

2005.2.5 / Gamania January 2005 Net Sales Report

Gamania Reports 2005 January Sales Revenue

Gamania Digital Entertainment Co., LTD. today announced January 2005 Sales Revenue ending January 31, 2005.

Sales Report

Unit: NT\$ thousand

	2005	2004	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales for January	167,114	206,894	-39,780	-19.23%
Net Sales from January through January	167,114	206,894	-39,780	-19.23%

January 2005 Results: Comparison Highlights

1. Net sales in January 2005 increased NT\$ 26 million compared with December 2004, representing an 18.53% MoM increase. The major causes of increase sales revenue in this month are from increasing online game sales of Lineage in this winter-vacation peak season, as well as the strong demands for both of its game packages and the latest release of "Lineage" series guidebook.
2. Net sales in January 2005 were NT\$167.1 million, a decrease of 19.23% from NT\$206.9 million in January 2004.
3. "Lineage II" and "Seal Online" are operated by Gamania's subsidiaries, NC Taiwan and Taiwan Index, respectively. The "Lineage II" from NC Taiwan has created a historically second highest peak sales revenue to NT\$63 million in January (24.88% MoM increase), which is mainly due to increasing subscriptions in winter vacation as well as strong demand for its game packages. On the other hand, Taiwan Index remained flat sales revenue of NT\$ 21million, compared to last month.