

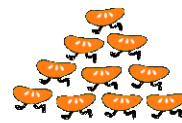
Gamania Reports Financial Results for the First Quarter ended March 31st, 2009

Taipei, Taiwan, R.O.C., Apr 27, 2009 — Gamania Digital Entertainment Co., Ltd. (OTC: 6180) today announced its quarterly consolidated operating revenue of NT\$1,363,614 thousand, gross margin of NT\$709,523 thousand with gross margin rate 52.03%, operating income of NT\$217,031 thousand, net income of NT\$165,308 thousand, and earnings per share (EPS) NT\$1.13 for the first quarter ended March 31st, 2009 based on reviewed financial statements.

Unit: NT\$ Thousand, except EPS	1Q09	1Q08	YoY
Operating Revenues	1,363,614	985,239	38.40%
Operating Cost	(654,091)	(506,820)	29.06%
Gross Margin	709,523	478,419	48.31%
Operating Expenses	(492,492)	(343,014)	43.58%
Operating Income	217,031	135,405	60.28%
Non-operating Income (Expenses)	(58)	13,179	—
Profit before Income Tax	216,973	148,584	46.03%
Income Tax Benefit (Expenses)	(46,685)	(36,506)	27.88%
Consolidated Net Income Attributable to	170,288	112,078	51.94%
Minority Interest	4,980	507	882.25%
Shareholders	165,308	111,571	48.16%
Earnings per Share(NT\$)	1.13	0.76	—

Source: Reviewed consolidated financial statements for the period ended Mar. 31, 2008 and 2009.

Benefited from the product diversification strategy, the operating revenue for the first quarter of 2009 increased **38.40%** year-over-year to hit the historical record. The growth momentum was attributed to the solid performance of Gamania Taiwan, Gamania Japan, Gamania Hong Kong, and Taiwan Index Co. These four entities all hit their historical record. The quarterly operating revenue of parent company, Gamania Taiwan, also performed well and grew 18.71% year-over-year due to the contribution from the 1st episode of Season III of “Lineage” and appealing new expansion of “Counter Strike Online”. Meanwhile, the quarterly operating revenue of Gamania Japan surged **105.21%** year-over-year thanks to the group in-house title “Lucent Heart” (also known as “Zodiac”) which created a huge sensation in the local market. Gamania Hong Kong’s quarterly revenue grew **78.28%** year-over-year driven by the solid performance from robust contribution from new titles such as “Counter Strike Online” and “Chi bi”. Furthermore, Taiwan Index Co.’s quarterly revenue grew **163.69%** year-over-year thanks



to the revenue brought by “Chi bi” launched in Sep 2008 and “Xun Sian” launched in March 2009. The quarterly gross margin rate reached 52.03%, which was up compared with the same period in 2008, mainly due to higher revenue and better product mixture.

In 2009, Gamania group still implements the product diversification strategy to massively launch various titles to attract more customers and enlarge market share; meanwhile, Gamania group also is dedicated to developing and designing more in-house titles to enhance the R&D capabilities. Though the marketing and R&D expenses for the first quarter of 2009 increased obviously compared to the same period in 2008, eventually the total operating profit was in growing while the revenue strongly grew and other operating expenses maintained controlled. The quarterly pretax and after-tax profit both increased year-over-year 46.03% and 48.16% respectively, revealing that Gamania group maintained its solid operation in both top line and bottom line.

Look forward to the future, the management team expects the new season of “Lineage” and the new title “Xun Sian” could sustain the growth momentum in revenue. Besides, highly-anticipated game “Atlantica” already launched on April 23rd with peak concurrent users (PCU) close to 20,000 and would soon open its item mall in late April; the online version of the global famous fighting game “Dead or Alive” and new 3D MMOG combining RPG with fighting element “Getamped 2” may be launched in the second quarter. With the stable performance brought by the existing titles and additional contribution generated from new titles, the management team expects to further expand the group revenue and sustain the growth momentum.