



Record Fourth Quarter Sales of €47.0 million, Up 18%

Full-Year Sales Reach €164.4 million, Up 17%

Paris (France), February 1, 2012 - Gameloft achieved consolidated sales of €47.0 million during the fourth quarter of 2011, up by 18% from the previous year. On a constant exchange rate basis, the fourth-quarter growth was 20%.

The significant success enjoyed by recently launched games such as *Modern Combat 3: Fallen Nation*, *Gangstar Rio: City of Saints*, *Six-Guns* and *Dungeon Hunter 3* has resulted in solid sequential growth in the fourth quarter of 2011.

In € millions	FY2011	FY2010	Variation
1 st Quarter	39.5	33.0	+20%
2 nd Quarter	37.4	33.6	+11%
3 rd Quarter	40.6	34.7	+17%
4 th Quarter	47.0	39.7	+18%
12-Month Total	164.4	141.0	+17%

In 2011, Gameloft consolidated sales reached €164.4 million, up by 17% year on year. Europe represented 30% of the company's sales, North America 29% and the rest of the world 41%. On a constant exchange rate basis, full-year growth was 19% compared with 13% in 2010.

This growth continues to be driven by sales in emerging countries and by the massive success of Gameloft games on smartphones and tablets around the world. Gameloft's fourth-quarter sales on smartphones and tablets grew by 64% year on year and represented 41% of total sales.

The dynamism of the smartphone and tablet market, driven by the success of Apple and Android, should continue sustaining Gameloft's growth in the upcoming quarters. Therefore, Gameloft is expecting solid top-line growth in 2012.

In the long term, the company appears to be in an ideal position to benefit from the rapid growth of the digital distribution of video games on mobile phones, tablets, next-generation set-top boxes and smart TVs.

Gameloft's 2011 annual results will be published on March 21, 2012, 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 boxes, 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 3: Fallen Nation 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). Gameloft's sponsored Level 1 ADR (ticker: GLOFY) is traded OTC in the US.

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