



Precious days, always

Securities code : 6238

Consolidated Financial Highlights (3rd Quarter Summary for the Fiscal Year Ending March 2026)

3Q Term ended December 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

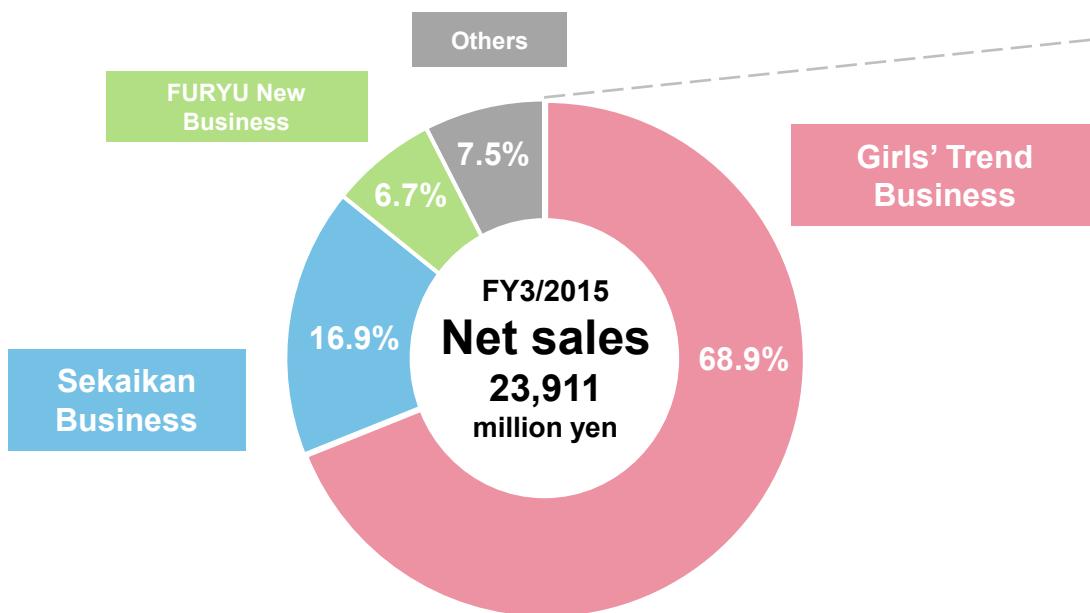
Create quality entertainment that brings
happiness and fulfillment to people!



Evolution of Our Business Portfolio

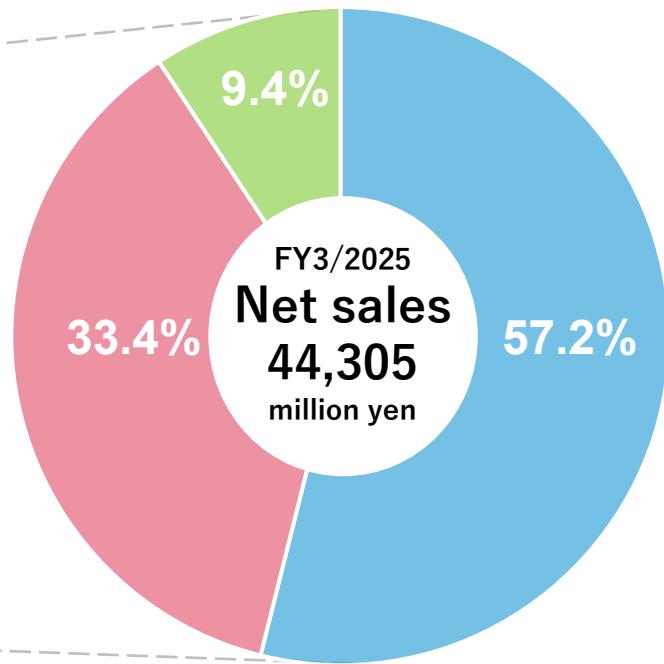
Compared with ten years ago, the Sekaikan Business has grown rapidly
(4.0 billion yen → 25.3 billion yen)

FY3/2015 (10 years ago)



- ✓ Photo sticker machines and adjacent businesses are our mainstay

FY3/2025

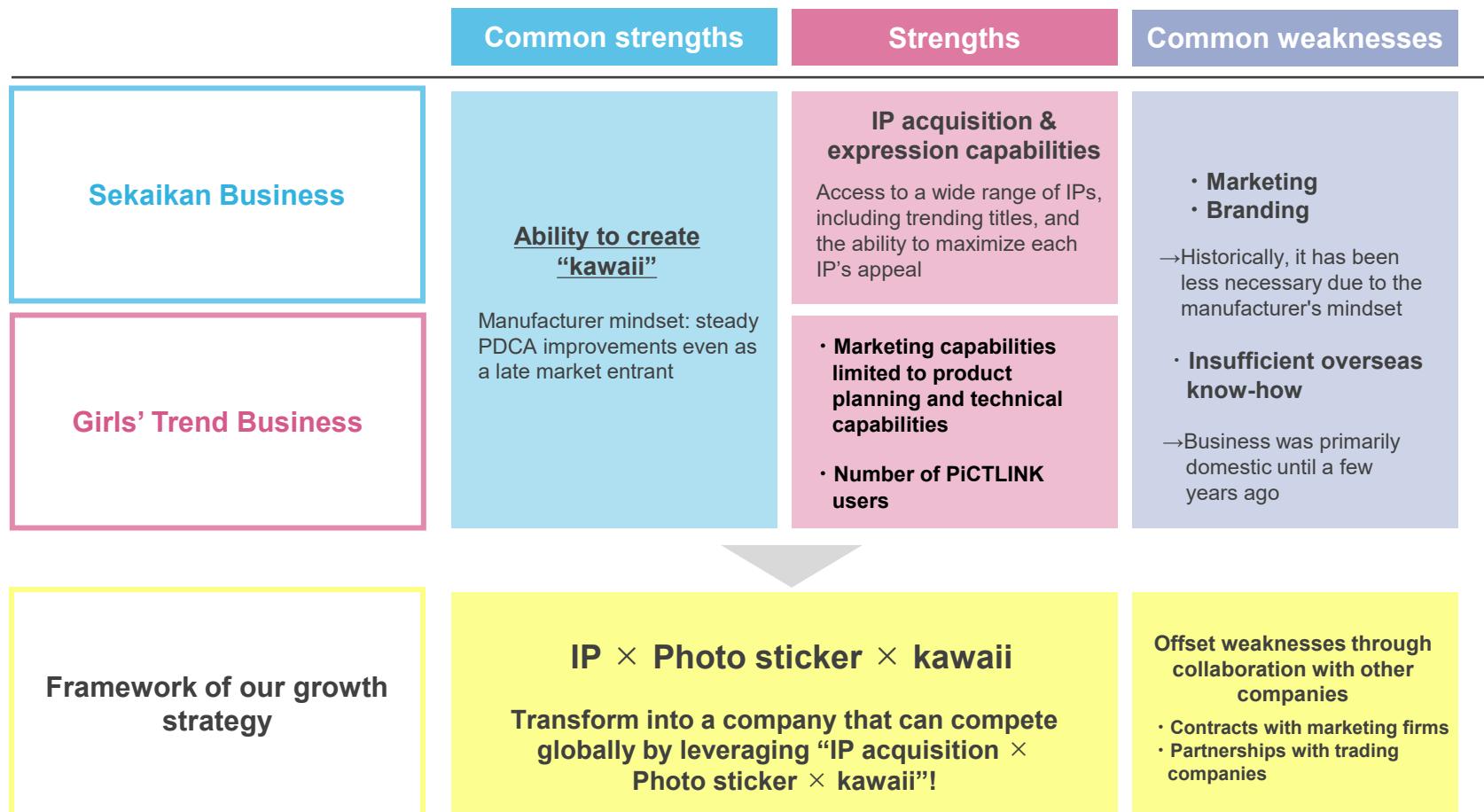


- ✓ Photo sticker machines & adjacent businesses: roughly 90% share
- ✓ Two pillars of character merchandising (Arcade prizes: No. 2 in the industry)



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 3Q





Consolidated Corporate

Girls' Trend Business contributes to profit through the price unification effect

Net sales : 11.1 billion (YoY 92.3%)

Operating profit : 1.1 billion (YoY 149.2%)

Sekaikan Business

Overseas product sales and lotteries are strong, driving profit growth

Net sales : 6.9 billion (YoY 104.3%)

Operating profit : 0.6 billion (YoY 105.8%)

Girls' Trend Business

Although both the number of plays and the number of members decreased, profit increased due to price unification

Net sales : 3.3 billion (YoY 84.6%)

Operating profit : 1.0 billion (YoY 138.0%)

FURYU New Business

Selection and concentration executed previous fiscal year narrowed the loss

Net sales : 0.8 billion (YoY 57.4%)

Operating profit : -0.04 billion (YoY +0.03 billion)



Consolidated Overview for FY3/2026 3Q

Girls' Trend Business contributes to profit due to the price unification effect

(Unit : million yen)	2Q cumulative (Apr. – Sep.)			3Q (Oct. – Dec.)			3Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	21,575	21,482	99.6%	12,099	11,172	92.3%	33,674	32,655	97.0%
Sekaikan Business	12,436	13,566	109.1%	6,706	6,993	104.3%	19,142	20,559	107.4%
Girls' Trend Business	7,151	6,847	95.7%	3,979	3,367	84.6%	11,131	10,214	91.8%
FURYU New Business	1,986	1,069	53.8%	1,413	811	57.4%	3,400	1,881	55.3%
Operating profit	1,305	1,796	137.6%	748	1,116	149.2%	2,054	2,912	141.8%
Sekaikan Business	915	1,354	148.0%	598	633	105.8%	1,514	1,988	131.3%
Girls' Trend Business	1,758	1,521	86.5%	778	1,074	138.0%	2,536	2,595	102.3%
FURYU New Business	-270	-49	-	-50	-45	-	-320	-95	-
Company-wide costs	-1,098	-1,030	-	-577	-545	-	-1,676	-1,575	-
Ordinary profit	1,351	1,783	132.0%	748	1,108	148.1%	2,099	2,892	137.7%
Profit attributable to owners of parent	899	1,125	125.1%	506	746	147.5%	1,405	1,872	133.2%



FY3/2026 3Q Sekaikan Business Overview

Net sales and profit increased due to strong overseas product sales and lotteries

(Unit : million yen)	2Q cumulative (Apr. – Sep.)			3Q (Oct. – Dec.)			3Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	12,436	13,566	109.1%	6,706	6,993	104.3%	19,142	20,559	107.4%
Arcade prizes	9,627	9,627	100.0%	5,065	5,317	105.0%	14,693	14,944	101.7%
Overseas product sales	985	1,664	168.9%	726	845	116.4%	1,712	2,510	146.6%
Expensive hobby goods	1,311	1,631	124.4%	579	346	59.9%	1,890	1,978	104.6%
Lottery	512	642	125.4%	334	483	144.4%	847	1,126	132.9%
Operating profit	915	1,354	148.0%	598	633	105.8%	1,514	1,988	131.3%
Average remittance rate at the time of purchase (yen/1 USD)	149.8	147.4	98.4%	150.8	152.8	101.3%	150.1	149.1	99.3%

<Impact of exchange rate>

- Compared with the assumed exchange rate, a loss of approximately 25 million yen in 3Q (Profit trend of approximately 71 million yen for the third quarter (cumulative) of the fiscal year)

3Q Overview

<Arcade prizes>

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

<Overseas product sales>

- Expansion of sales in North America and Hong Kong
- China is slightly sluggish
- Sales composition: China 30%, North America 30%, Asia (excluding China) 30%

<Expensive hobby goods>

- Focused on high-gross-margin items, improving margins, and achieving a significant return to profitability.
- As a result of a policy shift two years ago from expanding sales to securing profit, the number of release titles in FY2025 3Q decreased due to cautious planning.

This is a planned figure and does not affect the annual profit plan.

<Lottery>

- Two release titles performed well



FY3/2026 3Q Girls' Trend Business Overview

Although both the number of plays and the number of members decreased, profit increased due to price unification

(Unit : million yen)	2Q cumulative (Apr. – Sep.)			3Q (Oct. – Dec.)			3Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	7,151	6,847	95.7%	3,979	3,367	84.6%	11,131	10,214	91.8%
Photo sticker : Amusement arcades	3,186	3,041	95.4%	2,050	1,198	58.5%	5,237	4,240	81.0%
Photo sticker : directly managed shops	623	555	89.0%	315	282	89.6%	939	838	89.2%
PiCTLINK	3,106	3,106	100.0%	1,531	1,818	118.7%	4,638	4,924	106.2%
Other	234	144	61.4%	81	67	82.7%	316	211	66.9%
Operating profit	1,758	1,521	86.5%	778	1,074	138.0%	2,536	2,595	102.3%
Number of games played (10,000)	1,491	1,361	91.3%	712	642	90.2%	2,203	2,003	91.0%
Proportion of plays on models with price	87%	96%	110.6%	93%	97%	104.7%	87%	97%	111.2%
Number of PiCTLINK members (10,000)	139	126	91.0%	138	125	90.6%	-	-	-

* 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

3Q Overview

<Photo sticker: amusement arcades>

- Although the number of plays decreased YoY, there are signs of recovery with "DEAR Reiwa & Heisei – Our Legendary Puri Photo" Campaign.

- Sales decreased due to skipping the FY2025 winter sales season

<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 39
(As of March 2025: 39 shops)

<PiCTLINK>

- Number of paid members: 1.25 million; following price unification, 1.22 million converted to premium members
- Junior high school free members also exceeded 300,000

<Other>

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



FY3/2026 3Q FURYU New Business Overview

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

(Unit : million yen)	2Q cumulative (Apr. – Sep.)			3Q (Oct. – Dec.)			3Q cumulative			<u>3Q Overview</u>
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	
Net sales	1,986	1,069	53.8%	1,413	811	57.4%	3,400	1,881	55.3%	<Console game software>
Console game software	591	501	84.7%	677	453	66.9%	1,268	954	75.2%	<ul style="list-style-type: none"> For software released in 3Q, additional orders in the year-end sales season fell below the plan, resulting in decreased net sales
Anime	580	398	68.8%	311	179	57.5%	891	578	64.9%	<ul style="list-style-type: none"> <Anime> Up to the previous 3Q, there was income related to "Laid-Back Camp"; current 3Q saw a drop-off
Colored contact lenses ^{*1}	445	0	-	235	0	-	681	0	-	<ul style="list-style-type: none"> There is distribution income from "The Dark History of the Reincarnated Villainess"
Other ^{*2}	369	169	45.8%	189	179	94.6%	559	348	62.3%	<ul style="list-style-type: none"> <Colored contact lenses> Business terminated in the previous fiscal year
Operating profit	-270	-49	-	-50	-45	-	-320	-95	-	<ul style="list-style-type: none"> <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.

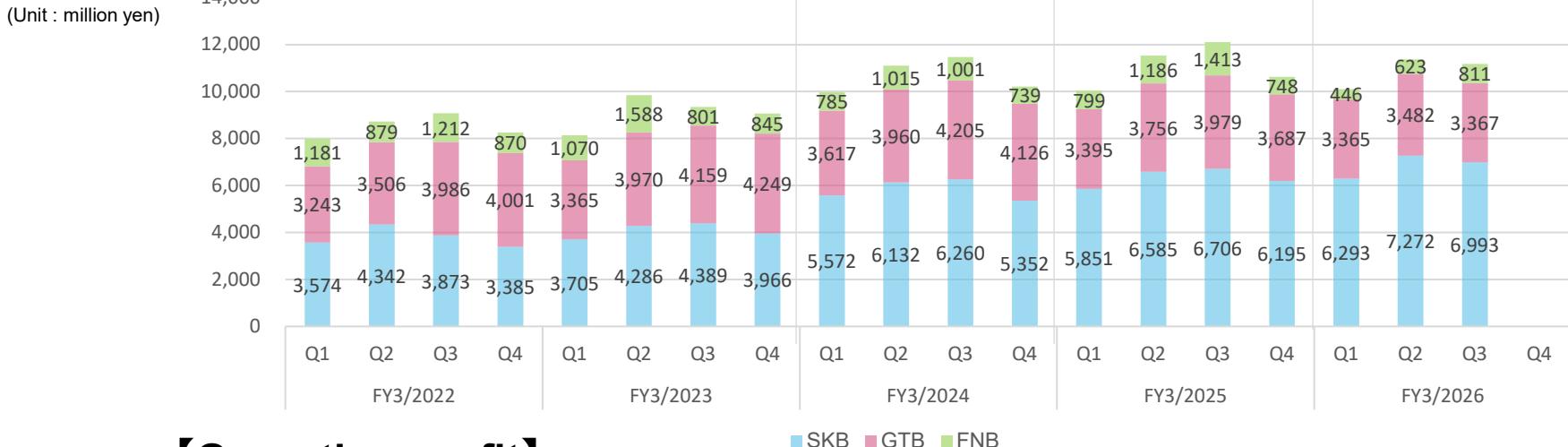
Game apps (withdrawn), Ad planning, and Olu.



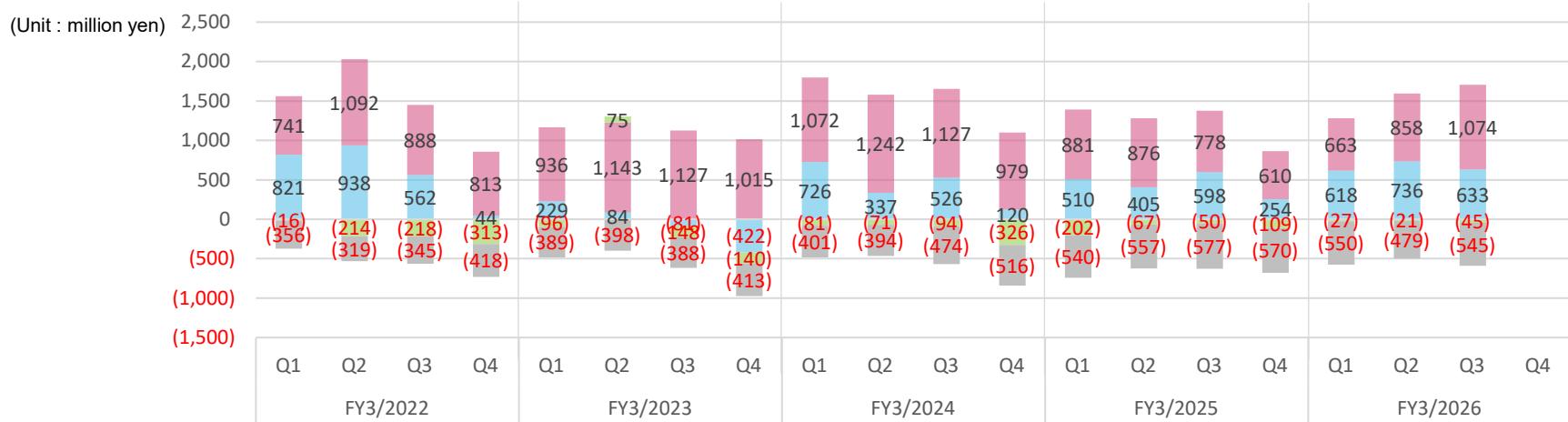
Quarterly Performance Trends (net sales and operating profit)

FuRyu
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(Net sales)



(Operating profit)



Business Progress



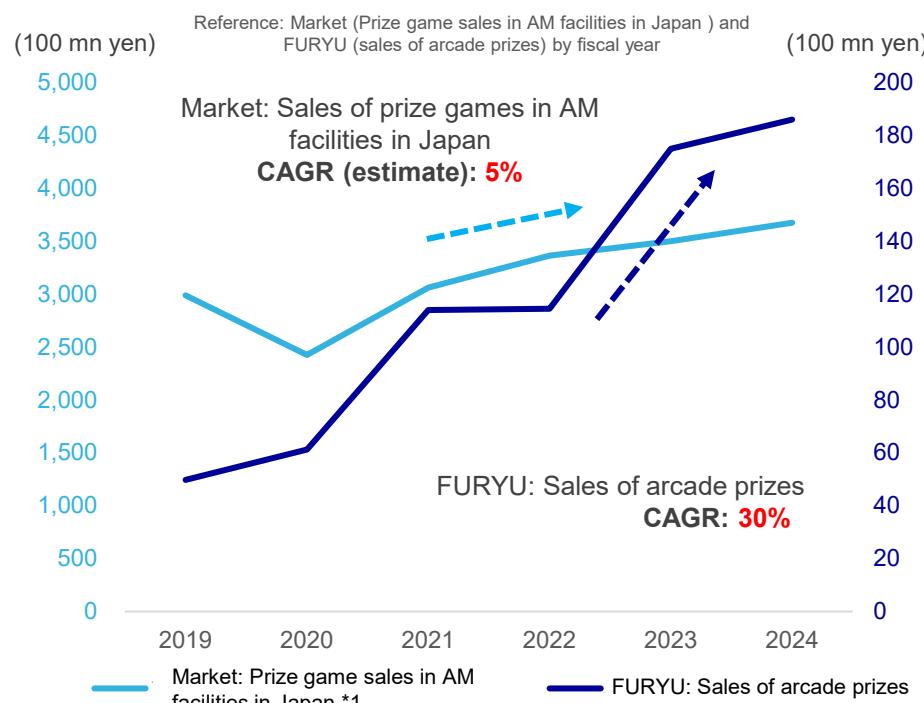


Business Progress : Sekaikan Business

<Arcade prizes>

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

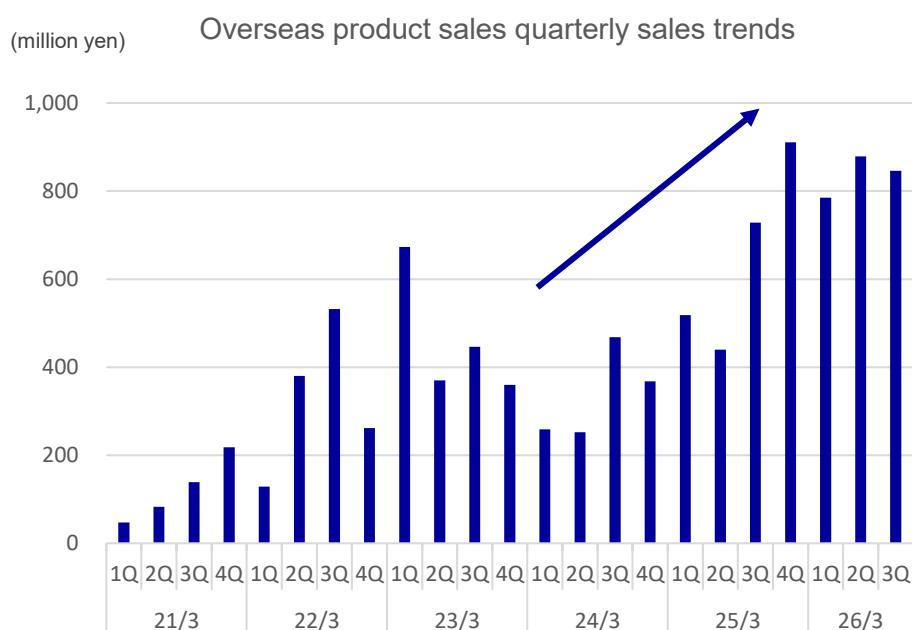
FURYU: Although major IPs rotate, sales remain solid.
We pursue IP challenges while mitigating risk through made-to-order production



<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 1.5 times YoY
Sales for the U.S. and HongKong 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. The number of items sold in 3Q is small, but in 4Q, a number of items comparable to 2Q is planned



Business Progress : Girls' Trend Business

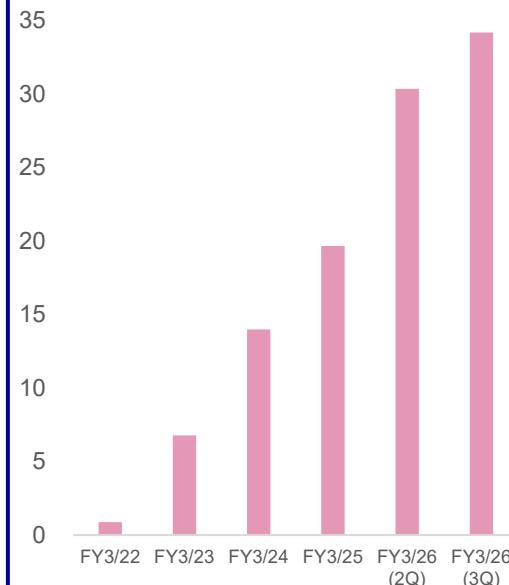
PiCTLINK junior high school students

Free members increased

- Lock-in paid members in the future
Steadily increasing the number of members

PiCTLINK members Trend in free junior high school student memberships

Unit: 10,000 persons

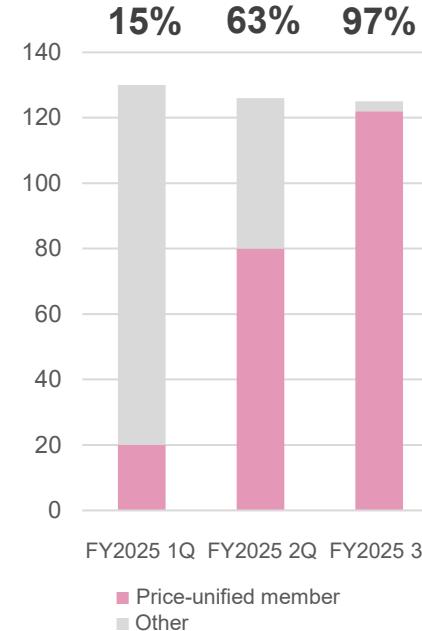


Progress of price unification

Progress is at a pace exceeding the price unification plan
Large contribution to profit

Progress on PiCTLINK price unification

Unit: 10,000 persons



Campaign

To commemorate the 30th anniversary of photo sticker machines, a special campaign was launched on Friday, December 19, 2025, where users can enjoy "legendary Puri machines" deeply etched in their memories

"DEAR Reiwa & Heisei: Our Legendary Puri"

The following models will be implemented

- 2006: "Hime to Koakuma"
- 2011: "LADY BY TOKYO"
- 2019: "Melulu"

→ Targeting a wide range of users



Following strong reception of the first campaign, the second one has been announced on February 4, 2026.



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.

① Promotion of Play on Existing Machines

- Increase the number of plays through the “Third Play Free” campaign
- The Puri 30th anniversary special project, the “DEAR Reiwa & Heisei Uchira no Densetsu Puri” campaign, is well received

② Improvement 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 maintain business performance while the rollout of new models planned for spring and summer 2026 will steer play volume back to a growth trajectory. In addition, we will accelerate expansion into new markets, including overseas.



Business Progress : FURYU New Business Overview

The anime “Do You Think Someone Like You Could Defeat the Demon Lord?” begun airing on January 8!
Production of this season's broadcast and release titles is progressing smoothly

【Console game software】

<Progress>

- “BEYBLADE X: Evo Battle” was launched; however, sales of the packaged version fell short of plan.
- “Model Debut4 #nicola” was launched; however, sales of the packaged version fell short of plan.

- Overseas localizations and ports of past titles are progressing steadily
- Undertaking contract development for other companies' titles

<Measures for this term>

- Strengthen the PC market through platforms like Steam and aim to expand overseas sales

【Anime】

<Progress>

- Organizer title The “You Can't Possibly Win Against the Demon Lord” began airing on January 8

<Measures for this term>

- Cultivate IP with long-term support; strengthen our business as an IP licensor
- The 10th anniversary exhibition of the original work “Laid-Back Camp” is very well received

【Olu.】

<Progress>

- We are becoming able to create hit products regularly

<Measures for this term>

- Strengthen customer attraction by holding events and utilizing SNS, and increase the number of sessions and the number of site visitors
- Increase inventory turnover through outlet sales
- Promote second purchases by first-time purchasers

Titles scheduled for release and broadcast

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
January 2026	You Can't Possibly Win Against the Demon Lord	Anime
2026	Let's Go Kaigumi	Anime
Broadcast timing not yet released	The principle of a philosopher by eternal fool "Asley"	Anime

Progress vis-a-vis Full-year Financial Forecasts





Revised the breakdown by segment, and the Full-year forecast are unchanged

(Unit : million yen)	FY3/2026 Full year forecast	FY3/2026 Full year forecast Breakdown change	Reason for change
Net sales	45,000	45,000	No change
Sekaikan Business	25,900	27,800	Revised based on the trend through 3Q
Girl's Trend Business	16,000	14,400	Revised based on the trend through 3Q
FURYU New Business	3,100	2,800	Revised based on the trend through 3Q
Operating profit	3,000	3,000	No change
Sekaikan Business	2,000	2,400	Strong performance maintained, including 4Q
Girl's Trend Business	3,300	3,200	Number of plays: decrease from 32 million to 27.5 million Offset by profit due to the PiCTLINK price unification effect PiCTLINK members at the end of March 2026 remain 1.24 million
FURYU New Business	100	-200	Incorporate the sluggish performance through 3Q and the possibility of settlement adjustments
Company-wide costs	-2,400	-2,400	No change
Ordinary profit	3,000	3,000	No change
Profit attributable to owners of parent	2,150	2,150	No change



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

< Sekaikan Business >

- Strong domestic arcade prizes market will continue in 4Q, and overseas product sales and expensive hobby goods will contribute to profit as planned. This will continue in 4Q as well.

< Girl's Trend Business >

- The number of plays and the number of PiCTLINK paid members fell below assumptions.

Implement play promotion and membership cancellation suppression measures, and aim to recover through the Puri 30th anniversary campaign, but record advertising expenses and other costs

- PiCTLINK price unification is progressing smoothly, securing profit

< FURYU New Business >

- A recovery in 4Q is difficult, but we aim to suppress the deficit

(Unit : million yen)	FY3/2026 Full year After breakdown revision	FY3/2026 3Q cumulative	Progress rate	FY3/2026 4Q image	FY3/2027 Full year image
Net sales	45,000	32,655	72.6%		
Sekaikan Business	27,800	20,559	74.0%		
Girl's Trend Business	14,400	10,214	70.9%		
FURYU New Business	2,800	1,881	67.2%		
Operating profit	3,000	2,912	97.1%		
Sekaikan Business	2,400	1,988	82.8%		
Girl's Trend Business	3,200	2,595	81.1%		
FURYU New Business	-200	-95	-		
Company-wide costs	-2,400	-1,575	-		
Ordinary profit	3,000	2,892	96.4%		
Profit attributable to owners of parent	2,150	1,872	87.1%		



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

Based on the most recent results, revise only the number of plays

No. of paid members at the end of March 2025
Approx. **1.37** million

Total no. of plays per year

(plays) Approx. **30** million

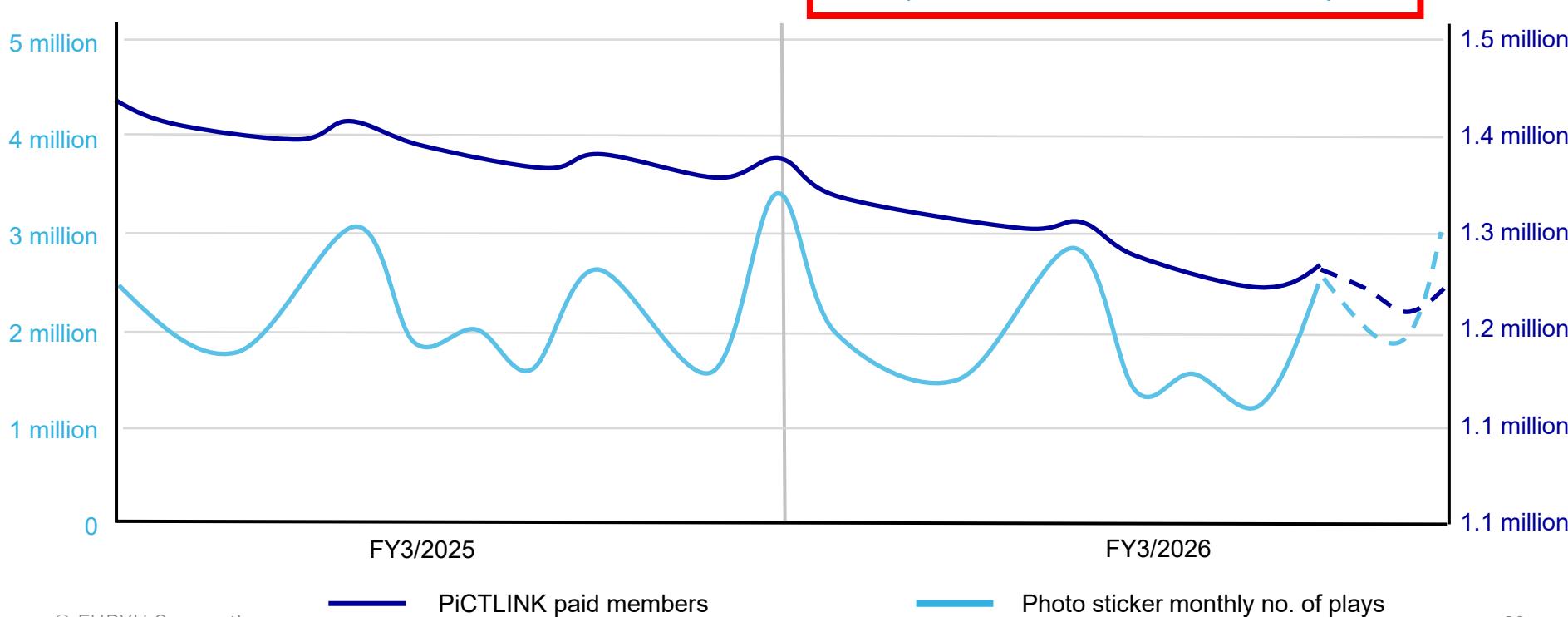
No. of paid members at end of March 2026 (forecast)

Approx. **1.24** million

Total no. of plays per year (forecast)

Approx. **27.5** million

(Previous announcement 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)."

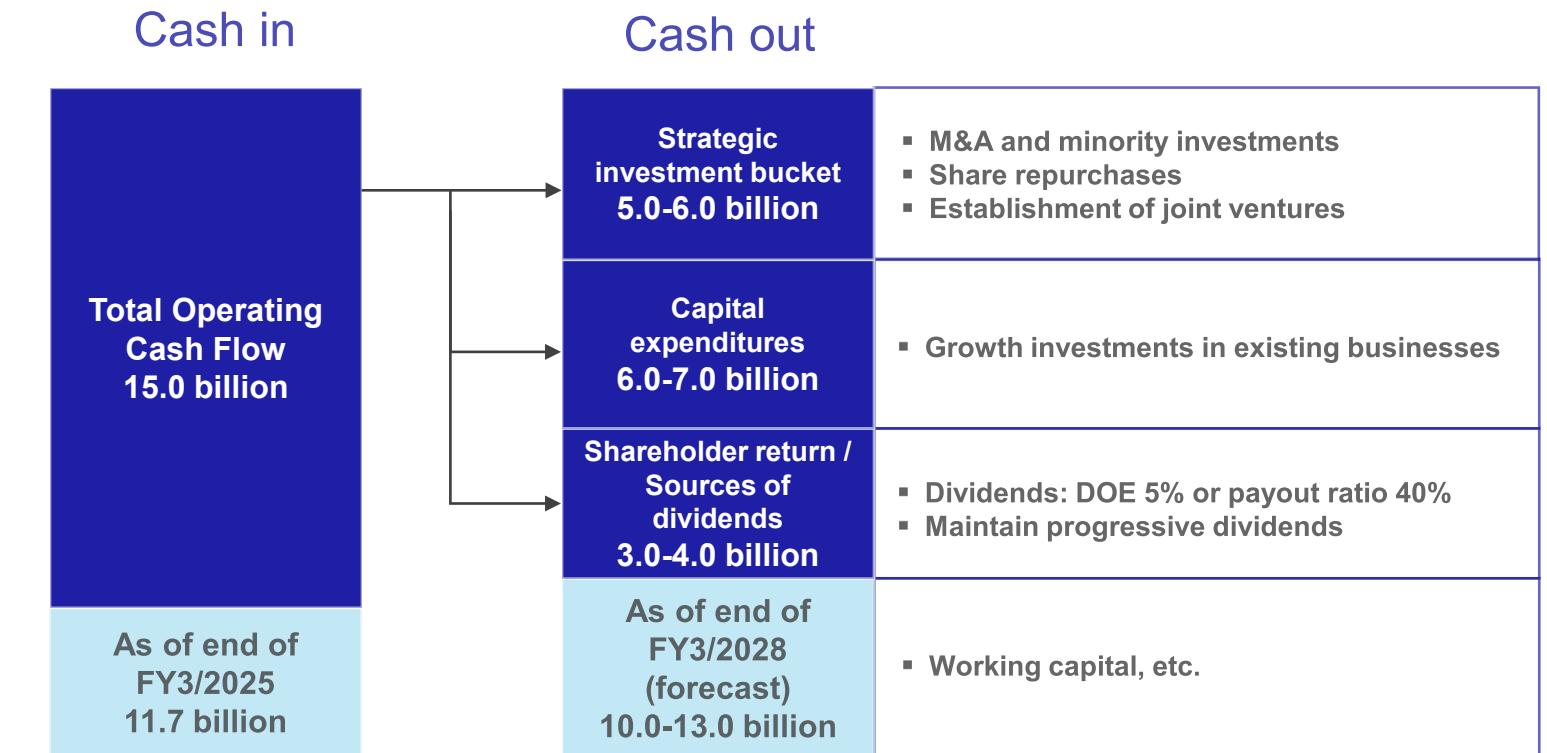
Company shares held by the said trust are included in treasury stock to be deducted in the calculation of the number of treasury shares at the end of the fiscal year and the average number of shares during the fiscal year (120,000 shares as of the end of FY3/2025).



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



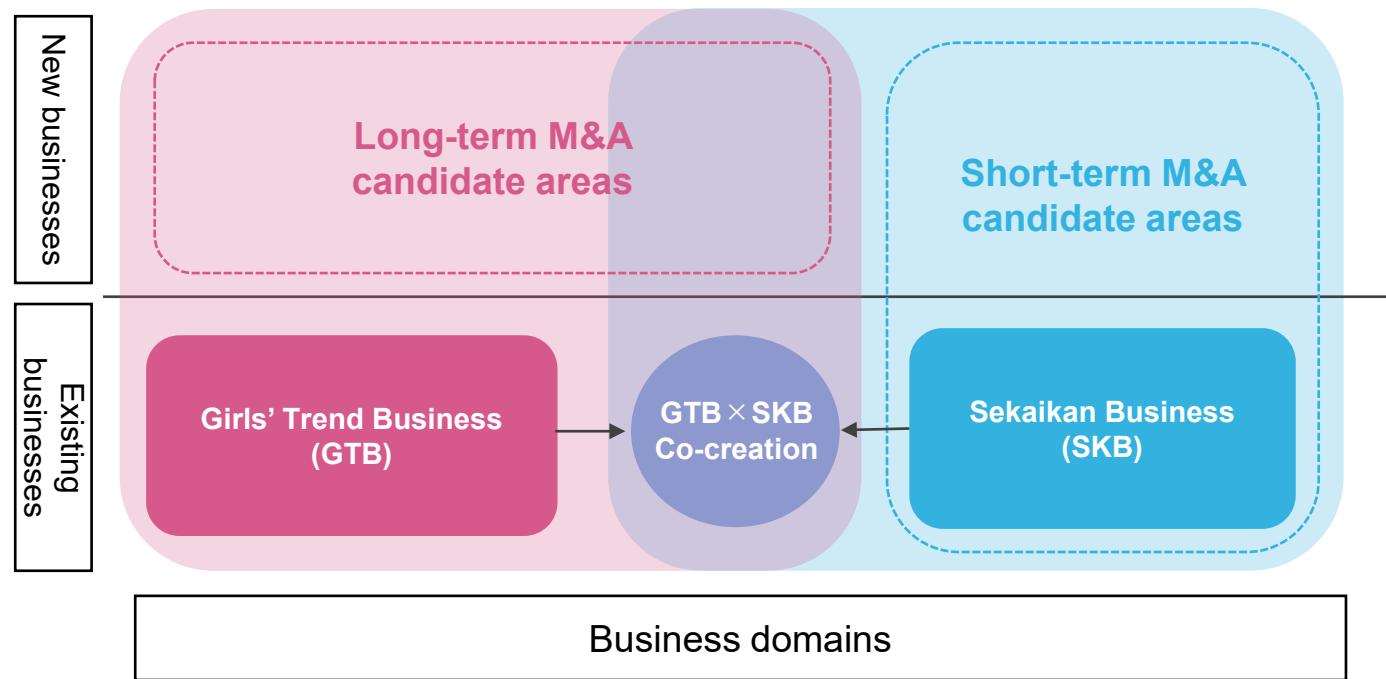
*For investments where funds are insufficient, consider raising capital through liabilities and other sources.
If strategic investments are strong, while maintaining the dividend policy, allocate to other uses.
Whether it is strong or not is premised on the ROE indicator in the Medium-term Vision.



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

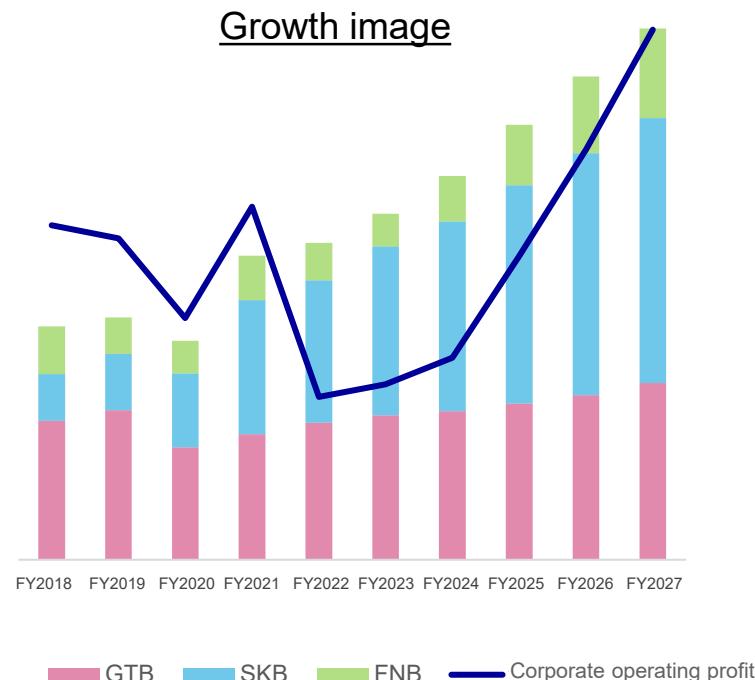
「ROE : above **15%** • OP margin : above **10%**」

◆ 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 – Progress for FY2024

◆ Medium-term vision

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

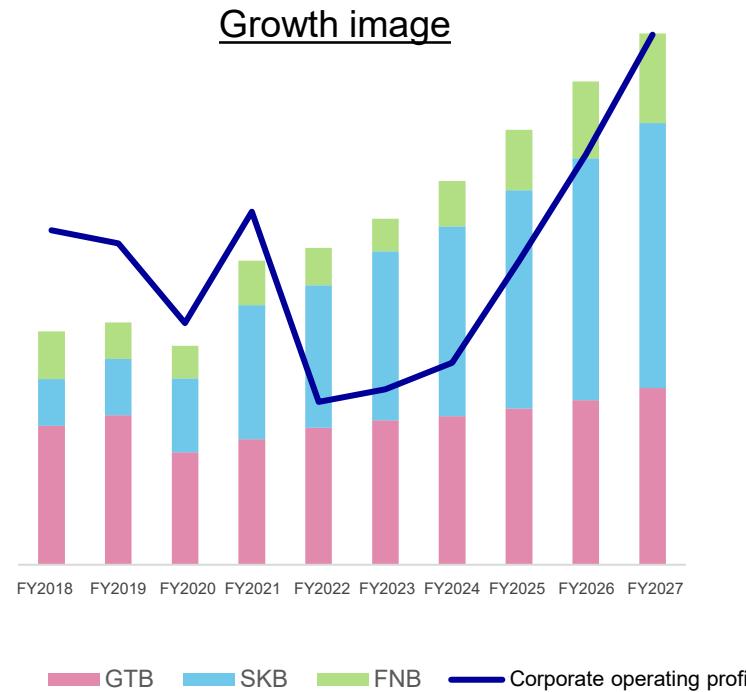
◆ FY2027 target

- ROE : above **15%**
- OP margin : above **10%**
- Net sales : **60 billion yen (5-years 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%	15.1%	Keep above 15%
Asset efficiency ②Asset turnover Sales divided by total assets	5.8%	3.7%	7.4%	Maintain GTB's high profitability Improve the profitability of SKB
	1.58 times	1.57 times	1.44 times	Reduce unnecessary assets Grow sales
Financial leverage ③Total assets divided by equity	1.30x	1.27x	1.41x	Maintain the current level of equity ratio

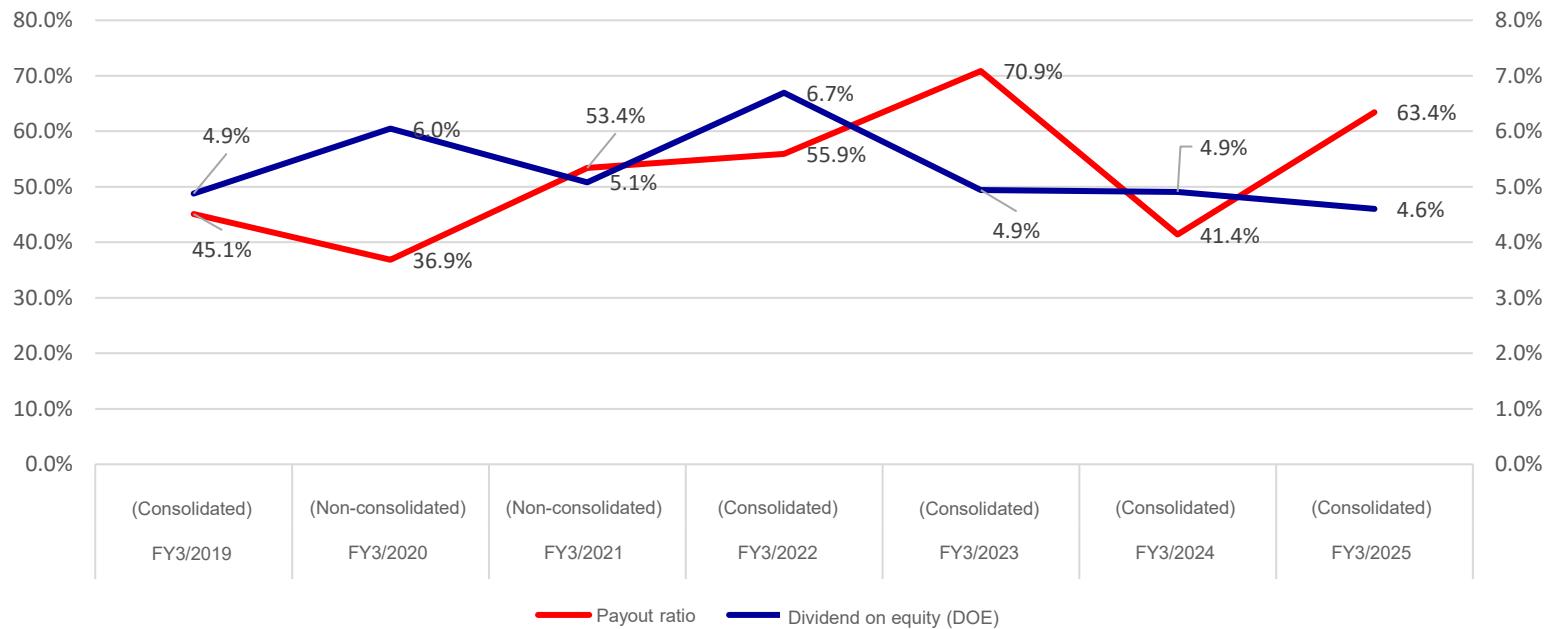
Based on CAPM and taking into account market expectations, the cost of shareholders' equity is perceived to be 6%-7%, and ROE exceeds the cost of equity

(Note) CAPM basis: Risk-free rate 10-year JGB yield average 1.5%, Market risk premium 5.88%, Beta 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 non-consolidated 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	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	11,172		
Sekaikan Business	5,851	6,585	6,706	6,195	6,293	7,272	6,993		
Girls' Trend Business	3,395	3,756	3,979	3,687	3,365	3,842	3,367		
FURYU New Business	799	1,186	1,413	748	446	623	811		
Operating profit	648	656	748	185	702	1,093	1,116		
Sekaikan Business	510	405	598	254	618	736	633		
Girls' Trend Business	881	876	778	610	663	858	1,074		
FURYU New Business	-202	-67	-50	-109	-27	-21	-45		
Company-wide costs	-540	-557	-577	-570	-550	-479	-545		



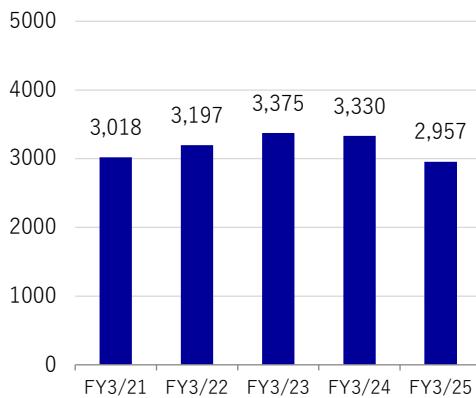
Earnings By Sub-Segment (by quarter)

	(¥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	11,172		
Sekaikan Business	5,851	6,585	6,706	6,195	6,293	7,272	6,993		
Arcade prizes, etc.	4,443	5,184	5,065	3,921	4,244	5,383	5,317		
Overseas product sales	538	447	726	920	784	879	845		
Expensive hobby goods	628	682	770	658	760	870	346		
Lottery	240	272	143	695	505	138	483		
Girls' Trend Business	3,395	3,756	3,979	3,687	3,365	3,842	3,367		
Photo sticker: amusement arcades	1,419	1,766	2,050	1,737	1,572	1,469	1,198		
Photo sticker: directly managed shops	297	326	315	326	264	290	282		
PiCTLINK	1,552	1,554	1,531	1,546	1,455	1,650	1,818		
Other	126	108	81	77	72	71	67		
FURYU New Business	799	1,186	1,413	748	446	623	811		
Console and game software	117	474	677	189	170	330	453		
Anime	266	313	311	196	184	214	179		
Colored contact lenses	221	223	235	211	0	0	0		
Other	193	176	189	151	90	78	179		
Operating profit	648	656	748	185	702	1,076	1,116		
Sekaikan Business	510	405	598	254	618	736	633		
Girls' Trend Business	881	876	778	610	663	858	1,074		
FURYU New Business	-202	-67	-50	-109	-27	-21	-45		
Company-wide expenses	-540	-557	-577	-570	-550	-479	-545		

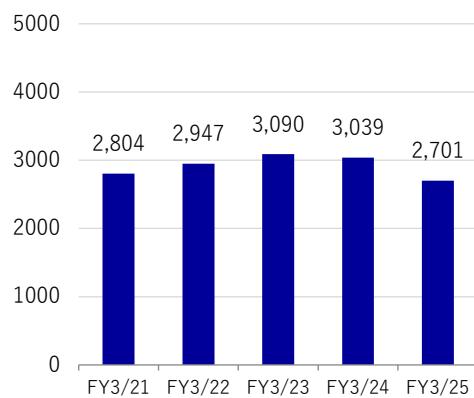


Trend in KPIs (FY)

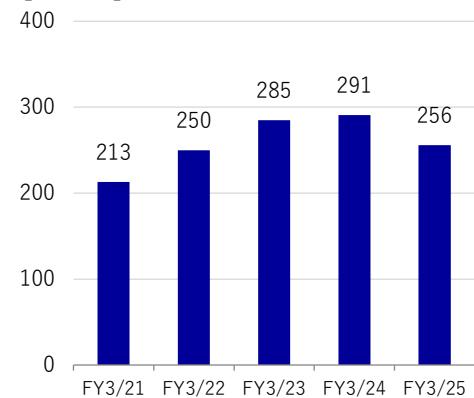
■ Total number of plays [10,000]



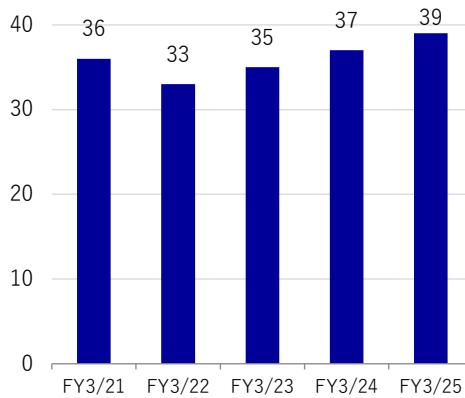
■ No. of plays amusement arcades [10,000]



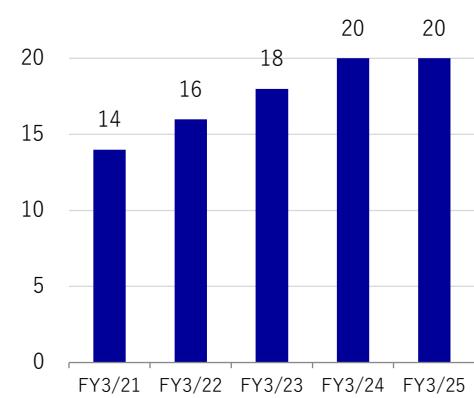
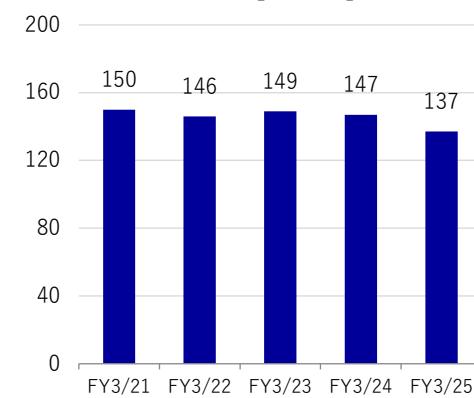
■ No. of plays at directly managed shops [10,000]



■ No. of directly managed shops



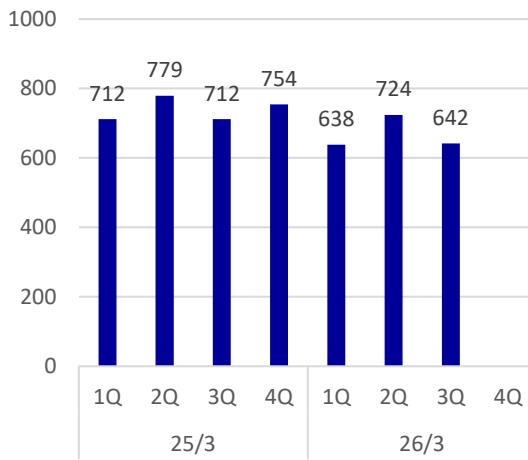
■ No. of paid PiCTLINK members as of the end of the term [10,000]



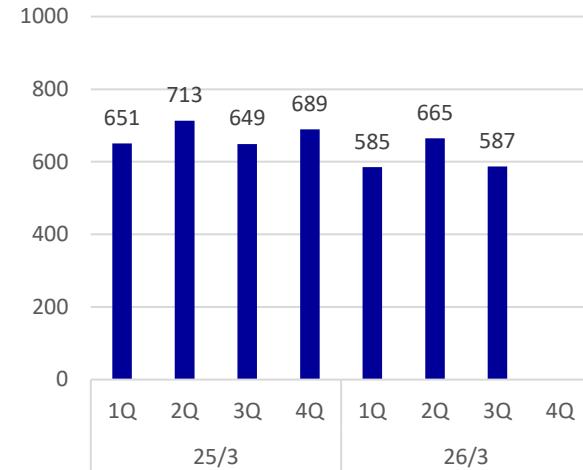


Trend in KPIs (Quarterly)

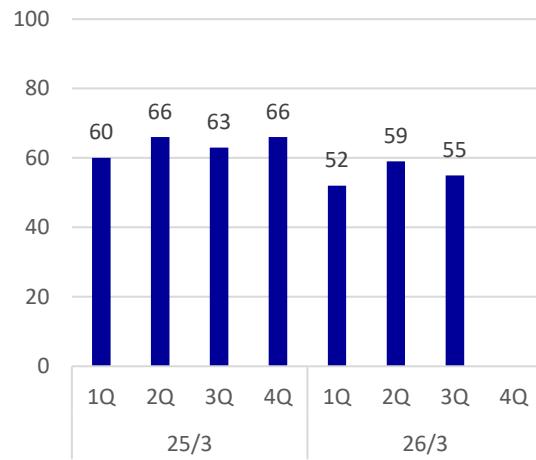
■ Total number of plays [10,000]



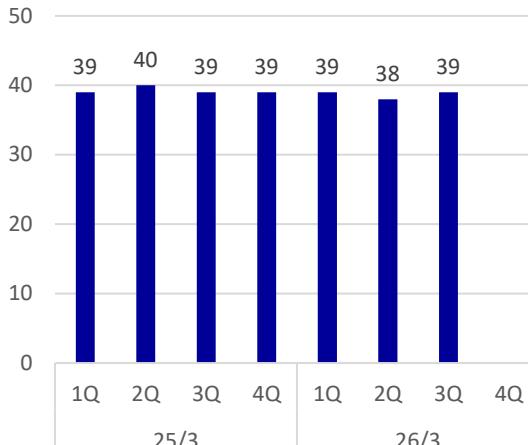
■ No. of plays amusement arcades [10,000]



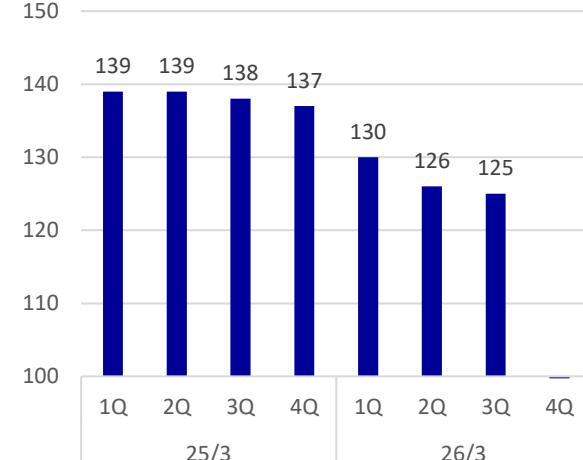
■ No. of plays at directly managed shops [10,000]



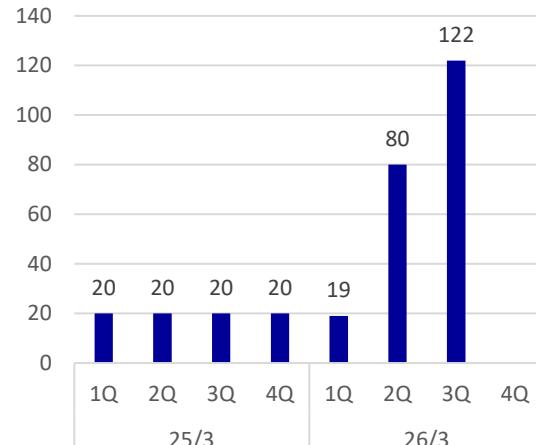
■ No. of directly managed shops



■ 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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