

March 10, 2008

Company Name: GungHo Online Entertainment, Inc.  
President & CEO: Kazuki Morishita  
(Code No.: 3765; Listed on Osaka Stock Exchange Hercules Market)  
Inquiries: Director of Management Administration Promote,  
Hiroshi Matsuzaka  
(TEL: 03-5511-1400 (Switchboard))

## Notification concerning partial amendment to articles of incorporation

GungHo Online Entertainment, Inc. hereby makes the notification that at the meeting of the Board of Directors held today, March 10, 2008, it was duly resolved to add the agenda item “Partial amendment to articles of incorporation” to the proceedings of the 11<sup>th</sup> General Shareholders’ Meeting, scheduled to be held on March 28, 2008.

### Details

#### 1. Reason for amendment

In order to respond to the expansion and diversification of the business content of GungHo Online Entertainment and its subsidiaries, additions and amendments to the current Article 2 of the Articles of Incorporation (Purpose) are required.

#### 2. Content of amendment

The content of the amendment is as per the attachment.

#### 3. Schedule

Date of General Shareholders’ Meeting to discuss amendments to Articles of Incorporation: March 28, 2008 (scheduled)

Date of enactment of amendments to Articles of Incorporation: March 28, 2008 (scheduled)

(Attachment)

(Underlined sections indicated amendments or additions)

Current Articles	Articles after amendment
<p>(Purpose)</p> <p>Article 2: The company's purpose shall be to engage in the following businesses.</p> <p>1. To deliver games in online format, using the internet.</p> <p>2. Planning, development, design, translation, sales, export/import, and intermediation of game software.</p> <p>3. }            { (Abridged)            27.</p> <p>(New paragraphs)</p> <p><u>28.</u> All ancillary work relating to the above items.</p>	<p>(Purpose)</p> <p>Article 2: The company's purpose shall be to engage in the following businesses.</p> <p>1. (No change)</p> <p>2. Planning, development, design, translation, sales, export/import, and intermediation of <u>digital contents, including game software.</u></p> <p>3. }            { (No change)            27.</p> <p><u>28. Business concerning the development of next generation mobile contents.</u></p> <p><u>29. Development of software relating to application packages.</u></p> <p><u>30. Work relating to e-commerce.</u></p> <p><u>31. Planning, production, manufacture, sales and leasing of image software, including sound and animation, as well as broadcast, screening, transmission of the same, in addition to intermediary and agency work.</u></p> <p><u>32. Planning, compilation and sales of software for various media.</u></p> <p><u>33. Real estate leasing business.</u></p> <p><u>34. Management of eating and drinking establishments.</u></p> <p><u>35.</u> All ancillary work relating to the above items.</p>