



**Record Third-Quarter Sales of €61.7M**  
**Growth of 17% at Constant-Exchange-Rate Basis**  
**Third-Quarter Smartphone Sales Up 31%**

**Paris (France), November 4, 2013** - Gameloft achieved record revenues of €61.7 million during the third quarter of 2013, up by 11% from the previous year. On a constant-exchange-rate basis, the third-quarter growth was 17%. EMEA represented 31% of third-quarter sales; North America, 32%; LATAM, 20%; and APAC, 16%.

Over the first nine months of 2013, Gameloft achieved consolidated sales of €171.0 million, up 14% year on year. On a constant-exchange-rate basis, growth for the first nine months was 17%.

<b>Sales (€ million)</b>	<b>2013</b>	<b>2012</b>	<b>Variation</b>
1 <sup>st</sup> Quarter	54.2	44.8	+21%
2 <sup>nd</sup> Quarter	55.2	50.4	+10%
3 <sup>rd</sup> Quarter	61.7	55.4	+11%
<b>First Nine Months</b>	<b>171.0</b>	<b>150.6</b>	<b>+14%</b>

Sales continue to be driven by the worldwide success of Gameloft games on smartphones and tablets. Gameloft's third quarter sales on smartphones and tablets grew by 31% year on year. They represented 69% of total Group sales compared with 58% in the third quarter of 2012.

Gameloft's rapid growth is also driven by the success of the free-to-play business model: sales of virtual goods and advertising currently account for 80% of the company's smartphone revenues. This free-to-play model enables Gameloft to reach very large audiences. In the last 30 days, no less than 140 million people have played a Gameloft game on their smartphone or tablet. This model also increases the longevity of the company's products. Games launched prior to 2013 accounted for more than 80% of the company's revenues in the first nine months of 2013.

The company therefore confirms its target to reach between €235 million and €240 million in sales for the full year of 2013, as well as an increase of profitability and net cash.

The Group's 2013 annual sales will be published on January 28, 2014, 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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