Supplementary Material for FY9/2026 Financial Results

CRI Middleware Co., Ltd.

<TSE Standard Market: 3698>

November 5, 2026

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* For the names of our products in this report, please refer to pages 42-46.

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Key Points of Full-Year Financial Results

Net sales increased mainly in the mobility business, but profit decreased due to the upfront investment for future growth.

Net sales	
3,593 million yen	
Year on year	Achievement rate
+4.2%	91.9%

Operating profit	
464 million yen	
Year on year	Achievement rate
-16.1%	77.5%

POINTS

① The increased adoption of Glassco for motorcycles drove sales growth in the mobility business. Domestic middleware and tools also contributed to this by acquiring bulk licenses for multiple home video game consoles.

② The main factors for the decrease in profit were the upfront investment in strengthening the overseas expansion of games and the increased costs associated with strengthening the personnel system due to the expansion of the mobility business.

③ The main factors for the deviation from the full-year forecast were the expansion of sales of the new products in the Gaming Business, the delayed expansion into Europe and the U.S., and a shortfall in project contracts in the Enterprise Business.

④ Despite the decrease in profit, the year-end dividend was paid at 14 yen per share (payout ratio of 37.6%), as initially expected.

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Summary of Full-Year Financial Results (Consolidated)

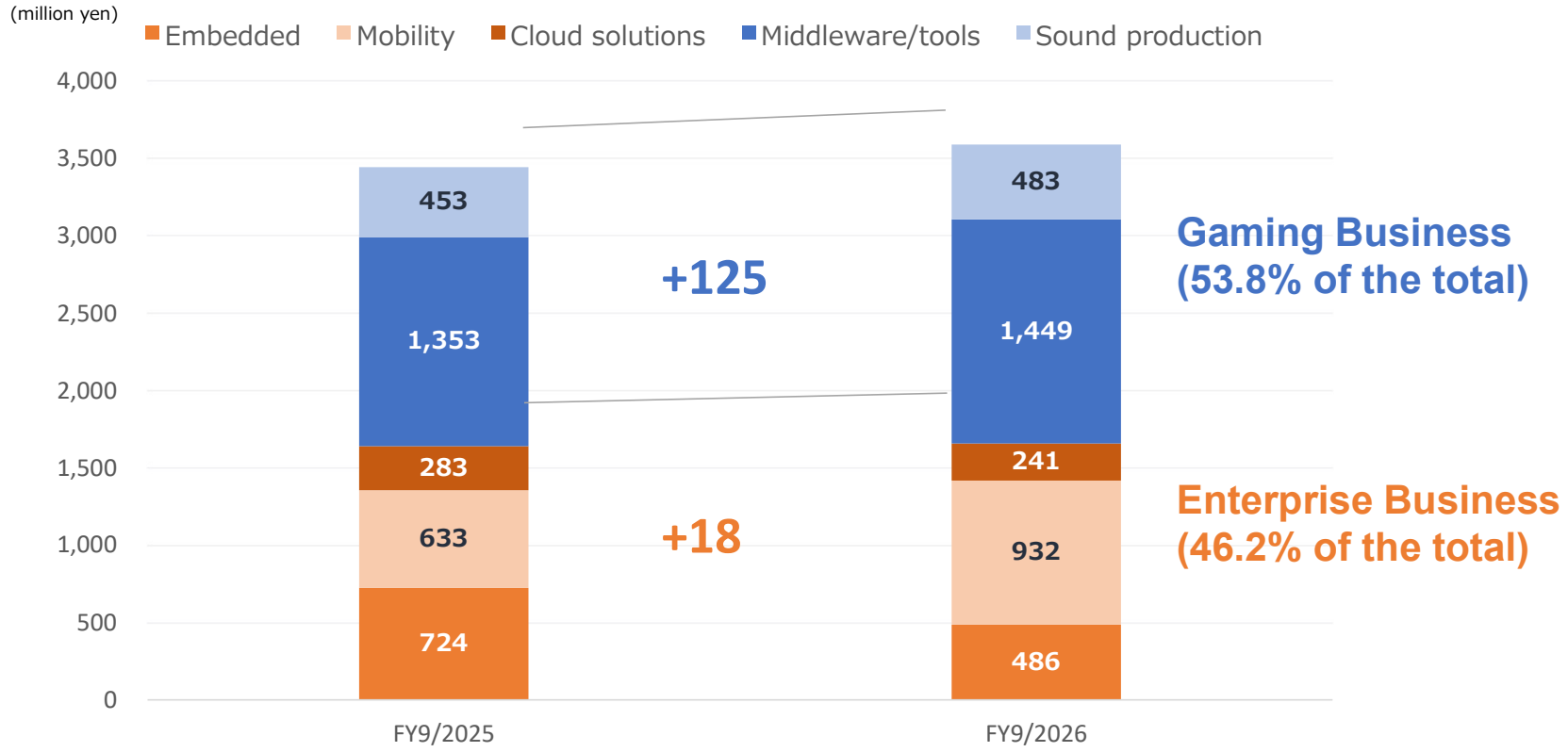
(million yen)

Item	FY9/2026 Results	FY9/2025 Results	YoY		Full-year forecast	Achievement rate
			Change	Change (%)		
Net sales	**3,593**	**3,448**	**+144**	**+4.2%**	**3,910**	**91.9%**
Cost of sales	**1,356**	1,375	-18	-1.4%	-	-
Gross profit	**2,236**	2,073	+163	+7.9%	-	-
(Gross profit margin)	**62.3%**	60.1%	+2.1pt	-	-	-
SG&A	1,771	1,519	+252	+16.6%	-	-
Operating profit	**464**	**554**	**-89**	**-16.1%**	**600**	**77.5%**
(Operating profit margin)	**12.9%**	16.1%	-3.1pt	-	**15.3%**	-
Ordinary profit	**489**	566	-77	-13.6%	616	79.5%
Profit attributable to owners of parent	**375**	**420**	**-45**	**-10.9%**	**462**	**81.2%**
Number of employees	**191**	173	-	-	-	-

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Full-Year Results by Segment (Net Sales by Field)

- **Gaming Business**: Net sales increased due to strong performance of domestic middleware/tools and sound production.
- **Enterprise Business**: Net sales increased, as growth in mobility offset the decrease in sales of embedded and cloud solutions.



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Full-Year Results by Segment (Consolidated/YoY)

■ Gaming Business

(million yen)

		FY9/2025		FY9/2026		Change	Change (%)
		Results	(Percentage)	Results	(Percentage)		
Net sales	**Gaming Business**	**1,807**	**52.4%**	**1,932**	**53.8%**	**+125**	**+7.0%**
	Domestic middleware/tools	1,120	32.5%	1,220	34.0%	+99	+8.9%
	Overseas middleware/tools*	233	6.8%	229	6.4%	-3	-1.6%
	Sound production	453	13.1%	483	13.5%	+30	+6.7%
Segment profit	**Gaming Business**	**186**	**33.6%**	**218**	**47.0%**	**+32**	**+17.4%**

*Includes content production overseas.

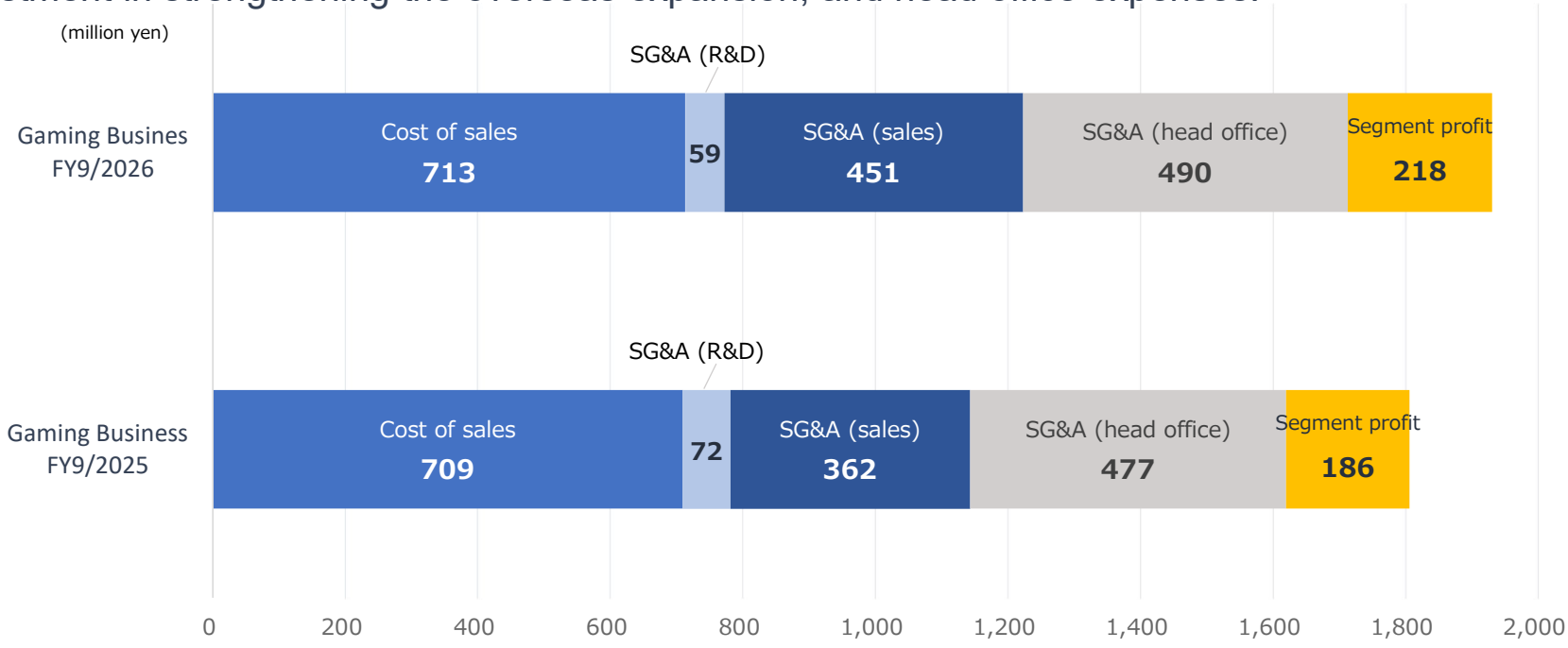
Main factors for the change

- **In Japan**, products for home video game consoles performed well. Net sales increased due to the acquisition of multiple domestic bulk licensing agreements. **(+99 million yen)**
- **Overseas**, net sales in the Greater China region increased, but this was not enough to offset the decrease in net sales in Europe and the U.S., resulting in a slight year-on-year decrease. Efforts to acquire new customers in Europe and the U.S. were behind the schedule. **(-3 million yen)**
- Net sales increased in **Sound Production (TWOFIVE)** as large-scale audio recording projects from China continued to perform well. **(+30 million yen)**
- **Segment profit** increased year-on-year mainly due to the acquisition of domestic bulk licenses, despite upfront investment for overseas expansion. **(+32 million yen)**

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Cost Analysis (Gaming Business/YoY)

Although costs increased year on year, segment profit increased as the increase in net sales offset the increased costs.
The main cost increases were in personnel expenses, sales expenses associated with the upfront investment in strengthening the overseas expansion, and head office expenses.



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Full-Year Results by Segment (Consolidated/YoY)

■ Enterprise Business

(million yen)

		FY9/2025		FY9/2026		Change	Change (%)
		Results	(Percentage)	Results	(Percentage)		
Net sales	**Enterprise Business**	**1,641**	**47.6%**	**1,660**	**46.2%**	**+18**	**+1.1%**
	Mobility	633	18.4%	932	25.9%	+298	+47.1%
	Embedded	724	21.0%	486	13.5%	-237	-32.8%
	Cloud Solutions	283	8.2%	241	6.7%	-41	-14.8%
Segment profit	**Enterprise Business**	**368**	**66.4%**	**246**	**53.0%**	**-121**	**-33.1%**

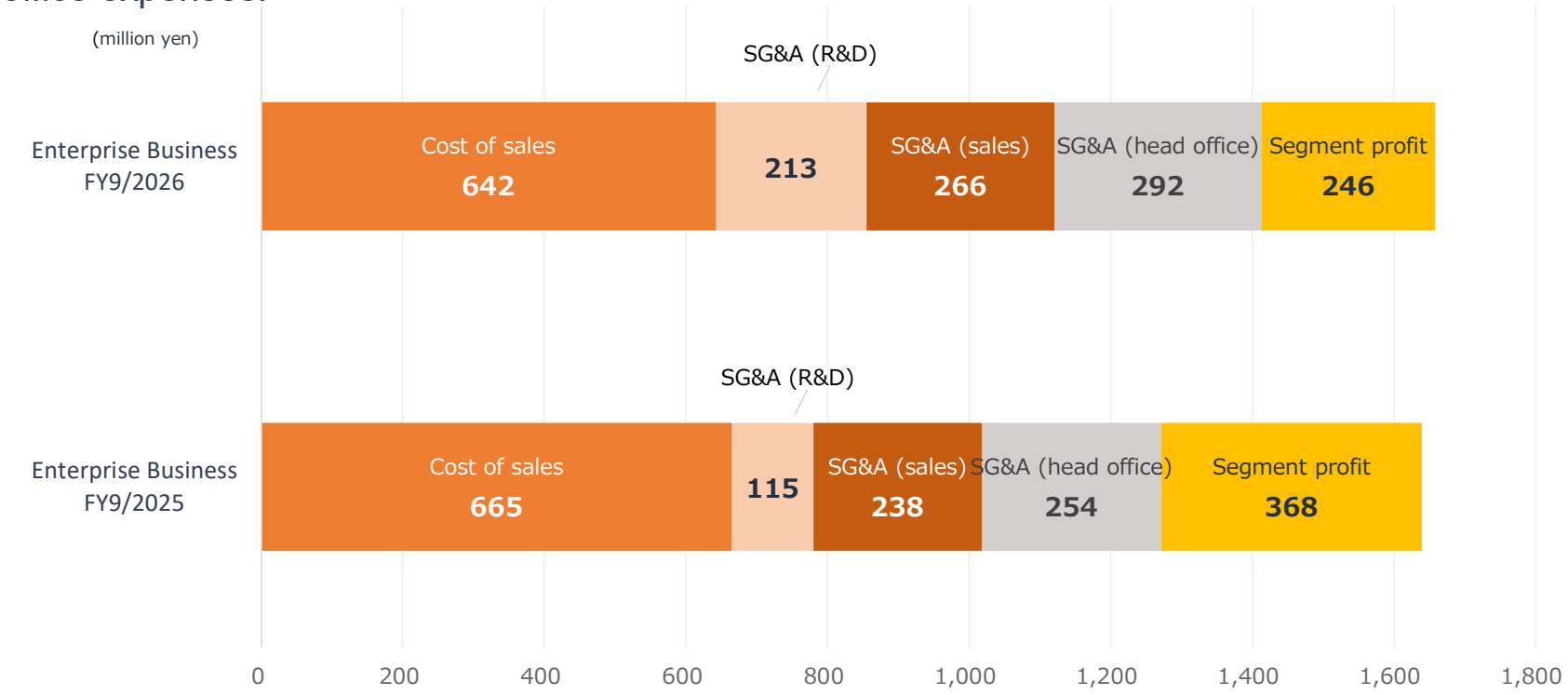
Main factors for the change

- Net sales in **mobility** increased due to the growing adoption of "Glassco," an in-vehicle meter graphics solution, in the motorcycle industry. **(+298 million yen)**
- Net sales in **embedded** decreased due to the absence of the special demand generated by the last year's launch of a new karaoke machine and lower-than-expected acquisition of contract projects. **(-237 million yen)**
- Net sales in **cloud solutions (cloud SOL)** decreased due to delays in new product development and a lack of new contract projects. **(-41 million yen)**
- **Segment profit** decreased due to a decrease in net sales in embedded and cloud SOL and strengthening of the workforce and R&D for the future, despite the increase in net sales in mobility. **(-121 million yen)**

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Cost Analysis (Enterprise Business/YoY)

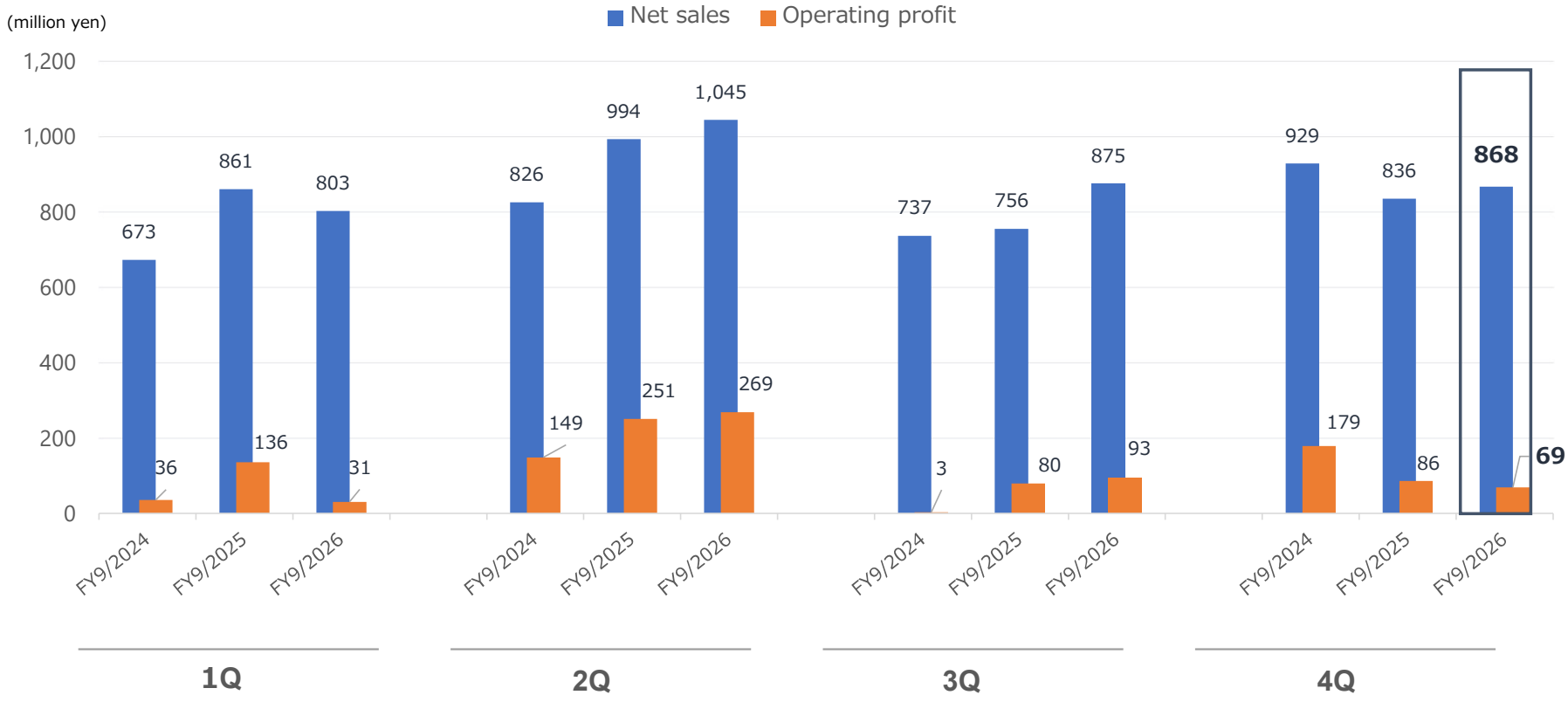
Segment profit decreased due to the increased costs.
The main cost increases were in R&D expenses in cloud SOL and mobility, sales expenses due to increased personnel and agent fees for the expansion of the mobility business, and head office expenses.



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Quarterly Results for the Last Three Years (Consolidated)

In 4Q, although net sales increased year on year due to sales growth in mobility and domestic middleware/tools, operating profit decreased due to the increased costs associated with strengthening the personnel structure and R&D for the future of the mobility business.



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4Q Balance Sheet (Consolidated)

Assets: **Decreased by 1,051 million yen from the end of the previous fiscal year**, resulting from a decrease in cash and deposits due to the redemption of convertible bonds and dividend payments, etc.
Liabilities: **Decreased by 1,245 million yen from the end of the previous fiscal year**, resulting from a decrease in current liabilities, etc. due to the redemption of convertible bonds, etc.
Net assets: **Increased by 194 million yen from the end of the previous fiscal year** due to the recording of profits, etc., despite dividend payment.

(million yen)

	September 30, 2025	September 30, 2026	Change
Current assets	4,957	**3,904**	-1,052
Cash and deposits	4,242	**3,182**	-1,060
Accounts receivable - trade and contract assets	616	**636**	+20
Other current assets	98	**85**	-12
Non-current assets	882	**883**	+1
Property, plant and equipment	142	**135**	-7
Intangible assets	276	**215**	-60
Investments and other assets	464	**533**	+69
Total assets	**5,839**	**4,788**	**-1,051**

	September 30, 2025	September 30, 2026	Change
Current liabilities	1,569	**357**	-1,212
Non-current liabilities	172	**138**	-33
Total liabilities	**1,741**	**496**	**-1,245**
Shareholders' equity	4,036	**4,214**	+177
Accumulated other comprehensive income	11	**39**	+28
Share acquisition rights	7	**-**	-7
Non-controlling interests	42	**38**	-4
Total net assets	**4,098**	**4,292**	**+194**
Total liabilities and net assets	**5,839**	**4,788**	**-1,051**

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Latest Topics

Gaming Business

■ “CRI LipSync Alive“ adopted for the virtual concert of "Project Sekai Colorful Stage! feat. Hatsune Miku” for the first time

(October 26, 2026)

- ✓ “CRI LipSync Alive" is a lip-sync middleware that generates mouth movements of characters by voice analysis. In this live concert, we created an animation of mouth movements to accompany the singing, helping to create immersive live performances.
- ✓ Voice analysis technology reduced the time taken to create the mouth movements of characters by about half of what it used to be. By using the time saved to make subtle adjustments to facial expressions that bring out the individuality of each character, we contributed to enhancing the appeal of the entire work.



Enterprise Business

■ Exhibiting at electronica India 2026

(September 16-18, 2026)

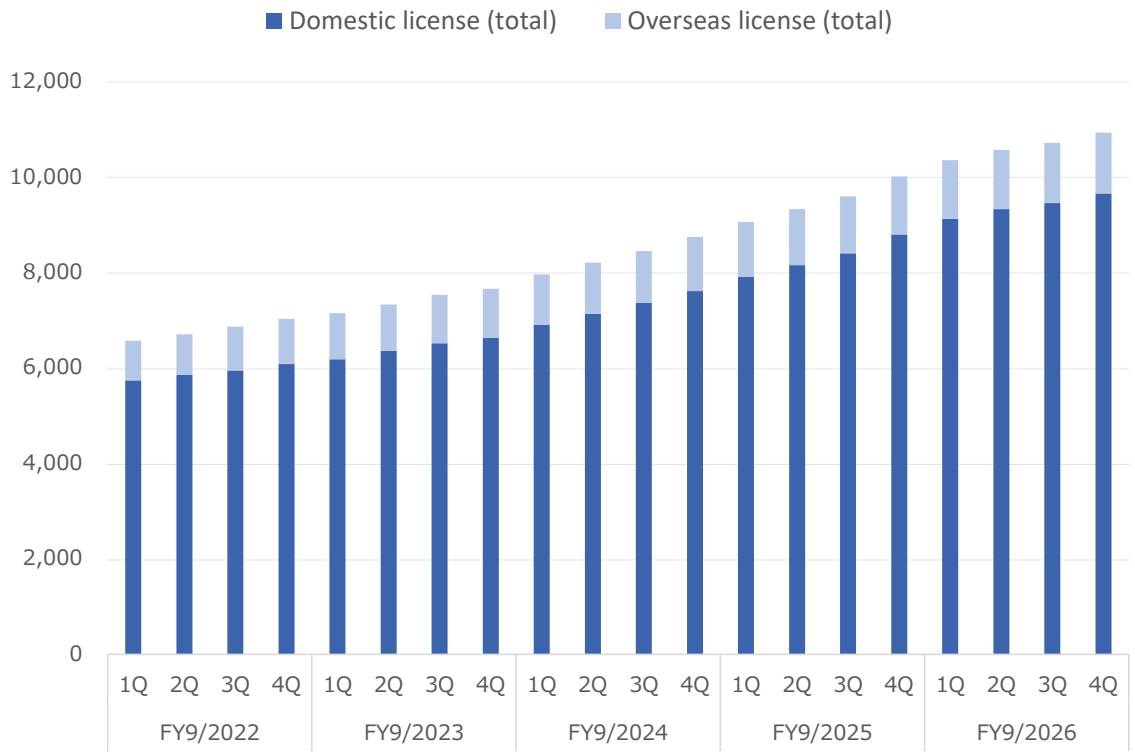
- ✓ We exhibited at electronica India 2026, one of the largest specialized exhibitions in South Asia, in Bengaluru, India, for the second consecutive year.
- ✓ Our initiatives in India have been featured extensively in the JETRO’s special program. Moving forward from last year's exhibition, we have made a progress in acquiring new customers for specific projects. For example, multiple business meetings were held with local OEMs and Tier 1 companies.

JETRO Special Program: "Capturing India! The forefront of Japanese technology in Bengaluru" https://www.jetro.go.jp/tv/



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Reference: Gaming Business: Trends in CRIWARE Adoptions



CRIWARE adoptions

10,942

licenses

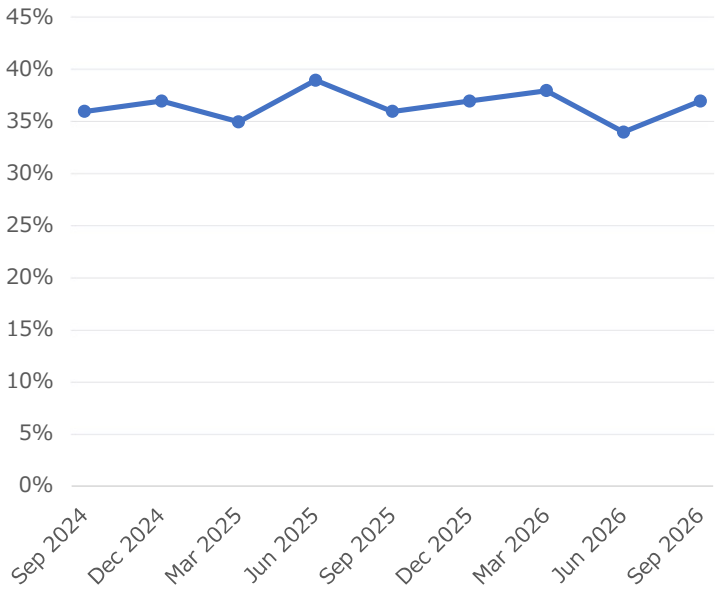
(As of September 2026)

* Domestic license refers to the number of licenses by platform and region at the time the main contract was concluded in Japan.
* Overseas license refers to the number of licenses by platform and region (excluding Japan) at the time the main contract was concluded overseas.

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Reference: Gaming Business: CRIWARE Adoption Ratio (Domestic)

Smartphone games

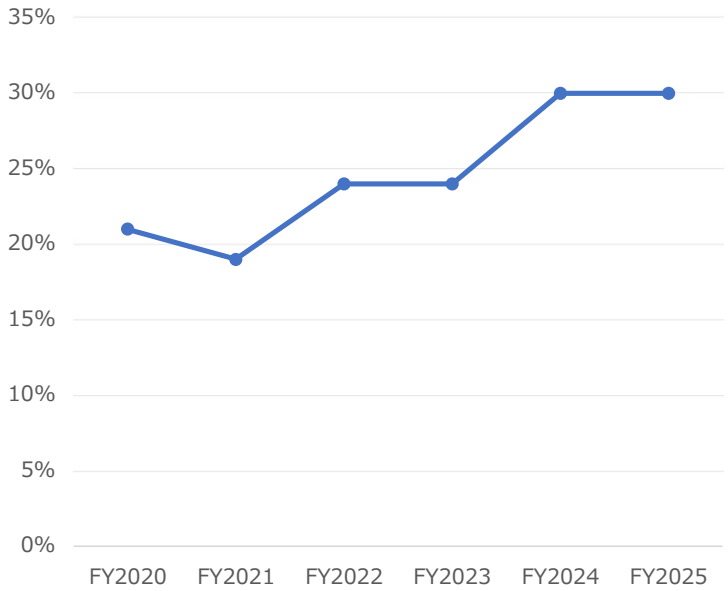


CRIWARE adoption rate: 37% *

(as of September 2026)

*Percentage of CRIWARE adoption among the top 100 in the App Store and Google Play rankings

Home video games



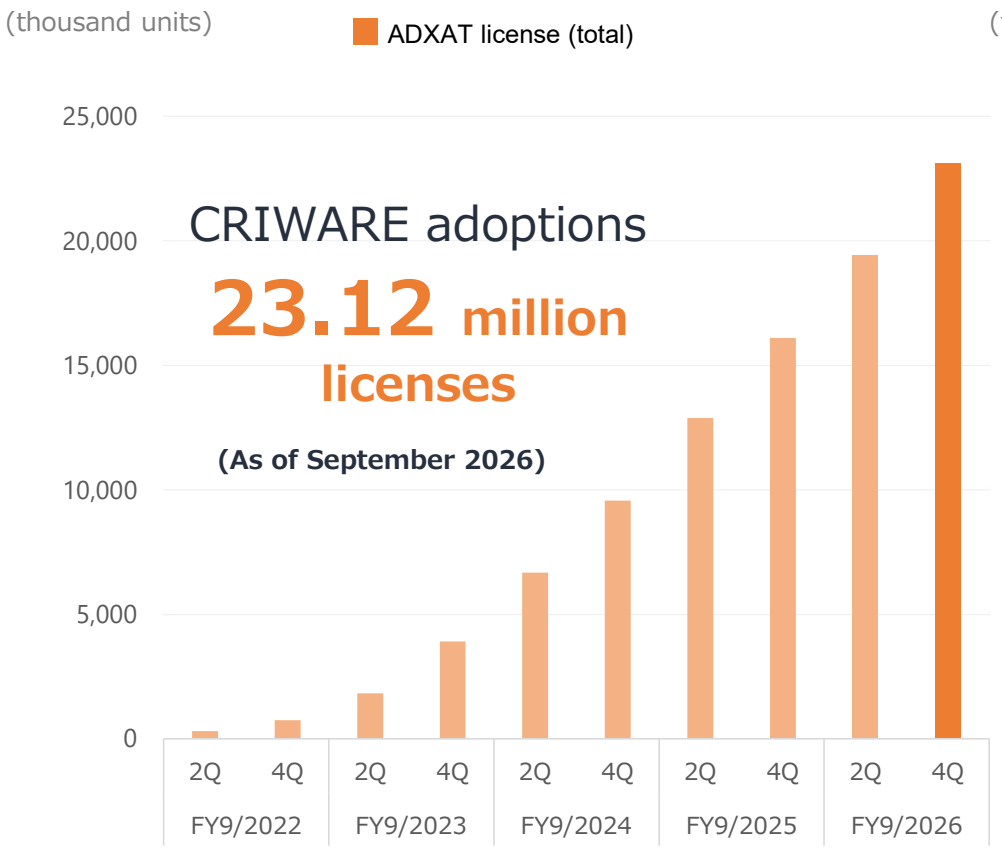
CRIWARE adoption rate: 30% *

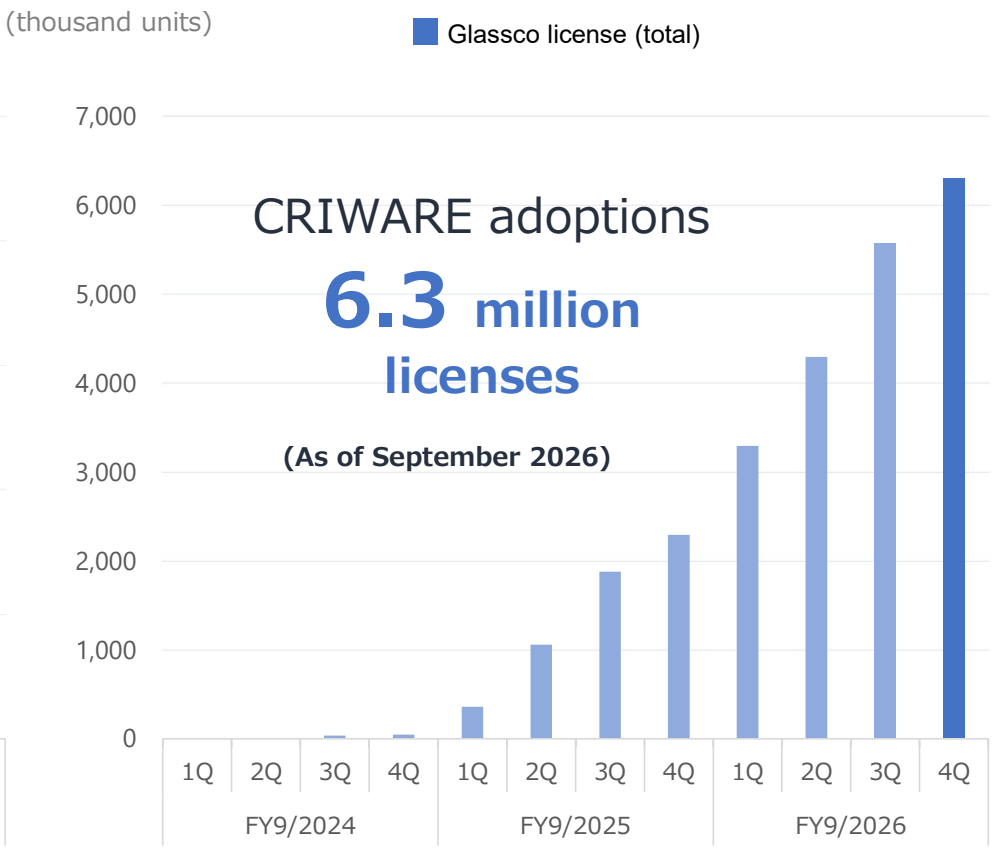
(From December 30, 2024 to December 28, 2025)

*Percentage of CRIWARE adoption among the top 300 games on the “Top 1,000 Estimated Game Software Sales for 2025” list in the “Famitsu Game Hakusho 2026”

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Reference: Mobility: Trends in CRIWARE Adoptions





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FY9/2027 Summary

For FY9/2027, we plan to increase net sales and profit by acquiring projects in each of our businesses and by strengthening our expansion into new products and fields.

Net sales

4,130 million yen

+14.9% YoY

Operating profit

600 million yen

+29.0% YoY

POINTS

- In mobility, we will accumulate results in the SDV area, starting with MESH, and build relationships with OEMs and Tier1 companies.
- In overseas middleware/tools, in addition to expanding our business in China, we will promote sales activities targeting leads in Europe and the U.S. in order to increase sales.
- In embedded, we will promote the market development of DietCoder Bridge and D-Amp Driver in order to increase sales.

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FY9/2027 Full-Year Forecast (Consolidated)

(million yen)

Item	FY9/2026 Results	FY9/2027 Forecast	YoY	
			Change	Change (%)
Net sales	**3,593**	**4,130**	**+536**	**+14.9%**
Operating profit	**464**	**600**	**+135**	**+29.0%**
(Operating profit margin)	12.9%	14.5%	+1.6pt	-
Ordinary profit	489	612	+122	+25.0%
Profit attributable to owners of parent	**375**	**465**	**+90**	**+24.0%**
Investment in technology development	**272**	**276**	**+3**	**+1.3%**
(of which, R&D investment)	**272**	**276**	**+3**	**+1.3%**
(of which, software investment)	**-**	**-**	**-**	**-**

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FY9/2027 Net sales Forecast by Segment

Gaming Business

(million yen)

	FY9/2026	FY9/2027	Change	Change (%)
Total	**1,932**	**2,140**	**+207**	**+10.7%**
Domestic middleware/tools	1,220	**1,270**	+49	+4.1%
Overseas middleware/tools*	229	**380**	+150	+65.6%
Sound production	483	**490**	+6	+1.4%

*Includes content production overseas.

Enterprise Business

(million yen)

	FY9/2026	FY9/2027	Change	Change (%)
Total	**1,660**	**1,990**	**+329**	**+19.9%**
Mobility	932	**1,100**	+167	+18.0%
Embedded	486	**630**	+143	+29.5%
Cloud solutions	241	**260**	+18	+7.6%

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FY9/2027 Gaming Business

	Policy	Specific measures ①	Specific measures ②
Domestic middleware/ tools	**Expand sales of new products and strengthen support for development**	**Expand sales of LipSync Alive** Build a track record of adoption and expand its use in game development.	**Expand support for game development** Expand contact with customers through technical support, such as setting up development environments, to encourage the adoption of our middleware.
Overseas middleware/ tools	**Accelerate customer acquisition in China, Europe, and the U.S.**	**Expand business in China** In addition to expanding business with major customers, promote the acquisition of projects in the mini game market.	**Acquire new customers in Europe and the U.S.** Scale up new sales activities utilizing the acquired leads. Set up trial environments for our products to increase sales.
Audio production	**Expand business deals with Chinese companies and launch new services**	**Strengthen cooperation with CRI China** Acquire large-scale audio recording projects through collaboration with CRI China.	**Launch new services** Expand business beyond the existing sound production into related areas.

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FY9/2027 Enterprise Business

	Policy	Specific measures ①	Specific measures ②
Mobility	**Strengthen relationships with OEMs/Tier 1 companies and accelerate expansion into India**	**Strengthen relationships with OEMs / Tier 1 companies** Accumulate results in the SDV area, starting with MESH, and strengthen relationships with OEMs and Tier 1 companies.	**Expand into the Indian market** Strengthen collaboration with semiconductor distributors and expand business operations in India, focusing on the motorcycle market.
Embedded	**Expand into new markets for video and audio products**	**Expand sales of DietCoder Bridge** Increase its adoption in the dashcam market.	**Expand D-Amp Driver applications** Expand the range of applications of D-Amp Driver and promote its entry into new markets.
Cloud solutions	**Launch new products and increase contract sales**	**Release new products** Release the next generation of LiveAct and SmartJPEG.	**Proposal-based marketing using AI** Incorporate the use of AI into proposals in addition to real-time processing technology to increase contract projects.

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Shareholder Returns

Dividend results and forecast

	FY9/2024	FY9/2025	FY9/2026	FY9/2027 (Forecast)
Total	**20 yen**	**25 yen**	**27 yen**	**27 yen**
Interim dividend*			13 yen	13 yen
Year-end dividend	20 yen	25 yen	14 yen	14 yen
Payout ratio	**34.3%**	**31.1%**	**37.6%**	**30.3%**

* Starting from FY9/2026, we have revised our dividend policy and are now paying an interim dividend.

Shareholder return policy

- The Company believes that business expansion and enhancement of corporate value will lead to the greatest return of profits to shareholders.
- Dividends will be determined with **a target of a consolidated payout ratio of 30%** based on a comprehensive consideration of the balance between growth investment and shareholder returns.
- Dividends of surplus are basically paid twice a year in the form of interim and year-end dividends.

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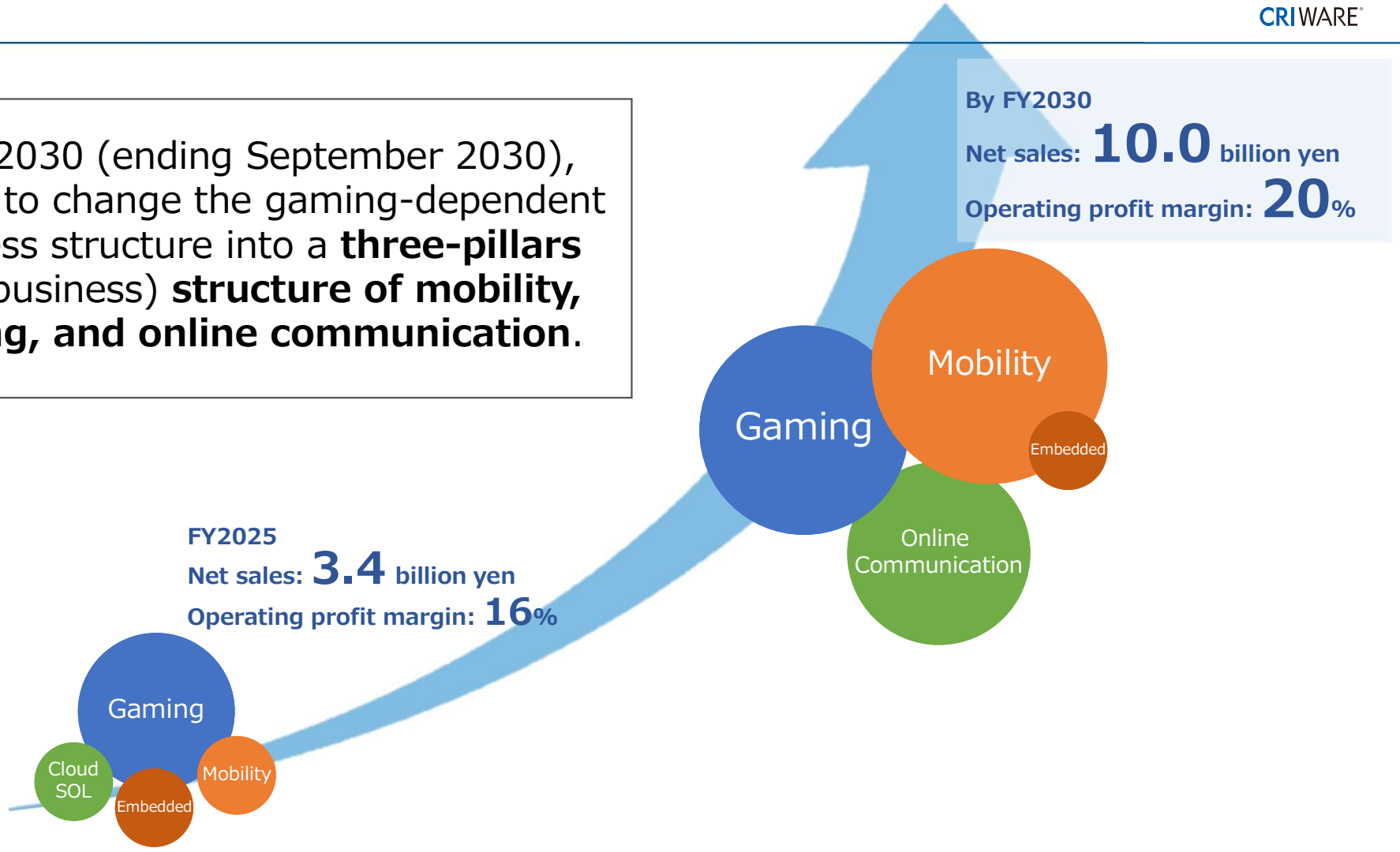
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Medium-Term Management Plan 2030 - Vision -

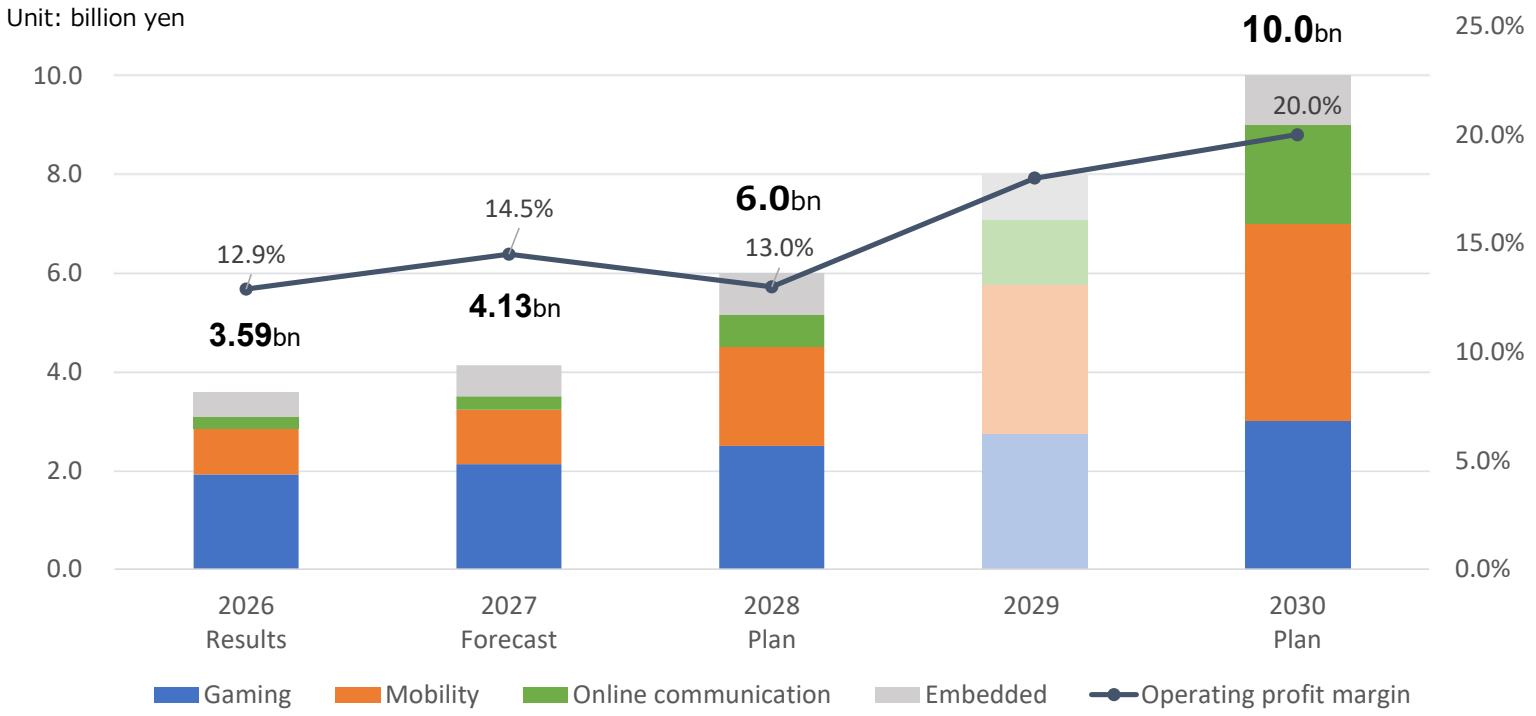
By FY2030 (ending September 2030), we aim to change the gaming-dependent business structure into a **three-pillars** (core business) **structure of mobility, gaming, and online communication**.



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Medium-Term Management Plan 2030
Progress of Numerical Targets

Figures for the first year of the Medium-Term Management Plan were below the initial plan. We will accelerate growth from FY9/2027 onward and aim to achieve the targets for FY9/2030.



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Medium-Term Management Plan First Year Initiatives

In FY9/2026, the first year of the Medium-Term Management Plan, we implemented the below initiatives.

Gaming Business

We introduced new products in Japan. Overseas, we strengthened our customer base in China and promoted the acquisition of new leads in Europe and the United States.

Domestic middleware /tools	✓ Released LipSync Alive. ✓ Steadily captured demand for video game consoles.
Overseas middleware /tools	✓ Strengthened relationships with major Chinese customers. ✓ Participated in many events, mainly in Europe and the United States, and acquired new leads.
Audio production	✓ Steadily acquired voice recording projects for Japanese voice actors from China.

Enterprise Business

In Mobility, we built relationships with OEMs and Tier 1 suppliers. In Embedded, we introduced new products and started new market development.

Mobility	✓ Progress with OEM and Tier 1 companies through MESH. ✓ Established a foothold in the Indian market through collaboration with Hagiwara Electronics.
Embedded	✓ Released DietCoder Bridge and started expanding into the dashcam market.
Cloud solutions	✓ Developed the next-generation product “LiveAct/SmartJPEG”, however, the release was postponed due to a review of core functions.

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Issues in the First Year and FY9/2027 Key Measures

We will promote key measures in FY9/2027 based on the progress made in the first year of the Medium-Term Management Plan.

FY9/2026 main issues

● **Mobility**	Delay in horizontal development of licensed products to domestic OEM and Tier 1 companies.
● **Overseas gaming/ development in Europe and the United States**	Acquired new leads by exhibiting at events, etc., but delay in turning them into projects and sales.
● **Online communication**	TeleXus sales growth slowed. Delay in launching new cloud solutions products.

FY9/2027 key measures

Starting with MESH, build up our track record in the SDV area and strengthen our relationship with OEMs/Tier 1 companies.

Strengthen the sales structure by hiring global managers. Promote proposals to acquired leads to acquire new projects.

Expand into new areas of communication using AI. Launch new cloud solutions products.

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Medium-Term Management Plan
Second Year Initiatives

Based on the initiatives of the first year of the Medium-Term Plan, in FY9/2027, in addition to strengthening relationships with OEM and Tier 1 companies in the Mobility Business, we will strengthen business development in China, Europe and the United States.
We will also continue to invest in future growth to expand our business from FY9/2028.



FY9/2026

Period of preparation for future growth

- Growth in the Mobility Business.
- Launched new products.
- Implemented upfront investments for future growth.

FY9/2027

Period of growth and profitability

- Strengthen relationships with OEMs and Tier 1 companies in the Mobility Business.
- Expand sales of new products.
- Strengthen business development in China, Europe and the United States.

FY9/2028 onwards

Period of expansion and contribution to profit

- Contribution to profit from large-scale projects.
- Focus resources on growth areas.
- M&A and overseas business development.

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Medium-Term Management Plan
Additional Sustainability Indicators

The Company has set indicators for key sustainability issues to achieve sustainable business growth and contribute to society.



(i) Establishment of an environmentally friendly and sustainable business environment

	FY9/2025	FY9/2026
Total power consumption (kWh / month)	23,781	23,341
(of which, percentage of renewable energy)	100%	100%
Electricity consumption per employee (kWh / month)	142	126



(ii) Development and provision of solutions that contribute to the reduction of environmental impact

(Number of licenses sold)	FY9/2025	FY9/2026
ADX Automotive/D-Amp Driver (Thousand licenses)	6,191	6,567



(iii) Educational support and development of the next generation

		FY9/2025	FY9/2026
Lectures and talks for schools	Times held	7	8
	Participants	785	860
GameSoundQuest *Study meeting for the game sound industry	Times held	4	3
	Participants	176	129



(iv) Creating job satisfaction and developing a comfortable work environment

Please refer to P. 29, Human Resources Policy> (iii) Performance Indicators for Supporting Active Participation.

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Medium-Term Management Plan
Additional Human Resources Policy Indicators

To achieve net sales 10.0 billion yen in 2030, we have set indicators related to the securing, development and active participation of human resources that support business growth.



(i) Securing human resources

	FY9/2025	FY9/2026
Number of new employees	10	29
(of which, women)	2	4
(of which, foreign nationals)	0	4



(ii) Developing human resources

	FY9/2025	FY9/2026
Career development training hours (h)	6,764	11,411



(iii) Supporting active participation

	FY9/2025	FY9/2026
Percentage of employees taking childcare leave	100%	100%
(of which, men)	100%	100%
Salary increase rate for engineers in their 30s	6.1%	

*Figures for FY9/2026 are not included as they are being calculated.

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Medium-Term Management Plan

- ✓ Develop a three-pillar business structure focused on gaming, mobility, and online communication by FY2030.
- ✓ Aiming for 10.0 billion yen in net sales and an operating profit margin of 20%.

Published November 6, 2025



Click here for the Medium-Term Management Plan

Please see the published document

https://www.cri-mw.co.jp/en/ir/management/medium_term_plan/

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Transition to a New Management Structure

The company will shift to a new management structure after the annual general meeting of shareholders scheduled for December 2026.
Masao Oshimi will be appointed Chairman and Representative Director, and Atsushi Sakurai will be appointed President and Representative Director. They will work to achieve business growth and realize the medium-term management plan based on their respective roles that utilize their knowledge and experience.



To be appointed President and Representative Director

Atsushi Sakurai

PROFILE

Joined CSK Research Institute in 2000. He started his career as an engineer and has been involved in a wide range of operations including research and development, business operations and planning departments. He has experience in both technology and business and was appointed to the Board of Directors in 2018. After that, he served as Managing Director and Senior Managing Director and will be appointed to President and Representative Director in December 2026.

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* For the names of our products in this report, please refer to pages 42-46.

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Company Profile

■ Company name	CRI Middleware Co., Ltd.
■ Representative	President and Representative Director Masao Oshimi
■ Head office	Shibuya Infoss Tower 11F, 20-1 Sakuragaoka-cho, Shibuya-ku, Tokyo
■ Established	August 1, 2001
■ Market	Tokyo Stock Exchange Standard Market (3698)
■ Capital	784 million yen
■ Accounting period	September 30
■ Number of employees	Consolidated: 191 Non-consolidated: 168
■ Business description	Licensing of middleware specializing in audio and video fields
■ Group companies	TWOFIVE Co., Ltd. CRI Middleware China Co., Ltd. (As of September 30, 2026)

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History

CSK Research Institute

1983
Established as CSK Research Institute

Conducted research and development on artificial intelligence, audio and video technologies, and CD-ROM media.

1996-2000
Provision of middleware for video game consoles SEGA SATURN™ and Dreamcast ®.

CRI Middleware

2001
Established CRI Middleware

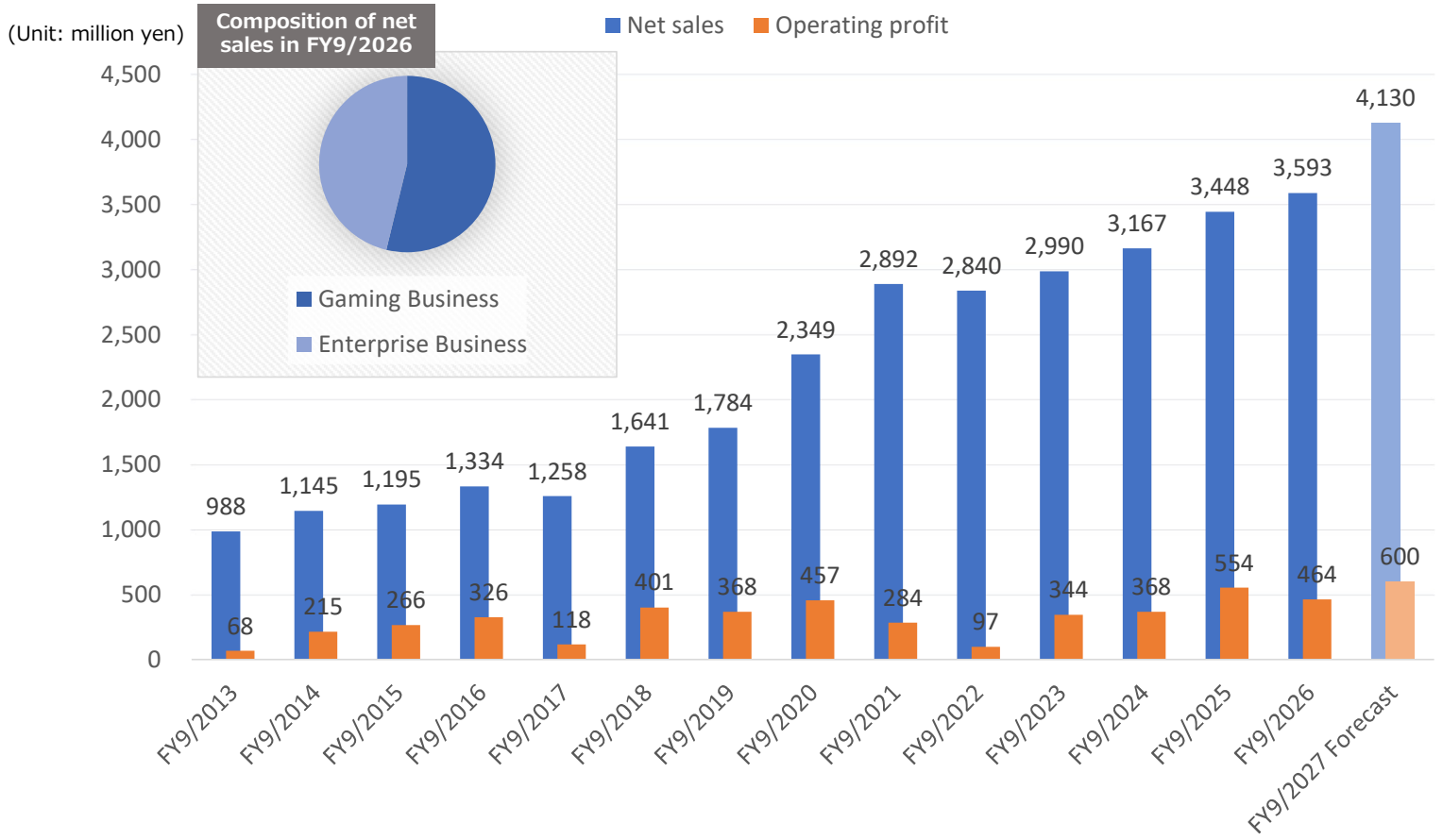
CSK becomes independent from the SEGA Group. Launch of middleware for PlayStation® 2, Nintendo GameCube® and Xbox® video game consoles

2014
Listed on the Tokyo Stock Exchange Mothers (currently Growth) market

Present
2026
Market segment changed to the Tokyo Stock Exchange Standard Market

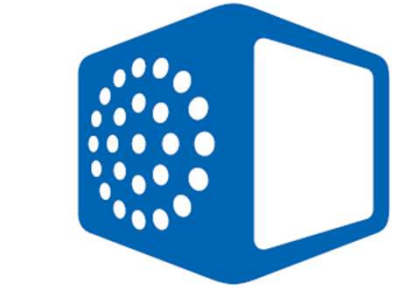
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Trends in Business Results



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Corporate Philosophy



Enriching Society Through Audio and Video

Unique technology from Japan, with strengths in digital signal processing of audio and video

High quality

Small and light

Clean playback

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Proprietary Technology

CRIWARE

CRI's audio and video technologies are used in a wide range of fields (Digital Signal Processing Technology)



Smartphone games



Console games



Karaoke



Mobility



Home appliances and IoT devices



Game machines



Web videos



Surveillance cameras

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Proprietary Technology (Compression Technology)

In-house developed

Audio Codec

(Audio Compression Technology)

High-quality

1/24

Voice data compression rate

	Compression rate	Sound quality
CRI	1/10-1/24	◎
Codec A	1/10-1/12	△
Codec B	1/10-1/20	○
Codec C	1/10-1/20	◎



Overwhelming

Video compression technology

High-quality

1/1000

Video data compression rate

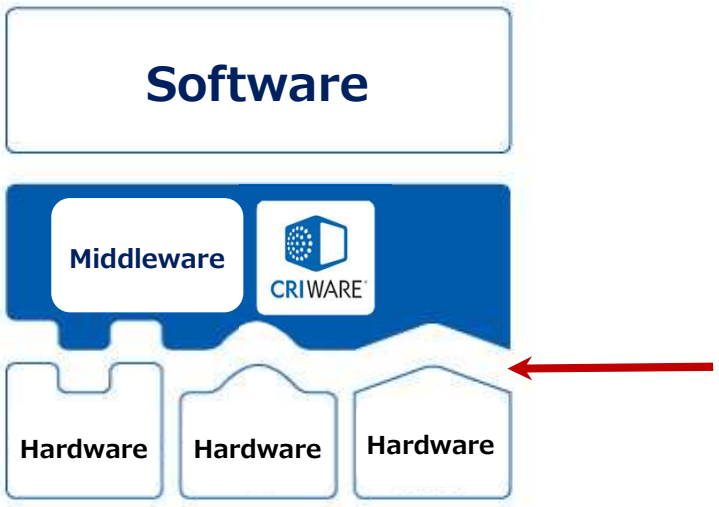
	Compression rate	Picture quality
CRI	1/200-1/1,000	◎
Codec A	1/100	○
Codec B	1/100	○
Codec C	1/100	◎

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Proprietary Technology (Playback Technology)

Middleware is

the “component” that links software and hardware.



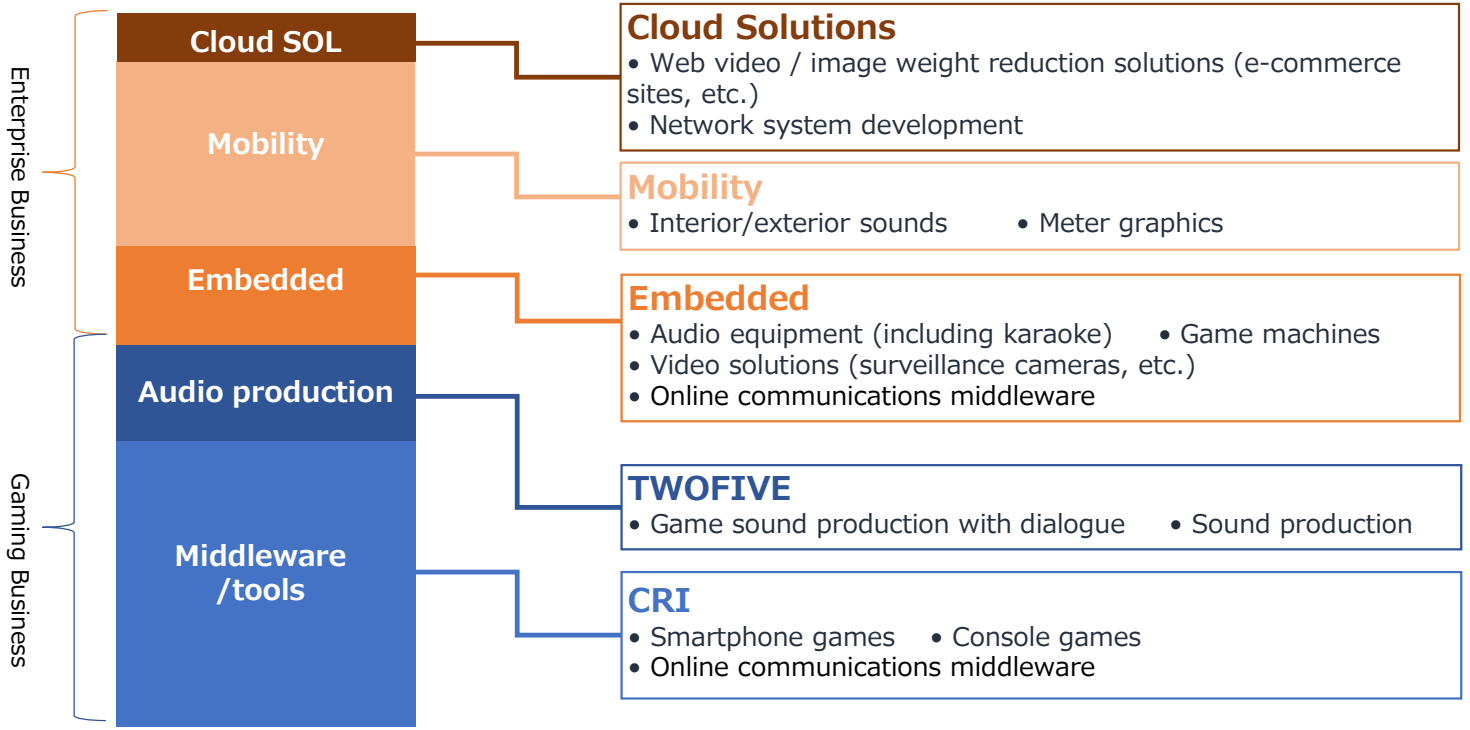
Clean playback technology

that matches the characteristics of various hardware (equipment)

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Business Segments

The CRI Group operates two businesses, **the Gaming Business and the Enterprise Business**. We conduct research and development related to audio and video, etc., sales and support of middleware products, and related contracted development.



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Gaming Business: Middleware/Tools

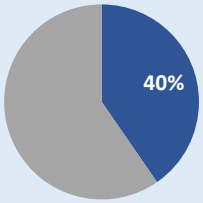
*Includes overseas content production.

Provides audio and video technologies for the development of smartphone games and console games. Currently promoting overseas expansion, mainly in China, Europe and the United States. The next-generation product TeleXus was launched in 2022.

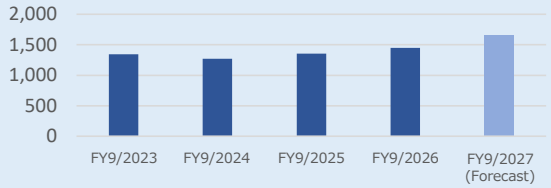
Major products

- Integrated sound middleware “CRI ADX®”
- High-definition, high-function movie middleware “CRI Sofdec®”
- Online communication middleware “CRI TeleXus®”
- Voice analysis lipsync middleware “CRI LipSync™ Alive”
- Network video playback middleware “CRI Clovis™”

Share of net sales
(FY9/2026)



Trends in net sales
(million yen)



Strengths of CRI

Multi-platform
Over 20 supported models

Advanced audio / video playback using compression technology

Market and customer needs

Want to develop games for various models and operating systems

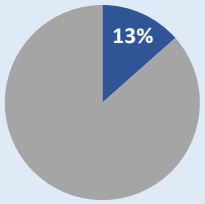
Want to develop high-quality games

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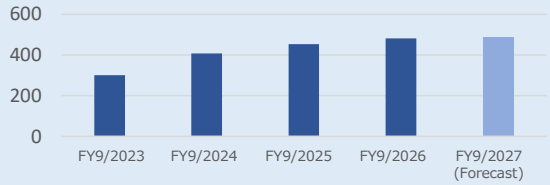
Gaming Business: Audio Production (TWOFIVE)

PL consolidated from Q1 of FY9/2020.
Mainly produces audio for smartphone applications and console game software.
In recent years, focused on producing game audio with dialogue as demand has increased.

Share of net sales
(FY9/2026)



Trends in net sales
(million yen)



Strengths of TWOFIVE

A one-stop service from casting of voice actors to production, recording, processing, editing, and data creation

Market and customer needs

Want to create game sound with dialogue using famous voice actors

Want to create game sounds with a particular image

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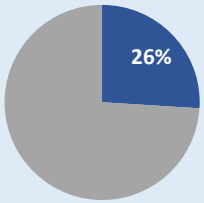
Enterprise Business: Mobility Field

For the mobility industry, arranges and provides all technologies such as audio and video that CRI has cultivated so far. Continue to bring new value and experiences to the mobility industry.

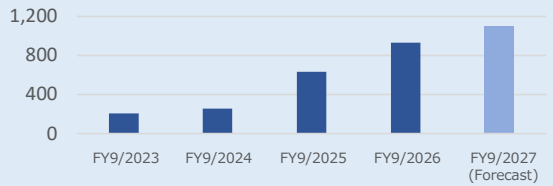
Major products

- **Automotive sound solutions “CRI ADX® Automotive”**
- **Automotive meter graphics solutions “CRI Glassco®”**
- **Online communication middleware “CRI TeleXus®”**

Share of net sales
(FY9/2026)



Trends in net sales
(million yen)



Strengths of CRI

Solid track record in the entertainment field

Market and customer needs

Want clear playback on microcomputers

Want to reduce the number of parts and materials

Want to change the sound according to the situation



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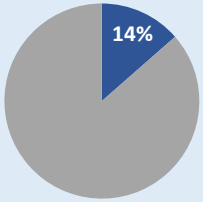
Enterprise Business: Embedded Field

Provides audio and video technologies for embedded devices such as home appliances, IoT devices, electronic toys, and gaming machines. Ir 2019, announced the provision of proprietary AI system for karaoke.

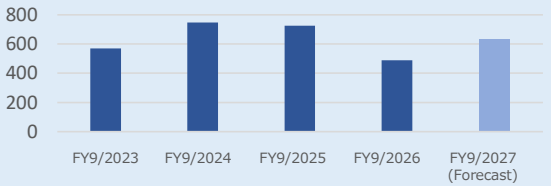
Major products

- **Sound middleware for embedded microcomputers “CRI D-Amp Driver®”**
- **Full-digital audio solutions “CRI SOLIDAS®”**
- **Video solutions “CRI DietCoder® Bridge”**
- **Online communication middleware “CRI TeleXus®”**

Share of net sales
(FY9/2026)



Trends in net sales
(million yen)



Strengths of CRI

Low-impact, high-quality sound playback from one-chip microcomputers



Market and customer needs

Want clear playback on microcomputers

Want to change the buzzer sound to an audio guide

Want to reduce the number of parts and materials

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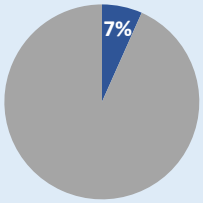
Enterprise Business: Cloud SOL Field

Provides web video middleware that uses video to improve brand image and users' web experience. Also entered the network system development field by making full use of the experience and technology cultivated through the development and provision of these products.

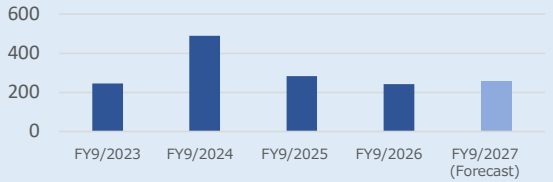
Major products

- **Web video solutions "CRI LiveAct®"**
- **Image weigh reduction solutions "OPTPiX SmartJPEG"**

Share of net sales
(FY9/2026)



Trends in net sales
(million yen)



Strengths of CRI

Realizing video expression that was only possible with apps on a smartphone browser

Market and customer needs

Want to easily utilize videos on website for smartphones

Want to improve the conversion rate on e-commerce sites

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Handling of This Document

- **Information contained in this document is intended to provide the management indicators, etc. of CRI Middleware Co., Ltd. Group (hereinafter, the "Company"), and is not prepared for the purpose of soliciting investments. Investors are advised not to rely solely on the information contained in this document when making investment decisions and are advised to use their own judgment when making investment decisions.**

- **The forward-looking statements contained in this document are based on information available at the time this document was prepared and are subject to change due to factors such as economic trends, market conditions, trends in industries related to the Company, and other internal and external factors. Accordingly, please be aware that there are risks and uncertainties that may cause actual results to differ from the forward-looking statements contained in this document.**

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