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Securities code: 6238

Material for Briefing Financial Results

The Fiscal year Ended March 2026

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Corporate Profile

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

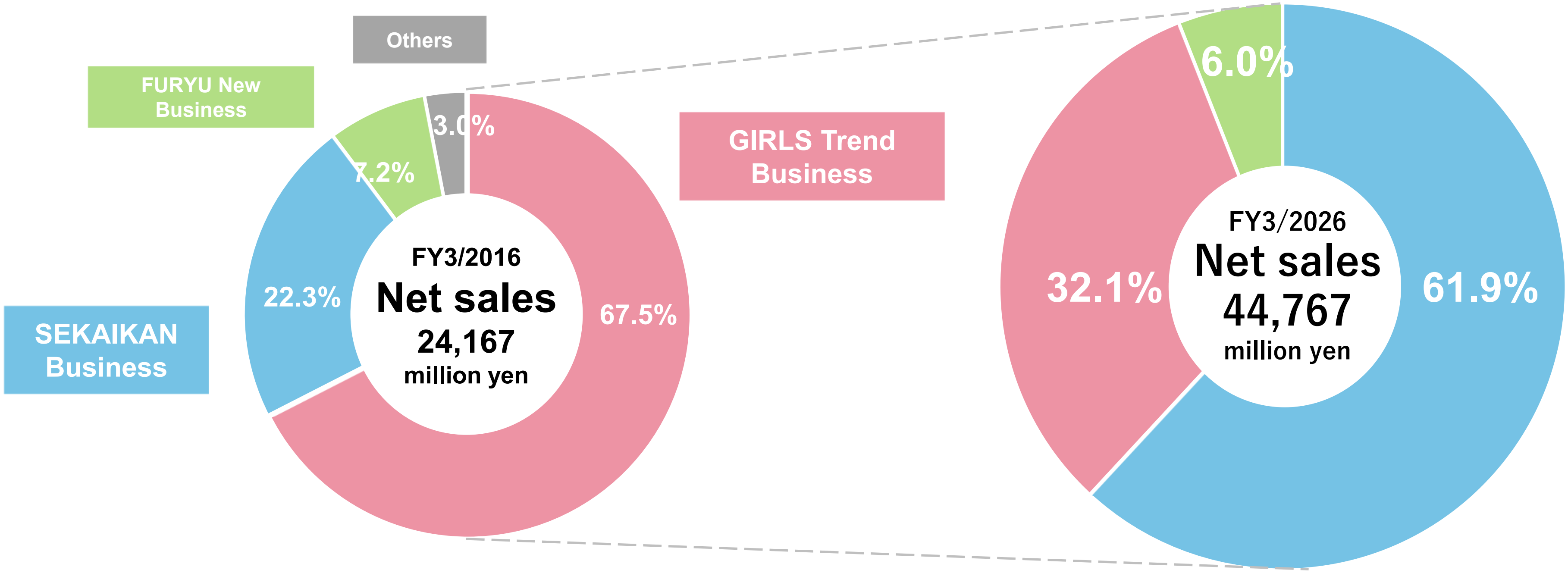
Create quality entertainment that brings happiness and fulfillment to people!

Evolution of Our Business Portfolio

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

FY 3/2016 (10 years ago)

FY 3/2026



- ✓ 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 share 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”** ①Planning expertise to create "kawaii" (cute/charming) products/experiences ②Development capabilities to produce superior products ③Our manufacturer's mindset drives continuous improvement through diligent PDCA cycles, even as a late entrant to 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** →Historically, it has been less necessary due to the manufacturer's mindset **・Limited in-house IP** →Currently developing our own IPs **・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”!**		**Offset weaknesses through collaboration with other companies** ・Contracts with marketing firms ・Partnerships with the trading company

Overview of Results for FY 3/2026

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FY 3/2026 Outcome

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Consolidated Results

3/2026 O.P. **48.1%up** （actual）
3/2027 O.P. **20.6%up** （estimate）

Dividend Hike

Dividend of 3/2026：initial estimate of 39 yen per share was upwardly revised to 40yen per share.

Total Shareholders Return

Capital gain：27.4%
（3/2025：965yen、3/2026：1,229yen）
Income gain：4.1%
（annual div. 40yen÷965yen（3/2025））

TSR：**31.5%**

GIRLS Trend Business

"30th Anniversary of Puri – DEAR Reiwa & Heisei: Our Legendary Puri" campaign

Gaining adult users

FY 3/2026 Highlights

Consolidated Corporate	**Strong performance in the SEKAIKAN Business, along with price standardization, drove a significant increase in profits** Net sales ： 44.7 billion（YoY 101.0％） Operating profit ： 3.3 billion（YoY 148.1%）
SEKAIKAN Business	**Strong overseas product sales and expensive hobby goods drove both revenue and profit growth** Net sales ： 27.7 billion（YoY 109.3％） Operating profit ： 2.3 billion（YoY 132.1%）
GIRLS Trend Business	**Although both the number of plays and the number of members decreased, profit increased due to price unification** Net sales ： 14.3 billion（YoY 97.1％） Operating profit ： 3.5 billion（YoY 114.0%）
FURYU New Business	**A one-time loss was recorded, reflecting software amortization for console games and related items** Net sales ： 2.6 billion（YoY 64.4％） Operating profit ： ▲0.45 billion（YoY ▲0.02 billion）

Consolidated Overview for FY3/2026

Strong performance in the SEKAIKAN Business, together with price standardization, drove both revenue growth and a significant increase in profits

(Unit : million yen)	3Q cumulative (Apr. – Dec.)			4Q (Jan. – Mar.)			4Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	33,674	**32,655**	97.0%	10,631	**12,112**	113.9%	44,305	**44,767**	101.0%
SEKAIKAN Business	19,142	**20,559**	107.4%	6,195	**7,146**	115.4%	25,338	**27,707**	109.3%
GIRLS Trend Business	11,131	**10,214**	91.8%	3,687	**4,173**	113.2%	14,818	**14,388**	97.1%
FURYU New Business	3,400	**1,881**	55.3%	748	**791**	105.8%	4,148	**2,672**	64.4%
Operating profit	2,054	**2,912**	141.8%	185	**403**	217.4%	2,239	**3,315**	148.1%
SEKAIKAN Business	1,514	**1,988**	131.3%	254	**349**	137.2%	1,768	**2,337**	132.1%
GIRLS Trend Business	2,536	**2,595**	102.3%	610	**993**	162.8%	3,147	**3,589**	114.0%
FURYU New Business	▲320	**▲95**	-	▲109	**▲359**	-	▲430	**▲454**	-
Company-wide costs	▲1,676	**▲1,575**	-	▲570	**▲580**	-	▲2,246	**▲2,156**	-
Ordinary profit	2,099	**2,892**	137.7%	181	**410**	226.6%	2,280	**3,302**	144.8%
Profit attributable to owners of parent	1,405	**1,872**	133.2%	221	**188**	84.9%	1,627	**2,060**	126.6%

FY3/2026 SEKAIKAN Business Overview

Strong overseas product sales and expensive hobby goods drove revenue and profit growth

(Unit : million yen)	3Q cumulative (Apr. – Dec.)			4Q (Jan. – Mar.)			4Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	19,142	**20,559**	107.4%	6,195	**7,146**	115.4%	25,338	**27,707**	109.3%
Arcade prizes	14,693	**14,944**	101.7%	3,921	**4,680**	119.4%	18,614	**19,624**	105.4%
Overseas product sales	1,712	**2,510**	146.6%	920	**1,110**	120.7%	2,632	**3,620**	137.5%
Expensive hobby goods	1,890	**1,978**	104.6%	658	**889**	135.0%	2,549	**2,867**	112.5%
Lottery	847	**1,126**	132.9%	695	**467**	67.2%	1,542	**1,593**	103.3%
Operating profit	1,514	**1,988**	131.3%	254	**349**	137.2%	1,768	**2,337**	132.1%
Average remittance rate at the time of purchase (yen/1 USD)	150.1	**149.1**	99.3%	150.7	**153.4**	101.8%	150.3	**150.1**	99.9%

<Impact of exchange rate>

・Compared with the assumed exchange rate, a loss of approximately 19 million yen in 4Q (Profit trend of approximately 52 million yen for the fiscal year)

4Q Overview

<Arcade prizes>

・Core categories delivered year-on-year revenue growth

・4Q delivered a significant increase in revenue

<Overseas product sales>

・Expansion of sales in North America and Hong Kong

・China is slightly sluggish

・Sales breakdown : China 20%, North America 30%, Asia (excluding China) 30%

<Expensive hobby goods>

・Focused on high-gross-margin items, improving margins, and achieving a significant return to profitability.

・Sales were concentrated in February and March, supporting revenue expansion

<Lottery>

・Despite the release of four titles, revenue declined, reflecting strong performance in the prior 4Q

FY3/2026 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)	3Q cumulative (Apr. – Dec.)			4Q (Jan. – Mar.)			4Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	11,131	**10,214**	91.8%	3,687	**4,173**	113.2%	14,818	**14,388**	97.1%
*1 **GTB existing business**	11,064	**10,195**	92.1%	3,684	**4,154**	112.8%	14,748	**14,350**	97.3%
Photo sticker : Amusement arcades	5,237	**4,240**	81.0%	1,737	**1,876**	108.0%	6,974	**6,116**	87.7%
Photo sticker : directly managed shops	939	**838**	89.2%	326	**321**	98.4%	1,266	**1,160**	91.6%
PiCTLINK	4,638	**4,924**	106.2%	1,546	**1,898**	122.8%	6,184	**6,822**	110.3%
*2 Other	249	**192**	77.2%	74	**58**	79.3%	323	**251**	77.6%
*1,3 **GTB new business**	66	**19**	28.8%	3	**18**	540.9%	70	**38**	54.3%
Operating profit	2,536	**2,595**	102.3%	610	**993**	162.8%	3,147	**3,589**	114.0%
*1,3 **GTB existing business**	2,582	**2,831**	109.6%	666	**1,154**	173.0%	3,249	**3,985**	122.7%
*1,3 **GTB new business**	▲45	**▲235**	–	▲56	**▲160**	–	▲101	**▲396**	-
Number of games played (10,000)	2,203	**2,003**	91.0%	754	**782**	103.7%	2,957	**2,786**	94.2%
Number of PiCTLINK members (10,000)	138	**125**	90.6%	137	**127**	92.6%	-	**-**	-

*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 Puri, fan-activity Puri (SUKELU factory), and retouch services

4Q Overview

<Photo sticker: amusement arcades>
- The "DEAR Reiwa & Heisei: Our Legendary Puri" campaign drove a recovery in plays
- Sticker paper shipments increased year on year

<Photo sticker: directly managed shops>
- The number of plays decreased compared to the same period previous year
- The number of directly managed shops: 34 (As of March 2026)
- Sales decreased due to the closure of unprofitable stores.

<PiCTLINK>
- Of 1.27 million paid members, 1.25 million have transitioned to premium membership
  →Progress of price standardization: approximately 98%
- Free junior high school membership exceeded 300,000

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

<GTB new business>
- Retouch: underperformed relative to plan and recorded a loss
- IP-based Puri: costs only
- Fan-activity Puri: costs only

FY3/2026 FURYU New Business Overview

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A one-time loss was recorded, due to software amortization for console games and related items

(Unit : million yen)	3Q cumulative (Apr. – Dec.)			4Q (Jan. – Mar.)			4Q cumulative		
	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%	FY3/2025	FY3/2026	%
Net sales	3,400	**1,881**	55.3%	748	**791**	105.8%	4,148	**2,672**	64.4%
Console game software	1,268	**954**	75.2%	189	**312**	165.0%	1,458	**1,267**	86.9%
Anime	891	**578**	64.9%	196	**374**	191.2%	1,087	**953**	87.6%
Colored contact lenses[*1]	681	**0**	-	211	**0**	-	892	**0**	-
Other[*2]	559	**348**	62.3%	151	**103**	68.7%	710	**452**	63.7%
Operating profit	▲320	**▲95**	-	▲109	**▲359**	-	▲430	**▲454**	-

*1 Business transferred in March 2025. Listed for comparison purposes.
*2 Other includes the following businesses.
Game apps (withdrawn), Ad planning, and Olu.

4Q Overview

<Console game software>

・No new titles were released

・Download sales of existing titles contributed

・Revenue increased, supported by growth in contracted development

・A loss was recorded due to an additional 217 million yen in software amortization (one-time)

<Anime>

・The “LAID-BACK CAMP” series continued to contribute stable earnings

・Distribution revenue was generated from “You Can’t Possibly Win Against the Demon Lord”

・A loss was recorded due to a 140 million yen allowance for doubtful accounts (one-time)

<Colored contact lenses>

・Business terminated in the previous fiscal year

<Others>

・Olu. (apparel): losses were reduced through fixed cost optimization; profitability was achieved in the third quarter period, although the full year remained in loss

Quarterly Performance Trends (net sales and operating profit)

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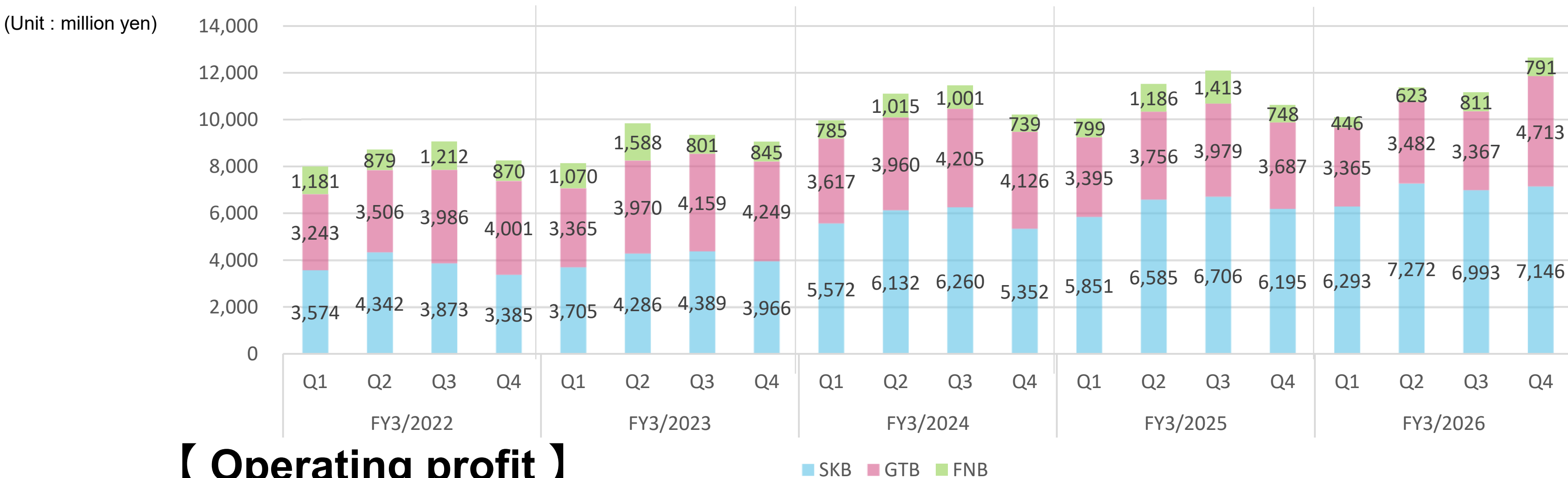
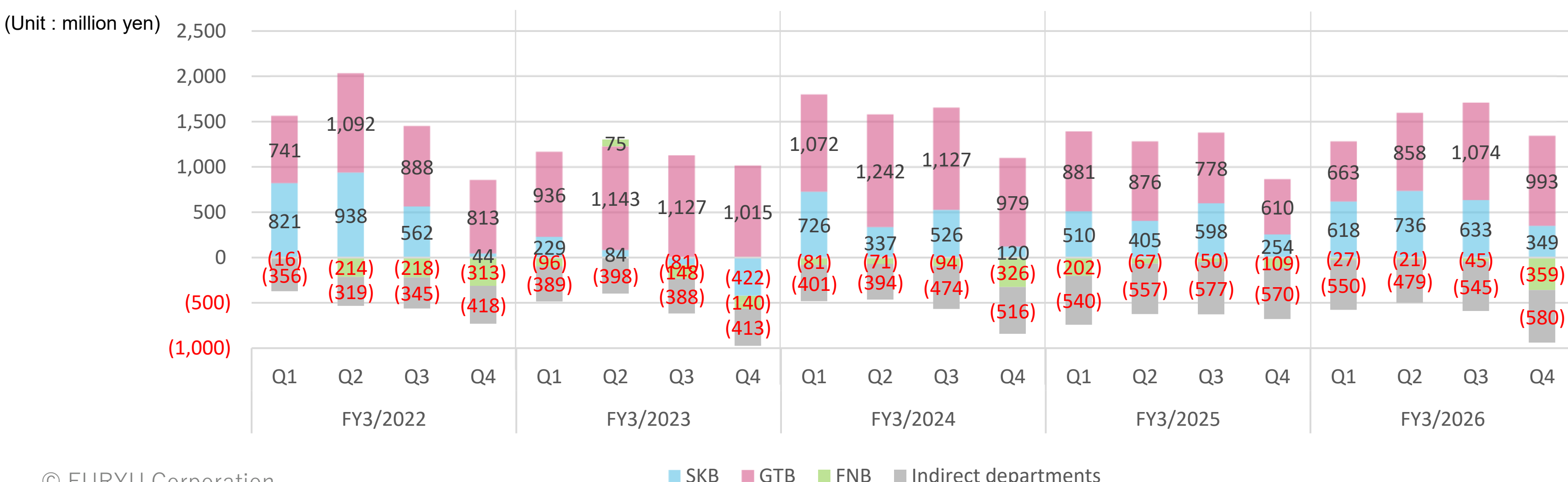
【 Net sales 】



【 Operating profit 】



Financial Forecasts for FY 3/2027

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FY 3/2027 Consolidated Financial Forecast

The Company plans revenue and profit growth toward achieving the Medium-term Vision in FY 3/2027

(Unit : million yen)	FY3/2026年 Actual	FY3/2027 Forecast	Compared to FY3/2026
Net sales	44,767	**48,000**	**107.2%**
SEKAIKAN Business	27,707	**29,000**	**104.7%**
GIRLS Trend Business	14,388	**16,000**	**111.2%**
FURYU New Business	2,672	**3,000**	**112.3%**
Operating profit	3,315	**4,000**	**120.6%**
SEKAIKAN Business	2,337	**2,800**	**119.8%**
GIRLS Trend Business	3,589	**3,800**	**105.9%**
FURYU New Business	▲454	**▲200**	—
Company-wide costs	▲2,156	**▲2,400**	—
Ordinary profit	3,302	**4,000**	**121.1%**
Profit attributable to owners of parent	2,060	**2,500**	**121.4%**

For inquiries about this material
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