



D-BOX ANNOUNCES ITS BEST EVER QUARTERLY SALES

Longueuil, (Québec), February 23, 2009— D-Box Technologies Inc. «D-BOX» (DBO.A on the TSX venture exchange) announces revenues of \$1,227,340 for the third quarter of its 2009 fiscal year, ended December 31, 2008 which compares to revenues of \$949,117 for the third quarter of the 2008 fiscal year, ended December 31, 2007. The net loss for the quarter amounts to \$1,259,202 (\$0.0134 per share) which compares to a net loss of \$1,251,133 (\$0.0145 per share) for the corresponding quarter of the fiscal 2008 year.

Selected Financial Information

For the three month period ended December 31

(in dollars, except loss per share)

	Q3/2009 December 31, 2008	Q3/2008 December 31, 2007
Revenues	1,227,340	949,117
Net Loss and comprehensive loss	(1,259,202)	(1,251,133)
Basic and diluted loss per share	(\$0.0134)	(\$0.0145)
	As at December 31, 2008	As of March 31, 2008
Cash and cash equivalents	1,836,169	4,376,881
Short-term investments	4,145,464	4,074,953
Total short-term liquidities	5,981,633	8,451,834

Additional Highlights

- Sales increased 29% to reach a quarterly record of \$1,227,340 which compares to \$949,117 \$ achieved last year. ;
- D-BOX introduces at the Consumer Electronic Show (CES) held in Las Vegas its new hybrid GPH-120 system (Video games and Home Theatre) which will carry a suggested retail price of \$US 2,999 allowing to target a new category of consumers. This system is scheduled to be commercially available early in the summer of 2009 coinciding with an expansion of the distribution network. ;
- The acceptance of D-BOX's technology continues to progress as witnessed by the total number of Blu-Ray™ embedded movies by D-BOX's supporting studios. Their cumulative number increased to 36 titles as at December 31, 2008 compared to 7 titles as at December 31, 2007. Considering the titles in Blu-Ray™ format and those in DVD format, D-BOX's library now counts more than 850 titles. ; and
- D-BOX announces that the Mann Chinese 6 Theatre of Los Angeles has accepted to present the first feature presentation incorporating its motion technology. The first commercial presentation of a motion picture incorporating audio, video and motion (AVM) would be a worldwide premiere.

Commenting on the quarterly accomplishments, Mr. Claude Mc Master, President and Chief Executive Officer of D-BOX stated: « We continue to advance in the right direction as witnessed by the increase in quarterly sales and the signing of new business agreements. Furthermore, we believe we've recently taken the proper steps to support this trend by announcing the near-term commercial launch of our more affordable hybrid system, the GPH-120, mainly targeting the video game market, one of the most promising for D-BOX. »

According to our plan, the commercial launch of this system which will carry a suggested retail price of \$US 2,999 should coincide with the addition of new distributors as well as with the introduction of a direct Web based sales model for the video gaming sector. At the same time, we anticipate presenting a first motion picture incorporating audio, video and motion (AVM), a worldwide premiere, at Los Angeles' Mann Chinese 6 Theatre. Despite targeting a separate market, this excellent showcase should significantly enhance our visibility and stimulate interest for home theatre and video gaming systems. »

Three-month period ending December 31, 2008

For the third quarter of fiscal 2009 ended December 31, 2008, revenues totalled \$1,227,340 compared with \$949,117 for the corresponding period last year or a 29% increase. This increase is explained by sales of home entertainment products which increased from \$511,108 to \$874,033 or 71%. This increase stands at 39% when we exclude this quarter's favourable impact of the \$US exchange rate fluctuation compared to the same quarter last year. Sales to manufacturing clients in the commercial entertainment segment decreased 19% to \$353,306 which compares to \$438,009 last year. Our main commercial customer within the arcades' sector felt the slowdown associated with the current global economic context.

For the third quarter, gross profit amounted to \$551,046 (45% of sales) compared with \$302,318 (32% of sales) for the prior year corresponding period. This gross profit variation is mainly explained by the higher sales volume and the favourable impact of the evolution of the exchange rate.

For the third quarter of fiscal 2009, net loss and comprehensive loss amounted to \$1,259,202 (\$0.0134 per share) compared with a net loss of \$1,251,133 (\$0.0145 per share) for the corresponding period last year. The increase in gross margin compensated for higher sales and marketing, administrative and research and development expenses.

The financial information in regards to the three-month period ended December 31, 2008 which is described above as well as the information in regards to the nine-month period ended December 31, 2008 described hereafter should be read in conjunction with the financial statements and the interim management and discussion analysis dated December 31, 2008. These documents are available at www.sedar.com

Nine-month period ended December 31, 2008

For the nine-month period ended December 31, 2008, revenues amounted to \$3,365,783, up 16% from \$2,900,388 for the corresponding period last year. This revenue growth was driven by a 44% increase in sales of home entertainment products to \$2,448,733 from \$1,703,288 a year ago. This increase stands at 35% when we exclude the favourable evolution of the exchange rate between both periods and is explained by the addition of new points of sale, including the expansion of the Corporation's network of specialty stores, the positioning of resources and sales and marketing initiatives, as well as increased market share prompted by new product launches over the past year. Furthermore, sales to manufacturers in the commercial entertainment segment fell 23%, totalling \$917,050 in the first nine months of fiscal 2009 compared with \$1,197,100 for the corresponding period of 2008. While, they remained significant, the weighting in terms of total revenues of sales generated from the arcades market fell from 41% of total revenues last year to 27% of total revenues for the current fiscal year.

For the nine-month period, net loss and comprehensive loss amounted to \$3,805,627 (\$0.0410 per share) compared with \$3,033,892 (\$0.0383 per share) for the corresponding period last year. The increase in net loss and comprehensive loss for the nine-month period 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.

Outlook

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

In the home entertainment segment, the Corporation intends to expand its sales and distribution network for its motion systems. More specifically, the Corporation expects to interest new distributors to its hybrid GPH-120 system which is scheduled to be available within a few months with a suggested

retail price of \$US 2 999. At the same time, D-BOX will accelerate the development of its direct sales structure (Internet) in order to support the expansion of its product line.

As previously indicated, in regards to the commercial entertainment market, D-BOX will concentrate its efforts to ensure a successful launch at the Mann Chinese 6 theatre in Los Angeles of a world premiere, the first commercial version of a feature presentation incorporating audio, video and motion (AVM). At the same time, the Corporation will continue its negotiations with other exhibitors as well as with movie studios to obtain new titles. Tapping into this potential new market could drive significant revenues in the medium term while boosting recognition of D-BOX technology which in turn could stimulate the sales of home entertainment systems.

Current economic conditions may create challenging markets for the sale of D-BOX products and have an impact on the Company's future profitability.

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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