

Carentoir, January 27, 2022

2021 FULL-YEAR CONSOLIDATED TURNOVER: UP 47%

Unaudited data (€ millions) January 1 to December 31, 2021	<u>2021</u>	2020	<u>Change</u>
Fourth quarter 2021			
Thrustmaster gaming accessories	62.4	37.0	+69%
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Hercules digital devices	3.2	2.4	+33%
OEM*	_	0.4	-
Hercules	3.2	2.8	+14%
Total	65.6	39.8	+65%
2021 full-year turnover			
Thrustmaster gaming accessories	167.8	112.6	+49%
Thrustmaster	167.8	112.6	+49%
Hercules digital devices	8.1	7.2	+13%
OEM*	0.9	0.8	+13%
Hercules	9.0	8.0	+13%
Total	176.8	120.6	+47%

^{*} Accessories developed to accompany products of third-party companies (Original Equipment Manufacturer).

The Group's full-year turnover was up 47% in fiscal 2021, coming in at €176.8 million. Growth in the fourth quarter was particularly strong at 65%.

Growth in the Group's sales was balanced across all regions, with North America up 41%, the European Union and United Kingdom up 53%, and the rest of the world up 38%.

The Group's business performance is a result of various factors against the backdrop of a complex economic, logistical and public health environment.

The Group worked hard to:

- o Maintain a good level of production throughout the year despite pressure on components, and ensure that the supply chain continued to run smoothly.
- O Maximize sales of its standard product ranges and successfully launch and establish key new Thrustmaster and Hercules products (particularly the *T248* racing wheel, *TCA Yoke Pack Boeing Edition* and *DJControl Mix*), resulting in significantly higher consumer sales in the run-up to the end of the year.
- O Ship large volumes of products directly to major customers, in particular leading global e-tailers, thus better anticipating consumer demand.
- O Respond to rising logistics costs from the summer onward by making moderate price adjustments without hurting competitiveness.

Thrustmaster news

- Flight/joysticks: 2021 was a particularly innovative year for flight-related accessories. Thrustmaster teamed up with Boeing to design new *Thrustmaster Civil Aviation* peripherals. Following an initial collaboration with the well-known American manufacturer, Thrustmaster injected fresh momentum into this prestigious partnership by developing three new products for Xbox® and PC: *TCA Yoke Pack Boeing Edition*, *TCA Quadrant Boeing Edition* and the *TCA Yoke Boeing Edition*.
- Racing wheels: Thrustmaster supported its official drivers in new esports competitions over the period, while continuing to sponsor its partners' global events. The success of the *T248* racing wheel for PlayStation®5, launched in partnership with a number of game developers, generated unprecedented sales momentum. The Xbox version of the *T248* will be launched this spring.
- ➤ <u>Gamepads</u>: The gamepad range has been performing very well in the United States, where it occupies a unique high-end position. Increasingly recognized by ranked players, the range will be expanded in 2022 to maximize its potential.

Hercules news

Hercules also enjoyed very strong momentum despite some pressure on shipments to the American and European markets. In mid-November, Hercules unveiled its *DJControl Mix* controller designed for smartphones, in association with Algoriddim djay, one of the world's most popular DJ apps. This ultra-compact DJ controller is easy to take anywhere, making it the ideal way for DJs to unleash their creativity at impromptu parties.

Just this month Hercules announced the limited-edition *DJControl Inpulse 500 White Edition*. Always keen to stand out from the crowd and build closer ties with its community, Hercules is offering this new premium bundle in a white edition.

2022 outlook

The Group continues to develop its Hercules and Thrustmaster ranges and is forecasting turnover in excess of €200 million for fiscal 2022.

Guillemot Corporation is a designer and manufacturer of interactive entertainment hardware and accessories. The Group offers a diversified range of products under the Hercules and Thrustmaster brand names. Active in this market since 1984, the Guillemot Corporation Group is currently present in 10 countries (France, Germany, Spain, the UK, the United States, Canada, Italy, Belgium, Romania and China [Shanghai, Shenzhen and Hong Kong]) and distributes its products in more than 140 countries worldwide.

The Group's mission is to offer high-performance, ergonomic products which maximize the enjoyment of digital interactive entertainment for end users.

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