



Preliminary results April-June 2015

Based on the information available for the period April-June 2015, G5 forecasts quarterly revenue of approximately SEK 89 M, which corresponds to achieving 53% revenue growth versus comparable figures for the same period 2014.

For the interim period January-June 2015, G5 forecasts revenue of approximately SEK 187 M, which corresponds to achieving 64% revenue growth versus comparable figures for the same period 2014.

From the first quarter of 2015 G5 reports its revenue including application store commissions, which may represent up to 30% of end user price. The comparison figure for 2014 has been adjusted accordingly. Reported revenue for Q2 2014 was SEK 41 M.

The group's interim report for the period January-June 2015 will be released on July 24, 2015.

More information about the Company can be found on www.g5e.se/corporate.

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The G5 Entertainment group is a developer and publisher of high quality downloadable casual games for iPhone, iPad, Android, Mac, and Windows. G5 Entertainment's portfolio includes popular casual games like Survivors: The Quest, Mahjong Journey, The Secret Society, Virtual City Playground and Supermarket Mania. G5 Entertainment AB is listed on Nasdaq Stockholm since 2014.