



IGG INC

(Incorporated in the Cayman Islands with limited liability)
(Stock Code: 799.HK)

**Monthly Revenue of Castle Clash Hit Record High
The Board Declared Dividend of HK17 cents per Share**

2015 Annual Financial Highlights of IGG Inc

- For the year ended 31 December 2015, IGG achieved revenue of approximately HK\$1.57 billion (equivalent to US\$203 million), maintained stable from the revenue in the corresponding period of 2014; excluding the impact of the VAT tax reform in European union, Japan and Korea, the year-on-year revenue increase will be no less than 4%.
- For the year ended 31 December 2015, adjusted net income was approximately HK\$343 million (equivalent to US\$44.2 million), down by 35.6% from approximately HK\$532 million (equivalent to US\$68.6 million) in the corresponding period of 2014, primarily due to an increased investment in research and development; increase in rental fee and staff costs as a result of business expansion and expenses in relation to the Transfer of Listing.
- The Board of Directors declared a second interim dividend of HK2.8 cents per ordinary share, accounting for approximately 30% of the net profit for the second half of 2015; and special dividend of HK14.2 cents per ordinary share, accounting for approximately 60% of the net profit for year 2015.

(28 March 2016 - Hong Kong) **IGG Inc** ("**IGG**" or "**the Group**", stock code: 799.HK), a leading global 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 2015.

The Group has successfully expanded into numerous countries in the global mobile games market within a short period of time. As at 31 December 2015, the user community of the Group consisted of approximately 300 million user accounts from more than 200 countries and regions around the world, including a total MAU (monthly active user) of about 18 million. During the year ended 31 December 2015, approximately 37%, 31% and 25% of the total revenue of the Group was generated from users with IP addresses in North America, Europe and Asia, respectively.

During the year ended 31 December 2015, revenue from mobile games over the total revenue of the Group increased to 94% from 85% in the corresponding period of 2014. The Group's hit title "Castle Clash", "Clash of Lords" series and "Deck Heroes" achieved impressive revenue growth in 2015: monthly revenue of "Castle Clash" hit record high, which was over US\$13 million, in December 2015 after about two and half years being launched. According to Appannie.com, on day December 31 2015, in terms of gross billing on Google Play, "Castle Clash" was ranked Top 5 in 17 countries and Top 10 in 48 countries, with more than 10 million monthly active users and 15 different language versions. "Clash of Lords" series and "Deck Heroes" respectively contributed about 17% and 7% to the Group's total revenue.

We adjusted our R&D strategy in 2015. Besides continuing to recruit talent globally, all game development teams will identify their core competencies, sharpen their skill sets in this area, and focus exclusively on producing games in the genre which they have a competitive advantage in. In year 2016, the Group will complete the development of about 15 to 20 new games, including SLG, simulation, sandbox game etc. It is worth to mention that the Group will continue to build fresh and attractive gaming experiences as well as to polish the quality of existing games. The development of "Castle Clash 2.0" and "Clash of Lords 3.0" are expected to be started within this year. While retaining the essence of the existing versions, the new games will also integrate numerous ingenious elements that would undoubtedly attract widespread attention from players.

In 2015, IGG transferred its listing from the Growth Enterprise Market to the Main Board of the Hong Kong Stock Exchange, enjoying increased support from new and existing shareholders, and the Group was honored to be selected as a constituent of Hang Seng Composite Index in March 2016. In the "13th China's Financial Annual Champion Awards" (中國財經風雲榜) organized by Hexun.com, IGG was voted the "Most Promising HKEx Listed Companies" (最具投資潛力港股上市公司). According to the independent third-party analysis platform Appannie, among the top 52 mobile game developers, IGG is ranked 34th globally and 4th among Chinese developers in terms of revenue from both App Store and Google Play in 2015. After experiencing high growth and being widely recognized, the Group would leverage its global reach in R&D and operation, and continue to seek worldwide partners in aim to achieve the state-of-the-art in gaming quality, player experience, revenue level etc.

-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, Mainland China, Hong Kong, 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

Athena YUAN/ Jenny CUI

Tel : (852) 3970 2132/ 3970 2158

Fax: (852) 2598 1588

Email: po@wsfg.hk/athenayuan@wsfg.hk/jennycui@wsfg.hk