## Ad-hoc Release



Tuesday, 15 May 2007

**Q1 2007** 

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The *bwin* Group has over 11 million registered customers (including 7 million play money customers) in over 20 core target markets. Operating under international and regional licences in countries like Gibraltar, Kahnawake (Canada), Belize and Germany, Italy, Mexico, Austria and the United Kingdom, the Group has set itself the goal of becoming the number one address for sports betting, games and entertainment via digital distribution channels. The Group offers sports betting, poker, casino games, soft and skill games, as well as audio and video streams on top sporting events such as the German Bundesliga. The parent company *bwin* Interactive Entertainment AG has been listed on the Vienna Stock Exchange since March 2000 (ID code BWIN, Reuters ID code BWIN.VI). Further information about the Company can be found on its investor relations website at www.bwin.ag.

## **Q1 2007**

#### **Notes**

This report contains statements about possible future developments that have been made on the basis of information currently available. These statements reflect the present opinion of the Executive Board with respect to such future events, and should not be taken as a guarantee of future performance, since they entail risks and uncertainties that are difficult to predict. For many different reasons, actual events or circumstances may differ significantly from the assumptions made for such statements.

For the sake of better clarity, the selected key figures are both pro forma consolidated and reported at equity.

#### Highlights

Significant improvement of results for *bwin* – now world's biggest publicly listed online gaming provider

## Q1 2007 (pro forma consolidated)

- Gross gaming revenues of EUR 89.4 million (Q1 2006: EUR 71.3 million excl. US operations)
- Gross revenue from sports betting EUR 50.1 million (Q1 2006: EUR 39.2 million); sports betting margin of 9.5 per cent
- Total revenues of EUR 90.3 million (Q1 2006: EUR 66.3 million excl. US operations)
- 729,000 active and 182,000 new active real-money customers
- EBITDA of EUR 23.2 million (Q1 2006: EUR 14.8 million)
- Result after tax EUR 9.9 million (Q1 2006: EUR 1.5 million)
- Regulatory developments

Significant improvement of results for *bwin* – now world's biggest publicly listed online gaming provider

For the first time ever in Q1 2007 now ended, *bwin* was able to achieve the goal it had pursued since 2004 of becoming the Number One world–wide, in terms of both the number of active customers and gross and net gaming revenues. At the same time the reorientation of the Company's strategy announced two quarters ago has been successfully implemented, and significantly better results reported.

# Development of business in first quarter of 2007

 Gross gaming revenues of EUR 89.4 million (Q1 2006: EUR 71.3 million excl. US operations)

In Q1 2007 **bwin** generated gross gaming revenues (sum of gross gaming revenues from betting operations, poker, casino and games) of EUR 89.4 million. This was equivalent to an increase of 25.4 per cent compared to Q1 2006 excluding US operations. The gross gaming revenues generated from the poker, casino and games sectors amounted to EUR 19.7 million (Q1 2006: EUR 14.5 million excl. US operations), EUR 16.1 million (Q1 2006: EUR 14.6 million

excl. US operations) and EUR 3.5 million (Q1 2006: EUR 3.0 million excl. US operations) respectively.

## • Gross revenue from sports betting EUR 50.1 million (Q1 2006: EUR 39.2 million); sports betting margin of 9.5 per cent

Gross revenues from sports betting rose by 27.8 per cent compared to Q1 2006 to EUR 50.1 million, with a sports betting margin of 9.5 per cent. As already announced, *bwin* anticipates that the sports betting margin for the year will be in a bandwidth of between 8 and 10 per cent.

#### • Total revenues of EUR 90.3 million (Q1 2006: EUR 66.3 million excl. US operations)

Net gaming revenues (gross gaming revenues less all deductions such as betting duties, casino taxes and bonuses granted to customers) amounted to EUR 81.4 million in Q1 2007. This represented in increase of 28.0 per cent compared to Q1 2006 (EUR 63.6 million excl. US operations). In Q1 2007 *bwin* also generated revenues in the amount of EUR 5.2 million (Q4 2006: EUR 5.2 million) from the international marketing of rights to the games in the first and second German Soccer League divisions. This item was first reported as revenue in Q3 2006. Overall *bwin* increased its total revenues to EUR 90.3 million in Q1 2007, a rise of 36.0 per cent by comparison to Q1 2006 (EUR 66.3 million excl. US operations).

#### • 729,000 active and 182,000 new active real-money customers

Although the number of active customers in Q1 2007 rose by 10.7 per cent compared to Q1 2006, from 658,000 (excl. US operations) to 729,000, this indicator fell by 6.1 per cent compared to Q4 2006 (776,000 excl. US operations). A total of 182,000 customers were active for the first time in Q1 2007 (Q1 2006: 259,000 or Q4 2006: 213,000, excl. US operations in each case). The decline in new active customers and less effective churn management by comparison were attributable mainly to a drastic reduction in the marketing budget. Various inertia effects, particularly in the case of sport sponsoring, produced an unfavourable marketing mix in Q1 2007. This will persist for the next three quarters, and can only be completely optimized during the course of the coming year. In the short term, the Company could therefore face weaknesses in the activation of customers and less dynamic growth of new customers. Apart from this, at the beginning of March 2007 the Company also temporarily suspended its offering of online gaming products in Turkey.

The cost (including bonuses) per new active customer was EUR 167 (Q1 2006: EUR 165), down 24.6 per cent compared to Q4 2006 (EUR 221). However, it may not be possible to sustain this positive trend in view of the growing competition on the European market.

#### • EBITDA of EUR 23.2 million (Q1 2006: EUR 14.8 million)

In Q1 2007 *bwin* successfully implemented its strategic reorientation as announced, and improved earnings before interest, taxes, depreciation and amortization (EBITDA) to EUR 23.2 million, an increase of 56.9 per cent compared to the same period the previous year (Q1 2006: EUR 14.8 million).

#### **Marketing expenses**

As a result of the strategic reorientation already announced, marketing expenses of EUR 24.7 million in Q1 2007 were dramatically down by comparison to both Q1 2006 (EUR 41.0 million) and Q4 2006 (EUR 36.9 million). A total of EUR 5.5 million in customer bonuses were issued in Q1 2007, equivalent to around 6.2 per cent of gross gaming revenues.

#### Personnel expenses

Personnel expenses of EUR 15.9 million rose significantly compared to the previous year (Q1 2006: EUR 10.4 million). The number of staff as of the reporting date 31 March 2007 was 911 employees (31 March 2006: 681). As in previous quarters, this increase was mainly attributable to the growth strategy which the Company is still pursuing, particularly in the areas of IT development and business development.

#### Other expenses

Although the *bwin* Group's other expenses rose to EUR 26.5 million (Q1 2006: EUR 23.8 million), this figure was nevertheless significantly below the amount of EUR 34.0 million reported for Q4 2006. This reflects the successful implementation of *bwin*'s campaign to increase efficiency.

Banking expenses fell from EUR 8.9 million in Q1 2006 to EUR 6.8 million in Q1 2007. Expenses for services rendered (services by third-parties, Internet charges) rose from EUR 4.7 million in Q1 2006 to EUR 6.7 million in Q1 2007, and as in previous quarters were attributable increases in the external software development and a significant expansion in the range of live streams offered. Expenses for consulting, particularly legal consulting, amounted to EUR 4.9 million in Q1 2007 compared to EUR 3.1 million in Q1 2006. Expansion of the Group's infrastructure (expansion of Stockholm and Vienna offices) resulted in costs of EUR 2.2 million (Q1 2006: EUR 1.9 million). Currency differences accounted for EUR 0.4 million in Q1 2007 (Q1 2006: EUR 2.1 million).

#### • Result after tax EUR 9.9 million (Q1 2006: EUR 1.5 million)

**bwin** recognized depreciation and amortization in the amount of EUR 10.9 million in Q1 2007 (Q1 2006: EUR 13.3 million). Rights in the German Soccer League resulted in amortization in the amount of EUR 4.8 million. Non-cash amortization resulting from acquisitions was reduced from EUR 9.1 million in Q1 2006 to EUR 1.8 million in Q1 2007 due

to the impairment taken in Q4 2006. Operating income rose from EUR 1.5 million in Q1 2006 to EUR 12.3 million in Q1 2007. A profit after tax and third-party interests of EUR 9.9 million was reported for Q1 2007, as compared to a profit of EUR 1.5 million for the comparable period the previous year.

#### Regulatory developments

The development of the European online gaming industry continues to be significantly influenced by the judgement passed down by the European Court of Justice (ECJ) in November 2003 in the so-called "Gambelli" case. According to the ECJ judgement, limitations on the cross-border provision of services must be justified for urgent reasons of the public interest, such as the protection of consumers or combating fraud, as well as being suitable and necessary for the achievement of such goals. If, for example, a member state introduces restrictions on private games of chance for reasons of consumer protection, these must actually have the purpose of reducing the opportunities for gambling. This is not the case if, on the one hand, a state prohibits private games of chance, whilst on the other promoting state lotteries and games of chance in order to generate additional revenues for the Treasury. On 6 March 2007, the ECJ confirmed and further elucidated the principles established in Gambelli in the so-called "Placanica" case. In the opinion of the ECJ, any restrictions imposed by national legislation must be specifically examined to determine whether they represent a suitable means of achieving the objective specified by the member state involved, and that they do not go further than necessary for the achievement of this objective.

Against the background of the ECJ's rulings, it is doubtful whether some of the national gaming monopolies that still exist are in conformity with EU legislation. As shown by their predominantly aggressive acquisition tactics, state gaming monopolies are almost entirely oriented towards generating revenue for the state, and cannot therefore be justified by "compelling reasons" of public interest. Moreover, in the opinion of many distinguished legal experts, in the majority of cases restrictions on cross-border services are inadmissible because they go beyond what is necessary to achieve the declared objectives.

The European Commission only recently initiated the next stage of infringement proceedings against Finland, Denmark and Hungary by sending reasoned opinions, and also sent further letters of warning to Germany and the Netherlands. Notwithstanding this and the judgements of the ECJ, the European market continues to be characterized by innumerable protectionist measures introduced by governments with a view to protecting their state monopolies. The situation in Germany, in particular, is still characterized by discussion of a state treaty on gaming designed to impose a general ban on online gaming. There are also a number of ongoing court cases between state gaming providers and authorities on the other hand, and private providers and their advertising partners on the other. Especially in Germany, for instance, several federal states have instituted injunction proceedings against **bwin**. In France, investigations are still pending into an alleged infringement of the French gaming monopoly by the members of the Executive Board. Finally, even in Austria a

previously unknown provider recently applied for an injunction (including an application for the issue of a temporary injunction) against *bwin*.

Due to the massive political pressure particularly in recent months to retain the state monopoly situation, this situation of legal uncertainty at Community level is likely to persist for several years. Nevertheless, the *bwin* Group will continue to exhaust all the legal possibilities to combat such measures, citing in particular the European Union's basic freedoms of services and establishment.

## **Selected Key Figures**

For the sake of better clarity, the selected key figures are reported both pro forma consolidated and at equity.

Overview 1: **bwin** Group (including **bwin** e.K.) shown using pro forma consolidation

EUR 000	Q1/2007	Q1/2006	2006	2005	2004
Betting turnover					
of which sports betting	525,826	426,961	1,992,314	1,085,845	378,678
of which casino	16,129	21,523	78,933	33,842	12,827
of which poker	19,711	33,588	114,740	9,857	445
of which games	3,505	2,995	13,533	5,506	1,147
Total	565,171	485,067	2,199,520	1,135,050	393,097
Gross gaming revenues	89,426	97,290	381,839	143,985	51,987
of which gross gaming revenue sports	50,081	39,184	174,633	94,780	37,568
betting					
Gross gaming revenue sports betting in	9.5%	9.2%	8.8%	8.7%	9.9%
%					
Betting duties, casino taxes, commissions	-2,539	-2,446	-10,284	-7,099	-2,951
& licences					
Customer bonuses	-5,524	-7,801	-42,984	-9,852	-1,824
Net gaming revenues					
of which sports betting	45,083	34,677	147,290	82,088	34,532
of which casino	14,970	20,262	73,434	30,265	11,300
of which poker	18,197	29,459	95,950	9,857	446
of which games	3,113	2,645	11,897	4,824	936
Total net gaming revenues	81,363	87,043	328,571	127,034	47,214
Other revenues	8,896	3,002	22,810	5,440	3,661
Total revenues	90,259	90,045	351,381	132,474	50,875
Expenses	-67,061	-75,261	-358,429	-117,388	-44,610
of which personnel	-15,867	-10,431	-53,601	-18,163	-10,032
of which marketing	-24,730	-40,976	-189,851	-71,862	-21,765
of which other expenses	-26,464	-23,854	-114,977	-27,363	-12,813
EBITDA	23,198	14,784	-7,048	15,086	6,265
Non cash marketing expenses			-		-1,260
Ord. depreciation	-9,072	-4,249	-27,418	-7,390	-4,402
Ord. depreciation on assets after	-1,794	-9,088	-36,350	-	
acquisition	, .	-,			
Impairment	-	-	-516,642	-	_
EBIT	12,332	1,447	-587,458	7,696	603
Consolidated profit/loss before tax	11,039	953	-590,526	8,052	976
Consolidated profit/loss after tax	9,916	1,450	-539,599	6,377	-2,520
of which taxes	-948	1,007	52,461	2,243	-1,716
Balance sheet total	303,779	845,078	288,678	123,959	62,096
Cash and cash equivalents and securities	78,832	106,341	64,764	44,607	33,513
Shareholders' equity	72,803	601,959	61,155	73,527	42,312
As % of balance sheet total	24.0%	71.2%	21.2%	59.3%	68.1%
New registrations	397,754	_	1,851,922	1,037,556	
		411,544	<u>'</u>	<u> </u>	372,449
Number of bets placed	57,277	52,619	225,021	126,956	48,892
(sports betting) in 000	625.054	F07.743	4 5/ / 027	747.01.6	250 / 02
Number of active customers	635,051	587,713	1,544,027	717,846	259,403
(sports betting)					
Number of new active customers	160,653	232,233	1,054,411	542,447	180,511
(sports betting)					
Number of active customers	93,728	277,829	535,487	324,125	-
(bwin Games AB's own sites)					
Number of new active customers	20,975	63,334	254,094	238,791	-
(bwin Games AB's own sites)					

Overview 2: **bwin** Group (including **bwin** e.K.) shown using the "at-equity" method

EUR 000	Q1/2007	Q1/2006	2006	2005	2004
Betting turnover					
of which sports betting	525,820	426,958	1,992,298	1,085,833	378,663
of which casino	16,129	21,523	78,933	33,842	12,827
of which poker	19,711	33,588	114,740	9,857	445
of which games	3,505	2,995	13,533	5,506	1,147
Total	565,165	485,064	2,199,504	1,135,038	393,082
Gross gaming revenues	89,420	97,287	381,824	143,972	51,971
of which gross gaming revenue sports	50,075	39,181	174,618	94,767	37,552
betting					
Gross gaming revenue sports betting in %	9.5%	9.2%	8.8%	8.7%	9.9%
Betting duties, casino taxes, commissions	-11,689	-14,228	-54,333	-39,022	-19,712
& licences		,	0.1,000	***************************************	
Customer bonuses	-4,811	-6,404	-35,119	-7,470	-1,372
Net gaming revenues			•		· · ·
of which sports betting	36,640	24,289	111,091	52,534	18,205
of which casino	14,970	20,262	73,434	30,265	11,300
of which poker	18,197	29,459	95,950	9,857	446
of which games	3,113	2,645	11,897	4,824	936
Total net gaming revenues	72,920	76,655	292,372	97,480	30,887
Other revenues	10,955	4,078	29,196	9,121	5,544
Total revenues	83,875	80,733	321,568	106,601	36,431
Expenses	-62,321	-66,530	-329,961	-93,174	-31,157
of which personnel	-15,623	-10,253	-52,538	-17,591	-9,603
of which marketing	-21,432	-33,459	-167,740	-51,919	-11,062
of which other expenses	-25,266	-22,818	-109,683	-23,664	-10,492
EBITDA	21,554	14,203	-8,393	13,427	5,274
Non cash marketing expenses	21,334	14,203	-	-	-1,260
Ord. depreciation	-8,924	-4,105	-26,836	-6,870	-3,910
Ord. depreciation on assets after	-1,794	-9,088	-36,350	-	- 3,310
acquisition	1,134	3,000	30,330		
Impairment	_	_	-516,642	_	
EBIT	10,836	1,010	-588,221	6,557	104
Consolidated profit/loss before tax	10,641	688	-591,510	7,015	45
Consolidated profit/loss after tax	9,916	1,450	-539,599	6,377	-2,520
of which taxes	-725	1,072	52,644	2,481	-1,586
Balance sheet total	294,100	831,104	277,552	113,708	56,209
Cash and cash equivalents and securities	74,616	103,721	60,395	41,324	31,516
Shareholders' equity	72,275	602,180	60,799	73,334	42,159
- · · ·			· · · · · · · · · · · · · · · · · · ·		
As % of balance sheet total	24.6%	72.5%	21.9%	64.5%	75.0%
New registrations	397,754	411,544	1,851,922	1,037,556	372,449
Number of bets placed (sports betting) in 000	57,277	52,619	225,021	126,956	48,892
Number of active customers	635,051	587,713	1,544,027	717,846	259,403
(sports betting)	,		,- · · · · · · · ·	.,	,
Number of new active customers	160,653	232,233	1,054,411	542,447	180,511
(sports betting)	_30,033	-52,255	-,,		_00,511
Number of active customers	93,728	277,829	535,487	324,125	
(bwin Games AB's own sites)	33,120	211,023	555,701	J_ +1J	
Number of new active customers	20,975	63,334	254,094	238,791	
(bwin Games AB's own sites)	20,515	77,75	254,054	250,152	

# Operations Excluding US Business

The unaudited figures shown here explain the performance of the *bwin* Group excluding the US business and therefore differ from the audited results of the financial year 2006.

Overview 1: **bwin** Group (including **bwin** e.K.) shown using pro forma consolidation

EUR 000	Q1/2007	Q1/2006	Q2/2006	Q3/2006	Q4/200 <b>6</b>	2006
		excluding US business				
Gross gaming revenues						
of which sports betting	50,081	39,185	41,640	44,373	49,435	174,633
of which casino	16,129	14,581	14,178	14,344	16,506	59,609
of which poker	19,711	14,532	14,327	14,423	17,490	60,772
of which games	3,505	3,011	3,494	3,477	3,551	13,533
Total gross gaming revenues	89,426	71,309	73,639	76,617	86,982	308,547
Net gaming revenues						
of which sports betting	45,083	34,680	31,615	37,704	43,291	147,290
of which casino	14,970	13,402	12,979	13,206	14,868	54,455
of which poker	18,197	12,806	12,549	12,488	13,147	50,990
of which games	3,113	2,662	3,056	3,042	3,137	11,897
Total net gaming revenues	81,363	63,550	60,199	66,440	74,443	264,632
Other revenues	8,896	2,796	3,420	5,402	10,459	22,077
Total revenues	90,259	66,346	63,619	71,842	84,902	286,709
Expenses	-67,061	-61,971	-85,131	-80,272	-79,293	-306,667
of which personnel	-15,867	-9,126	-11,586	-12,268	-15,904	-48,884
of which marketing	-24,730	-36,001	-54,018	-46,481	-35,377	-171,877
of which other expenses	-26,464	-16,844	-19,527	-21,523	-28,012	-85,906
EBITDA	23,198	4,375	-21,512	-8,430	5,609	-19,958

Overview 2: **bwin** Group (including **bwin** e.K.) shown using the "at-equity" method

EUR 000	Q1/2007	Q1/2006	Q2/2006	Q3/2006	Q4/2006	2006
		excluding	excluding	excluding	excluding	excluding
		US business				
Gross gaming revenues						
of which sports betting	50,075	39,182	41,634	44,369	49,433	174,618
of which casino	16,129	14,581	14,178	14,344	16,506	59,609
of which poker	19,711	14,532	14,327	14,423	17,490	60,772
of which games	3,505	3,011	3,494	3,477	3,551	13,533
Total gross gaming revenues	89,420	71,306	73,633	76,613	86,980	308,532
Net gaming revenues						
of which sports betting	36,640	24,293	22,880	29,302	34,616	111,091
of which casino	14,970	13,402	12,979	13,206	14,868	54,455
of which poker	18,197	12,806	12,549	12,488	13,147	50,990
of which games	3,113	2,662	3,056	3,042	3,137	11,897
Total net gaming revenues	72,920	53,163	51,464	58,038	65,768	228,433
Other revenues	10,955	3,871	4,969	7,270	12,353	28,463
Total revenues	83,875	57,034	56,433	65,308	78,121	256,896
Expenses	-62,321	-53,241	-70,404	-81,993	-72,561	-278,199
of which personnel	-15,623	-8,949	-11,349	-11,942	-15,580	-47,820
of which marketing	-21,432	-28,485	-40,837	-49,776	-30,668	-149,766
of which other expenses	-25,266	-15,807	-18,218	-20,275	-26,313	-80,613
EBITDA	21,554	3,793	-13,971	-16,685	5,560	-21,303

# Consolidated Financial Statements

The consolidated balance sheet, consolidated income statement, consolidated cash flow statement and the consolidated statement of changes in shareholders' equity are shown using the at-equity method.

#### **Consolidated Balance Sheet**

As of 31.03.2007 - IFRS in comparison with figures as of 31.12.2006.

EUR 000	31.03.2007	31.12.2006
Assets		
Non-current assets		
Intangible assets	125,811	132,828
Tangible assets	19,740	18,260
Financial assets	6,072	5,295
Investments in associated companies	1,550	444
Deferred tax	446	473
	153,619	157,300
Current assets	·	·
Receivables and other assets	54,506	52,875
Securities	28,568	28,676
Cash and cash equivalents	46,048	31,719
Prepaid expenses	11,359	6,982
<u> </u>	140,481	120,252
Total	294,100	277,552
Liabilities and shareholders' equity		,
Shareholders' equity		
Share capital	32,603	32,603
Additional paid-in capital	593,731	592,306
Treasury shares	-343	-343
Exchange rate differences	757	1,385
Revaluation reserve	4,300	3,536
Retained earnings	-558,773	-568,688
Shares of other partners	· -	
·	72,275	60,799
Non-current liabilities	·	<u> </u>
Provision for obligation towards	354	329
employees		
Liabilities marketing rights (long term)	31,428	31,428
Deferred tax	2,939	2,829
Liabilities relating to takeovers	74,047	74,047
(long term)	i i	
	108,768	108,633
Current liabilities		
Liabilities	93,811	90,787
Provisions	14,613	11,531
Other liabilities and deferred income	4,633	5,802
	113,057	108,120
Total	294,100	277,552

## **Consolidated Income Statement**

For the first quarter of 2007 – IFRS in comparison with the first quarter of 2006.

	01.01.2007	04 04 3006
EUR 000	- 31.03.2007	01.01.2006 - 31.03.2006
Sports betting turnover	525,820	426,958
Customer winnings – sports betting	-475,745	-387,777
Revenues casino	16,129	21,523
Revenues poker	19,711	33,588
Revenues games	3,505	2,995
Sales commissions	-9,151	-11,781
Betting duties	-1,136	-358
Licence fees	-1,402	-2,089
Customer bonuses	-4,811	-6,404
Net gaming revenues	72,920	76,655
Other operating income	9,993	3,678
Other capitalized costs	962	400
Total revenues	83,875	80,733
Expenses for services rendered	-6,691	-4,710
Personnel expenses	-15,623	-10,253
Marketing expenses	-21,432	-33,459
Other operating expenses	-18,575	-18,108
Expenses	-62,321	-66,530
EBITDA	21,554	14,203
Ord. depreciation/amortization of licences	-2,757	-10,177
and customer bases		
Ord. depreciation/amortization of tangible	-7,961	-3,016
assets (and intangible assets)		
Impairment	-	-
EBIT	10,836	1,010
Interest income/expenses	-1,301	-500
Securities income/expenses	-	_
Income from investments in associated	1,106	178
companies		
Profit/loss before income taxes (and	10,641	688
third-party interests)		
Income tax; taxes deferred	-725	1,072
Profit/loss before third-party interests	9,916	1,760
Third-party interests	-	-310
Consolidated profit/loss after tax	9,916	1,450
Earnings per share (undiluted)*	0.304	0.050
Earnings per share (diluted)*	0.303	0.050

<sup>\*</sup> Differences caused by exercise of option rights under the ESOP

#### **Consolidated Cash Flow Statement**

For the period of 1 January – 31 March 2007 – IFRS in comparison with 1 January – 31 March 2006.

EUR 000	01.01.2007 - 31.03.2007	01.01.2006 - 31.03.2006
Cash flow from operating activities	19,343	5,158
Cash flow from investing activities	-5,014	-206,976
Cash flow from financing activities	-	258,995
Change in cash flow in reporting period	14,329	57,176
Cash and cash equivalents at beginning of period	31,719	18,896
Cash and cash equivalents at end of period	46,048	76,072

## Consolidated Statement of Changes in Shareholders' Equity

For the period of 1 January – 31 March 2007 – IFRS in comparison with 1 January – 31 March 2006.

EUR 000	01.01.2007 - 31.03.2007	01.01.2006 - 31.03.2006
Shareholders' equity at beginning of reporting period (adjusted)	60,799	73,334
Surplus/deficit on revaluation of properties and investments	763	-1,558
Change in shareholders' equity due to currency translation differences	-628	72
Other gains and losses not recognized in the income statement	-	45
Profit/loss for period	9,916	1,450
Dividends (payment) Change due to issue of share capital	1,425	528,837
Change of own shares		-
Rounding differences	-	-
Shareholders' equity at end of period	72,275	602,180