Q1 for the Fiscal Year Ending March 2027

Results Presentation

August. 7, 2026

01 Q1 FY2027/3 Results / Forecast

Results Highlights (Consolidated)

(Billion yen)	FY2026/3		FY2027/3	
	Q1	Full Year Results	Q1	Full Year Forecast
Sales	**81.0**	**487.5**	**95.0**	**510.0**
Operating Income	**-0.5**	**47.1**	**2.3**	**44.5**
Ordinary Income	**-2.1**	**54.2**	**3.6**	**47.5**
Extraordinary income	0.0	0.8	0.1	0.0
Extraordinary losses	0.4	58.8	0.3	1.0
Profit attributable to owners of parent	**-3.3**	**-5.7**	**2.1**	**32.5**
Indicators in the Medium-Term Plan				
Adjusted EBITDA	**1.4**	**16.6**	**7.8**	**64.0**
ROE	**-**	**-1.6%**	**-**	**8.9%**

*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

Q1 FY2027/3 Results

- **Off to a start that exceeds expectation across all segments**
  - Entertainment*1 started above expectations
  - Pachislot & Pachinko*2 off to a strong start
  - Existing businesses in Gaming performed steadily

Forecast

- **Promote the launch of key titles in each business**
  - Launch key titles for Full Game from Q3 onward (Entertainment)
  - Launch multiple key titles from Q2 onward (Pachislot & Pachinko)
  - Rebuild the foundation for future growth and lead to profit improvement from FY2028/3 onward (Gaming)

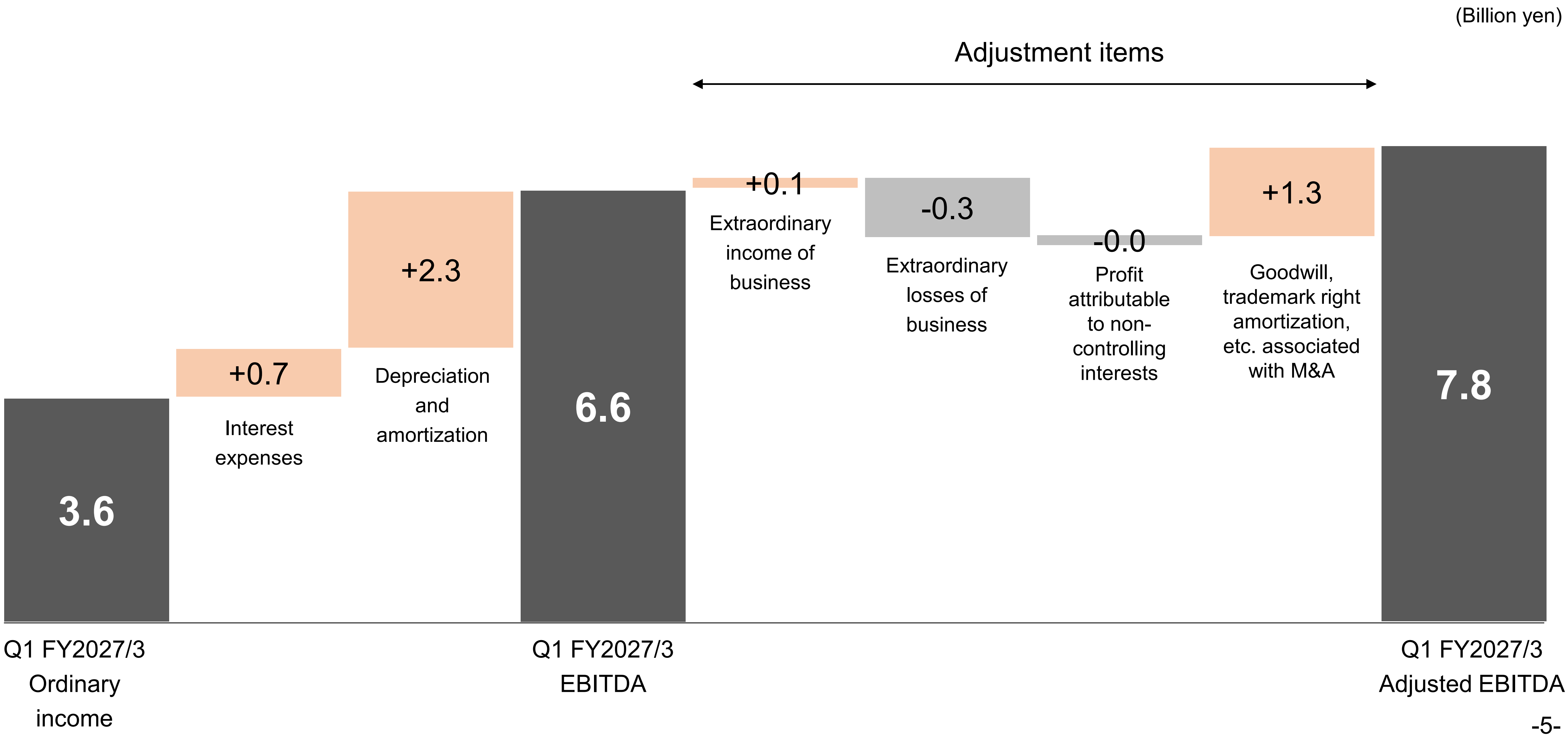
*1 Entertainment = Entertainment Contents Business
*2 Pachislot & Pachinko = Pachislot & Pachinko Machines Business

(Reference) Per Segments Results

(Billion yen)	FY2026/3		FY2027/3	
	Q1	Full Year Results	Q1	Full Year Forecast
Sales	**81.0**	**487.5**	**95.0**	**510.0**
Entertainment Contents	67.7	326.6	68.4	357.0
Pachislot & Pachinko Machines	11.0	132.0	17.5	115.5
Gaming	1.3	25.3	8.0	34.5
Other / Elimination	1.0	3.6	1.1	3.0
Operating Income	**-0.5**	**47.1**	**2.3**	**44.5**
Entertainment Contents	7.1	32.4	4.9	42.5
Pachislot & Pachinko Machines	-3.8	32.1	2.5	24.0
Gaming	-0.8	-7.2	-2.1	-10.0
Other / Elimination	-3.0	-10.2	-3.0	-12.0
Adjusted EBITDA	**1.4**	**16.6**	**7.8**	**64.0**
Entertainment Contents	7.9	13.3	8.0	52.5
Pachislot & Pachinko Machines	-2.8	33.7	3.6	27.5
Gaming	0.1	-18.4	-0.9	-4.0
Other / Elimination	-3.8	-12.0	-2.9	-12.0

*See P.11 for details about each business

(Reference) EBITDA Adjustment Items (Q1 FY2027/3 Results)



Various Expenses, etc.

(Billion yen)		FY2026/3 Q1	FY2026/3 Full Year Results	FY2027/3 Q1	FY2027/3 Full Year Forecast
Entertainment Contents	R&D / Content production	15.3	78.4	16.2	75.3
	Advertising	5.1	30.8	5.4	32.2
	Depreciation	1.1	4.5	1.1	4.4
	Cap-ex	2.3	7.6	1.6	5.8
Pachislot & Pachinko	R&D / Content production	3.2	15.3	3.2	14.7
	Advertising	0.4	3.4	0.6	4.2
	Depreciation	0.6	2.8	0.8	2.7
	Cap-ex	1.3	5.4	0.9	5.0
Gaming	R&D / Content production	0.2	5.1	1.7	5.8
	Advertising	0.0	2.9	1.0	4.5
	Depreciation	0.0	0.7	0.1	2.4
	Cap-ex	0.1	1.9	0.5	3.0
Consolidated total	R&D / Content production	18.8	98.8	21.1	95.9
	Advertising	5.8	38.2	7.3	42.4
	Depreciation	2.0	9.1	2.3	10.6
	Cap-ex	4.1	16.5	3.5	15.0

Q1 FY2027/3 Results (Compared to Q1 FY2026/3)

- Cap-ex:
  - A reactionary decline due to the launch of new F2P titles in FY2026/3 (CS*1)
- Impact of the consolidation of GAN (Gaming)
  - R&D / Content production and advertising expenses increased

Forecast (Compared to FY2026/3)

- R&D / Content production expenses:
  - Increase due to the higher number of key titles (CS), while overall expenses decrease due to the decline of one-time expenses
- Depreciation:
  - Increase due to a change in the accounting treatment for leased machines (Gaming)
- Impact of the consolidation of GAN (Gaming)
  - Advertising expenses and depreciation increase

*1 CS=Consumer Area
*The expenses for "other/elimination" are included in "Data Appendix (FY2027/3)"
***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)

【Assets】

Account	As of the end of Mar. 2026	As of the end of Jun. 2026	Increase /Decrease
Cash and Deposits	153.3	141.2	-12.1
Notes and Accounts Receivable	67.5	49.0	-18.5
Securities	0.5	0.4	-0.1
Inventories	110.9	125.0	+14.1
Other	42.5	38.3	-4.2
Total Current Assets	**374.7**	**353.9**	**-20.8**
Tangible Fixed Assets	51.0	51.1	+0.1
Intangible Fixed Assets	80.1	79.5	-0.6
Goodwill (included in Intangible Fixed Assets)	14.5	14.3	-0.2
Trademark right (same as above)	45.3	45.3	+0.0
Investment Securities	53.3	53.8	+0.5
Other	68.2	71.9	+3.7
Total Noncurrent Assets	**252.6**	**256.3**	**+3.7**
Total Assets	**627.3**	**610.3**	**-17.0**

【Liabilities and Net Assets】

Account	As of the end of Mar. 2026	As of the end of Jun. 2026	Increase /Decrease
Accounts Payable	17.4	19.7	+2.3
Short Term Borrowings	7.5	7.5	-
Other	84.2	64.1	-20.1
Total Current Liabilities	**109.1**	**91.3**	**-17.8**
Corporate Bonds	10.0	10.0	-
Long Term Borrowings	124.5	124.5	-
Other	28.7	29.1	+0.4
Total Noncurrent Liabilities	**163.2**	**163.6**	**+0.4**
Total Liabilities	**272.4**	**255.0**	**-17.4**
Shareholders' Equity	311.0	308.1	-2.9
Total accumulated other comprehensive income	43.5	47.1	+3.6
Non-controlling interests	0.0	0.0	+0.0
Total Net Assets	**354.9**	**355.3**	**+0.4**
Total Liabilities and Net Assets	**627.3**	**610.3**	**-17.0**

	As of the end of Mar. 2026	As of the end of Jun. 2026	Increase /Decrease
Cash, deposits and cash equivalents	153.7	141.7	-12.0
Interest bearing debt	142.0	142.0	–
Net cash	11.7	-0.3	-12.0
Equity ratio	56.5%	58.2%	+1.7p

Main Reason for increase/decrease

(Assets)
- Cash and deposits decreased due to payment of cash dividends, payment of bonus, income taxes paid, etc.
- Collection of notes and accounts receivable progressed
- Inventories, etc. in connection with game development in the Entertainment Contents Business increased

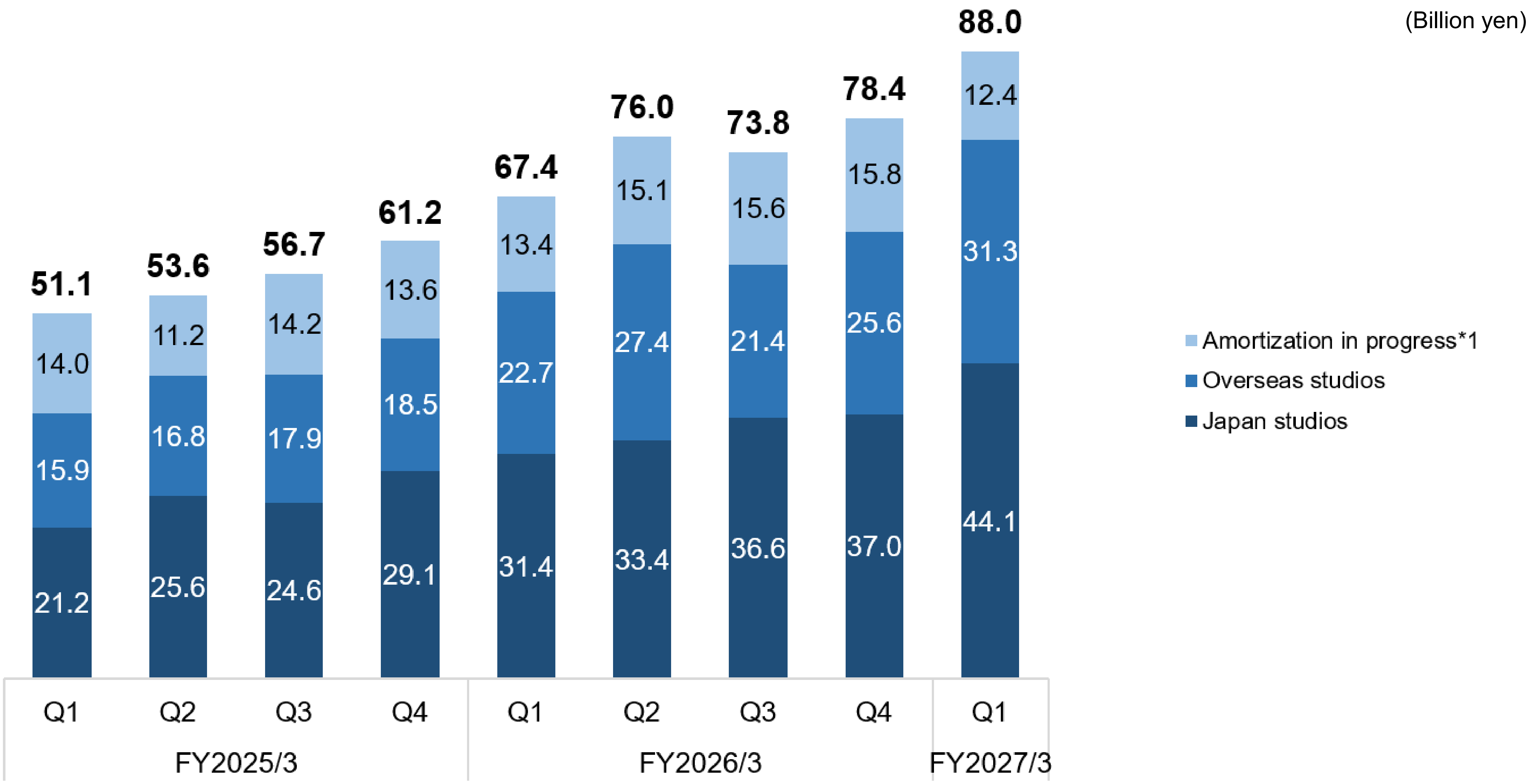
(Liabilities)
- Income taxes payable and provision for bonuses, etc. decreased

(Net assets)
- Shareholders’ equity decreased due to payment of dividends
- Foreign currency translation adjustment increased

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

Balance of goodwill and other intangible assets		End of FY2026/3	End of Q1 FY2027/3	Remaining amortization period
Rovio	Other intangible assets (trademark rights)	44.3 billion yen (241 million euro)	44.3 billion yen (238 million euro)	20 years, 2 months
	Other intangible assets (tech-related)	4.3 billion yen (23 million euro)	4.3 billion yen (23 million euro)	7 years, 2 months
GAN	Goodwill/Other intangible assets (trademark rights and customer- related)	16.4 billion yen (104 million US dollars)	16.2 billion yen (102 million US dollars)	9 years, 0 months
	Other intangible assets (tech-related)	2.6 billion yen (16 million US dollars)	2.5 billion yen (15 million US dollars)	4 years, 0 months

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



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

02

Per Segments Results / Forecast

Entertainment Contents Business

SEGASammy

(Billion yen)	FY2026/3 Q1	FY2026/3 Full Year Results	FY2027/3 Q1	FY2027/3 Full Year Forecast
Sales	**67.7**	**326.6**	**68.4**	**357.0**
Consumer	44.6	219.9	43.3	246.0
Animation	7.0	28.4	5.5	29.0
AM & TOY	16.0	78.1	19.5	82.0
Operating Income	**7.1**	**32.4**	**4.9**	**42.5**
Consumer	5.2	19.2	1.3	30.0
Animation	1.4	7.6	0.9	5.5
AM & TOY	0.4	5.6	2.5	7.0
Ordinary Income	**5.0**	**34.4**	**5.8**	**43.5**
Indicators in the Medium-Term Plan				
Adjusted EBITDA	**7.9**	**13.3**	**8.0**	**52.5**
Full Game Sales	**11.5**	**67.2**	**9.8**	**95.3**
New titles	**2.6**	**29.8**	**0.1**	**55.6**
Catalogue sales	**8.8**	**37.4**	**9.7**	**39.7**
F2P Sales	**11.5**	**53.7**	**12.9**	**58.4**
Full Game Unit Sales (Thousand)	**4,210**	**22,950**	**5,070**	**25,060**
New titles	**610**	**5,660**	**20**	**6,450**
Catalogue sales	**3,600**	**17,280**	**5,040**	**18,610**

Q1 FY2027/3 Results

- **Started above expectations**
  - Catalogue sales*1 in Full Game generally performed in line with expectations (CS*2)
  - Licensing revenue and Rovio performed in line with expectations (CS)
  - Absence of anticipated costs (CS)
  - Performed above expectations due to a strong performance of amusement machine sales (AM*3&TOY)
- **Began marketing activities for launch of this fiscal year's key titles (CS)**

Forecast

- **Proceed the launch of new titles**
  - Launch new key titles for Full Game (CS)

    STRANGER THAN HEAVEN (Jan. 15, 2027)

    Persona 4 Revival (Feb. 18, 2027), etc.

*1 Catalogue sales includes the titles released in the previous fiscal year or earlier
*2 CS = Consumer Area
*3 AM = Amusement Machine
*( ) indicates release schedule

(Reference) Entertainment Contents Business by Sub-segment

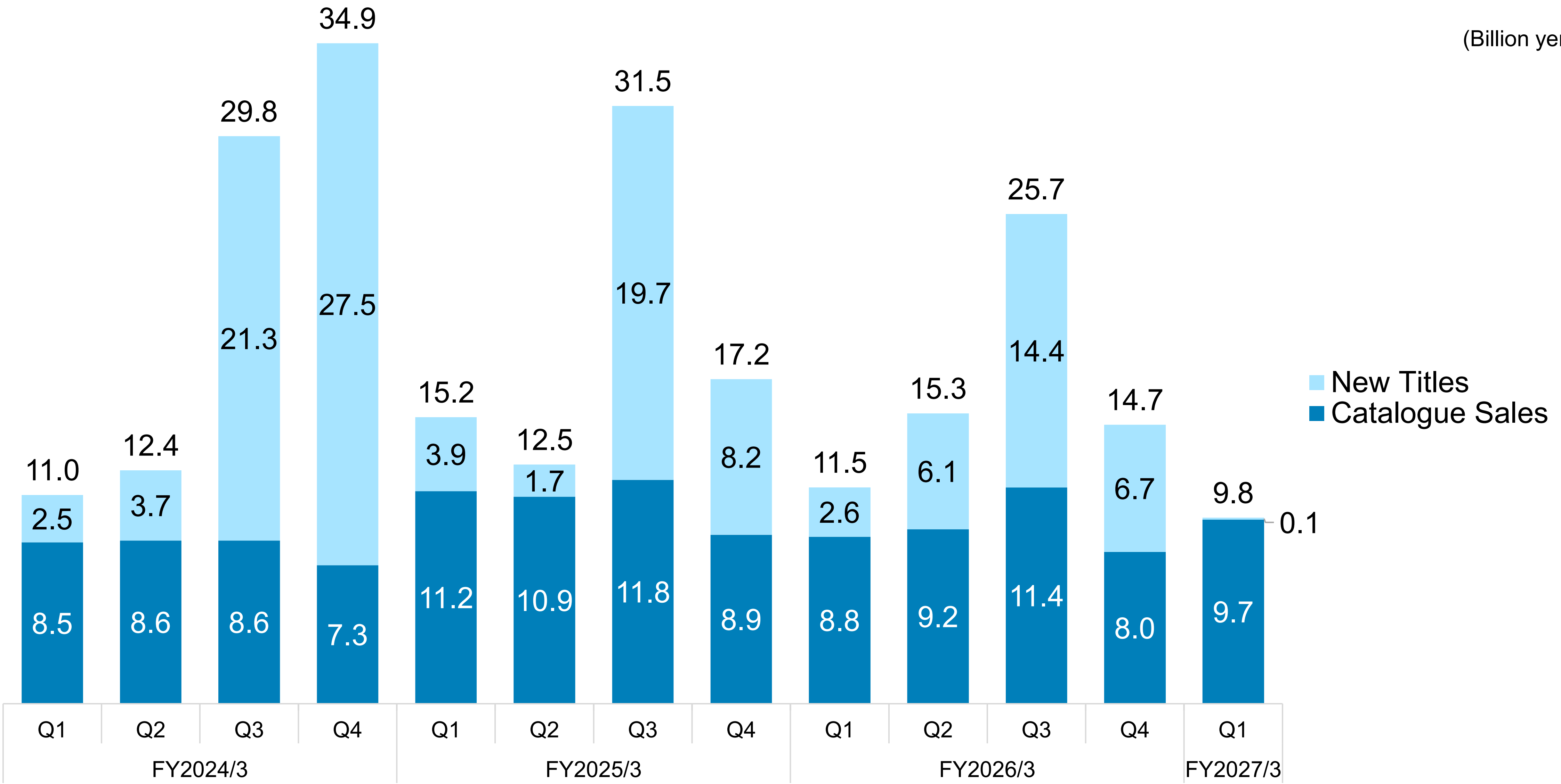
SEGASammy

		Q1 FY2027/3 Results	Forecast
Consumer	Full Game	• Catalogue sales off to a start generally in line with expectations • Started the promotions for key titles in the second half	• Launch new key titles from Q4 onward, including *STRANGER THAN HEAVEN* and *Persona 4 Revival* • Continue to focus on title promotions
	F2P	• Results fell slightly short of expectations	• Strengthen operations of existing titles
	Other	• Recorded licensing revenue • Rovio performed in line with expectations	• Expect the licensing revenue to increase driven by key IPs' anniversaries and video adaptations, etc. • Launch new titles of Rovio
Animation		• Movie, *Detective Conan: Fallen Angel of the Highway* surpassed 13.6 billion yen[*1] at the box-office revenue, ranking 4th in the series history • Continued to record allocated revenue of the first and second *Sonic* movies	• Record allocated revenue of *Detective Conan: Fallen Angel of the Highway* • Start broadcast of *SAKAMOTO DAYS Season 2*, *MAGIC KNIGHT RAYEARTH*, etc.
AM&TOY	AM	• Amusement machine sales exceeded expectations due to strong sales of *UFO CATCHER 10*	• Plan to sell centered on prize category • Launch multiple titles for children, medal games, etc.
	TOY	• Performed in line with expectations, mainly through sales of regular products, etc.	• Sell new products centered on *"ANPANMAN" Talking Picture Book 3000*

[*1] According to Kogyo Tsushinsha (as of July 26, 2026)

(Reference) Consumer Area / Full Game: Sales Trend

(Billion yen)



Main New Titles_Sales/Launch Schedule (Consumer)

SEGASammy

Full Game

FY2027/3	Upcoming Plans	
***Sonic Frontiers - Definitive Edition**[*1] **(Jun. 24, 2026)**	***Crazy Taxi: World Tour*** **(2027)**	***Alien: Isolation 2*** **(Release Date TBD)**
***Metaphor: ReFantazio**[*2] **(Nov. 12, 2026)**	***VIRTUA FIGHTER CROSSROADS*** **(2027)**	***Golden Axe*** **(Title / Release Date TBD)**
STRANGER THAN HEAVEN **(Jan. 15, 2027)**	***Persona 6*** **(Release Date TBD)**	***Jet Set Radio*** **(Title / Release Date TBD)**
Persona 4 Revival **(Feb. 18, 2027)**	***Total War: WARHAMMER 40,000*** **(Release Date TBD)**	***Streets of Rage*** **(Title / Release Date TBD)**
	Total War: MEDIEVAL III **(Release Date TBD)**	

[*1] Only digital version is available, package version to be released on Sep. 17, 2026

[*1] *Sonic Frontiers* is also available on other platforms (available on PlayStation®5 / PlayStation®4 / Nintendo Switch™ / XBOX Series X|S / XBOX One / Steam / Epic Games Store)

[*2] Available on platforms other than Nintendo Switch 2™ (XBOX Series X|S / Windows / PlayStation®5 /PlayStation®4 / Steam)

*Only announced titles are listed in "Upcoming Plans"

(Reference) Consumer Area: Major Titles from FY2027/3 onward (1)

Jan. 2027

STRANGER THAN HEAVEN
(Jan. 15, 2027)

Feb. 2027

Persona 4 Revival
(Feb. 18, 2027)

TBD

FOOTBALL™ MANAGER

(Title and release timing: TBD)

(Reference) Consumer Area: Major Titles from FY2027/3 onward (2)

Crazy Taxi: World Tour (2027)

VIRTUA FIGHTER CROSSROADS (2027)

Persona 6

Total War: WARHAMMER 40,000

Total War: MEDIEVAL III

Alien: Isolation 2

Pachislot & Pachinko Machines Business

(Billion yen)	FY2026/3 Q1	FY2026/3 Full Year Results	FY2027/3 Q1	FY2027/3 Full Year Forecast
Sales	**11.0**	**132.0**	**17.5**	**115.5**
Pachislot	0.0	75.3	11.4	67.2
Pachinko	7.7	44.3	3.6	36.0
Other / Elimination	3.3	12.5	2.5	12.3
Operating Income	**-3.8**	**32.1**	**2.5**	**24.0**
Ordinary Income	**-3.6**	**33.3**	**2.8**	**25.0**
Indicators in the Medium-Term Plan				
Adjusted EBITDA	**-2.8**	**33.7**	**3.6**	**27.5**
Pachislot				
Number of Titles	**-**	**5 titles**	**2 titles**	**10 titles**
Unit Sales (units)	**52**	**135,702**	**22,631**	**139,000**
Cabinet + Reel Unit	-	132,617	18,148	106,000
Reel Unit	-	3,085	4,483	33,000
Pachinko				
Number of Titles	**1 title**	**5 titles**	**1 title**	**5 titles**
Unit Sales (units)	**18,596**	**97,728**	**8,466**	**84,000**
Board + Frame	6,407	73,764	4,226	69,000
Board	12,189	23,964	4,240	15,000

Q1 FY2027/3 Results

- **Off to a strong start compared to expectations**
  - In addition to new titles, additional sales of pachislot title released in FY2026/3 also contributed
  - Main titles sold:
    Smart Pachislot BIG DREAM THE GOLDEN PUSHER
    *Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato**[1] (additional sales), etc.

Forecast

- **Launch multiple new titles using popular IP and in-house IP**
  - Pachislot:
    Smart Pachislot Lycoris Recoil (Sep.)
    Smart Pachislot Beast King (Oct.)
    Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato (additional sales), etc.
  - Pachinko:
    e The Seven deadly Sins 3 (Aug.)
    e Beast King Shishi no Ichigeki (Nov.), etc.

*[1]New series are counted as a single title
(Titles which installation started from previous FY, specification changed titles, etc. are not included)

*Title sold in FY2026/3

Main New Titles_Sales Schedule

	Q1 FY2027/3	Q2 FY2027/3	Q3 FY2027/3 onward
Pachislot	***A-SLOT+ Isekai Quartet BT*** (Apr. 2026)	***Smart Pachislot Lycoris Recoil*** (Sep. 2026)	***Smart Pachislot Beast King*** (Oct. 2026)
Pachislot	***Smart Pachislot BIG DREAM THE GOLDEN PUSHER*** (May 2026)	***Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato*** (Additional sales)	
Pachislot	***Smart Pachislot Bakemonogatari*** (Additional sales)		
Pachislot	***Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato*** (Additional sales)		
Pachinko	***e Record of Ragnarok*** (Apr. 2026)	***e Tokyo Revengers Christmas Showdown Arc*** (Jul. 2026) *Specification change	***e Beast King Shishi no Ichigeki*** (Nov. 2026)
Pachinko	***e Bakemonogatari Oni99ver.*** (Jun. 2026) *Specification change	***e The Seven deadly Sins 3*** (Aug. 2026)	
Pachinko		***e Kabaneri of the Iron Fortress 2 Rinne no Kahou 119ver.*** (Sep. 2026) *Specification change	

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

Featured Titles from Q2 Onward

➢ Sales of each title are progressing strongly

Smart Pachislot Lycoris Recoil

Smart Pachislot Beast King

Gaming Business

(Billion yen)	FY2026/3 Q1	FY2026/3 Full Year Results	FY2027/3 Q1	FY2027/3 Full Year Forecast
Sales	**1.3**	**25.3**	**8.0**	**34.5**
Gaming machine sales	1.3	8.3	2.1	9.1
GAN*1	-	14.5	5.1	22.8
B2B	-	2.1	0.5	3.2
B2C	-	12.4	4.4	19.6
Stakelogic*1	-	2.2	0.7	2.6
Operating Income	**-0.8**	**-7.2**	**-2.1**	**-10.0**
Gaming machine sales	0.2	1.6	0.5	0.4
GAN*1	-	-2.7	-1.2	-3.2
Stakelogic*1	-	-1.5	-0.6	-1.6
Goodwill amortization, etc.	-	-3.3	-0.5	-2.3
Other common expenses*2/ Elimination	-1.0	-1.4	-0.3	-3.3
Equity method earnings amount (PARADISE SEGASAMMY*3)	1.1	4.5	0.1	2.0
Ordinary Income	**0.1**	**-0.8**	**-1.7**	**-8.0**
Indicators in the Medium-Term Plan				
Adjusted EBITDA	**0.1**	**-18.4**	**-0.9**	**-4.0**

*1 GAN and Stakelogic are recorded with a three-month delay due to the December fiscal year-end Consolidation of both companies' results began from Q2 FY2026/3
*2 Other common expenses include fixed expenses such as common personnel expenses and project-related expenses
*3 PARADISE SEGASAMMY is an equity-method affiliate of the Group, PARADISE SEGASAMMY is recorded with a three-month delay due to the December fiscal year-end, Local accounting standards
*4 For business revitalization programs of GAN and Stakelogic, please refer to the Management Meeting 2026 materials
https://www.segasammy.co.jp/en/ir/library/presentation/

Q1 FY2027/3 Results

- **Existing businesses performed steadily**
  - Gaming machine sales: Steady sales of video slot machines in the key series
  - PARADISE SEGASAMMY: Although equity method earnings amount decreased, the contribution to profit was in line with expectations
- **Promoted business revitalization programs*4 for the two acquired companies**

Forecast

- **Rebuild a foundation for future growth and lead to profit improvement from FY2028/3 onward**
  - Implement upfront investments in development and marketing, etc.
  - Promote fixed cost reductions through structural reforms and business efficiency improvements
- **Establish a structure to realize the Omnichannel strategy**
  - Advance the migration to the new platform, V2
  - Promote the online port of IPs with a track record in gaming machine sales

(Reference) Key Products in Gaming Machines

Cabinet

GENESIS NOVA™

GENESIS ATMOS™

Game Titles

Railroad RICHES Link™

BONANZA BROS. GOLDEN HEIST™
(Scheduled for introduction)

(Reference) PARADISE SEGASAMMY

(KRW Billion)	FY2026/3 Q1	FY2026/3 Full year Results	FY2027/3 Q1
Sales	**139.1**	**597.4**	**145.9**
Casino	110.0	479.6	112.7
Hotel	23.6	96.6	28.2
Other	5.4	21.2	5.0
Cost of sales	**94.4**	**429.0**	**111.6**
Casino	57.7	260.9	58.9
Hotel	29.8	130.9	41.7
Other	6.9	37.2	11.0
Gross profit	**44.7**	**168.4**	**34.3**
SG&A	11.2	66.0	18.9
Operating profit	**33.5**	**102.5**	**15.4**
EBITDA	**42.4**	**138.3**	**26.3**
Net profit	**27.1**	**104.2**	**5.6**
Number of casino visitors (Thousands)	**98**	**434**	**117**

Source: Paradise IR

	FY2026/3 Q1	FY2026/3 Full year Results	FY2027/3 Q1
SEGASAMMY Equity method earnings amount (Billion yen)	**1.1**	**4.5**	**0.1**

*PARADISE SEGASAMMY is an equity-method affiliate of the Group
*PARADISE SEGASAMMY is recorded with a three-month delay due to the December fiscal year-end
*Local accounting standards

Q1 FY2027/3 Results

➢ **Casino sales performed steadily**

- Casino sales performed steadily, driven by Japanese VIP and mass market customers
- Although equity method earnings amount decreased due to one-time initial expenses for the newly opened hotel and a decline in tax refunds etc., the profit contribution was in line with expectations

Forecast

➢ **Expect contribution to profit through equity-method**

- Casino drop in May reached a record high since its opening (Q2)
- Hotel reservations for the summer peak season are also strong

03 Appendix

Impact of Exchange Rate Fluctuations

[Impact of foreign exchange in Q1 Results]

➢ **Positive impact of approximately 1.0 billion yen for sales in the Entertainment Contents Business**

(Billion yen)

		Q1
Consumer	Sales	0.99
	Operating Income	0.19
Animation	Sales	0.02
	Operating Income	0.02
AM&TOY	Sales	-
	Operating Income	-0.26

[Currency Rates]
- 1 USD: Rate in Initial forecast 151.0 yen → AR 160.32 yen
- 1 GBP: Rate in Initial forecast 219.0 yen → AR 214.22 yen
- 1 EUR: Rate in Initial forecast 177.0 yen → AR 185.43 yen

➢ **Recorded foreign exchange gains of 0.42 billion yen in non-operating income due to revaluation and settlement of receivables and payables denominated in foreign currencies**

Roll-out Schedule (CS area)

		Title	Launch	Region	Platform	
Full Game	FY2027/3	Sonic Frontiers - Definitive Edition	Jun. 24, 2026	Global	Nintendo Switch™ 2	*Sonic Frontiers* is also available on other platforms
		Metaphor: ReFantazio	Nov. 12, 2026	Global	Nintendo Switch™ 2	Also available on other platforms
		STRANGER THAN HEAVEN	Jan. 15, 2027	Global	Multi-platform	
		Persona 4 Revival	Feb. 18, 2027	Global	Multi-platform	
	TBD	Crazy Taxi: World Tour	2027	Global	Multi-platform	
		VIRTUA FIGHTER CROSSROADS	2027	TBD	TBD	
		Persona 6	TBD	Global	Multi-platform	
		Total War: WARHAMMER 40,000	TBD	Global	Multi-platform	
		Total War: MEDIEVAL III	TBD	TBD	TBD	
		Alien: Isolation 2	TBD	Global	Multi-platform	
Delivery format: TBD	FY2027/3 onward	Golden Axe (Title TBD)	TBD	TBD	TBD	
		Jet Set Radio (Title TBD)	TBD	TBD	TBD	
		Streets of Rage (Title TBD)	TBD	TBD	TBD	

*Only announced titles are listed

Roll-out Schedule (Animation area)

		Title	Launch	Region	Platform	
TMS ENTERTAINMENT	FY2027/3	Always a Catch !	Apr. 1, 2026	-	-	A work of UNLIMITED PRODUCE Project*1
		Dr.STONE SCIENCE FUTURE（Final Season）	Apr. 2, 2026	-	-	
		Detective Conan: Fallen Angel of the Highway	Apr. 10, 2026	-	-	
		BAKI-DOU Part2	Jun. 18, 2026	Global	NETFLIX	Exclusively streaming worldwide on Netflix
		Anpanman: Pantan and the Promised Star	Jun. 26, 2026	-	-	
		BANANYA 10th Anniversary	Jul. 10, 2026	-	d Anime Store and other platforms	
		Blue Box Season 2	Oct. 4, 2026	-	-	A work of UNLIMITED PRODUCE Project*1
		MAGIC KNIGHT RAYEARTH	Oct. 7, 2026	-	-	A work of UNLIMITED PRODUCE Project*1
		SAKAMOTO DAYS Season 2	Jan. 2027	-	-	
License-out/ Investment Project etc.	FY2027/3	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
	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

*1UNLIMITED 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	FY2027/3	PAW Patrol Fun with Marshall	Jul. 2, 2026	-	-	
		Curious George Ukitto-Carnival	Jul. 2, 2026	-	-	
		Curious George Ukitto-Drive	Jul. 2, 2026	-	-	
		cherrit	Jul. 7, 2026	-	-	
		MOGURI A TALE	Jul. 8, 2026	-	-	
TOY	FY2027/3	"ANPANMAN" Talking Picture Book 3000	Aug. 6, 2026	-	-	

*Only main announced titles are listed

Sales Schedule

[Main titles sold in Q1 / titles planned to be sold from Q2 onward]

		Title	Initial Installation	Unit Sales	Specification Range[*1]	Sort
Pachislot	Q1	A-SLOT+ Isekai Quartet BT	Apr. 2026	3,400 units	Low	New Series
		Smart Pachislot BIG DREAM THE GOLDEN PUSHER	May. 2026	10,400 units	High	New Series
		【Additional sales】Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato	Mar. 2026	6,000 units	Medium	-
		others	-	2,600 units	-	-
	Q2 onward	Smart Pachislot Lycoris Recoil	Sep. 2026	-	Medium	New Series
		Smart Pachislot Beast King	Oct. 2026	-	High	New Series
		【Additional sales】Smart Pachislot Kabaneri of the Iron Fortress: The Battle of Unato	Mar. 2026	-	Medium	-

[Cumulative unit sales] *Smart Pachislot Kabaneri of the Iron Fortress*: *The Battle of Unato:* 40,900 units, *Smart Pachislot Bakemonogatari*: 16,300 units

		Title	Initial Installation	Unit Sales	Specification Range[*2]	Sort
Pachinko	Q1	e Record of Ragnarok	Apr. 2026	3,900 units	Middle	New Series
		e Bakemonogatari Oni99ver.	Jun. 2026	3,000 units	Light	Specification Change
		others	-	1,300 units	-	-
	Q2 onward	e Tokyo Revengers Christmas Showdown Arc	Jul. 2026	-	Light Middle	Specification Change
		e The Seven deadly Sins 3	Aug. 2026	-	High Middle	New Series
		e Kabaneri of the Iron Fortress 2 Rinne no Kahou 119ver.	Sep. 2026	-	Light	Specification Change
		e Beast King Shishi no Ichigeki	Nov. 2026	-	High Middle	New Series

[*1] Specification Range (Pachislot): Classified by gambling aspect level (High/Medium/Low). Calculated based on in-house definition
[*2] 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 FY2027/3 are listed
*Among the announced titles, only those with confirmed title names are listed
*Sales unit figures are rounded down to the nearest hundred units

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