

Partner:
Developer Name
Address
Address
Address

SAMPLE STATEMENT: Please see numbered Key annotations for descriptions.



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GameHouse Sales: 4	Unit Sales	Unit Refunds	Royalty Rate	Adj Gross 1	CC Fee 2	Dist Fee	Royalty
Cool Game II	6	0	30%	\$ 119.94	\$ (5.76)	\$ 0.00	\$ 34.26
GameHouse Subtotal:	6	0		\$ 119.94	\$ (5.76)	\$ 0.00	\$ 34.26

GameHouse FunClub Sales: 5	Unit Sales	Unit Refunds	Royalty Rate	Adj Gross	CC Fee	Dist Fee	Royalty
Cool Game II	11	0	30%	\$ 77.89	\$ (3.74)	\$ 0.00	\$ 22.24
GameHouse FunClub Subtotal:	11	0		\$ 77.89	\$ (3.74)	\$ 0.00	\$ 22.24

GameHouse FunPass Plays: 6	Plays	Royalty Rate	CC Fee	Royalty
Fun Game GH	204	30%	\$ (6.26)	\$ 37.44
GameHouse FunPass Subtotal:	204			\$ 37.44

Game Spring Plays: 7	Plays	Royalty Rate	Royalty
Challenge Game GH	1,389	30%	\$ 117.49
Game Spring Subtotal:	1,389		\$ 117.49

RealArcade Sales: 8	Unit Sales	Unit Refunds	Royalty Rate	Adj Gross	CC Fee	Dist Fee	Royalty
Cool Game	7	0	30%	\$ 104.73	\$ (5.03)	\$ (6.60)	\$ 27.93
RealArcade Subtotal:	7	0		\$ 104.73	\$ (5.03)	\$ (6.60)	\$ 27.93

RealArcade GamePass Sales: 9	Unit Sales	Unit Refunds	Royalty Rate	Adj Gross	CC Fee	Dist Fee	Royalty
Cool Game	24	0	30%	\$ 232.98	\$ (11.19)	\$ (11.23)	\$ 63.13
RealArcade GamePass Subtotal:	24	0		\$ 232.98	\$ (11.19)	\$ (11.23)	\$ 63.13

Zylom Sales: 10	Unit Sales	Unit Refunds	Royalty Rate	Adj Gross	CC Fee	Dist Fee	Royalty
Party Game (Z)	459	(18)	30%	\$ 9,529.17	\$ 0.00	\$ (133.40)	\$ 3,288.52
Zylom Retail Subtotal:	459	(18)		\$ 9,529.17	\$ 0.00	\$ (133.40)	\$ 3,288.52

Zylom FunPass Plays: 11	Plays	Royalty Rate	CC Fee	Royalty
Challenge Game (Z)	7,165	30%	\$ 0.00	\$ 773.62
Zylom FunPass Subtotal:	7,165		\$ 0.00	\$ 773.62

Zylom Wholesales Sales: 17		Unit Sales	Royalty Rate	Revenue	Partner	Date Start	Date End	Royalty
Neat Game (Z)	59	50%	\$	558.75	T-Online	8/1/2009	8/31/2009	\$ 195.56
Zylom WholeSales Subtotal:		59		\$ 558.75				\$ 195.56

In-Game Download Advertising: 19	Impressions 20	Royalty Rate	Revenue	Royalty
Cool Game II	58,778	30%	\$ 171.16	\$ 59.91
In-Game Advertising Subtotal:	58,778		\$ 171.16	\$ 59.91

Around-Game Web Advertising: 21	Impressions	Royalty Rate	Revenue	Royalty
Fun Game GH	88,295	10%	\$ 46.51	\$ 4.65
Around-Game Advertising Subtotal:	88,295		\$ 46.51	\$ 4.65

Earnings Summary 23		Royalty
GameHouse Total (Including FP and GS)	\$	211.43
RealArcade Total (Including GP)	\$	91.06
Zylom Total (Including Retail and FP)	\$	4,062.14
Wholesale Total (Including Zylom)	\$	216.13
Advertising Total (Including In-Game and Around-Game)	\$	64.56
Total Earnings	\$	4,645.32
TOTAL AMOUNT DUE FOR THE PERIOD	\$	4,645.32
TOTAL PAYABLE DUE FOR THIS PERIOD	\$	4,645.32

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8 RealArcade Sales: Retail sales on RealArcade.com (standard retail sales for non-members, typically at \$19.99).
9 RealArcade GamePass Sales: Sales based on free credits redeemed. If a subscriber comes to us via a syndication partner, we pay the partner a bounty for the referral and deduct a distribution fee.
10 Zylom Sales: Standard retail purchases on Zylom.com.
11 Zylom FunPass Plays: Plays by members who pay monthly for unlimited game play. The royalties are driven by subscriber activity and the number of games a member plays.
12 Wholesales Sales: Sales from games that we license out to wholesale partners. We pay developers a percentage of the revenue that we get from the wholesale partner.
13 Royalty rate note: The royalty rate can sometimes carry from the retail rate.
14 Revenue: The total amount received from the wholesale partner.
15 Wholesale partner: The specific partner is identified on the statement.
16 Date start: The period range that the game was sold on the partner's website.
17 Zylom Wholesales Sales: Same as "Wholesale Sales," but through Zylom wholesale partners.
18 Mobile Sales: Sales of cell phone games. These are reported similar to Wholesale Sales (i.e., AT&T pays us to provide games).
19 In-Game Download Advertising: Revenue is shared from in-game advertisements. The revenue share is based on the standard game royalty rates. Ad numbers arrive on a 1-month lag time due to the timeliness of reports that we get from our advertising partners.
20 Impressions: The number of ad impressions per game.
21 Around-Game Web Advertising: Revenue is shared from around-game advertising (banner ads, etc.).
22 Zylom Around-Game Advertising: This is in progress and will be the same as the "Around -Game Web Advertising.
23 Earnings Summary: Similar royalties are grouped together and totaled.
Additional Notes:
Currency Exchange: All statements are reported and paid in USD. Foreign currencies are exchanged into dollars for the statement month using the daily spot date from the last day of the previous month. The source used for the rates is www.xe.com . This is the RealNetworks Inc. corporate foreign exchange policy for our financial statements and is subject to internal/external audit and SOX controls and testing.