



Securities code : 6238

Consolidated Financial Highlights (Summary)

The Fiscal Year Ended March 2025



INDEX

03 Corporate Profile

05 Overview of Results for FY3/2025

11 Financial Forecasts for FY3/2026

Corporate Profile



Create quality entertainment that brings happiness and fulfillment to people!

**Each of us acts with visions, and
aims to grow ourselves and our company by combining
“what I will do” and “what I can do” as individuals
and “what we must do” as a company.**

**We will keep pursuing our business and endeavoring to evolve our
business, and create quality entertainment
that brings happiness and fulfillment to people.**

Overview of Results for FY3/2025



Consolidated Corporate	Favorable performance in the SEKAIKAN Business led to YoY revenue growth Profit declined due to struggling performance in the GIRLS Trend Business Net sales : 44.3billion yen (YoY 103.6%) Operating profit : 2.2 billion yen (YoY 59.4%)
SEKAIKAN Business	Revenue and profits increased due to strong sales of arcade prizes and overseas product sales Net sales : 25.3 billion yen (YoY 108.7%) Operating profit : 1.7 billion yen (YoY 103.4%)
GIRLS Trend Business	Revenue and profits decreased due to a decrease in both the number of plays and the number of members Net sale : 14.8 billion yen (YoY 93.1%) Operating profit : 3.1 billion yen (YoY 71.2%)
FURYU New Business	Business transfer enabled concentration of management resources and reduction of losses Net sales : 4.1 billion yen (YoY 117.2%) Operating profit : -0.43 billion yen (YoY +0.14 billion yen)



Consolidated Overview for FY3/2025

Revenue increased due to strong performance in the SEKAIKAN Business
GIRLS Trend Business is struggling, with a decrease in profits

	3Q Cumulative total (Apr. - Dec.)			4Q (Jan. - Mar.)			4Q Cumulative total		
	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%
Net sales	32,550	33,674	103.5%	10,218	10,631	104.0%	42,768	44,305	103.6%
SEKAIKAN Business	17,964	19,142	106.6%	5,352	6,195	115.7%	23,317	25,338	108.7%
GIRLS Trend Business	11,784	11,131	94.5%	4,126	3,687	89.4%	15,910	14,818	93.1%
FURYU New Business	2,801	3,400	121.4%	739	748	101.2%	3,540	4,148	117.2%
Operating profit	3,513	2,054	58.5%	257	185	72.0%	3,771	2,239	59.4%
SEKAIKAN Business	1,589	1,514	95.2%	120	254	210.5%	1,710	1,768	103.4%
GIRLS Trend Business	3,442	2,536	73.7%	979	610	62.4%	4,421	3,147	71.2%
FURYU New Business	-247	-320	-	-326	-109	-	-574	-430	-
Company-wide costs	-1,270	-1,676	-	-516	-570	-	-1,787	-2,246	-
Ordinary profit	3,501	2,099	60.0%	234	181	77.3%	3,735	2,280	61.1%
Profit attributable to owners of parent	2,351	1,405	59.8%	139	221	158.3%	2,491	1,627	65.3%



FY3/2025 3Q SEKAIKAN Business Overview

Revenue and profits increased due to strong sales of arcade prizes and overseas product sales

	3Q Cumulative total (Apr. - Dec.)			4Q (Jan. - Mar.)			4Q Cumulative total		
	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%
Net sales	17,964	19,142	106.6%	5,352	6,195	115.2%	23,317	25,338	108.7%
Arcade prizes	13,779	14,693	106.6%	3,719	3,921	105.4%	17,498	18,614	106.4%
Overseas product sales	1,034	1,712	165.5%	393	920	233.9%	1,428	2,632	184.3%
High-end hobby items	2,521	1,545	61.3%	784	515	65.7%	3,306	2,061	62.3%
Other	629	1,191	189.4%	454	838	184.3%	1,084	2,030	187.3%
Operating profit	1,589	1,514	95.2%	120	254	210.6%	1,710	1,768	103.4%
Supplementary information									
Average remittance rate at the time of purchase (yen/1 USD)	141	150	106.2%	144	150	104.2%	142	150	105.6%

* Others include the following businesses
Lottery and middle-price hobby

4Q Overview

<Arcade prizes>

- Orders continue to be strong

<Overseas product sales>

- Sales are strong, particularly in China and North America

<High-end hobby items>

- Profits margin are on an upward trend as the company focuses on high-margin products

<Other>

- Middle-price hobby products are growing steadily
- Lottery segment performed well in 4Q

↳ "HATSUNE MIKU"

"Shigure Ui"

"Token Ranbu ONLINE"



FY3/2025 GIRLS Trend Business Overview

User numbers returned to pre-COVID levels, but the number of plays and the number of members decreased, resulting in a decrease in revenue and profit

	(¥mn)	3Q Cumulative total (Apr. - Dec.)			4Q (Jan. - Mar.)			4Q Cumulative total		
		FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%
Net sales		11,784	11,131	94.5%	4,126	3,687	89.4%	15,910	14,818	93.1%
Photo sticker : amusement arcades		5,483	5,237	95.5%	1,987	1,737	87.4%	7,470	6,974	93.4%
Photo sticker : directly managed shops		1,018	939	92.3%	383	326	85.3%	1,401	1,266	90.4%
PICTLINK		4,782	4,638	97.0%	1,620	1,546	95.4%	6,402	6,184	96.6%
Other		499	316	63.3%	135	77	57.0%	635	393	61.9%
Operating profit		3,442	2,536	73.7%	979	610	62.4%	4,421	3,147	71.2%
Supplementary information										
Number of games played (10,000)		2,442	2,203	90.2%	888	754	84.9%	3,330	2,957	88.8%
Proportion of of plays on models with price increases (%)		73%	87%	118.5%	84%	94%	111.9%	78%	90%	115.4%
Number of PICTLINK members (10,000)		147	138	93.7%	147	137	93.2%			

4Q Overview

<Photo sticker:

amusement arcades>

- The number of plays decreased YoY

<Photo sticker: directly
managed shops>

- The number of plays decreased YoY

<PICTLINK>

- The number of paid members decreased from the previous year, ending at 1.37 million
- The number of junior high school student memberships increased 1.5x YoY
- The number of premium members remained steady

<Other>

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

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

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



FY3/2025 FURYU New Business Overview

Business transfer enabled concentration of management resources and reduction of losses

	3Q Cumulative total (Apr. - Dec.)			4Q (Jan. - Mar.)			4Q Cumulative total			
	(¥mn)	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%	FY3/2024	FY3/2025	%
Net sales		2,801	3,400	121.4%	739	748	101.2%	3,540	4,148	117.2%
Home video game software		766	1,268	165.5%	240	189	78.7%	1,007	1,458	144.7%
Anime		790	891	112.8%	143	196	136.6%	933	1,087	116.4%
Colored contact lenses		684	681	99.5%	201	211	104.8%	886	892	100.7%
Other*1		560	559	99.8%	153	151	98.7%	713	710	99.6%
Operating profit		-247	-320	-	-326	-109	-	-574	-430	-

*1 Other includes the following businesses.
Game apps, ad planning, and Olu..

4Q Overview

<Home video game software>

- No new releases. Overseas royalties from past titles contributed

<Anime>

- LAID-BACK CAMP series continued to contribute stably to earnings

<Colored contact lenses>

- Business transfer completed as of March 31, 2025

<Other>

- Revenue and profit declined due to closure of two game app titles, withdrawal from the segment
- Regarding Olu. (apparel), reduced losses by reviewing fixed costs

Financial Forecasts for FY3/2026





FY3/2026 Consolidated Earnings Forecast

Revenue and profit expected to increase, considering current foreign exchange impacts

	FY3/2025 Actual	FY3/2026 Forecast	Compared to FY3/2025
(¥mn)			
Net Sales	44,273	45,000	101.6%
Operating profit	2,239	3,000	134.0%
Ordinary profit	2,280	3,000	131.6%
Profit attributable to owners of parent	1,627	2,150	132.2%

Segment	Net sales	Operating profit	Assumptions for FY3/2026 consolidated forecast
SEKAIKAN Business	25,900 (+ 593)	2,000 (+ 231)	- Targeting increased revenue from overseas business, especially the Chinese market - FX assumption: 150 yen/USD (Exchange rate sensitivity of 1 dollar = 25 million yen in a year)
GIRLS Trend Business	16,000 (+ 1,182)	3,300 (+ 153)	- Total plays: 31 million • PICTLINK paid members: 1.24 million - Promotion of shift to premium membership
FURYU New Business	3,100 (-1,048)	100 (+ 530)	- Effects of selection and concentration in FY2024 - Stable profit contribution home video game software and anime
Company-wide costs		-2,400 (-154)	- Reallocation of personnel due to business withdrawal - Increase in support costs for each segment



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)	94.22yen	61.50yen	81.25yen
Dividend per share (DPS)	39.00yen	39.00yen	39.00yen
ROE	41.4%	63.4%	48.0%
Amount of acquired treasury shares	—	—	—
Net assets	¥21,862 mn	¥22,424 mn	—
Book-value per share (BPS)	826.88yen	846.87yen	—
Return on equity (ROE)	11.9%	7.3%	About10%

(*) From FY3/2025, the Company has adopted the "Board Benefit Trust - Restricted Stock (BBT-RS)." Shares of the Company held under this trust are included in treasury shares excluded from both the number of shares at fiscal year-end and the average number of shares during the fiscal year. (120,000 shares as of the end of FY3/2025)



Approach to improving ROE

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

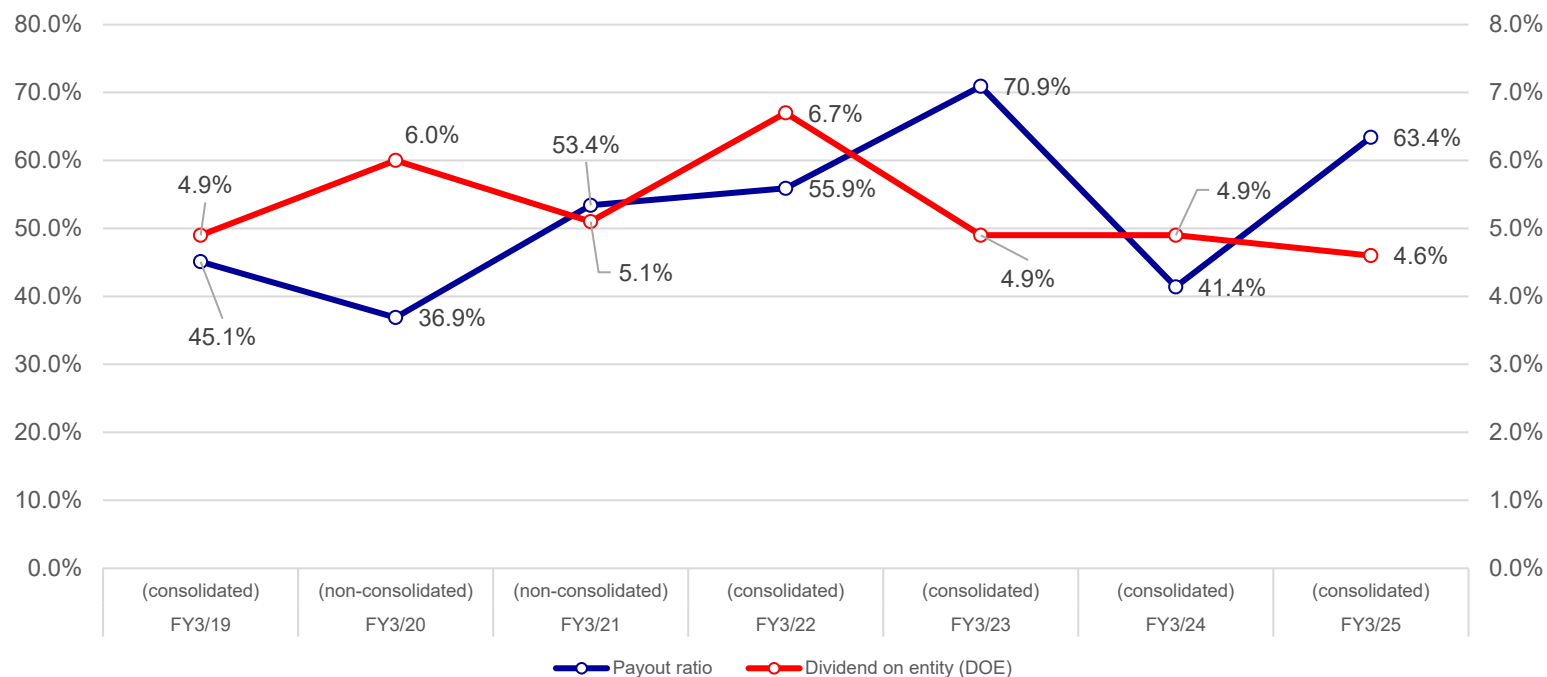
	2024/03 (Actual)	2025/03 (Actual)	2028/03 (Plan)	Policy for increasing ROE
	11.9%	7.3%	15.1%	Keep above 15%
Profitability ①Net profit margin on sales Net profit for the year divided by sales	5.8%	3.7%	7.4%	Maintain GTB's high profitability Improve the profitability of SKB
Asset efficiency ②Asset turnover Sales divided by total assets	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 the CAPM model and taking into account expected returns of the market, the cost of equity is recognized to be in the range of 6% to 7%, and ROE is at approximately the same level

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

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

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



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



For inquiries about this material

IR officer

Finance & Accounting Department
Corporate Strategy Division

Email : info-ir@furyu.jp

The disclosed outlook for business performance, including that in this material, was produced based on information available as of the time of announcement. Actual business performance may be different, according to various risks and uncertainties, such as economic situations and market trends. We would appreciate your understanding

FuRyu
Precious days, always