



## First Quarter Sales of €39.5 Million, Up 20%

**Paris, April 27, 2011** - Gameloft achieved consolidated sales of €39.5 million in the first quarter of 2011, up by 20% from the previous year. On a constant exchange rate basis, growth was 18%. Europe represented 33% of the company's quarterly sales, North America 29% and the rest of the world 38%.

Sales (€m)	2011	2010	Variation
First Quarter	39,5	33,0	+20%

The company's growth remained strong during the first three months of 2011. This growth was driven by sales in emerging countries and by the massive success of Gameloft games on smartphones and tablets around the world. Gameloft first quarter sales on all smartphones and tablets grew by 56% year on year and represented 28% of total consolidated sales.

Recent and future releases of high-performance smartphones and tablets, from such companies as Apple, Google, Samsung, Nokia, LG, Sony-Ericsson should continue sustaining Gameloft's growth in the upcoming quarters. Additionally, the release of new gaming platforms, such as social networks, Smart TVs and next generation set top boxes allows Gameloft to continue its diversification on other devices and provides the company with strong growth opportunities. Gameloft just released one of its flagship franchises in an original Facebook version titled *N.O.V.A. Near Orbit Vanguard Alliance: Elite*. This game is the first FPS franchise from the video games industry to be developed specifically for this social network.

Therefore, Gameloft is expecting continued revenue and profitability growth in 2011. In the long term, the company appears to be in an ideal position to benefit from the rapid emergence of the digital distribution of video games on mobile phones, tablets, social networks, TVs and consoles.

The Group's consolidated second quarter sales will be published on August 1<sup>st</sup>, 2011, after the market closes.

**About Gameloft**

A leading global publisher of digital and social games, Gameloft® has established itself as one of the top innovators in its field since 2000. Gameloft creates games for all digital platforms, including mobile phones, smartphones and tablets (including Apple® iOS and Android® devices), set top box, connected TVs and consoles. Gameloft partners with leading international brands such as UNO®, Spider-Man®, James Cameron's Avatar™, Ferrari® and Sonic Unleashed®. Gameloft also operates its own established franchises, such as Real Football, Asphalt™, Modern Combat 2: Black Pegasus and N.O.V.A Near Orbit Vanguard Alliance®. Gameloft is present in all continents, distributes its games in 100 countries and employs over 4,000 developers. Gameloft is listed on the Paris Stock Exchange (ISIN: FR0000079600, Bloomberg: GFT FP, Reuters: GLFT.PA).

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