



JAPAN CASH/MACHINE CO., LTD.

Supplementary Material on Financial Results for the Three Months Ended June 30, 2026

August 2026

Prime Market / Securities code: 6418

Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

Revenue and profit increased year on year.

Global Gaming

In the North American market, sales of bill validator units and printer units for use in gaming machines increased.

International Commercial

Sales increased, mainly for bill recycling units used in self-checkout machines, due to a recovery in orders from the European market.

Net sales

10,280 million yen | **35.1% increase**

(Year-on-year change)

■ Q1 ■ Full year (Millions of yen)



Operating profit

1,624 million yen | **268.2% increase**

(Year-on-year change)

■ Q1 ■ Full year (Millions of yen)



Profit

1,587 million yen | —

■ Q1 ■ Full year (Millions of yen)



Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

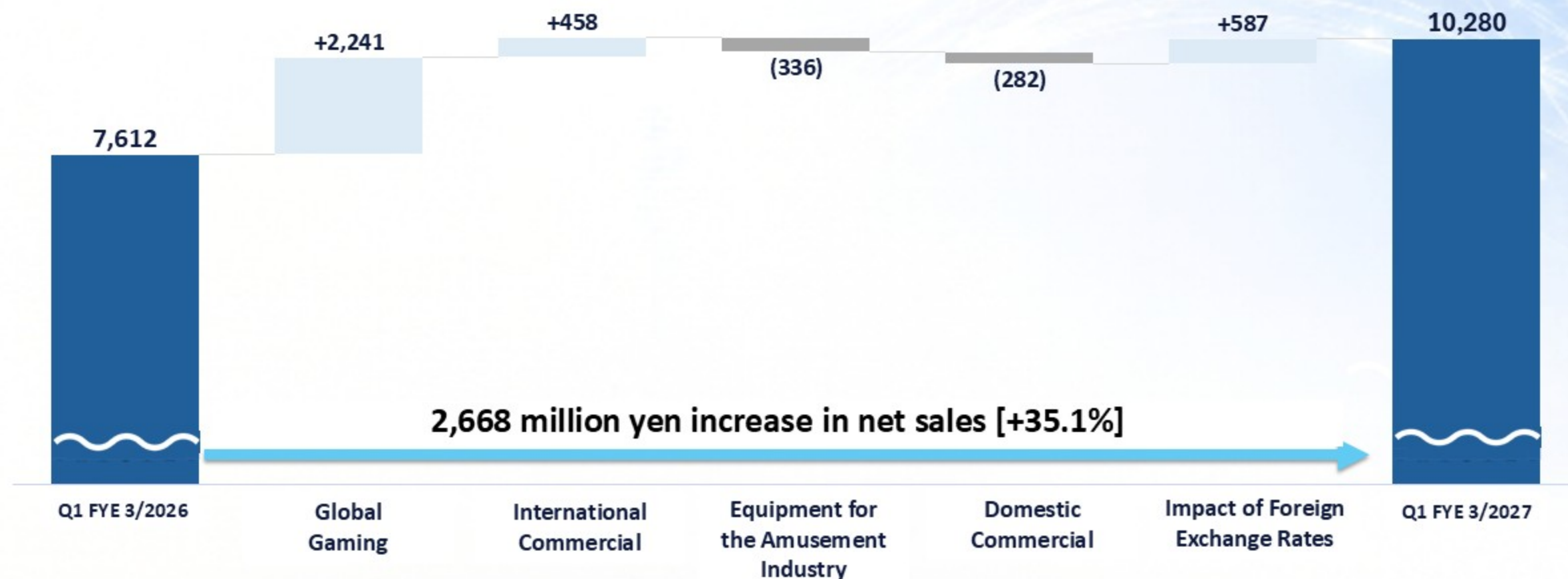
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Unit: Millions of yen		Q1 FYE 3/2026		Q1 FYE 3/2027		Year on year	
		Amount	Composition	Amount	Composition	Change	Percentage Change
Net sales		7,612	100.0%	10,280	100.0%	+ 2,668	+35.1%
Operating profit		441	5.8%	1,624	15.8%	+ 1,183	+268.2%
Ordinary profit		261	3.4%	1,869	18.2%	+ 1,607	+615.2%
Profit		76	1.0%	1,587	15.4%	+ 1,510	—
Earnings per Share (EPS)		2.83 yen		58.52 yen		+55.69 yen	
Average exchange rates	USD	151.22 yen		156.47 yen		+5.25 yen	
	EUR	159.38 yen		183.60 yen		+24.22 yen	

Main factors of the change

- Sales of key products for North America increased significantly in the Global Gaming market.
- Sales in the International Commercial market increased due to a recovery in orders from Europe.

Unit: Millions of yen



Main factors of the change

Operating profit increased significantly year on year, driven by higher net sales in the Global Gaming and International Commercial markets.

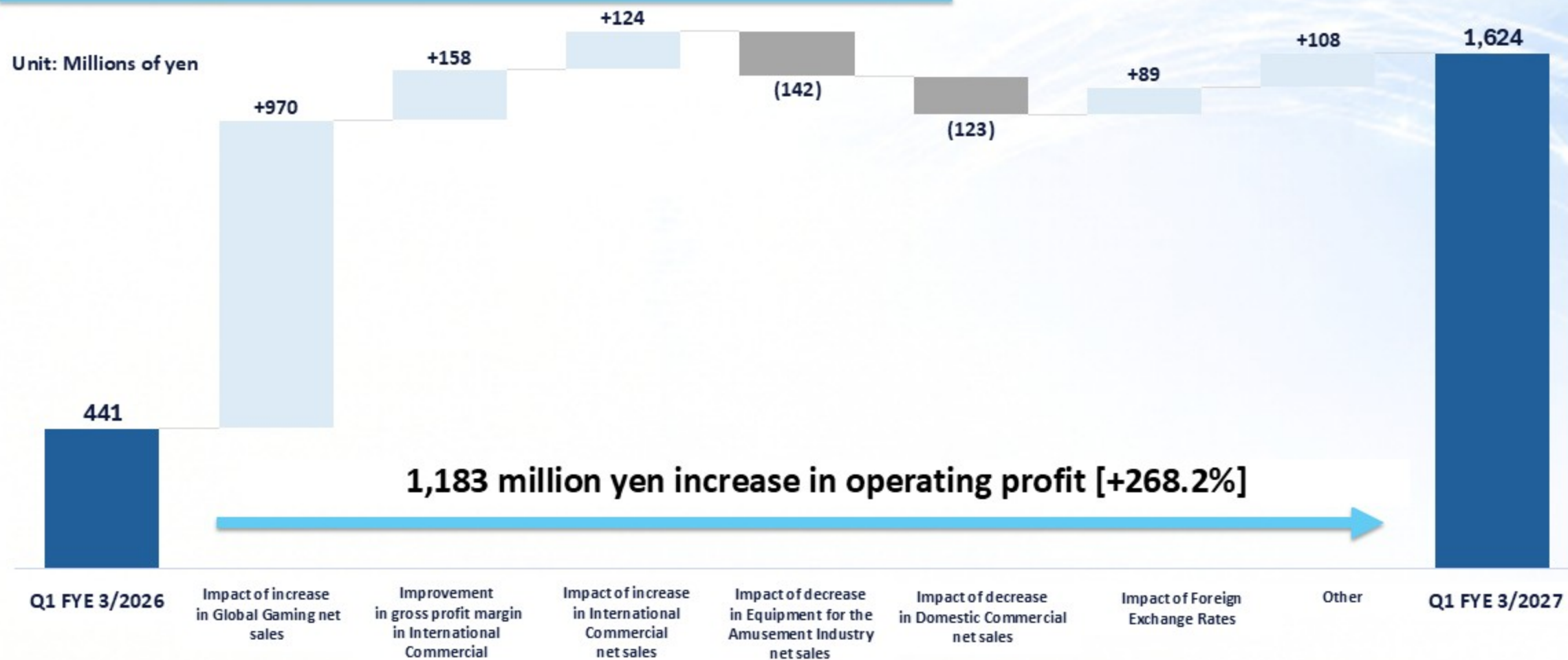


Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



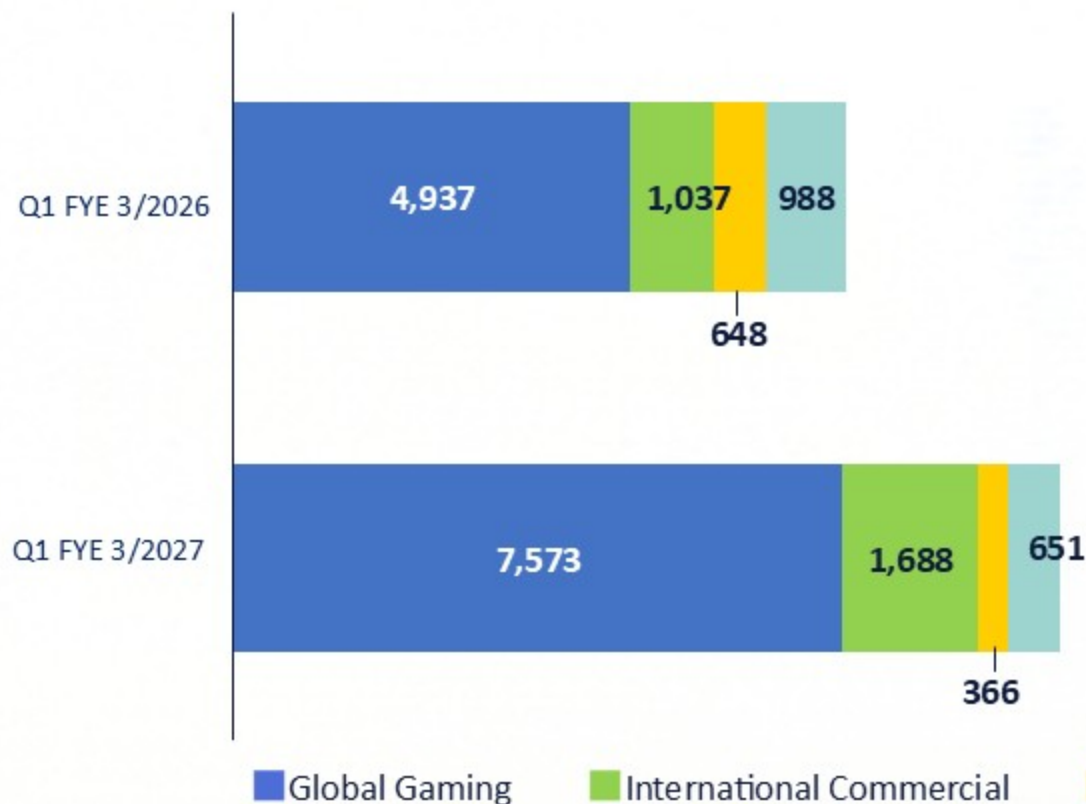
Reference Materials

P23

Net sales and operating profit in Global Gaming both increased significantly year on year. International Commercial posted a profit for the quarter due to higher net sales. Meanwhile, Domestic Commercial and Equipment for the Amusement Industry posted losses due to lower net sales.

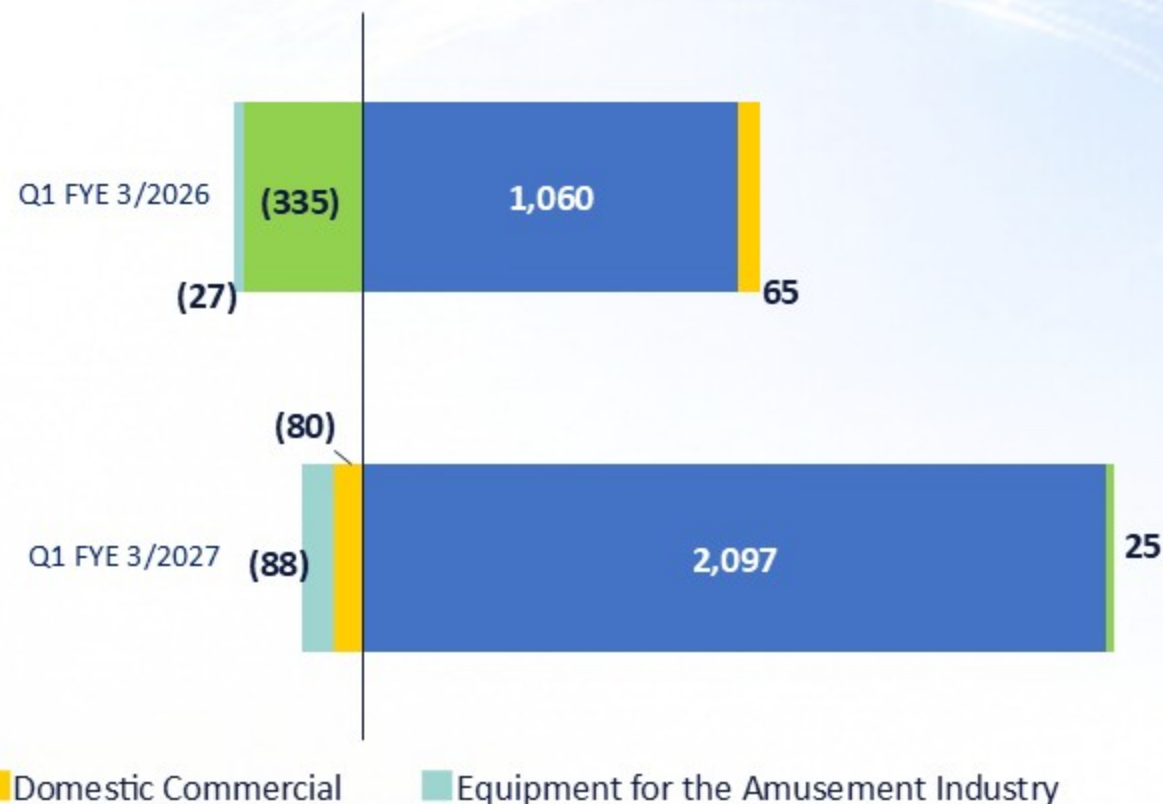
Net sales by segment

(Millions of yen)



Operating profit by segment

(Millions of yen)





Business overview

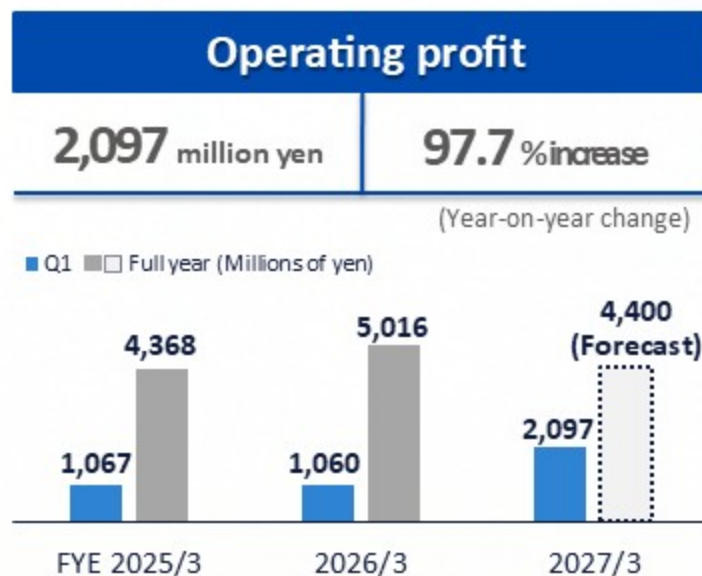
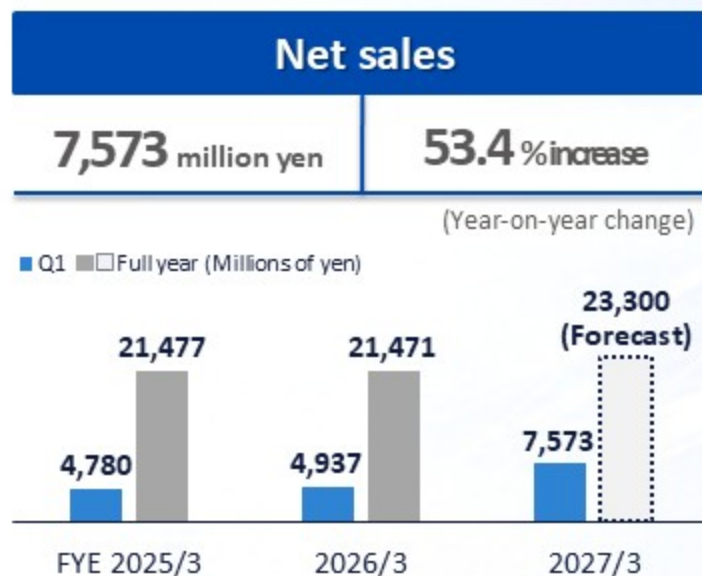
The main markets are gaming areas in casino hotels in North America and small gaming venues in Europe. This segment sells bill validator units and printer units for installation in gaming machines, as well as system products that support labor-saving and automation in casino hotels.

Main customers

Slot machine manufacturers, casino hotels

Performance overview

Sales of bill validator units and printer units for installation in gaming machines increased in North America, resulting in increases in both segment net sales and segment profit.



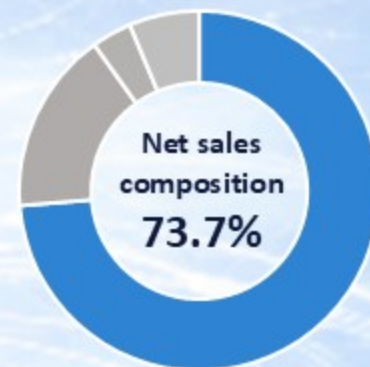
Major products



Bill validator unit



Printer unit



Automated cash collection system for casino hotels



Table game system
(Equipped with bill recycling unit and printer unit)



Business overview

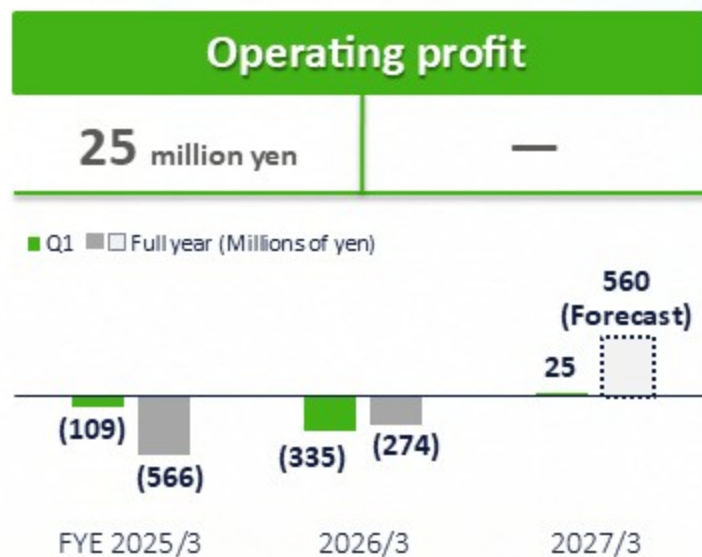
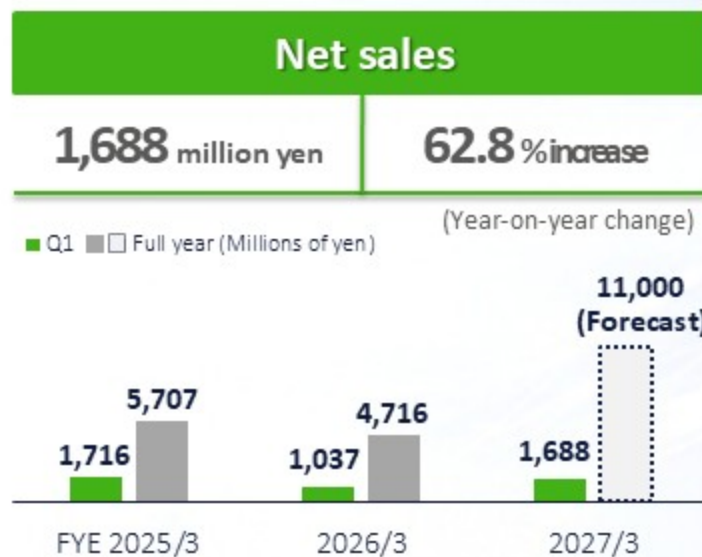
This segment sells bill validator units and bill recycling units for installation in checkout machines, ticket vending machines, and other equipment used in overseas retail, transportation, and financial markets.

Main customers

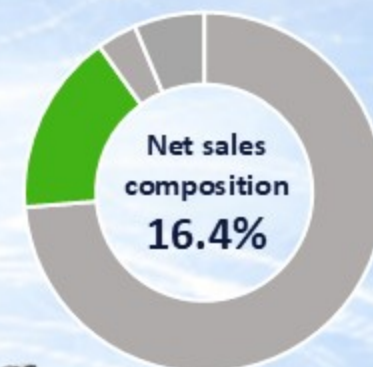
Manufacturers of finished products
(Self-checkout machines, kiosk terminals, etc.)

Performance overview

Orders from Europe recovered, and sales of bill recycling units for self-checkout machines increased. As a result, segment net sales increased and operating profit turned positive.



Major products



Bill recycling unit



Bill validator unit



Automated Cash Register



Business overview

This segment sells bill validator units and bill recycling units for installation in checkout machines, ticket vending machines, and other equipment used in Japan's retail, transportation, and financial markets.

Main customers

Manufacturers of finished products
(Restaurant self-checkout machines, coin-operated parking systems, self-service gas stations, buses, etc.)

Performance overview

Sales of bill recycling units for payment machines used in hotels and parking facilities decreased, resulting in lower net sales and an operating loss.

Net sales

366 million yen

43.5 % decrease

(Year-on-year change)

■ Q1 ■ Full year (Millions of yen)

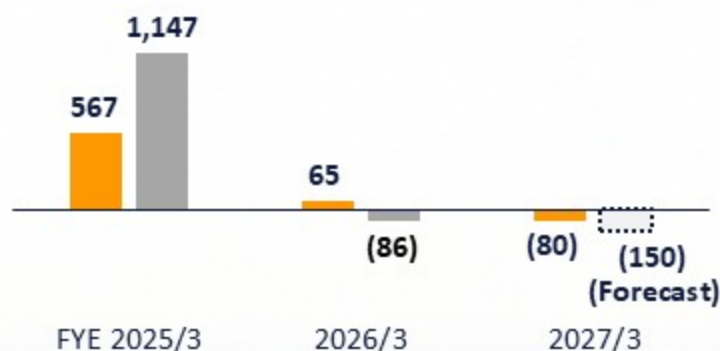


Operating profit

(80) million yen

—

■ Q1 ■ Full year (Millions of yen)



Major products



Bill recycling unit



Coin recycling unit



Cash and cashless payment machine



Business overview

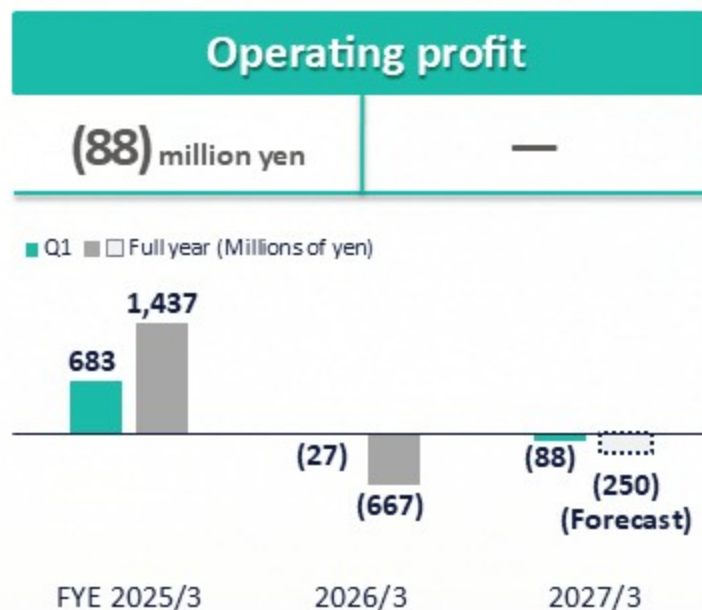
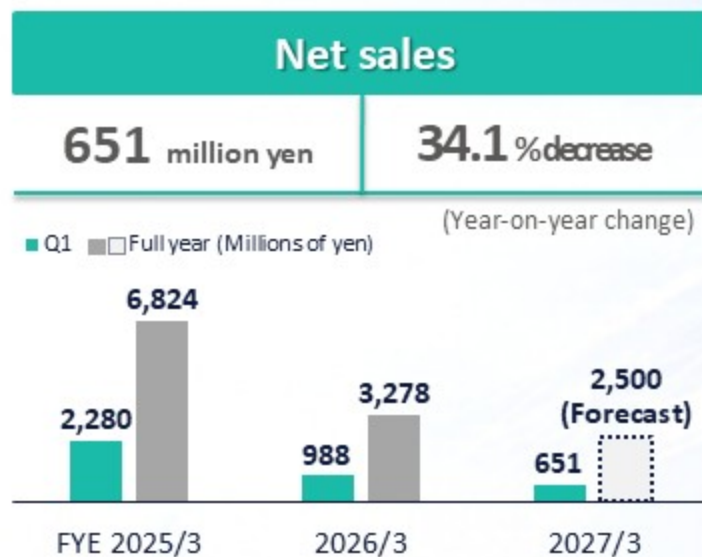
This segment sells peripheral equipment for pachinko parlors, including dedicated smart gaming machine units, ball and token rental machines, and automatic token supply systems.

Main customers

Pachinko parlors

Performance overview

Net sales and operating profit decreased due to lower sales of peripheral equipment, including bill transport systems.



Major products



Prize POS system



Bill transport system



Prize payout machine



Dedicated smart gaming machine unit

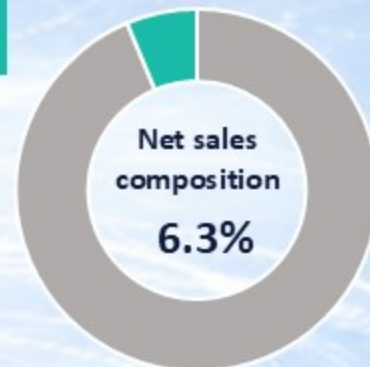


Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

Global Gaming will drive the Group's performance as a highly cash-generative business.
International Commercial will work to improve profitability as a business expected to support future profit growth.

Global Gaming

Product sales are expected to remain strong, particularly in North America.

International Commercial

- Recovery in product demand in Europe
- Contribution to product sales from the business acquired from Fujitsu Frontech Limited

Unit: Millions of yen

	First half forecast	Full year forecast
Net sales	20,200	39,000
Operating profit	2,200	3,000
Ordinary profit	2,300	3,100
Profit	1,600	2,300
Earnings per Share (EPS)	58.99 yen	84.79 yen

Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

On May 21, 2026, the Company formulated its medium-term management plan, “JCM Global Vision 2032 -Next Growth Stage-,” with FY2028 (the fiscal year ending March 31, 2029) as its final year.

The Company has established the following key financial targets and is steadily implementing initiatives to achieve the plan.



JCM Global Vision 2032 -Next Growth Stage-



Financial Targets (FY2028)

Net sales (CAGR)



10 %

(2025–2028)

Operating profit margin



10 %

(FY2028)

ROE



8 %

(FY2028)

International Commercial sales ratio



38 %

(FY2028)* 15% in FY2025

(Millions of yen)



Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

Dividends

Dividend policy: Consolidated dividend payout ratio of **50%** or more

The annual dividend for the fiscal year ending March 31, 2027 is planned to be 46 yen per share (Interim dividend: 23 yen per share; Year-end dividend: 23 yen per share).

Interim dividend (Yen) Year-end dividend (Yen) Commemorative dividend (Yen) Dividend payout ratio (%)



Dividend payout ratio: **50%** or more

Medium-Term Management Plan
"JCM Global Vision 2032 -Next Growth Stage-"

Table of Contents

01

Consolidated Performance Highlights

P4

02

Overview of Consolidated Performance

P6

● Factors Affecting Changes in Net Sales

P7

● Factors Affecting Changes in Operating Profit

P8

03

Overview by Segment

P10

04

Consolidated Performance Forecasts

P16

05

Medium-Term Management Plan

P18

06

Shareholder Returns

P20

07

Stock Price, PBR, ROE

P22



Reference Materials

P23

Stock price trend

(Nikkei Stock Average, yen)

(The Company, yen)



PBR

0.89 times (As of August 19, 2026)

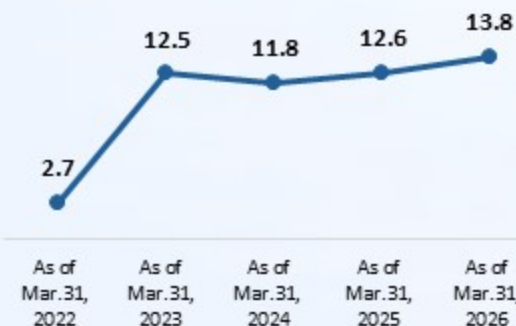
Standard values for sustainable
maintenance and improvement
1.0 times or more



ROE

13.8% (As of March 31, 2026)

Medium-term management plan targets
8% or more



Reference Materials

01

Corporate Profile & History

P24

02

Consolidated Balance Sheet and Consolidated Cash Flows, Capital Investment, Depreciation and R&D Expenses

P26

03

Impact of Foreign Exchange

P29

04

Market Shares

P30

05

Topics

P31

06

Sustainability Initiatives

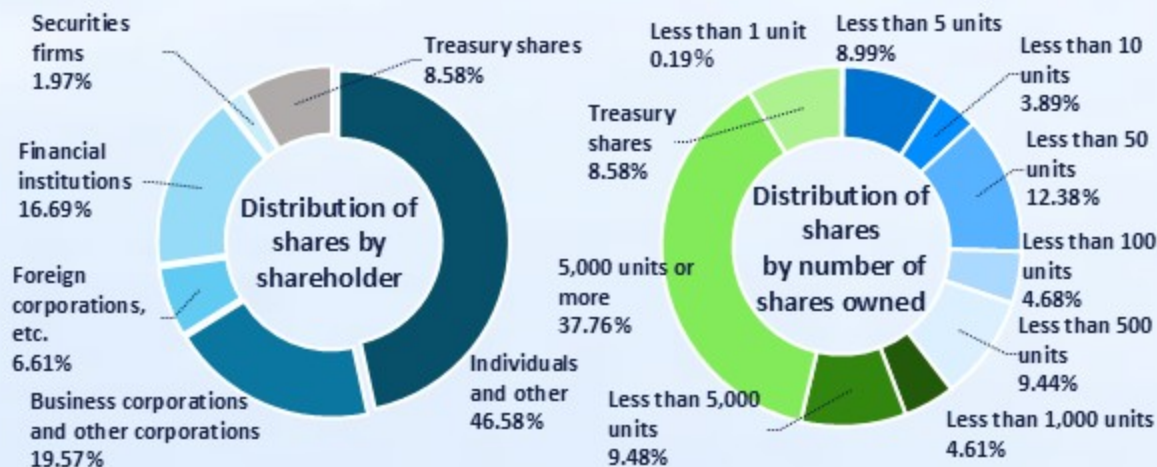
P33

Name	Japan Cash Machine Co., Ltd.
Established	January 11, 1955
Representative	Yojiro Kamihigashi, President and Representative Director Tsuyoshi Takagaki, Senior Executive Director and Representative Director
Head Office	2-11-18 Nambanaka, Naniwa-ku, Osaka City

Listing section	Prime Market of Tokyo Stock Exchange
Number of employees	572 (As of March 31, 2026)
Share capital	2,220.31 million yen (As of March 31, 2026)
Offices	Head Office (Naniwa-ku, Osaka City), Tokyo Office (Minato-ku, Tokyo), Nagahama Plant (Nagahama City, Shiga)
Overseas bases	USA (Las Vegas, Dallas), Brazil, Germany, United Kingdom, Thailand, Philippines

Status of shares (As of March 31, 2026)

Total number of authorized shares	118,000,000 shares	Number of shares constituting one unit	100 shares
Total number of issued shares	29,672,651 shares	Number of shareholders	25,304



Shareholder name	Contribution in the Company	
	Number of shares held (Thousands of shares)	Percentage of shares held (%)
Johto Investment and Development Inc.	4,661	17.19
The Master Trust Bank of Japan, Ltd. (Trust Account)	2,836	10.46
Yojiro Kamihigashi	1,466	5.41
Yoshiko Kamihigashi	638	2.35
Resona Bank, Limited	563	2.08
Japan Cash Machine Employee Stock Ownership Association	533	1.97
Sumitomo Mitsui Banking Corporation	503	1.86
Custody Bank of Japan, Ltd. (Trust Account)	465	1.72
Totor Engineering Co., Ltd.	432	1.59
Nippon Life Insurance Company	403	1.49

- (Notes)
- Although the Company holds 2,547,614 treasury shares (As of March 31, 2026), it is excluded from the list of major shareholders above.
 - The percentage of shares held has been calculated after deducting treasury shares from the total number of issued shares.

Our History

Since our establishment in 1955, we have engaged in the highly specialized field of money-handling machine manufacturing. We have endeavored to seamlessly connect “people to people” and “people to money.” We will provide new value as a money circulation specialist on the global stage, and as a company with worldwide operations we will continue to meet the expectations and maintain the trust of people around the world.

Trends in net sales

■ Non-consolidated net sales ■ Consolidated net sales

(Millions of yen)

40,000

35,000

30,000

25,000

20,000

15,000

10,000

5,000

1960s-1970s

Trend toward computerization/inlining

As department stores and supermarkets got larger, cash registers were replaced by computer terminals for sales totalizing. Due to the excellent cash register functions of our products, OEM demand from computer manufacturers was strong.

1980s-1990s

From applications for validation/counting technologies to development/utilization of proprietary technologies

We aimed to develop new products by combining our inherent know-how in such areas as validation, counting, and sorting. In this vein, we brought to market an automatic conveyor system for pachislot tokens based on proprietary coin conveying and other technologies. Such developments solidified our position in the amusement industry.

2000s

Development of the money-handling machine business in Western markets/Response to the need for amusement industry-related equipment

We started selling bill validators for multinational bills. Sales of equipment for the amusement industry business also grew steadily, becoming another pillar of earnings.

2010s

Pursuing core validation and transportation technologies to lead advanced technological innovation

In our Global Gaming and Equipment for the Amusement Industry businesses, we have leveraged the products, markets, customers, and assets acquired through business acquisitions and transfers and enjoyed the synergies while establishing ourselves as a comprehensive component supplier. We aim to develop our commercial business into a solid source of earnings by aggressively expanding into undeveloped markets.

2020 onward

In pursuit of commercial business expansion, new subsidiaries were established to actively grow the business and develop it into a core source of earnings.

To establish an optimal production structure, we set up a new manufacturing subsidiary (plant) in the Philippines. In addition, with the aim of making our Commercial Business a second core business following Gaming, we established new sales subsidiaries in North America (Chicago) and South America (Brazil). We also launched production and sales of the MRX bill recycling unit, a key product for the International commercial market. The MRX has been adopted in self-checkout systems and ticket vending machines for railways and other transportation systems worldwide.



■ Assets, liabilities and net assets: +1,533 million yen

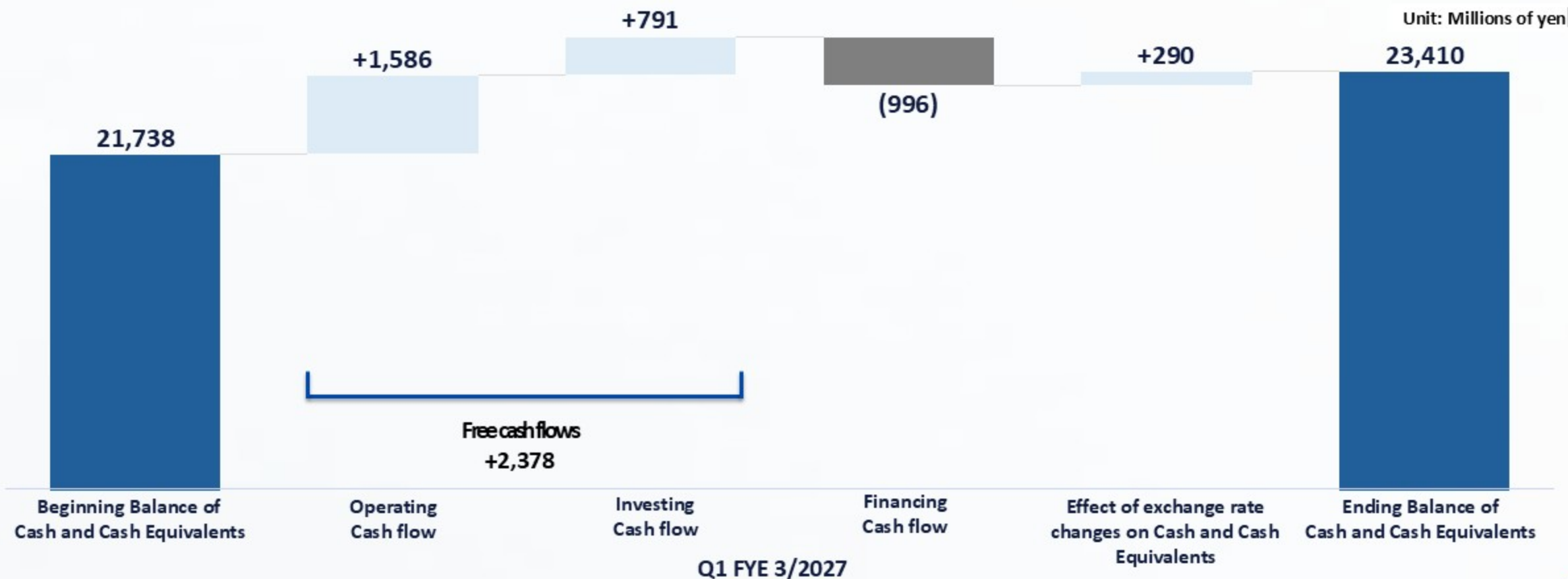
- Current assets +2,266 million yen: Increase in cash and deposits and in trade receivables
- Non-current assets -727 million yen: Decrease in investments and other assets due to the sale of investment securities
- Net assets +1,274 million yen: Increase in retained earnings

Unit: Millions of yen		As of Sep. 30, 2025	As of Mar. 31, 2026	As of Jun. 30, 2026	Change from Previous FY-end
	Cash and deposits, securities	21,665	23,034	24,708	+1,674
	Trade receivables	4,934	6,224	7,210	+986
	Inventories	14,613	12,969	12,451	(518)
	Other	895	1,090	1,214	+124
Total current assets		42,108	43,318	45,584	+2,266
	Property, plant and equipment	2,466	2,627	2,707	+79
	Intangible assets	189	410	401	(8)
	Investments and other assets	4,858	5,784	4,985	(798)
Total non-current assets		7,514	8,822	8,094	(727)
	Deferred assets and other	91	81	76	(5)
Total deferred assets		91	81	76	(5)
Total assets		49,715	52,222	53,755	+1,533

Unit: Millions of yen		As of Sep. 30, 2025	As of Mar. 31, 2026	As of Jun. 30, 2026	Change from Previous FY-end
	Trade payables	1,365	1,434	2,524	+1,090
	Short-term borrowings	1,500	1,200	900	(300)
	Other	4,539	4,911	4,518	(393)
Total current liabilities		7,404	7,545	7,942	+396
	Bonds payable, long-term borrowings	8,370	7,920	7,800	(120)
	Other	312	911	892	(18)
Total non-current liabilities		8,682	8,831	8,692	(138)
Total liabilities		16,087	16,377	16,635	+258
	Share capital	2,220	2,220	2,220	-
	Capital surplus, retained earnings	32,489	33,350	34,395	+1,044
	Other	(1,082)	274	504	+229
Total net assets		33,627	35,845	37,120	+1,274
Total liabilities and net assets		49,715	52,222	53,755	+1,533

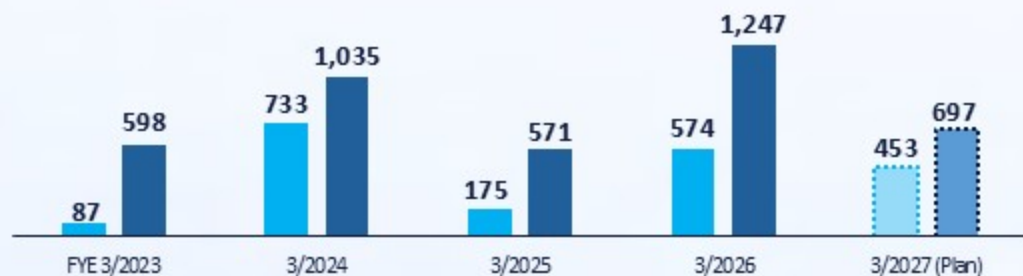
Main factors of the change

- Operating Cash flow: Cash increased due to profit before income taxes and an increase in trade payables, while cash decreased due to an increase in trade receivables and income taxes paid.
- Investing Cash flow: Cash increased due to proceeds from the sale of investment securities.
- Financing Cash flow: Cash decreased due to repayments of long-term borrowings and dividend payments.



Capital investment

■ First half ■ Full year (Millions of yen)



Depreciation (excluding goodwill)

■ First half ■ Full year (Millions of yen)



R&D expenses as a percentage of net sales

■ First half ■ Full year (Millions of yen)
● Percentage of net sales (%)



■ **Foreign exchange sensitivity:** A weak yen is a positive factor for business performance

Impact of a 1-yen fluctuation (Full year: Millions of yen)		FYE 3/2023	FYE 3/2024	FYE 3/2025	FYE 3/2026	Q1 FYE 3/2027
Average rate for the period	USD	132.08 yen	141.20 yen	152.28 yen	149.79 yen	156.47 yen
	EUR	138.58 yen	153.20 yen	164.45 yen	169.58 yen	183.60 yen
Net sales	USD	91	99	149	160	51
	EUR	48	59	65	47	16
Operating profit	USD	11	14	37	47	15
	EUR	3	3	6	4	1
Rate at the end of the period	USD	133.54 yen	151.42 yen	149.53 yen	159.93 yen	162.45 yen
	EUR	145.76 yen	163.38 yen	162.09 yen	183.52 yen	185.44 yen
Non-operating income (loss)	USD	40	33	37	43	44
	EUR	4	5	4	5	6

Global Gaming



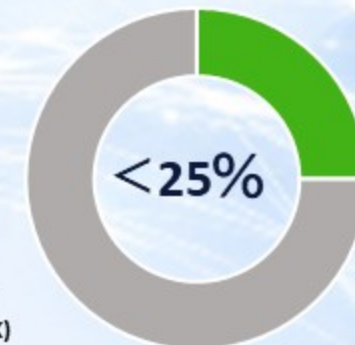
International Commercial



Bill recycling unit



- Competing companies**
- Innovative Technology (UK)
 - Crane Payment Innovations (MEI, Cash Code, Money Control (USA))



Domestic Commercial



Bill recycling unit



Coin recycling unit



- Competing companies**
- GLORY LTD.
 - Takamisawa Cybernetics Co., Ltd.



Equipment for the Amusement Industry

Dedicated smart gaming machine units



Prize POS system



- Competing companies**
- Nippon Game Card Corporation
 - DAIKOKU DENKI Co., Ltd.
 - GLORY NASCA Ltd.



Global Gaming

■ Strong brand strength in the global gaming market

The JCM Group sells gaming-related equipment and provides various services in the global gaming market, including the Americas and Europe. Currently, it has acquired over 190 gaming licenses in North America and it is one of the few Japanese companies with a strong track record and know-how in the global gaming market.

■ The Group exhibits and introduces its new products and latest technologies every year at gaming shows attended by a wide range of industry participants, including manufacturers of gaming machines and peripheral equipment for casino hotels, as well as providers of system solutions and services.



World's largest gaming show
Global Gaming Expo
Las Vegas



**Automated cash collection system
for casino hotels**
“ICB ASAP®”



Europe's largest gaming show
International Casino Exhibition
Barcelona



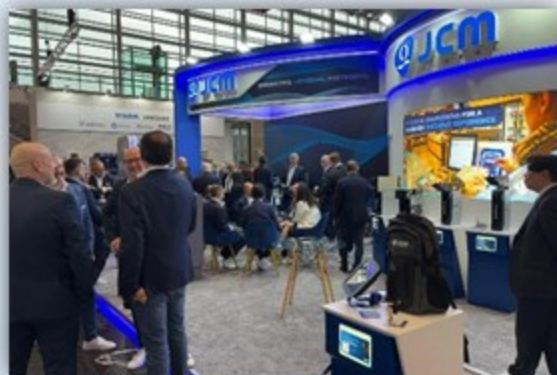
Asia's largest gaming show
Global Gaming Expo ASIA
Macao

International Commercial

■ Development of the commercial market

The JCM Group has established sales subsidiaries specializing in the commercial business to develop the commercial market and expand sales of its products in North, Central, and South America. The Group is actively conducting sales activities to develop the commercial business into a second core business after the gaming business.

■ To expand its share of the International Commercial market, the Group is working to further expand its sales channels by participating in financial and retail trade shows around the world, showcasing a wide range of products, including new products, and exhibiting jointly with partner companies.



Largest retail trade show in Europe
Euro CIS
Germany



Largest financial and retail trade show in North America
National Retail Federation
New York



Largest retail trade show in North America
NACS Show
Las Vegas



Financial and retail trade show in South America
FEBRABAN TECH
Brazil

Environment



For the Group's indicators and targets for climate-related risks and opportunities, we aim to reduce GHG emissions by 51% (compared with fiscal 2018) by fiscal 2030 under Scope 1 and 2.

Results and targets of GHG emissions

(Unit: t-CO₂e)

Targets for Fiscal 2030	Compared with Fiscal 2018 results	Measures for reduction	Fiscal 2024 results (Reference)
642	(51.0%)	① Continued introduction of energy-efficient equipment ② Full transition of company vehicles to eco-friendly vehicles (hybrid vehicles, electric vehicles, etc.) ③ Transition to renewable electricity at domestic and overseas sites ④ Phased utilization of environmental value certificates at domestic and overseas sites	996

Human capital



The Group's fundamental policy with respect to human capital is for employees to respect each other and demonstrate their individuality as they grow through their work and for the Group to provide opportunities for people to continue to grow through their work. We believe that these will have a positive impact on the home and workplace, and that they will come together, enabling our Group to be one that continually creates value.

As our businesses continue to globalize further, we will focus our human resource strategy efforts on "expanding diversity," "developing core human resources," and "realizing diverse work styles," which have become global standards for human resource strategy.

In its promotion of sustainability, the Group places great importance on human capital, as explained earlier. In implementing the above policies, the Group uses the following indicators. The targets it has set based on these indicators, and the results it has achieved in working toward them, are as indicated below.

indicators	Scope	Target	Results (fiscal year ended March 31, 2026)
Percentage of new hires that are women	Non-consolidated	30% or higher	26.7%
Percentage of full-time employees that are women	Non-consolidated	20% by 2032	17.7%

Japan Cash Machine Co., Ltd. (in Japanese)

<https://www.jcm-hq.co.jp>

JCM Global (in English)

<https://jcmglobal.com>



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