

# FY2026.3 (Apr.2025~Dec.2025) Outline of Financial Results



## Analysis of present states and future prospects



**Willowbrook**  
[Harris, Texas]  
Dec. 20th, 2025 Opened!



**Sendai Izumi**  
[Sendai, Miyagi]  
Dec. 26th, 2025 Opened!

## **ROUND ONE Corporation**

**President and Chief Executive Officer  
Masahiko Sugino**

**Tokyo Stock Exchange Prime  
Code Number : 4680**

**February 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.**

## **Notification of Change in Disclosure Policy for the U.S.**



**As disclosed in our press release dated August 8, 2025, titled “Notice on the Commencement of Consideration for Overseas Stock Exchange Listings of Our Consolidated Subsidiaries, Round One Entertainment Inc. and Round One Delicious Holdings, Inc.”, we have commenced consideration of potential overseas stock exchange listings for our two U.S. consolidated subsidiaries.**

**As we continue to consider potential overseas stock exchange listings for our two U.S. consolidated subsidiaries, we have decided to discontinue the disclosure of standalone financial results, budget figures, and other related information for the U.S. business, starting from the materials for FY2026.3 3Q financial results briefing onward, to ensure appropriate information management related to our U.S. consolidated subsidiaries.**

**There can be no assurances that we will complete an overseas stock exchange listing for one or both of our U.S. consolidated subsidiaries. The foregoing statements shall not constitute an offer of any securities for sale. Any offering of securities would only be made pursuant to a registration statement filed with the U.S. Securities and Exchange Commission (SEC) after the completion of the SEC review process, subject to market and other conditions.**

# Analysis of Consolidated Operating Results

## FY2026.3 3Q Actual [Year-on-Year]



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

	Unit	FY2025.3 Actual [2024.4-2024.12]	FY2026.3 Actual [2025.4-2025.12]	Diff.[%]
Total stores at the end of term	Store	158	160	+1.3
Total operating months	Month	1,397	1,431	+2.4

P/L	Bowling	20.84	22.04	+5.8
	Amusement	76.42	82.60	+8.1
	Karaoke, Food	13.41	14.38	+7.2
	Spo-cha	13.35	13.90	+4.1
	Others	2.61	2.72	+4.4
	Revenue	126.63	135.66	+7.1
	Cost of sales	104.20	109.01	+4.6
	Gross profit	22.42	26.64	+18.8
	SG&A expenses	4.50	6.60	+46.7
	Other-operating income & expenses ②	0.20	(0.48)	—
	Operating profit ①	18.13	19.56	+7.9
	Operating profit margin	14.3%	14.4%	—
	Financial income & costs	(2.40)	(2.57)	—
	Share of profit of investments accounted for using equity method	0.20	0.30	+51.0
	Profit before tax	15.92	17.28	+8.5
	Income tax expense	4.69	5.94	+26.7
	Profit	11.23	11.34	+0.9

### ① [Operating Profit]

**FY2025.3 3Q Actual** Operating Profit ¥18.13 bn  
**FY2026.3 3Q Actual** Operating Profit ¥19.56 bn  
 Difference in +¥1.42 bn.

Due to factors such as an increase in the number of operating months, revenue increased by ¥9.02 billion. In addition, regarding changes in expenses, there were increases mainly in personnel expenses, amusement prize expenses, and utility expenses, as well as decreases in amusement lease depreciation and other related expenses.

### ② [Breakdown of Other - Operating Income & Expense]

**FY2025.3 3Q Actual**  
 Other – operating income & expenses ¥ 0.20 bn  
 Loss on retirement of non-current assets, etc. ¥ (0.15) bn  
 Others ¥0.36 bn

**FY2026.3 3Q Actual**  
 Other – operating income & expenses ¥ (0.48) bn  
 Loss on retirement of non-current assets, etc. ¥ (0.37) bn  
 Impairment losses ¥ (0.15) bn  
 Others ¥ 0.04 bn

# Analysis of Consolidated Operating Results

## FY2026.3 3Q Actual [Comparison with Plan]



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

	Unit	FY2026.3 Plan [2025.4-2025.12]	FY2026.3 Actual [2025.4-2025.12]	Diff.[%]
Total stores at the end of term	Store	160	160	—
Total operating months	Month	1,431	1,431	—

P/L	Bowling	21.61	22.04	+2.0
	Amusement	83.20	82.60	(0.7)
	Karaoke, Food	14.06	14.38	+2.2
	Spo-cha	13.79	13.90	+0.8
	Others	2.70	2.72	+0.6
	Revenue	135.38	135.66	+0.2
	Cost of sales	108.87	109.01	+0.1
	Gross profit	26.50	26.64	+0.5
	SG&A expenses	6.04	6.60	+9.4
	Other-operating income & expenses	(0.71)	(0.48)	—
	Operating profit ①	19.75	19.56	(1.0)
	Operating profit margin	14.6%	14.4%	—
	Financial income & costs	(2.76)	(2.57)	—
	Share of profit of investments accounted for using equity method	0.20	0.30	+48.5
	Profit before tax	17.19	17.28	+0.6
	Income tax expense ※	5.61	5.94	+5.8
	Profit	11.57	11.34	(2.0)

### ① [Operating Profit]

**FY2026.3 3Q Plan** Operating Profit ¥19.75 bn  
**FY2026.3 3Q Actual** Operating Profit ¥19.56 bn  
 Difference in ¥(0.19) bn.

Due to strong performance at existing stores in Japan and other factors, revenue increased by ¥0.27 billion. In addition, regarding changes in expenses, there were increases mainly in personnel expenses, as well as decreases in amusement prize expenses, amusement lease depreciation, and other related expenses.

※ The planned figures are calculated using detailed country-specific tax effect calculations in accordance with IFRS, applying the same methodology as that used in the fiscal year-end accounting process. In contrast, the actual figures are calculated using a simplified approach based on the prior fiscal year's tax rates for each country. As a result, a significant difference has been recorded; however, we expect that the majority of the variance in income taxes will be resolved upon completion of the detailed calculations at fiscal year-end.

# FY2026.3 Consolidated Plan [Store Openings and Closings, P/L]



Unchanged from Nov. 7, 2025 disclosure

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

FY2026.3 Plan [IFRS]		Unit	Consolidated
Stores	Opening	Store	<b>5</b>
	Closing	Store	<b>3</b>
	Total [at the end of term]	Store	<b>162</b>
	Total operating months	Month	<b>1,913</b>

FY2026.3 Plan [IFRS]			Unit	Consolidated
P/L		Bowling	¥bn	<b>30.48</b>
		Amusement	¥bn	<b>115.00</b>
		Karaoke, Food	¥bn	<b>19.48</b>
		Spo-cha	¥bn	<b>20.09</b>
		Others	¥bn	<b>3.71</b>
		Revenue	¥bn	<b>188.78</b>
	Operating profit		¥bn	<b>30.13</b>
	Operating profit margin		%	<b>16.0%</b>
	Financial income & costs		¥bn	<b>(3.74)</b>
	Profit before tax		¥bn	<b>26.59</b>
		Income tax expense	¥bn	<b>8.75</b>
		Profit	¥bn	<b>17.83</b>

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

Revised consolidated plan of FY2026.03 was disclosed on November 7th, 2025.

The Plan has been revised primarily to reflect first-half results and updated store opening plans for the second half.

【Forex】 1 USD = 146.03 JPY, 1 CNY = 20.00 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.

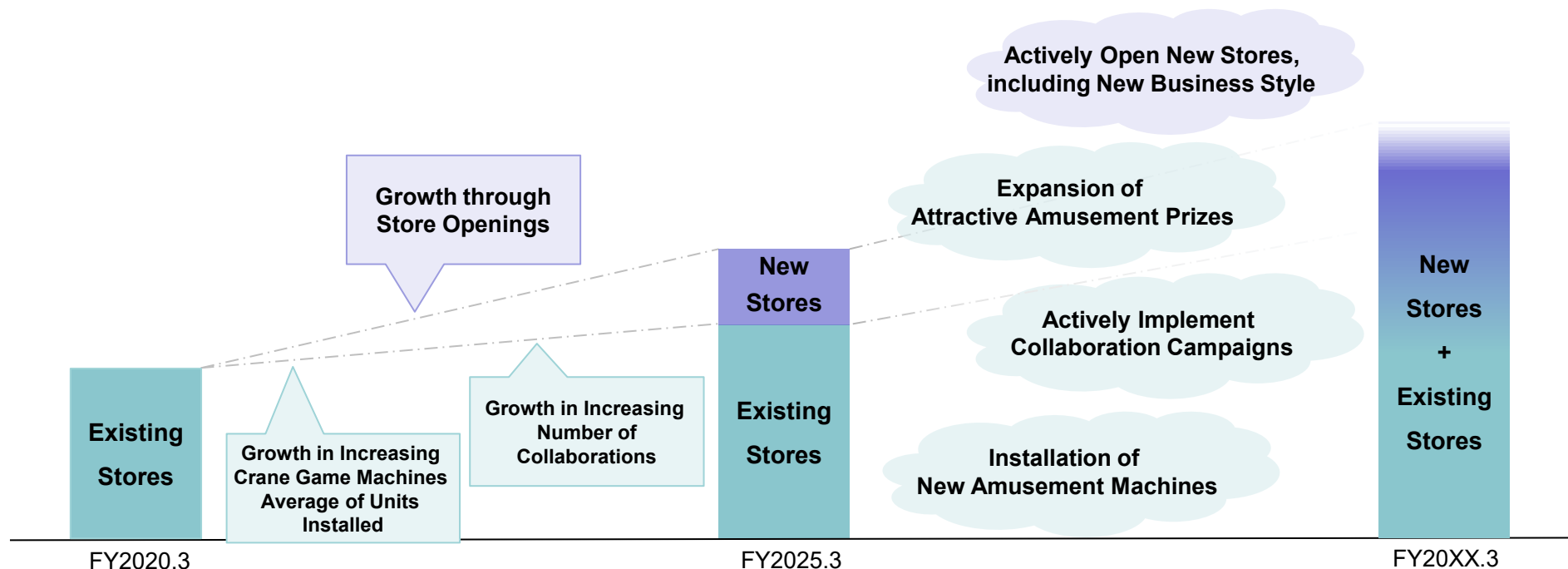
	Unit	1Q	2Q	1st Half	3Q			4Q	2nd Half	Term
		Actual	Actual	Actual	Plan	Actual	Diff.(%)	Plan	Plan	Plan
Bowling	¥bn	5.33	6.08	11.42	5.12	5.45	+6.6	6.82	11.94	23.37
Amusement	¥bn	12.28	14.93	27.21	12.28	12.67	+3.2	14.17	26.46	53.68
Karaoke	¥bn	1.93	2.43	4.37	1.96	2.07	+5.6	2.31	4.27	8.65
Spo-cha	¥bn	3.98	4.84	8.83	3.51	3.72	+5.9	5.66	9.17	18.01
Others	¥bn	0.87	0.95	1.83	0.87	0.89	+1.9	1.00	1.87	3.70
Revenue	¥bn	24.42	29.25	53.68	23.76	24.82	+4.5	29.98	53.74	107.43
Total stores at the end of each term		99	98	98	99	99	—	100	100	100

## 【Japan】 YoY Comparison of Existing Stores [Actual and Plan]

※Percentage is rounded off to one decimal place.

	Unit	1Q	2Q	1st Half	3Q			4Q	2nd Half	Term
		Actual	Actual	Actual	Plan	Actual	Diff.(%)	Plan	Plan	Plan
Bowling	%	+1.8	+6.8	+4.4	+4.7	+11.8	+7.1	+3.5	+4.0	+4.2
Amusement	%	+9.1	+8.1	+8.6	+4.9	+8.4	+3.5	+3.4	+4.1	+6.3
Karaoke	%	(0.6)	+11.2	+5.7	+4.6	+10.7	+6.1	+3.4	+4.0	+4.8
Spo-cha	%	+5.1	+2.5	+3.7	+5.8	+12.3	+6.5	+3.3	+4.3	+4.0
Others	%	+3.0	+5.5	+4.3	+6.5	+8.6	+2.1	+4.3	+5.3	+4.8
Revenue	%	+5.8	+7.0	+6.5	+5.0	+9.9	+4.9	+3.5	+4.1	+5.3
Number of holidays [YoY]	Days	±0	±0	±0	+1	+1	—	±0	+1	+1
Total stores at the end of each term		99	98	98	98	98	—	98	98	98

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



## 【Mid-Term Vision】

Up to FY2025.3, we have worked to improve our performance by increasing the number of crane game machines, implementing collaboration campaigns, and opening new stores. From FY2026.3 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 expanding planned regions 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.

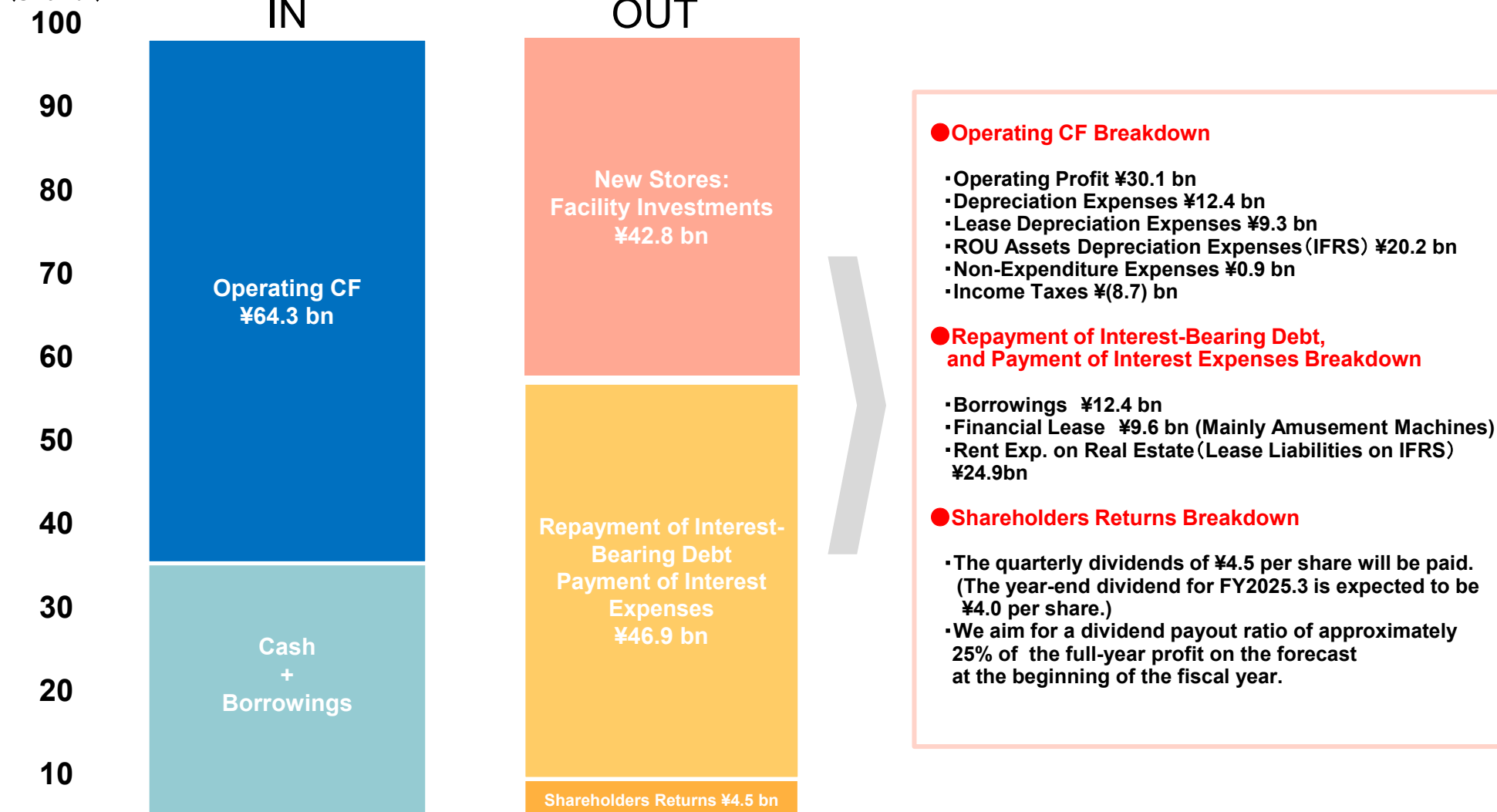


# FY2026.3 Consolidated Plan: Capital Allocation



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 Nov. 7, 2025 disclosure

※Figures below ¥100 million are truncated.

※Percentage is rounded off to one decimal place.

		J-GAAP						IFRS ※1	
J-GAAP	IFRS	FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3 Plan
Total assets	Total assets	¥117.3 bn	¥135.8 bn	¥150.5 bn	¥157.6 bn	¥170.6 bn	¥185.4 bn	¥259.9 bn	¥318.9 bn
Net assets	Equity	¥62.6 bn	¥65.1 bn	¥40.8 bn	¥54.6 bn	¥61.1 bn	¥70.5 bn	¥66.8 bn	¥80.1 bn
Equity ratio	Equity ratio	53.3%	47.8%	27.0%	34.4%	35.7%	37.9%	25.8%	25.2%
Cash reserve	Cash reserve	¥22.5 bn	¥34.5 bn	¥44.8 bn	¥46.3 bn	¥29.1 bn	¥36.4 bn	¥51.1 bn	¥35.8 bn
Interest-bearing debt	Interest-bearing debt	¥13.5 bn	¥27.4 bn	¥67.2 bn	¥49.5 bn	¥23.5 bn	¥22.2 bn	¥40.6 bn	¥43.3 bn
Net interest-bearing debt ※2	Net interest-bearing debt ※2	¥(9.0) bn	¥(7.1) bn	¥22.3bn	¥3.1bn	¥(5.5) bn	¥(14.2) bn	¥(10.4) bn	¥7.4 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.)	¥19.0 bn	¥18.2 bn	¥14.9 bn	¥16.9 bn	¥19.9 bn	¥18.2 bn	¥15.7 bn	¥10.1 bn
Net interests-bearing debt including lease obligations ※3	Net interests-bearing debt including lease liabilities ※3	¥10.0 bn	¥11.1 bn	¥37.3 bn	¥20.1 bn	¥14.4 bn	¥4.0 bn	¥5.2 bn	¥17.6 bn
New lease contract amount	New lease contract amount	¥13.0 bn	¥9.4 bn	¥5.9 bn	¥12.5 bn	¥12.4 bn	¥10.2 bn	¥8.6 bn	¥9.6 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]



Unchanged from Nov. 7, 2025 disclosure

※Figures below ¥100 million are truncated.

※Percentage is rounded off to one decimal place.

		J-GAAP						IFRS	
J-GAAP	IFRS	FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3	FY2026.3 Plan
Total Stores at the end of term		137	144	145	149	152	154	160	162
Total Sales	Revenue	101.3	104.7	60.9	96.4	142.0	159.1	177.0	188.7
Operating profit	Operating profit	11.4	8.8	(19.2)	(1.7)	16.9	24.1	26.2	30.1
Operating profit margin	Operating profit margin	11.3%	8.5%	—	—	11.9%	15.2%	14.8%	16.0%
Profit	Profit	7.1	4.7	(17.9)	3.9	9.7	15.6	15.4	17.8
Adjusted EBITDA ①	Adjusted EBITDA ①	23.9	23.1	(3.8)	14.2	36.3	44.9	70.8	73.0
ROIC ②	ROIC ②	12.4%	8.5%	—	4.7%	18.6%	24.2%	12.4%	
ROE ③	ROE ③	12.0%	7.5%	—	8.3%	16.9%	23.9%	23.3%	
ROA ④	ROA ④	6.4%	3.8%	—	2.6%	5.9%	8.8%	6.2%	
DOE ⑤	DOE ⑤	3.2%	3.0%	3.4%	4.2%	4.3%	5.5%	6.6%	

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

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

② Before 2025, ROIC calculation: 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, ROIC calculation: 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: Profit ÷ [(Equity at the beginning of term + Equity at the end of term) ÷ 2]

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

### ◆ Introduction of New Pricing Structure at Karaoke ◆

- From March 3rd, 2025, we have introduced a pricing structure in some stores that sets room charge to 100 yen per hour until 1:00 PM on weekdays. Additionally, we have introduced a measure allowing customers to bring in food and beverages at all times.
- As of the end of January 2026, these are implemented in all 92 stores that have Karaoke.

### ◆ 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. 25 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 ◆

- “Momotaro Dentetsu World –Chikyu mo Medal mo Mawatteru!” 6P Medal Game Machine (KONAMI Arcade Games)
- As of the end of January 2026, the machine have been fully installed for all stores.



©AKIRA SAKUMA  
©Konami Digital Entertainment  
©Konami Arcade Games

# The U.S. Segment Initiatives ①

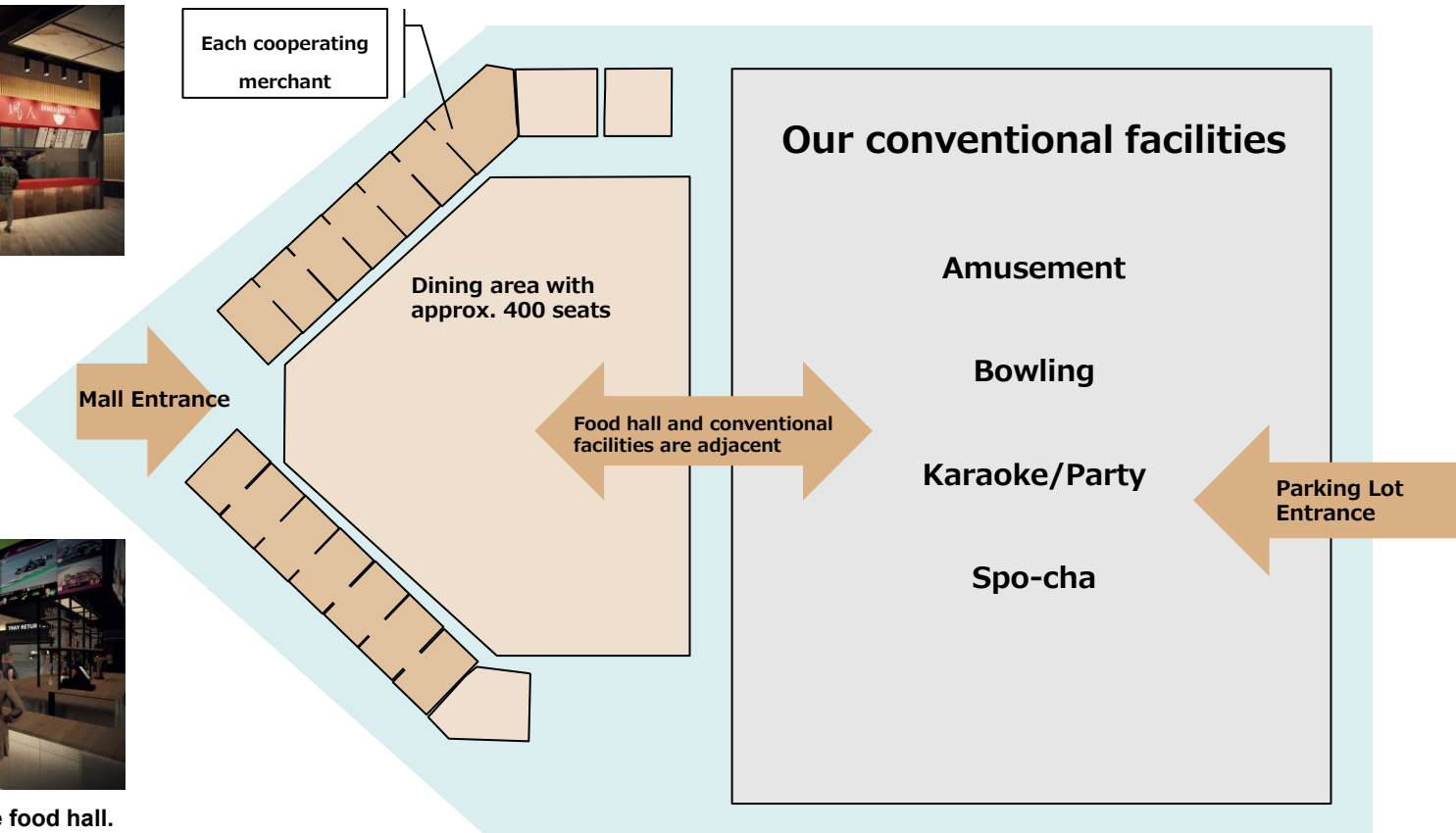


## Development of "Japanese Food Hall" at Round One Entertainment Inc.

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 the food hall.





# The U.S. Segment Initiatives ②



## ◆ Cooperating Merchants of Japanese Food Hall ◆

### Ramen 6 Restaurants



Nankin Ramen Kuromon  
Restaurant Guide Listed



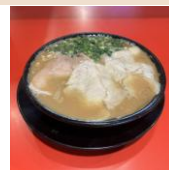
Ramen Hayato  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected



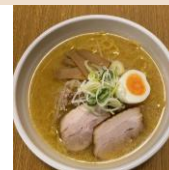
Tonjinchi  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected



Menya Mufu

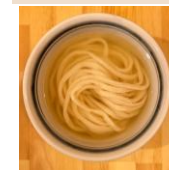


Menya Black Pig  
Restaurant Guide Listed



Ramen Himawari  
Restaurant Guide Listed

### Udon 2 Restaurants



Udonokoro Shigemi  
Restaurant Guide Listed



Kidatakeudon  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected

### Onigiri 2 Restaurants

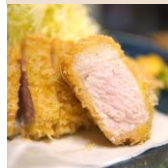


Onigiri Gorichan  
Awarded World No.1 in the  
Onigiri Category on Google  
Searches



Onigiri Asakusa  
Yadoroku  
Restaurant Guide Listed

### Tonkatsu 2 Restaurants



Tonkatsu KEITA  
Restaurant Guide Listed



Tonkatsu Narikura  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected

### Okonomiyaki 2 Restaurants



Hana  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected

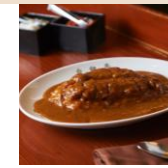


Fukutaro  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected

### Curry 2 Restaurants



SOMA  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected



Hakugintei  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected

### Takoyaki 2 Restaurants



Takoyaki Doraku WANAKA  
Restaurant Guide Listed



Osaka Iggy  
Restaurant Guide Listed

### Karaage 2 Restaurants

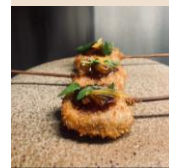


Nakatsu Irotoridori  
Gourmet Review Site Grand  
Prix No.1

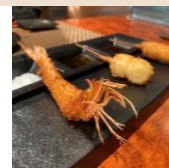


Ageshou Shigemori  
Received the Grand Gold Prize

### Kushiage 2 Restaurants



Kushiage010  
Restaurant Guide Listed



SOUIKUFU  
Restaurant Guide Listed

### Yakitori 2 Restaurants



Yakitori YAMATO  
Restaurant Guide Listed  
Gourmet Review Site  
Top100 Selected



Yakitori Toribien  
Restaurant Guide Listed

### Pizza 2 Restaurants



BODEGA  
Restaurant Guide Listed

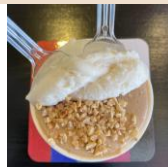


PIZZERIA DA NAGHINO  
Restaurant Guide Listed

### Dessert 2 Restaurants



Housekibaco  
Gourmet Review Site  
Top100 Selected



Gelateria Il Brigante  
Gourmet Review Site  
Top100 Selected

We exclusively select renowned restaurants as cooperating merchants that are featured in restaurant guides or ranked among the top 100 on gourmet review sites, ensuring they are highly popular and often have long queues.

# The Other Segment Initiatives ①

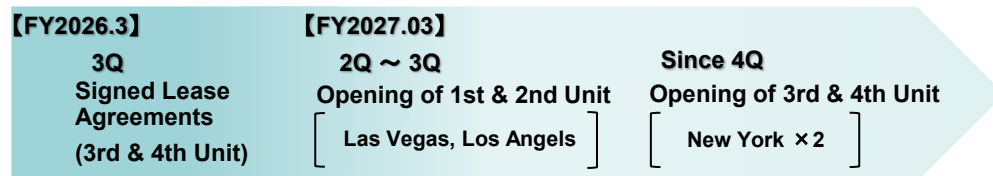


## “Round One Delicious” Project

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 Summer in 2026.

### ◆ Store opening plan ◆

As a first step toward global expansion, we aim to open stores in major U.S. cities [New York, Los Angeles, San Francisco, Honolulu, Las Vegas, Chicago, Dallas, and Washington DC]. In the future, we plan to expand our business to Europe and around the world.



### ◆ Business plan per store ◆

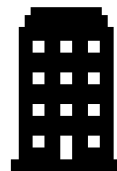
- Investment amount: Approx. 1,400,000 USD
- Number of seats: Approx. 14 seats
- Operation: Open 360 days a year
- Average customer spend: Avg. 700 USD per customer (est.)
- Annual customer attraction: 5,040 people
- Annual sales: 3.5 million USD
- Number of employees: 10 people  
[Store Manager/Chef/Part-time 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 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  
(Our consolidated subsidiary)



Cooperating Merchants



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

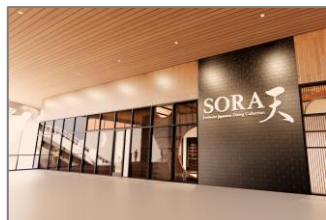
- Provide brand name
- Train chefs
- Provide recipes and monitor quality
- Advise on ingredient selection

# The Other Segment Initiatives ②

## ◆ Round One Delicious - Las Vegas Store ◆

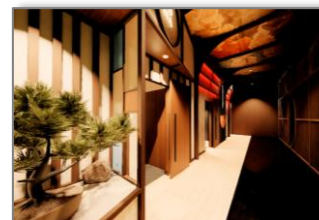
The Las Vegas Strip is a premier global tourism destination, attracting affluent visitors from around the world with its concentration of luxury hotels, casinos, and entertainment venues and high visitor traffic around the clock. This project will be a high-end Japanese dining complex featuring multiple cuisines—including sushi, kappo-style cuisine, and tempura—showcasing authentic Japanese culinary culture and craftsmanship in a scale and presentation unique to Las Vegas.

### Store Location and Exterior



※Images are for illustrative purposes only.

### Store Interior and Design



※Images are for illustrative purposes only.

## ◆ Planned Cooperating Merchants ◆

The following merchants are scheduled to open stores at Las Vegas Blvd (tentatively named) in Las Vegas. The opening will feature 6 stores and a bar.



**照寿司 TERUZUSHI**  
Fukuoka Kitakyusyu  
"The Tabelog Award 2025"  
Bronze Awarded  
THE BEST CHEF AWARD 2024 GALA  
DUBAI



**鮎駒 | SUSHIKOMA**  
Akita Yurihonjo  
"The Tabelog Award 2025"  
Silver Awarded



**鈴田式 | SUZUTASHIKI**  
Tokyo Nishiazabu  
"The Tabelog Award 2023"  
Bronze Awarded



**ぬま田 | Numata**  
Osaka Kitashinchi  
"Restaurant Guide 2024"  
2 Stars Awarded



**銀座 上瀧 | Ginza JOTAKI**  
Tokyo Ginza  
"The Tabelog Award 2025"  
Bronze Awarded  
"Restaurant Guide 2014"  
1 Star Awarded



**鳥えん | Torien**  
New York  
"Restaurant Guide 2022"  
1 Star Awarded



**BAR CENTIFOLIA**  
Tokyo Azabu-Juban  
SUNTORY The Cocktail Award  
Cocktail Award 2014 Awarded



※Images represent the planned commercial facility.



# Status of Stores



## Trend in Number of Stores

Japan	~ FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3
Opening	126	—	—	1	1	1	1
Closing	21	2	3	2	1	1	—
Total	105	103	100	99	99	99	100

The USA	~ FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3
Opening	32	9	5	2	4	2	8
Closing	—	—	2	—	1	1	1
Total	32	41	44	46	49	50	57

China	~ FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3
Opening	—	—	1	2	1	—	—
Closing	—	—	—	—	—	—	1
Total	—	—	1	3	4	4	3

Delicious	~ FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3
Opening	—	—	—	—	—	—	—
Closing	—	—	—	—	—	—	—
Total	—	—	—	—	—	—	—

Consolidated	~ FY2019.3	FY2020.3	FY2021.3	FY2022.3	FY2023.3	FY2024.3	FY2025.3
Total	137	144	145	149	152	153	160

## Breakdown of 99 Stores in Japan [At the end of January 2026]

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

Store Type					Total	Ownership		Total
Standard		Stadium		Crane Game Park		Leased stores	Own stores	
Downtown	Roadside	Downtown	Roadside					
9	34	1	53	2	99	78	21	99

## Area Breakdown of All 160 Stores [At the end of January 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	31	13	22	7	11	99	58	3	160
Share	7.5%	1.9%	19.2%	8.1%	13.8%	4.4%	6.9%	61.8%	36.3%	1.9%	100%

# 【The U.S.】 Current Status



## 【58 Stores as of the end of January 2026】

No	オープン時期	店舗名 / 地域	SP● AM◆
1	August 2010	Puente Hills / California	●
2	September 2012	Moreno Valley / California	
3	August 2013	Lakewood / California	
4	December 2014	Arlington Parks / Texas	
5	May 2015	Main Place / California	
6	July 2015	Southcenter / Washington	
7	September 2015	Eastridge / California	
8	May 2016	Grapevine Mills / Texas	
9	August 2016	Sunvalley / California	
10	December 2016	Exton / Pennsylvania	
11	January 2017	Southwest / Colorado	
12	March 2017	Fox Valley / Illinois	
13	July 2017	Broadway / New York	
14	September 2017	Crystal Run / New York	
15	October 2017	Great Lakes Crossing / Michigan	
16	January 2018	Four Seasons / North Carolina	
17	March 2018	Great Lakes / Ohio	
18	June 2018	Maine / Maine	
19	June 2018	Coronado Center / New Mexico	
20	August 2018	South Town Center / Utah	
21	September 2018	Millcreek / Pennsylvania	
22	December 2018	Gateway / Nebraska	
23	December 2018	North Riverside Park / Illinois	
24	February 2019	Southridge / Wisconsin	
25	March 2019	Northridge / California	
26	March 2019	Holyoke / Massachusetts	
27	March 2019	Promenade Temecula / California	
28	July 2019	Southland / California	
29	August 2019	Meadowood / Nevada	

No	オープン時期	店舗名 / 地域	SP● AM◆
30	October 2019	Park Place / Arizona	
31	November 2019	Meadows / Nevada	
32	November 2019	Fairfield Commons / Ohio	
33	December 2019	Towson Town Center / Maryland	
34	December 2019	Fashion District / Pennsylvania	
35	February 2020	Valley River Center / Oregon	
36	March 2020	Burbank Town Center / California	
37	July 2020	Town East Square / Kansas	
38	September 2020	Potomac Mills / Virginia	
39	October 2020	Deptford / New Jersey	
40	February 2021	Cumberland / Georgia	●
41	March 2021	Park City Center / Pennsylvania	●
42	April 2021	Vancouver / Washington	
43	June 2021	Quail Springs / Oklahoma	
44	June 2022	Pembroke Lakes / Florida	●
45	August 2022	Roseville / California	
46	August 2022	South Hill / Washington	
47	March 2023	North Star / Texas	
48	December 2023	Arrowhead / Arizona	●
49	March 2024	Danbury Fair / Connecticut	
50	April 2024	Las Vegas South Premium Outlets / Nevada	◆
51	June 2024	Plaza Bonita / California	
52	July 2024	Gurnee Mills / Illinois	
53	November 2024	Mission Viejo / California	◆
54	November 2024	Stones town / California	
55	February 2025	Chandler / Arizona	
56	February 2025	Deerbrook / Texas	◆
57	March 2025	Jersey Gardens / New Jersey	
58	December 2025	Willowbrook / Texas	●

# Actions for Sustainability and SDGs

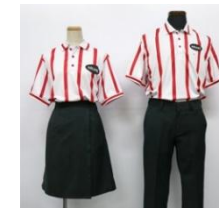
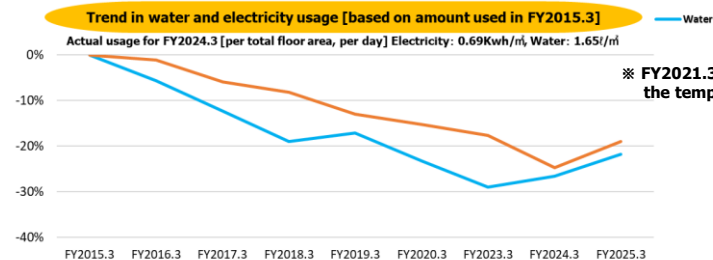


Unchanged from May 9, 2025 disclosure

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

- Replaced fluorescent lights of the store lighting, the bowling equipment and crane game machines with LED lights.
- Set up water saving devices to the kitchens in Karaoke and the food counters.



- Material recycling [reuse of uniforms for part-time workers]  
Since 2022, we have been reusing resources through material recycling of uniforms for part-time workers that have deteriorated over time. As a result, 410 kg of uniforms were collected from all stores and converted into cushioning material for cars. We will continue similar SDGs activities.

## ● 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 and “Approved Specified Nonprofit Corporation The Support Network for NANBYO Children of Japan※3” through the lease contracts in September 2024.”

※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.



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

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

### 【Consolidated】 FY2026.3 Actual (Apr. 2025 ~ Mar. 2026)

[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	6.99	7.78	14.78	7.26			
	Amusement	26.60	29.50	56.11	26.49			
	Karaoke, Food	4.55	4.93	9.48	4.89			
	Spo-cha	4.46	5.31	9.77	4.13			
	Others	0.87	0.95	1.83	0.89			
	Revenue	43.48	48.50	91.98	43.67			
	Cost of sales	35.43	36.93	72.37	36.64			
	Gross profit	8.05	11.56	19.61	7.03			
	SG&A expenses	1.80	2.19	4.00	2.60			
	Other-operating income & expenses ※	(0.17)	(0.48)	(0.65)	0.17			
	Operating profit	6.07	8.87	14.94	4.61			
	Operating profit margin	14.0%	18.3%	16.3%	10.6%			
	Financial income & costs	(0.99)	(0.80)	(1.80)	(0.77)			
	Share of profit of investments accounted for using equity method	0.07	0.12	0.20	0.09			
	Profit before tax	5.15	8.19	13.34	3.93			
		Income tax expense	1.75	2.74	4.49	1.44		
		Profit	3.40	5.44	8.85	2.49		
Total depreciation		10.44	10.45	20.89	10.84			
Lease depreciation		7.35	7.32	14.67	7.57			

※Other operating income and expenses : ¥(0.48)bn ... Loss on disposal of non-current assets ¥(0.37)bn, Impairment losses ¥(0.15)bn, Others ¥(0.04)bn

# FY2026.3 Performance Revised Plan ①



[Unit ¥bn]

**[Consolidated] FY2026.3 Revised Plan (Apr. 2025 ~ Mar. 2026)**

※Figures below ¥10 million are truncated.

※Percentage is rounded off to one decimal place.

			1Q Actual	2Q Actual	1st Half Actual	3Q Plan	4Q Plan	2nd Half Plan	Term Plan
P/L		Bowling	6.99	7.78	14.78	6.83	8.86	15.70	30.48
		Amusement	26.60	29.50	56.11	27.09	31.80	58.89	115.00
		Karaoke, Food	4.55	4.93	9.48	4.57	5.41	9.99	19.48
		Spo-cha	4.46	5.31	9.77	4.01	6.30	10.32	20.09
		Others	0.87	0.95	1.83	0.87	1.00	1.87	3.71
	Revenue		43.48	48.50	91.98	43.40	53.39	96.79	188.78
	Cost of sales		35.43	36.93	72.37	36.50	40.21	76.72	149.09
	Gross profit		8.05	11.56	19.61	6.89	13.17	20.06	39.68
	SG&A expenses		1.80	2.19	4.00	2.03	2.58	4.61	8.62
	Other-operating income & expenses		(0.17)	(0.48)	(0.65)	(0.05)	(0.20)	(0.26)	(0.92)
	Operating profit		6.07	8.87	14.94	4.80	10.38	15.18	30.13
	Operating profit margin		14.0%	18.3%	16.3%	11.1%	19.4%	15.7%	16.0%
	Financial income & costs		(0.99)	(0.80)	(1.80)	(0.96)	(0.98)	(1.94)	(3.74)
	Share of profit of investments accounted for using equity method		0.07	0.12	0.20	0.00	0.00	0.00	0.20
	Profit before tax		5.15	8.19	13.34	3.84	9.40	13.24	26.59
Income tax expense		1.75	2.74	4.49	1.12	3.14	4.26	8.75	
Profit		3.40	5.44	8.85	2.72	6.25	8.98	17.83	
Total depreciation			10.44	10.45	20.89	10.52	10.64	21.16	42.06
Lease depreciation			7.35	7.32	14.67	7.42	7.42	14.84	29.52

**FY2025.3 Actual ①**

**ROUND 1**

**【Consolidated】 FY2025.3 Actual (Apr. 2024 ~ Mar. 2025)**

※Percentage is rounded off to one decimal place.

			12 months ended 31 March 2024			12 months ended 31 March 2023			Term
			1Q	2Q	1st Half	3Q	4Q	2nd Half	
P/L		Bowling	6.88	7.37	14.25	6.58	8.56	15.14	29.40
		Amusement	24.00	27.52	51.52	24.89	29.72	54.62	106.14
		Karaoke, Food	4.31	4.54	8.86	4.54	5.19	9.74	18.60
		Spo-cha	4.33	5.27	9.61	3.74	5.96	9.70	19.31
		Others	0.85	0.91	1.77	0.83	0.96	1.80	3.57
	Revenue		40.38	45.64	86.03	40.60	50.42	91.02	177.05
	Cost of sales		33.51	35.62	69.13	35.07	37.78	72.86	141.99
	Gross profit		6.87	10.02	16.89	5.53	12.63	18.16	35.06
	SG&A expenses		1.41	1.46	2.87	1.63	2.46	4.10	6.97
	Other-operating income & expenses ※		0.06	(0.17)	(0.10)	0.31	(2.05)	(1.74)	(1.84)
	Operating profit		5.53	8.38	13.91	4.21	8.10	12.32	26.24
	Operating profit margin		13.7%	18.4%	16.2%	10.4%	16.1%	13.5%	14.8%
	Financial income & costs		(0.83)	(0.92)	(1.76)	(0.64)	(1.10)	(1.75)	(3.51)
	Share of profit of investments accounted for using equity method		0.09	0.02	0.12	0.07	0.07	0.15	0.27
	Profit before tax		4.79	7.48	12.27	3.64	7.07	10.72	23.00
	Income tax expense		1.39	2.18	3.58	1.10	2.91	4.01	7.60
	Profit		3.39	5.29	8.69	2.54	4.16	6.71	15.40
Total depreciation			10.60	10.53	21.14	10.74	11.86	22.61	43.75
Lease depreciation			7.64	7.52	15.17	7.63	8.62	16.26	31.44

**Loss on retirement of non-current assets, etc. ¥(0.11)bn**

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## Website address

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

or

round one

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For inquiries, please contact Administrative Division of ROUND ONE Corporation.

Tel:+81-6-6647-6600 / Mon – Fri 10:00 – 19:00 [Japanese only]