Partner: Developer Name Address Address Address



August 2009

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
Compliance Free Boss Bloom		Diama		Davide Data			00.5			Davielto
GameHouse FunPass Plays	: b	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
RealArcade Sales: 8 Cool Game		Unit Sales	Unit Refunds	Royalty Rate	Adj Gross	\$) \$	Royalty 27.93
	RealArcade Subtotal:			•		\$	(5.03)	\$ (6.60) \$) \$	
Cool Game		7 7	0 0	30% \$ \$	104.73 104.73		(5.03) (5.03)	\$ (6.60 \$ (6.60		27.93 27.93
Cool Game RealArcade GamePass Sale		7 7 Unit Sales	0 0 Unit Refunds	30% \$ \$ Royalty Rate	104.73 104.73 Adj Gross	\$	(5.03) (5.03)	\$ (6.60 \$ (6.60 Dist Fee) \$	27.93 27.93 Royalty
Cool Game		7 7	0 0	30% \$ \$	104.73 104.73		(5.03) (5.03) CC Fee (11.19)	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23) \$) \$	27.93 27.93
Cool Game RealArcade GamePass Sale	s: 9	7 7 Unit Sales	0 0 Unit Refunds	30% \$ \$ Royalty Rate	104.73 104.73 Adj Gross 232.98	\$	(5.03) (5.03) CC Fee (11.19)	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23) \$) \$	27.93 27.93 Royalty
Cool Game RealArcade GamePass Sale	s: 9	7 7 Unit Sales	0 0 Unit Refunds	30% \$ \$ Royalty Rate	104.73 104.73 Adj Gross 232.98	\$	(5.03) (5.03) CC Fee (11.19)	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23) \$) \$	27.93 27.93 Royalty
Cool Game RealArcade GamePass Sale Cool Game	s: 9	7 7 Unit Sales 24 24	0 0 Unit Refunds 0 0	30% \$ \$ Royalty Rate 30% \$	104.73 104.73 Adj Gross 232.98 232.98	\$	(5.03) (5.03) CC Fee (11.19) (11.19)	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23) \$	27.93 27.93 Royalty 63.13
Cool Game RealArcade GamePass Sale Cool Game Zylom Sales: 10	s: 9	7 7 Unit Sales 24 24 Unit Sales	Unit Refunds 0 0 Unit Refunds	30% \$ Royalty Rate 30% \$ Royalty Rate	104.73 104.73 Adj Gross 232.98 232.98 Adj Gross	\$	(5.03) (5.03) CC Fee (11.19) (11.19) CC Fee 0.00	\$ (6.60 \$ (6.60) Dist Fee \$ (11.23) Dist Fee) \$) \$) \$	27.93 27.93 Royalty 63.13 63.13
Cool Game RealArcade GamePass Sale Cool Game Zylom Sales: 10	RealArcade GamePass Subtotal:	7 7 7 Unit Sales 24 24 Unit Sales 459	Unit Refunds Unit Refunds Unit Refunds	30% \$ Royalty Rate 30% \$ Royalty Rate 30% \$	104.73 104.73 Adj Gross 232.98 232.98 Adj Gross 9,529.17	\$ \$	(5.03) (5.03) CC Fee (11.19) (11.19) CC Fee 0.00	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23 \$ (11.23 Dist Fee \$ (133.40) \$) \$) \$	27.93 27.93 Royalty 63.13 63.13 Royalty 3,288.52
Cool Game RealArcade GamePass Sale Cool Game Zylom Sales: 10 Party Game (Z)	RealArcade GamePass Subtotal:	7 7 Unit Sales 24 24 Unit Sales 459	Unit Refunds Unit Refunds Unit Refunds	30% \$ Royalty Rate 30% \$ Royalty Rate 30% \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$	104.73 104.73 Adj Gross 232.98 232.98 Adj Gross 9,529.17	\$ \$	(5.03) (5.03) CC Fee (11.19) (11.19) CC Fee 0.00 0.00 CC Fee	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23 \$ (11.23 Dist Fee \$ (133.40) \$) \$) \$	27.93 27.93 Royalty 63.13 63.13 Royalty 3,288.52 3,288.52
Cool Game RealArcade GamePass Sale Cool Game Zylom Sales: 10 Party Game (Z) Zylom FunPass Plays: 11	RealArcade GamePass Subtotal:	7 7 Unit Sales 24 24 Unit Sales 459 459	Unit Refunds Unit Refunds Unit Refunds	30% \$ Royalty Rate 30% \$ Royalty Rate 30% \$ Royalty Rate 30% \$ Royalty Rate	104.73 104.73 Adj Gross 232.98 232.98 Adj Gross 9,529.17	\$ \$ \$ \$	(5.03) (5.03) CC Fee (11.19) (11.19) CC Fee 0.00 0.00 CC Fee	\$ (6.60 \$ (6.60 Dist Fee \$ (11.23 \$ (11.23 Dist Fee \$ (133.40) \$	27.93 27.93 Royalty 63.13 63.13 Royalty 3,288.52 3,288.52 Royalty

Wholesales Sales: 12	Unit Sales	Royalty Rate 13	Revenue 14	Partner 15	Date Start 16	Date End	Royalty
Happy Game GH	7	50% \$	41.14	Yahoo	6/1/2009	6/30/2009	\$ 20.57
Wholesales Sul	btotal: 7	\$	41.14				\$ 20.57
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 Sul	btotal: 59	\$	558.75				\$ 195.56
Mobile Sales: 18	Unit Sales	Royalty Rate	Revenue	Partner	Date Start	Date End	Royalty
There are no Sales to report at this time							
In-Game Download Advertising: 19	Impressions 20	Royalty Rate	Revenue				Royalty
Cool Game II	58,778	30% \$	171.16				\$ 59.91
In-Game Advertising Su	btotal: 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 Su	btotal: 88,295	\$	46.51				\$ 4.65
Zylom Around-Game Advertising: 22	Impressions	Royalty Rate	Revenue				Royalty
There are no Sales to report at this time							
Earnings Summary 23							Royalty

211.43	\$	GameHouse Total (Including FP and GS)
91.06		RealArcade Total (Including GP)
4,062.14	\$	Zylom Total (Including Retail and FP)
216.13	\$	Wholesale Total (Including Zylom)
64.56	\$	Advertising Total (Including In-Game and Around-Game)
4,645.32	\$	Total Earnings
4 645 22	•	TOTAL AMOUNT DUE FOR THE PERIOR

TOTAL AMOUNT DUE FOR THE PERIOD	\$ 4,645.32
TOTAL PAYABLE DUE FOR THIS PERIOD	\$ 4,645.32

KEY
1 Adj Gross: Adjusted gross sales dollars, accounting for refunds and chargebacks.
2 CC Fee: Credit card fees are 4.8% of adjusted gross sales.
3 Dist Fee: Distribution fees are the bounties paid to syndication partners, which are deducted from adjusted gross revenue before the revenue share is paid to the developer.
4 GameHouse Sales: Retail sales on GameHouse.com (standard retail sales for non-members, typically at \$19.99).
5 GameHouse FunClub Sales: Sales made to members who use credits to purchase games. The value of the tickets vary based on the membership level. There are no distribution fees on GameHouse because they do not apply to this service.
6 GameHouse 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.
7 Game Spring Plays: The Microsoft version of FunPass that we power for Microsoft. There are no credit card fees because Microsoft does not deduct any.

- 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.
- 2 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 for 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.