

**For Immediate Release
2014**

10 August,



IGG Inc

(Incorporated in the Cayman Islands with limited liability)

(Stock Code: 8002. HK)

IGG 14H1 Revenue Surged 219% with Adjusted Net Income Soared 368% Declared Interim Dividend of HK5.6 cents per Ordinary Share

2014 Interim Financial Highlights of IGG Inc

- IGG achieved revenue of approximately US\$91.9 million, which is equivalent to about HK\$712.7 million for the first half of 2014, up 219.1% from approximately US\$28.8 million of the corresponding period in 2013.
- Profit attribute to owners of the parent was approximately US\$32.9 million, which is equivalent to about HK\$255.5 million, up 41.9% from US\$13.6 million of 14Q1.
- The Group's adjusted net income was approximately US\$33.7 million, which is equivalent to about HK\$261.1 million, representing an increase of 368.1% for the corresponding period in 2013.
- The Board declared an interim dividend of HK5.6 cents per ordinary share, representing approximately 30% of the 14H1 net profit.

(10 August, 2014 - Hong Kong) IGG Inc ("IGG" or "the Group", stock code: 8002.HK), the rapidly growing developer and publisher of mobile online games, is pleased to announce the unaudited consolidated financial results of the Group for the six months ended 30 June 2014.

As a worldwide leading developer and publisher of mobile online games, the Group has expanded the global market rapidly and achieved fast development. The Group has been operating about 40 games, among which 80% were developed in-house. As of the second quarter ended 30 June 2014, according

to Distimo.com, an independent third party provider of mobile application analytics, the Group ranked among top 5 in 22 countries and top 10 in 46 countries in terms of quarterly gross sales. During the reviewing period, 40%, 29% and 25% of the total revenue of the Group was generated from players with IP addresses in North America, Asia and Europe respectively.

During the reviewing period, the Group stepped up its research and development efforts to produce new and innovative mobile games, as well as to update and improve the Group's existing games. Revenue from mobile games accounted for approximately 81.5% of its total revenue during the reviewing period. Especially, the Group's hit title "Castle Clash" (a fast-paced tower defense game) has gained revenue of approximately US\$60.0 million, and the group successfully released its simplified Chinese version on the Tencent's social mobile platforms in May 2014. The game ranked a top ten game in 33 countries and regions as well as a top five game in 17 countries and regions in terms of daily revenue rankings generated at Google Play as at 30 June 2014, according to Appannie.com, an independent third party provider of mobile application analytics. Another mobile game, "Clash of Lords II", has gained widespread popularity among gamers. Revenue from the game has been rising steadily and has exceeded US\$ 2.3 million per month.

Looking forward, the Group will continue to enhance its in-house game development capabilities and seek to license high quality and innovative mobile games from independent third-party developers. Another 20 to 25 new games are expected to be brought to the market in the second half of this year, including four key mobile games developed in-house and one high-profile mobile game licensed from the third party. Meanwhile, to facilitate interaction and communication among the Group's 160 million registered users, and to foster a stronger sense of community among them, the Group has developed and launched Link Messenger, a location-based instant messaging and social networking mobile application. The Group will continue to invest strategically into companies in the industry that either have high growth potential, or with products and services that are complementary to the Group's business, to strengthen its operational capabilities in key, high growth markets around the world and to provide breakthroughs in its business.

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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 160 million player accounts, including a total MAU of 16.7 million as at 30 June 2014. In addition to the main App Stores of Apple App Store and Google Play, the Group has established long-term partnerships with more than 100 other game promotion platforms worldwide, to execute its global marketing strategy in an effective manner. IGG's most popular games include "Castle Clash", "Clash of Lords II", "Texas HoldEm Poker Deluxe", "Slot Machines" and "Galaxy Online II".

This press release is issued by **Wonderful Sky Financial Company Limited** on behalf of **IGG Inc.**

For further information, please contact:

Wonderful Sky Financial Company Limited

Ms. Fifi Wang/ MS. Jessica Yang

Tel : (852) 3970 2179/3641 1313

Fax: (852) 2598 1588

Email: fifiwang@wsfg.hk/ jessicayang@wsfg.hk