FURYU
Precious days, always

Securities code: 6238

Material for Briefing Financial Results

2Q Term ended September 2026

FuRyu
Precious days, always

INDEX

03 Corporate Profile

10 Overview of Results for FY3/2027 2Q

17 Progress against Full-year Financial Forecasts

26 Business Progress

39 FURYU Medium-term Vision 2027

45 Reference Material

© FURYU CORPORATON

Corporate Profile

FuRyu
Precious days, always

© FURYU CORPORATION

Corporate Profile (As of March 31, 2026)

FuRyu
Precious days, always

Company name	FURYU CORPORATION		
Establishment	April 1, 2007 *Business transferred in whole from OMRON Entertainment Co., Ltd.		
Representative Director and 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: 565 Non-consolidated: 512	**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

© FURYU CORPORATION

Origin of the Company Name

FuRyu
Precious days, always

Origin of the Company Name

“風流 (furyu)”

FURYU CORPORATION

**The name “FURYU” is derived from “風流 (furyu),” an ancient Japanese entertainment culture.
We cherish the spirit of pursuing beauty and enjoyment.**

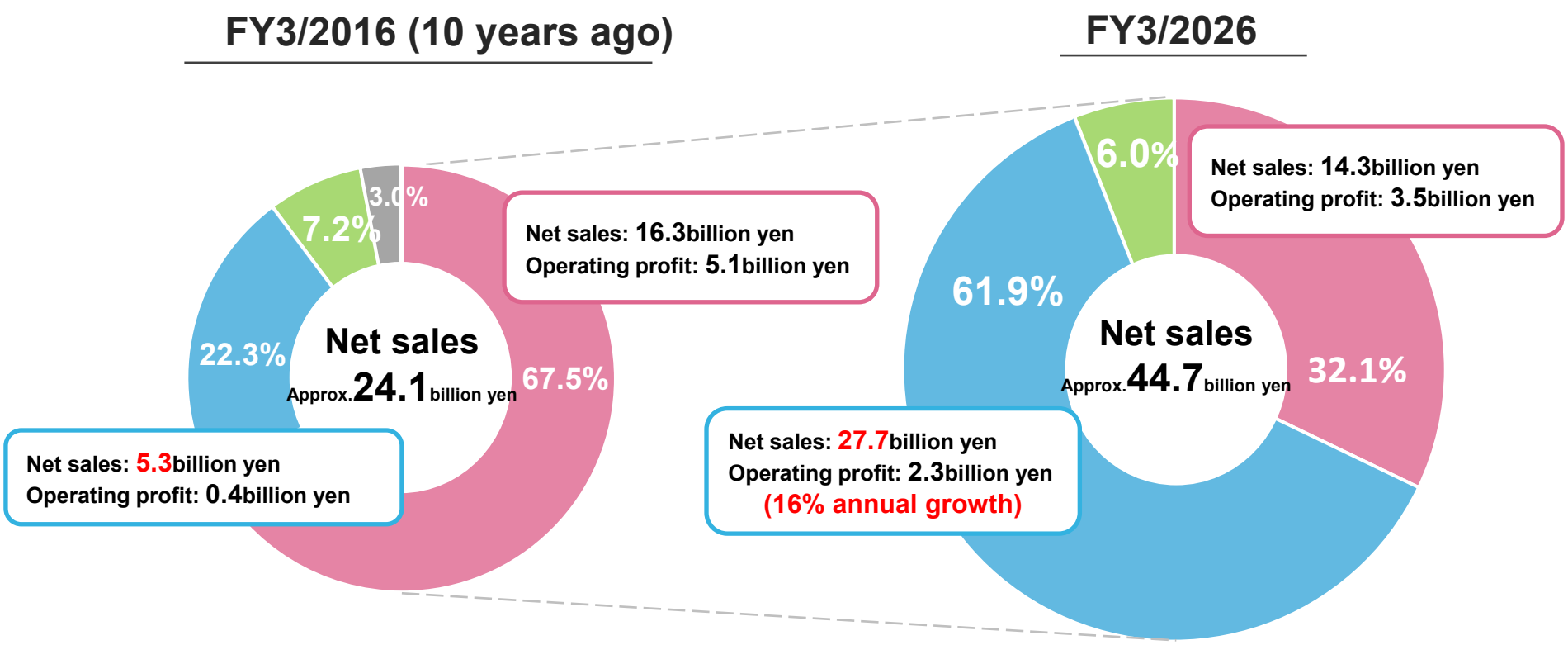
© FURYU CORPORATION

Evolution of Our Business Portfolio

FuRyu
Precious days, always

The SEKAIKAN Business has also become a mainstay alongside the GIRLS Trend Business

GIRLS Trend Business　SEKAIKAN Business　FURYU New Business　Others



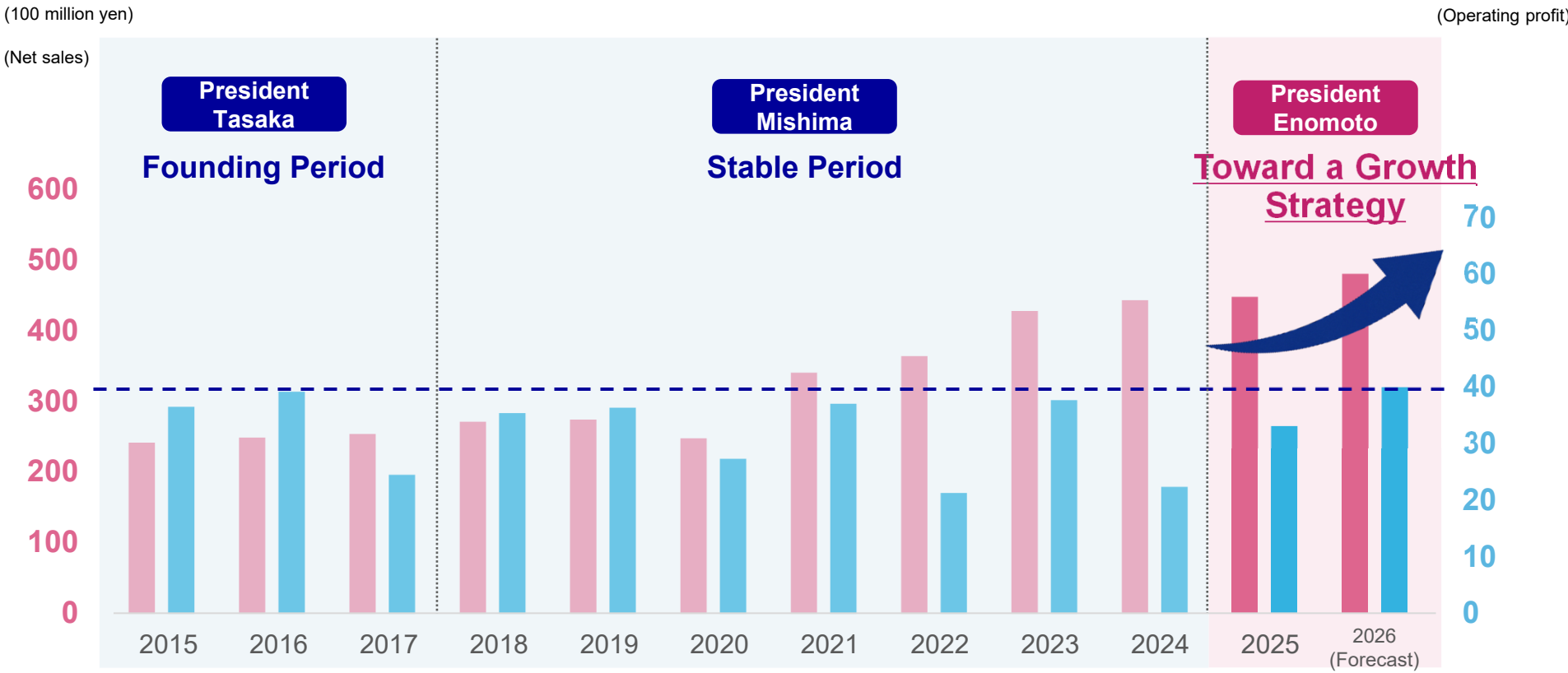
- **Compared with ten years ago, the SEKAIKAN Business has grown rapidly (net sales: 5.3 billion yen → 27.7 billion yen)**

© FURYU CORPORATION
*For FY3/2016, as the former segment classification was used, GTB figures are calculated simply as the sum of Photo Sticker and Content Media

Trends in Financial Performance

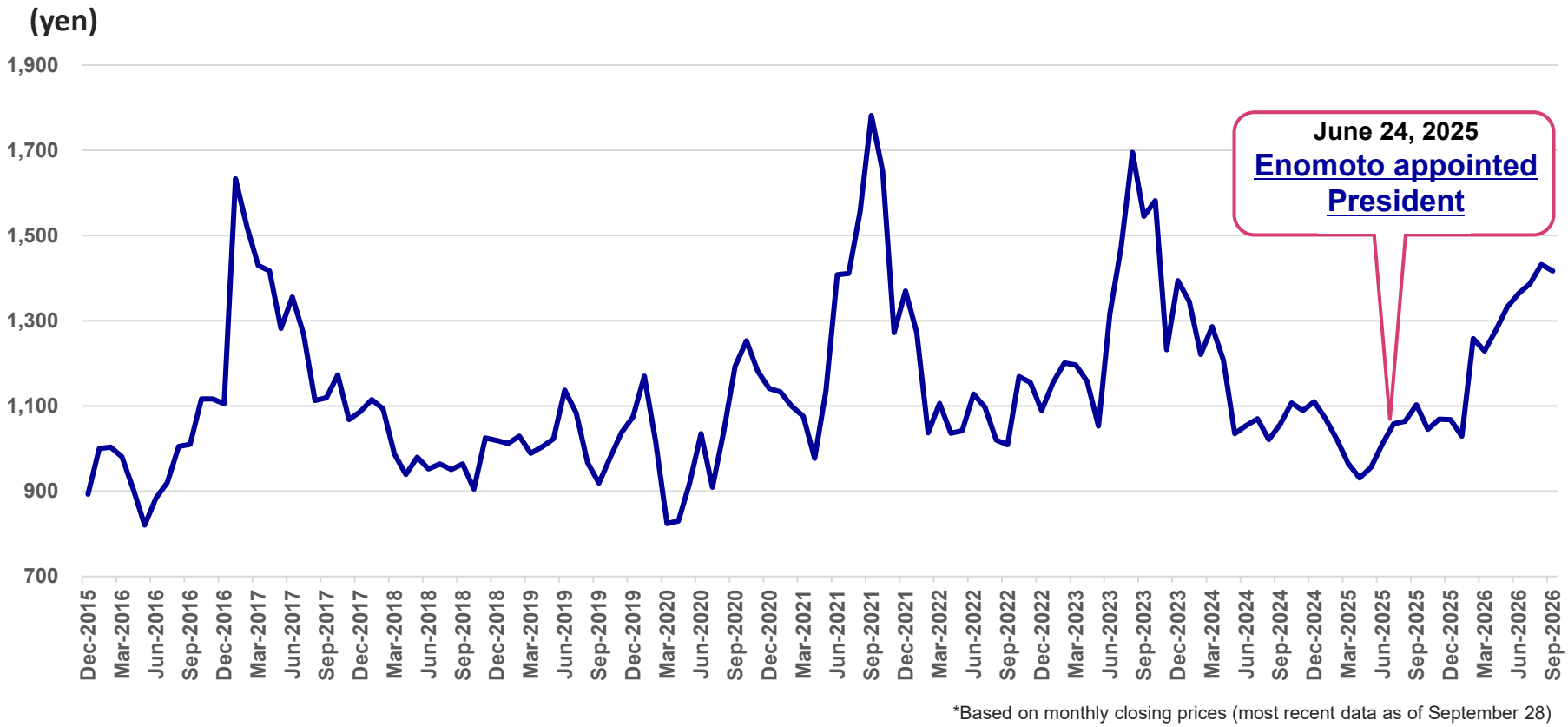
FuRyu
Precious days, always

Operating profit exceeds 4.0 billion yen! And on to growth!!



© FURYU CORPORATION

Share Price Trends since Listing (December 2015–Present)



*Based on monthly closing prices (most recent data as of September 28)

© FURYU CORPORATION

Two-axis Self-assessment of FURYU

FuRyu
Precious days, always

Leverage our strengths to expand globally with "IP × Photo sticker × kawaii"
Supplement our weaknesses through partnerships

	Common strengths	Strengths	Common weaknesses
SEKAIKAN Business	**Ability to create "kawaii"** ① Planning capabilities to create "kawaii" ② Development capabilities to create superior products ③ A manufacturer mindset: steadily implementing the PDCA cycle and making improvements even as the latest entrant into the industry	**IP acquisition & expression capabilities** Access to a wide range of IPs, including trending titles, and the ability to maximize each IP's appeal	・**Marketing** ・**Branding** →*The need was limited because KSFs had been established ・**Limited proprietary IP** →Also working on proprietary IP ・**Insufficient overseas know-how** →Business was primarily domestic until a few years ago
GIRLS Trend Business		・**Marketing capabilities limited to product planning and technical capabilities** ・**Number of PiCTLINK users**	
Framework of our growth strategy	**IP × Photo sticker × kawaii** **Transform into a company that can compete globally by leveraging "IP acquisition × Photo sticker × kawaii"!**		**Complementing through collaboration with other companies** ・Contracts with marketing firms ・Partnerships with trading companies

© FURYU CORPORATION

* Key Success Factor (critical success factor)

Overview of Results for FY3/2027 2Q

FuRyu
Precious days, always

© FURYU CORPORATION

2Q FY3/2027 Highlights

FuRyu
Precious days, always

Consolidated Corporate	**Sales were strong in both the Worldview Business and the Girls Trend Business, but the Worldview Business saw lower profits due to delays in the launch of high-priced hobby products** Net sales ： 13.2billion (YoY 116.5%) Operating profit ： 0.9billion (YoY 87.7%)
SEKAIKAN Business	**Revenue increased on strong sales, but profit declined due to delays in the launch of high-priced hobby products** Net sales ： 8.5billion (YoY 117.4%) Operating profit ： 0.6billion (YoY 86.0%)
GIRLS Trend Business	**Net sales and profit increased due to the effects of price unification and strong performance of Photo sticker collaborations with domestic IPs** Net sales ： 4.1billion (YoY 119.5%) Operating profit ： 0.9billion (YoY 107.7%)
FURYU New Business	**Net sales and profit decreased due to differences in the release timing of console game software** Net sales ： 0.5billion (YoY 90.3％) Operating profit ： -0.05billion (YoY-0.02billion)

© FURYU CORPORATION

Consolidated Overview for FY3/2027 2Q

FuRyu
Precious days, always

Sales were strong in both the Worldview Business and the Girls Trend Business, but the Worldview Business saw lower profits due to delays in the launch of high-priced hobby products

(Unit : million yen)	1Q (April–June)			2Q (July–September)			2Q cumulative		
	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)
Net sales	10,104	**12,019**	119.0%	11,378	**13,259**	116.5%	21,482	**25,279**	117.7%
SEKAIKAN Business	6,293	**8,161**	129.7%	7,272	**8,536**	117.4%	13,566	**16,697**	123.1%
GIRLS Trend Business	3,365	**3,393**	100.9%	3,482	**4,160**	119.5%	6,847	**7,554**	110.3%
FURYU New Business	446	**464**	104.1%	623	**562**	90.3%	1,069	**1,027**	96.1%
Operating profit	702	**1,073**	152.8%	1,093	**959**	87.7%	1,796	**2,033**	113.2%
SEKAIKAN Business	618	**866**	140.3%	736	**633**	86.0%	1,354	**1,500**	110.8%
GIRLS Trend Business	663	**841**	126.8%	858	**924**	107.7%	1,521	**1,765**	116.0%
FURYU New Business	-27	**-90**	-	-21	**-56**	-	-49	**-147**	-
Company-wide costs	-550	**-543**	-	-479	**-541**	-	-1,030	**-1,085**	-
Ordinary profit	707	**1,069**	151.2%	1,076	**961**	89.3%	1,783	**2,031**	113.9%
Profit attributable to owners of parent	463	**681**	147.2%	662	**610**	92.2%	1,125	**1,292**	114.8%

© FURYU CORPORATION

FY3/2027 2Q SEKAIKAN Business Overview

Revenue increased on strong sales, but profit declined due to delays in the launch of high-priced hobby products

(Unit : million yen)	1Q (April–June)			2Q (July–September)			2Q cumulative		
	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)
Net sales	6,293	**8,161**	129.7%	7,272	**8,536**	117.4%	13,566	**16,697**	123.1%
Arcade prizes	4,244	**6,041**	142.4%	5,383	**6,353**	118.0%	9,627	**12,395**	128.7%
Overseas product sales	784	**965**	123.0%	879	**1,393**	158.5%	1,664	**2,359**	141.8%
Expensive hobby goods	760	**680**	89.5%	870	**475**	54.6%	1,631	**1,156**	70.9%
Lottery	504	**473**	93.9%	138	**312**	225.8%	642	**786**	122.4%
Operating profit	618	**866**	140.3%	736	**633**	86.0%	1,354	**1,500**	110.8%
Average remittance rate at the time of purchase (yen/1 USD)	146.65	**157.75**	107.6%	148.06	**158.24**	106.9%	147.37	**157.99**	107.2%

2Q Overview

<Arcade prizes>

・In addition to new fancy items, core categories remained solid, resulting in a significant YoY increase in net sales

<Overseas product sales>

・Expansion of net sales in North America

・China is slightly sluggish

・Sales breakdown

Approx. 50%：North America

Approx. 20%：China

Approx. 20%：Asia (excluding China)

Approx. 10%：Europe

<Expensive hobby goods>

・Profit decreased due to lower net sales. Major releases are scheduled from 3Q onward

<Lottery>

・Four titles were released

<Impact of exchange rate>

・An adverse impact of approximately 365 million yen cumulatively through 2Q compared with the assumed exchange rate

© FURYU CORPORATION

FY3/2027 2Q GIRLS Trend Business Overview

FuRyu
Precious days, always

Net sales and profit increased due to the effects of price unification and strong performance of Photo sticker collaborations with domestic IPs

	(Unit : million yen)	1Q (April–June)			2Q (July–September)			2Q cumulative		
		FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)
	Net sales	3,365	3,393	100.9%	3,482	4,160	119.4%	6,847	7,554	110.3%
*1	**GTB existing business**	3,360	3,340	99.4%	3,475	4,099	118.0%	6,835	7,439	108.8%
	Photo sticker : Amusement arcades	1,572	1,259	80.1%	1,469	1,985	135.2%	3,041	3,245	106.7%
	Photo sticker : directly managed shops	264	222	84.1%	290	263	90.5%	555	485	87.5%
	PiCTLINK	1,455	1,804	123.9%	1,650	1,797	108.9%	3,106	3,602	116.0%
*2	Other	67	54	80.2%	64	52	80.9%	132	106	80.5%
*1,3	**GTB new business**	4	53	1149.4%	7	61	806.0%	11	114	981.0%
	Operating profit	663	841	126.8%	858	924	107.7%	1,521	1,765	116.0%
*1	**GTB existing business**	700	921	131.4%	899	1,066	118.6%	1,600	1,987	124.2%
*1,3	**GTB new business**	-37	-80	-	-41	-142	-	-78	-222	-
	Number of games played (10,000)	638	626	98.1%	724	729	100.8%	1,361	1,355	99.6%
	Number of PiCTLINK members (10,000)	130	118	90.6%	126	117		-	-	-

*1 As costs associated with new businesses have reduced visibility on profitability, net sales, and operating profit are presented separately for existing and new businesses
*2 "Existing business - Other" within existing businesses includes content services
*3 New businesses consist of IP-based Photo sticker, fan-activity Photo sticker (SUKELU factory), and retouch services

2Q Overview

<Photo sticker: amusement arcades>
- Net sales increased as the postponement of the launch of the new summer machine shifted sales to July
- The number of plays recovered to year-on-year growth due to strong performance of domestic IP-based Photo sticker

<Photo sticker: directly managed shops>
- The number of directly managed shops: 31 (As of September 2026)
- Net sales decreased due to the closure of unprofitable stores

<PiCTLINK>
- As of 2Q of the previous fiscal year, the price unification had been applied to approximately 60% of the applicable users. In the current 2Q, the new pricing has been fully applied to all applicable users, with the remaining approximately 40% contributing to the year-on-year increase in net sales.
- The number of free junior high school members exceeded 340,000

<GTB new business>
- Retouch: The loss continued but narrowed
- IP-based photo sticker: costs only
- Fan-activity Photo sticker: Net sales recognized

© FURYU CORPORATION

FY3/2027 2Q FURYU New Business Overview

FuRyu
Precious days, always

Net sales and profit decreased due to differences in the release timing of console game software

(Unit : million yen)	1Q (April–June)			2Q (July–September)			2Q cumulative		
	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)	FY3/2026	FY3/2027	YoY (%)
Net sales	446	**464**	104.1%	623	**562**	90.3%	1,069	**1,027**	96.1%
Console game software	170	**231**	135.6%	330	**273**	82.7%	501	**504**	100.7%
Anime	184	**145**	79.0%	214	**190**	89.2%	398	**336**	84.4%
Other*2	90	**86**	96.0%	78	**99**	125.8%	169	**186**	109.9%
Operating profit	-27	**-90**	-	-21	**-56**	-	-49	**-147**	-

* Other includes the following businesses.
Game apps (withdrawn / through the previous fiscal year), Ad planning (through the previous fiscal year), and Olu.

2Q Overview

<Console game software>
・No new titles were released
> One original title was released in 2Q of the previous year
・Download sales of previously released titles contributed

<Anime>
・Net sales of LAID-BACK CAMP SEASON 3 and other titles, which were major contributors to net sales in 2Q of the previous fiscal year owing to the timing of home video releases and merchandising, decreased in the current period
・In addition to start-up costs at the anime subsidiary (head office relocation costs), personnel expenses and other costs were incurred in advance

<Others>
・Olu. (apparel): losses were reduced through fixed cost optimization
・ ・Profitability improved through more efficient management of advertising and promotional expenses

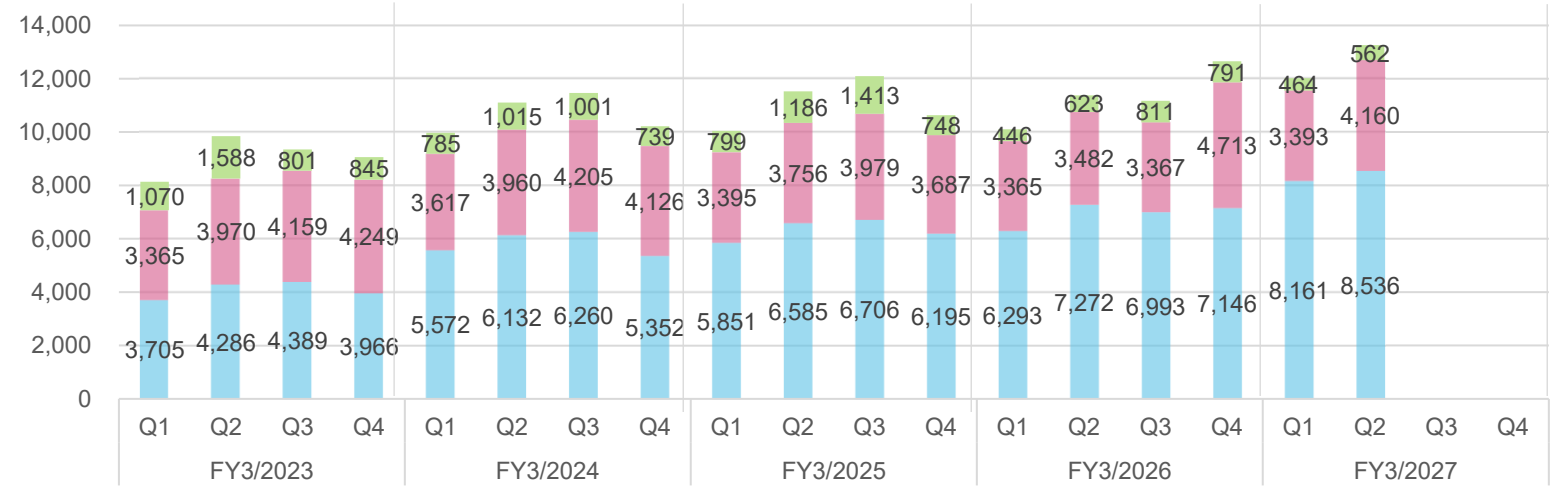
© FURYU CORPORATION

Quarterly Performance Trends (net sales and operating profit)

FuRyu
Precious days, always

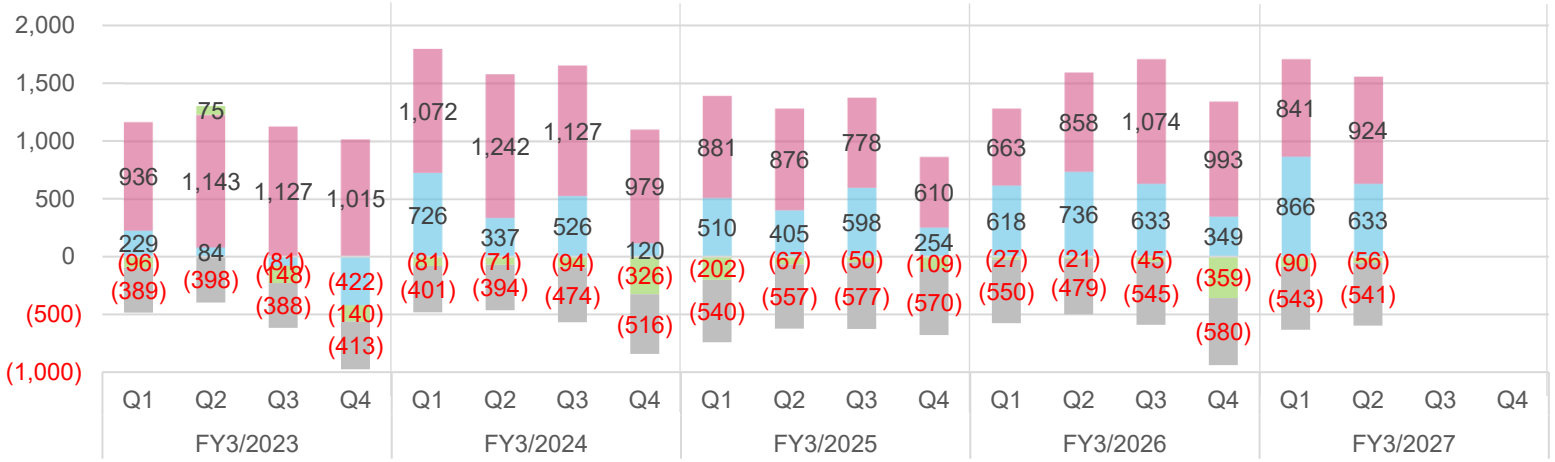
【 Net sales 】

(Unit : million yen)



【 Operating profit 】

(Unit : million yen)



© FURYU CORPORATION

Progress against Full-year Financial Forecasts

FuRyu
Precious days, always

© FURYU CORPORATION

Revisions to Full-year Financial Forecasts

FuRyu
Precious days, always

Only the full-year net sales forecast was revised upward, while the profit forecast was left unchanged due to factors including the impact of yen depreciation.

(Unit : million yen)	FY3/2026 Actual	FY3/2027 Previously Announced Forecast	FY3/2027 Revised Forecast	Compared with FY3/2026	Compared with the Previous Forecast
Net sales	44,767	**48,000**	**54,000**	120.6%	112.5%
Operating profit	3,315	**4,000**	**4,000**	120.6%	100.0%
Ordinary profit	3,302	**4,000**	**4,000**	121.1%	100.0%
Profit attributable to owners of parent	2,060	**2,500**	**2,500**	121.3%	100.0%

By Segment	Net sales	Operating profit	Changes to Consolidated Financial Forecasts for FY3/2027
SEKAIKAN Business	35,000 (＋6,000)	3,100 (＋300)	・Net sales increased on the back of strong orders for arcade prizes and overseas product sales ・The estimated foreign exchange impact was revised based on an assumed exchange rate of 160 yen per U.S. dollar (0.8 billion yen annually)
GIRLS Trend Business	16,000 (±0)	3,500 (-300)	・Revised to reflect recent business conditions ・Make upfront investments aimed at recovering the number of plays and paid members in the second half, while accelerating upfront investments in overseas markets
FURYU New Business	3,000 (±0)	-200 (±0)	No change
Company-wide costs	-	-2,400 (±0)	No change

Figures in parentheses are comparisons with the previously announced forecast

© FURYU CORPORATION

Progress against Full-year Financial Forecasts PL

FuRyu
Precious days, always

<SEKAIKAN Business>

・Strong conditions in the domestic crane game market are expected to continue from 3Q onward, and overseas product sales are contributing to profit in line with the plan. These trends are expected to continue throughout the fiscal year

<GIRLS Trend Business>

・From 3Q onward, step up initiatives to promote usage of photo sticker machines and PiCTLINK in order to achieve key KPIs. In addition, strengthen upfront investment in new businesses. Reflecting the associated expenses, the operating profit forecast has been revised downward.

<FURYU New Business>

・Anime-related costs increased in 2Q. In 3Q, FURYU New Business as a whole is expected to contribute to profit through earnings growth across its businesses.

(Unit : million yen)	FY3/2027 Full year forecast	FY3/2027 Revised forecast	FY3/2027 2Q	Progress rate	FY3/2027 3Q image	FY3/2027 Full year image
Net sales	48,000	54,000	25,279	46.8%		
SEKAIKAN Business	29,000	35,000	16,697	47.7%		
GIRLS Trend Business	16,000	16,000	7,554	47.2%		
FURYU New Business	3,000	3,000	1,027	34.2%		
Operating profit	4,000	4,000	2,033	50.8%		
SEKAIKAN Business	2,800	3,100	1,500	48.4%		
GIRLS Trend Business	3,800	3,500	1,765	50.4%		
FURYU New Business	-200	-200	-147	–		
Company-wide costs	-2,400	-2,400	-1,085	–		
Ordinary profit	4,000	4,000	2,031	50.8%		
Profit attributable to owners of parent	2,500	2,500	1,292	51.7%		

© FURYU CORPORATION

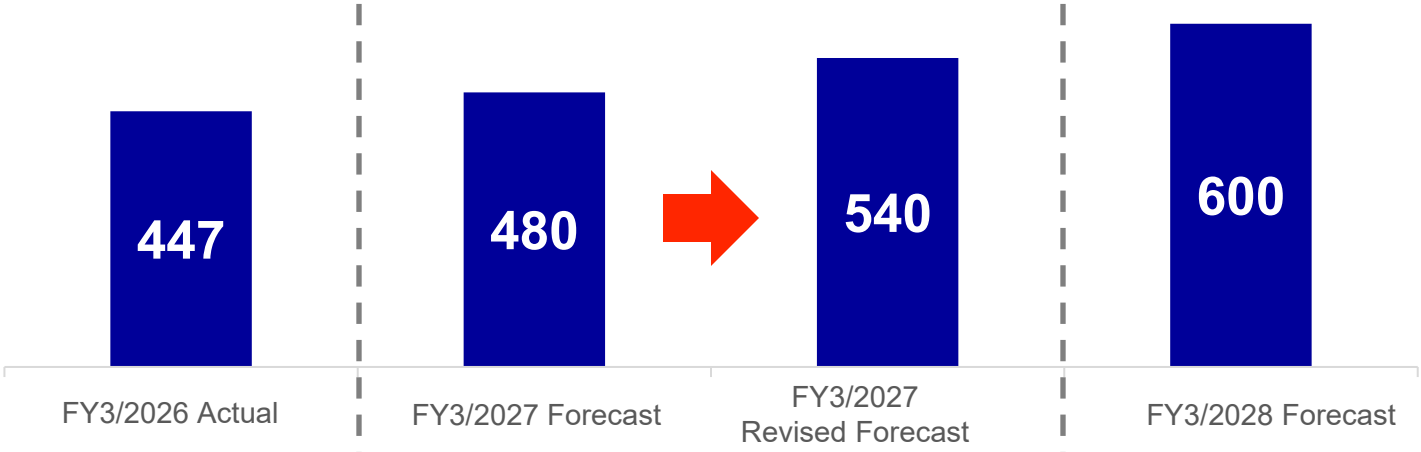
Revisions to Full-year Financial Forecasts

The annual negative impact of yen depreciation on operating profit is estimated at ¥0.8 billion.

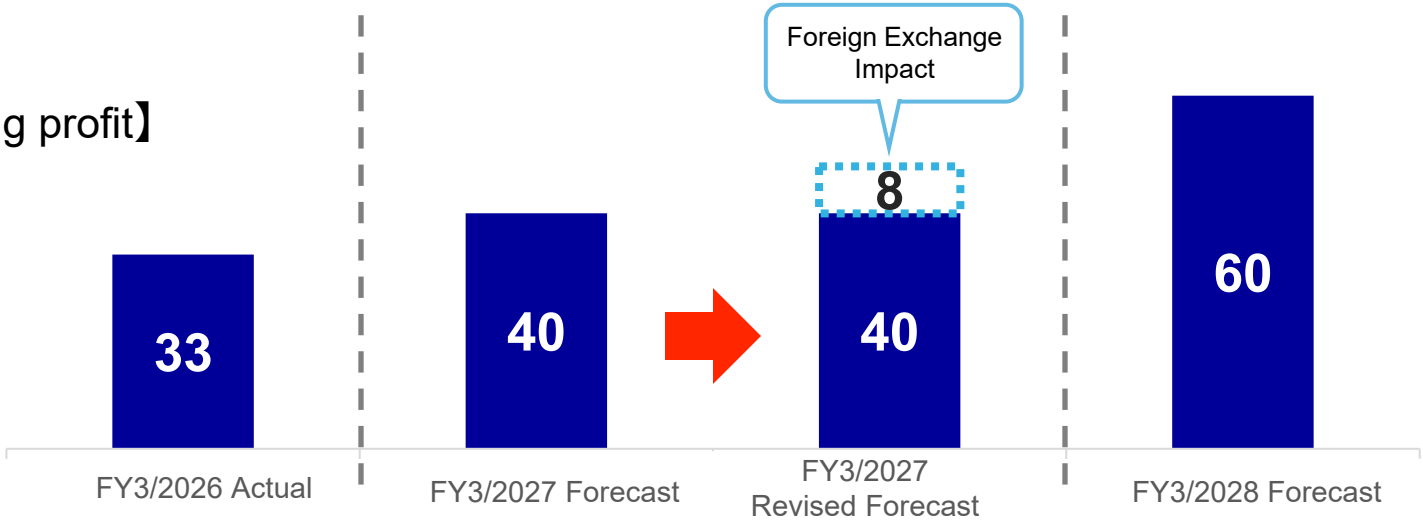
(Unit: 100 million yen)

【Net sales】

Change in Assumption **FY3/2027 assumed exchange rate : JPY 150/USD → JPY 160/USD**



【Operating profit】



© FURYU CORPORATION

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

FuRyu
Precious days, always

Plan to recover the number of plays, with FY3/2026 as the bottom

No. of paid members at the end of March 2026

Approx. **1.27** million

Total no. of plays per year

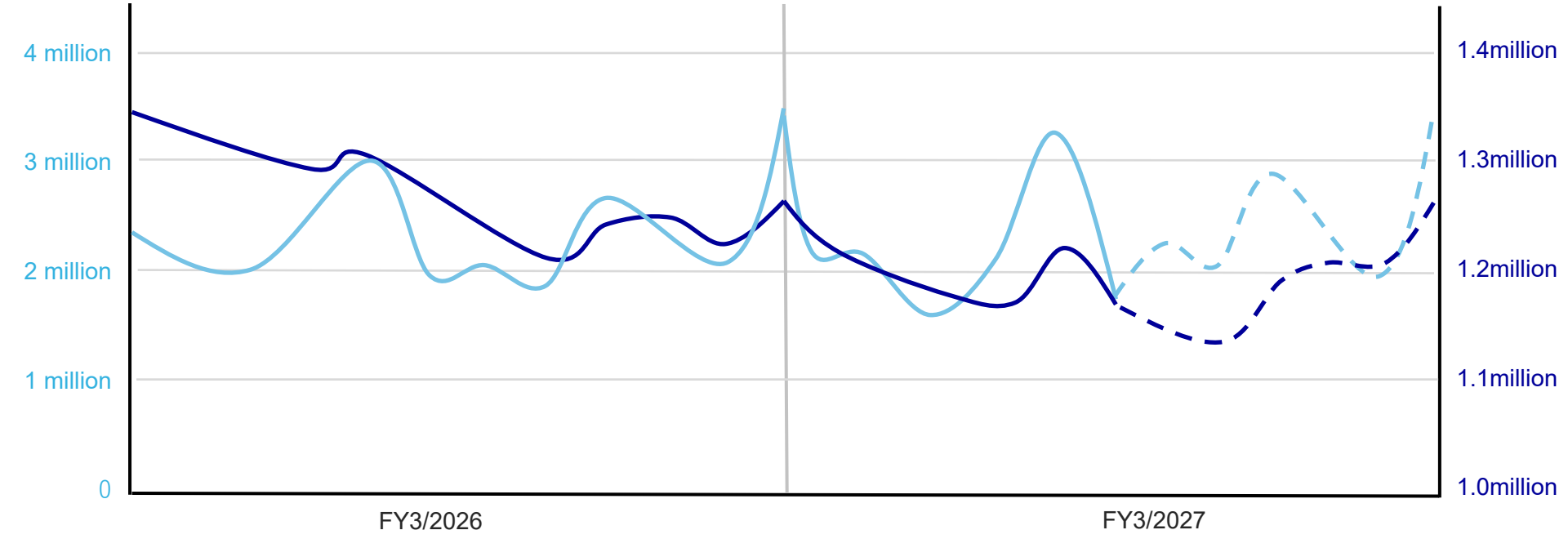
Approx. **28** million

No. of paid members at end of March 2027 (forecast)

Approx. **1.27** million

Total no. of plays per year (forecast)

Approx. **29** million



© FURYU CORPORATION

Shareholder Return

FuRyu
Precious days, always

Announced on November 13, 2026

Share repurchases 3.0billion yen

(November 2026–March 2027)

1

From the perspective of improving capital efficiency toward ROE of 15% in FY3/2028

2

Executed as a strategic investment under the capital allocation policy

3

Maximize shareholder value by increasing value per share

© FURYU CORPORATION

Shareholder Return and Financial Policy

FuRyu
Precious days, always

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

November 2026 share repurchases: 3.0 billion yen

	FY3/2025 Actual	FY3/2026 Actual	FY3/2027 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	* 1,817,325	* 1,809,258	***1,809,258**
Earnings per share (EPS)	61.50 yen	77.81 yen	**94.40 yen**
Dividend per share (DPS)	39.00 yen	40.00 yen (Dividend increase)	**40.00 yen**
Dividend payout ratio	63.40%	51.40%	**42.40%**
Amount of acquired treasury shares	–	–	**Share Repurchase Amount: Up to ¥3.0 billion (planned)**
Net assets	22,424 million yen	23,627 million yen	–
Book-value per share (BPS)	846.87	892.06	–
Return on equity (ROE)	7.30%	8.90%	**About10%**

(*) The number of treasury shares at the end of the fiscal year includes the Company's shares held by the Board Benefit Trust-Restricted Stock (BBT-RS) (110,828 shares in FY3/2026 and 120,000 shares in FY3/2025). The Company's shares held by the Board Benefit Trust-Restricted Stock (BBT-RS) are also included in treasury shares deducted in calculating the average number of shares outstanding during the fiscal year (113,717 shares in FY3/2026 and 120,000 shares in FY3/2025).

The share repurchases announced in November 2026 have not been reflected because the number of shares to be acquired is an estimate.

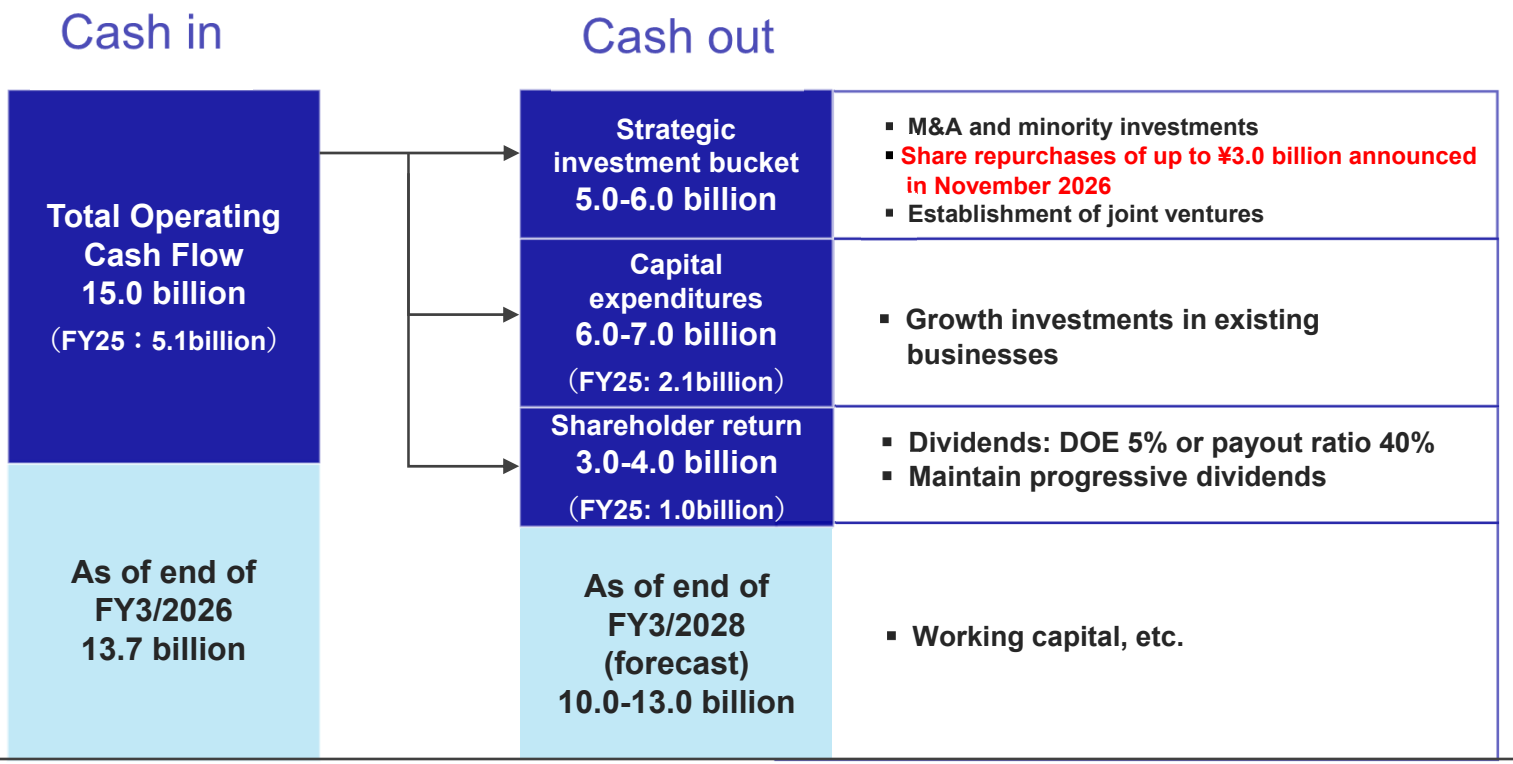
© FURYU CORPORATION

Capital Allocation

FuRyu
Precious days, always

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 that cannot be funded with available funds, the Company will consider financing through debt or other means
If strategic investments are successful → allocate funds elsewhere while maintaining the dividend policy

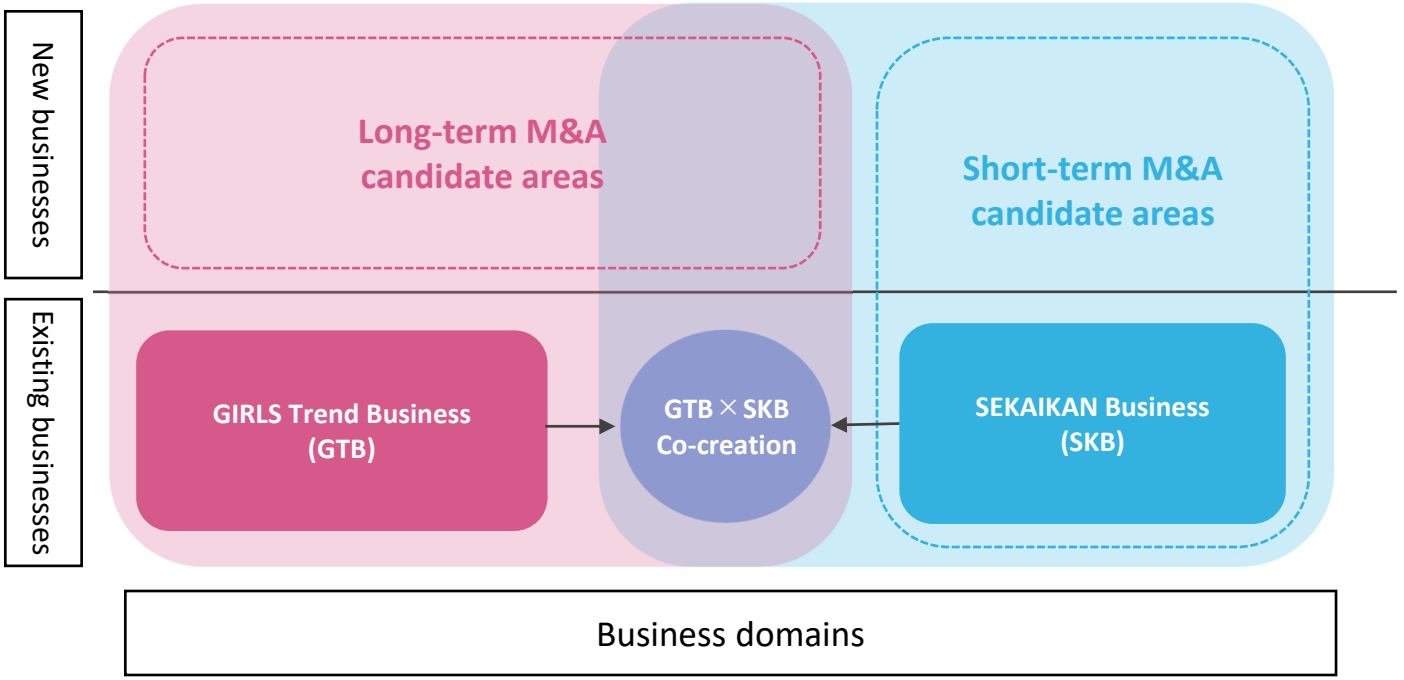
© FURYU CORPORATION

M&A Policy (through FY3/2028)

FuRyu
Precious days, always

- **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 CORPORATION

Business Progress

FuRyu
Precious days, always

© FURYU CORPORATION

SEKAIKAN Business

FuRyu
Precious days, always

© FURYU CORPORATION

Business Progress : SEKAIKAN Business

FuRyu
Precious days, always

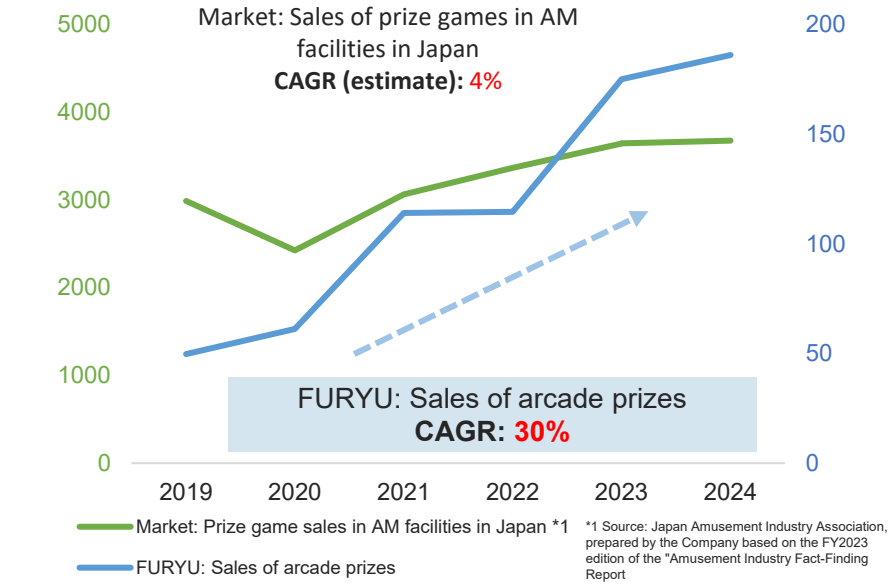
<Arcade prizes>

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

Reference: Market (Prize game sales in AM facilities in Japan) and FURYU (sales of arcade prizes) by fiscal year



*1 Source: Japan Amusement Industry Association, prepared by the Company based on the FY2023 edition of the "Amusement Industry Fact-Finding Report

<Overseas product sales>

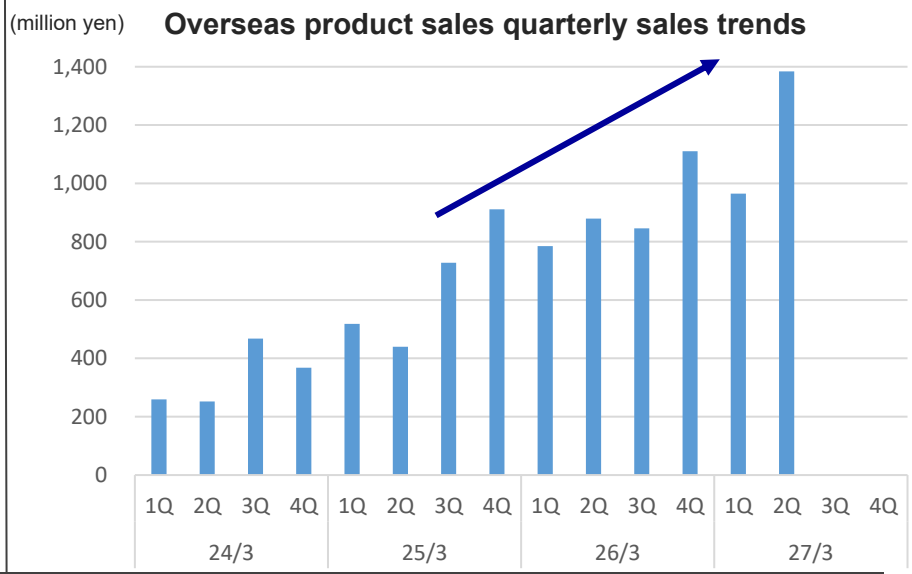
Market: Demand for Japanese anime goods is rising, with the market trending upward

FURYU: Doing well. Net sales are expanding at a pace of about 1.5 times YoY

Orders for the U.S., Europe, and Asia increased and contributed to net sales

Promote the development of new sales channels and the acquisition of IPs tailored to each destination country

Strengthen the business foundation through a capital increase in the U.S. subsidiary, with the aim of further expanding overseas sales



<Capsule toys>

- **Entry into a new business**
- **Sales scheduled to begin in December 2026**
- **Expand the business by leveraging IP acquisition and product development capabilities**

<Expensive hobby goods>

- **By focusing on highly popular, high-gross-margin products in addition to high quality, we established a profitable structure in FY2025 and contributed to profit**
- **Net sales and profit are both expected to increase in FY2026**

© FURYU CORPORATION

Examples of Products Released in 2Q – Sanrio Company, Ltd. –

FuRyu
Precious days, always

Kuromi's ♡ Birthday Party



Examples of items offered









Key features of these products

Celebrate Kuromi with FURYU-original designs featuring idol outfits!
Bring out the characters' appeal through designs unique to FURYU and offer a lineup that meets fans' expectations

© FURYU CORPORATION

Examples of Products Released in 2Q
– The Walt Disney Company (Japan) Ltd. –

FuRyu
Precious days, always

Splash Color!



Examples of items offered







Key features of these products

Colorful FURYU-original themed artwork featuring Disney's Stitch and Leroy playing pranks with paint. A lineup that brings out new aspects of the characters' appeal and captures fans' hearts through a unique arrangement featuring Leroy

© FURYU CORPORATION

GIRLS Trend Business

FuRyu
Precious days, always

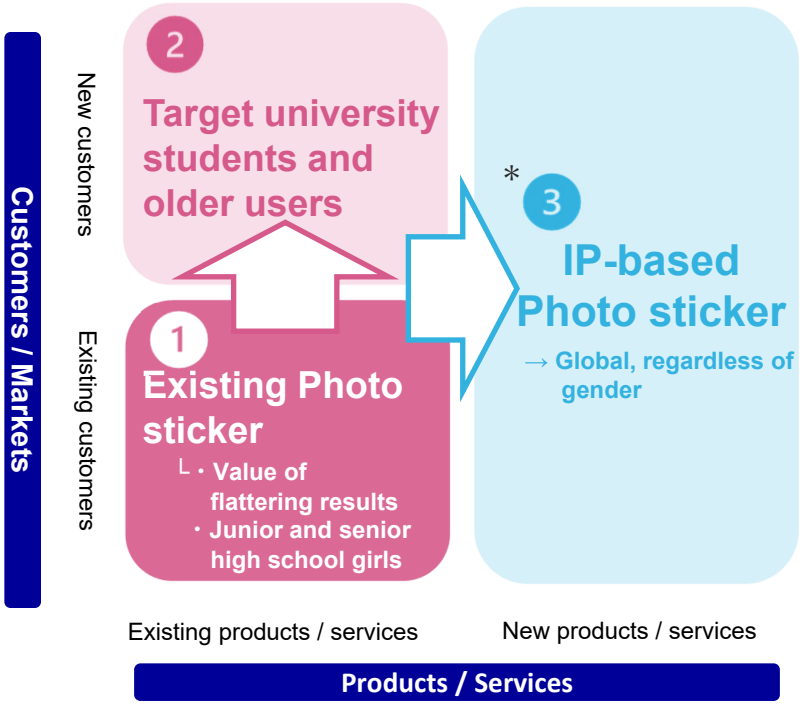
© FURYU CORPORATION

GTB Growth Strategy

FuRyu
Precious days, always

Break away from conventional assumptions and expand into new product and service domains by leveraging the Company's strengths

Growth strategy for GIRLS Trend Business



*Established the Chinese subsidiary "FURYU of China, Inc." in May 2026
Conducted test marketing using character IP-based photo sticker

Existing Business 1		<Improve awareness of Photo sticker> ・Target junior and senior high school girls ・Strengthen promotion of the experience value of achieving "flattering results"
Existing Business 2	New customers	<New product design> ・Target a broad range of women in addition to the main target ・Promote the value of the photo-taking experience itself being "fun"
New Business 3	New products & New customers	<IP-based Photo sticker / Fan-activity Photo sticker> ・Target fan-activity users Leverage the strengths of the SEKAIKAN Business

© FURYU CORPORATION

Integrated Customer Experience Design

“Discover → Visit → Shoot → Share” is designed as one seamless customer journey, creating new ways to enjoy photo sticker machines.
This expands usage across generations and increases shooting opportunities.

An integrated experience encourages cross-generational visits, use of multiple models, and more social sharing than before.

01 Discover & become interested (before visiting)

Share the brand world and new fun through social media and promotions, building awareness and a reason to visit.

02 Catch attention and be selected (in store)

Use machine visuals and in-store presentation to spark interest, even among visitors who had not planned to shoot.

04 Save & share (after shooting)

Save images and share them on social media. Posts motivate others to visit and friends to return together.

03 Enjoy (shooting)

Add value beyond the photo through the shooting process, backgrounds and decoration, improving satisfaction.

Expand customer reach and shooting occasions through integrated experience design

Heisei Puri	FLASH	WataUsa 2
Bring adult users back	**Build awareness of a new model**	**Make usage habitual**
Re-create valued past experiences and encourage adult visitors.	Offer fun beyond “looking good” and reshape the perceived value of purikura.	Offer distinct fun by model and encourage multiple shoots on the same day.

› **Outcome** **Adult repeat visits, recognition of new experience value, and more shooting through multi-model use**

Future Strategy: Expand to the new “Kirary” model

Discover	Raise awareness and visit intent across generations with a refined brand world.
Visit	Link cabinet and store presentation to stimulate interest and shooting.
Shoot	Deliver an adult-satisfying experience that increases satisfaction and multi-model use.
Share	Encourage social posts to spread awareness and generate new visits.

* UGC (User-Generated Content): photos, videos and other content posted by users on social media.

© FURYU CORPORATION

Expanding Consumer Touchpoints through IP Photo Sticker Collaborations

Continue to develop IP collaborations that meet the needs of diverse target groups, with the aim of attracting new customer segments

Target	Main Objective	Nov.				Dec.				Jan.				Feb.				Mar.			
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Younger Children / Families	Attract new customer segments by generating buzz	Moove(XR)																			
IP Fans	Attract new customer segments by engaging IP fans	Photo Sticker Collaboration																			
						Photo Sticker Collaboration															
														Photo Sticker Collaboration							
Adults	Re-engage former photo sticker users by offering immersive IP experiences																				
						Photo Sticker Collaboration															
						Photo Sticker Collaboration															

Initiative Type | Photo Sticker Collaboration | moove（XR）

What is moove (XR)?

moove is a new photo sticker content service that offers fans an immersive video and photo experience, allowing them to enter the world of an IP and feel as if they were alongside their favorite characters or artists.

© FURYU CORPORATION

GTB New Businesses

FuRyu
Precious days, always

Fan-Activity Photo Stickers

“Fan-Activity” Printing Machines “SUKELU factory” / “DIYfoto factory”



Installation Started

March 2026

Units Installed by Country (as of the end of October)

Japan: More than 100 units **Overseas:** Several units

Future Developments and Topics

Capture growing demand for fan activities and continue to strengthen collaborations with a diverse range of character IPs. Attract new users through the unique experience offered by the “SUKELU factory” fan-activity printing machine, while encouraging repeat usage and improving utilization rates in Japan and overseas.

Overseas IP Photo Stickers

Photo Machine Designed for Overseas Markets “YES foto archive”



Installation Started

July 2026

Units Installed by Country (as of the end of October)

China: Several dozen units **U.S.:** Test marketing underway

Future Developments and Topics

Full-scale test marketing has begun in the U.S. market. The service has received strong user feedback even without IP collaborations, confirming solid demand for fan-activity photo stickers in overseas markets.

[Installation Target] Aim to install a total of 600 “SUKELU,” “DIYfoto,” and “YES foto” units by the end of March 2028

© FURYU CORPORATION

FURYU New Business

FuRyu
Precious days, always

© FURYU CORPORATION

Business Progress : FURYU New Business

FuRyu
Precious days, always

Start-up costs were incurred at the anime subsidiary (FURYU Pictures Corporation), while revenue generation is planned for the second half of the fiscal year

【Console game software】

<Progress >

・Preparation of titles to be released in the current fiscal year
・Localized versions for overseas markets and ported versions of past titles are also progressing steadily
・Undertaking development of titles to be released by other companies

<Measures for this term>

・In-house titles
Release “ANOMALITH” and “CRYMELIGHT”
・Strengthen the PC market, including Steam, and aim to expand overseas sales

【Anime】

<Progress >

・Strengthen the production structure by increasing personnel and other measures
・Held the “LAID-BACK CAMP △ and Yamanashi ▲” exhibition at the Yamanashi Prefectural Museum from July to September
→Visitor numbers exceeded 30,000

<Measures for this term>

・November 7 and 8
Hold “LAID-BACK CAMP △ Jamboree in Nagisaen”
→Co-host a hands-on event with Hamamatsu City
・Increase awareness of “The Eternal Fool’s Words of Wisdom: A Pawsitively Fantastic Adventure”
→Release key visuals and main visuals before broadcasting, hold advance screenings, etc.

【Olu.】

<Progress >

・Traffic to the company’s own website increased through strengthened social media initiatives ・Reduced lost sales opportunities through inventory integration with major e-commerce platforms ・The repeat purchase rate among existing customers increased

<Measures for this term>

・Strengthen new customer acquisition by generating buzz on social media ・Expand customer touchpoints through the active rollout of pop-up stores ・Strengthen engagement with existing customers

Titles scheduled for release and broadcast

Scheduled release and broadcast period	Title	Sub-segment
October 2026	ANOMALITH	Console game software
November 2026	CRYMELIGHT	Console game software
January 2027	The Eternal Fool’s Words of Wisdom: A Pawsitively Fantastic Adventure	Anime
April 2027	LAID-BACK CAMP SEASON 4	Anime
July 2027	The Otome Heroine’s Fight for Survival	Anime

*Only lead-organizer titles are listed for anime

© FURYU CORPORATION

From Stability-focused Management to Growth-focused Management : Corporate Transformation Underway

FuRyu
Precious days, always

Promoting the following initiatives to enhance corporate value as part of corporate transformation

Organizational culture reform

Define the target culture

"We grow by valuing teamwork"

Evaluation

Early promotions and demotions

Review director evaluation methods as well

Management

Changes to external directors

Organizational capabilities

Thorough implementation of basic practices

Meetings, weekly reports, goal setting

Structure

Changes to the GTB Structure

Remuneration

Market capitalization-linked remuneration

Introduction into executive remuneration

Budget

Top-down budgeting

Shift from bottom-up budgeting

Strategy

Strengthen marketing

Engage a support company

Governance

Board of directors reform

Initiation of reforms

© FURYU CORPORATION

FURYU Medium-term Vision 2027

FuRyu
Precious days, always

© FURYU CORPORATION

Medium-term Vision – Target management indices and quantitative targets

FuRyu
Precious days, always

◆Medium-term vision

“ROE：15% or higher・OP margin：10% or higher”

◆Management strategy

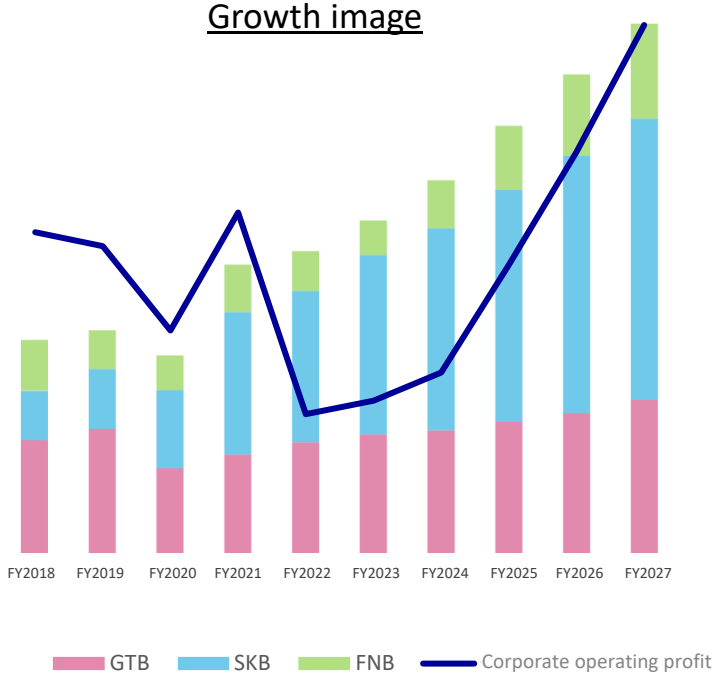
- Growth：SEKAIKAN Business (SKB)
- Earnings：GIRLS Trend Business (GTB)
- Potential for future：FURYU New Business (FNB)

◆FY2027 target

- Net sales ：60 billion yen
  (5-years CAGR 10%)
- Operating profit： 6 billion yen
  (5-years CAGR 26%)

*Compared to FY2022 results

Growth image



© FURYU CORPORATION

Medium-term Vision - Basic policy

FuRyu
Precious days, always

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

■ Realization of Dynamic Vision (see note): employee and company growth through employees' self-directed career development and increased motivation
- Developing a diverse workforce that can play a role in increasing corporate value
- Promoting a rewarding work environment
- Acquiring versatile and diverse human resources
- 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."

© FURYU CORPORATION

Medium-term Vision－Progress for FY2025

FuRyu
Precious days, always

◆Medium-term vision

「ROE：above 15%・OP margin：above 10%」

◆FY2027 target

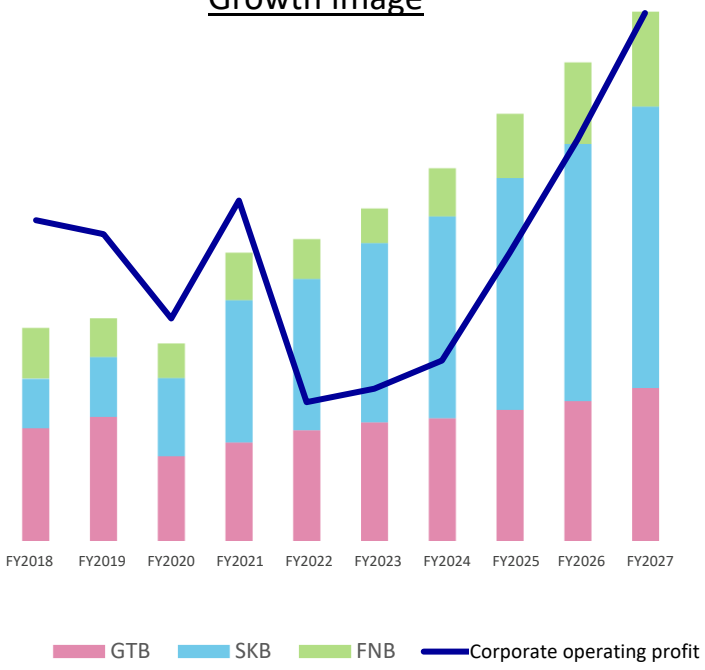
- ROE ： above 15%
- OP margin ： above 10%
- Net sales ： 60 billion yen (5-years CAGR10%)
- Operating profit：6 billion yen (5-years CAGR26%)

*Compared to FY2022 results

◆FY2025 Actual

- ROE ： 8.9%（FY2024：7.3%）
- OP margin：7.4%（FY2024：5.1%）
- Net sales ： 44.7 billion yen
- Operating profit： 3.3 billion yen

Growth image



To achieve the targets, we will continue to strengthen strategic measures to expand revenue and operating profit

© FURYU CORPORATION

Approach to Improving ROE

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

	FY3/2025 (actual)	FY3/2026 (actual)	FY3/2028 (Target)	Policy for increasing ROE
	7.3%	8.9%	**15.1%**	Maintain ROE at 15% or higher
Profitability ①Net profit margin on sales Net profit for the year divided by sales	3.7%	4.6%	**7.4%**	Maintain GTB's high profitability Improve the profitability of SKB
Asset efficiency ②Asset turnover Sales divided by total assets	1.57 times	1.53 times	**1.44 times**	Reduce unnecessary assets Grow sales
Financial leverage ③Total assets divided by equity	1.27x	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 7%-8%, and ROE is approximately at the same level as the cost of equity

(Note) CAPM basis: Risk-free rate 10-year JGB yield average 2.4%, Market risk premium 5.53%, Beta 0.86 (60-month monthly)

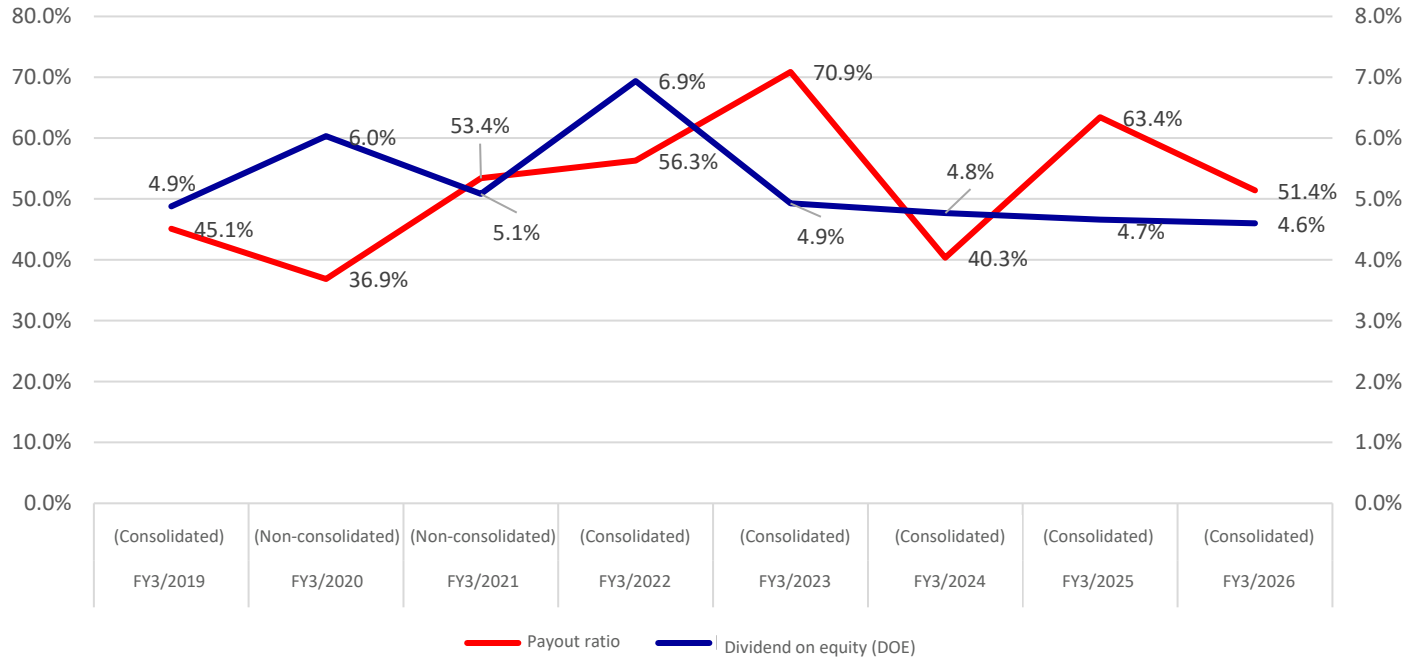
© FURYU CORPORATION

Shareholder Return Measures and Financial Indicators

FuRyu
Precious days, always

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

ROE × Payout ratio = DOE



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

© FURYU CORPORATION

Reference Material

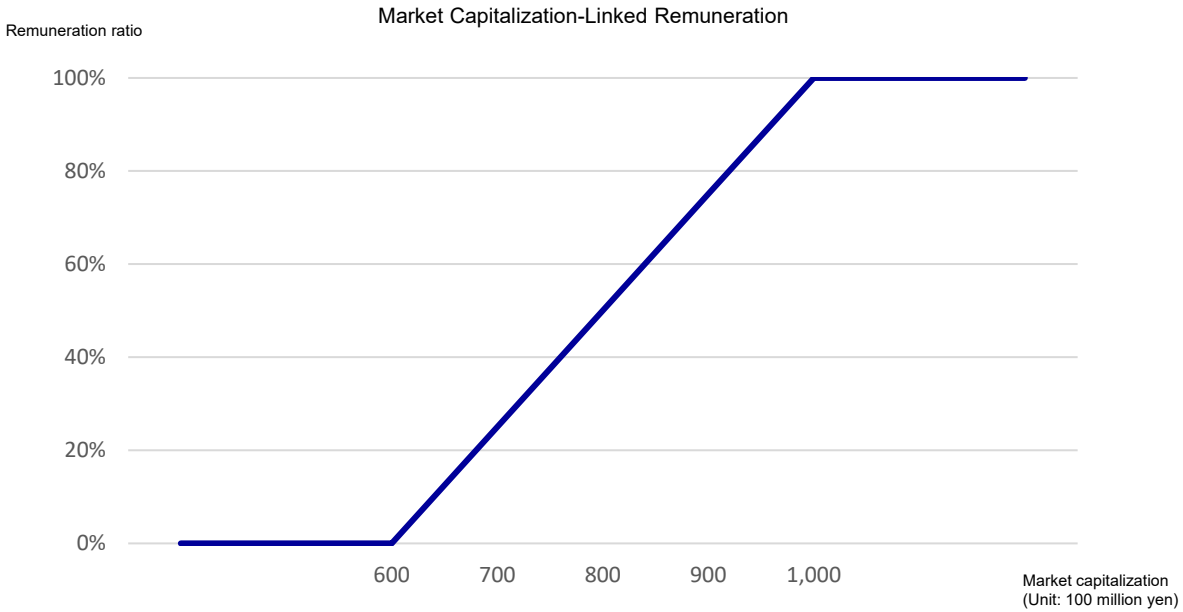
FuRyu
Precious days, always

© FURYU CORPORATION

Market Capitalization-Linked Remuneration for Directors, etc.

FuRyu
Precious days, always

Introduction of a Market Capitalization-Linked Remuneration System for Directors, etc.*
A Measure to increase awareness of Medium- to Long-term enhancement of corporate value



Remuneration becomes payable upon achieving a market capitalization of over 60.0 billion yen during the medium-term management plan period (initially FY3/2027–FY3/2028) (no remuneration if market capitalization is below 60.0 billion yen).

Maximum: 245,000 shares (Reference: approximately 297 million yen, based on the closing price of 1,212 yen on May 18, 2026)

＊Directors (excluding External Directors; Auditors are not eligible for the System) and Executive Officers who do not concurrently serve as Directors

© FURYU CORPORATION

Trend in Major Financial Indicators

(¥mn)	FY3/2022 (consolidated)	FY3/2023 (consolidated)	FY3/2024 (consolidated)	FY3/2025 (consolidated)	FY3/2026 (consolidated)
Net sales	34,058	36,400	42,768	44,305	44,767
Operating profit	3,709	2,134	3,771	2,239	3,315
Ordinary profit	3,707	2,179	3,735	2,280	3,302
Profit attributable to owners of parent*	2,544	1,443	2,491	1,627	2,060
Earnings per share (EPS) (yen)	93.01	53.62	94.22	61.50	77.81
Total number of issued shares	28,296,000	28,296,000	28,296,000	28,296,000	28,296,000
Total amount of dividends	1,422	1,004	1,031	1,037	1,063
Payout ratio (%)	55.9	70.9	41.4	63.4	51.4
Dividends per share (DPS) (yen)	52	38	39	39	40
Net assets	21,250	20,152	21,862	22,424	23,627
Equity ratio (%)	75.5	77.7	77.1	79.8	77.9
Book value per share (BPS) (yen)	776.71	762.2	826.88	846.87	892.06
Return on equity (ROE) (%)	12.0	7.0	11.9	7.3	8.9
Employees	488	507	529	537	565
Average exchange rate (US dollar): Yen	112.37	135.47	144.55	152.47	150.72

© FURYU CORPORATION

Earnings By Segment (by fiscal year)

(¥mn)	FY3/2022 (Consolidated)	FY3/2023 (Consolidated)	FY3/2024 (Consolidated)	FY3/2025 (Consolidated)	FY3/2026 (Consolidated)
Net sales	34,058	36,400	42,768	44,305	44,767
SEKAIKAN Business	15,175	16,347	23,317	25,338	27,707
GIRLS Trend Business	14,738	15,745	15,911	14,818	14,388
FURYU New Business	4,144	4,307	3,540	4,148	2,672
Operating profit	3,709	2,134	3,771	2,239	3,315
SEKAIKAN Business	2,375	-189	1,710	1,768	2,337
GIRLS Trend Business	3,536	4,223	4,421	3,147	3,589
FURYU New Business	-762	-310	-574	-430	-454
Company-wide costs	-1,439	-1,589	-1,787	-2,246	-2,156

© FURYU CORPORATION

Performance Trends (by quarter)

FuRyu
Precious days, always

	FY3/2023				FY3/2024				FY3/2025			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	8,142	9,845	9,351	9,061	9,974	11,108	11,467	10,218	10,046	11,528	12,099	10,631
SEKAIKAN Business	3,705	4,286	4,389	3,966	5,572	6,132	6,260	5,352	5,851	6,585	6,706	6,195
GIRLS Trend Business	3,365	3,970	4,159	4,249	3,617	3,960	4,205	4,126	3,395	3,756	3,979	3,687
FURYU New Business	1,070	1,588	801	845	785	1,015	1,001	739	799	1,186	1,413	748
Operating profit	679	904	510	39	1,315	1,112	1,085	257	648	656	748	185
SEKAIKAN Business	229	84	-81	-422	726	337	526	120	510	405	598	254
GIRLS Trend Business	936	1,143	1,127	1,015	1,072	1,242	1,127	979	881	876	778	610
FURYU New Business	-96	75	-148	-140	-81	-71	-94	-326	-202	-67	-50	-109
Company-wide costs	-389	-398	-388	-413	-401	-394	-474	-516	-540	-557	-577	-570

	FY3/2026				FY3/2027			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	10,104	11,378	11,172	12,112	12,019	13,259		
SEKAIKAN Business	6,293	7,272	6,993	7,146	8,161	8,536		
GIRLS Trend Business	3,365	3,482	3,367	4,173	3,393	4,160		
FURYU New Business	446	623	811	791	464	562		
Operating profit	702	1,093	1,116	403	1,073	959		
SEKAIKAN Business	618	736	633	349	866	633		
GIRLS Trend Business	663	858	1,074	993	841	924		
FURYU New Business	-27	-21	-45	-359	-90	-56		
Company-wide costs	-550	-479	-545	-580	-543	-541		

© FURYU CORPORATION

Earnings By Sub-Segment (by quarter)

FuRyu
Precious days, always

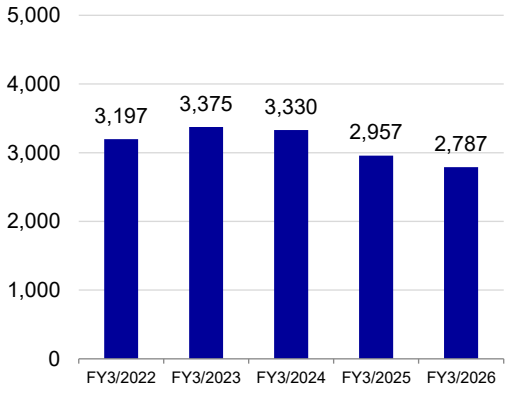
	FY3/2025				FY3/2026				FY3/2027			
(¥mn)	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net Sales	10,046	11,528	12,099	10,631	10,104	11,378	11,172	12,112	12,019	13,259		
SEKAIKAN Business	5,851	6,585	6,706	6,195	6,293	7,272	6,993	7,146	8,161	8,536		
Arcade prizes	4,443	5,184	5,065	3,921	4,244	5,383	5,317	4,680	6,041	6,353		
Overseas product sales	538	447	726	920	784	879	845	1,110	965	1,393		
Expensive hobby goods	628	682	579	658	760	870	346	889	680	475		
Lottery	240	272	334	695	505	138	483	467	473	312		
GIRLS Trend Business	3,395	3,756	3,979	3,687	3,365	3,482	3,367	4,173	3,393	4,160		
GTB existing business	3,358	3,731	3,974	3,684	3,360	3,475	3,359	4,154	3,340	4,099		
Photo sticker: amusement arcades	1,419	1,766	2,050	1,737	1,572	1,469	1,198	1,876	1,259	1,985		
Photo sticker: directly managed shops	297	326	315	326	264	290	282	321	222	263		
PiCTLINK	1,552	1,554	1,531	1,546	1,455	1,650	1,818	1,898	1,804	1,797		
Other	89	83	77	74	67	64	59	58	54	52		
GTB new business	37	24	4	3	4	7	7	18	53	61		
FURYU New Business	799	1,186	1,413	748	446	623	811	791	464	562		
Console game software	117	474	677	189	170	330	453	312	231	273		
Anime	266	313	311	196	184	214	179	374	145	190		
Colored contact lenses	221	223	235	211	0	0	0	0	0	0		
Other	193	176	189	151	90	78	179	103	86	99		
Operating profit	648	656	748	185	702	1,093	1,116	403	1,073	959		
SEKAIKAN Business	510	405	598	254	618	736	633	349	866	633		
GIRLS Trend Business	881	876	778	610	663	858	1,074	993	841	924		
GTB existing business	875	896	810	666	700	899	1,111	1,154	921	1,066		
GTB new business	6	-19	-32	-56	-37	-41	-37	-160	-80	-142		
FURYU New Business	-202	-67	-50	-109	-27	-21	-45	-359	-90	-56		
Company-wide expenses	-540	-557	-577	-570	-550	-479	-545	-580	-543	-541		

© FURYU CORPORATION

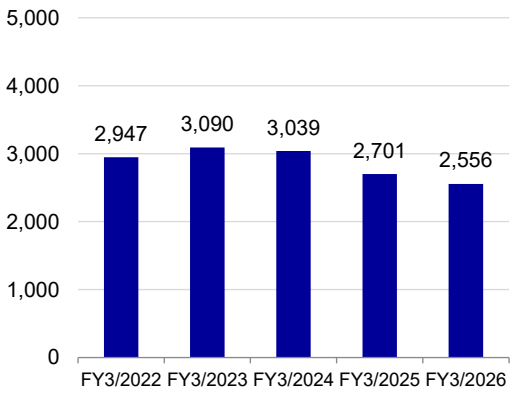
Trend in KPIs (FY)

FuRyu
Precious days, always

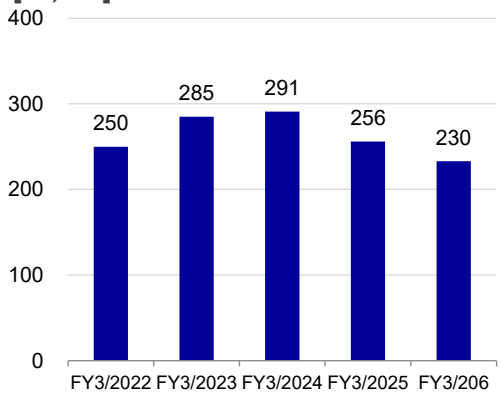
■ Total number of plays [10,000]



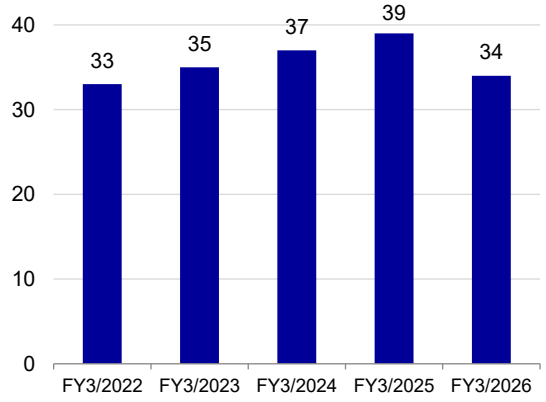
■ No. of plays amusement arcades [10,000]



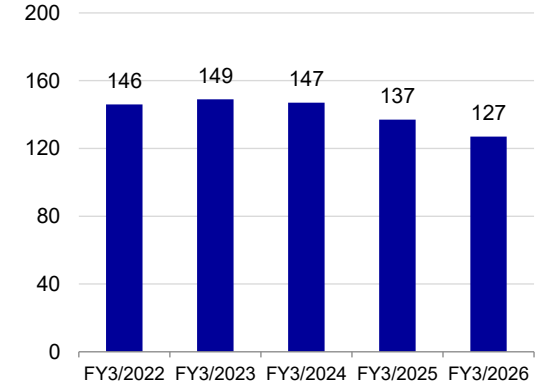
■ No. of plays at directly managed shops [10,000]



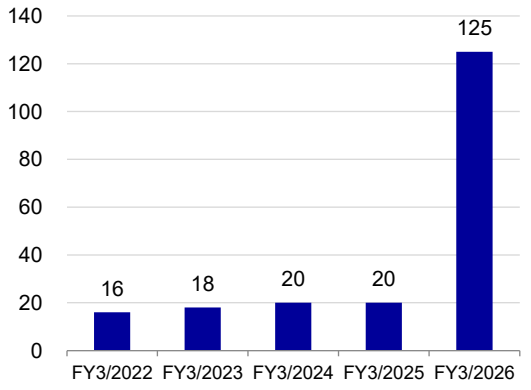
■ No. of directly managed shops



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



■ No. of premium PiCTLINK members [10,000]

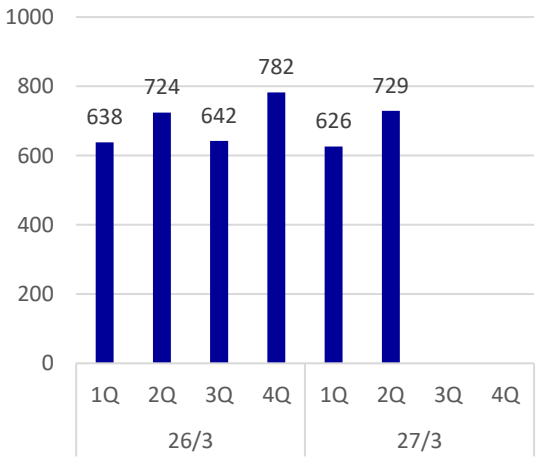


© FURYU CORPORATION

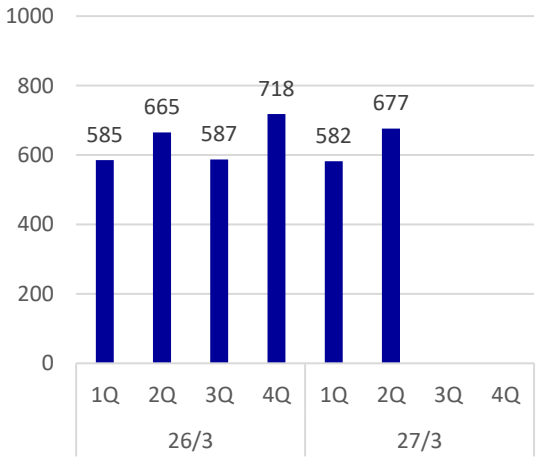
Trend in KPIs (Quarterly)

FuRyu
Precious days, always

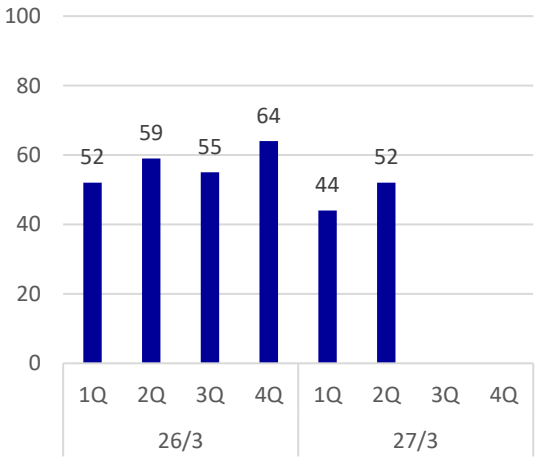
■ Total number of plays [10,000]



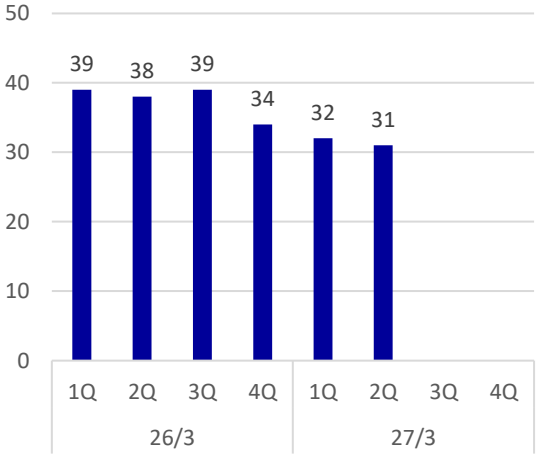
■ No. of plays amusement arcades [10,000]



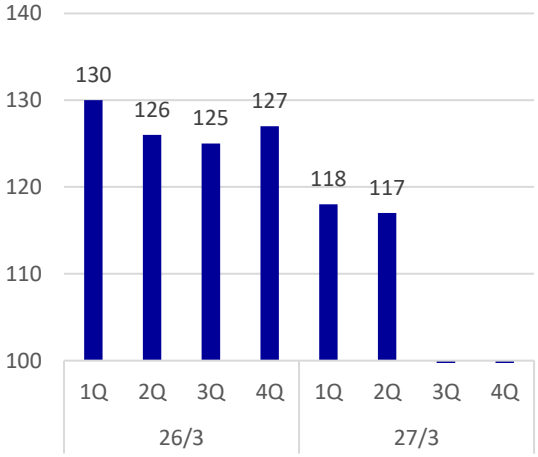
■ No. of plays at directly managed shops [10,000]



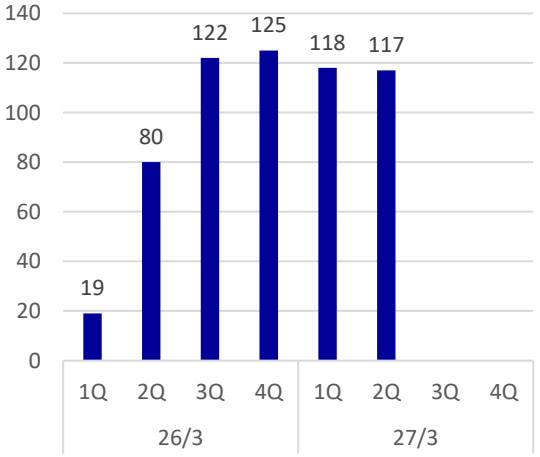
■ No. of directly managed shops



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



■ No. of premium PiCTLINK members [10,000]



© FURYU CORPORATION

Share Information(as of September 30, 2026)

FURYU
Precious days, always

Total no. of authorized shares	**104,400,000 shares**
Total number of issued shares	**28,296,000 shares**
No. of shareholders	**9,614**

Shareholders	No. of shares held	Shareholding ratio (%)
FURYU Shoji Corporation	4,360,000	16.24
The Master Trust Bank of Japan (Trust account)	2,793,500	10.41
TM Corporation	1,415,000	5.27
FURYU Employee Shareholding Association	863,700	3.22
BNY GCM Client Accounts	860,419	3.21
Yoshiro Tasaka	840,000	3.13
NOMURA PB NOMINEES LIMITED OMNIBUS-MARGIN(CASHPB)	798,567	2.98
Custody Bank of Japan, Ltd. (Trust account)	572,600	2.13
SBI SECURITIES Co., Ltd.	561,697	2.09
Masato Yoshida	512,232	1.91

*1. The company owns 1,797,930 treasury shares, but they are not included as a major shareholder.
*2. Shareholding ratio was calculated after subtracting the number of treasury shares.

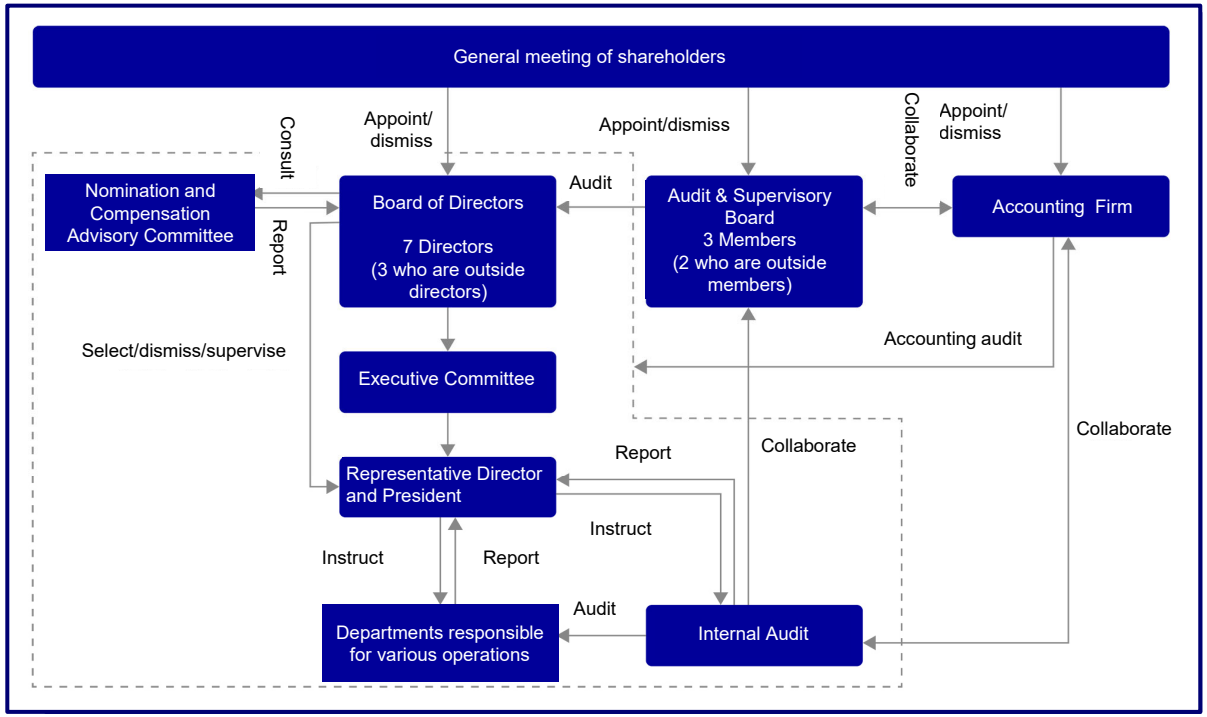
© FURYU CORPORATION

Corporate Governance

FuRyu
Precious days, always

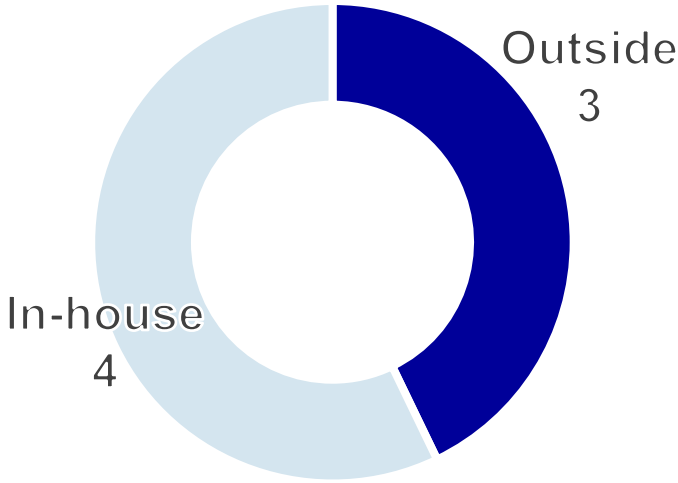
We established a nomination and remuneration committee, a majority of whose members are independent outside directors

We will strengthen the Board of Directors' supervisory function by raising the ratio of independent outside directors to at least one-third



End of June 2026

Composition of directors



[Noteworthy Matters]
Three female directors (one-third of directors are women)
Three outside directors with management experience

© FURYU CORPORATION

Disclaimer

FuRyu
Precious days, always

This material has been prepared for the purpose of providing an understanding of the management policies, business plans, earnings forecasts, and other matters of FURYU CORPORATION and its consolidated subsidiaries (collectively, the “Group”), and is not intended to solicit the purchase, sale, or other transactions involving the Company’s shares or other financial instruments.

In preparing this material, the Company has endeavored to provide accurate information; however, it does not guarantee the accuracy or completeness of such information.
The Company assumes no responsibility whatsoever for any damages arising in connection with this material.

Statements in this material concerning the Group’s plans, forecasts, strategies, and views that are not historical facts are forward-looking statements concerning future performance and other matters and are based on management’s judgments and assumptions made on the basis of information available at the time this material was prepared.

These forecasts do not guarantee future performance and involve risks and uncertainties. Actual performance may differ materially from the forecasts due to changes in the economic environment, changes in the competitive environment and regulations in the Group’s business domains, and various other factors.

Information concerning forecasts of future performance contained in this material is current as of the time this material was prepared, and the Group assumes no obligation to update or revise such forecasts due to new information, events occurring after the date of announcement, or other circumstances.

© FURYU CORPORATION

For inquiries about this material
IR officer
Finance and Accounting Department
Corporate Strategy Division
FURYU CORPORATION

Email: info-ir@furyu.jp

FuRyu
Precious days, always

© FURYU CORPORATION