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PCG Entertainment Plc

(“PCGE”, the “Company” or the “Group”)

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Trading Update

PCG Entertainment Plc (AIM: PCGE), the AIM listed Asia-Pacific online gaming and media company today released an update on activities for the trading quarter ended December 2015.

Unaudited figures, extracted from the Company’s management accounts, show PCGE’s Group operating profit in Q4 2015 rose to approximately USD \$820,000 up from a Q3 2015 profit of USD \$400,000.

The Group will continue to update the markets during the course of the year.

Nick Bryant, CEO, commented “This is a very exciting time for PCGE. We continue to develop all aspects of the business, and these figures show that our strategy is reaping positive results.”

For more information on PCGE please visit the Company’s website www.pcge.com

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Notes:

The Chinese gaming market is now the world’s largest online gaming market and saw \$22 billion in revenue in 2015 (1). Earlier this month, the Chinese Ministry of Culture announced that the revenue of China’s online gaming sector is still growing by around 30 percent annually in the past eight years. There are about 370 million online game players in China, around half of the online population of 670 million (2).

PCGE is focused on the development of business in the media and gaming industry across the Asia-Pacific region. The business aims to continue growth through further acquisition and exploitation of licenses in China.

CEO Bryant has spent more than 30 years in the media industry working for broadcasters including SKY as Commercial Director, Showtime Arabia Ltd, Middle East Broadcasting Centre (“MBC”) and managing sponsorship and digital media companies.

1. Source: <http://www.newzoo.com/free/rankings/top-100-countries-by-game-revenues/>

2. Source: http://www.chinadaily.com.cn/business/tech/2016-01/09/content_23004219.htm