

[For Immediate Release]



**IGG Inc**  
(Stock Code: 8002)

**IGG Announces 2014 First Quarterly Results  
Revenue Doubles Y-O-Y, Reversing Year-Ago Loss  
2014 First Quarter Profit Double That of 2013 Full Year**

HONG KONG, 11 May 2014 – IGG Inc (“IGG” or the “Group”, SEHK: 8002), a fast-growing global mobile games developer and operator, today announced its first quarter unaudited consolidated results for the three months ended 31 March 2014.

For the three months ended 31 March 2014 (the “Period”), IGG recorded revenue of approximately US\$44.1 million, representing an increase of 206.3% over the corresponding period in 2013. Profit attributable to the owners of the Group for the Period surged to approximately US\$13.6 million, as compared to a loss of US\$3.9 million for the corresponding period last year, and up 95.7% over the full year profit of US\$6.95 million for 2013.

During the Period under review, with its strong research and development capabilities, the Group launched eight different kinds of mobile games, including self-developed and licensed games. Revenue from mobile games accounted for approximately 79.3% of total revenue for the Period. According to data from Appannie.com, an independent third-party provider of mobile application analytics, as at 31 March 2014, “Castle Clash” ranked among the top 10 mobile games in 34 countries globally, and in the top 5 in 18 of these countries in terms of revenue rankings generated at Google Play. As at 31 March 2014, this game had total MAU (monthly active users, or the number of individuals who login to a particular game during the 30-day period ending with the measurement date) of nearly 9.4 million.

During the Period, IGG entered into a mobile platform game developer and mobile game cooperation agreement with Shenzhen Tencent Computer Systems Company Limited (“Tencent”) to grant exclusive rights to Tencent to publish and operate the Group’s mobile game, “Castle Clash (simplified Chinese version)”, on its mobile social platforms in Mainland China. “Castle Clash” was officially launched in Mainland China on 5 May 2014, on Tencent mobile social platforms including WeChat, Yingyong Bao (應用寶) and IM QQ with limited downloads.

With a customer base comprising players with IP addresses from more than 180 countries world-wide, IGG will continue to put relentless effort into designing, developing and launching different games in multiple languages, while distributing and marketing the games in different countries and regions under its global marketing strategies. As at 31 March 2014,

the Group's player community was made up of 147 million player accounts worldwide, including a total MAU of approximately 14.5 million. During the Period, the Group generated approximately 39.6%, 29.6% and 24.6% of total revenue from players with IP addresses in North America, Asia and Europe respectively.

**Mr. Yuan Xu, IGG's Chief Operating Officer**, said, "Although the mobile game industry has had much attention drawn recently to the market fluctuations and multiple challenges, IGG remains confident in the market. We will continue to launch various types of high-quality self-developed games, and at the same time seek the opportunity to license influential mobile games from independent third parties, to cater to the varied and diverse preferences of game players in different countries. Our management team will further integrate and optimize our resources to reduce operating costs, improve efficiencies and encourage innovation. In addition, the Group will continue to seek potential merger and acquisition opportunities that will create synergies, accelerate our growth and provide breakthrough opportunities in our business."

#### **About IGG Inc**

Established in 2006, IGG is a fast-growing global mobile games developer and operator with headquarters in Singapore and regional offices in the United States, China, Canada and the Philippines. We offer multi-language and multifarious games to players around the world. IGG has established a player community of over 147 million player accounts, including a total MAU of 14.5 million as at 31 March 2014. The Group has established long-term partnerships with Facebook, Apple App Store, Google Play, as well as more than 40 other game promotion platforms to execute its global marketing strategy in an effective manner. IGG's most popular games include "Castle Clash", "Galaxy Online II", "Texas HoldEm Poker Deluxe", "Wings of Destiny" and "Godswar".

For more information, please visit the Company's website: [www.igg.com](http://www.igg.com)

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

Daphne Chan  
Tel: (852) 2894 6217  
Email: [daphne.chan@hkstrategies.com](mailto:daphne.chan@hkstrategies.com)

Ho Kang  
Tel: (852) 2894 6257  
Email: [ho.kang@hkstrategies.com](mailto:ho.kang@hkstrategies.com)

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