

[For Immediate Release]



(Stock code: 8002)

Global Mobile Games Company - IGG Inc successfully listed on GEM of HKEx Tapping largest sum of capital among the newly GEM-listed companies in 2013 thus far

**Fast-growing mobile games performance – total 9-month gross billings surges 63% YOY
IGG’s mobile games contributes more than 50% of total gross billings in Q3 2013**

[HONG KONG, 18 October 2013] – **IGG Inc** (“IGG” or the “Company”), a fast-growing global online games developer and operator, today announced its successful listing on the Growth Enterprise Market (“GEM”) of The Stock Exchange of Hong Kong Limited (“HKEx”) by way of placing. Shares will be traded in board lots of 1,000 Shares each.

IGG received overwhelming response from investors to its shares placement as it was significantly oversubscribed. The Company has set its placing price at HK\$2.80. Net proceeds from the issue of new Shares are estimated to amount to approximately HK\$686.3 million after deducting underwriting commissions and estimated total offering expenses, assuming the Over-allotment Option is not exercised. As such, IGG is tapping the largest sum of capital among the newly GEM-listed companies in 2013 thus far.

Mr. Zongjian Cai, IGG’s Executive Director and Chief Executive Officer, commented: “We are delighted to see IGG gain access to the international capital markets through its listing in Hong Kong - a major milestone in the Company’s development. We are much honored that IDG Capital, Vertex and Hearst have invested in our Company, and to have Dynam as our cornerstone shareholder. The involvement of these well-regarded investors is the recognition of our niche and business outlook, and represents the strong support to our sustainable development. We believe that the listing will not only enhance our positioning in the industry, but will also expand IGG’s capital base, allowing us to accelerate our growth momentum.”

Global Games Developer and Operator with Main Focus in Mobile Games

With headquarters in Singapore, IGG is a global games developer and operator with main focus in mobile games. Its regional offices are located in the United States, China and the Philippines. The Company offers multiple language versions for 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.

Fast-Growing Operational Performance and Revenue

IGG has enjoyed rapid growth in the past two years. For the year ended 31 December 2012, its annual revenue and adjusted profit[#] reached approximately US\$43.15 million (approximately HK\$340 million) and US\$7.18 million (approximately HK\$55.98 million), representing year-on-year increases of 38.9% and 150.1%, respectively. For the five months ended 31 May 2013, the Company’s revenue and adjusted profit[#] reached approximately US\$24.26 million (approximately HK\$189.2 million) and US\$5.91 million (approximately HK\$46.12 million), representing year-on-year increases of 42.8% and 35.2%, respectively.

Based on the unaudited consolidated financial statements, prepared by IGG's management, for the nine months ended 30 September 2013, IGG's gross billings marked a year-on-year increase of 63.1% to approximately US\$52.2 million (approximately HK\$407.16 million)

For the three months ended 30 September 2013, IGG's gross billings reached approximately US\$22.9 million (approximately HK\$ 178.6 million), of which over 50% was contributed by its series of mobile games.

Capturing Tremendous Opportunities in Global Mobile Games

IGG released "Castle Clash", a tower defense mobile game, in July this year. The seven languages versions debuted thus far are 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 a top 5 games in 22 countries and regions (including Singapore, the United States, Russia, Canada, Hong Kong, Taiwan and the Netherlands) (according to industry website "Appannie.com").

As the mobile gaming market is enjoying explosive growth, IGG has engaged more than 80% of its research and development force to develop mobile games, and will launch six new mobile games in the fourth quarter of 2013 in order to seize the huge opportunities in mobile games around the world.

Solid and Diversified Global Players

IGG is committed to catering to differentiated preferences of game players around the world. For example, the Company launched 15 different language versions of one of its popular games, "Galaxy Online II".

IGG has established long-term partnership with Facebook, Apple App Store and Google Play, as well as more than 40 other game promotional platforms, allowing it to execute its global marketing strategy in an effective manner. 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 five months ended 31 May 2013, 40.2%, 23.2% and 26.2% of IGG's total revenue came from players with IP addresses in North America, Europe and Asia, respectively.

As of the week ended 29 September 2013, in terms of weekly gross sales generated at Google Play, IGG currently ranks among the Top 9 global games operators, Top 2 in Singapore, Top 5 in Hong Kong and Taiwan, Top 6 in the United States, Australia, Russia and Canada, and Top 8 in United Kingdom (according to the industry website "Distimo.com").

Support from IDG, Vertex (under Singapore's Temasek), Hearst and Dynam

IGG's global positioning has earned us a strong and well-regarded investor base. Between 2007 and 2009, the Company introduced the well-regarded venture capital firm IDG Group and Vertex (under Singapore's Temasek Holdings) and US media company Hearst as early investors. In regard to its listing by way of placing, IGG introduced Dynam Hong Kong Co., Limited ("Dynam", Stock Code: 6889), a leading pachinko hall operator in Japan, as a cornerstone investor. Dynam subscribed US\$15 million (approximately HK\$117 million) IGG's shares with a lock-up period of 6 months.

***IGG's listing structure by way of placing**

IGG Inc goes public with an offering of a total of 327,434,000 Shares, comprising 262,651,459 new Shares and 64,782,541 Sale Shares, by way of placing. Pursuant to the Underwriting Agreement, the Company is expected to grant the Bookrunner an option to issue and allot up to 49,115,000 additional Placing Shares, representing up to approximately 15% of the number of Placing Shares initially available under the Placing.

China Everbright Capital Limited is the Sole Sponsor of the Listing, and China Everbright Securities (HK) Limited is the Sole Lead Manager and the Sole Bookrunner.

Mr. Yuan Xu, IGG's Chief Operating Officer, added: "Leveraging our international presence, our key strategy on mobile games development, solid global player base, strong in-house games development team, the proven operational performance with support of our global positioning, together with our skilled management team with extensive experience and industry knowledge, we believe that the Company is well positioned to capture the huge market opportunities in the booming global mobile games industry. Looking ahead, we will strive to expand and diversify our in-house developed game portfolio, enhance our operational efficiency and continue to enhance the promotion effectiveness riding on different promotional platforms. We will also seek potential acquisitions or out-sourcing opportunities to fuel IGG's rise to become one of the leading mobile game operators in the world."

#Note: Adjusted profit is derived by excluding fair value loss of the Preferred Shares from loss for the year. Adjusted profit for the year 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 the mid-core and hard-core players who usually spend not less than one hour per day for 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.

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Placing Statistics

Number of Placing Shares : 327,434,000 Shares, comprising
262,651,459 New Shares and
64,782,541 Sale Shares (subject to the
Over-allotment Option)

Market capitalization of our Shares at Listing : Approximately HK\$3.67 billion
(Assuming the over-allotment option is not
exercised)

Commencement of Trading of the Shares : 18 October 2013

Stock Code : 8002

Board Lot : 1,000 Shares

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