

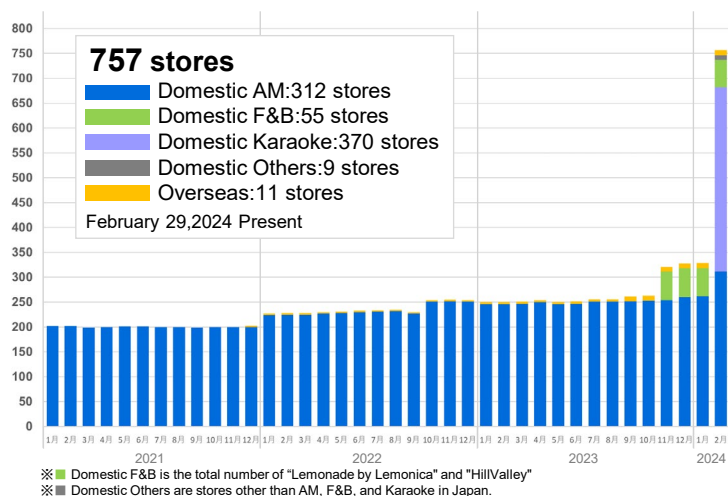
GENDA Group Store Expansion Progress Report

※Period covered: February 1, 2024 – February 29, 2024

3月
March

1. Number of stores and offices

Number of stores



Number of stores

※Number of mini-locations *Non-staffed game areas



2. "PLABI" Joins GENDA Group

Since its establishment in 1965, "PLABI Corporation," which has been developing amusement facilities nationwide and unmanned stores in food supermarkets and clothing chain stores, has joined the GENDA Group. With the addition of amusement facilities such as "Amusement PLABI," "Kokorokko," and "Minami ASOBI SHOTO," as well as "☆twinkle☆," which integrates an indoor playground and a crane game corner, to "GiGO Group stores," customers of all ages can now enjoy the amusement facilities. In the future, we intend to further expand the number of attractive facilities by developing GiGO limited prizes and conducting campaigns at all PLABI stores nationwide, enhancing the product lineup by increasing the number of prize game machines, and improving operational efficiency by sharing human resources and knowledge in the field of DX.



3. Shin Corporation, Operator of "Karaoke BanBan" Joins GENDA Group

Shin Corporation, which operates 370 karaoke boxes nationwide, has joined the GENDA Group. "Karaoke BanBan," which offers entertainment services at each location, such as stores with darts and billiards and stores with large projectors, has introduced a membership system and is working to create stores where anyone can sing with peace of mind. Furthermore, Shin Corporation's inclusion in the Shin Corporation Group will enable us to strengthen our ability to open new stores through "game arcade x karaoke." For example, we will be able to link the opening of game centers such as "GiGO" operated by GENDA GiGO Entertainment, which plays a central role in our group company's "entertainment platform business," with the opening of game centers and karaoke, two facilities with a high affinity in the entertainment field, in the same building (e.g., on a low-rise floor). By opening game arcades and karaoke establishments in the same building (e.g., game arcades on the lower floors and karaoke establishments on the upper floors), the synergistic effect of "game arcade x karaoke" is expected to enhance the ability of both establishments to attract more customers.



GENDA