

**[For Immediate Release]**



**Kingsoft Corporation Limited**  
**金山軟件有限公司**

**JX Online World has marked a Positive Market Performance  
since its Commencement of Close Beta Testing  
Expected to be entirely commercially launched in the 2H of 2008**

(July 31, 2008 – Hong Kong) Kingsoft Corporation Limited (“Kingsoft” or the “Company”; SEHK stock code: 3888), China’s leading entertainment and applications software developer, distributor and service provider, based on market share, announced today that, the highly anticipated massively multi-player online role-playing game (“MMORPG”), JX Online World, has recorded substantial increases in both registered users and concurrent users since its commencement of close beta testing on June 6. The game has steadily activated new service servers every week. As of 30 July, the total number of service servers was increased from 6 groups to 51 groups. In the meantime, JX Online World has been awarded “Baidu Outstanding New Online Game” by Baidu Game League during the Sixth Chinajoy held in July 2008. (The ranking is based on the number of search initiated by players during the period from 1 June 2007 to 1 June 2008, details of the award can be found at <http://game.baidu.com/newsInfo.jsp?aid=12161540195374851>). JX Online World is expected to be entirely commercially launched in the second half of 2008.

JX Online World is a special installment of the original JX Online series, which is one of the company’s self-developed MMORPGs. JX Online World conducted close alpha testing on March 28, 2008. JX Online series is one of the most significant Chinese martial games since it has been changed from single-player role-playing game to MMORPG in the early 90s of the last century.

Mr. Zou Tao, senior vice president in charge of operations of our entertainment software business at Kingsoft said, “JX Online World is developed by the strongest R&D team of the Company and has adopted the best two dimensional (2D) engine and technology. The game is built on the success of JX Online I and II, which

recorded peak concurrent users of 120,000 and 300,000 respectively since their launches. We plan to commercially launch JX Online World in the 2H of 2008. With a host of new features, such as a lengthy plot on martial art and chivalry, fierce competitions among 12 martial art sects including Shaolin, Wudang and E-mei as well as over 100 types of Kung Fu including Finger Sword, Dragon Palm, and Wavy Steps, JX Online World will continue the successful story of JX Online series and stir excitement among game players and the online game industry in China.”

The third installment of JX Online series, JX Online III, is also in the pipeline. It is powered by the Company's proprietary JX3 engine featuring full three dimensional (3D) graphics. The game will conduct close alpha testing by the end of 2008 and conduct open beta testing in 2009, and it remains one of the most-anticipated online games by a number of online communities.

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### **About Kingsoft**

Following the commercial launch of its first office applications software WPS 1.0 in 1989, Kingsoft Corporation Limited has now become a leading entertainment and applications software developer, distributor and service provider in China, based on market share. The Company leverages its comprehensive software development platform to offer a wide range of innovative entertainment and applications software.

Kingsoft has several well-known products such as WPS Office, Kingsoft PowerWord, Kingsoft Internet Security, and online games such as the JX Series and The First Myth. In addition, the Company sells various products such as Kingsoft Internet Security and Kingsoft PowerWord to retail consumers, corporate organizations and government agencies in China using online and offline distribution channels.

With its headquarters in Beijing, Kingsoft has multiple research and development centers based in Zhuhai, Beijing, Chengdu, Shenzhen and Dalian. The Company's vision is to create world-class software products that run on every computer and our strategy is to enhance our position as a leading entertainment and application software developer, operator and distributor in China and to expand its presence in certain oversea markets.

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