



## 2014 First-Quarter Sales of €56.2 Million, Up 12% on a Constant-Exchange-Rate Basis

Paris (France), April 28, 2014 – Gameloft achieved consolidated sales of €56.2 million in the first quarter of 2014, up by 4%. On a constant-exchange-rate basis, the first-quarter growth was 12%.

EMEA represented 34% of first-quarter sales; North America, 29%; APAC, 20%; and LATAM, 18%.

Sales (€ million)	2014	2013	Variation
1 <sup>st</sup> Quarter	56.2	54.2	+4%

Gameloft's constant-exchange-rate growth remained particularly solid in the absence of major project launches since summer 2013. The groundwork completed over the past few months on game updates allows Gameloft's products to enjoy a significantly longer lifespan. Revenue generated in the first quarter of 2014 from back catalog titles such as *World at Arms*, *Order & Chaos Online*, *Ice Age Village* and *UNO & Friends* increased by over 30% compared with the last quarter of 2013. This strong sequential growth compared with the holiday season, traditionally a dynamic period, shows the progress made by the company in anticipating player expectations and implementing the free-to-play business model. This free-to-play ecosystem enables Gameloft to reach a very wide audience. In the past thirty days, no less than 160 million users played a Gameloft game on their smartphone or tablet.

Gameloft recently launched *The Amazing Spider-Man 2*, which is enjoying great success and was one of the most downloaded paid apps on the Apple App Store upon its release. With upcoming games such as *Dungeon Gems*, *Modern Combat 5: Blackout*, *Rival Knights*, *Ice Age Adventures*, *Cars* and *Asphalt Overdrive*, a spin-off of the successful Asphalt series, Gameloft is on track to launching several other potential blockbuster titles, which should drive the Group's sales in the coming quarters.

The company targets a new year of growth in sales, profits and net cash in 2014. Second-quarter sales for 2014 will be published on July 28, 2014.

### 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 feature phones, smartphones, 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 5,200 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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