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Notice Regarding the Publication of a Report by Our Consolidated Subsidiary

~Activity Report on ‘Westminster Games Week 2026’, a Policy Forum Representing the UK Games Industry~

We are pleased to announce that Side International Holdings Limited (Head Office: London, UK; CEO: Deborah Kirkham; hereinafter “Side”), participated in Westminster Games Week 2026 (hereinafter “the Forum”), a policy forum organized by Ukie, the trade body for the UK games and interactive entertainment industry (Head Office: London, UK; CEO: Maria Sayans; hereinafter “Ukie”).

Side is an intermediate holding company, based in London, overseeing subsidiaries responsible for overseas solutions. Its subsidiaries provide services relating to quality assurance, localization, localization QA, audio, player support, co-development support and art games services, with revenue from overseas solutions accounting for 42.6% of our consolidated revenue (for the financial year ending January 2026).

The UK is a key market, accounting for 7% of the global games market, and London is regarded as one of the world’s leading centers for games development. The lobbying event was held in Westminster, London, in June 2026, consisting of roundtables, a technology showcase and meetings with government and industry stakeholders. Side served as the lead sponsor for the event, facilitating dialogue with government and policy makers, including Members of the UK Parliament, and, together with Ukie and other industry stakeholders, exchanged views on the importance of promoting long-term investment and policy support to ensure the sustainable growth and enhanced competitiveness of the UK games industry.

Side’s participation in this event and its activities as lead sponsor will contribute to raising the profile of our Group and strengthening our industry network, not only in the UK but also in the global games market. With specific video games tax credit systems directly impacting our business, building stronger relationships with government groups is crucial to ensuring the business can continue to offer competitive rates to partners. Our Group will continue to strive to enhance corporate value over the medium to long term by strengthening collaboration with key industry partners such as Ukie.

For further details, please refer to the attached document.

► Westminster Games Week 2026 Activity Report

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Westminster Games Week is a bi-annual event, held over three days from 8 to 10 June 2026 in Westminster, London. Amidst a gathering of games-related companies, Members of Parliament, regulators and senior government policy officials, Side’s CEO, Deborah Kirkham, highlighted the importance of the games industry, which contributes billions of pounds to the UK economy and creates tens of thousands of jobs across the country.

As part of the event, Side, ran a roundtable with key client partners, industry peers and members of parliament to demystify the development process in games. Side highlighted the vital role of external developers and outsourcing in the games industry ecosystem and provided guidance on what the government can do to support the industry’s growth.

Side also provided government officials with the opportunity to experience first-hand the specialist technologies that underpin modern game development with a demo from its audio team. To close the event, Deborah Kirkham was invited to reflect on the event for the trade body’s newsletter. She emphasized the positive interest shown by the UK political establishment in engaging with the games industry, and explained why she believes demonstrating the realities of game production to policymakers is one of the industry’s most powerful means of advocacy, as follows:



■ Deborah Kirkham on bringing games to parliament

"The dust has barely settled on an excellent week of discussion, debate, and just a little glitz and glamour at Westminster Games Week, but we must resist the urge to move on to the next launch without taking stock of these powerful insights and translating them into action.

The red thread for me was that games are themselves a red thread that runs through our culture, society and science even more deeply than the cultural zeitgeist of a major blockbuster movie or hit album.



SpecialEffect's accessibility tools help widen access to video games

We saw SpecialEffect demonstrate how adapted controllers could support dexterity and cognitive development; we discussed the important role of moderation and online safety for protecting our young people from digital harm; and critically, how the games industry could generate STEM skills and tackle the NEETs crisis, if the policy environment were shaped to support growth.



Creative Industries Minister Ian Murray speaking at the Discord reception

I feel that while the output of the industry has matured tenfold, the perspectives of those outside it are much unchanged. The result is at best an industry that is underused, and at worst, an industry with the potential to drive economic growth held back, not by red tape, but a complete lack of awareness of its existence altogether.

Earlier this year, Side worked with XDS to co-author the annual XDS Insights Report, which looks at the relationship between developers and their external partners; the revelations were telling. While confidence in external development remains high, the real story is structural change.



Side's motion capture technology in action at Westminster Games Week

Studios are relying on external development not just as overflow support, but as a core part of production pipelines. That means that without external developers, there are no games, and therefore, no games industry to speak of. Surely, credit where it's due?

As the line between what external developers work on vs what IP owners work on thins, both sides find themselves battling a boss-level reality. With everyone working to a narrower margin gap than ever, we all have more to lose.

You would be hard-pressed to find a AAA game or even a mid-sized one that didn't rely on external development in some capacity, so the industry is aligned on the essential role external development plays in getting a game to launch. What it needs to do now is create visibility of that arm of the industry to demonstrate the true value games as an ecosystem can offer to economies.



What this looks like in practice is a more transparent approach to showing how games are made from the industry and more tangible business support from government.

To secure that support, we need to demonstrate the true size of the industry by celebrating the work and skills that go into the hidden steps in game development, like QA, localization and localization QA.

I would love to see many of those entry-level jobs return to the UK – they not only promise rewarding and skilled careers within those sectors, but they can also provide the stepping stone needed to create future developer talent. Ukie calculated that targeted policy intervention could create 6,000 new jobs over five years.



If you still need convincing, just look at the output: the UK games market reached a record £8.76 billion in 2025, growing 7.4%. From the UK alone, over the last few months we've seen Resident Evil: Requiem from Capcom, 007 First Light from IO Interactive and LEGO Batman: Legacy of the Dark Knight from TT Games. Each of these games represents quite literally thousands of jobs.

As discussed in Side's own roundtable, while the games industry directly employs just over 27,000 people in the UK, when adding the indirect, extended roles created through the external development sector, the total number of jobs surpasses 73,000. For instance, at our London studio, we employed over 800 actors last year, paying out almost £4m in fees.



MPs challenging themselves to a lap on the Forza Horizon 6 rig

Our localization team and freelance linguists translated over 50 million words across 87 language pairs, putting each of those games in the hands of players outside of the original market of development and turning them into exports for those studios.

Britain is one of the best at exporting music, TV and film, which makes the reluctance to repeat the success through games even more puzzling.

Our sector is under an immense amount of pressure globally – from rising living costs for our teams, to rising production costs for our businesses, to rising end-user costs for our players who are facing their own financial challenges.

We need to see a review of the video games tax relief credit*, so that we can ensure studios, external teams and otherwise can truly thrive in the UK and contribute positively to the communities they are part of.

If we can work together as an industry with governments, we can ensure that games can continue to be the powerful economic engine we know they can be." - *Deborah Kirkham, Chief Executive Officer of Side*

* One of the UK's creative industry tax relief schemes. Under this scheme, companies or organizations that produce video games certified as qualifying British games can deduct part or all of their production and development costs from their taxable profits for corporation tax purposes. Currently, eligibility for this tax relief is limited to game development companies, and does not extend to external developers or service providers such as Side.

■ About Side

Side is a global video game development and services provider, offering technical and creative solutions to many of the largest developers and studios around the world. Founded in 2009, Side has grown from their Japanese roots to become a global force in the video games industry, with 15+ studios in over a dozen countries across North America, Europe, South America, and Asia. Their industry-leading services include art production, game development, audio production, quality assurance, localization, localization QA, player support, community management, and datasets. For more information, visit www.side.inc