

DBO: TSX

The Entertainment and The Simulation & Training Markets:

A Very Large Potential

MOTION SYSTEMS

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

ENTERTAINMENT

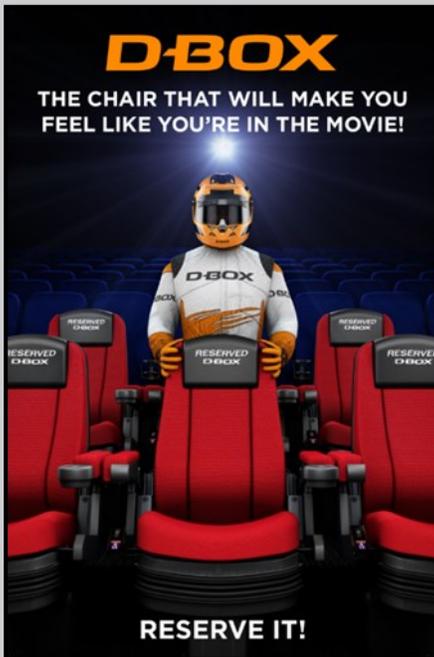
Commercial Theatre
Home Entertainment:

- Home Theatre
- Home Video Games

Themed Entertainment:

- Amusement parks
- Arcades
- Museums and planetariums

Virtual reality for entertainment applications



SIMULATION AND TRAINING

- Automotive
- Flight
- Heavy equipment/cranes
- Racing
- Wellness
- Virtual reality



PROFILE

D-BOX Technologies Inc. designs, manufactures and commercializes cutting-edge motion systems intended for the Entertainment and the Simulation and Training markets. This unique and patented technology uses motion effects specifically programmed for each 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 on-screen action, 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 the simulation and training markets with many 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 run rate in excess of 5M CA\$ per year).
- Strategically positioned for future convergence of virtual reality and the entertainment market.

RECENT ACCOMPLISHMENTS

- Growth of 49% of screens installed or in backlog from 402 as at June 30, 2015 to 600 as at June 30, 2016.
- Continuous development of our entertainment business activities in China with the hiring of local sales and marketing resources and the opening of a Beijing office.
- Introduction of a second generation of actuators (D-BOX Gen II) for the simulation and training market. This latest evolution of its motion-cueing solutions provides adopters an unprecedented range of creativity and flexibility and will contribute opening new markets for D-BOX.
- Partnership with The Virtual Reality Company (VRC) to collaborate on numerous upcoming projects. VRC is a Los Angeles-based virtual reality (VR) content studio production company. Through this partnership, D-BOX will be part of movie-creating process and will hold a better position in the value creation chain surrounding the production of new content.

MARKET CAPITALIZATION AND CASH POSITION

Market capitalization of
\$121 million as at August 11, 2016

Cash and cash equivalents of
\$13.1 million as at June 30, 2016

LISTING

DBO
Toronto Stock Exchange (TSX)

FISCAL YEAR-END

March 31

HIGH/LOW

(52 weeks – August 11, 2016)
\$0.70 – \$0.225

RECENT PRICE

(August 11, 2016)

\$0.69

OUTSTANDING SHARES

(August 11, 2016)

175.0 M Basic

205.1 M Fully diluted

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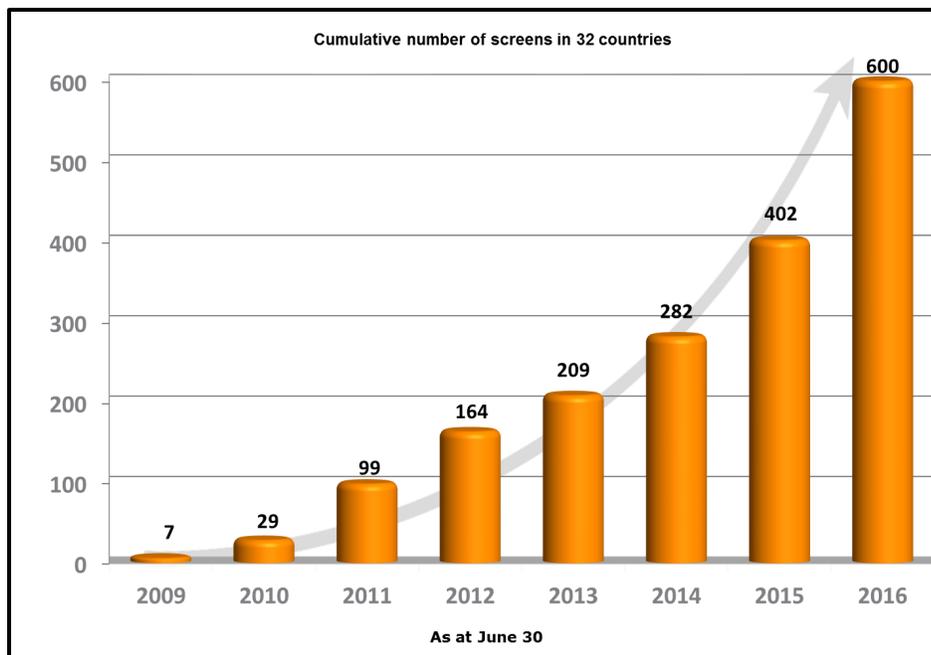
WEBSITE

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
2017	7,662	—	—	—	7,662
2016	7,188	5,021	8,221	8,612	29,042
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 600 CUMULATIVE SCREENS INSTALLED OR TO BE INSTALLED AS OF JUNE 30, 2016



IN CONCLUSION

- Worldwide commercial footprint.
- Unique and patented technology applicable in multiple markets.
- Fast-growing revenues, 35% CAGR over the last 4 fiscal years.
- Strong momentum in the commercial theatre:
 - » Licensing model generating recurring revenues
 - » Growing network of international partners
 - » Long-term agreements with exhibitors
 - » Continuous access to Hollywood's main studio content
- Strong market positioning and commercially present in the Entertainment and the Simulation and Training markets.

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.