



Record Third-Quarter Sales of €55.4M, Up 37%

Third-Quarter Smartphone Sales Up 124%

Full-Year Sales expected over €205M in 2012

Paris (France), November 5, 2012 – Gameloft achieved record revenues of €55.4 million in the third quarter of 2012. Growth remained very strong in the third quarter, reaching 37%. On a constant exchange rate basis, growth for the third quarter was 33%. North America represented 32% of the company's quarterly sales; EMEA, 26%; APAC, 22%; and LATAM, 19%.

Over the first nine months of 2012, Gameloft achieved consolidated sales of €150.6 million, up 28% year on year. On a constant exchange rate basis, growth for the first nine months was 26%.

In million €	2012	2011	Variation
1 st Quarter	44.8	39.5	+14%
2 nd Quarter	50.4	37.4	+35%
3 rd Quarter	55.4	40.6	+37%
First Nine Months	150.6	117.4	+28%

Third-quarter sales were driven by the massive success of Gameloft games on smartphones and tablets. Gameloft's third-quarter sales on smartphones and tablets grew by 124% year on year and represented 56% of total sales compared to only 34% in the same period in 2011.

The strong acceleration of growth enjoyed by Gameloft's smartphone activity in the last two quarters is related to the success of the freemium and paymium models put in place by the company in March 2011. Gameloft's number of monthly active users currently stands at 56 million and 60% of the company's smartphone revenues derive from in-app purchases and advertising revenues.

The strong growth of smartphone and tablet shipments around the world should continue to sustain Gameloft's growth in the coming quarters. In addition, the upcoming release of many new high-profile games such as *Modern Combat 4: Zero Hour*, *Zombiewood*, *Heroes of Order & Chaos*, *My Little Pony*, *PLAYMOBIL Pirates*, *UNO™* & *Friends* should allow solid top-line growth in the final quarter of the year. Therefore the company now targets a little over €205 million in sales for the full year of 2012, up more than 25% year on year.

The Group's fourth-quarter sales will be published on January 29, 2013, 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 and connected TVs. Gameloft operates its own established franchises such as Asphalt®, Real Football®, Modern Combat, and N.O.V.A.: Near Orbit Vanguard Alliance®, and also partners with major rights holders including Marvel®, Hasbro®, FOX®, Mattel® and Ferrari®.

Gameloft is present on all continents, distributes its games in over 100 countries and employs over 5,000 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.

For further information:

Jessica W. Lewinstein - PR Manager

Tel: 415-615-0520

Email: Jessica.Lewinstein@gameloft.com

For more information, consult www.gameloft.com.