



Paris, 29 January 2009

Sales of €33.8 million up by 31% in the fourth quarter of 2008

Paris, France. Gameloft achieved consolidated sales of €110.3 million in 2008, up 15%. The growth in sales falls in line with expectations. On a comparable exchange rate basis, growth over the same period reached 20%.

In million euros	Financial year 2008	Financial year 2007	Variation
Quarter 1	25.3	22.7	+11%
Quarter 2	25.0	23.2	+8%
Quarter 3	26.2	24.4	+8%
Quarter 4	33.8	25.8	+31%
2008 Total	110.3	96.1	+15%

Mobile games accounted for 93% of the company's annual sales, while the console game business covered the remaining 7%.

Europe accounted for 43% of 2008 sales, North America 30% and 27% for the rest of the world. Gameloft's sales were on the rise in each of the three above-mentioned regions in 2008, with the strongest growth taking place in the rest of the world, up 43%.

The mobile games division performed particularly well over the last quarter of 2008. Mobile game sales increased by 18% (20% at constant exchange rates) over Quarter 4, owing in part to the resounding performance of Gameloft games on Apple's iPhone.

Consequently, the company's core business seems to have displayed resilience in the face of the global economic slowdown. Innovations made by conventional telephone manufacturers such as Nokia or Samsung, as well as the emergence of dynamic newcomers such as Apple and Google, are boosting the mobile games industry. Due to its globally unmatched development capacity and the exceptional

quality of its creation studios, Gameloft is one of the few players on the market capable of providing a systematic response with high quality games whenever a new platform is launched. As a result, the company was voted best games developer in 2008 for all mobile platforms on the market.

The goal of achieving an operating profit margin (before stock options) in excess of 3% is confirmed for 2008. The company anticipates more growth in 2009 with regard to both revenues and profitability. In the long term, Gameloft is ideally poised to remain the global leader in the mobile games market and to continue expanding in a high growth market.

Gameloft's 2008 annual income will be published on 19 March 2009 after the close of the market.

About Gameloft

Gameloft is a leading publisher and developer of digitally distributed video games.

Established in 1999, Gameloft has emerged as one of the top innovators in its field. In addition to creating games for mobile handsets, the company is focused on digital distribution of games across multiple platforms such as Apple's iPhone/iPod Touch, Nintendo WiiWare and DSi, Microsoft's XBOX Live Arcade and Sony's PSN and PSP Store.

Partnership agreements with leading licensors and sports personalities such as Ubisoft Entertainment, Universal Pictures, ABC, Dreamworks Animations SKG, Endemol, 20th Century Fox, Viacom, Sony Pictures, Touchtone Television, Warner Bros., FifPro, NFL, Ferrari, Paris Hilton, Gus Hansen, Kobe Bryant, Derek Jeter, Reggie Bush or Chuck Norris allow Gameloft to form strong relationships with international brands. In addition, Gameloft owns and operates titles such as Block Breaker Deluxe, Asphalt: Urban GT and New York Nights. Through agreements with major telephone wireless carriers, handset manufacturers, specialized distributors and its online shop, Gameloft has a distribution network in over 80 plus countries.

Gameloft has worldwide offices in New York, San Francisco, Seattle, Montreal, Mexico, Buenos Aires, Bogota, Sao Paulo, Santiago Paris, London, Cologne, Milan, Madrid, Lisbon, Copenhagen, Warsaw, Helsinki, Vienna, Bucharest, New Delhi, Seoul, Kuala Lumpur, Jakarta, Beijing, Hong Kong, Singapore, Tokyo and Sydney.

Gameloft is listed on Euronext Paris (ISIN: FR0000079600, Bloomberg: GFT FP, Reuters: [GLFT.PA](#))

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