パチンコで、いい笑顔。

Good luck. Good life.

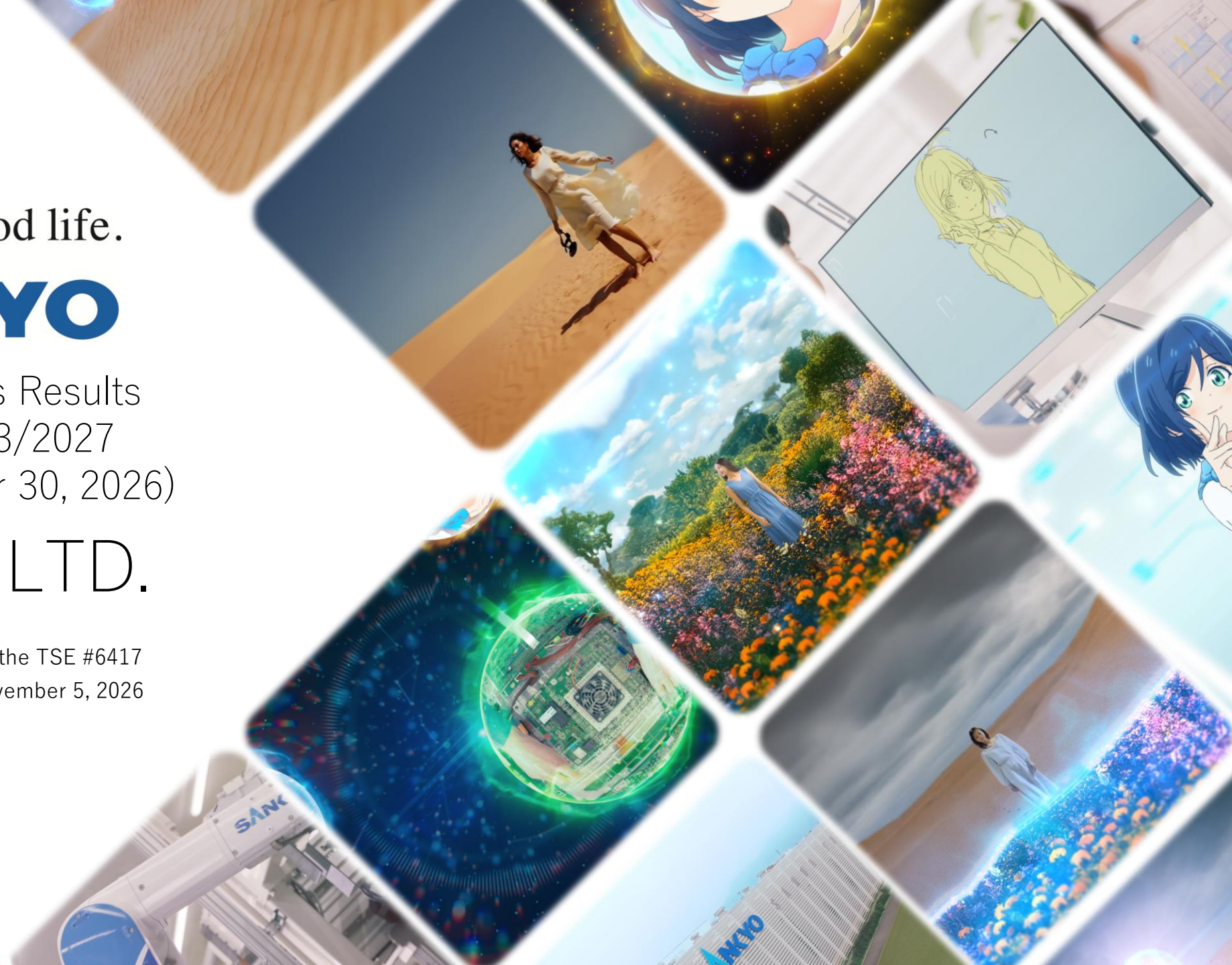
SANKYO

Presentation on Business Results for the First Half of FY 3/2027 (April 1, 2026 to September 30, 2026)

SANKYO CO., LTD.

Prime Market of the TSE #6417

November 5, 2026



01

Overview of Financial Results

CONTENTS

SECTION 01 Overview of Financial Results

SECTION 02 Overview of Business

SECTION 03 Surroundings of Pachinko and Pachislot Industry, and Initiatives of SANKYO

SECTION 04 Appendix

© SANKYO CO., LTD.

Consolidated Financial Results

Decreases in net sales and profit compared with the same period of the previous year due to decreases in sales volumes of pachinko machines.

Progress has been largely in line with the earnings forecast of the full year.

Net Sales 81,025 million yen
FY 3/2026 2Q 100,409 million yen
(YoY -19.3%)

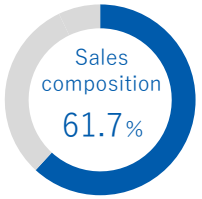
Operating Income 27,307 million yen
FY 3/2026 2Q 39,038 million yen
(YoY -30.0%)

Net Income attributable to owners of parent 20,499 million yen
FY 3/2026 2Q 28,773 million yen
(YoY -28.8%)

Net Income per share (EPS) 103.79 yen
(YoY -31.83 yen)

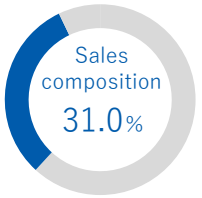
≪ Results of Operations by Segment ≫

Pachinko Machines Business



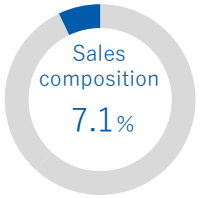
Net Sales 50,001 million yen (YoY -33.2%)
Operating Income 19,496 million yen (YoY -44.8%)
Sales of Units 105,094 units (YoY -34.4 %)

Pachislot Machines Business



Net Sales 25,082 million yen (YoY +44.7%)
Operating Income 11,492 million yen (YoY +70.5%)
Sales of Units 46,128 units (YoY +12.7 %)

Ball Bearing Supply Business



Net Sales 5,733 million yen (YoY -28.6%)
Operating Income 329 million yen (YoY -46.7%)

© SANKYO CO., LTD.

Summary of Financial Results by Segment

≪Pachinko Machines Business≫

Financial Results for the First Half of FY 3/2027

Net Sales
50.0 billion yen
(YoY -33.2%)

Number of New Titles
Five
(Reused models etc.：Five)

Operating Income
19.4 billion yen
(YoY -44.8%)

Sales of Units
105,094 units
(YoY -34.4%)

“e Fever MOBILE SUIT GUNDAM SEED CLIMAX” sold 20,000 units or more, and increased production of two models of “Tokyo Ghoul” contributed to sales volume.

≪Pachislot Machines Business≫

Financial Results for the First Half of FY 3/2027

Net Sales
25.0 billion yen
(YoY +44.7%)

Number of New Titles
Three
(Increased Production：One)

Operating Income
11.4 billion yen
(YoY +70.5%)

Sales of Units
46,128 units
(YoY +12.7 %)

Launched three new titles, of which “L Pachislot Karakuri Sākasu 2” achieved sales of over 20,000 units.

≪Pachinko Market≫

FY3/2027
(April to September, 2026)
370 thousand units

FY3/2026 (April to September, 2025)
440 thousand units

The adoption of models equipped with “LT 3.0 PLUS” has progressed. However, machine utilization has not yet improved in the market as a whole, and the market continues to face a challenging environment, with parlor operators continuing to be cautious in adopting new machines.

≪Pachislot Market≫

FY3/2027
(April to September, 2026)
350 thousand units

FY3/2026 (April to September, 2025)
310 thousand units

The pachislot market remains solid against a backdrop of strong machine utilization although the format inspection pass rate remains at a low level.

© SANKYO CO., LTD.

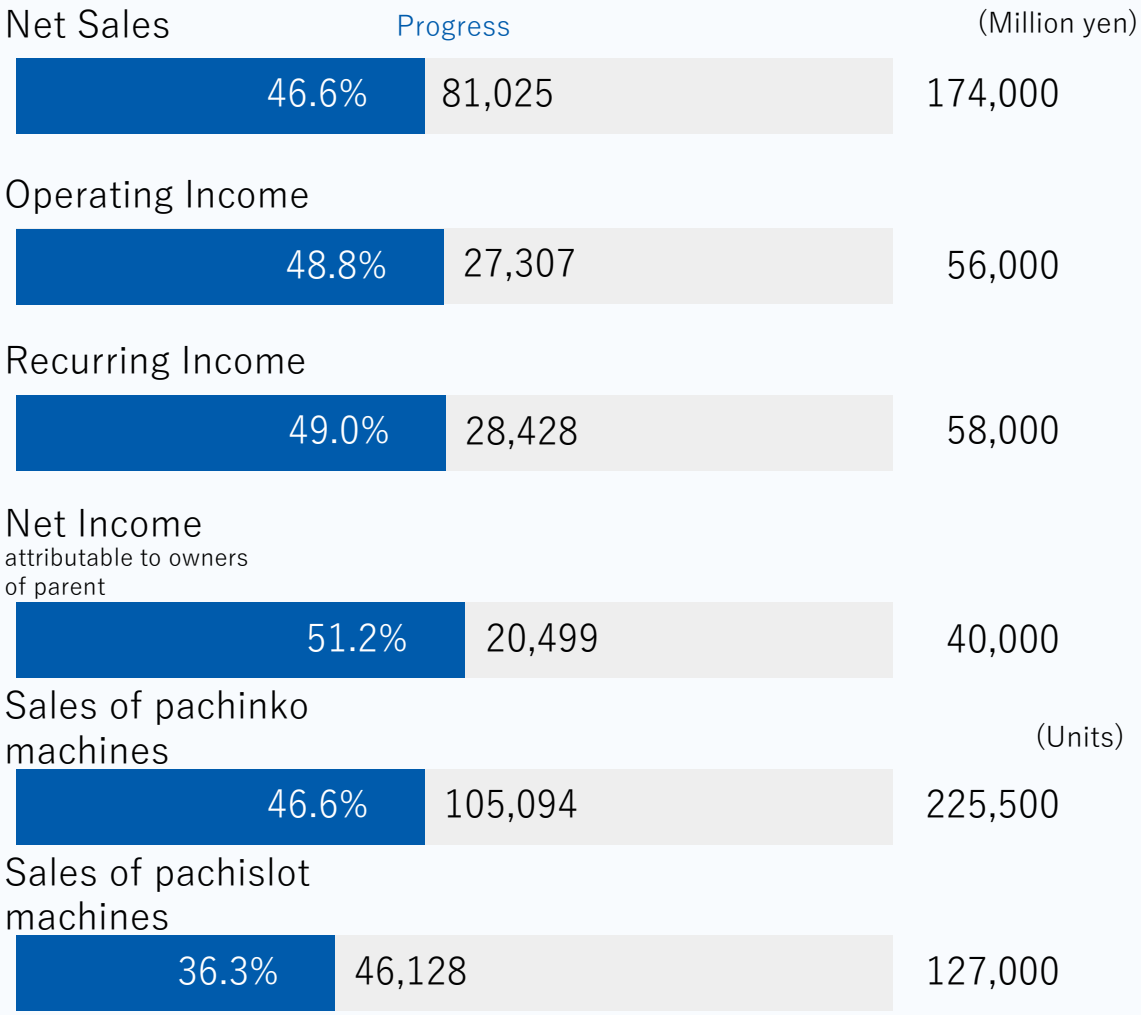
Summary of Financial Results

Million yen	FY 3/2026 2Q	FY 3/2027 2Q	YoY		FY 3/2027 Forecast
Net Sales	100,409	81,025	-19,384	-19.3%	174,000
Pachinko Machines Business	74,853	50,001	-24,852	-33.2%	98,300
Pachislot Machines Business	17,334	25,082	+7,748	+44.7%	62,100
Cost of Sales	40,871	32,695	-8,176	-20.0%	73,000
Gross Profit	59,537	48,330	-11,207	-18.8%	101,000
Percentage	59.3%	59.6%	+0.4pt		58.0%
SG & A Expenses	20,499	21,022	+523	+2.6%	45,000
Operating Income	39,038	27,307	-11,731	-30.0%	56,000
Percentage	38.9%	33.7%	-5.2pt		32.2%
Pachinko Machines Business	35,311	19,496	-15,815	-44.8%	34,400
Pachislot Machines Business	6,740	11,492	+4,752	+70.5%	28,900
Recurring Income	39,949	28,428	-11,521	-28.8%	58,000
Net Income attributable to owners of parent	28,773	20,499	-8,274	-28.8%	40,000

© SANKYO CO., LTD.

Progress against the Forecasts of Financial Results FY 3/2027

Business Results for the First Half of FY 3/2027



Net sales and profit for the first half have been largely in line with the earnings forecast of the full year.

In the second half, the accumulation of the sales volume of pachislot machines is a challenge.

(Net sales and profit)

- ✓ Net sales and profit have shown steady progress and are largely in line with the earnings forecast of the full year.

(Sales units of pachinko machines)

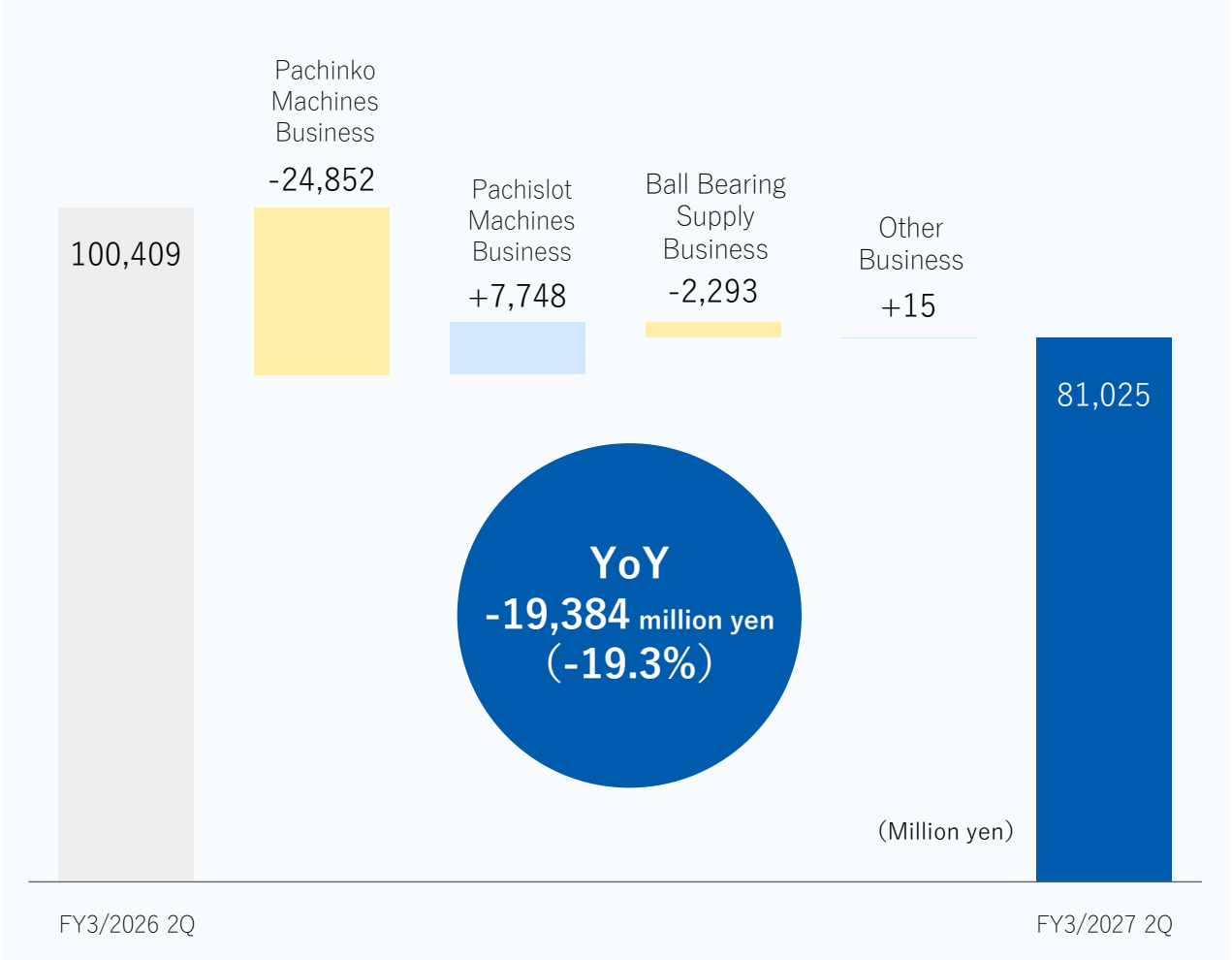
- ✓ The sales volume has progressed in line with the target, driven by contributions from increased production of two models of the “Tokyo Ghoul” series, which maintains high machine utilization, despite differences in sales situation across models.
- ✓ From Q3 onward, we offer a lineup including the mainstay series to achieve the earnings forecast of the full year.

(Sales units of pachislot machines)

- ✓ Although the progress rate of pachislot machine sales volume in the first half against the forecast of the full year remained low, the launch of five new titles is planned in the second half to accumulate sales volume.

© SANKYO CO., LTD.

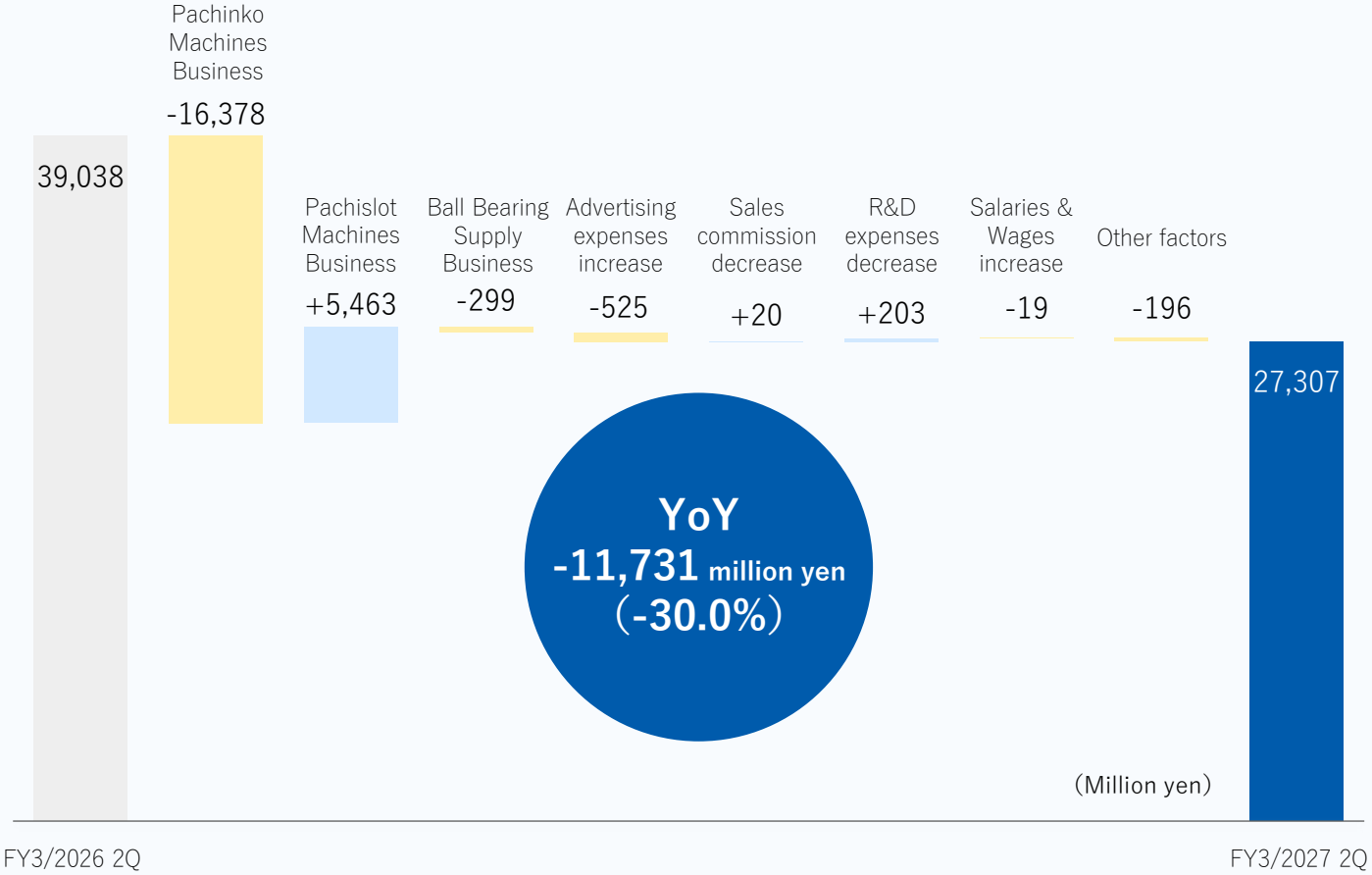
Factors of Change in Consolidated Net Sales



Million yen	FY 3/2026 2Q	FY 3/2027 2Q	YoY	
Net Sales	100,409	81,025	-19,384	-19.3%
Pachinko Machines Business	74,853	50,001	-24,852	-33.2%
Pachislot Machines Business	17,334	25,082	+7,748	+44.7%
Ball Bearing Supply Business	8,026	5,733	-2,293	-28.6%
Other Business	193	208	+15	+7.8%

© SANKYO CO., LTD.

Factors of Change in Consolidated Operating Income／Costs and Expenses



Million yen	FY 3/2026 2Q	FY 3/2027 2Q	YoY	
SG & A Expenses	20,499	21,022	+523	+2.6%
Advertising Expenses	1,108	1,633	+525	+47.4%
Sales Commission	2,864	2,844	-20	-0.7%
R&D Expenses	10,267	10,064	-203	-2.0%
Salaries & Wages	1,471	1,490	+19	+1.3%

© SANKYO CO., LTD.

Summary of Balance Sheet

Million yen	As of 31-Mar-26	As of 30-Sep-26	Change	Main Factors of Change
Total current assets	229,956	245,538	+15,582	
Quick assets	204,423	212,364	+7,941	Increases in notes and accounts receivable-trade, and contract assets
Total fixed assets	57,501	59,352	+1,851	
Investment securities	6,351	7,560	+1,209	
Total assets	287,458	304,891	+17,433	
Total current liabilities	27,817	32,984	+5,167	Increases in notes and accounts payable-trade
Total long-term liabilities	9,484	9,800	+316	
Total liabilities	37,302	42,784	+5,482	
Total net assets	250,155	262,106	+11,951	Addition of net income Deduction of cash dividends paid
Total liabilities and total net assets	287,458	304,891	+17,433	

© SANKYO CO., LTD.

02

Overview of Business

CONTENTS

SECTION 01 Overview of Financial Results

SECTION 02 Overview of Business

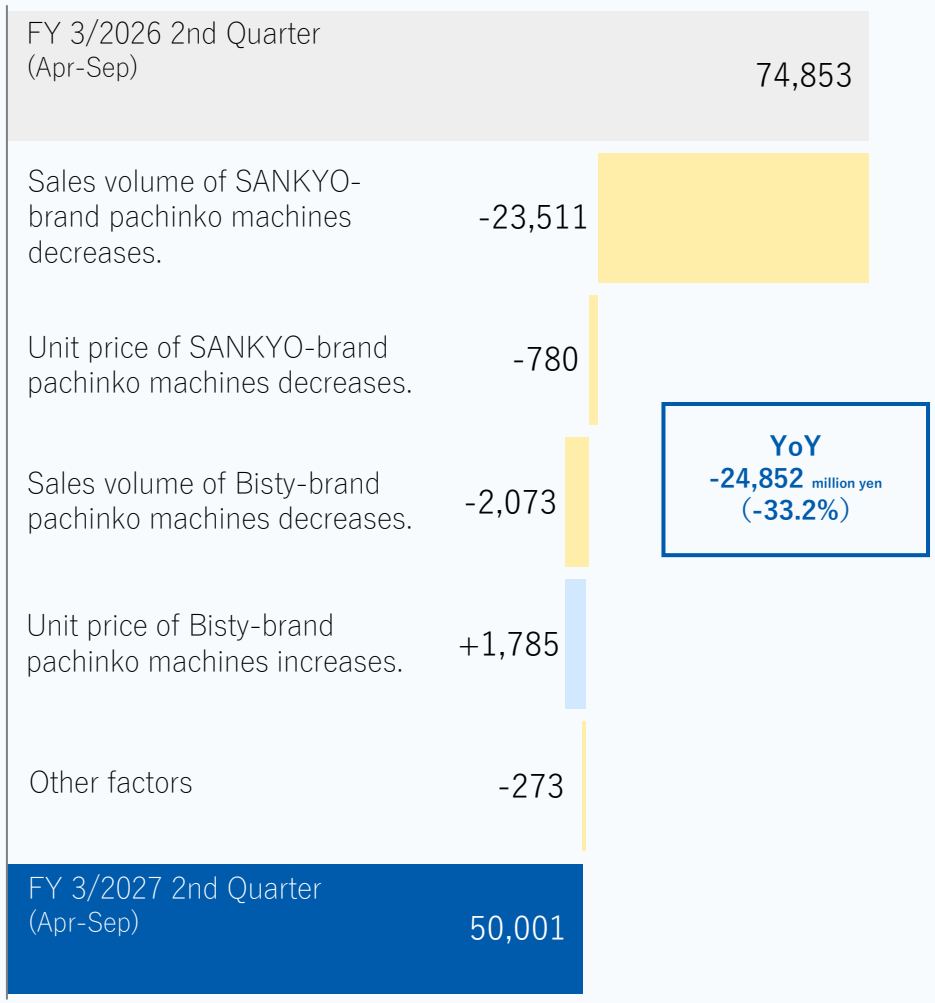
SECTION 03 Surroundings of Pachinko and Pachislot Industry, and Initiatives of SANKYO

SECTION 04 Appendix

© SANKYO CO., LTD.

Pachinko Machines Business

≪Factors of Change in Net sales≫



≪Data≫

Million yen	FY 3/2026 2Q	FY 3/2027 2Q	YoY
Net Sales	74,853	50,001	-24,852
Operating Income	35,311	19,496	-15,815
Percentage	47.2%	39.0%	-8.2pt
Units			
Machines sales	160,286	105,094	-55,192
SANKYO	112,488	61,997	-50,491
Frame	63,129	26,423	-36,706
Gauge	49,359	35,574	-13,785
Bisty	47,798	43,097	-4,701
Frame	27,161	11,879	-15,282
Gauge	20,637	31,218	+10,581

© SANKYO CO., LTD.

Pachinko Machines Business ≪ Lineup ≫

- Q2 Results -

New Titles Five

SANKYO Four
Bisty One

Reused Models etc. Five

SANKYO Two
Bisty Three

Sales of Units

105,094 units

Progress

46.6%

FY 3/2027 Forecast
225,500 units











Q1

SANKYO
e Fever Kinnikuman

SANKYO
P Fever Queen II

SANKYO
e Fever DEAD MOUNT DEATH PLAY Konshin 9000

Bisty (Increased production)
e NEON GENESIS EVANGELION -Memories of the beginning-

Bisty (Increased production)
e Tokyo Ghoul

Bisty
e Tokyo Ghoul Chōdeka Chō Ichigeki ver.

50,059 units

Q2

SANKYO
e Fever MOBILE SUIT GUNDAM SEED CLIMAX

Bisty
e Assault Lily

SANKYO
P/e Fever BLUE LOCK Light ver.

SANKYO
e Fever ENN ENN NO SHOUBOUTAI 2 99ver.

Bisty (Increased production)
e Tokyo Ghoul

Bisty (Increased production)
e Tokyo Ghoul Chōdeka Chō Ichigeki ver.

55,035 units

Q3

SANKYO
e Fever Yo-Kai Watch

SANKYO
P HANE BASTARD!! -Ankoku no Hakaishin-

Bisty
e GODZILLA VS EVANGELION -WIND BURST-

Bisty (Increased production)
e Tokyo Ghoul Chōdeka Chō Ichigeki ver.

Bisty
P NEON GENESIS EVANGELION -319 RED-

SANKYO
e Fever BASTARD!! -Ankoku no Hakaishin- Light ver.

SANKYO
e Fever How Heavy Are the Dumbbells You Lift? 2 77 ver.

- units

Q4

SANKYO
e Fever Symphogear 5 Chōdeka × SMART START

Bisty
P/e NEON GENESIS EVANGELION -Memories of the beginning- PREMIUM MODEL

Bisty
P/e Pachinko Tokyo Ghoul 99 ver.

SANKYO
x 2

* Introduction of titles is in line with the current plan to date, but may be subject to changes.

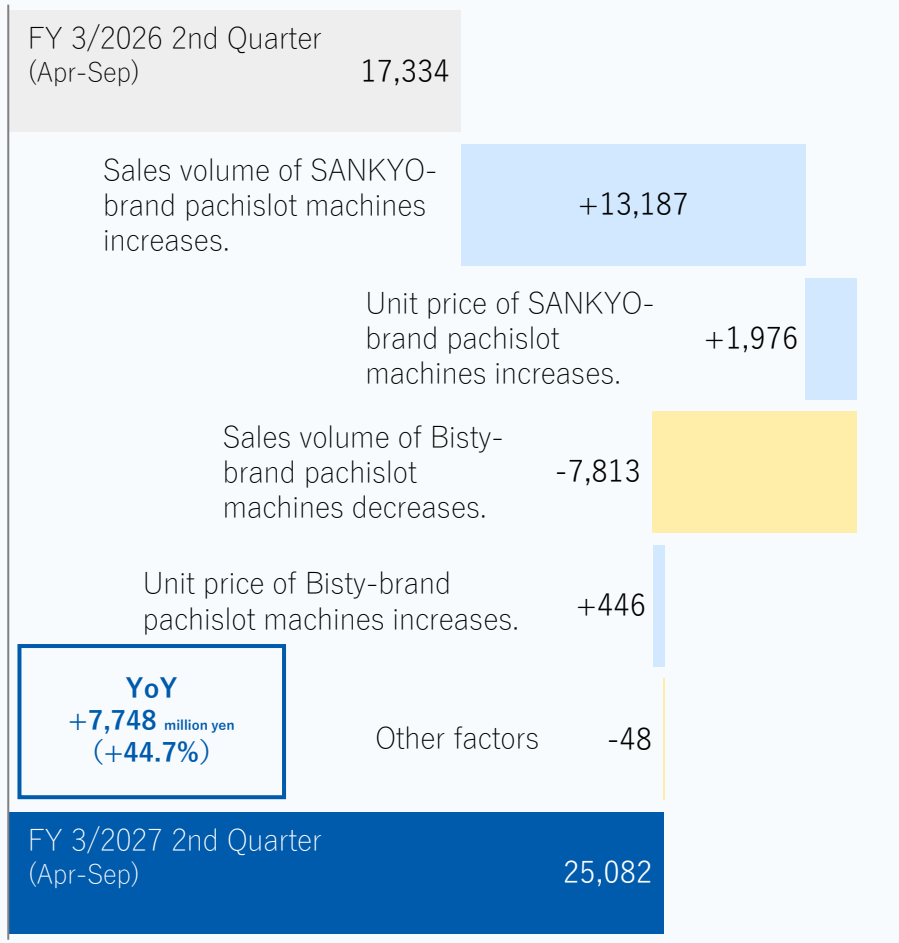
©ゆでたまご・東映アニメーション ©サンライズ ©LEVEL-5/妖怪ウォッチプロジェクト・テレビ東京 ©萩原一至/集英社・BASTARD!! 製作委員会 ©Projectシンフォギア ©ProjectシンフォギアG ©ProjectシンフォギアGX ©ProjectシンフォギアAXZ ©ProjectシンフォギアXV

© SANKYO CO., LTD.

Pachislot Machines Business

≪Factors of Change in Net sales≫

(Million yen)



≪Data≫

Million yen	FY 3/2026 2Q	FY 3/2027 2Q	YoY
Net Sales	17,334	25,082	+7,748
Operating Income	6,740	11,492	+4,752
Percentage	38.9%	45.8%	+6.9pt
Units			
Machines sales	40,912	46,128	+5,216
SANKYO	10,042	35,704	+25,662
Bisty	30,870	10,424	-20,446

© SANKYO CO., LTD.

Pachislot Machines Business ≪ Lineup ≫

- Q2 Results -

New Titles Three

SANKYO Two
Bisty One

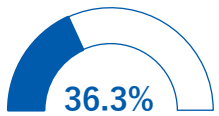
Increased production One

SANKYO One

Sales of Units

46,128 units

Progress



FY 3/2027 Forecast
127,000 units





Bisty
L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE

SANKYO (Increased production)
L Pachislot ENN ENN NO SHOUBOUTAI 2





SANKYO
L Pachislot Karakuri Sākasu 2





SANKYO
L Pachislot Kanojo, Okarishimasu





Bisty
L Pachislot Godzilla vs EVANGELION 2





SANKYO
L Pachislot Mononogatari

SANKYO x 2

Bisty x 1

Q1 16,880 units

Q2 29,248 units

Q3 - units

Q4

* Introduction of titles is in line with the current plan to date, but may be subject to changes.

©創通・サンライズ ©Bisty ©Fields 原作／藤田和日郎「からくりサーカス」（小学館少年サンデーコミックス刊）/©藤田和日郎・小学館／ツインエンジン Licensed by Sony Music Labels Inc. ©宮島礼吏／講談社 ©宮島礼吏・講談社／「彼女、お借りします」製作委員会 ©宮島礼吏・講談社／「彼女、お借りします」製作委員会2022 ©カラー TM & © TOHO CO., LTD. ©Bisty ©Fields ©オニグンソウ/集英社，もののがたり製作委員会

© SANKYO CO., LTD.

03

Surroundings of Pachinko and Pachislot Industry, and Initiatives of SANKYO

CONTENTS

SECTION 01 Overview of Financial Results

SECTION 02 Overview of Business

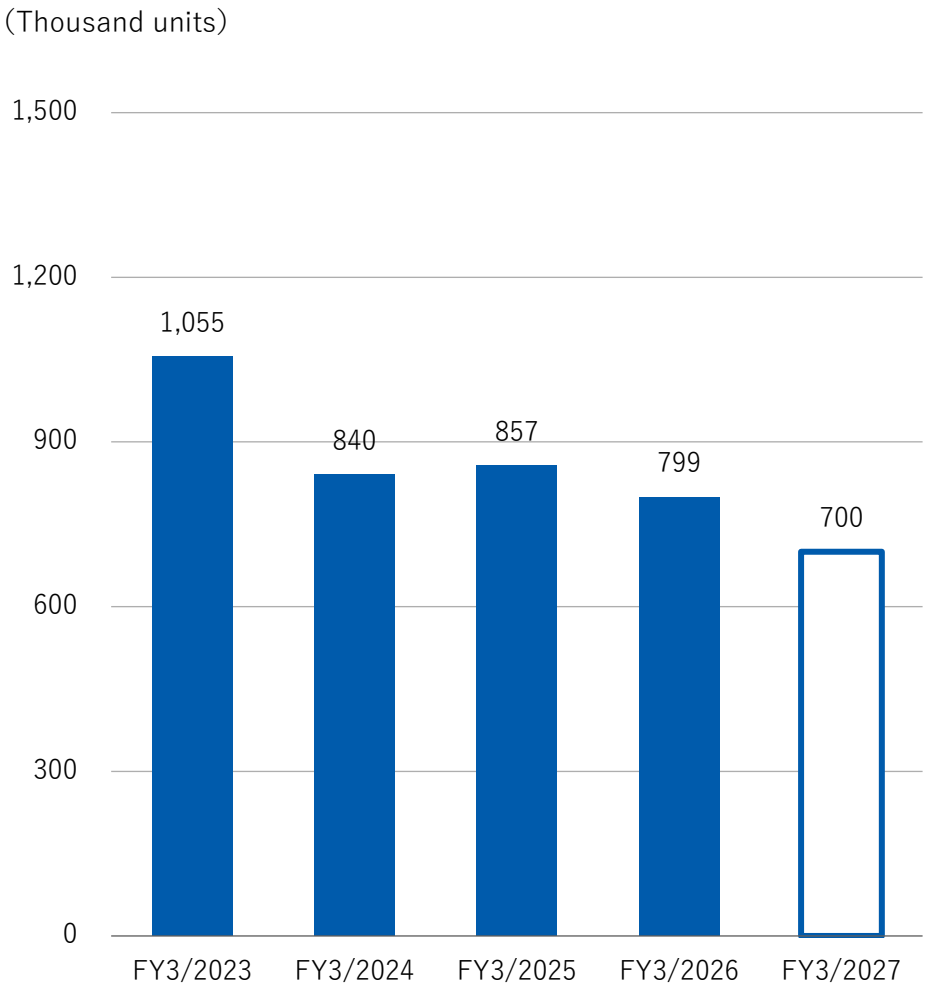
SECTION 03 Surroundings of Pachinko and Pachislot Industry, and Initiatives of SANKYO

SECTION 04 Appendix

© SANKYO CO., LTD.

Pachinko Market

≪Sales Volume≫



Sales volume forecast

FY3/2027
(April 1, 2026 to March 31, 2027)

700 thousand units

Total number of units sold

FY3/2027
(April to September, 2026)

Approx. **370** thousand units

YoY -15.3%

(3 titles sold 20,000 units or more.)

≪Market Environment≫

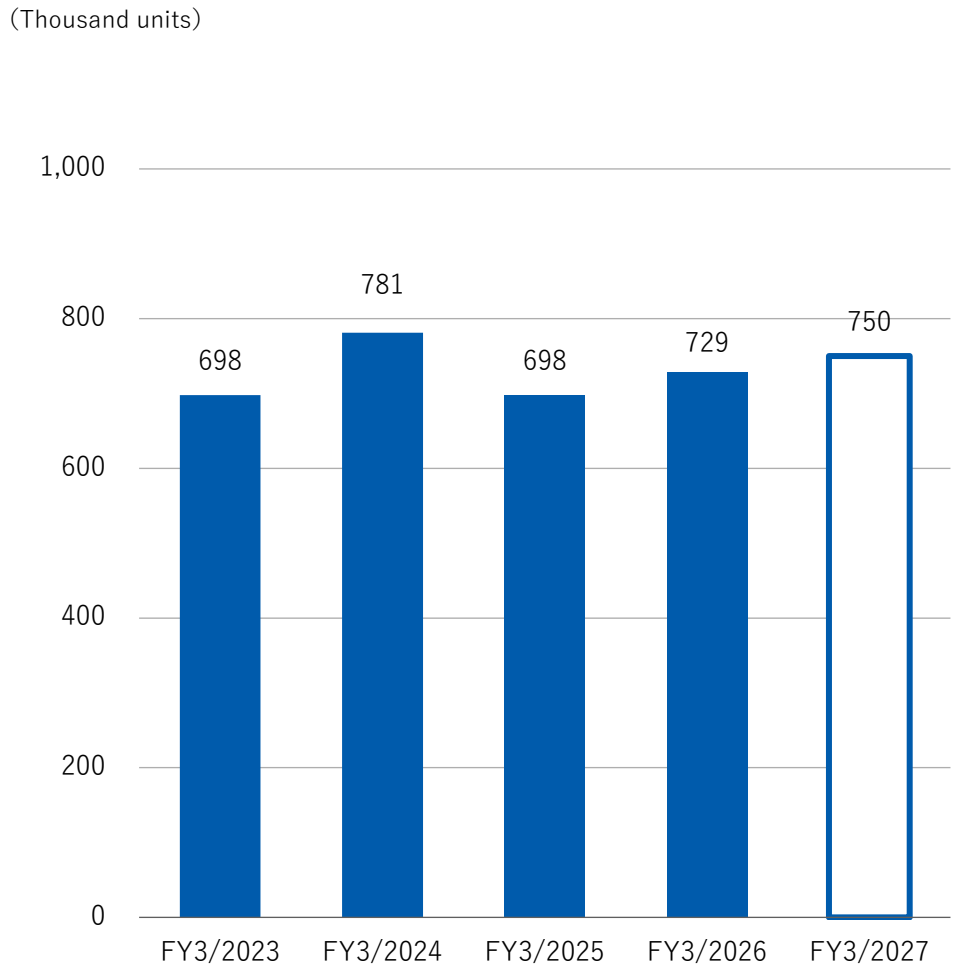
- ✓ While improvement in machine utilization has not progressed, parlor operators became increasingly cautious in adopting new machines and total sales volume fell below the level of the same period of the previous fiscal year.
- ✓ The introduction of models equipped with “Tsūjōji Flag” and the launch of displays in four new categories to indicate performance and ease of play of pachinko machines are scheduled for November and beyond. Through these efforts, the market is expected to be revitalized.

* Estimates of SANKYO

© SANKYO CO., LTD.

Pachislot Market

≪Sales Volume≫



Source: Yano Research Institute　* FY3/2027：Estimate of SANKYO

Sales volume forecast

FY3/2027
(April 1, 2026 to March 31, 2027)

750 thousand units

Total number of units sold

FY3/2027
(April to September, 2026)

Approx. **350** thousand units

YoY +14.6%

(4 titles sold 20,000 units or more.)

≪Market Environment≫

- ✓ The market remains solid against a backdrop of strong machine utilization.
- ✓ The pass rate of pachislot machines in format inspection has been at a low level. Therefore, there is a possibility that the number of titles to be released will be affected.

© SANKYO CO., LTD.

Initiatives of SANKYO in the Pachinko and Pachislot Machine Markets

Pachinko Machines Business：Aim to achieve the top share for five consecutive years in the pachinko market.

Pachislot Machines Business：Aim to solidify its position in the top share group in the pachislot market.

Q1-Q2

✓ Release of mainstay pachinko and pachislot titles

- Released “L Pachislot Karakuri Sākasu 2”
- Released “e Fever MOBILE SUIT GUNDAM SEED CLIMAX” from the “Mobile Suit Gundam” series.

✓ Increased production of two titles in the “Tokyo Ghoul” series

- “e Tokyo Ghoul”
- “e Tokyo Ghoul Chōdeka Chō Ichigeki ver.”

➢ "e Tokyo Ghoul Chōdeka Chō Ichigeki ver.," released in June, has maintained high machine utilization, and increased production was implemented in Q3.

From Q3 onward

✓ Release of a tie-up title with blockbuster content

- Released “e Fever Yo-Kai Watch” in November.

➢ The original “Yo-Kai Watch” series is a major franchise that became a nationwide social phenomenon in Japan, starting with the release of the first game in 2013.

➢ Aim to appeal primarily to younger users and enhance recognition.

✓ Release of titles equipped with a “Tsūjōji Flag,” a new type of gaming performance for pachinko machines

- Release of “e GODZILLA VS EVANGELION -WIND BURST-” in December.
- Release of “e Fever Symphogear 5 Chōdeka × SMART START” in January.

✓ Release of five new pachislot machine titles, including series machines and tie-up machines with new IPs, is planned.

© SANKYO CO., LTD.

Dividend policy

Revised the dividend policy in August 2026

- ✓ **Increased payout ratio and newly introduced DOE**
- ✓ **Reflects profit growth when performance is strong and provides downside support through DOE when performance weakens, thereby achieving both stronger returns and greater dividend stability**

Payout ratio 50% ⟷ **Whichever is higher** ⟷ **DOE 5%**

- Raised the consolidated dividend payout ratio from 40% to 50%
- Reflects profit growth more proactively in dividends
- Strengthens shareholder returns when performance is strong

- Dividend level based on consolidated net assets
- Supports dividends even if performance temporarily declines
- Improves dividend stability and predictability

Annual dividend level

- **Payout ratio of 50% or DOE of 5%, whichever is higher**
- **The annual dividend forecast announced at the start of the fiscal year is maintained in principle（in principle, no dividend reduction during the fiscal year）**
- **If performance exceeds expectations, it is adjusted through the year-end dividend**
- **The interim dividend is generally set at half of the annual dividend forecast announced at the start of the fiscal year**

Interim dividend

【Dividend per share】

Interim dividend for FY 3/2027： 50 yen

(Yen)	Interim dividend	Year-end dividend	Total
FY3/2027 Forecast	**50**	50	100
FY3/2026 Results	45	45	90

Repurchase of own shares

Key elements for judgment

- ◆ Stock price
- ◆ Performance outlook
- ◆ Opinions of shareholders and investors
- ◆ Business environment of the Company, investment opportunities among others

➢ Intention to continue agile implementation, comprehensively considering the above elements

© SANKYO CO., LTD.

Launch of A-gon Co., Ltd. as a New Brand under the Group

The Company acquired shares of A-gon Co., Ltd. on September 30, 2026 and made it a subsidiary.
Going forward, the Company will launch it as a new brand under the Group.

【New Structure】

Transition to a Four-Brand Structure

SANKYO Co., Ltd.

パチンコで、いい笑顔。 Good luck. Good life. SANKYO

Bisty Co., Ltd.

Bisty

JB Co., Ltd.

JOY BRAIN

A-gon Co., Ltd.

A-gon NEW

【Purpose and Expected Effects of the Acquisition】

- ✓ Support A-gon's management and business operations to ensure its **business continuity and promote future growth**.
- ✓ **Expand the product lineup** across both pachinko and pachislot businesses to **enhance the Group's competitiveness**.
- ✓ Aim to **increase sales volumes over the medium to long term** through enhanced product offerings.

【Overview of A-gon】

Name	:	A-gon Co., Ltd.
Location	:	1915 Iseyamanishi, Iseyamacho, Sano-shi, Tochigi, Japan
Description of business	:	Planning, manufacturing, and sales of pachinko and pachislot machines Planning, manufacturing, and sales of gaming equipment and components
Capital	:	30 million yen
Date of Establishment	:	June 9, 1999

© SANKYO CO., LTD.

1st Anniversary of the “KUGITAMA” Project: Review of Initiatives

Introducing **three initiatives** to communicate the fun and appeal of pachinko

Digital Initiatives

✓ **Offering opportunities for users to experience pachinko machines with ease wherever they are**

Main Initiatives

◆ Offering of Simulator Games

Offering of simulator games on web browsers for PCs, smartphones, and other devices, where anyone can play nostalgic “Hanemono” pachinko machines for free.

◆ Launch of the “SANKYO Online Museum”

Launch of a digital museum in May 2026 communicating the history and culture of SANKYO and the pachinko industry

Please refer to p. 22 for details.

Real Initiatives

✓ **Creation of opportunities to play pachinko through hands-on experiences with actual machines**

Main Initiatives

◆ Holding of the “Has KUGITAMA Taken Over Game Center Tanpopo!? Presented by SANKYO”

Holding of a special collaboration event with “Game Center Tanpopo” in Fussa City, Tokyo, from Thursday, May 14 to Tuesday, June 2, 2026

◆ Holding of the “KUGITAMA Summer Festival”

Holding of the “KUGITAMA Summer Festival,” an experiential pop-up event designed for everyone to enjoy, including those with no prior pachinko experience, from Saturday, August 29 to Sunday, September 6, 2026.

Please refer to p. 23 for details.

Product Initiatives

✓ **Offering “Hanemono” machines and other machines at low prices**
– **Communicating the original appeal of pachinko that lies in its simple combination of pins and balls**

Main Initiatives

◆ Release of “P HANE BASTARD!! -Ankoku no Hakaishin-”

Launch of “P HANE BASTARD!! -Ankoku no Hakaishin-” in November 2026 as the First Product Initiative

◆ Launch of the “KUGITAMA YELL Plan”

“P HANE BASTARD!! -Ankoku no Hakaishin-” is offered to pachinko operators under the low-price rental plan from 20,000 yen per unit per month (excluding tax).

Please refer to p. 24 for details.

KUGiTAMA

The “KUGITAMA” project is an initiative to communicate to society the original appeal of pachinko that lies in its simple combination of pins and balls.

KUGITAMA

https://www.kugitama.sankyo-fever.jp

© SANKYO CO., LTD.

Digital Initiatives：
Offering opportunities for users to experience pachinko machines with ease wherever they are

Offering of Simulator Games

- ✓ Offering simulator games that allow users to play nostalgic pachinko machines for free
- ✓ Total plays as of the end of October 2026: approx. **160,000 plays**



- ✓ Release of the simulator game for “P HANE BASTARD!! -Ankoku no Hakaishin-” on Monday, October 19, 2026

Raise awareness of the machine by offering opportunities to experience it prior to its introduction to pachinko parlors.





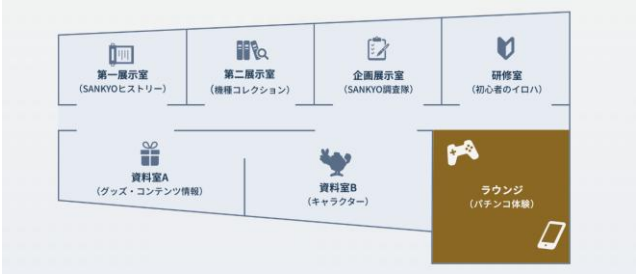
URL： https://www.kugitama.sankyo-fever.jp/game/apbtd

*Please note that customers are responsible for any costs related to purchasing the device used for play, as well as for any data or communication charges.

Launch of the “SANKYO Online Museum”

- ✓ Updated the “SANKYO Fan Site” and opened the “SANKYO Online Museum” in May 2026 to introduce the history and culture of SANKYO and the pachinko and pachislot industry.
- ✓ With a museum-inspired design and site structure, the website offers a wide range of content for everyone, from those interested in the history of the pachinko and pachislot industry and SANKYO’s past machines, to beginners who want to know about pachinko and pachislot terms and how to play.





URL： https://www.sankyo-fever.jp/

© SANKYO CO., LTD.

Real Initiatives：
Creation of opportunities to play pachinko through hands-on experiences with actual machines

Holding of the “Has KUGITAMA Taken Over Game Center Tanpopo!? Presented by SANKYO”

Holding of a special collaboration event with “Game Center Tanpopo” in Fussa City, Tokyo, from Thursday, May 14 to Tuesday, June 2, 2026

【Event Details】

- Installed 20 SANKYO retro “Hanemono” pachinko machines.
- Changed the in-store decorations and handouts to the “KUGITAMA” Project design.





More than 1,000 people attended the event and experienced “the inherent fun of pachinko created by pins and balls” through retro “Hanemono” pachinko machines.





Holding of the “KUGITAMA Summer Festival”

Held at “MIYASHITA PARK Park in Park” in Shibuya Ward, Tokyo, from Saturday, August 29, 2026 to Sunday, September 6, 2026.

【Event Details】

- Offered three types of mini-games to communicate “the inherent fun of pachinko created by pins and balls.”
- Distributed free shaved ice with toppings based on the mini-game results.
- Offered a hands-on “Hanemono” pachinko machine experience area and exhibited “P HANE BASTARD!! -Ankoku no Hakaishin-,” the first Product Initiative under the “KUGITAMA” project.

More than 5,000 people from a wide range of groups, including beginners, families, and teenagers, attended the event.

Created an opportunity to establish new connections with groups that had limited contact with us through conventional pachinko and pachislot machine promotional events.







© SANKYO CO., LTD.

Product Initiatives：Offering “Hanemono” machines and other machines at low prices



©萩原一至/集英社・BASTARD!! 製作委員会

✓ “KUGITAMA” Project: First Product Initiative Launch of “P HANE BASTARD!! -Ankoku no Hakaishin-”

In line with the project concept of showcasing the fun created by “pins and balls,” this machine returns to the origins of pachinko as a traditional “Hanemono” type, and is designed to be enjoyed by a wide range of players—from younger users experiencing a Hanemono machine for the first time to long-time fans from earlier generations.

✓ Release under a low-price rental plan

This machine is offered under the low-price rental plan “KUGITAMA YELL Plan” from 20,000 yen per month (excluding tax).

“KUGITAMA YELL Plan”

Start	: From November 2026
Target products	: New “Hanemono” machines and other machines
Rental fee	: **From 20,000 yen per month** (excluding tax)

Along with providing introduction schemes that are easy for pachinko operators to operate, we will work hand in hand with them to create an environment where even beginners can experience the true enjoyment of pachinko on a modest budget, thereby striving to contribute to an increase in pachinko fans.

© SANKYO CO., LTD.

Recent Initiatives：Real Initiatives

Exhibiting a “KUGITAMA” booth at external events to create opportunities for people to experience pachinko and attract new fans

Booth at "Ikebukuro Halloween Cosplay Festival 2026"

The "Ikebukuro Halloween Cosplay Festival" is one of the largest Halloween events in Japan, held in Ikebukuro, and attended by cosplayers and photographers.

【Exhibit Objectives】

Exhibiting at an urban event expected to attract young visitors to raise awareness of the “KUGITAMA” project and create opportunities for people to experience the appeal of pachinko.

【Event overview】

Event Name	：	Ikebukuro Halloween Cosplay Festival 2026 Powered by dwango
Event Dates	：	Friday, October 30, 2026 – Sunday, November 1, 2026
Booth Exhibition Dates	：	Saturday, October 31, 2026 – Sunday, November 1, 2026
Booth Location	：	IKE・SUNPARK

【Main booth contents】

- Hands-on experience of retro pachinko machines
- Hands-on experience of "e Fever Yo-Kai Watch"
- Hands-on experience of "P HANE BASTARD!! -Ankoku no Hakaishin-"
- "V Challenge" experience, a simulator game for "P HANE BASTARD!! -Ankoku no Hakaishin-"

Booth at "Kishidan Banpaku 2026"

A large-scale music festival hosted by the Yank Rock band "Kishidan," bringing together performers from diverse genres such as rock, idol, hip-hop, and punk.

【Exhibit Objectives】

Creating opportunities for visitors with a high interest in music and experiential entertainment to experience the appeal of pachinko through the "KUGITAMA" booth.

【Event overview】

Event Name	：	Suntory ALL-FREE presents Kishidan Banpaku 2026 - Bōsō Bakuon Resort -
Event Dates	：	Saturday, November 7 – Sunday, November 8, 2026
Booth Location	：	Makuhari Messe International Exhibition Hall, Hall 7

【Main booth contents】

- Hands-on experience of "e Fever Yo-Kai Watch"
- Hands-on experience of "P HANE BASTARD!! -Ankoku no Hakaishin-"
- "Renda version" experience, a simulator game for "P HANE BASTARD!! -Ankoku no Hakaishin-"

© SANKYO CO., LTD.

Sustainability Initiatives

Initiatives to utilize renewable energy for reducing environmental impact

- ✓ Installed solar power generation equipment on the roof of the Sanwa Plant, and started operation on October 1, 2026.
- ✓ Expected to reduce CO2 emissions by **approx. 179 t-CO2 per year**, contributing to reducing environmental impact.



Revision of incentive rules for the employee shareholding association

- ✓ Significantly increased the incentive rate for contributions to the Employee Shareholding Association for employees of the Group from August 2026.

【Overview】

	Before revision		After revision
Incentive rate	5%	▶	15%

- ➢ Participation rate in the shareholding association remains high at **approx. 87%**.
- ➢ The number of monthly contribution units (amount) increased **approx. 2x.**

【Aim of the Revision】

Support for asset building
- Promotion of asset building for the future of employees

Realization of the shareholder perspective
- Further enhancing work motivation by feeling the Company's growth as shareholders

Fostering a sense of ownership in enhancing corporate value
- Raising awareness of participation in management, and fostering a mindset of proactive involvement in the Company's sustainable growth and medium- to long-term enhancement of corporate value

© SANKYO CO., LTD.

04 Appendix

CONTENTS

SECTION 01 Overview of Financial Results

SECTION 02 Overview of Business

SECTION 03 Surroundings of Pachinko and Pachislot Industry, and Initiatives of SANKYO

SECTION 04 Appendix

© SANKYO CO., LTD.

Business Results for the Second Quarter of FY 3/2027

	FY 3/2026	FY 3/2027		Forecast	FY 3/2026				FY 3/2027		
Consolidated: million yen	6 Months	6 Months	YoY	Full Year	Q1	Q2	Q3	Q4	FY	Q1	Q2
Net Sales	100,409	81,025	-19,384	174,000	55,185	45,224	61,401	17,401	179,211	33,571	47,454
Pachinko	74,853	50,001	-24,852	98,300	36,712	38,141	37,010	7,946	119,809	22,197	27,804
Pachislot	17,334	25,082	+7,748	62,100	15,037	2,297	18,496	7,605	43,435	8,274	16,808
Ball Bearing Supply	8,026	5,733	-2,293	13,200	3,337	4,689	5,765	1,746	15,537	2,995	2,738
Other Business	193	208	+15	400	97	96	131	104	428	104	104
Cost of Sales	40,871	32,695	-8,176	73,000	21,289	19,582	26,559	7,111	74,541	13,297	19,398
Gross Profit	59,537	48,330	-11,207	101,000	33,896	25,641	34,842	10,291	104,670	20,274	28,056
SG & A Expenses	20,499	21,022	+523	45,000	10,044	10,455	12,156	9,530	42,185	9,777	11,245
Operating Income	39,038	27,307	-11,731	56,000	23,851	15,187	22,686	760	62,484	10,496	16,811
Pachinko	35,311	19,496	-15,815	34,400	17,644	17,667	14,525	(450)	49,386	9,022	10,474
Pachislot	6,740	11,492	+4,752	28,900	7,686	(946)	9,453	2,731	18,924	2,943	8,549
Ball Bearing Supply	618	329	-289	1,000	233	385	408	80	1,106	175	154
Other Business	83	90	+7	200	29	54	55	54	192	30	60
Elimination/Corporate	(3,716)	(4,102)	-386	(8,500)	(1,742)	(1,974)	(1,754)	(1,655)	(7,125)	(1,676)	(2,426)
Recurring Income	39,949	28,428	-11,521	58,000	24,391	15,558	23,028	1,014	63,991	11,108	17,320
Extraordinary Gains	0	0	0	0	0	0	0	1	1	0	0
Extraordinary Losses	0	0	0	0	0	0	0	67	67	0	0
Net Income	28,773	20,499	-8,274	40,000	17,447	11,326	16,625	1,354	46,752	8,074	12,425
EPS: yen		103.79		202.52					227.65		
Machines sales: units											
Pachinko	160,286	105,094	-55,192	225,500	79,361	80,925	72,782	18,566	251,634	50,059	55,035
SANKYO	112,488	61,997	-50,491	145,500	49,501	62,987	27,104	9,932	149,524	29,988	32,009
Bisty	47,798	43,097	-4,701	80,000	29,860	17,938	45,678	8,634	102,110	20,071	23,026
Pachislot	40,912	46,128	+5,216	127,000	35,575	5,337	35,399	14,259	90,570	16,880	29,248
SANKYO	10,042	35,704	+25,662	82,000	7,887	2,155	35,399	14,259	59,700	6,456	29,248
Bisty	30,870	10,424	-20,446	45,000	27,688	3,182	0	0	30,870	10,424	0

© SANKYO CO., LTD.

Margin / Expenses etc.

GP Margin/OP Margin

	FY 3/2026	FY 3/2027		Forecast	FY 3/2026					FY 3/2027	
Consolidated	6 Months	6 Months	YoY	Full Year	Q1	Q2	Q3	Q4	FY	Q1	Q2
GP Margin	59.3%	59.6%	+0.4pt	58.0%	61.4%	56.7%	56.7%	59.1%	58.4%	60.4%	59.1%
OP Margin	38.9%	33.7%	-5.2pt	32.2%	43.2%	33.6%	36.9%	4.4%	34.9%	31.3%	35.4%

Expenses etc.

	FY 3/2026	FY 3/2027		Forecast	FY 3/2026					FY 3/2027	
Consolidated: million yen	6 Months	6 Months	YoY	Full Year	Q1	Q2	Q3	Q4	FY	Q1	Q2
Sales Commission	2,864	2,844	-20	5,778	1,737	1,127	3,141	598	6,603	1,240	1,604
Advertising Expenses	1,108	1,633	+525	3,063	709	399	723	569	2,400	797	836
R&D Expenses	10,267	10,064	-203	22,764	4,586	5,681	5,542	5,750	21,559	4,631	5,433
Salaries & Wages	1,471	1,490	+19	3,481	713	758	1,214	656	3,341	697	793
Others	4,789	4,991	+202	9,914	2,299	2,490	1,536	1,957	8,282	2,412	2,579
Consolidated: million yen											
Capital Expenditure	14,844	1,566	-13,278	5,881	768	14,076	871	1,226	16,941	608	958
Depreciation & Amortization	1,225	1,644	+419	3,849	543	682	825	981	3,031	739	905
Consolidated											
No. of Employees	908	917	+9	902	910	908	901	895	895	922	917
No. of R&D Staff	281	287	+6	296	284	281	281	280	280	289	287
Indirect Sales Ratio											
SANKYO Pachinko	15.1%	14.6%	-0.5pt	15.5%	14.4%	15.1%	15.3%	15.4%	15.4%	14.7%	14.6%
SANKYO Pachislot	22.0%	18.7%	-3.3pt	20.5%	21.1%	22.0%	20.9%	20.5%	20.5%	11.6%	18.7%

© SANKYO CO., LTD.

Pachinko Machines Business

Consolidated:million yen	FY 3/2026 6 Months	FY 3/2027 6 Months	YoY	Forecast Full Year	FY 3/2026 Q1	Q2	Q3	Q4	FY	FY 3/2027 Q1	Q2
Net Sales	74,853	50,001	-24,852	98,300	36,712	38,141	37,010	7,946	119,809	22,197	27,804
Operating Income	35,311	19,496	-15,815	34,400	17,644	17,667	14,525	(450)	49,386	9,022	10,474
Percentage	47.2%	39.0%	-8.2pt	35.0%	48.1%	46.3%	39.2%	(5.7%)	41.2%	40.6%	37.7%
Machines sales: units											
Pachinko	160,286	105,094	-55,192	225,500	79,361	80,925	72,782	18,566	251,634	50,059	55,035
SANKYO	112,488	61,997	-50,491	145,500	49,501	62,987	27,104	9,932	149,524	29,988	32,009
Frame	63,129	26,423	-36,706	55,800	23,400	39,729	2,322	155	65,606	971	25,452
Gauge	49,359	35,574	-13,785	89,700	26,101	23,258	24,782	9,777	83,918	29,017	6,557
Bisty	47,798	43,097	-4,701	80,000	29,860	17,938	45,678	8,634	102,110	20,071	23,026
Frame	27,161	11,879	-15,282	46,000	21,666	5,495	43,086	2,551	72,798	7,181	4,698
Gauge	20,637	31,218	+10,581	34,000	8,194	12,443	2,592	6,083	29,312	12,890	18,328

Titles to Release

FY 3/2027	Series name	Brand	Release Date	No. of Models	Unit Sales	
Q1	e Fever Kinnikuman	SANKYO	(Apr-26)	1	17,700	
	e NEON GENESIS EVANGELION -Memories of the beginning- (Increased production)	Bisty	(Apr-26)	1	--	
	P Fever Queen II	SANKYO	(May-26)	1	6,200	
	e Tokyo Ghoul (Increased production)	Bisty	(May-26)	1	--	
	e Fever DEAD MOUNT DEATH PLAY Konshin 9000	SANKYO	(Jun-26)	1	5,300	
	e Tokyo Ghoul Chōdeka Chō Ichigeki ver.	Bisty	(Jun-26)	1	13,900	
Q2	P/e Fever BLUE LOCK Light ver.	SANKYO	(Jul-26)	2	--	
	e Tokyo Ghoul (Increased production)	Bisty	(Jul-26)	1	--	
	e Fever MOBILE SUIT GUNDAM SEED CLIMAX	SANKYO	(Aug-26)	1	25,400	
	e Tokyo Ghoul Chōdeka Chō Ichigeki ver. (Increased production)	Bisty	(Aug-26)	1	6,200	
	e Assault Lily	Bisty	(Sep-26)	1	12,200	Total
	e Fever ENN ENN NO SHOUBOUTAI 2 99ver.	SANKYO	(Sep-26)	1	--	105,094

Titles to Release

FY 3/2027	Series name	Brand	Release Date	No. of Models	Unit Sales
Q3	P NEON GENESIS EVANGELION -319 RED-	Bisty	(Oct-26)	1	--
	e Tokyo Ghoul Chōdeka Chō Ichigeki ver. (Increased production)	Bisty	(Oct-26)	1	--
	e Fever Yo-Kai Watch	SANKYO	(Nov-26)	1	--
	P HANE BASTARD!! -Ankoku no Hakaishin-	SANKYO	(Nov-26)	1	--
	e Fever BASTARD!! -Ankoku no Hakaishin- Light ver.	SANKYO	(Dec-26)	1	--
	e Fever How Heavy Are the Dumbbells You Lift? 2 77 ver.	SANKYO	(Dec-26)	1	--
	e GODZILLA VS EVANGELION -WIND BURST-	Bisty	(Dec-26)	1	--
Q4	e Fever Symphogear 5 Chōdeka × SMART START	SANKYO	(Jan-27)	1	--
	P/e NEON GENESIS EVANGELION -Memories of the beginning- PREMIUM MODEL	Bisty	(Jan-27)	2	--
	P/e Pachinko Tokyo Ghoul 99 ver.	Bisty	(Feb-27)	2	--

Number of pachinko machines sold: Any model with sales of less than 5,000 units is not included.

© SANKYO CO., LTD.

Pachislot Machines Business

Consolidated:million yen	FY 3/2026 6 Months	FY 3/2027 6 Months	YoY	Forecast Full Year	FY 3/2026 Q1	Q2	Q3	Q4	FY	FY 3/2027 Q1	Q2
Net Sales	17,334	25,082	+7,748	62,100	15,037	2,297	18,496	7,605	43,435	8,274	16,808
Operating Income	6,740	11,492	+4,752	28,900	7,686	(946)	9,453	2,731	18,924	2,943	8,549
Percentage	38.9%	45.8%	+6.9pt	46.5%	51.1%	(41.2%)	51.1%	35.9%	43.6%	35.6%	50.9%
Machines sales: units											
Pachislot	40,912	46,128	+5,216	127,000	35,575	5,337	35,399	14,259	90,570	16,880	29,248
SANKYO	10,042	35,704	+25,662	82,000	7,887	2,155	35,399	14,259	59,700	6,456	29,248
Bisty	30,870	10,424	-20,446	45,000	27,688	3,182	0	0	30,870	10,424	0

Titles to Release

FY 3/2027	Series name	Brand	Release Date	Unit Sales	
Q1	L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE	Bisty	(Apr-26)	10,400	
	L Pachislot ENN ENN NO SHOUBOUTAI 2 (Increased production)	SANKYO	(Jun-26)	--	
Q2	L Pachislot Karakuri Sākasu 2 * Partial sales were recognized in Q1 (Q1 : 4,600 units, Q2 : 20,900 units Total 25,600 units)	SANKYO	(Jul-26)	25,600	Total
	L Pachislot Kanojo, Okarishimasu	SANKYO	(Sep-26)	8,000	46,128
Q3	L Pachislot Godzilla vs EVANGELION 2	Bisty	(Nov-26)	--	
Q4	L Pachislot Mononogatari	SANKYO	(Jan-27)	--	

Number of pachislot machines sold: Any model with sales of less than 5,000 units is not included.

© SANKYO CO., LTD.

Financial Indicators

(Million yen)	FY 3/2020	FY 3/2021	FY 3/2022	FY 3/2023	FY 3/2024	FY 3/2025	FY 3/2026	FY 3/2027E
Net Sales	78,416	58,129	84,857	157,296	199,099	191,821	179,211	174,000
Operating Income	12,551	6,587	21,357	58,532	72,495	73,605	62,484	56,000
Recurring Income	13,476	7,488	22,257	59,341	73,182	74,587	63,991	58,000
Net Income	13,045	5,749	18,466	46,893	53,791	53,992	46,752	40,000
Total Assets	325,232	292,104	309,213	365,950	292,119	336,709	287,458	
Total Net Assets	269,521	268,887	270,120	310,259	251,579	285,004	250,155	
DPS (Yen)	30.00	30.00	20.00	30.00	80.00	100.00	90.00	100.00

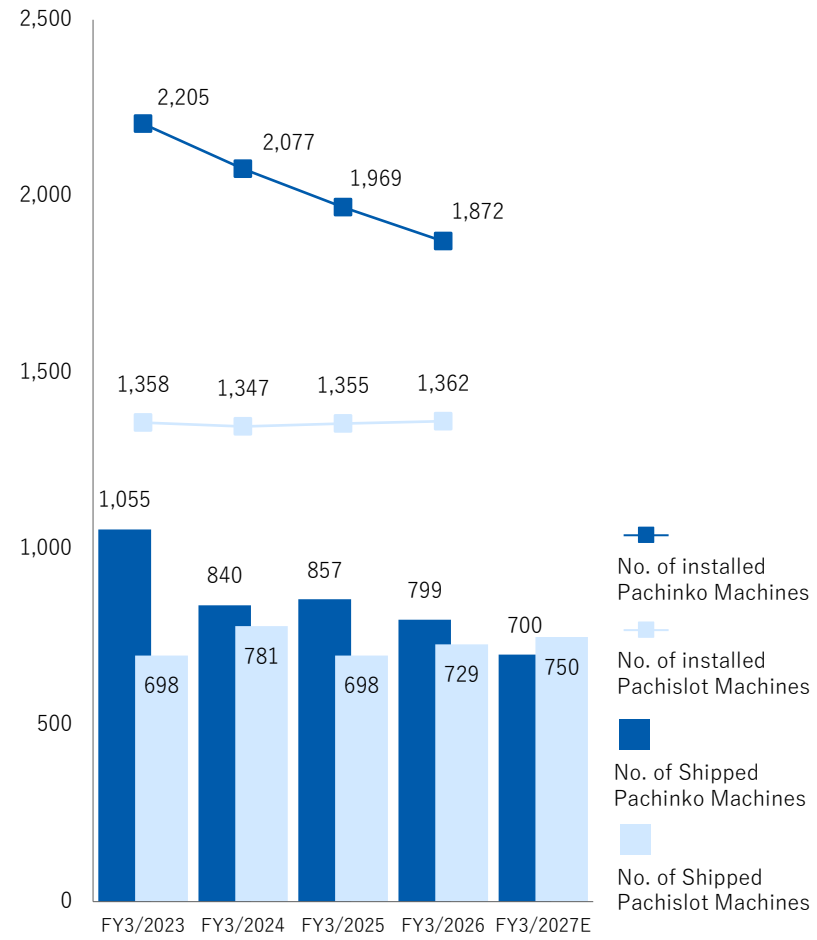
* The Company carried out a share split at a ratio of five shares for one share of common stock, effective on March 1, 2024. DPS is adjusted to reflect the stock split.

Return on Equity	4.3%	2.1%	6.9%	16.3%	19.3%	20.2%	17.6%
Average ROE of five consecutive fiscal years	2.7%	2.5%	3.8%	6.7%	9.8%	13.0%	16.0%
Net Income Ratio	16.6%	9.9%	21.8%	29.8%	27.0%	28.1%	26.1%
Total Asset Turnover	0.22	0.19	0.28	0.47	0.61	0.61	0.57
Financial Leverage	1.19	1.15	1.12	1.16	1.17	1.17	1.17

© SANKYO CO., LTD.

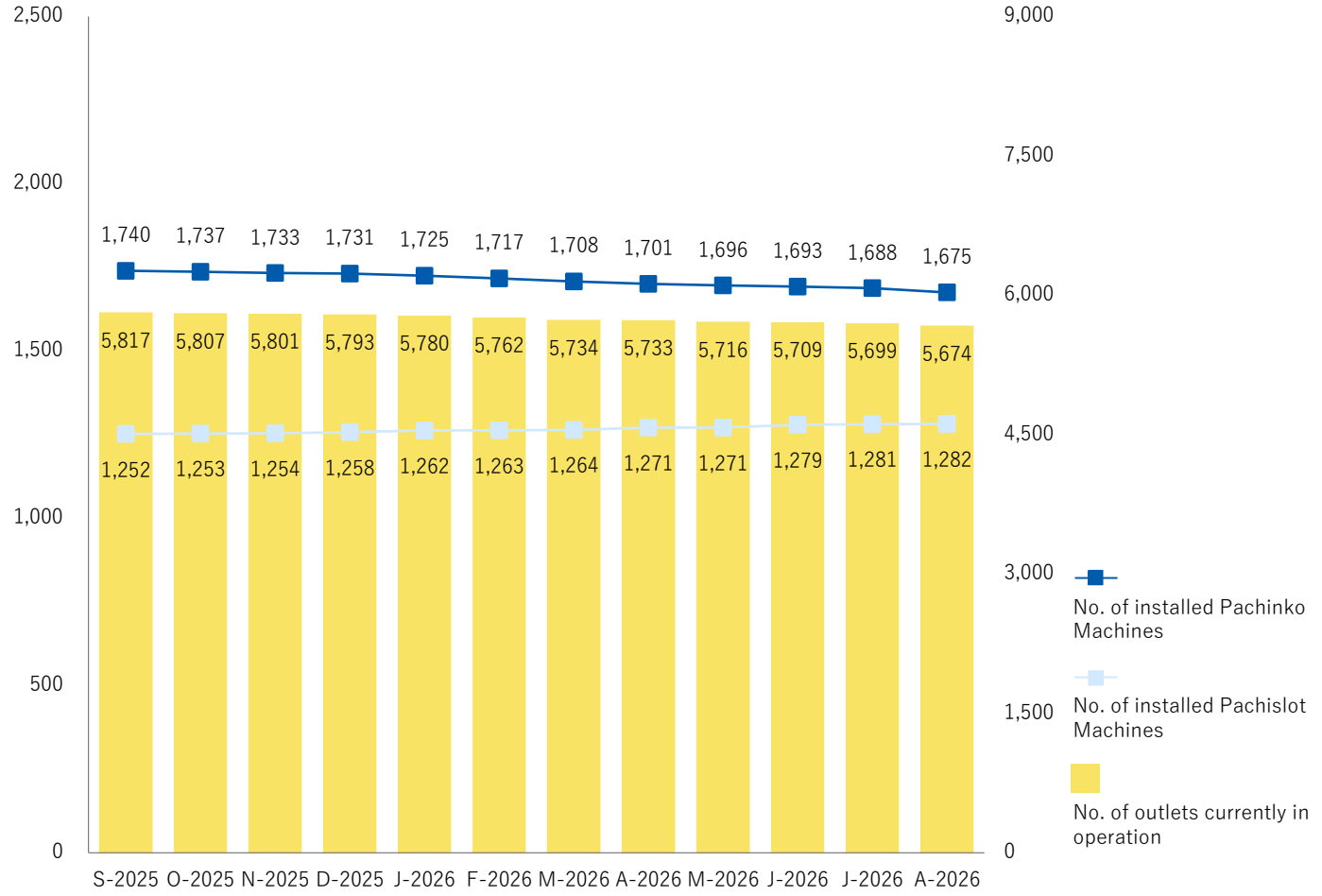
Pachinko/Pachislot Machine Market

Market size



(Thousand units)

Situation of parlors that are members of Zennichiyuren in the last year



(Thousand units)

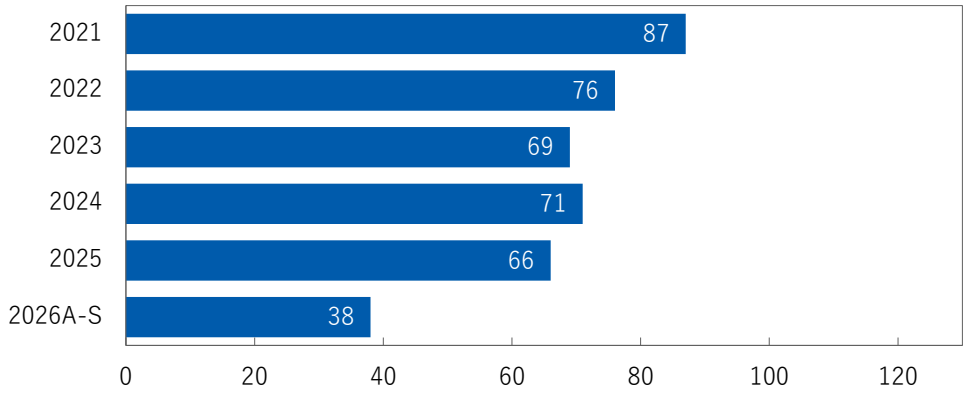
Source: National Police Agency, Yano Research Institute, Zennichiyuren

© SANKYO CO., LTD.

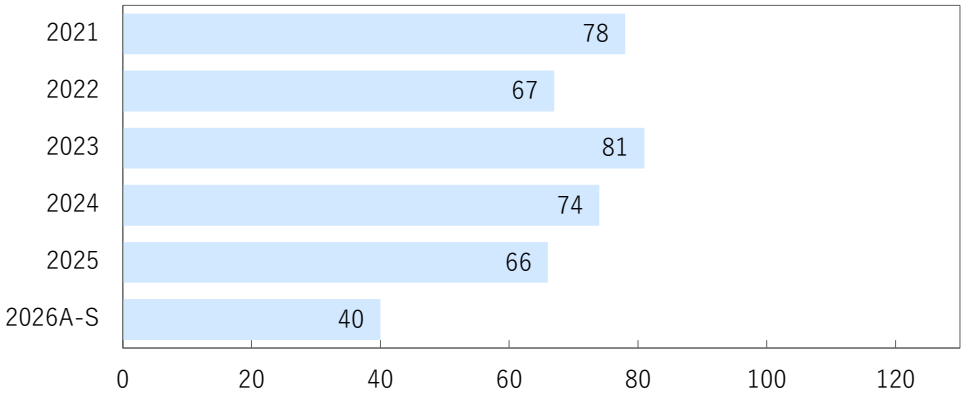
Others

Number of Titles Sold (All Manufacturers)

Pachinko machines



Pachislot machines



* Estimates of SANKYO

* Except for reuse and sub spec models

Compliance with Format Inspection

Pachinko machines

	2021	2022	2023	2024	2025	2026J-S
Applications	990	910	912	910	927	1,064
Pass	313	230	186	223	235	269
Fail	598	669	666	619	614	748
SANKYO Group (Number of Passes)						
SANKYO	23	25	38	41	50	39
Bisty	9	10	14	16	21	15
Total	32	35	52	57	71	54

Including Arrange Ball, Jong-Kyu

Pachislot machines

	2021	2022	2023	2024	2025	2026J-S
Applications	985	972	1,008	1,028	1,044	1,396
Pass	263	194	196	153	124	152
Fail	694	721	765	815	866	1,221
SANKYO Group (Number of Passes)						
SANKYO	9	10	9	6	10	9
Bisty	7	1	9	1	4	3
Total	16	11	18	7	14	12

Source: Security Electronics and Communications Technology Association, GLI Japan*

* From 2026 onward, figures are presented on a combined basis with GLI Japan.

© SANKYO CO., LTD.

New Business Initiatives: Deployment of ARG (Alternate Reality Game) content

- ✓ ARG content refers to “Alternate Reality Games,” which are also known as “everyday-life-invading games.”
- ✓ We are working with creators involved in ARG to produce and roll out content, aiming to create popular IP and expand it across multiple fields.

Exhibition in the Indie Game Area at Tokyo Game Show under the "6417" label

➢ Following the exhibition, received numerous inquiries regarding secondary development for our ARG content from various content companies, including broadcasting media and event-related companies.

"6417"…A content IP creation brand by SANKYO
Primarily produces experiences that step into a story from a sense of discomfort or small dramas in everyday life, together with various creators.

6417





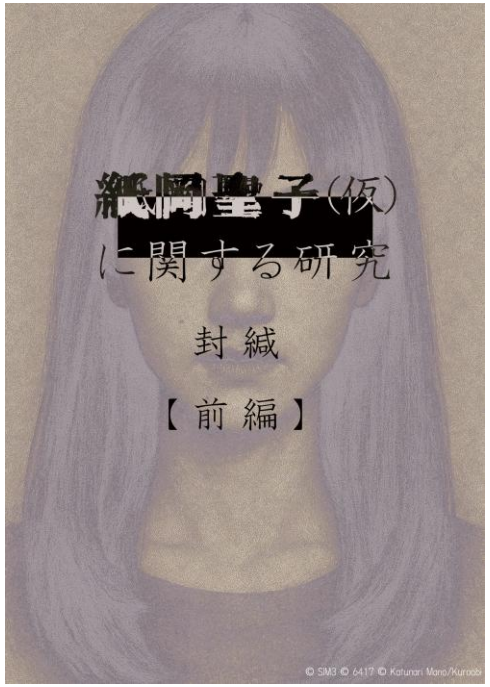
© 6417

Our ARG content "Kamioka Seiko (Kari) ni Kansuru Kōsatsu": Sequel release & comic adaptation decided

Total series page views surpassed 250,000

- Released the sequel "Kamioka Seiko (Kari) ni Kansuru Kenkyū," with Part 1 on September 19 and Part 2 on October 1.
- Comic adaptation also scheduled for release by KODANSHA this winter.





© SANKYO CO., LTD.

Launch of SANKYO's official merchandise website "FEVER STORE"

- ✓ Since March 2026, we have been operating the official SANKYO merchandise online store "FEVER STORE."
- ✓ By offering IP tie-up merchandise, we create touchpoints not only with existing fans but also with new fan segments.

FEVER STORE
SANKYO OFFICIAL GOODS LAB



SANKYO Pops Up! Vibrates! Lights Up! Makes Sounds! PUSH Button Black ver.



FEVER STORE ▶ https://fever-store.com/

© SANKYO CO., LTD.

Investor Relations Office, Corporate Planning Division

 ir-desk@sankyo-fever.co.jp

 https://www.sankyo-fever.co.jp/corporate/ir/

【Disclaimer on Forward-Looking Statements】

The purpose of this document is to provide information on the material, and is not intended as a solicitation for investment or any similar action. Please note that actual investment decisions should be made at your own discretion and responsibility. This material contains projections, plans, outlook, etc. for the fiscal year under review and the future business performance that are judged to be reasonable by the management of the Company based on currently available information. Actual business performance may be significantly different from the projections, plans, outlook contained herein due to changes in various factors. Such factors include economic conditions of, and fluctuations in product demand in, the pachinko and pachislot markets which are our main business domains; various regulations in Japan and overseas; and amendments to accounting standards, practice, etc. The Company assumes no obligation to revise the forward-looking statements contained herein, whether as a result of new information, future events or other discoveries.

Note : This document has been translated from the Japanese original for reference purposes only. In the event of any discrepancy between this translated document and the Japanese original, the original shall prevail.

© SANKYO CO., LTD.