



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)

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

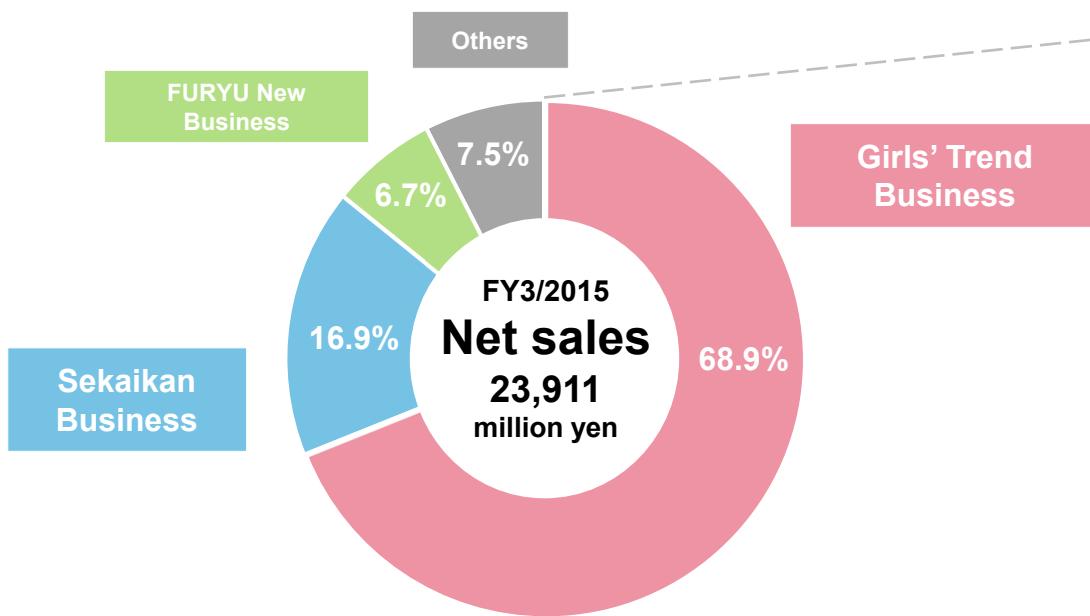
**Create quality entertainment that brings  
happiness and fulfillment to people!**



# Evolution of Our Business Portfolio

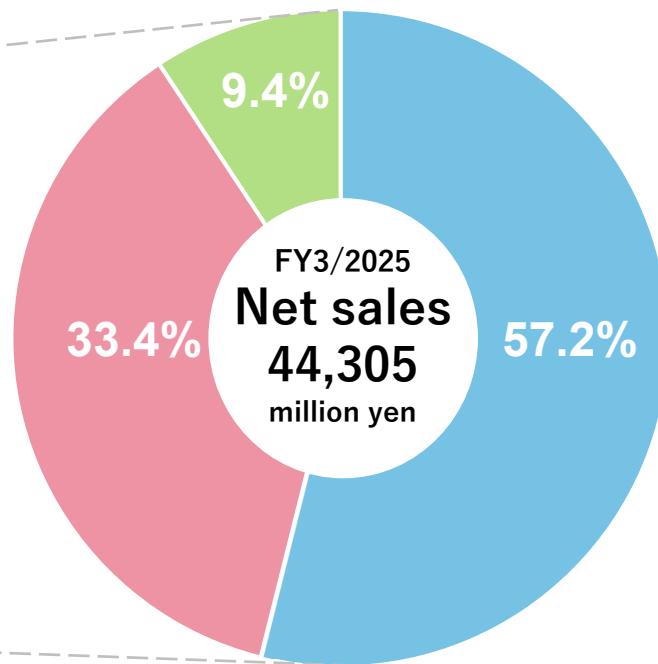
Compared with ten years ago, the Sekaikan Business has grown rapidly  
(4.0 billion yen → 25.3 billion yen)

**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**

Common strengths	Strengths	Common weaknesses
<b>Sekaikan Business</b>	<b>Ability to create “kawaii”</b>  Manufacturer mindset: steady PDCA improvements even as a late market entrant	<b>IP acquisition &amp; expression capabilities</b>  Access to a wide range of IPs, including trending titles, and the ability to maximize each IP's appeal  • Technical capabilities and marketing are limited to product planning • Number of PICTLINK users
<b>Girls' Trend Business</b>		<ul style="list-style-type: none"><li>• Marketing</li><li>• Branding</li></ul> <p>→Historically, it has been less necessary due to the manufacturer's mindset</p> <ul style="list-style-type: none"><li>• Insufficient overseas know-how</li></ul> <p>→Business was primarily domestic until a few years ago</p>
<b>Framework of our growth strategy</b>	<b>IP × Photo sticker × kawaii</b>  Transform into a company that can compete globally by leveraging “IP acquisition × Photo sticker × kawaii”!	<b>Offset weaknesses through collaboration with other companies</b>  • Contracts with marketing firms • Partnerships with trading companies

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



## FY3/2026 2Q Sekaikan Business Overview

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

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

### 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



## 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

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

\* 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	<b>446</b>	55.8%	1,186	<b>623</b>	52.5%	1,986	<b>1,069</b>	53.8%
Console game software	117	<b>170</b>	145.5%	474	<b>330</b>	69.7%	591	<b>501</b>	84.7%
Anime	266	<b>184</b>	69.4%	313	<b>214</b>	68.3%	580	<b>398</b>	68.8%
Colored contact lenses <sup>*1</sup>	221	<b>0</b>	-	223	<b>0</b>	-	445	<b>0</b>	-
Other <sup>*2</sup>	193	<b>90</b>	46.8%	176	<b>78</b>	44.7%	369	<b>169</b>	45.8%
Operating profit	-202	<b>-27</b>	-	-67	<b>-21</b>	-	-270	<b>-49</b>	-

### 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.

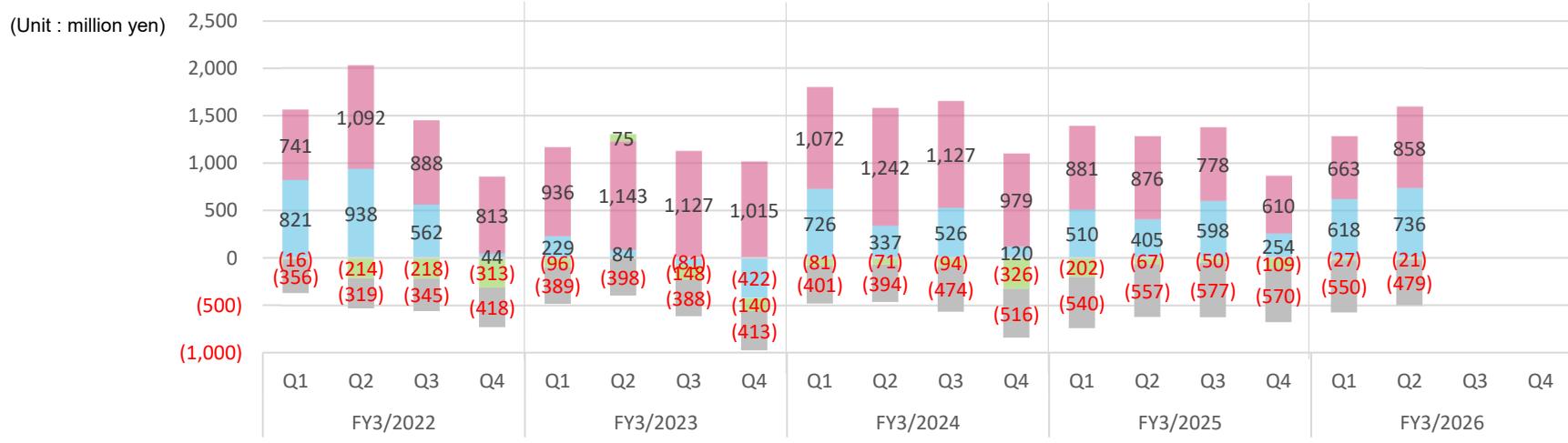


## Quarterly Performance Trends (net sales and operating profit)

### (Net sales)



### (Operating profit)



# Business Progress



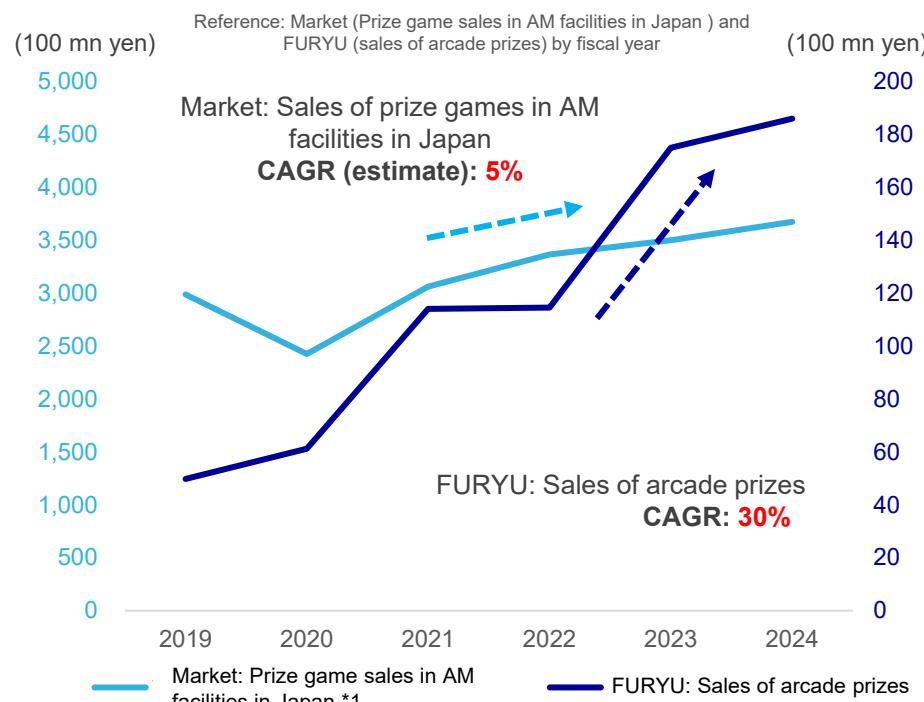


# Business Progress : Sekaikan Business

## <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

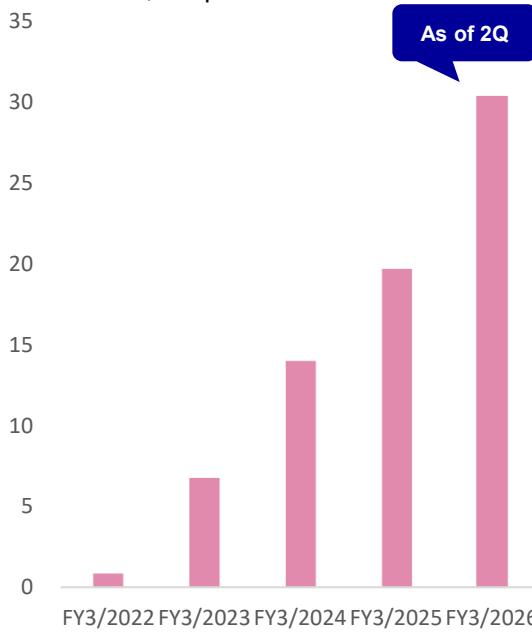


# Business Progress : Girls' Trend Business

## Growth in junior-high free members

→Nurturing future paid members

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



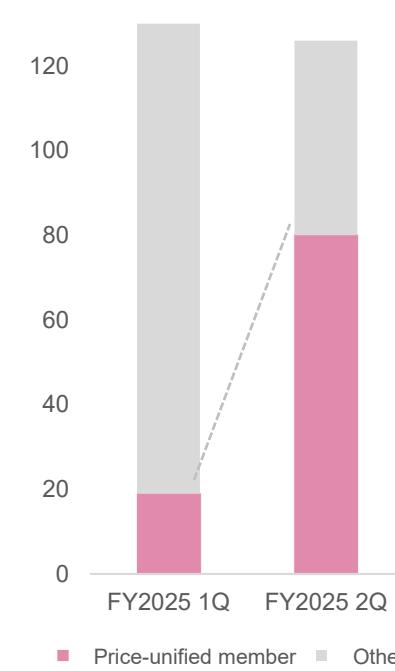
## Price unification is progressing steadily

→Performing relatively well

Progress on PiCTLINK price standardization

Unit: 10,000 persons

15% 63%

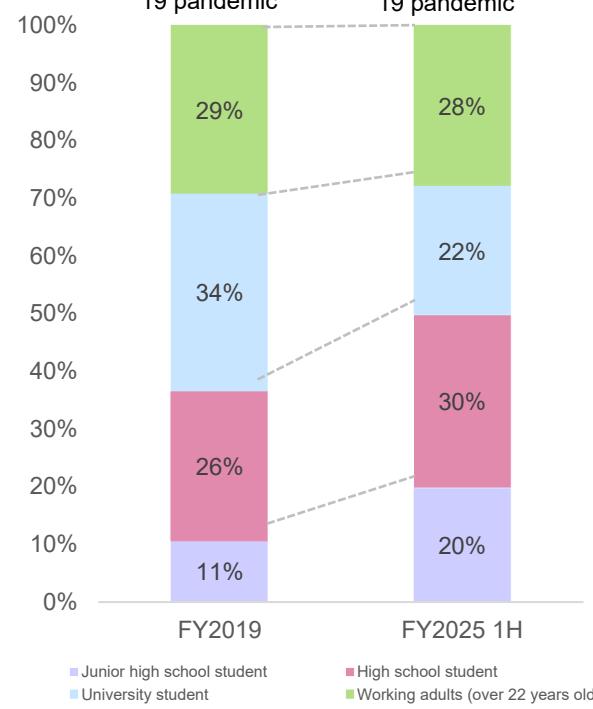


## User shift

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

Percentage of play by age group

Before the COVID-19 pandemic After the COVID-19 pandemic





# 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

A horizontal progress bar consisting of a light blue rectangular bar with a dark blue circular marker positioned near the left end, indicating progress.



# 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

(Unit : million yen)	FY3/2026 Full year Forecast	FY3/2026 2Q cumulative	Progress rate	FY3/2026 3-4Q image	FY3/2026 Full year image
<b>Net sales</b>	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%		
<b>Operating profit</b>	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	-		
<b>Ordinary profit</b>	3,000	1,783	59.5%		
<b>Profit attributable to owners of parent</b>	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

(plays)

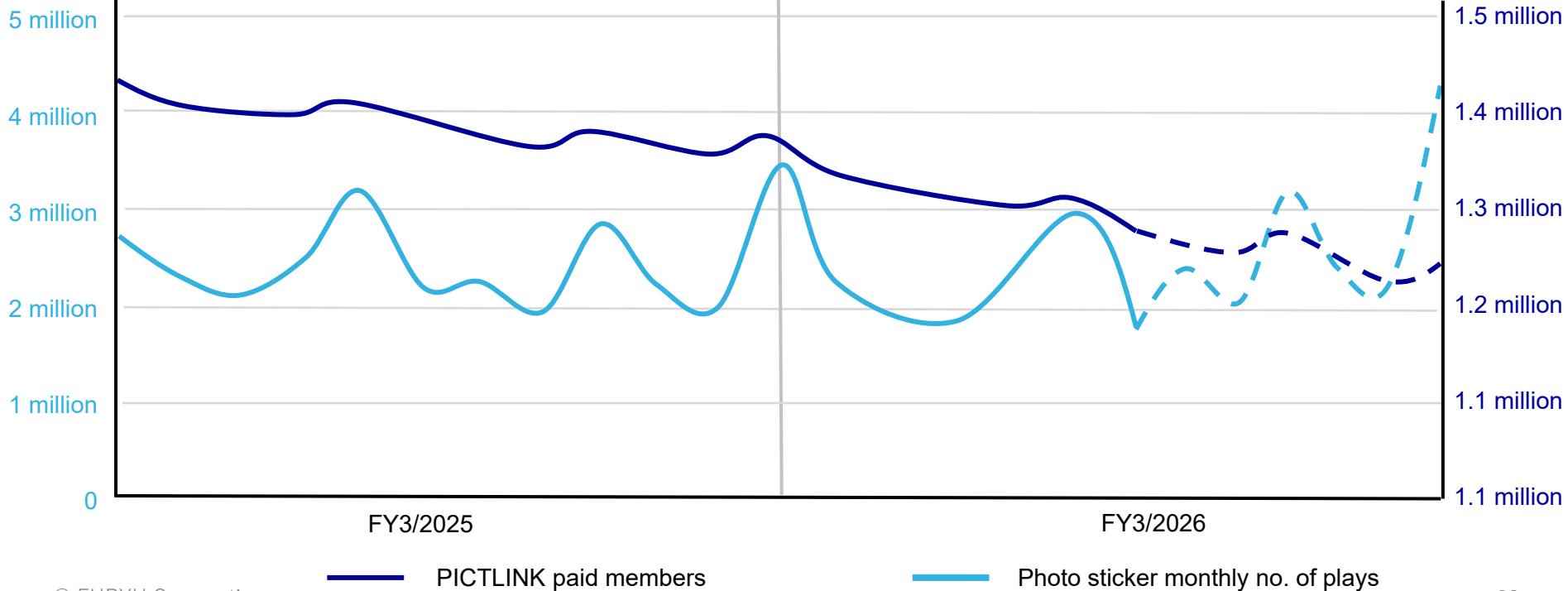
No. of paid members at end of March 2026 (forecast)

Approx. **1.24** million

Total no. of plays per year (forecast)

Approx. **31** million

(member)





## 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	<b>28,296,000</b>
No. of treasury shares as of the end of the term	1,855,989	* 1,817,325	* <b>1,817,325</b>
Earnings per share (EPS)	94.22 yen	61.50 yen	<b>81.25 yen</b>
Dividend per share (DPS)	39.00 yen	39.00 yen	<b>39.00 yen</b>
Dividend payout ratio	41.4%	63.4%	<b>48.0%</b>
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%	<b>About 10%</b>

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

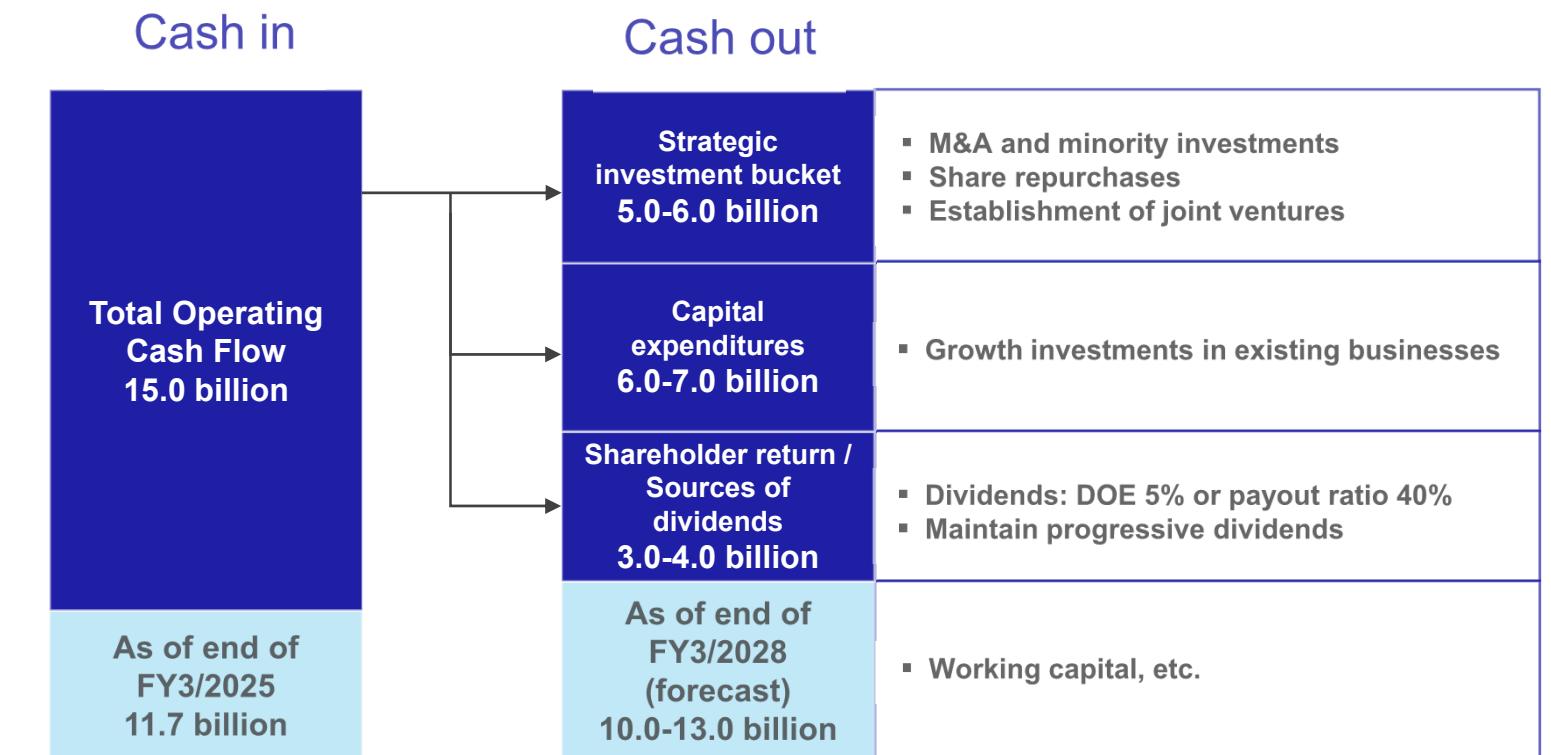
Company shares held by the said trust are included in treasury stock to be deducted in the calculation of the number of treasury shares at the end of the fiscal year and the average number of shares during the fiscal year (120,000 shares as of the end of FY3/2025).



# Capital Allocation

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

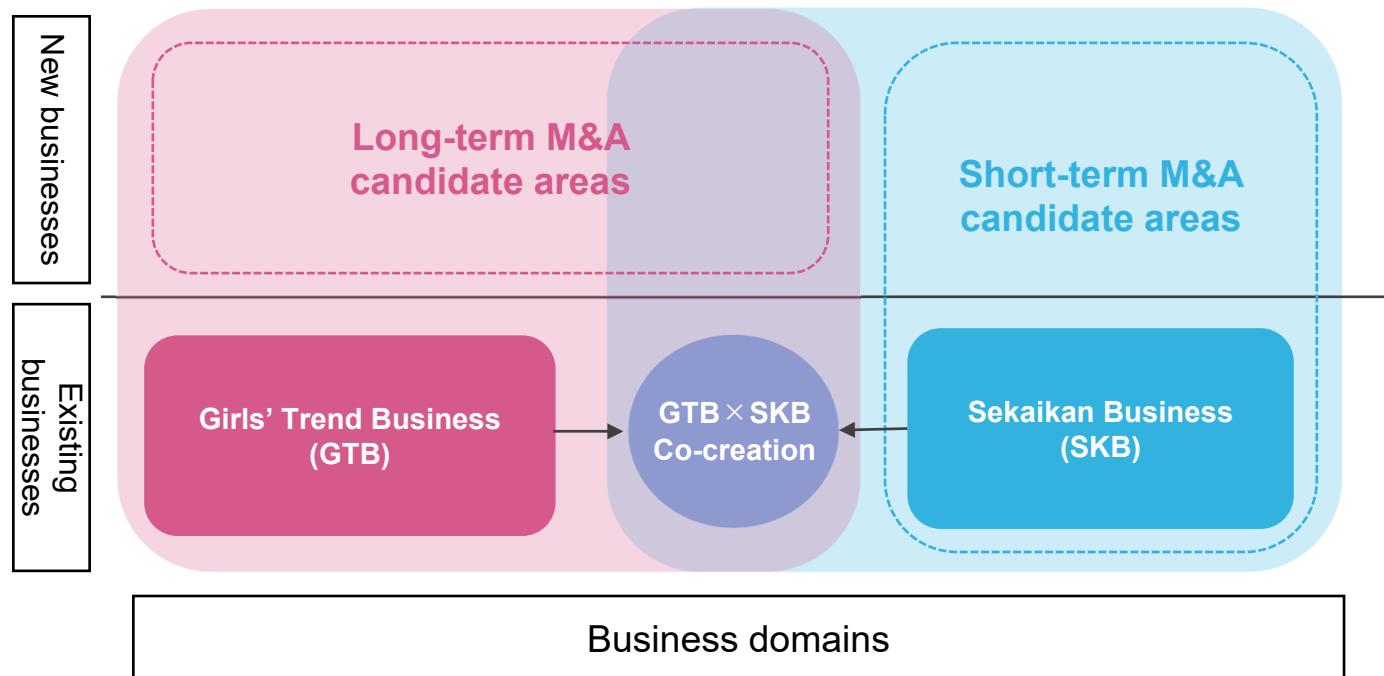




# M&A Policy (through FY3/2028)

- **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%**」

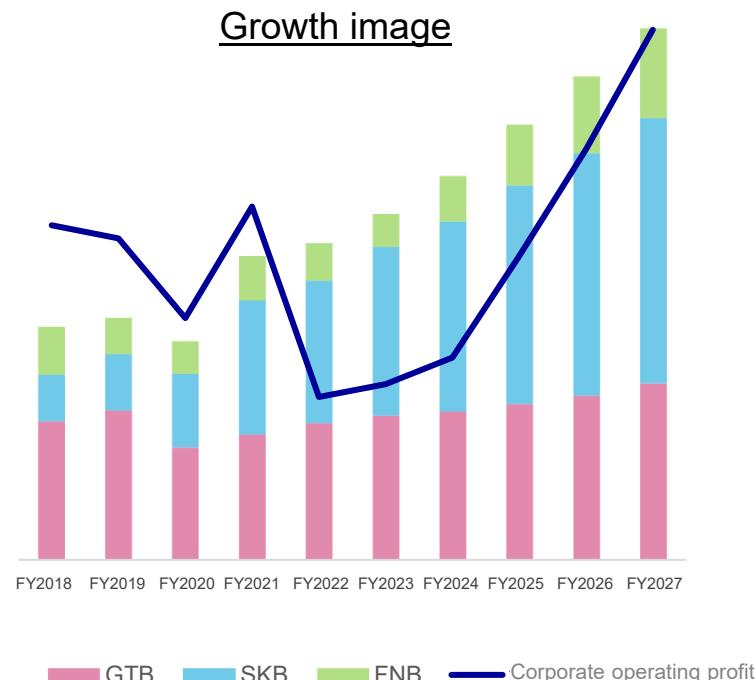
## ◆ Management strategy

- 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





# 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	• Acquiring versatile and diverse human resources
• Promoting a rewarding work environment	• 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

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

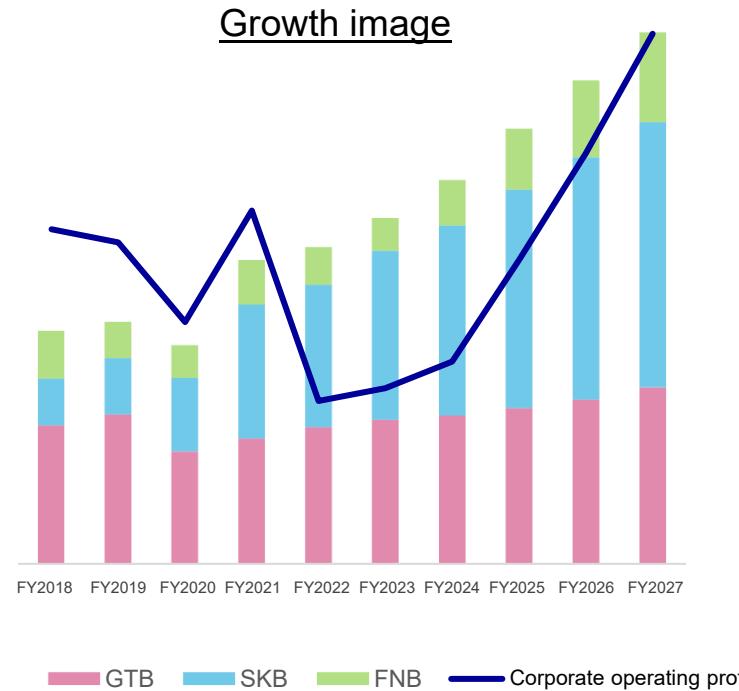
## ◆ FY2027 target

- ROE : above **15%**
- OP margin : above **10%**
- Net sales : **60 billion yen (5-years CAGR10%)**
- Operating profit : **6 billion yen (5-years CAGR26%)**

\*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**



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

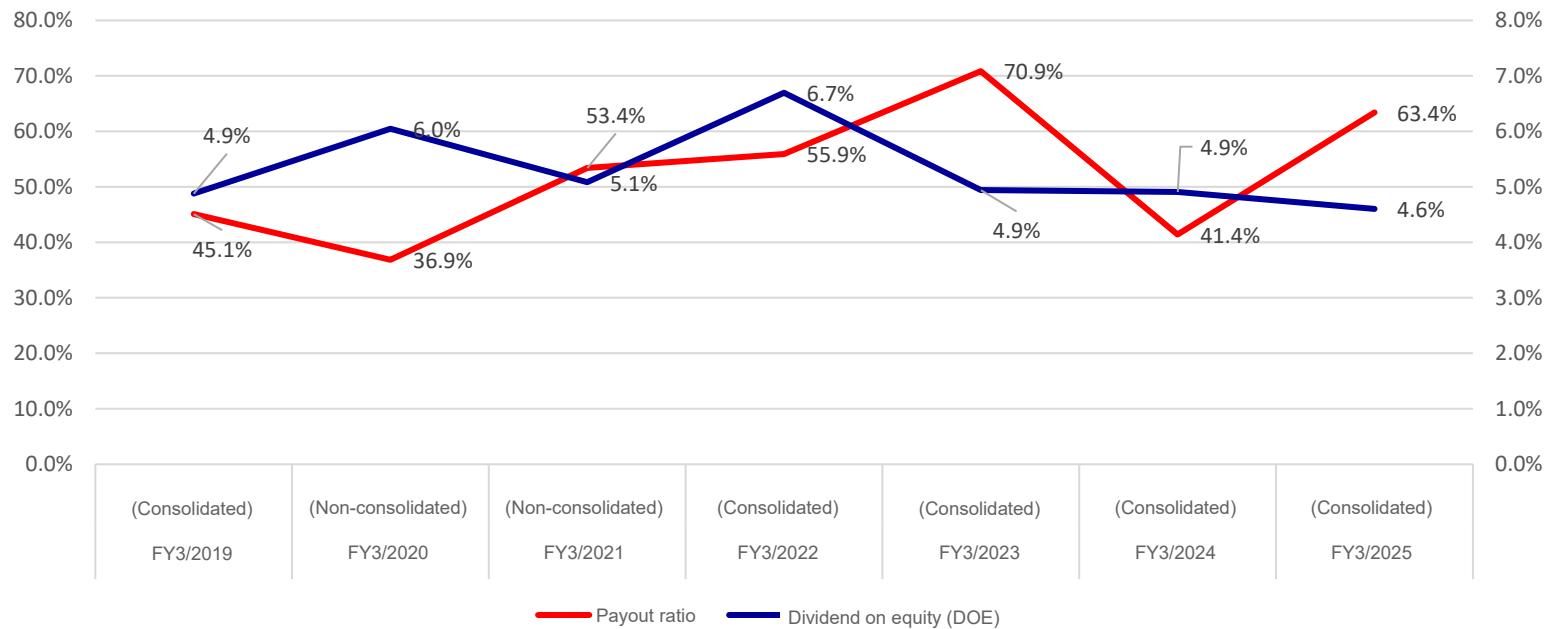
**Based on CAPM and taking into account market expectations, the cost of shareholders' equity is perceived to be 6%-7%, and ROE exceeds the cost of equity**

(Note) CAPM basis: Risk-free rate 10-year JGB yield average 1.5%, Market risk premium 5.88%, Beta 0765 (60-month monthly)



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

**ROE × Payout ratio = 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

(¥mn)	FY3/2020 (non-consolidated)	FY3/2021 (non-consolidated)	FY3/2022 (consolidated)	FY3/2023 (consolidated)	FY3/2024 (consolidated)	FY3/2025 (consolidated)
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)

	(¥mn)	FY3/2022 (Consolidated)	FY3/2023 (Consolidated)	FY3/2024 (Consolidated)	FY3/2025 (Consolidated)
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
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			



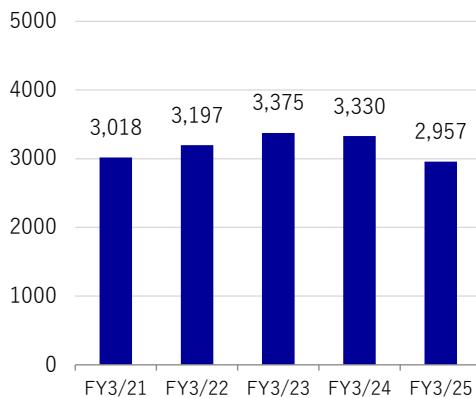
# Earnings By Sub-Segment (by quarter)

	(\$mn)	FY3/2025				FY3/2026			
		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			

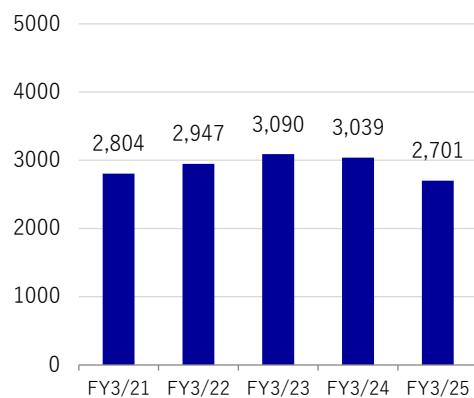


# Trend in KPIs (FY)

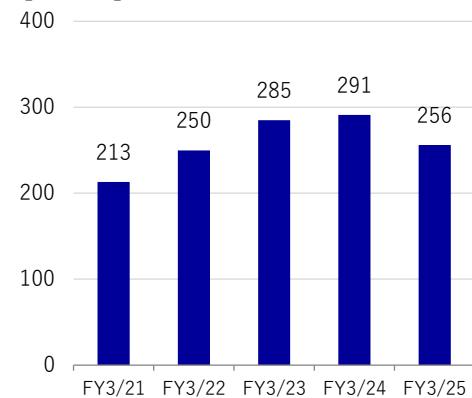
## ■ Total number of plays [10,000]



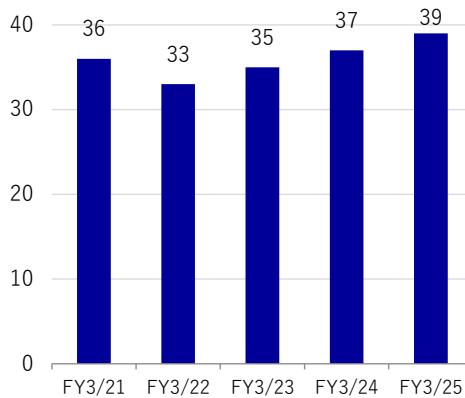
## ■ No. of plays amusement arcades [10,000]



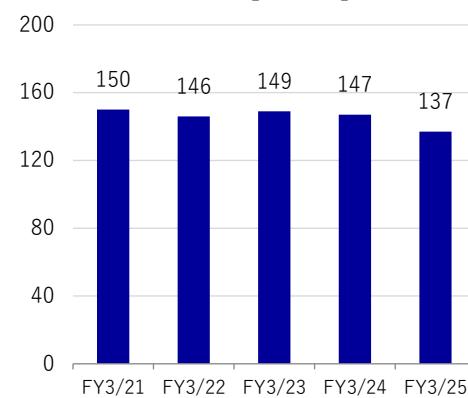
## ■ No. of plays at directly managed shops [10,000]



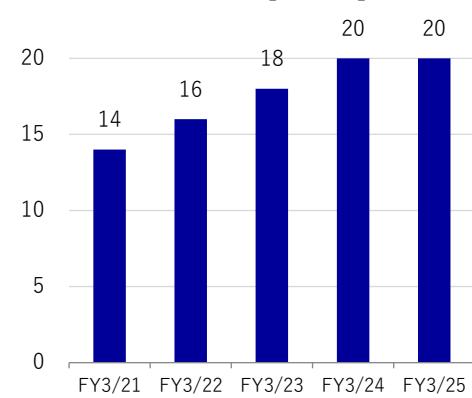
## ■ No. of directly managed shops



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



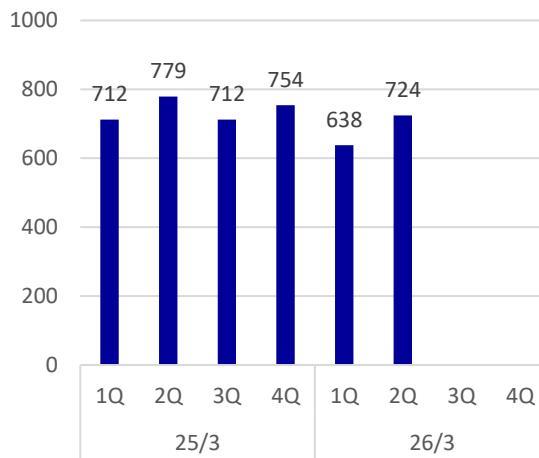
## ■ No. of premium PICTLINK members as of the end of the term [10,000]



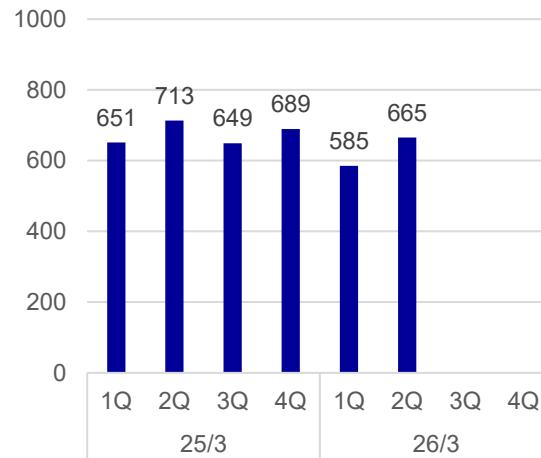


# Trend in KPIs (Quarterly)

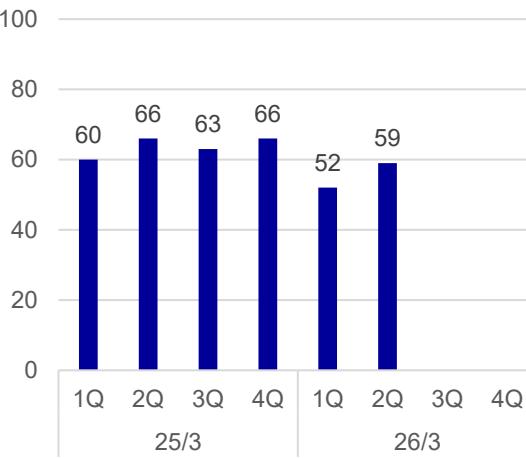
## ■ Total number of plays [10,000]



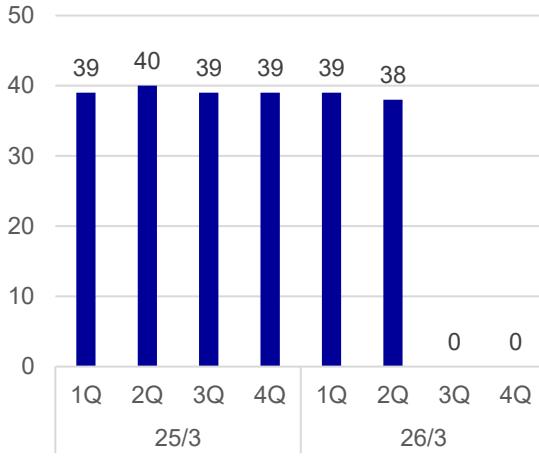
## ■ No. of plays amusement arcades [10,000]



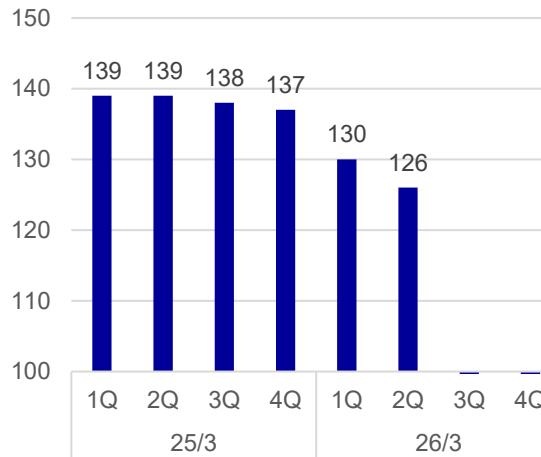
## ■ No. of plays at directly managed shops [10,000]



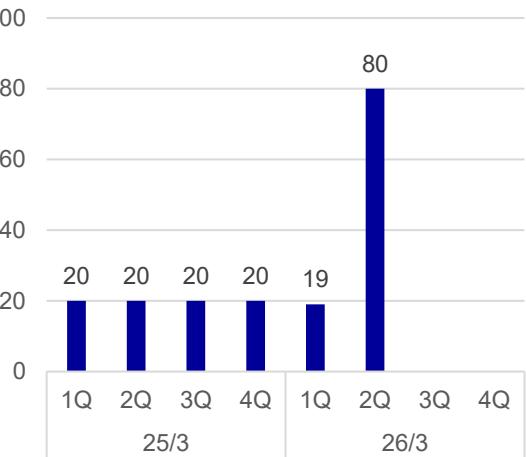
## ■ No. of directly managed shops



## ■ 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)

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

<b>Shareholders</b>	<b>No. of shares held</b>	<b>Shareholding ratio (%)</b>
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.



**For inquiries about this material**

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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.