

RETURN TO GROWTH FOR Q3 2021-22 (+5,2%) CONFIRMATION OF 2021/22 & 2022/23 TARGETS

IFRS – M€	2021/22	2020/21	Change
Sales			
1 st Quarter (April-June)			
	33.7	38.0	-11.3%
2 nd Quarter (July-September)			
	39.3	48.6	-19.1%
3 rd Quarter (OctDec.) (1)	51.2	48.6	+5.2%
Games	14.3	13.8	+3.4%
Accessories	34.9	32.5	+7.4%
Others ⁽²⁾	2.0	2.3	-14.4%
Cumulative 9 months (April-Dec.) (1)	124.2	135.3	-8.2%
Games	41.6	46.6	-10.9%
Accessories	78.7	84.1	-6.4%
Others ⁽²⁾	4.0	4.5	-12.2%

⁽¹⁾ Non audited data

Q3 sales rebound to 51.2 M€ i.e. +5.2%

In Q3 2021/22, Nacon returned to growth after two quarters which had been impacted by a very high comparison basis due to the lockdown periods favourable to the business. Sales growth over the period was driven by the strong performance of the games catalogue* and gaming accessories.

GAMES

The Video Games business posted sales of 14.3 M€, up 3.4% over the quarter. This increase was driven by the release of Cricket 22®, which got off to a commercial start in line with expectations. The back catalogue** held up well with sales of 5.5 M€.

ACCESSORIES

The Accessories business also grew by 7.4% to 34.9 M€ over the period. The 3rd quarter of FY 2021/22 saw the release of the new *Revolution X Pro Controller*. This good performance could have been amplified without the worldwide shortage of consoles (*PlayStation®4* and new generation consoles).

⁽²⁾ Mobile and Audio sales

Q4 sales to be impacted by postponed game releases

In Q4 2021/22, Nacon will continue to benefit from the success of *Cricket 22*[®] and the launch of *Rugby22*[®]. However Games sales are expected to be down sharply, given a weak publishing activity over the period with the postponement of *Vampire: The Masquerade*[®]- *Swansong,* release to FY 2022/23.

After the success of the *Revolution X Pro Controller* for *Xbox*[®] launched in October 2021, Accessories will enjoy ongoing sales in Q4 of headsets (*PlayStation*[®]4, *PlayStation*®5, *Xbox* One[®], *Xbox*[®] *Series X/S*) and controllers for *PlayStation*[®]4 and *Xbox*[®] *Series X/S*.

For FY 2021/22, Nacon confirms its year-end targets with sales expected between 150 M€ and 180 M€ and a current operating income around 20 M€.

Outlook confirmed to FY 2022/23

In FY 2022/23, Nacon anticipates sustained sales thanks to a buoyant publishing activity. More than 15 games are expected to be released during the year. Among them, the highly anticipated *Vampire: The Masquerade*®- *Swansong* and 4 other major games (*Steelrising*[™], *The Lord of the Rings* ™: *Gollum* ™, *Session* ™ and *Test Drive Unlimited Solar Crown* ™). At the same time, Nacon will continue a policy of selective acquisitions in order to enhance its catalogue and become one of the leading players in the sector.

In this context, Nacon confirms its targets for FY 2022/23 with sales ranging between 250 M€ and 300 M€ as well as an operating margin exceeding 20%.

Next Publication:

Q4 2021/22 Sales: 25 April 2022, Press release after close of the Paris stock exchange

ABOUT NACON

2020-21 ANNUAL SALES

177.8 M€

HEADCOUNTOver 700 employees

INTERNATIONAL

20 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 14 development studios, the publishing of AA video games, the design and distribution of premium gaming devices, NACON focuses 30 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

ISIN: FR0013482791; Reuters: NACON.PA; Bloomberg: NACON:FP

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^{*} Catalogue: games released during the current financial year

^{**} Back catalogue: games released in previous financial years