

● 橘子新聞(Corporate News) :

2005.7.8 / Gamania June 2005 Net Sales Report

[Gamania Reports 2005 June Sales Revenue](#)

Gamania Digital Entertainment Co., LTD. today announced June 2005 Sales Revenue ending June 30, 2005.

**Sales Report**

Unit: NT\$ thousand

	2005	2004	Growth Amount (YoY)	Growth Rate (YoY)
Net Sales in June	127,843	174,922	-47,079	-26.91%
Net Sales from January through June	874,110	1,044,843	-170,733	-16.34%

**June 2005 Results: Comparison Highlights**

1. Net sales in June 2005 were NT\$127.8 million, which decreased NT\$10.2 million compared with May 2005, representing a 7.4% MoM decrease. We believe sales growth momentum will start to recuperate during summer peak season; especially with our upcoming commercial launch of new online games – Maple Story and Mabinogi; both games are enjoying continuous increase in concurrent users since open-beta testing in June 2005.
2. Net sales in June 2005 decreased 26.9% from NT\$174.9 million in June 2004. We expect the downtrend to be reversed with our newly commercially launched games.
3. Accumulated net sales from January through June 2005 were NT\$874.1 million, representing a 16.3% YoY decrease, compared with accumulated net sales of NT\$1044.8 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 June was NT\$ 57.3 million while Taiwan Index’s net sales in June was NT\$21.0 million.