



Company Overview

Giant Interactive Group is a leading developer and operator of massively multiplayer online (MMO) games for the growing online gaming community in China. The company's high quality MMO game under a free-to-play model is tailored to China's core game audience between the ages of 18 and 40.

The company's flagship game, **ZT Online**, was commercially launched in January 2006 and was voted the most popular online game in China in 2006, according to IDC.

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 non-organic growth opportunities

Extensive Marketing Network

- Over 370 proprietary liaison offices
- Over 290 distributors and 116,500 retail outlets
- Over 1,550 dedicated liaison personnel
- Penetration in nationwide markets with focus on medium to smaller cities
- Continued cost management on sales and marketing

GA
NYSE

NYSE Ticker: GA
Price (Mar 4, 2010): \$7.31
Market Cap: 1.7B
Shares Outstanding: ~234M



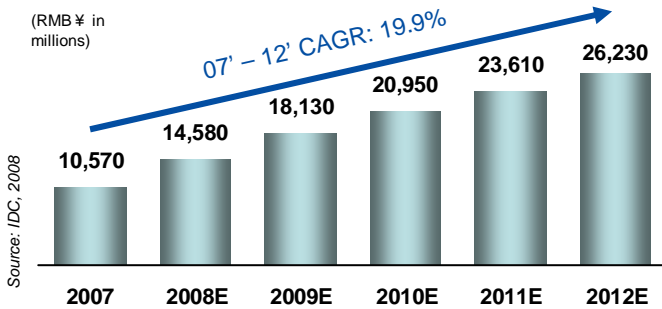
Yuzhu Shi
Chairman & CEO

"we are beginning to see signs of recovery in our key performance metrics driven by our segmentation strategy and commitment to innovative gameplay"

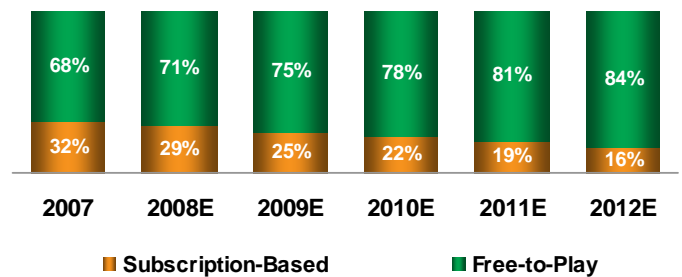
With a healthy ZT Online series and a number of new products slated for release in 2010, we believe the first quarter of 2010 will lay the foundation for a return to sustainable growth in 2010."

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

China's Exploding Online Game Market

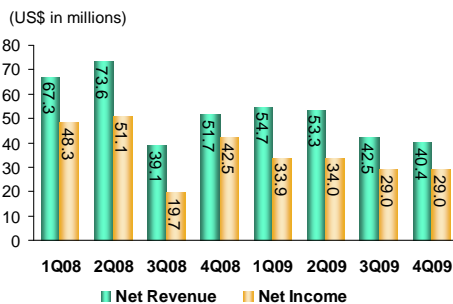


Dominance of Free-to-Play Games

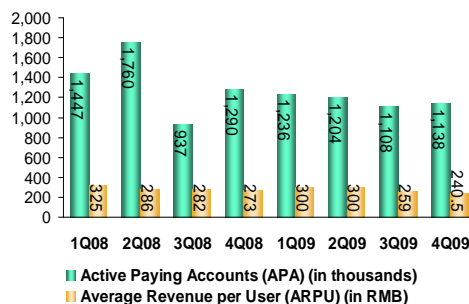


Financial and Operational Highlights

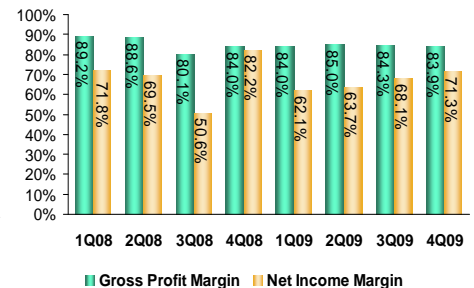
Solid Top & Bottom Line



Robust Active Paying Accounts



High Margins



Flagship Game Segmentation Strategy to Enhance Player Loyalty



ZT Online



A self-developed Free-to-Play 2D MMORPG, was launched in January 2006 and is now also available in Vietnam and Russia. The monetization restructuring completed in 3Q08. The latest expansion pack "Parenthood Simulation" launched in 3Q09.

ZT Online Classic



Designed to target former ZT Online players without any promotional items, was launched in 3Q08 and is performing steadily. The latest expansion pack "Unparalleled Martial Arts" launched in 3Q09.

ZT Online Green



Enhanced revenue model benefiting lower spending and non-paying players for further in-game balance, surpassed 300,000 PCU during closed beta testing in 4Q09.

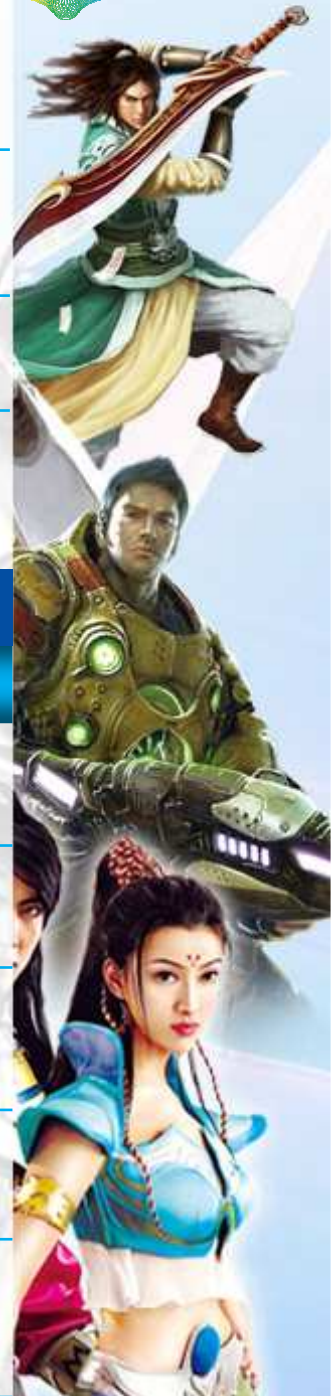
ZT Online II



The sequel to ZT Online, is a brand new Free-to-Play 2D MMORPG with a revised economic system targeting lower spending gamers. The basic game design is completed and engineering testing is planned in 2Q10.

Deep Development Pipeline with Near Term Value Drivers

Games	Game History and Milestones	Planned Initiatives
Giant Online 	<ul style="list-style-type: none"> Open beta testing launched at end of 1Q08 Introduced parenthood and a robotic pet system in 4Q09 	Further optimization continues
My Sweetie 	<ul style="list-style-type: none"> Part of our Win@Giant program from 1Q09 2.5D free-to-play casual MMORPG involving virtual pets 	Continuous updating
King of Kings III 	<ul style="list-style-type: none"> GA acquired rights to operate in China in 2007 Under limited closed beta testing with enhanced content and features in 4Q09 	Open beta testing planned in 2Q10
XT Online 	<ul style="list-style-type: none"> Part of our Win@Giant program from 2Q09 2.5D ancient Chinese martial arts MMORPG Limited beta testing launched in 4Q09 	Ultimate limited closed beta testing in 1Q10
The Golden Land 	<ul style="list-style-type: none"> Our first self-developed webpage, with a medieval strategy theme Under limited beta testing in 4Q09 	Revised version planned in 1Q10
Dragon Soul 	<ul style="list-style-type: none"> 3D ancient Chinese PK MMORPG Developed by our R&D office in Chengdu, Sichuan Self-developed 3D engine 	Closed beta testing planned in 3Q10
Allods Online 	<ul style="list-style-type: none"> GA acquired exclusive rights to operate in China in 2010 Award-winning Russian 3D free-to-play fantasy MMORPG game with a science fiction twist 	Tailor and localize the game for Chinese market in late 2010



Contact Information

China
 Rich Chiang, IR Manager
 Giant Interactive Group Inc.
 +86-21-6451-1258
 IR@ZTGame.com

Hong Kong
 Ruby Yim
 Taylor Rafferty
 +852-3196-3712
 giantinteractive@taylor-rafferty.com

United States
 Mahmoud Siddig
 Taylor Rafferty
 +1-212-889-4350
 giantinteractive@taylor-rafferty.com