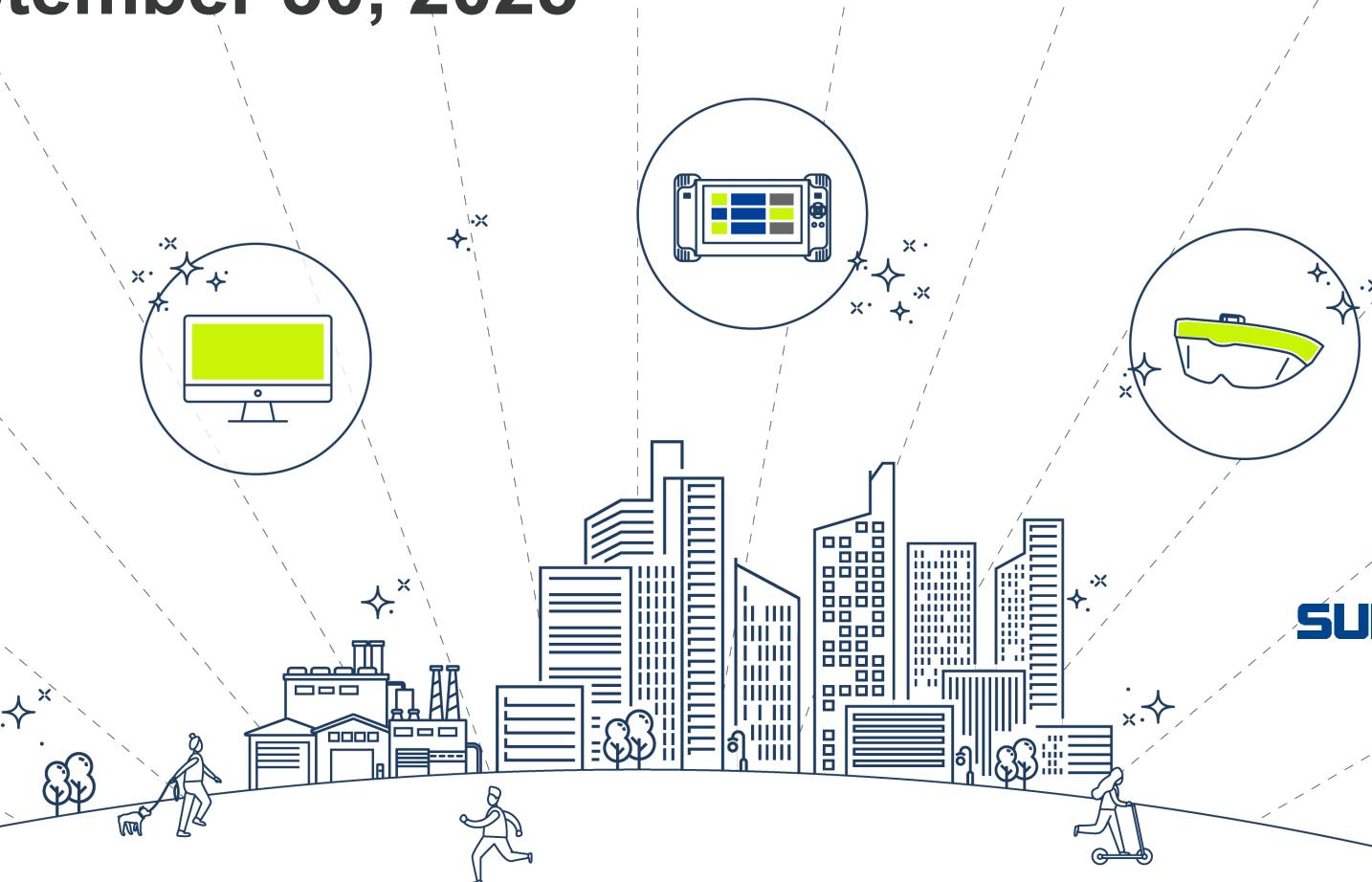


Presentation

Financial Results for the Six Month Ended September 30, 2025



SUNCORPORATION

November 28, 2025

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Financial Summary

Financial Summary for First Half FY3/26

Net sales	Operating loss
4,701 million yen (YoY (18.9)%)	(144) million yen (YoY -)
Ordinary profit	Profit attributable to owners of parent
2,186 million yen (YoY -)	4,442 million yen (YoY -)

- **Net sales declined** due to factors such as a decrease in the shipment volume of game machine components, etc. in the Entertainment-Related Business, and a slowdown in demand for the migration from 3G to LTE (4G) in the IT-Related Business.
- **Operating loss expanded** as a result of the decline in net sales, despite a decrease in selling, general and administrative (SG&A) expenses.
- **Ordinary profit increased**, reflecting share of profit of entities accounted for using equity method from Cellebrite.
- **Profit attributable to owners of parent increased**, reflecting a gain on change in equity in Cellebrite.

Management Policies and Strategies for the Second Half

Mission

- Resolving social issues with SUNCORPORATION's technologies

Management Policies

- Focusing on the information technology and entertainment fields
- Striving to enhance corporate value
- Taking proactive actions with entrepreneurial spirit

Individual Strategic Themes

- Improving earning power of existing business (implementing price revisions and cost price reductions)
- Creating new growth drivers (developing new businesses, new products, new services)
- Establishing management base to support business (organizational operation based on digital transformation of information)

Financial Highlights

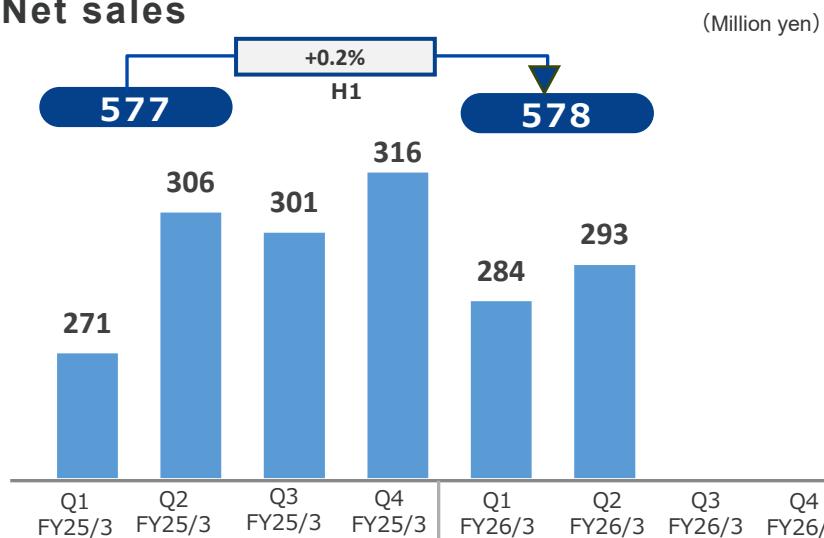
H1 FY3/26 (Year on Year)

(Million yen)	H1 FY3/25(a) (Apr. – Sep. 2024)	H1 FY3/26(a) (Apr. – Sep. 2025)	Change	Change (%)
Net sales	5,794	4,701	(1,093)	(18.9)%
Operating loss	(24)	(144)	(119)	—
Ordinary profit	91	2,186	2,095	—
Profit attributable to owners of parent	401	4,442	4,040	—

- **Net sales** decreased by 1,093 million yen year-on-year. This was mainly due to a decrease in the shipment volume of game machine components, etc. in the Entertainment-related Business, and the fact that demand related to the migration from 3G to LTE (4G) in the IT-related Business has.
- **Operating loss** increased by 119 million yen year-on-year. Although Selling, General and Administrative (SG&A) expenses decreased, this was offset by the decrease in net.
- **Ordinary profit** increased by 2,095 million yen year-on-year, reflecting share of profit of entities accounted for using equity method from Cellebrite.
- **Profit attributable to owners of parent** increased by 4,040 million yen year-on-year, reflecting a gain on change in equity in Cellebrite.

Global Data Intelligence Business

■ Net sales



Main reasons for change

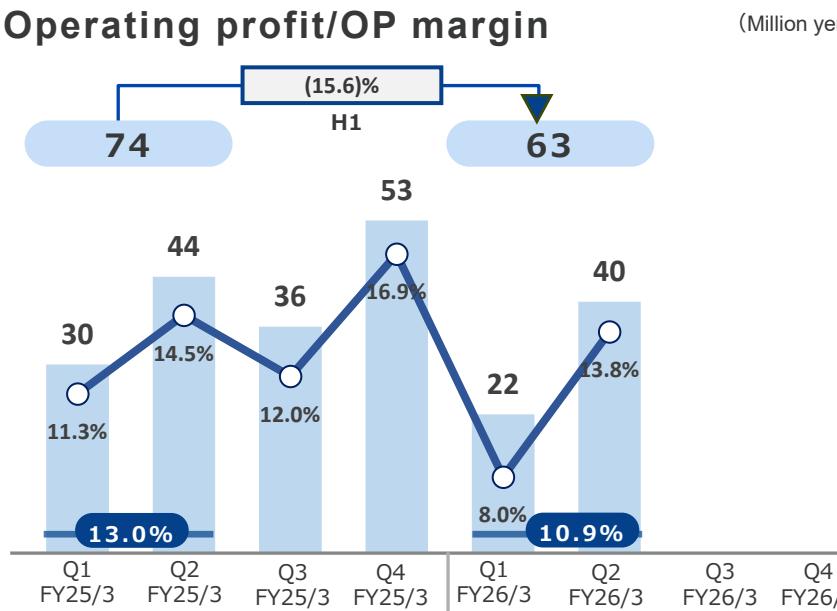
■ Cumulative Q2 (First Half) results: Increase in net sales, decrease in profit (YoY)

- ✓ Net sales increased due to higher sales centered on Cellebrite products and an increase in the number of subscription contracts.
- ✓ Operating profit declined due to unfavorable conditions for some orders.

■ Q2 (Three-month period) results: Decrease in net sales and profit (YoY)

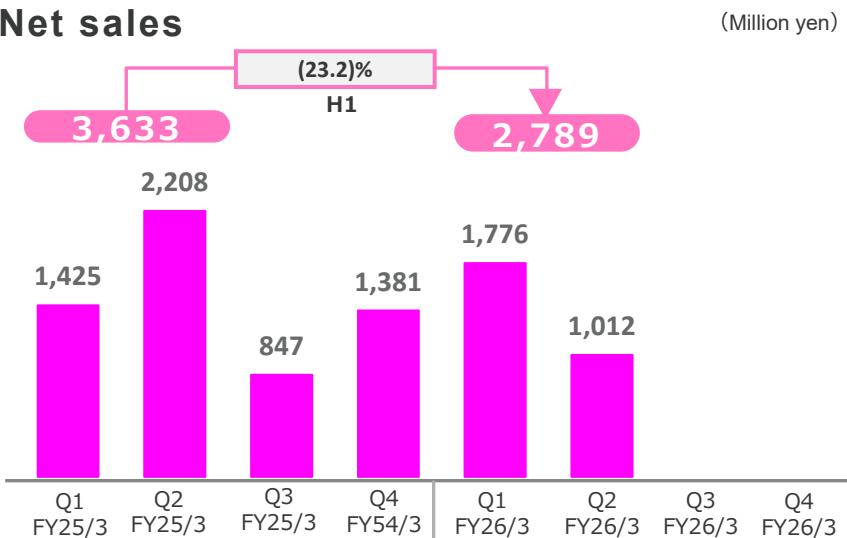
- ✓ Net sales decreased due to lower sales centered on Cellebrite products and a decrease in the number of subscription contracts.
- ✓ Operating profit also decreased, in line with the decrease in net sales.

■ Operating profit/OP margin



Entertainment-Related Business

■ Net sales



Main reasons for change

■ Cumulative Q2 (First Half) results: Decrease in net sales and profit (YoY)

● Game Machine Business

- ✓ Net sales in the game machine-related business decreased due to a decline in the shipment volume of game machine components, etc.
- ✓ Operating profit also decreased due to the decline in the shipment volume of game machine components, etc.

● Game Content Business

- ✓ Net sales decreased due to the absence of new title releases.
- ✓ Operating profit increased due to the control of Selling, General and Administrative (SG&A) expenses.

■ Q2 (Three-month period) results: Decrease in net sales and profit (YoY)

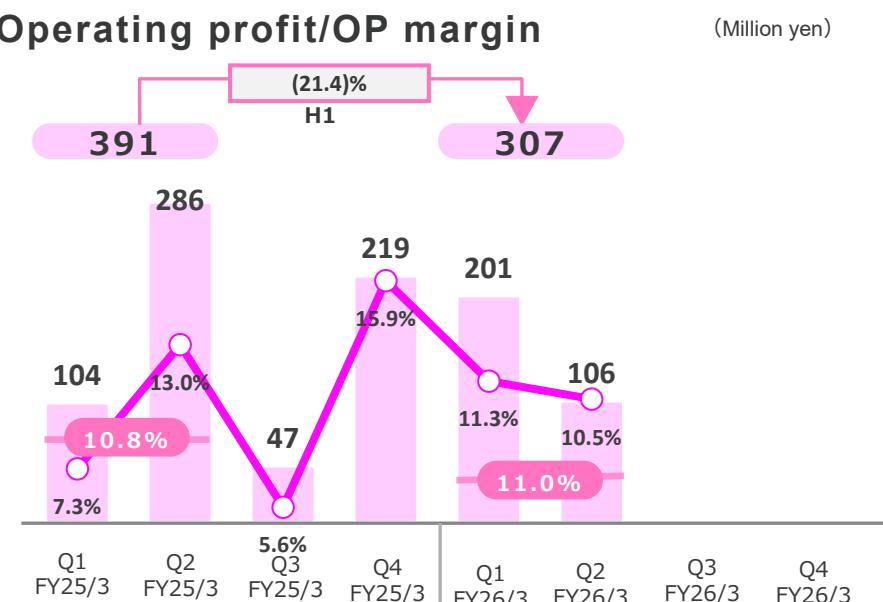
● Game Machine Business

- ✓ Net sales in the game machine-related business decreased due to factors such as a decline in the shipment volume of game machine components, etc.
- ✓ Operating profit also decreased due to the decline in the shipment volume of game machine components, etc.

● Game Content Business

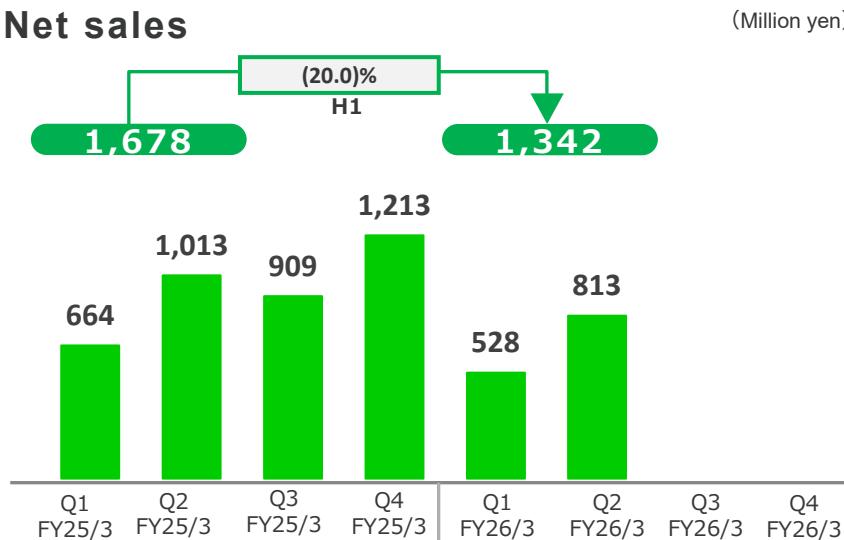
- ✓ Net sales decreased due to the absence of new title releases.
- ✓ Operating profit also decreased in line with the decrease in net sales.

■ Operating profit/OP margin



IT-Related Business

■ Net sales

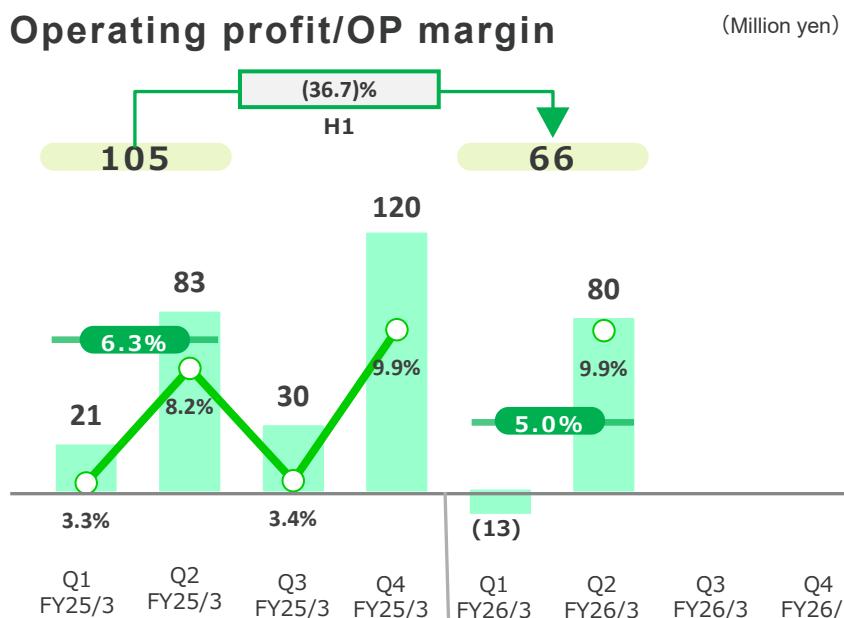


Main reasons for change

■ Cumulative Q2 (First Half) results: Decrease in net sales and profit (YoY)

- ✓ Demand from the migration from 3G to LTE (4G), which had been generated as telecommunications carriers sequentially shut down their 3G networks by March 2026, has subsided.
- ✓ There were delays in the development and rollout of new products featuring 5G and Edge AI.
- ✓ Net sales decreased due to a decline in the shipment volume of industrial network equipment, etc., owing to the factors mentioned above.
- ✓ Operating profit decreased due to the decline in net sales, as well as increased costs for security measures for industrial networks.

■ Operating profit/OP margin



■ Q2 (Three-month period) results: Decrease in net sales and profit (YoY)

- ✓ Demand from the migration from 3G to LTE (4G), which had been generated as telecommunications carriers sequentially shut down their 3G networks by March 2026, has subsided.
- ✓ There were delays in the development and rollout of new products featuring 5G and Edge AI.
- ✓ Net sales decreased due to a decline in the shipment volume of industrial network equipment, etc., owing to the factors mentioned above.
- ✓ Operating profit decreased due to factors such as the decline in net sales, despite efforts to control Selling, General and Administrative (SG&A) expenses.

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.
- Preparing for sale through Sun Digital Health, Inc.
- Operating loss for H1 FY3/26: 11 million yen



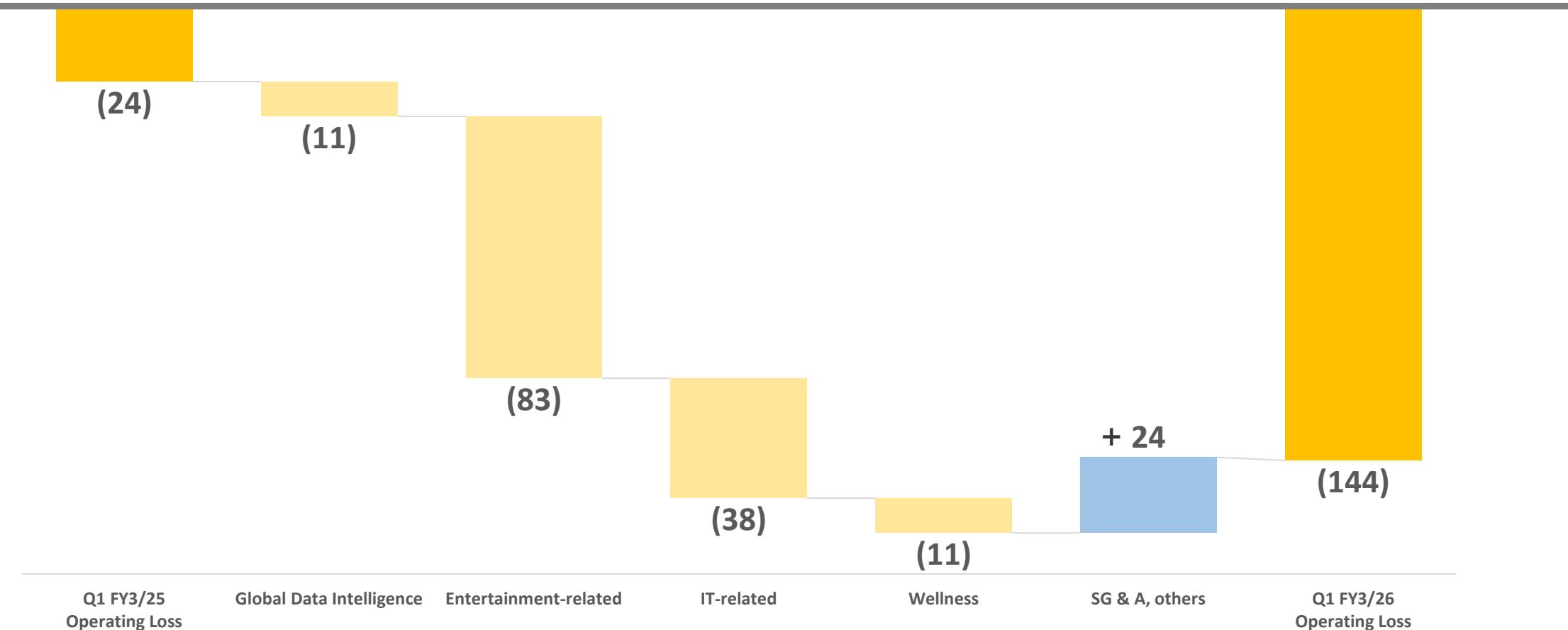
myWaves Sleep Solution Kit

[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/

Analysis of Change in Operating Loss

Million yen



Balance Sheet

- Equity ratio decreased by 1.0 pt to 88.5% compared to the end of March 2025

Million yen	As of March 31, 2025	As of September 30, 2025	Change
Current assets	16,733	13,862	(2,871)
Non-current assets	36,394	39,070	2,676
Property, plant and equipment	1,405	1,383	(21)
Intangible assets	683	619	(63)
Investments and other assets	34,305	37,067	2,762
Total assets	53,127	52,933	(194)
Current liabilities	5,240	5,787	547
Non-current liabilities	278	253	(25)
Net assets	47,608	46,892	(716)
Total liabilities and net assets	53,127	52,933	(194)

Statement of Cash Flows

- Free cash flow generated during the period totaled 4,708 million yen, a year-on-year increase of 5,988 million yen

	Million yen	H1 FY3/25 (Apr. – Sep. 2024)	H1 FY3/26 (Apr. – Sep. 2025)	Change
Cash flows from operating activities		(1,155)	872	2,028
Cash flows from investing activities		(124)	3,835	3,960
Cash flows from financing activities		918	(2,865)	(3,783)
Cash and cash equivalents at end of period		1,156	3,829	2,678
Free cash flows		(1,279)	4,708	5,988

FY3/26 Consolidated Financial Forecasts

- No revisions have been made to the consolidated earnings forecast announced on May 15, 2025

FY3/26 Full Year

(Million yen)	FY3/25 (a)	FY3/26 (f)	Change	Change (%)
Net sales	10,837	16,247	5,409	49.9%
Operating profit	1	1,385	1,383	—
Ordinary profit	709	6,191	5,481	772.1%
Profit attributable to owners of parent	17,228	4,296	(12,932)	(75.0)%

- Net sales are expected to increase through existing businesses and M&A and business alliances in accordance with the medium-term management plan.
- Operating profit is expected to recover through sales increase, improvement of cost of sales, and control of SG&A expenses.
- Ordinary profit is expected to be Cellebrite's equity in profit of affiliates.

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			
Gross profit	658	837	587	752	2,835	629	583			
Gross profit margin	27.9%	24.4%	27.5%	25.9%	26.2%	24.3%	27.6%			
SG & A	789	731	731	581	2,833	719	636			
SG & A ratio	33.5%	21.3%	34.3%	20.0%	26.1%	27.8%	30.1%			
Operating profit	(130)	105	(144)	170	1	(90)	(53)			
Operating profit margin	—	3.1%	—	5.9%	0.0%	—	—			
Ordinary profit	(75)	166	(78)	697	709	1,800	385			
Ordinary profit margin	—	4.8%	—	24.0%	6.6%	69.6%	18.2%			
Profit	207	194	16,668	158	17,228	1,775	2,666			
Profit margin	8.8%	5.6%	780.1%	5.4%	159.0%	68.7%	126.0%			

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			
	Segment profit	30	44	36	53	164	22	40			
	Segment profit margin	11.3%	14.5%	12.0%	16.9%	13.8%	8.0%	13.8%			
Entertainment-related	Sales	1,425	2,208	847	1,381	5,862	1,776	1,012			
	Segment profit	104	286	47	219	657	201	106			
	Segment profit margin	7.3%	13.0%	5.6%	15.9%	11.2%	11.3%	10.5%			
New IT-related	Sales	664	1,013	909	1,213	3,801	528	813			
	Segment profit	21	83	30	120	255	(13)	80			
	Segment profit margin	3.3%	8.2%	3.4%	9.9%	6.7%	—	9.9%			
Wellness	Sales	—	—	—	—	—	—	—			
	Segment profit	—	—	—	—	—	(1)	(9)			
	Segment profit margin	—	—	—	—	—	—	—			
Adjustment	Sales	(4)	(90)	77	(5)	(21)	(5)	(3)			
	Segment profit	(287)	(308)	(258)	(221)	(1,076)	(299)	(270)			
Total	Sales	2,356	3,437	2,136	2,906	10,837	2,585	2,116			
	Segment profit	(130)	105	(144)	170	1	(90)	(53)			
	Segment profit margin	—	3.1%	—	5.9%	0.0%	—	—			

Corporate Profile

Company Name	SUNCORPORATION
Date of Establishment	April 16, 1971
Corporate Headquarters	NAGOYA BUILDING SAKURA-KAN 2F, 4-2-25 Meieki, Nakamura-ku Nagoya, Aichi 450-0002, Japan
Representative	Ryusuke Utsumi, President and Representative Director
Capital	2,097 million yen (as of March 31, 2024)
Number of Directors	9 (including 4 Outside, 1 Female) The Company is a company with audit and supervisory committee.
Number of Employees	304 (Consolidated)(as of March 31, 2025)
Consolidated Subsidiaries	eDream Co., Ltd. EKTech Holdings Sdn. Bhd. and its subsidiaries Sun Digital Health, Inc.
Affiliated Companies	Cellebrite DI Ltd. and its subsidiaries

Management Philosophy

MISSION

VALUES

VISION

Resolving social issues with SUNCORPORATION's technologies

Management philosophy

Making people happy through telecommunication & entertainment

Corporate philosophy

Company slogan

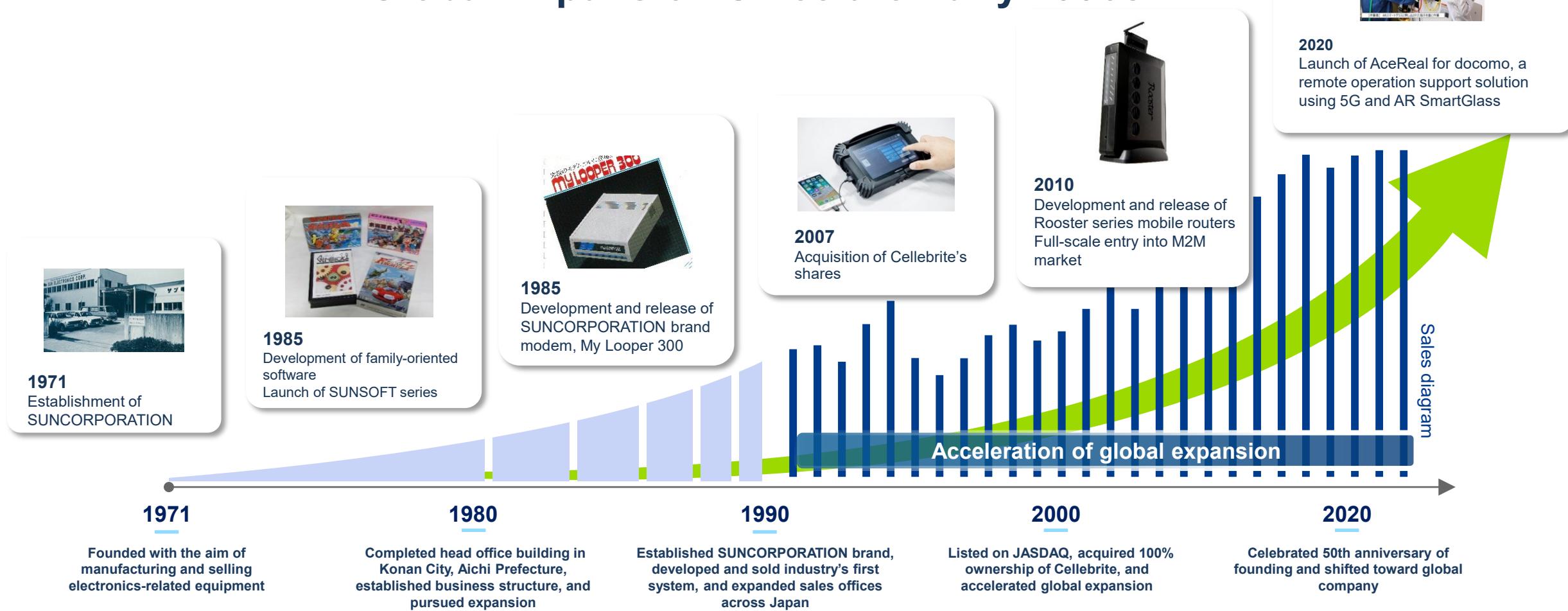
Guidelines for Action

“Maintaining the spirit of a company that takes on challenges”

- Materializing
- Challenging
- Accomplishing
- View success as the starting point for new success
- Treat improvement and elimination of waste as permanent issues
- Progress stops the moment you say “this is fine”
- Don’t be satisfied with yesterday’s success
- The moment you succeed is exactly when you should reflect on your actions

Aiming for sales of 50 billion yen and an operating profit margin of 15% or more

Domestic Business Growth along with Accelerated Global Expansion Since the Early 1990s



Business Overview

Developing the Business in Four Segments Revolving around Technology

Segment	Business Description
Global Data Intelligence	<ul style="list-style-type: none"> Developing and selling mobile forensic equipment Sales of threat intelligence solutions specialized in the deep web and dark web
Entertainment	<p>Amusement</p> <ul style="list-style-type: none"> Planning, developing, and manufacturing amusement machines and developing video content for amusement machines <p>Game software</p> <ul style="list-style-type: none"> Developing and selling game content
IT-Related	<ul style="list-style-type: none"> Developing, manufacturing, and selling industrial communications equipment and IoT solutions Developing and selling B2B operational support solutions
Wellness	<ul style="list-style-type: none"> Developing and selling wellness products and services



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『へべれけ2』 Nintendo
Switch™/Playstation®5/Steam等で発売中
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SUNCORPORATION

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Furthermore, this document was created based on financial results and corporate data available as of November 28, 2025.

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