

**CUMULATIVE SALES OVER 9 MONTHS OF FY 2015/2016: 163.0 M€, + 10.3%**  
**(SALES 3RD QUARTER : € 74.4 M ; +0.7%)**

CONFIRMATION OF ANNUAL PROSPECTS:

- SALES IN EXCESS OF 195 M€
- CURRENT OPERATING PROFIT OVER 3%

IFRS – M€ Sales	2015/2016	2014/2015	Change
1 <sup>st</sup> Quarter	34.7	35.4	- 1.8 %
2 <sup>nd</sup> Quarter	53.9	38.5	+ 39.9 %
3 <sup>rd</sup> Quarter <sup>(1)</sup>	74.4	73.9	+ 0.7 %
<i>Of which</i>			
<i>Mobile</i>	31.8	31.3	+ 1.6%
<i>Gaming</i>	25.8	27.6	- 6.4%
<i>Audio</i>	16.8	15.0	+ 11.6%
<b>Cumulative 9 months (31/12/2015)</b>	<b>163.0</b>	<b>147.7</b>	<b>+ 10.3 %</b>
<i>Of which</i>			
<i>Mobile</i>	79.6	77.5	+ 2.8%
<i>Gaming</i>	53.0	44.8	+ 18.2%
<i>Audio</i>	30.4	25.4	+ 19.3%

<sup>(1)</sup> Non audited data

**3RD QUARTER ACTIVITY IN LINE WITH EXPECTATIONS**

After a very brisk 2<sup>nd</sup> quarter, Bigben Interactive achieved as expected sales of 74.4 M€ in 3<sup>rd</sup> quarter of current FY 2015/2016 (from October 1<sup>st</sup> until December 31<sup>st</sup> 2015), up by 0.7 % when compared with the same period of the previous financial year.

**MOBILE**

- The Mobile business segment (42.8 % of Group sales) posted sales of 31.8 M€, up by 1.6%, supported by the success of new high end accessories such as tempered glass protection screens and induction chargers.

**GAMING**

- The Gaming business segment recorded sales of 25.8 M€ (34.7% of Group sales) down by 6.4%, with mixed fortunes according to product types and origins :
  - Accessories : sales of Bigben accessories grew by 7.4% with the rise of the *Nacon* accessory range for « core gamers » and the launch of accessories developed under the *Playstation license*. On the other hand, sales of *Turtle Beach* headsets declined.
  - Publishing : turnover kept its momentum (+9.5%) thanks to the success of the *WRC5* rally game with more than 500 000 units sold until 31/12/2015 and to digital sales picking up strongly.
  - Distribution : sales in this secondary business segment were down by 12.4% following an adverse comparison with a 3<sup>rd</sup> quarter of 2014 hallmarked by the release of *Grand Theft Auto*.

**AUDIO**

- Audio sales amounted to 16.8 M€ (22.5 % of Group sales), up by 11.6% with the success of Group products. The November terror attacks slowed down the order flow in France which has since recovered a certain momentum.

Breakdown of activities by area, combining domestic and export sales from these areas

Sales in M€	3 <sup>rd</sup> quarter 2015/2016	3 <sup>rd</sup> quarter 2014/2015	Change
France	56.2	57.0	- 1.4%
Benelux	6.3	5.5	+ 14.3%
Germany	7.0	7.3	- 3.5%
Other territories	4.9	4.1	+ 18.6%
<b>Total</b>	<b>74.4</b>	<b>73.9</b>	<b>+ 0.7%</b>

Breakdown of activities by business segments (previous format)

Sales in M€	3 <sup>rd</sup> quarter 2015/2016	Relative share	3 <sup>rd</sup> quarter 2014/2015	Relative share	Change
Core Business	71.2	95.7%	70.2	95.0 %	+ 1.3%
Accessories (Gaming+Smartphones+IT)	43.9	59.1%	45.6	61.7%	- 3.8%
Audio	16.8	22.5%	15.0	20.3%	+ 11.6%
Publishing	10.5	14.1%	9.6	13.0%	+ 9.5%
Distribution	3.2	4.3%	3.7	5.0%	- 12.2%
<b>Total</b>	<b>74.4</b>	<b>100.0%</b>	<b>73.9</b>	<b>100.0 %</b>	<b>+ 0.7%</b>

Over the first nine months of current FY 2015/2016 (from April 1 until December 31, 2015), consolidated sales of the Bigben Interactive Group amounted to EUR 163 million, a 10.3 % growth when compared to the same period of previous FY.

## PROSPECTS AT END OF MARCH 2016 FOR THE 2015/2016 FINANCIAL YEAR

Sales in the 4<sup>th</sup> quarter should be pulled by:

- **Mobile** : the launch of a new Force Glass brand for protection screens as well as the first Premium Thomson accessories (connected devices such as the GPS Tracker watch and energy accessories);
- **Gaming** : the release of the *WRC5 eSport Edition* rally game and the motorbike *MXGP2* game;
- **Audio** : the rise of the *Thomson DS500* sound tower and the launch of a *Rubik's Cube* licensed clock radio.

Banking on this sales momentum, the Bigben Interactive Group confirms its targets of annual sales in excess of 195 M€ as at 31 March 2016 and of a current operating profit over 3%.

The success of the strategy implemented over the last 2 years in the video game Publishing segment now bears fruit (sales of 21.7 M€ over the last 9 months, up by 96%) and it should enable the Group to significantly improve its profitability for the next financial years.

## Upcoming publication: Annual sales 2015 / 2016: Monday 25 April 2016

Press release after close of the stock market

### ABOUT BIGBEN INTERACTIVE

**SALES 2014-2015**  
184,9M€

**HEADCOUNT**  
350 employees

**INTERNATIONAL**  
9 subsidiaries and a distribution network in 50 countries

**www.bigben-group.com**

Bigben Interactive is a leading player specialized in the design and distribution of accessories for video games, smartphones and tablets, as well as audio products and video game publishing. Buoyed by the rapid expansion of the market for mobile devices and changes in the video game market, the Group, which is recognized for its capacities in terms of innovation and creation, seeks to become one of Europe's leaders in multimedia accessories.

Company listed on Euronext Paris, compartment C – Index : CAC SMALL – Éligible SRD long  
ISN : FR0000074072 ; Reuters : BIGPA ; Bloomberg : BIGFP

**PRESS CONTACTS**  
CapValue – Edouard Miffre  
emiffre@capvalue.fr - +33 1 80 81 50 02

CapValue – Gilles Broquelet  
gbroquelet@capvalue.fr - +33 1 80 81 50 01