



05 June 2008

Year-end results 2007-08

Result from operations: 13.9 % of total sales

Group net result: 13.7 % of total sales

The financial year 2006-07 has been another year of growth for BIGBEN INTERACTIVE and ends with a profit in all territories, a stronger market position in the Accessory business across Europe, and the consolidation of complementary businesses.

For the year ending 31 March 2008, Group sales increased by 23% compared to the previous year with Group net result ending in a profit of 11.6 €m versus 2.2 €m in 2006-07. The operating result increased sharply, compared to the previous financial year, which is mainly accounted for by the strong Accessory business in all territories, (France, Benelux and Germany), and the consolidation of complementary businesses in France.

Consolidated financial highlights (IFRS standards)

	2006-07 €m	2007-08 €m	Change
Revenue (Sales)	68.4	84.2	+23 %
Current result from operations **	2.4	11.7	+390 %
Result from operations	3.2	11.7	+272 %
Net financing result	- 1.4	-2.0	<i>ns</i>
Earnings before tax	1.8	9.7	+462 %
Tax ***	0.4	1.9	<i>ns</i>
Group net result	2.2	11.6	+425 %

(**) before write-back of tax provision for 0.9€m in 2006-07 and restructuring costs for BBI SA

(***) deferred tax posted as a 0.6 €m asset in 2006-07 and 2.1 €m in 2007-08

Contribution from the French entities of the Bigben Interactive Group to the result from operations went from +2.7 €m in 2006-07 to +7.7 €m (15.2% of sales) this year, whereas contribution to the Group's result went from +2.0 €m to 8.0 €m (15.8% of sales), reflecting the strong Accessory business in France and the consolidation of complementary businesses (Electronics and Non-exclusive Distribution).

Outside France, Benelux returns to profitability with a contribution to the result from operations of 0.47 €m (3.3% of sales) and to the Group's result of 0.29 €m (2.1%) after breaking even last year. The sales growth of + 116% in the Accessory business allowed the recovery of the subsidiary despite an erosion of exclusive distribution and should entail a favourable evolution of year-end result in FY 2008-09.

In Germany, the new commercial organisation allowed the subsidiary to make the most of the market share of Bigben Interactive GmbH and of the market recognition enjoyed by all ranges of Bigben Interactive accessories. This new momentum in Germany and the improvement of commercial positions in Austria and Switzerland in FY 2008-09 should enable further growth of the profit at the year end.



BIGBEN INTERACTIVE

Euronext : Eurolist of Euronext Paris, C market segment; FTSE ; Index : Midcac

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Outlook

The Group's action plan for FY 2008-09 is based on a two goal approach: reinforce leadership achieved for console accessories and maintain the most flexible operating structure possible in order to ensure a return to growth in the best possible conditions by:

- focussing on export business which is the first axis for development in order to reinforce the leadership achieved on the main markets of continental Europe;
- further developing integration across the Group for the marketing of accessories and for an optimised stock management relying on the automation of the Libercourt warehouse and the centralisation of logistics for French and German customers on this site;
- implementing the new strategy of joint designing/publishing of video games and accessories leading to innovative products such as Nemrod, Kick Party, RockLegend, Body Coaching for a complete gaming immersion ;

During autumn 2008, Bigben Interactive will offer 5 new products for the two very popular Nintendo console formats and with a specific focus on the new female customer base, combining its know-how as a manufacturer of accessories and its experience as a video game publisher:

Nemrod is aimed at game shooting enthusiasts offering several environments (forest, waterfowl, open country) and a good number of animal species well known in the French countryside. It will be sold with a Wii™ compatible shooting rifle i.e. a real double barrel gun designed by the Hong Kong based R&D team of Bigben Interactive, which incorporates both the Wiimote™ and the Nunchuk™ peripherals of the Wii™ console.

Body Coaching is a very accurate simulation of training and fitness sessions in his or her versions for people wishing to stay fit and to get a slimmer figure. The game software will be sold with two weighted dumbbells both incorporating a Wiimote™ peripheral, gym classes will be followed by regular checks in order to personalise the evolution of sessions and by dietary advice in order to achieve the targets set by the players(s).

Kick Party will offer a gaming comfort and a gameplay open to all members of the family, the only requirements being accuracy and the desire to play! Associated with a football set on a pad on the ground, this game allows the user to play alone or with other players in different environments such as playing golf or bowling with your foot, performing penalty kicks, street football or obstacle courses.

Rock Legend transforms the handheld console into a real electric guitar, allowing the user to play twenty famous music pieces. The Nintendo™ DS console clips onto a guitar which has two loudspeakers, the player strokes the tactile screen of the console and uses 4 buttons on the guitar handle in order to simulate musical chords.

Dance Floor offers the gamer a dance floor on the tactile screen of the Nintendo™ DS console. The gamer will have to perform several dances on the tactile screen by following moving arrows on the upper screen of the console and to reproduce the same dance steps.



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Prospects for sales and results for FY 2008/09 are based on the following observations:

- the growth of the video game market and the broader population of gamers (without any age or sex restriction) due to the availability of console hardware inducing a new gaming mode immediately open to everyone ;
- a global level of orders before the summer period above previous year and volumes sold through to end consumers at same level, suggesting an active Xmas 2008 sales period ;
- the pre-eminence of the accessory business ranking first within the Group business profile (64 % of sales) with the consequent growth of sales and gross margin in absolute value for the first two months of current financial year .

In view of the above and in the present state of its knowledge of the short term evolution of the market, the BIGBEN INTERACTIVE Group targets annual sales in slow growth over 90 €m and an operating result of 15% of sales for FY ending on 31 March 2009, net financial debt being cut down to less than 30% of shareholders funds.

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Dividend

In consideration of the current weakness of shareholders funds, the Board of Directors will not propose any distribution of dividends to shareholders at its Annual General Meeting.

*A leading independent distributor and manufacturer of video game console peripherals, **Bigben Interactive** offers a complete distribution solution for developers, publishers and accessory manufacturers in Continental Europe (France, Germany and Benelux).*



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