



Fiscal Year 2026 (May 2025-April 2026)


Q3 Financial Briefing

gumi Inc. (Securities code: 3903)

March 13, 2026

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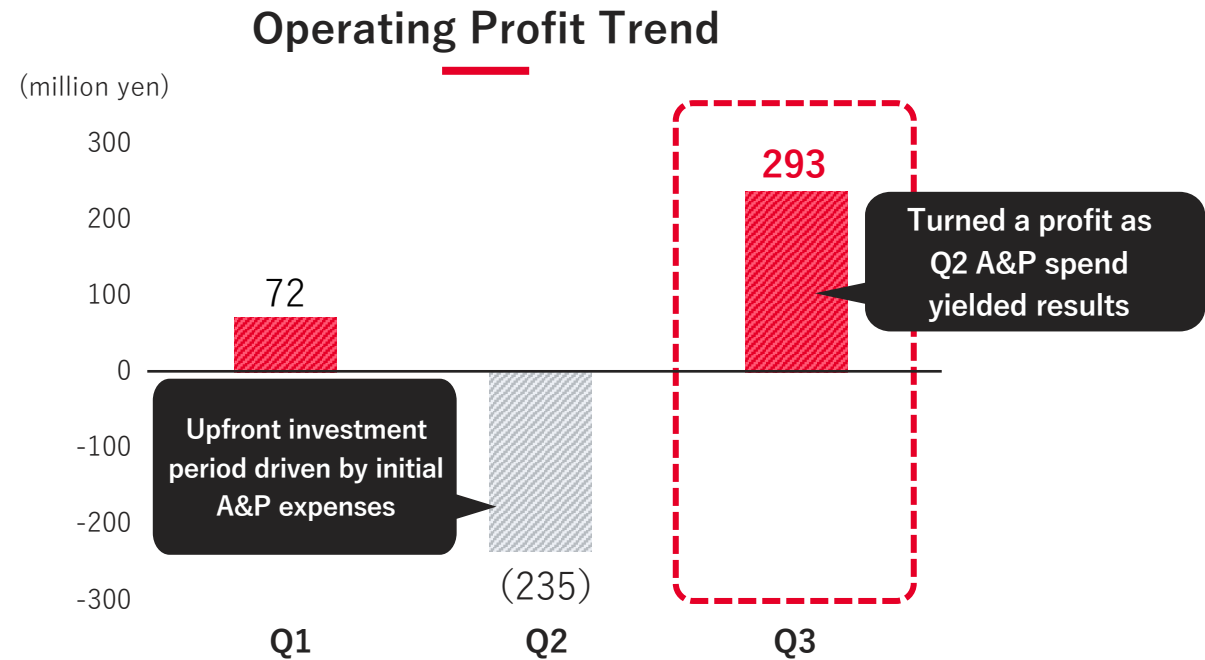
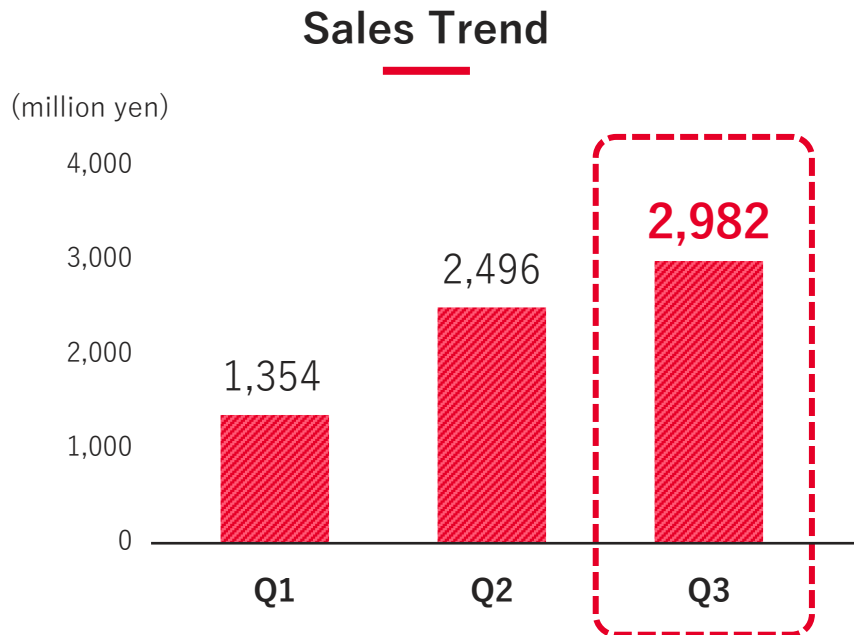
Pages containing information released for the first time in the Financial Briefing Material are marked with  .

Numbers, etc. are updated on other pages.

- **Executive Summary**

Executive Summary: Recouped upfront investments and achieved operating profitability on a Q3 standalone basis

Portfolio effectiveness proven: Rapid growth in Oradora successfully offset the stagnant crypto market.
 Synergy at work: **Mutual business complementarity drove significant revenue and profit growth in Q3 alone.**



	Net Sales	Operating Profit	Ordinary Profit	Pre-Tax Net Profit	Net Profit Attributable to Owners of Parent
Q3	2,982	293	470	469	496
Q1 - Q3	6,832	130	1,972	1,943	1,847

(million yen)

Executive Summary: Topics

Moving to the next growth stage, building on the performance turnaround driven by the success of *Oradora*.

The Company aims to further enhance corporate value by expanding into new business domains.

Medium-term plan: ~60% progress



- ✓ Flagship title *JoJo's Bizarre Adventure Ora Ora Overdrive* (*Oradora*) fueled Q3 standalone operating profitability
- ✓ Q1–Q3 cumulative pre-tax profit reached 1.94 billion yen (approx. 60% progress)
- ✓ Aiming to achieve the target through growth in the Mobile Game Business and a recovery in the crypto-asset market in Q4

Accelerating Aggressive Initiatives



- ✓ In collaboration with SKY Perfect JSAT and Hitachi Solutions, commenced a proof of concept for "Official Fan-Generated Merchandise Ecosystem" that enables creators to engage in creative activities with confidence
- ✓ Decided to develop the "Predictive Data Service" and collaborate with Gunosy as an initial partner



Shareholder Benefit Program



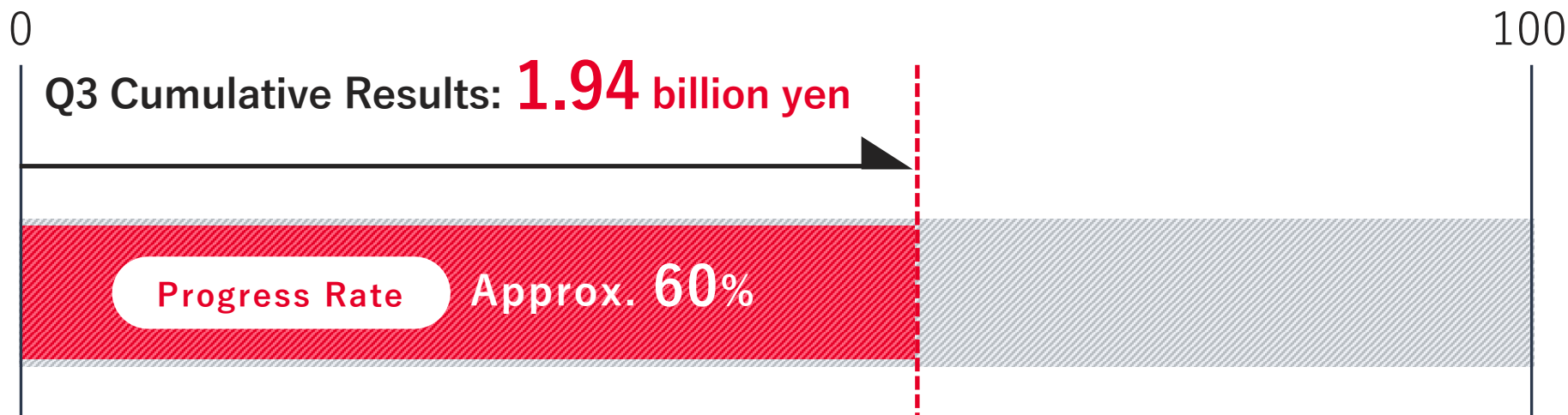
- ✓ To express our gratitude for our shareholders' continued support and to provide an opportunity to deepen understanding of our Blockchain-Related Business, we will again implement a shareholder benefit program this fiscal year using crypto assets (BTC and XRP)

Executive Summary: Steady Progress Toward Full-Year Profit Target

Based on performance through Q3, **progress toward the full-year profit target is approximately 60%***. Aiming to achieve the target via growth of Mobile Game Business and crypto market recovery in Q4.

Modified Medium-Term Plan Profit Target**

2.5–4.0 billion yen



* The approximately 60% is calculated based on the midpoint of the 2.5 billion yen to 4.0 billion yen profit target range (using the 3.25 billion yen midpoint as the base).

** Refers to plan established in Jun. 2023 and revised in Jun. 2025.

Executive Summary: Enhancing Profitability in the Mobile Game Business

Maximizing earnings through the flagship IP title *Oradora*.

Anticipating further earnings growth in 2026 driven by the release of the “NEXT IP” title*.



Offense

Content Expansion

Mar.–Apr. 2026 Half-Year Anniversary

Progressively rolling out engagement-driven content to enhance the user experience, including new original story chapters and the implementation of mini-games

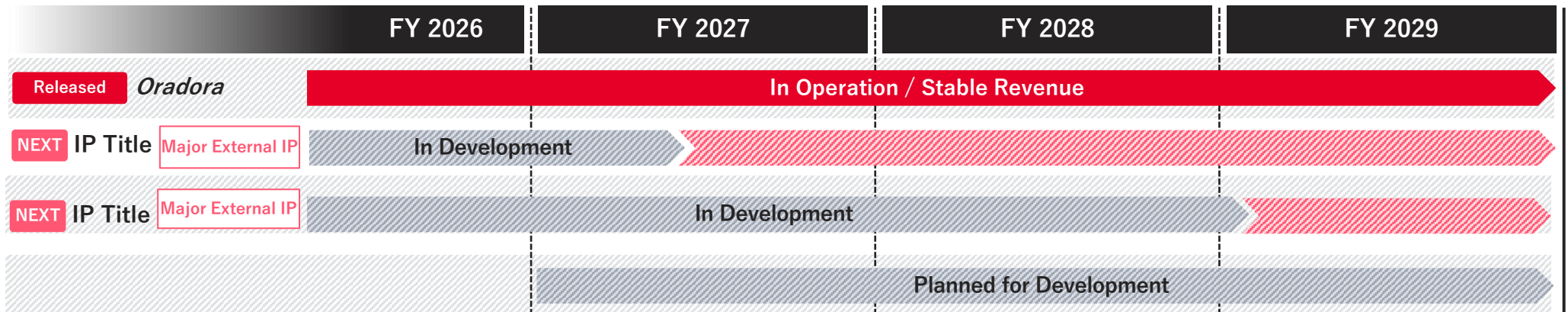
Defense

Fee Reduction

Addressing the Mobile Software Competition Act (MSCA)

Driving fee reductions through external payment systems

Product Pipeline (Excl. commissioned titles)

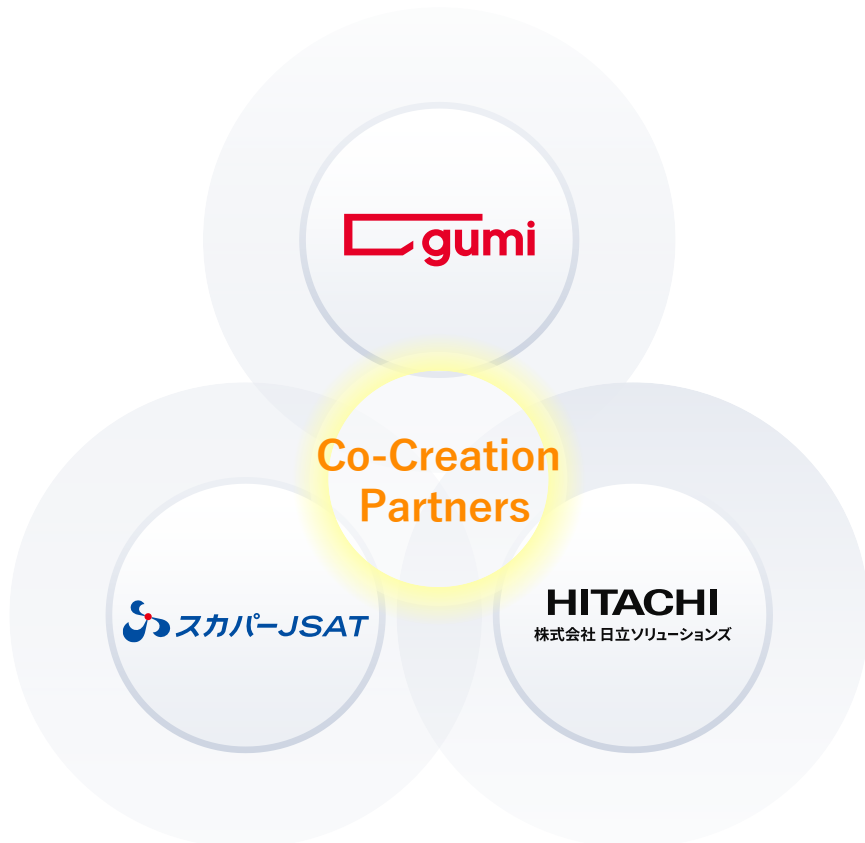


* Titles to be announced soon

Executive Summary: Commenced Validation of Official Fan-Generated Merchandise Ecosystem

Foster an environment where creators can produce secondary works in confidence.

Launched a three-company co-creation project aiming for coexistence of creator economy and rights protection.



Moving forward, the three companies will continue to co-create with rights holders, creators, and fans to realize new frameworks that contribute to the development of Japan's creative culture and subcultures.

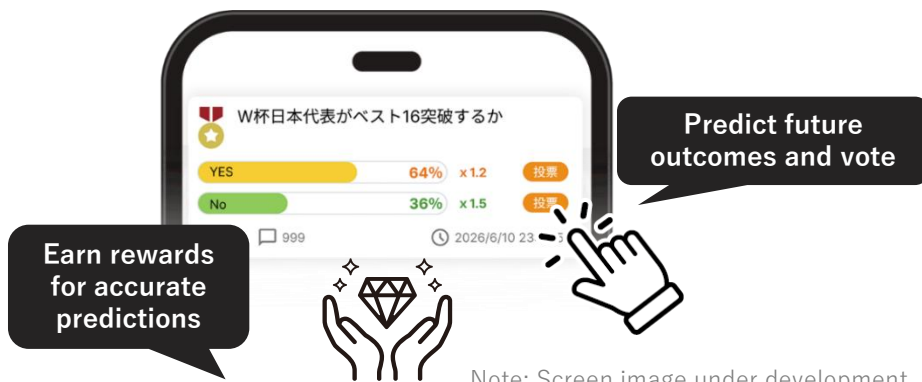
Executive Summary: Entry into "Predictive Data Services"

Providing "**predictive behavior**" on topics of high public interest as **objective, high-precision, and practical data**.
Pioneering a New Frontier of Financial Products through Blockchain and AI.

Predictive Data Service



Creating value from user **prediction data**



Overview

A point-earning (poi-katsu) style "Predictive Data Service" where users predict future events and compete on accuracy

Details

- ✓ Setting prediction themes based on news of high public interest, where users predict future outcomes
- ✓ Collecting objective and high-precision "collective intelligence data" through these user actions
- ✓ Meeting societal needs by providing this data to media outlets, research institutions, etc.

▶ See p. 28 for details

Creating New "Financial Product Services" Using Blockchain Technology and AI

New Financial Products for Trading "Predictions"



Overview

Financial products based on future event predictions

Features

Leveraging blockchain technology and AI to provide highly transparent and reliable collective intelligence data

* Plans for this financial product is currently at the conceptual stage; specific service implementation and timing have not yet been finalized.

Executive Summary: Implementation of Shareholder Benefit Program

Feb. 12 Resolution: Implementation of Shareholder Benefits

Awarding 16 million yen worth of BTC/XRP to 1,130 Lottery Winners Again This Fiscal Year.

- ✓ We are implementing this shareholder benefit program to express our appreciation to our shareholders, enhance the investment appeal of our stock, and provide an opportunity to deepen understanding of the crypto assets that form the core of our Blockchain-Related Business.



■ Other Topics

Other Topics: FY 2026 Q3 (P/L)

Achieved QonQ revenue and profit growth driven by the contribution of *Oradora*.

- ✓ Revenue increased QonQ. The earnings base of the Mobile Game Business is expanding steadily.
- ✓ Shifted to a significant operating profit as advertising and promotion expenses for *Oradora* normalized
- ✓ Achieved ordinary profit, supported by the receipt of certain crypto-assets in the Blockchain-Related Business

	FY 2025		FY 2026			Quarterly and Cumulative YoY Comparison	
	Q1-Q3	Q1	Q2	Q3	Q1-Q3	QoQ	Cumulative YoY
Net Sales	7,405	1,354	2,496	2,982	6,832	+486	(573)
Operating Profit	299	72	(235)	293	130	+528	(169)
Ordinary Profit	1,066	1,234	267	470	1,972	+203	+906
Quarterly Net Profit Attributable to Owners of Parent	1,505	1,247	103	496	1,847	+393	+342

(million yen)

(million yen)

Other Topics: FY 2026 Q3 Performance by Segment (P/L)

Achieved operating profit across all business segments.

In addition to stable revenue in the Blockchain-Related Business, profitability in the Mobile Game Business improved significantly.

Mobile Game Business

- ✓ Q2 upfront investment (advertising and promotion) proved effective, **resulting in a significant increase in profit**

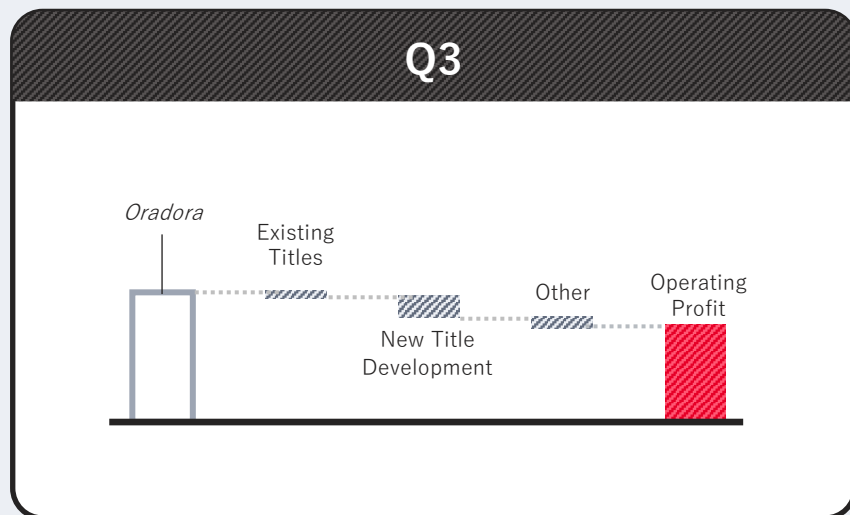
Blockchain-Related Business

- ✓ Despite challenging crypto-asset market conditions, the receipt of crypto assets in the Entertainment Sector contributed to **recording of operating profit**

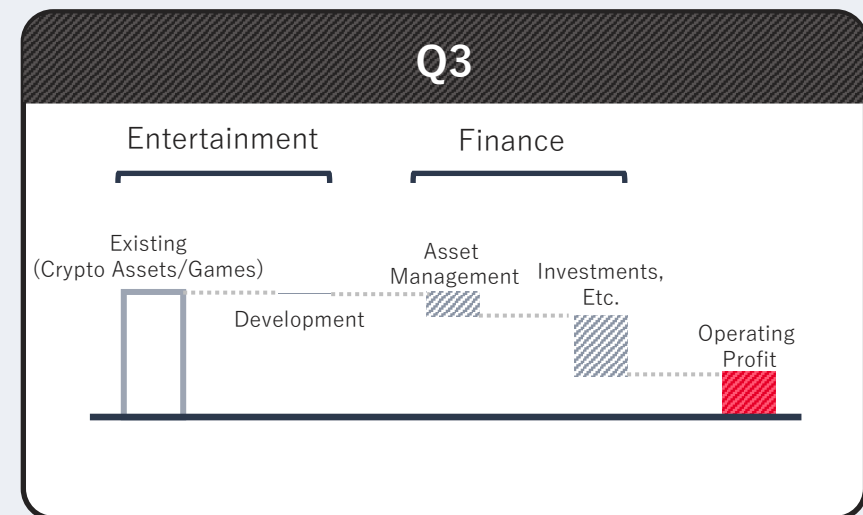
Operating P/L Overview

Positive Factor
Negative Factor

Mobile Game Business



Blockchain-Related Business



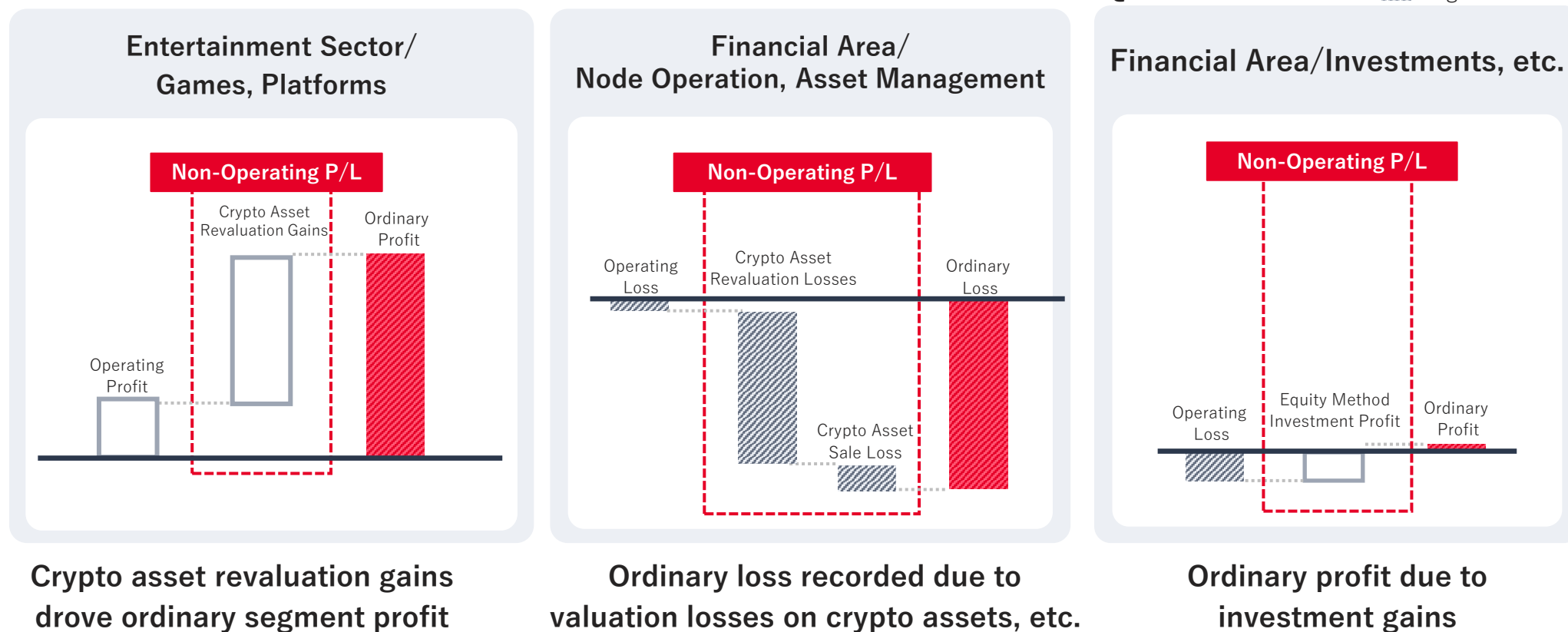
Other Topics: Supplementary Explanation of Profit in the Blockchain-Related Business

Continued ordinary profit due to the appreciation of held crypto assets.

- ✓ In the Entertainment domain, ordinary profit was recorded due to rising prices of crypto assets received on an ongoing basis
- ✓ In the Node Operations and Asset Management domain, although the extent of losses was mitigated to some degree through activities such as rebalancing, an ordinary loss was recorded due to the significant impact of the crypto asset market
- ✓ In the Investments, Etc. domain, ordinary profit was recorded due to the recognition of equity method investment gains from the gCC Fund II, which is managed by the Group

Overview of Non-Operating P/L for the Blockchain-Related Business (Q3)

Positive Factor
 Negative Factor



Crypto asset revaluation gains drove ordinary segment profit

Ordinary loss recorded due to valuation losses on crypto assets, etc.


Ordinary profit due to investment gains

* The red dotted box indicates the portion contributing to non-operating profit or loss (both positive and negative).

Other Topics: Accumulation of Crypto Assets

- ✓ The balance of crypto assets held and managed by the Group (including funds) is approximately **25 billion yen**
- ✓ Balances are expected to increase further with the establishment of the SBI Crypto Fund

(million yen)

		Investment Target	Crypto Asset Balance		Revenue Type
			As of EO Q2	As of EO Q3	
gumi Group	gumi Hinode Technologies (gumi x TIS) Other Group Companies	Listed Crypto Assets* 	12,157	12,833	Capital Gain Investment Income

		Investment Target	Crypto Asset Balance		Revenue Type
			As of EO Sep. 2025	As of EO Dec. 2025	
Funds	gumi Cryptos Capital I	Listed Crypto Assets	10,287	5,864	Capital Gain
	gumi Cryptos Capital II	Unlisted Crypto Assets	5,111	6,491	
	Decima Fund	Listed Crypto Assets	—	Several billion yen range	
	SBI Crypto Fund (gumi x SBI)	Listed Crypto Assets	—	Several billion yen range	

- The crypto asset balances of the above-mentioned funds are based on information available as of the end of December and have not undergone financial auditing.
- Above mentioned figures include investment balances from SAFEs for the purpose of token acquisition, but do not include investment balances for shares.
- Each fund is considered an affiliated company in which gumi has varying amounts of shares, and thus varying degrees of equity attributable to the company.

Definition of Revenue Types

Capital Gains: Profit derived from the increase in the price of held assets.

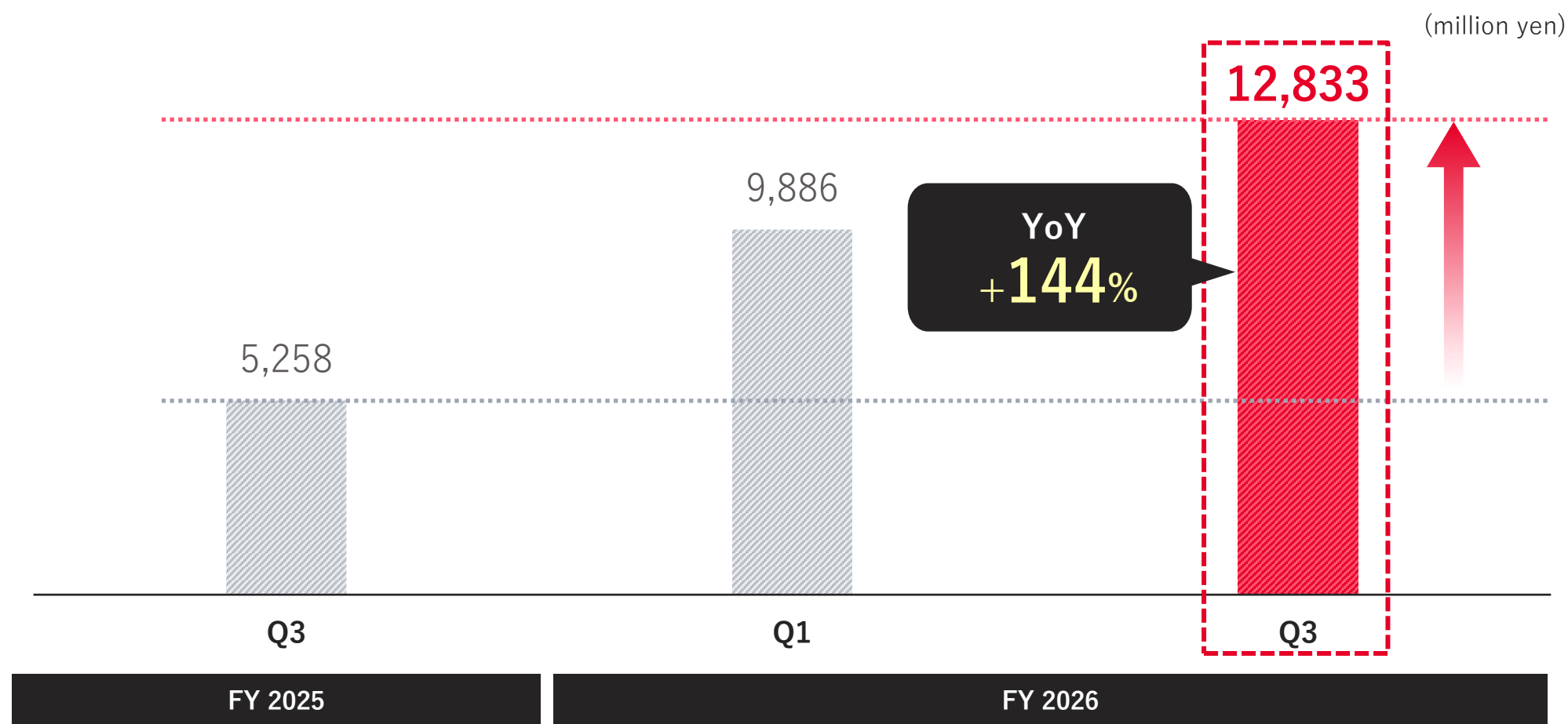
Investment Income: Recurring earnings from sources such as staking rewards.

* Crypto assets shown are a sample of our holdings.

Other Topics: Trends in Crypto Asset Balances Held by gumi Group

- ✓ As of Q3, the gumi Group's crypto asset balance recorded **a significant year-over-year increase of +144% to 12.8 billion yen**
- ✓ The Company will continue to strengthen its earnings base through strategic acquisitions of BTC, XRP, and other assets in line with market conditions

Trends in Crypto Asset Balances Held by gumi Group (Excluding Funds)



Other Topics: Promoting Strategic Investment in the AI Sector

Aiming to generate overwhelming future returns through early concentrated investment in next-generation unicorn candidates.



AIEB Partnership / Main Investment Partners





ANDREESSEN
HOROWITZ

Participation in the world's leading AI ecosystems

Executing selective investments in promising Silicon Valley startups through influential networks such as AIEB

Building a portfolio through strategic investments

Completed investments in two AI companies in Q3.  Anto Biosciences
Aiming to achieve high financial returns.  ExpectedParrot

Agile investment management on the order of several hundred million yen

Strategically allocating investment quotas and investing early in next-generation unicorn candidates

Investment Highlights



Broad coverage of Mega Pharma customers

Traction: 10x sales growth

Key Customers: Amgen, Roche, Pfizer, etc.



Raised \$13.4 million from A16Z

Capital Sourcing
(3.5x Investment Multiple)

2024 (Seed) ▶ March 2025 (Series A)



Participated in Y Combinator; raised \$1.5 million

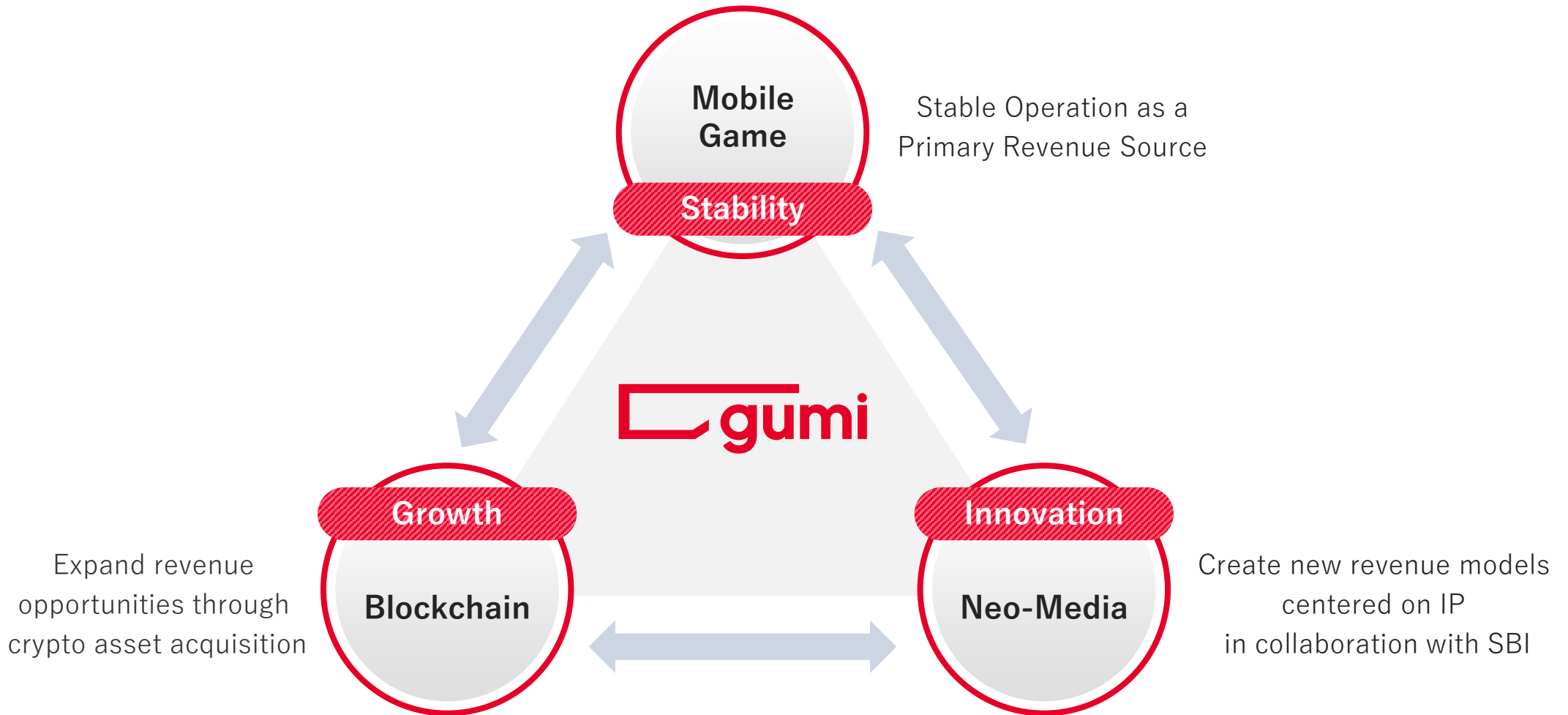
Capital Sourcing
(3.0x Investment Multiple)

December 2024 (Pre-seed) ▶ June 2025 (Seed)

- **Progress by Business Segment**

Progress by Business Segment: Business Policy

Stability × Growth × Innovation
to Achieve Sustainable Revenue Growth



Progress by Business Segment: Mobile Game Business (Strategy)

Strategy

Combine major IP with the Company's proprietary game engine and shift to a model that can compete even in a challenging market environment.

Globally Recognized, Major IP

Stable Global User Acquisition

×

Proprietary Game Engine

Reduced Development Cost

||

Reproducible Hit-Creation Model

Consistent Creation of Hit Titles

Progress by Business Segment: Mobile Game Business (Pipeline)

Acquiring **powerful IPs with high global recognition**

Optimizing development by applying our proprietary game engine for all projects.

- ✓ Advancing initiatives to acquire powerful IPs with high global recognition to drive the next phase of growth. Building a pipeline to serve as a future pillar of earnings

Third-Party IP

2 Titles

Major IP

- Scheduled for release in FY 2027 (within 2026). On track per the planned schedule by leveraging proprietary game engine.

Major IP

- Aiming for release in FY 2029; development is progressing smoothly

Commissioned Development

1 Title

- A story-driven, subculture-style mobile RPG is under development in a three-party arrangement with a major Korean game publisher and a Japanese IP planning company

In Planning

2 Titles

- In Negotiations with Major Publishers

IP Licensing Out

2 Titles

- GrandSoft: *Brave Frontier* (Released)
- StudioZ: *Phantom of the Kill*

Progress by Business Segment: Finance/Node Operation* & Asset Management

Finance/Node, Asset Management

Strengthening the earnings base through strategic resource allocation to high-growth sectors.

- ✓ Shift to "Quality": Maximizing node operation efficiency and revenue via 11 select candidates
- ✓ Positioning for "Growth": Participating as a validator in key networks such as AI and next-gen finance

Cutting-edge: AI & Next-generation Finance

Advanced areas driving market growth, such as AI infrastructure and RWA (Real World Assets).

NEW

Canton 

NEW



 THETA

BTC Ecosystem & Real-World Demand

Utilizing the world's largest asset (BTC) and real-world demand areas such as games.









Key Ecosystems

Boasting High Reliability and Liquidity Web3 Standard Infrastructure

 ethereum

 SOLANA

 Sui

 IOTA

* Practice of performing network validation (validators) on servers and receiving income gains (rewards) as compensation.

Progress by Business Segment: Strategic Acquisition of XRP

Finance/Node, Asset Management

Prioritizing **the averaging out of acquisition costs through time diversification**, taking into account the volatility of the crypto asset market.

Total Planned Investment Amount

2,500 million yen

Target Asset

XRP

Acquisition Status

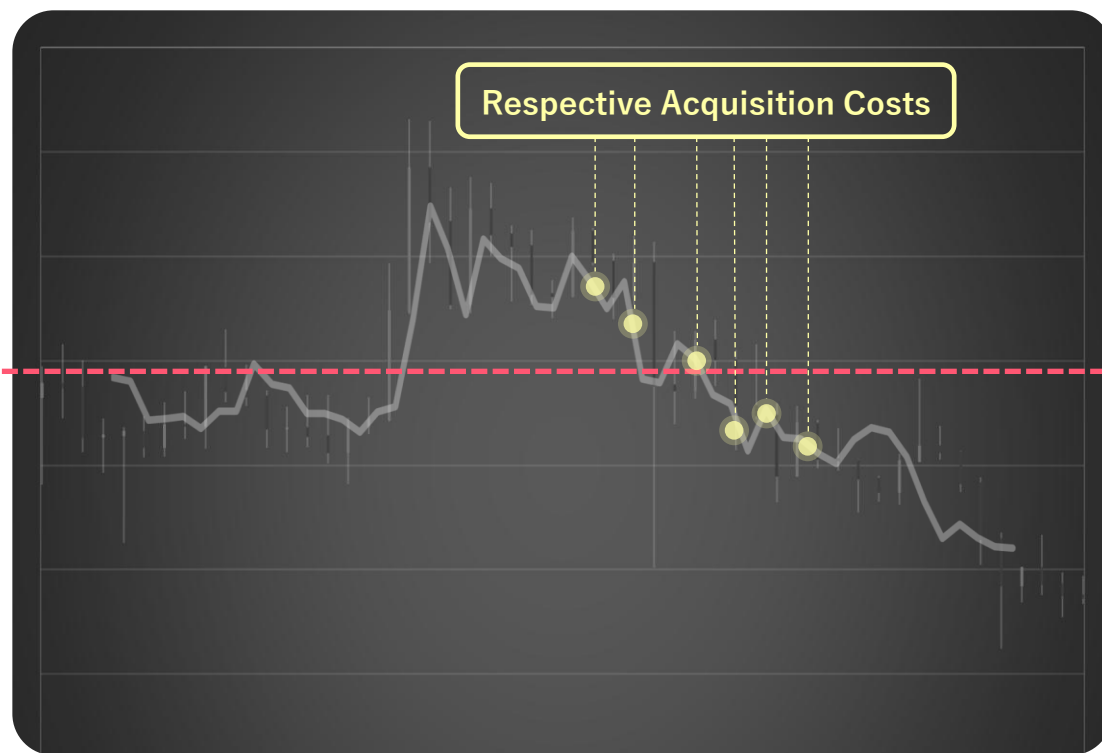
Executing sequentially

Purpose of Acquisition

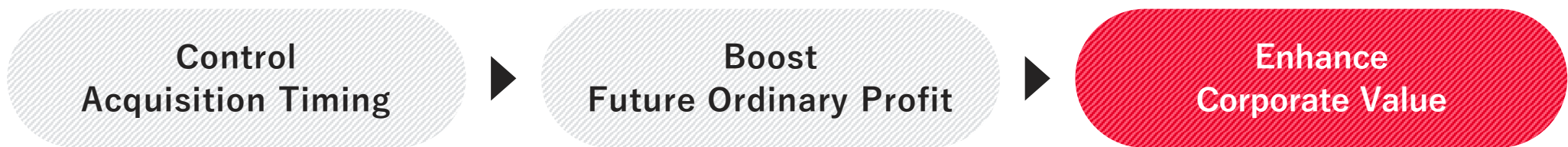
Strengthening the revenue base

Averaging acquisition cost

Crypto Asset Market Volatility



The above is a conceptual illustration.



Progress by Business Segment: Pilot Program for Option Trading (1)

Finance/Node, Asset Management

Turning price volatility into revenue opportunities to generate stable income gain through premiums (option fees).

► Overview of Selling Put Options

A transaction where a fee (premium) is received in exchange for undertaking the obligation to buy crypto assets at a predetermined price (strike price).

Assumptions (Example)

- Initial Price (Market Price) : 11 million yen
- Strike Price : 10 million yen
- Premium : 100,000 yen

Counterparty Needs



I want the right to sell at 10 million yen before the crypto-asset's price crashes.

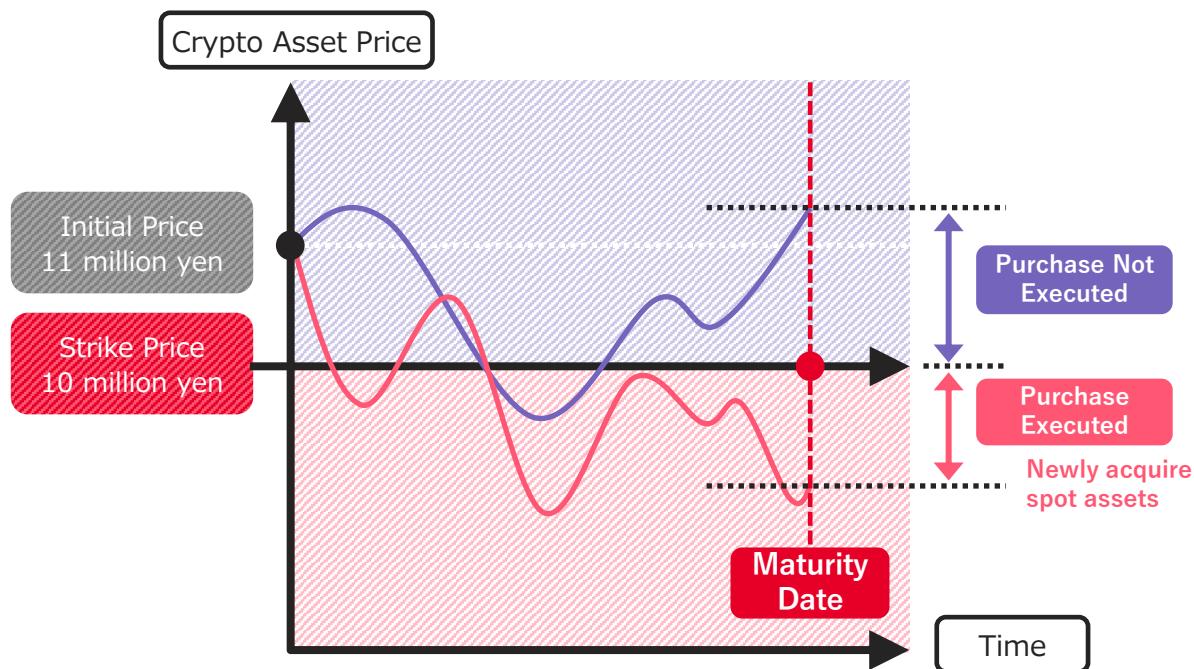
gumi's Response



Sell that right and receive a 100,000 yen premium. Undertaking the obligation to purchase crypto assets at 10 million yen if the market price is below 10 million yen.

If Price at Maturity > 10 million yen

- 100,000 yen premium becomes profit for gumi.



If Price at Maturity < 10 million yen

- 100,000 yen premium becomes profit for gumi.
- This results in purchasing at a price above the market, generating **unrealized losses corresponding to the decline.**

Progress by Business Segment: Pilot Program for Option Trading (2)

Finance/Node, Asset Management

Turning price volatility into revenue opportunities to generate stable income gain through premiums (option fees).

► Overview of Selling Call Options

A transaction where a fee (premium) is received in exchange for undertaking the obligation to sell crypto assets at a predetermined price (strike price).

Assumptions (Example)

- Initial Price (Market Price): 9 million yen
- Strike Price: 10 million yen
- Premium: 100,000 yen

Counterparty Needs



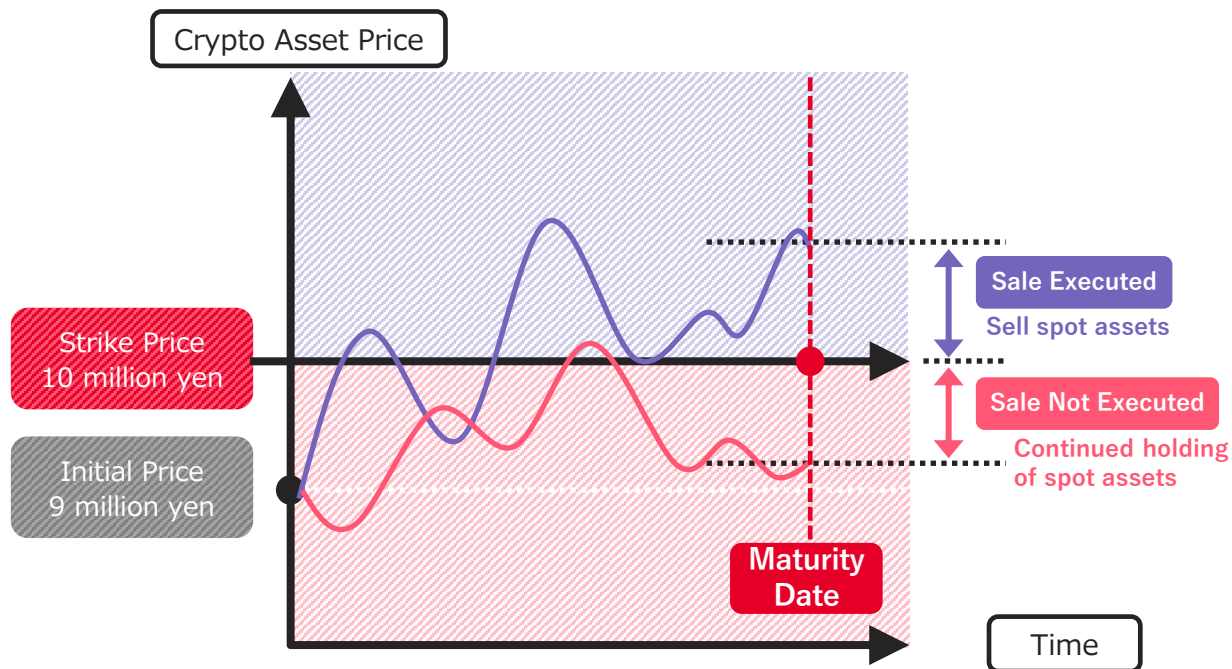
I want the right to buy at 10 million yen in preparation for a future rise in the value of crypto-assets.

gumi's Response

Sell that right and **receive a 100,000 yen premium**. Undertaking the obligation to sell crypto assets at 10 million yen should the market price exceed 10 million yen.

If Price at Maturity > 10 million yen

- 100,000 yen premium becomes profit for gumi.
- Sell at 10 million yen. **Even if the price is higher, capital gains cannot be realized (opportunity loss).**



If Price at Maturity < 10 million yen

- 100,000 yen premium becomes profit for gumi.

Progress by Business Segment: Blockchain-Related Business (Fund Performance and Business Expansion)

Finance/Investment

Drive further business expansion through the SBI Crypto Fund
building on the strong track record of gCC I, gCC II and DECIMA.

- ✓ Based on the results of gCC I (**7.6x investment multiple**), gCC II and DECIMA are steadily progressing into growth phases
- ✓ The SBI Crypto Fund is being advanced with an eye toward **developing financial products for individual investors**

	Fund Size		
Established in 2018 gumi Cryptos Fund I	USD 21M	Collection Phase	<ul style="list-style-type: none"> - Investment Multiple: 7.6x; Portion attributable to gumi: Approx. 6.1 billion yen (as of end-Feb. 2026) - Investing in Silicon Valley crypto assets and web3 seeds - Already recovered principal and expecting additional returns
Established in 2022 gumi Cryptos Fund II	USD 110M	Growth Phase	<ul style="list-style-type: none"> - Currently, 60 investments executed, 75% deployment rate (as of end-Feb. 2026) - Focus on Silicon Valley crypto asset and web3 seed projects - Aiming to expand earnings from multiple projects with significant growth potential
Established in 2024 DECIMA	USD 40M	Growth Phase	<ul style="list-style-type: none"> - Currently executed 29 investments (as of end-Feb. 2026) - Investing in listed crypto assets in addition to unlisted projects - Combining unlisted and listed crypto assets to maximize earning potential
Planned establishment in FY2026 SBI Crypto Fund	Several Billion Yen	Under Formation	<ul style="list-style-type: none"> - Advancing final adjustments toward the 1st closing - Forming a new fund targeting listed crypto assets, based on our past track record

Progress by Business Segment: Neo-Media Business (Next-Generation Media Strategy in Collaboration with SBI)

Neo-Media Business

With SBI to distribute and gumi to nurture IPs, we will co-create a next-generation media strategy with an eye on the global market.

SBI's Vision

Neo-Media Strategy

- Promote acquisition of IPs through 100 billion yen fund
- Utilize IPs on the media platform to be launched in the future

gumi's Strengths

- Ability to deploy entertainment content such as games, anime, and music
- A strong network with copyright holders both domestic and overseas
- Expertise and discernment for IPs based on past investment track record

Strategic Alliance Between SBI and gumi

①
Anime
Manga
Games

- Strengthening collaboration with copyright holders to further acquire existing IPs and create new IPs

②
Music
Performing Arts

- Creation of new services by collaborating with artists and influencers

③
Sports
Other

- Provision of offline entertainment services centered on real-life experiences

Currently establishing an execution framework for selecting specific projects and launching operations in each business pillar

Progress by Business Segment: Proof-of-Concept for an Official Fan-Generated Merchandise Ecosystem

New Business Domain

Support the Creation of an Environment Where Creators Can Produce Secondary Works with Confidence. Launched a three-company co-creation project aiming for coexistence of the creator economy and rights protection.

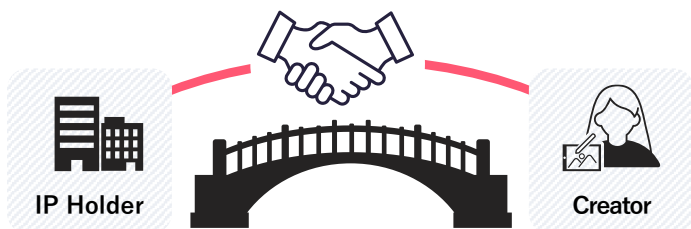
Co-Creation Partners

Challenges

While secondary creation has flourished alongside the rise in creative activities in recent years, there is a growing need for a framework that balances creativity with security while protecting the rights of both IP holders and creators

Value Proposition

Providing a mechanism that bridges the "peace of mind" sought by creators and the "proper management" required by IP holders



Official Fan-Generated Merchandise Market



Validating a model that authorizes secondary creation

- ▶ **Event Period**
February 20, 2026 - April 19, 2026
- ▶ **Goal**
Reduce creators' inventory risk.
Provide integrated management from authorization to sales and royalty payments, and simplifying complex procedures

Progress by Business Segment: Entry into "Predictive Data Services"

New Business Domain

Entering the Rapidly Growing Global "Prediction Market."*
Intends to meet societal needs by collecting and providing objective, high-accuracy collective intelligence.

Target Themes

Setting prediction themes based on news of high public interest, ranging from current affairs such as politics and economy to sports and entertainment

User Actions

- i. View target topics (gather information as needed)
- ii. Predict future outcomes (vote using points)
- iii. Earn rewards based on prediction results and performance

Participation Method & Rewards

Anyone can participate free of charge

Earn points for voting by completing various tasks

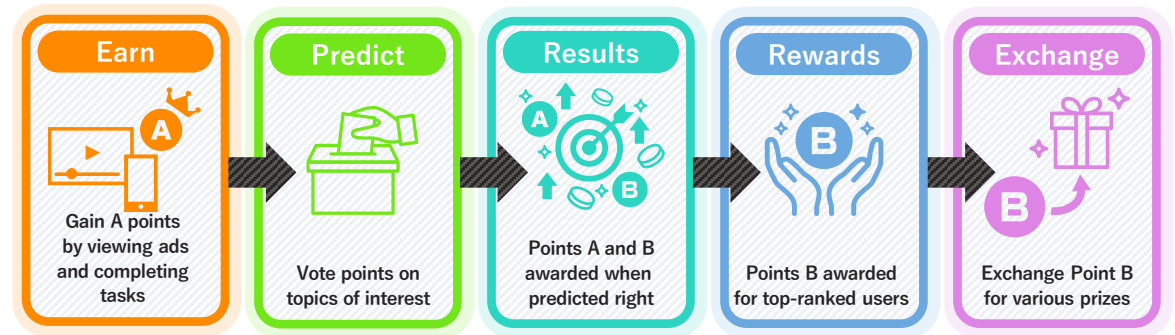
Launch Timing

Service launch targeted for May–June 2026

Partners

Partnered with Gunosy Inc. as an initial partner; **service launch planned within the 'Gunosy'** information curation service

▶ User Flow Incorporating "Point-Earning" ("Poi-katsu") Elements



Point **A** : Free points that can be used only for voting

Point **B** : Points that can be used to redeem prizes

Legal Compliance	Confirmed legal compliance—including non-applicability of gambling offenses—through a law firm’s review
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Patent Application Status	Filed a patent in October 2025 for the proprietary business scheme
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The Company will work with a variety of companies and research institutions to expand the service’s scope

* Referred to by the Company as the “Predictive Data Service”.

■ Financial Highlights

Quarterly Performance Trends (Net Sales & Profit)

Highlights

- ✓ Net sales increased as Q2 advertising and promotion proved effective, driving sales growth for *Oradora*
- ✓ Operating profit increased as advertising and promotion expenses for *Oradora* normalized

Net Sales

2.98 bil. yen YoY +56.1%
QoQ +19.5%

Operating Profit

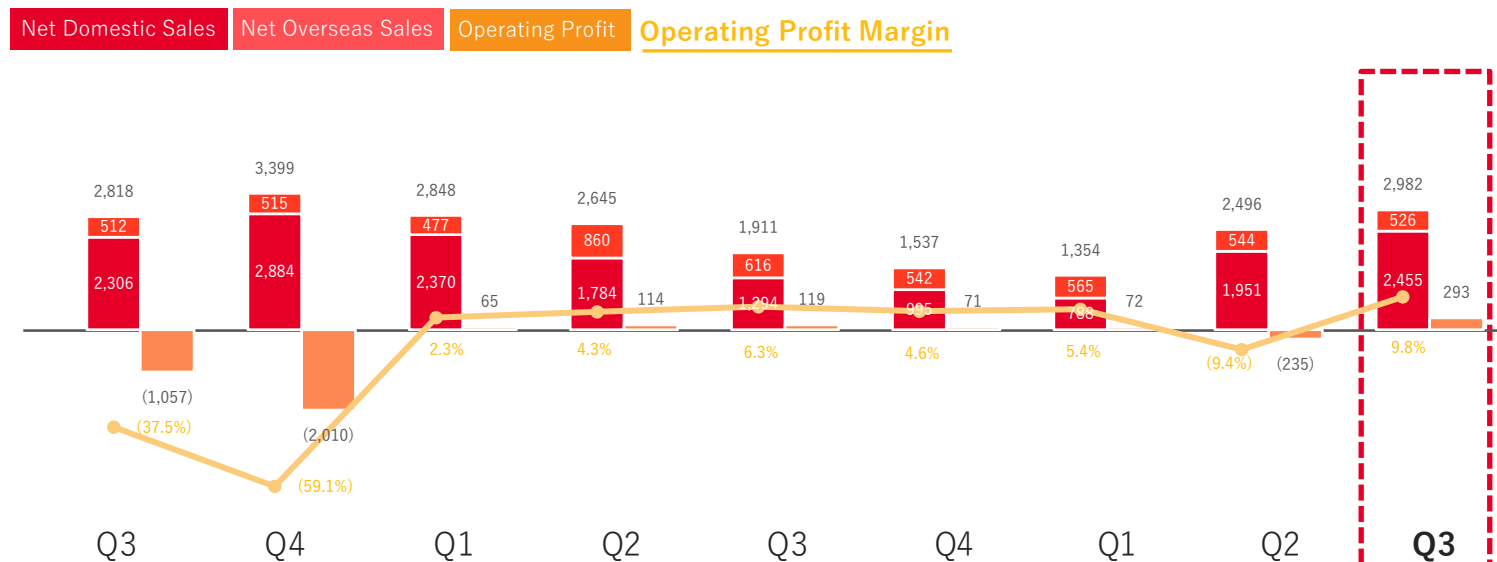
290 mil. yen YoY +145%
QoQ -

Overseas Sales Ratio

17.7%

Net Sales and Operating Profit

(million yen)



	FY 2024	FY 2025	FY 2026
(million yen)			
Sales	2,818	1,911	2,982
Cost of Sales	(1,057)	(1,411)	(2,040)
Gross Profit	2,306	499	942
Gross Profit Margin	37.5%	26.1%	31.6%
SG&A	(2,010)	379	648
Operating Profit	2,884	119	293
Operating Profit Margin	59.1%	6.3%	9.8%
Ordinary Profit	2,370	76	470
Quarterly Net Profit Attributable to Parent Company Shareholders	2,306	905	496

Quarterly Performance Trends (Expenses)

Highlights

- ✓ Development expenses were roughly flat versus Q2
- ✓ Advertising and promotion expenses normalized as expected and trended at an appropriate level

Development Cost

800 mil. yen

YoY (29.2%)

QoQ (6.2%)

Advertising & Promotion Expenses

120 mil. yen

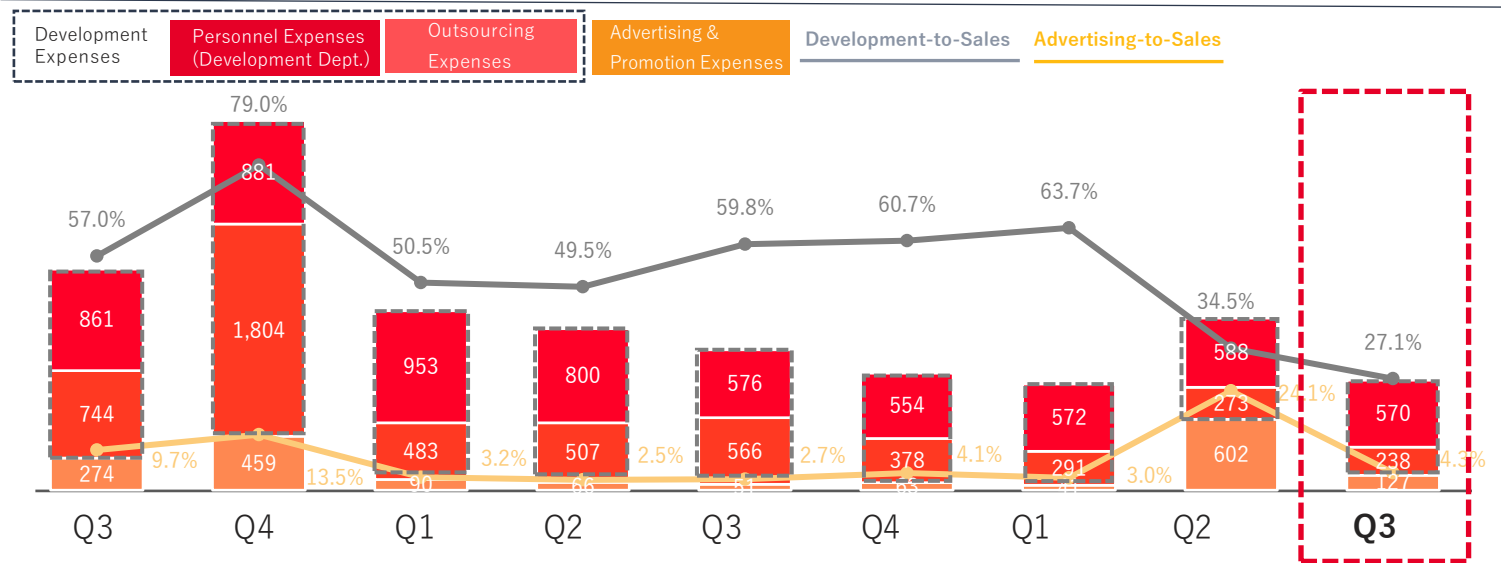
YoY +147.2%

QoQ (78.9%)

Advertising-to-Sales Ratio

4.3%

Development and Advertising/Promotion Expenses (million yen)



	FY 2024	FY 2025		FY 2026		
(million yen)		FY 2026 Q3	FY 2025 Q3	YoY	FY 2026 Q2	QoQ
Cost of Sales		2,040	1,411	+44.5%	1,655	+23.2%
Payment Fees		904	378	+139.2%	795	+13.6%
Personnel Cost		570	576	(1.0%)	588	(3.0%)
Outsourcing Cost		238	566	(58.0%)	273	(13.1%)
Communication Expenses		188	171	+9.8%	283	(33.4%)
Others		138	(281)	-	(285)	-
SG&A		648	379	+70.9%	1,076	(39.8%)
Advertising and promotion expenses		127	51	+147.2%	602	(78.9%)
Personnel Cost		307	138	+121.5%	264	+16.3%
Others		213	189	+13.1%	209	+2.2%

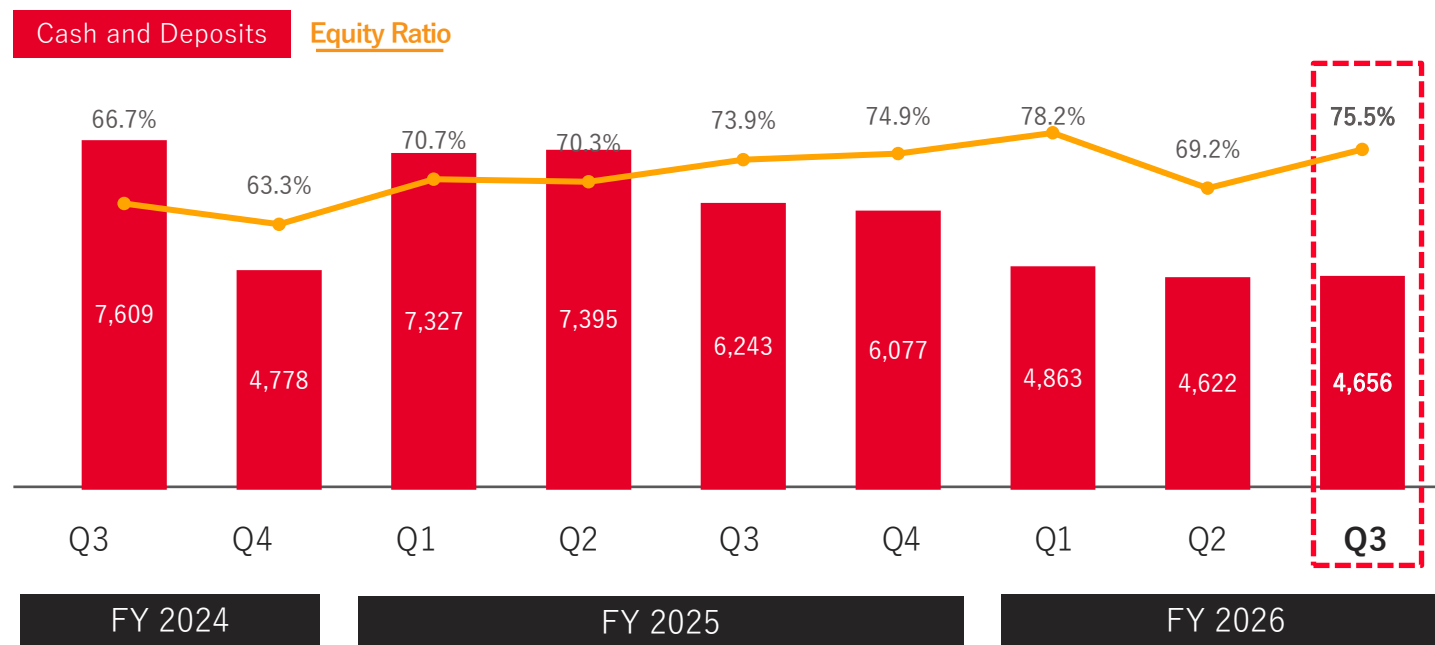
Quarterly Performance Trends (BS)

Highlights

- ✓ Cash and deposits were roughly flat versus Q2
- ✓ The equity ratio continued to maintain a sound level at 75.5%

Cash and Deposits & Equity Ratio

(million yen)



Cash and Deposits

4.65 bil. yen

YoY (25.4%)

QoQ +0.7%

Equity Ratio

75.5%

(million yen)	FY 2026 Q3	FY 2025 Q3	YoY	FY 2026 Q2	QoQ
Current Assets	19,901	13,922	+42.9%	19,390	+2.6%
Cash and Deposits	4,656	6,243	(25.4%)	4,622	+0.7%
Fixed Assets	9,973	9,307	+7.1%	9,433	+5.7%
Total Assets	29,874	23,230	+28.6%	28,823	+3.6%
Current Liabilities	6,657	5,216	+27.6%	7,882	(15.5%)
Fixed Debts	648	856	(24.4%)	988	(34.4%)
Net Worth	22,568	17,157	+31.5%	19,952	+13.1%

Quarterly Performance Trends (Headcount)

Highlights

- ✓ Headcount has remained generally flat
- ✓ The Company will continue to review its structure as needed and optimize costs

Headcount (Consolidated)

(persons)

Domestic

Overseas

Headcount (Consolidated)

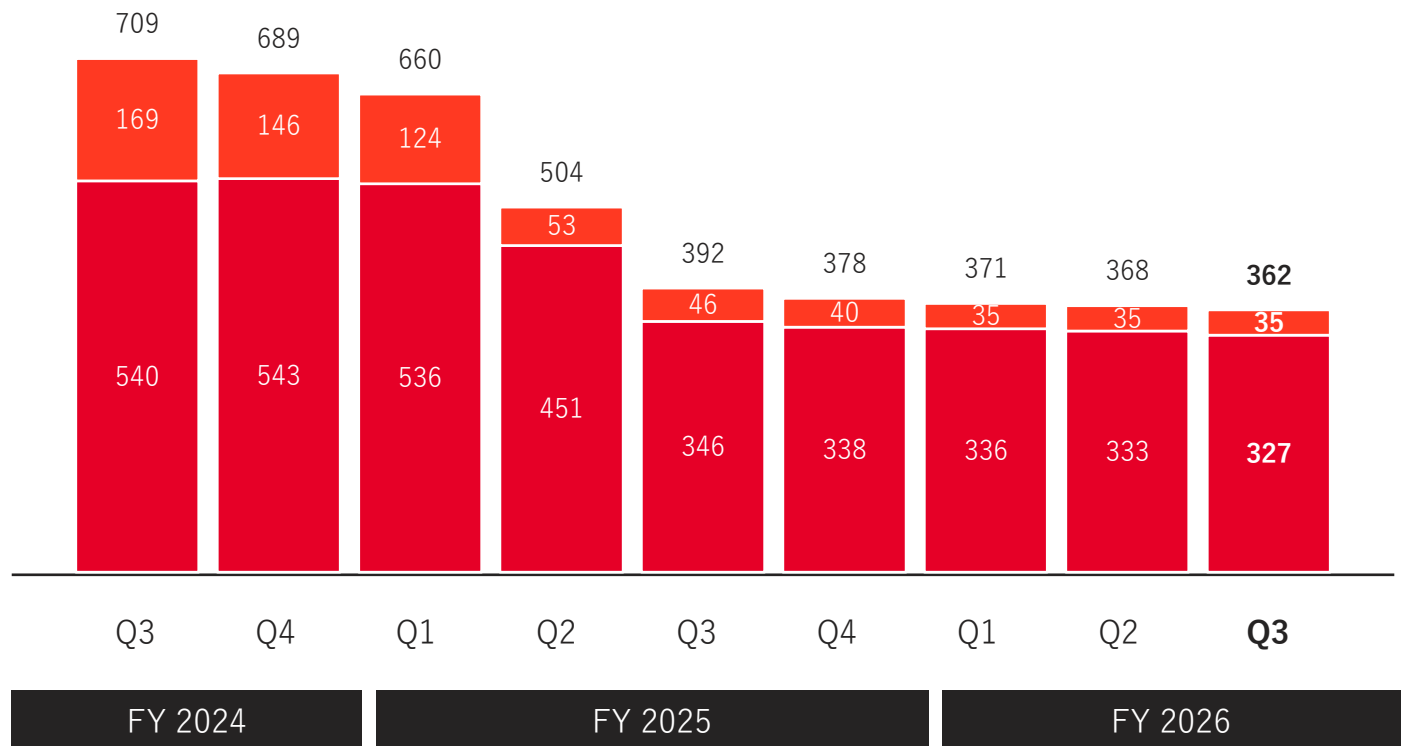
362

Domestic Headcount

327

Overseas Headcount

35



■ Appendix

Specific Initiatives to Increase Both Business Performance and Stock Price

			FY 2026			
			Q1	Q2	Q3	Q4
Mobile Game Business	Existing		Profitable Operations (Personnel transferred to new titles before operations run at a loss)			
	New	IP Release		<input checked="" type="checkbox"/> <i>JoJo's Bizarre Adventure</i>		
Commissioned Release			Commissioned Project (Advancing with future IP expansion in mind)			
Blockchain-Related Business	OSHI3	Content Distribution		<input checked="" type="checkbox"/> <i>Brave Frontier Versus</i>		AI Content
		Alliance Announcement	Following marketing collaboration with SPST and partnerships with TIS, TOPPAN, etc., we are developing partnerships with major enterprises			
	Node Operation	<input checked="" type="checkbox"/> Strengthen node operation business at Hinode Technologies, jointly established with TIS				
	Asset Management	<input checked="" type="checkbox"/> In addition to BTC, plans to strategically acquire XRP				
	Investments	Jointly establish SBI Crypto Fund with SBI (Launching operation in FY 2026)				
		Sale of Investment Securities held by the Group continuous recovery of investments from funds				
Other		Crypto-asset investment, M&A, etc., utilizing the aforementioned funds			Launch of SI Business	
Other	Creation of New Businesses	<input checked="" type="checkbox"/> Promotion of Neo-Media Business through collaboration with SBI				

* The above schedule is an overview based on current information, and the plan may be subject to significant changes depending on circumstances

Status of Major Titles in Operation

Title	Release Date	Service Status
<i>Crystal of Re:union</i>	April 2016	<ul style="list-style-type: none"> ✓ Implemented year-end/New Year contents and other activities ✓ Plans to commemorate the 10th anniversary and other initiatives
<i>WAR OF THE VISIONS FINAL FANTASY BRAVE EXVIUS*</i>	November 2019	<ul style="list-style-type: none"> ✓ Conducted collaborations with major IPs and Final Fantasy series titles, etc.
<i>Ragnador: Ayashiki Kōtei to Shūen no Yashahime</i>	October 2021	<ul style="list-style-type: none"> ✓ Conducted collaborations with major IPs, etc. ✓ Plans for seasonal events, etc.
<i>Phantom of the Kill -Alternative Imitation-</i>	March 2024	<ul style="list-style-type: none"> ✓ Implemented year-end/New Year contents and other activities ✓ Scheduled to implement 2nd anniversary initiatives, etc.
<i>JoJo's Bizarre Adventure Ora Ora Overdrive</i>	October 2025	<ul style="list-style-type: none"> ✓ Implemented year-end/New Year contents and other activities ✓ Scheduled to implement half-year anniversary initiatives, etc.

What is OSHI3 (Re-post)

Launching a new token-based economy that will be the core of our blockchain and related business. (OSHI3)



Blockchain Technology

×

Content Platforms



Expanding existing "Oshikatsu" to the digital sphere

Creating a New Token-Based Economy

The purpose of this document is to provide financial and managerial information on gumi Inc. (hereinafter referred to as "the Company") and its subsidiaries and affiliates (hereinafter referred to collectively as "the Group").

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