

Paris, October 21, 2025

## VIVENDI: REVENUES FOR THE FIRST NINE MONTHS OF 2025

- **Revenues for the first nine months of 2025 were €213 million, compared to €203 million in the same period of 2024, up 5.2 % at constant currency and perimeter**
- **Gameloft is successfully pursuing its transformation strategy: its PC/console revenues for the first nine months of 2025 increased by 16.5% at constant currency and perimeter**

**Yannick Bolloré**, Chairman of Vivendi's Supervisory Board, and **Arnaud de Puyfontaine**, Chief Executive Officer, said: *"Vivendi is pleased with the good performance of its activities, recording 5.2% organic revenue growth for the first nine months of 2025. Gameloft pursued its strategic repositioning with its PC/console revenues now representing nearly 45% of its total revenues. We are also maintaining our momentum in reducing corporate costs".*

**For the first nine months of 2025, Vivendi's revenues** were €213 million, compared to €203 million in the same period of 2024 (+5.2% at constant currency and perimeter). This increase reflects the good performance of Gameloft.

For the third quarter of 2025, Vivendi's revenues were €68 million, compared to €69 million in the same period of 2024.

### **Gameloft**

For the first nine months of 2025, Gameloft's revenues were €210 million, up 5.2% at constant currency and perimeter compared to the same period in 2024, primarily including €93 million for the PC/console segment and €101 million for the mobile segment. PC/console revenues represented nearly 45% of Gameloft's total revenues, an increase of 16.5% at constant currency and perimeter compared to the same period in 2024.

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*Disney Dreamlight Valley, Asphalt Legends, Disney Magic Kingdoms, March of Empires, and Disney Speedstorm* were the five best-selling games for the first nine months of 2025 and represented 58% of Gameloft's total revenues.

### **Autorité des Marchés Financiers (AMF) decision**

As a reminder, on July 18, 2025, following the Paris Court of Appeal's ruling of April 22, 2025, the AMF announced its decision that Bolloré SE and Mr. Vincent Bolloré, who controls Bolloré SE, are required to launch a public buyout offer for the shares of Vivendi SE within a period of six months. The closing of the offer would only occur after the French Supreme Court (*Cour de Cassation*) has handed down its ruling on the appeals filed against the Paris Court of Appeal's decision of April 22, 2025. The hearing before the French Supreme Court is scheduled for November 25, 2025.

By a statement of appeal for annulment dated July 28, 2025, Bolloré SE petitioned the Paris Court of Appeal to annul the AMF's decision of July 18, 2025. Vivendi SE also filed an appeal for annulment against the same decision, by a statement dated July 28, 2025.

### **About Vivendi**

*Since its creation, Vivendi has established itself as a player in content, media and entertainment, developing a portfolio of both listed and unlisted assets, each a leader in its market. Vivendi owns 100% of Gameloft, a world-renowned video game publisher that successfully develops multi-platform games for consoles, PCs, and mobile devices. Vivendi's asset portfolio includes minority stakes in leading publicly traded companies: Universal Music Group and Banijay Group in content and entertainment, and MediaForEurope and Prisa in media. In addition, Vivendi owns a stake in the publishing and travel retail sector with Lagardère and a residual stake in telecoms with TIM in Italy. Leveraging its strategic and economic expertise, Vivendi anticipates global dynamics and participates in the transformations of the sectors in which the group operates, notably the digital revolution and new consumer uses of content. Vivendi supports value-creating companies, offering sustainable prospects and a positive contribution to the evolution of our society. Guided by a long-term vision and a constant drive for innovation, the group relies on experienced teams to identify and support sustainable growth projects. Corporate Social Responsibility (CSR), a commitment made in 2003, is at the heart of Vivendi's strategy and shapes each of its decisions. [www.vivendi.com](http://www.vivendi.com)*

### **Important Disclaimers**

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## APPENDIX I

### VIVENDI REVENUES

(IFRS, unaudited)

#### First nine months

		Nine months ended September 30,			
		2025	2024	% Change	% Change at constant currency and perimeter
(in millions of euros)					
<b>Revenues</b>					
Gameloft		210	201	+4.5 %	+5.2 %
Other		3	2	+3.7 %	+3.7 %
Elimination of intersegment transactions		-	-		
<b>Total Vivendi</b>		<b>213</b>	<b>203</b>	<b>+4.5 %</b>	<b>+5.2 %</b>

#### Third quarter

		Three months ended September 30,			
		2025	2024	% Change	% Change at constant currency and perimeter
(in millions of euros)					
<b>Revenues</b>					
Gameloft		67	69	-2.3 %	-1.0%
Other		1	-	+12.5 %	+12.5%
Elimination of intersegment transactions		-	-		
<b>Total Vivendi</b>		<b>68</b>	<b>69</b>	<b>-2.2 %</b>	<b>-0.9%</b>

## Quarterly revenues

(in millions of euros)

### Revenues

Gameloft

Other

Elimination of intersegment transactions

**Total Vivendi**

2025		
Three months ended March 31,	Three months ended June 30,	Three months ended September 30,
68	75	67
1	1	1
-	-	-
<b>69</b>	<b>76</b>	<b>68</b>

(in millions of euros)

### Revenues

Gameloft

Other

Elimination of intersegment transactions

**Total Vivendi**

2024			
Three months ended March 31,	Three months ended June 30,	Three months ended September 30,	Three months ended December 31,
68	64	69	92
1	1	-	2
-	-	-	-
<b>69</b>	<b>65</b>	<b>69</b>	<b>94</b>

**APPENDIX II**  
**VIVENDI**  
**GAMELOFT'S REVENUES**

(IFRS, unaudited)

**First nine months**

	Nine months ended September 30,				
(in millions of euros)	2025	2024	% Change	% Change at constant currency	% Change at constant currency and perimeter
PC/Console	93	81	+15.9%	+16.5%	+16.5%
Mobile	101	105	-4.5%	-3.6%	-3.6%
BtoB	16	15	+6.3%	+6.6%	+6.6%
<b>Revenues</b>	<b>210</b>	<b>201</b>	<b>+4.5%</b>	<b>+5.2%</b>	<b>+5.2%</b>

**Revenues by geographic area**

North America	92	84
EMEA (Europe, the Middle East, Africa)	80	77
Asia Pacific	29	29
Latin America	9	11
	<b>210</b>	<b>201</b>

**Third quarter**

	Three months ended September 30,				
(in millions of euros)	2025	2024	% Change	% Change at constant currency	% Change at constant currency and perimeter
PC/Console	28	26	+11.5%	+13.2%	+13.2%
Mobile	30	34	-11.2%	-10.1%	-10.1%
BtoB	9	9	-7.3%	-7.0%	-7.0%
<b>Revenues</b>	<b>67</b>	<b>69</b>	<b>-2.3%</b>	<b>-1.0%</b>	<b>-1.0%</b>

**Revenues by geographic area**

North America	27	27
EMEA (Europe, the Middle East, Africa)	27	29
Asia Pacific	10	9
Latin America	3	4
	<b>67</b>	<b>69</b>