Presentation

Financial Results for the Year Ended March 31, 2026



SUNCORPORATION

May 29, 2026

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Financial Highlights

FY3/26（Year on Year）

（Million yen）	FY3/25(a)	FY3/26(a)	Change
Net sales	10,837	9,907	(930)
Operating profit	1	(15)	(16)
Ordinary profit	709	5,133	4,423
Profit attributable to owners of parent	17,228	9,663	(7,564)

FY3/27 Forecasts（Year on Year）

（Million yen）	FY3/26(a)	FY3/27(f)	Change
Net sales	9,907	19,222	9,315
Operating profit	(15)	2,131	2,146
Ordinary profit	5,133	8,300	3,167
Profit attributable to owners of parent	9,663	7,600	(2,063)

- Net sales: Based on the Medium-Term Management Plan, planning to increase sales through existing businesses, M&A, and strategic alliances.
- Operating profit: In addition to the increase in net sales, planning a return to profitability by improving the cost of sales ratio and controlling SG&A expenses.
- Ordinary profit: Planning an increase in investment income from Cellebrite under the equity method.
- Profit: Do not plan to recognize gain on change in equity related to Cellebrite.

Shareholder Returns

- Acquired 7.0 billion yen of treasury shares from August to October 2025
- Dividend per share for the fiscal year ended March 31, 2026 is 50 yen per share for the year-end period.

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Main Business Plans for the Fiscal Year Ending March 31, 2027

Global Data Intelligence Business

- Aim to increase revenue by fully expanding Cellebrite products and new domains (OSINT, crypto assets, cyber risk) into the market.
- Law Enforcement Agencies: Promote the proposal of new domain tools such as Shadow Dragon and TRM, in addition to Cellebrite.
- Private Enterprises: Aim to popularize Shadow Dragon and TRM, as well as Bitsight and Bitsight CTI, into the private market as cyber risk countermeasures.
- Aim to continue receiving contract projects from the Ministry of Internal Affairs and Communications (MIC) for the development and demonstration of countermeasure technologies against online fake and misleading information.

Main Products & Services Covered:
Inseyets, Pathfinder, Digital Collector/Inspector, F-note, Training, ShadowDragon, TRM, Bitsight, Bitsight CTI, Threat Intelligence Report Service

Entertainment-Related Business

- **Game Machine Business**
  - A key strength lies in the integrated capabilities covering everything from total content development (planning, design, video production, and programming for Pachinko and Pachislot) to the design and manufacturing of control boards。
  - Aim to increase revenue through product quality and reliability driven by advanced control boards and excellent visual presentation
- **Game Content Business**
  - Expanding under the "SUNSOFT" brand across categories including retro games, anime IP, and Pachinko/Pachislot simulator apps
  - For the fiscal year ending March 2027, planning the new release of 6 titles, primarily targeting consumers

IT-Related Business

- **M2M Business**
  - Aim to increase revenue by deepening relationships with existing customers and expanding sales of IoT router "Rooster" products, as well as fully rolling out monitoring solutions and AI-based predictive maintenance solutions.
- **EKTech**
  - Aim to increase revenue by expanding products and services within Malaysia through the EKTech Group
  - Keep the expansion of the Company's monitoring solutions and AI predictive maintenance solutions in view, and conduct operations through EKTech

Main Products & Services Covered:
IoT router Rooster series, Okudake Sensor (Just-Place Sensor), IoT services (monitoring solutions, AI predictive maintenance solutions)

M&A and Strategic Alliances

- Aim for M&A and strategic alliances in fields that share synergies and affinity with the Global Data Intelligence, Entertainment-Related, and IT-Related businesses.
- Also consider new domains that do not belong to existing segments.

Track Record of M&A and Strategic Alliances:
- ✓ Acquired domestic distribution rights for products of MyWaves Technologies. These products are sold through Sun Digital Health.
- ✓ Strategic joint review with Nagoya Electric Works Co., Ltd.
- ✓ Investment in Cyber Command Co., Ltd.
- ✓ Investment in MetCom, Inc.

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Financial Results for the Fiscal Year Ended March 31, 2026

FY3/26（Year on Year）

（Million yen）	FY3/25(a)	FY3/26(a)	Change	Change (%)
Net sales	10,837	9,907	(930)	(8.5)%
Operating profit (loss)	1	(15)	(16)	―
Ordinary profit	709	5,133	4,423	623.1%
Profit attributable to owners of parent	17,228	9,663	(7,564)	(43.9)%

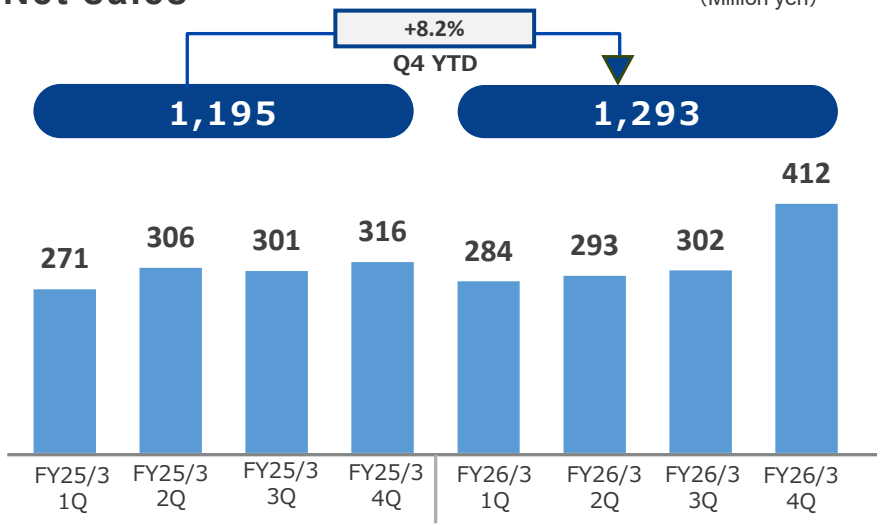
- **Net sales**: Decreased by 930 million yen year-on-year. This was primarily due to lower shipment volumes of gaming machine components in the Entertainment-related business. Additionally, in the IT-related business, there was a slowdown in replacement demand following the transition from 3G to LTE (4G) by telecommunications carriers, alongside delays in the development and market launch of new 5G and Edge AI products, which the Company is focusing on as next-generation growth drivers.
- **Operating profit (loss)**: While selling, general and administrative (SG&A) expenses decreased, the Company recorded an operating loss of 15 million yen, compared to an operating profit of 1 million yen in the previous fiscal year.
- **Ordinary profit**: Increased by 4,423 million yen year-on-year. This significant growth was bolstered by the recording of 4,969 million yen in equity in earnings of affiliates related to Cellebrite DI Ltd.
- **Profit attributable to owners of parent**: Decreased by 7,564 million yen year-on-year. This decline was mainly due to the recognition of 4,727 million yen in gain on change in equity related to Cellebrite, which represented a decrease of 12,832 million yen compared to the previous fiscal year.

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Global Data Intelligence Business

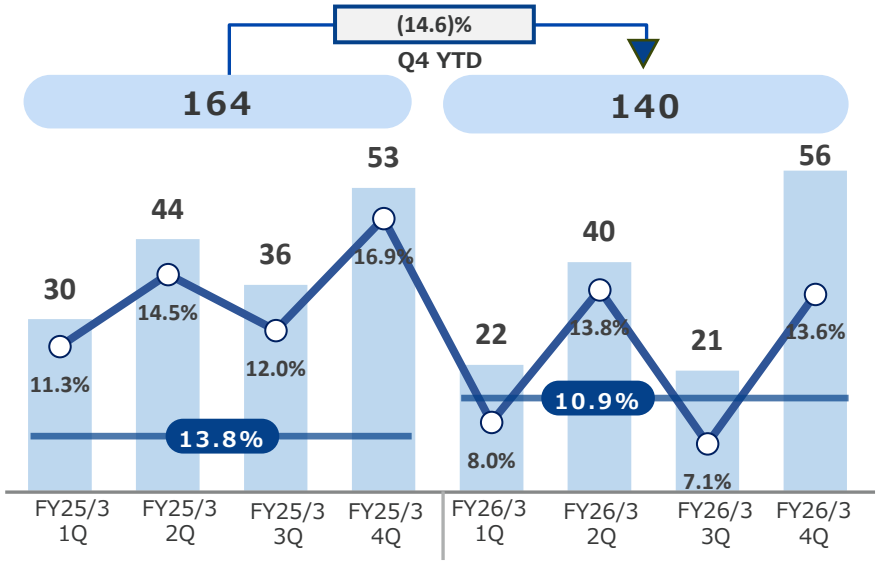
■ Net sales

(Million yen)



■ Operating profit/OP margin

(Million yen)



Main reasons for change

■ **Full-year (YoY): Increase in net sales, decrease in operating profit**

- ✓ Net sales increased due to strong performance in forensic solutions and intelligence solutions, primarily centered on Cellebrite products. Additionally, the "R&D and Demonstration Project for Multi-dimensional Synthetic Fakes and Misinformation Detection Technology" commissioned by the Ministry of Internal Affairs and Communications (MIC) contributed to the revenue growth.
- ✓ Operating profit decreased due to to unfavorable conditions for some orders.

■ **4Q (YoY): Increase in net sales, increase in operating profit**

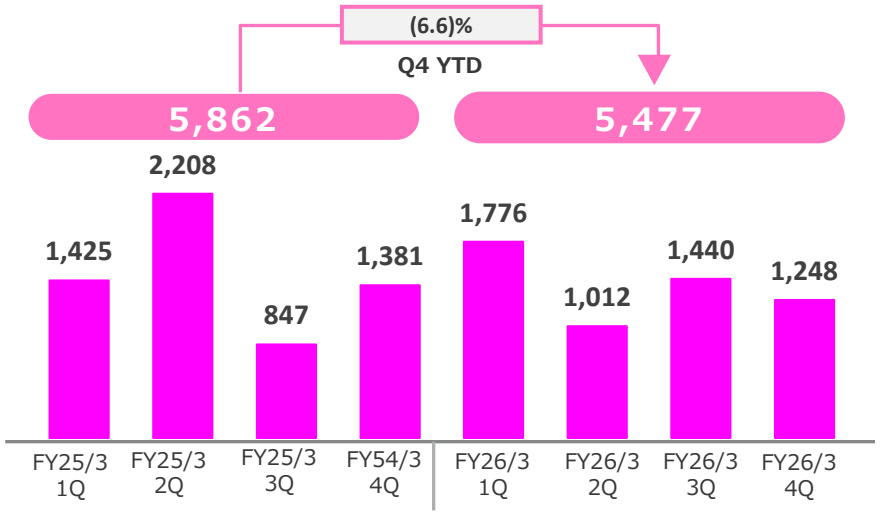
- ✓ Net sales increased due to the forensic and intelligence solutions (mainly Cellebrite products), as well as the MIC-commissioned project for "Multi-dimensional Synthetic Fakes and Misinformation Detection Technology".
- ✓ Operating profit increased following the growth in net sales.

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Entertainment-Related Business

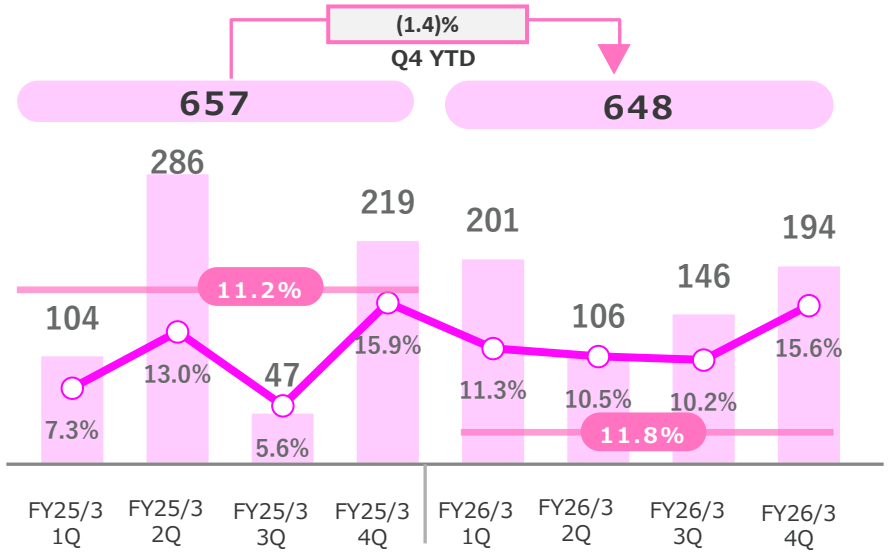
■ Net sales

(Million yen)



■ Operating profit/OP margin

(Million yen)



Main reasons for change

■ Full-year (YoY): Decrease in net sales and operating profit

- **Game Machine Business**
  - ✓ Net sales decreased due to a decline in the shipment volume of gaming machine components and other factors.
  - ✓ Operating profit increased due to the effective control of selling, general and administrative (SG&A) expenses.
- **Game Content Business**
  - ✓ Net sales decreased due to a lower number of new titles released and other factors.
  - ✓ Operating profit decreased following the decline in net sales.

■ 4Q (YoY): Decrease in net sales and operating profit

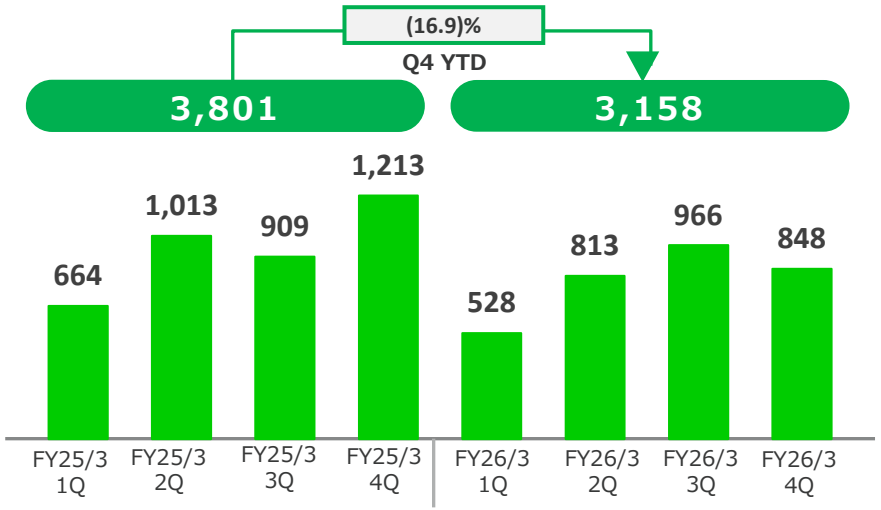
- **Game Machine Business**
  - ✓ Net sales decreased due to a decline in the shipment volume of gaming machine components and other factors.
  - ✓ Operating profit increased due to the effective control of selling, general and administrative (SG&A) expenses.
- **Game Content Business**
  - ✓ Net sales decreased due to a lower number of new titles released and other factors.
  - ✓ Operating profit decreased following the decline in net sales.

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IT-Related Business

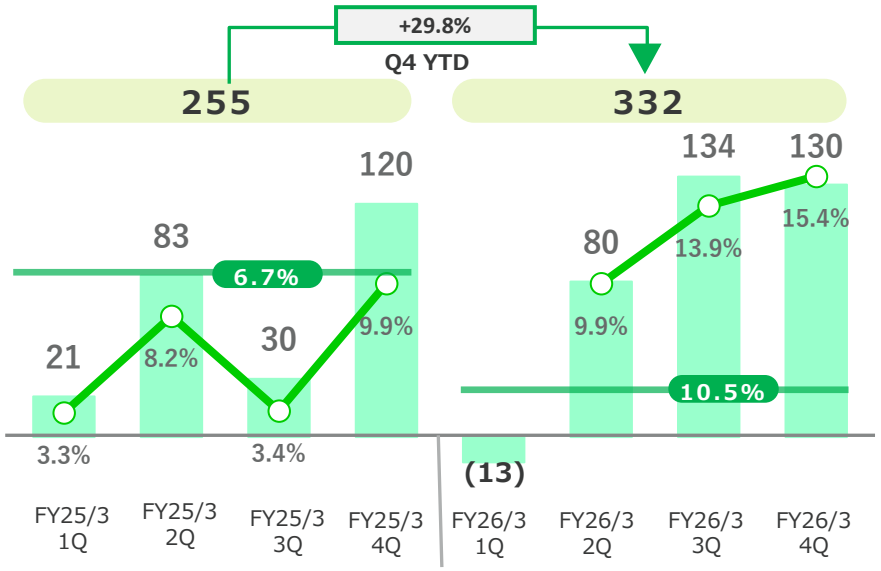
■ Net sales

(Million yen)



■ Operating profit/OP margin

(Million yen)



Main reasons for change

■ **Full-year (YoY): Decrease in net sales, increase in operating profit**

- ✓ Net sales decreased due to the following factors:
- ✓ Shipment volumes declined as the cycle of demand for migration from 3G to LTE (4G)—triggered by telecommunications carriers' scheduled shutdowns of 3G services by March 2026—ran its course.
- ✓ Delays occurred in the development and deployment of new products centered on 5G and edge AI, which are positioned as next growth drivers.
- ✓ The EKTech Group achieved steady sales growth in Malaysia.
- ✓ Operating profit increased due to the effective control of selling, general and administrative (SG&A) expenses.

■ **4Q (YoY): Decrease in net sales, increase in operating profit**

- ✓ Net sales decreased due to the following factors:
- ✓ Shipment volumes declined as the cycle of demand for migration from 3G to LTE (4G) following the 3G shutdown ran its course.
- ✓ Delays occurred in the development and deployment of new products centered on 5G and edge AI.
- ✓ Operating profit increased due to an increase in the shipment volume of high-value-added products and the steady sales expansion of the EKTech Group.

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Wellness Business

- In the newly established wellness business segment, we have acquired the domestic distribution rights for products from My Waves Technologies Limited, a leader in the field of improving sleep quality using sleep technology.
- Products will be marketed and sold through Sun Digital Health Inc.
- Products are currently available for pre-order; an operating loss of 30 million yen was recorded as the business is in the preparatory stage for various operations.



myWaves Sleep Solution Kit

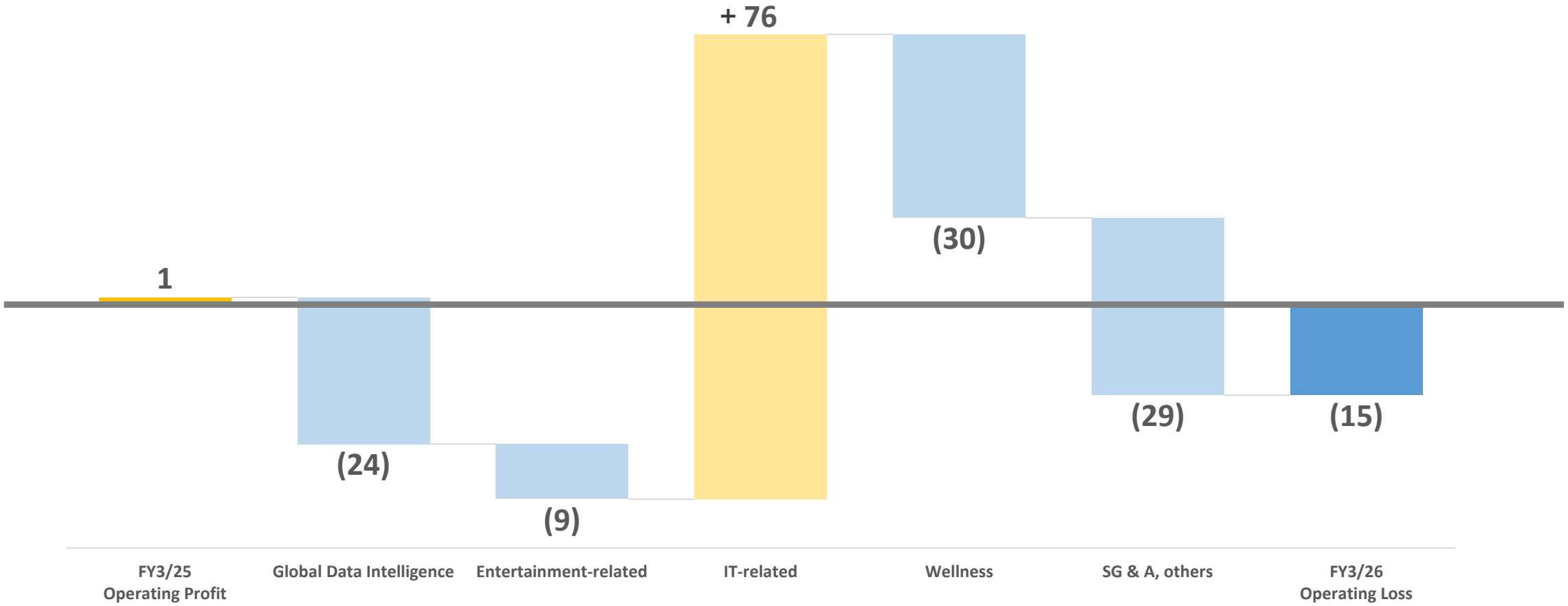
【 Sun Digital Health Overview 】

Company name	Sun Digital Health, Inc.
Headquarters	2-2-12 Hamamatsu-cho, Minato-ku, Tokyo 105-0013, Japan
President	Yakov Zlicha（Director of the Company）
Paid-in capital	50 million yen
Shareholders	SUNCORPORATION(wholly owned subsidiary）
Main business	Solution business in the digital health field
URL	https://www.sdh.co.jp/

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Analysis of change in Operating Profit or Loss

Million yen



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Balance Sheet

Million yen	As of March 31, 2025	As of March 31, 2025	Change
Current assets	16,733	8,610	(8,122)
Non-current assets	36,394	45,041	8,647
Property, plant and equipment	1,405	1,373	(31)
Intangible assets	683	627	(56)
Investments and other assets	34,305	43,040	8,735
Total assets	53,127	53,652	525
Current liabilities	5,240	5,276	35
Non-current liabilities	278	195	(83)
Net assets	47,608	48,181	572
Total liabilities and net assets	53,127	53,652	525

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Statement of Cash Flows

Million yen	FY3/25	FY3/26	Change
Cash flows from operating activities	(1,668)	1,521	3,189
Cash flows from investing activities	2,952	6,676	3,724
Cash flows from financing activities	(829)	(8,087)	(7,258)
Cash and cash equivalents at end of period	1,986	2,093	107

Free cash flows	1,284	8,198	6,914

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Shareholder Returns

Basic Policy

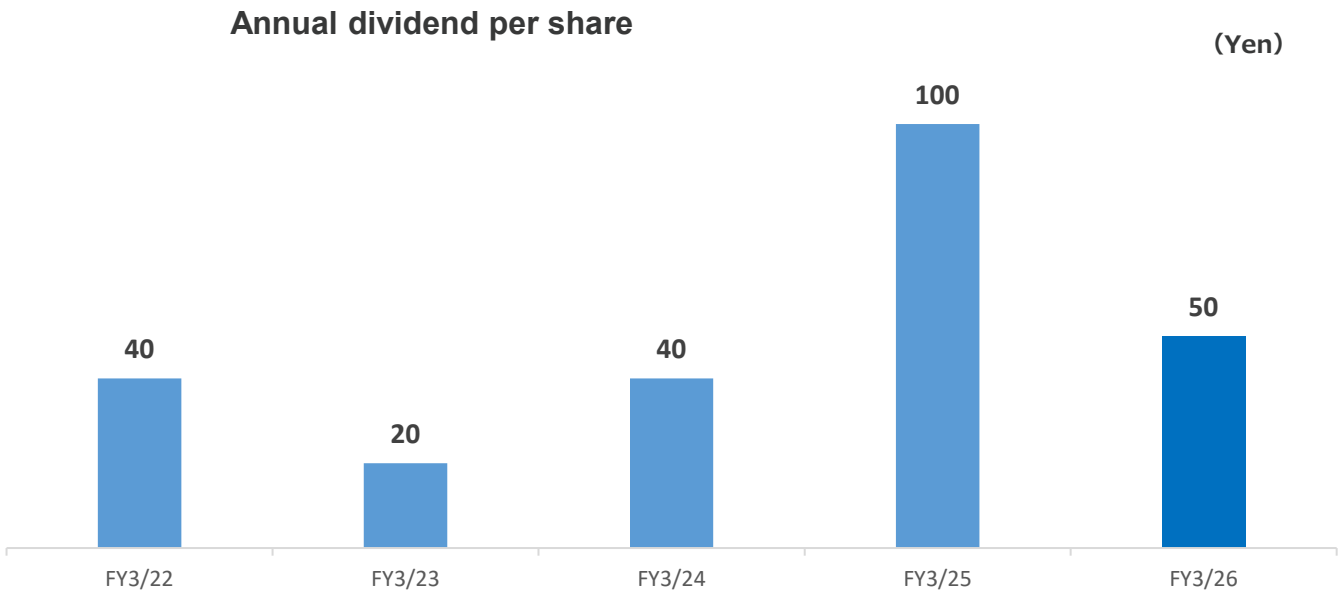
- Consideration of medium- to long-term free cash flow trends in order to enhance corporate value over the medium to long term, to develop business for the future and to strengthen the management base
- Dividend levels are determined based on earnings trends and other business performance and future prospects, while also taking into consideration the balance with safety and retained earnings.

Acquisition of Own Shares

- Between August and October 2025, the company acquired 767,300 shares for **7 billion yen**.

Dividend for the fiscal year ended March 31, 2026

- The year-end dividend for the fiscal year ended March 31, 2026 is **50 yen** per share.



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Financial Forecasts for the Fiscal Year Ending March 31, 2027

FY3/27 Full Year

(Million yen)	FY3/26 (a)	FY3/27 (f)	Change	Change (%)
Net sales	9,907	19,222	9,315	94.0%
Operating profit	(15)	2,131	2,146	—
Ordinary profit	5,133	8,300	3,167	61.7%
Profit attributable to owners of parent	9,663	7,600	(2,063)	(21.3)%

- **Net sales:** Based on the Medium-Term Management Plan, planning to increase sales through existing businesses, M&A, and strategic alliances.
- **Operating profit:** In addition to the increase in net sales, planning a return to profitability by improving the cost of sales ratio and controlling SG&A expenses.
- **Ordinary profit:** Planning an increase in investment income from Cellebrite under the equity method.
- **Profit:** Do not plan to recognize gain on change in equity related to Cellebrite.

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Quarterly Consolidated Financial Results

(Millions of yen)	FY3/25					FY3/26				
	Q1	Q2	Q3	Q4	Full Year	Q1	Q2	Q3	Q4	Full Year
Net sales	**2,356**	**3,437**	**2,136**	**2,906**	**10,837**	**2,585**	**2,116**	**2,700**	**2,505**	**9,907**
Gross profit	**658**	**837**	**587**	**752**	**2,835**	**629**	**583**	**760**	**789**	**2,763**
Gross profit margin	27.9%	24.4%	27.5%	25.9%	26.2%	24.3%	27.6%	28.2%	31.5%	27.9%
SG & A	**789**	**731**	**731**	**581**	**2,833**	**719**	**636**	**753**	**668**	**2,778**
SG & A ratio	33.5%	21.3%	34.3%	20.0%	26.1%	27.8%	30.1%	27.9%	26.7%	28.0%
Operating profit	**(130)**	**105**	**(144)**	**170**	**1**	**(90)**	**(53)**	**7**	**121**	**(15)**
Operating profit margin	—	3.1%	—	5.9%	0.0%	—	—	0.3%	4.8%	—
Ordinary profit	**(75)**	**166**	**(78)**	**697**	**709**	**1,800**	**385**	**1,312**	**1,633**	**5,133**
Ordinary profit margin	—	4.8%	—	24.0%	6.6%	69.6%	18.2%	48.6%	65.2%	51.8%
Profit	**207**	**194**	**16,668**	**158**	**17,228**	**1,775**	**2,666**	**2,454**	**2,767**	**9,663**
Profit margin	8.8%	5.6%	780.1%	5.4%	159.0%	68.7%	126.0%	90.9%	110.5%	97.5%

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Quarterly Segment Results

(Millions of yen)		FY3/25					FY3/26				
		Q1	Q2	Q3	Q4	Full Year	Q1	Q2	Q3	Q4	Full Year
Global Data Intelligence	**Sales**	**271**	**306**	**301**	**316**	**1,195**	**284**	**293**	**302**	**412**	**1,293**
	Segment profit	**30**	**44**	**36**	**53**	**164**	**22**	**40**	**21**	**56**	**140**
	Segment profit margin	11.3%	14.5%	12.0%	16.9%	13.8%	8.0%	13.8%	7.1%	13.6%	10.9%
Entertainment-related	**Sales**	**1,425**	**2,208**	**847**	**1,381**	**5,862**	**1,776**	**1,012**	**1,440**	**1,248**	**5,477**
	Segment profit	**104**	**286**	**47**	**219**	**657**	**201**	**106**	**146**	**194**	**648**
	Segment profit margin	7.3%	13.0%	5.6%	15.9%	11.2%	11.3%	10.5%	10.2%	15.6%	11.8%
IT-related	**Sales**	**664**	**1,013**	**909**	**1,213**	**3,801**	**528**	**813**	**966**	**848**	**3,158**
	Segment profit	**21**	**83**	**30**	**120**	**255**	**(13)**	**80**	**134**	**130**	**332**
	Segment profit margin	3.3%	8.2%	3.4%	9.9%	6.7%	—	9.9%	13.9%	15.4%	10.5%
Wellness	**Sales**	—	—	—	—	—	—	—	—	—	—
	Segment profit	—	—	—	—	—	**(1)**	**(9)**	**(10)**	**(8)**	**(30)**
	Segment profit margin	—	—	—	—	—	—	—	—	—	—
Adjustment	Sales	(4)	(90)	77	(5)	(21)	(5)	(3)	(8)	(4)	(22)
	Segment profit	(287)	(308)	(258)	(221)	(1,076)	(299)	(270)	(283)	(252)	(1,105)
Total	**Sales**	**2,356**	**3,437**	**2,136**	**2,906**	**10,837**	**2,585**	**2,116**	**2,700**	**2,505**	**9,907**
	Segment profit	**(130)**	**105**	**(144)**	**170**	**1**	**(90)**	**(53)**	**7**	**121**	**(15)**
	Segment profit margin	—	3.1%	—	5.9%	0.0%	—	—	0.3%	4.8%	—

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