



D-BOX DEMONSTRATES A SIGNIFICANT INCREASE OF ITS FOURTH QUARTER SALES

Longueuil, (Québec), June, 19 2009 — D-BOX Technologies inc. «D-BOX», (DBO.A on the TSX Venture Exchange) announces revenues of \$4,442,655 for its 2009 fiscal year ending March 31, 2009, a 23% increase in comparison to the \$3,625,434 achieved for its 2008 fiscal year ended March 31, 2008. The net loss for the year amounts to \$5,327,138 (\$0.0572 per share) which compares to a net loss of \$4,916,997 (\$0.0603 per share) for the 2008 fiscal year.

For the three-month and fiscal year ended March 31 (in dollars per share with the exception of the loss per share)	Q4/2009	Q4/2008	Fiscal year	
			2009	2008
Revenues	1,076,872	725,046	4,442,655	3,625,434
Net Loss	(1,521,511)	(1,883,105)	(5,327,138)	(4,916,997)
Basic and diluted loss per share	(0.0162)	(0.0220)	(0.0572)	(0.0603)

Additional Highlights :

- Annual sales increased 23% while quarterly sales increased 49% compared to last year's corresponding periods;
 - D-BOX realises a breakthrough in the commercial theatre market with the recent installation of systems in four US cities and the presentation of two feature presentations incorporating motion technology. D-BOX continues to actively develop this new market, targeting a commercial model based for the most part on a royalty on each ticket sold;
 - D-BOX introduces during the year its new hybrid GPH-120 system (Video games and Home Theatre) which will carry a suggested retail price of \$US 2,999 (plus accessories) allowing to target a new category of consumers. This system is scheduled to be commercially available shortly coinciding with an expansion of the distribution network.
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Commenting on the yearly realisations, Mr. Claude Mc Master, President and CEO of D-BOX stated: " We continue to advance in the right direction as witnessed by the progression of our sales and the accelerated development of promising new markets. The recent launch in commercial theatres of the first feature presentations incorporating audio, video and motion (AVM) has proven to be an important success and amongst others, opens the road to a very interesting business model. We will continue to develop this market, which through an increase in visibility, should stimulate and support the eventual development of our traditional markets of home theatre and video gaming."

Fiscal year ended March 31, 2009

For the fiscal year ended March 31, 2008, revenues totalled \$4,442,655 or a 23% increase compared with the \$3,625,434 achieved in 2008. This increase is explained by sales of home entertainment systems which increased from \$2,165,590 last year to \$2,883,502 this year or 33%. This is partly explained by the allocation of resources and targeted sales and marketing efforts combined with the introduction of new products during the course of the last year. Sales to manufacturing customers in the commercial entertainment segment increased 7% to \$1,559,153 which compares to \$1,459,844 in 2008.

During the fiscal year ended March 31, 2009, gross profit amounted to \$1,686,828 (38% of revenues) compared to \$1,320,634 (36% of revenues) in 2008. This increase in gross margins is mostly explained by a higher sales volume and the favourable impact of exchange rate fluctuations which acted as a counterpart to higher manufacturing overhead costs explained by the expansion and outfitting of our production facilities earlier in the fiscal year.

For the fiscal year ended March 31, 2009, net loss and comprehensive loss amounted to \$5,327,138 (\$0.0572 per share) compared with \$4,916,997 (\$0.0603 per share) for the 2008 fiscal year. The increase in net loss and comprehensive loss in fiscal 2009 is mainly attributable to higher costs related to the payroll expansion in sales and marketing aimed at growing the Corporation's business and developing new opportunities, namely in the video gaming and commercial theatre markets.

Three-month period ended March 31, 2009

For the fourth quarter ended March 31, 2008, revenues amounted to \$1,076,872, up 49% from \$725,046 for the corresponding period last year. Sales of systems for home entertainment decreased 6% amounting to \$434,769 for the current fiscal year in comparison to \$462,301 last year. On the other hand, sales generated by manufacturing customers on the commercial entertainment side of the business, including our most significant customer in the arcades business, amounted to \$642,103 up 144% when compared to \$262,742 of sales generated in the fourth quarter of last year.

For the fourth quarter ended March 31, 2009, gross profit amounted to \$338,748 (31% of revenues) compared with \$236,213 (33% of revenues) for the corresponding period last year. This fluctuation of gross margin is also explained by the increase in the volume of sales and the favourable impact of exchange rate variances which offset the previously mentioned increase of fixed manufacturing costs.

For the fourth quarter ended March 31, 2009, net loss and comprehensive loss amounted to \$1,521,511 (\$0.0162 per share) compared with \$1,883,105 (\$0.0220 per share) for the fourth quarter of the 2008 fiscal year. The decrease in the quarterly net loss and comprehensive is mainly explained by the significant increase in sales, by better gross margins and the by the governmental assistance and refundable tax credits booked during the quarter.

Additional information in regards to the fiscal year and three-month period ending Marc 31, 2009

The financial information in regards to the three-month period and fiscal year ended March 31, 2009 should be read in conjunction with the financial statements and the interim management and discussion analysis dated June 17, 2009. These documents are available at www.sedar.com

Outlook

Generally, D-Box will focus development initiatives on three major areas: movie theatres, video games, and home theatre.

In the commercial theatre market, the Corporation intends to sign agreements with new exhibitors, to increase the number of sets installed at existing ones and to obtain additional movies from the studios. D-BOX believes that tapping into this potential new market could drive significant revenues while boosting recognition of D-BOX technology which in turn could stimulate the sales of home entertainment systems. In regards to the video game market, the Corporation mostly aims at expanding its sales and marketing network coinciding with the launch of the new hybrid GPH-120 system scheduled to be available shortly.

The Corporation will continue to closely monitor its level of cash while targeting a capital structure allowing for the realization of its business plan including the deployment of new commercial theatre rooms and the sales and marketing of its systems. As at March 31, 2009, there existed uncertainty in regards to the Corporation's ability to continue its activities without having to raise additional capital. The Corporation is seeking financing which will to ensure ongoing activities and the realization of its plan.

About D-BOX

D-BOX Technologies designs and manufactures leading edge high-technology motion systems mainly suited to the needs of the entertainment industry. With its unique, patented technology, « D-BOX Motion Code™ » uses motion codes specifically programmed for each film, TV program or video game, which are sent to a motion generating system integrated within either a platform or a seat. The resulting motion is perfectly synchronised with all onscreen action, creating an unmatched realistic, immersive experience. To date, D-BOX MOTION CODE™ is available on more than 850 titles. Accordingly, many prominent Hollywood studios have started embedding D-BOX MOTION CODE™ on many Blu-ray™ format releases. By reaching agreements with the leaders of both the motion picture and gaming industries, D-BOX's award-winning motion technology is gradually proving itself as a new global standard in the entertainment world.

D-BOX is a publicly traded company listed on the TSX Venture exchange under the symbol DBO.a. For further information please see www.d-box.com

D-BOX^(R) is a registered trademark and D-BOX MOTION CODE is a trademark of D-BOX Technologies Inc. Other names are for informational purposes only and may be trademarks of their respective owners.

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. We disclaim any intent or obligation to update publicly these forward looking statements, whether as a result of new information, future events or otherwise.

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