Accumulated Net Sales from January through June 2004 were NT\$1,044.8 million, representing a 10.2% YoY increase, compared with the accumulated Net Sales of NT\$947.9 million over the same period in 2003.
4. "Lineage II" and "Seal Online", both operated by Gamania's subsidiaries, have started commercial launch on May 7th and June 9th, respectively. NC Taiwan, Gamania's 51% owned subsidiary, saw revenue increased significantly to NT\$ 68 million (up 130.8% MoM). The commercial launch of "Seal Online" operated by Taiwan index also boosted its Net Sales to NT\$34million (up 426.7% MoM). As we enter into summer peak season, both NC Taiwan and Taiwan Index's monthly sales are expected to increase sequentially.