



G5 ENTERTAINMENT AB

Daily sales grow 70%, downloads surpass 33 million

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With the start of the holiday period, the group's daily sales grew 70% from pre-holiday average in December 2011. The increased level of daily sales continued into January 2012.

Vlad Suglobov, CEO, comments: "We benefited from these holidays as the increased number of users unpacked their new smartphones and tablets, and went into the digital stores to purchase content for their new exciting gadgets. With the portfolio of over 100 games on iOS, Android, and Kindle Fire, G5 offers a great choice of family-friendly entertainment that equally appeals to people of all ages. G5 has been growing rapidly in 2011, and the management is focused on continuing the group's high pace of growth into 2012."

The total number of G5 game downloads on iOS and Android surpassed 33 million as monthly download numbers continued to grow in December 2011.

For the period of January-December 2011, the management confirms previously communicated forecast of 47 MKr revenue, 16.5 MKr operating result and earnings per share of 1.9 Kr. This corresponds to achieving 106% revenue growth and 88% operating result growth compared to the same period of 2010.

The group's interim report for the period January-December 2011 is going to be released on 24th February 2012.

Please note that going forward, the information about the group's weekly new game releases will be communicated in the section "More From The Company" rather than through press-releases in the News section. If you are subscribed to the news from G5, you will continue to receive weekly game release information.

More information about the company can be found at: www.g5e.se/corporate.

For additional information please contact: investor@g5e.se

About G5 Entertainment AB (publ)

G5 Entertainment AB is a developer and publisher of high quality downloadable games for iPhone, iPad, Android, PC, Mac, Kindle Fire and portable game consoles like Sony PSP and Nintendo DSi. G5 develops and publishes games that are family-friendly, easy to learn, and targeted at the widest audience of experienced and novice players. G5 owns a number of popular game franchises like Virtual City, Supermarket Mania, Stand O' Food, and Mahjongg Artifacts, and invests in creating new games and bringing established franchises to new gaming platforms.