



Full Commercial Service of Aika Online Launched in the U.S.

Tokyo, Japan – April 2, 2010 – Gala Inc. today announced that California-based Gala-Net Inc., a consolidated subsidiary of Gala Inc., launched the full service, including sale of premium in-game items, of the U.S.-based English language version of the online game Aika Online on its U.S. game portal site gPotato.com.

1. Overview of Aika Online

Aika Online is a MMORPG developed by Seoul-based developer JoyImpact Co., Ltd., a subsidiary of Seoul-based HanbitSoft Inc. with which Gala Inc. entered a licensing agreement in April 2009. The game has won numerous accolades including Best Korean Game of the Year award of the 2009 Korean Game Awards. Players join one of five nations, and can war against each other in epic battles involving up to 2000 players. The game also features PRANs, fairy-like creatures that start as infants and can be brought up in various ways, and dressed up in apparel of the user's choice.

2. Schedule

The contract was signed on April 28, 2009, and will be effective for three years from the commencement of the commercial service.

The open beta test began on March 16, 2010, and the sale of premium in-game items (full commercialization) began on April 1, 2010.

3. Future Efforts

The Gala Group will continue to provide superior games, both those developed within the group and licensed from other developers, to gamers around the world through its gPotato portals.

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