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## FIRST-QUARTER 2025-26 SALES AT €56.5 M, IN LINE WITH THE GROUP'S TARGETS

BIGBEN INTERACTIVE (ISIN FR 0000074072) announces today its consolidated sales for the first quarter of its fiscal year 2025-26 (period from April 1, 2025 to June 30, 2025).

IFRS – €M Sales	2025-26	2024-25	Variation in %
1 st quarter (April 1 - June 30) <sup>(1)</sup>	56.5	57.9	-2.4%
<i>Nacon Gaming</i>	31.3	32.3	-2.9%
<i>Bigben Audio / Telco</i>	25.2	25.6	-1.8%

(1) Unaudited data

### Sales for the first-quarter 2025-26 at €56.5 million

#### NACON Gaming

"Catalogue" sales for the first quarter (April 1 – June 30) increased by 46.4% despite a limited editorial release. This momentum is driven in particular by **Tour de France 2025™** and **Pro Cycling Manager 25™**, whose sales increased by 25% and 35% respectively compared to last year.

The "Back Catalogue" (games released in previous fiscal years) performs well with sales equivalent to that of the first-quarter of 2024-25 at €14.0 million, in line with targets.

The 22% growth in "Accessories" sales in the European market, supported by the success of accessories dedicated to the Nintendo Switch™ 2 and the **XBOX Revolution X Unlimited** controller, partially offset the slowdown in the U.S. market disrupted by customs duties. This activity shows a decrease to €10.8 million, mainly due to an unfavorable basis of comparison and the current weakness of the U. S. market.

#### BIGBEN – Audio-Video/Telco

Mobile accessories: In a smartphone market that is once again declining in the first quarter of 2025-26, BIGBEN continues to outperform the market thanks to the strength of its brands and its product diversification. Sales for the first quarter of 2025-26 are slightly down by 1.8% to €20.4 million.

Audio-video: This activity generated revenue of €4.8 million for the quarter compared to €4.9 million for the same period of the previous fiscal year. The Audio activity shows a growth of 14.2% for the quarter.

### Second quarter 2025-26: Business growth

**NACON:** The activity of the second quarter will be driven mainly by new releases.

July saw the release of 2 new games:

- **Rugby League™ 26** has been a huge success and is the 3<sup>rd</sup> largest launch of NACON in terms of value;
- Robocop makes his return in **Robocop: Rogue City – Unfinished Business™** and achieves a User Score of over 80%.

**Test Drive Unlimited: Solar Crown™** has been enhanced with a Season 4 featuring the Casino.

**Hell is Us™**, a highly anticipated title, has already nearly one million wishlists. It will be available from September 4, 2025.

The second half of the year (October 1 – March 31) will see the release of nearly ten titles: **Dragonkin: The Banished™**, **Styx: Blades of Greed™**, **Edge of Memories™**, **GreedFall II™**, **Cricket26™**, **Rennsport™**, **Endurance Motorsport Series™**, **Gear-Club Unlimited 3™**.

The "Back Catalogue" should maintain a good level of activity.

The "Accessories" activity is expected to remain impacted during the semester by uncertainties in the American market. Europe, on the other hand, should benefit from a positive sales trend (driven by accessories for Switch™2, XBOX Revolution X Unlimited controller, and Revosim range).

**BIGBEN – Audio-Video/Telco: Maintaining good resilience**

In the second quarter, BIGBEN continues to rely on its development strategy for its Audio-Video/Telco activities, which is based on three pillars:

- Extension of the **Force®** ranges;
- Premiumization of the **Cosy®** offering;
- Opening of new distribution channels.

This strategy will enable Bigben Audio-Video/Telco, to show strong resilience throughout the financial year, despite a stagnant environment.

**Confirmation of targets for the fiscal year 2025-26**

For the 2025-26 fiscal year, BIGBEN is confident in its ability to generate sustained growth, thanks to its strong positioning in its two complementary businesses.

**Next event:**

**Publication of second quarter 2025/26 sales on 27<sup>th</sup> October 2025 after the market close**

ABOUT BIGBEN INTERACTIVE	
2024/25 IFRS SALES: €288 million	Bigben is a pan-European player in publishing video games and designing and distributing mobile accessories, gaming accessories and audio/video products. The Group is known for being innovative and creative and aims to be one of Europe's leading companies in each of its markets.
WORKFORCE Over 1,300 employees	Listed on Euronext Paris, compartment B – Index: CAC Mid & Small – Eligible for the long-only deferred settlement service ISIN: FR0000074072; Reuters: BIGPA; Bloomberg: BIGFP
INTERNATIONAL PRESENCE 36 subsidiaries and a distribution network covering more than 100 countries <a href="http://www.bigben-group.com">www.bigben-group.com</a>	PRESS CONTACT Cap Value – Gilles Broquelet <a href="mailto:gbroquelet@capvalue.fr">gbroquelet@capvalue.fr</a> - +33 (0)1 80 81 50 01