

February 18, 2026

To Our Valued Stakeholders

Company Name GENDA Inc.  
 Name of Representative Director, Nao Kataoka  
 Representative President and CEO  
 (Code No.: 9166 Tokyo Stock Exchange Growth Market)  
 Contact information Managing Director, CFO Taiju Watanabe  
 (TEL 03-6281-4781)

**Notice Concerning Issuance of GENDA Sales Progress Report (February 2026)**

We hereby announce the monthly revenue by segment, the same-store sales growth rate for domestic amusement arcades and topics for January 2026. Please kindly note that the figures are preliminary and may be revised later.

1. Monthly Revenue

Name of Segment		Single Month Comparison			Cumulative Comparison		
		January 2025	January 2026	YoY	Feb '24 - Jan '25	Feb '25 - Jan '26	YoY
Entertainment Platform Business	Amusement	8,280	11,936	+44.1%	74,709	117,862	+57.7%
	Karaoke	2,257	3,307	+46.4%	22,490	29,384	+30.6%
	Lifestyle	—	535	—%	—	1,918	—%
	Tourism	—	229	—%	—	2,659	—%
	F&B	278	293	+5.3%	3,597	4,313	+19.9%
	Sub-total	10,816	16,302	+50.7%	100,797	156,138	+54.9%
Entertainment Contents Business	Character MD	534	874	+63.6%	7,212	9,102	+26.2%
	Contents & Promotion	233	437	+87.0%	3,766	5,194	+37.9%
	Sub-total	768	1,311	+70.7%	10,979	14,297	+30.2%
Grand total		11,585	17,614	+52.0%	111,776	170,435	+52.4%

2. Same-store Sales Growth Rate for Domestic Amusement Arcades

	2025											2026
	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
*1	100%	98%	102%	107%	102%	107%	111%	100%	109%	111%	110%	108%
*2	102%	98%	102%	105%	105%	107%	108%	103%	109%	106%	113%	108%

\*1: Unadjusted \*2: Calendar-adjusted

Note: The same-store growth rate is a comparison of stores that were fully operating for one full month as our group company's stores in the comparison month of the previous year and are also operating in the current year. "Calendar-adjusted" is the actual performance value resulting from an adjustment to make the number of holidays identical to the previous year.

# FEBRUARY

2026

## GENDA Store Development Progress Report

\*Period covered: January 1 – January 31, 2026

### 1. Dynamo Amusement took over the operation of “HEAD ROCK VR JAPAN in TOBU ZOO”

On the 28th, Dynamo Amusement, Inc. announced the acquisition of the location-based VR facility operation business from MEDIAFRONT-JAPAN Co., Ltd. By taking over this business, we aim to leverage shared insights into event launches and facility operations to drive further growth and business expansion. Besides, “HEAD ROCK VR JAPAN in TOBU ZOO,” which was operated by MEDIAFRONT, is now managed by Dynamo Amusement, Inc.



HEAD ROCK VR JAPAN in TOBU ZOO



### 2. New Open: “Karaoke BanBan Gooday Place Sagamihara”

On the 30th, “Karaoke BanBan” opened its third Sagamihara location, “Karaoke BanBan Gooday Place Sagamihara,” on the 4th floor of Gooday Place Sagamihara. Located near JR Sagamihara Station with easy access from Route 16, the facility features the latest karaoke machines, darts, billiards, and a large kids' room, in addition to ample parking. Our grand opening event “Tuna Cutting Show” was a major success, drawing a lively crowd.



Karaoke BanBan Gooday Place Sagamihara



### 3. “Fangamer Japan in GiGO” Official Shop opened in Kyoto

On the 31st, following the success of the first official shop co-founded by GiGO and Fangamer Japan in Shibuya, Tokyo, “Fangamer Japan in GiGO【KYOTO】” opened as a permanent store on the B1 floor of GiGO Kawaramachi OPA in Kyoto. This marks the second domestic location. Featuring a wide range of game merchandise, the store also includes a dedicated photo spot with exclusive key visual art of characters in traditional Japanese attire. The store has seen a massive turnout from fans since day one.



Fangamer Japan in GiGO【KYOTO】

