

WHY INVEST?

D-BOX creates realistic immersive experiences through haptic solutions, engaging the body and sparking the imagination with motion, vibration, and texture. Whether in movies, video games, music, VR, themed entertainment, or professional simulation, D-BOX creates a sense of presence that makes life resonate like never before. D-BOX Technologies Inc. (TSX: DBO) is headquartered in Montreal with an office in Los Angeles.

- A LEADING GLOBAL INDUSTRY PLAYER WITH ADVANCED HAPTIC TECHNOLOGY AND A STRONG PORTFOLIO OF IP
 - Turnkey solutions leveraging proprietary integrated technology, reflecting extensive know-how gained through years of R&D, capital investment and multiple industry collaborations.



Software **D-BOX HAPTICODE**



Software/Hardware **HAPTIC** PROCESSOR



Hardware D-BOX **ACTUATORS** 130+

Patents granted and pendin**g**

\$30M

CAPEX invested 2009-2024

\$40M

Total sales FY 2024

A FOCUSED STRATEGY: TARGETING THREE KEY COMMERCIAL MARKETS

ENTERTAINMENT

THEATRICAL



Unique haptic cinema seats create an immersive viewing experience. This technology is used in cinemas, theme parks, and other entertainment venues.

SIM RACING



Leading-edge dynamic motion racing simulators that provide realistic physical feedback. Designed for training, entertainment, and competitive simulation racing.

SIM & TRAINING

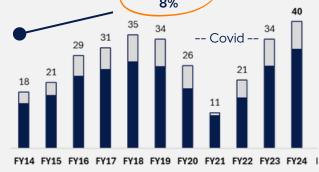


Highly reliable simulation and training solutions for aviation, military, and medical fields. Haptic motion replicates turbulence, engine vibrations, and other dynamics in flight, automotive, and heavyequipment simulators.

WHY INVEST?



TOTAL REVENUES



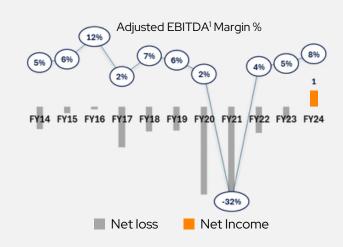
Cash from operations: \$5M Q2-LTM*

☐ Royalties

- Available liquidity: \$13M*
- Strong balance sheet with positive net cash position*

*30/09/2024

PROFITABILITY: FY24 MARKED AN INFLECTION POINT



1) Adjusted EBITDA is a non-IFRS measures. For definition and reconciliation refer to the "Non-IFRS financial performance measures" section of the Company's latest MD&A at www.sedarplus.ca. Adjusted EBITDA margin is defined as adjusted EBITDA divided by total revenues. CAGR is a non-IFRS measure and is provided for informational purposes to show the average annual growth rate over a specified period. Prior results are not indicative of future performance and may be subject to significant fluctuations due to various factors and uncertainties. See cautionary statement further.

AN ESTABLISHED ECOSYSTEM OF INDUSTRY-LEADING CUSTOMERS AND STRATEGIC PARTNERS

System sales

Longstanding key relationships across our 3 commercial markets.

- ENTERTAINMENT: D-BOX has forged strong ties with major film studios, exhibitors, and prominent players in sim racing. Notably, these include exclusive agreements with the FIA, along with partnerships with Mercedes-Benz and Kindred Concepts (F1® Arcade).
- SIM & TRAINING: D-BOX has established connections with large clients seeking entry-level training simulators.

~150 partnerships (resellers/integrators)













DBOX

MARKET READINESS AND FAVORABLE SECTOR TRENDS

Millennials and younger generations are driving the experience economy, as well as the rise of premium offerings including the rise of entertainment centers - sim racing, esports etc.

Continued progress in haptics, AI, and robotics are creating new and attractive opportunities in sim & training, as we bridge the gap between real life and virtual training.

A SEASONED AND ALIGNED LEADERSHIP TEAM AT D-BOX



Sébastien MailhotPresident & CEO



Sébastien Boire Lavigne



Jean-Francois GagnonSVP Sales and Marketing



Joshua Chandler CFO

WHY INVEST?



D-BOX's management team holds deep industry expertise. CEO Sebastien Mailhot has held multiple key leadership positions at D-BOX over the past 10 years, demonstrating both financial acumen and an entrepreneurial mindset. Sebastien Boire Lavigne, CTO, brings nearly three decades of experience in international technology management and product development.

With a wealth of B2B sales expertise in the theatrical sector, Jean-Francois Gagnon is poised to lead D-BOX into its next phase of global growth as SVP Sales & Marketing.

Appointed in 2024 as CFO, Josh Chandler (CFA, MBA) brings over twenty years of leadership experience in strategy, corporate development, finance, and operations across multiple industries.

Together, they are well-positioned to execute D-BOX's vision and deliver value to shareholders.



BECOMING A GLOBAL LEADER IN HAPTIC AND IMMERSIVE ENTERTAINMENT

H1FY-2025 DRIVING PROFITABILITY

- Strategic focus on 3 key commercial markets
- Driving profitability through cost discipline and efficiency gains
- Strengthened balance sheet capacity & flexibility

FY 2021–2024 STREAMLINING THE BUSINESS, DEVELOPING B2B AND B2B2C MODEL

- Post-pandemic recovery and return to growth trajectory following industry-wide slowdown tied to Covid
- Focused on core strengths and strengthened B2B partnerships
- Continuous innovation in motion technology Continued Global expansion
- Capital raise of \$5.7M through public offering (2021)

FY 2015-2020 DIVERSIFICATION OF ENTERTAINMENT REVENUES

- Reduction of technology costs paves the way for the experience economy
- D-BOX becomes the first haptic system officially licensed by the FIA (2020)
- New bank funding round (2020) to ramp up R&D
- D-BOX entered strategic partnerships with major film studios

FY 2009-2015 MAJOR EXPANSION IN THEATRICAL

- D-BOX successfully integrated its motion technology in the film Fast & Furious (Universal Pictures) /
 Canadian exhibition chain Cineplex opened its first. D-BOX location (2009)
- D-BOX launched its first haptic platform (2012)
- Initial entry into sim racing and sim & training
- Encoding first European films
- D-BOX listed on TSX in 2011

FY 2001-2009

HOME ENTERTAINMENT FOUNDATION AND EARLY ENTRY INTO COMMERCIAL SALES

FY 1998-2001 FOUNDATION AND EARLY DEVELOPMENT

Founded in Montreal, Canada, the company noticed customers purchasing multiple subwoofers for motion effects and therefore developed motion technology, launching its first-generation D-BOX motion seating systems for the entertainment and gaming sectors. D-BOX listed on TSX Venture in 2000.

CAUTIONARY STATEMENT

Certain information included in this document may constitute "forward-looking information" within the meaning of applicable Canadian securities legislation. Forward-looking information may include, among others, statements regarding the future plans, activities, objectives, operations, strategy, business outlook, and financial performance and condition of the Company, or the assumptions underlying any of the foregoing. In this document, words such as "may", "would", "could", "will", "likely", "believe", "expect", "anticipate", "intend", "plan", "estimate" and similar words and the negative form thereof are used to identify forward-looking statements. Forward-looking statements should not be read as guarantees of future performance or results, and will not necessarily be accurate indications of whether, or the times at or by which, such future performance will be achieved. Forward-looking information, by its very nature, is subject to numerous risks and uncertainties and is based on several assumptions which give rise to the possibility that actual results could differ materially from the Company's expectations expressed in or implied by such forward-looking information and no assurance can be given that any events anticipated by the forward looking information will transpire or occur, including but not limited to the future plans, activities, objectives, operations, strategy, business outlook and financial performance and condition of the Company. Forward-looking information is provided in this document for the purpose of giving information about Management's current expectations and plans and allowing investors and others to get a better understanding of the Company's operating environment. However, readers are cautioned that it may not be appropriate to use such forward-looking information for any other purpose. Forward-looking information provided in this document is based on information available at the date hereof and/or management's good-faith belief with respect to future events and are subject to known or unknown risks, uncertainties, assumptions and other unpredictable factors, many of which are beyond the Company's control. The risks, uncertainties and assumptions that could cause actual results to differ materially from the Company's expectations expressed in or implied by the forward-looking information include, but are not limited to, the ability to increase royalty-based revenue and generate profitable growth. These and other risk factors that could cause actual results to differ materially from expectations expressed in or implied by the forward-looking information are discussed under "Risk Factors" in the Company's annual information form for the fiscal year ended March 31, 2024, a copy of which is available on SEDAR+ at www.sedarplus.ca. Except as may be required by Canadian securities laws, the Company does not intend nor does it undertake any obligation to update or revise any forward-looking information contained in this press release to reflect subsequent information, events, circumstances or otherwise. The Company cautions readers that the risks described above are not the only ones that could have an impact on it. Additional risks and uncertainties not currently known to the Company or that the Company currently deems to be immaterial may also have a material adverse effect on the Company's business, financial condition or results of operations.

The summarized financial data presented may not capture all relevant information or risks, and users are encouraged to review the complete set of financial statements to obtain a comprehensive view of the company's financial health and to understand the basis of any estimates, judgments, or uncertainties that may impact the financial results.

