

## Company Overview

Giant Interactive Group is a leading developer and operator of massively multiplayer online (MMO) games for the growing online gaming market in China. The Company's high quality MMO games under a free-to-play model is tailored to China's core game audience between the ages of 18 and 40. Giant offers fun and innovative gameplay to players across a broad spectrum of preferences and spending habits through its ZT Online series as well as its expanding portfolio of existing and pipeline games.

### Key Growth Strategies

- Expand and enhance our product offering
- Enhance interactive community features to attract new players and increase player loyalty
- Expand our player base in China and internationally
- Strengthen our technology and operational platforms
- Pursue both organic and acquisitive growth opportunities

### Extensive Marketing Network

- Over 180 proprietary liaison offices
- 130 distributors and 96,000 retail outlets
- 750 dedicated liaison personnel
- Penetration in nationwide markets with focus on medium to smaller cities
- Continued cost management on sales and marketing

NYSE Ticker	GA
Price (Aug 8, 2011)	\$8.06
Market Cap	1.9B
Shares Outstanding	~235M

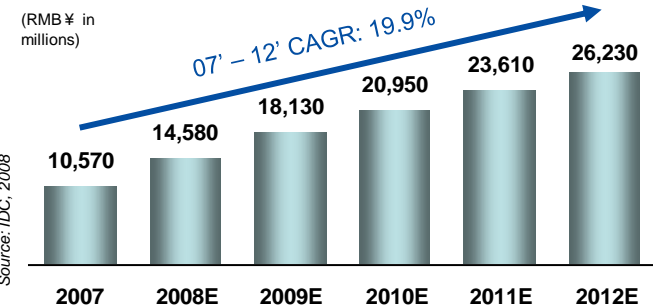


Yuzhu Shi  
Chairman & CEO

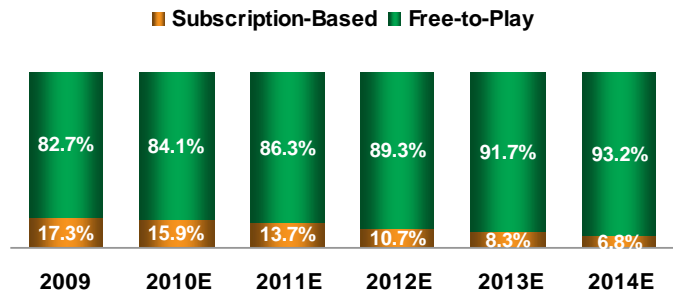
"In the second quarter of 2011 we continued to build upon our trend of top-line expansion, with the strong performance supported by our highly anticipated ZT Online 2 game and ongoing growth in ZT Online Series. As these games continue to experience a rise in popularity, we are encouraged to see more and more players choosing to partake in in-game spending, thus fostering a healthy and stable revenue base."

## A Leading Developer and Operator of Massive Multiplayer Online Games in China

### China's Expanding Online Game Market

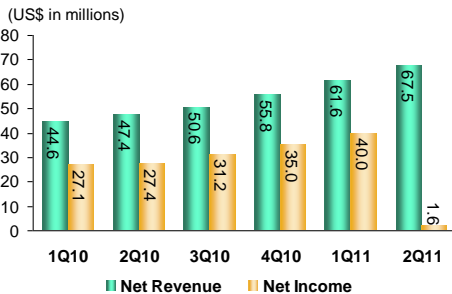


### Dominance of Free-to-Play Games

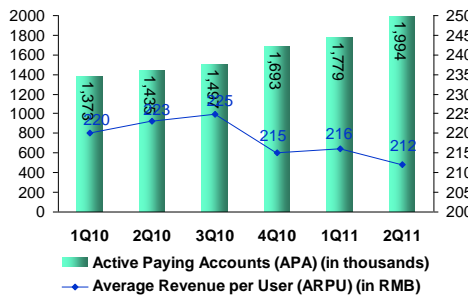


## Financial and Operational Highlights

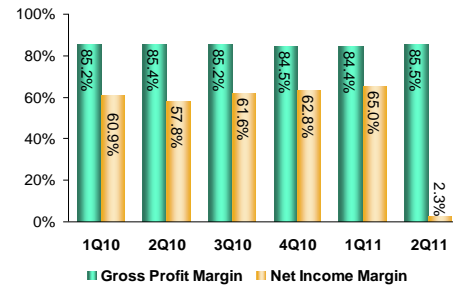
### Solid Top & Bottom Line



### Growing Active Paying Accounts



### Sustained High Margins



2Q11 Net Income down due to one-time withholding tax associated with repatriation of cash for a significant \$3 per share special dividend

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<p><b>ZT Online</b></p> 	<ul style="list-style-type: none"> <li>Flagship, self-developed, Free-to-Play 2D MMORPG</li> <li>Launched in <b>January 2006</b></li> <li>Also available in Vietnam and Russia</li> </ul>
<p><b>ZT Online Classic Edition</b></p> 	<ul style="list-style-type: none"> <li>Designed to target former <i>ZT Online</i> players without any promotional items</li> <li>Launched in <b>3Q08</b></li> </ul>
<p><b>ZT Online Green Edition</b></p> 	<ul style="list-style-type: none"> <li>Revised in-game economy benefiting lower spending and non-paying players</li> <li>Launched in <b>4Q09</b></li> </ul>
<p><b>ZT Online 2</b></p> 	<ul style="list-style-type: none"> <li>Sequel to <i>ZT Online</i>, free-to-Play 2D MMORPG with a further revised in-game economy</li> <li>Unlimited closed beta testing in <b>November 2010</b> with PCU approaching 200,000</li> <li>Official closed beta testing in <b>2Q11</b> with PCU currently achieving 300,000</li> <li>Open beta testing expected in <b>3Q11</b></li> </ul>



## Deep Development Pipeline with Near Term Value Drivers

### Existing Games

### Game History and Initiatives

#### Giant Online



- Open beta testing launched at end of **1Q08**
- Taiwanese version entered into official open beta testing at **end of 3Q10**
- New space-themed expansion pack released in **2Q11** with meteorite equipment and interstellar gates

#### XT Online



- Part of our Win@Giant program from **2Q09**
- 2.5D ancient Chinese martial arts MMORPG
- Open beta testing with new level and gameplay features expected in **3Q11**

#### The Golden Land



- First self-developed webgame with a medieval strategy theme
- Remained one of the most popular webgames in Taiwan and Japan in **2Q11**
- Version for Thailand launched in **June 2011**
- Open beta testing for the Korean, US and European versions expected in **August 2011**
- Closed beta testing expected for Spain, Turkey and Russia in **3Q11**

### Upcoming Games

### Game History and Initiatives

#### Spirits of the Warriors



- Self-developed 3D MMORPG based on the Three Kingdom period in ancient Chinese history
- Developed using the RenderWare graphics engine
- A new round of engineering testing expected in **3Q11**

#### Allods Online



- Acquired exclusive rights to operate in China in **2010**
- Award-winning Russian 3D free-to-play fantasy MMORPG game with a science fiction twist
- Extensive translation and localization in **2Q11**
- Initial engineering testing expected in **3Q11**

#### Elsword



- Acquired exclusive rights to operate in China in **2010**
- 3D side-scrolling, advanced casual MMO game developed by KOG of South Korea
- Further localization based on limited engineering testing in **2Q11**
- Another round of limited engineering testing expected in **3Q11**; commercial launch in China expected in **4Q11**

### Contact Information

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