

Q1 FY2026 Financial Results

Kurashiru, Inc | TSE Growth : 299A

July 30, 2026

Net sales up 25.2% YoY; Non-GAAP Operating Profit up 18.5%

- All 3 core businesses performed well, with net sales up 25.2% YoY. Despite proactive investment in advertising and sales promotion, Non-GAAP Operating Profit rose 18.5%.
- Progress vs. FY2026 forecast: net sales 22.3%, Non-GAAP OP 25.3%.

Sales Promotion Business sustained strong growth in Q1, driving overall performance

- Q1 Sales Promotion net sales grew to JPY1,693MM (+32.9% YoY).
- Steady progress acquiring PoC clients and Kurashiru Retail Network partners.

Sales Promotion Business expected to continue driving overall growth for the full year

- We aim to further accelerate growth through proactive investments in expanding retail partners and acquiring users for the Receipt Challenge.
- We also plan to focus on expanding the Kurashiru AI OS business for CPG Brands and wholesalers.

Executive Summary: FY2026 Q1 Performance Highlights

Financial Results

Whole Company

Net Sales

JPY**4.76**Bn

YoY+25.2%

Gross Profit

JPY**2.31**Bn

YoY +26.8%

Non-GAAP Operating Profit*

JPY**0.94**Bn

YoY +18.5%

Highlights by Business Segment

Media

Net Sales JPY**2.21**Bn

YoY +17.5%

- PVs increased significantly, driven by internal cross-traffic initiatives and growth in users of Receipt Challenge-related services.

Sales Promotion

Net Sales JPY**1.69**Bn

YoY +32.9%

- Although user numbers remained steady, performance was affected by advertisers revising their strategies for financial campaigns in online services.

Others

Net Sales JPY**0.85**Bn

YoY +32.4%

- In addition to contributions from the VTuber business acquired in the previous fiscal year, the virtual streamer service continued to perform well.

* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

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01 Q1 FY2026 Financial Results

Q1 FY2026 Financial Summary

Q1 net sales increased 25.2% YoY, driven primarily by a strong performance in the Media Business; gross profit rose 26.8% and Non-GAAP Operating Profit* rose 18.5%

(Unit: JPY MM)	Q1 FY2025 (Actual)	Q1 FY2026 (Actual)	YoY	Progress vs. FY Forecast	FY2026 (Forecast)
Net Sales	3,808	4,767	+25.2%	22.3%	21,368
Media	1,888	2,218	+17.5%	-	-
Sales Promotion	1,274	1,693	+32.9%	-	-
Others	646	855	+32.4%	-	-
Gross Profit	1,821	2,310	+26.8%	-	-
<i>Gross Profit Margin (%)</i>	<i>47.8%</i>	<i>48.5%</i>	<i>+0.6pt</i>	-	-
Non-GAAP Operating Profit*	794	940	+18.5%	25.3%	3,716
<i>Non-GAAP OP Margin (%)</i>	<i>20.8%</i>	<i>19.7%</i>	<i>-1.1pt</i>	-	-
Profit	520	604	+16.2%	24.5%	2,468
<i>Profit Margin (%)</i>	<i>13.7%</i>	<i>12.7%</i>	<i>-1.0pt</i>	-	-

* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

Q1 FY2026 Financial Results

Q1 net sales rose 5.3% QoQ and gross profit increased 5.0%. Non-GAAP Operating Profit declined 2.5% QoQ due to continued investment in advertising and sales promotion

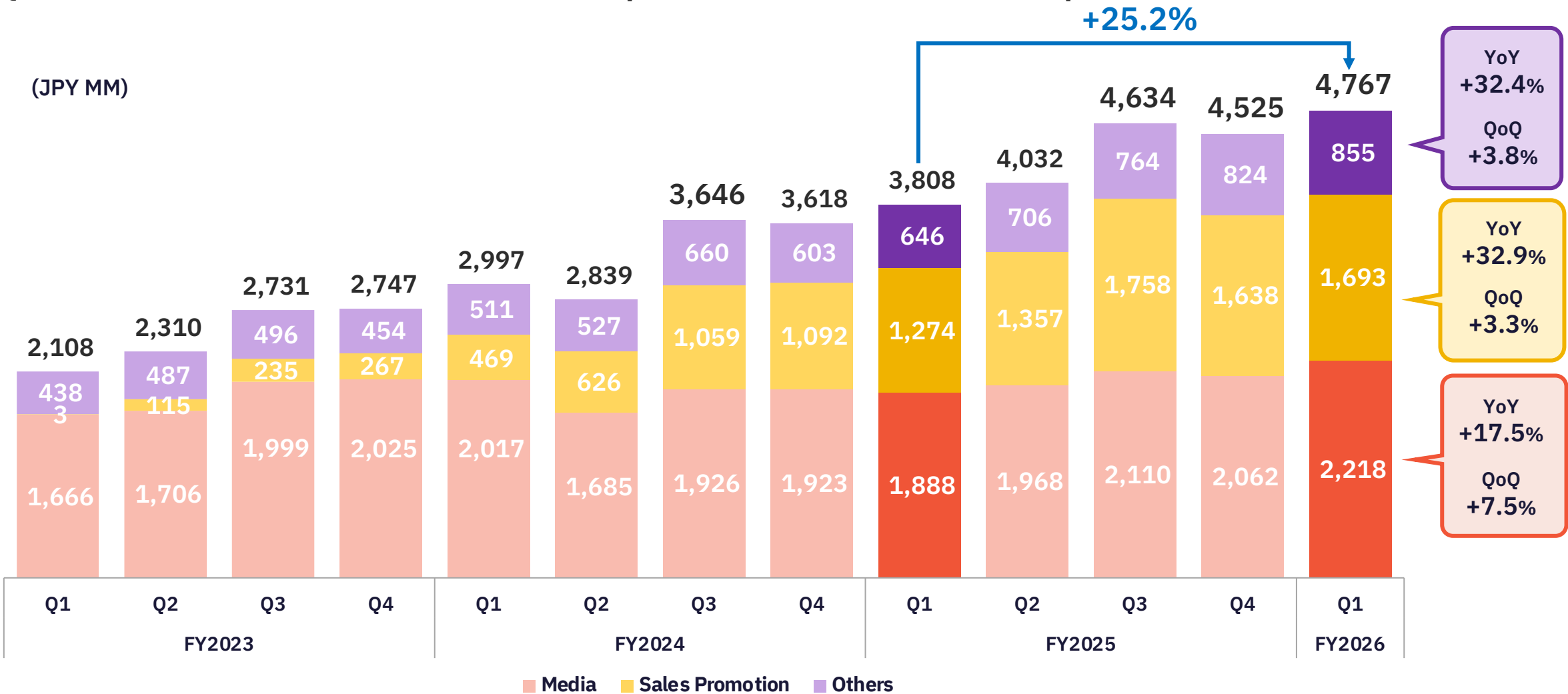
(Unit: JPY MM)	YoY Comparison			QoQ Comparison		
	Q1 FY2025	Q1 FY2026	YoY	Q4 FY2025	Q1 FY2026	QoQ
Net Sales	3,808	4,767	+25.2%	4,525	4,767	+5.3%
Media	1,888	2,218	+17.5%	2,062	2,218	+7.5%
Sales Promotion	1,274	1,693	+32.9%	1,638	1,693	+3.3%
Others	646	855	+32.4%	824	855	+3.8%
Gross Profit	1,821	2,310	+26.8%	2,199	2,310	+5.0%
Gross Profit Margin (%)	47.8%	48.5%	+0.6pt	48.6%	48.5%	-0.1pt
Operating Profit	755	905	+19.9%	922	905	-1.8%
Operating Profit Margin (%)	19.8%	19.0%	-0.8pt	20.4%	19.0%	-1.4pt
Non-GAAP Operating Profit ^{*1}	794	940	+18.5%	964	940	-2.5%
Non-GAAP OP Margin (%)	20.8%	19.7%	-1.1pt	21.3%	19.7%	-1.6pt
Profit	520	604	+16.2%	681	604	-11.3%
Profit Margin (%)	13.7%	12.7%	-1.0pt	15.1%	12.7%	-2.4pt
Non-GAAP Profit ^{*2}	557	638	+14.5%	720	638	-11.4%
Non-GAAP Profit Margin (%)	14.6%	13.4%	-1.2pt	15.9%	13.4%	-2.5pt

^{*1} Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

^{*2} Non-GAAP Profit = Goodwill amortization + Amortization of intangible assets - Tax adjustment + Profit

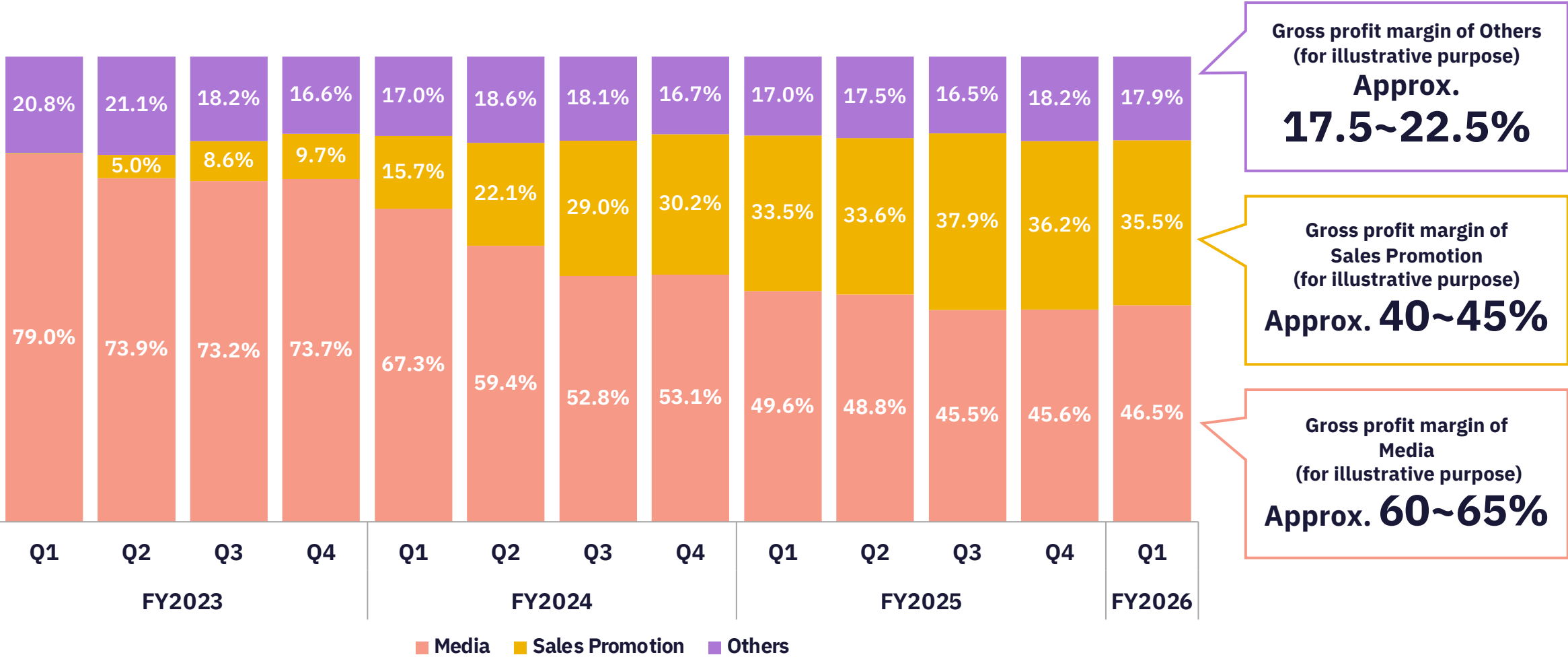
Net Sales by Business Segment (Quarterly)

By business segment, the Media Business recorded solid PV growth, posting a 17.5% YoY revenue increase in Q1, while the Sales Promotion Business also performed well, with revenue up 32.9% YoY



Net Sales Composition by Business Segment (Quarterly)

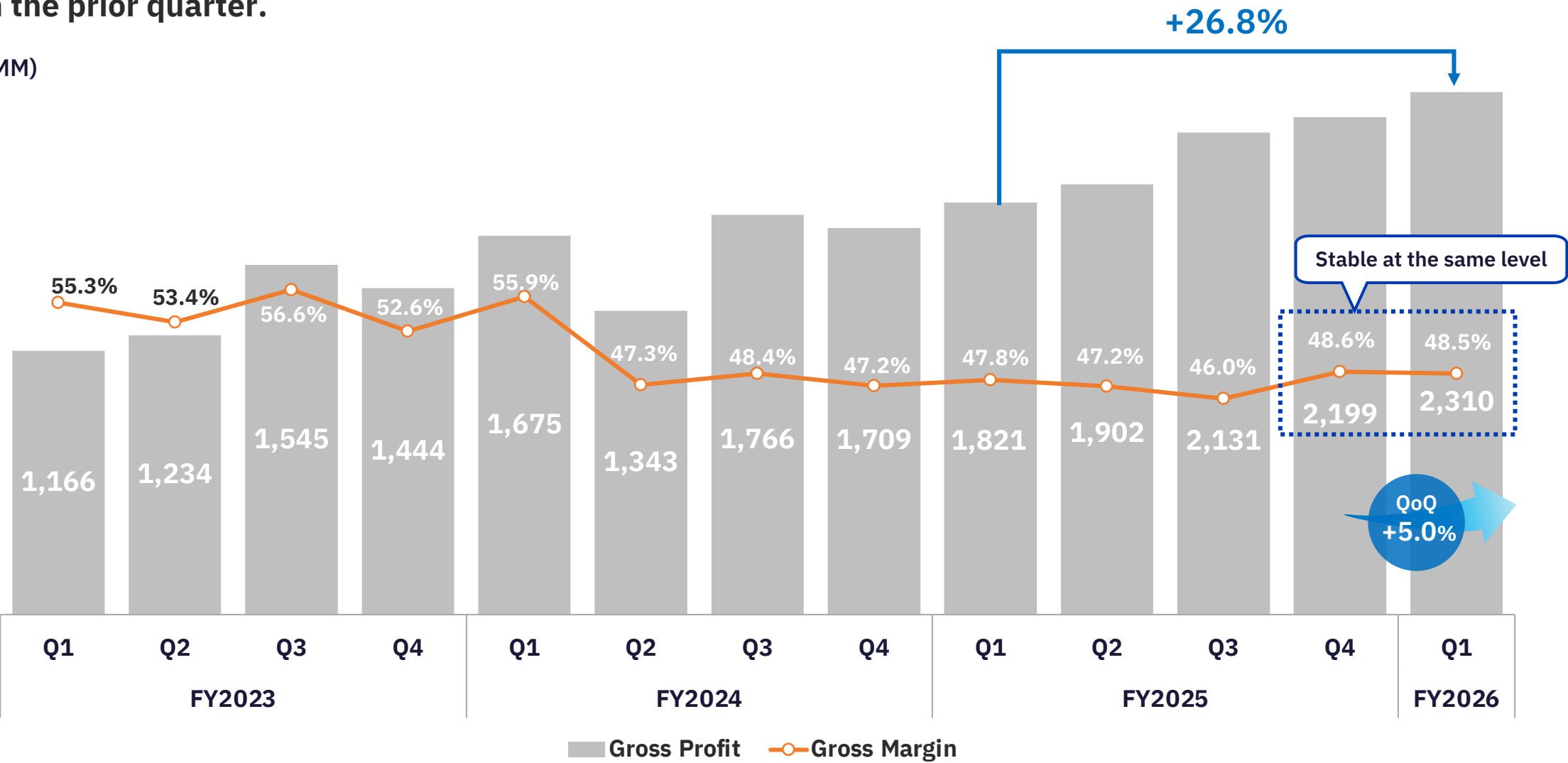
The Sales Promotion Business's revenue share dipped slightly QoQ, affected by lower advertising volumes for financial campaigns in online services, but still accounted for 35.5%.



Gross Profit / Gross Profit Margin (Quarterly)

Gross profit increased 26.8% YoY on higher revenue, while gross margin remained stable at a level consistent with the prior quarter.

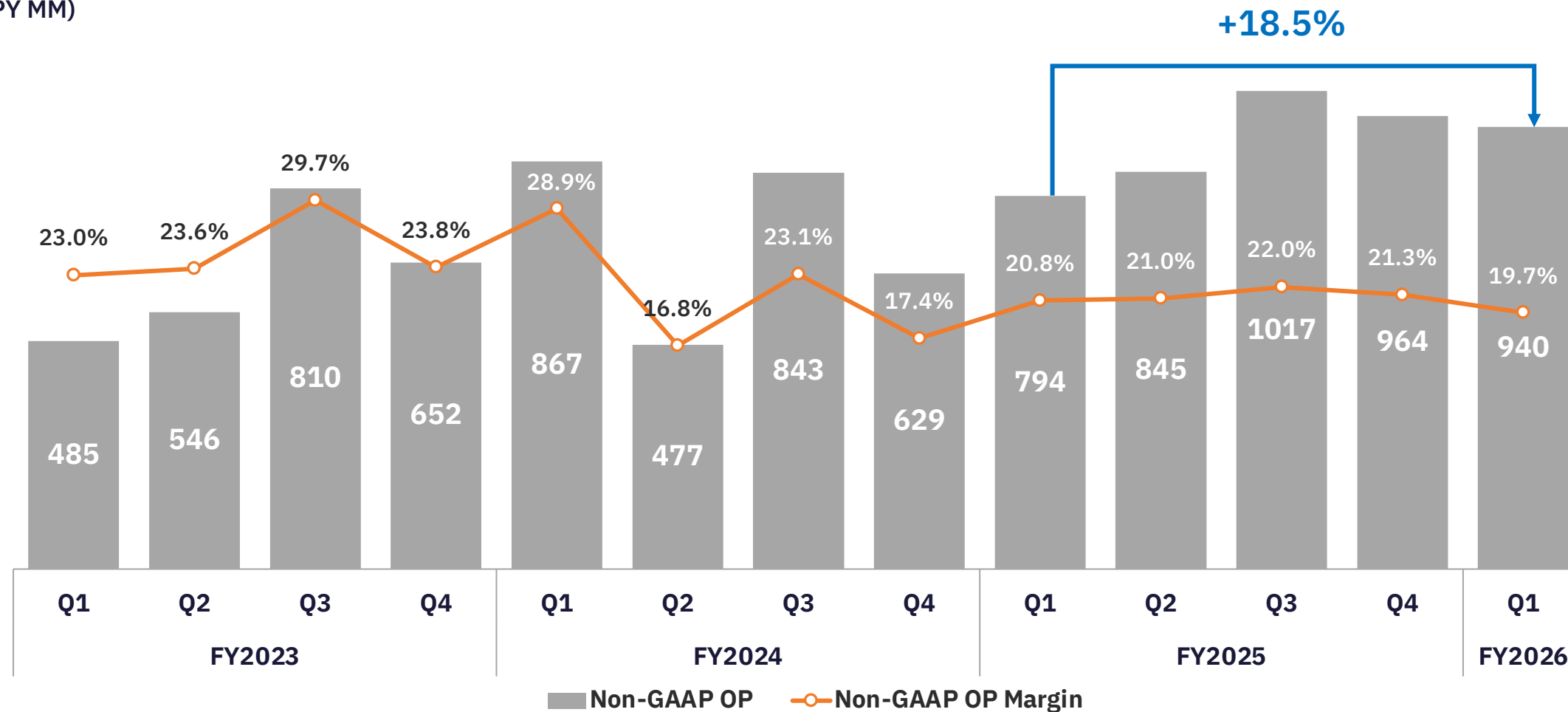
(JPY MM)



Non-GAAP Operating Profit* (Quarterly)

Despite continued investment in advertising and sales promotion, primarily for the Receipt Challenge app, Non-GAAP Operating Profit rose 18.5% YoY on the back of higher revenue.

(JPY MM)

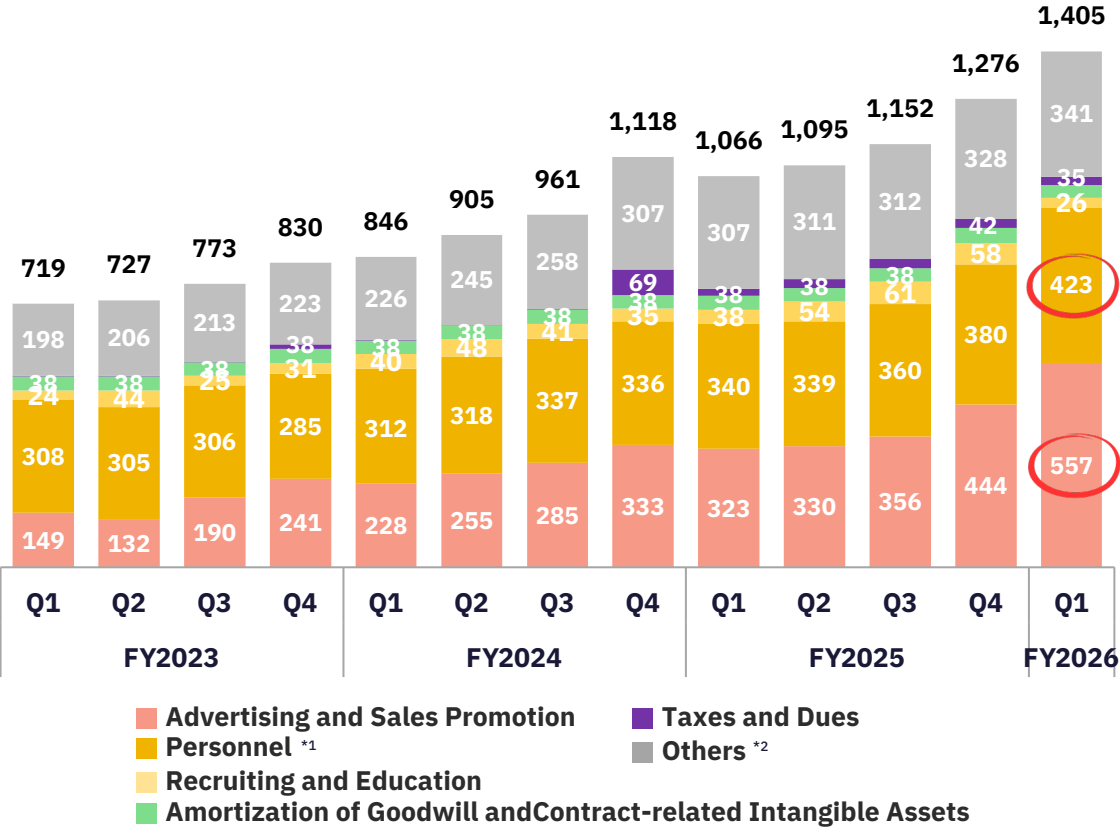


* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

Proactive investment in advertising and sales promotion for the Receipt Challenge app lifted the SG&A ratio to 29.5% (+1.5pt YoY); personnel costs rose +0.5pt QoQ on the hiring of new graduates.

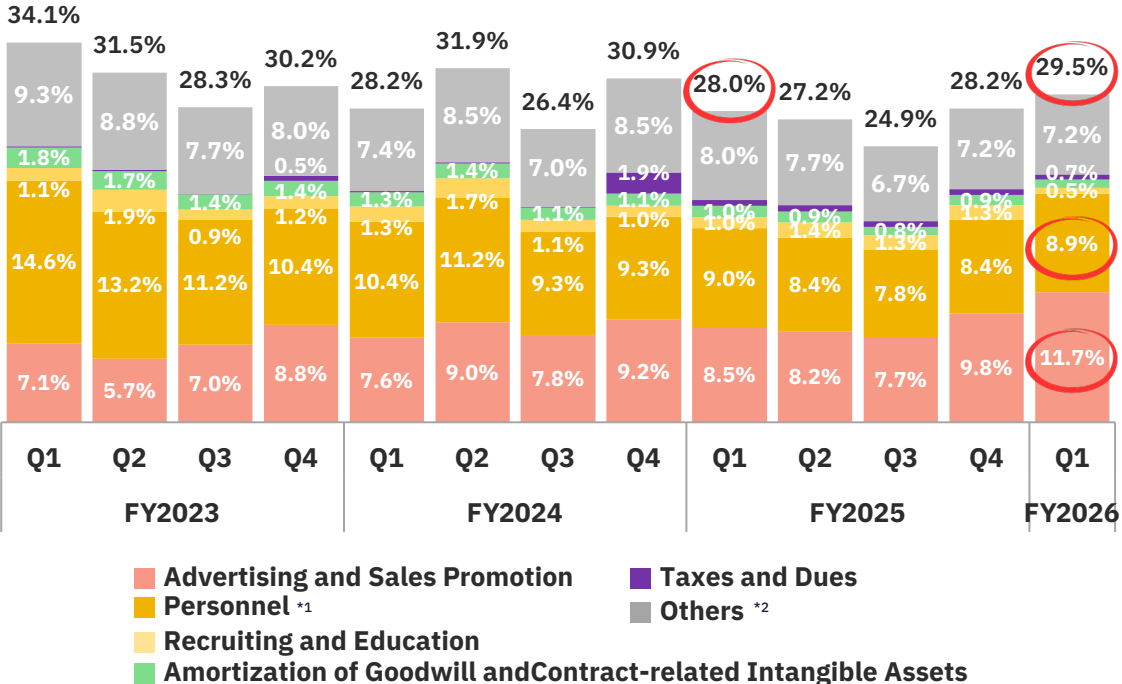
SG&A Breakdown

(JPY MM)



SG&A Ratio

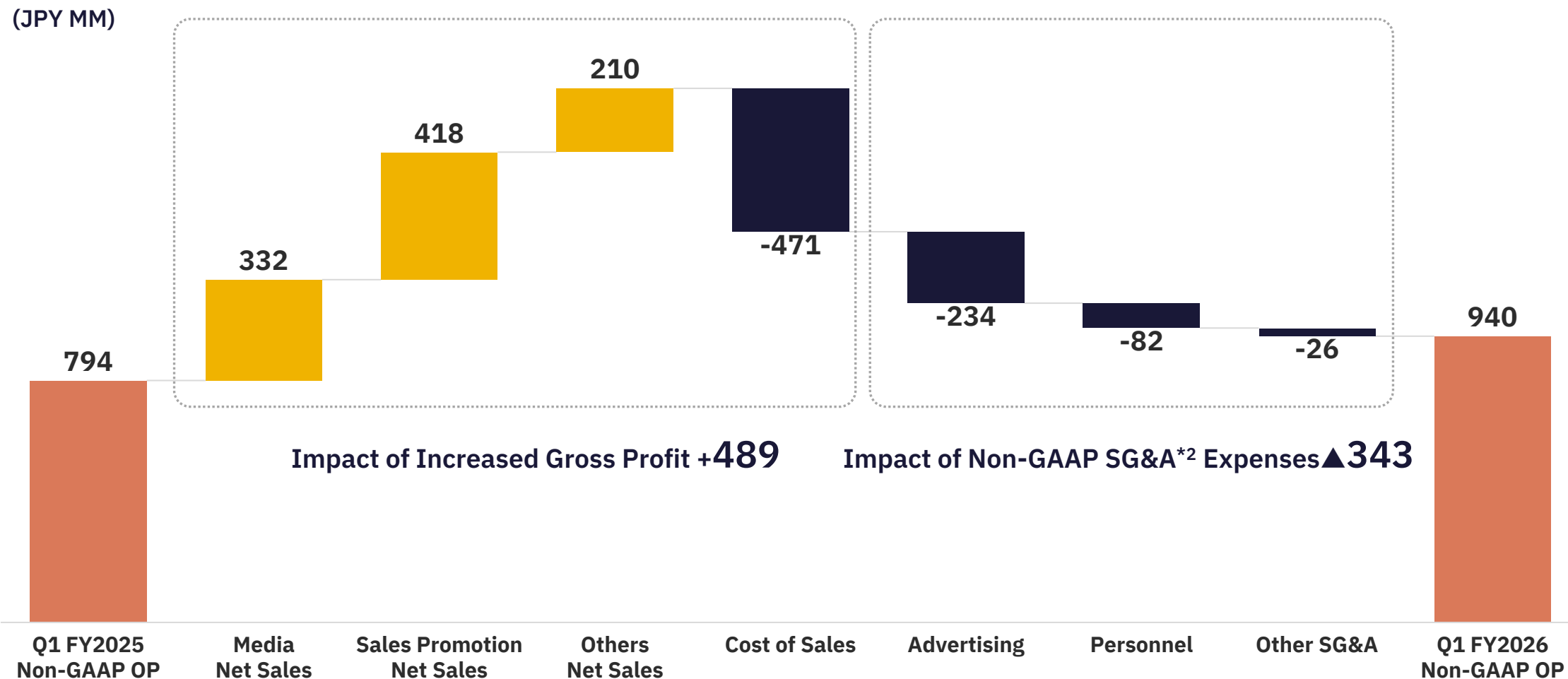
(%)



*1 Personnel expenses include those of directors, auditors, full-time employees and part-time employees.
*2 Others mainly includes outsourcing expenses and system usage fee.

Non-GAAP Operating Profit*¹ Bridge (YoY)

Gross profit rose JPY489MM driven by growth in the Media and Sales Promotion Businesses. Despite higher advertising spend for the Receipt Challenge app, Non-GAAP Operating Profit rose JPY146MM

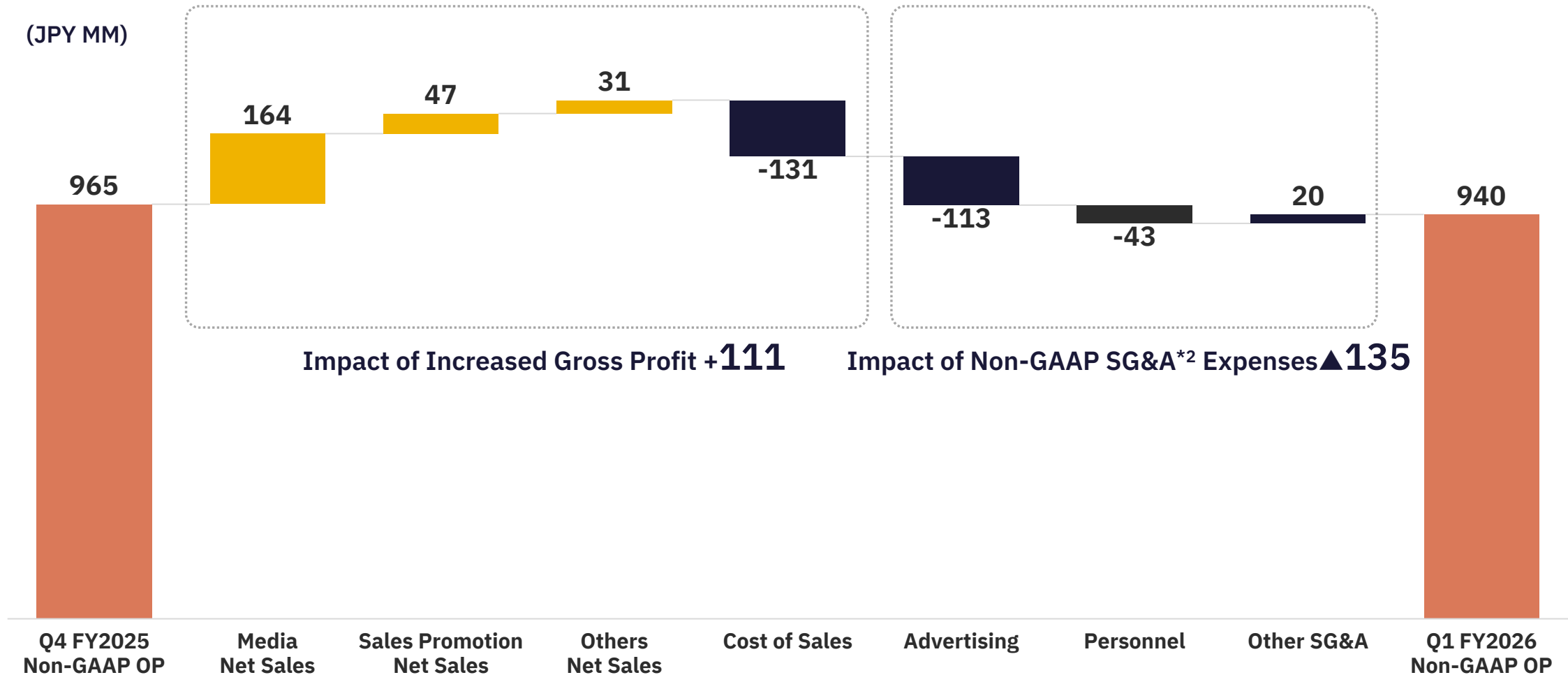


*¹ Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

*² Non-GAAP SG&A expense = SG&A expense — Goodwill amortization — Amortization of intangible assets

Non-GAAP Operating Profit*¹ Bridge (QoQ)

On a QoQ basis, gross profit increased by JPY111MM, but higher Non-GAAP SG&A, mainly advertising and sales promotion expenses for the Receipt Challenge app, resulted in a decline in Non-GAAP Operating Profit of JPY24MM



*¹ Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

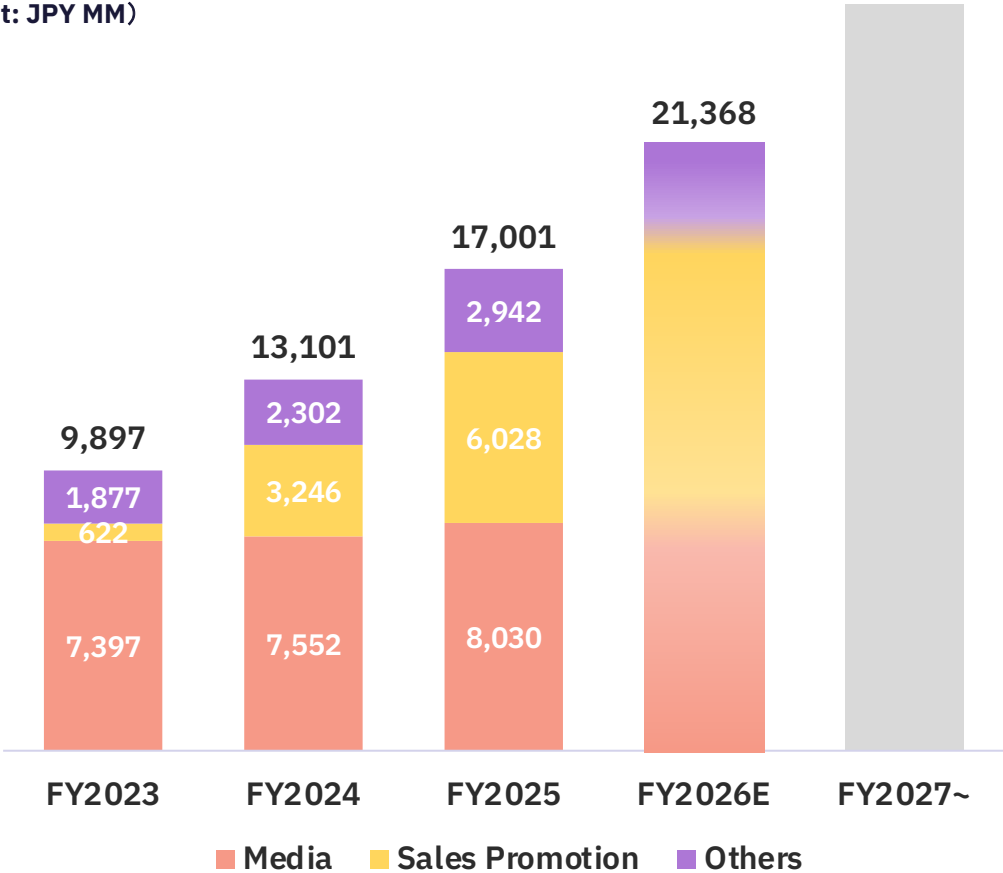
*² Non-GAAP SG&A expense = SG&A expense – Goodwill amortization – Amortization of intangible assets

(Repeated) Illustrative Diagram Showing Future Growth in Each Domain

Through proactive investment in the Sales Promotion segment, we aim to increase its net sales share while targeting a 25.7% YoY increase in consolidated revenue. Although the Non-GAAP OP margin will temporarily decline due to the investment, we expect recovery from the following fiscal year onward.

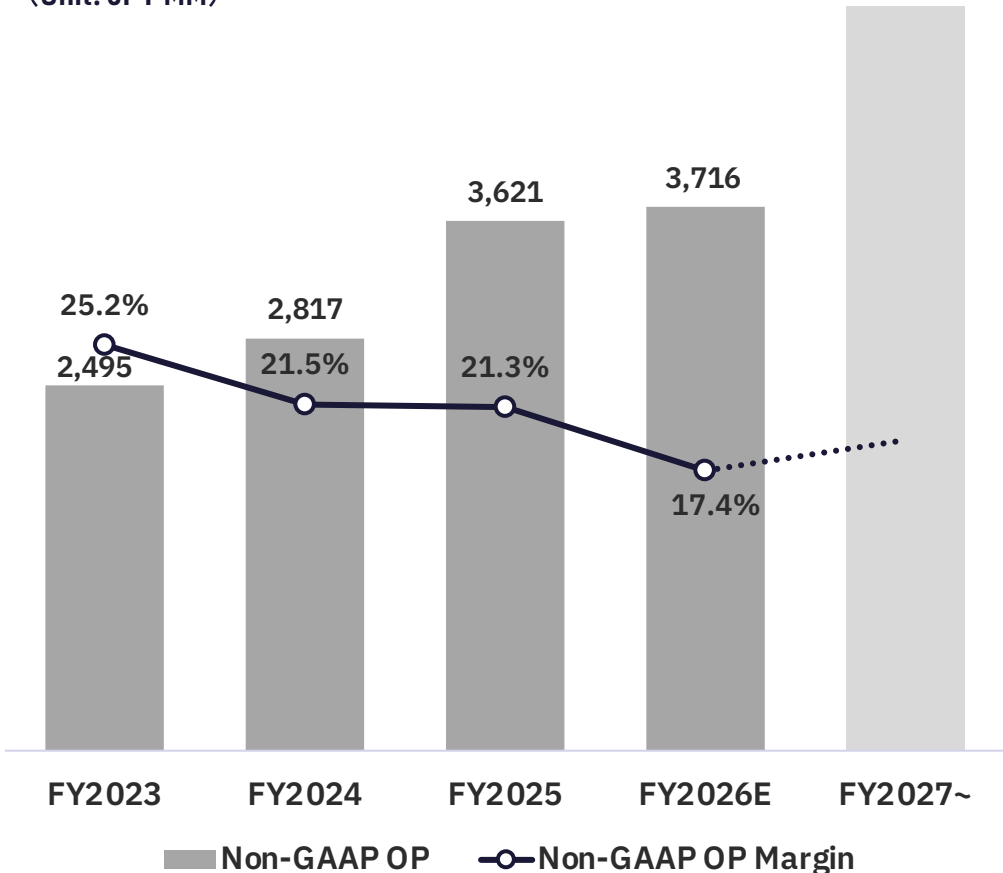
Trends in net sales

(Unit: JPY MM)



Trends in Non-GAAP OP

(Unit: JPY MM)



(Repeated) Business Policy for FY2026

Guidance

Net sales JPY **21.36** Bn
(YoY +**25.7%**)

Non-GAAP OP* JPY **3.71** Bn
(YoY +**2.6%**)

Policy and main measures

Further accelerate the growth
in Sales Promotion domain

Media



Policy

- Receipt Challenge app ADNW operations are expected to drive steady growth in the number of PVs.
- Unit pricing conservatively factors in market headwinds affecting third-party display advertising.

Sales Promotion



Policy

- Receipt Challenge category strategy: focused on expansion through growing retail partner accounts.
- Driving both MAU growth and higher conversion rates for Receipt Challenge.
- Kurashiru Retail Network: leveraging track record to further expand PFs of other companies.

Others



Policy

- Focused on acquiring and developing Virtual Livers with an emphasis on profitability.
- Accelerating growth of the newly acquired VTuber business.

* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

(Repeated) FY2026 Full-year Forecast

Targeting 25.7% YoY revenue growth, while Non-GAAP Operating Profit growth is planned at 2.6% due to upfront investment in Receipt Challenge PoC costs and user acquisition.

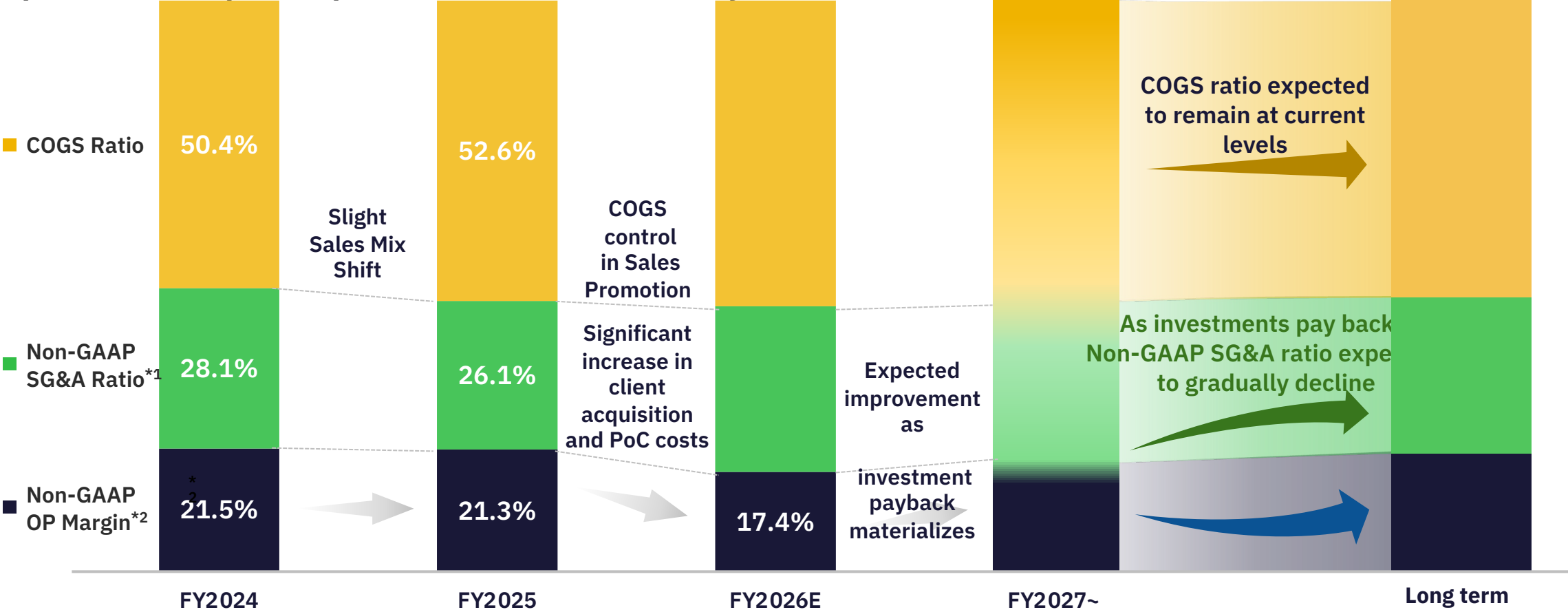
(Unit: JPY MM)	FY2025 Actual	FY2026 Forecast	YoY
Net Sales	17,001	21,368	25.7%
Non-GAAP Operating Profit*¹	3,621	3,716	2.6%
<i>Non-GAAP Operating Profit Margin</i>	<i>21.3%</i>	<i>17.4%</i>	<i>-3.9pt</i>
Operating Profit	3,463	3,573	3.2%
<i>Operating Profit Margin</i>	<i>20.4%</i>	<i>16.7%</i>	<i>-3.6pt</i>
Non-GAAP Profit*²	2,610	2,606	-0.2%
<i>Non-GAAP Operating Profit Margin</i>	<i>15.4%</i>	<i>12.2%</i>	<i>-3.2pt</i>
Profit	2,461	2,468	0.3%
<i>Profit Margin</i>	<i>14.5%</i>	<i>11.6%</i>	<i>-2.9pt</i>
Non-GAAP EPS	62.23	61.15	-1.7%
EPS	58.67	57.93	-1.3%

*¹ Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

*² Non-GAAP Profit = Goodwill amortization + Amortization of intangible assets - Tax adjustment + Profit

(Repeated) Medium- and Long-term Profit Structure

The impact of changes in the sales mix is expected to moderate, and together with cost-ratio control measures in the Sales Promotion Business, the cost of sales ratio is projected to rise only slightly YoY this fiscal year. While the SG&A ratio is expected to rise this year on higher Receipt Challenge promotional expenses, we expect improvement from next fiscal year onward

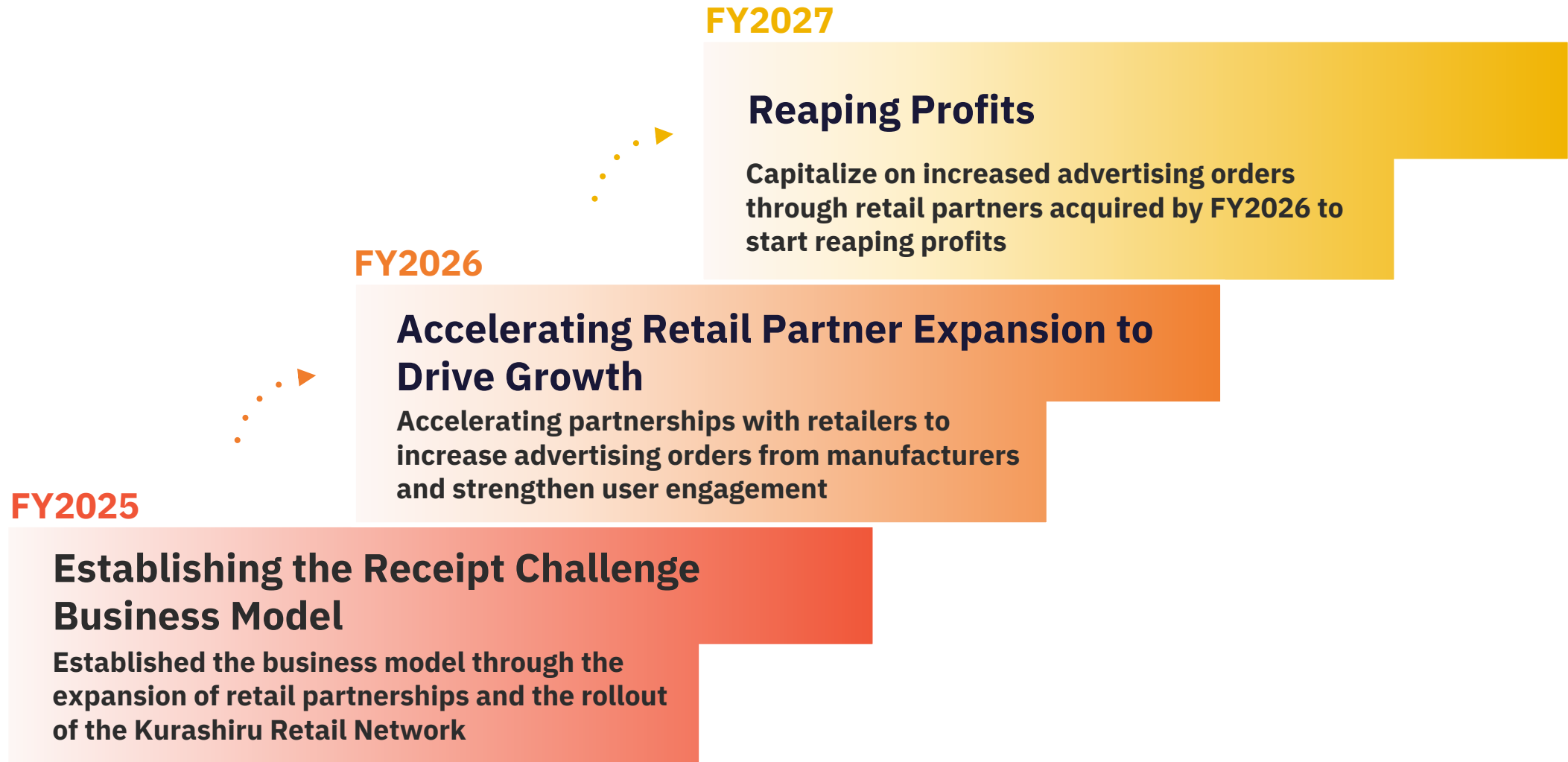


*1 Non-GAAP SG&A expense = SG&A expense — Goodwill amortization — Amortization of intangible assets
*2 Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

02 Key Topics

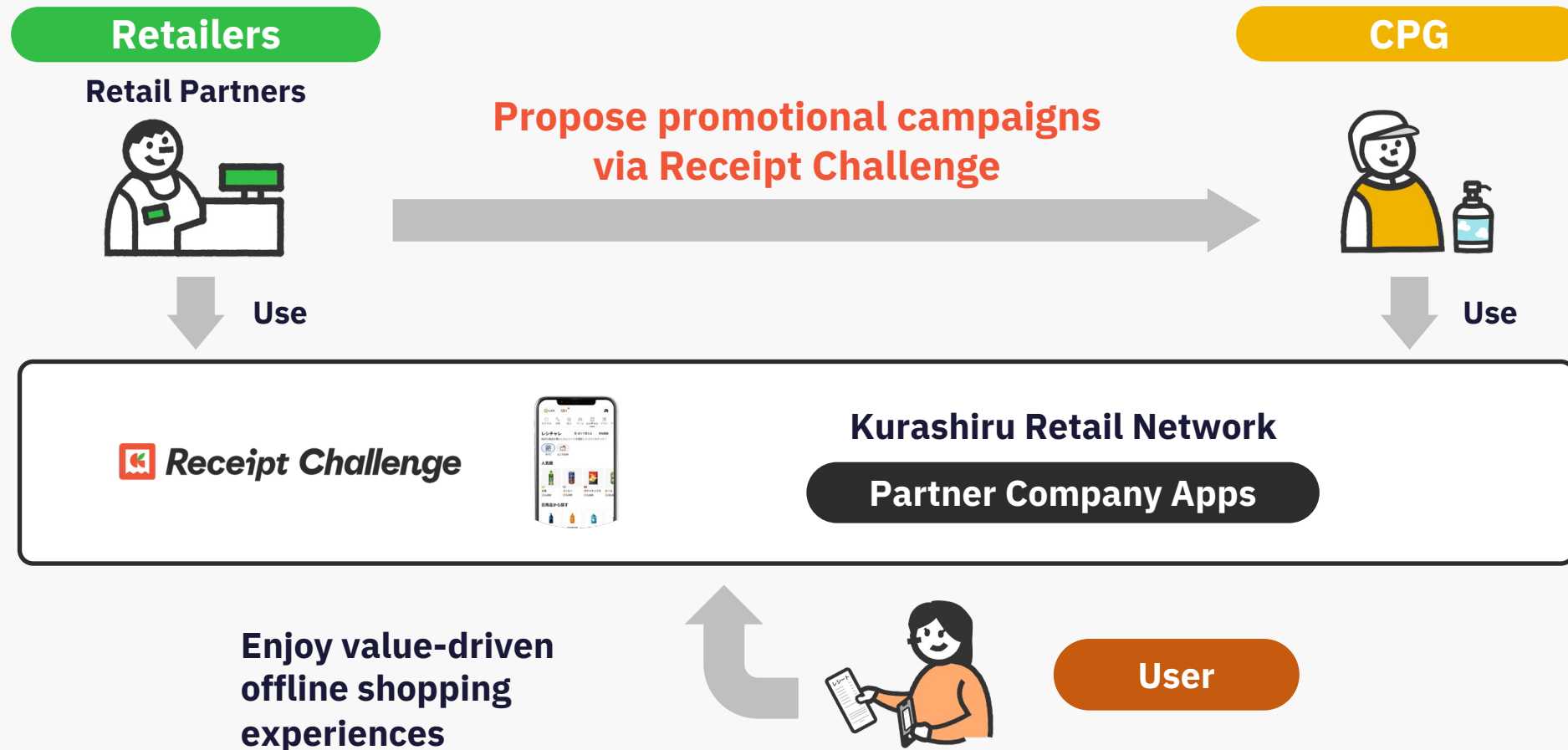
① Receipt Challenge: (Repeated) Current Status and Roadmap

Established a robust business model for Receipt Challenge in FY2025. The current fiscal year marks a phase of accelerating retail partner expansion to drive growth. We expect to start reaping profits in the next fiscal year.



① Receipt Challenge: (Repeated) Retail Partner Framework and Their Roles

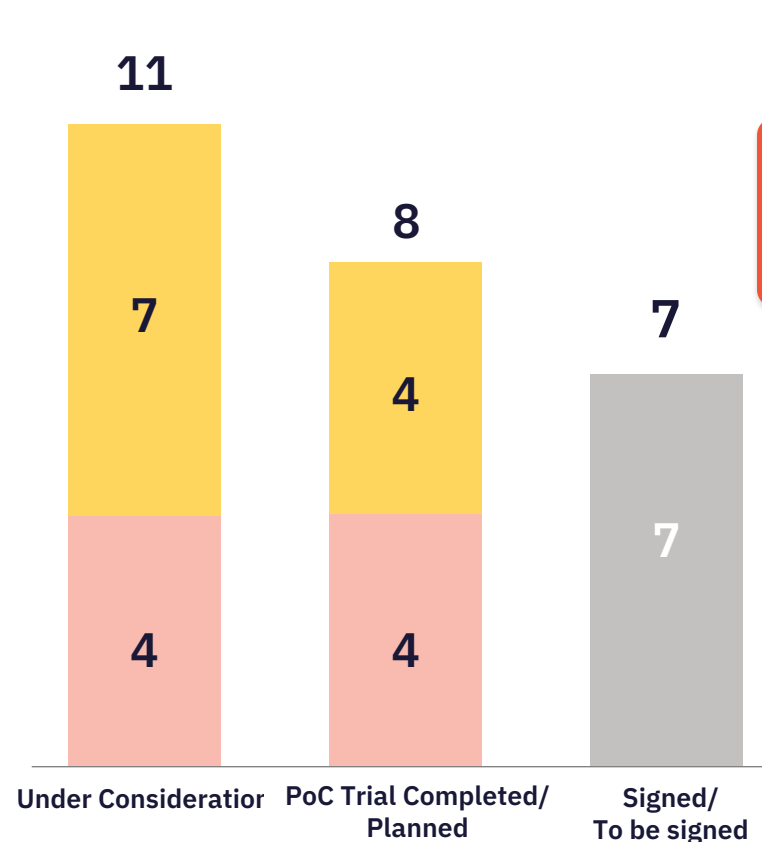
By expanding the number of retail partners and leveraging their cooperation, we expect a significant increase in the number of manufacturers and brands utilizing the Receipt Challenge.



① Receipt Challenge: Retail Partner Pipeline

Full-scale rollout among retail partners is accelerating. Contracted retail partners increased from 7 to 9 since the previous disclosure, while the pipeline of completed, planned, and prospective trials continues to expand.

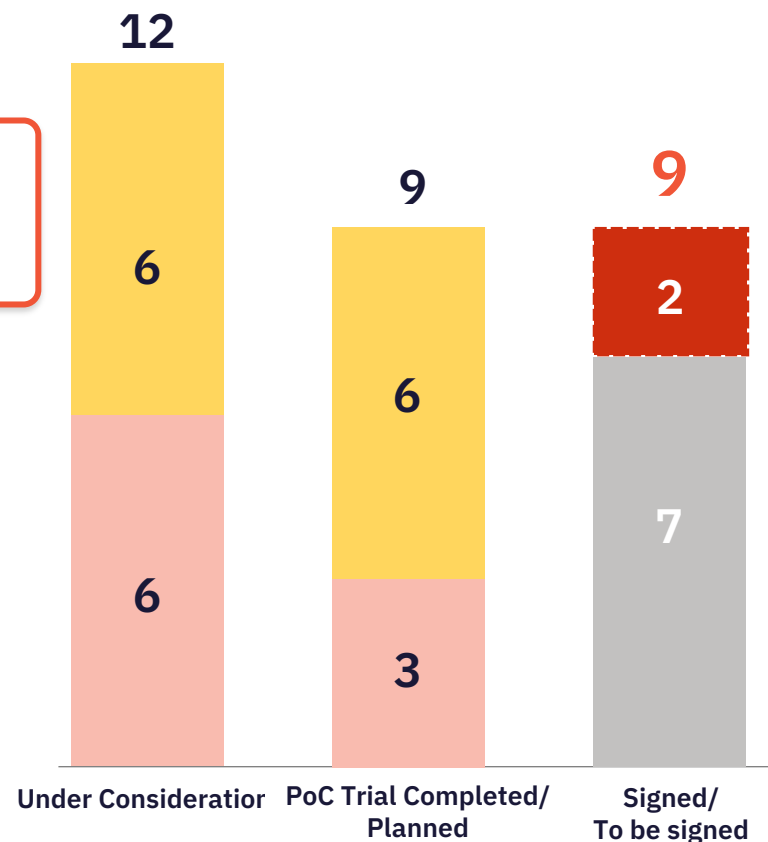
Previous disclosure (May 2026)



Of completed / scheduled trials,
2 signed / to be signed



Current disclosure (Jul 2026)



New Partners



Others

Existing Partners



(Tsuruha Drug)



(LIFE CORPORATION)



(SUNDRUG)

Others

Others

Annual sales are based on each company's most recent reported revenue, using publicly available information and data from Teikoku Databank.

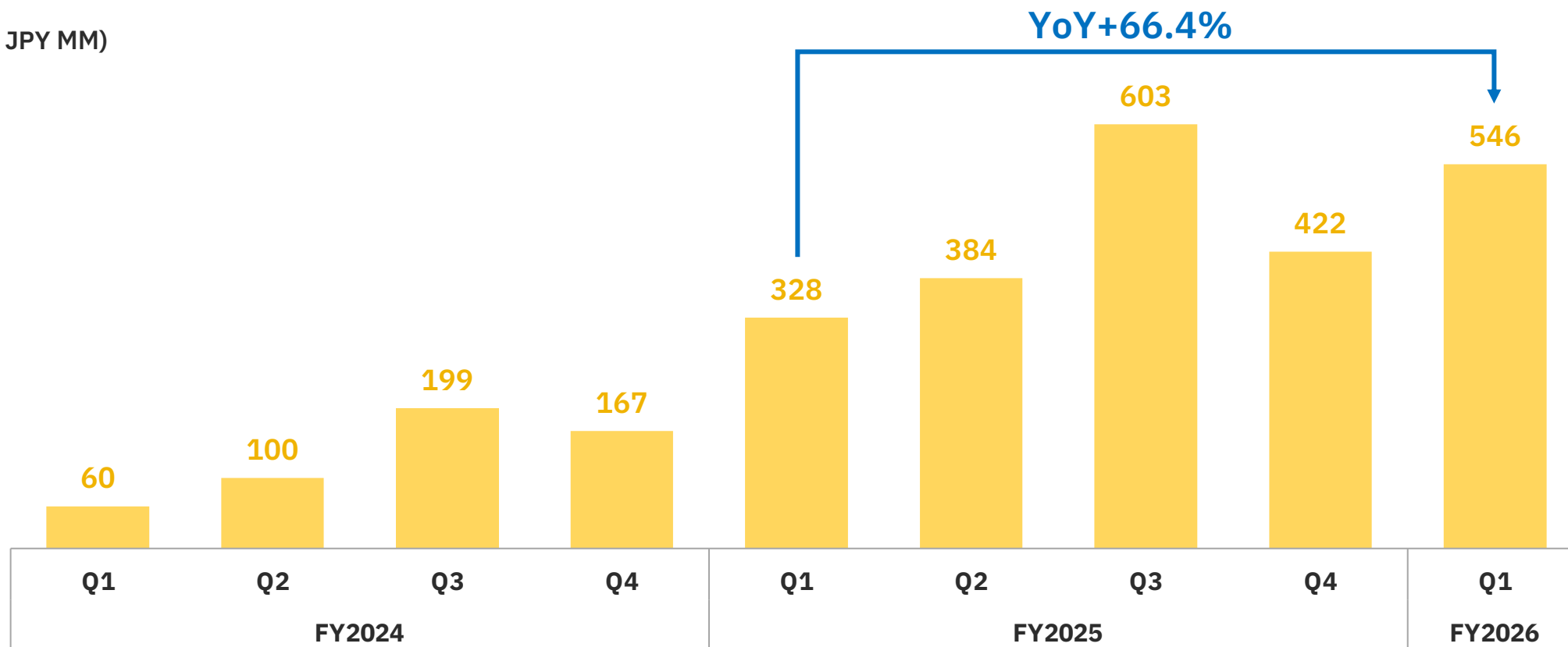
■ JPY100–300B sales
 ■ >JPY300B sales
 ■ Signed/To be signed

① Receipt Challenge: Offline Shopping Net Sales

Driven by our strategic focus on Receipt Challenge, Q1 net sales grew +66.4% YoY, continuing the strong growth trend. We will further strengthen investment in Receipt Challenge to accelerate growth and expand its share within the Sales Promotion Business

Receipt Challenge Offline Shopping Net Sales

(Unit: JPY MM)



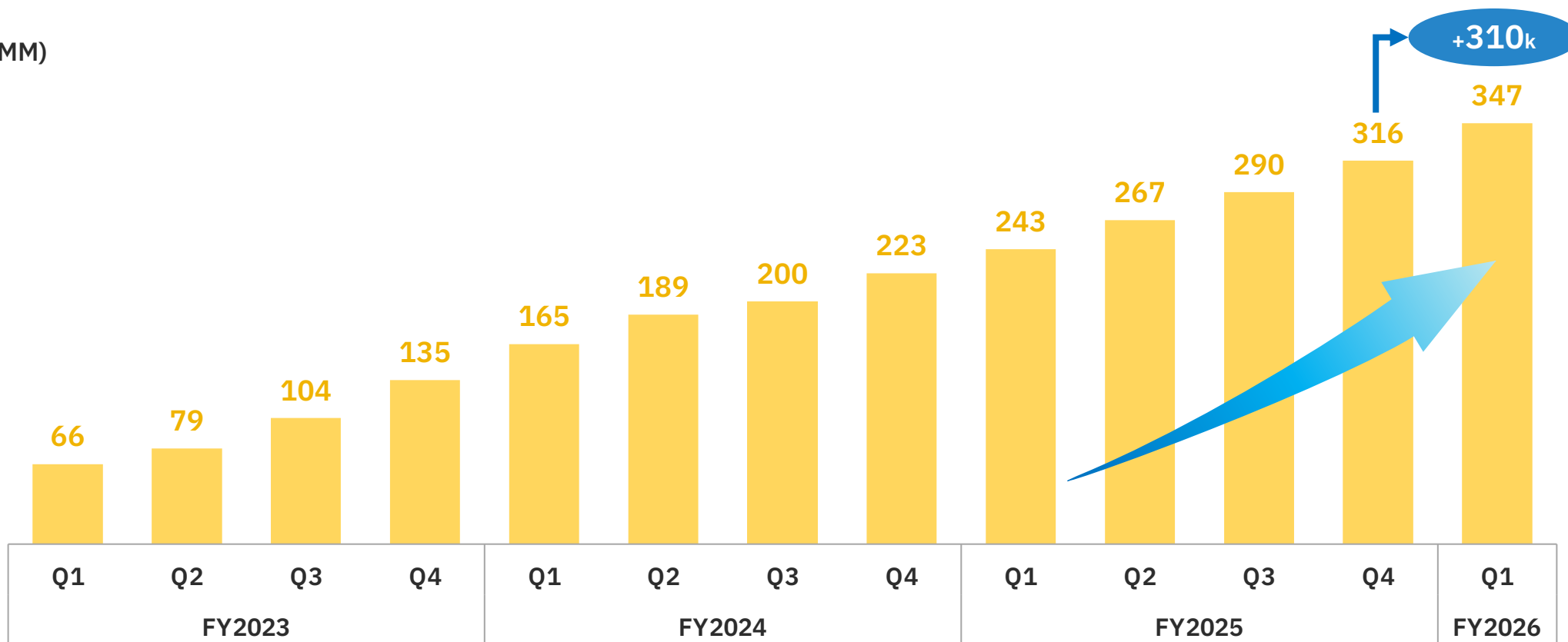
* Offline shopping net sales via the Receipt Challenge app, including Receipt Challenge-related net sales via the Kurashiru Retail Network.

① Receipt Challenge: Receipt Challenge-related MAU Trend

Receipt Challenge-related MAU reached 3.47MM at the end of Q1, up 310K on from the prior quarter-end, driven by proactive advertising investment

Receipt Challenge-related MAU*1

(Unit: MM)



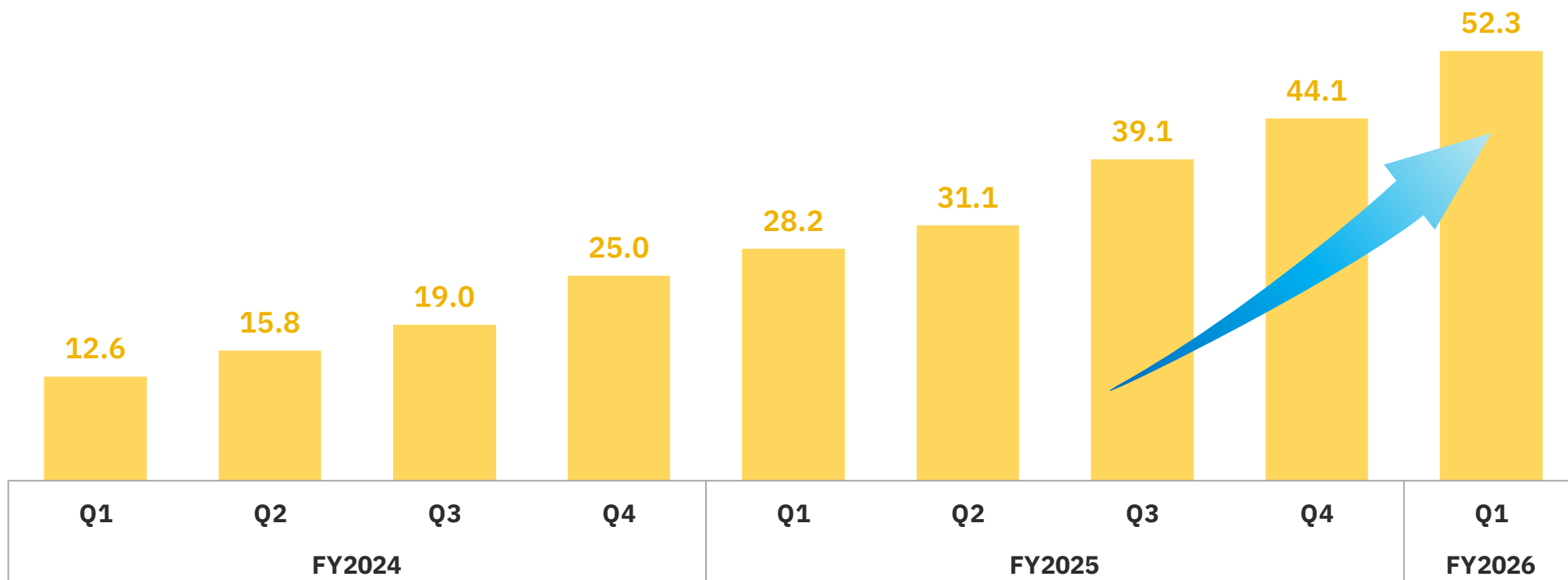
*1 Period average of aggregated Receipt Challenge-related MAU for each quarter (total unique users who accessed the website or launched the app within the past 30 days; overlap between Web and App users is not excluded). Given the focus on developing the Receipt Challenge website, Web MAU has been included in the Receipt Challenge-related MAU breakdown starting Q2 FY2025.

① Receipt Challenge: Offline Shopping UU Trend

Started disclosing trailing-12-month Receipt Challenge offline shopping UU, growing steadily on increases in SKUs, participating brands, and retail partners

Receipt Challenge Offline Shopping UU*¹ (Annual Base)

(Unit: K)



*¹ Unique users who participated in Receipt Challenge offline purchases during the one-year period preceding each quarter-end (excluding in-house promotional campaigns)

② AI Business: Government Priority Areas for the Food Value Chain

The government's vertical AI strategy identifies food-industry AX as a priority area that closely aligns with our focus areas.

Aim of the Vertical AI Strategy

- Reproduce Japan's strength in operational excellence with AI, pursuing AI transformation domain by domain
- Defines 20 priority domains by market potential, public value, and strategic importance, calling for focused public-private investment

~¥3tn

Projected domestic vertical AI market
in 2030

The government's priority investment domains

Manufacturing & Food Processing Area

- Optimizing the entire supply chain with AI to transform the industry into a data-driven structure

Logistics & Transportation Area

- Realizing a next-generation supply chain through cross-company data integration and AI

AI-driven optimization of the food industry supply chain is closely aligned with our focus areas.

Food industry supply chain and our service coverage



1 Production

Sales and production management AI agent services for food manufacturers

2 Wholesale

Agent services that streamline sales and administrative operations

3 Retail

Promotion and demand forecasting agents for retailers and CPGs powered by flyer and purchase data

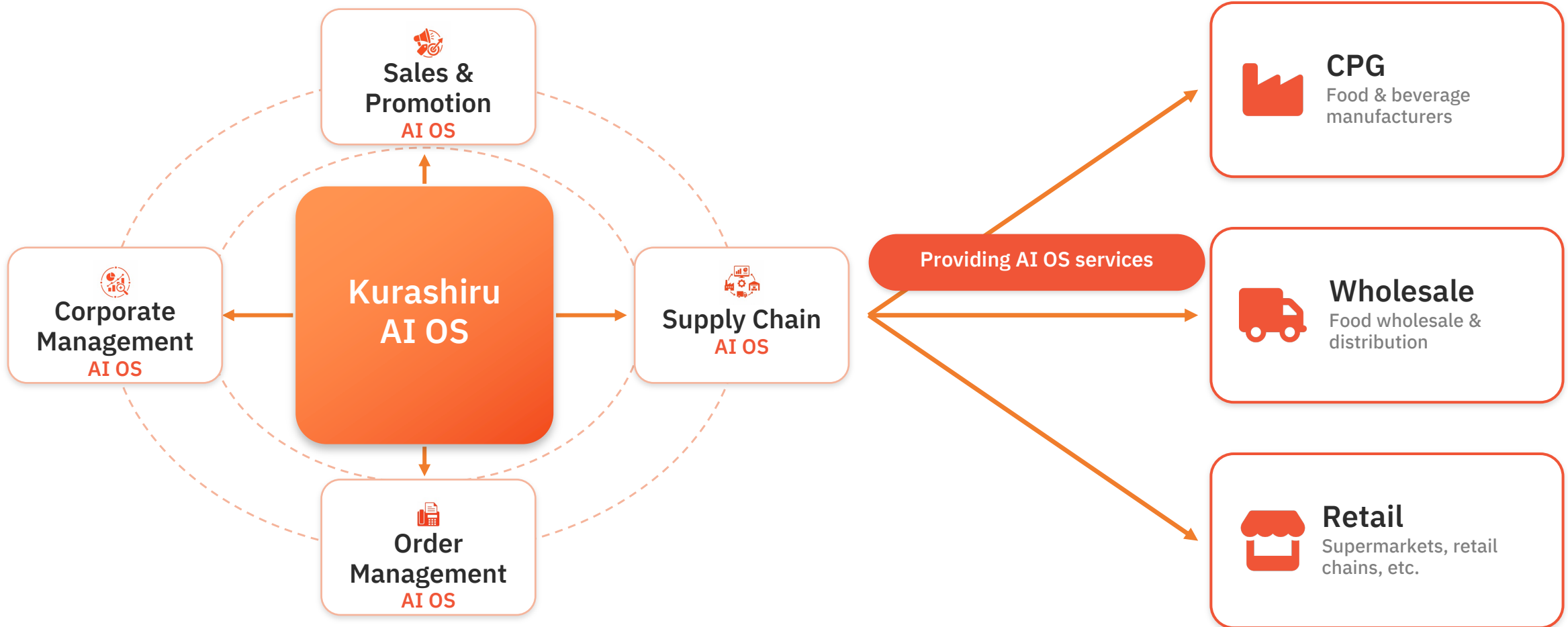
4 Consumers

Kurashiru, one of Japan's largest recipe video services, supports meal planning and cooking decisions

② AI Business: Kurashiru AI OS Overview

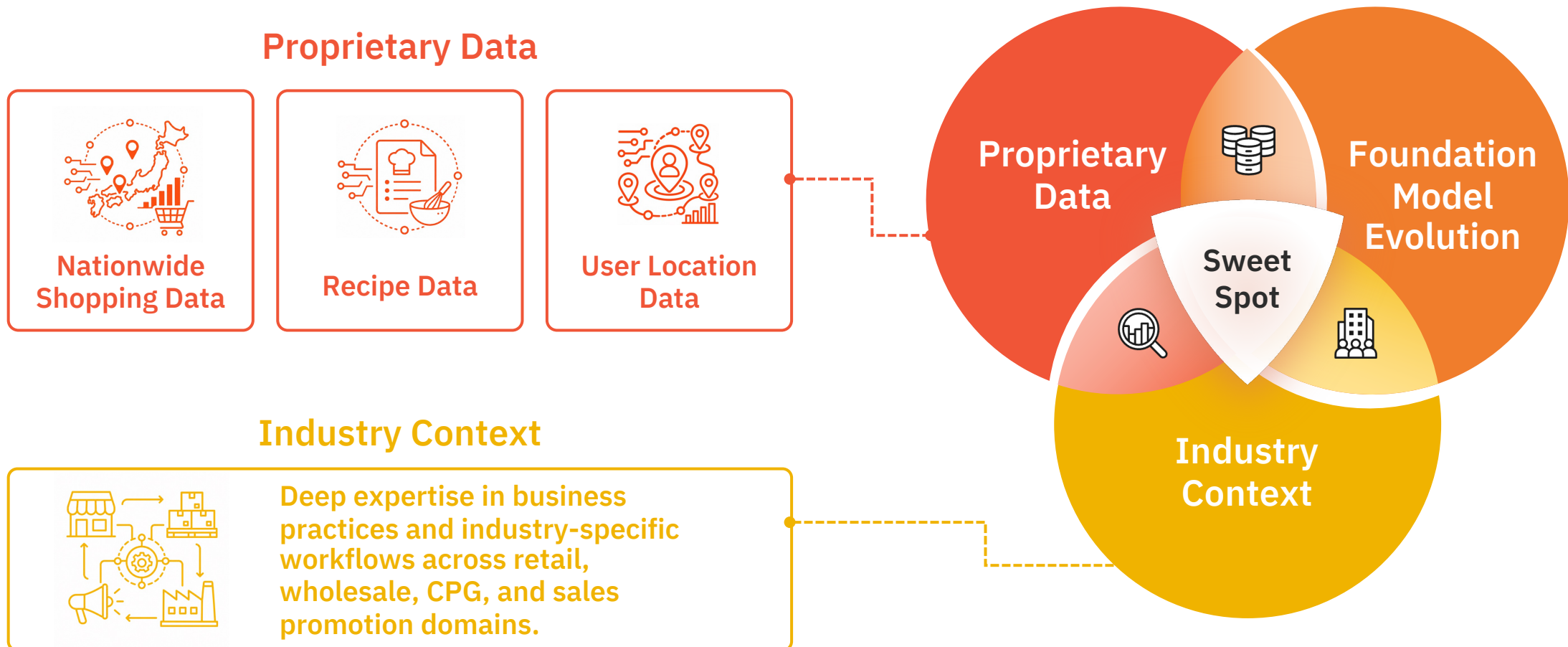
With Kurashiru AI OS at the core, we provide a suite of AI agent services covering sales & promotion, order management, supply chain, and corporate management to CPGs, wholesalers, and retailers

Players across the food distribution value chain



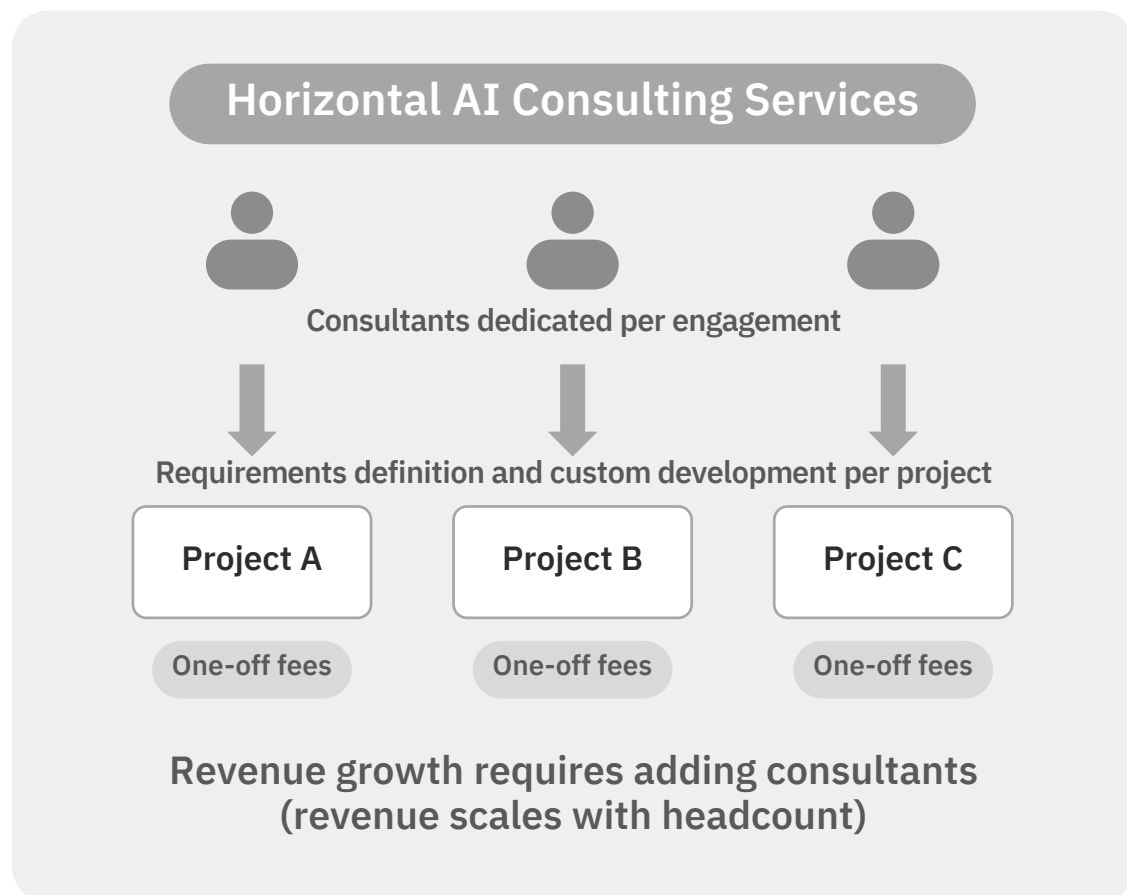
② AI Business: Kurashiru AI OS Winning Formula

In addition to the evolution of foundation models, the winning formula for Kurashiru's AI agents as vertical AI agents lies in “proprietary data” and “industry context” cultivated through operating Kurashiru and Receipt Challenge



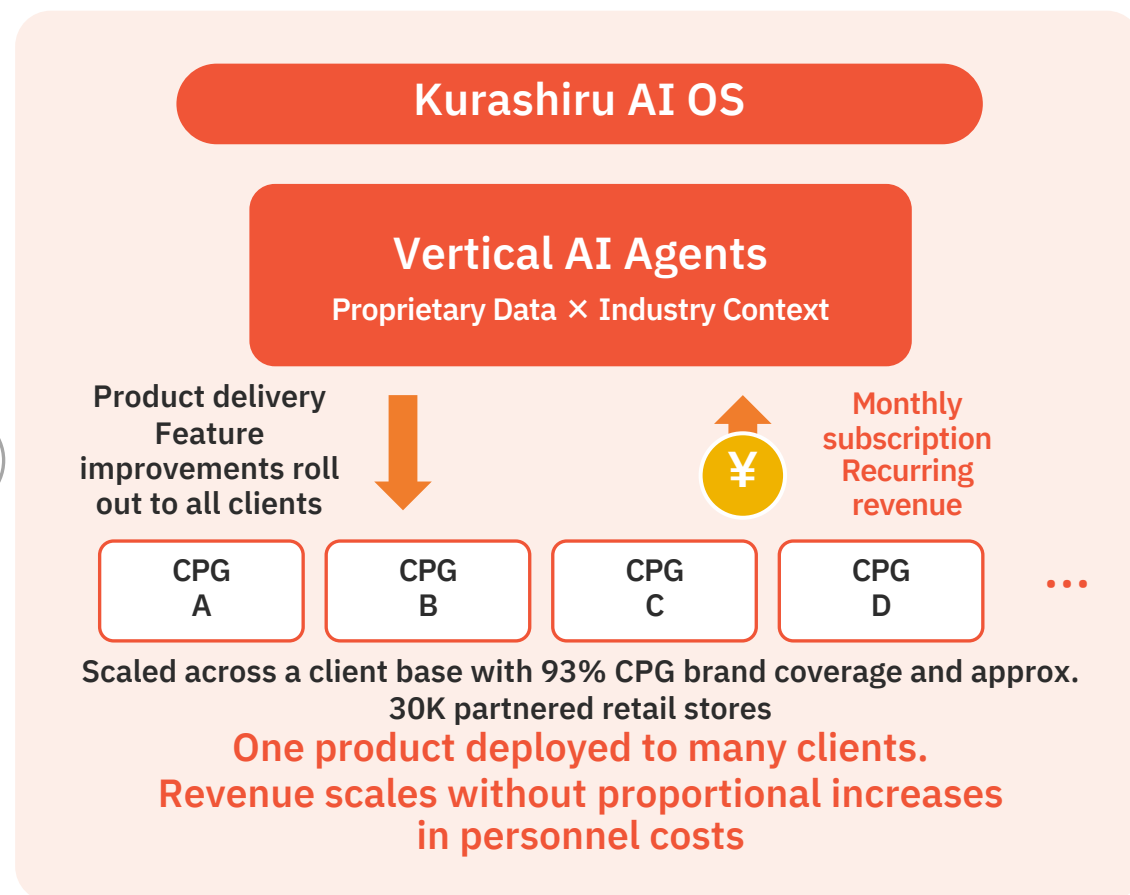
② AI Business: Structural Advantages in Productization and Monetization

While horizontal AI consulting remains labor-intensive and client-specific, Kurashiru AI OS standardizes industry-common pain points into products, enabling a recurring revenue model.



→ Labor-intensive; relatively low margins

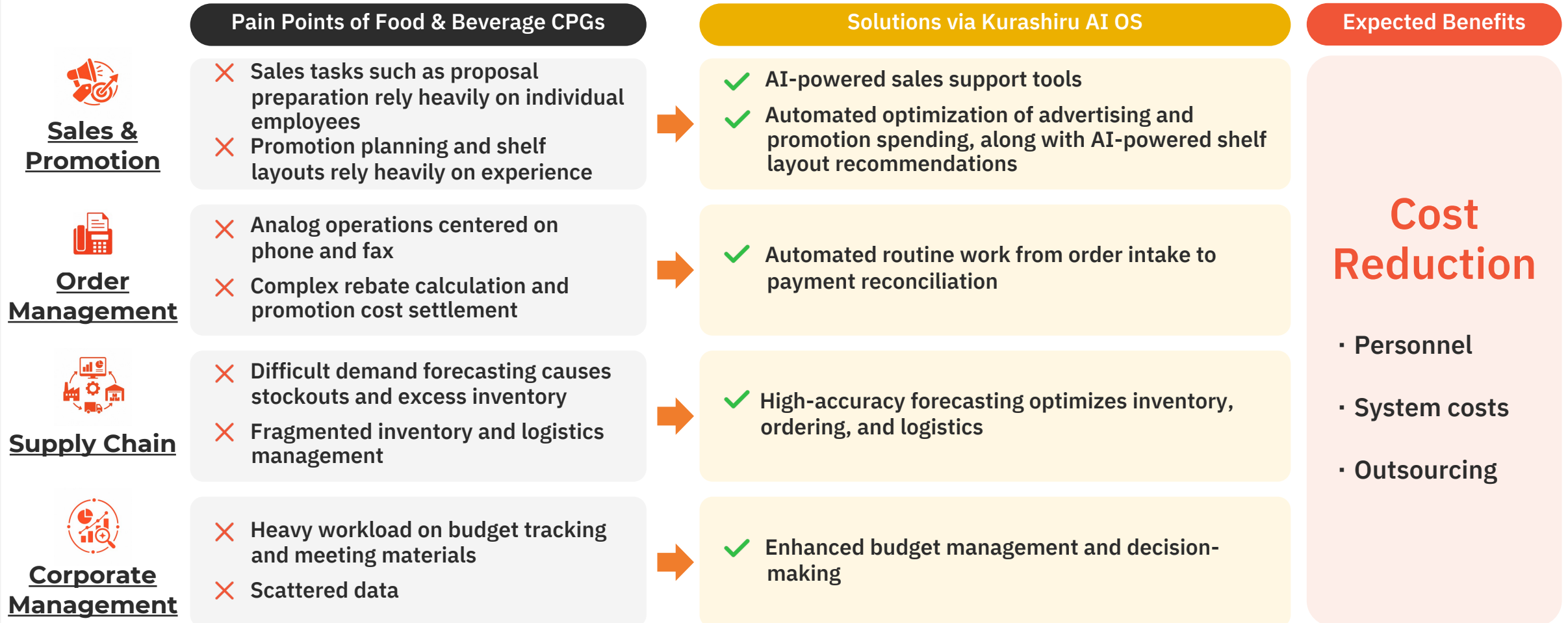
VS



→ Product model with margins that improve with scale

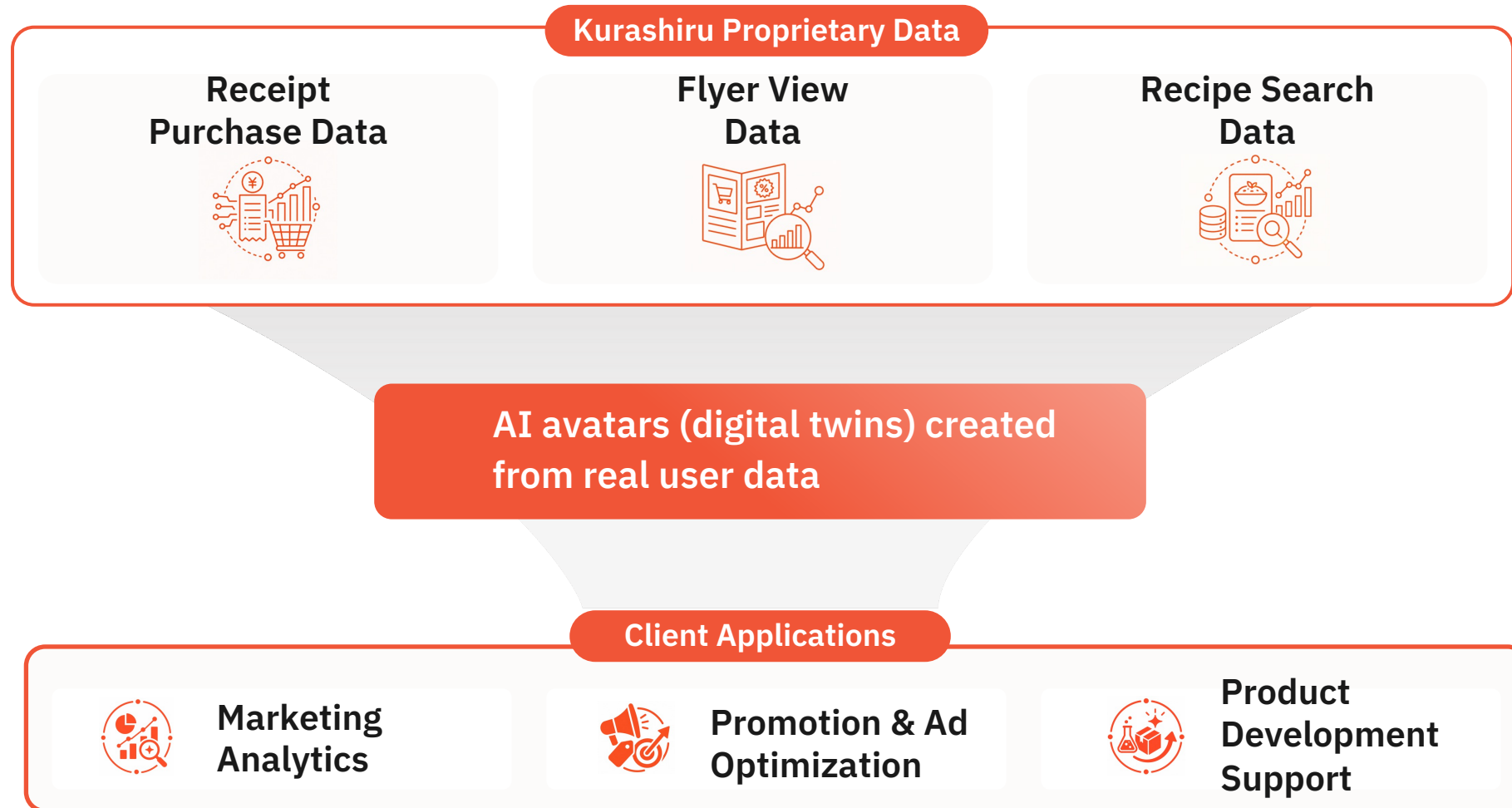
② AI Business: Addressing Deep Client Pain Points as a Vertical AI Agent Kurashiru

Kurashiru AI agents address the operational pain points faced by food & beverage CPGs through our proprietary data and industry context.

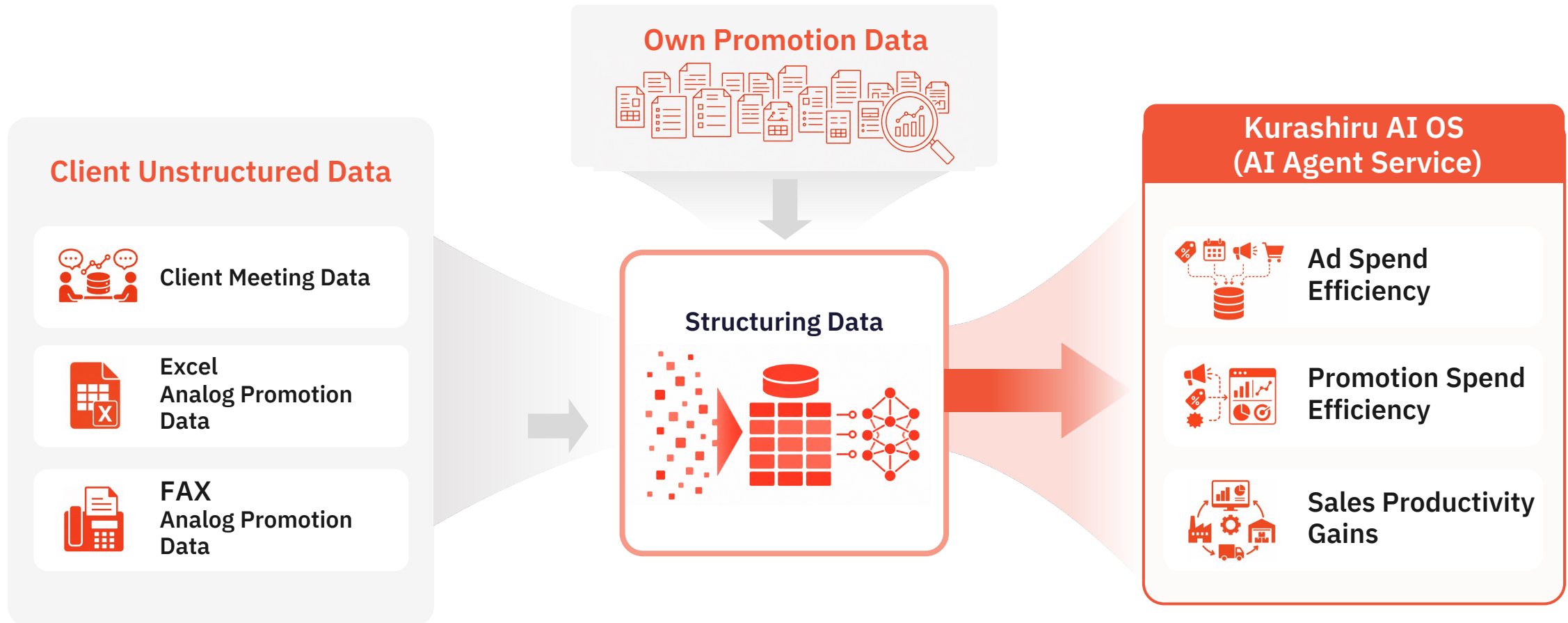


② AI Business: Services Leveraging User Behavior Data

Leveraging our proprietary data on receipt purchases, flyer views, and recipe searches, we provide AI avatar services

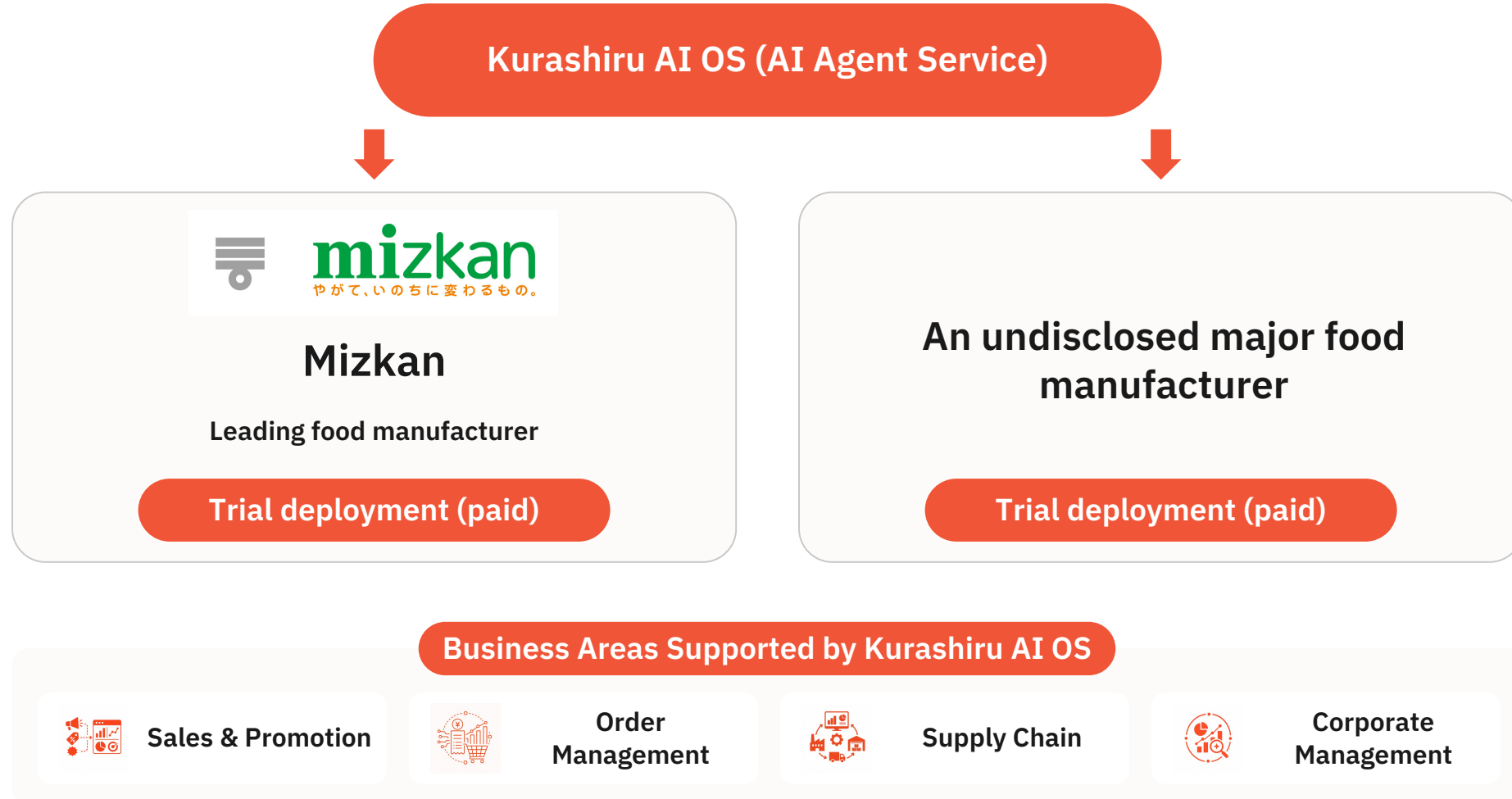


By structuring clients' unstructured data together with Kurashiru's proprietary promotion data, we provide AI agent services that leverage clients' operational expertise.



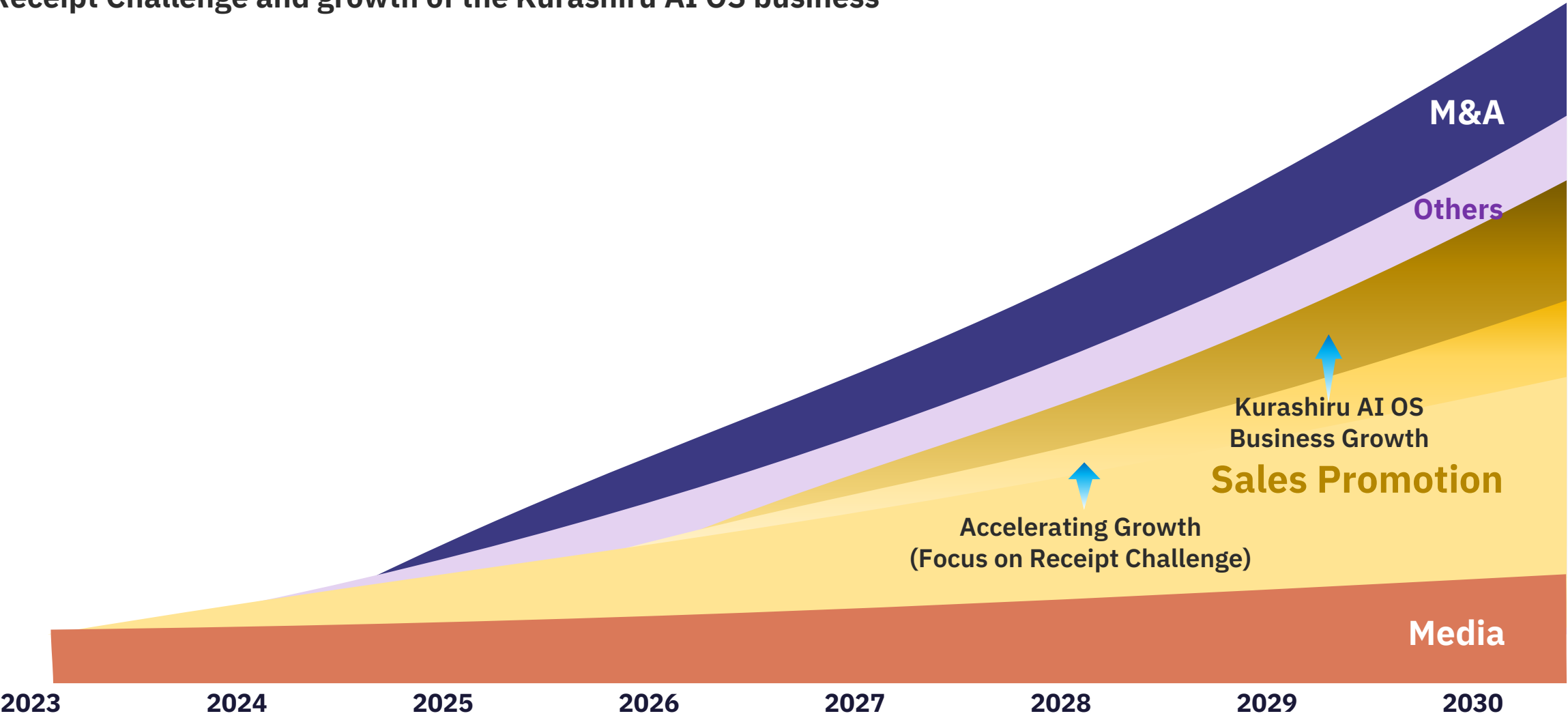
② AI Business: Service Adoption by Major Clients

Paid deployment of Kurashiru AI OS services planned for Mizkan and an undisclosed food manufacturer, both leading food manufacturers



Mid-term Vision for 2030

The Sales Promotion Business is expanding steadily; we will drive further growth through investment in Receipt Challenge and growth of the Kurashiru AI OS business



Track Record of Acquisitions

Completed five acquisitions, all of which have achieved business growth following acquisition

- Post-acquisition business growth has been achieved through standardized business execution and management

Specific Target Areas

1. Sales Promotion: Driving Top-Line Growth Through Cross-Selling

- Expanding the lineup of sales promotion solutions for retailers and CPGs
- Targeting companies that enable immediate cross-selling to our existing client base

2. AI Agents: Acquiring Capabilities and Expanding into New Domains

- Accelerating deployment by acquiring top AI engineering talent
- Expanding into verticals beyond our current target domains

Acquisition Criteria

Balancing Clear Business Synergies with Investment Discipline

- **Clear, quantifiable top-line and cost synergies**
- Limited to acquisitions where investment payback is achievable, including synergies.

03 Q&A

Expected Questions Regarding Q1 FY2026 Financial Results

Question	Answer
What is driving the Media Business's strong 17.6% YoY growth?	• The main drivers were user growth in Receipt Challenge-related services and internal cross-traffic initiatives, which kept PVs on a solid growth trajectory.
Regarding the newly disclosed Receipt Challenge Offline Shopping UU (Annual Base): what is the background and definition, and why disclose it on an annual basis?	• We view the number of users who actually make in-store purchases as the essential KPI for Receipt Challenge. We have begun disclosing it alongside offline shopping net sales so that investors can track it directly. • It is defined as the number of unique users who participated in Receipt Challenge offline purchase campaigns during the one-year period preceding each quarter-end (excluding in-house promotional campaigns). Because single-quarter figures are volatile due to the seasonality and timing of promotional campaigns, we present the trend on an annual basis. • In addition, as some products have long purchase cycles, we believe an annual view is more appropriate than a quarterly one.
Could you comment on the AI business's traction (number of client deployments, pipeline, and ARR build-up)?	• Paid deployment of Kurashiru AI OS services planned for Mizkan and an undisclosed food manufacturers, both leading food manufacturers • Leveraging the client base of food manufacturers, wholesalers, and retailers built through our Media and Sales Promotion businesses, we have direct access to the CXO layer; customer interest is very strong and the deal pipeline is expanding.

04 Appendix

Business Policy

Review on FY2025

- Strategic focus on the Sales Promotion segment drove its revenue growth to 85.7% YoY
- Consequently, raised its share of total revenue to approximately 40%.

Position of FY2026

- To further accelerate the momentum of Receipt Challenge within the Sales Promotion segment
- We plan to ramp up investment in this fiscal year, with a particular focus on acquiring retail partners and users.

Track-record and guidance

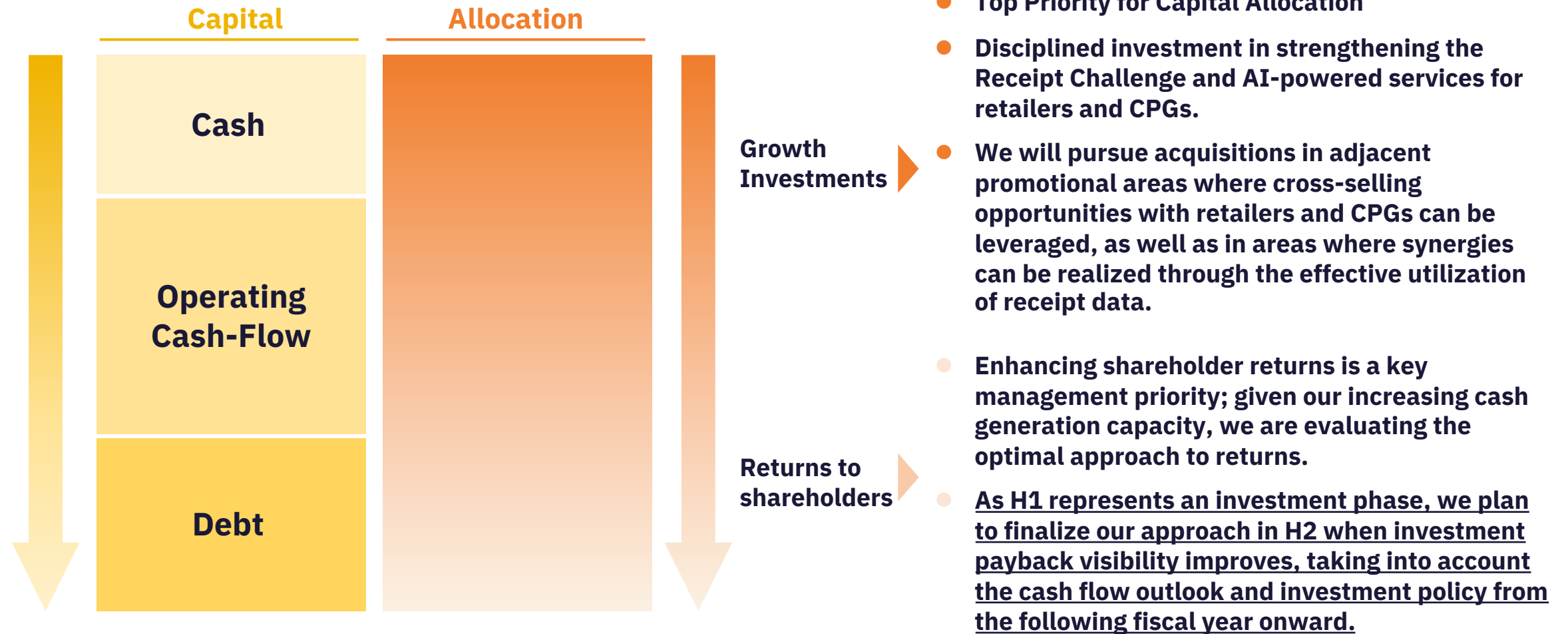
- Despite the sales mix shift driven by Sales Promotion Business expansion, successfully realized operating leverage
- Net sales increased 29.8% and Non-GAAP OP* increased +28.5% from FY2024.

- While substantial growth in the Sales Promotion segment is anticipated, gross margin is expected to remain at current levels as the pace of sales mix shift moderates
- Revenue is expected to increase 25.7% and Non-GAAP OP* to increase 2.6% from FY2025.

* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit(Please see p.55 for the detail)

Cash Allocation Policy

Our policy prioritizes deploying cash on hand and operating cash flow toward business investments and M&A to drive medium to long-term value creation.



Company Overview

Company name	Kurashiru, Inc.	
Address	Shibaura, Minato City, Tokyo	
Establishment	April 2014	
Major shareholders	LY Group ※ LY Group includes LY Corporation and YJ2 Investment Partnership Yusuke Horie	
Capital	JPY190,840,450	(as of March 2026)
# of employees*	219 employees	(as of March 2026)
Business operations	• Operates recipe video platform “Kurashiru” • Saving Money app “Receipt Challenge” • Operates lifestyle media “TRILL” • Operates creator management office “LIVEwith”	

* # of employees does not include part-time employees, temporary employees, directors, and auditors



User Base

MAU*1

Approx. **36** MM

with approx. **7.20** MM users from APP

Brand Awareness of Kurashiru in Japan*2

58.1%

with **76.4%** being women

Social Media Followers*3

Approx. **12** MM

Brands / Retail Customers

Coverage of Japanese
Food & Beverage CPG Brands*4

93%

of Partnered Retail Stores
in Japan*5

Approx. **30k** stores

Financials

Revenue (FY2025)

JPY **17.0** Bn

Revenue Growth
(FY2025 YoY)

29.8%

Non-GAAP OP Margin
(FY2025)*6

21.3%

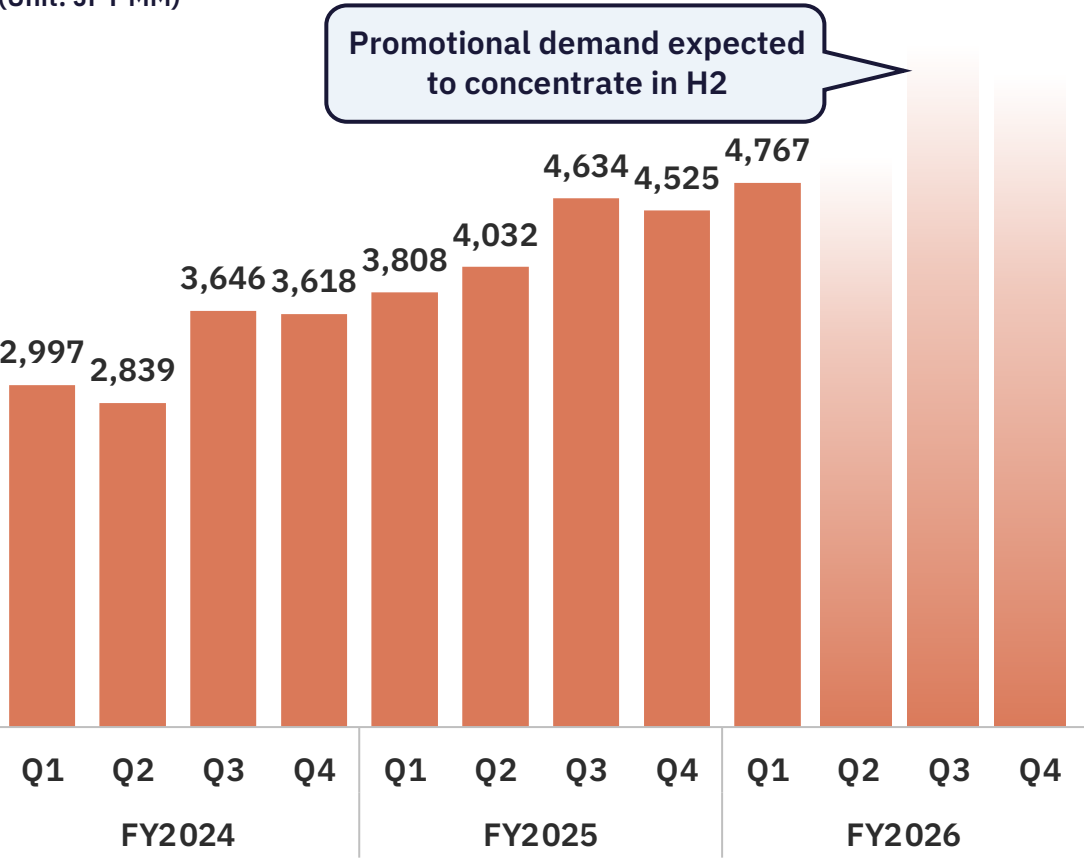
*1 Average of total Kurashiru and Receipt Challenge related WEB/APP MAU in Q1 FY2026 (Web MAU: sum of the # of active users on Web in the past 30 days / APP MAU: sum of the # of users that have used. Duplicate users of WEB and APP have not been removed from the calculation. *2 Survey conducted by Macromill. Responses to the question "Cooking recipe video sites and apps you know" (Subject: 759 respondents (377 male and 382 female) in their 20-50s out of 1,036 total respondents / Period: March 29-30, 2024 / Method: internet research) *3 Sum of Kurashiru and Receipt Challenge's official Social media account followers on Facebook / X / TikTok / Instagram / YouTube / LINE / LINE News as of June 2026. *4 % of companies (28 companies) that have partnered with Kurashiru in the past, out of 30 companies with top revenue as of last fiscal year, classified as "Foods" under Japan Exchange Group's Sector Classification. Mainly conducts sales activities centered on Japanese food and beverage companies for tie-up ads and purchase-based offers that use recipes as of now (submission date). *5 # of partnered retail stores in Japan as of June 2026 *6 Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

Outlook of Net Sales and Non-GAAP OP for FY2026

Promotional demand is again expected to concentrate in H2 this fiscal year, with both net sales and Non-GAAP Operating Profit weighted toward the second half.

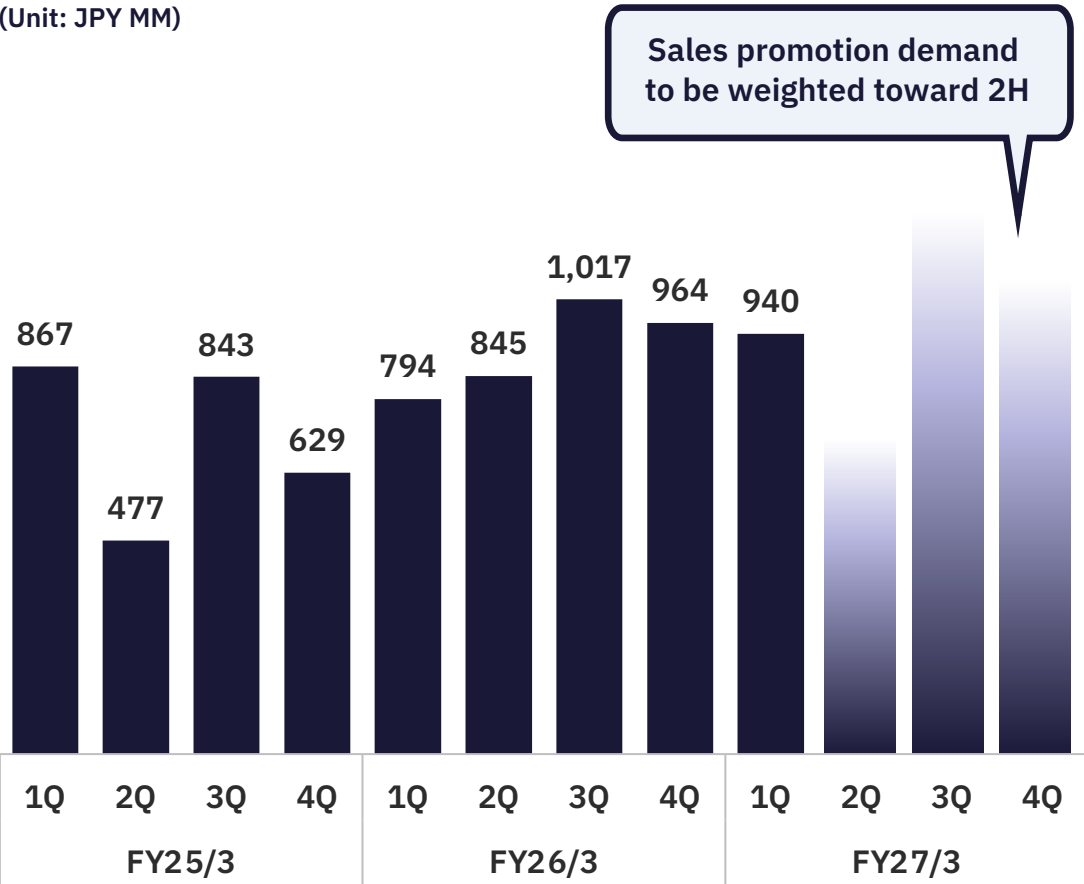
Outlook of quarterly net sales (for illustrative purpose)

(Unit: JPY MM)



Outlook of quarterly Non-GAAP OP* (for illustrative purpose)

(Unit: JPY MM)

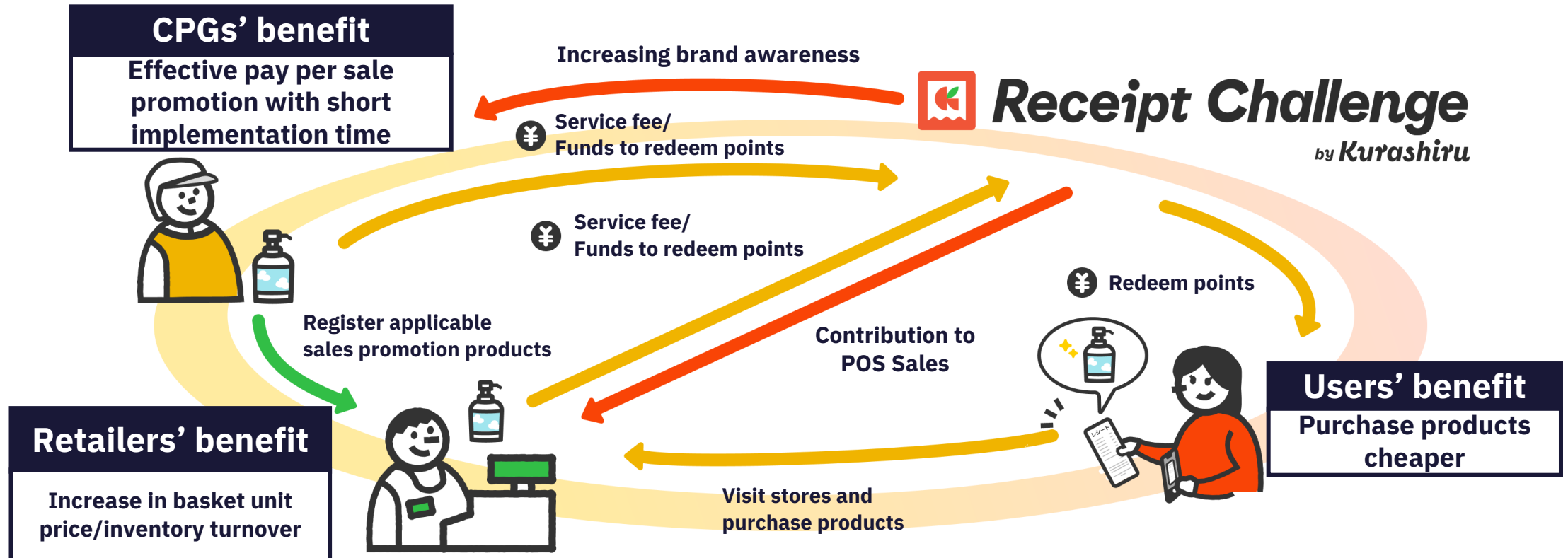


* Non-GAAP Operating Profit = Goodwill amortization + Amortization of intangible assets + Operating profit

Offline-shopping (Purchase-based offers) Overview

We provide sales promotion services to CPGs and retailers through purchase-based offers. It is a scheme designed to redeem reward points to users while receiving from CPGs operational expenses and funds to redeem points, and sales promotion expenses from retailers.

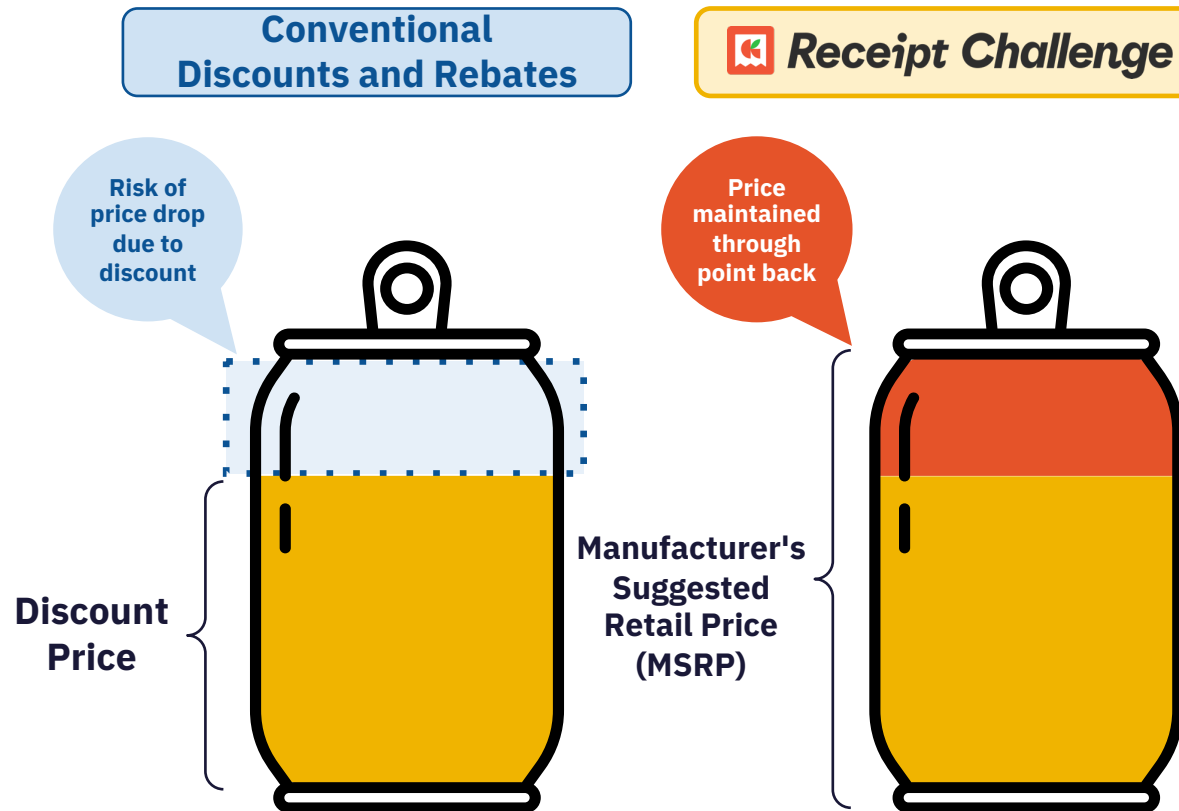
Kurashiru's sales promotion model



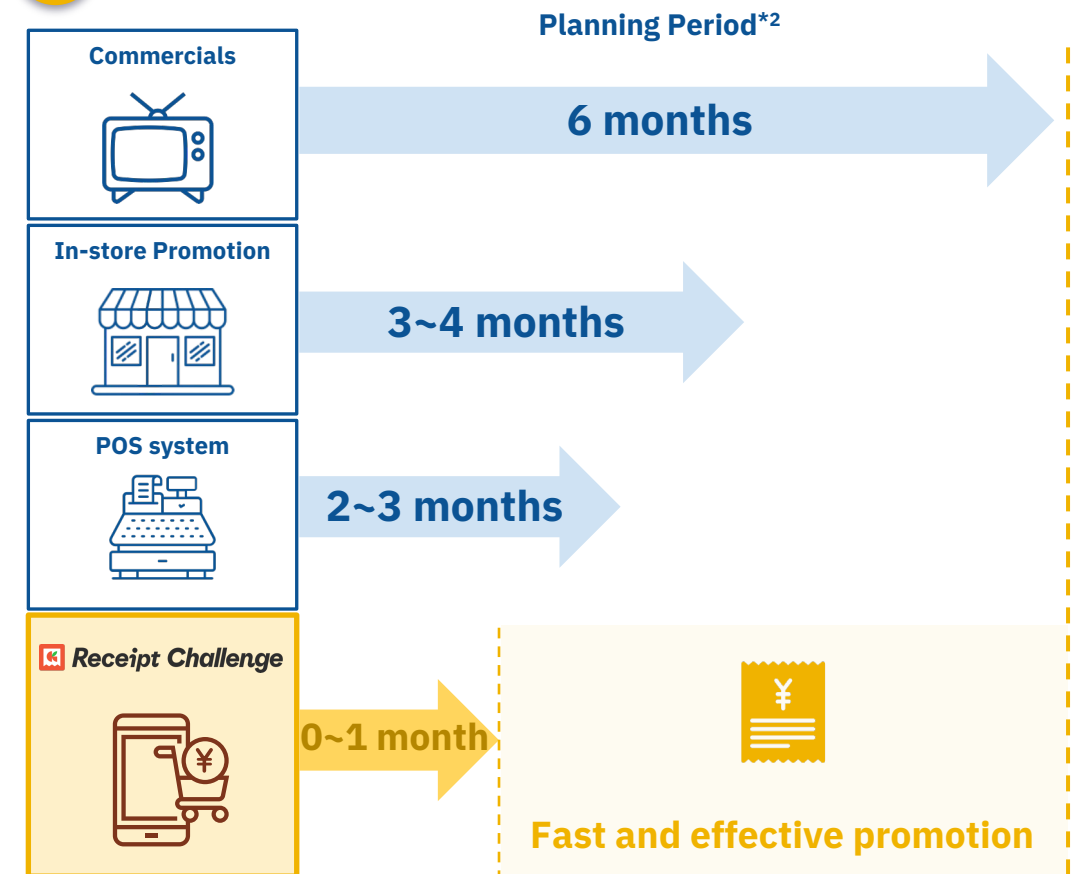
Comparison with Other Sales Promotion Services

The combination of five key elements: ① maintaining in-store retail prices, ② quick implementation, ③ performance-based pricing, ④ strong sales impact, and ⑤ visibility into offline purchasing data, sets us apart from other promotional support services.

1 Maintaining In-store Retail Prices*1



2 Quick implementation



*1 For illustrative purpose only. The contents are based on company analysis.

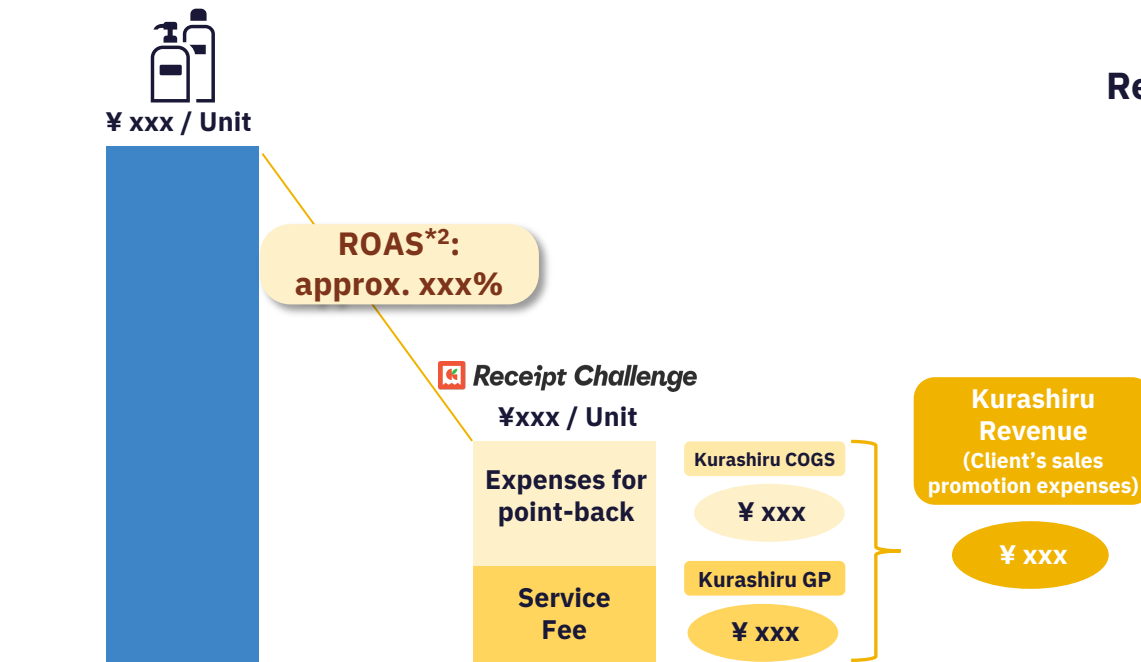
*2 Planning periods for "TV CM", "In-store promotion", and "Coupon" are based on customer hearings, "0~1 month" planning period for Receipt Challenge includes period from when the order is received to the launch of campaign

Comparison with Other Sales Promotion Services

The combination of five key elements: ① maintaining in-store retail prices, ② quick implementation, ③ performance-based pricing, ④ strong sales impact, and ⑤ visibility into offline purchasing data, sets us apart from other promotional support services.

3 Visible ROAS Performance-based Fee Model*1

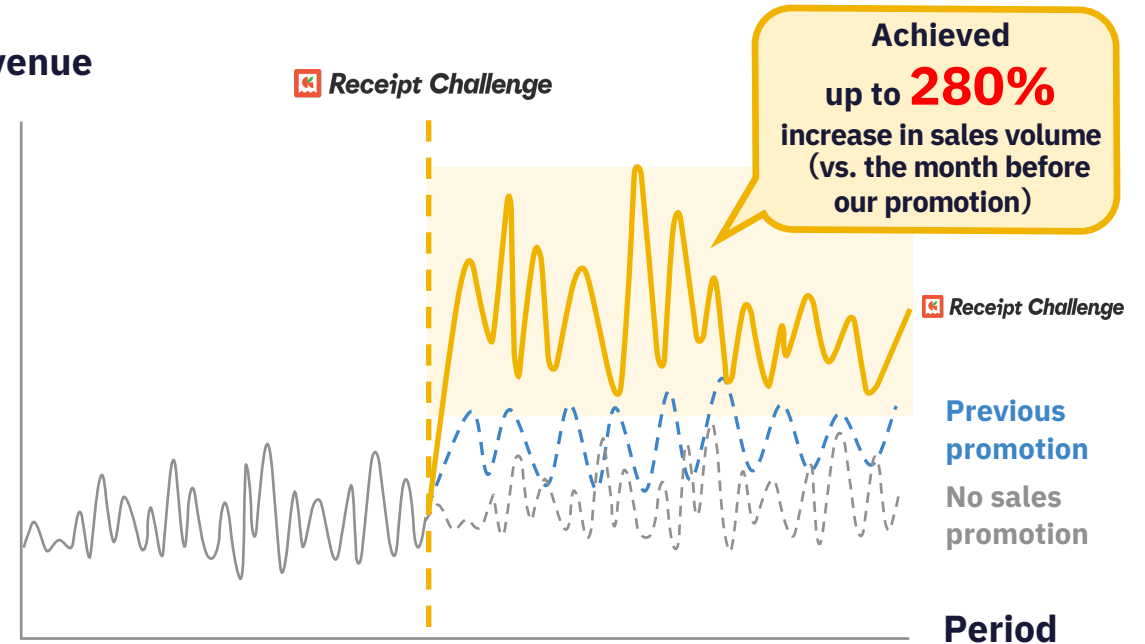
Visible ROAS*2 performance-based fee model that charges only when target products are sold



4 Highly Effective Promotional Method*3

POS after implementing purchase-based offers is **more effective than other promotional methods**

Revenue



*1 For illustrative purpose only. The contents are based on company analysis

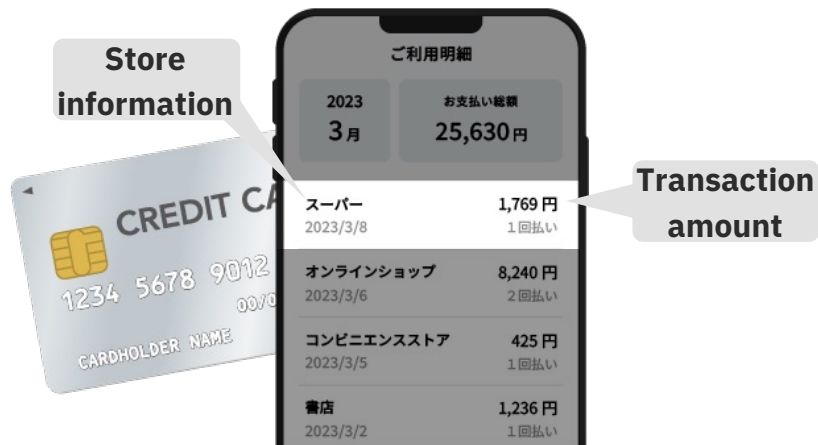
*2 Abbreviation for Return on Advertising Spend

*3 For illustrative purpose only. The contents are based on client hearings

The combination of five key elements: ① maintaining in-store retail prices, ② quick implementation, ③ performance-based pricing, ④ strong sales impact, and ⑤ visibility into offline purchasing data, sets us apart from other promotional support services.

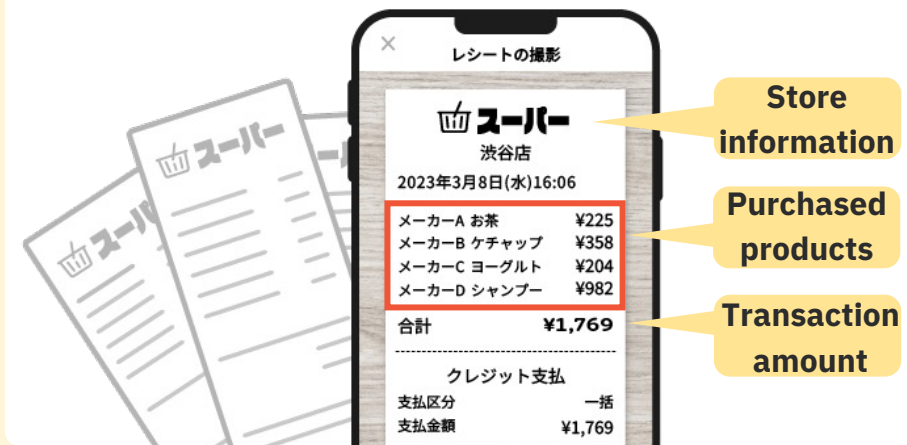
5 Visibility into Offline Purchasing Data

Payment services and credit cards



Cannot acquire offline purchase data at the product level

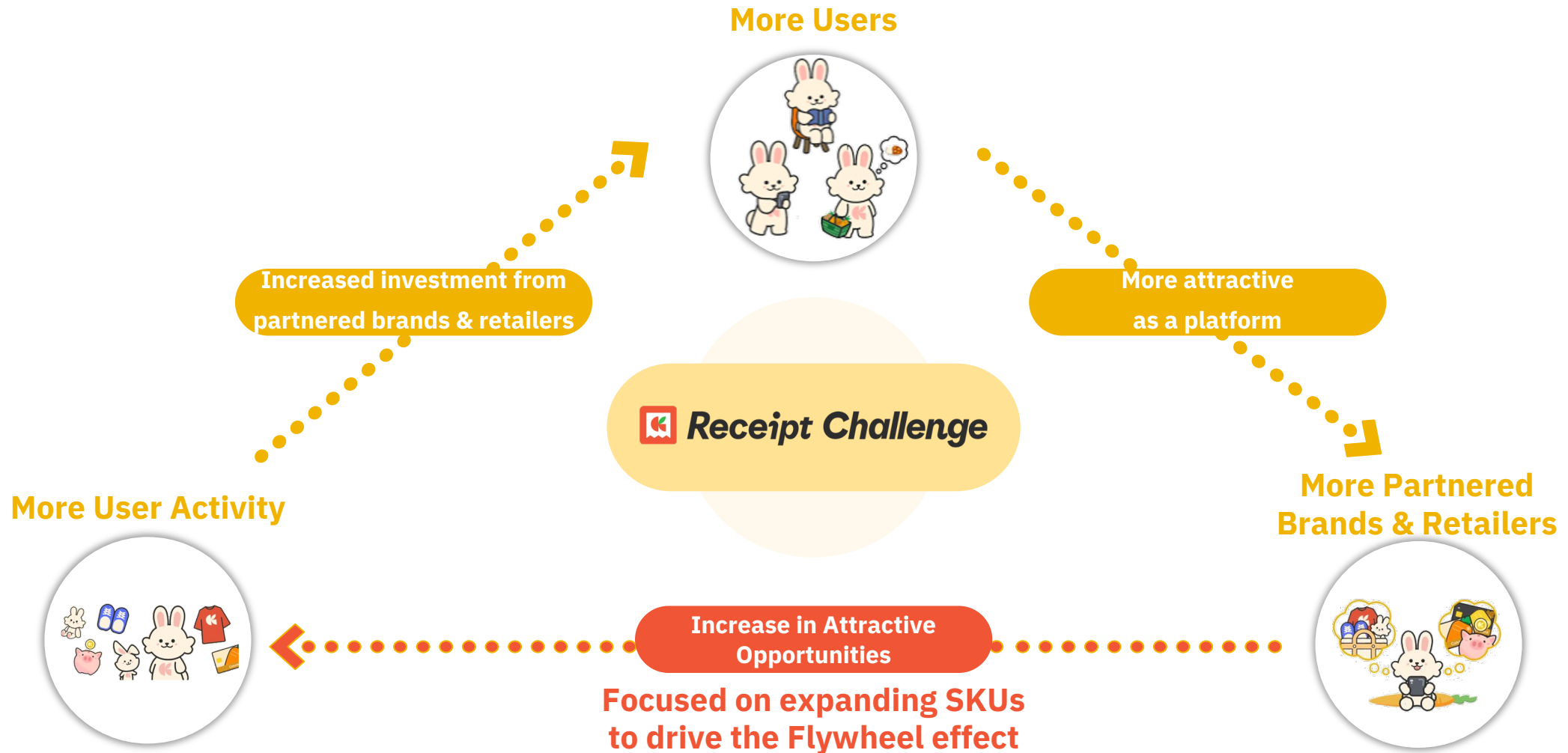
Receipt Challenge



Acquiring offline shopping data at the product level enables targeted promotions

Flywheel Effect Driven by Expansion of Users, Partner Brands, and Retailers

The Flywheel effect exists where an increase in the number of users enhances the attractiveness of the platform, and an increase in appealing projects from toB clients leads to improved user engagement.



Overview of Investment in the Receipt Challenge

In the current fiscal year, we plan to allocate investment primarily toward expanding retail partnerships and user acquisition to scale the Receipt Challenge.

Current Fiscal Year (FY2026)

FY2027 Onward

Retail Partner Acquisition



Cost of user incentives

User incentive costs borne as PoC costs for retail partner campaigns

Receipt Challenge App User Acquisition



Investment in user acquisition

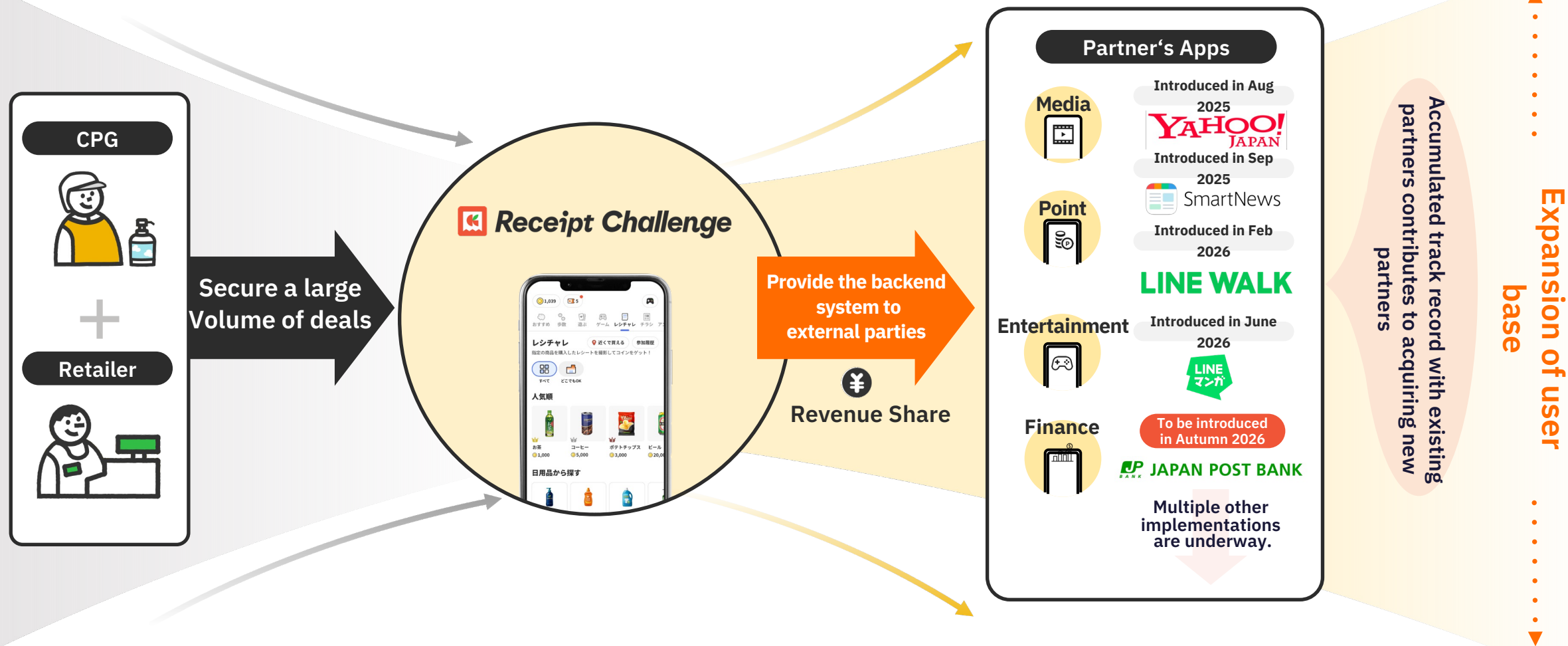
New user acquisition costs to improve fill rates for retail partner campaigns

Return on Investment Phase

Scaling Receipt Challenge Profitability

Update on Kurashiru Retail Network

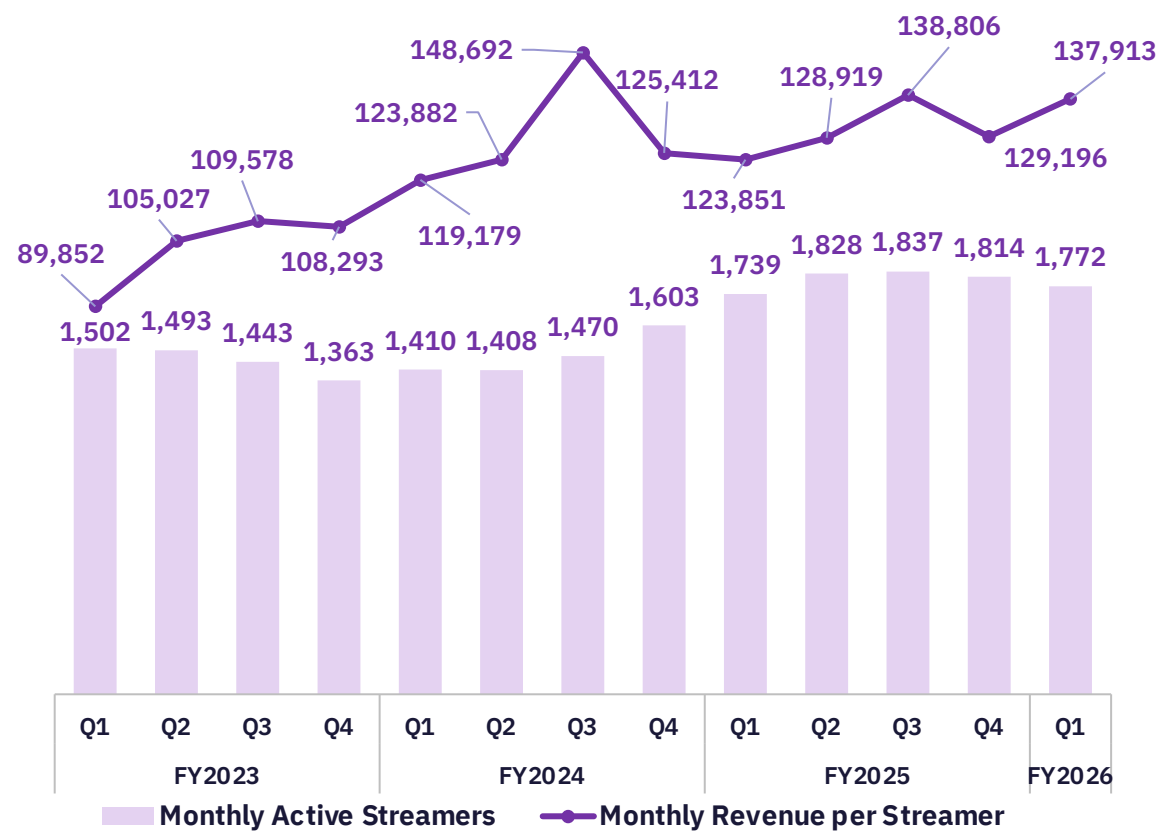
LINE MANGA joined as a partner service in June this year, with the Japan Post Bank Passbook App scheduled to follow this Autumn. The growing number of partners enhances the platform's attractiveness, creating a virtuous cycle that drives further partnership acquisition.



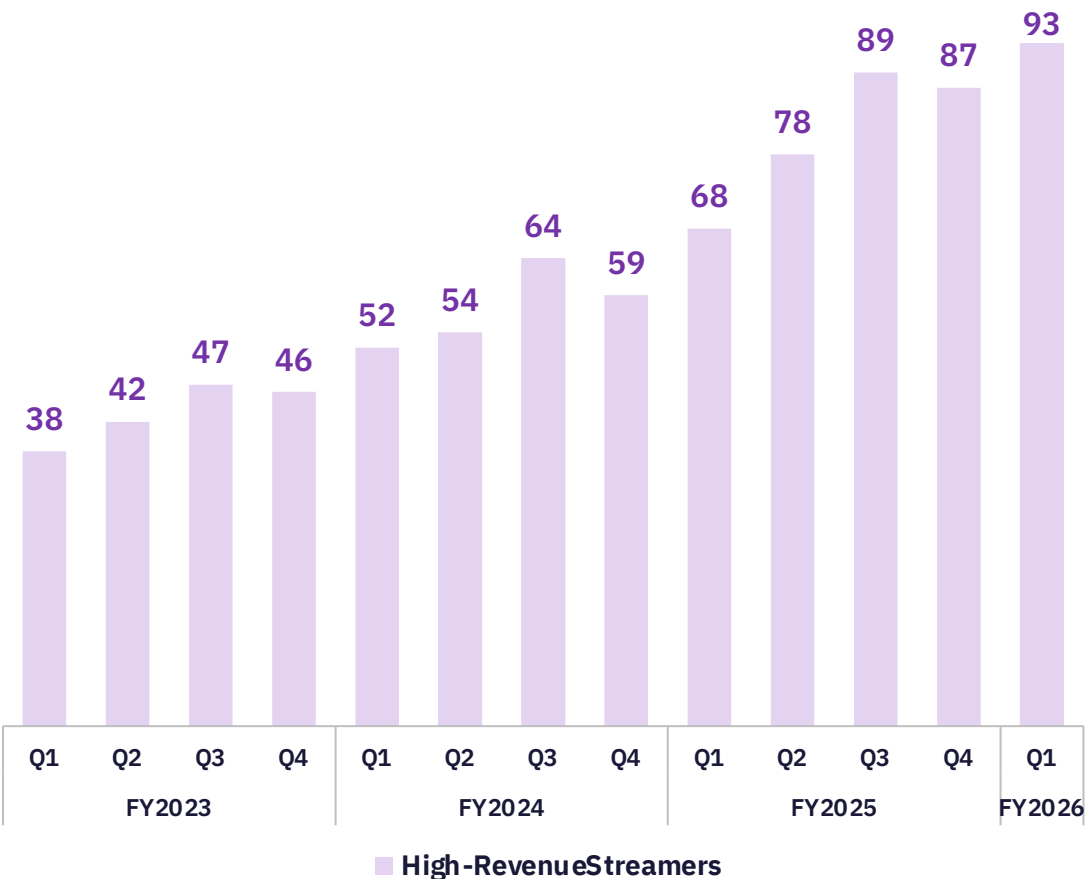
LIVEwith: Streamer Count and Unit Price Trends

While monthly active streamers dipped slightly, high-revenue streamers continued to increase, and revenue per streamer reached a level comparable to the seasonally strong Q3.

Monthly Active Streamers*1 / Monthly Revenue per Streamer (JPY)



High-Revenue Streamers*2



*1 Period average of the number of our streamers who earned at least 1 diamond / yen per month in each quarter (excluding VTubers)
*2 Number of streamers who earned at least 1.5MM diamonds / yen in each quarter (Pococha / IRIAM: 1.5MM+ diamonds; TikTok: JPY1.5MM+)

Main Revenue Streams by Business Segment

(Ref) Revenue Streams

Media

Advertising Revenue

Ad Network

Tie-up Ads

Other Media Revenue

Subscription Fee
for Premium
Membership

Digital Flyers

Sales Promotion

Online
Shopping

Offline Shopping
(Receipt
Challenge)

Others

Live Streaming

Disclaimer

This material includes forward-looking statements.

These statements are based solely on information available at the time they were prepared.

They do not guarantee future results and involve certain risks and uncertainties.

Please note that actual results may differ materially from the forward-looking statements due to changes in the operating environment or other factors.

Factors that may affect actual results include, but are not limited to, Japanese and global economic conditions and trends in the industries in which Kurashiru operates.

Kurashiru is not obligated to update or revise any forward-looking information contained in this material, even if new information becomes available or future events occur.

Information in this material concerning parties other than Kurashiru is quoted from public sources; we have not verified and do not guarantee its accuracy or appropriateness.

**Q2 FY2026 earnings release is scheduled for
November 4, 2026 (Wed), at 15:30 or later.**

Contact Us

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