

# Fiscal Year Ended March 2026 Results Presentation

May 12, 2026

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# FY2026/3 Full-year Results/ FY2027/3 Forecast

# Results Highlights (Consolidated)

(Billion yen)	FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
<b>Sales</b>	<b>428.9</b>	<b>487.5</b>	<b>510.0</b>
<b>Operating Income</b>	<b>48.1</b>	<b>47.1</b>	<b>44.5</b>
<b>Ordinary Income</b>	<b>53.1</b>	<b>54.2</b>	<b>47.5</b>
Extraordinary income	10.0	0.8	0.0
Extraordinary losses	8.3	58.8	1.0
<b>Profit or loss attributable to owners of parent</b>	<b>45.0</b>	<b>-5.7</b>	<b>32.5</b>
<b>Indicators in the Medium-Term Plan</b>			
<b>Adjusted EBITDA</b>	<b>62.2</b>	<b>16.6</b>	<b>64.0</b>
<b>ROE</b>	<b>12.2%</b>	<b>-1.6%</b>	<b>8.9%</b>

## FY2026/3 Results

- **Sales increased and profits decreased compared to FY2025/3**
  - Full Game sales, new F2P titles and Rovio's performance were soft (CS\*1)
  - Sales of mainstay pachislot titles were strong (Pachislot & Pachinko)
  - Sales increased and operating loss widened due to the consolidation of two acquired companies (Gaming)
- **Resulted in a net loss due to the recognition of impairment losses on Rovio and Stakelogic**

## FY2027/3 Forecast

- **Plan for an increase in sales and a decrease in profits compared to FY2026/3**
  - Sales of new titles are expected to increase in Full Game (CS)
  - Continue to strengthen Transmedia expansion (CS)
  - Profits decline due to decrease in mainstay titles and rising costs etc. (Pachislot & Pachinko)
  - Loss widens due to upfront investments aimed at establishing a foundation for future growth (Gaming)

\*Adjusted EBITDA: Ordinary income + Interest expenses + Depreciation and amortization ± Adjustment items  
 Adjustment items:  
 Extraordinary income of business, Extraordinary losses of business (impairment, title write-down, etc.),  
 Profit attributable to non-controlling interests, Goodwill, trademark right amortization, etc. associated with M&A

\*1 CS=Consumer Area

## ■ Stakelogic

- Following a further review of the business plan, extraordinary losses was recorded in FY2026/3, including approx. 0.7 billion yen as an impairment loss associated with the downsizing of operations in the Netherlands and approx. 18.0 billion yen as a full impairment loss on goodwill, etc.

## ■ GAN

- Under the Purchase Price Allocation (PPA), the purchase price was allocated to identifiable assets, and the residual amount was recognized as goodwill
  - Goodwill: 14.5 billion yen
  - Other Intangible Assets (trademark rights): 0.9 billion yen
  - Other Intangible Assets (tech-related): 2.6 billion yen
  - Other Intangible Assets (customer-related): 0.9 billion yen

\*Amounts represent balances as of the end of FY2026/3

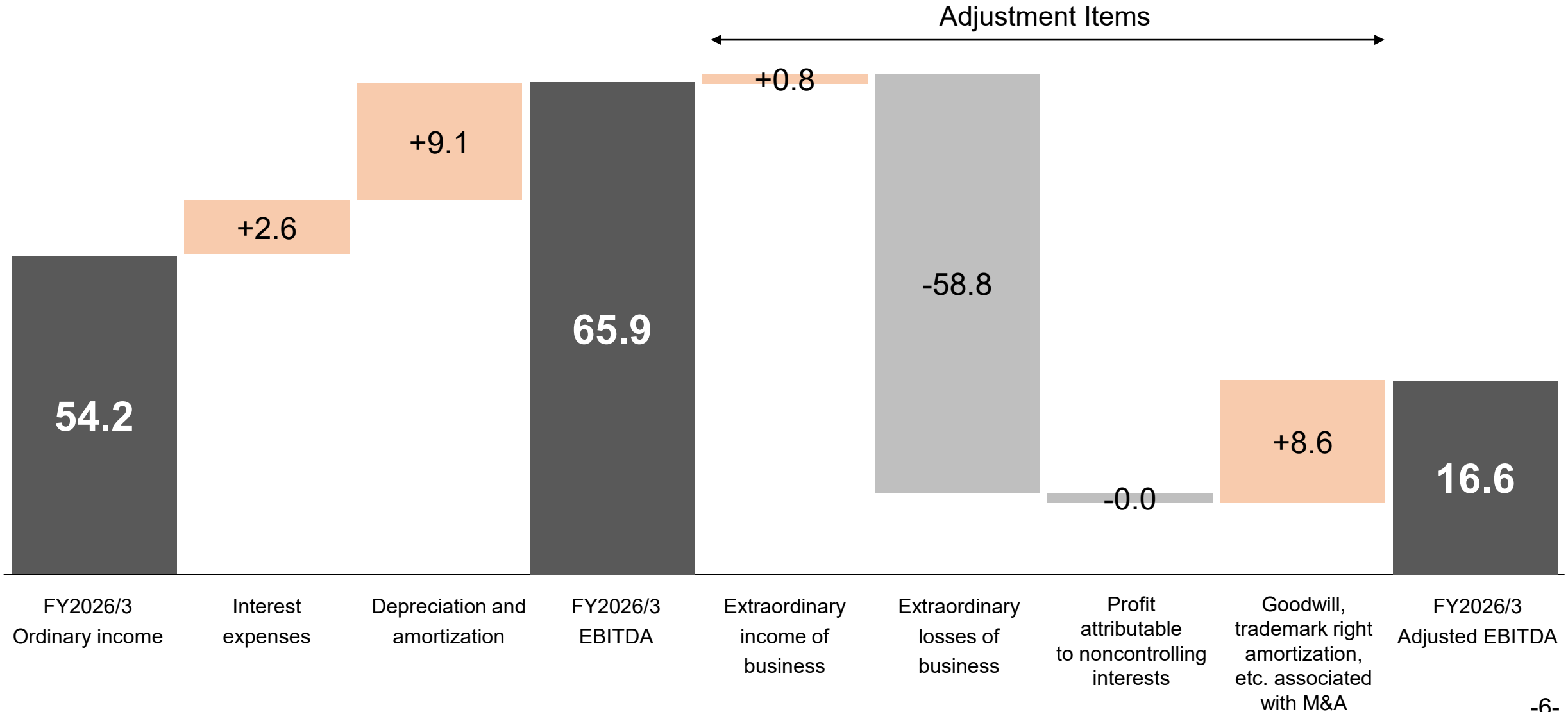
# (Reference) Per Segments Results

(Billion yen)	FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
<b>Sales</b>	<b>428.9</b>	<b>487.5</b>	<b>510.0</b>
Entertainment Contents	321.5	326.6	357.0
Pachislot & Pachinko Machines	97.1	132.0	115.5
Gaming	5.4	25.3	34.5
Other / Elimination	4.9	3.6	3.0
<b>Operating Income</b>	<b>48.1</b>	<b>47.1</b>	<b>44.5</b>
Entertainment Contents	40.8	32.4	42.5
Pachislot & Pachinko Machines	20.0	32.1	24.0
Gaming	-0.7	-7.2	-10.0
Other / Elimination	-12.0	-10.2	-12.0
<b>Adjusted EBITDA</b>	<b>62.2</b>	<b>16.6</b>	<b>64.0</b>
Entertainment Contents	48.1	13.3	52.5
Pachislot & Pachinko Machines	24.2	33.7	27.5
Gaming	1.0	-18.4	-4.0
Other / Elimination	-11.1	-12.0	-12.0

\*See P.12 for details about each segment

# (Reference) EBITDA Adjustment Items (FY2026/3 Results)

(Billion yen)



# Various Expenses, etc.

(Billion yen)		FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
Entertainment Contents	R&D / Content production	68.9	78.4	75.3
	Advertising	27.0	30.8	32.2
	Depreciation	4.6	4.5	4.4
	Cap-ex	7.6	7.6	5.8
Pachislot & Pachinko	R&D / Content production	13.5	15.3	14.7
	Advertising	3.4	3.4	4.2
	Depreciation	2.7	2.8	2.7
	Cap-ex	4.9	5.4	5.0
Gaming	R&D / Content production	0.9	5.1	5.8
	Advertising	0.1	2.9	4.5
	Depreciation	-	0.7	2.4
	Cap-ex	2.1	1.9	3.0
Consolidated total	R&D / Content production	83.3	98.8	95.9
	Advertising	31.6	38.2	42.4
	Depreciation	8.4	9.1	10.6
	Cap-ex	15.9	16.5	15.0

## FY2026 Results

- R&D / Content production expenses, Advertising expenses:
  - Increased compared to FY2025/3 due to more launches of new titles in Full Game and F2P (CS)
  - Increased compared to FY2025/3 due to the impact of acquisitions (Gaming)

## FY2027/3 Forecast

- R&D expenses:
  - Reactionary decline from title write-downs in the previous fiscal year (Entertainment)
  - Increase due to the extension of GAN's consolidation period (from 9 to 12 months) (Gaming)
- Advertising expenses:
  - Increase due to the extension of GAN's consolidation period (from 9 to 12 months) (Gaming)
- Depreciation expenses
  - Increase due to change in accounting treatment for lease assets in gaming machine sales (Gaming)

\*The expenses for "other/elimination" are included in "Data Appendix (FY2026/3)"

### \*Recognition criteria of R&D and Content Production Expenses by business segments

- Entertainment Contents Business (Full Game (CS)): Expenses are capitalized as inventory assets or intangible assets during development and booked as expenses after launch. 25% will be amortized in first month and the rest will be amortized over a period of 23 months using the straight-line method (Total amortization period is 24 months)
- Entertainment Contents Business (F2P (CS)): Expenses are capitalized as intangible assets during development and booked as expenses after launch. Expenses are amortized over a period of 24 or 36 months using the straight-line method
- Entertainment Contents Business(AM): Expenses are capitalized as inventory assets during development and booked as expenses after launch. 30% will be amortized in first 2 months with 15% per month, and the rest will be amortized 7% per 10 months using the straight-line method (Total amortization period is 12 months)
- Pachislot & Pachinko Machines Business: Expenses aren't capitalized but are recognized as they arise (outsourced process expenses are recognized when work is inspected)

# Consolidated Balance Sheet Summary



(Billion yen)				[Liabilities and Net Assets]				
[Assets]								
Account	As of the end of Mar. 2025	As of the end of Mar. 2026	Increase /Decrease	Account	As of the end of Mar. 2025	As of the end of Mar. 2026	Increase /Decrease	
Cash and Deposits	200.3	153.3	-47.0	Accounts Payable	23.5	17.4	-6.1	
Accounts Receivable	52.6	67.5	+14.9	Short Term Borrowings	7.5	7.5	-	
Securities	-	0.5	+0.5	Other	63.1	84.2	+21.1	
Inventories	93.6	110.9	+17.3	<b>Total Current Liabilities</b>	<b>94.1</b>	<b>109.1</b>	<b>+15.0</b>	
Other	42.2	42.5	+0.3	Corporate Bonds	10.0	10.0	-	
<b>Total Current Assets</b>	<b>388.7</b>	<b>374.7</b>	<b>-14.0</b>	Long Term Borrowings	132.0	124.5	-7.5	
Tangible Fixed Assets	48.9	51.0	+2.1	Other	26.9	28.7	+1.8	
Intangible Fixed Assets	91.2	80.1	-11.1	<b>Total Noncurrent Liabilities</b>	<b>168.9</b>	<b>163.2</b>	<b>-5.7</b>	
Goodwill (included in Intangible Fixed Assets)	30.1	14.5	-15.6	<b>Total Liabilities</b>	<b>263.1</b>	<b>272.4</b>	<b>+9.3</b>	
Trademark right (same as above)	44.8	45.3	+0.5	Shareholders' Equity	359.7	311.0	-48.7	
Investment Securities	51.1	53.3	+2.2	Total accumulated other comprehensive income	21.3	43.5	+22.2	
Other	64.8	68.2	+3.4	Non-controlling interests	0.0	0.0	+0.0	
<b>Total Noncurrent Assets</b>	<b>256.0</b>	<b>252.6</b>	<b>-3.4</b>	<b>Total Net Assets</b>	<b>381.6</b>	<b>354.9</b>	<b>-26.7</b>	
<b>Total Assets</b>	<b>644.7</b>	<b>627.3</b>	<b>-17.4</b>	<b>Total Liabilities and Net Assets</b>	<b>644.7</b>	<b>627.3</b>	<b>-17.4</b>	

	As of the end of Mar. 2025	As of the end of Mar. 2026	Increase /Decrease
Cash, deposits and cash equivalents	198.8	153.7	-45.1
Interest bearing debt	149.5	142.0	-7.5
Net cash	49.3	11.7	-37.6
Equity ratio	59.1%	56.5%	-2.6p

## Main reasons for increase/decrease

- (Assets)
  - Cash and deposits decreased due to the acquisition of GAN and Stakelogic, the acquisition of treasury stocks, etc.
  - Inventory assets associated with video game development increased
- (Noncurrent assets)
  - While the consolidation of GAN and Stakelogic started, intangible fixed assets decreased due to impairment of goodwill etc. on Rovio and Stakelogic
- (Net assets)
  - Shareholder equity decreased due to the recording of a loss attributable to owners of parent, the acquisition of treasury stocks, and dividend payments, etc.

## (Reference) Consolidated B/S (Balance of Goodwill and Other Intangible Assets)

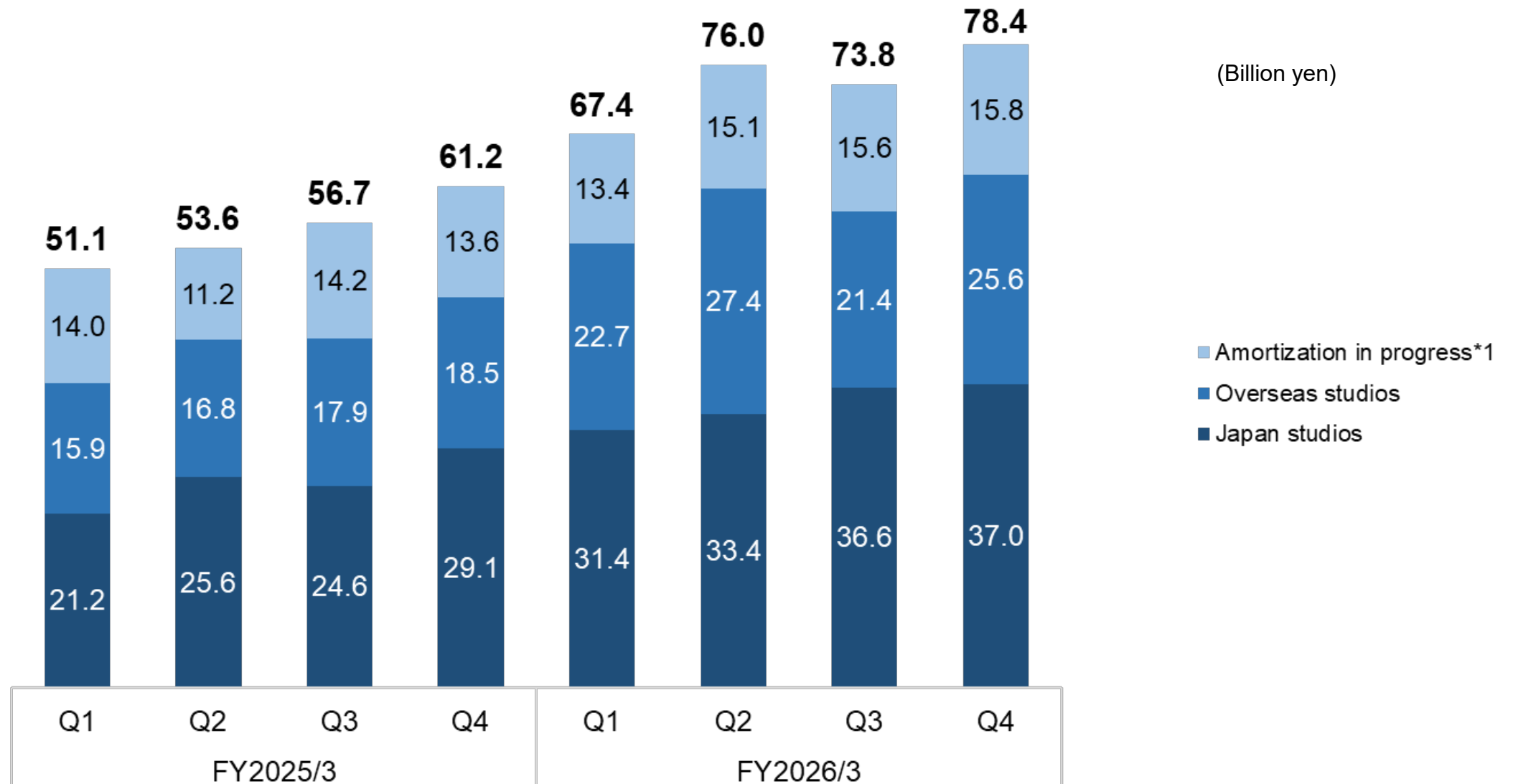


Balance of goodwill and other intangible assets		End of FY2025/3	End of Q3 2026/3	End of Q4 FY2026/3	Remaining amortization period
Rovio	Goodwill	26.3 billion yen (181 million euro)	–	–	–
	Other intangible assets (trademark rights)	44.8 billion yen (308 million euro)	45.0 billion yen (244 million euro)	44.3 billion yen (241 million euro)	20 years, 5 months
	Other intangible assets (tech-related)	4.8 billion yen (33 million euro)	4.5 billion yen (24 million euro)	4.3 billion yen (23 million euro)	7 years, 5 months
GAN	Goodwill	–	17.2 billion yen (116 million US dollars)	14.5 billion yen (92 million US dollars)	9 years, 3 months
	Other intangible assets (trademark rights)	–	–	0.9 billion yen (6 million US dollars)	9 years, 3 months
	Other intangible assets (tech-related)	–	–	2.6 billion yen) (16 million US dollars)	4 years, 3 months
	Other intangible assets (customer-related)	–	–	0.9 billion yen (6 million US dollars)	9 years, 3 months
Stakelogic	Goodwill	–	18.0 billion yen (104 million euro)	–	–

\*For Stakelogic, impairment losses were recognized at the end of FY2026/3

\*For GAN, the purchase price allocation has been completed

(Reference) Trend of Balance of Content Production Expenses in B/S (Consumer area) **SEGA**Sammy



\*Amortization in progress: Unamortized portion of title assets that have been released and begun to be amortized

# Consolidated Cash Flow



Cash and cash equivalents

(Billion yen)

End of FY2025/3

198.8

C/F from Operating Activities  
+25.9

C/F from Investing Activities  
-22.5

C/F from Financing Activities  
-56.6

Other  
+8.1

End of FY2026/3

153.7

## Cash Flows from Operating Activities **+25.9**

Loss before income taxes	-3.7
Depreciation and amortization	+16.1
Impairment loss	+54.6
Increase in notes and accounts receivable	-11.6
Increase in inventory	-18.3
Income taxes paid	-11.0
Income taxes refund	+8.0
Others	-8.2

## Cash Flows from Investing Activities **-22.5**

Proceeds from share of profits on investments in capital	+11.0
Purchase of shares of subsidiaries	-22.5
Others	-11.0

## Cash Flows from Financing Activities **-56.6**

Repayment of long-term borrowings	-7.5
Purchase of treasure stock	-32.0
Cash dividends paid	-11.5
Others	-5.6

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## Results / Forecasts by Segment

# Impact of the Middle East Situation on the Group

- At this time, there has been no significant impact on manufacturing and sales
- Going forward, supply chain disruptions may lead to rising prices and procurement difficulties for raw materials, parts, packaging materials, and other supplies
- As the situation remains fluid, we will continue to closely monitor the impact

Areas expected to be affected	Expected impact
Amusement machine, Toy	Rising costs of raw materials and parts, rising logistics costs, longer production lead times, etc.
Pachislot & pachinko machines	
Gaming machines	

\*The Group does not have any direct sales channels and major offices in the Middles East

(Billion yen)	FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
<b>Sales</b>	<b>321.5</b>	<b>326.6</b>	<b>357.0</b>
Consumer	216.8	219.9	246.0
Animation	28.0	28.4	29.0
AM & TOY	76.6	78.1	82.0
<b>Operating Income</b>	<b>40.8</b>	<b>32.4</b>	<b>42.5</b>
Consumer	28.1	19.2	30.0
Animation	8.8	7.6	5.5
AM & TOY	3.8	5.6	7.0
<b>Ordinary Income</b>	<b>41.8</b>	<b>34.4</b>	<b>43.5</b>

## Indicators in the Medium-Term Plan

<b>Adjusted EBITDA</b>	<b>48.1</b>	<b>13.3</b>	<b>52.5</b>
<b>Full Game Sales</b>	<b>76.4</b>	<b>67.2</b>	<b>95.3</b>
New titles	33.5	29.8	55.6
Repeat sales	42.8	37.4	39.7
<b>F2P Sales</b>	<b>47.1</b>	<b>53.7</b>	<b>58.4</b>
<b>Full Game Unit Sales (Thousand)</b>	<b>31,450</b>	<b>22,950</b>	<b>25,060</b>
New titles	6,570	5,660	6,450
Repeat sales	24,870	17,280	18,610

## FY2026/3 Results

- **Sales increased while profit decreased compared to FY2025/3**
  - Full Game and some new F2P titles, and Rovio's performance were soft (CS)
  - Existing F2P titles, subscription services, DLC\*1 (all CS), and Animation area performed steadily
  - Licensing revenue grew steadily throughout the fiscal year (CS)

## FY2027/3 Forecast

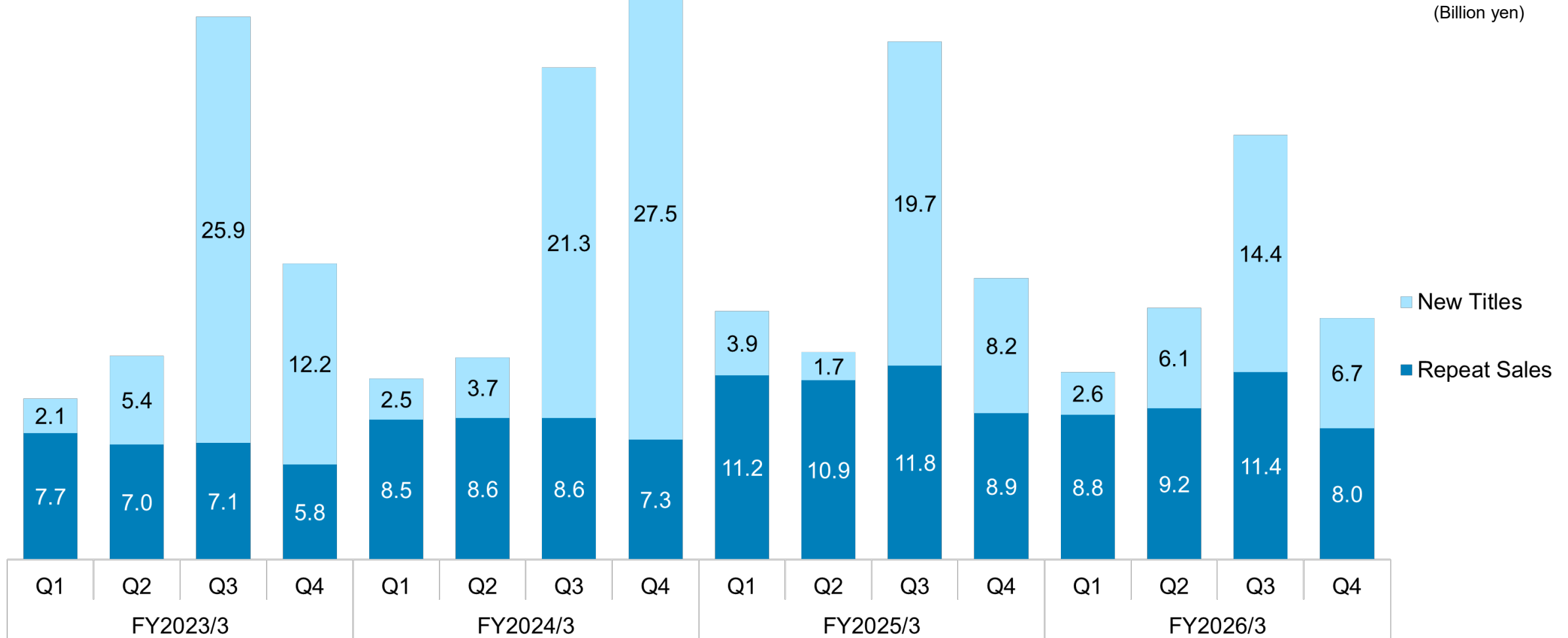
- **Plan for an increase in both sales and profits compared to FY2026/3**
  - Launch four new Full Game titles based on mainstay IPs (CS)
  - F2P titles launched in FY2026/3 are expected to contribute throughout the full year (CS)
  - Expect growth in licensing revenue (CS)
  - Strengthen sales of prizes merchandise (AM)

\*1DLC = Downloadable Content

		FY2026/3 Results	FY2027/3 Forecast
Consumer	Full Game	<ul style="list-style-type: none"> <li>Both new titles and repeat sales performed below expectations</li> </ul>	<ul style="list-style-type: none"> <li>Launch four new titles based on mainstay IPs</li> <li>Repeat sales are expected to be on par with FY2026/3</li> </ul>
	F2P	<ul style="list-style-type: none"> <li>Two new titles performed below expectations</li> <li>Existing titles performed steadily</li> </ul>	<ul style="list-style-type: none"> <li>Titles launched in FY2026/3 are expected to contribute throughout the full year</li> <li>Strengthen operations of existing titles</li> </ul>
	Other	<ul style="list-style-type: none"> <li>Rovio's performance were sluggish</li> <li>Licensing revenue increased</li> <li>Recorded revenue from DLC, subscription services, etc.</li> </ul>	<ul style="list-style-type: none"> <li>Implement continuous updates for <i>Angry Birds 2</i></li> <li>Licensing revenue continues to grow</li> </ul>
Animation		<ul style="list-style-type: none"> <li>Recorded revenue related to video sales, etc.</li> <li>Continuously recorded the allocated revenue from the first and second <i>Sonic</i> movies</li> </ul>	<ul style="list-style-type: none"> <li>Plan to release movies based on the <i>Sonic</i> and <i>Angry Birds</i> IPs</li> <li>Record allocated revenue from <i>Sonic</i> movie and revenue related to video sales, etc.</li> <li>Release movie, <i>Detective Conan: Fallen Angel of the Highway</i></li> </ul>
AM*1&TOY	AM	<ul style="list-style-type: none"> <li>Amusement machine sales remained steady</li> <li>Prizes merchandise sales remained soft</li> </ul>	<ul style="list-style-type: none"> <li>Sell centered on prize category</li> <li>Launch multiple new titles, including kids-oriented content</li> </ul>
	TOY	<ul style="list-style-type: none"> <li>Sold regular products, etc.</li> <li>Merchandise sales at <i>Anpanman</i>-related facilities were strong</li> </ul>	<ul style="list-style-type: none"> <li>Sell centered on regular products</li> </ul>

\*1 AM=Amusement Machine

# (Reference) Consumer Area / Full Game: Sales Trends



# Main New Titles\_Sales/Launch Schedule (Consumer)



		~FY2026/3	Upcoming Plans (Release date TBD)		
Consumer	Full Game	<b>RAIDOU Remastered: The Mystery of the Soulless Army</b> (Jun. 19, 2025)	<b>Yakuza Kiwami 3 &amp; Dark Ties</b> (Feb. 12, 2026)	<b>STRANGER THAN HEAVEN</b> (This Winter)	<b>Crazy Taxi</b> (Title/Release Date TBD)
		<b>SHINOBI: Art of Vengeance</b> (Aug. 29, 2025)		<b>Persona 4 Revival</b> (Release Date TBD)	<b>Golden Axe</b> (Title/Release Date TBD)
		<b>Sonic Racing: CrossWorlds</b> (Sep. 25, 2025)		<b>Total War: WARHAMMER 40,000</b> (Release Date TBD)	<b>Jet Set Radio</b> (Title/Release Date TBD)
		<b>Persona 3 Reload<sup>*1</sup></b> (Oct. 23, 2025)		<b>Total War: Medieval III</b> (Release Date TBD)	<b>Streets of Rage</b> (Title/Release Date TBD)
		<b>Football Manager 26</b> (Nov. 5, 2025)		<b>New VIRTUA FIGHTER Project</b> (Title/Release Date TBD)	<b>ALIEN: ISOLATION</b> (Title/Release Date TBD)
	F2P	<b>Persona5: The Phantom X<sup>*2</sup></b> (Jun. 26, 2025)			
		<b>Sonic Rumble Party</b> (Nov. 5, 2025)			
		<b>SEGA FOOTBALL CLUB CHAMPIONS</b> (Jan. 22, 2026)			

\*1 Already released on PS5®, PS4®, Xbox Series X|S, PC, etc.

\*2 China, South Korea and Traditional Chinese area version are published by Perfect World from Apr. 2024

\*Only announced titles are listed in Upcoming Plans

# Main New Titles\_Sales/Launch Schedule (Animation, AM&TOY)



	~FY2026/3		Upcoming Plans	
Animation	<b>Detective Conan : One-Eyed Flashback</b> (Apr. 18, 2025)	<b>BAKIDOU</b> (Feb. 26, 2026)	<b>Always a Catch !</b> (Apr. 1, 2026)	<b>The Angry Birds Movie 3</b> (Dec. 23, 2026 <sup>*2</sup> )
	<b>Anpanman: Chapon's Hero !</b> (Jun. 27, 2025)		<b>Dr.STONE SCIENCE FUTURE (Final Season)</b> (Apr. 2, 2026)	<b>Golden Axe</b> (Title/Release Date TBD)
	<b>LUPIN THE IIIIRD THE MOVIE: The Immortal Bloodline</b> (Jun. 27, 2025)		<b>Detective Conan: Fallen Angel of the Highway</b> (Apr. 10, 2026)	<b>SHINOBI</b> (Title/Release Date TBD)
	<b>Dr.STONE SCIENCE FUTURE</b> (Jul. 10, 2025)		<b>Anpanman: Pantan and the Promised Star</b> (Jun. 26, 2026)	<b>Streets of Rage</b> (Title/Release Date TBD)
	<b>SAKAMOTO DAYS</b> (Jul. 14, 2025)		<b>Blue Box Season 2</b> (Oct. 4, 2026)	<b>Eternal Champions</b> (Title/Release Date TBD)
	<b>My Status as an Assassin Obviously Exceeds the Hero's</b> (Oct. 6, 2025)		<b>MAGIC KNIGHT RAYEARTH</b> (Oct. 2026)	<b>THE HOUSE OF THE DEAD</b> (Title/Release Date TBD)
			<b>Sonic the Hedgehog 4</b> (Mar. 19, 2027 <sup>*1</sup> )	<b>OutRun</b> (Title/Release Date TBD)
AM & TOY	<b>PAW PATROL Be with Chase</b> (Apr. 17, 2025)	<b>UFO CATCHER TRIPLE 2</b> (Feb. 2026)	<b>PAW Patrol Fun with Marshall</b> (Summer 2026)	<b>Curious George Ukitto-Drive</b> (Summer 2026)
	<b>UFO CATCHER TRIPLE TWIN 2</b> (Jul. 10, 2025)	<b>StarHorseParty</b> (Mar. 2026)	<b>Curious George Ukitto-Carnival</b> (Summer 2026)	<b>MOGURI A TALE</b> (Summer 2026)
	<b>"ANPANMAN" Talking Picture Book 15th Anniversary Special BOX</b> (Jul. 31, 2025)			

\*1, \*2 Date in ( ) (parentheses) is the scheduled release date in U.S., release date in other regions TBD

\*Only announced titles are listed in Upcoming Plans

# Pachislot & Pachinko Machines Business

(Billion yen)	FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
<b>Sales</b>	<b>97.1</b>	<b>132.0</b>	<b>115.5</b>
Pachislot	41.0	75.3	67.2
Pachinko	45.4	44.3	36.0
Other / Elimination	10.7	12.4	12.3
<b>Operating Income</b>	<b>20.0</b>	<b>32.1</b>	<b>24.0</b>
<b>Ordinary Income</b>	<b>20.9</b>	<b>33.3</b>	<b>25.0</b>

## Indicators in the Medium-Term Plan

<b>Adjusted EBITDA</b>	<b>24.2</b>	<b>33.7</b>	<b>27.5</b>
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## Pachislot

<b>Number of Titles</b>	<b>8 titles</b>	<b>5 titles</b>	<b>10 titles</b>
<b>Unit Sales (units)</b>	<b>86,641</b>	<b>135,702</b>	<b>139,000</b>
Cabinet + Reel Unit	-	<b>132,617</b>	<b>106,000</b>
Reel Unit	-	<b>3,085</b>	<b>33,000</b>

## Pachinko

<b>Number of Titles</b>	<b>8 titles</b>	<b>5 titles</b>	<b>5 titles</b>
<b>Unit Sales (units)</b>	<b>99,889</b>	<b>97,728</b>	<b>84,000</b>
Board + Frame	61,925	73,764	69,000
Board	37,964	23,964	15,000

\*New series are counted as a single title

(Titles which installation started from previous FY, specification changed titles, etc. are not included)

## FY2026/3 Results

- **Increase in sales and profits compared to FY2025/3**
  - Strong sales of mainstay titles and new IP titles, particularly in pachislot
  - Main titles sold:
    - Smart Pachislot Tokyo Revengers*
    - Smart Pachislot Hokuto No Ken Chapter of Resurrection 2*
    - Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato*, etc.

## FY2027/3 Forecast

- **Decrease in sales and profits compared to FY2026/3**
  - Reactionary decline due to fewer mainstay titles
  - Increase in costs mainly due to rising parts costs
  - Pachislot: Decline in selling price associated with the full-scale rollout of reel unit sales
  - Pachinko: Unit sales decline due to an anticipated slowdown in the market sales
- **In addition to mainstay titles, plan to launch several IP titles adapted for the first time on pachislot & pachinko machines**

# Main New Titles\_Sales Schedule

	~FY2026/3 Q4	FY2027/3 Q1~	
Pachislot	<i>Smart Pachislot Tokyo Revengers</i> (Sep. 2025)	<i>Smart Pachislot Hokuto No Ken Chapter of Resurrection 2</i> (Jan. 2026)	<i>A-SLOT+ Isekai Quartet BT</i> (Apr. 2026)
	<i>Smart Pachislot Bakemonogatari</i> (Dec. 2025)	<i>Smart Pachislot GHOST IN THE SHELL</i> (Feb. 2026)	<i>Smart Pachislot BIG DREAM THE GOLDEN PUSHER</i> (May 2026)
		<i>Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato</i> (Mar. 2026)	
Pachinko	<i>e Tokyo Revengers</i> (Jul. 2025)	<i>e The Rising of the Shield Hero Ultimate199ver.</i> (Jan. 2026) *Specification change	<i>e Record of Ragnarok</i> (Apr. 2026)
	<i>e Hokuto No Ken 11 Bokyosei</i> (Dec. 2025)	<i>e Shin Hokuto Muso Chapter 5 Mugentousou</i> (Feb. 2026) *Specification change	<i>e Bakemonogatari Oni99ver.</i> (Jun. 2026) *Specification change
		<i>e Kabaneri of the Iron Fortress 2 Sakaseya Sanzen</i> (Mar. 2026)	<i>e Tokyo Revengers Christmas Showdown Arc</i> (Jul. 2026) *Specification change

\*Among the announced titles, only those with confirmed title names are listed

(Billion yen)	FY2025/3 Full-year Results	FY2026/3 Full-year Results	FY2027/3 Full-year Forecast
<b>Sales</b>	<b>5.4</b>	<b>25.3</b>	<b>34.5</b>
Gaming machine sales	5.8	8.3	9.1
GAN*1	-	14.5	22.8
B2B	-	2.1	3.2
B2C	-	12.4	19.6
Stakelogic*1	-	2.2	2.6
<b>Operating Income</b>	<b>-0.7</b>	<b>-7.2</b>	<b>-10.0</b>
Gaming machine sales	1.0	1.6	0.4
GAN*1	-	-2.7	-3.2
Stakelogic*1	-	-1.5	-1.6
Goodwill amortization	-	-3.3	-2.3
Other common expenses*2/ Elimination	-1.7	-1.4	-3.3
Equity method earnings amount (PARADISE SEGASAMMY*3)	3.2	4.5	2.0
<b>Ordinary Income</b>	<b>2.1</b>	<b>-0.8</b>	<b>-8.0</b>
<b>Indicators in the Medium-Term Plan</b>			
<b>Adjusted EBITDA</b>	<b>1.0</b>	<b>-18.4</b>	<b>-4.0</b>

\*GAN and Stakelogic are recorded 3 months late to the Group as it closes its fiscal year in December. For FY2026/3, their 9 months results are incorporated (from April to December 2025)

\*Other common expenses include fixed expenses such as common personnel expenses and project-related expenses

\*PARADISE SEGASAMMY is an equity-method affiliate of the Group, PARADISE SEGASAMMY is recorded 3 months late to the Group as it closes its fiscal year in December, Local accounting standards

## FY2026/3 Results

- **Sales increased compared to FY2025/3 while losses were recorded due to the consolidation of two acquired companies**
- **Sales and profits increased in existing businesses**
  - Gaming machine sales: Strong sales of video slot machines in the mainstay series
  - PARADISE SEGASAMMY: Recorded the highest amount in equity-method earnings

## FY2027/3 Forecast

- **Loss widens due to upfront investments to build a foundation for growth**
  - Gaming machine sales: Sales to expand, led primarily by mainstay series
  - PARADISE SEGASAMMY: Expect contribution to profit in equity method earnings
  - Establish the foundation for providing B2B solutions in the U.S.

# (Reference) PARADISE SEGASAMMY

(KRW Billion)		FY2025/3 Full year Results	FY2026/3 Full year Results
<b>Sales</b>		<b>539.3</b>	<b>597.4</b>
	Casino	415.0	479.6
	Hotel	102.3	96.6
	Other	21.9	21.2
<b>Cost of sales</b>		<b>402.9</b>	<b>429.0</b>
	Casino	235.3	260.9
	Hotel	123.7	130.9
	Other	43.9	37.2
<b>Gross profit</b>		<b>136.3</b>	<b>168.4</b>
	SG&A	61.6	66.0
<b>Operating profit</b>		<b>74.6</b>	<b>102.5</b>
<b>EBITDA</b>		<b>116.4</b>	<b>138.3</b>
<b>Net profit</b>		<b>72.2</b>	<b>104.2</b>
<b>Number of casino visitors (Thousands)</b>		<b>363</b>	<b>434</b>
			Source: Paradise IR
<b>SEGASAMMY Equity method earnings amount (Billion yen)</b>		<b>3.2</b>	<b>4.5</b>

## FY2026/3 Results

- **Sales and income at each stage recorded highest ever**
  - Casino sales reached a record high since its opening, driven by Japanese VIP and mass market customers
  - Hotel sales also reached a record high since its opening with occupancy ratio and average daily rate remaining at high levels
  - Equity-method earnings exceeded expectations due to strong performance, as well as the recognition of deferred tax assets and the impact of tax refunds

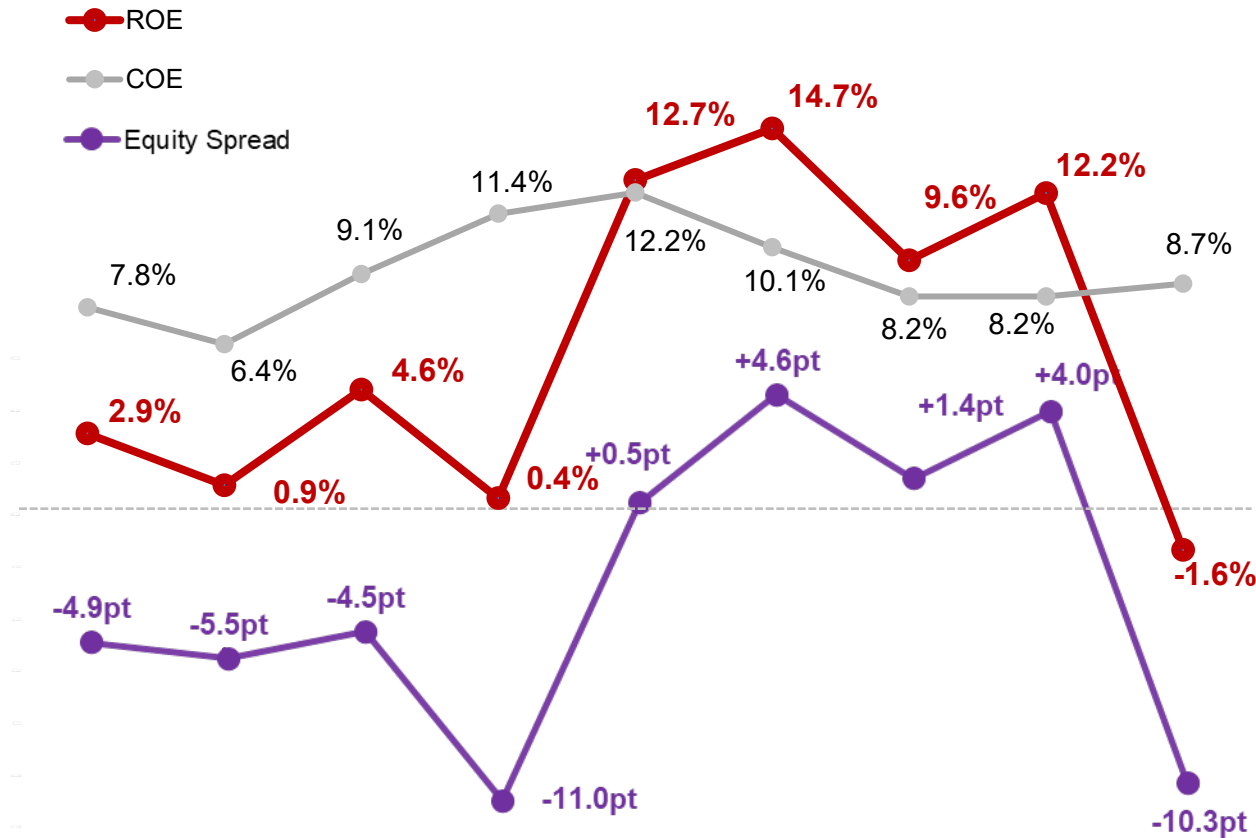
\*PARADISE SEGASAMMY is an equity-method affiliate of the Group

\*PARADISE SEGASAMMY is recorded 3 months late to the Group as it closes its fiscal year in December

\*Local accounting standards

# Equity Spread Expansion: FY2026/3 Results

## [Trend of ROE, COE, and Equity Spread]



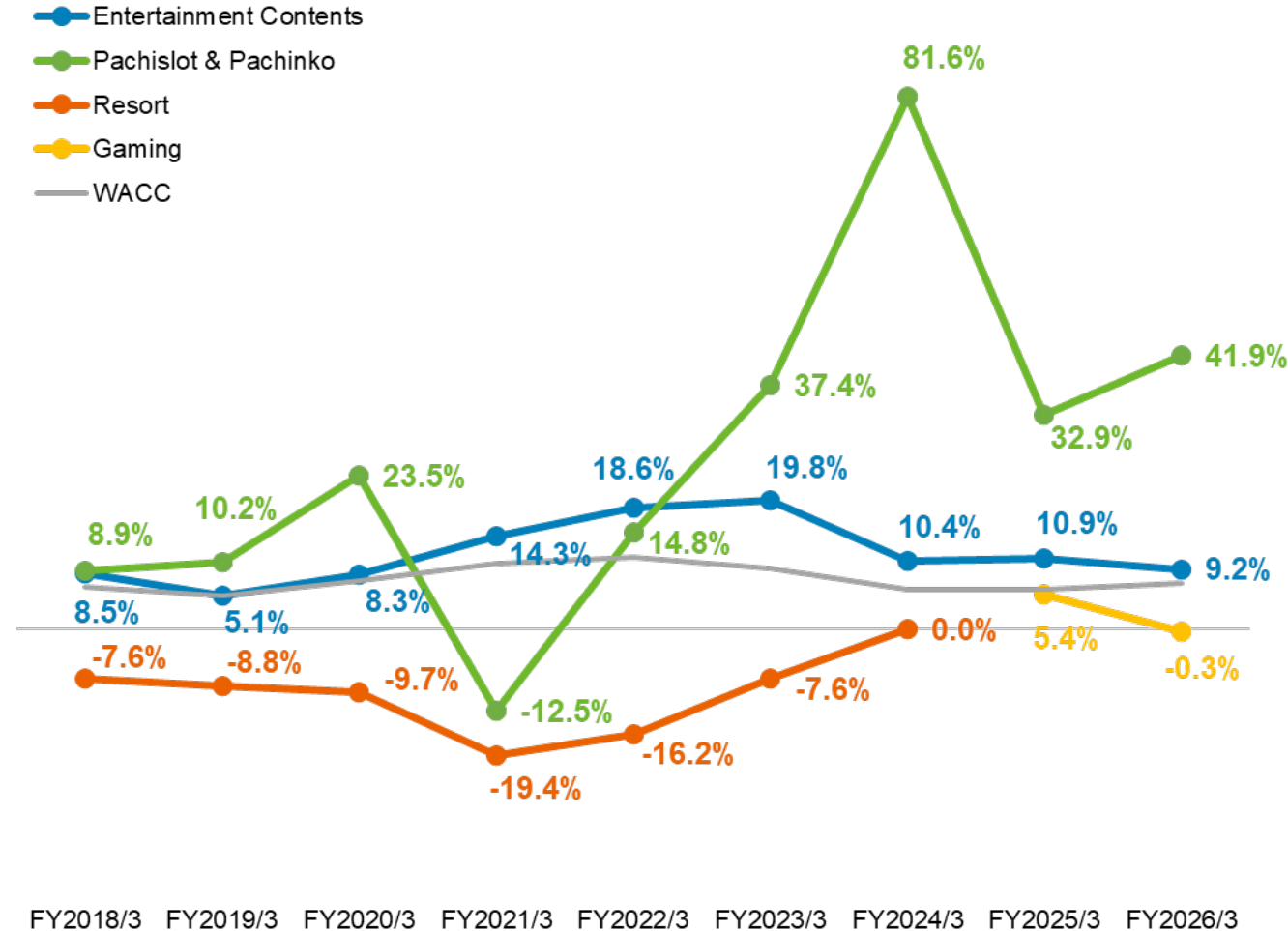
- ROE declined due to the recording of a net loss for this fiscal year
- The equity spread also turned negative due to the decline in ROE

FY2018/3 FY2019/3 FY2020/3 FY2021/3 FY2022/3 FY2023/3 FY2024/3 FY2025/3 FY2026/3

\*ROE: Return on equity  
 \*COE: Cost of Equity (Source: Bloomberg)  
 \*Equity spread: ROE-COE

# ROIC by Business Segment: FY2026/3 Results

## [Trend of ROIC by business segment]



### • Entertainment Contents Business

- ✓ ROIC remained at a certain level
- ✓ Invested capital decreased due to the Rovio impairment

### • Pachislot & Pachinko Machines Business

- ✓ ROIC recovered significantly as invested capital decreased while profits improved
- ✓ Continued to remain at a high level

### • Gaming Business

- ✓ ROIC declined due to an increase in invested capital associated with the acquisition of the two companies, etc.

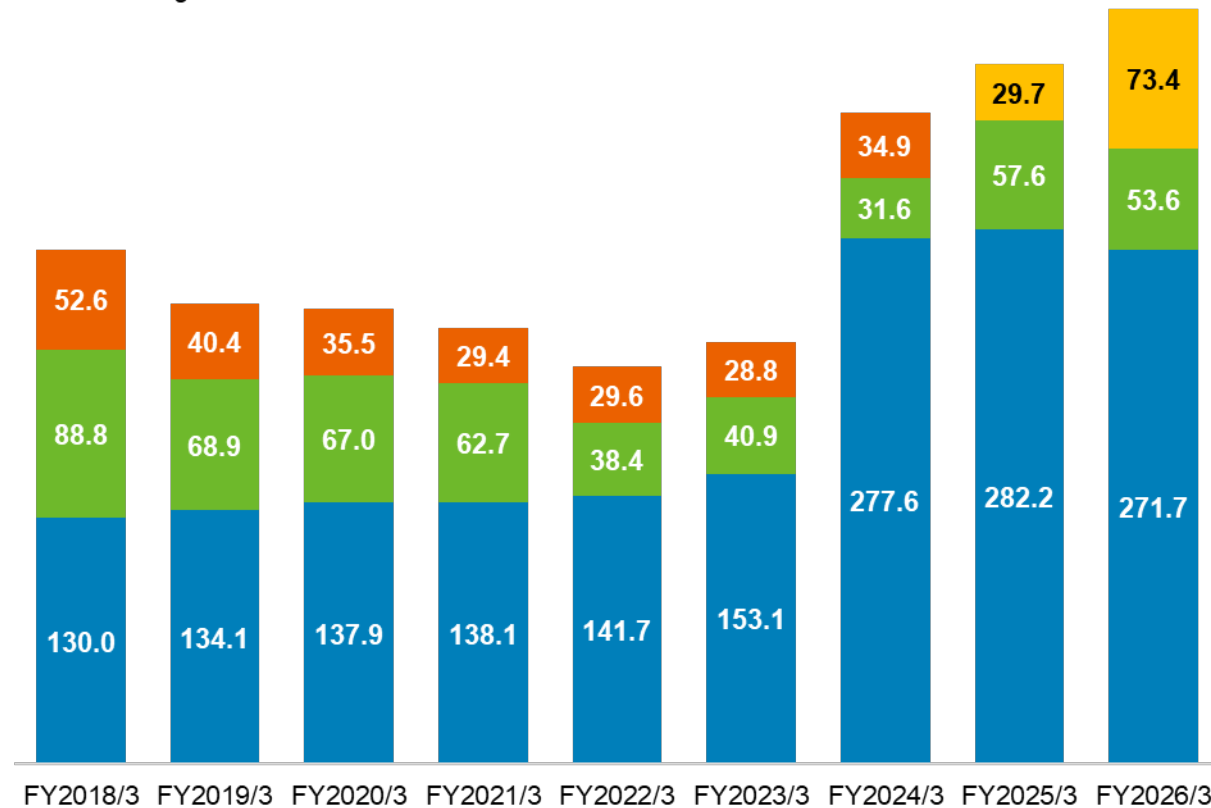
FY2018/3 FY2019/3 FY2020/3 FY2021/3 FY2022/3 FY2023/3 FY2024/3 FY2025/3 FY2026/3

# Invested Capital and Adjusted Profits by Business: FY2026/3 Results

[Trend of invested capital by business segment]

(Billion yen)

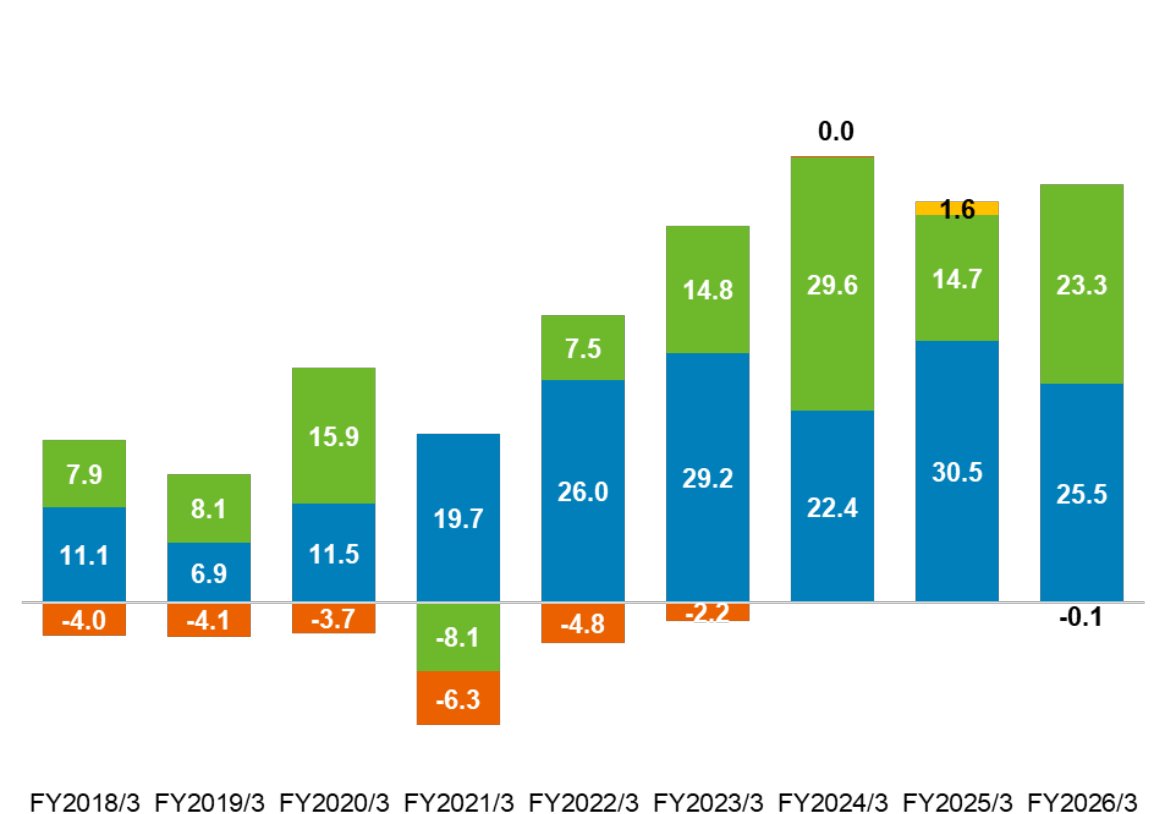
- Entertainment Contents
- Pachislot & Pachinko
- Resort
- Gaming



[Trend of adjusted profits by business segment]

(Billion yen)

- Entertainment Contents
- Pachislot & Pachinko
- Resort
- Gaming



\*Investment Capital per business: investment capital at the end of each business period (total assets-current liabilities excluding interest-bearing debt)-CMS deposits

\*Adjusted profits by business: ordinary income after-tax and before-interest (Tax rate for the respective business is set to 30% for simplicity)

\*Invested capital in the Resort and Gaming Business includes shares of affiliates

# (Repost) Review of Capital Allocation Policy (Announced on February 13, 2026)

## Capital Allocation

(Announced on May 2024)

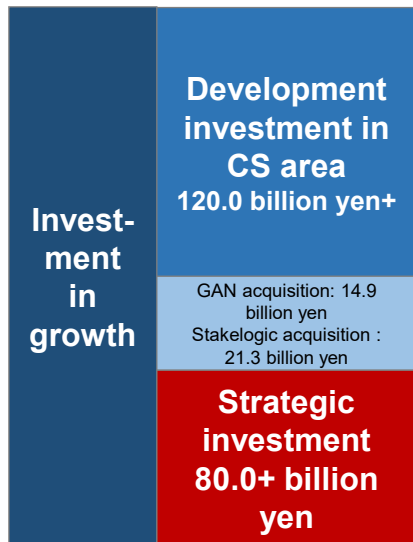
<Source of cash>

<Allocation image

for the current medium-term plan>

**Generation of Operating CF**  
(Cumulative of 3 years from FY2025/3 to FY2027/3)  
Approx. 190.0 billion yen

\*Before deduction of development investment in growth areas

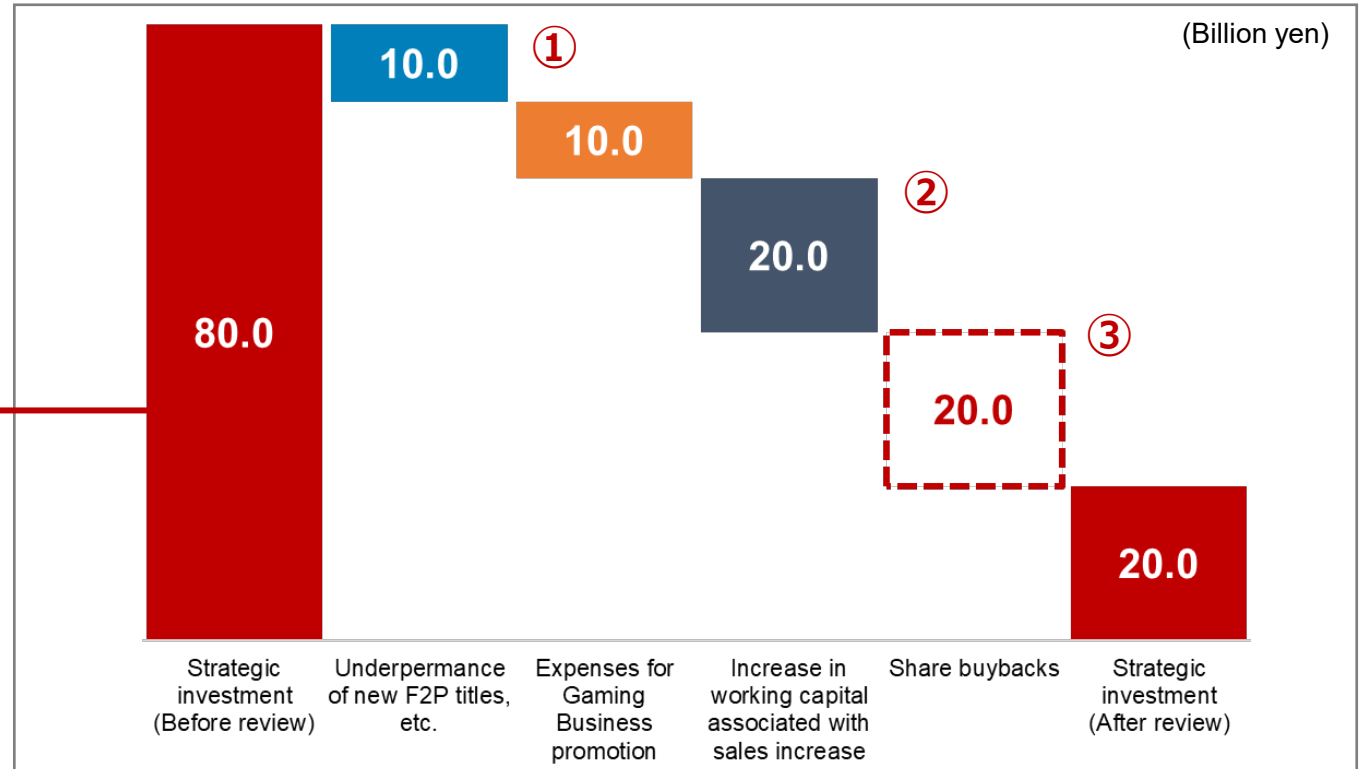


**Cash & Deposit**  
(End of FY2024/3)  
Approx. 220.0 billion yen

**Shareholder Return**  
Other investment CF and Repayment of loan

**Working Capital**  
(End of FY2024/3)  
Approx. 70.0 billion yen

**Working Capital**



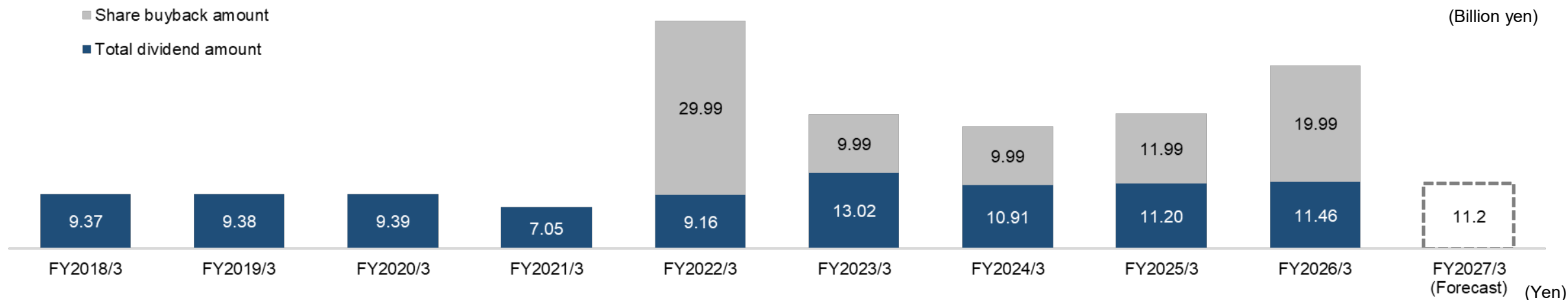
### [Key Review Points]

- ① Decrease in operating cash flow due to underperformance of new F2P titles, etc.
- ② Increased the working capital amount associated with increase in sales resulting from the acquisition of the two companies in the Gaming Business
- ③ Suspend large-scale M&A, implement share buybacks, and review strategic investment framework

# Shareholder Returns: FY2026/3 Results and FY2027/3 Forecast



## [Trend of shareholder return amounts]



	FY2018/3	FY2019/3	FY2020/3	FY2021/3	FY2022/3	FY2023/3	FY2024/3	FY2025/3	FY2026/3	FY2027/3 (Forecast)
<b>Shareholder return amounts</b>	<b>9.37 billion</b>	<b>9.38 billion</b>	<b>9.39 billion</b>	<b>7.05 billion</b>	<b>39.15 billion<sup>*1</sup></b>	<b>23.02 billion<sup>*2</sup></b>	<b>20.91 billion<sup>*3</sup></b>	<b>23.20 billion<sup>*4</sup></b>	<b>31.45 billion<sup>*5</sup></b>	<b>Approx. 11.2 billion<sup>*6</sup></b>
Dividends per share <sup>*5</sup>	Interim: 20 Year-end: 20	Interim: 20 Year-end: 20	Interim: 20 Year-end: 20	Interim: 10 Year-end: 20	Interim: 20 Year-end: 20	Interim: 20 Year-end: 39	Interim: 23 Year-end: 27	Interim: 25 Year-end: 27	Interim: 27 Year-end: 28	Interim: 27 Year-end: 28
DOE <sup>*7</sup>	<b>3.0%</b>	<b>3.1%</b>	<b>3.1%</b>	<b>2.4%</b>	<b>3.1%</b>	<b>4.2%</b>	<b>3.3%</b>	<b>3.0%</b>	<b>3.1%</b>	<b>3.0% or more</b>
<b>Total return ratio<sup>*8</sup></b>	<b>105%</b>	<b>355%</b>	<b>68%</b>	<b>553%</b>	<b>106%</b>	<b>50%</b>	<b>63.3%</b>	<b>51.5%</b>	<b>-<sup>*9</sup></b>	<b>50% or more</b>

<sup>\*1</sup> Purchase period: Nov. 9, 2021-Apr. 19, 2022, <sup>\*2</sup> Purchase period: May 1, 2023-Dec. 22, 2023, <sup>\*3</sup> Purchase period: Sep. 2, 2024-Sep. 20, 2024

<sup>\*4</sup> Shareholder return amounts include dividend payments to the executive compensation BIP Trust and the stock-granting ESOP Trust, and DOE and total return ratio are calculated based on this total amount of dividends.  
Purchase period: Jun. 2, 2025-Jun. 20, 2025

<sup>\*5</sup> The purchase period is from February 16, 2026, to March 23, 2026. This includes 19.99 billion yen in acquisition of treasury stocks associated with a review of the strategic investment framework

<sup>\*6</sup> Since the initial dividend forecast is provisionally calculated based on a DOE 3%, the annual dividend forecast for FY2027/3 is expected to be 55 yen per share (27 yen for interim and 28 yen for year-end) which is expected to result in shareholder return amounts of approximate 11.7 billion yen.  
For reference, if return will be calculated with total return ratio of 50%, as the net income attributable to owners of parent in the operating results forecast for FY2027/3 announced today is 32.5 billion yen, the return amount in this case would be approximately 16.2 billion yen.

(The actual amount of shareholder returns, and the method of return may change depending on the progress of business performance and other factors)

<sup>\*7</sup> DOE (Dividends on Equity) = dividend amount / net asset

<sup>\*8</sup> Total return ratio = (total dividend amount + total amount of share buybacks) / Profit attributable to owners of parent

<sup>\*9</sup> Due to a net loss for this fiscal year

03

## Initiatives for FY2027/3

# Review of the Medium-Term Plan

## Current Medium-Term Plan

FY2025/3 - FY2027/3 three-year cumulative  
**Adjusted EBITDA Over 230.0** billion yen

FY2025/3 - FY2027/3 three-year average  
**ROE over 10%**



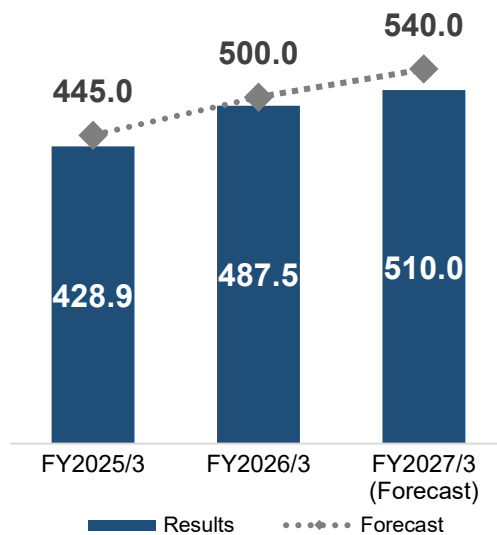
## Projected Results

FY2025/3 - FY2027/3 three-year cumulative  
**Adjusted EBITDA Over 142.5** billion yen

FY2025/3-FY2027/3 three-year average  
**ROE over 6.5%**  
 (FY2025/3: 12.2%, FY2026/3: -1.6%, FY2027/3: 8.9%)

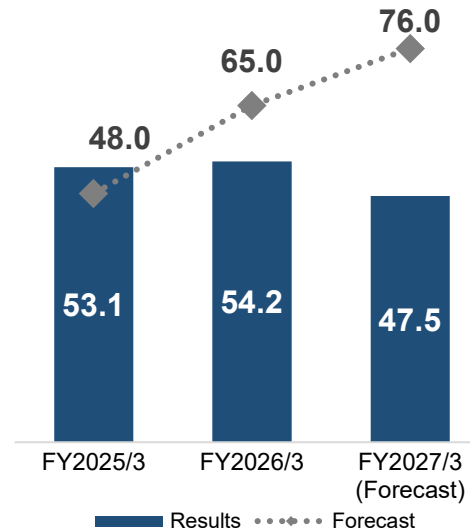
### Net sales

(Billion yen)



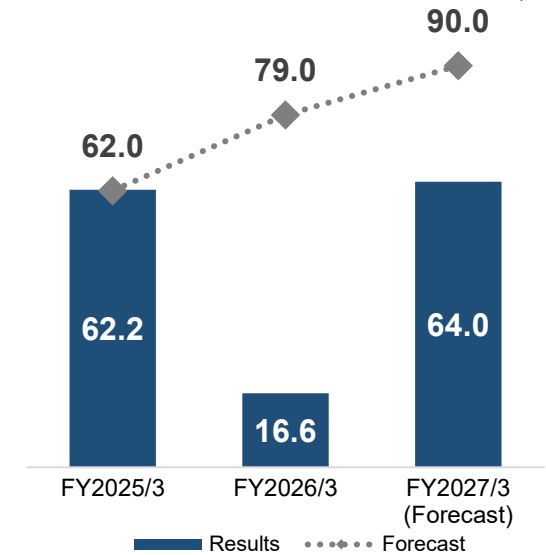
### Ordinary income

(Billion yen)



### Adjusted EBITDA

(Billion yen)



## Initial Plan and Current Forecast

## Achievements and Challenges

### Entertainment Contents Business

**Adjusted EBITDA**  
(three-year cumulative)  
 ✓ Plan: Over 180.0 billion yen  
 ✓ Forecast: 107.3 billion yen

- Improvement in development capabilities, centered on Japan studios
- Growth of licensing-out related businesses
- Challenges remained in the "sales capabilities" of Full Game
- Delay in the launch and underperformance of new F2P titles for the global market
- Recognition of impairment loss for Rovio

### Pachislot & Pachinko Machines Business

**Adjusted EBITDA**  
(three-year cumulative)  
 ✓ Plan: Over 90.0 billion yen  
 ✓ Forecast: 85.9 billion yen

- Generation of steady profits
- Creation of multiple hit titles
- Launch of new pachislot cabinet

### Gaming Business

**Adjusted EBITDA**  
(three-year cumulative)  
 ✓ Plan: Positive\*<sup>1</sup>  
 ✓ Forecast: -21.9 billion yen

\*<sup>1</sup> Impact of GAN and Stakelogic acquisition was not included in Plan

- Creation of hit titles
- Growth of PARADISE SEGASAMMY
- Execution of acquisitions to enter the online gaming business
- Recognition of impairment loss for Stakelogic

# Entertainment Contents Business

## ➤ Reviewed the strategic positioning of GaaS\* (F2P)

### Progress through FY2026/3

- New F2P titles struggled in FY2026/3
  - Weak performance of *Sonic Rumble Party*
  - Did not achieve the creation of economic value through collaboration with Rovio
  - Delay in the launch of some titles (Scheduled for FY2025/3 → FY2026/3)
- Decided to cancel Super Game
  - \*No additional costs associated with the cancellation



### Future Direction

- Review the positioning of the pillars for medium- to long-term growth (lowered the priority of F2P)
  - Some of F2P development personnel (over 100 people) have already been transferred to Full Game development team focusing on the mainstay IPs
- Rovio will continue the efforts toward a global GaaS, but will focus on its own rebuilding first

\*GaaS: Abbreviation for "Game as a Service"

## ➤ Advance transformation for the future across strategy, technology, and organization

Global Publishing  
Strengthening "Sales Capabilities"  
through data-driven approaches

### Three Key Elements of Transformation

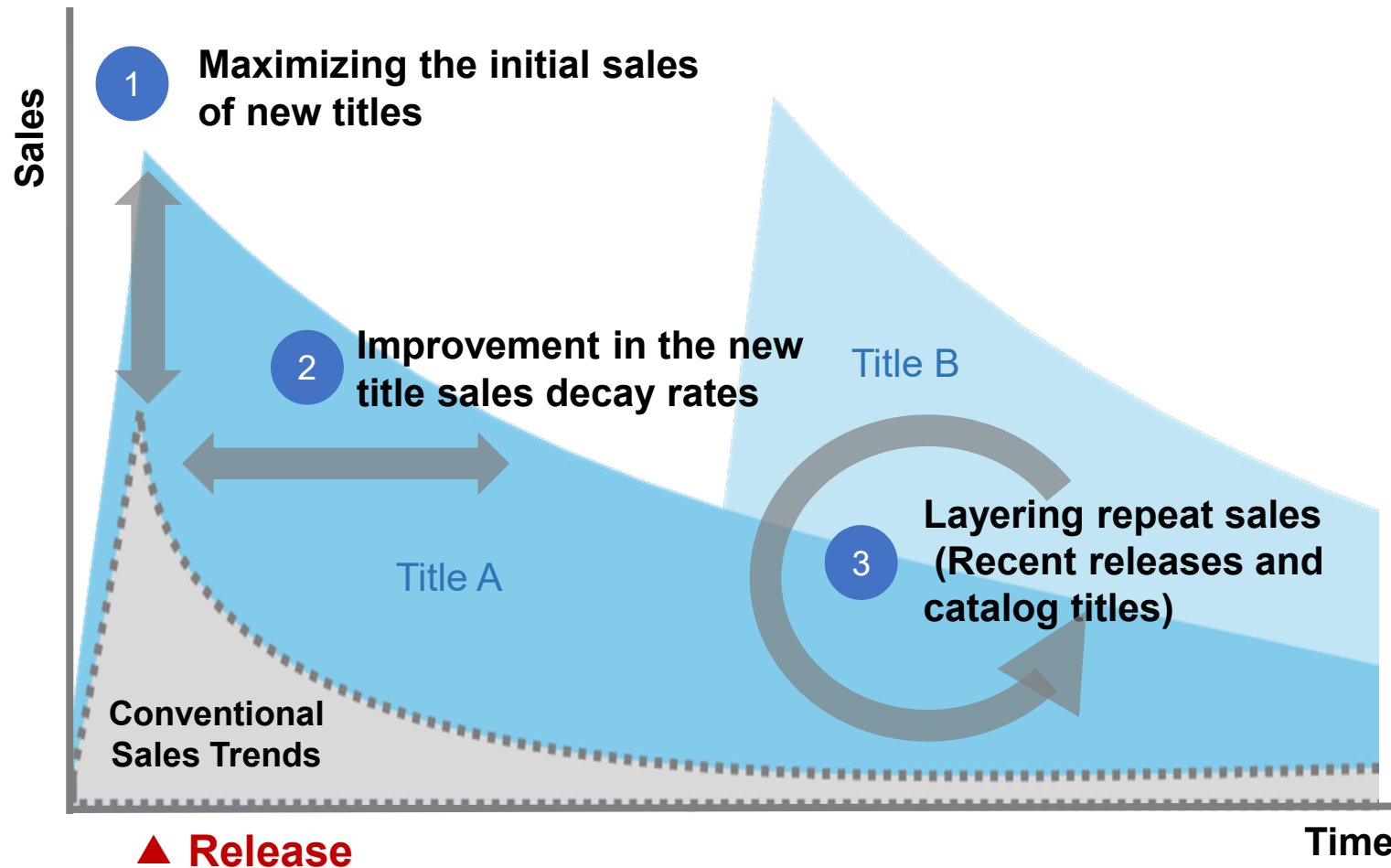
Marketing  
and Sales  
Strategy

Data and  
Technology

Organization  
and  
Process

- **[Marketing and Sales Strategy] KPI Design**
  - Introduce the globally standardized KPI and management rules to promote overall optimization
  - Clearly define global common rules and the scope of local discretion
- **[Data and Technology] Global Integrated Platform**
  - Integrate data assets previously dispersed across regions and redefine them as management and business assets
  - Build an analytics platform usable across global operations and optimize investment efficiency
- **[Organization and Process] Accelerating the PDCA Cycle**
  - Transformation of decision-making and operational processes through the use of data and technology, and promote their integration across frontline operations
    - ✓ Reduce analytical and operational workloads and improve process efficiency through the use of AI and other technologies
    - ✓ Standardize individual-dependent decision-making and task execution to transition to reproducible operations

## Identifying Challenges in Digital Sales and Marketing (image)



- Analyze data from each of perspectives ①-③ and set KPIs to maximize them (currently being formulated)
- Start sequentially with mainstay titles for FY2027/3

# (Reference) Title Lineup for FY2027/3



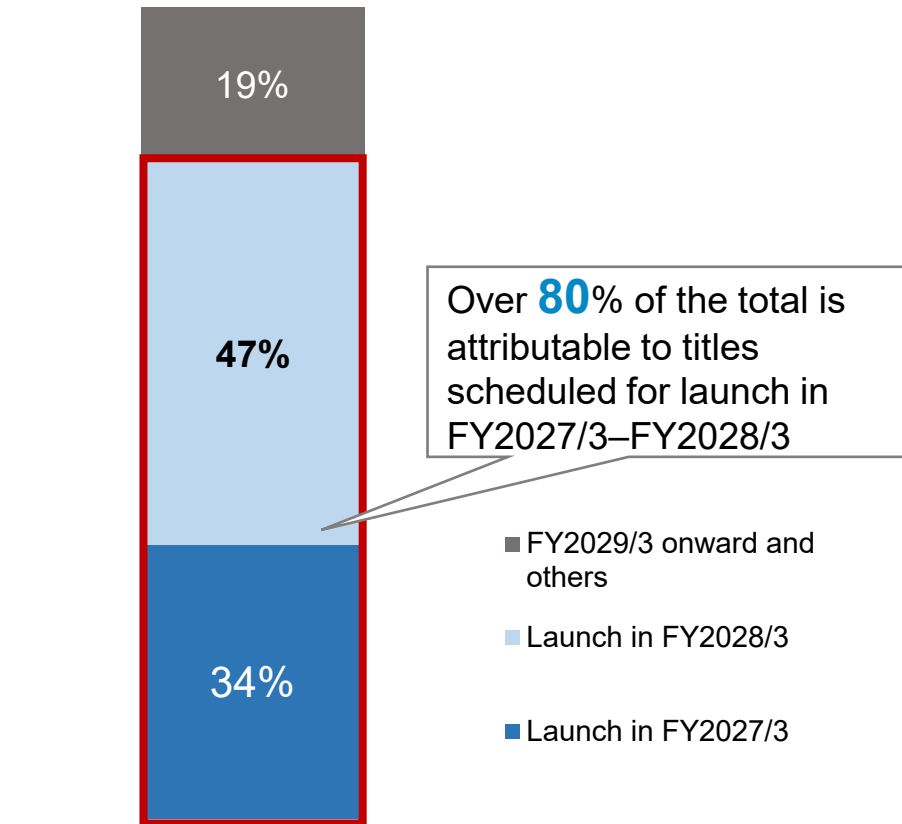
## **STRANGER THAN HEAVEN**

(Release: This Winter)

The latest title from Ryu Ga Gotoku Studio / Multi-platform, simultaneous worldwide release

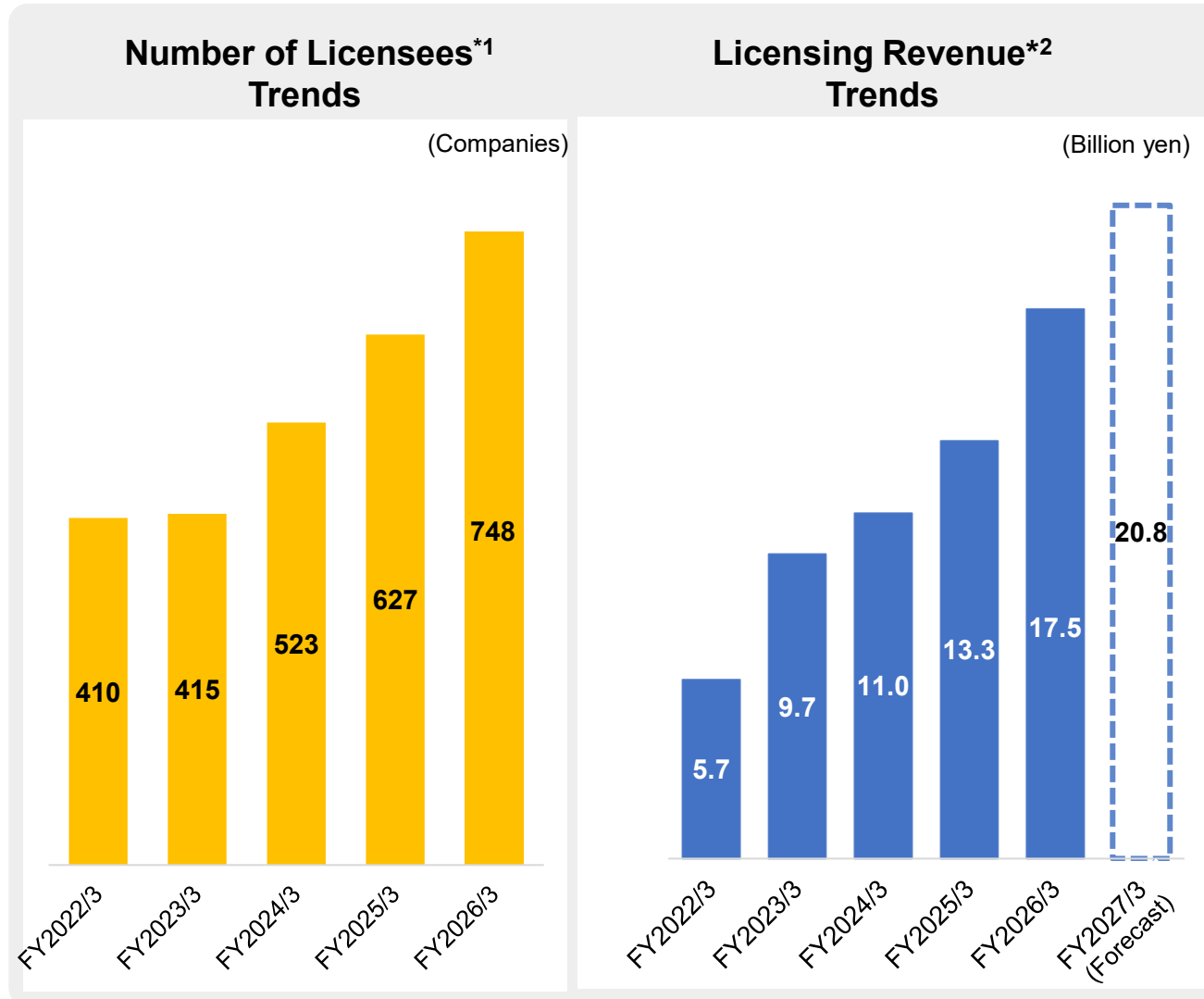
## Content Production Expenses: Balance on the Balance Sheet

(as of the end of FY2026/3, Consumer area)



\*The graph does not include titles currently being amortized  
\*Release timing are current plan and are subject to change

- **The current balance of content production expenses on the balance sheet is largely attributable to titles scheduled for launch in FY2027/3 and FY2028/3**
- Plan to release new Full Game titles leveraging mainstay IPs in each fiscal year
  - FY2027/3: 4 titles and others
  - FY2028/3: 4 or more titles
  - FY2029/3 onward: To be centered on mainstay IPs
- Of the total, 39% are attributable to titles developed by overseas studios



## ➤ Licensing-out and related businesses continue to grow

### FY2026/3 Results

- Realized sustainable growth centered on the *Sonic* IP

### FY2027/3 Forecast

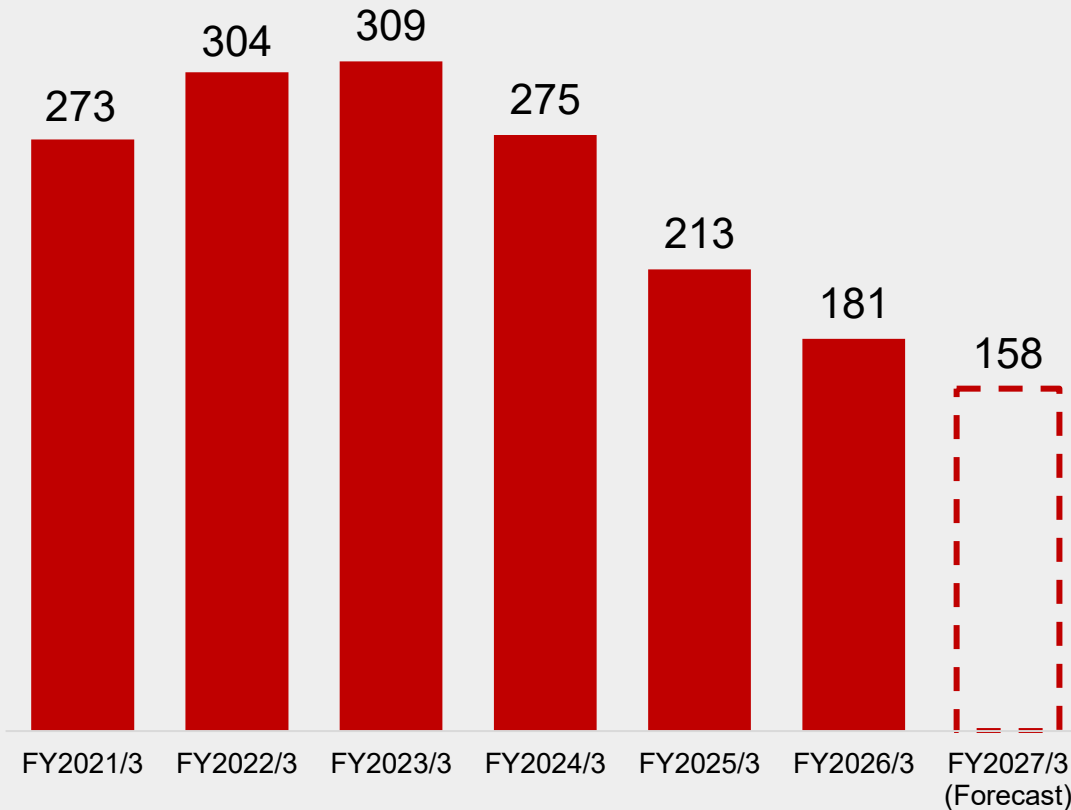
- Incorporating sales contribution from the *Angry Birds* IP
- Expect growth in licensing-out related to *Sonic* and *Angry Birds* IP following the movie releases
  - *The Angry Birds Movie 3* (Dec. 23, 2026)
  - *Sonic the Hedgehog 4* (Mar. 19, 2027)
- Sales from mainstay IPs other than *Sonic* are also expected to grow

\*1 The number of licensees refers to the number of clients from whom revenue was recorded during each fiscal year

\*2 Does not include allocated revenue from *Sonic* movies

### Sales Trend of Rovio

(Million euros)



## ➤ Aim to secure stable earnings

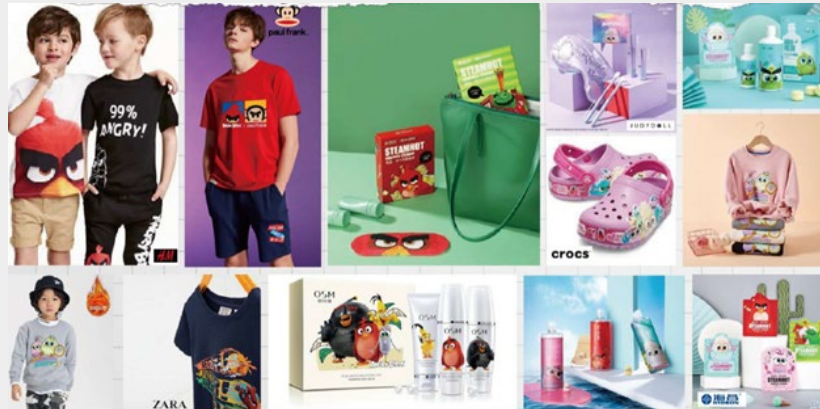
- Aim for steady earnings improvement under a conservative plan
- Focus on the mainstay IP, *Angry Birds* and advancing initiatives in video games, licensing-out and other related area
- Declining sales trend of *Angry Birds 2* has bottomed out



**Angry Birds 2**  
(In FY2027/3)



**The Angry Birds Movie 3**  
(Dec 23, 2026)



**Related Product Image**

## ➤ Aim to expand the *Angry Birds* IP through multifaceted development

### Game

- Expand the roll-out of *Angry Birds* titles
  - Plan to launch *Angry Birds 2* in mainland China
  - Plan to release new *Angry Birds* IP titles within this fiscal year
  - Leverage the *Angry Birds Movie 3* in live games (in-game content, marketing)

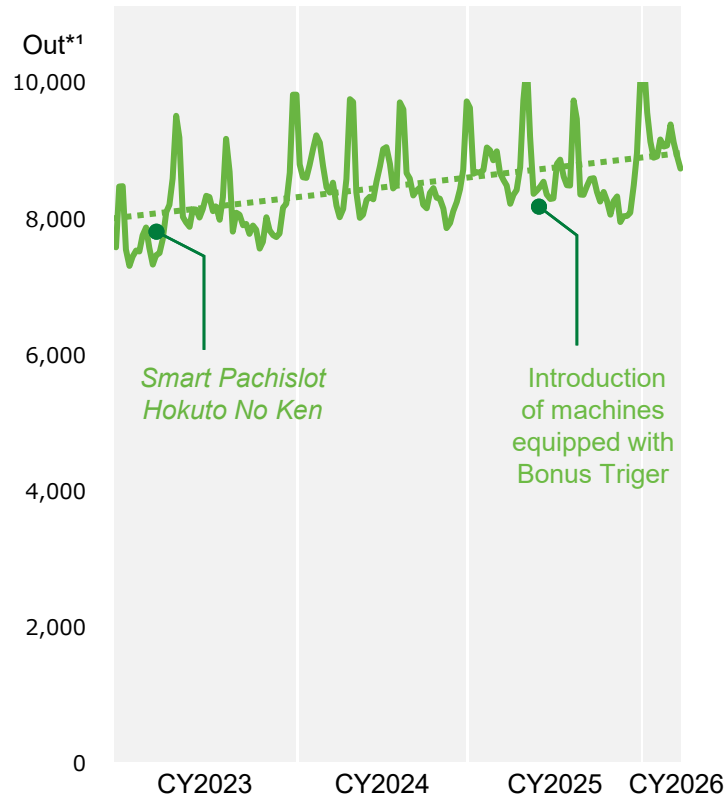
### Transmedia Expansion

- Full-scale transmedia expansion of the *Angry Birds* IP
  - *The Angry Birds Movie 3* (Release: Dec 23, 2026)
  - Full-scale expansion of the CP licensing-out business

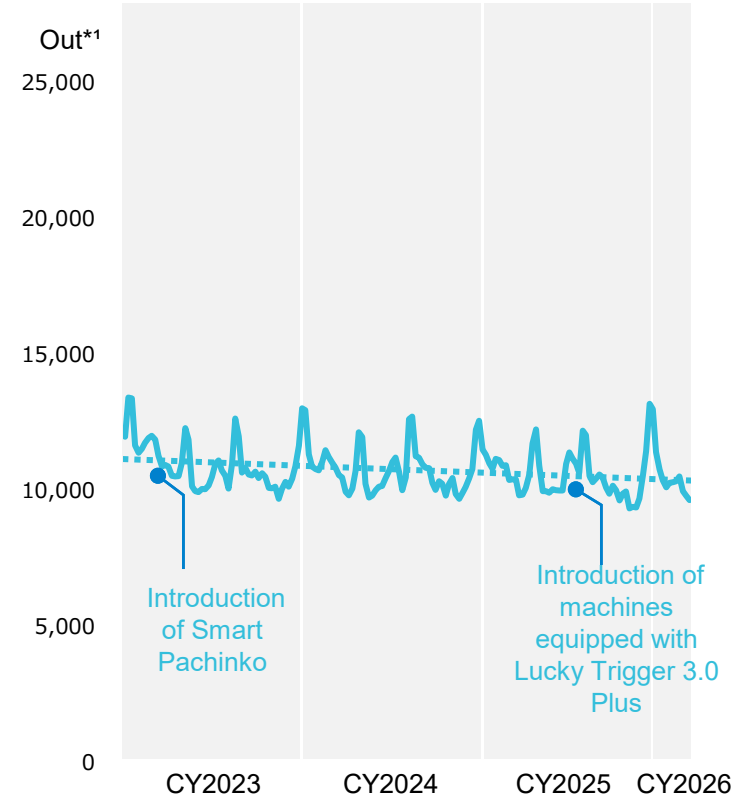
# Pachislot & Pachinko Machines Business

## Pachislot & Pachinko Utilization Trends

### Pachislot



### Pachinko



### Pachislot

- Steady performance continues, led primarily by smart pachislot
- Although machines equipped with Bonus Trigger have been introduced to the market since June 2025, AT machines\*2 have continued to drive utilization

### Pachinko

- The overall market continues to show soft performance
- Although machines equipped with Lucky Trigger 3.0 Plus have been introduced to the market since July 2025, the recovery in utilization has been temporary

\*1 Out = Used as an indicator to represent utilization of pachislot & pachinko machines (Pachislot: Average number of inserted medals in a day for each title, Pachinko: Average number of shot balls in a day for each title)

When converting "Out" to utilization time at Daikoku Denki Co., Ltd., each of them are converted as follow: Pachislot: 1 hour = 2,000 medals, Pachinko: 1 hour = 5,000 balls

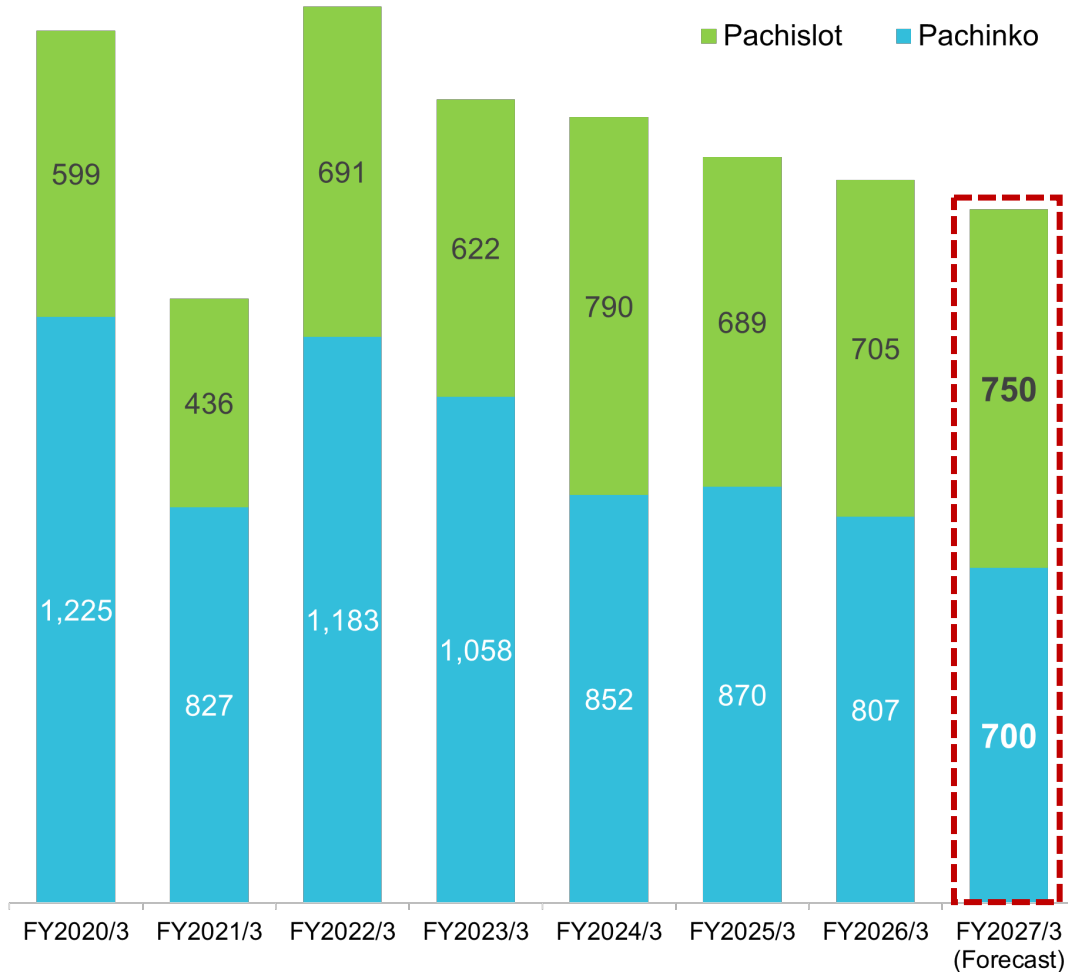
\*2 AT = Abbreviation for "assist time." A situation in which players are more likely to win medals as the order of pressing buttons is navigated by an LCD or voice to win a small payout

\*2 weeks moving average, the dotted line in the graph is a linear approximation of the average utilization, for the period from Jan. 2023 to Mar. 2026

\*In-house estimation based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Denki Co., Ltd

## Unit Sales Trends

(Thousand Unit)



\*Unit sales are in-house estimation

### FY2026/3

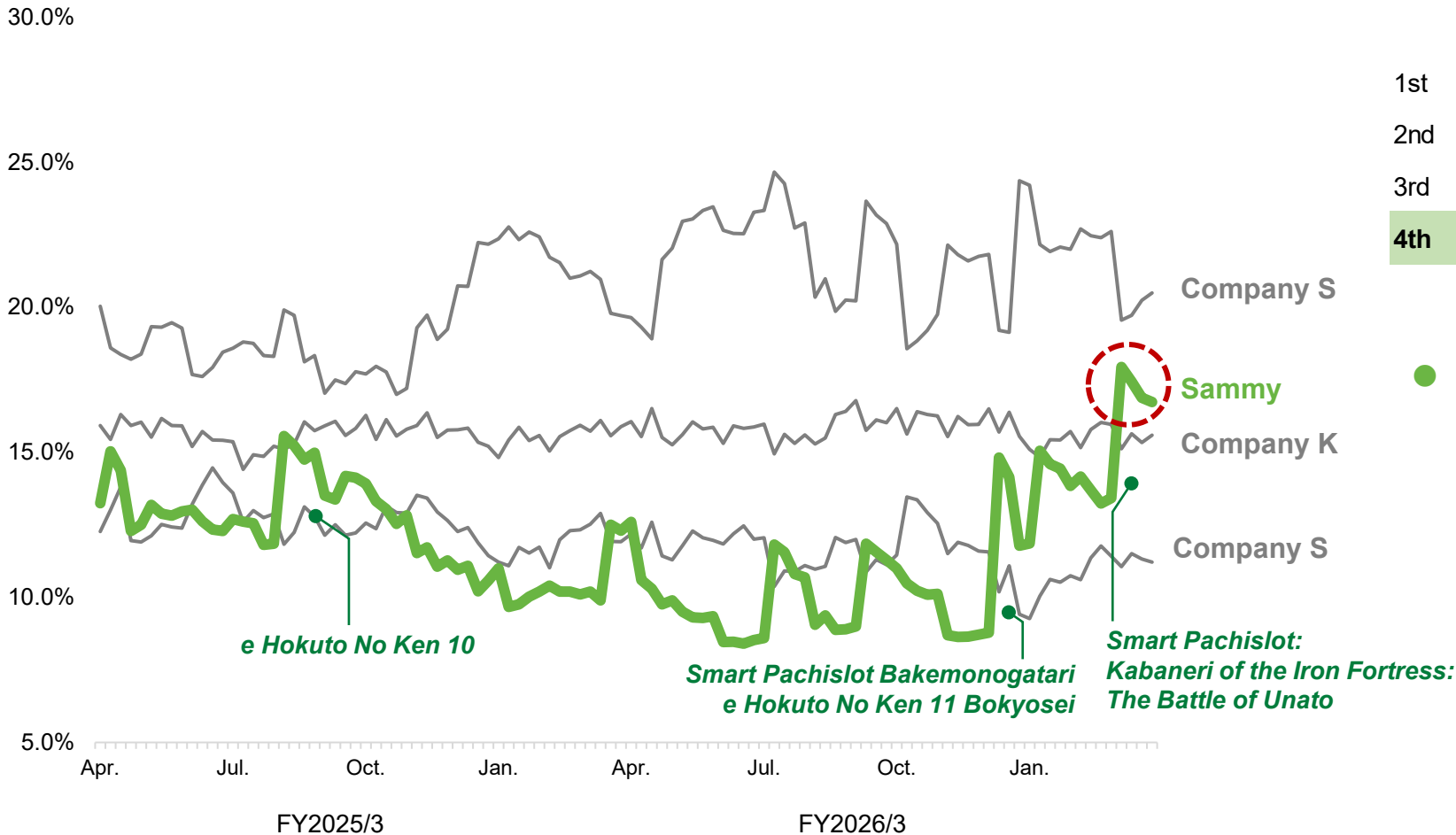
- **Pachislot: Slightly increased compared to FY2025/3**
  - Demand for new titles with strong customer appeal remained high
- **Pachinko: Decreased compared to FY2025/3**
  - Sales boost from models equipped with Lucky Trigger 3.0 Plus was temporary

### FY2027/3 (Forecast)

- **Pachislot: Expect to increase**
  - Recent utilization has been steady
  - Pachinko halls tend to prioritize investment in pachislot
- **Pachinko: Expect to decrease**
  - Recent utilization has been soft

# Total Utilization Share

## Trends in Total Utilization Share of The Group and Competitors



## Total Utilization Share Ranking\*1

FY2025/3			FY2026/3		
1st	Company S	19%	1st	Company S	22%
2nd	Company K	16%	2nd	Company K	16%
3rd	Company S	13%	3rd	Company S	11%
4th	<b>Sammy</b>	<b>12%</b>	4th	<b>Sammy</b>	<b>11%</b>

● **Titles released in Q4 are driving utilization in recent period**

FY2026/3

- Titles released in Q3 and Q4 drove utilization, and together with promotional initiatives, contributed to an increase in the total utilization share of the Group

FY2027/3

- Proceed with the launch of mainstay titles and new IP titles, aiming to become No. 1 in total utilization share

\*In-house estimation based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Denki Co., Ltd, Listed period: Apr. 2024 to Mar. 2026

\*Utilization Share = Ratio of Sammy machine's utilization out of total number of installed machines for each title × utilization of each title  
(Pachislot: Numbers of inserted medals, Pachinko: Numbers of shot balls)

\*1 Calculated by average during the fiscal year (Excluded the week striding over fiscal years)

- Climbed to second place in total utilization share as of the end of March 2026
  - In March, we further intensified the promotions to coincide with the installation of new titles and provided a wide range of promotional materials to pachinko halls

(Banner ads related to social media)



(Promotional material for pachinko halls)



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➤ Plan to introduce several mainstay titles and new IP titles



**Smart Pachislot *BIG DREAM THE GOLDEN PUSHER***  
(Installation: May 2026)



**Smart Pachislot *Kabaneri of the Iron Fortress: The Battle of Unato***  
(Additional sales: June 2026)

- **Smart Pachislot *BIG DREAM THE GOLDEN PUSHER***
  - AT machines based on in-house IP
- **Smart Pachislot *Kabaneri of the Iron Fortress: The Battle of Unato***
  - Highest level initial utilization\*<sup>1</sup> in the industry, following *Smart Pachislot Hokuto No Ken*
  - Additional sales planned in June 2026, due to popular demand

\*<sup>1</sup> In-house estimation based on DK-SIS data of Daikoku Denki Co., Ltd (Scope: First-week utilization performance of pachislot machines sold from Jan. 2022 to Mar. 2026)

# New IP Titles

- Several new IP titles adapted for pachislot & pachinko machines for the first time are under development



Pachislot

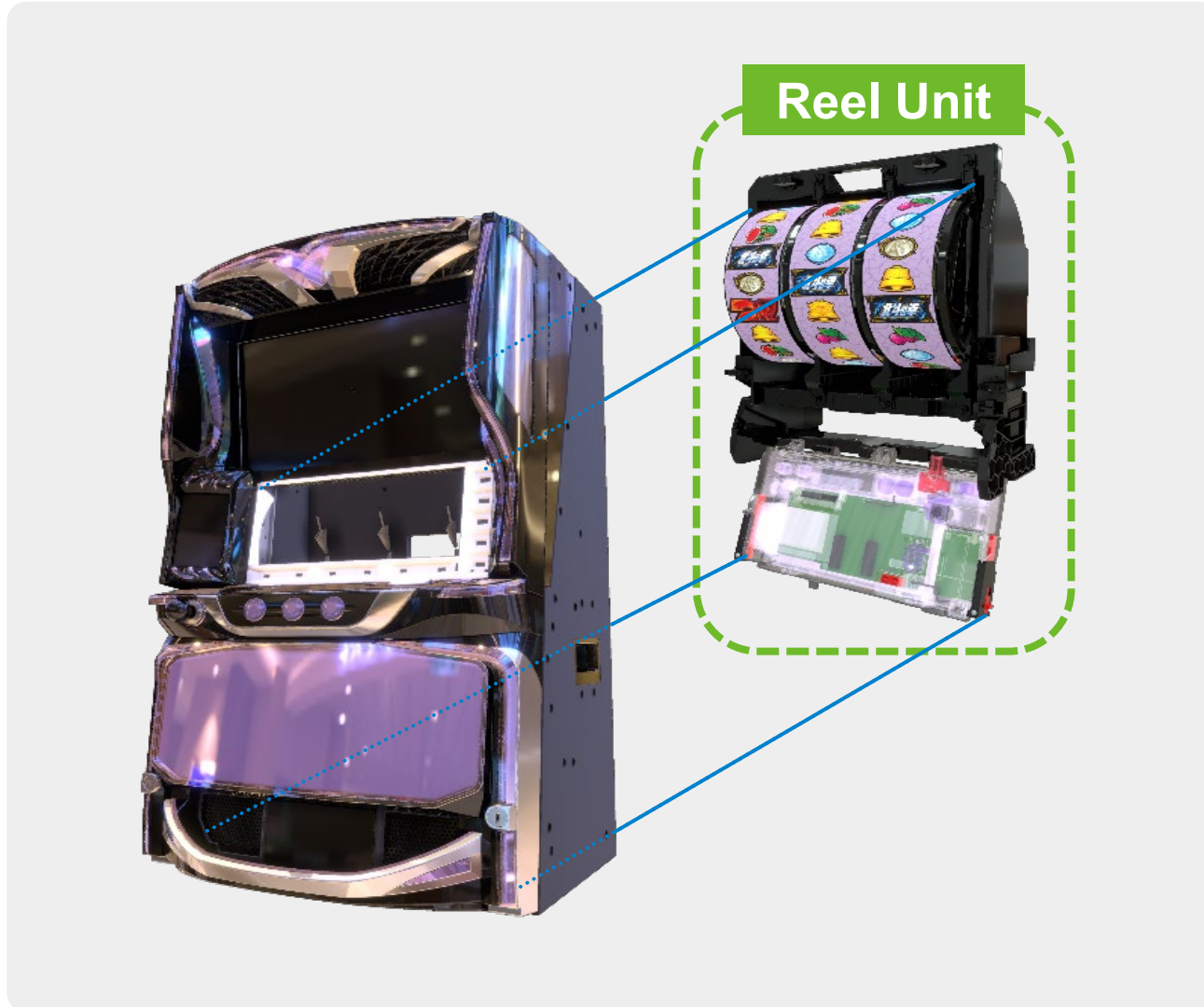


Pachislot

Pachinko



Pachinko

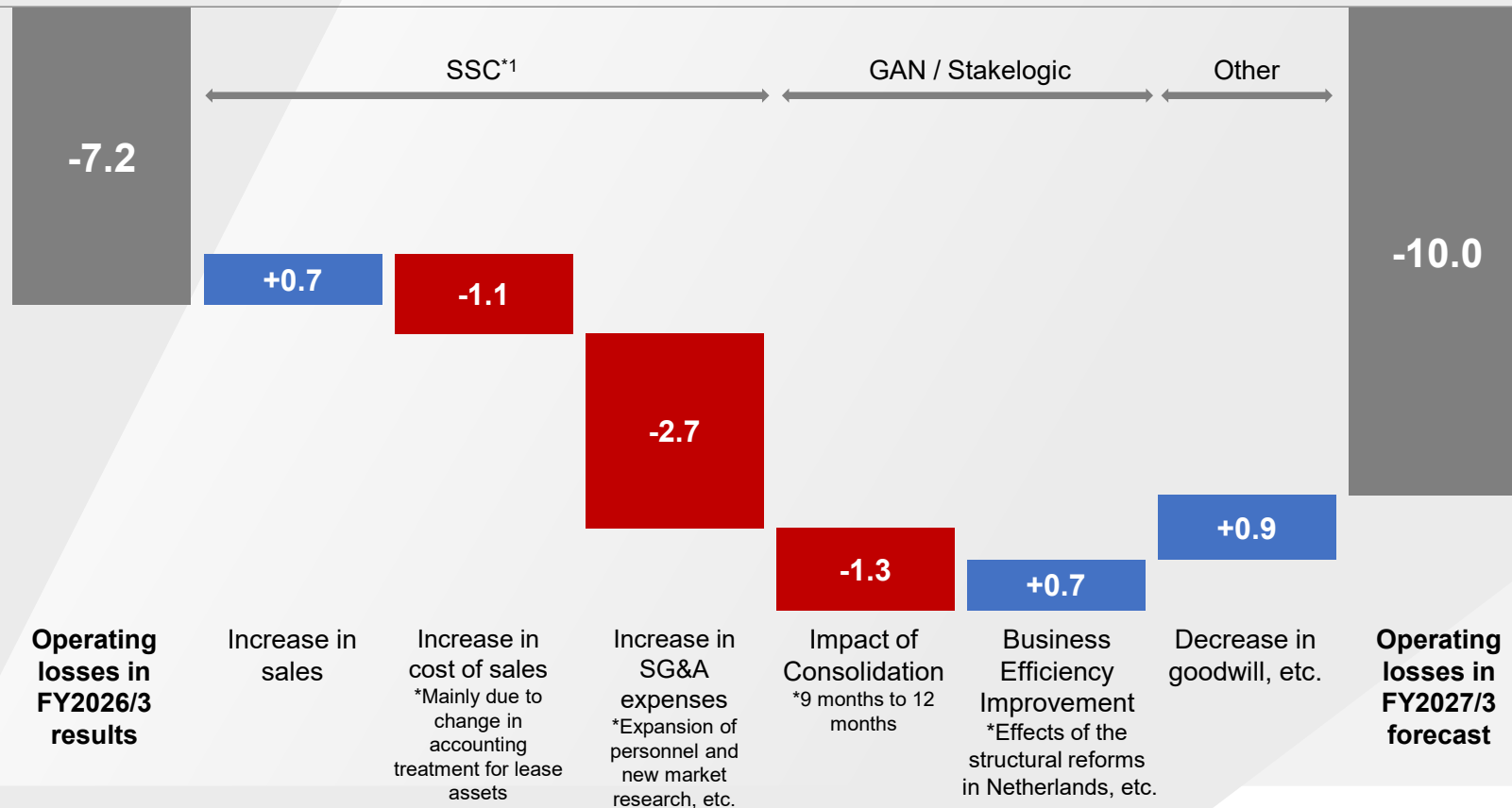


- **Started full-scale rollout of reel unit sales from FY2027/3**
- **Reel unit sales are expected to account for around 20% of planned pachislot unit sales**
- Contribution to margin improvement through minimization of parts
  - Replacement with new titles can be completed by exchanging only a few parts

# Gaming Business

- FY2027/3 marks the bottom of the J-curve and a year of upfront investments in line with the growth strategy
- Aim to achieve profitability in the ordinary income stage of our next medium-term plan

(Billion yen)



- In FY2027/3, lease assets in gaming machine sales will be recognized in cost of sales as depreciation of fixed assets  
 \*Recognition of Lease Assets  
 FY2026/3: 0.8 billion yen (extraordinary losses)  
 FY2027/3: 1.0 billion yen (cost of sales)
- SG&A expenses increase due to expansion of development personnel associated with gaming machine sales and the launch of the online gaming business in the U.S., etc.
- The P/Ls of the two acquired companies will be consolidated for the full 12 months (consolidated for 9 months in FY2026/3)

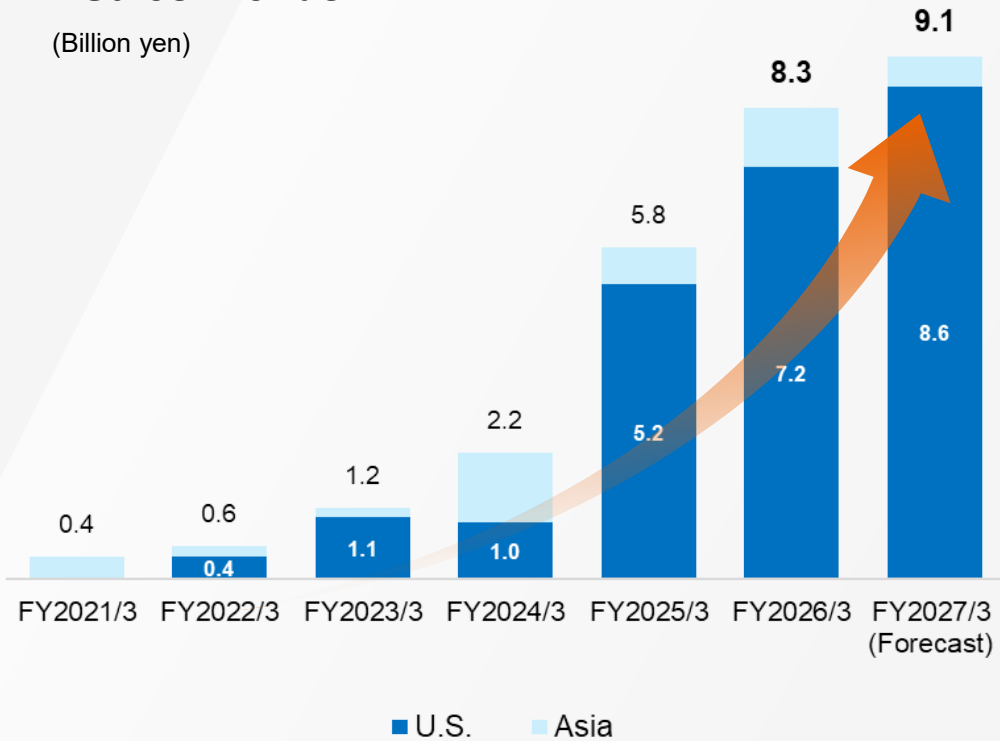
\*1 SSC = Abbreviation of SEGA SAMMY CREATION

# Gaming Machines Sales

- Unit sales are growing, led by North American market
- Aim to expand recurring revenue by strengthening lease sales in FY2027/3

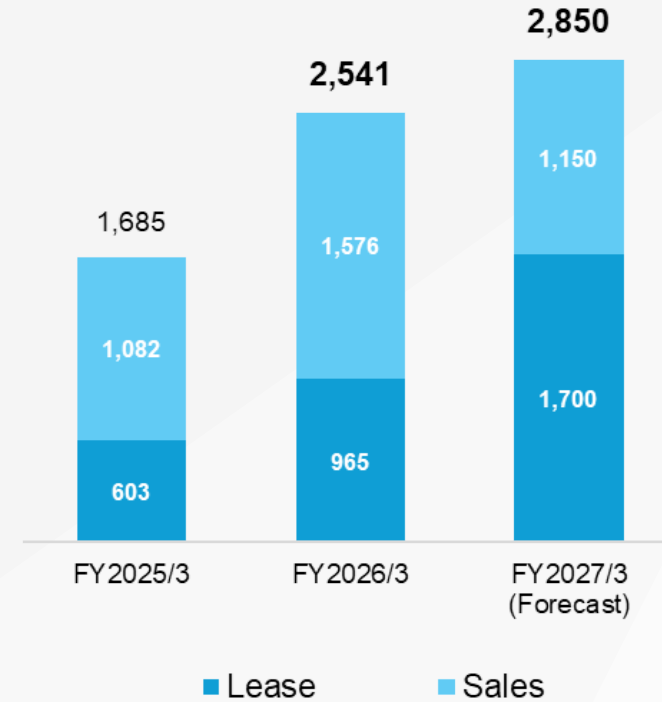
## ● Sales Trends

(Billion yen)



## ● Unit Sales Trends in North America

(Units)



# Mainstay Titles in Gaming Machines

- The *Railroad RICHES™* series and *Super Burst™* series have been ranked in the "Top Indexing Games – Core (Overall)" category of Eilers\*<sup>1</sup> for an extended period



**Railroad RICHES Link™**  
(Installation: Sep. 2025)



**Super Burst™ Bouncing Lions™**  
(Installation: Oct. 2024)

Won the "Top Performing NEW Game from an Emerging Supplier" award at the "8th Annual EKG Slot Awards Show"<sup>2</sup>

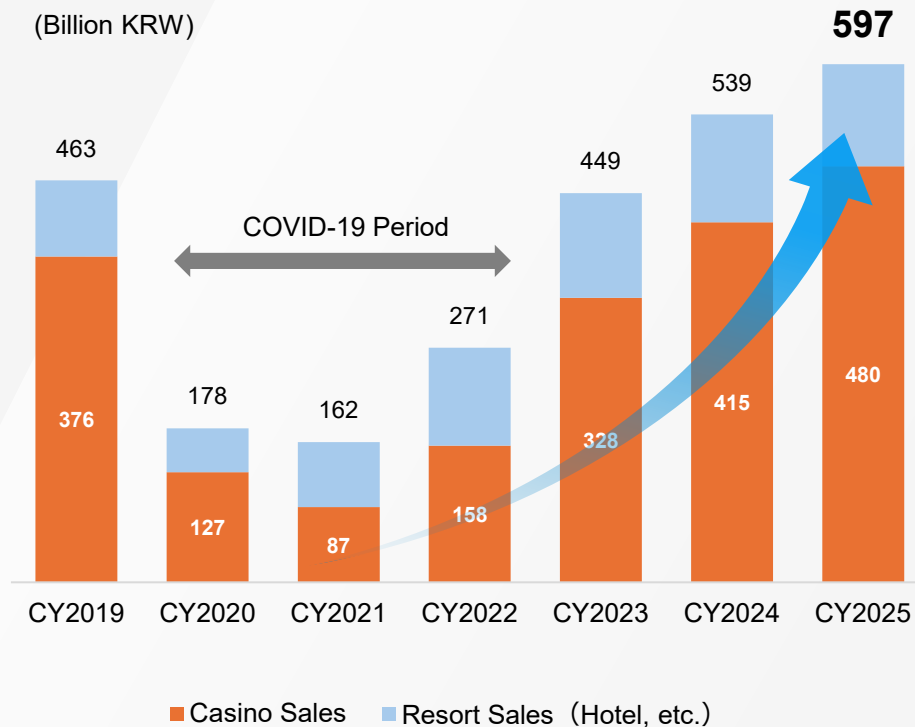
\*<sup>1</sup> A report issued by Eilers & Krejcik Gaming, LLC, a US gaming research company

\*<sup>2</sup> The EKG Slot Awards is presented by Eilers & Krejcik Gaming, LLC, a US gaming research company, and is designed to recognize excellence in slot game development in the casino gaming industry. EKG determines winners across 25 plus product categories including both land-based and interactive games utilizing a data driven process combined with a distinguished advisory board

- In 2025, PARADISE SEGA SAMMY achieved its highest-ever sales and operating income since opening, driven by casino revenue
- In 2026, PARADISE SEGA SAMMY aims to expand its customer base with acquired adjacent hotel

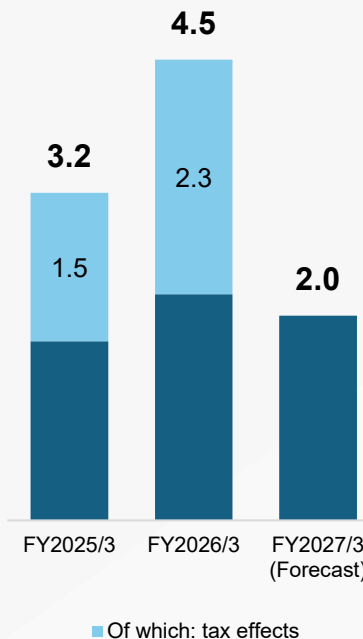
## ● PARADISE CITY Sales Trends

(Billion KRW)



## ● Equity Method Earnings

(Billion yen)



- In addition to the continued growth in sales and operating income, FY2025/3 and FY2026/3 were also significantly affected by tax effects including the recognition of deferred tax assets
- Impact of tax effects are not factored in FY2027/3 (Forecast)

- Plan to implement business revitalization programs in FY2027/3
- Advancing the development of a foundation to provide B2B solutions in the U.S.

## GAN™

- B2B is currently in a transitional phase involving the replacement of its core platform. GAN will continue to expand its customer base to establish a foundation for future growth

### [Initiatives for FY2026/3]

- Development of next gen tech stack (technical foundation) “V2” (B2B)
- Continued strong performance in Northern Europe and South America (B2C)

### [Initiatives for FY2027/3]

- Advancing migration to “V2” and new customer acquisition (B2B)
- Strengthening the expansion of the social casino business (B2B)
- Making proactive investments in marketing to drive sales growth (B2C)
- Continuous review of fixed expenses

## STAKELOGIC®

THINK BIGGER

- Promote efficiency through structural reforms and shift from quantity to quality

### [Initiatives for FY2026/3]

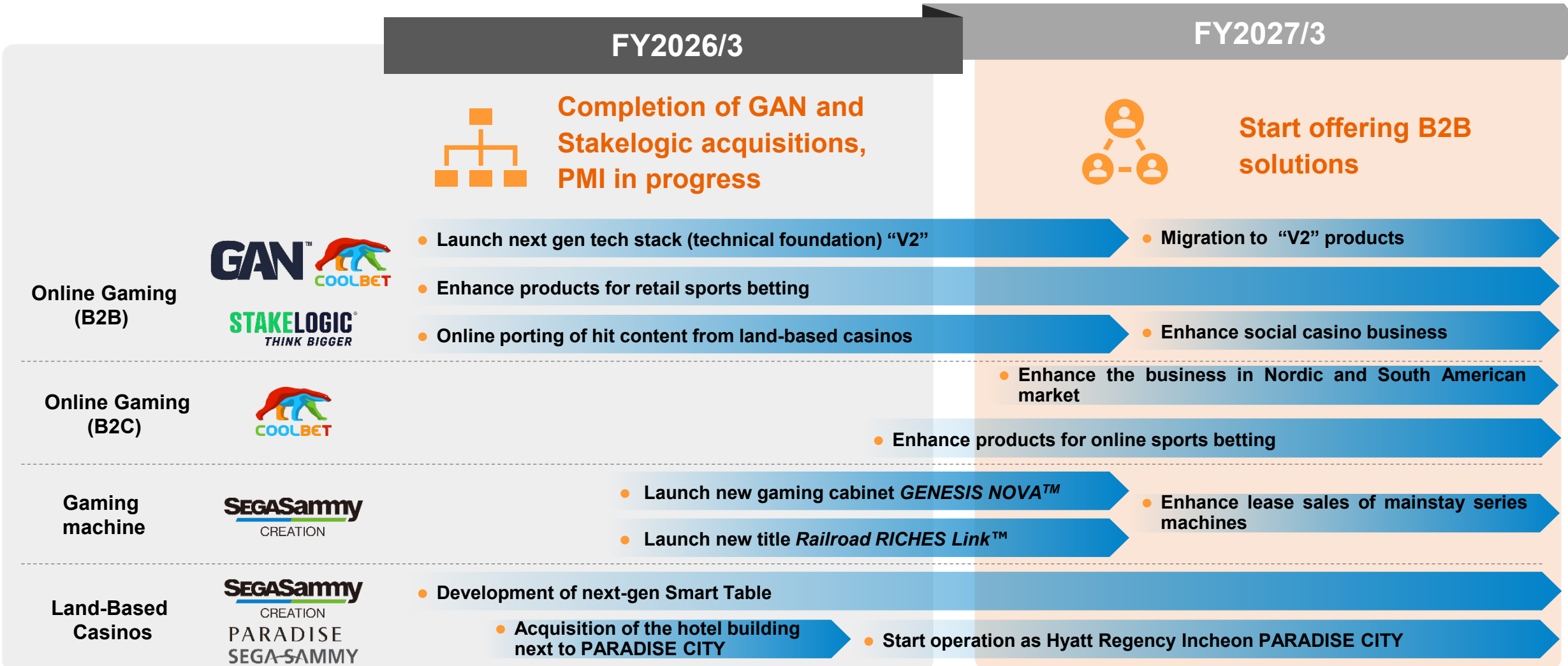
- Sales declined, mainly due to market contraction in the Netherlands following regulatory tightening
- Recognized impairment losses of goodwill, etc. at the end of FY2026/3

### [Initiatives for FY2027/3]

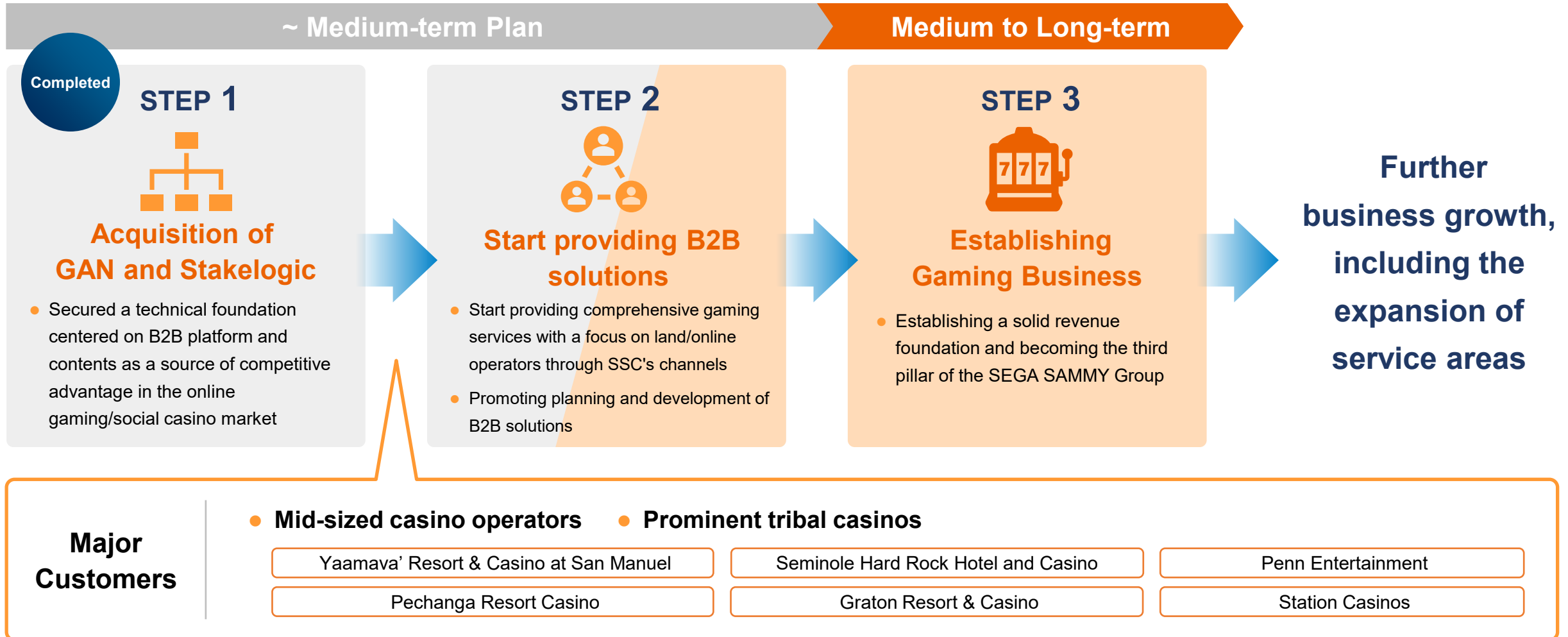
- Implement structural reforms, including downsizing of operations in the Netherlands
- Streamlining the pipeline associated with a review of development policies
- Advancing the online porting of SSC titles for expansion into social market in the U.S.

# (Reference) Roadmap

While conducting PMI for the two acquired companies, advancing initiatives for business growth



## B2B Omnichannel Solution Provider



04

# Appendix

# Impact of Exchange Rate Fluctuations

## [Impact of foreign exchange in FY2026/3 results]

Consumer	Net Sales	4.5 billion yen
	Operating Income	0 billion yen
Animation	Net Sales	0 billion yen
	Operating Income	0 billion yen
AM&TOY	Net Sales	-0 billion yen
	Operating Income	-0 billion yen

- Positive impact of approximately 4.5 billion yen for sales in the Entertainment Contents Business
- Recorded foreign exchange gains of 1.0 billion yen in non-operating profit due to the revaluation and settlement of receivables and payables denominated in foreign currencies
  - Entertainment Business: 0.0 billion yen
  - Gaming Business: 2.4 billion yen

## [Exchange Rates and Sensitivity]

	FY2026/3		FY2027/3	
	Initial Forecast Rate	Results Rate (AR)	Initial Forecast Rate	Sensitivity* <sup>1</sup> (Entertainment* <sup>2</sup> )
1 USD	148.0 yen	150.9 yen	151.0 yen	58 million yen
1 GBP	202.0 yen	202.0 yen	219.0 yen	-79 million yen
1 euro	161.0 yen	174.5 yen	177.0 yen	53 million yen

\*<sup>1</sup> Sensitivity: Impact of 1 yen depreciation on operating income

\*<sup>2</sup> Entertainment = Entertainment Contents Business

# Roll-out Schedule (CS area)

		Title	Launch	Region	Platform		
Full Game	FY2026/3	SONIC X SHADOW GENERATIONS	Jun. 5, 2025	Global	Multi-platform	Date in "Launch" is the release date of Nintendo Switch™ 2 ver. Available in other platforms as well	
		Yakuza 0 Director's Cut	Jun. 5, 2025	Global	Multi-platform	Plan to release for PS5®, Xbox Series X S and Steam in Dec.	
		Puyo Puyo™ Tetris®2S	Jun. 5, 2025	Global	Nintendo Switch™ 2	Date in "Launch" is the release date in Japan. Planned to be released simultaneously with Nintendo Switch™ 2 outside of Japan.	
		RAIDOU Remastered: The Mystery of the Soulless Army	Jun. 19, 2025	Global	Multi-platform		
		SHINOBI: Art of Vengeance	Aug. 29, 2025	Global	Multi-platform		
		Sonic Racing: CrossWorlds	Sep. 25, 2025	Global	Multi-platform		
		Persona 3 Reload	Oct. 23, 2025	Global	Nintendo Switch™ 2	Available on PS5®, PS4®, Xbox Series X S, PC, etc.	
		Virtua Fighter 5 R.E.V.O. World Stage	Oct. 30, 2025	Global	Multi-platform	Release of Nintendo Switch™ 2 ver.: Mar. 26, 2026	
		Football Manager 26	Nov. 5, 2025	Global	Multi-platform	Release of Nintendo Switch™ ver. and package of PS5® ver.: Dec. 4.	
		Yakuza Kiwami	Nov. 13, 2025	Global	Nintendo Switch™ 2	Available on Nintendo Switch™, PS4®, Xbox One, and PC	
		Yakuza Kiwami 2	Nov. 13, 2025	Global	Nintendo Switch™ 2	Available on PS4®, Xbox One, and PC	
	Yakuza Kiwami 3 & Dark Ties	Feb. 12, 2026	Global	Multi-platform			
		FY2027/3 onward	STRANGER THAN HEAVEN	This Winter	Global	Multi-platform	
			Persona 4 Revival	TBD	Global	Xbox Game Pass, Xbox Series X S, Windows, PlayStation®5,	
	Total War: WARHAMMER 40,000		TBD	Global	Multi-platform		
		Total War: Medieval III	TBD	TBD	TBD		
F2P	FY2026/3	Persona5: The Phantom X	Jun. 26, 2025	Global	iOS/Android/PC	China, South Korea and Traditional Chinese area version are published by Perfect World from Apr. 2024	
		Sonic Rumble Party	Nov. 5, 2025	Global	iOS/Android/PC		
		SEGA FOOTBALL CLUB CHAMPIONS	Jan. 22, 2026	Global	PS5®/PS4®/iOS/Android/PC		
TBD	FY2027/3 onward	New VIRTUA FIGHTER Project (Title TBD)	TBD	TBD	TBD		
		Crazy Taxi (Title TBD)	TBD	TBD	TBD		
		Golden Axe (Title TBD)	TBD	TBD	TBD		
		Jet Set Radio (Title TBD)	TBD	TBD	TBD		
		Streets of Rage (Title TBD)	TBD	TBD	TBD		
		ALIEN: ISOLATION (Title TBD)	TBD	TBD	TBD		

\*Only main announced titles are listed

# Roll-out Schedule (Animation area)

		Title	Launch	Region	Platform	
<b>TMS ENTERTAINMENT</b>	FY2026/3	Detective Conan : One-Eyed Flashback	Apr. 18, 2025	-	-	
		LUPIN THE IIIRD: Zenigata and the Two Lupins	Jun. 20,2025	-	Each platform	
		LUPIN THE IIIRD THE MOVIE: The Immortal Bloodline	Jun. 27,2025	-	-	
		Anpanman: Chapon's Hero !	Jun. 27,2025	-	-	
		Dr.STONE SCIENCE FUTURE	Jul. 10 ,2025	-	-	
		SAKAMOTO DAYS	Jul. 14 ,2025	-	-	
		My Status as an Assassin Obviously Exceeds the Hero's	Oct.6, 2025	-	-	A work of UNLIMITED PRODUCE Project* <sup>1</sup>
		BAKIDOU	Feb.26, 2026	Global	NETFLIX	Exclusive worldwide distribution
	FY2027/3 onward	Always a Catch !	Apr. 1, 2026	-	-	
		Dr.STONE SCIENCE FUTURE (Final Season)	Apr. 2, 2026	-	-	
		Detective Conan: Fallen Angel of the Highway	Apr. 10, 2026	-	-	
		Anpanman: Pantan and the Promised Star	Jun. 26, 2026	-	-	
		Blue Box Season 2	Oct. 4, 2026	-	-	
		MAGIC KNIGHT RAYEARTH	Oct. 2026	-	-	
<b>License-out/ Investment Project etc.</b>	FY2027/3 onward	The Angry Birds Movie 3	Dec. 23, 2026	-	-	Date in "Launch" is the scheduled release date in U.S. Release date in other regions TBD
		Sonic the Hedgehog 4	Mar. 19, 2027	-	-	Date in "Launch" is the scheduled release date in U.S. Release date in other regions TBD
		Golden Axe (Title TBD)	TBD	TBD	TBD	Licensing out
		SHINOBI (Title TBD)	TBD	TBD	TBD	Licensing out
		Streets of Rage (Title TBD)	TBD	TBD	TBD	Licensing out
		Eternal Champions (Title TBD)	TBD	TBD	TBD	Licensing out
		THE HOUSE OF THE DEAD (Title TBD)	TBD	TBD	TBD	Licensing out
		OutRun (Title TBD)	TBD	TBD	TBD	Licensing out

\*<sup>1</sup> UNLIMITED PRODUCE Project: an initiative to produce animation works in collaboration with other studios, with the aim of strengthening the animation production business

\*Only main announced titles are listed

# Roll-out Schedule (AM&TOY area)

		Title	Launch	Region	Platform	
AM	FY2026/3	PAW PATROL Be with Chase	Apr. 17, 2025	-	-	
		UFO CATCHER TRIPLE TWIN 2	Jul. 10, 2025	-	-	
		NICO MAKE	Jul. 3, 2025	-	-	
		UFO CATCHER TRIPLE 2	Feb. 12, 2026	-	-	
		StarHorseParty	Mar. 3, 2026	-	-	
	FY2027/3	PAW Patrol Fun with Marshall	Summer 2026	-	-	
		Curious George Ukitto-Carnival	Summer 2026	-	-	
		Curious George Ukitto-Drive	Summer 2026	-	-	
		MOGURI A TALE	Summer 2026	-	-	
	TOY	From FY2025/3	Favoritoy Acrylic Nuigurumi/Acrylic Doll	From Jan. 2025	-	-
FY2026/3		"ANPANMAN" Talking Picture Book 15th Anniversary Special BOX	Jul. 31, 2025	-	-	
		GoGo! ANPANMAN Cycling	Nov. 6, 2025	-	-	
		DREAM SWITCH Basic Set	Oct. 23, 2025	-	-	

\*Only main announced titles are listed

# Sales Schedule

[Main titles sold in FY2026/3 / titles planned to be sold from FY2027/3 onward]

		Title	Installation	Unit Sales	Specification Range <sup>*1</sup>	Sort
<b>Pachislot</b>	FY2026/3	Smart Pachislot Tokyo Revengers	Sep. 2025	28,753 units	Medium	New Series
		Smart Pachislot Bakemonogatari	Dec. 2025	13,800 units	Medium	New Series
		Smart Pachislot Hokuto No Ken Chapter of Resurrection 2	Jan. 2026	49,359 units	High	New Series
		Smart Pachislot GHOST IN THE SHELL	Feb. 2026	8,699 units	Medium	New Series
		Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato	Mar. 2026	34,833 units	Medium	New Series
	FY2027/3 Onward	A-SLOT+ Isekai Quartet BT	Apr. 2026	-	Low	New Series
		Smart Pachislot BIG DREAM THE GOLDEN PUSHER	May. 2026	-	High	New Series

		Title	Installation	Unit Sales	Specification Range <sup>*2</sup>	Sort
<b>Pachinko</b>	FY2026/3	e Tokyo Revengers	Jul. 2025	22,034 units	High Middle	New Series
		e Hokuto No Ken 11 Bokyosei	Dec. 2025	23,119 units	High	New Series
		e The Rising of the Shield Hero Ultimate199ver.	Jan. 2026	4,119 units	Light Middle	Specification Change
		e Shin Hokuto Muso Chapter 5 Mugentousou	Feb. 2026	8,239 units	Light Middle	Specification Change
		e Kabaneri of the Iron Fortress 2 Sakaseya Sanzen	Mar. 2026	8,901 units	High Middle	New Series
	FY2027/3 Onward	e Record of Ragnarok	Apr. 2026	-	Middle	New Series
		e Bakemonogatari Oni99ver.	Jun. 2026	-	Light	Specification Change
		e Tokyo Revengers Christmas Showdown Arc	Jul. 2026	-	Light Middle	Specification Change

<sup>\*1</sup> Specification Range (Pachislot): Classified by gambling aspect level (High/Medium/Low). Calculated based on in-house definition

<sup>\*2</sup> Specification Range (Pachinko): Classified by symbol matching probability (High/High Middle/Middle/Light Middle/Light/Minimum/Other) Based on the jackpot probability classification of Daikoku Denki Co., Ltd.  
High=1/320 or less, High Middle=1/280~1/319, Middle=1/200~1/279, Light Middle=1/120~1/199, Light=1/40~1/119, Minimum=1/39 or more

\*Unit sales only in FY2026/3 are listed

\*Among the announced titles, only those with confirmed title names are listed



<https://www.segasammy.co.jp/en/ir/>

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