



YUUZOO CORPORATION LIMITED
(Company Registration No:36658)
(Incorporated in Bermuda)
(the "Company")

**YUUZOO RECEIVES S\$1.4 MILLION IN CASH FROM IAHGAMES TOWARDS REPAYMENT OF
LOAN OWED TO YUUZOO**

The board of directors ("**Board**") of the Company refers to the Company's announcements dated 31 December, 18 January 2016, 25 January 2016, 2 March 2016, 12 April 2016 and 15 April 2016 and moreover to the deed of settlement ("**Settlement**") of 23 December 2015. As previously announced on 31 December 2015, the terms of the Settlement mentions, inter alia, the acquisition of a 30% stake in Infocomm Asia Holdings ("**IAHGames**") as well as the repayment of the S\$6.5 million loan together with interest by IAH to the Company. Pursuant to the Settlement the Company has received a S\$1.4 million, as part-payment of its loan to IAHGames. This repayment to the Company is part of the S\$6.5 million that IAHGames borrowed from the Company to allow IAHGames to buy and sell games on the Company's behalf.

In a previous announcement¹ dated 18 January 2016, the Company announced it will acquire 30% of IAHGames. On 15 April 2016, the Company announced the completion of the acquisition of the 30% stake in IAH.

Games are a key revenue generator in social networking worldwide. Games provide major stickiness to social media, part of the reason to acquire a stake in the company. IAH's partners in Vietnam and Thailand, VTC and True Corporation, are the kind of leading TV and media companies the Company wishes to partner with. Before launching IAHGames, Roland Ong, the founder and CEO of IAHGames, built a successful game franchise in China. Roland's China contacts and network add value to the Company's China operations. Over the last 12 months, the Company has built a very strong position in the Chinese market, especially in eSports space.

During eight years of operations, IAHGames has built a registered user base in Southeast Asia of over 37 million. IAHGames has distributed and/or published leading games such as FIFA Online, GuLong Online, Grand Theft Auto, Counterstrike Online and Granado Espada. With the Company's continuing collaboration with IAHGames, all IAHGames' game business will be transacted through the Company's e-commerce platform, adding to the Company's revenue and bottom line.

In addition to the existing agreements, the Company plans to leverage is IAHGames' publishing and marketing partners. These partners include VTC Online in Vietnam, a subsidiary of Vietnam Multimedia Corporation ("**VTC**"), with a reach to a large portion of Vietnam's 90 million population, and True Digital in Thailand, a subsidiary of True Corporation, a communications conglomerate controlling Thailand's largest cable TV provider TrueVisions, Thailand's largest ISP True Internet, and its third largest mobile operator True Move.

BY ORDER OF THE BOARD

Thomas Zilliacus
Executive Chairman
28 April 2016

¹ Source:

http://infopub.sgx.com/Apps?A=COW_CorpAnnouncement_Content&B=RSSAnnouncementToday&F=24AA1LVZ2Q3MENF7&H=fd05c9ed77c8d92e950aba0fd7e7063f3c4fca3e4d988bff3259e978e8899615