Open Beta Test for Arabic Service of Rappelz Launched

Tokyo, Japan – January 15, 2008 – Gala Inc. today announced that nFlavor Corp., a consolidated subsidiary of Gala Inc., launched the open beta test of the Arabic language version of the online game Rappelz on January 15.

1. Overview of the Arabic language version of Rappelz

Rappelz is the first ever MMORPG to have an Arabic version. Various details of the game have been modified to fit the region’s culture, such as modifying the costumes of female characters to cover more skin. Additionally, some sound effects such as the voices of player characters and monsters have been exchanged for new ones.

Rappelz is a Europe-themed MMORPG (Massively Multiplayer Online Role Playing Game) currently being provided for audiences in Korea, Japan, Taiwan, Hong-Kong, China, Germany, France, Russia, the United States, and other English-speaking countries. The twenty Arabic-speaking countries that are targeted by this new version are as follows: Morocco, Algeria, Tunisia, Libya, Egypt, Sudan, Saudi Arabia, Mauritania, Bahrain, Qatar, Oman, UAE, Kuwait, Lebanon, Syria, Jordan, Iraq, Yemen, Palestine, and Somalia.

In April 2008, nFlavor signed a licensing agreement with Game Power 7, a Dubai-based publisher of online games.

Rappelz is the first MMORPG localized into Arabic, and has been much anticipated by media and gamers alike. Various promotions will take place to further enhance the visibility of the game in preparation for the full commercial launch.

1. Overview of Game Power 7

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<thead>
<tr>
<th>Company name</th>
<th>Game Power 7</th>
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<tbody>
<tr>
<td>Website</td>
<td><a href="http://www.gamepower7.com">http://www.gamepower7.com</a></td>
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<tr>
<td>Address</td>
<td>Dubai Media City, Building #7, 3F, Dubai, UAE</td>
</tr>
<tr>
<td>CEO</td>
<td>Fadi Mujahid</td>
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<tr>
<td>Business domain</td>
<td>Online games publishing</td>
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3. Future Efforts

The Gala Group will continue to strive to expand its online businesses in order to provide superior games to users around the world. However, the Group does not publish business forecasts, due to the difficulty of projections for new games and new overseas business areas.

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