



2014 First-Half Sales of €111.3 Million, Up 10% on a Constant-Exchange-Rate Basis

Paris (France), July 28, 2014 – Gameloft achieved consolidated sales of €55.0 million in the second quarter of 2014, up by 8% year on year on a constant-exchange-rate basis, and flat on a current-exchange-rate basis.

Sales (€ million)	2014	2013	Variation
1 st Quarter	56.2	54.2	+4%
2 nd Quarter	55.0	55.2	0%
1st Half	111.3	109.4	+2%

Over the first half of 2014, Gameloft achieved consolidated sales of €111.3 million, up 10% year on year on a constant-exchange-rate basis, and up 2% on a current-exchange-rate basis. EMEA represented 33% of first-half sales; North America, 30%; APAC, 19%; and LATAM, 18%.

Gameloft's organic growth remained strong during the first half in the absence of major project launches. Of the twelve to fifteen new games currently expected to be released in 2014 by the company, only four were launched during the first half. More than 95% of first-half sales were therefore generated from the back catalogue titles whose lifespan is progressively increasing thanks to the groundwork completed on game updates.

Gameloft recently launched *Modern Combat 5: Blackout*, which is currently one of the most downloaded paid apps on the Apple App Store worldwide. With upcoming games such as *Ice Age Adventures™*, *Spider-Man® Unlimited*, *Asphalt Overdrive®*, *Brothers in Arms® 3: Sons of War* and *Gods of Rome®*, Gameloft is on track to launching several other potential blockbuster titles, which should drive the Group's sales in the second half.

The company now targets 2014 sales and current operating expenses of close to €245 million and €230 million respectively, compared with €233.3 million and 204.9 million in 2013.

The Group's consolidated first-half results will be published on September 10, 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 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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