



Gameloft Is the World's Leading Mobile-Game Publisher in Terms of Number of App Store and Google Play Downloads

For the second consecutive year, Gameloft finished first in App Annie's rankings

Paris, January 31 2017 – For the second year running, Gameloft is the world's leading mobile-game publisher in terms of combined download numbers on the App Store and Google Play, based on the ranking established by App Annie.

In 2016, a total of more than 1 billion Gameloft games were downloaded on platforms available around the world.

"This first-place ranking has served to once again crown Gameloft as the leader in mobile-game development and publishing," noted Stéphane Roussel Chairman and Chief Executive Officer of Gameloft. *"Since its founding, Gameloft's top priority has been to offer gamers around the world innovative, high-quality gaming experiences. We are thrilled that 3 million new Gameloft games are downloaded every day, making the company the world's leading publisher in terms of the number of App Store and Google Play downloads."*

About Gameloft

Leader in the development and publishing of mobile games, Gameloft® has established itself as one of the top innovators in its field since 2000. Gameloft creates games for all digital platforms and with an audience of 140 million monthly users offers via Gameloft Advertising Solutions a unique level of visibility and involvement to advertisers. Gameloft operates its own established franchises such as Asphalt®, Order & Chaos, Modern Combat and Dungeon Hunter and also partners with major rights holders including Universal, Illumination Entertainment, Disney®, Marvel®, Hasbro®, Fox Digital Entertainment, Mattel® and Ferrari®. Gameloft distributes its games in over 100 countries and employs 6,000 people worldwide. Gameloft is a Vivendi company. All trademarks referenced above are owned by their respective trademark owners.