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Record Third Quarter Sales of €34.7 million, up 15%

Gameloft achieved consolidated sales of €34.7 million during the third quarter of 2010, up by 15% from the previous year. Europe represented 32.6% of the company's sales during the quarter, North America 31.9% and the rest of the world 35.5%.

During the first nine months of 2010, Gameloft consolidated sales reached €101.3 million, up by 12% year on year. On a constant exchange rate basis, nine month growth was 10%.

In €millions	2010	2009	Variation
1 st quarter	33.0	30.8	+7%
2 nd quarter	33.6	29.3	+15%
3 rd quarter	34.7	30.1	+15%
9-month total	101.3	90.2	+12%

The company's performance during the third quarter was very strong and confirms the steady growth experienced during the previous quarter. This was driven by sales in emerging countries and by the massive success of Smartphone devices around the world. In particular, Gameloft has seen its sales on iPhone and iPad grow by 80% during the first nine months of 2010. The company has positioned itself as a leading game publisher on Apple's AppStore since launch.

Recent and future releases of high-performance Smartphones from such companies as Apple, Samsung, Nokia and Google should continue sustaining Gameloft's growth in the upcoming quarters. Additionally, the release of new devices suited for video games, such as Apple's iPad or Samsung's Galaxy Tab, should allow Gameloft to continue its diversification on other platforms and provides the company with interesting relays for growth.

Therefore, Gameloft is expecting continued revenue and profitability growth in 2010. In the long term, the company appears in an ideal position to benefit from the rapid emergence of the digital distribution

of video games on mobile phones, tablets, TVs, consoles and from the major technological innovations brought to the market.

The Group's consolidated fourth quarter sales will be published on 31 January 2011 after the market closes.

About Gameloft

Gameloft is the worldwide leader in developing and publishing downloadable video games. Gameloft is now positioned, after 10 years, as one of the most innovative companies in its field. The company designs games for mobile phones, smartphones, iPhone, iPod touch and iPad for which the number of units should exceed four billion in 2012. As a pioneer in the new downloadable game console market, Gameloft publishes games for WiiWare, DSiWare, Microsoft Xbox LIVE Arcade and PlayStation Network. Partnership agreements with major licensors allow Gameloft to associate the strongest international brands with such games as *Uno*, *Ferrari*, *Shrek*, *CSI*, *Iron Man*, *Spiderman* and *Sonic*. The company also has its own brand portfolio with established franchises such as *Real Football*, *Asphalt* and *Cerebral Challenge*. Gameloft has locations on all continents, distributes its games in 100 countries and has its own production studios with over 3,500 developers. Gameloft is listed on the Paris Stock Exchange (ISIN: FR0000079600, Bloomberg: GFT FP, Reuters: GLFT.PA).

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