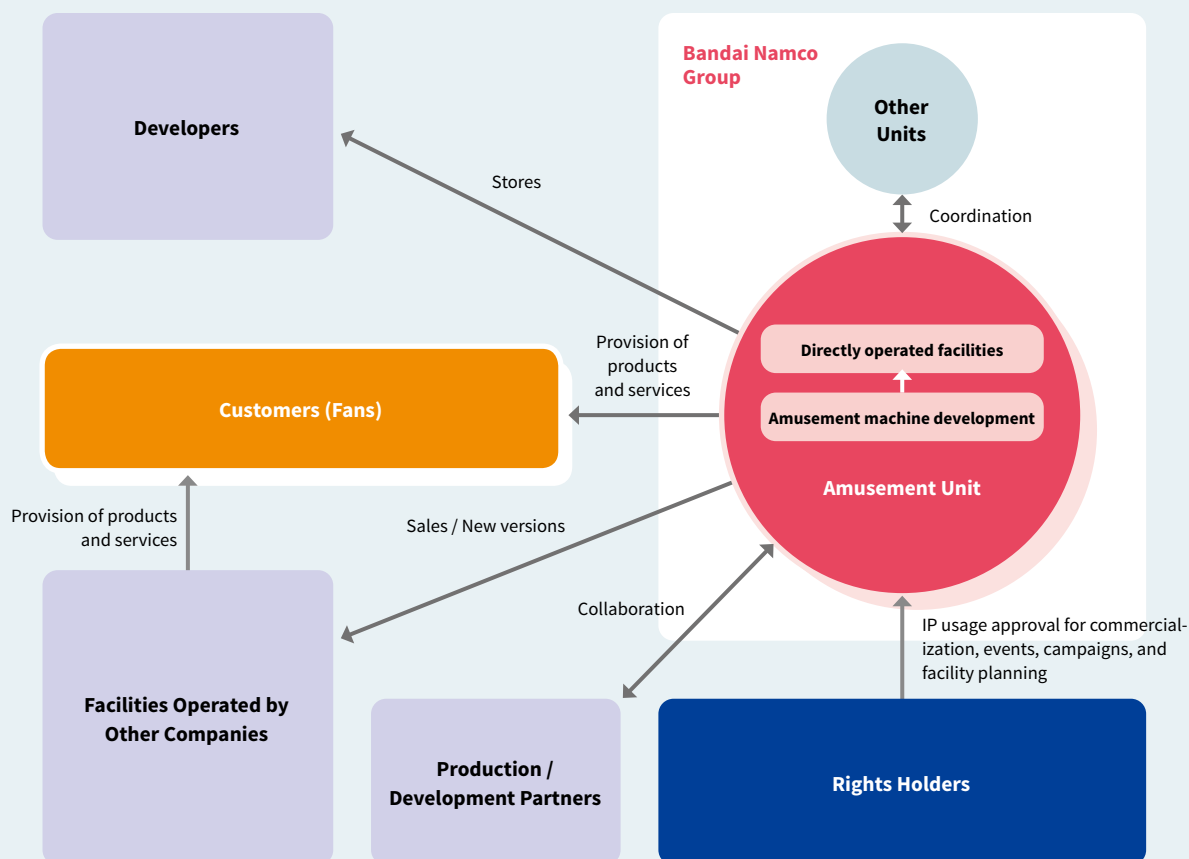


Business Model of the Amusement Unit



Amusement Unit

MAIN STRATEGIES

- TRANSFORM 2.0 - Promote business innovation
- CONTROL 2.0 - Enhance internal controls
- UNITE 2.0 - Promote collaborations
- SUSTAINABILITY - Build a sustainable business foundation

FY2027.3 NUMERICAL TARGETS

Segment sales	¥155.0 billion
Segment profit	¥10.0 billion

Note: Results forecasts are as of May 2026.

FY2026.3 RESULTS AND RELATED DATA

Sales by Major Category

AMUSEMENT MACHINES	AMUSEMENT FACILITIES
¥27.9 billion	¥121.9 billion

Number of Amusement Facilities (Global Total)

DIRECTLY MANAGED FACILITIES	REVENUE-SHARING FACILITIES*
234 facilities	907 facilities
OTHER DIRECTLY MANAGED FACILITIES	TOTAL
109 facilities	1,250 facilities

* Contracted facilities for amusement game operations under a revenue-sharing agreement