Securities code: 6238

Material for Briefing Financial Results

1Q Term ended June 2026

Precious days, always

INDEX

Corporate Profile

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Corporate Profile (As of March 31, 2026)

Company name	FURYU CORPORATION		
Establishment	April 1, 2007 *Business transferred in whole from OMRON Entertainment Co., Ltd.		
President	Masahito Enomoto		
Head office	COMS Bldg. 2F, 2-3 Uguisudani-cho, Shibuya-ku, Tokyo		
Business activities	Development, manufacturing, and sales of character merchandise, photo sticker machines, console games and e-commerce (online retail)		
Number of employees	Consolidated: 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

Origin of the Company Name・Corporate Philosophy

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Origin of the company name

The name "FURYU" is derived from the ancient Japanese word 風流 (pronounced furyu), which referred to entertainment in traditional Japanese culture.
This is different from 風流 (pronounced fūryū), which shares the same kanji but has a different pronunciation and meaning. The latter is now associated with the aesthetic ideals of *wabi-sabi*.

In the Heian period, the Gion Festival, which originated in Kyoto, was the largest entertainment event in Japan at the time.
Once a year, for that fleeting moment, people passionately pursued beauty, liveliness, joy, and splendor.

That spirit of ancient Japanese aesthetics is what we call 風流 (furyu).
As a company founded in Kyoto, we chose our name to reflect and cherish that very spirit.

Corporate philosophy

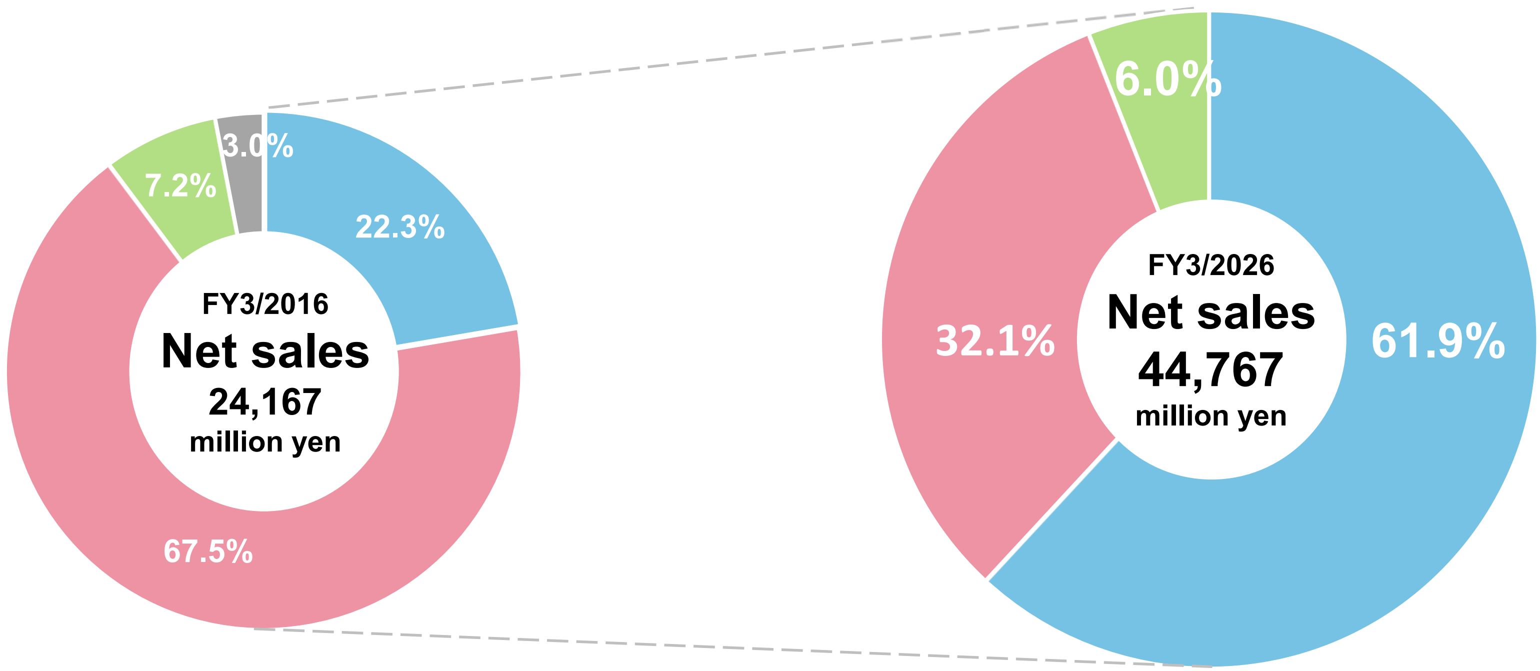
Create quality entertainment that brings happiness and fulfillment to people!

Evolution of Our Business Portfolio

Compared with ten years ago, the SEKAIKAN Business has grown rapidly (5.3 billion yen → 27.7 billion yen)

FY3/2016 (10 years ago)

FY3/2026



SEKAIKAN Business | GIRLS Trend Business | FURYU New Business | Others

- ✓ Photo sticker machines and adjacent businesses are our mainstay

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

Note: For FY3/2016, segments differ from the current scheme; for GTB, figures are a simple sum of Photo Sticker and Content Media

Two-axis Self-assessment of FURYU

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

* Key Success Factor (critical success factor)

Overview of Results for FY3/2027 1Q

1Q FY3/2027 Highlights

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Consolidated Corporate	**Strong performance in the SEKAIKAN Business, along with price unification, drove an increase in profits** Net sales ： 12.0 billion （YoY 119.0%） Operating profit ： 1.0 billion （YoY 152.8%）
SEKAIKAN Business	**Strong arcade prizes and overseas product sales drove increases in net sales and profit** Net sales ： 8.1billion （YoY 129.7%） Operating profit ： 0.8 billion （YoY 140.3%）
GIRLS Trend Business	**Although both the number of plays and the number of members decreased, profit increased due to price unification** Net sales ： 3.3 billion （YoY 100.9%） Operating profit ： 0.8 billion （YoY 126.8%）
FURYU New Business	**Start-up costs were incurred at the anime subsidiary** Net sales ： 0.4 billion （YoY 104.1％） Operating profit ： -0.09 billion （YoY-0.06 billion）

Consolidated Overview for FY3/2027 1Q

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Strong performance in the SEKAIKAN Business and price unification drove increases in net sales and profit

(Unit : million yen)	FY3/2026 1Q	FY3/2027 1Q	YoY Change	YoY %
Net sales	10,104	**12,019**	1,915	119.0%
SEKAIKAN Business	6,293	**8,161**	1,868	129.7%
GIRLS Trend Business	3,365	**3,393**	28	100.9%
FURYU New Business	446	**464**	18	104.1%
Operating profit	702	**1,073**	370	152.8%
SEKAIKAN Business	618	**866**	248	140.3%
GIRLS Trend Business	663	**841**	177	126.8%
FURYU New Business	-27	**-90**	-62	-
Company-wide costs	-550	**-543**	6	-
Ordinary profit	707	**1,069**	362	151.2%
Profit attributable to owners of parent	463	**681**	218	147.2%

FY3/2027 1Q SEKAIKAN Business Overview

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Strong performance in arcade prizes and overseas product sales drove increases in net sales and profit

(Unit : million yen)	FY3/2026 1Q	FY3/2027 1Q	YoY Change	YoY %
Net sales	6,293	**8,161**	1,868	129.7%
Arcade prizes	4,244	**6,041**	1,797	142.4%
Overseas product sales	784	**965**	180	123.0%
Expensive hobby goods	760	**680**	-79	89.5%
Lottery	504	**473**	-30	93.9%
Operating profit	618	**866**	248	140.3%
Average remittance rate at the time of purchase (yen/1 USD)	146.65	**157.75**	11.10	107.6%

<Impact of exchange rate>
・Compared with the assumed exchange rate, a loss of approximately 174 million yen in 1Q

1Q 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. 40%: North America
Approx. 20%: China
Approx. 20%: Asia (excluding China)
Approx. 10%: Europe

<Expensive hobby goods>

・Profit was secured despite a decrease in net sales

<Lottery>

・Three titles were released

FY3/2027 1Q GIRLS Trend Business Overview

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

	(Unit : million yen)	FY3/2026 1Q	FY3/2027 1Q	YoY Change	YoY %
	Net sales	3,365	**3,393**	28	100.9%
*1	**GTB existing business**	3,360	**3,340**	-19	99.4%
	Photo sticker : Amusement arcades	1,572	**1,259**	-312	80.1%
	Photo sticker : directly managed shops	264	**222**	-42	84.1%
	PiCTLINK	1,455	**1,804**	348	123.9%
*2	Other	67	**54**	-13	80.2%
*1,3	**GTB new business**	4	**53**	48	1149.4%
*1,3	**Operating profit**	663	**841**	177	126.8%
*1,3	**GTB existing business**	700	**921**	220	131.4%
	GTB new business	-37	**-80**	-42	-
	Number of games played (10,000)	638	**626**	-11	98.1%
	Number of PiCTLINK members (10,000)	130	**118**	-12	90.6%

*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

1Q Overview

<Photo sticker: amusement arcades>
- Net sales decreased due to a delay in the launch of the new summer machine
- The number of plays decreased YoY

<Photo sticker: directly managed shops>
- The number of plays decreased compared to the same period previous year
- The number of directly managed shops: 32 (As of June 2026)
- Net sales decreased due to the closure of unprofitable stores

<PiCTLINK>
- Of 1.18 million paid members, 1.18 million have transitioned to premium membership
  →Progress of price unification: approximately 100%
- Free junior high school membership exceeded 270,000

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

<GTB new business>
- Retouch: The loss continued but narrowed
- IP-based photo sticker: costs only
- Fan-activity Photo sticker: Revenue recognition commenced

FY3/2027 1Q FURYU New Business Overview

Start-up costs were incurred at the anime subsidiary

(Unit : million yen)	FY3/2026 1Q	FY3/2027 1Q	YoY Change	YoY %
Net sales	446	**464**	18	104.1%
Console game software	170	**231**	60	135.6%
Anime	184	**145**	-38	79.0%
* Other	90	**86**	-3	96.0%
Operating profit	-27	**-90**	-62	-

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

1Q Overview

<Console game software>

- No new titles were released
- Download sales of existing titles contributed
- Net sales increased due to an increase in contract development

<Anime>

- Sales of key titles, including LAID-BACK CAMP SEASON 3, which accounted for the majority of net sales in 1Q of the previous fiscal year due to the timing of home video releases and merchandising, decreased in the current fiscal year
- Start-up costs were incurred at the anime subsidiary (head office relocation costs)

<Others>

- Olu. (apparel): losses were reduced through fixed cost optimization

Quarterly Performance Trends (net sales and operating profit)

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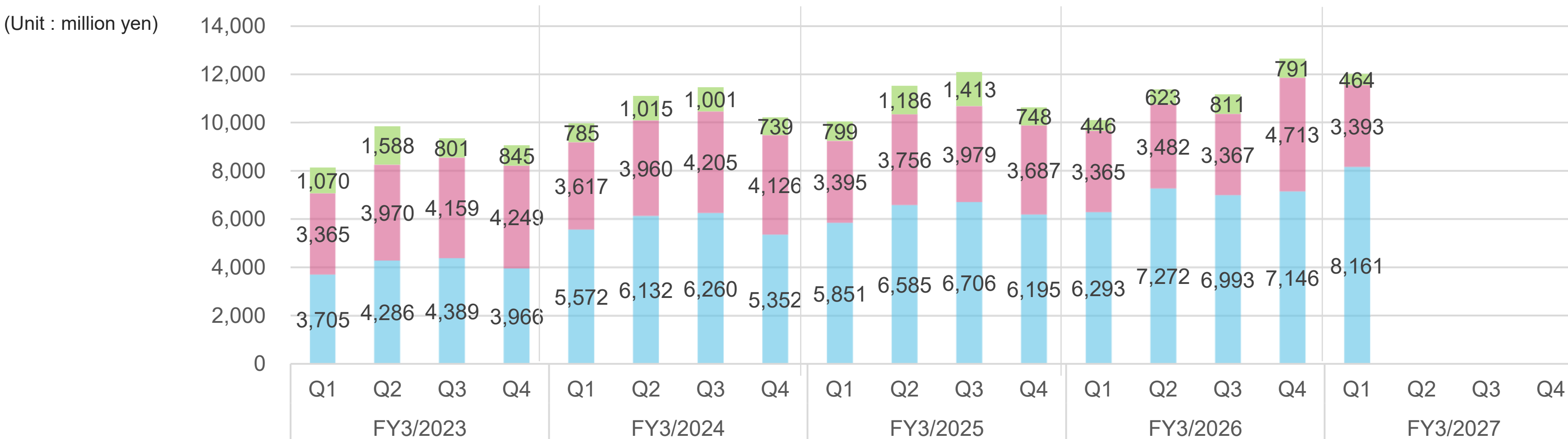
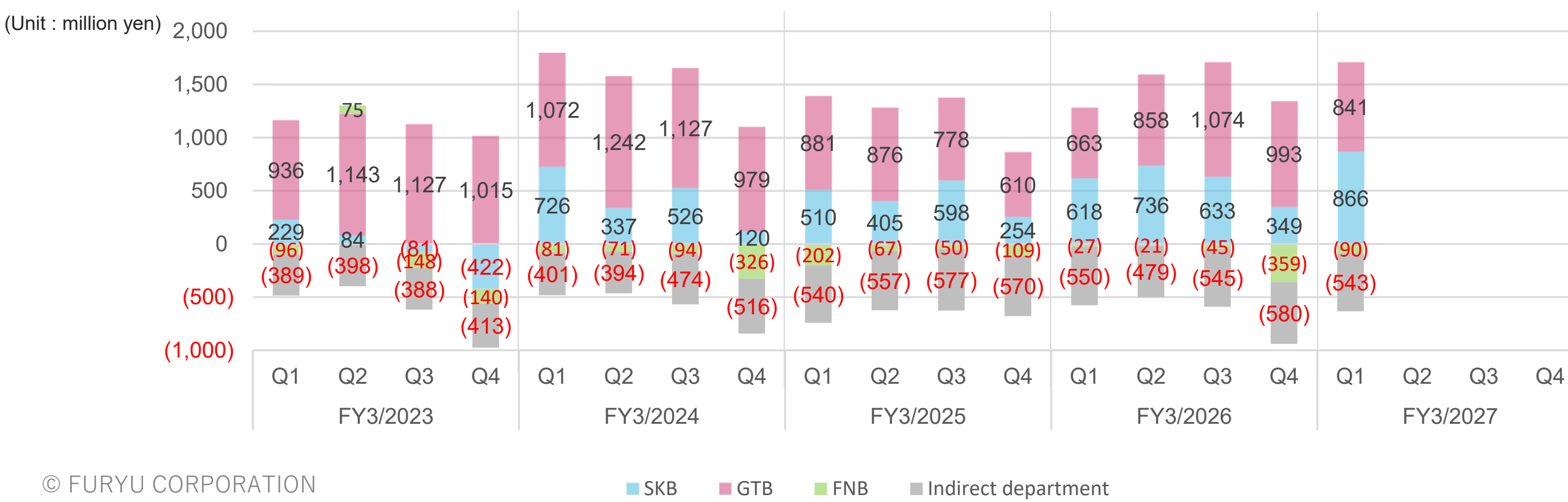
【 Net sales 】



【 Operating profit 】



Progress against Full-year Financial Forecasts

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

<SEKAIKAN Business>

・The strong domestic crane game market is expected to continue from 2Q onward, while overseas product sales and high-end hobby products are contributing to profit in line with the plan. This is expected to continue throughout the fiscal year

<GIRLS Trend Business>

・The number of plays was below expectations.

└Implement measures to promote plays and reduce membership cancellations and aim for a recovery through the new summer machine "FLASH."

Record advertising expenses associated with the above.

・PiCTLINK price unification is progressing smoothly and securing profit. The number of PiCTLINK members at the end of March 2027 remains as assumed.

<FURYU New Business>

・1Q progress was in line with the plan, and a contribution to profit is expected in 2Q and 3Q, when revenue recognition is concentrated

(Unit : million yen)	FY3/2027 Full year forecast	FY3/2027 1Q	Progress rate	FY3/2027 2Q image	FY3/2027 Full year image
Net sales	48,000	**12,019**	25.0%		
SEKAIKAN Business	29,000	**8,161**	28.1%		
GIRLS Trend Business	16,000	**3,393**	21.2%		
FURYU New Business	3,000	**464**	15.5%		
Operating profit	4,000	**1,073**	26.8%		
SEKAIKAN Business	2,800	**866**	30.9%		
GIRLS Trend Business	3,800	**841**	22.1%		
FURYU New Business	-200	**-90**	-		
Company-wide costs	-2,400	**-543**	-		
Ordinary profit	4,000	**1,069**	26.7%		
Profit attributable to owners of parent	2,500	**681**	27.2%		

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

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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

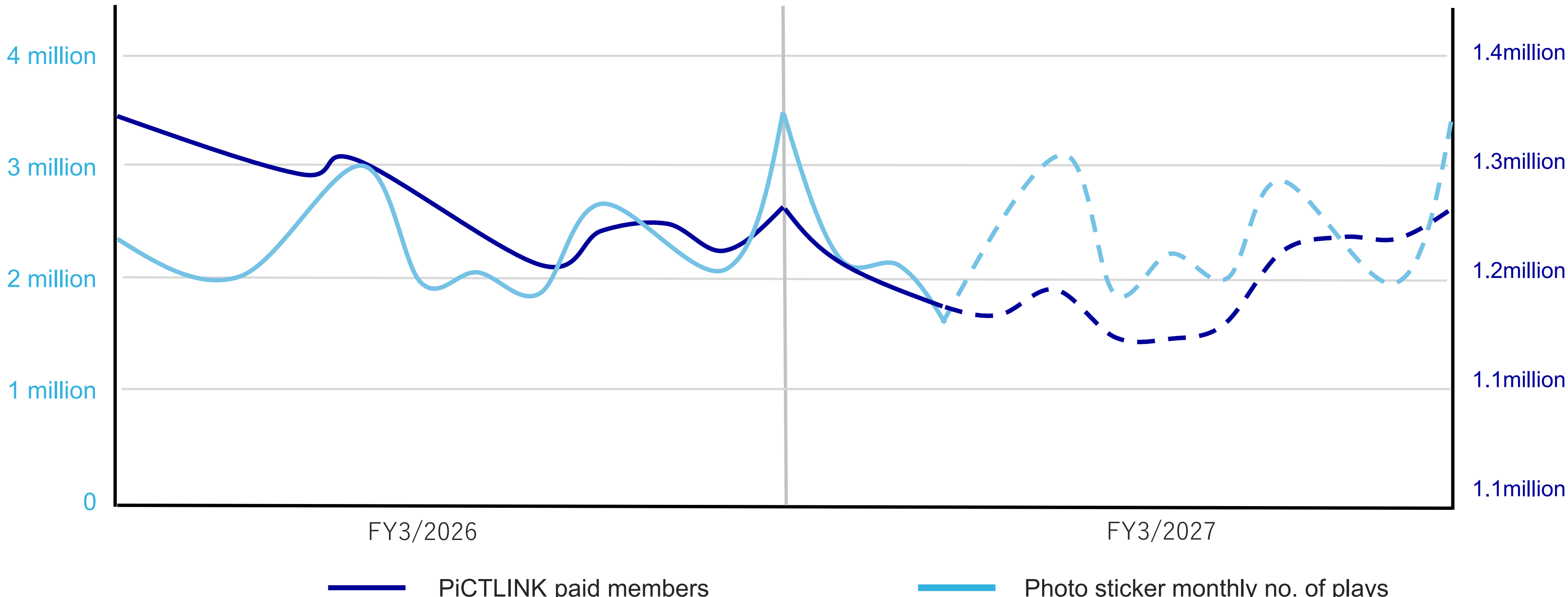
Approx. **28** million

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

Approx. **1.27** million

Total no. of plays per year (forecast)

Approx. **29** million



Shareholder Return and Financial Policy

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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

	FY3/2025 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	77.81yen	**94.40 yen**
Dividend per share (DPS)	39.00 yen	40.00yen (Dividend increase)	**40.00 yen**
Dividend payout ratio	63.40%	51.40%	**42.40%**
Amount of acquired treasury shares	–	—	–
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%	**About 10%**

(*) 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).

Capital Allocation

We have formulated a capital allocation to achieve the Medium-term Vision through strategic investments

Basic policy for capital allocation over the three years from FY3/2026 to FY3/2028

Cash in	Cash out	
Total Operating Cash Flow 15.0 billion (FY25：5.1billion)	**Strategic investment bucket 5.0-6.0 billion**	▪ M&A and minority investments ▪ Share repurchases ▪ Establishment of joint ventures
	Capital expenditures 6.0-7.0 billion (FY25: 2.1billion)	▪ Growth investments in existing businesses
	Shareholder return 3.0-4.0 billion (FY25: 1.0billion)	▪ Dividends: DOE 5% or payout ratio 40% ▪ Maintain progressive dividends
As of end of FY3/2026 13.7 billion	**As of end of FY3/2028 (forecast) 10.0-13.0 billion**	▪ Working capital, etc.

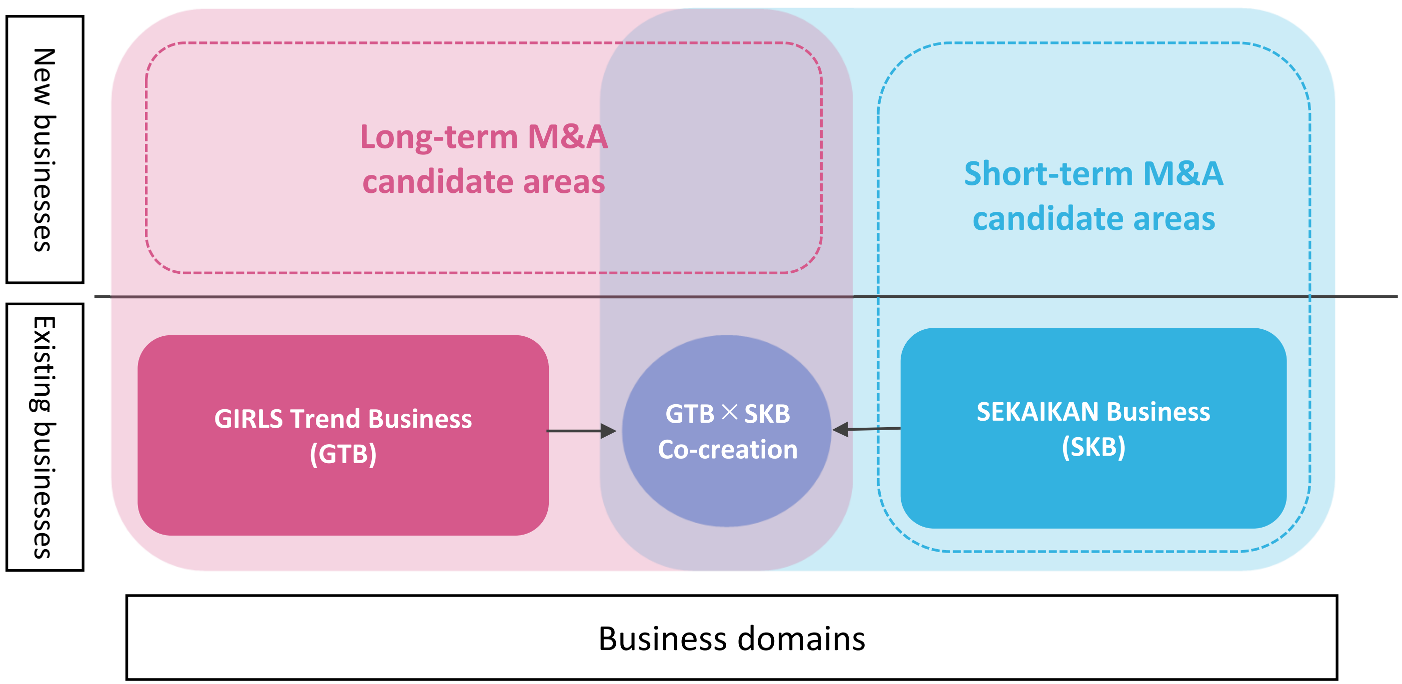
(*) For investments that cannot be funded with available funds, the Company will consider financing through debt or other means
If strategic investments are successful → allocate funds elsewhere while maintaining the dividend policy

M&A Policy (through FY3/2028)

- **Objective: Accelerate growth by creating business synergies and acquiring new businesses**

- **Target scope: Companies operating around the SEKAIKAN Business domain, where, through business synergies, we can achieve further growth together**

Areas under consideration for M&A (image)



Business Progress

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SEKAIKAN Business

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Business Progress : SEKAIKAN Business

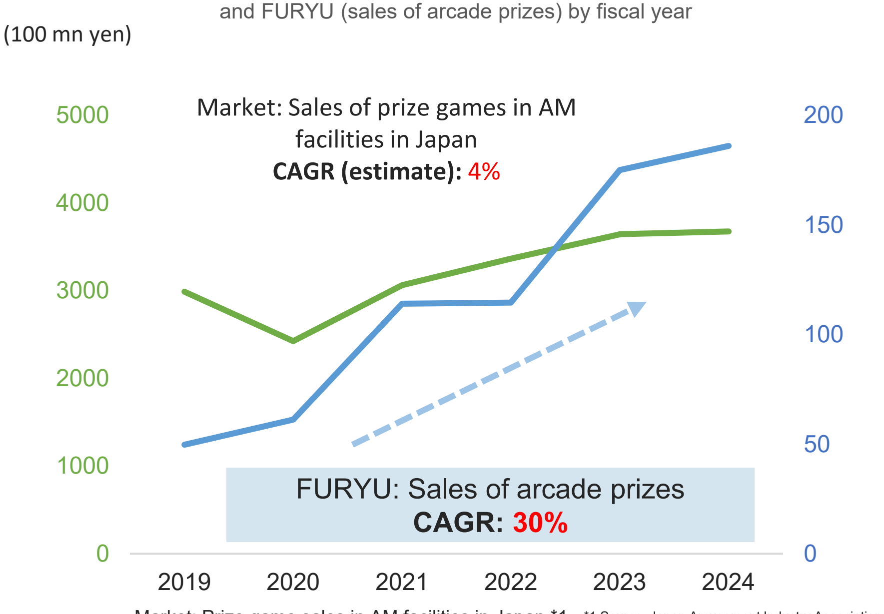
<Arcade prizes>

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

FURYU: Although major IPs rotate, sales remain solid

We pursue IP challenges while mitigating risk through made-to-order production

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

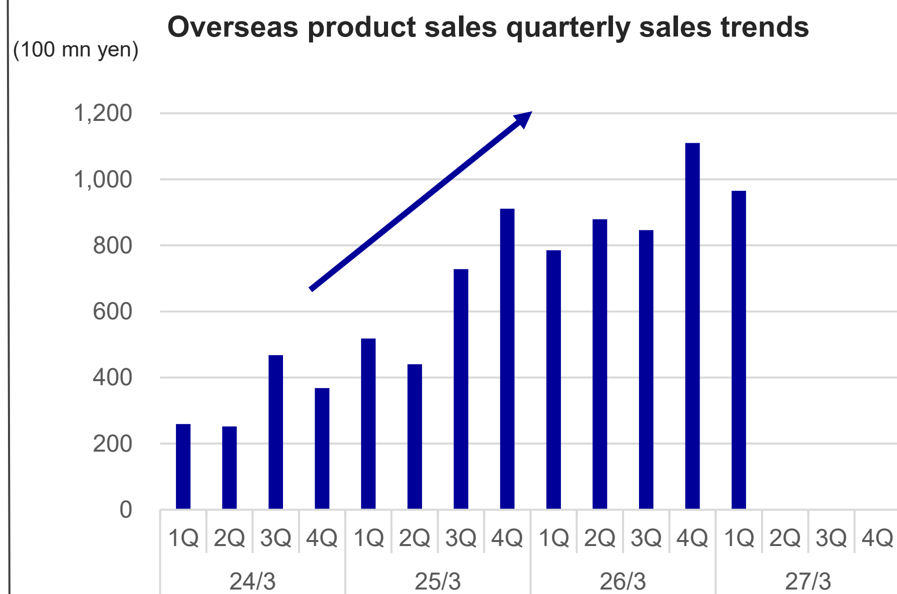
<Overseas product sales>

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

FURYU: Doing well. Sales are expanding at a pace of about 1.2 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



<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>

- **In addition to high quality, focus on highly popular, high-gross-margin items, establish a profitable structure in FY2025, and contribute to profit**
- **Net sales and profit are both expected to increase in FY2026**

GIRLS Trend Business

Business Progress: GIRLS Trend Business

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Existing Business (Photo sticker × PiCTLINK × Promotion)

Design a customer journey that motivates customers to take photos at every touchpoint!

Replicate the success factors demonstrated through the new summer product "FLASH" and accelerate market growth!

①The moment of becoming interested before visiting

Whether users become interested in Photo sticker information seen on social media, etc., and seek additional information.

②The moment of noticing and choosing in the store

Whether visitors shift from "passersby" to "customers taking photos."

③The moment when users recognize the value of the experience

Whether users can have an experience that matches their prior impressions and expectations.

④The moment of saving and sharing after taking photos

Whether they become fans and tell friends and people around them.
Whether they want to take photos repeatedly.

Examples of customer touchpoints implemented for FLASH

1 Before Visiting
- BeReal. advertising takeover
- Advance posting of trial reports

2 In the Store
- Featuring AI models
- High-impact exterior design

3 Experience
- Striking, ultra-flattering results
- Cute backgrounds and doodle content

4 After Taking Photos
UGC posted by users spreads in a chain reaction, generating organic buzz

Comments from Users Who identified with the experience value of FLASH

FLASH is insanely cute.
I finally got to take FLASH pics like I'd always wanted (*ω*))✨
I'm gonna enjoy summer even moreee

Summer Puri♡
The new FLASH makes me look insanely good♪
You can choose the background color, and the colors are super cute♪♪💗

This Puri makes me look the best 💗 💗
I'd always wanted to try it
Finally got to take pics with the new Puri

FLASH makes me look so good>>-<
You can take landscape-format shots and choose the background color ✨ ✨
There are tons of retouching options!!!
Seriously, just trust me and try it

Everyone, go take pics with FLASH‼️
This Puri machine is seriously amazing

FLASH⭐
The new Puri machine is way too cute~~ 👍❤️
You can choose the background, and it's easy to doodle ✨ ✨

FLASH results

Number of UU per machine / paid membership conversion rate
No. 1 among new models released over the past four years

Number of plays per machine
No. 1 in June / July

Number of visits to the LP
No. 1 to date
65 times the average for other models

Business Progress: GIRLS Trend Business

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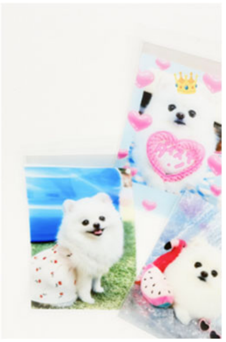
New Businesses (IP / Fan-activity Photo sticker)

Overseas-market photo booth “YESfoto archive”
Full-scale launch of the “fan-activity” printing machine “SUKELU factory”

Aim to expand net sales by equipping them with collaboration functions with numerous IPs!

Overseas-market model YESfoto archive

“Fan-activity” printing machine SUKELU factory



Future Strategy

YESfoto archive: Focus on expanding net sales in China while beginning test marketing in the U.S. during FY2026
SUKELU factory: Focus on expanding net sales in Japan while beginning test marketing in China and the U.S. during FY2026

GTB Growth Strategy

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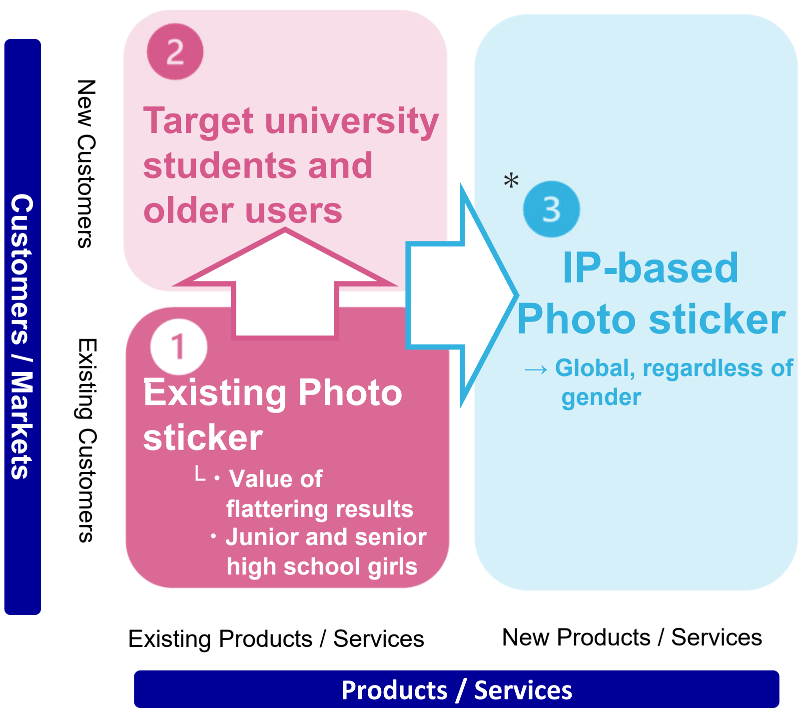
Break away from conventional assumptions and expand into new product and service domains by leveraging the Company’s strengths

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 New Business

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Business Progress : FURYU New Business Overview

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Start-up costs were incurred at the anime subsidiary (FURYU Pictures Corporation), but revenue is planned for 2Q and 3Q

【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 >

・Began accepting contracts for animation production
・Produced the 2nd Yamanashi Outdoor Festival "Yuru Fes" in June

<Measures for this term>

・The lead-organizer title "Let's Go Kaikigumi" began broadcasting on July 5
・Develop IPs that will receive long-term support
Strengthen the business as an IP licensor

【Olu.】

<Progress >

・Steadily becoming able to create hit products
・Strengthen preparation for 2026 AW products
・Challenges in attracting customers

<Measures for this term>

・Strengthen efforts to attract customers through collaborations, campaigns, and other initiatives

Titles scheduled for release and broadcast

Scheduled release and broadcast period	Title	Sub-segment
July 2026	Let's Go Kaikigumi	Anime
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
2027	LAID-BACK CAMP SEASON 4	Anime

*Only the Organizer title is listed for anime

FURYU Medium-term Vision 2027

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Medium-term Vision – Target management indices and quantitative targets

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◆Medium-term vision

「ROE：above 15%・OP margin：above 10%」

◆Management strategy

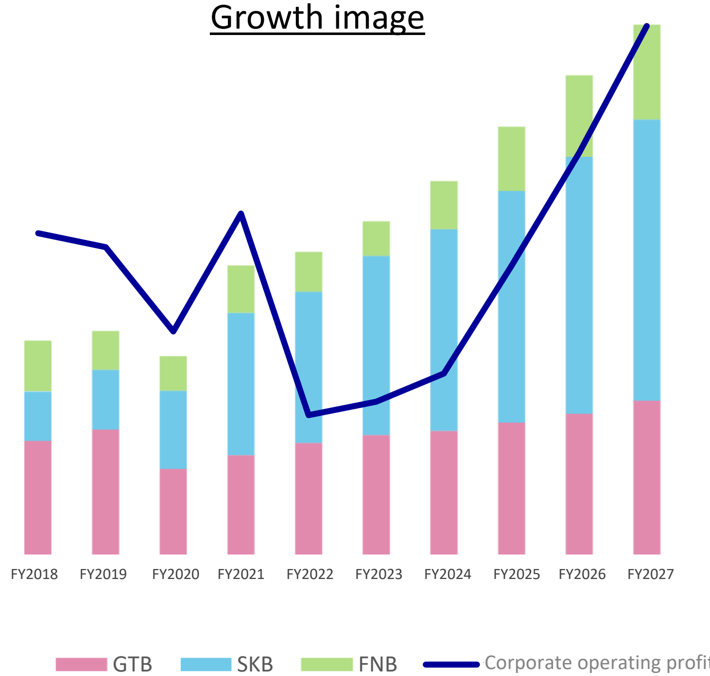
- Growth：SEKAIKAN Business (SKB)
- Earnings：GIRLS Trend Business (GTB)
- Potential for future：FURYU New Business (FNB)

◆FY2027 target

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

*Compared to FY2022 results

Growth image



Medium-term Vision - Basic policy

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Basic policy

A comprehensive entertainment company that brings smiles to people around the world

Sekaikan Business (SKB)

Growth

・Acquisition of leading copyrights
・Expansion of figures
・Expanding EC sales
・Accelerated overseas development

Growth driver

・Expansion of figures

Girls' Trend Business (GTB)

Earning

・Improving the value of the photo sticker experience
・LTV maximization
・Expanding photo sticker-related business by utilizing our strengths

Growth driver

・LTV maximization

FURYU New Business (FNB)

Potential for future

・Rebuild strategies in new businesses
・Select and focus on new business in 1-2 years
・Invest management resources in businesses that the company focuses on
・Create a future business that earns sales of 10 billion yen

Organizational culture reform

■ Realisation of Dynamic Vision (see note): realization of employee and company growth

・Developing a diverse workforce that can play a role in increasing corporate value
・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."

Medium-term Vision – Progress for FY2025

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◆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

Approach to Improving ROE

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

	FY3/2025 (actual)	FY3/2026 (actual)	FY3/2028 (Target)	Policy for increasing ROE
	7.3%	8.9%	**15.1%**	Keep above 15%
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

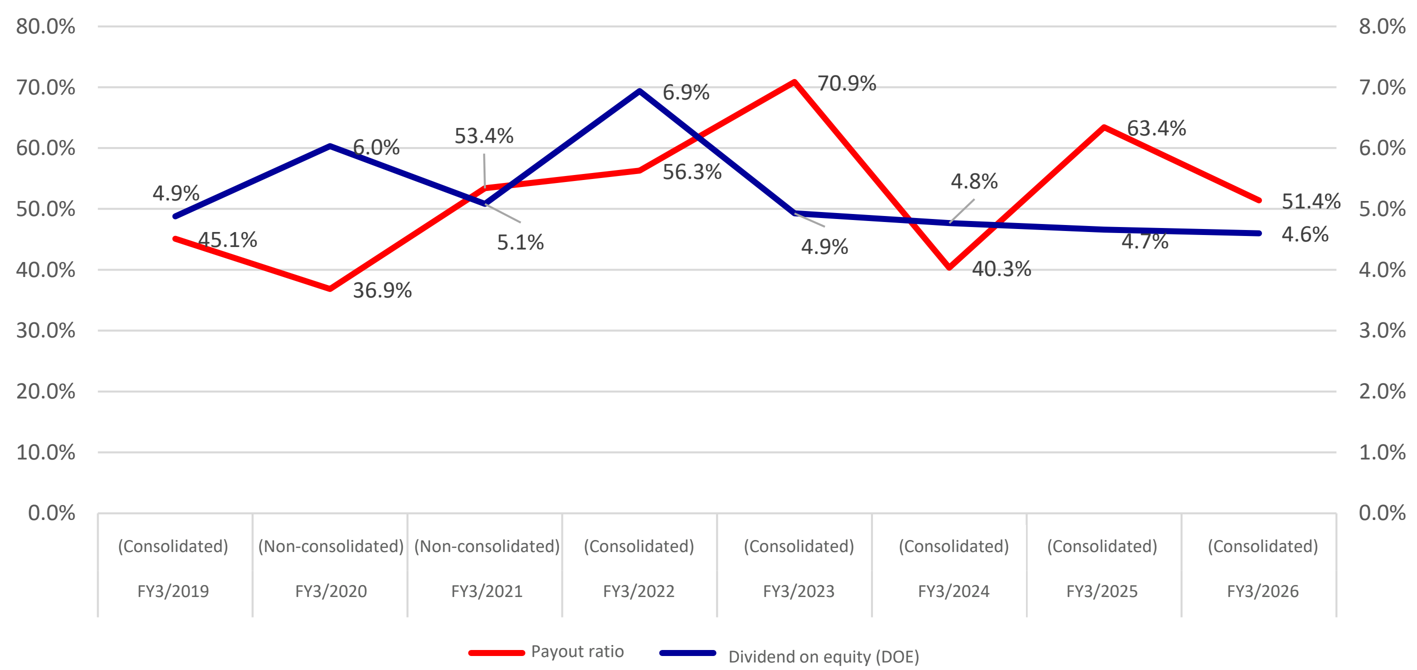
Based on CAPM and taking into account market expectations, the cost of shareholders' equity is perceived to be 7%-8%, and ROE is approximately at the same level as the cost of equity

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

Shareholder Return Measures and Financial Indicators

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.

Reference Material

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Market Capitalization-Linked Remuneration for Directors, etc.

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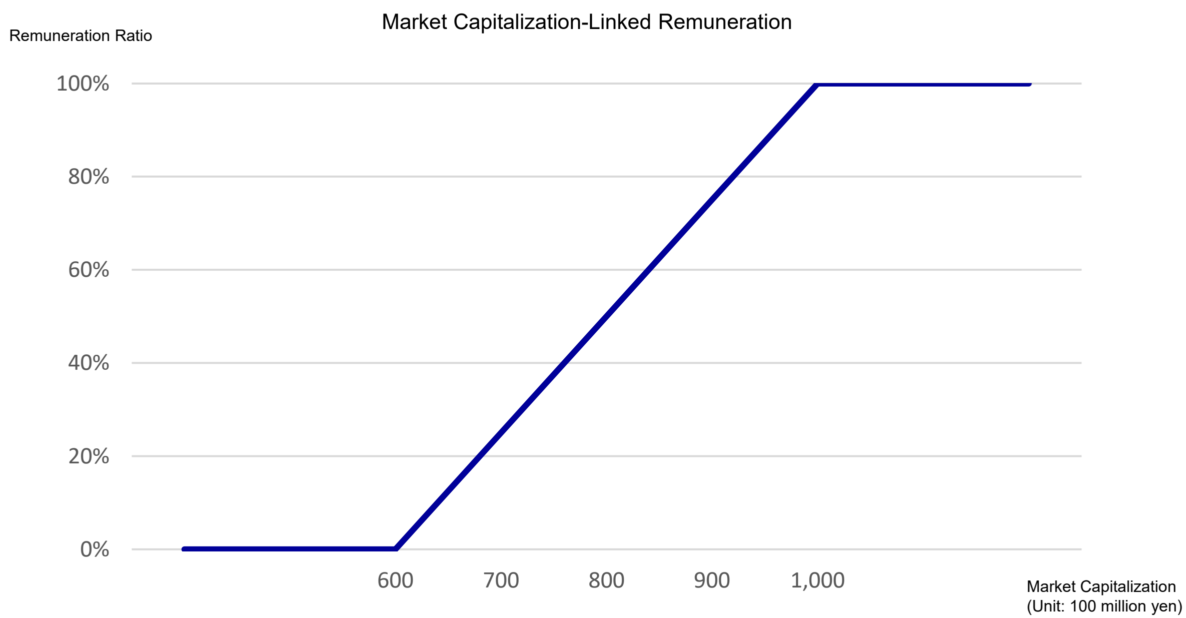
Introduction of a Market Capitalization-Linked Remuneration System for Directors, etc.*
A Measure to increase awareness of Medium- to Long-term enhancement of corporate value



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

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
Net 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

Earnings By Segment (by fiscal year)

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(¥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

Performance Trends (by quarter)

(¥mn)	FY3/2023				FY3/2024				FY3/2025			
	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

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

Earnings By Sub-Segment (by quarter)

	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			
SEKAIKAN Business	5,851	6,585	6,706	6,195	6,293	7,272	6,993	7,146	8,161			
Arcade prizes, etc.	4,443	5,184	5,065	3,921	4,244	5,383	5,317	4,680	6,041			
Overseas product sales	538	447	726	920	784	879	845	1,110	965			
Expensive hobby goods	628	682	579	658	760	870	346	889	680			
Lottery	240	272	334	695	505	138	483	467	473			
GIRLS Trend Business	3,395	3,756	3,979	3,687	3,365	3,842	3,367	4,173	3,393			
GTB existing business	3,358	3,731	3,974	3,684	3,360	3,475	3,359	4,154	3,340			
Photo sticker: amusement arcades	1,419	1,766	2,050	1,737	1,572	1,469	1,198	1,876	1,259			
Photo sticker: directly managed shops	297	326	315	326	264	290	282	321	222			
PiCTLINK	1,552	1,554	1,531	1,546	1,455	1,650	1,818	1,898	1,804			
Other	89	46	15	7	68	60	48	39	54			
GTB new business	37	62	66	70	4	11	19	38	53			
FURYU New Business	799	1,186	1,413	748	446	623	811	791	464			
Console and game software	117	474	677	189	170	330	453	312	231			
Anime	266	313	311	196	184	214	179	374	145			
Colored contact lenses	221	223	235	211	0	0	0	0	0			
Other	193	176	189	151	90	78	179	103	86			
Operating profit	648	656	748	185	702	1,093	1,116	403	1,073			
SEKAIKAN Business	510	405	598	254	618	736	633	349	866			
GIRLS Trend Business	881	876	778	610	663	858	1,074	993	841			
GTB existing business	875	896	810	666	700	899	1,112	1,154	921			
GTB new business	6	-19	-32	-56	-37	-41	-37	-160	-80			
FURYU New Business	-202	-67	-50	-109	-27	-21	-45	-359	-90			
Company-wide expenses	-540	-557	-577	-570	-550	-479	-545	-580	-543			

Trend in KPIs (FY)

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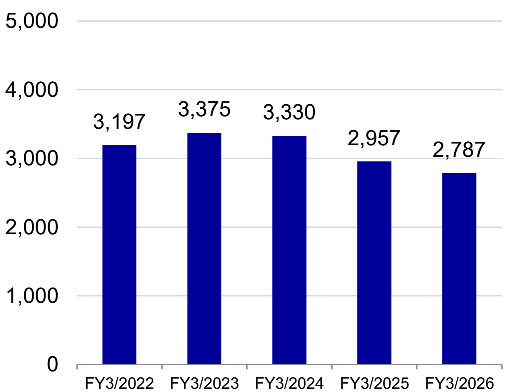
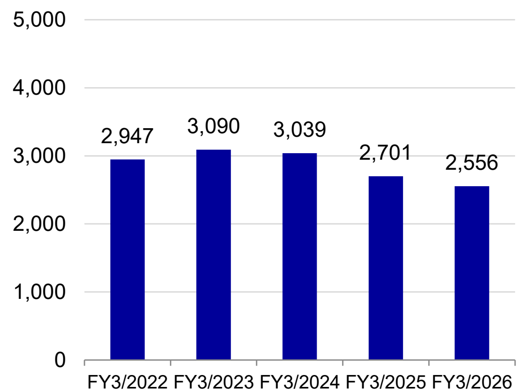
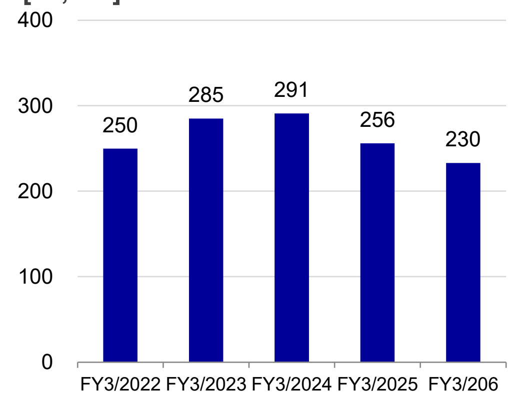
■ **Total number of plays [10,000]**



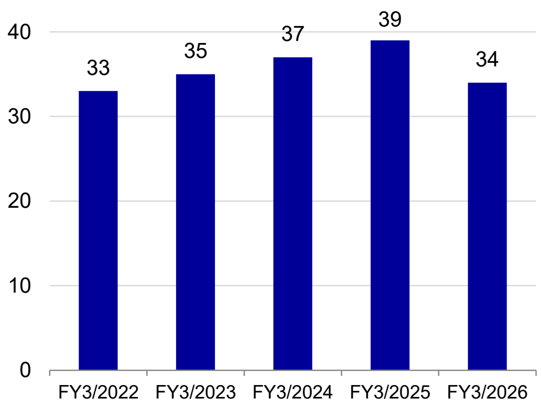
■ **No. of plays amusement arcades [10,000]**



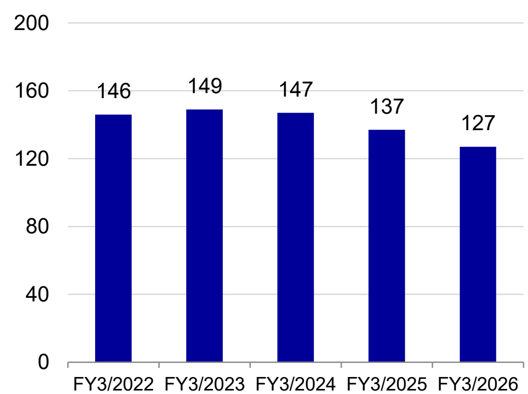
■ **No. of plays at directly managed shops [10,000]**



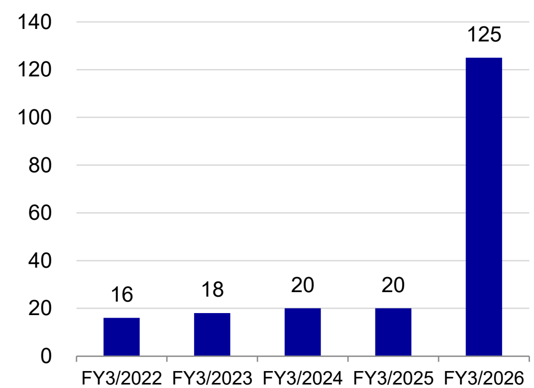
■ **No. of directly managed shops**



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

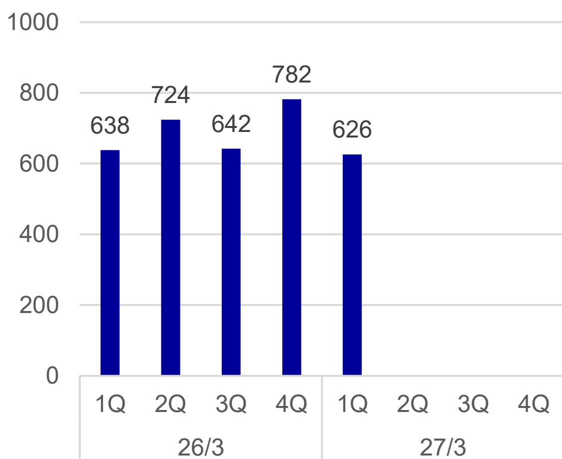


■ **No. of premium PiCTLINK members as of the end of the term [10,000]**

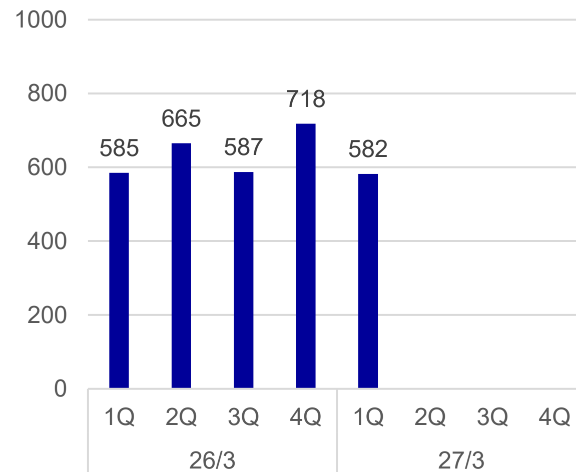


Trend in KPIs (Quarterly)

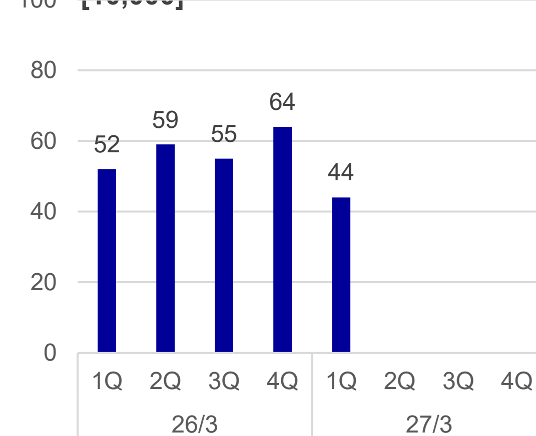
■ **Total number of plays [10,000]**



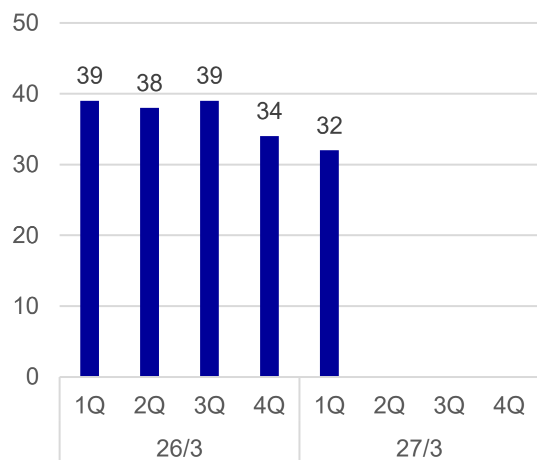
■ **No. of plays amusement arcades [10,000]**



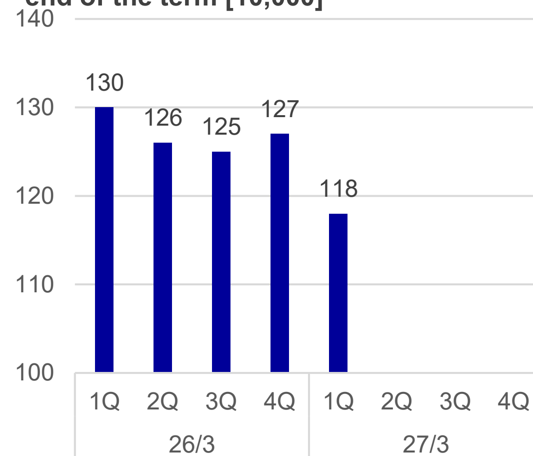
■ **No. of plays at directly managed shops [10,000]**



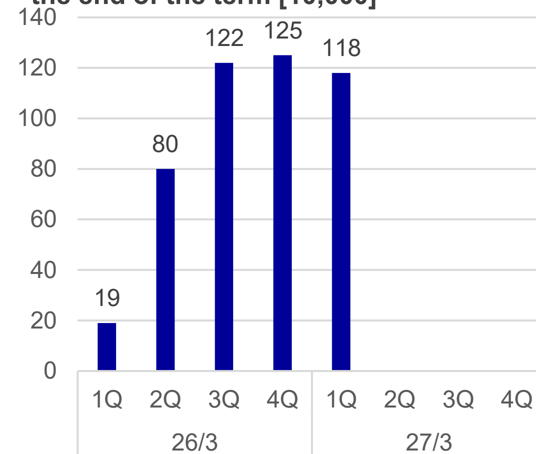
■ **No. of directly managed shops**



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



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



Share Information (as of March 31, 2026)

Total no. of authorized shares	**104,400,000 shares**
Total number of issued shares	**28,296,000 shares**
No. of shareholders	**11,854**

Shareholders	No. of shares held	Shareholding ratio (%)
FURYU Shoji Corporation	4,360,000	16.39
The Master Trust Bank of Japan (Trust account)	1,959,300	7.37
TM Corporation	1,415,000	5.32
FURYU Employee Shareholding Association	900,700	3.39
Yoshiro Tasaka	840,000	3.16
Katsuyuki Inage	750,000	2.82
Masato Yoshida	551,432	2.07
Shinji Nakamura	511,300	1.92
YOSHIDA Co., Ltd.	493,000	1.85
Custody Bank of Japan, Ltd. (Trust account)	466,600	1.75

*1. The company owns 1,809,258 treasury shares, but they are not included as a major shareholder.
*2. Shareholding ratio was calculated after subtracting the number of treasury shares.

Corporate Governance

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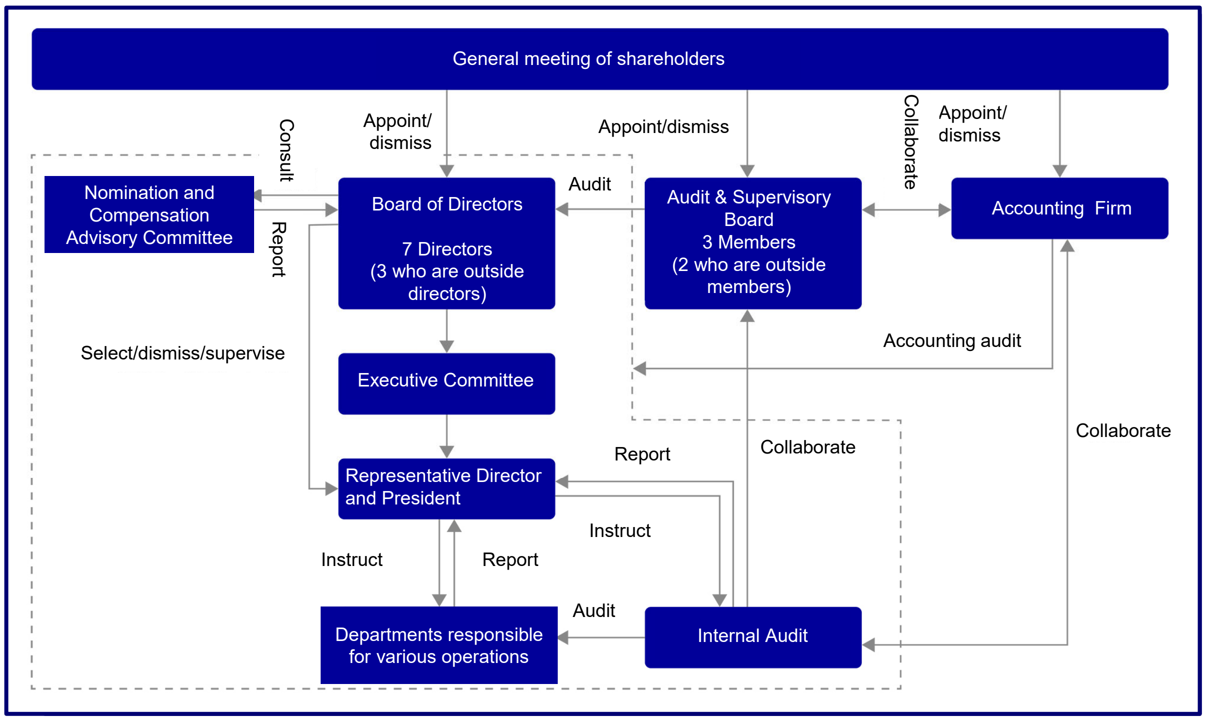
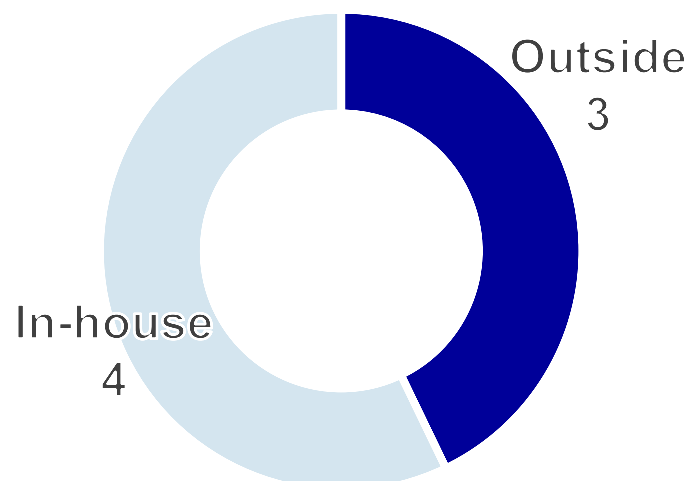
We established a nomination and remuneration committee, a majority of whose members are independent outside directors

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

Disclaimer

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.

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Management Dept

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