



First-Quarter Sales of €44.8 million, Up 14%

First-Quarter Smartphone Sales Up 59%

Second-Quarter Growth Expected to Accelerate Significantly

Paris (France), May 3, 2012 - Gameloft achieved consolidated sales of €44.8 million during the first quarter of 2012, up by 14% from the previous year. On a constant exchange rate basis, the first-quarter growth was 13%.

APAC and LATAM represented 44% of the company's sales; North America, 30% and EMEA, 25%.

In € millions	FY2012	FY2011	Variation
1 st Quarter	44.8	39.5	+14%

First-quarter sales were driven by the massive success of Gameloft games around the world on smartphones and tablets and by emerging countries. Gameloft's first-quarter sales on smartphones and tablets grew by 59% year on year and represented 40% of total sales.

The rapid growth enjoyed by Gameloft's smartphone activity is also related to the success of the freemium and paymium models put in place twelve months ago. Gameloft's number of monthly active users currently stands at 45 million and more than half of Gameloft's smartphone revenues now derive from in-app purchases and advertising revenues.

The huge growth of smartphone and tablet shipments around the world should continue sustaining Gameloft's growth in the coming quarters. In addition, the landmark success enjoyed by recently launched games such as *Ice Age Village* and *Shark Dash* and the acceleration of product launches should allow sales growth to increase significantly in the second quarter of 2012.

Therefore, Gameloft reiterates its guidance of strong growth in 2012.

The Group's consolidated second-quarter sales will be published July 26, 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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