

Carentoir, January 28, 2016

2015 CONSOLIDATED ANNUAL SALES: +63%

Unaudited data (in € millions) From January 1 to December 31, 2015	<u>2015</u>	2014	<u>Change</u>
Fourth quarter			
Thrustmaster gaming accessories product lines	18.6	11.8	+58%
OEM*	0.2	0.0	-
Thrustmaster	18.8	11.8	+59%
Hercules digital peripheral devices	3.9	4.9	-20%
OEM*	0.5	0.3	+67%
Hercules	4.4	5.2	-15%
Total	23.2	17.0	+36%
Cumulative (12 months)			
Thrustmaster gaming accessories product lines	55.1	28.0	+97%
OEM	0.2	0.0	-
Thrustmaster	55.3	28.0	+98%
Hercules digital peripheral devices	9.3	11.6	-20%
OEM	1.2	0.7	+71%
Hercules	10.5	12.3	-15%
Total	65.8	40.3	+63%

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

With annual sales up 63% to €65.8 million, 2015 was a particularly dynamic year for the Group, thanks to Thrustmaster's 98% growth, and tempered by a 15% decrease in sales for Hercules. Over the period, the growth of Hercules' mass-market DJ products and wireless speakers was not yet able to compensate for the slowdown with respect to multimedia speakers for PC, whereas Thrustmaster positioned itself well in the joysticks market, while at the same time accentuating its leadership in racing wheels.

Significant commercial events in 2015

2015's commercial highlights included the following:

- Strengthening of the Group's geographical coverage for distribution, with products now being shipped to more than 85 countries worldwide.
- Growth in sales outside of France of more than 70%.
- Opening of a commercial subsidiary in China during the year's third quarter.
- Expansion of the Group's sales and marketing teams in North America, which now accounts for 25% of total sales.
- Strong positioning in the UK market, with sales quadrupling over the year.
- Rollout of the Group's gaming product lines in the South Korean market.

Thrustmaster

Thrustmaster achieved growth of 98% over the year, thanks to sales of racing wheels and joysticks in both the PC and console segments, and benefited from the launches of a number of car racing games – including Forza Motorsport® 6 in particular, released in September. Thrustmaster is now the sales leader in terms of game console racing wheels in Europe and North America. To generate this growth, Thrustmaster focused on expanding its racing products ecosystem aimed at fans of the genre, and on the launch of the T150 Force Feedback racing wheel for the PlayStation®4 console. Premium editions, with the T300 Ferrari Integral Racing Wheel Alcantara® Edition and the TX Racing Wheel Leather Edition, buoyed the brand's presence in the high end of the market.

Thrustmaster also launched the world's first joystick made for the PlayStation®4 console – T.Flight Hotas 4, officially licensed by Sony – to accompany War Thunder-style simulation games on this platform.

Hercules

In 2015, the Group focused its investments on its mass-market audio product lines.

- > <u>Digital DJing range</u>: In the DJing market, Hercules ranks among the leaders in mass-market controllers allowing users to get started in the world of mixing, and is adding to its range for advanced DJs. The launches of new products for the end-of-year holiday season resulted in growth in the mass-market DJing segment. The DJControl Jogvision console, aimed at advanced DJs, has been highly lauded for its unique functionalities including Air Control and has allowed Hercules to make a notable comeback in this segment.
- ➤ <u>WAE wireless audio range</u>: The Group has focused on outdoor uses for its wireless speakers, having launched the Hercules WAE Outdoor 04Plus in late June. At the CES 2016 trade show in Las Vegas, the new WAE Outdoor Rush speaker received the highly-coveted CES 2016 Innovation Awards Honoree distinction.

Prospects

With its lines of high-end racing wheels and joysticks, Thrustmaster is perfectly positioned for the upcoming launches of virtual reality headsets this year, and will allow gamers to experience a whole new level of realism in simulation games. The Group anticipates new sales growth in 2016.

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 11 countries (France, Germany, Spain, the UK, the United States, Canada, the Netherlands, Italy, Belgium, China [Hong Kong] and Romania) and distributes its products in more than 85 countries worldwide. The Group's mission is to offer high-performance, ergonomic products which maximize the enjoyment of digital interactive entertainment end users.

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