

Date: 20 July 2009
On behalf of: Galleon Holdings plc ('Galleon', 'the Company' or 'the Group')
Embargoed for: 0700hrs

Galleon Holdings PLC

▪ Sokator-442 distribution agreement with SPIL GAMES

Galleon Holdings plc (AIM: GON), the AIM listed entertainment media company developing and producing multi-platform properties ("MEPs") with a focus on emerging markets, is pleased to announce that it has signed a global distribution agreement for Sokator-442, its online browser-based game, with SPIL GAMES, an industry leader in online casual game portals.

SPIL GAMES is a global network of online game destination websites, providing online games through more than 50 game portals localised in almost 20 languages. Since 2004, the company has provided online game portals targeted to specific segments, including families, tweens and girls, and each portal is fully localised in every territory by game content, portal features, advertising content, language and domain. SPIL GAMES' worldwide network attracts over 100 million unique visitors per month and is a global top 50 web property, according to comScore.

Galleon's Sokator-442 (www.sokator442.com) launched in May 2009 and has already attracted over 6000 registered players. It is a multi-player intergalactic football (soccer) management game that combines tactical thinking with fantasy/sci-fi gameplay. Unlike other browser-based games that are heavily text-based, Sokator442 uses rich dynamic graphics that illustrate the alien football matches in an anime comic-strip style. Sokator-442 features seven different alien species that all have their own stadiums and characteristics.

Also unique to Sokator-442 are collectible 'power' cards that directly influence each match, these are key to creating a 'Shaolin Soccer' experience. The game is free to play, with additional premium content and functionality available for a small fee that is payable through a number of channels, including premium SMS, interactive voice response (IVR), PayPal and credit/debit card transactions. Sokator-442 is currently available on SPIL GAMES portals in English, with additional language versions to follow. With this partnership, SPIL GAMES will receive a portion of the revenue generated by additional game traffic.

Commenting, Stephen Green, CEO of Galleon Holdings, said:

"SPIL GAMES is one of the world's largest online games distributors. Each of its portals is tailored to its market, including those with a significant following in China and also across Europe, where this type of browser-based game is particularly popular. This distribution agreement ensures that Sokator-442 will be exposed to a huge global audience and we are confident in its appeal to the young male audience."

Commenting, Peter Driessen, CEO of SPIL GAMES, said:

"By launching Galleon's Sokator-442 across our network of portals, we're able to continue providing our audience with entertaining content that's not only high-quality, but also provides a very rich and deep online experience. Sokator-442 has already generated a positive response on our English-based portals, and we look forward to bringing the game to our portals in other languages."

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Notes to Editors:

THE ONLINE GAMING MARKET

In 2008 a report by PriceWaterhouse Coopers projected that the gaming industry would grow at a compound annual growth rate of 10.3% through to 2012, ahead of most other entertainment sectors. Global industry sales as a whole are forecast to rise from \$41.9bn in 2007 to \$68.4bn in 2012; of this, total online gaming will jump from \$6.6bn to \$14.4bn.

In a separate report on the Chinese online gaming market by Research & Markets, it was confirmed that China's 46 million gamers spent \$1.7 billion on online games in 2007, up 71% from 2006. Advanced casual and casual online games made up 21% of the total, and new flash-based casual versions of popular Massively Multiplayer Online (MMO) and Real-Time Strategy (RTS) games demonstrated the gamers' appetite for casual games and also subscription MMOs. Online revenue in the Chinese market is forecast to reach \$6 billion by 2012.

ABOUT GALLEON HOLDINGS

Galleon Holdings plc creates and distributes multi-platform branded entertainment properties focused on the emerging markets, in particular China and Southeast Asia. The entertainment properties are designed to establish a direct, interactive relationship with the viewer.

Television in China reaches approximately 98% of the population of 1.3 billion. Mobile phone penetration is also high, with over 500 million subscribers, and with over 300 million people online, China is now the largest online market in the world. Huge TV audiences and growing access to interactive platforms present a substantial opportunity for Galleon to benefit from the popularity of and demand for interactive entertainment and game shows: China is forecast to become the world's fifth largest advertising market.

In October 2007, Galleon acquired Phoenix, a Hong Kong-based media solutions company, which specialises in the provision of interactive broadcast television services that enable broadcasters in China and Southeast Asia to provide interactive entertainment for audiences through TV, online and mobile access points.

In February 2008, Galleon acquired Yunbo, a mobile service provider in China, strengthening the Company's ability to provide Chinese broadcasters with a complete media solutions for multiplatform entertainment. Now, Galleon has total control over the interactive content, its delivery to the consumer, data capture and the billing process.

Galleon develops entertainment formats for children, families and young adults. These include:

- Super Soccer Star – an interactive, family-orientated football talent show produced in association with Chelsea Football Club. Successful series have been broadcast in China and Malaysia, and the property has now been licensed in 47 territories.
- Skunk Fu! – a comedy/action animated TV show for kids aged 6-11.
- Apollo's Pad – an interactive online animated sitcom targeting the young male audience.

ABOUT SPIL GAMES

Based in the Netherlands, SPIL GAMES is the world's ultimate online game destination, providing online games around the world through more than 50 localised game portals in almost 20 languages, each targeted to a specific segment, including Families, Tweens and Girls. A deep understanding of the online casual games market enables SPIL GAMES to produce localised portals dedicated to free-to-play, casual games through sites such as gamesgames.com (Family), agame.com (Tweens) and girlsgogames.com (Girls). SPIL GAMES has over 4,000 games in its current portfolio, which have been developed through partnerships with top-notch game developers and studios.

Attracting 100 million unique visitors to its portals worldwide, SPIL GAMES has quickly established itself as a leader in the casual gaming market. For more information, please visit: www.spilgames.com.