Disclaimer: This document has been translated from the Japanese original for reference purposes only.
In the event of any discrepancy between this translated document and the Japanese original, the original shall prevail.

June 12, 2026

Company Name gumi Inc.
Representative Hiroyuki Kawamoto, Representative Director
(Code: 3903; Prime Market of the Tokyo Stock Exchange)
Inquiries Makoto Motoyoshi, Director
(TEL. +81-3-5358-5322)

Notice Concerning Variances Between Consolidated and Non-Consolidated Results for FY2026 and the Previous Fiscal Year's Results

gumi Inc. (the "Company") hereby announces that variances have arisen between the Company's consolidated and non-consolidated results for the fiscal year ended April 2026 and the actual results for the previous fiscal year, as detailed below.

1. Variances Between the Consolidated Results and the Previous Fiscal Year's Actual Results

I. Variances Between the FY2026 Consolidated Results and the Previous Fiscal Year's Actual Results (From May 1, 2025 to April 30, 2026)

	Net Revenue	Operating Profit	Ordinary Profit	Attributable to Owners of Parent	Net Profit Per Share
Previous FY Results (A)	(Millions of yen) 8,942	(Millions of yen) 370	(Millions of yen) 2,103	(Millions of yen) 2,063	Yen 43.50
Current FY Results (B)	9,183	83	2,170	1,454	28.46
Difference (B-A)	241	(287)	66	(608)	(15.04)
Percentage Difference (%)	2.7%	-	-	-	-

II. Reasons for Variances

The details of the variances are as follows:

(i) Net Revenue

Mobile Game Business: Despite structural reform impacts including the early withdrawal from unprofitable titles, the operational transfer of certain titles to other companies, and the sale of shares in the Company's former consolidated subsidiary Alim Co., Ltd., revenue increased by ¥552 million year over year, driven primarily by the launch of the new title *JoJo's Bizarre Adventure: Ora Ora Overdrive* (hereinafter "*Oradora*").

Blockchain-Related Business: In the entertainment domain, despite a decline in revenue for some active titles due to the natural progression of their operational lifecycles, revenue increased year over year, supported by revenue recognized from the receipt of crypto assets. In

the asset management domain, due to the impact of declines in the value of crypto assets held as the crypto asset market remained weak, among other factors, revenue decreased.

Consequently, net revenue exceeded the previous fiscal year's actual results by ¥241 million, amounting to ¥9,183 million.

(ii) Operating Profit

Mobile Game Business: Although the Company has continued to optimize the cost structure, operating profit was ¥350 million below the previous fiscal year's result, at a loss of ¥469 million, due to a temporary increase in advertising and promotion expenses associated with stepped-up promotions before and after the release of *Oradora*.

Blockchain-Related Business: Due to efforts to establish an efficient structure centered on profitability, such as optimizing game development and operation costs, operating profit increased by ¥63 million from the previous fiscal year to a gain of ¥552 million.

As a result, operating profit decreased by ¥287 million from the previous fiscal year, amounting to ¥83 million.

(iii) Ordinary Profit

Along with operating profit of ¥83 million, the Company recorded a ¥2,632 million crypto-asset valuation gain due to an increase in the market value of some crypto assets held. After factoring in other non-operating losses and gains, ordinary profit increased by ¥66 million from the previous fiscal year, amounting to ¥2,170 million.

(iv) Profit Attributable to Owners of Parent

In addition to ordinary profit of ¥2,170 million, after taking into account impairment loss and other extraordinary gains and losses, as well as the recording of corporation tax, inhabitants tax, and business tax, net profit decreased by ¥608 million from the previous fiscal year's result to ¥1,454 million.

2. Variances Between the Non-Consolidated Results and the Previous Fiscal Year's Actual Results

I. Variances Between the FY2026 Non-Consolidated Results and the Previous Fiscal Year's Actual Results

(From May 1, 2025 to April 30, 2026)

	Net Revenue	Operating Profit	Ordinary Profit	Net Profit	Net Profit Per Share
Previous FY Results (A)	(Millions of yen) 8,859	(Millions of yen) (675)	(Millions of yen) (19)	(Millions of yen) (289)	Yen (6.10)
Current FY Results (B)	9,527	49	382	(407)	(7.96)
Difference (B-A)	668	724	401	(117)	(1.86)
Percentage Difference (%)	7.5%	-	-	-	-

II. Reasons for Variances

The details of the variances are as follows:

(i) Net Revenue

Regarding net revenue, in the Mobile Game Business, existing titles were operated stably and a new title was launched; in the Blockchain-Related Business, various initiatives were advanced across the entertainment and financial domains.

Consequently, net revenue exceeded the previous fiscal year's actual results by ¥668 million, amounting to ¥9,527 million.

(ii) Operating Profit

Regarding operating profit, driven by the increase in net revenue, the Company turned profitable from the previous fiscal year's operating loss. As a result, operating profit exceeded the previous fiscal year's result by ¥724 million, amounting to ¥49 million.

(iii) Ordinary Profit

Along with operating profit of ¥49 million, the Company recorded a crypto-asset valuation gain due to an increase in the market value of some crypto assets held. After factoring in other non-operating income and expenses, ordinary profit increased by ¥401 million from the previous fiscal year, amounting to ¥382 million.

(iv) Net Profit

In addition to ordinary profit of ¥382 million, after taking into account the recognition of impairment losses and other items related to software for certain titles that had been recorded as assets, net profit was ¥117 million below the previous fiscal year's result, resulting in a net loss of ¥407 million.