DIGITAL HEARTS HLDGS.

Presentation Material

for the Fiscal Year Ended March 31, 2026

May 13, 2026

Tokyo Stock Exchange Prime Market: Code 3676
https://www.digitalhearts-hd.com/

Executive Summary

【Notice regarding Earnings by Segment】

・ Net sales by segment include inter-segment sales or transfers.
  Segment income is based on operating income.

The Spin-Off Listing initiatives were withdrawn in response to changes in the equity market amid rapid advances in AI. The Company aims for sustainable growth by promoting a service-value strategy aligned with the AI era.

Impact of AI on software-development

- Anyone can easily develop with no-code
- Fully AI-driven developments is also on the rise

⇒ **To accelerate the growth in software development**

- Becoming black-boxed development process
- AI being confidently wrong

⇒ **Emerge new challenges unique to AI-driven development**

The importance of quality assurance is growing as its role expands from verifying correct operation to validating the acceptability of AI-generated software and content.

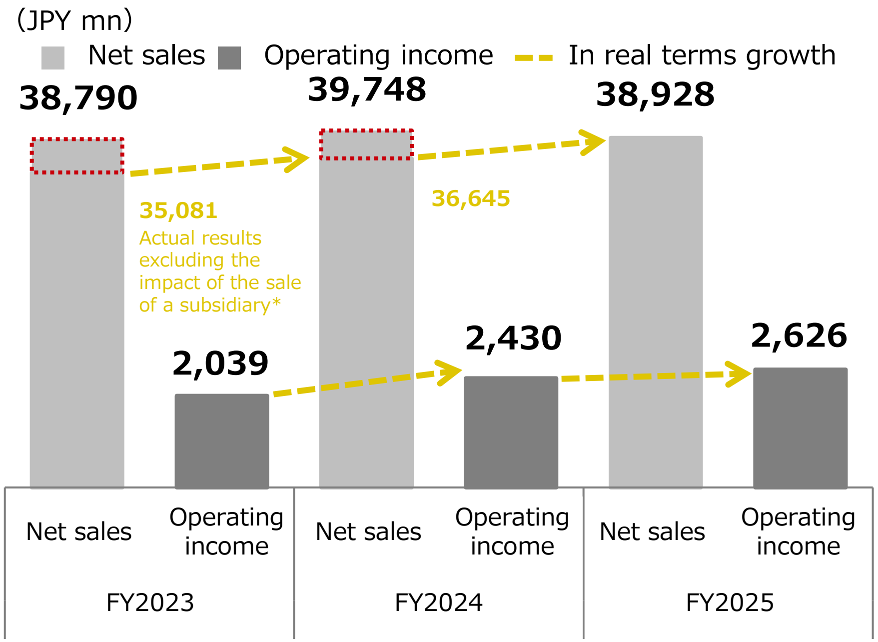
“People”-driven DH Group	“Technology”-driven AGEST Group
DIGITAL HEARTS	AGEST
“Entertainment quality” assurance driven by human sensibility, intuition, and insight	**Improving the quality of software with embedded AI speedily and accurately through AI**
- Empowering Human Resources through AI	- AI−powered solution

From SAVE the DIGITAL WORLD to SAVE the "AI" WORLD

Achieved both consolidated sales and profits growth in real terms, with keeping the sales growth trend of QA Solutions, mainstay of AGEST Group, and achieving the high growth of DH Group thanks to the launch of new hardware in the game market.

Net sales	Operating income	Profit attributable to owners of parent
¥38,928 mn (YoY change -2.1%)	**¥2,626 mn** (YoY change +8.1%)	**¥1,181 mn** (YoY change +87.7%)
* In real terms excluding the impact of the sale of a subsidiary YoY change **+6.2%**	* In real terms excluding the impact of the sale of a subsidiary YoY change **+11.3%**	

Performance trends



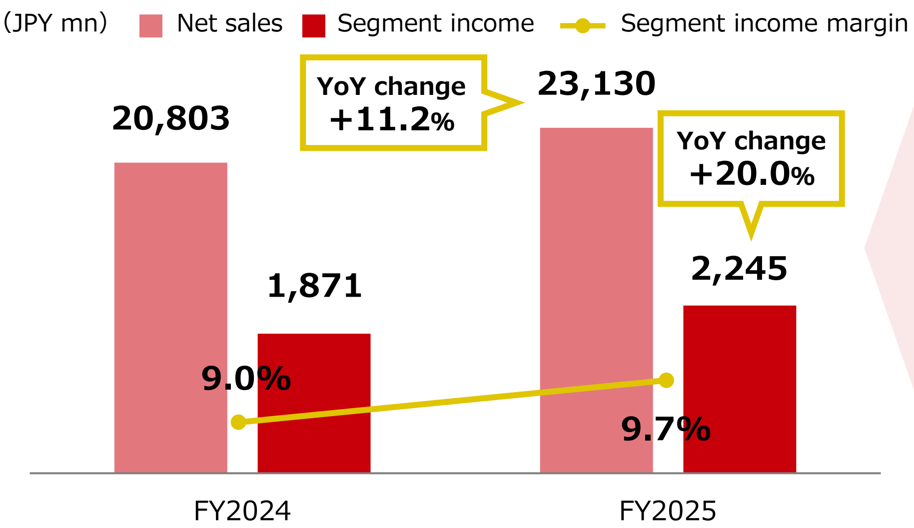
Key points of financial results

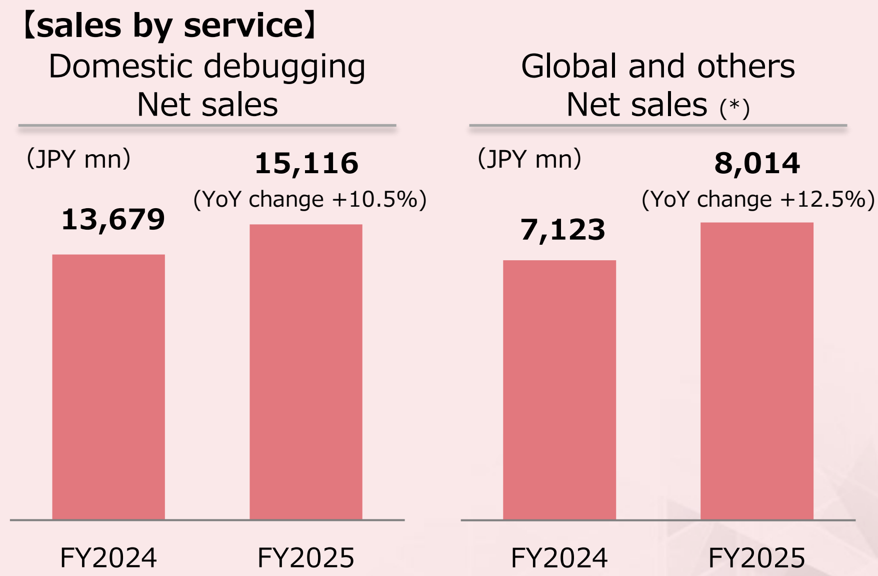
- **Consolidated net sales grew by +6% in real terms** excluding the impact of the deconsolidation of identity Inc., which was sold in the previous year, and **consolidated OP improved by +11% in real terms** thanks to Domestic debugging. In AGEST Group, although some services shrank under market changes with AI, its core QA solutions keeps sales growth. DH Group performed well in Domestic debugging thanks to the launch of Nintendo Switch 2 in the game market.
- **Net income strengthened due to sales growth**, despite a reactionary decline from the ¥589 million gain on the sale of subsidiary shares recorded in the previous year.
- Despite **the withdrawal of Spin-Off Listing initiatives** amid growing uncertainty in the equity market driven by rapid advances in AI, **we will continue to pursue growth across each business area as an independent corporate group.**

*The figures are excluding the impact of the sale of the consolidated subsidiary, identity Inc. on December 25, 2024. (The impact of FY2024: net sales ¥3,103 mn and OP ¥70 mn (after consolidation))

Both services achieved double-digit sales growth with strong investments under favorable market conditions. Sales and profits exceeded company forecasts.

■ DH Group Business results(*)





■ Key points of financial results

- **Achieved YoY +11% sales growth in the Domestic debugging**, capturing increasing demand against the backdrop of Nintendo Switch 2 launches.
- Focus businesses **Global and others achieved YoY +13% sales growth**.
  - Growth in translation and LQA, due to the full-scale launch of "ella," a unique game-specialized AI translation engine.
  - High performance in game-development support, including projects of new titles for Nintendo Switch 2.
  - HUWIZ SOLUTIONS INC., which became a consolidated subsidiary on November 20, 2025, contributed from Q4 FY2025.
- **Significant profit growth of YoY 1.2 times** due to growth in high-margin Domestic debugging.

*The figures are excluding the impact of the sale of the consolidated subsidiary, identity Inc. on December 25, 2024. (The impact of FY2024: net sales ¥3,103 mn and OP ¥70 mn (after consolidation))

DH Group Business Topics

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Steadily executing initiatives to expand its services and the foreign client base with the goal of further rapid growth in the global market.

Business alliance with Singapore-based companies to expand porting capabilities.

GENERAL ARCADE × LUNATE games

Capital and business alliance with a U.S.-based localization company to expand supported languages.

GameScribes

Software development	Art production	Audio and voice	Localization	Debugging /QA	Customer support	Marketing

Our Services

Acquired additional shares in G-angle Co., Ltd. to further strengthen businesses collaboration with it.

G-angle

Established consolidated subsidiary in Bangkok to expand translation and LQA bases.

Digital Hearts Bangkok

Acquired a Canadian gaming QA company to enhance our debugging service in English.

HUWIZ

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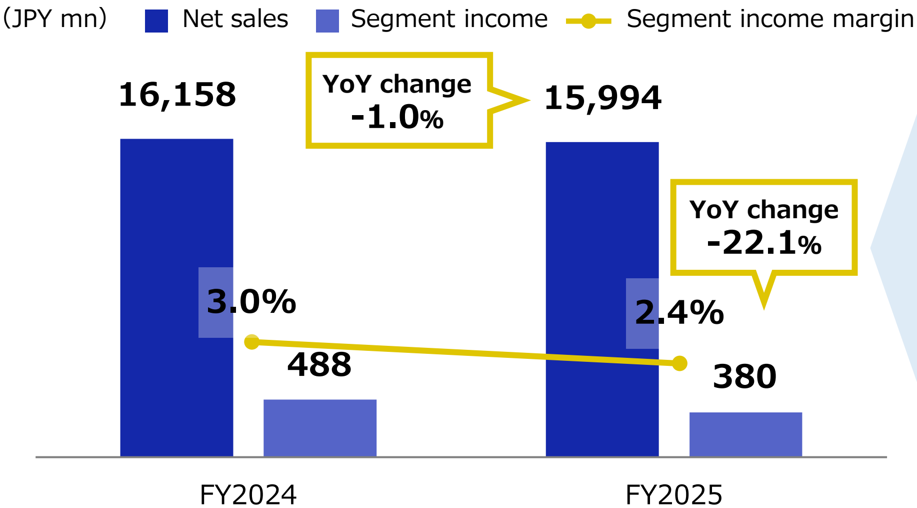
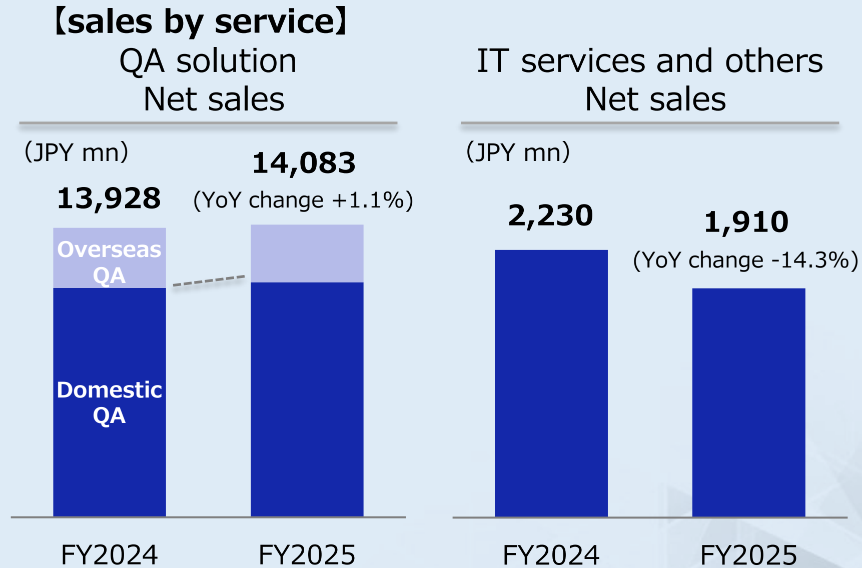
Mainstay QA solutions saw higher sales, while low-profit IT services and others continued to strategically shrink.
Aggressively strengthened marketing in Q4 to grow in the next fiscal year and beyond.

■AGEST Group Business results





■Key points of financial results

- **Domestic QA solutions kept its sales growth**. Despite the decline in development support service amid wider AI penetration, test projects grew.
- **Overseas QA solutions achieved sales growth excluding the impact of a subsidiary**(*) sold in the previous fiscal year, and **substantial profit growth** due to its businesses restructuring.
- **In IT services and others**, net sales decreased due to the continued **strategic contraction of less profitable businesses and the temporary impact of price hike** by vendors of security monitoring tools.
- **Aggressively growth invest in Q4 for the next fiscal year and beyond**, including strengthening promotional activities for new services.

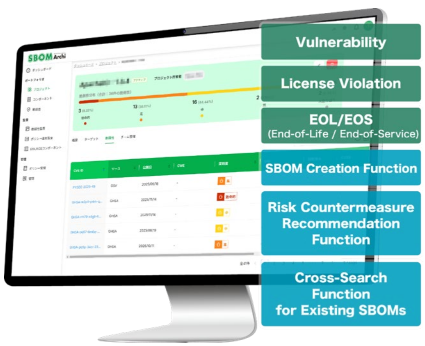
*We sold MK Partners, Inc., a consolidated subsidiary, in Q3 FY 2024.

By developing proprietary tools based on its technological capabilities, AGEST Group aims to transition its revenue structure to a stock-based model that is not dependent on the number of engineers.

1. Started providing unique SBOM management tool on January 2026.

SBOM Archi
Vulnerability RiskManagement Tool

*Abbreviation for “Software Bill of Materials” that lists the components comprising software and their dependencies.

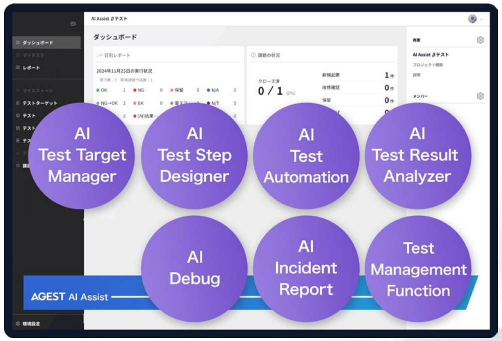


Received over 400 inquiries within 4 months of launch. Demand has increased, particularly for CRA*-related orders in the EU and SCS assessment system* orders from manufacturing companies. Aims to achieve a top share in the domestic market through functional expansion.

2. Started external sales of TFACT tools in January 2026, following the internal-use version of TFACT.

Unique test management tool utilizing AI

TFACT
Testing Factory
AGEST AI Assist



Started external sales as a tool from January 2026. Provided services to dozens of companies, including the case with internal use of AGEST and well received by major telecommunications businesses clients, accelerating replacement of engineers with AI for web application testing cases.

*CRA: A legal framework that establishes essential security standards for digital products (hardware and software) distributed in EU marketplace and requires measures throughout the entire life cycle from design to disposal

*SCS assessment system: A system led by the Ministry of Economy, Trade and Industry that objectively visualizes and evaluates the status of cybersecurity measures in the entire supply chain (including business partners) using a common standard and displays the level in stars.

Focusing on building a businesses foundation that wins in AI era.

DH Group Business

Delivering 'Entertainment quality' essential in the AI era to the world

- Continue to focusing on new Debugging projects for Nintendo Switch 2 titles.
- Targeting new global clients by strong coordination with a new group company, HUWIZ acquired in FY2025, and a U.S. new business alliance partner.
- Improving the productivity of testers and enhancing order-receiving capacity with AI collaborative operational platform "HumanOps OS."

AGEST Group Business

Evolving toward AI-driven QA and security services by leveraging AI tech

- To Build a new revenue base that is not dependent on the number of engineers by strengthening AI testing tool "TFACT" and licensing service "SBOM Archi" that visualizes vulnerability risks.
- Strengthen engineering skills in response to increasing consulting needs for optimal AI utilization in the early stages of AI development.
- Promote leaner back-office operations following the withdrawal of the Spin-Off Listing initiative and enhance operational efficiency through AI utilization.

CVC Related Business

Speedy expansion and investment in markets and domains that differ from our existing businesses

- **Invest approx. ¥0.5 bn per year** in companies offering technologies, ideas, business models, and innovator talent not available within the current Group.
- Established **a new disclosure segment, "CVC Related Business"** from FY2026.

■ Disclosed Segments from FY2026

DH Group Business	
	Domestic debugging
	Global and others
AGEST Group Business	
	QA solution
	IT services and others
CVC Related Business (New)	
Adjustments	

Consolidated Financial Forecast for FY2026

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- **Aim for record-high consolidated net sales, with AGEST Group maintaining sales at the same level as FY2025 while shifting its business model, and DH Group driving overall growth under favorable market conditions.**
- **Despite increased growth investments, including AI, the Group targets higher consolidate OP, supported by revenue growth and improved profitability in AGEST Group.**
- **Net income is expected to reach a record ¥1.8 bn, up 1.5 times YoY.**

(JPY mn)	Full-year FY2025 (Actual)	Full-year FY2026 (Forecast)	YoY Change
Net sales	38,928	41,080	+5.5%
DH Group	23,130	25,380	+9.7%
AGEST Group	15,994	15,700	-1.8%
CVC Related	–	–	–
Adjustments	-196	–	–
Operating profit	2,626	2,730	+4.0%
DH Group	2,245	2,270	+1.1%
AGEST Group	380	530	+39.3%
CVC Related	–	-70	–
OP margin	6.7%	6.6%	-0.1points
Ordinary income	2,582	2,730	+5.7%
Profit attributable to owners of parent	1,182	1,850	+56.6%

Changed dividend policy from FY2025 year-end dividend and introduce shareholder benefit program. Aiming for continuous and stable shareholder returns while continuing to invest in future growth.

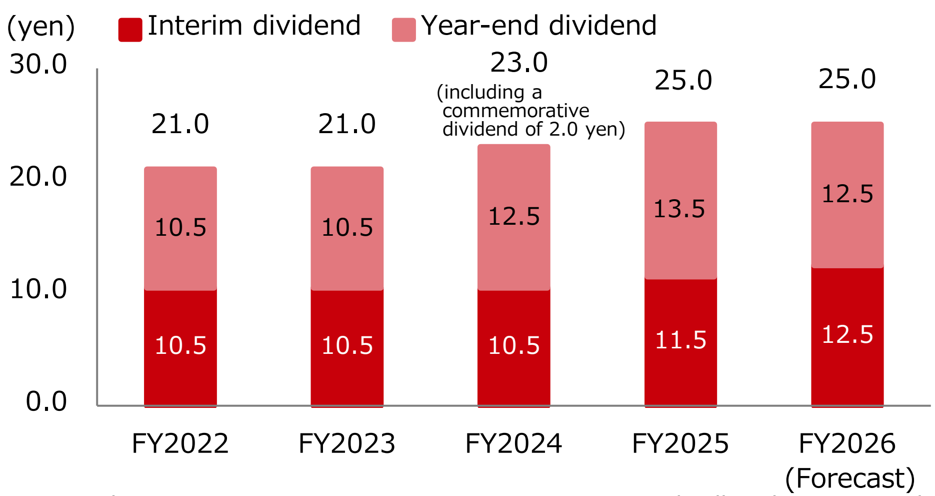
■ Dividend policy

Basic policy	(Before)	Dividend payout ratio with a minimum target of 20%
	(After)	Stable and sustainable dividends guided by a progressive dividend policy

⇒ **Revised it to "progressive dividend" to emphasize a commitment to stable and sustainable dividends, reflecting our track record of maintaining dividends since listing.**

■ Dividend forecast for FY2026

Annual dividends are expected to be **¥25.0** (dividend payout ratio 30.1%), stable dividends at the same level as FY2025.



■ Shareholder benefit program

Eligible shareholder

Shareholders who hold 500 shares or more of our shares and are listed or recorded in the shareholder register as of the record date (March 31 of each year) are eligible.

Details of shareholder benefit

For each eligible shareholder
QUO Card
worth 10,000 yen

Growth Strategy

Two Core Business Strategies to Win in the AI Era

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By pursuing their respective independent growth strategies across the DH Group and AGEST Group Businesses, the Group aims to evolve into a company positioned to succeed in the AI era.

SAVE the "AI" WORLD

DIGITAL HEARTS

Value provided

"Entertainment quality" assurance driven by human sensibility, intuition, and insight

Business area : Game/Entertainment

AI utilization strategy : Empowering human resources

Revenue model : Strengthen the current high value-added and profitable model

AGEST

Value provided

Improving the quality of software with embedded AI speedily and accurately through AI

Business area : Enterprise/Security

AI utilization strategy : Automation of business processes

Revenue model : Transitioning from a man-month model to a SaaS and recurring model

Domestic and overseas console game-market has been revitalized by the launch of Nintendo Switch 2. Accelerating borderless development of cross-border games.

Number of development titles	Various game platforms	Languages in different areas
AI-driven development is boosting title production	**Multi platform** has become standard	**Multilingual support** has become essential
 * The image is for illustrative purposes only and do not represent actual game images.		
Human reviews are becoming essential for title differentiation in the AI era.	Growing need for defect verification across diverse PC and console environments.	Rising demand for localization that enhances worldview and character expression.

The need to launch highly engaging, gameplay-rich titles simultaneously across diverse devices and global markets is driving further demand for our services and creating new business opportunities.

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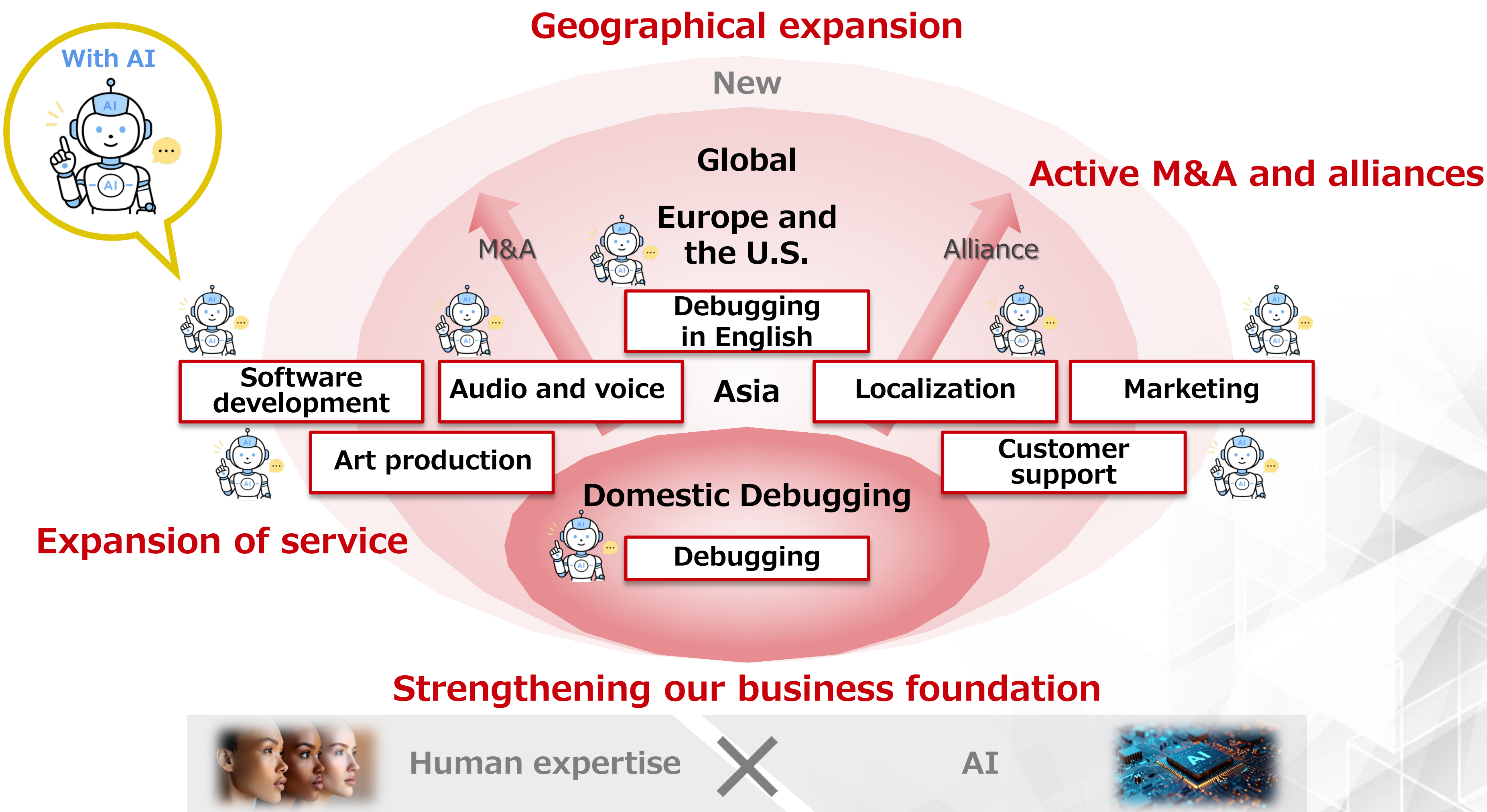
"Entertainment quality" assurance delivered by the sensibility, intuition, and insight of experienced game professionals—capabilities that AI cannot fully replicate.

"Entertainment quality" assurance unique to us that cannot be created by AI

Maximize game appeal from a user perspective

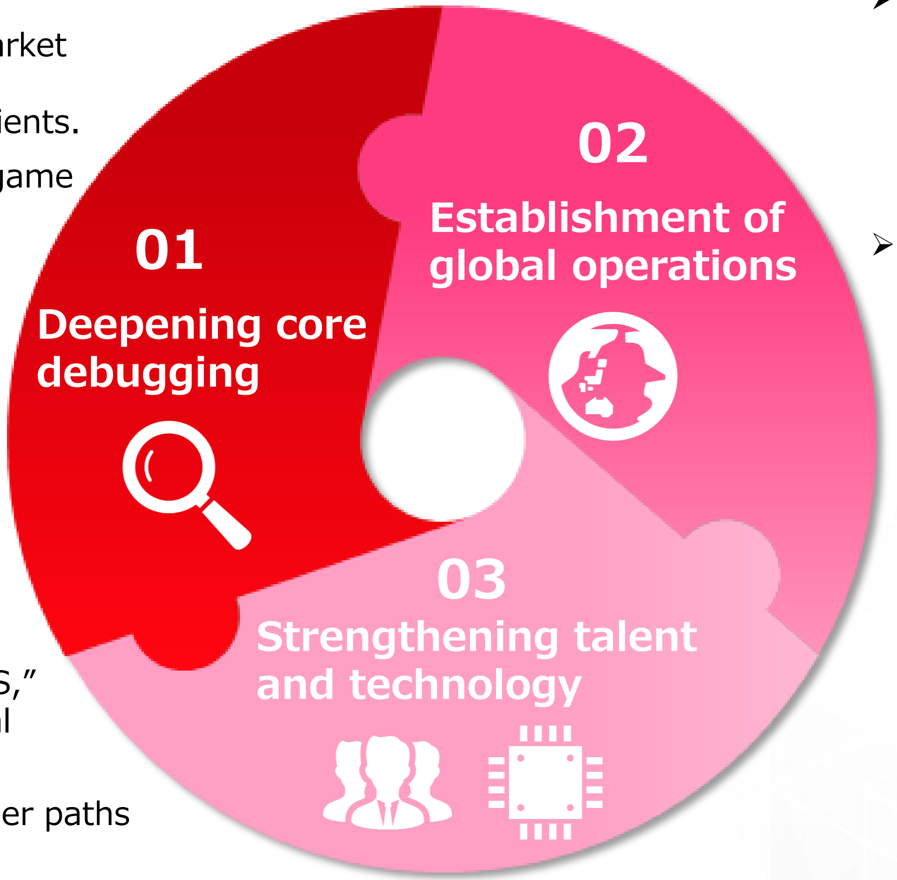
* Triage: A process of prioritizing, categorizing, and determining the order of response for a large volume of bugs and issues based on their severity and urgency.

As the global game market expands and AI-driven development accelerates market growth, we will enhance "Entertainment quality" assurance services essential for the AI era, while actively leveraging AI technologies.



Focus on deepening our core debugging business and expanding our global business as a growth driver, while reinforcing the human and technological foundations that support these businesses.

- Maintain overwhelming market share by strengthening relationships with major clients.
- Development of the indie game market.



- Building a system that can provide one stop solutions globally, including English-language Debugging, translation, LQA, and audio recording.
- Acquire global clients by strengthening coordination between domestic and overseas group companies and global business alliance partners.

- Empowering testers by introducing "HumanOps OS," AI collaborative operational platform.
- Developing new multi-career paths for testers.
- Aggressive use of AI in all areas of services, operations, and back-offices.

With the advent of the AI era, we will strengthen AI and security tools that have been developed over time, and strongly promote a structural shift from the man-month model to a recurring model.

Changes in QA Market

Rapid advances in programming automation through AI. Particularly in web and application domains, automation is advancing given their high compatibility.

Changes in the security market

Cyberattacks are becoming increasingly sophisticated, with rising AI-driven attacks and supply chain intrusions. Legal frameworks are being advanced at the national level.

Current AGEST

Future AGEST

Business centered on the man-month model

Turn to AI pay-as-you-go and recurring model business

Launched TFACT and SBOM in Q4 FY2025. Multiple recurring businesses are planned for launch in FY2026, driving a shift away from the man-month model. Alongside this transition, hiring and back-office functions are being significantly streamlined to transform into a lean, high-profit structure, including through AI-driven efficiency improvements.

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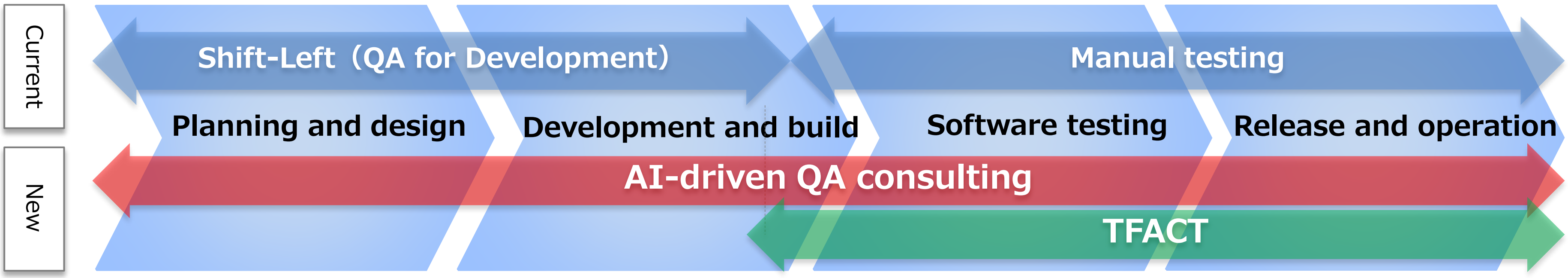
Expanding our solutions beyond conventional QA to include offerings tailored to the AI era. As a front-runner in AI adoption in the QA market, we will deliver cutting-edge services.



AI-driven QA consulting

Consulting to improve quality/efficiency in the development process by utilizing AI. Establish a position as a strategic QA partner, rather than a test outsourcer, by consulting from the customer's perspective.

- a. **AI QA adaptive analysis/Potential diagnostics**
- b. **QA strategy design**
- c. **Introduction/Implementation support for AI testing automation**

Achieve dramatic efficiency gains by identifying which tasks can be entrusted to AI.

TFACT

"TFACT," an AI-enabled test management tool. In the short term, TFACT supports verification testing (*) in web and application domains, where the impact of AI-driven automation is significant. Integrates with third-party AI and automation tools to establish itself as a leading test platform.

TFACT Testing Factory AGEST AI Assist

Started external sales in January 2026, expanding services to dozens of companies, including internal use at AGEST.

*Verification testing: Testing focused on confirming whether a system operates as specified. Compared with validation testing, which requires engineers' judgment, it is expected to be replaced more rapidly by AI-driven testing.

The security market is expected to expand dramatically as legal developments and tighter regulations at the national level become key drivers in parallel with the increasing complexity of cyber threats. AGEST aims to grow businesses as a second pillar after QA by leveraging its strengths in SOC, Vulnerability testing, and SBOM management tool.

Status of development of security laws

- **Act on Enhancing Cyber Defense Capabilities and the Act on Development of Relevant Acts** **(to be enforced in 2026)**

  Legal system to prevent serious cyber-attacks to the nation and critical infrastructure and minimize damage.

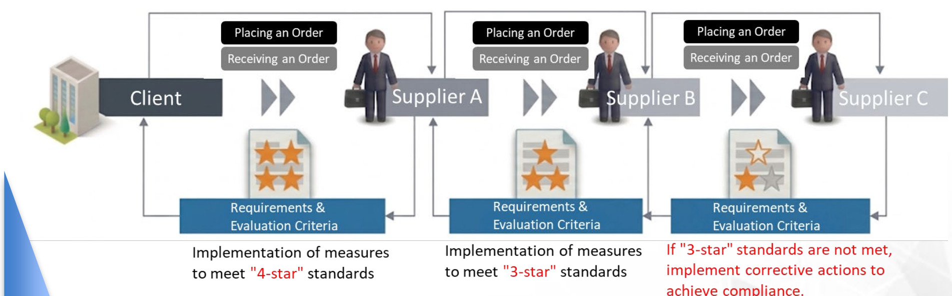
- **Security Measures Assessment System for Strengthening Supply Chains** **(Full-Scale Operation in 2027)**

  A national system aiming for full-scale operation by March 2027. Unlike the existing self-declared security guidelines, the introduction of objective ratings is a powerful standard for selecting business partners.

- **EU Cyber Resilience Act** **(effective December 2024)**

  Security regulations in Europe. Japanese companies exporting to Europe are also required to manage SBOM and other compliance-related issues.

Implementation of the Supply Chain Assessment System requires security measures not only for major corporations but also for small and medium-sized companies.



AI SOC	Small and medium-sized EDR	SBOM management tool
Evolve leading domestic SOC management functions through AI. Suitable for small and medium-sized companies	Developed EDR tools for SMEs in-house. Expand sales through competitive pricing	Released in January 2026. Expand sales as an essential function of security measures

Aim to expand stock business by developing new services against the backdrop of market tailwinds.

AGEST is evolving on the foundation of its track record and quality technologies built as a QA specialist. Redefining QA services for the AI era, we will continue to lead the industry through quality technologies.

AGEST Testing Lab.

A research institute for advanced quality technologies.Conducting research across diverse themes through industry–academia collaboration, including AI quality research.

- Waseda University
- National Institute of Informatics
- University of Nagasaki

× AGEST

AI × QA

Dr. Juichi Takahashi
Earned a Ph.D. through research in software testing at Hiroshima City University. After serving as Head of Software Quality at Sony Corporation, currently holds concurrent positions as Chief Technical Advisor, Director of AGEST Testing Lab., and President of AGEST Academy.

Test automation technologies

TestArchitect

TFACT Testing Factory AGEST AI Assist

Evolved from over a decade of test automation expertise with "TestArchitect" to "TFACT," an AI-enabled test management tool. Continuing to lead the industry through accumulated quality technologies.

AGEST Academy

An institute for developing top-level engineers in the software quality field. Provides education programs based on advanced research at AGEST Testing Lab. and collaboration with leading global experts in the industry.

Mr. Rex Black
A founding member of ISTQB, the global certification body for software testing, and a recognized global authority in the field. Has provided training to tens of thousands of engineers in dozens of countries.

Dr. Stuart Reid
A founding member of ISTQB. Currently serves as Chair of ISO Working Group 26, responsible for developing the international software testing standard ISO/IEC/IEEE 29119, and leads the development of global standards.

Establishment of a CVC Division

Amid rising uncertainty in technology and the business environment, driven by rapid advances in AI, the Group established a Corporate Venture Capital (CVC) division to pursue more agile and exploratory investments beyond traditional M&A.

■ Purpose of CVC division

To rapidly expand future strategic options by leveraging agile, risk-controlled strategic investment approaches.

1. Acquire innovative technologies, ideas, business models, and innovator talent that lie beyond the extension of the Group's existing core businesses.
2. Support the growth of venture companies and strengthen the Group's business foundation through co-creation-based open innovation.
3. Challenge to create new businesses and build base for expansion into adjacent areas of existing businesses.
4. Capture potential capital gains through future IPOs or business divestments.
5. Progress from agile minority investments and collaborations to deeper capital alliances or group integration after validating potential synergies.

■ Investment amount

Annual investment level:
approx. ¥500 mn

Establish a dedicated investment budget separate from traditional M&A to balance agility and investment discipline.

(Reference) Historical CVC Investment Examples

TURING

Turing Inc.
Develops fully automated vehicles using AI.

FENNEL

Fennel Co., Ltd.
Operates eSports teams

GeeSPORTS
Digital Hearts

DIGITAL HEARTS GeeSPORTS Co., Ltd.
Develops game and operates related events for seniors.

81R

81RAVENS PTE. LTD.
Develops and operates P2E gaming "PARAVOX."

Consolidated Financial Results for FY2025

Summary of Financial Results for FY2025

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- Sales decreased due to the exclusion of subsidiary sold in FY2024, but existing businesses achieved sales growth excluding this impact.
- Driven by the tailwind of a new hardware launch, high-profit Domestic debugging expanded, resulting in an increase in operating income.
- Despite the absence of gains on sales of subsidiary's share in FY2024, net income increased significantly due to higher operating profit and lower extraordinary losses.

(JPY mn)	FY2024	FY2025	YoY change		YoY change excluding the sale of a subsidiary(*)
Net sales	39,748	38,928	-820	-2.1%	+6.2%
Cost of sales	29,611	28,927	-683	-2.3%	+6.9%
Cost of sales (%)	74.5%	74.3%		-0.2 points	+0.5 points
Gross profit	10,137	10,000	-136	-1.4%	+4.3%
SG&A	7,707	7,374	-332	-4.3%	+2.0%
Operating income	2,430	2,626	+196	+8.1%	+11.3%
Operating income margin	6.1%	6.7%		+0.6 points	+0.3 points
Ordinary income	2,278	2,582	+304	+13.4%	—
Profit attributable to owners of parent	629	1,181	+552	+87.7%	—
EBITDA	3,456	3,562	+105	+3.1%	+9.3%

*The figures are excluding the impact of the sale of the consolidated subsidiary identity Inc. on December 25, 2024. (The impact of FY2024: net sales ¥3,103 mn and OP ¥70 mn (after consolidation))

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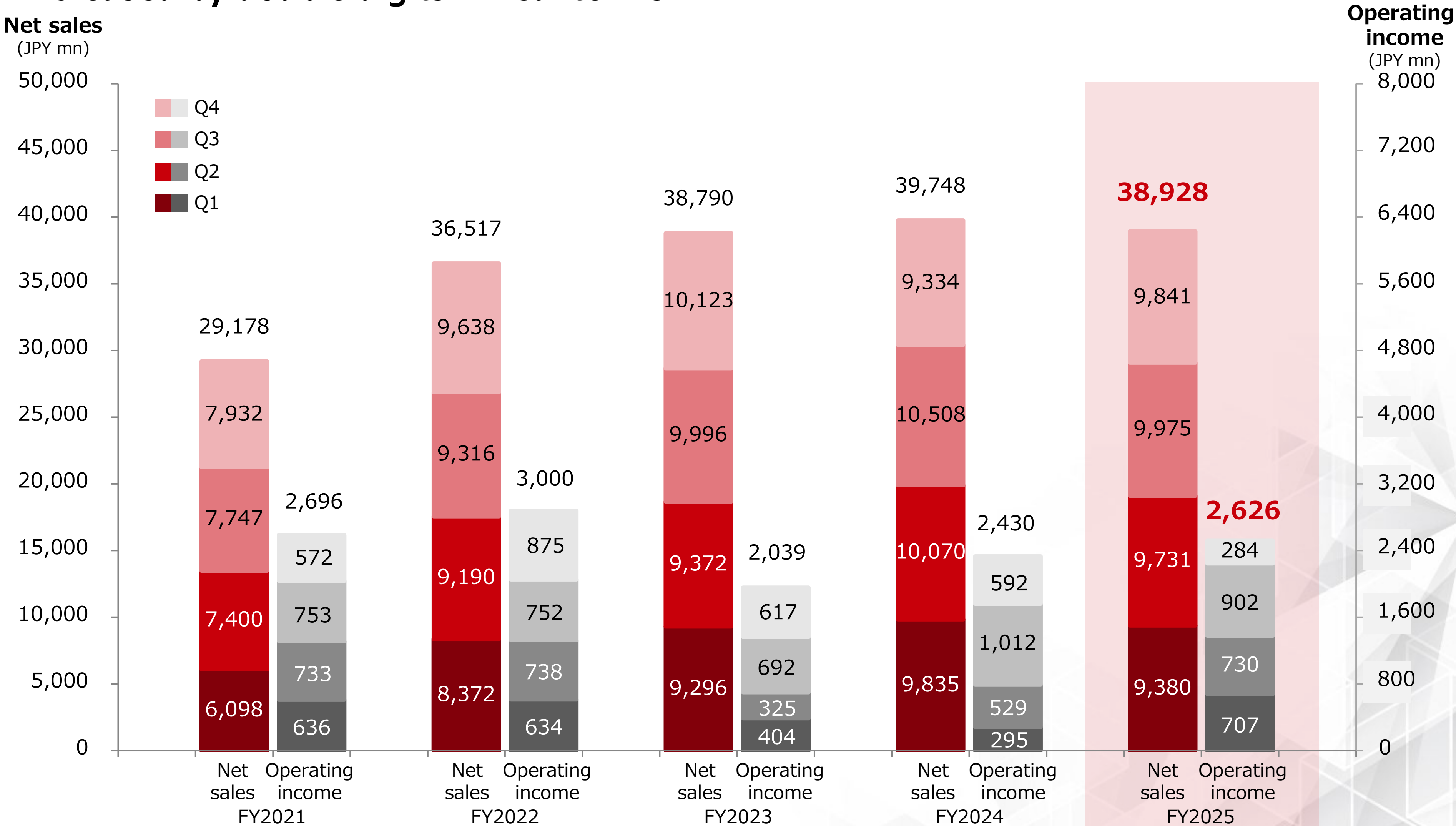
Excluding the impact of subsidiary sold in FY2024, sales increased and profits increased by double digits in real terms.



Consolidated Balance Sheets

(JPY mn)	Q4 FY2024 (As of March 31, 2025)	Q4 FY2025 (As of March 31, 2026)	YoY Change
Total assets	19,949	21,531	+1,582
Current assets	14,069	14,031	-38
Cash and deposits	7,593	7,132	-461
Noncurrent assets	5,880	7,500	+1,620
Property, plant and equipment	1,475	1,620	+144
Intangible assets	1,748	2,770	+1,022
Goodwill	1,035	1,790	+755
Investments and other assets	2,656	3,109	+453
Total liabilities	10,688	11,570	+881
Current liabilities	10,473	11,187	+714
Short-term loans	5,200	5,672	+472
Noncurrent liabilities	215	382	+166
Total net assets	9,260	9,961	+700
Shareholders' equity	7,859	8,517	+658
Accumulated other comprehensive income	1,094	1,112	+17
Non-controlling interests	306	331	+24
Total liabilities and net assets	19,949	21,531	+1,582

Consolidated Statements of Cash Flows

(JPY mn)	FY2024	FY2025	YoY Change
Net cash provided by operating activities	3,119	3,224	+105
(*Cash flows before income taxes paid)	3,777	3,978	+201
Net cash used in investing activities	-5	-3,724	-3,719
Net cash used in financing activities	-2,555	-92	+2,463
Effect of exchange rate change on cash and cash equivalents	176	130	-46
Net increase in cash and cash equivalents	735	-461	-1,196
Cash and cash equivalents at the beginning of period	6,858	7,593	+735
Cash and cash equivalents at the end of period	7,593	7,132	-461

(References) FY2025 Non-operating Expenses / Extraordinary Losses

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Non-operating expenses

¥165 mn

- **Loss on investments accounted for using the equity method ¥83 mn**
  - ・Losses on JetSynthesys Digital Services Private Limited and Fennel Co., Ltd.

Extraordinary losses

¥726 mn

- **Impairment losses ¥238 mn**
  - ・Impairment loss on goodwill mainly related to DIGITAL HEARTS CROSS Marketing and Solutions Limited
- **Loss on valuation of investment securities ¥344 mn**
  - ・Losses on TOKYO GameFi, Inc. and other investments
- **Extra retirement allowances ¥140 mn**
  - ・Loss related to the early retirement program at AGEST, Inc. implemented to optimize back-office functions following the withdrawal of the Spin-Off Listing initiatives

Financial Results for FY2025 by Segment and Full-year Forecast for FY2026

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Summary of Financial Results by Segment

DIGITAL HEARTS HLDGS.

(JPY mn)	FY2024	FY2024 excluding the impact of the sale of a subsidiary(*)	FY2025	YoY change	YoY change excluding the impact of the sale of a subsidiary(*)
Net sales	39,748	36,645	38,928	-2.1%	+6.2%
DH Group	23,906	20,803	23,130	-3.2%	+11.2%
AGEST Group	16,158	16,158	15,994	-1.0%	-1.0%
Adjustments	-316	-316	-196	—	—
Operating income	2,430	2,359	2,626	+8.1%	+11.3%
DH Group	1,941	1,871	2,245	+15.7%	+20.0%
AGEST Group	488	488	380	-22.1%	-22.1%
EBITDA	3,456	3,258	3,562	+3.1%	+9.3%
DH Group	2,566	2,368	2,711	+5.6%	+14.5%
AGEST Group	890	890	851	-4.4%	-4.4%

*The figures are excluding the impact of the sale of the consolidated subsidiary, identity Inc. on December 25, 2024. (The impact of FY2024: net sales ¥3,103 mn and OP ¥70 mn (after consolidation))

Financial Result of DH Group Business

DIGITAL HEARTS HLDGS.

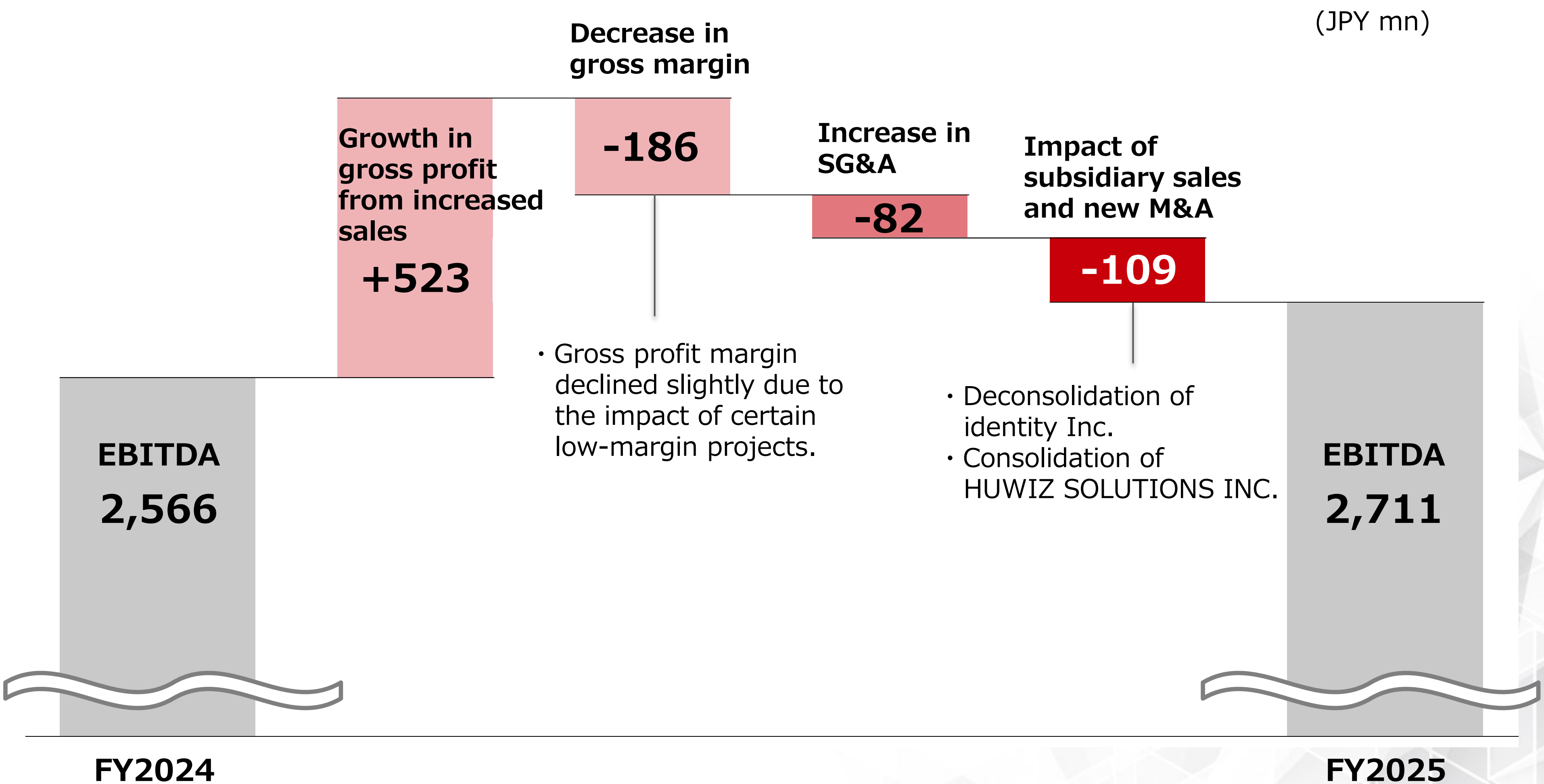
- Revenue declined mainly due to the sale a subsidiary in Q3 FY2024. **Segment net sales in real terms achieved double-digit growth of YoY +11.2%** against the backdrop of market activation driven by the launch of Nintendo Switch 2 and increased multilingual development of titles.
- Significant **profit growth of double-digit YoY +15.7%** driven by sales growth of highly profitable Domestic debugging, **exceeding the company plan**.
- **Depreciation methods in a subsidiary were changed from Q1 FY2025** to more accurately reflect actual conditions in response to the large-scale procurement of specialized testing equipment. As a result, full-year segment income increased by ¥93 mn.

(JPY mn)	FY2024	FY2025	YoY change
Net Sales	23,906	23,130	-3.2%
Domestic debugging	13,679	15,116	+10.5%
Global and others	10,226	8,014	-21.6%
Segment income	1,941	2,245	+15.7%
EBITDA	2,566	2,711	+5.6%

*FY2024 results include identity Inc., which was sold in December 2024.

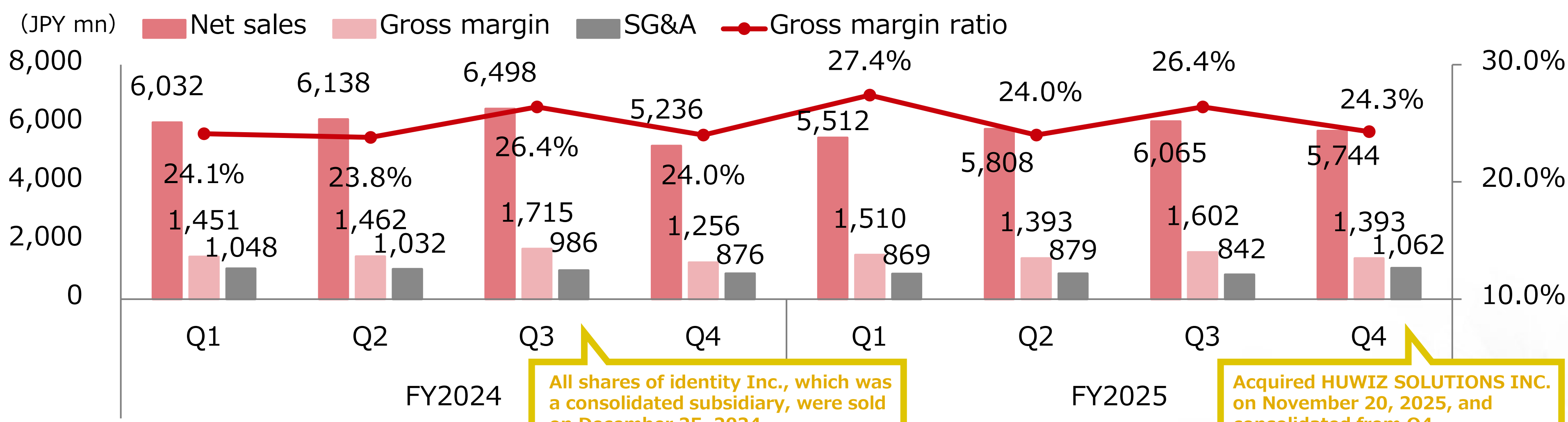
DIGITAL HEARTS HLDGS.

Despite the impact of sale of a subsidiary, EBITDA achieved growth YoY +5.6%, driven by sales growth in profitable Domestic debugging etc.



Performance Trends

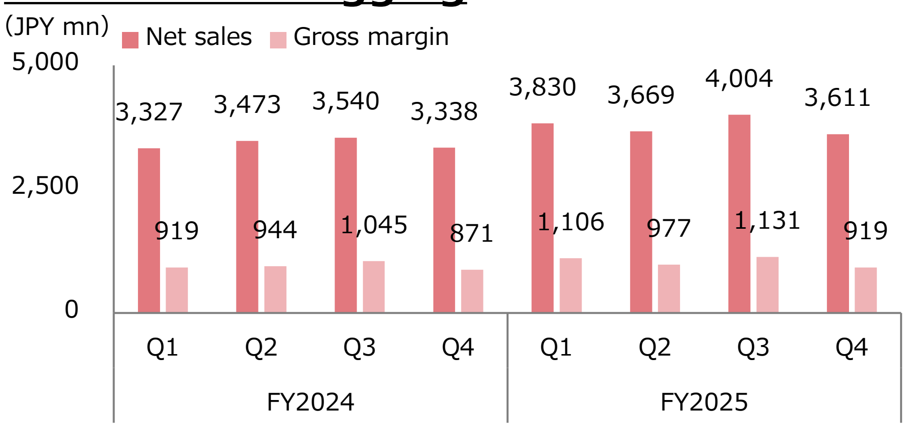
DH Group Business



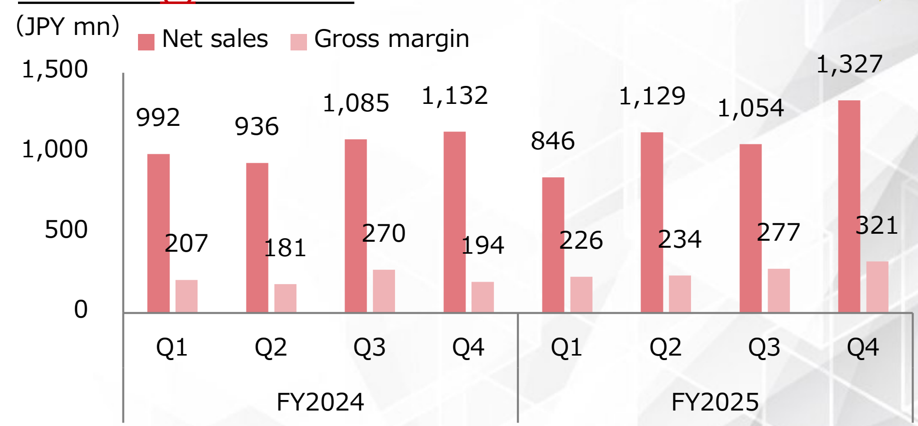
All shares of identity Inc., which was a consolidated subsidiary, were sold on December 25, 2024.

Acquired HUWIZ SOLUTIONS INC. on November 20, 2025, and consolidated from Q4.

Domestic debugging



Global(*) service

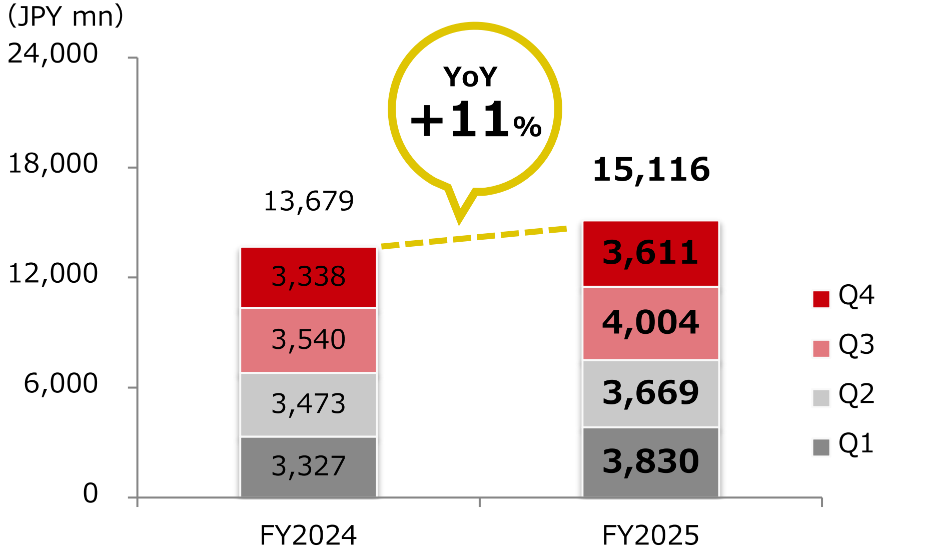


 *Net sales from translation, LQA, marketing support, and overseas debugging.

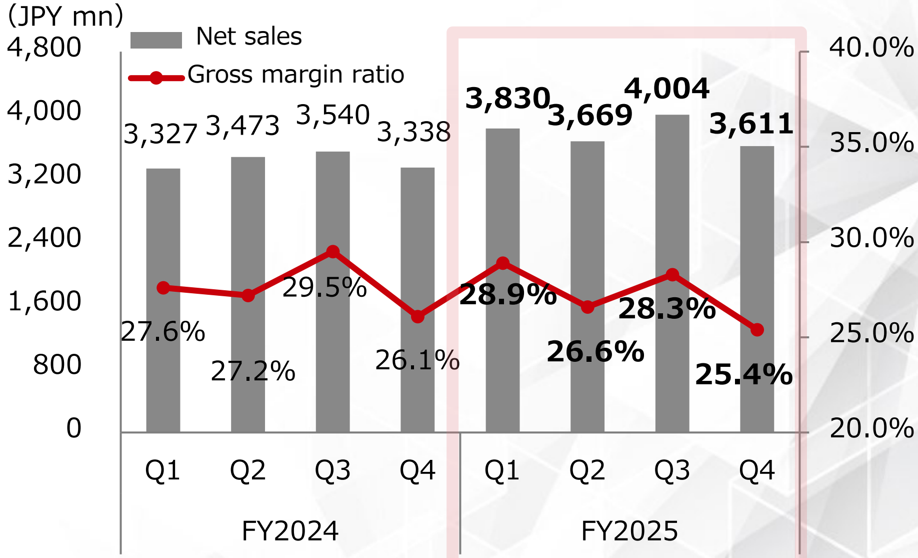
DIGITAL HEARTS HLDGS.

- **Strong performance, with sales growth of YoY over +20% in Debugging for console games, by steadily capturing strong demand based on the launch of Nintendo Switch 2.**
- **Gross profit margin remained at 27.4% in line with the previous year, despite some impact from low-margin projects in Q4.**
- **Boosting tester productivity and expanded order capacity through the introduction of the AI-enabled operational platform "HumanOps OS."**

Quarterly sales

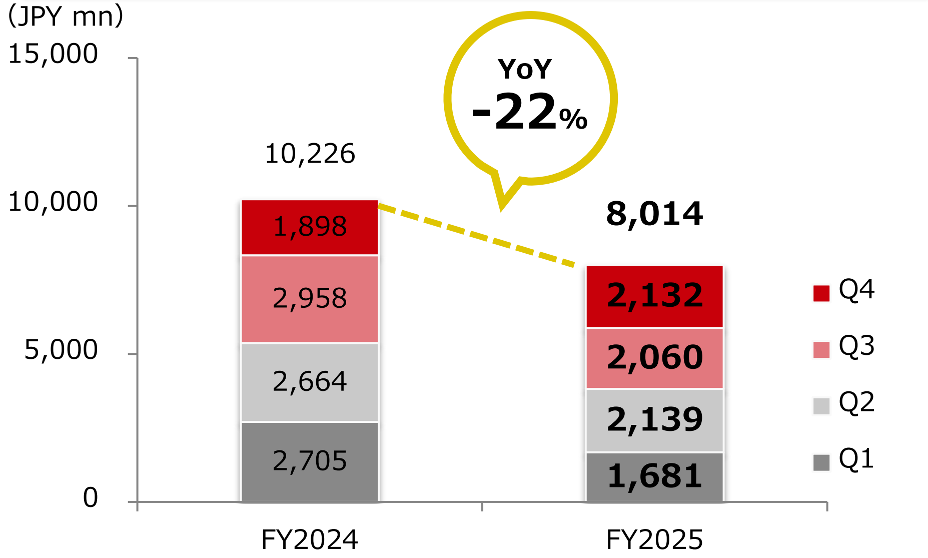


Net sales and Gross margin ratio

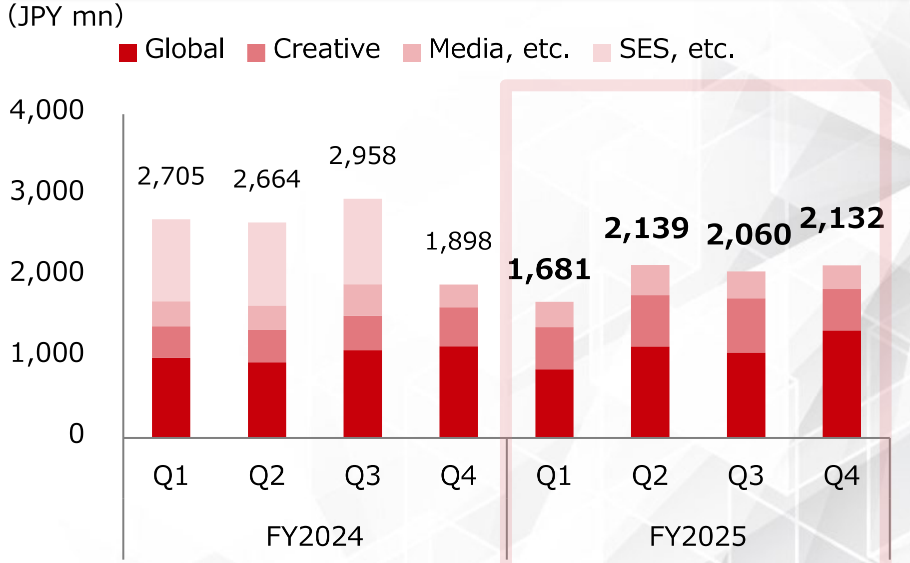


- **YoY +13% double-digit sales growth in real terms** excluding the impact of the sale of a subsidiary, **by steadily acquiring new projects in translation and LQA** due to the full launch of "ella," our innovative AI translation engine specializing in games, and additionally **by growing sales of Creative services** due to new development-support projects including those for Nintendo Switch 2.
- **HUWIZ SOLUTIONS Inc. performance contribution from Q4 FY2025** (became a consolidated subsidiary on Nov. 20, 2025)
- **Accelerate investments for further growth in localization services**, including establishing a new subsidiary to strengthen Thai language capabilities in October 2025 and investing in a U.S. translation company in January 2026.

Quarterly sales



Quarterly sales by service



Financial Result of AGEST Group Business

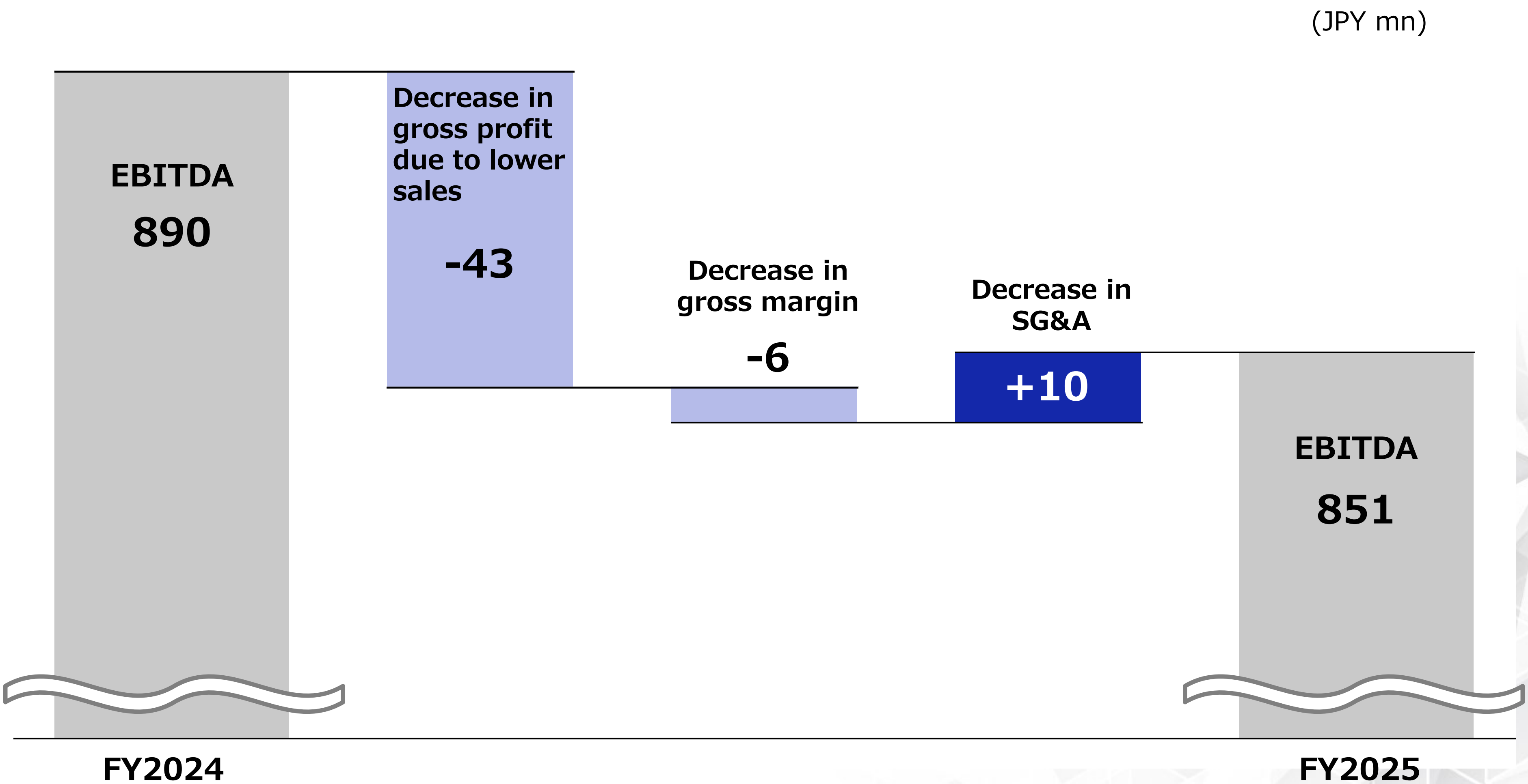
DIGITAL HEARTS HLDGS.

- **Recorded a sales growth as whole of the QA solution services, supported by steadily increasing domestic testing projects, covering the decline in development support service and the impact from the exclusion of a subsidiary sold in FY2024.**
- **Decrease in the sales of IT services and others, due to the strategic downsizing of low-profit businesses and the impact of price hikes on security monitoring devices by certain vendors.**
- **Segment income decreased due to a decline in high-margin security monitoring, as well as increased promotional spending in Q4 for our proprietary AI test tool "TFACT" and vulnerability risk visualization tool "SBOM Archi," among others.**

(JPY mn)	FY2024	FY2025	YoY change
Net sales	16,158	15,994	-1.0%
QA solution	13,928	14,083	+1.1%
IT services and others	2,230	1,910	-14.3%
Segment income	488	380	-22.1%
EBITDA	890	851	-4.4%

DIGITAL HEARTS HLDGS.

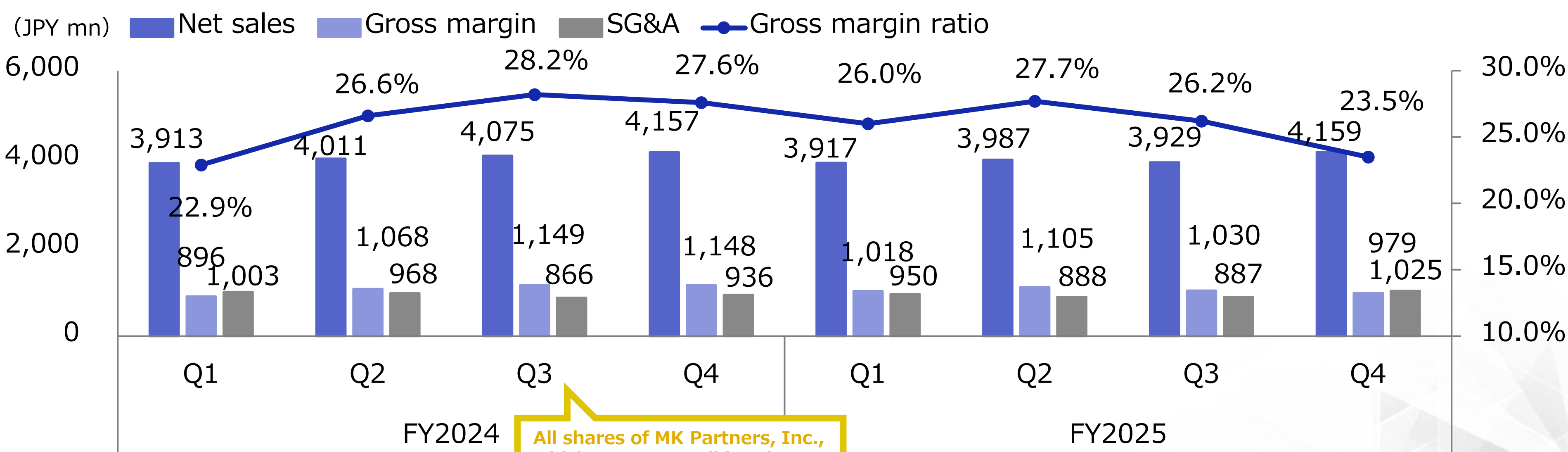
EBITDA declined by ¥39 mn YoY due to the strategic contraction of low-profit businesses and declining security monitoring revenue in IT services and others.



DIGITAL HEARTS HLDGS.

AGEST Group Business

Performance Trends



All shares of MK Partners, Inc., which was a consolidated subsidiary, were sold in Q3.

QA solution division KPI

Number of clients with orders(*)

FY2024
719 companies

FY2025
787 companies

Breakdown of YoY changes in number of clients with orders

Domestic	+97 companies
Overseas	-29 companies

Annual sales per client(*)

FY2024
¥19 mn

FY2025
¥17 mn

Number of engineers

FY2024
1,041 people

FY2025
1,048 people

Breakdown of YoY changes in number of engineers

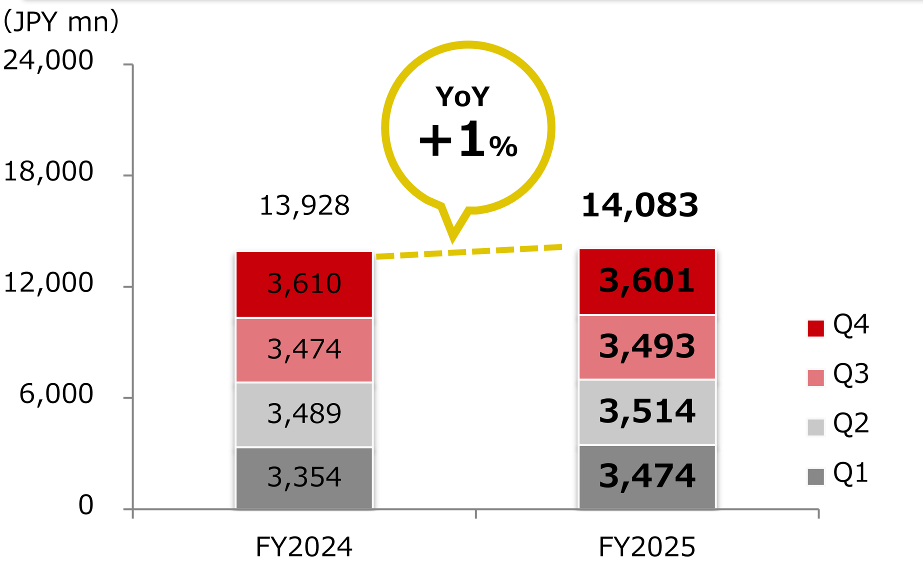
Domestic	+23 people
Overseas	-16 people

* "Number of clients with orders " and " Annual sales per client" are calculated from the results of the last 12 months.

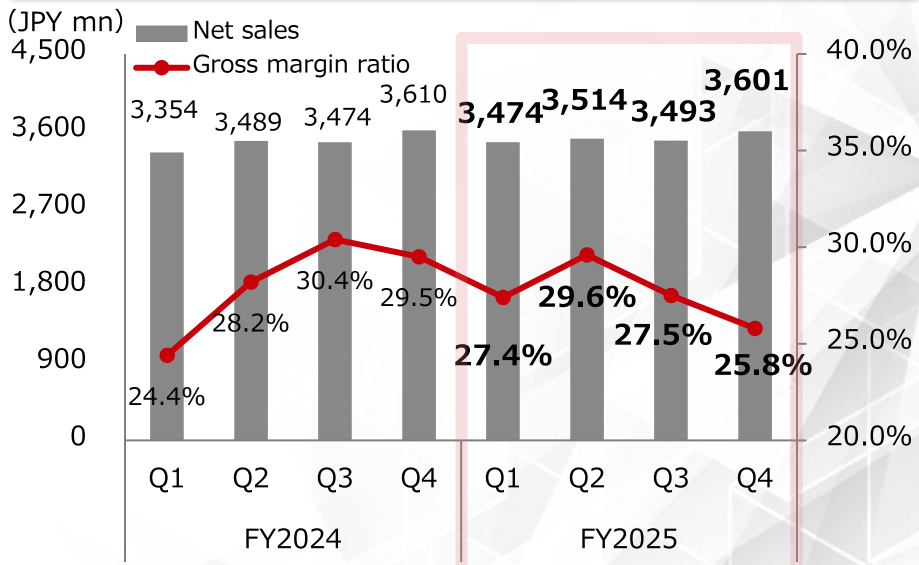
DIGITAL HEARTS HLDGS.

- Despite the contraction of development support services, **domestic business maintained its sales growth** by steadily acquiring new testing projects.
- **Overseas business recovered, with revenue growth excluding MK Partners, Inc. divested in FY2024** and **significant profit growth** from restructuring.
- **Gross margin ratio remained around 28% for the full year, in line with FY2024**, despite fewer development projects from AI adoption and lower engineer utilization.
- **Focusing on building a new revenue model**, including the launch of both the internal-use and SaaS versions of "TFACT," a proprietary AI-enabled test tool.

Quarterly sales



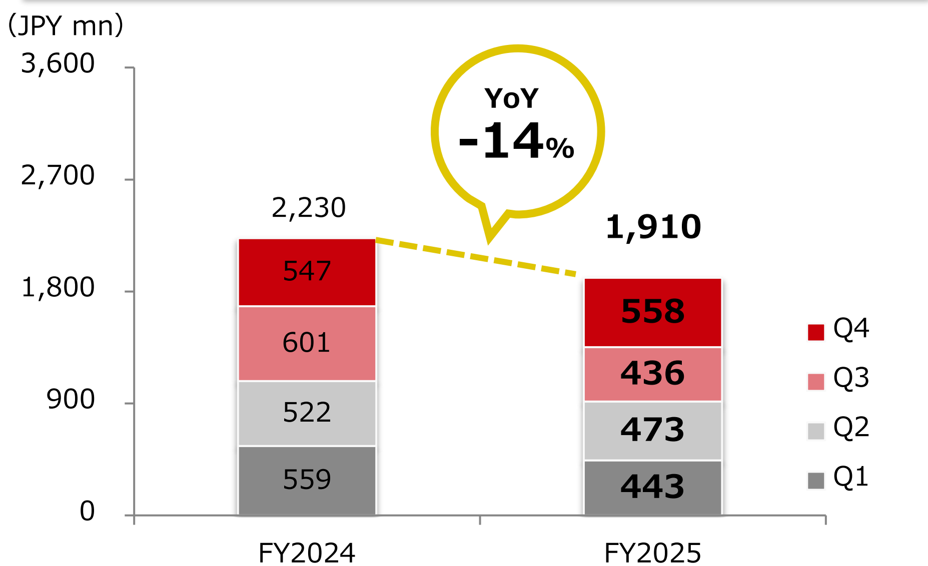
Net sales and Gross margin ratio



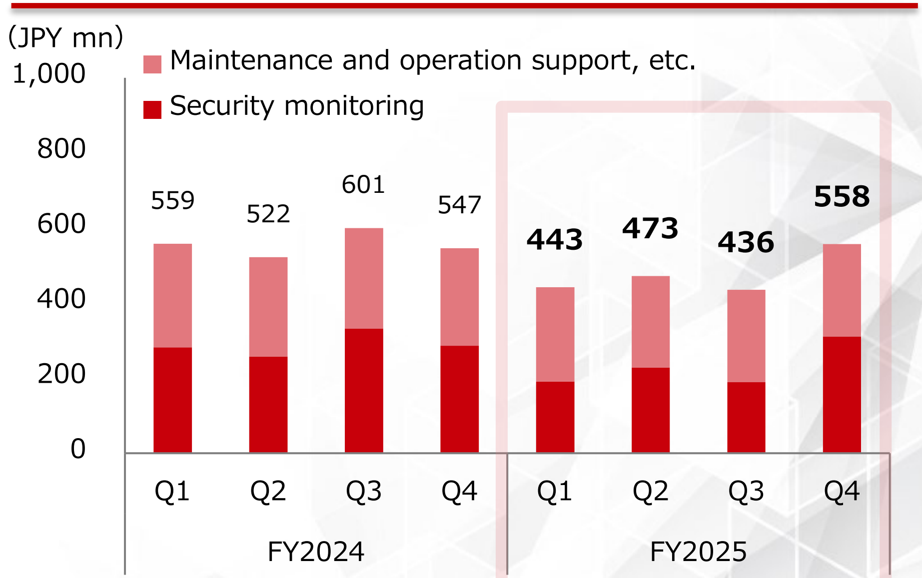
- **Strategic reduction of certain low-profit services, such as maintenance and operation support, etc.**
- **License renewal revenue declined in the security monitoring service due to price increases on endpoint security devices by certain vendors.**
- **The SBOM(*) management tool launched in January 2026 has performed strongly, supported by cybersecurity-related legislative developments. Looking ahead, aiming to capture the top market share as a fully domestic SBOM management service.**

*SBOM (Software Bill of Materials) refers to a structured list of OSS and other components contained in software.

Quarterly sales



Quarterly sales by service



Consolidated Financial Forecast for FY2026

DIGITAL HEARTS HLDGS.

- Aim for record-high consolidated net sales, with AGEST Group maintaining sales at the same level as FY2025 while shifting its business model, and DH Group driving overall growth under favorable market conditions.
- Despite increased growth investments, including AI, the Group targets higher consolidate OP, supported by revenue growth and improved profitability in AGEST Group.
- Net income is expected to reach a record ¥1.8 bn, up 1.5 times YoY.

(JPY mn)	Full-year FY2025 (Actual)	Full-year FY2026 (Forecast)	YoY Change
Net sales	38,928	41,080	+5.5%
DH Group	23,130	25,380	+9.7%
AGEST Group	15,994	15,700	-1.8%
CVC Related	–	–	–
Adjustments	-196	–	–
Operating profit	2,626	2,730	+4.0%
DH Group	2,245	2,270	+1.1%
AGEST Group	380	530	+39.3%
CVC Related	–	-70	–
OP margin	6.7%	6.6%	-0.1points
Ordinary income	2,582	2,730	+5.7%
Profit attributable to owners of parent	1,182	1,850	+56.6%

Appendix

DIGITAL HEARTS HLDGS.

Our mission	**SAVE the DIGITAL WORLD**

Market environment

Growth of console game market → Growth of mobile game market → Expansion of IoT/DX → Expansion of AI

History

Established
2001
Started Debugging Business

Listed on TSE Mothers
2008

Listed on TSE 1st Section
2011

2012
Started Media Business

Shifted to a holding company structure and listed on TSE 1st Section
2013

2014
Started Creative Business

2017
Expanding businesses in the enterprise field

Transferred from TSE 1st to TSE Prime
2022

2023
Started preparing for the Spin-Off Listing

2026
Withdrew the Spin-Off Listing initiatives

'First Founding Period'

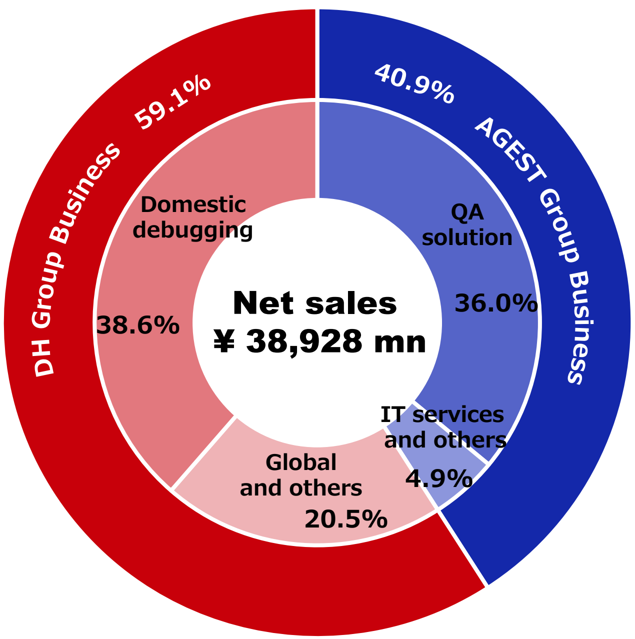
Accelerating diversification in the game industry

Fully entered the enterprise field as a second founding period

Maximizing the growth-potential of both businesses

DIGITAL HEARTS HLDGS.

Our core business: Debugging and QA(Quality Assurance)



Sales breakdown by segment (FY2025)

*Segments include inter-company sales and/or transfers.

DH Group Business	Domestic debugging	38.6%	➢ Debugging for console games, mobile games, etc.
DH Group Business	Global and others	20.5%	➢ Translation, LQA*, and localization for game software ➢ Marketing support for game launching in overseas markets ➢ Game development and CG development ➢ Game information site "4Gamer.net"
AGEST Group Business	QA solution	36.0%	➢ Testing for business systems incl. online ➢ Support for test automation ➢ Security test ➢ Introduction of ERP and CRM ➢ System development
AGEST Group Business	IT services and others	4.9%	➢ Security monitoring ➢ IT support

*LQA = Linguistic Quality Assurance

DIGITAL HEARTS HLDGS.
(Holding Company)

(As of March 31, 2026)

DH Group Business

DIGITAL HEARTS Co., Ltd.
Game debugging for Japanese game makers, Localization, etc.

DIGITAL HEARTS CROSS Group
Marketing support, etc.

DIGITAL HEARTS (Shanghai) Co., Ltd.
Game debugging, Localization, etc.

DIGITAL HEARTS Seoul Co., Ltd.
Game translation, Marketing support, etc.

Digital Hearts Linguitronics Taiwan Co., Ltd.
Game translation

JetSynthesys Digital Services Private Limited
Game debugging for overseas game makers

HUWIZ SOLUTIONS INC.
Game debugging for overseas game makers

FLAME Hearts Co., Ltd.
Game development and CG content development

Aetas, Inc.
Operation of a game information site, “4Gamer.net”

AGEST Group Business

AGEST, Inc.
System testing, Cyber-security, etc.

AGEST Vietnam Co., Ltd.
System testing, Test automation support

LOGIGEAR CORPORATION
System testing, Test automation support

DEVELOPING WORLD SYSTEMS LIMITED
Introduction and maintenance support for Oracle products

CEGB Co., Ltd.
SAP implementation and operation support, system development support, etc.

GPC K.K
SAP/ERP implementation support, System development, etc.

Main Business Locations

(As of March 31, 2026)

* List countries/regions where main offices are located

Consolidated Financial Statement

DIGITAL HEARTS HLDGS.

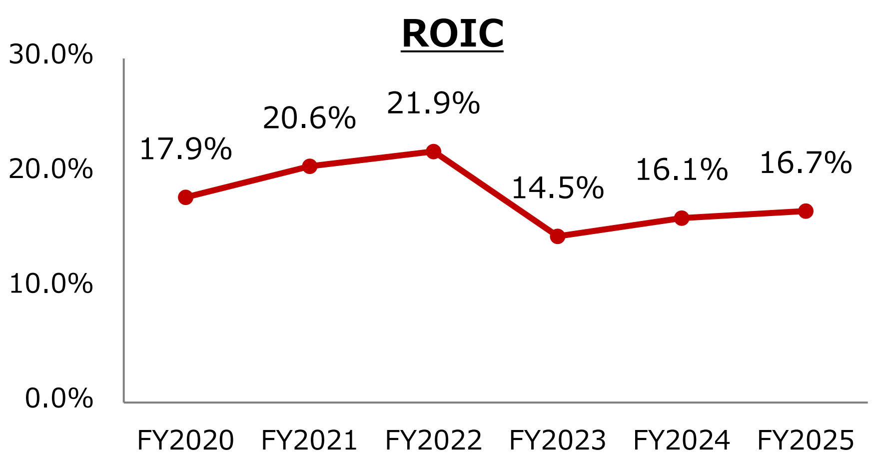
(JPY mn)	FY2018	FY2019	FY2020	FY2021	FY2022	FY2023 (Former*)	FY2023 (Current*)	FY2024	FY2025
Net sales	19,254	21,138	22,669	29,178	36,517	38,790	38,790	39,748	38,928
DH Group Business (Former Entertainment Business)	15,951	16,115	15,647	17,687	19,815	19,180	23,488	23,906	23,130
AGEST Group Business (Former Enterprise Business)	3,302	5,022	7,021	11,491	16,840	19,714	15,975	16,158	15,994
Adjustments	-0	-	-	-	-138	-105	-674	-316	-196
Operating income	1,605	1,394	1,908	2,696	3,000	2,039	2,039	2,430	2,626
DH Group Business (Former Entertainment Business)	3,086	2,964	3,077	3,668	4,214	3,325	1,734	1,941	2,245
AGEST Group Business (Former Enterprise Business)	-226	-67	188	645	639	423	305	488	380
Adjustments	-1,254	-1,503	-1,356	-1,616	-1,853	-1,709	-	-	-
Operating income margin	8.3%	6.6%	8.4%	9.2%	8.2%	5.3%	5.3%	6.1%	6.7%
DH Group Business (Former Entertainment Business)	19.3%	18.4%	19.7%	20.7%	21.3%	17.3%	7.4%	8.1%	9.7%
AGEST Group Business (Former Enterprise Business)	-	-	2.7%	5.6%	3.8%	2.1%	1.9%	3.0%	2.4%
Profit attributable to owners of parent	1,575	792	974	1,778	799	176	176	629	1,181
Total assets	9,832	10,637	14,338	17,610	19,581	21,103	21,103	19,949	21,531
Current assets	7,403	7,453	9,744	10,392	12,528	13,526	13,526	14,069	14,031
Cash and deposits	4,197	3,739	5,076	5,208	6,456	6,858	6,858	7,593	7,132
Noncurrent assets	2,428	3,183	4,593	7,217	7,052	7,576	7,576	5,880	7,500
Goodwill	481	1,027	2,467	4,588	3,468	2,313	2,313	1,035	1,790
Total liabilities	4,819	5,198	8,024	10,044	10,107	12,250	12,250	10,688	11,570
Interest-bearing liabilities	2,272	2,553	4,797	5,590	5,127	7,133	7,133	5,249	5,771
Total net assets	5,012	5,438	6,314	7,566	9,474	8,852	8,852	9,260	9,961
Shareholders'equity	4,791	4,922	5,691	6,991	8,806	8,415	8,415	8,953	9,630
Shareholders' equity ratio	48.7%	46.3%	39.7%	39.7%	45.0%	39.9%	39.9%	44.9%	44.7%
Net cash	1,924	1,186	278	-382	1,328	-275	-275	2,343	1,360
Debt Equity Ratio	0.5	0.5	0.8	0.8	0.6	0.8	0.8	0.6	0.6
Net cash provided by operating activities	889	1,086	1,416	3,077	2,850	1,759	1,759	3,119	3,224
Net cash used in (provided by) investing activities	62	-1,018	-1,813	-2,537	-1,903	-2,369	-2,369	-5	-3,724
Net cash provided by (used in) financing activities	-693	-515	1,730	-546	141	934	934	-2,555	-92
ROE	38.6%	16.3%	18.4%	28.0%	10.1%	2.1%	2.1%	7.2%	12.7%
Dividend Payout Ratio	18.0%	38.6%	31.0%	18.2%	57.5%	264.5%	264.5%	81.4%	47.2%

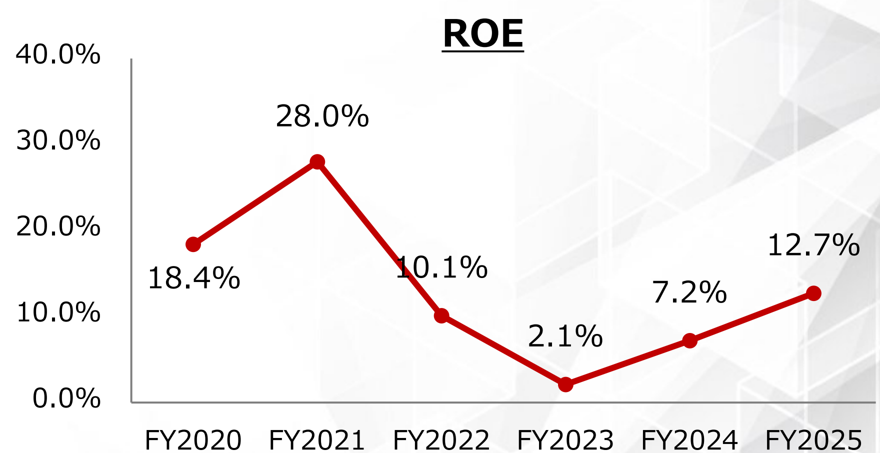
*We have changed the disclosed segments from FY2024. The results by segment in the above list are based on the current disclosed segments only for FY2023 and FY2024. The segment results for FY2022 and earlier years are based on the former segment definition.

Basic policy

With a sound financial foundation, we aim for the sustainable enhancement of corporate value through proactive growth investments in human resources, technologies, M&A, and other areas. In making investment decisions, we adhere to our financial discipline of achieving a consolidated ROIC of at least 15%, calculated on an EBITDA basis, thereby striving to maintain optimal capital efficiency. Over the five-year period ended March 31, 2026, we have consistently maintained consolidated ROIC at approximately 15–20%, significantly exceeding our cost of capital (WACC: 5–7%). We generate stable operating cash flow of approximately ¥2–3 billion annually. While continuing to actively invest in growth areas such as human resources, technologies, and M&A, we will appropriately allocate the cash generated and aim to provide stable and continuous shareholder returns based on a progressive dividend policy.

ROIC and ROE



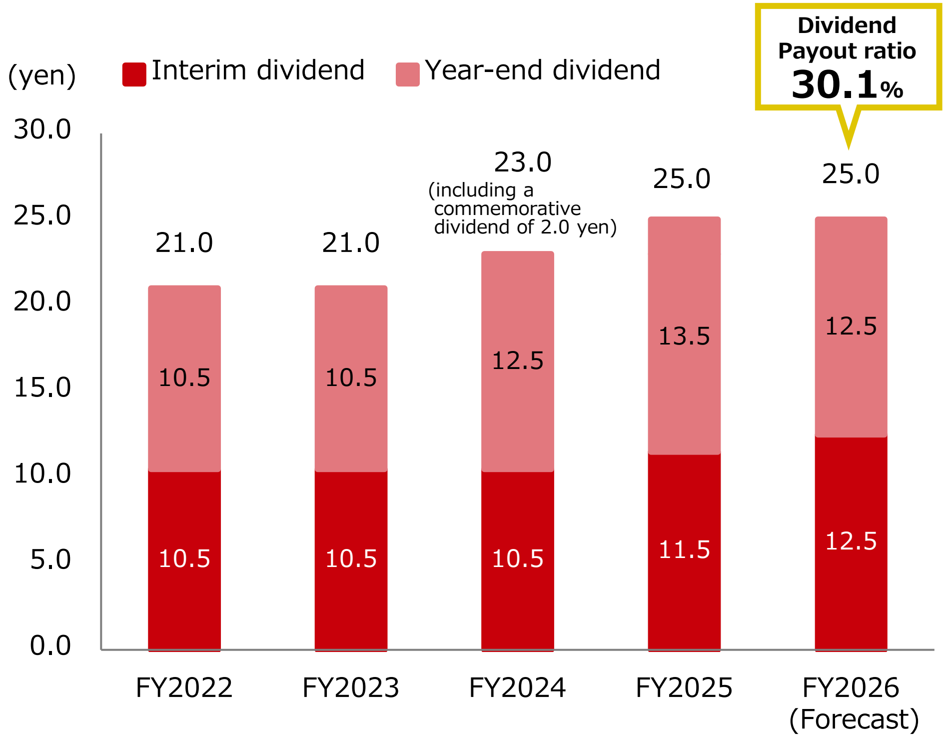


* Calculated by ROIC=(EBITDA×(1- Effective tax rate))÷(Interest-bearing debt + Shareholders' equity)

Basic Policy to Return Profits to Shareholders

While securing the internal reserves necessary for business growth investments and the strengthening of its management foundation, the Company has adopted as its basic policy, the payment of stable and sustainable dividends based on a progressive dividend policy.

Changes in dividends



Shareholder benefit program

Eligible shareholder

Shareholders who hold 500 shares or more of our shares and are listed or recorded in the shareholder register as of the record date (March 31 of each year) are eligible.

Details of shareholder benefit

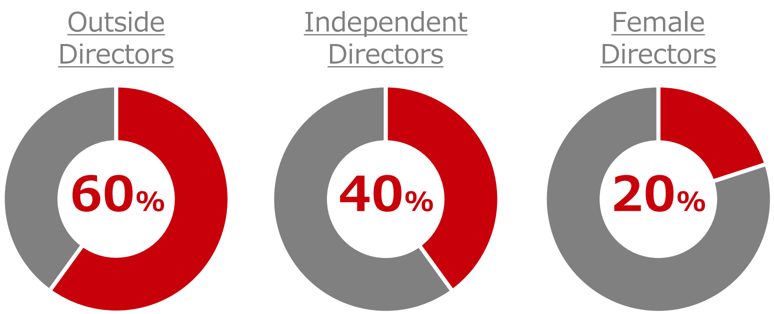
For each eligible shareholder
QUO Card
worth 10,000 yen

Major risks	Countermeasures
1. Leakage of confidential information	- Prohibiting staff members from bringing personal items into the test room - Physical security measures including access control with fingerprint authentication and the installation of security cameras - Introduction of a personal reference system that applies to all registered testers
2. Obsolescence of existing services driven by AI and other technologies	- Focusing on the application of the latest technologies, including a test automation and AI Utilization - Developing new services to improve added value
3. Reduction of productive population in Japan	- Developing internal training programs that will enable the active participation of members with diverse generational, racial, and other backgrounds - Strategically acquiring human resources through our overseas offices
4. Expansion of corporate acquisition and new businesses	- In-depth market research and due diligence - Reducing risks by building a system for appropriate business management after acquisition

(As of March 31, 2026)

Board of Directors

Consists of members from diverse backgrounds, including founder, corporate management experiences in various industries, certified public accountants, and lawyers, and holds discussions from a diverse perspective.



Audit & Supervisory Board

Members with specialized knowledge and experience in finance, accounting, compliance, etc., audit the execution of duties by directors.

Investment Committee

Implement appropriate investment with a certain discipline by deliberating in advance for large scale investments including M&As.

Risk Management Committee

Identify risks and formulate countermeasures on a cross-group basis.

(As of March 31, 2026)

Ratio of female managers *1

19.4%

Ratio of foreign employees *2

11.1%

Ratio of employees with disabilities *3

2.9%

*1 Reporting target: The Company and all of consolidated subsidiaries in Japan and overseas
*2 Reporting target: The Company and all of domestic consolidated subsidiaries
*3 Reporting target: DIGITAL HEARTS HOLDINGS Co., Ltd., DIGITAL HEARTS Co., Ltd., AGEST, Inc.

Our Major Initiatives and Sustainable Development Goals (SDGs)

Human resource

To resolve the shortage of IT human resource

- Internal support system for obtaining software test certification of "ISTQB".
- Provides world-class test engineer training programs at its unique educational institution, AGEST Academy

Human resource

Workplace for diverse human resources

- Provide workplaces for diverse people such as students, part-timers, young actors and musicians, and people with disabilities at test centers with over 3,000 people every day.
- Employ foreign nationalities of more than 35 countries/areas, such as Asia, Europe and the U.S., who engage in translation/linguistic debugging service, etc.

Technology

To realize a secure and safe digital society

- Established AGEST Testing Lab., a unique technology research institute, to promote research on new testing techniques to support a constantly evolving software society through industry-academia collaboration.
- Develop original unique tools and business solutions by utilizing AI.

Communities

To revitalize local community and resolve IT disparities

- Create jobs throughout nationwide test centers (Lab.) and promote teleworking/work-from-home style by Remote Debugging service.

Terms	Definition
System Testing	This is a term used in our Enterprise Business and the same meaning of software testing. System testing comprises detection of system bugs for enterprise resource planning (ERP) software, websites, business apps, etc.
Debugging	This is a term used in our Entertainment Business. We run tests and find software bugs from the perspective of the user. Debugging generally refers to the identification and correction of errors, but we specialize in identifying and reporting them. Mobile games comprise two-thirds of our debugging requests, with console games making up the other third.
QA	An abbreviation for Quality Assurance. It includes both of software testing and game debugging.
LQA	An abbreviation for Linguistic Quality Assurance. LQA focuses on finding and fixing in-game linguistical errors that occur when translating from a foreign language.
Shift Left	This is the concept about software development process. The idea is to implement testing and security measures early in the total development process. By making it smaller to have a development rework due to bugs and vulnerabilities, it is expected to speed up and secure the entire development cycle.
Shift Right	A method to continuously improve the software quality by utilizing data obtained from user operations after software release.
QA for Development	It is the name for our original services, which are high-value-added solutions to support “Shift Left”.
DHQ	DHQ, as Digital Hearts Quality, shows our unique QA methods and code of conduct that defines our commitment to client success.
Tester	Staff members who carry out debugging. Most of our testers are registered part-time workers. Some are trained to work as test engineers or cybersecurity specialists.
Next-generation QA engineer	The highest-class QA engineer with knowledge of both software development and testing to contribute to client’s service quality improvement for all from development to post-release.
Console Games	A game played using dedicated hardware such as the Nintendo Switch or PlayStation.

DIGITAL HEARTS HLDGS.

<Contact>

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