

SALES FOR THE FIRST 9 MONTHS OF FISCAL YEAR 2025-26 AT €124.2 M

NACON (ISIN FR0013482791) has today reported its consolidated sales for the first nine months of the 2025/26 financial year (nine months from 1 April 2025 to 31 December 2025).

| IFRS – M€ Sales | 2025-26 | 2024-25 | Change |
|--|--------------|-------------|---------------|
| 1 st Quarter (April-June) | 31.3 | 32.3 | -2.9% |
| 2 nd Quarter (Jul. -Sept.) | 46.8 | 44.8 | +4.5% |
| <i>3 rd Quarter (Oct. – Dec.)</i> | | | |
| <i>Games</i> | 46.1 | 52.9 | -12.8% |
| <i>Of which: Catalogue</i> | 25.9 | 25.4 | +1.9% |
| <i>Back catalogue</i> | 13.7 | 9.8 | +39.9% |
| <i>Accessories</i> | 12.2 | 15.6 | -21.8% |
| <i>Other⁽¹⁾</i> | 17.9 | 25.2 | -29.1% |
| | 2.4 | 2.3 | +4.6% |
| Cumulative 9 months (April-Dec.) | 124.2 | 129.9 | -4.4% |
| <i>Games</i> | 82.3 | 71.1 | +15.7% |
| <i>Of which: Catalogue</i> | 42.1 | 28.5 | +47.4% |
| <i>Back catalogue</i> | 40.2 | 42.6 | -5.5% |
| <i>Accessories</i> | 37.7 | 54.2 | -30.5% |
| <i>Other⁽¹⁾</i> | 4.2 | 4.5 | -6.6% |

(1) Mobile and Audio sales

Strong growth in "Catalogue" activity in Q3 2025-26

In the third quarter of 2025-2026 (October 1 – December 31), the sustained growth in "Catalogue" activity was not enough to offset the decline in the "Accessories" segment in the United States.

Games:

Total "Games" revenue grew by 1.9% compared to the same period last year and amounted to €25.9 million.

"Catalogue" activity (new Games) recorded strong growth of 39.9%, reaching €13.7 million. This performance is explained by the continued sales of ***Hell is Us™*** and by the launches during the quarter of Cricket 26 and ***Rennsport™***.

After two quarters showing growth, the "Back Catalogue", which includes Games released in previous fiscal years, generated €12.2 million in sales compared to €15.6 million last year. This variation is mainly attributable to a high basis of comparison and a market decline over the quarter.

Accessories:

Due to a US market still affected by the increase in customs duties, the "Accessories" activity amounts to €17.9 million, down 29.1% over the quarter. It should be noted that the decline in the United States is easing, decreasing from 66% in the second quarter to 38% in the third quarter.

Objectives for the 2025-26 financial year

Activity in the last quarter of the financial year will again be driven by the "Catalogue" editorial news with the release of several major games: **Styx : Blades of Greed™**, **GreedFall The dying world™**, **Gear-Club Unlimited 3™**, **Dragonkin : The Banished™**, and season 6 of **Test Drive Unlimited: Solar Crown™**.

The "Back Catalogue" Activity is expected to record revenue of the same order as that achieved in the 2024-2025 financial year.

The "Accessories" Activity remains affected by a lack of visibility in the US market. Europe, on the other hand, should benefit from accessory sales for the **Switch™2** and the upcoming February release of the 1st new generation **RIG R5 PRO HS** headset.

Despite recording an increase in its market share, the slowdown in the Accessories market and the video game market in the 3rd quarter have resulted in a revision of forecasts for the current financial year. Thus, NACON now anticipates 2025-2026 Activity comparable to that of the previous financial year.

Next press release:

Annual sales 2025-26, on April 27, 2026, after market close

ABOUT NACON

IFRS REVENUE 2024/2025: €167.9 M

NACON is a BIGBEN group company established in 2019 to optimize its expertise with strong synergy in the video game market. By bringing together 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, unique, competitive advantages.

OPERATING PROFIT 2024/2025: €1.1 M

Company listed on Euronext Paris, Compartment B – Indices: CAC Mid&Small ISIN: FR 0013482791; Reuters: NACON. PA; Bloomberg: NACON:FP

WORKFORCE

More than 1 000 employees

CONTACT:
Cap Value – Gilles Broquelet gbroquelet@capvalue.fr - +33 1 80 81 50 01

INTERNATIONAL

25 subsidiaries and a distribution network in 100 countries

<https://corporate.nacongaming.com/>