

## NACON REVISES ITS TARGETS FOR FY 2020/21 UPWARDS:

- **HIGHER SALES BETWEEN 150 M€ AND 160 M€**
- **COI RATE <sup>(1)</sup> CONFIRMED AT 18%**

### Increased sales of accessories and strong momentum in the back catalogue

Nacon anticipates stronger than expected growth in its Gaming Accessories segment thanks to robust sales of controllers and the success of its new range of RIG premium headsets acquired in March 2020.

In the Games segment, back catalogue sales have been very strong since the beginning of the year and are benefiting from structural changes in gamers' consumption patterns, which increasingly favour the digital channel in their purchasing process.

### Postponement of *Vampire: The Masquerade – Swansong* to 2021/22

The release schedule for new games should be respected, with the exception of *Vampire: The Masquerade - Swansong*, a narrative RPG <sup>(2)</sup> based on the universe of the eponymous cult role-playing game, which is now postponed to the first half of fiscal year 2021/22. This postponement will allow the Big Bad Wolf studio (Cyanide) to fine-tune the development of this flagship title in the Nacon portfolio and increase its quality in order to maximize its potential and generate significant revenue for the next fiscal year.

Despite this postponement, Nacon is relying on the good trend of its activities to revise its 2020/21 sales target upwards to between 150 M€ and 160 M€ (vs. 129.4 M€ as at 31 March 2020).

Thanks to the growth in back catalogue digital sales, Nacon is able to confirm a COI <sup>(1)</sup> rate of 18% for 2020/21.

<sup>(1)</sup> Current Operating Income (COI) rate = Current Operating Income in percentage of sales = Current Operating Margin

<sup>(2)</sup> RPG = « Role-playing game »

### Next publication:

**Annual Results 2019/20: 26 October 2020**

*Press release after close of the Paris stock exchange*

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#### ABOUT NACON

**2019-20 ANNUAL SALES**  
129.4 M€

**HEADCOUNT**  
Over 510 employees

**INTERNATIONAL**  
16 subsidiaries and a distribution network  
across 100 countries  
<https://corporate.nacongaming.com/>

NACON is a company of the BIGBEN Group founded in 2019 to optimize its know-how through strong synergies in the video game market. By bringing together its 8 development studios, the publishing of AA video games, the design and distribution of premium gaming devices, NACON focuses 20 years of expertise at the service of players. This new unified business unit strengthens NACON's position in the market, enables it to innovate by creating new unique competitive advantages.

Company listed on Euronext Paris, compartment B – Index: CAC Mid & Small  
ISIN : FR0013482791 ; Reuters : NACON.PA ; Bloomberg : NACON:FP

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