

Analysis of present states and future prospects



Saikaya Yokosuka
[Yokosuka, Kanagawa]
May 28th, 2026 Opened!

ROUND ONE Corporation

President and Chief Executive Officer
Masahiko Sugino

Tokyo Stock Exchange Prime
Code Number : 4680

August 10, 2026

Notification of The Voluntary Adoption of IFRS



Our group started voluntarily adapting International Financial Reporting Standards (IFRS) in place of Japanese GAAP for the consolidated financial statements in the Annual Securities Report for the fiscal year ended March 31, 2025, in order to improve the comparability of financial information and management efficiency. Accordingly, the accounting standards in this document are treated as IFRS. The historical data until FY2024.3 on pages 10 and 11 are presented in accordance with Japanese GAAP.

For details on the changes accompanying the voluntary adoption of IFRS, please refer to the "Supplementary Materials on Adoption of International Financial Reporting Standards" disclosed on June 27, 2025.

Analysis of Consolidated Operating Results

FY2027.3 1Q Actual [Year-on-Year]



	Unit	FY2026.3 Actual [2025.4-2025.6]	FY2027.3 Actual [2026.4-2026.6]	Diff.[%]
Term-end store count	Store	160	162	+1.3
Total operating months	Month	479	484	+1.0

[Unit ¥bn] ※Figures below ¥10 million are truncated.
※Percentage is rounded off to one decimal place.

P/L	Bowling	6.99	7.84	+12.1
	Amusement	26.60	32.05	+20.5
	Karaoke, Food	4.55	5.49	+20.7
	Spo-cha	4.46	5.01	+12.4
	Others	0.87	0.96	+10.5
	Revenue	43.48	51.37	+18.2
	Cost of sales	35.43	41.37	+16.8
	Gross profit	8.05	10.00	+24.2
	SG&A expenses	1.80	3.61	+100.0
	Other-operating income & expenses ②	(0.17)	(0.05)	—
	Operating profit ①	6.07	6.33	+4.3
	Operating profit margin	14.0%	12.3%	—
	Financial income & costs	(0.99)	(1.18)	—
	Share of profit of investments accounted for using equity method	0.07	0.11	+40.0
	Profit before tax	5.15	5.26	+2.1
	Income tax expense	1.75	1.89	+8.4
	Profit	3.40	3.36	(1.1)

① [Operating Profit]

FY2026.3 1Q Actual
FY2027.3 1Q Actual

Operating profit ¥6.07 bn
Operating profit ¥6.33 bn
Difference in ¥0.26 bn

Due to factors such as an increase in the number of operating months, revenue increased by ¥7.89 billion. In addition, regarding changes in expenses, there were increases mainly in amusement prize expenses, personnel expenses, and commission expenses, as well as decreases in amusement lease depreciation, etc.

② [Breakdown of Other - Operating Income & Expense]

FY2026.3 1Q Actual

Other – operating income & expenses ¥(0.17) bn
- Foreign exchange loss ¥(0.15) bn
- Loss on retirement of fixed assets, etc. ¥(0.02) bn

FY2027.3 1Q Actual

Other – operating income & expenses ¥(0.05) bn
- Loss on sale and retirement of fixed assets ¥(0.08) bn
- Others ¥0.03 bn

Analysis of Consolidated Operating Results

FY2027.3 1Q Actual [Comparison with Plan]



	Unit	FY2027.3 Plan [2026.4-2026.3]	FY2027.3 Actual [2026.4-2026.3]	Diff.[%]
Term-end store count	Store	162	162	—
Total operating months	Month	484	484	—

[Unit ¥bn] ※Figures below ¥10 million are truncated.
※Percentage is rounded off to one decimal place.

① [Operating Profit]

FY2027.3 1Q Plan Operating profit ¥5.41 bn
FY2027.3 1Q Actual Operating profit ¥6.33 bn
Difference in ¥0.91 bn

Due to strong performance at existing stores in Japan and other factors, revenue increased by ¥3.73 billion. In addition, regarding changes in expenses, there were increases mainly in amusement prize expenses and commission expenses, etc.

P/L	Bowling	7.24	7.84	+8.2
	Amusement	29.47	32.05	+8.8
	Karaoke, Food	4.98	5.49	+10.4
	Spo-cha	5.01	5.01	(0.1)
	Others	0.92	0.96	+4.7
	Revenue	47.64	51.37	+7.8
	Cost of sales	39.35	41.37	+5.1
	Gross profit	8.28	10.00	+20.7
	SG&A expenses	2.77	3.61	+30.3
	Other-operating income & expenses ②	(0.09)	(0.05)	—
	Operating profit ①	5.41	6.33	+17.0
	Operating profit margin	11.4%	12.3%	—
	Financial income & costs	(1.36)	(1.18)	—
	Share of profit of investments accounted for using equity method	—	0.11	—
	Profit before tax	4.05	5.26	+30.0
	Income tax expense	1.51	1.89	+25.8
	Profit	2.54	3.36	+32.4

② [Breakdown of Other - Operating Income & Expense]

FY2027.3 1Q Plan
Other – operating income & expenses ¥(0.09) bn
- Loss on retirement of fixed assets, etc. ¥(0.09) bn

FY2027.3 1Q Actual
Other – operating income & expenses ¥(0.05) bn
- Loss on sale and retirement of fixed assets ¥(0.08) bn
- Others ¥0.03 bn

FY2027.3 Consolidated Plan [Store Openings and Closings, P/L]



※Figures below ¥10 million are truncated.
※Percentage is rounded off to one decimal place.

FY2027.3 Plan [IFRS]		Unit	Consolidated
Stores	Term-End Store Count	Store	172
	Total Operating Months	Month	1,990

FY2027.3 Plan [IFRS]		Unit	Consolidated
P/L	Bowling	¥bn	33.00
	Amusement	¥bn	133.14
	Karaoke, Food	¥bn	21.56
	Spo-cha	¥bn	21.99
	Others	¥bn	9.37
	Revenue	¥bn	219.09
	Operating profit	¥bn	33.05
	Operating profit margin	%	15.1%
	Financial income & costs	¥bn	(5.60)
	Profit before tax	¥bn	27.45
	Income tax expense	¥bn	9.18
	Profit	¥bn	18.26

(Note) International Financial Reporting Standards (IFRS) has been adopted starting from FY2026.3 Plan.

【Forex】 1 USD = approximately 150.00 JPY, 1 CNY = 21.00 JPY

【Japan】 Revenue and YoY Comparison of Existing Stores (Actual and Plan)



【Japan】 Revenue (Actual and Plan)

※ Figures below ¥10 million are truncated.
※ Percentage is rounded off to one decimal place.

	Unit									Term
		1Q			2Q	1st Half	3Q	4Q	2nd Half	
		Plan	Actual	Diff.(%)	Plan	Plan	Plan	Plan	Plan	
Bowling	¥bn	5.75	5.94	+3.2	6.39	12.14	5.75	7.34	13.10	25.25
Amusement	¥bn	13.75	14.90	+8.4	17.49	31.24	14.95	16.18	31.13	62.38
Karaoke	¥bn	2.22	2.22	(0.3)	2.53	4.76	2.17	2.39	4.57	9.33
Spo-cha	¥bn	4.47	4.53	+1.3	5.14	9.62	3.92	5.86	9.79	19.42
Others	¥bn	0.91	0.94	+3.3	0.99	1.91	0.91	1.05	1.97	3.89
Revenue	¥bn	27.13	28.54	+5.2	32.56	59.70	27.73	32.85	60.58	120.29
Total stores at the end of each term		100	100	—	100	100	100	100	100	100

【Japan】 YoY comparison of existing stores (Actual and Plan)

※ Percentage is rounded off to one decimal place.

	Unit									Term
		1Q			2Q	1st Half	3Q	4Q	2nd Half	
		Plan	Actual	Diff.(%)	Plan	Plan	Plan	Plan	Plan	
Bowling	%	+8.1	+11.6	+3.5	+4.5	+6.2	+4.5	+2.4	+3.3	+4.7
Amusement	%	+11.2	+20.1	+8.9	+15.3	+13.5	+15.9	+15.0	+15.4	+14.4
Karaoke	%	+14.3	+14.0	(0.3)	+2.4	+7.6	+2.9	+0.2	+1.5	+4.5
Spo-cha	%	+11.9	+12.5	+0.6	+5.7	+8.5	+4.6	+1.6	+2.8	+5.5
Others	%	+5.4	+8.9	+3.5	+3.8	+4.5	+2.9	+4.2	+3.6	+4.1
Revenue	%	+10.7	+16.1	+5.4	+10.0	+10.3	+10.1	+8.0	+8.9	+9.6
Number of holidays (YoY)	Days	+1	+1	—	+1	+2	±0	±0	±0	+2
Total stores at the end of each term		98	98	—	98	98	98	99	99	99

Analysis of Toresugi~no Island

◆Launch of "Toresugi~no Island"◆

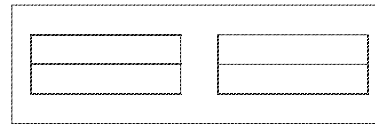
Launched a new crane game area, "Toresugi~no Island", designed with an emphasis on easier prize-winning within existing crane game areas. Installation began from February 2026, with 86 stores has been completed as of the end of July 2026.



Toresugi~no Island

An area featuring mainly food products and daily necessities, designed to emphasize an easier-to-win experience.

- Expansion of the customer base
- "Value for money" is the key selling point.
- Due to the ease of winning prizes, the prize cost ratio is higher than that of the existing crane game area.
- Reuse of existing crane game machines.



Existing Crane Game Area

Existing Crane Game Area

An area featuring a wide variety of IP prizes, including figures and plush toys.

- Strong support from core fans
- Strong appeal of prizes are the key selling point.
- Differentiation through original prizes and collaboration campaigns.

◆Impact on Revenue and Costs◆

Plan Assumptions

Stores: 74 stores

Machines Installed: Average of 40 per store

Revenue Impact: Overall crane game revenue at stores with the installation is expected to increase by approximately 30%.

Cost Ratio: The cost ratio within Toresugi~no Island area is expected to be approximately twice that of the existing crane game area.

1Q Results

Stores: 76 stores

Machines Installed: Average of 60 per store

Revenue Impact: Revenue at stores with the installation increased by approximately 35%.

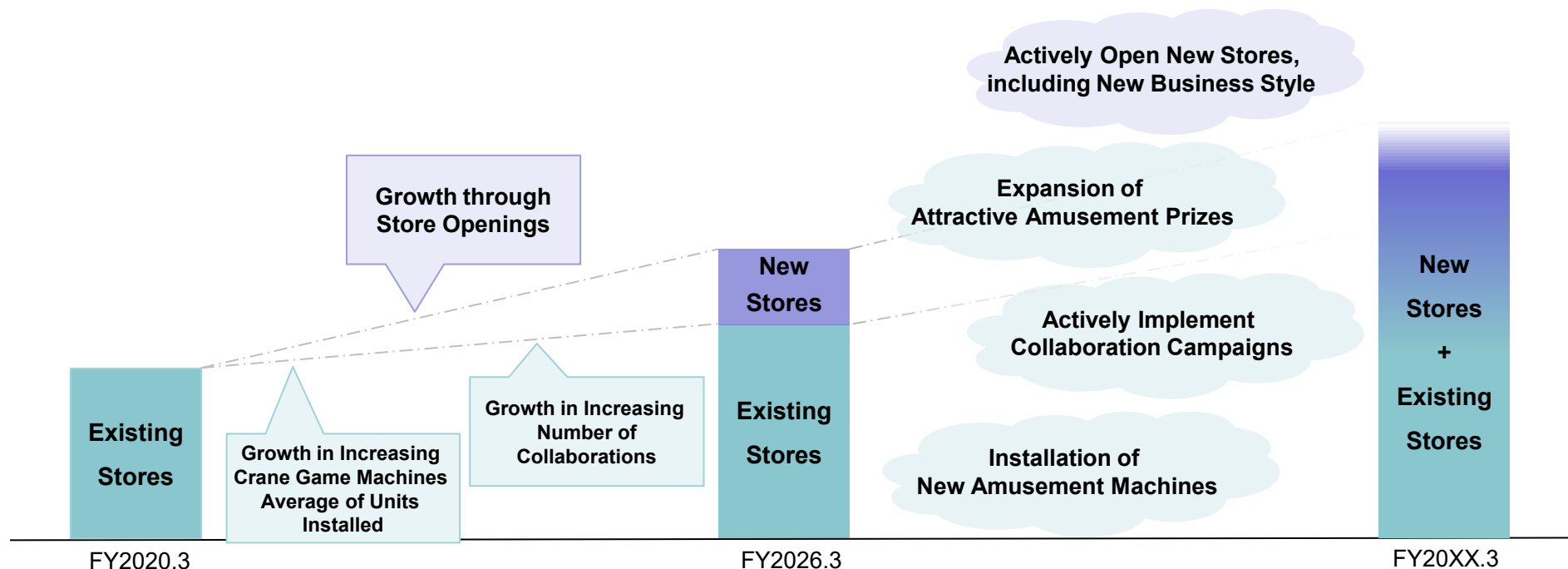
Cost Ratio: Generally, in line with the plan.

Stores	New Installation	Cumulative
Feb.	5	5
Mar.	9	14
Apr.	59	73
May	1	74
Jun.	2	76
Jul.	10	86

Mid-Term Vision of Growth in Sales & Store Opening Policy

ROUND1

Unchanged from May 13th, 2026 disclosure



【Mid-Term Vision】

Up to FY2026.3, we have worked to improve our performance by increasing the number of crane game machines, implementing collaboration campaigns, and opening new stores. From FY2027.3 onward, we will continue to enhance the performance of existing stores by actively introducing new game machines, planning and executing collaboration campaigns, and expanding attractive amusement prizes. At the same time, we aim to drive growth through proactive store openings, including new business styles.

【Store Opening Policy】

There have been no changes to our store opening policy or regions planned for expansion since the materials disclosed on November 7, 2025. Going forward, we will continue to pursue steady store openings, with several new stores annually in Japan and an active expansion strategy in the United States.

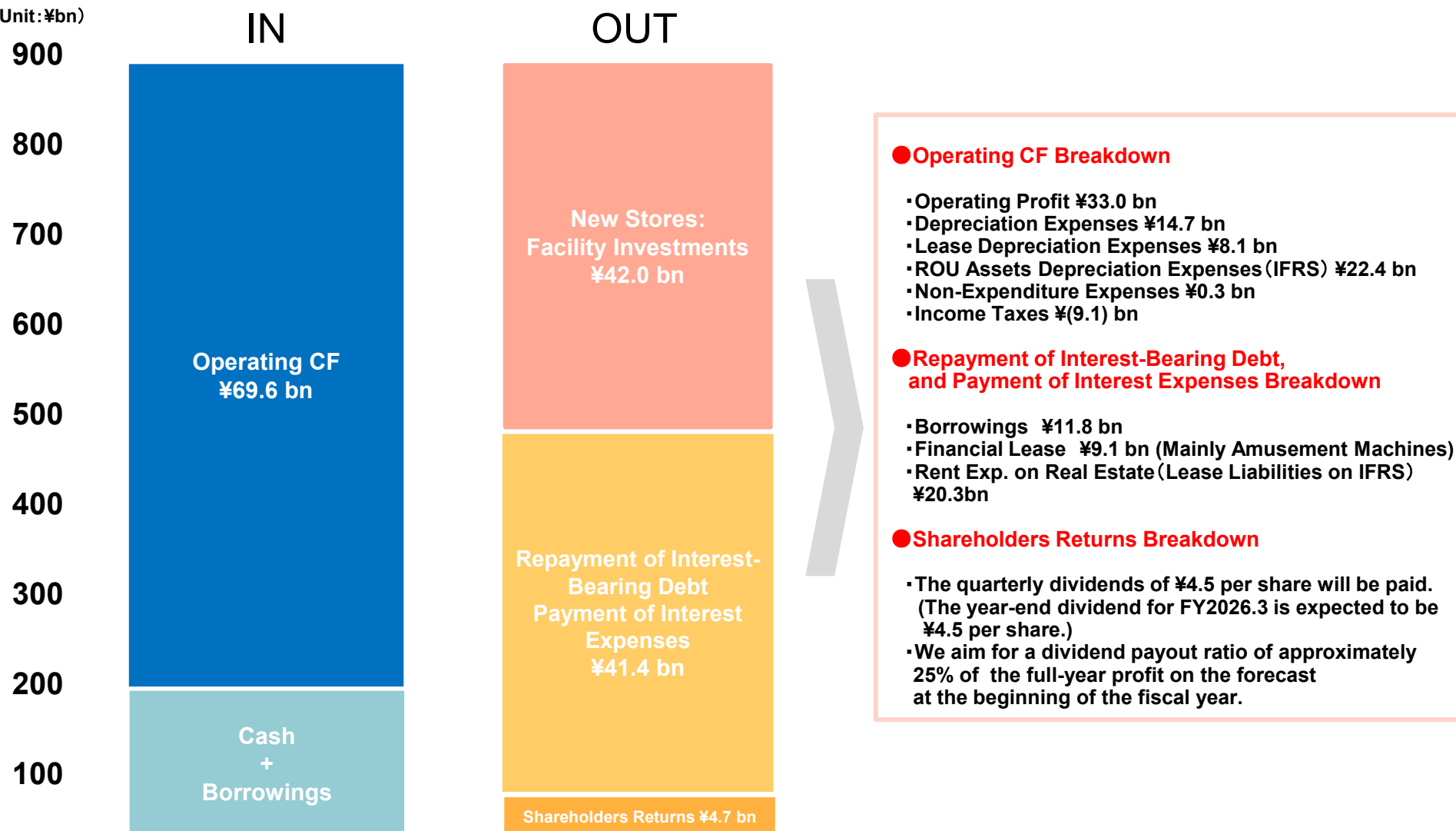
FY2027.3 Consolidated Plan: Capital Allocation



Unchanged from May 13th, 2026 disclosure

We are committed to enhance our corporate value through growth investments in new stores that serve our revenue base, as well as renewal capital expenditures for existing stores. The planned capital allocation is as follows.

(Unit: ¥bn)



Trend in Assets [Consolidated]



Unchanged from May 13th, 2026 disclosure

[Unit ¥bn] ※Figures below ¥100 million are truncated.
※Percentage is rounded off to one decimal place.

		J-GAAP					IFRS ※1		
J-GAAP	IFRS	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3	FY2027.3 Plan
Total assets	Total assets	135.8 bn	150.5 bn	157.6 bn	170.6 bn	185.4 bn	259.9 bn	309.8 bn	332.8 bn
Net assets	Equity	65.1 bn	40.8 bn	54.6 bn	61.1 bn	70.5 bn	66.8 bn	82.6 bn	96.1 bn
Equity ratio	Equity ratio	47.8%	27.0%	34.4%	35.7%	37.9%	25.8%	26.8%	29.0%
Cash reserve	Cash reserve	34.5 bn	44.8 bn	46.3 bn	29.1 bn	36.4 bn	51.1 bn	54.9 bn	54.0 bn
Interest-bearing debt	Interest-bearing debt	27.4 bn	67.2 bn	49.5 bn	23.5 bn	22.2 bn	40.6 bn	49.1 bn	57.7 bn
Net interest-bearing debt ※2	Net interest-bearing debt ※2	(7.1) bn	22.3 bn	3.1 bn	(5.5) bn	(14.2) bn	(10.4) bn	(5.8) bn	3.6 bn
Lease obligations (excluding lease obligations related to IFRS 16 and ASC Topic 842.)	Lease liabilities (excluding lease obligations related to IFRS 16 and ASC Topic 842.)	18.2 bn	14.9 bn	16.9 bn	19.9 bn	18.2 bn	15.7 bn	14.0 bn	14.6 bn
Net interests-bearing debt including lease obligations ※3	Net interests-bearing debt including lease liabilities ※3	11.1 bn	37.3 bn	20.1 bn	14.4 bn	4.0 bn	5.2 bn	8.2 bn	18.3 bn
New lease contract amount	New lease contract amount	9.4 bn	5.9 bn	12.5 bn	12.4 bn	10.2 bn	8.6 bn	9.0 bn	9.7 bn

※1 The figures are calculated based on IFRS after FY2025.3 actual.

※2 “Net interest-bearing debt” ... “Interest-bearing debt” — “Cash reserve”

※3 “Net interest-bearing debt including lease obligations” ...

“Net interest-bearing debt” + “Lease liabilities [excluding lease liabilities related to IFRS 16 and ASC Topic 842]”

※ The lease above indicates finance lease for amusement machines and karaoke machines, except lease liabilities related to IFRS 16 and ASC Topic 842.

Trend in Income & Loss [Consolidated]



[Unit ¥bn] ※Figures below ¥100 million are truncated.
※Percentage is rounded off to one decimal place.

		J-GAAP					IFRS		
J-GAAP	IFRS	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3	FY2027.3 Plan
Term-End Store Count	Term-End Store Count	144	145	149	152	154	160	161	172
Total Sales	Revenue	104.7	60.9	96.4	142.0	159.1	177.0	189.5	219.0
Operating profit	Operating profit	8.8	(19.2)	(1.7)	16.9	24.1	26.2	28.7	33.0
Operating profit margin	Operating profit margin	8.5%	—	—	11.9%	15.2%	14.8%	15.2%	15.1%
Profit	Profit	4.7	(17.9)	3.9	9.7	15.6	15.4	16.6	18.2
Adjusted EBITDA ①	Adjusted EBITDA ①	23.1	(3.8)	14.2	36.3	44.9	70.8	73.4	78.7
ROIC ②	ROIC ②	8.5%	—	4.7%	18.6%	24.2%	12.4%	11.7%	12.0%
ROE ③	ROE ③	7.5%	—	8.3%	16.9%	23.9%	23.3%	22.4%	20.5%
ROA ④	ROA ④	3.8%	—	2.6%	5.9%	8.8%	6.2%	5.8%	5.7%
DOE ⑤	DOE ⑤	3.0%	3.4%	4.2%	4.3%	5.5%	6.6%	6.6%	5.7%

① Adjusted EBITDA calculation: **Before 2025**, Operating profit + Depreciation except ROU.

Since 2025, Operating profit + Depreciation + Non-expenditures expenses

② ROIC calculation: **Before 2025**, Ordinary profit ÷ {(Shareholders' equity at the beginning of term + Shareholders' equity at the end of term) ÷ 2} + {(Interest-bearing debt including lease obligations at the beginning of term + Interest-bearing debt including lease obligations at the end of term) ÷ 2}

Since 2025, Operating profit ÷ {(Shareholders' equity at the beginning of term + Shareholders' equity at the end of term) ÷ 2} + {(Interest-bearing debt including lease liabilities at the beginning of term + Interest-bearing debt including lease liabilities at the end of term) ÷ 2}

③ ROE calculation: **Before 2025**, Net income / Average total equity at beginning and end of term

Since 2025, Profit attributable to owners of the parent / Average equity attributable to owners of the parent

④ ROA calculation: Profit ÷ {(Total assets at the beginning of term + Total assets at the end of term) ÷ 2}

⑤ DOE calculation: Dividend ÷ {(Shareholders' equity at the beginning of term + Shareholders' equity at the end of term) ÷ 2}

Japan Segment Initiatives



Measures Taken for Stores

◆ Online Events with “ROUND1 LIVE” ◆

- “Special Challenge”, “ROUND1 Challenge” ... Bowling competitions with popular professional bowlers are held online.
- “Remote Practice” ... Professional bowlers stream theme-based lessons every Monday through Friday.
- “Fan Event” ... Bowling and Karaoke events hosted by idols and influencers are held online.

◆ Campaigns for Kids and Elementary/Junior High School Students ◆

- “Complimentary Campaign for elementary/junior high school students” ... We host the campaigns for junior high school students or younger at Bowling, Karaoke and Amusement Medal areas.
- “KIDS Remote Practice” ... We host free bowling remote lessons for elementary/junior high school students.

◆ Collaboration Campaigns ◆

- Limited time collaboration campaigns with artists, anime, and others are being held at Bowling, Karaoke, and Spo-Cha. Customers get original items by purchasing collaboration drinks or collaboration packages. Currently, we are hosting approx. 30 collaboration campaigns per month. In addition, in Amusement, we are offering original prizes in crane game machines and running gift campaigns featuring original supplies.

◆ Installment of New Amusement Machines ◆

- “Everyone’s Derby 2” Medal Game Machine (ENHEART)
The machines are currently being installed at stores with medal games from July 2026.

◆ Launch of “Toresugi~no Island” ◆

- Launched a new crane game area, “Toresugi~no Island”, designed with an emphasis on easier prize-winning within existing crane game areas. Installation began from February 2026, with 86 stores has been completed as of the end of July 2026. (Please see page 7 for the details)

▼ Collaboration Campaigns



▼ New Amusement Machine



Japan Segment Initiatives ②

Results of Company-wide DX Initiatives

Digitalization of Front / Customer Service Operations



Realization of Automatic Reception

Introduction of automatic reception machines have enabled the automation in each department. Labor savings have been achieved through improvements to the UI/UX for smoother operation, as well as the consolidation of reception areas.



Digitalization of Customer Guidance

The guidance operations previously handled by staff have been replaced with digital solutions, achieving labor savings through optimized staff allocation and the review of operational processes.

Streamlining of Back-Office / Administrative Operations



Installation of Devices and Auto-Shift Schedule

Workstyle reform has been promoted through the introduction of staff devices across all stores. The implementation of the communication system "R1NK" and the auto-shift scheduling system "R-Shift" has reduced shift creation hours.



Improved Inventory Stocktaking Efficiency

Implemented inventory stocktaking for amusement prizes through smartphone-based barcode scanning. Manual processes for prize identification and data integration have been automated, reducing both work time and human error.

Future Initiatives from FY2026



Seamless Customer Experience

- **Installation of Pre-Payment Functionality in Official App :**
Advance reservations and payment will be integrated into the app, eliminating wait times for in-store reception and enabling customers to start enjoying activities immediately upon arrival.



Extensive Global Support

- **Multilingual Support for Check-in and Payment Machines: :**
In anticipation of growing inbound and continued global expansion, multilingual support will be required. It aims to provide a stress-free check-in experience for all customers.



Other Initiatives

Initiatives are being considered to enhance service quality while reducing manual operations through the advancement of operational systemization utilizing digital technologies, including AI.

Labor savings will be achieved through the comprehensive utilization of AI technologies across operations ranging from customer touchpoints to back-office administration.

We aim to reinvest the resources created through the initiatives into higher-value customer services and the development of new business formats.

The U.S. Segment Initiatives

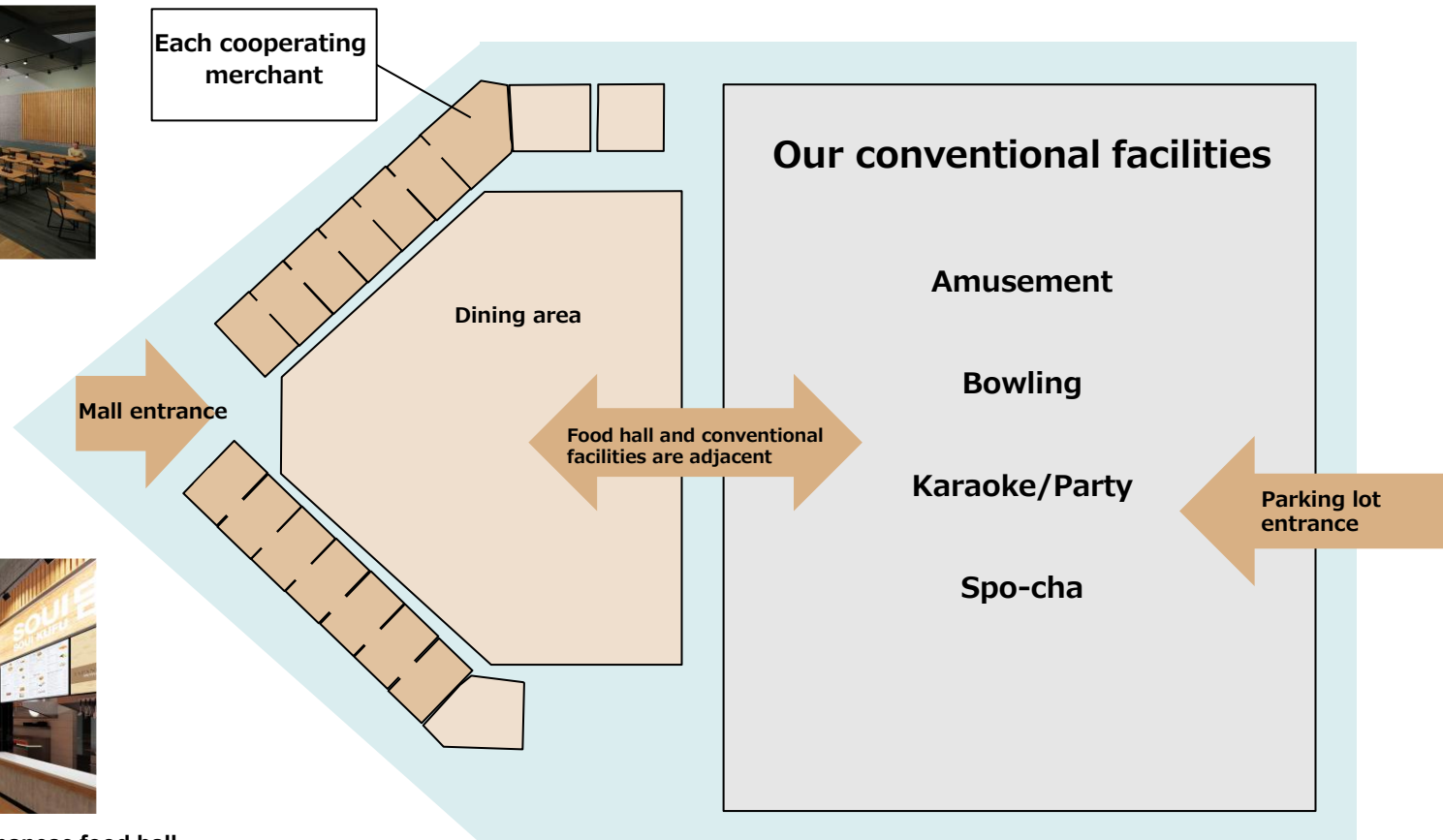


Development of "Japanese Food Hall" at Round One Entertainment, Inc.

ROUND ONE will start to launch stores featuring "Japanese Food Hall" in the United States. "Japanese Food Hall" brings together only the collection of restaurants listed in the Restaurant Guide across various food genres such as "Ramen", "Udon", and "Takoyaki", which are widely loved in Japan.



※ Illustration of Japanese food hall.



The Other Segment Initiatives



“Round One Delicious” Project

The goal of this project is to provide the same high quality of Japanese cuisine that is highly acclaimed in Japan to people overseas, so that people around the world can enjoy the taste of authentic Japanese cuisine. At ROUND ONE Delicious, you can taste “authentic Japanese cuisine” of various genres. To provide such enjoyment to customers, we will combine sushi, Japanese cuisine, Chinese cuisine, creative cuisine, yakitori, or tempura into a single unit, and begin opening stores in the North America from the Autumn in 2026.

◆ Store opening plan ◆

Store openings are scheduled to commence from FY2027.3, with initial locations planned in Los Angeles and Las Vegas.

Thereafter, we plan to expand into major U.S. cities, including New York, while also considering global expansion over the longer term.

【FY2027.3】

2Q

Construction Ends

Las Vegas & Los Angeles

3Q

Opening of 1st & 2nd Unit

Las Vegas & Los Angeles

【FY2028.3】

1Q ~ 2Q

Opening of 3rd & 4th Unit

New York × 2

◆ Business plan per store ◆

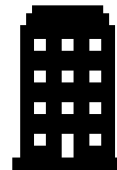
- Investment amount: Approx. \$1,400,000
- Number of seats: Approx. 14 seats
- Operation: Open 360 days a year
- Average customer spend: Avg. 750 USD per customer (est.)
- Annual customer attraction: 4,000 people
- Annual sales: \$3,000,000
- Number of employees: 10 people
[Store Manager/Chef/Part-time worker]

※Chef training and other preparation costs will be incurred in the year prior to opening a unit.

◆ Business Model ◆

Leveraging the expertise we have gained through our overseas store openings, Round One Delicious USA, Inc. will handle everything from store development to operations. For food-related aspects, cooperating merchants will train the chefs we have hired, provide recipes and ensure quality control. Cooperating merchants will receive sales royalties and compensation for chef training.

Round One Delicious USA, Inc.
(Our Consolidated
Second-tier Subsidiary)



- Handle store development and operations
- Recruit and hire chefs and staff
- Procure ingredients

Cooperating Merchants



- Provide brand name
- Train chefs
- Provide recipes and monitor quality
- Advise on ingredient selection

The Other Segment Initiatives ②



“Round One Delicious” Project



Las Vegas Blvd (TBD)

[6 Stores + BAR]

- Hub for global tourism & 24-hour foot traffic (Strip Area)
- Reach to global upper class and entertainment seekers
- Showcasing Japanese culinary culture through overwhelming scale and immersive presentation

Planned Cooperating Merchants

「TERUZUSHI」 | 「SUSHIKOMA」
「SUZUTASHIKI」 | 「Numata」
「Ginza JOTAKI」 | 「Torien」
「BAR CENTIFOLIA」



LA West Hollywood (TBD)

[8 Stores + BAR]

- Hub for affluent and cultural trends (Sunset Blvd.)
- Attraction of high-value customers and travelers
- Two-layered concepts blending Japanese tranquility and American openness

Planned Cooperating Merchants

「TERUZUSHI」 | 「Kikuzushi」 |
「SUSHIKOMA」 | 「Kataori」 | 「Takiya」
「Ao」 | 「Ginza JOTAKI」
「Makitori Shinkobe」 | 「BAR CENTIFOLIA」

Status of Stores



Trend in Number of Stores

Japan	~FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3
Opening	126	—	1	1	1	1	1
Closing	23	3	2	1	1	—	2
Total	103	100	99	99	99	100	99

The U.S.	~FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3
Opening	41	5	2	4	2	8	2
Closing	—	2	—	1	1	1	—
Total	41	44	46	49	50	57	59

China	~FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3
Opening	—	1	2	1	—	—	1
Closing	—	—	—	—	—	1	1
Total	—	1	3	4	4	3	3

Delicious	~FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3
Opening	—	—	—	—	—	—	—
Closing	—	—	—	—	—	—	—
Total	—	—	—	—	—	—	—

Consolidated	~FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3
Total	144	145	149	152	153	160	161

Breakdown of 100 Stores in Japan [At the end of July 2026]

Store Type					Total
Standard		Stadium		Crane Game Park	
Downtown	Roadside	Downtown	Roadside		
10	34	1	53	2	100

※Own stores include 8 stores with owning right for land & building, and 13 stores with owning right for building with tenants.

Ownership		Total
Leased stores	Own stores	
79	21	

Area Breakdown of All 162 Stores [At the end of July 2026]

Area	Japan								The USA	China	Total
	Hokkaido / Tohoku	Hokuriku / Koshinetsu	Kanto	Chubu / Tokai	Kansai	Chugoku / Shikoku	Kyushu / Okinawa	Subtotal			
No. of stores	12	3	32	13	22	7	11	100	59	3	162
Share	7.4%	1.9%	19.7%	8.0%	13.6%	4.3%	6.8%	61.7%	36.4%	1.9%	100%

【The U.S.】 Current Status



【59 Stores as of the end of July 2026】

No	Store Name / Region
1	Puente Hills / California
2	Moreno Valley / California
3	Lakewood / California
4	Arlington Parks / Texas
5	Main Place / California
6	Southcenter / Washington
7	Eastridge / California
8	Grapevine Mills / Texas
9	Sunvalley / California
10	Exton / Pennsylvania
11	Southwest / Colorado
12	Fox Valley / Illinois
13	Broadway / New York
14	Crystal Run / New York
15	Great Lakes Crossing / Michigan
16	Four Seasons / North Carolina
17	Great Lakes / Ohio
18	Maine / Maine
19	Coronado Center / New Mexico
20	South Town Center / Utah
21	Millcreek / Pennsylvania
22	Gateway / Nebraska
23	North Riverside Park / Illinois
24	Southridge / Wisconsin
25	Northridge / California
26	Holyoke / Massachusetts
27	Promenade Temecula / California
28	Southland / California
29	Meadowood / Nevada
30	Park Place / Arizona

No	Store Name / Region
31	Meadows / Nevada
32	Fairfield Commons / Ohio
33	Towson Town Center / Maryland
34	Fashion District / Pennsylvania
35	Valley River Center / Oregon
36	Burbank Town Center / California
37	Town East Square / Kansas
38	Potomac Mills / Virginia
39	Deptford / New Jersey
40	Cumberland / Georgia
41	Park City Center / Pennsylvania
42	Vancouver / Washington
43	Quail Springs / Oklahoma
44	Pembroke Lakes / Florida
45	Roseville / California
46	South Hill / Washington
47	North Star / Texas
48	Arrowhead / Arizona
49	Danbury Fair / Connecticut
50	Las Vegas South Premium Outlets / Nevada
51	Plaza Bonita / California
52	Gurnee Mills / Illinois
53	Mission Viejo / California
54	Stones town / California
55	Chandler / Arizona
56	Deerbrook / Texas
57	Jersey Gardens / New Jersey
58	Willowbrook / Texas
59	Menlo Park / New Jersey

Actions for Sustainability and SDGs



We set up Sustainability Advisory Committee which independent from management. Also set up the cross-organizational sustainability team comprising of members from each divisions to intend actively consider the achievement of the SDGs.

● Actions for energy / water resource issues

・Transition to LED Lights

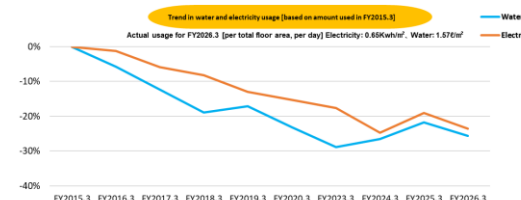
Replaced fluorescent lights of the store lighting, the bowling equipment and crane game machines with LED lights.

・Set-up Water Saving Valves

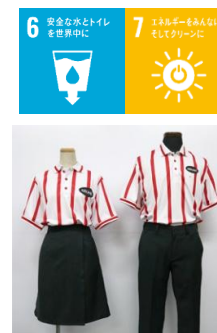
Set up water saving devices to the kitchens in Karaoke and the food counters.

・Material Recycling (Reuse of Part-Time Employee Uniforms)

Since FY2022, we have promoted resource reuse through the material recycling of deteriorated part-time employee uniforms. Before FY2026, a total of 1,530 kg of uniforms was collected and recycled into cushioning materials for automobiles. We will continue these initiatives in the next fiscal year from an SDGs perspective as well.



※ FY2021.3 and FY2022.3 are excluded from the comparison because of the temporarily closure and the limited opening hours due to the COVID-19.



● Efforts to create a pleasant and rewarding work environment

・“Make-A-Chance Project”

In July 2022, we launched a project team to create an environment where human resources can be developed regardless of gender, and to make the company a place where all employees do not have to give up their careers even when facing various life events, and we are promoting the enhancement of various systems and initiatives.



● Other actions

・SDGs lease “MIRAI 2030™”

A program which donate a portion of the lease payments to the public interest incorporated foundations or the approved specified nonprofit corporations helping to achieving the SDGs through the lease contracts with Sumitomo Mitsui Finance and Leasing Co., Ltd.

“We donated to “Approved Specified Nonprofit Corporation Kidsdoor※1” through the lease contracts in March 2020 and March 2021, “Approved Specified Nonprofit Corporation WaterAid Japan※2” through the lease contracts in August 2022, “Approved Specified Nonprofit Corporation The Support Network for NANBYO Children of Japan※3” through the lease contracts in September 2024, and “More Trees ※4” through the lease contracts in February 2026.

- ※1 Approved Specified Nonprofit Corporation Kidsdoor is an organization which aims to create “society where all children could have dreams and hopes” providing the learning supports widely from elementary school students to young people to cut the chain of poverty.
- ※2 Approved Specified Nonprofit Corporation WaterAid Japan supports the creation of systems for the sustainable and stable water supply and the solutions for sanitation issue in 22 countries in Asia, Africa, and Latin America, with the vision of “a world where everyone could access to clean water, sanitation facilities and good hygiene”.
- ※3 Approved Specified Nonprofit Corporation The Support Network for NANBYO Children of Japan conducts consultations, engagement, awareness-raising, and community activities to support children with intractable or chronic diseases and disabilities, as well as their families. By leveraging a broad network of professionals in healthcare, welfare, and education, along with parents, the organization strives to provide comprehensive assistance and create a supportive environment.
- ※4 General Incorporated Association More Trees, engages in a wide range of activities aimed at realizing a society in which forests and people coexist sustainably. The organization works to address issues such as climate change and biodiversity loss, which are partly caused by deforestation and forest degradation.



For the other sustainability and SDGs initiatives, please visit the website below.

<https://www.round1-group.co.jp/sustainability/>

【Consolidated】 FY2027.3 Actual (Apr. 2026 ~ Mar. 2027)

[Unit ¥bn]

※Figures below ¥10 million are truncated.

※Percentage is rounded off to one decimal place.

			1Q	2Q	1st Half	3Q	4Q	2nd Half	Term
P/L		Bowling	7.84						
		Amusement	32.05						
		Karaoke, Food	5.49						
		Spo-cha	5.01						
		Others	0.96						
	Revenue		51.37						
	Cost of sales		41.37						
	Gross profit		10.00						
	SG&A expenses		3.61						
	Other-operating income & expenses ※		(0.05)						
	Operating profit		6.33						
	Operating profit margin		12.3%						
	Financial income & costs		(1.18)						
	Share of profit of investments accounted for using equity method		0.11						
	Profit before tax		5.26						
	Income tax expense		1.89						
	Profit		3.36						
Total depreciation			11.15						
Lease depreciation			7.62						

※Other – operating income and expenses : ¥(0.05)bn ... Loss on sale and retirement of fixed assets ¥(0.08)bn,
Others ¥0.03bn

FY2027.3 Performance Plan

[Consolidated] FY2027.3 Plan (Apr. 2026 ~ Mar. 2027)

[Unit ¥bn]

※Figures below ¥10 million are truncated.

※Percentage is rounded off to one decimal place.

			1Q Plan	2Q Plan	1nd Half Plan	3Q Plan	4Q Plan	2nd Half Plan	Term Plan
P/L		Bowling	7.24	8.35	15.59	7.72	9.67	17.40	33.00
		Amusement	29.47	34.59	64.07	32.03	37.04	69.07	133.14
		Karaoke, Food	4.98	5.52	10.50	5.10	5.95	11.05	21.56
		Spo-cha	5.01	5.81	10.82	4.54	6.61	11.16	21.99
		Others	0.92	1.80	2.72	2.87	3.77	6.65	9.37
	Revenue		47.64	56.09	103.73	52.29	63.06	115.36	219.09
	Cost of sales		39.35	43.55	82.90	43.12	46.56	89.68	172.59
	Gross profit		8.28	12.53	20.82	9.16	16.50	25.67	46.50
	SG&A expenses		2.77	2.84	5.62	2.77	4.67	7.45	13.07
	Other-operating income & expenses		(0.09)	(0.09)	(0.19)	(0.08)	(0.08)	(0.17)	(0.36)
	Operating profit		5.41	9.59	15.01	6.30	11.73	18.04	33.05
	Operating profit margin		11.4%	17.1%	14.5%	12.1%	18.6%	15.6%	15.1%
	Financial income & costs		(1.36)	(1.42)	(2.79)	(1.41)	(1.39)	(2.80)	(5.60)
	Profit before tax		4.05	8.16	12.22	4.88	10.34	15.23	27.45
Income tax expense		1.51	2.80	4.31	1.68	3.18	4.87	9.18	
Profit		2.54	5.36	7.90	3.19	7.16	10.35	18.26	
Total depreciation			10.72	11.19	21.92	11.44	12.00	23.45	45.36
Lease depreciation			7.54	7.60	15.14	7.68	7.78	15.46	30.61

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