

[For Immediate Release]



IGG Inc
(Stock Code: 8002)

IGG Announces First Quarterly Results since its Listing in October 2013

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Revenue Up 68% YoY to US\$51.3 Million for First Nine Months of 2013 Mobile Games Business Grew Rapidly to Nearly 17 Folds Y-O-Y

Financial Highlights

<i>(US\$'000)</i>	<i>For the 3 Months Ended</i>		<i>For the 9 Months Ended</i>	
	<i>30 September</i>		<i>30 September</i>	
	2013	2012	2013	2012
Revenue	22,534	10,172	51,294	30,545
- Online Game	21,861	9,973	49,122	29,935
- Licensing Revenue	21	43	213	454
- Joint Operation Revenue	652	156	1,959	156
Gross Profit	16,742	7,705	38,683	23,388
Adjusted Profit	4,503	1,017	11,517	6,597

HONG KONG, 11 November 2013 – **IGG Inc** (“IGG” or the “Company”, SEHK: 8002), a fast-growing global online games developer and operator, today announced its first quarterly results since its successful listing on the Hong Kong Stock Exchange on 18 October 2013.

For the nine months ended 30 September 2013 (the “Period”), IGG recorded revenue of approximately US\$51.3 million, up 68.2% year-on-year, while revenue for the three months ended 30 September 2013 was US\$22.5 million, up 57.3% when compared to the three months ended 30 June 2013. The revenue increase was mainly attributable to the increase in revenue generated from Wings of Destiny, mobile games (especially Castle Clash, launched in July 2013) and other games. Gross billing from mobile games alone grew nearly 17 folds to approximately US\$17.9 million when compared to same period last year.

Gross profit rose 65.4% year-on-year to approximately US\$38.7 million for the nine months ended 30 September 2013, while gross profit margin remained at a stable level of 75.4%.

During the Period, the Company’s adjusted profit* rose 74.2% to approximately US\$11.5 million, while adjusted profit for the three months ended 30 September 2013 was approximately US\$4.5 million.

Mr. Zongjian Cai, IGG's Executive Director and Chief Executive Officer, commented, "We are delighted to report healthy and stable growth in our business and profitability in the first nine months of 2013, which is strong proof of the success of our strategy to shift our focus to the mobile game segment. To take advantage of the growing trend in the global mobile game sector, 80% of our research and development force has been shifted to mobile games. In the first nine months of 2013, we launched seven mobile games, among which Castle Clash has been an especially huge success. Gross billing of our mobile games increased significantly by 17 folds year-on-year from approximately US\$1 million same period last year to about US\$17.9 million."

"Castle Clash", a popular tower defense mobile game, was launched by IGG globally this July. As of 11 November 2013, the versions in 11 different languages debuted thus far have been well-regarded by players across the globe. In terms of daily revenue for 3 October 2013, "Castle Clash" ranked among the Top 10 most popular games in 32 countries (including Germany, South Africa, Australia and the United Kingdom) and was a top 5 game in 22 countries and regions (including Singapore, the United States, Russia, Canada, Hong Kong, Taiwan and the Netherlands) (according to the "Appannie.com" industry website).

Headquartered in Singapore, IGG has regional offices located in the United States, China and the Philippines. The Company offers up to 15 language versions of its browser games, client-based games and mobile games, allowing it to have an extensive player base around the world, especially in North America, Europe and Asia. As at 30 September 2013, IGG's global player community consisted of over 90 million player accounts , including a total of approximately 9.3 million monthly active users (MAU). For the nine months ended 30 September 2013, 41.4%, 23.0% and 25.0% of the Company's total revenue came from players with IP addresses in North America, Europe and Asia, respectively.

IGG has established long-term partnerships with Facebook, Apple App Store and Google Play, as well as with more than 40 other game promotion platforms, allowing it to execute its global marketing strategy in an effective manner.

Mr. Yuan Xu, IGG's Chief Operating Officer, said, "Despite the global game industry remaining highly competitive during the Period, we continued to focus on our corporate strategy to develop and market mobile games in effective manner. To capture the opportunity arising from the global mobile game market, we expect to roll out six additional mobile games by the end of 2013. Leveraging our devotion to and capabilities in developing attractive games to cater to a diverse range of players from around the world and to further strengthen our partnership with game promotion platforms, we are confident that we will grow to become a world-class online game developers and operators. "

**Adjusted profit for the Period is derived by excluding fair value loss of the Preferred Shares from loss for the Period. Adjusted profit for the Period is not a calculation based on IFRS.*

About IGG Inc

Established in 2006, IGG is a fast-growing global online games developer and operator with headquarters at Singapore and regional offices in the United States, Fuzhou (Fujian Province, China), and the Philippines. We offer multi-language mobile games, browser games and client-based games to players around the world. Our games target mid-core and hard-core players who usually spend not less than one hour per day on game playing. IGG operates its online games under the F2P (Free to Play) model, encouraging players to experience the games and to facilitate the growth of gamer communities of online games. IGG has established a player community of over 90 million player accounts, including a total MAU of 9.3 million as at 30 September 2013. IGG's most popular games includes "Galaxy Online II", "Godswar", "Wings of Destiny", "Texas HoldEm Poker Deluxe" and "Castle Clash".

For more information, please visit the Company's website: www.igg.com

For further enquiries, please contact Hill+Knowlton Strategies Asia:

Daphne Chan

Tel: (852) 2894 6217

Email: daphne.chan@hkstrategies.com

Ho Kang

Tel: (852) 2894 6257

Email: ho.kang@hkstrategies.com

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