

2004.12.9 / Gamania November 2004 Net Sales Report

Gamania Reports 2004 November Sales Revenue

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

Sales Report

Unit: NT\$ thousand

	2004	2003	Growth Amount	Growth Rate (YoY)*
Net Sales for November	157,415	155,277	2,138	1.38%
Net Sales from January through November	1,857,072	1,759,212	97,860	5.56%

* YOY: year-over-year

November 2004 Results: Comparison Highlights

1. Net sales in November 2004 were NT\$157.4 million, an increase of 1.38% from NT\$155.3 million in November 2003.
2. Net sales in November 2004 increased NT\$ 14.9 million compared with October 2004, representing a 10.46% MoM increase. The increase in November sales revenue was due to strong demand on our newly published game guide book.
3. Accumulated net sales from January through November 2004 were NT\$1,857.1 million, representing a 5.56% YoY increase, compared with the accumulated net sales of NT\$1,759.2 million over the same period in 2003.
4. "Lineage II" and "Seal Online" are operated by Gamania's subsidiaries, NC Taiwan and Taiwan Index, respectively. NT Taiwan's total net sales revenue in November were NT\$43.7 million. While online-game sales in November from "Linegae II" remained flat compare to October, sales revenue from game accessories and others category declined on month-over-month basis. Taiwan Index's sales revenue in November increased slightly to NT\$23.2 million.