

## SALES FOR THE 2024/25 FINANCIAL YEAR: €167.9 MILLION

### OUTLOOK FOR 2025/26: SHARP INCREASE IN BUSINESS LEVELS STARTING IN THE FIRST HALF

NACON (ISIN FR0013482791), a developer of video games and creator of premium accessories, is today reporting its consolidated sales for the 2024/25 financial year (period from 1 April 2024 to 31 March 2025).

Sales (IFRS) € million	2024/25	2023/24	Change
<b>First quarter (April-June)</b>	<b>32.3</b>	<b>35.5</b>	<b>-9.0%</b>
<b>Second quarter (July-September)</b>	<b>44.8</b>	<b>32.3</b>	<b>+38.5%</b>
<b>Third quarter (October-December)</b>	<b>52.9</b>	<b>59.0</b>	<b>-10.3%</b>
<b>Fourth quarter (January–March) <sup>(1)</sup></b>	<b>38.0</b>	<b>41.0</b>	<b>-7.1%</b>
<i>Gaming</i>	26.0	26.4	-1.6%
<i>Accessories</i>	11.0	13.8	-20.7%
<i>Other <sup>(2)</sup></i>	1.1	0.7	+47.9%
<b>Full year (April–March) <sup>(1)</sup></b>	<b>167.9</b>	<b>167.7</b>	<b>+0.1%</b>
<i>Gaming</i>	97.1	101.0	-3.8%
<i>Accessories</i>	65.2	62.7	+4.1%
<i>Other <sup>(2)</sup></i>	5.6	4.1	+38.0%

<sup>(1)</sup> Unaudited figures

<sup>(2)</sup> Mobile and Audio sales

#### **Fourth-quarter 2024/25 sales: €38.0 million**

**Gaming sales** totalled €26.0 million during the quarter, a decrease of 1.6%.

**Catalogue sales (new games)** amounted to €9.9 million, down 35.8%. As previously announced, the release schedule in the fourth quarter was limited, consisting of only two games: **Rugby25™** and **Ambulance Life™**. In the same period of 2023/24, by contrast, sales were boosted by the exceptional success of **Robocop: Rogue City™** and the release of four new games, including **Welcome to Paradize™** and **Taxi Life™**.

The performance of the **Back Catalogue (games released in previous years)** remained excellent. Back Catalogue sales rose by 46.5% to €16.1 million in the fourth quarter. Over the full year, they were up 31.2% to €58.6 million.

Sales in the **Accessories** business totalled €11.0 million after the launches of the **REVOSIM** range and the **Xbox Revolution X Unlimited** controller were postponed until the 2025/26 financial year.

After NACON postponed the launch of several games and accessories to the 2025/26 financial year, its sales rise slightly to €167.9 million as previously forecast.

As expected, operating income will be lower than in the previous year, but should remain slightly positive.

### **Outlook: strong growth in 2025/26**

In the Gaming business, NACON will benefit from a much busier release schedule in 2025/26 than in 2024/25. Several major games will be released in the first half of the year, with very little risk of postponement.

The line-up for 2025/26 includes over 10 games in all four of NACON's specialist genres.

- Sport: **AFL™, Rugby League™, Cricket26™, Pro Cycling Manager™, Tour de France™**,
- Racing: **Rennsport™, Endurance™** and seasons 4-6 of **Test Drive Unlimited: Solar Crown™**,
- Adventure: **Robocop: Rogue City - Unfinished Business™, Hell is Us™, Edge of Memories™, Dragonkin™, Styx: Blades of Greed™**,
- Simulation: **Architect Life™** and downloadable content (DLC) relating to several successful games.

The small number of games released in 2024/25 meant that Back Catalogue sales in 2025/26 are likely to be similar to the level achieved last year.

The **Accessories** business should also see firm growth, particularly in the first half with:

- the launch of the **Xbox Revolution X Unlimited** controller in April;
- the launch of several products in the **REVOSIM** range of premium racing accessories in June, including the RS Pure steering wheel, the DD-9Nm base and the RS Pure pedal set;
- the arrival in June of the Nintendo Switch™ 2 console, for which NACON already has a full range of accessories. This new console should also boost sales of NACON's video games.

As regards sales in the United States, NACON has already been making a large proportion of its products in Vietnam in recent years. Inventories in the United States are sufficient to meet local demand in the next few months.

In addition, the production site currently being built in Lauwin-Planque in France should be up and running in the second half of the 2025/26 financial year. The site will focus on producing controllers.

With its strong positions in two business areas, a busy release schedule in the current financial year and numerous upcoming product launches in the Accessories business, NACON is likely to achieve strong sales growth in 2025/26, starting in the first half.

### **Next events:**

**FY 2024/25 results press release to be published on 2 June 2025 (after the market close)**

**FY 2024/25 results presentation meeting at 11:00am CEST on 3 June 2025**

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#### **ABOUT NACON**

**2023/2024 IFRS SALES:** €167.7  
MILLION  
**2023/24 OPERATING INCOME:** €20.9  
MILLION

NACON is part of the Bigben group and was formed in 2019 to optimise its areas of expertise and generate synergies between them in the video game market. Combining its 16 development studios, AA video game publishing and the design and distribution of premium gaming peripherals, NACON has 30 years of expertise in serving gamers. This new unified business gives NACON a stronger position in its market and enables it to innovate by creating new and unique competitive advantages.

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

**WORKFORCE**  
Over 1,000 employees

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**INTERNATIONAL PRESENCE**  
23 subsidiaries and a distribution network  
in 100 countries  
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