



FuRyu

Precious days, always

Securities code : 6238

Consolidated Financial Highlights (2st Quarter Summary for the Fiscal Year Ending March 2026)

2Q Term ended September 2025



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Corporate Profile





Corporate Profile (As of September 30, 2025)

Company name	FURYU CORPORATION		
Establishment	April 1, 2007 *Business transferred in whole from OMRON Entertainment Co., Ltd.		
President	Masahito Enomoto		
Head office	COMS Bldg. 2F, 2-3 Uguisudani-cho, Shibuya-ku, Tokyo		
Business activities	Development, manufacturing, and sales of character merchandise, photo sticker machines, console games and e-commerce (online retail)		
Number of employees	Consolidated: 554 Non-consolidated: 514	Capital	1,639,210,000 yen
Fiscal year-end	March 31	Total number of shares issued	28,296,000 shares
Listed market	Tokyo Stock Exchange Prime Market	Security code	6238



Origin of the company name

The name “FURYU” is derived from the ancient Japanese word 風流 (pronounced furyu), which referred to entertainment in traditional Japanese culture.

This is different from 風流 (pronounced fūryū), which shares the same kanji but has a different pronunciation and meaning. The latter is now associated with the aesthetic ideals of *wabi-sabi*.

In the Heian period, the Gion Festival, which originated in Kyoto, was the largest entertainment event in Japan at the time.

Once a year, for that fleeting moment, people passionately pursued beauty, liveliness, joy, and splendor.

That spirit of ancient Japanese aesthetics is what we call 風流 (furyu).

As a company founded in Kyoto, we chose our name to reflect and cherish that very spirit.

Corporate philosophy

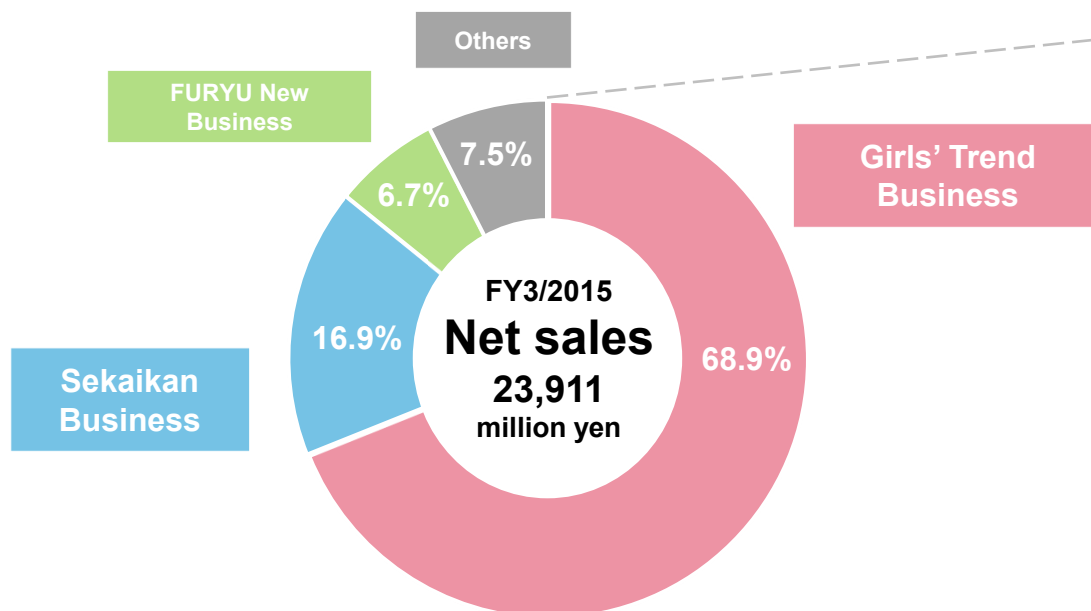
**Create quality entertainment that brings
happiness and fulfillment to people!**



Evolution of Our Business Portfolio

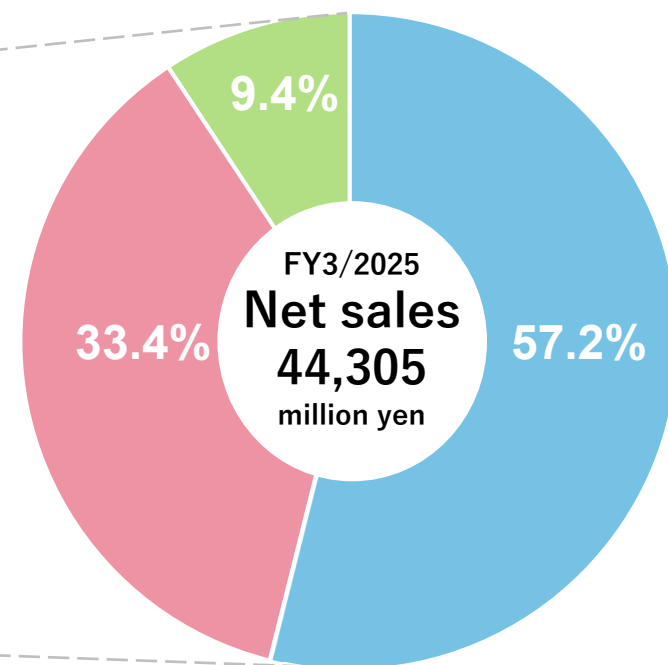
Compared with ten years ago, the Sekaikan Business has grown rapidly
(4.0 billion yen → 25.3 billion yen)

FY3/2015 (10 years ago)



- ✓ Photo sticker machines and adjacent businesses are our mainstay

FY3/2025

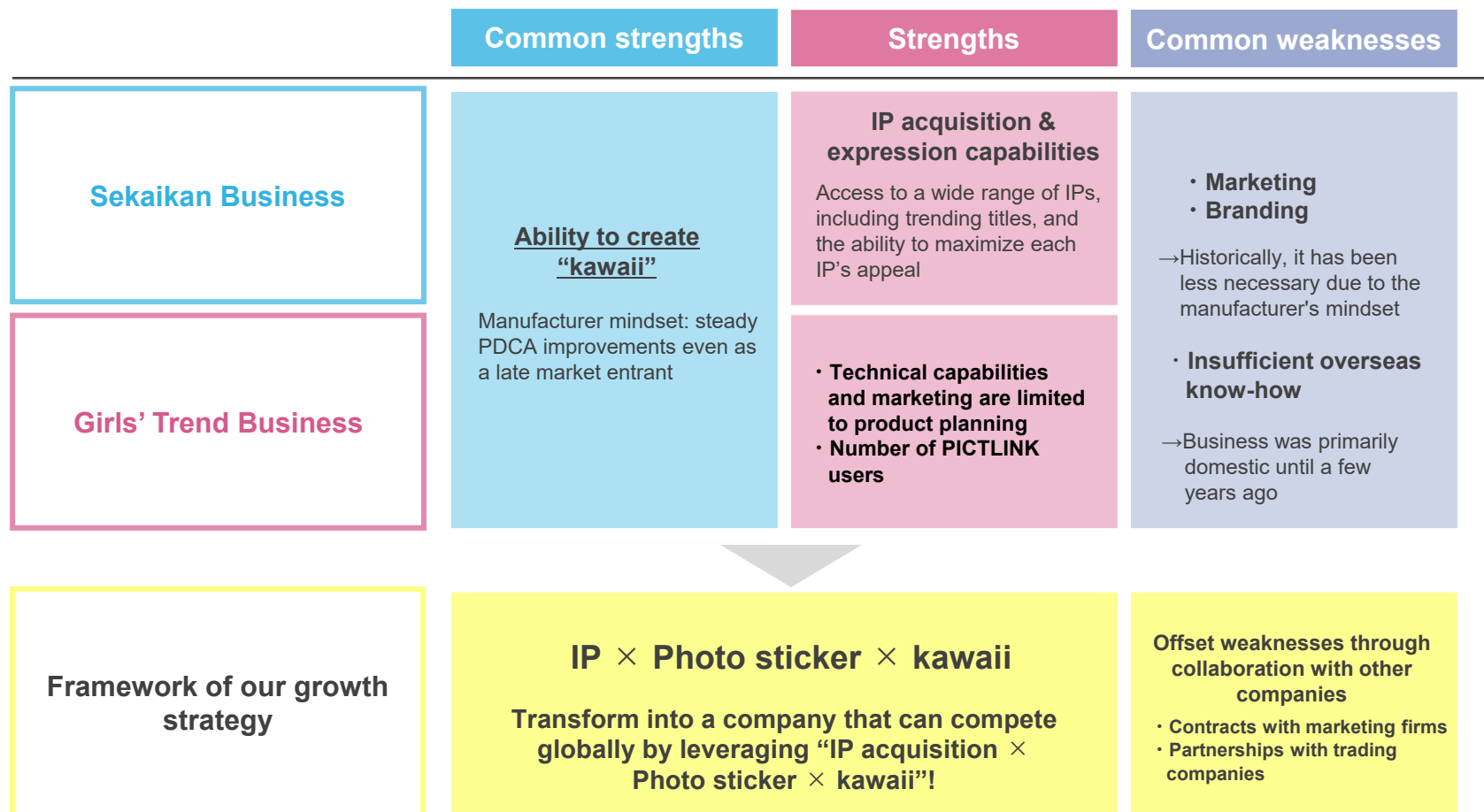


- ✓ Photo sticker machines & adjacent businesses: roughly 90% share
- ✓ Two pillars of character merchandising (Arcade prizes: No. 2 in the industry)



Two-axis Self-assessment of FURYU

Leverage our strengths to expand globally with “IP × Photo sticker × kawaii”
Supplement our weaknesses through partnerships



Overview of Results for FY3/2026 2Q



**Consolidated
Corporate****Robust Sekaikan Business drove a significant increase in profits**

Net sales : 11.3 billion (YoY 98.7%)
Operating profit : 1.0 billion (YoY 166.5%)

**Sekaikan
Business****Overseas product sales and expensive hobby goods merchandise performed well, lifting profits substantially**

Net sales : 7.2 billion (YoY 110.4%)
Operating profit : 0.7 billion (YoY 181.7%)

**Girls' Trend
Business****Both the number of plays and membership declined, resulting in lower sales and profit**

Net sales : 3.4 billion (YoY 92.7%)
Operating profit : 0.8 billion (YoY 97.8%)

**FURYU New
Business****Selection and concentration executed previous fiscal year narrowed the loss**

Net sales : 0.6 billion (YoY 52.5%)
Operating profit : -0.02 billion (YoY +0.04 billion)



Consolidated Overview for FY3/2026 2Q

Robust Sekaikan Business drove a significant increase in profits

(Unit : million yen)	1Q (Apr. – Jun.)			2Q (Jul.- Sep.)			2Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	10,046	10,104	100.6%	11,528	11,378	98.7%	21,575	21,482	99.6%
Sekaikan Business	5,851	6,293	107.6%	6,585	7,272	110.4%	12,436	13,566	109.1%
Girls' Trend Business	3,395	3,365	99.1%	3,756	3,482	92.7%	7,151	6,847	95.7%
FURYU New Business	799	446	55.8%	1,186	623	52.5%	1,986	1,069	53.8%
Operating profit	648	702	108.3%	656	1,093	166.5%	1,305	1,796	137.6%
Sekaikan Business	510	618	121.2%	405	736	181.7%	915	1,354	148.0%
Girls' Trend Business	881	663	75.2%	876	858	97.8%	1,758	1,521	86.5%
FURYU New Business	-202	-27	-	-67	-21	-	-270	-49	-
Company-wide costs	-540	-550	-	-557	-479	-	-1,098	-1,030	-
Ordinary profit	651	707	108.5%	699	1,076	153.8%	1,351	1,783	132.0%
Profit attributable to owners of parent	436	463	106.2%	463	662	143.0%	899	1,125	125.1%



FY3/2026 2Q Sekaikan Business Overview

Higher sales and profit driven by substantial arcade prizes and overseas product sales

2Q Overview

<Arcade prizes>

- Core categories (Sanrio, Disney) remained solid, supporting overall sales

<Overseas product sales>

- North America grew rapidly
- China remained steady

<Expensive hobby goods>

- Focused on high-gross-margin items, improving margins, and achieving a significant return to profitability.
- Mid-priced segment expanded while steadily increasing the number of items

<Lottery>

- One release title

(Unit : million yen)	1Q (Apr. – Jun.)			2Q (Jul.- Sep.)			2Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	5,851	6,293	107.6%	6,585	7,272	110.4%	12,436	13,566	109.1%
Arcade prizes	4,443	4,244	95.5%	5,184	5,383	103.8%	9,627	9,627	100.0%
Overseas product sales	538	784	145.8%	447	879	196.7%	985	1,664	168.9%
Expensive hobby goods	628	760	120.9%	682	870	127.7%	1,311	1,631	124.4%
Lottery	240	504	209.7%	272	138	50.9%	512	642	125.4%
Operating profit	510	618	121.2%	405	736	181.7%	915	1,354	148.0%
Average remittance rate at the time of purchase (yen/1 USD)	151.3	146.7	97.0%	148.5	148.1	99.7%	149.8	147.4	98.4%

<Impact of exchange rate>

- Approximately 58 million yen in profit impact compared to the assumed rate
(Profit trend of approximately 96 million yen for the first half of the fiscal year)



FY3/2026 2Q Girls' Trend Business Overview

Although user numbers returned to pre-COVID levels, the number of plays and the number of members decreased, resulting in a decline in revenue and profit

	1Q (Apr. – Jun.)			2Q (Jul.- Sep.)			2Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
(Unit : million yen)									
Net sales	3,395	3,365	99.1%	3,756	3,482	92.7%	7,151	6,847	95.7%
Photo sticker : Amusement arcades	1,419	1,572	110.8%	1,766	1,469	82.8%	3,186	3,041	95.4%
Photo sticker : directly managed shops	297	264	88.9%	326	290	89.1%	623	555	89.0%
PICTLINK	1,552	1,455	93.8%	1,554	1,650	106.2%	3,106	3,106	100.0%
Other	126	72	57.4%	108	71	66.2%	234	144	61.4%
Operating profit	881	663	75.2%	876	858	97.8%	1,758	1,521	86.5%
Number of games played (10,000)	712	638	89.6%	779	724	92.8%	1,491	1,361	91.3%
Proportion of plays on models with price	86%	96%	112.3%	88%	97%	110.2%	87%	96%	110.6%
Number of PICTLINK members (10,000)	140	130	93.1%	139	126	91.0%	-	-	-

2Q Overview

<Photo sticker:

amusement arcades>

- The number of plays decreased YoY, but signs of recovery are emerging.
- Sales of photo sticker machines were front-loaded in 1Q, leading to a YoY decline in 2Q

<Photo sticker: directly
managed shops>

- The number of plays decreased compared to the same period previous year
- The number of directly managed shops remained at 38

(As of March 2025: 39 shops)

<PICTLINK>

- Number of paid members: 1.26 million; following price unification, 0.80 million converted to premium members
- Junior high school enrollments rose to 1.35 times YoY

<Other>

- Revenue decreased due to the scaling back of content services such as Deco-mail

* Other includes the following businesses. Retouching software and content services

- Number of plays: In past years, the number of plays has been concentrated in 2Q due to the long summer vacation and in 4Q due to commemorative photo shoots for the graduation ceremony season



FY3/2026 2Q **FURYU New Business** Overview

Business resources were concentrated through business transfer.
Losses were reduced.

(Unit : million yen)	1Q (Apr. – Jun.)			2Q (Jul.- Sep.)			2Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	799	446	55.8%	1,186	623	52.5%	1,986	1,069	53.8%
Console game software	117	170	145.5%	474	330	69.7%	591	501	84.7%
Anime	266	184	69.4%	313	214	68.3%	580	398	68.8%
Colored contact lenses ^{*1}	221	0	-	223	0	-	445	0	-
Other ^{*2}	193	90	46.8%	176	78	44.7%	369	169	45.8%
Operating profit	-202	-27	-	-67	-21	-	-270	-49	-

2Q Overview

<Console game software>

- Despite the release of “VARLET,” performance was weak

<Anime>

- The release of the Blu-ray for “Laid-Back Camp SEASON 3” in the second quarter of previous fiscal year led to a decline in sales
- In 2Q, overseas sales of the key title “The Dark History of the Reincarnated Villainess” contributed

<Colored contact lenses>

- Business terminated in the previous fiscal year

<Others>

- Regarding Olu. (apparel), losses were reduced by reviewing fixed costs

*1 Business transferred in March 2025. Listed for comparison purposes.

*2 Other includes the following businesses.

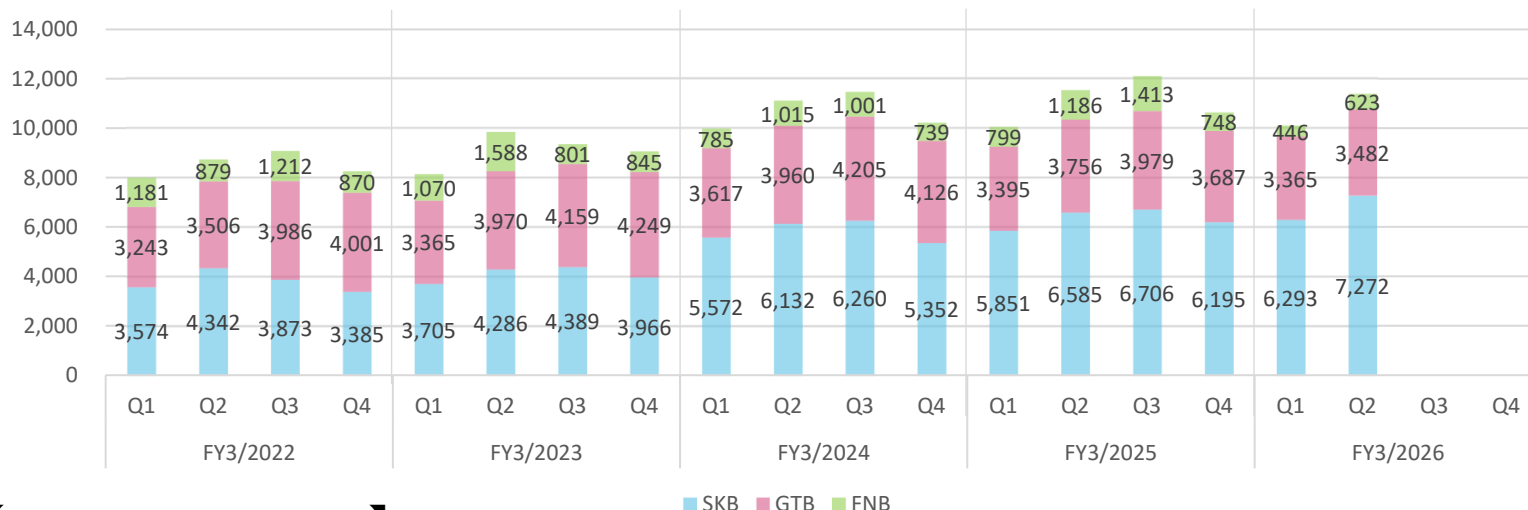
Game apps (withdrawn), Ad planning, and Olu.



Quarterly Performance Trends (net sales and operating profit)

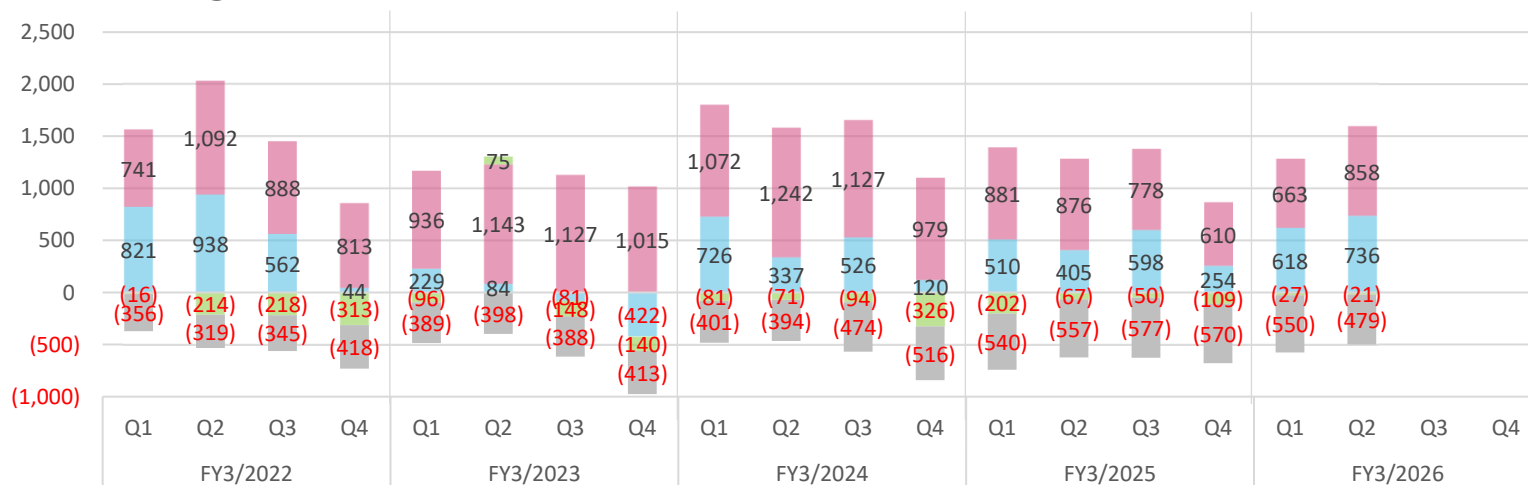
【Net sales】

(Unit : million yen)



【Operating profit】

(Unit : million yen)



Business Progress





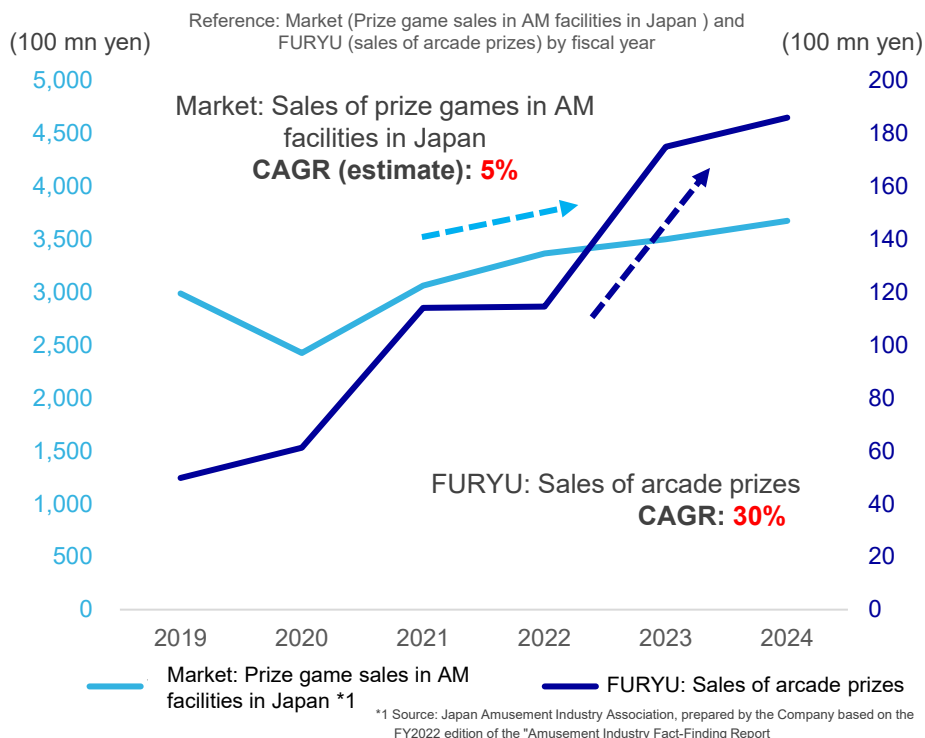
Business Progress : Sekaikan Business

<Arcade prizes>

Market: The amusement-facility prize-game market is strong and expanding

FURYU: Although major IPs rotate, sales remain solid.

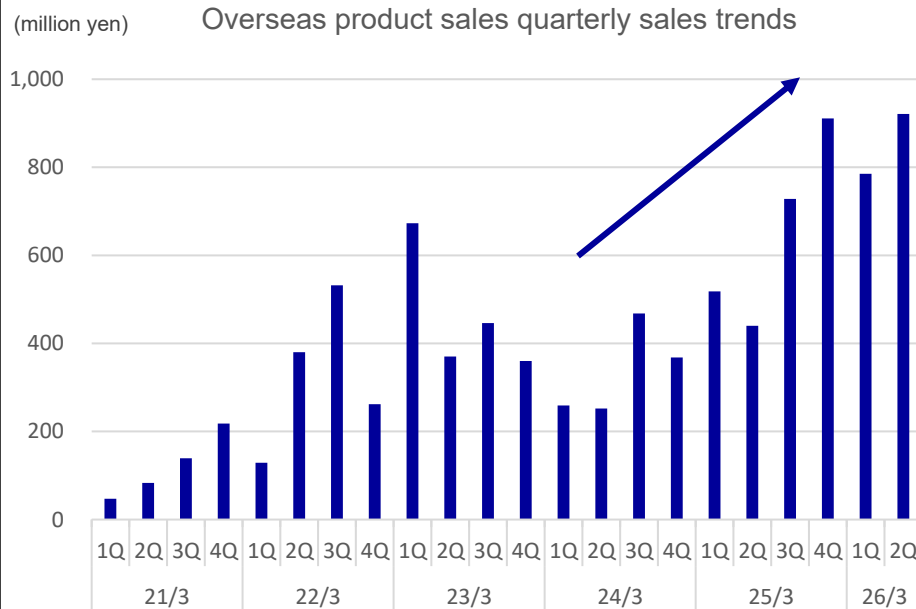
We pursue IP challenges while mitigating risk through made-to-order production



<Overseas product sales>

Market: Demand for Japanese anime goods is rising, with the market trending upward

FURYU: Doing well. Sales are expanding at a pace of about 1.7 times YoY
Sales for the U.S. contributed as orders increased



<Expensive hobby goods>

- In addition to high quality, we will focus on high-popularity × high-gross-margin items to build a profit-oriented structure
- We strengthened the FY2025 pipeline, secured orders, and ensured profitability, progressing smoothly

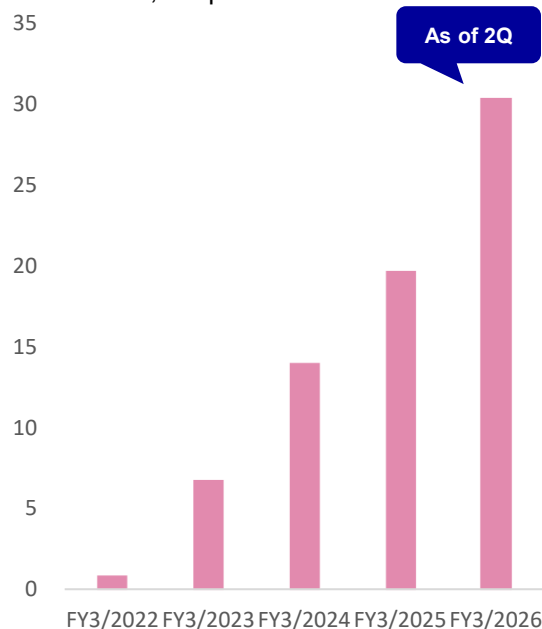


Business Progress : Girls' Trend Business

Growth in junior-high free members

→Nurturing future paid members

PiCTLINK members
Trend in free junior high school student memberships
Unit: 10,000 persons

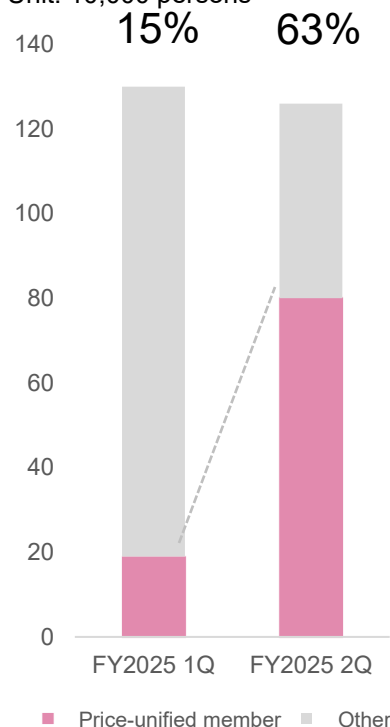


Price unification is progressing steadily

→Performing relatively well

Progress on PiCTLINK price standardization

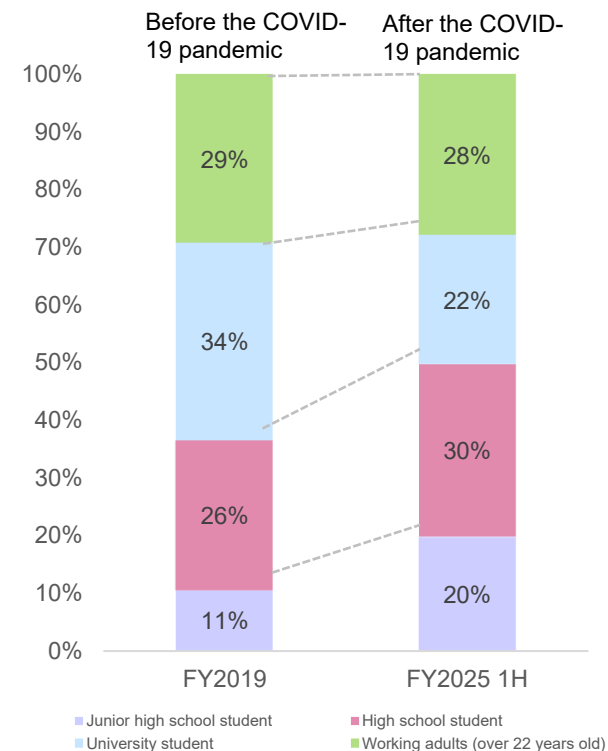
Unit: 10,000 persons



User shift

→Decline in university students is affecting PiCTLINK membership
We recognize challenges in branding and marketing

Percentage of play by age group





Business Progress : Girls' Trend Business

【 issue 】

Play count and PICTLINK paid memberships underperformed compared to the initial plan.

【 action plan 】

1. Strategic Resource Allocation for New Model Development

→ The introduction of new models will be intentionally paused in winter 2025, and resources will be concentrated on developing new models for spring and summer 2026.

2. Deployment of Peak Initiatives for the 30th Anniversary Campaign

- By deliberately aligning the peak of promotional activities with the second half of FY2025, we aim to: ① Promote play on existing machines ② Improve PICTLINK membership conversion rates.

①Promotion of Play on Existing Machines

- Increase the number of plays through the “Third Play Free” campaign

②Improvement of PICTLINK Revenue

- Strengthen initiatives to improve membership onboarding and reduce cancellations
- Price standardization is progressing as planned, contributing to profit stability

3. Investment for Mid-Term Growth

- Ongoing development of new models offering differentiated experiential value
- Plans to expand print sticker machines leveraging IP both domestically and internationally, with active exploration of new markets

【 Outlook 】

Through the 30th Anniversary Campaign—leveraging increased buzz, promotion of play on existing machines, and improvement of PICTLINK membership revenue—we aim to support overall performance while recovering play volume in the second half of FY2025. Growth momentum will be regained through the launch of new models scheduled for spring and summer 2026.

In addition, we will accelerate expansion into new markets, including overseas.



Business Progress : FURYU New Business Overview

The anime “Villainess’s Black History” begins airing on October 8!

Production of this season's broadcast and release titles is progressing smoothly

<Progress :Console game software >

- BEYBLADE X: Evo Battle released
- Overseas localizations and ports of past titles are progressing steadily
- Undertaking contract development for other companies' titles

<Measures for this term>

- We will release multiple titles, including BEYBLADE X: Evo Battle
- Strengthen the PC market through platforms like Steam and aim to expand overseas sales

<Progress : Anime>

- Organizer title The “The Dark History of the Reincarnated Villainess” began airing on October 8

<Measures for this term>

- Organizer title: “You Can’t Possibly Win Against the Demon Lord” aired.
- Cultivate IP with long-term support; strengthen our business as an IP licensor

<Progress :Olu.>

- We are establishing the ability to consistently create hit products.

<Measures for this term>

- Strengthening customer acquisition through events and social media utilization, leading to an increase in sessions and website visitors.
- Improving inventory turnover through outlet sales.
- Promoting repeat purchases among first-time buyers.

Titles scheduled for release and broadcast in FY3/2026		
Scheduled release and broadcast period	Title	Sub-segment
October 2025	The Dark History of the Reincarnated Villainess	Anime
November 2025	BEYBLADE X Evo Battle	Console game software
November 2025	Model Debut4 #nicola	Console game software
2026	You Can’t Possibly Win Against the Demon Lord	Anime

*Only the Organizer title is listed for anime

Progress vis-a-vis Full-year Financial Forecasts





Progress vis-a-vis Full-year Financial Forecasts PL

< Sekaikan Business >







- Domestic arcade prizes market remains strong; 2Q momentum is expected to continue into 3Q and beyond.
- Overseas product sales and expensive hobby goods merchandise are contributing to profit as planned, with this trend continuing into 3Q and beyond.

< Girl's Trend Business >

- The number of plays and paid PICTLINK members is running below plan; we will implement measures to stimulate play and curb cancellations to recover.
- Price unification for PICTLINK is progressing smoothly, securing profitability

< FURYU New Business >

- Consumer game software underperformed unexpectedly in 2Q; we plan sales in 3Q from console and anime

	FY3/2026 Full year Forecast	FY3/2026 2Q cumulative	Progress rate	FY3/2026 3-4Q image	FY3/2026 Full year image
(Unit : million yen)					
Net sales	45,000	21,482	47.7%		
Sekaikan Business	25,900	13,566	52.4%		
Girl's Trend Business	16,000	6,847	42.8%		
FURYU New Business	3,100	1,069	34.5%		
Operating profit	3,000	1,796	59.9%		
Sekaikan Business	2,000	1,354	67.7%		
Girl's Trend Business	3,300	1,521	46.1%		
FURYU New Business	100	-49	-		
Company-wide costs	-2,400	-1,030	-		
Ordinary profit	3,000	1,783	59.5%		
Profit attributable to owners of parent	2,150	1,125	52.4%		



Forecast of the Number of Plays and the Number of Paid PICTLINK Members

The number of plays and the number of members were calculated based on the most recent results (no changes)

Aim to regain momentum in the second half

No. of paid members at the
end of March 2025

Approx. **1.37** million

Total no. of plays per year

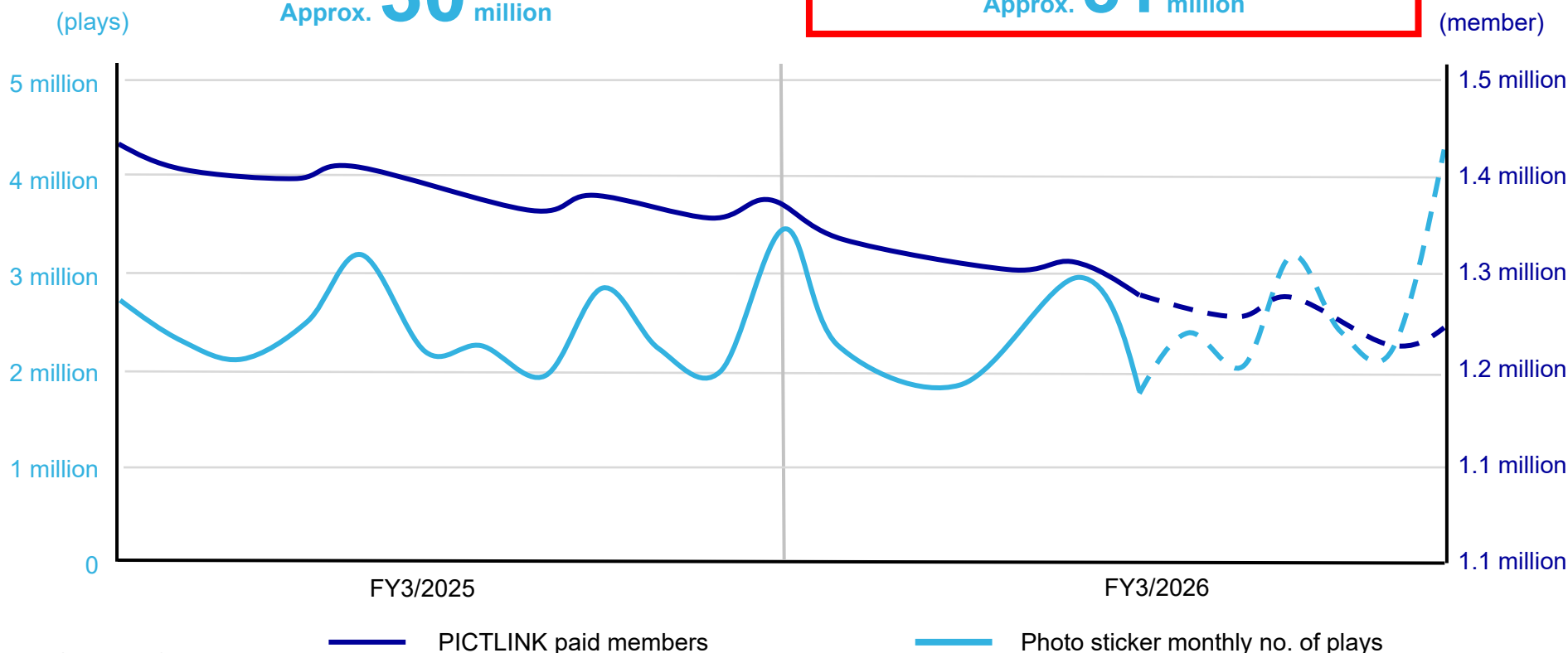
Approx. **30** million

No. of paid members at end of March 2026 (forecast)

Approx. **1.24** million

Total no. of plays per year (forecast)

Approx. **31** million





Shareholder Return and Financial Policy

We aim to increase shareholder return by paying stable dividends and flexibly acquiring treasury shares and to achieve ROE of 15.0% or higher in FY3/2028.

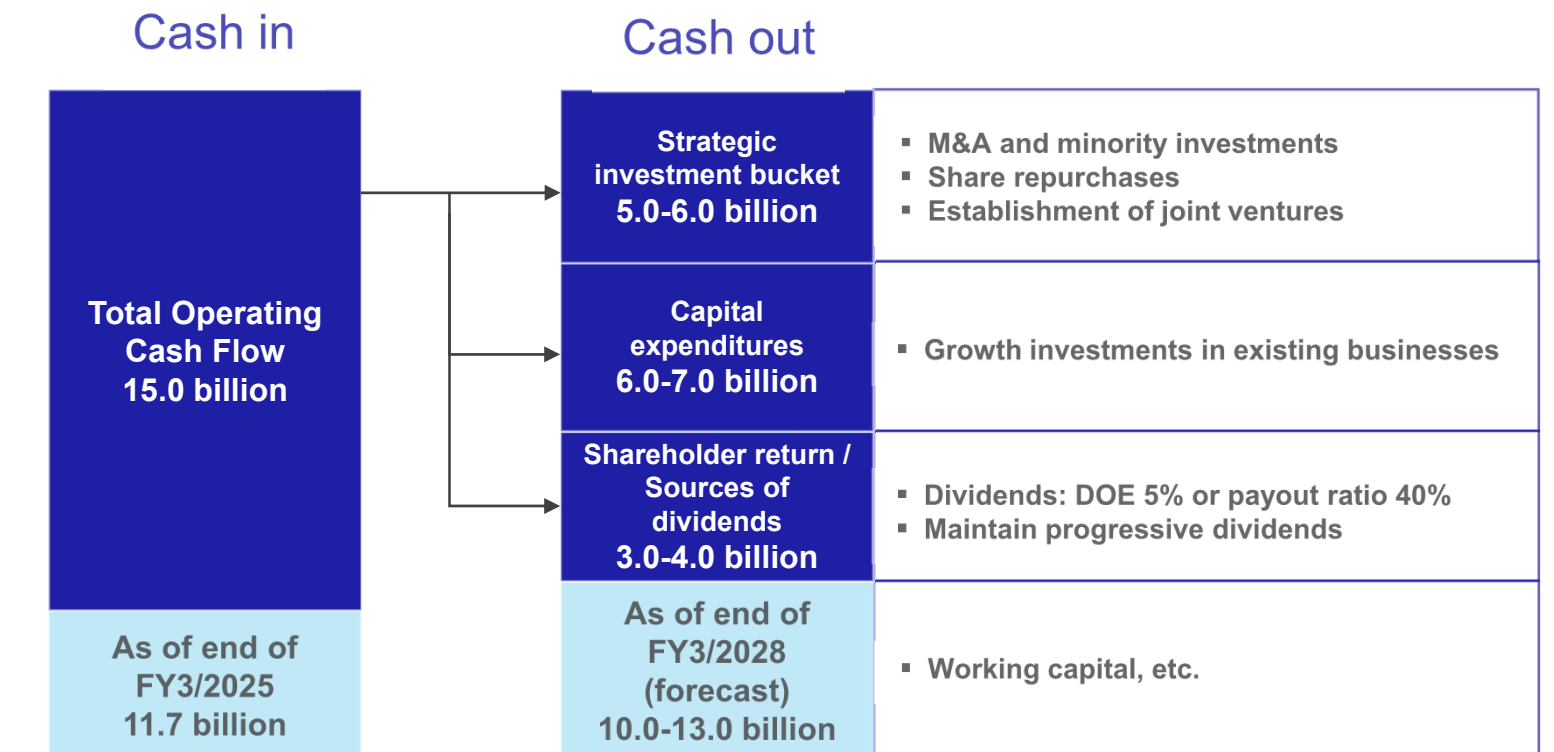
	FY3/2024 Actual	FY3/2025 Actual	FY3/2026 Forecast
Total number of issued shares	28,296,000	28,296,000	28,296,000
No. of treasury shares as of the end of the term	1,855,989	* 1,817,325	* 1,817,325
Earnings per share (EPS)	94.22 yen	61.50 yen	81.25 yen
Dividend per share (DPS)	39.00 yen	39.00 yen	39.00 yen
Dividend payout ratio	41.4%	63.4%	48.0%
Amount of acquired treasury shares	—	—	—
Net assets	21,862 million yen	22,424 million yen	—
Book-value per share (BPS)	826.88 yen	846.87 yen	—
Return on equity (ROE)	11.9%	7.3%	About 10%

(*) Starting from the fiscal year ending March 2025, the Company has introduced the "Stock Benefit Trust (BBT-RS)."

Company shares held by the said trust are included in treasury stock to be deducted in the calculation of the number of treasury shares at the end of the fiscal year and the average number of shares during the fiscal year (120,000 shares as of the end of FY3/2025).

We have formulated a capital allocation to achieve the Medium-term Vision through strategic investments

Basic policy for capital allocation over the three years from FY3/2026 to FY3/2028

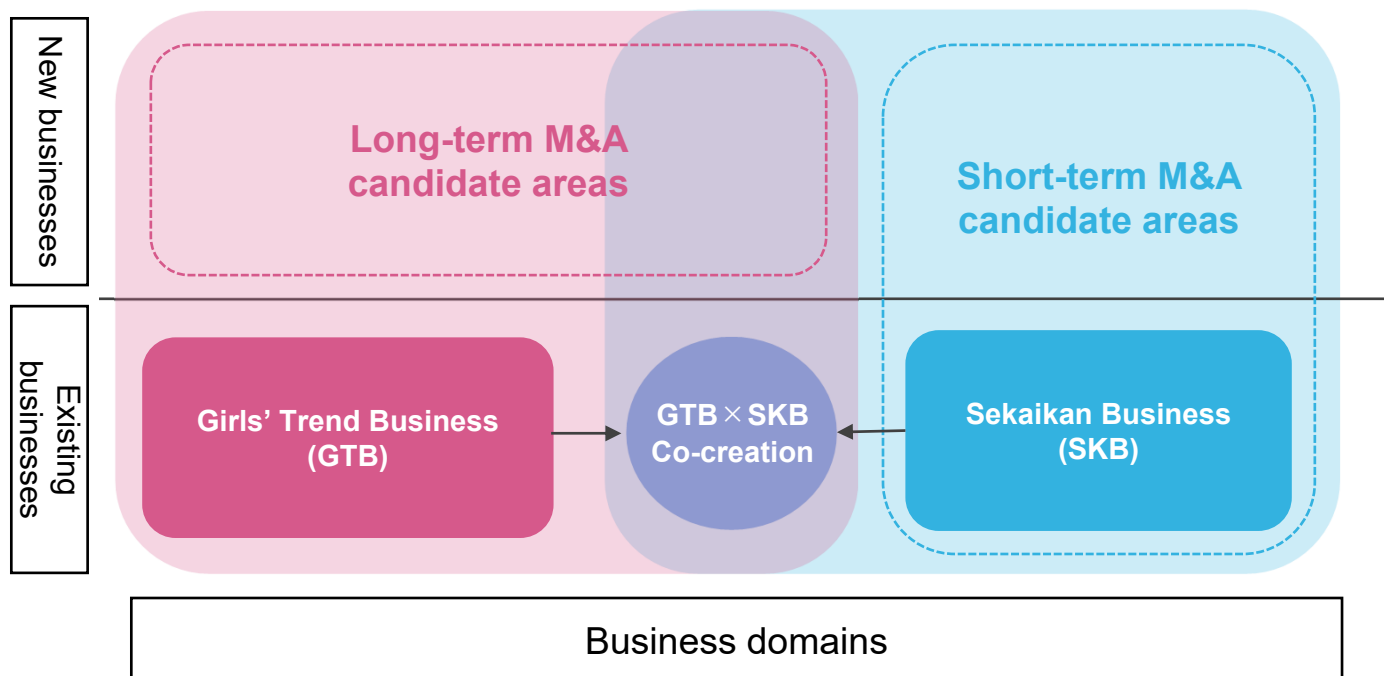




M&A Policy (through FY3/2028)

- **Objective:** Accelerate growth by creating business synergies and acquiring new businesses
- **Target scope:** Companies operating around the Sekaikan Business domain, where, through business synergies, we can achieve further growth together

Areas under consideration for M&A (image)



FURYU Medium-term Vision 2027



◆Medium-term vision

「ROE : above **15%** ・ OP margin : above **10%**」

◆Management strategy

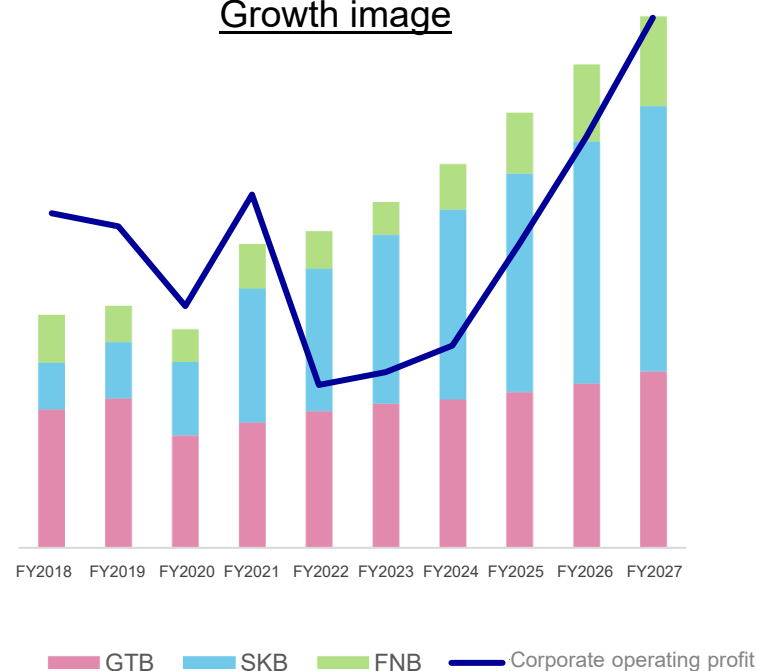
- Growth : Sekaikan Business (SKB)
- Earnings : Girls' Trend Business (GTB)
- Potential for future : FURYU New Business (FNB)

◆FY2027 target

- Net sales : **60** billion yen
(5-years CAGR **10%**)
- Operating profit : **6** billion yen
(5-years CAGR **26%**)

*Compared to FY2022 results

Growth image





Medium-term Vision - Basic policy

Basic policy

A comprehensive entertainment company that brings smiles to people around the world

Sekaikan Business (SKB)

Growth

- Acquisition of leading copyrights
- Expansion of figures
- Expanding EC sales
- Accelerated overseas development

Growth driver

- Expansion of figures

Girls' Trend Business (GTB)

Earning

- Improving the value of the photo sticker experience
- LTV maximization
- Expanding photo sticker-related business by utilizing our strengths

Growth driver

- LTV maximization

FURYU New Business (FNB)

Potential for future

- Rebuild strategies in new businesses
- Select and focus on new business in 1-2 years
- Invest management resources in businesses that the company focuses on
- Create a future business that earns sales of 10 billion yen

Organizational culture reform

■ Realisation of Dynamic Vision (see note): realization of employee and company growth

- Developing a diverse workforce that can play a role in increasing corporate value
- Promoting a rewarding work environment
- Acquiring versatile and diverse human resources
- Creating mechanisms to encourage challenge and teamwork

Note: A significant value for people working at FURYU, which aims for the growth of employees and the company by overlapping what individuals "want to do" and "can do" with what the company "must do."



Medium-term Vision – Progress for FY2024

◆Medium-term vision

「ROE : above **15%** ・ OP margin : above **10%**」

◆FY2027 target

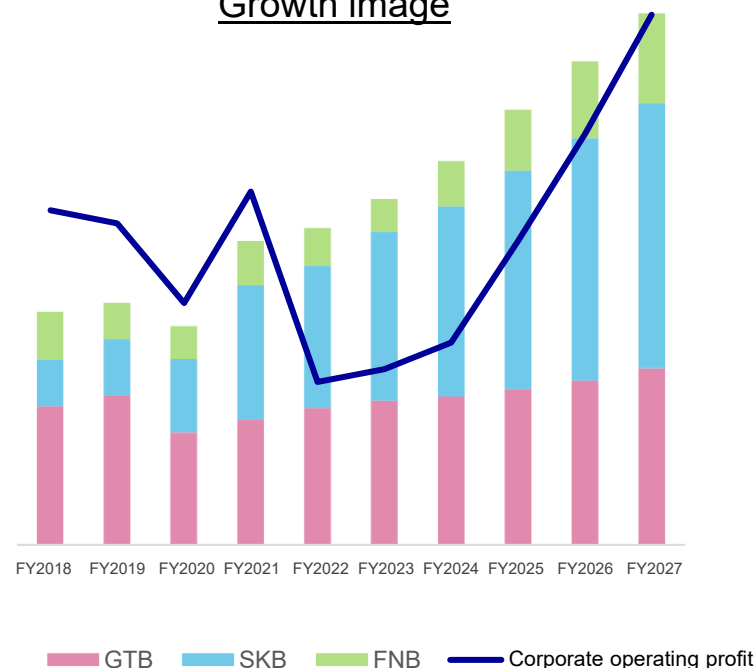
- ROE : above **15%**
- OP margin : above **10%**
- Net sales : **60** billion yen (5-years CAGR**10%**)
- Operating profit : **6** billion yen (5-years CAGR**26%**)

*Compared to FY2022 results

◆FY2024 Actual

- ROE : **7.3%** (FY2023 : **11.9%**)
- OP margin : **5.1%** (FY2023 : **8.8%**)
- Net sales : **44.3** billion yen
- Operating profit : **2.2** billion yen

Growth image



To achieve the targets, we will continue to strengthen strategic measures to expand revenue and operating profit



Approach to Improving ROE

Aim for ROE above 15% in FY3/2028, with awareness to keep the level above the cost of shareholders' equity

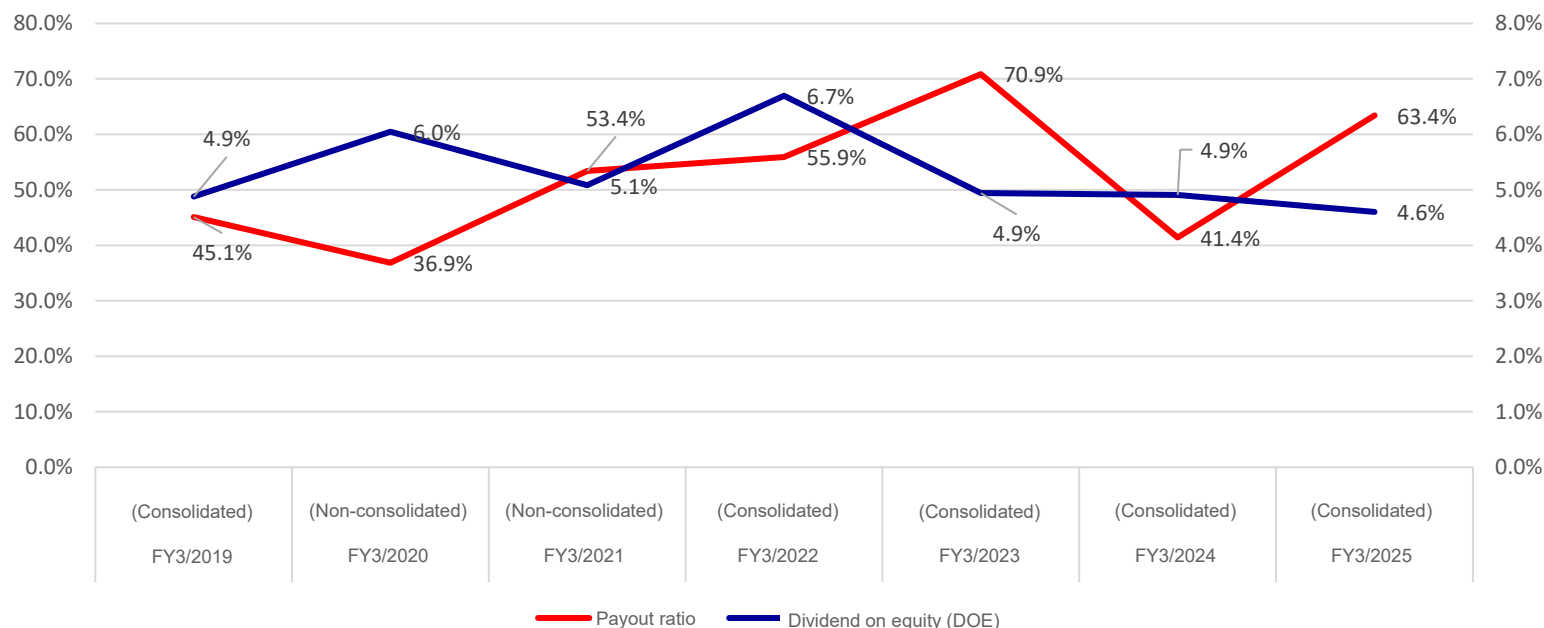
	FY3/2024 (actual)	FY3/2025 (actual)	FY3/2028 (Target)	Policy for increasing ROE
	11.9%	7.3%	15.1%	Keep above 15%
<div>Profitability ①Net profit margin on sales Net profit for the year divided by sales</div>	5.8%	3.7%	7.4%	Maintain GTB's high profitability Improve the profitability of SKB
<div>Asset efficiency ②Asset turnover Sales divided by total assets</div>	1.58 times	1.57 times	1.44 times	Reduce unnecessary assets Grow sales
<div>Financial leverage ③Total assets divided by equity</div>	1.30x	1.27x	1.41x	Maintain the current level of equity ratio

Based on CAPM and taking into account market expectations, the cost of shareholders' equity is perceived to be 6%-7%, and ROE exceeds the cost of equity

(Note) CAPM basis: Risk-free rate 10-year JGB yield average 1.5%, Market risk premium 5.88%, Beta 0.765 (60-month monthly)

We will pay dividends using a payout ratio of 40% or dividend on equity (DOE) of 5% as reference targets

$$\text{ROE} \times \text{Payout ratio} = \text{DOE}$$



*Figures for FY3/2020 and FY3/2021 are given as reference figures as they are unconsolidated figures.

Reference Material





Trend in Major Financial Indicators

	FY3/2020 (non-consolidated)	FY3/2021 (non-consolidated)	FY3/2022 (consolidated)	FY3/2023 (consolidated)	FY3/2024 (consolidated)	FY3/2025 (consolidated)
(¥mn)						
Net sales	27,431	24,777	34,058	36,400	42,768	44,305
Operating profit	3,637	2,736	3,709	2,134	3,771	2,239
Ordinary profit	3,656	2,716	3,707	2,179	3,735	2,280
Net profit attributable to owners of parent*	3,020	1,844	2,544	1,443	2,491	1,627
Earnings per share (EPS) (yen)	108.54	67.42	93.01	53.62	94.22	61.50
Total number of issued shares	28,296,000	28,296,000	28,296,000	28,296,000	28,296,000	28,296,000
Total amount of dividends	1,094	984	1,422	1,004	1,031	1,037
Payout ratio (%)	36.9	53.4	55.9	70.9	41.4	63.4
Dividends per share (DPS) (yen)	40	36	52	38	39	39
Net assets	18,994	19,764	21,250	20,152	21,862	22,424
Equity ratio (%)	79.1	82.3	75.5	77.7	77.1	79.8
Book value per share (BPS) (yen)	694.22	722.38	776.71	762.20	826.88	846.87
Return on equity (ROE) (%)	16.4	9.5	12.0	7.0	11.9	7.3
Employees	453	453	488	507	529	537

*For FY2020 to FY2021, figures for 'Net profit' are used.



Earnings By Segment (by fiscal year)

	FY3/2022 (Consolidated)	FY3/2023 (Consolidated)	FY3/2024 (Consolidated)	FY3/2025 (Consolidated)
(¥mn)				
Net sales	34,058	36,400	42,768	44,305
Sekaikan Business	15,175	16,347	23,317	25,338
Girls' Trend Business	14,738	15,745	15,911	14,818
FURYU New Business	4,144	4,307	3,540	4,148
Operating profit	3,709	2,134	3,771	2,239
Sekaikan Business	2,375	-189	1,710	1,768
Girls' Trend Business	3,536	4,223	4,421	3,147
FURYU New Business	-762	-310	-574	-430
Company-wide costs	-1,439	-1,589	-1,787	-2,246



Performance Trends (by quarter)

	FY3/2022				FY3/2023				FY3/2024			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	7,999	8,729	9,073	8,256	8,142	9,845	9,351	9,061	9,974	11,108	11,467	10,218
Sekaikan Business	3,574	4,342	3,873	3,385	3,705	4,286	4,389	3,966	5,572	6,132	6,260	5,352
Girls' Trend Business	3,243	3,506	3,986	4,001	3,365	3,970	4,159	4,249	3,617	3,960	4,205	4,126
FURYU New Business	1,181	879	1,212	870	1,070	1,588	801	845	785	1,015	1,001	739
Operating profit	1,190	1,497	887	126	679	904	510	39	1,315	1,112	1,085	257
Sekaikan Business	821	938	562	44	229	84	-81	-422	726	337	526	120
Girls' Trend Business	741	1,092	888	813	936	1,143	1,127	1,015	1,072	1,242	1,127	979
FURYU New Business	-16	-214	-218	-313	-96	75	-148	-140	-81	-71	-94	-326
Company-wide costs	-356	-319	-345	-418	-389	-398	-388	-413	-401	-394	-474	-516

	FY3/2025				FY3/2026			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	10,046	11,528	12,099	10,631	10,104	11,378		
Sekaikan Business	5,851	6,585	6,706	6,195	6,293	7,272		
Girls' Trend Business	3,395	3,756	3,979	3,687	3,365	3,842		
FURYU New Business	799	1,186	1,413	748	663	623		
Operating profit	648	656	748	185	702	1,093		
Sekaikan Business	510	405	598	254	618	736		
Girls' Trend Business	881	876	778	610	663	858		
FURYU New Business	-202	-67	-50	-109	-27	-21		
Company-wide costs	-540	-557	-577	-570	-550	-479		

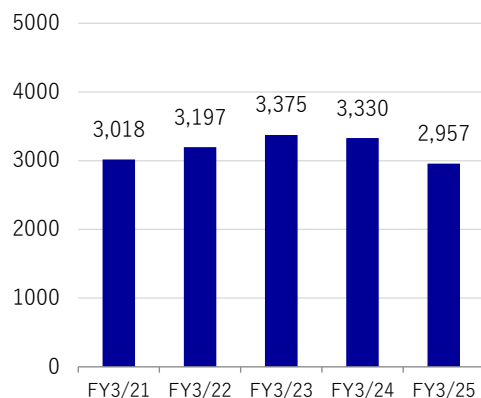


Earnings By Sub-Segment (by quarter)

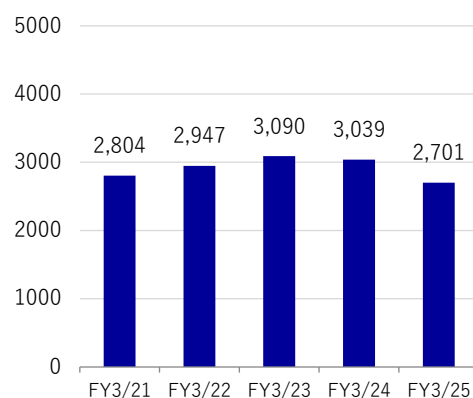
	FY3/2025				FY3/2026			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net Sales	10,046	11,528	12,099	10,631	10,104	11,378		
Sekaikan Business	5,851	6,585	6,706	6,195	6,293	7,272		
Arcade prizes, etc.	4,443	5,184	5,065	3,921	4,244	5,383		
Overseas product sales	538	447	726	920	784	879		
Expensive hobby goods	628	682	770	658	760	870		
Lottery	240	272	143	695	505	138		
Girls' Trend Business	3,395	3,756	3,979	3,687	3,365	3,842		
Photo sticker: amusement arcades	1,419	1,766	2,050	1,737	1,572	1,469		
Photo sticker: directly managed shops	297	326	315	326	264	290		
PiCTLINK	1,552	1,554	1,531	1,546	1,455	1,650		
Other	126	108	81	77	72	71		
FURYU New Business	799	1,186	1,413	748	446	623		
Console and game software	117	474	677	189	170	330		
Anime	266	313	311	196	184	214		
Colored contact lenses	221	223	235	211	0	0		
Other	193	176	189	151	90	78		
Operating profit	648	656	748	185	702	1,076		
Sekaikan Business	510	405	598	254	618	736		
Girls' Trend Business	881	876	778	610	663	858		
FURYU New Business	-202	-67	-50	-109	-27	-21		
Company-wide expenses	-540	-557	-577	-570	-550	-479		

Trend in KPIs (FY)

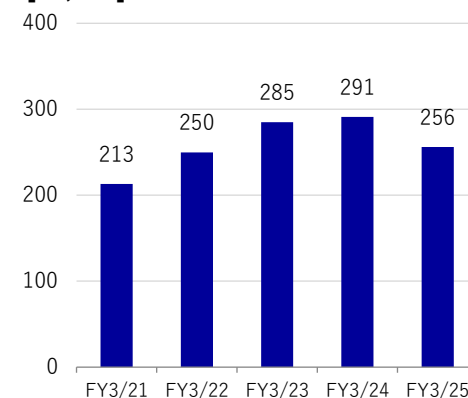
■ Total number of plays [10,000]



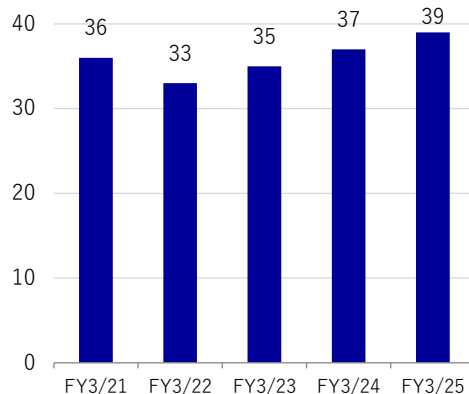
■ No. of plays amusement arcades [10,000]



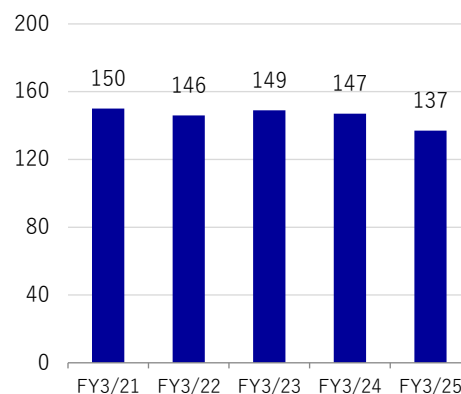
■ No. of plays at directly managed shops [10,000]



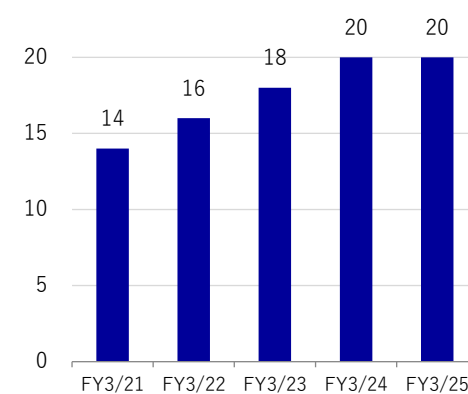
■ No. of directly managed shops



■ No. of paid PICTLINK members as of the end of the term [10,000]



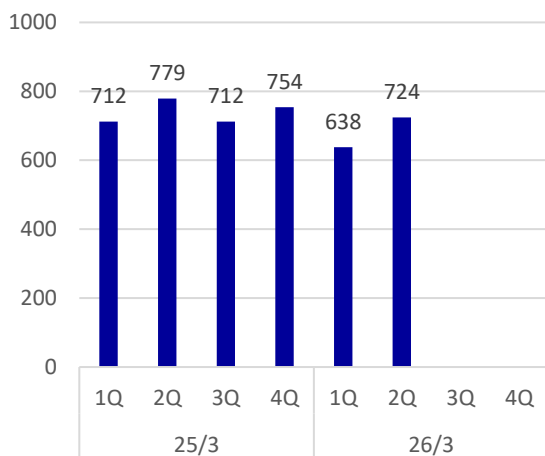
■ No. of premium PICTLINK members as of the end of the term [10,000]



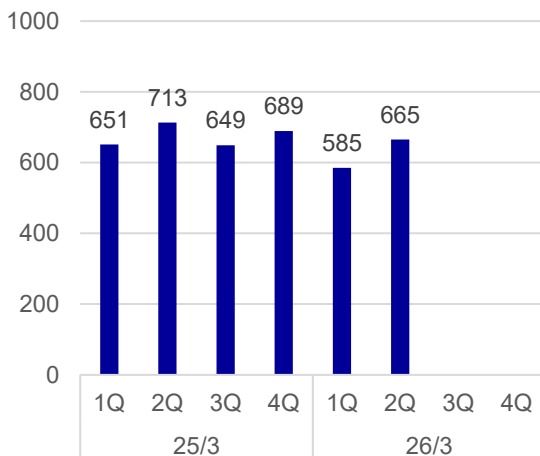


Trend in KPIs (Quarterly)

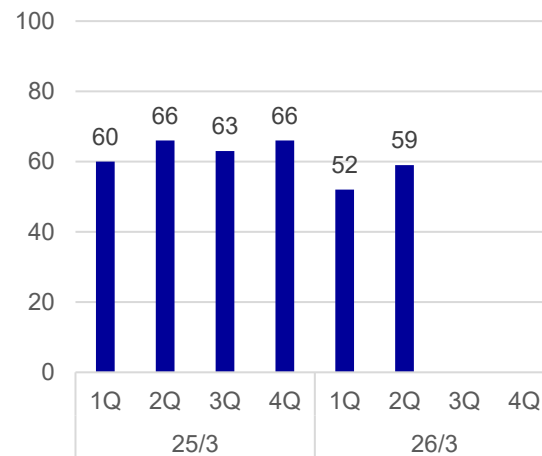
■ Total number of plays [10,000]



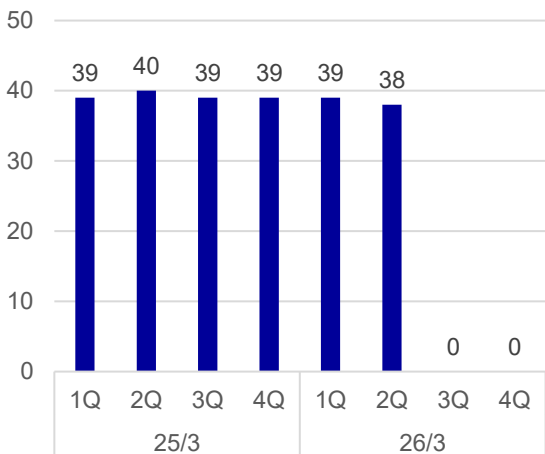
■ No. of plays amusement arcades [10,000]



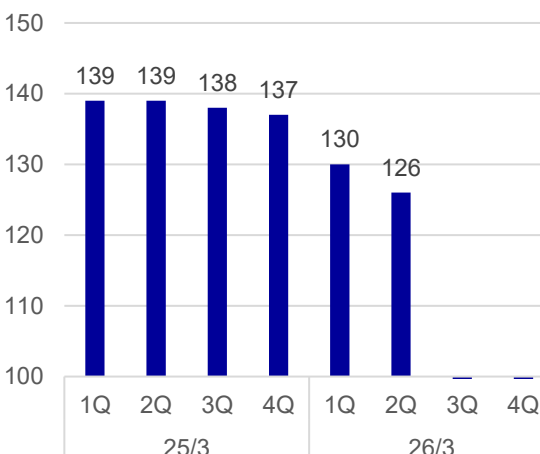
■ No. of plays at directly managed shops [10,000]



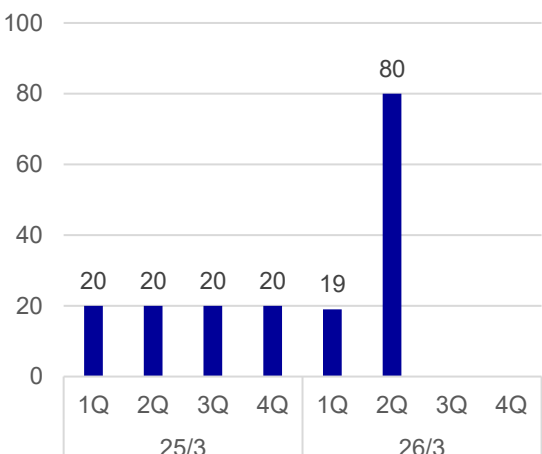
■ No. of directly managed shops



■ No. of paid PICTLINK members as of the end of the term [10,000]



■ No. of premium PICTLINK members as of the end of the term [10,000]





Share Information (as of September 30, 2025)

Total no. of authorized shares	104,400,000 shares
Total number of issued shares	28,296,000 shares
No. of shareholders	10,425

Shareholders	No. of shares held	Shareholding ratio (%)
FURYU Shoji Corporation	4,360,000	16.39
The Master Trust Bank of Japan (Trust account)	2,513,300	9.45
TM Corporation	1,415,000	5.32
FURYU Employee Shareholding Association	921,600	3.46
Yoshiro Tasaka	840,000	3.16
Masato Yoshida	802,232	3.02
Custody Bank of Japan, Ltd. (Trust account)	675,000	2.54
SBI SECURITIES Co.,Ltd.	615,580	2.31
Shinji Nakamura	511,300	1.92
YOSHIDA Co., Ltd.	493,000	1.85

*1. The company owns 1,697,930 treasury shares, but they are not included as a major shareholder.

*2. Shareholding ratio was calculated after subtracting the number of treasury shares.



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The forward-looking statements regarding our company's performance contained in this document are based on our predictions using information available at the time of publication. Please be aware that actual results may vary due to various risk factors and uncertainties such as economic conditions and market trends.

FuRyu
Precious days, always