



Paris, 28 April 2009

Sales up by 22% in the first quarter of 2009

Paris, France. Gameloft achieved consolidated sales of €30.8 million for the first quarter of 2009, up by 22% from the previous year. On a comparable exchange rate basis, growth over the same period reached 18%.

In €millions	2009 financial year	2008 financial year	Variation
1 st quarter	30.8	25.3	+22%

Mobile games accounted for 94% of the company's annual sales and console games covered the remaining 6%.

Europe accounted for 35% of sales for the first quarter, North America 37%, and 29% for the rest of the world. The strongest growth took place in North America, up 57% over the period.

Mobile games performed particularly well over the first quarter of 2009. Mobile game sales increased by 21% over the first quarter, due in part to the strong performance of Gameloft games on Apple's iPhone, but also to solid sales performance of games for Java and Brew phones.

The company's core business continues to do quite well despite the worldwide economic slowdown:

- Gameloft benefits most from the innovations introduced by traditional handset manufacturers such as Nokia and Samsung as well as from dynamic new players in the market such as Apple and Google
- Gameloft continues to gain substantial market share in Smartphones and traditional Java and Brew phones

- Gameloft is one of the very few players in the market that has the resources and know-how that allow it to be present systematically at the launch of all the new consoles with downloading platforms (PlayStation Network, Nintendo DSiWare, Nintendo WiiWare, etc.).

Gameloft is therefore expecting to grow its revenues and to improve its profitability in 2009.

Sales for the second quarter of 2009 will be published on Tuesday 28 July 2009 after the closing.

Disclaimer

This press release may contain estimated financial data, information on future operations and projects, and on future economic performance. These projected items are provided on the basis of a forecast. They are subject to market risks and uncertainties and can vary substantially with the actual results that will be published. Estimated financial data was presented at the Board of Directors and has not been reviewed by the Auditors. (Additional information is provided in Gameloft's latest Reference Document, filed on June 6, 2008 with the Autorité des marchés financiers [French Financial Services Authority]).

About Gameloft

Gameloft develops and publishes video games for mobile telephones and consoles worldwide. Gameloft was founded in 1999 and is now positioned as one of the most innovating companies in its field. Gameloft designs games for telephones incorporating the Java, Brew and Symbian technologies, for which the number of units should exceed four billion in 2012. Gameloft games are also available on WiiWare, DS, Microsoft Xbox LIVE Arcade, iPod and PCs.

Partnership agreements with major rights holders such as Ubisoft Entertainment, Universal Pictures, ABC, Touchtone Television, Dreamworks Animations SKG, Endemol, 20th Century Fox, Viacom, Sony Pictures, Warner Bros., FIFPro, Ferrari, Roland-Garros, Gus Hansen, Kobe Bryant, Derek Jeter, Robinho, Reggie Bush, Chuck Norris, Patrick Vieira, Christophe Dominici and Jonny Wilkinson enable Gameloft to associate its games with very strong international brands. In addition to these brands, Gameloft has its own brands, such as Block Breaker Deluxe, Asphalt: Urban GT and New York Nights.

Thanks to agreements with all of the main telecom operators, telephone manufacturers and specialised distributors, as well as its www.gameloft.com boutique, Gameloft's games are distributed in 80 countries.

Gameloft has locations in New York, San Francisco, Seattle, Montreal, Mexico, Buenos Aires, Paris, London, Koln, Copenhagen, Milan, Madrid, Lisbon, Vienna, Warsaw, Helsinki, Bucharest, New Delhi, Kuala Lumpur, Peking, Tokyo, Hong Kong, Seoul, Singapore and Sydney. Gameloft is listed in Compartment B of the Paris Stock Exchange (ISIN: FR0000079600, Bloomberg: GFT FP, Reuters: GLFT.PA).

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