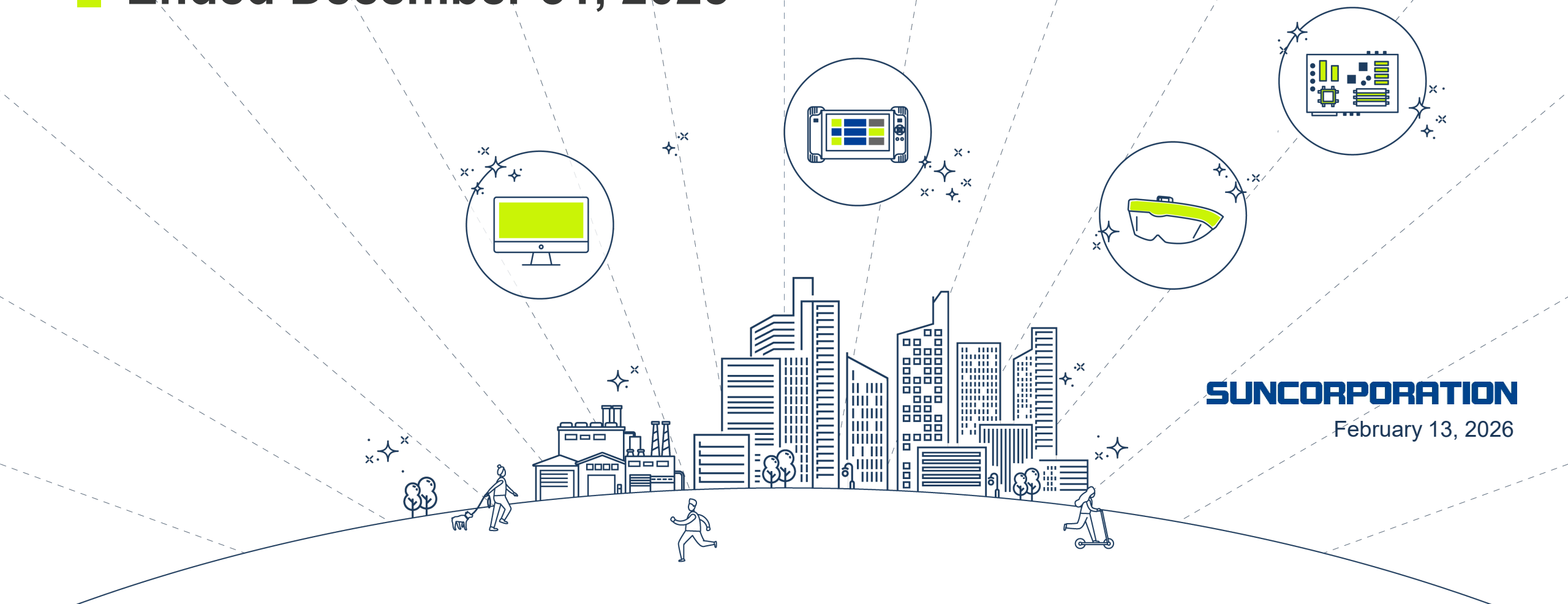
Supplementary Presentation

Financial Results for the Nine Month Ended December 31, 2025



SUNCORPORATION

February 13, 2026

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Financial Highlights

Q3 FY3/26（Year on Year）

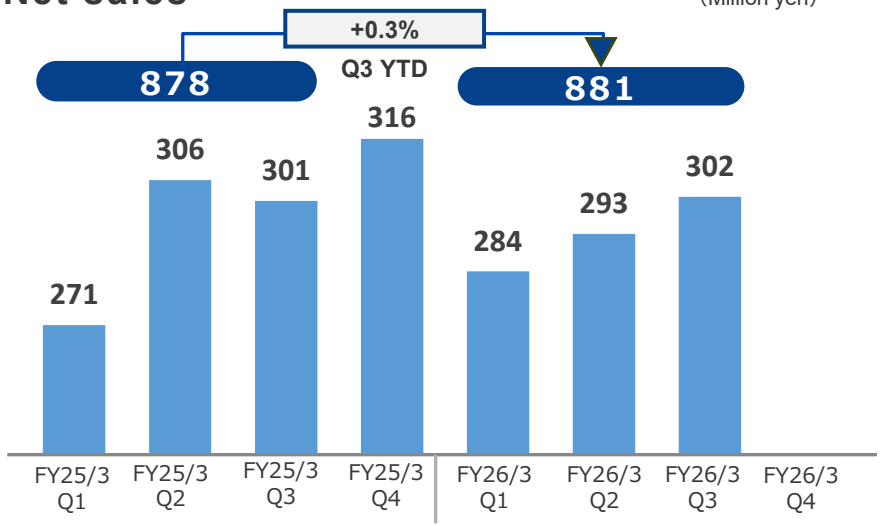
（Million yen）	Q3 FY3/25(a) （Apr. – Dec. 2024）	Q3 FY3/26(a) （Apr. – Dec. 2025）	Change	Change (%)
Net sales	7,931	7,402	(529)	(6.7)%
Operating loss	(169)	(136)	33	—
Ordinary profit	12	3,499	3,486	—
Profit attributable to owners of parent	17,070	6,896	(10,174)	(59.6)%

- **Net sales** decreased by 529 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 improved** by 33 million yen year-on-year, driven by a reduction in SG&A expenses.
- **Ordinary profit** increased by 3,486 million yen year-on-year, reflecting share of profit of entities accounted for using equity method from Cellebrite.
- **Profit attributable to owners of parent** decreased by 10,174 million yen year-on-year, primarily due to a decrease in gain on change in equity in Cellebrite.

Global Data Intelligence Business

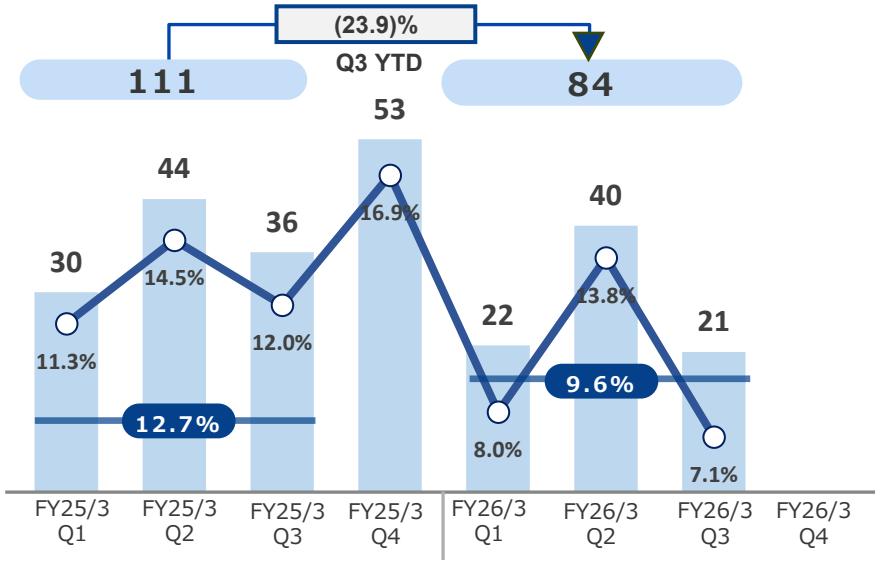
■ Net sales

(Million yen)



■ Operating profit/OP margin

(Million yen)



Main reasons for change

■ **Q3 YTD (Nine-month period) 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.

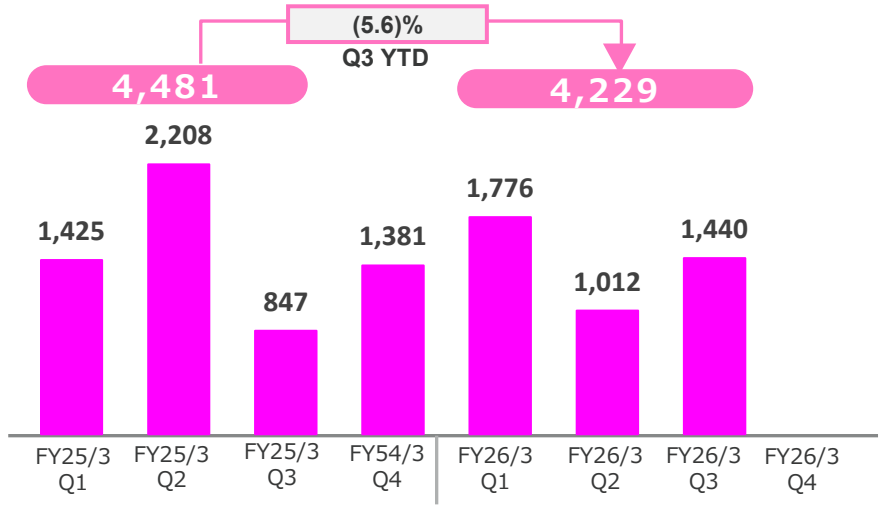
■ **Q3 (Three-month period) results: Increase in net sales, decrease in profit (YoY)**

- ✓ 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.

Entertainment-Related Business

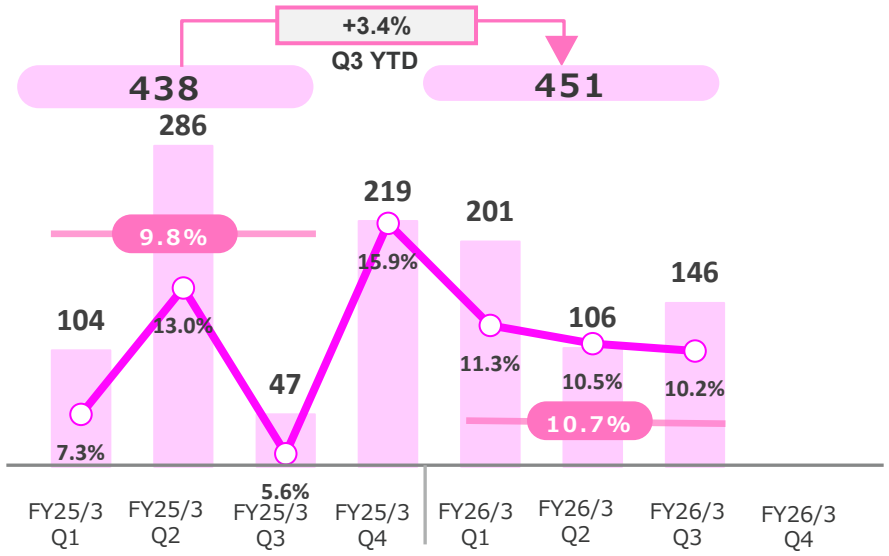
■ Net sales

(Million yen)



■ Operating profit/OP margin

(Million yen)



Main reasons for change

■ **Q3 YTD (Nine-month period) results: Decrease in net sales, increase in profit (YoY)**

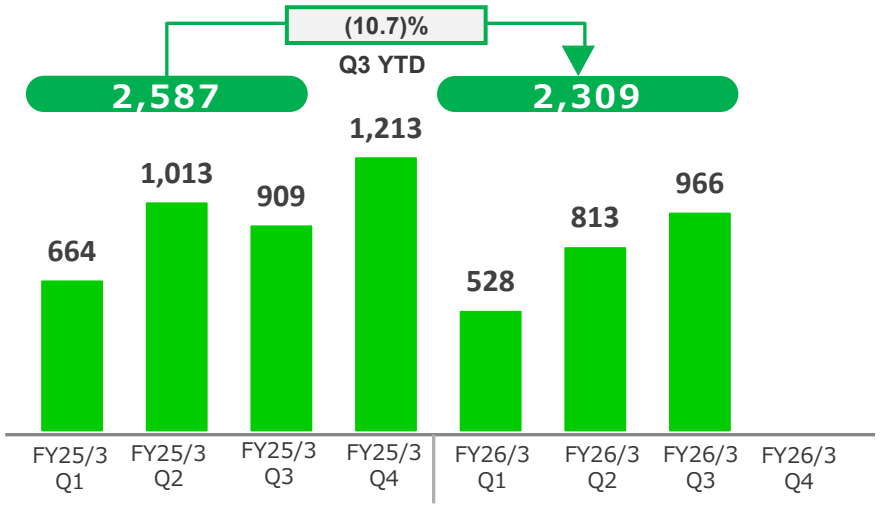
- **Game Machine Business**
  - ✓ Net sales in the game machine-related business decreased due to a decline in the shipment volume of game machine components, etc.
  - ✓ Operating profit increased due to controlled SG&A expenses.
- **Game Content Business**
  - ✓ Net sales decreased despite the launch of new titles.
  - ✓ Operating profit also declined due to the lower sales volume.

■ **Q3 (Three-month period) results: Increase in net sales and profit (YoY)**

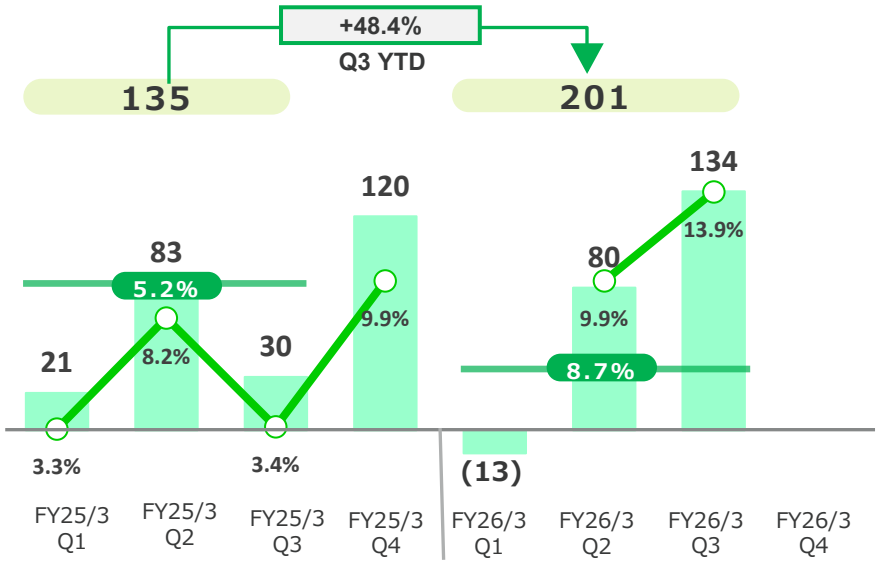
- **Game Machine Business**
  - ✓ Net sales in the game machine business increased, primarily driven by a rise in the shipment volume of machine components.
  - ✓ Operating profit also rose due to the increased shipment volume of components and effective control of SG&A expenses.
- **Game Content Business**
  - ✓ Net sales decreased despite the launch of new titles.
  - ✓ Operating profit also declined due to the lower sales volume.

IT-Related Business

■ Net sales



■ Operating profit/OP margin



Main reasons for change

■ **Q3 YTD (Nine-month period) results: Decrease in net sales, increase in 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 increased due to controlled SG&A expenses.

■ **Q3 (Three-month period) results: Increase in net sales and profit (YoY)**

- ✓ Net sales increased, driven by growth in shipment volumes of industrial networking equipment and other products.
- ✓ Operating profit also rose, due to the higher shipment volumes of industrial networking equipment and disciplined control of 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.
- Products will be marketed and sold through Sun Digital Health Inc.
- Sales are scheduled to begin in March 2026, with pre-orders currently being accepted.
- Recorded an operating loss of 22 million yen, as the business is currently in the preparation phase for the full-scale launch.



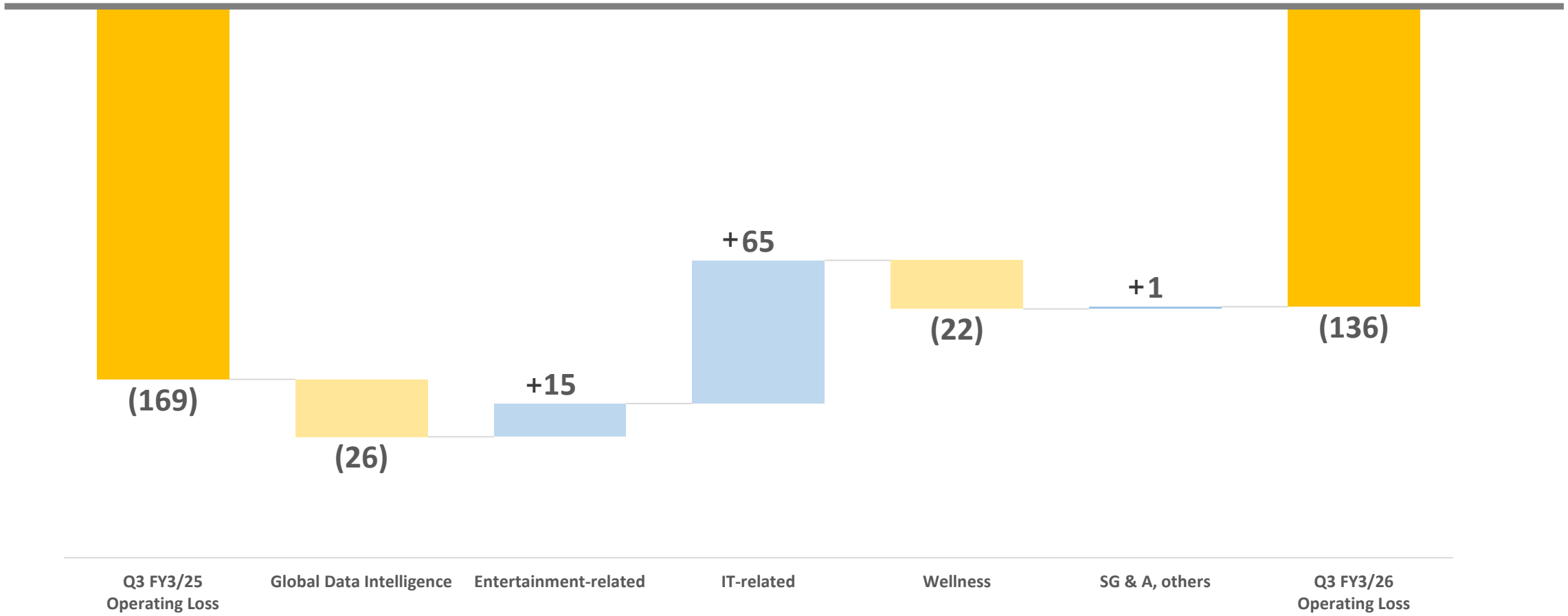
myWaves Sleep Solution Kit

【 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



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Balance Sheet

■ Equity ratio decreased by 2.3 pt to 87.2% compared to the end of March 2025

Million yen	As of March 31, 2025	As of December 31, 2025	Change
Current assets	16,733	9,448	(7,284)
Non-current assets	36,394	42,049	5,654
Property, plant and equipment	1,405	1,376	(28)
Intangible assets	683	610	(72)
Investments and other assets	34,305	40,061	5,755
Total assets	53,127	51,497	(1,629)
Current liabilities	5,240	6,315	1,075
Non-current liabilities	278	240	(37)
Net assets	47,608	44,941	(2,666)
Total liabilities and net assets	53,127	51,497	(1,629)

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FY3/26 Consolidated Financial Forecasts

■ On February 13, 2026, the Company revised the consolidated financial forecast previously announced on May 15, 2025.

FY3/26 Full Year

(Million yen)	FY3/26 (f) Previously forecast (May 15, 2025)	FY3/26 (f) Revised forecast (Feb. 13, 2026)	Change	Change (%)
Net sales	16,247	10,300	(5,947)	(36.6)%
Operating profit	1,385	(210)	(1,595)	—
Ordinary profit	6,191	5,500	(691)	(11.1)%
Profit attributable to owners of parent	4,296	8,800	4,504	104.8%

Reason for the revision

Regarding the business environment for the fiscal year ending March 31, 2026, the Global Data Intelligence business is expected to see positive results from forensic and intelligence solutions. Furthermore, the Company's project for the "Research, Development, and Demonstration of Multi-modal Integrated Fake/Misinformation Detection Technology" was selected by the Ministry of Internal Affairs and Communications (MIC). In the Entertainment-related business, shipment volumes of components for gaming machines to major customers have fallen short of initial expectations and are currently showing sluggish growth. In the IT-related business, demand for the migration to LTE (4G) following the shutdown of 3G services by various telecommunications carriers has run its course. Meanwhile, regarding new 5G and edge AI-related products—which the Company is focusing on as next growth drivers—delays in development and market launch are expected to result in lower shipment volumes. Additionally, the development of security measures for industrial networks is taking longer than anticipated. In terms of M&A and business alliances, strategic investments such as the capital participation in Cyber Command Inc. in August 2025 are beginning to yield steady results. However, for several other deals currently under negotiation, the due diligence and consensus-building processes are taking longer than initially expected, and their contribution to earnings for the current fiscal year is projected to be limited. On the other hand, the business performance of Cellebrite, a subsidiary accounted for under the equity method, remains robust.

In light of the circumstances described above, net sales are expected to fall below the previous forecast. Operating profit is projected to decrease in line with the decline in sales. Regarding ordinary profit, based on the forecast for investment offshore under the equity method, the scale of the decrease is expected to be narrower compared to that of operating profit. Finally, profit attributable to owners of parent is projected to exceed the previous forecast due to the recognition of a gain on change in equity.

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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**		
Gross profit	**658**	**837**	**587**	**752**	**2,835**	**629**	**583**	**760**		
Gross profit margin	27.9%	24.4%	27.5%	25.9%	26.2%	24.3%	27.6%	28.2%		
SG & A	**789**	**731**	**731**	**581**	**2,833**	**719**	**636**	**753**		
SG & A ratio	33.5%	21.3%	34.3%	20.0%	26.1%	27.8%	30.1%	27.9%		
Operating profit	**(130)**	**105**	**(144)**	**170**	**1**	**(90)**	**(53)**	**7**		
Operating profit margin	—	3.1%	—	5.9%	0.0%	—	—	0.3%		
Ordinary profit	**(75)**	**166**	**(78)**	**697**	**709**	**1,800**	**385**	**1,312**		
Ordinary profit margin	—	4.8%	—	24.0%	6.6%	69.6%	18.2%	48.6%		
Profit	**207**	**194**	**16,668**	**158**	**17,228**	**1,775**	**2,666**	**2,454**		
Profit margin	8.8%	5.6%	780.1%	5.4%	159.0%	68.7%	126.0%	90.9%		

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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**		
	Segment profit	**30**	**44**	**36**	**53**	**164**	**22**	**40**	**21**		
	Segment profit margin	11.3%	14.5%	12.0%	16.9%	13.8%	8.0%	13.8%	7.1%		
Entertainment-related	**Sales**	**1,425**	**2,208**	**847**	**1,381**	**5,862**	**1,776**	**1,012**	**1,440**		
	Segment profit	**104**	**286**	**47**	**219**	**657**	**201**	**106**	**146**		
	Segment profit margin	7.3%	13.0%	5.6%	15.9%	11.2%	11.3%	10.5%	10.2%		
IT-related	**Sales**	**664**	**1,013**	**909**	**1,213**	**3,801**	**528**	**813**	**966**		
	Segment profit	**21**	**83**	**30**	**120**	**255**	**(13)**	**80**	**134**		
	Segment profit margin	3.3%	8.2%	3.4%	9.9%	6.7%	—	9.9%	13.9%		
Wellness	**Sales**	—	—	—	—	—	—	—	—		
	Segment profit	—	—	—	—	—	**(1)**	**(9)**	**(10)**		
	Segment profit margin	—	—	—	—	—	—	—	—		
Adjustment	Sales	(4)	(90)	77	(5)	(21)	(5)	(3)	(8)		
	Segment profit	(287)	(308)	(258)	(221)	(1,076)	(299)	(270)	(283)		
Total	**Sales**	**2,356**	**3,437**	**2,136**	**2,906**	**10,837**	**2,585**	**2,116**	**2,700**		
	Segment profit	**(130)**	**105**	**(144)**	**170**	**1**	**(90)**	**(53)**	**7**		
	Segment profit margin	—	3.1%	—	5.9%	0.0%	—	—	0.3%		

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