

To whom it may concern

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## <Performance in March 2022>

		(¥ million, Comparison %)
	Actual (All Stores)	Comparison with usual (Existing Stores)
Bowling	1, 777	(26.9)%
Amusement	3, 595	+0. 2%
Karaoke	453	(39. 7)%
Spo-cha	1, 616	(16.5)%
Other	267	(2.6)%
Total sales	7, 710	(14. 2)%

## 1. Sales Performance in March 2022.

## 2. Sales Performance in April 2021 $\sim$ March 2022. (Accumulate)

(¥ million, Comparison %)

	Actual (All Stores)	Comparison with usual (Existing Stores)		
Bowling	14, 005	(34.9)%		
Amusement	33, 954	(13.6)%		
Karaoke	3, 640	(50.3)%		
Spo-cha	9, 415	(32. 2)%		
Other	2, 375	(21.5)%		
Total sales	63, 391	(25.5)%		

- 1 The sales are rounded down to the nearest million yen.
- 2 The sales have not yet been audited by the audit corporation.
- 3 The figures show domestic sales excluding online crane game.
- (4) The above percentage is a comparison with the same month from February 2019 to January 2020.

3.	Sales	Trend	"Comparison	with	usual	of	existing	stores"
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Apr	May	Jun	1Q	Jul	Aug	Sep	2Q	1 <sup>st</sup> half
(38. 4)%	(55.2)%	(57.0)%	(50.1)%	(36.8)%	(43.9)%	(51.0)%	(44.0)%	(47.0)%
(28.4)%	(38. 2)%	(40. 2)%	(35.6)%	(12.7)%	(27.0)%	(27.2)%	(22.7)%	(28.7)%
(56.8)%	(71.6)%	(69.1)%	(65.8)%	(48.7)%	(75.6)%	(87.9)%	(71.2)%	(68.6)%
(43.7)%	(56.4)%	(55.2)%	(51.5)%	(26.0)%	(39.9)%	(53.8)%	(40.4)%	(45.7)%
(16. 2)%	(42.9)%	(39.0)%	(33.0)%	(22. 4)%	(31.4)%	(36.4)%	(30.3)%	(31.6)%
(35.6)%	(48.6)%	(49.2)%	(44.4)%	(23.9)%	(37.6)%	(42.6)%	(35.1)%	(39.5)%
99	99	99	I	99	99	98	I	1
(1)	+1	(2)	(2)	+2	±0	(1)	+1	(1)
	(38. 4) % (28. 4) % (56. 8) % (43. 7) % (16. 2) % (35. 6) % 99	(38. 4) % (55. 2) %   (28. 4) % (38. 2) %   (56. 8) % (71. 6) %   (43. 7) % (56. 4) %   (16. 2) % (42. 9) %   (35. 6) % (48. 6) %   99 99	(38. 4) % (55. 2) % (57. 0) %   (28. 4) % (38. 2) % (40. 2) %   (56. 8) % (71. 6) % (69. 1) %   (43. 7) % (56. 4) % (55. 2) %   (16. 2) % (42. 9) % (39. 0) %   (35. 6) % (48. 6) % (49. 2) %   99 99 99	(38. 4) % (55. 2) % (57. 0) % (50. 1) %   (28. 4) % (38. 2) % (40. 2) % (35. 6) %   (56. 8) % (71. 6) % (69. 1) % (65. 8) %   (43. 7) % (56. 4) % (55. 2) % (51. 5) %   (16. 2) % (42. 9) % (39. 0) % (33. 0) %   (35. 6) % (48. 6) % (49. 2) % (44. 4) %   99 99 99 -	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

	0ct	Nov	Dec	3Q	Jan	Feb	Mar	4Q	2 <sup>nd</sup> half
Bowling	(24. 6)%	(15.8)%	(15.3)%	(18.3)%	(21.5)%	(32.7)%	(26.9)%	(26.6)%	(23.0)%
Amusement	+7.7%	+6.0%	+8.2%	+7.4%	(1.2)%	(4.5)%	+0.2%	(1.6)%	+2.5%
Karaoke	(29.9)%	(18.0)%	(17.6)%	(21.3)%	(30.8)%	(52.9)%	(39.7)%	(40.1)%	(31.7)%
Spo-cha	(27.7)%	(6.7)%	(4. 2)%	(12.1)%	(22.7)%	(36.3)%	(16.5)%	(23. 2)%	(19.0)%
Others	(17.3)%	(11.1)%	(9.9)%	(12.7)%	(15.3)%	(11.2)%	(2.6)%	(9.7)%	(11.1)%
Total sales	(9.5)%	(4.0)%	(2.8)%	(5.3)%	(13. 1)%	(21.5)%	(14. 2)%	(15.8)%	(11.2)%
Existing stores	98	98	98	-	98	98	98		-
No. of Sat/Sun/Hol over the compared period	±0	±0	(1)	(1)	+1	+1	(2)	±0	(1)

- # The number of stores: 99 stores (excluding 50 stores in abroad)
- # The report of monthly sales performance is disclosed approximately between the 5th and 11th.
- # The date of disclosure changes each month, because the timing of aggregating amusement sales differs depending on the holidays and the day of the week at the beginning of the month.