

2005.6.9 / Gamania May 2005 Net Sales Report

Gamania Reports 2005 May Sales Revenue

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

Sales Report

Unit: NT\$ thousand

	2005	2004	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales in May	138,084	163,810	-25,726	-15.70%
Net Sales from January through May	746,267	869,920	-123,653	-14.21%

May 2005 Results: Comparison Highlights

1. Net sales in May 2005 decreased NT\$0.3 million compared with April 2005, representing a 0.24% MoM decrease. In May, we introduced "PlaySAFE", a new account security enhancement service, which increased user on-line usage time as well as a 13.15 % MoM increase in online game sales revenue. Our newly launched casual game "Maple Story" are now in open-beta stage. As of June 9th, "Maple Story" have accumulated 200,000 registered users and 20,000 peak concurrent users, while the other two MMORPGs (massively multiplayer online role-playing game) – "EQII east" and "Mabinogi" are one of the most anticipated online game in Taiwan. Online game sales revenue is expected to continue the uptrend as we start to commercialize our new games and as we enter summer peak season.
2. Net sales in May 2005 were NT\$138.0 million, a decrease of 15.70% from NT\$163.8 million in May 2004.
3. Accumulated net sales from January through May 2005 were NT\$746.3 million, representing a 14.21% YoY decrease, compared with accumulated net sales of NT\$869.9 million over the same period in 2004.
4. "Lineage II" and "Seal Online" are operated by Gamania's subsidiaries, NC Taiwan and Taiwan Index, respectively. NC Taiwan's net sales in May reached historical high of NT\$71.9 million (28.17% MoM increase); mainly due to strong demand on game update packages and higher online game sales revenue. Taiwan Index's net sales in May was NT\$21.8 million.