



## Record Fourth-Quarter Sales of €57.7 million, Up 23%

### Full-Year Sales Reach €208.3 million, Up 27%

**Paris (France), January 29, 2013** - Gameloft achieved consolidated sales of €57.7 million during the fourth quarter of 2012, up by 23% from the previous year. On a constant exchange rate basis, the fourth-quarter growth was 22%.

The success enjoyed by recent releases such as *Modern Combat 4: Zero Hour*, *World at Arms*, *My Little Pony*, and *PLAYMOBIL Pirates*, as well as the longevity of back catalogue games such as *Ice Age Village*, *Order & Chaos Online*, *The Amazing Spider-Man*, and *Asphalt 7: Heat*, have contributed to the solid performance of the company in the fourth quarter of 2012.

In million €	2012	2011	Variation
1 <sup>st</sup> Quarter	44.8	39.5	+14%
2 <sup>nd</sup> Quarter	50.4	37.4	+35%
3 <sup>rd</sup> Quarter	55.4	40.6	+37%
4 <sup>th</sup> Quarter	57.7	47.0	+23%
<b>12-Month Total</b>	<b>208.3</b>	<b>164.4</b>	<b>+27%</b>

In 2012, Gameloft's consolidated sales reached €208.3 million, up by 27% year on year and in line with the company's guidance. North America represented 31% of 2012 sales; EMEA, 27%; APAC, 22%; and LATAM, 20%. On a constant exchange rate basis, the full year growth was 25% in 2012 compared with 19% in 2011.

Gameloft's sales continue to be driven by the massive success of its games on smartphones and tablets. The company's fourth-quarter sales on smartphones and tablets grew by 66% year on year. They represented 56% of total Group sales compared with 41% in the fourth-quarter of 2011.

The dynamism of the smartphone and tablet market and the strong line-up of new high quality games to be released in 2013 by Gameloft should continue sustaining its growth in the coming quarters. Therefore, the company anticipates solid growth of sales and results in 2013.

**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.

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