

For Immediate Release

TENCENT HOLDINGS ACQUIRES MAJORITY STAKE IN GAME PUBLISHER RIOT GAMES

Riot Games to Operate Independently

U.S. – February 4, 2011 – Riot Games, Inc., a leading independent developer and publisher of premium online video games, today announced that Tencent Holdings Limited, a leading integrated Internet services provider in China, has agreed to acquire a majority stake in the company.

The transaction is expected to close within 30 days, subject to regulatory approvals. Upon closing, Riot Games will remain its independent operations and its existing management team will continue to lead all aspects of the company. Financial terms of the agreement were not released.

Riot Games will maintain its headquarters in Los Angeles, and plans to hire aggressively in 2011 across all of its offices. With the financial backing of Tencent, the company plans to enhance its flagship title “League of Legends”, expand into new markets and develop new games.

“This is exciting news for “League of Legends” players and the existing Riot Games team,” said Brandon Beck, CEO, Riot Games. “Tencent’s investment will provide our talented team of designers, developers and community staff with additional resources to focus on innovating around ‘League of Legends’ and launching new projects that push the boundaries in the gaming space.”

“League of Legends” is a free multiplayer online battle-arena game that has received acclaim from critics and players alike. With a community of more than one million active players logging more than half a billion playtime minutes each month. “League of Legends” is one of the industry’s top gaming titles. Tencent licensed the title for the China market in mid-2008, and is planning for its open-beta testing in 2011.

“Tencent is committed to delivering premium quality online games to our users and Riot has proven its capability in the development of its flagship title,” said David Wallerstein, Senior Executive Vice President of Tencent. “Tencent will provide the Riot team with the support and autonomy to continue to deliver high quality experiences that impress both fans and critics in the global gaming market.”

Tencent was an investor in Riot Games during its previous rounds of financing. Other prior investors included Benchmark Capital and Firstmark Capital.

“The team at Riot has built an incredible company in just a few years,” stated Mitch Lasky, partner at Benchmark Capital, and Riot Games board member. “Tencent’s additional investment validates the disruptive position Riot has created in the online video game market, and provides the company with the resources to press their advantage for years to come.”

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About Riot Games

Riot Games is a direct-to-consumer video game developer and publisher of premium, competitive online games. The company was established in 2006 and has quickly become a leading global developer and publisher of premium free-to-play online video games for hardcore gamers, launching their debut title, League of Legends, in October 2009. To date, more than one million gamers play League of Legends and log more than half a billion minutes of playtime each month. For more information, please visit www.riotgames.com.

About Tencent

Tencent aims to enrich the interactive online experience of Internet users in China by providing a comprehensive range of Internet and wireless value-added services. Through its various online platforms, including Instant Messaging QQ, web portal QQ.com, QQ Game portal, multi-media social networking service Qzone and wireless portal, Tencent services the largest online community in China and fulfills the user’s needs for communication, information, entertainment

and e-Commerce on the Internet. Tencent has three main streams of revenues: Internet value-added services, mobile and telecommunications value-added services and online advertising. Shares of Tencent Holdings Limited are traded on the Main Board of the Stock Exchange of Hong Kong Limited, under stock code 00700. The Company became one of the 43 constituents of the Hang Seng Index (HSI) on June 10, 2008. For more information, please visit www.tencent.com/ir.

Forward-Looking Statements

This press release contains forward-looking statements relating to the business outlook, forecast business plans and growth strategies of Tencent Holdings Limited and its group companies. These forward-looking statements are based on information currently available to Tencent and are stated herein on the basis of the outlook at the time of this announcement. They are based on certain expectations, assumptions and premises, some of which are subjective or beyond our control. These forward-looking statements may prove to be incorrect and may not be realized in future. Underlying the forward-looking statements is a large number of risks and uncertainties. Further information regarding these risks and uncertainties is included in our other public disclosure documents on our corporate website.

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