

DBO: TSX The Entertainment and Industrial Markets:

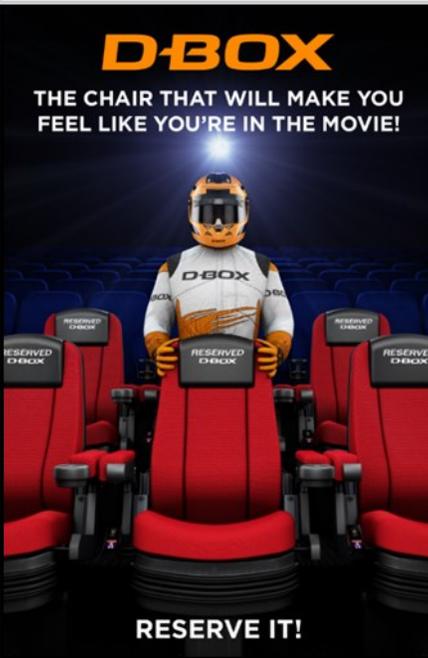
A Very Large Potential

MOTION SYSTEMS

Creating a non-distracting realistic immersive experience through patented technology, with many applications

ENTERTAINMENT

Commercial Theatre
Home Entertainment



INDUSTRIAL

Simulation and training, amusement parks, museums and planetariums, casinos, health



PROFILE

D-BOX Technologies Inc. designs, manufactures and commercializes cutting-edge motion systems intended for the entertainment and industrial markets. This unique and patented technology uses motion effects specifically programmed for audio visual content which are sent to a motion system integrated into either a platform, a seat or any other product. The resulting motion is in perfect harmony with the video and audio, thus creating an unparalleled realistic immersive experience. D-BOX is a public company whose shares are traded on the Toronto Stock Exchange under the symbol DBO. For more information, please visit www.d-box.com.

D-BOX®, D-BOX Motion Code®, LIVE THE ACTION®, MOTION ARCHITECTS® and MOVE THE WORLD® are trademarks of D-BOX Technologies Inc. Other names are for informational purposes only and may be trademarks of their respective owners.

WHY D-BOX?

- Strong existing and growing footprint in the commercial theatre and industrial markets with international established customers.
- Patented motion system technology addressing various markets creating an unmatched, realistic immersive experience.
- Scalable business model with recurring revenues in the commercial theatre market (current rate of between 4M - 5M CA\$ per year).
- Strategically positioned for future convergence of virtual reality and the entertainment market.

RECENT ACCOMPLISHMENTS

- Continuous and strategic deployment of our motion technology with theatre chains during the second quarter of this fiscal year ended September 30, 2015:
 - » D-BOX continues its deployment in China, one of the fastest growing market in the world for commercial theatre exhibitors. As at September 30, 2015, D-BOX had 10 screens installed in the country compared to 1 screen installed as at September 30, 2014. Furthermore, D-BOX is actively pursuing its business development activities in this high-potential country.
 - » D-BOX demonstrates its capacity to participate in the convergence between virtual reality and the entertainment world by establishing a partnership with Sony Pictures Entertainment (SPE) in the context of the launch of the Goosebumps movie. This partnership will serve as an important technological showcase for the D-BOX immersive experience in eleven cities across North America.
 - » 420 screens installed or in backlog representing an increase of 33% in the last twelve months.
- Progression in the industrial market with the installation of two new sites: the Museo Interactivo Audiovisual of Las Condes (Chile) (www.mui.cl), and the Richmond Olympic Experience (ROX), the first member of the network of museums of the international Olympic Committee located in North America (www.therox.ca).

MARKET CAPITALIZATION AND CASH POSITION

Market capitalization of \$45,9 million as at November 10, 2015

Cash and cash equivalents of \$11.5 million as at September 30, 2015

LISTING

DBO
Toronto Stock Exchange (TSX)

FISCAL YEAR-END

March 31

HIGH/LOW

(52 weeks – November 10, 2015)

\$0.39 – \$0.17

RECENT PRICE

(November 10, 2015)

\$0.27

OUTSTANDING SHARES

(November 10, 2015)

163.8 M Basic

183.5 M Fully diluted

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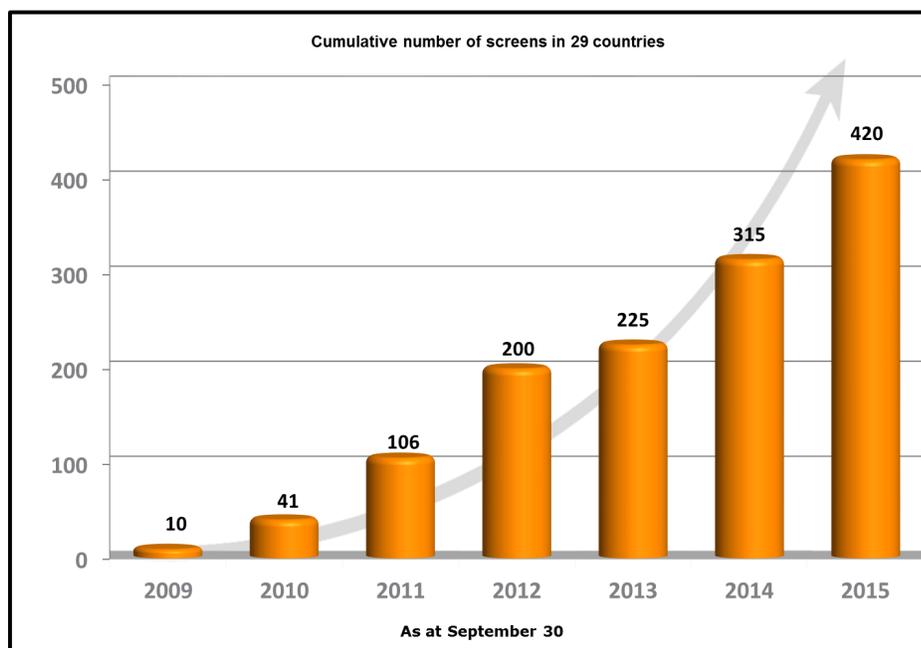
www.d-box.com

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
2016	7,188	5,021	-	-	12,209
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

420 CUMULATIVE SCREENS INSTALLED OR TO BE INSTALLED AS OF SEPTEMBER 30, 2015



IN CONCLUSION

- Worldwide commercial footprint.
- Unique and patented technology applicable in multiple markets.
- Fast-growing revenues, 33% last 3 years.
- Strong momentum in the commercial theatre:
 - » Licensing model generating recurring revenues
 - » Growing network of international partners
 - » Long-term agreements with exhibitors
- Strong market positioning and commercially present in the entertainment and simulation and training sectors.

Disclaimer in regards to forward-looking statements – This document may contain “forward-looking statements” that could present a number of risks and uncertainties. Forward-looking statements are typically identified by the words “believe”, “expect”, “anticipate”, “intend”, “estimate” and similar expressions. Actual results could differ materially from those contemplated by these forward-looking statements as a result of certain factors. In light of these risks and uncertainties, there can be no assurance that the results and events contemplated by the forward-looking information will in fact transpire. Readers are cautioned not to place undue reliance on these forward-looking statements. 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.