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:Q4 & FINANCIAL YEAR 2005

:AD-HOC PRESS RELEASE
WEDNESDAY, 1 MARCH 2006

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Investors:
Konrad Sveceny, Investor Relations
BETandWIN.com Interactive Entertainment AG
1010 Vienna, Boersegasse 11, Austria
Tel.: +43-1-585 60 44-2208
investorrelations@betandwin.ag
www.betandwin.ag

Press:
Karin Klein, Corporate Communications
BETandWIN.com Interactive Entertainment AG
A 1010 Vienna, Boersegasse 11, Austria
Tel.: +43-1-585 60 44-2200
press@betandwin.com
www.betandwin.ag



With over two million registered customers, the **betandwin** Group is the leading provider of online gaming products in continental Europe, and has set itself the goal of becoming the world's leading address for sports betting, gaming and entertainment on the Internet. Operating under licences issued in Austria, Germany, the United Kingdom, Italy and Gibraltar, the company's subsidiaries and affiliated companies offer sports betting, casino games, soft games, and person-to-person applications via Internet and mobile telephone. BETandWIN.com 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.betandwin.ag.

Exciting entertainment and gaming pleasure can also be found on the following websites: www.betandwin.com and www.playit.com.



:Q4 & FINANCIAL YEAR 2005

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. In the full consolidation, all the assets and liabilities, revenues and expenses of a subsidiary are included in the consolidated financial statements, and group receivables and liabilities are eliminated along with intra-group revenues and intermediate profits. In capital consolidation, any value of an investment exceeding the market value of its assets less liabilities is recognized as goodwill. In “at equity” consolidation the prorated profit/loss of a subsidiary is shown in a line of the income statement after deduction of amortization of the goodwill shown for the investment and other prorated intermediate profits. This increases or decreases the value of the investment accordingly. This method of consolidation – also referred to as single-line consolidation – generally produces the same consolidated result as full consolidation.

In order to ensure better comparability with other publicly listed companies, and in line with internationally established practice, with effect from Q3 2005 turnover from the casino, games and poker sectors has been shown only as gross gaming revenues (betting turnover less customer winnings).

Due the use of automated methods of calculation, rounding differences may occur in the totals of rounded amounts and percentages.

HIGHLIGHTS

Q4 2005 (PRO FORMA CONSOLIDATED)

- Gross gaming revenues of EUR 47.7 million, up 145%
- EBITDA of EUR 6.7 million, up 49%
- Consolidated profit after tax of EUR 5.0 million, up 109%

FINANCIAL YEAR 2005 (PRO FORMA CONSOLIDATED)

- Gross gaming revenues of EUR 144 million in 2005 almost trebled compared to 2004
- EBITDA of EUR 15.1 million, up 141%
- Some 718,000 active and 542,000 new active betting customers, up 177% and 201% respectively
- Consolidated profit after tax of EUR 6.4 million after a loss of EUR 2.5 million in 2004

DEVELOPMENT OF BUSINESS IN FOURTH QUARTER OF 2005

• Gross gaming revenues of EUR 47.7 million, up 145%

In the period under review **betandwin** reported gross gaming revenues (total gross gaming revenues from betting operations, casino, poker and games) of EUR 47.7 million, an increase of 145%. Gross gaming revenues (betting turnover less customer winnings) from sports betting totalled EUR 29.6 million, up 116%. This was equivalent to a gross winnings margin of 8.2%. Casino operations, poker and games generated turnover (equivalent to gross gaming revenues) of EUR 18.1 million, EUR 11.7 million of which was attributable to casino operations (up 140%), EUR 4.0 million to poker (up 788%), and EUR 2.4 million to games (up 409%).

• EBITDA of EUR 6.7 million, up 49%

Although **betandwin** significantly increased its marketing and personnel expenses as planned, it still reported earnings before interest, taxes, depreciation and amortization (EBITDA) of EUR 6.7 million for the fourth quarter of 2005. This compares with EUR 4.5 million in Q4 2004.

In order to further consolidate **betandwin's** position in a fast growing European online gaming market, the marketing budget was increased compared to Q4 2004, and accounted for around 64% of total expenses. Marketing expenses of EUR 26.6 million compared to EUR 7.4 million in the same period the previous year, an increase of 261%. The Company considerably expanded its customer base as a result. Some 357,000 new registrations were recorded during the period under review, up 199%. The number of active sports betting customers rose to 465,000, a rise of 210%. There was also a significant rise in the number of new active sports betting customers, to 184,000, up 234%. The key indicator of cost per new active customer (CPA minus total marketing expenses divided by the number of new active sports betting customers) declined compared to Q3 2005, from EUR 158 to EUR 145.

Personnel expenses accounted for EUR 5.8 million (Q4 2004: EUR 2.9 million, up EUR 100%). This also included non-cash expenses in the amount of EUR 1.4 million due to the application of IFRS2 (Share-based Payment). As at the reporting date of 31 December 2005, the Company employed 388 people, including freelancers (31 December 2004: 191 employees, up 197). A significant increase in employment levels as planned was due to the Company's growth strategy, a course which will be maintained in the current financial year.

Other expenses amounted to EUR 9.1 million (Q4 2004: EUR 4.5 million, up 103%). They included expenses for bank charges, IT services, external odds calculation, consulting, investor relations, etc. With effect from Q3 2005, these are now reported excluding software licences, which are already included in the item net gaming revenues. As in previous quarters, these increases were largely due to expenses developing in direct proportion to the growing volume of business. These included the cost of banking transactions, which were up from

EUR 2.0 million to EUR 3.8 million. Consulting expenses amounted to EUR 1.3 million (Q4 2004: EUR 0.6 million).

Operating income (EBIT) totalled EUR 3.5 million (Q4 2004: EUR 2.78 million, up 25.9%). **betandwin** reported a quarterly result before tax of EUR 3.6 million (Q4 2004: EUR 2.9 million, up 24.9%).

- **Consolidated profit after tax of EUR 5.0 million, up 109%**

After capitalization of deferred taxes and recognition of minority interests, consolidated profit after tax totalled EUR 5.0 million (Q4 2004: EUR 2.4 million, up 109%). Minority interests relate to third-party shares in connection with past investments / **betandwin** e.K. and acquisitions / Playit.com Ltd., beteurope.com.

DEVELOPMENT OF BUSINESS IN FINANCIAL YEAR 2005

- **Gross gaming revenues of EUR 144 million in 2005 almost trebled compared to 2004**

In 2005 the Company generated gross gaming revenues (betting turnover less customer winnings) of EUR 144.0 million from its betting and casino operations, poker and games. This was equivalent to an increase of 177% compared to 2004. This development reflected the marked increase in new customers, driven by a growing interest in online gaming products in continental Europe, and the Company's successful marketing strategy coupled with its rapid geographical expansion in a market for online sports betting that is still developing rapidly.

Gross gaming revenues from sports betting totalled EUR 94.8 million in the year under review, an increase of 152% compared to the previous year. Sports betting accounted for some 66% of total gross gaming revenues. By comparison, in 2004 this figure was approximately 72%. This relative decline was due mainly to the Company's successful product diversification with the rapid growth of its poker business.

In 2005 the Company reported a gross winnings margin of 8.7% from sports betting, as against 9.9% in the year 2004. This figure was therefore within the communicated bandwidth of 8 to 10%.

Driven by a rapid increase in new active customers for sports betting, casino turnover (defined as customer stakes less customer winnings) rose 164%, from EUR 12.8 million in the year 2004 to EUR 33.8 million in 2005. As in previous years, the casino product was not advertised externally in the year under review.

This marked increase in turnover should be seen against the background of the high cross-selling potential of an allround provider like betandwin offering sports betting, casino, poker and games.



Poker turnover totalled EUR 9.8 million in the financial year under review, accounting for about 6.8% of all gross gaming revenues. **betandwin** has been offering poker since the end of the third quarter of 2004, reporting a turnover of EUR 0.4 million for that year. Like the Company's casino product, poker has so far hardly been advertised externally at all.

The Games product group generated turnover (equivalent to gross gaming revenue) of EUR 5.5 million in the year under review. Measured in terms of a turnover of EUR 1.1 million in the year 2004, this represented an increase of 381%. The reason for this massive increase lay in the introduction of a variety of new games during the year under review. The payout rate in the games sector was again over 90% as in the year 2004.

• **EBITDA of EUR 15.1 million, up 141%**

Despite a significant increase in marketing and personnel expenses as budgeted (including non-cash expenses in connection with IFRS2), EBITDA (earnings before interest, taxes, depreciation, and amortization) for the year 2005 rose by EUR 6.3 million compared to the previous year to EUR 15.1 million.

In addition to investment designed to establish the **betandwin** brand as rapidly as possible – like the sponsoring agreement with the Portuguese soccer league and cooperations with leading clubs and championships – extensive offline marketing activities such as print and TV campaigns helped the Company to gain significant market shares in its core target markets. This tapped into future earnings potential and expanded **betandwin's** market position.

A corresponding increase in personnel expenses as a result of the Company's rapid geographical expansion went hand in hand with a rise in the volume of services, which rose from EUR 10.0 million to EUR 18.2 million. This also included non-cash expenses due to the application of IFRS2 (Share-based Payment) in the amount of EUR 2.5 million. A charge of EUR 0.6 million was made to personnel expenses in 2004 as a result of expenses in connection with share options. The development of bank charges – which were the largest component of other operating expenses, accounting for 44% – was largely in line with the growing number of customers.

• **Some 718,000 active and 542,000 new active betting customers, up 177% and 201% respectively**

In the financial year under review **betandwin** was once again able to steadily implement the growth strategy announced in mid 2004. Compared to 2004, the number of active sports betting customers increased by 458,000 to 718,000. In the year 2005, 542,000 of these were new active sports betting customers. This was equivalent to an increase of 201% compared to 2004.

Over a million new registrations were recorded in the year 2005, an increase of 179% compared to 2004's 372,000 new registrations. **betandwin** had over two million registered customers as of the reporting date of 31 December 2005.

- **Consolidated profit after tax of EUR 6.4 million after a loss of EUR 2.5 million in 2004**

A profit after tax and third-party interests of EUR 6.4 million was reported for the financial year 2005, following a loss of EUR 2.5 million the previous year.

Update on Ogame acquisition

As reported on 16 December 2005, **betandwin** is to acquire 100% of the shares of Ogame solutions AB („Ogame“) subject to certain conditions. The transaction should be concluded in the first four months of the current financial year as planned, provided the conditions specified in the sales contract – such as approval by **betandwin**'s Supervisory Board and financing of the purchase price – are met.

The purchase price to be paid for 100% of Ogame's shares will be determined using a contractually agreed multiplier of 5.37 times Ogame's gross gaming revenues less customer bonuses reported for the financial year 2005. Ogame reported gross gaming revenues less customer bonuses of EUR 95.5 million for the financial year under review. This means that **betandwin** will have to pay a purchase price of EUR 512.7 million.

betandwin expects to shortly be able to announce the fundraising required to enable the completion of the acquisition of Ogame.

SELECTED KEY FIGURES

Ogame's gross gaming revenues for 2005 totalled EUR 107.5 million, an increase of 145% compared to gross gaming revenues of EUR 43.5 million reported for the year 2004. Of this amount, EUR 102.6 million, or 95.4%, was accounted for by gross gaming revenues on the B2C sector, and EUR 4.9 million, or 4.6%, on the B2B sector.

Despite a significant rise in investments, Ogame increased its operating income (EBIT) by 78%, from EUR 14.7 million in the year 2004 to EUR 26.2 million. Profit after tax was up 80%, from EUR 10.6 million in the year 2004 to EUR 19.1 million in the financial year under review. Ogame's customer base is made up of the company's own customers on the one hand, and customers of the Ogame partner network on the other.

Ogame had a total of 355,300 active (“real money“) customers in Q4 2005 (247,260 of them the company's own customers, and 108,040 network customers). The definition of “active customer“ is a customer who has played for “real money“ at least once during the period under review.



Out of a total of 126,810 new active (“real money”) customers in Q4 2005, 67,816 were the company’s own customers. 58,994 new active customers were recorded in partner networks, especially as a result of Coral/Eurobet’s joining the network in the fourth quarter. Ogame had a total of 353,284 new active (“real money”) customers in FY 2005 (238,780 of them the company’s own customers, and 114,504 network customers).

The definition of “new active customer” is a customer who has played for “real money” for the first time and at least once during the period under review.

Facility agreement

The **betandwin** Group has entered into a two year EUR 100,000,000 facility agreement with The Royal Bank of Scotland Plc in order to assist the Group with the planned Acquisition and to provide it with a flexible source of finance for general corporate purposes.

OUTLOOK

At the end of 2005 **betandwin** acquired the exclusive international marketing rights to the German Soccer League and the Second Division for the next three seasons up to and including 2008/2009. The media rights acquired include all international television broadcasting as well as online and mobile rights.

The sportsman media group will act as **betandwin**’s exclusive distribution partner for these rights in close cooperation with the German Soccer League. The companies have presented an innovative concept to the German Soccer League aimed at making the league a global technology pioneer in the flexible utilization of a wide variety of distribution channels and ensuring comprehensive global media coverage. **betandwin** will therefore be able to use its rights to the first and second German divisions to stream selected games to its non-German customers live via its online platform www.betandwin.com

betandwin is increasingly becoming a “House of Games”, with sports, fun and entertainment in all areas of gaming. It is with this in mind that the Company will continue to expand its product offering in 2006. The **betandwin** Racebook, a channel featuring horse and dog racing, is currently under development, and the Company plans to widen its offering in 2006 by adding games of skill like backgammon and chess.

The year 2006 has started promisingly for **betandwin**. Both gross gaming revenues and active customers have developed more positively than anticipated during the first few weeks of the year. In 2006 **betandwin** intends to continue expanding at an above-average rate for this industry. The Company will continue to focus on growth in 2006, aiming to report at least three-figure growth in revenues as well as an improved EBITDA margin.

After the acquisition of Ogame has been successfully completed, the main task will be to integrate the Ogame poker platform both technologically and organizationally, creating a base from which to work towards becoming a global leader. In this context, the Company is



currently examining the possibilities for expansion into selected South American and Asian markets.

This ad-hoc press release does not represent an offer or an invitation to subscribe for or purchase shares in **betandwin** in jurisdictions where such an offer or invitation is not permitted, including, without limitation, Australia, Canada, Japan or the United States.

betandwin's shares have not and will not be registered under the United States Securities Act 1933, as amended (the "Securities Act") or with any authority of any state of the US, or the applicable securities laws of Australia, Canada or Japan, and may not be offered or sold in the US or to, or for the account of, any US persons (as defined in Regulation S (as defined in the Securities Act) except pursuant to an exemption from, or in a transaction not subject to, the registration requirements of the Securities Act, or in or into Australia, Canada or Japan or to any person resident in Australia, Canada or Japan.

SELECTED KEY FIGURES

In order to ensure better comparability with other publicly listed companies, and in line with internationally established practice, with effect from Q3 2005 turnover from the casino, poker and games sectors has been shown only as net winnings (betting turnover less customer winnings).

Overview1: **betandwin** Group (incl. **betandwin** e.K.) shown using pro forma consolidation

EUR 000	Q4/2005	Q4/2004	2005	2004	2003
Betting turnover - new notation					
of which sports betting	361,863	134,928	1,085,847	378,679	169,619
of which casino	11,650	4,860	33,840	12,827	6,414
of which poker	3,979	446	9,848	446	-
of which games	2,449	481	5,517	1,146	132
Total	379,941	140,715	1,135,052	393,098	176,165
Gross gaming revenues	47,671	19,478	143,984	51,983	30,464
of which gross gaming revenue sports betting	29,593	13,691	94,779	37,564	23,918
Gross gaming revenue sports betting in %	8.2%	10.1%	8.7%	9.9%	14.1%
Betting duties, casino taxes, commissions & licences	-1,249	-1,382	-7,097	-2,944	-6,533
Net gaming revenues					
of which sports betting	29,587	12,895	91,474	36,099	18,383
of which casino	10,640	4,311	30,457	11,371	5,416
of which poker	3,979	446	9,848	446	-
of which games	2,216	444	5,108	1,125	132
Total gaming revenues	46,422	18,096	136,887	49,039	23,931
Other revenues	1,852	1,200	5,439	3,665	3,520
Total revenues	48,274	19,296	142,326	52,704	27,451
Expenses	-41,522	-14,772	-127,238	-46,440	-20,953
of which personnel	-5,815	-2,915	-18,161	-10,032	-6,753
of which marketing	-26,566	-7,365	-81,709	-23,589	-6,897
of which other expenses	-9,141	-4,492	-27,368	-12,819	-7,303
EBITDA	6,752	4,524	15,088	6,262	6,498
Non cash marketing expenses	-	-1,260	-	-1,260	-720
Depreciation	-3,258	-485	-7,391	-4,402	-3,665
EBIT	3,494	2,779	7,697	602	2,113
Consolidated profit/loss before tax	3,566	2,857	8,051	974	3,026
Consolidated profit/loss after tax	5,006	2,399	6,377	-2,520	508
of which taxes	2,460	-427	2,245	-1,716	-1,423
Balance sheet total	123,958	62,096	123,958	62,096	52,573
Cash and cash equivalents and securities	44,606	33,513	44,606	33,513	25,493
Shareholder' equity	73,527	42,312	73,527	42,312	42,347
As % of balance sheet total	59.3%	68.1%	59.3%	68.1%	80.5%
New registrations	356,623	119,069	1,037,556	372,449	213,711
Number of bets placed (sports betting)	44,891,345	17,529,983	126,956,260	48,892,129	22,121,816
Number of active customers (sports betting)	464,692	150,070	717,846	259,403	129,606
Number of new active customers (sports betting)	183,645	54,908	542,447	180,511	94,444

Overview 2: betandwin Group including betandwin e.K. shown using the „at-equity“ method

EUR 000	Q4/2005	Q4/2004	2005	2004	2003
Betting turnover - new notation					
of which sports betting	361,860	134,923	1,085,835	378,663	169,592
of which casino	11,650	4,860	33,840	12,827	6,414
of which poker	3,979	446	9,848	446	-
of which games	2,449	481	5,517	1,146	132
Total	379,938	140,710	1,135,040	393,082	176,138
Gross gaming revenues	47,668	19,474	143,972	51,971	30,437
of which gross gaming revenue sports betting	29,590	13,687	94,767	37,552	23,891
Gross gaming revenue sports betting in %	8.2%	10.1%	8.7%	9.9%	14.1%
Betting duties, casino taxes, commissions & licences	-10,740	-6,959	-39,021	-19,709	-15,784
Net gaming revenues					
of which sports betting	20,093	7,314	59,538	19,320	9,105
of which casino	10,640	4,311	30,457	11,371	5,416
of which poker	3,979	446	9,848	446	-
of which games	2,216	444	5,108	1,125	132
Total gaming revenues	36,928	12,515	104,951	32,262	14,653
Other revenues	3,110	1,757	9,121	5,544	4,592
Total revenues	40,038	14,272	114,072	37,806	19,245
Expenses	-34,511	-11,380	-100,645	-32,532	-15,684
of which personnel	-5,616	-2,776	-17,591	-9,603	-6,357
of which marketing	-20,698	-4,916	-59,390	-12,434	-3,095
of which other expenses	-8,197	-3,688	-23,664	-10,495	-6,232
EBITDA	5,527	2,892	13,427	5,274	3,561
Non cash marketing expenses	-	-1,260	-	-1,260	-720
Depreciation	-3,110	-363	-6,870	-3,910	-3,168
EBIT	2,417	1,269	6,557	104	-327
Consolidated profit/loss before tax	3,168	2,980	7,015	44	1,384
Consolidated profit/loss after tax	5,006	2,399	6,377	-2,520	508
of which taxes	2,658	-301	2,481	-1,586	-876
Balance sheet total	113,708	56,209	113,708	56,209	48,967
Cash and cash equivalents and securities	41,324	31,516	41,324	31,516	23,154
Shareholder' equity	73,334	42,159	73,334	42,159	42,347
As % of balance sheet total	64.5%	75.0%	64.5%	75.0%	86.5%
New registrations	356,623	119,069	1,037,556	372,449	213,711
Number of bets placed (sports betting)	44,891,345	17,529,983	126,956,260	48,892,129	22,121,816
Number of active customers (sports betting)	464,692	150,070	717,846	259,403	129,606
Number of new active customers (sports betting)	183,645	54,908	542,447	180,511	94,444

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 only.

Consolidated Balance Sheet

As of 31 December 2005 - IAS/IFRS in comparison with figures as of 31 December 2004.

EUR 000	31.12.2005	31.12.2004 (adjusted)
ASSETS		
Non-current assets		
Intangible assets	25,935	8,109
Tangible assets	6,352	1,926
Financial assets	13,490	154
Investments in associated companies	1,225	3,042
Deferred tax	39	2,895
	47,041	16,126
Current assets		
Receivables and other assets	19,957	7,405
Securities	22,428	14,151
Cash and cash equivalents	18,896	17,365
Prepaid expenses	5,386	1,162
	66,667	40,083
	113,708	56,209
LIABILITY AND SHAREHOLDERS' EQUITY		
Shareholders' equity		
Share capital	25,095	12,220
Additional paid-in capital	68,130	64,610
Treasury shares	-447	-550
Exchange rate differences	563	563
Revaluation reserve	9,083	783
Retained earnings	-29,090	-35,467
	73,334	42,159
Non-current liabilities		
Provision for obligations to employees	216	143
Current liabilities		
Liabilities	34,186	10,800
Provisions	4,111	2,126
Other liabilities and deferred income	1,861	981
	40,374	14,050
	113,708	56,209

Consolidated Income Statement

For the fourth quarter of 2005 - IAS/IFRS in comparison with fourth quarter of 2004 and accumulated period.

EUR 000	01.10.2005- 31.12.2005	01.01.2005 - 31.12.2005	01.10.2004- 31.12.2004	01.01.2004 - 31.12.2004
Betting turnover	379,938	1,135,040	140,710	393,082
Customer winnings	-332,270	-991,068	-121,236	-341,111
Gross gaming revenues	47,668	143,972	19,474	51,971
Betting duties, casino taxes, commission and licences	-10,740	-39,021	-6,959	-19,709
Net gaming revenues	36,928	104,951	12,515	32,262
Total gaming revenues	36,928	104,951	12,515	32,262
Other operating income	2,788	8,038	1,533	4,789
Other capitalized costs	322	1,083	224	755
Total revenues	40,038	114,072	14,272	37,806
Expenses for services rendered	-2,176	-5,824	-818	-2,461
Personnel expenses	-5,616	-17,591	-2,776	-9,603
Other operating expenses	-26,719	-77,230	-7,786	-20,468
Expenses	-34,511	-100,645	-11,380	-32,532
EBITDA	5,527	13,427	2,892	5,274
Marketing expenses (non-cash)	-	-	-1,260	-1,260
Depreciation/amortization of licences and customerbases	-1,446	-3,620	-1,066	-2,975
Depreciation/amortization of tangible assets (and intangible assets)	-1,664	-3,250	703	-935
EBIT	2,417	6,557	1,269	104
Interest income/expenses	48	331	27	396
Securities income/expenses	6	-9	40	-46
Income from investments in associated companies	697	136	1,644	-410
Profit/loss before income taxes (and third-party interest)	3,168	7,015	2,980	44
Income tax; Taxes deferred	2,658	2,481	-301	-1,586
Profit/loss before third-party interests	5,826	9,496	2,679	-1,542
Third-party interests	-820	-3,119	-280	-978
Consolidated profit/loss after tax	5,006	6,377	2,399	-2,520
Earnings per share (undiluted)*	0.202	0.261	0.101	-0.106
Earnings per share (diluted)*	0.197	0.254	0.098	-0.102

* Differences caused by exercise of option rights under the ESOP.

Consolidated Cash Flow Statement

For the period of 1 January - 31 December 2005 - IFRS in comparison with 1 January - 31 December 2004.

EUR 000	01.01.2005 - 31.12.2005	01.01.2004 - 31.12.2004
Cash Flow from operating activities	22,174	9,615
Cash Flow from investing activities	-25,291	-773
Cash Flow from financing activities	4,648	1,470
Change in cash flow in reporting period	1,531	10,312
Liquid assets at beginning of period	17,365	7,053
Liquid assets at end of period	18,896	17,365

Consolidated Statement of Changes in Shareholder's Equity

For the period of 1 January - 31 December 2005 - IFRS in comparison with 1 January - 31 December 2004.

EUR 000	01.01.2005 - 31.12.2005	01.01.2004 - 31.12.2004
Shareholders' equity at beginning of reporting period (adjusted)	42,159	42,347
Surplus/deficit on revaluation of properties and investments	8,300	518
Change in shareholders' equity due to currency translation differences	-	-245
Profit/loss for period	6,377	-2,520
Change due to issue of share capital	16,395	2,059
Change of own shares	103	-
Shareholders' equity at end of period	73,334	42,159

