

# INVESTOR FACT SHEET

# D-BOX

DBO: TSX

JUNE 26, 2019

## An Immersive Entertainment Experience

# A GREAT POTENTIAL

## PROFILE

D-BOX redefines and creates hyper-realistic, immersive entertainment experiences by moving the body and sparking the imagination through motion.

This expertise is one of the reasons why D-BOX has collaborated with some of the best companies in the world to deliver new ways to enhance great stories. Whether it's for movies, video games, virtual reality applications, themed entertainment or professional simulation, D-BOX will make sure, you feel it all. D-BOX Technologies Inc. is a publicly traded Canadian company listed on the Toronto Stock Exchange (TSX: DBO). The head office is located in Montreal and offices are based in Los Angeles, USA and Beijing, China. For more information, please visit [d-box.com](http://d-box.com).

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## RECENT ACCOMPLISHMENTS

- D-BOX expands in Spain with Cinesa Luxe, a subsidiary of Odeon Group, an AMC Entertainment Company.
- D-BOX and Cineplex strengthen partnership to reach new milestone of 100 auditoriums.
- D-BOX inaugurated the first full screen of D-BOX recliner seats in Las Vegas with Maya cinemas last January.
- D-BOX signs with eSports Central to launch Montreal's first eSports Entertainment complex featuring 6 racing motion simulators.
- D-BOX signs Hoyts cinemas, a leading exhibitor in Australia, to equip 4 auditoriums with over 200 recliners.
- Subsequent to the fiscal year-end, D-BOX signed an agreement with PVR Cinemas, India's largest exhibitor. PVR operates a cinema circuit of more than 745 screens in 160 locations. The first agreement will include the installation of standard and recliner seats for four screens.

## MOTION SYSTEMS

D-BOX motion technology is precise, subtle and perfectly synchronized with the on-screen content.

## ENTERTAINMENT

### Commercial Theatre

#### Commercial Entertainment:

- Amusement park • Arcades • Museums and planetariums

#### Home Entertainment

## SIMULATION AND TRAINING

- Automotive • Flight • Heavy equipment/cranes
- Racing • Wellness

## VIRTUAL REALITY

for both the entertainment and the simulation and training markets.

## WHY D-BOX?

- **Strong existing and growing footprint** in the commercial theatre, the commercial entertainment, the VR and the simulation and training markets with many international established customers.
- **Granted patented motion system technology** addressing various markets creating an unmatched, realistic immersive experience (92 granted patents and 67 patents pending).
- **Scalable business model with recurring revenues** in the commercial theatre market.
- **Strategically positioned** for future convergence of virtual reality and the entertainment market.

## MARKET CAPITALIZATION AND CASH POSITION

Market capitalization of \$26 million as at June 26, 2019

Cash and cash equivalents of \$9.6 million as at March 31, 2019

## LISTING

TSX:DBO  
Toronto Stock Exchange (TSX)

## FISCAL YEAR-END

March 31

## HIGH/LOW

(52 weeks – June 26, 2019)  
\$0.255 – \$0.15

## RECENT PRICE

(June 26, 2019) \$0.15

## OUTSTANDING SHARES

(June 26, 2019)  
176.0 million Basic  
198.3 million Fully diluted

## AUDITORS

**Ernst & Young, LLP**  
800 René-Lévesque Blvd. West Suite  
1900, Montreal, Quebec  
H3B 1X9 Canada

## TRANSFER AGENT

**Computershare Investor Services**  
1500 Robert-Bourassa,  
Suite 700  
Montreal, Quebec H3A 3S8  
Canada  
Tel: 514-982-7888

## INVESTOR RELATIONS

**Steve Li**  
VP, investor relations  
Tel: 450-442-3003, ext. 403  
sli@d-box.com

## Jean-François Lacroix, CPA, CA

Chief Financial Officer  
Tel: 450-876-1227  
jflacroix@d-box.com

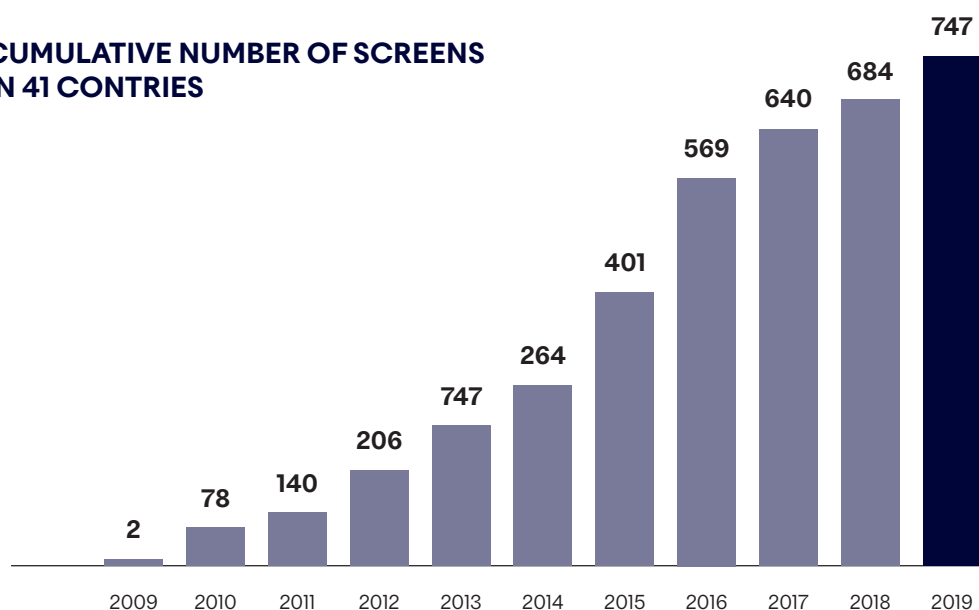
## FAST GROWING REVENUES

Fiscal Year-End (in thousands of CAD)	Q1 JUNE 30	Q2 SEPT. 30	Q3 DEC. 31	Q4 MARCH 31	TOTAL Fiscal Year
2019	9 512	8 086	8 258	8 308	34 164
2018	8 141	7 653	10 400	9 284	35 478
2017	7 662	6 331	6 803	10 613	31 409
2016	7 188	5 021	8 221	8 612	29 042
2015	4 560	4 354	4 994	6 680	20 588
2014	3 499	4 495	4 619	4 980	17 593
2013	3 568	3 708	3 392	3 585	14 253
2012	2 409	2 030	1 810	2 583	8 832

## ROLLOUT, COMMERCIAL THEATRES

747 Cumulative screens installed or to be installed as of March 31, 2019

## CUMULATIVE NUMBER OF SCREENS IN 41 COUNTRIES



## IN CONCLUSION

- **Worldwide commercial footprint.**
- **Unique and patented technology applicable in multiple markets.**
- **Fast-growing revenues, 23% CAGR over the last 8 fiscal years.**
- **Strong momentum in the commercial theatre:**
  - Licensing model generating recurring revenues;
  - Growing network of international partners;
  - Long-term agreements with exhibitors;
  - Continuous access to studio content from both Hollywood as well as other renowned studios in the world.
  - Better immersive solution which reduces motion discomfort associated with the VR experience.
- **Strong market positioning and commercially present in the Entertainment and the Simulation and Training markets**

DISCLAIMER IN REGARDS TO FORWARD-LOOKING STATEMENTS - Certain statements included herein, including those that express management's expectations or estimates of our future performance, constitute «forward-looking statements» within the meaning of applicable securities laws. Forward-looking statements are necessarily based upon a number of estimates and assumptions that, while considered reasonable by management at this time, are inherently subject to significant business, economic and competitive uncertainties and contingencies. Investors are cautioned not to put undue reliance on forward-looking statements. D-BOX disclaims any intent or obligation to update publicly these forward-looking statements, whether as a result of new information, future events or otherwise. This fact sheet should be read in conjunction with the company's financial statements and Management Discussion and Analysis which can be found at [www.sedar.com](http://www.sedar.com)

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