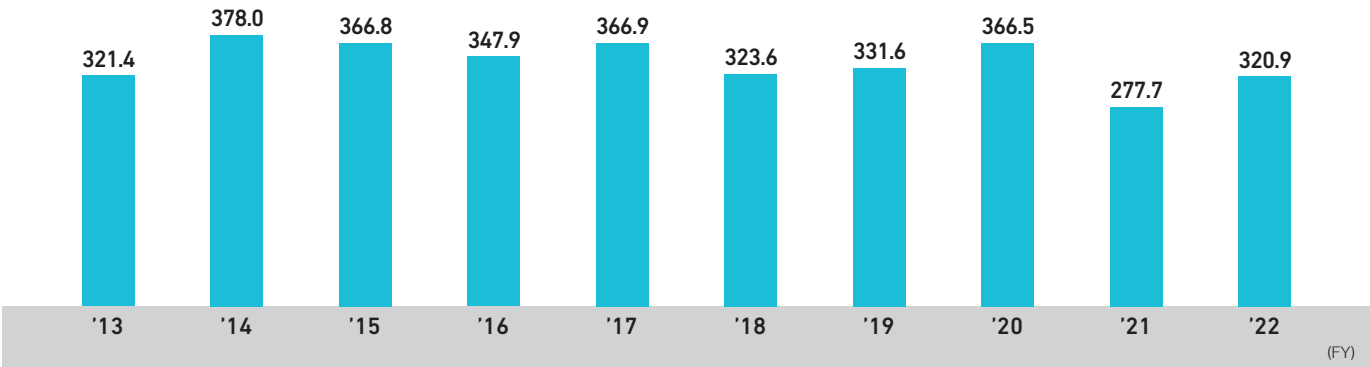


Financial Performance

Net Sales*1

On top of ongoing brisk performance in the Consumer area, earnings in the Pachislot and Pachinko Machines Business and the the Amusement Machine Sales area, which were hard hit by COVID-19, saw a turnaround in the fiscal year ended March 2022. Consolidated net sales were up 15.6% year on year to ¥320.9 billion.

Billions of yen

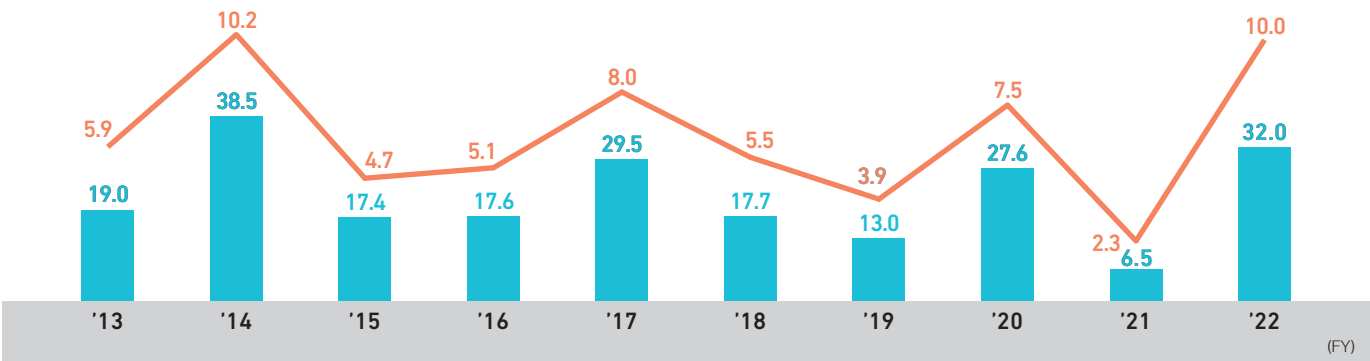


¥320.9 billion

Operating Income / Operating Income Margin

Operating income rose 389.0% year on year to ¥32.0 billion as the Pachislot and Pachinko Machines Business and the Amusement Machine Sales area returned to profitability.

Billions of yen / %

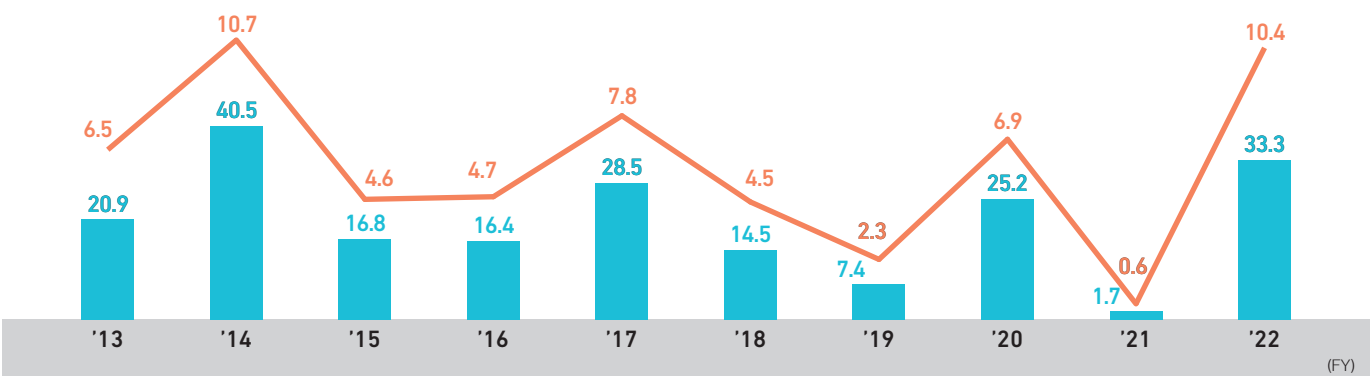


¥32.0 billion / 10.0%

Ordinary Income / Ordinary Income Margin

Ordinary income was up ¥31.6 billion year on year to ¥33.3 billion.

Billions of yen / %



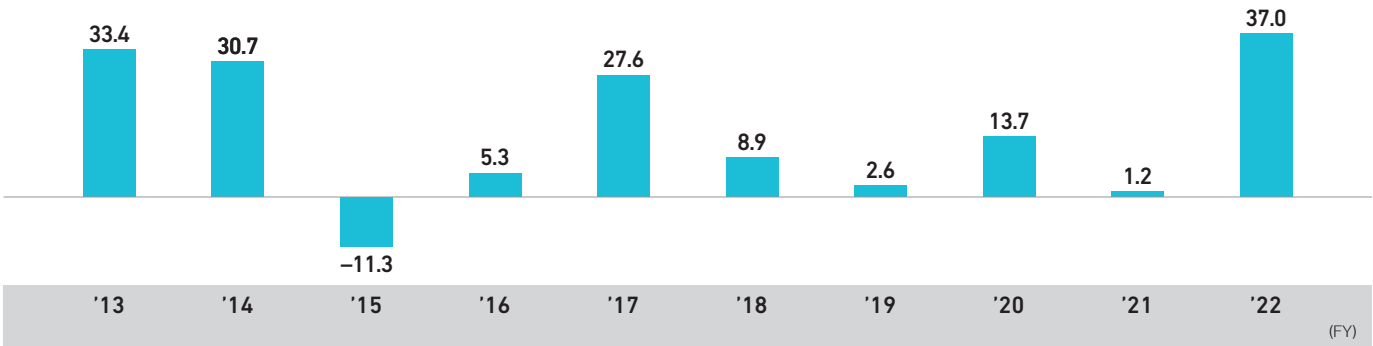
¥33.3 billion / 10.4%

*1 As the recognition of net sales was changed (1) from a net basis to a gross basis and (2) from a shipment basis to a delivery basis in FY2016/3, figures for FY2015/3 reflect these changes retrospectively.

Profit (Loss) Attributable to Owners of Parent*2

Profit attributable to owners of parent improved significantly year on year to ¥37.0 billion, reflecting the booking of proceeds from sales of investment securities as extraordinary gains, coupled with a decrease in taxable income due to a tax loss carried forward and lower income taxes due to an R&D tax deduction at a subsidiary in the U.K.

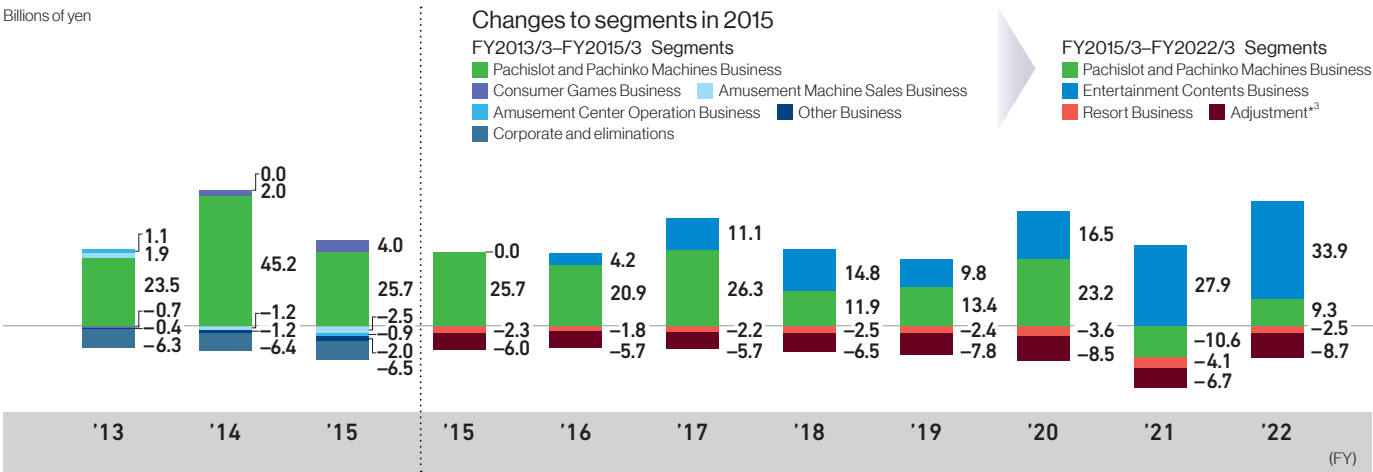
Billions of yen



¥37.0 billion

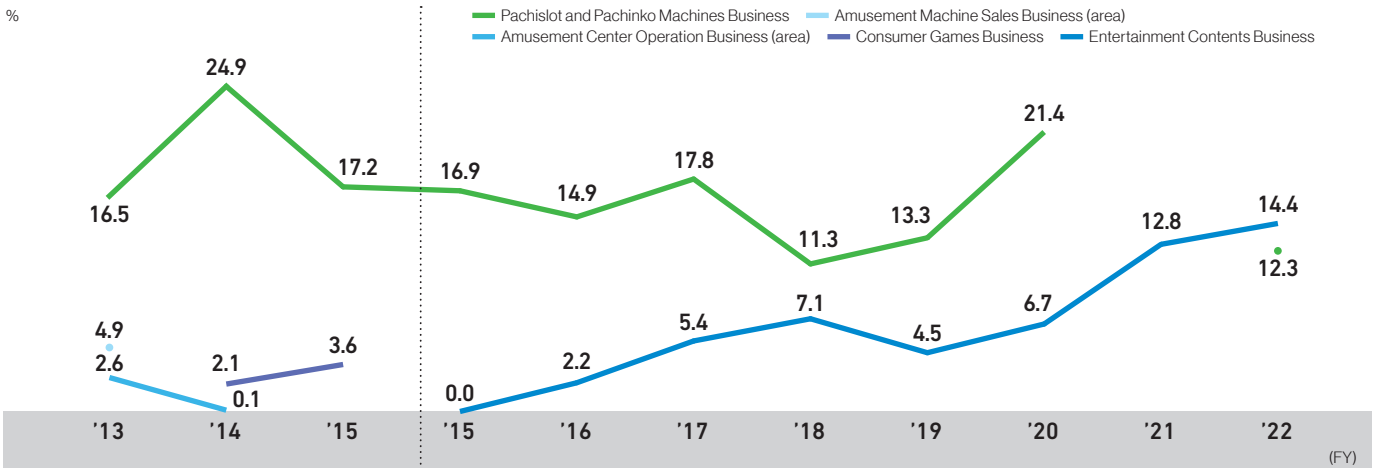
Operating Income (Loss) by Segment*3

Billions of yen



Operating Income Margin by Segment

%



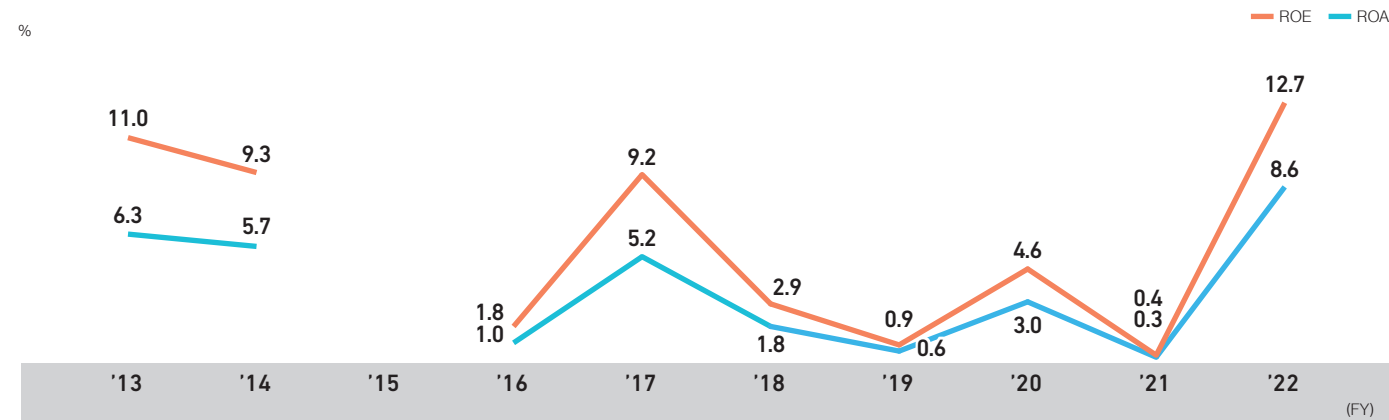
*2 The Company has adopted the "Revised Accounting Standard for Business Combinations" (Accounting Standards Board of Japan (ASBJ) Statement No. 21, issued on September 13, 2013) and has presented "net income (loss)" as "profit (loss) attributable to owners of parent" from FY2016/3.

*3 As of the FY2015/3 change in segments, elimination of inter-segment transactions and general corporate expenses that are not allocated to the reporting segment are included in the adjustment to segment income (loss).

ROE / ROA*4

ROE was up 12.3 points year on year to 12.7%.
ROA was up 8.3 points year on year to 8.6%.

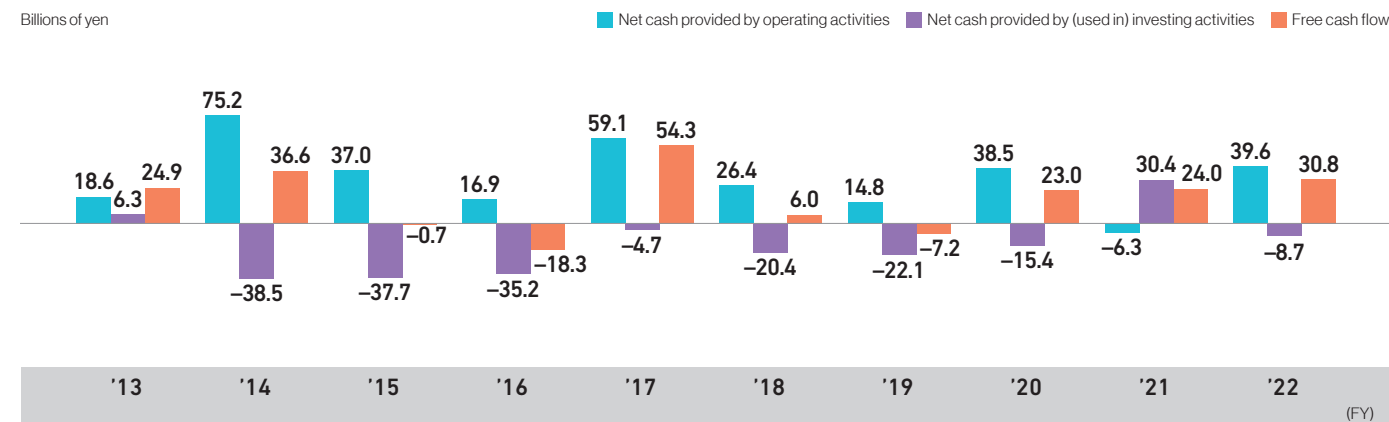
*4 ROA = Profit attributable to owners of parent ÷ Total assets



Cash Flows

Operating activities provided net cash of ¥39.6 billion for the fiscal year ended March 2022 (compared with an outflow of ¥6.3 billion in the previous fiscal year).

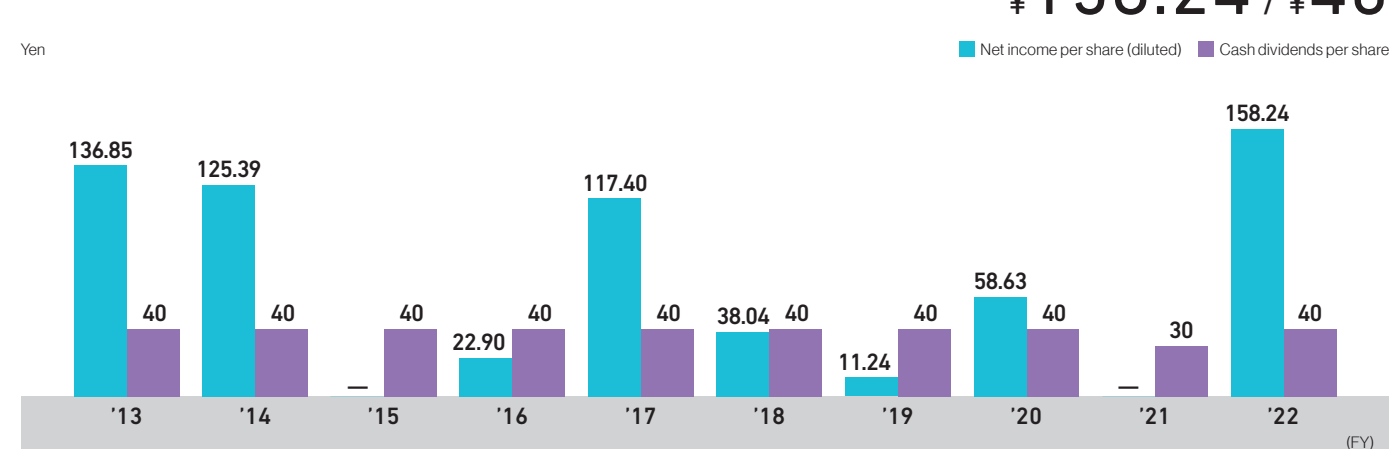
Investing activities used net cash of ¥8.7 billion (compared with an inflow of ¥30.4 billion in the previous fiscal year).



Net Income per Share / Cash Dividends per Share

Net income per share (diluted) was ¥158.24.

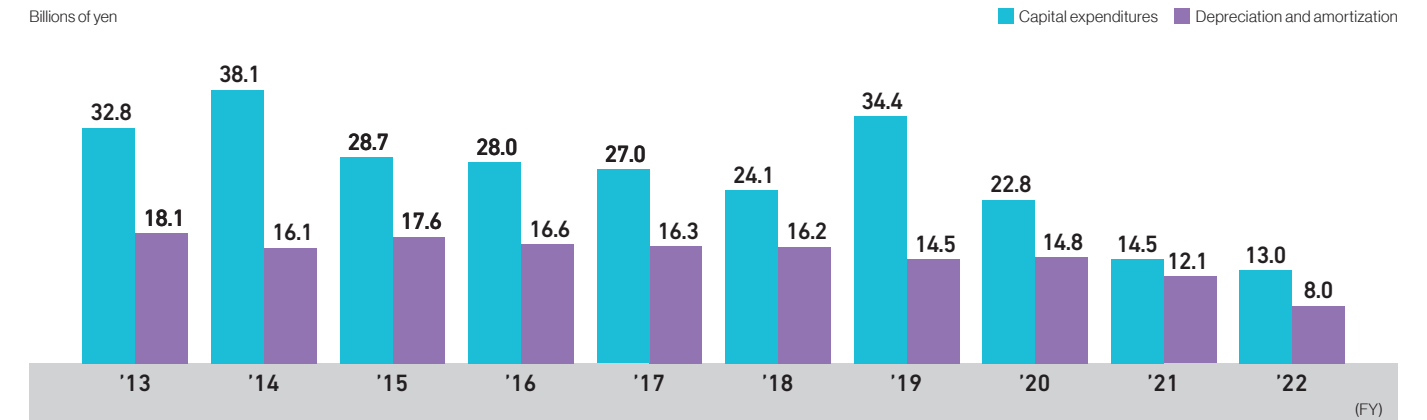
The Company paid an annual dividend of ¥40 per share.



Capital Expenditures / Depreciation and Amortization*5

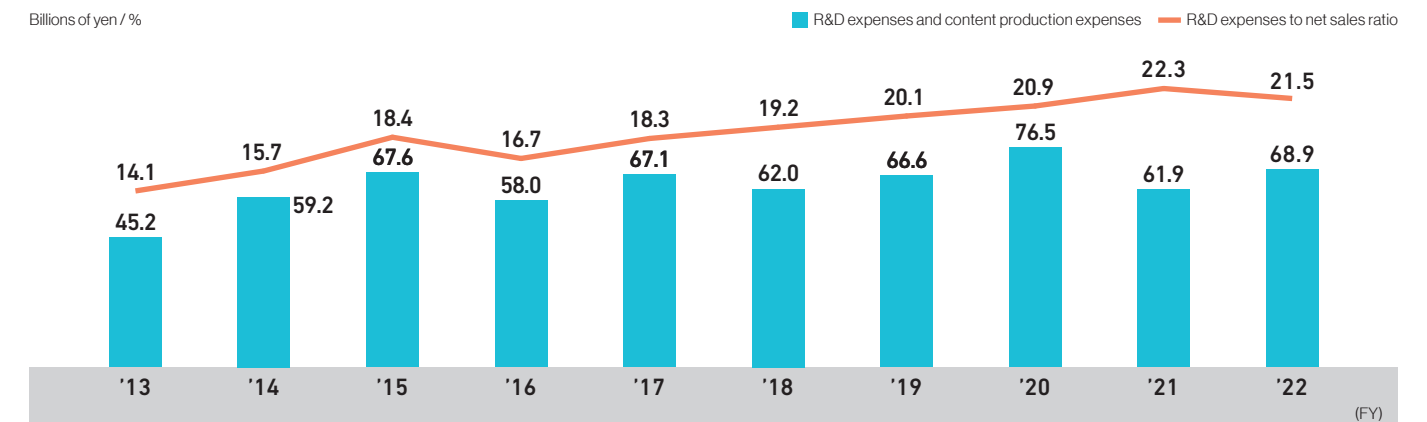
Capital expenditures were down 10.3% year on year to ¥13.0 billion.

Depreciation and amortization decreased 33.9% year on year to ¥8.0 billion.



R&D Expenses and Content Production Expenses*5 / R&D Expenses to Net Sales Ratio

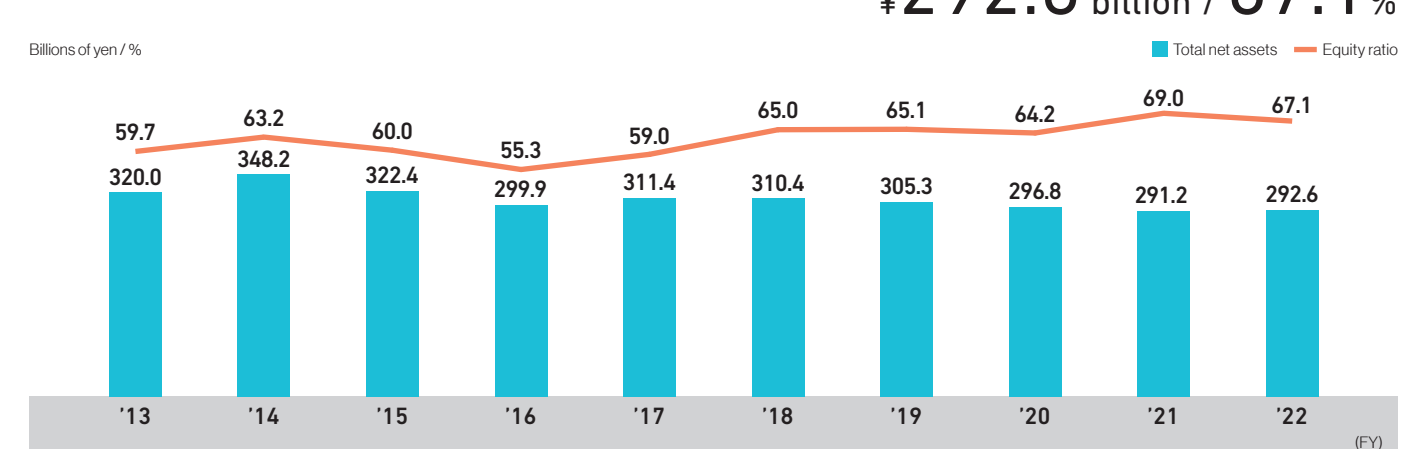
R&D expenses and content production expenses increased 11.3% year on year to ¥68.9 billion.



Total Net Assets / Equity Ratio

Total net assets increased ¥1.4 billion from the end of previous fiscal year to ¥292.6 billion.

The equity ratio decreased 1.9 points to 67.1%.



*5 The aggregate calculation method has changed as of FY2014/3. Consequently, R&D expenses and content production expenses include amortization cost of digital game titles. Until FY2013/3, depreciation and amortization included amortization cost of digital game titles.