



First-Quarter Sales of €54.2 million, Up 21%

First-Quarter Smartphone Sales Up 71%

Paris (France), May 14, 2013 - Gameloft achieved consolidated sales of €54.2 million during the first quarter of 2013, up by 21% from the previous year. On a constant exchange rate basis, the first-quarter growth was 24%.

EMEA represented 32% of Q1 2013 sales; North America, 25%; LATAM, 23%; and APAC, 19%.

Sales (€ million)	2013	2012	Variation
1 st Quarter	54.2	44.8	+21%

Sales continue to be driven by the worldwide success of Gameloft games on smartphones and tablets. Gameloft's first-quarter sales on smartphones and tablets grew by 71% year on year. They represented 60% of total Group sales compared with 43% in the first quarter of 2012.

Gameloft's rapid growth is also related to the success of the free-to-play model put in place since 2011. More than 67% of the company's smartphone sales were derived from in-app purchases and advertising revenues in the first quarter of 2013. The free-to-play model increases the longevity of Gameloft's products. Games dating from 2011 and 2012 such as *Modern Combat 4: Zero Hour*, *World at Arms*, *MY LITTLE PONY*, *Ice Age Village*, *Order & Chaos Online*, *Gangstar Rio: City of Saints* and *Asphalt 7: Heat* have largely contributed to the solid performance of the company in the first quarter of 2013.

The recent and upcoming launches of several potential blockbusters should allow sales to continue to grow in the coming quarters. Gameloft launched three games in the past few weeks that have been very successful: *Dungeon Hunter 4*, *Iron Man 3* and *Order & Chaos Duels*. *Iron Man 3* was the most downloaded game worldwide from Apple's App Store immediately after it was launched. *Gangstar Vegas*, *Despicable Me* and *UNO & Friends* are additional potential blockbusters soon to be launched by the company.

Therefore, Gameloft reiterates its guidance of growth in 2013 in terms of sales, profitability and net cash.

The Group's consolidated second-quarter sales will be published July 25, 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, set-top boxes and connected TVs. Gameloft operates its own established franchises such as Asphalt®, Real Football®, Modern Combat and Order & Chaos®, and also partners with major rights holders including Marvel®, Hasbro®, FOX®, Mattel® and Disney®. Gameloft is present on all continents, distributes its games in over 100 countries and employs over 5,000 developers.

Gameloft is listed on NYSE Euronext Paris (NYSE Euronext: GFT.PA, Bloomberg: GFT FP, Reuters: GLFT.PA). Gameloft's sponsored Level 1 ADR (ticker: GLOFY) is traded OTC in the US.

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