



IGG Inc

(Incorporated in the Cayman Islands with limited liability)

(Stock Code: **8002.HK**)

2014 Revenue Surged by 133% with Net Income Soared by 862%

Hit Title 'Castle Clash' Achieved Record High

Declaration of Total Dividend of HK17.0 cents per Ordinary Share

2014 Financial Highlights of IGG Inc

- For the year ended 31 December 2014, IGG achieved revenue of approximately HK\$1.59 billion (equivalent to US\$205.0 million), up by 133% from approximately HK\$680 million (equivalent to US\$88.0 million) in 2013. For the fourth quarter in 2014, the revenue was approximately HK\$470.0 million (equivalent to US\$60.5 million), up by 65% from the corresponding period in 2013 and up by 16% from the third quarter of 2014.
- For the year ended 31 December 2014, profit for the period was approximately HK\$510 million (equivalent to US\$66.4 million), up by 862% from approximately HK\$53.9 million (equivalent to US\$6.9 million) in 2013. For the fourth quarter in 2014, the profit was approximately HK\$120 million (equivalent to US\$15.1 million), up by 57% from the corresponding period in 2013.
- The Board declared a second interim dividend of about HK\$80.0 million (equivalent to US\$10.0 million) and a special dividend of about HK\$160.0 million (equivalent to US\$20.0 million), representing approximately 90% of the 14H2 net profit. Interim and special dividend per ordinary share are HK5.7 cents and HK11.3 cents, respectively.

(09 March 2015 - Hong Kong) IGG Inc (“IGG” or “the Group”, stock code: 8002.HK), the global leading developer and publisher of mobile online games, is pleased to announce the audited consolidated financial results of the Group for the year ended 31 December 2014.

As a leading global developer and publisher of mobile online games, the Group has successfully expanded into numerous countries in the global mobile games market within a short period of time. According to Distimo.com,

an independent third party provider of mobile application analytics, as of 31 December 2014, in terms of quarterly gross billing generated via Google Play, the Group ranked nine among global publishers, and was among top three in 17 countries and regions including the United States and Russia, top five in 34 countries and regions and top ten in 48 countries and regions. As at 31 December 2014, the user community of the Group consisted of over 210 million user accounts from more than 200 countries and regions around the world, including a total MAU (monthly active user) of approximately 21.7 million. During the year ended 31 December 2014, approximately 38%, 29% and 28% of the total revenue of the Group was generated from users with IP addresses in North America, Asia and Europe, respectively.

As at year end of 2014, the Group has been operating about 20 games, of which 75% were developed in-house. Revenue from mobile games accounted for more than 80% of the total revenue in 2014. In particular, since the launch of the Group's hit title "Castle Clash" (a fast-paced tower defense game) at the end of July 2013, its monthly gross billing has grown steadily from approximately US\$2.0 million in August 2013 to more than US\$ 12.0 million in December 2014. It ranked top five in 14 countries and regions and top ten in 33 countries and regions in terms of daily revenue rankings generated via Google Play as at 31 December 2014, according to Appannie. com, an independent third party provider of mobile application analytics. The Group's another mobile game series, "Clash of Lords", has also gained widespread popularity, its gross billing has been rising steadily since launch and has exceeded US\$10.0 million for the fourth quarter of 2014.

To further enhance the R&D and operating ability, the Group set up a development company in Canada in Jan. 2014 and expanded its R&D force in Singapore and China. In early 2015, the Group also set up regional offices in Korea, Japan and Thailand and recruited a number of local talents for game operation and development. Face-to-face interaction and communication among employees from different regional offices are encouraged by the Group, it is believed that the set up of these new teams and the outsource of certain game products will bring about diversified design concept and facilitate the Group's precise operating ability in various market segments. Additionally, the Group has made several strategic investments into companies in the game industry in North American and Asian market that either have high growth potential, or with products and services that are complementary to the Group's business. The Group expects to benefit from the growth of these companies in the near future.

Given the past excellent results and affluent cash reserve, the management is highly confident about the future profitability of the Group. In return for the support of the shareholders, the Board declared a special dividend of HK\$160 million, in addition to the about HK\$80 million interim dividend. The total dividend amounted to about HK\$240 million, which accounts for approximately 90% of the profit of the second half of 2014. Interim and special dividend per ordinary share are HK5.7 cents and HK11.3 cents, respectively.

In 2015, more than 30 self-developed and licensed mobile games are

expected to be launched by the Group to cater to a variety of demand of global game players. The game genres will be diversified, including mid-core games like SLG, Trading Card and ARPG types, as well as casual games like Shooting and Marble types. Meanwhile, the Group will continue to set up regional offices and to seek potential M&A opportunities in different market segments, in order to strengthen its local presence and raise its global operational capabilities to the next level.

~END~

About IGG Group

Established in 2006, IGG Group is a global leading mobile games developer and operator with headquarters in Singapore and regional offices in the United States, China, Canada, Japan, Korea, Thailand and the Philippines. We offer multi-language and multifarious products to users around the world. In addition to the main partners of Apple, Google, Microsoft and Amazon, 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 "Deck Heroes".

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

Connie Liu /Constance ZHOU/ Sylvia ZHANG

Tel : (852) 3970 2290 / (852) 3970 2158 / 3970 2161

Fax: (852) 2598 1588

Email: po@wsfg.hk / constancezhou@wsfg.hk / sylviazhang@wsfg.hk