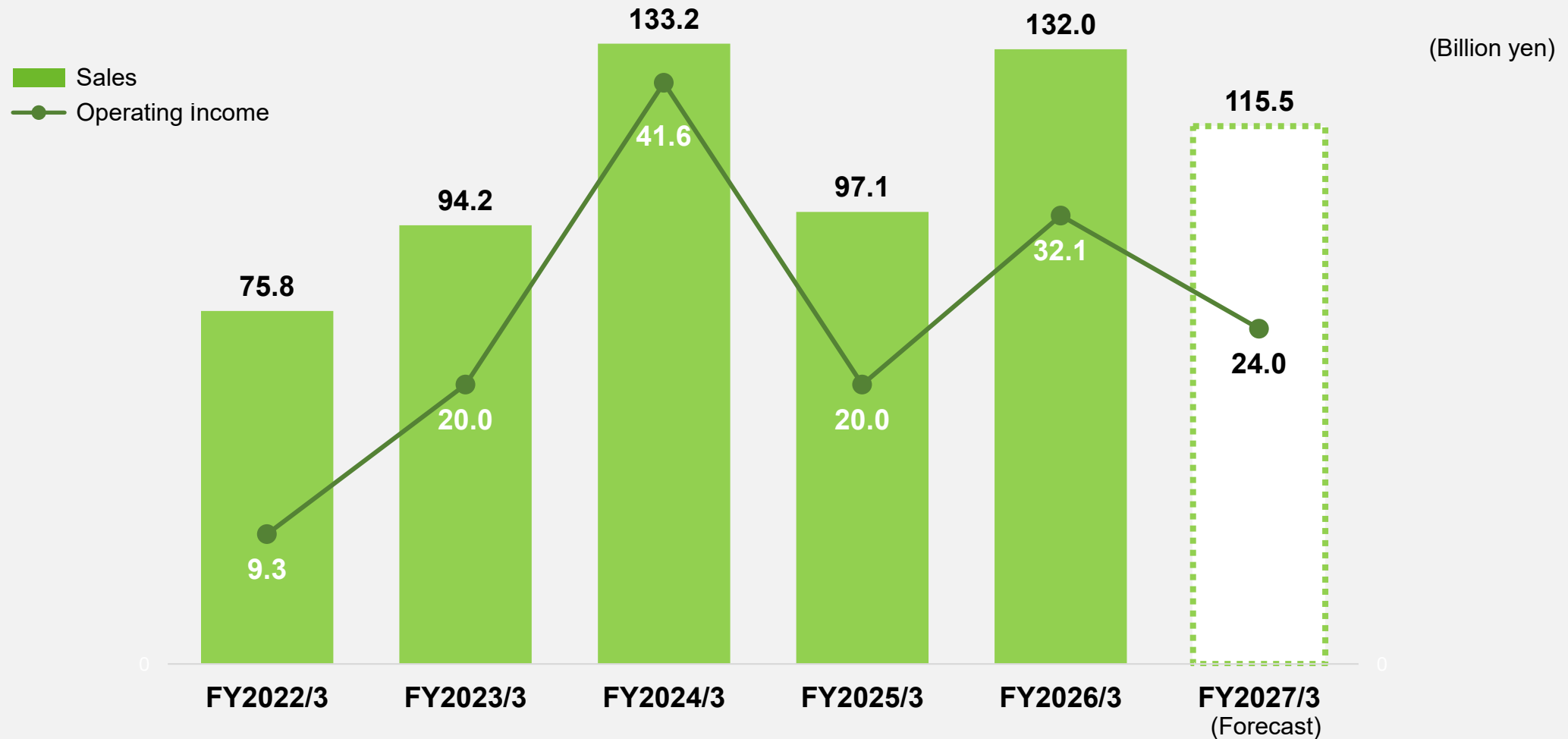


Pachislot & Pachinko Machines Business Current Status and Future Outlook

President and COO, Representative Director
of Sammy Corporation

Ayumu Hoshino

Secure stable operating income of over 20.0 billion yen





Achievements

- Achieved targets at each profit level
- Pachislot sales and utilization were strong
- Restored trust in the Sammy brand
- Started the rollout of reel-exchangeable cabinet

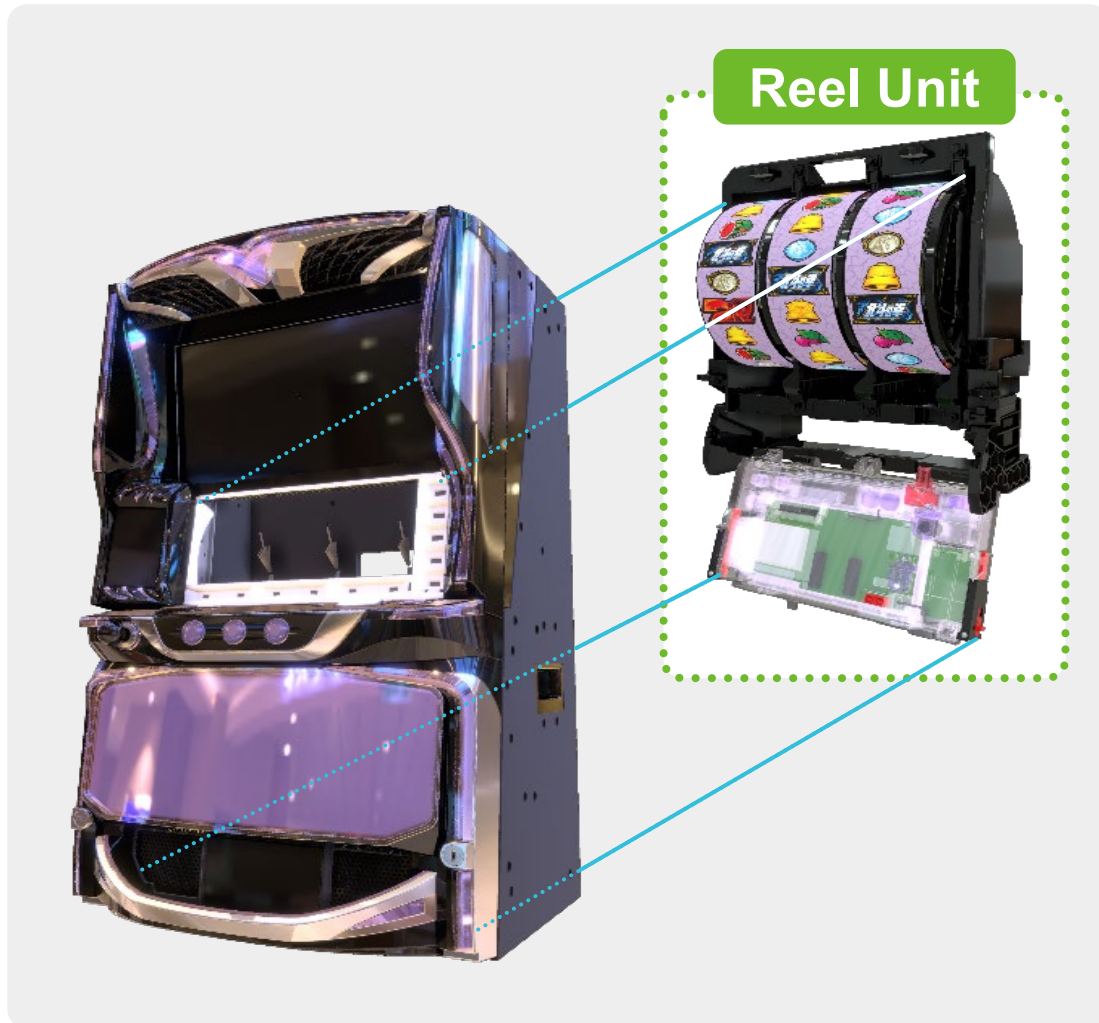


Challenges

- Pachislot approval risk
- Cost inflation and production risks due to social situation

Reel-Exchangeable Cabinet

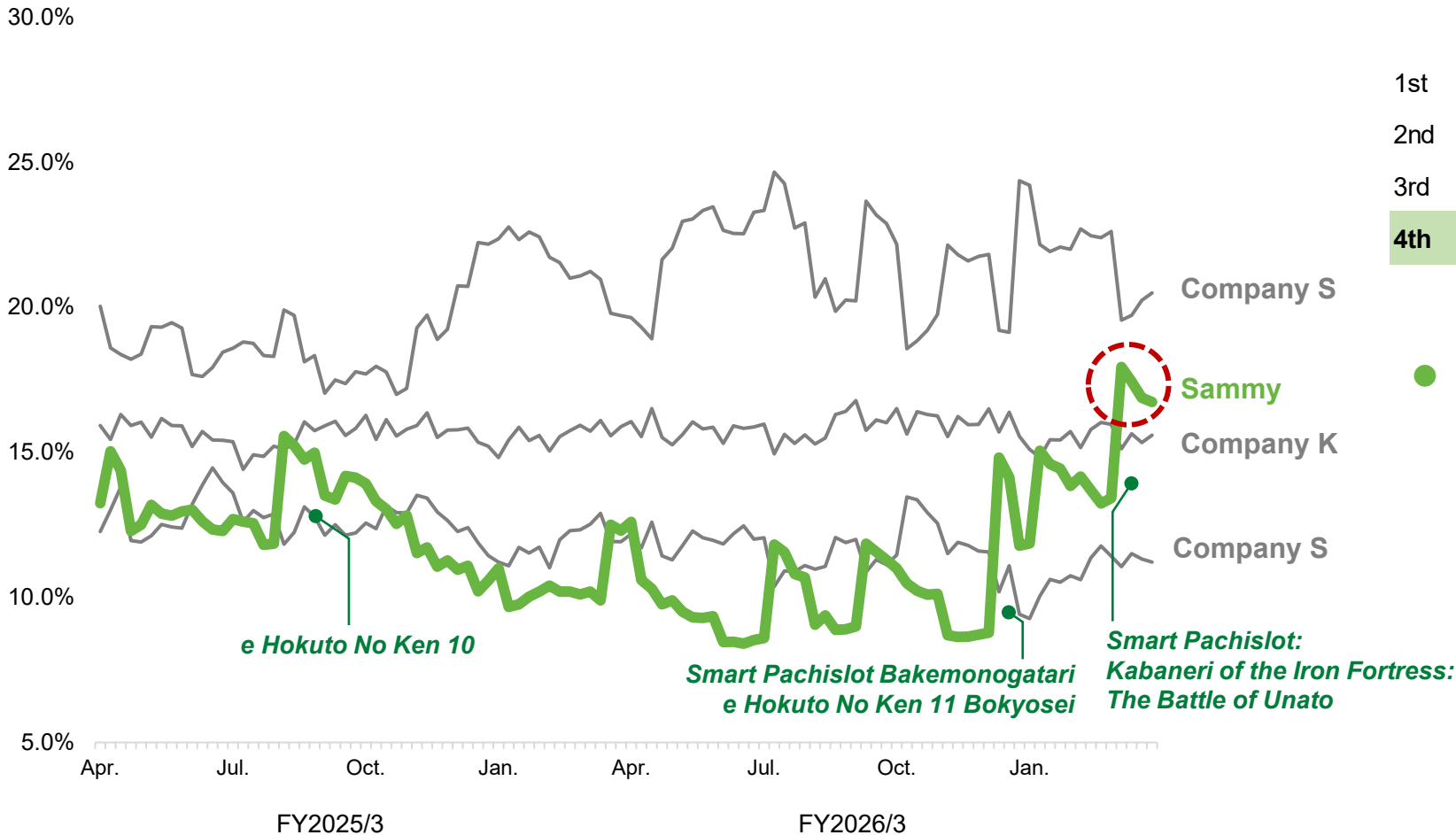
- Compared to the cabinet, the number of parts in the reel unit is approximately 80% lower



	Composition ratio of cabinet		Reel Unit
Electronic parts	65%	77% reduction	15%
Resin parts	19%	79% reduction	4%
Sheet metal and other mechanical parts	13%	98% reduction	Approx. 0%
Wood and other parts	3%	98% reduction	Approx. 0%

(Reposted) Total Utilization Share in 2nd Year of Medium-term Plan

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	Sammy	12%	4th	Sammy	11%

● 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)

Titles Sold in FY2026/3 (Pachislot)

- Sales and utilization were generally strong in the titles sold in FY2026/3, including not only revival titles but also new IP titles
- Sammy's track record of numerous hit titles is also a strength



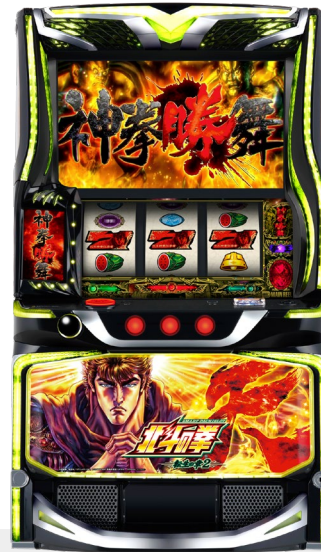
Smart Pachislot
Tokyo Revengers

Approx. 29,000 units sold
Contribution in utilization:
15 weeks



Smart Pachislot
Bakemonogatari

Approx. 14,000 units sold
Contribution in utilization:
14 weeks



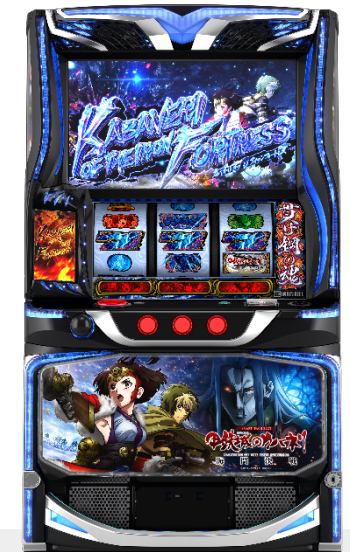
Smart Pachislot Hokuto No Ken
Chapter of Resurrection 2

Approx. 49,000 units sold
Contribution in utilization:
ongoing for 20 weeks



Smart Pachislot
GHOST IN THE SHELL

Approx. 9,000 units sold
Contribution in utilization:
ongoing for 16 weeks



Smart Pachislot
Kabaneri of the Iron Fortress:
The Battle of Unato

Approx. 35,000 units sold
Contribution in utilization:
ongoing for 12 weeks

*Contribution in utilization is based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Denki Co., Ltd, as of Jun. 3, 2026

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- Reflect employees' experiences and insights in product development and promote user-oriented manufacturing



- "With Pachi"
 - Initiatives and support to create opportunities for employees to play together
- "Company-wide Test Shooting Day"
 - Collect questionnaires from employees who have played in-house products and use their opinions and evaluations for future product development
- Set up a mock hall and create an environment where employees can try out titles under development
 - A massive 550-person scale test-shoot evaluation structure
 - Collect feedback obtained and use it to refine products



➤ Launch popular IP title *Smart Pachislot Lycoris Recoil*



Smart Pachislot Lycoris Recoil
(Planned Installation: Sep. 2026)

- Multiple new IP titles being adapted into pachislot & pachinko for the first time are under development



Pachislot

Pachinko

Pachinko



History of Tie-in Machines

- Launched our first tie-in machine in 1996. Built strong relationships with IP partners and created numerous hit titles



Ultraseven
(1996)



Pachislot Hokuto No Ken
(2003)



Pachislot Kabaneri of the Iron Fortress
(2022)

➤ Initiatives to acquire strong IPs through production investments and sponsorships

Number of Production Investments and Major Works by Fiscal Year

FY2022/3	9 works	<ul style="list-style-type: none"> Tokyo Revengers Season1 Record of Ragnarok
FY2023/3	13 works	<ul style="list-style-type: none"> The Rising of the Shield Hero Season 2 Golden Kamuy 4th Season
FY2024/3	11 works	<ul style="list-style-type: none"> SHANGRI-LA FROTIER 1st Season · 2nd Season MF GHOST 1st Season
FY2025/3	8 works	<ul style="list-style-type: none"> The Seven DeadlySins Four Knight Of The Apocalypse 2nd Season KONO SUBARASHII SEKAI NI SYUKUFUKU WO!3
FY2026/3	13 works	<ul style="list-style-type: none"> Golden Kamuy Final Season Sentenced to Be a Hero

Examples of Event Exhibitions and Sponsorships

- Fist of the North Star: HOKUTO NO KEN
- TOKYO REVENGERS EXHIBITION, etc.

Examples of Titles Adapted into Pachislot & Pachinko Machines



Promotion (Sammy's Initiatives)

- Build collaborative frameworks with IP partners and create touchpoints that enhance recognition and utilization among users and IP fans

Spring-Summer 2025



新規ユーザー31万人獲得の可能性

サミー 東リベで挑んだ新規ファン獲得策

合計31万人の新規ユーザー獲得か

東リベで実施した主なプロモーション

プロモーション名	実施期間	実施内容	効果
リベパチ 宣伝隊長襲名式	2025年6月22日(日)	会場: Kanadevia Hall (カナデビアホール) 12:00~13:00 [入場開始: 11:30~]	新規ユーザー獲得に貢献
米登喜オリジナルグッズの配布	2025年6月22日(日)	会場: TOKYO DOME CITY HALL (トウキョウドームシティホール)	新規ユーザー獲得に貢献
リベパチ 宣伝隊長襲名式	2025年6月22日(日)	会場: Kanadevia Hall (カナデビアホール) 12:00~13:00 [入場開始: 11:30~]	新規ユーザー獲得に貢献
リベパチ 宣伝隊長襲名式	2025年6月22日(日)	会場: Kanadevia Hall (カナデビアホール) 12:00~13:00 [入場開始: 11:30~]	新規ユーザー獲得に貢献

リベパチ 宣伝隊長襲名式

2025年6月22日(日) 12:00~13:00 [入場開始: 11:30~]

【会場】Kanadevia Hall (カナデビアホール)
 旧称: TOKYO DOME CITY HALL (トウキョウドームシティホール)

【登壇】林勇 (佐野万次郎役)

米登喜オリジナルグッズの配布

Winter-Spring 2026



- Various initiatives to revitalize the entire pachislot & pachinko machine industry, bring back existing fans, and expand the base of new fans



Everyone's Pachinko & Pachislot Summit 2025



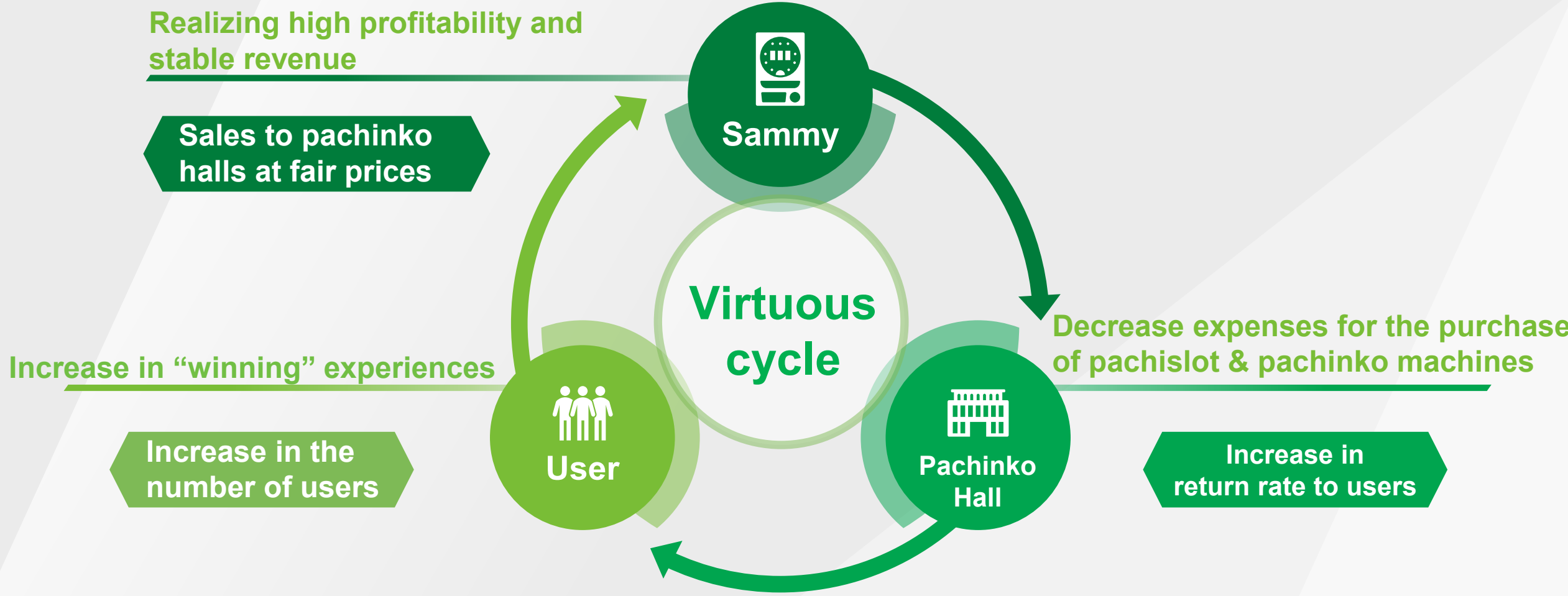
Oshi Pachi Day / Oshi Slo Day
(Fave Pachinko Day / Fave Slot Day)



AnimeJapan 2026

- Everyone's Pachinko & Pachislot Summit 2025 (Aug. 2025)
 - One of the industry's largest fan events for pachinko & pachislot fans
 - Showcasing about 200 machines, including unreleased and latest titles
- Exhibit at AnimeJapan 2026 (Mar. 2026)
 - Exhibited a booth under the theme "Pachinko & Pachislot Are Full of Anime"
 - Promote pachislot & pachinko machines to younger audiences, new users, and inbound visitors using anime as the hook
- Oshi Pachi Day / Oshi Slo Day (held in May 2026)
 - Initiative in collaboration between pachinko hall associations and pachislot & pachinko machine manufacturer associations
 - Conducted a pretest of "free trial play" at approx. 2,000 pachinko halls

Transforming the pachislot & pachinko industry structure to a “win-win-win” industry



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