

Contents

Financial Results for FY03/21

Earnings Forecast for FY03/22

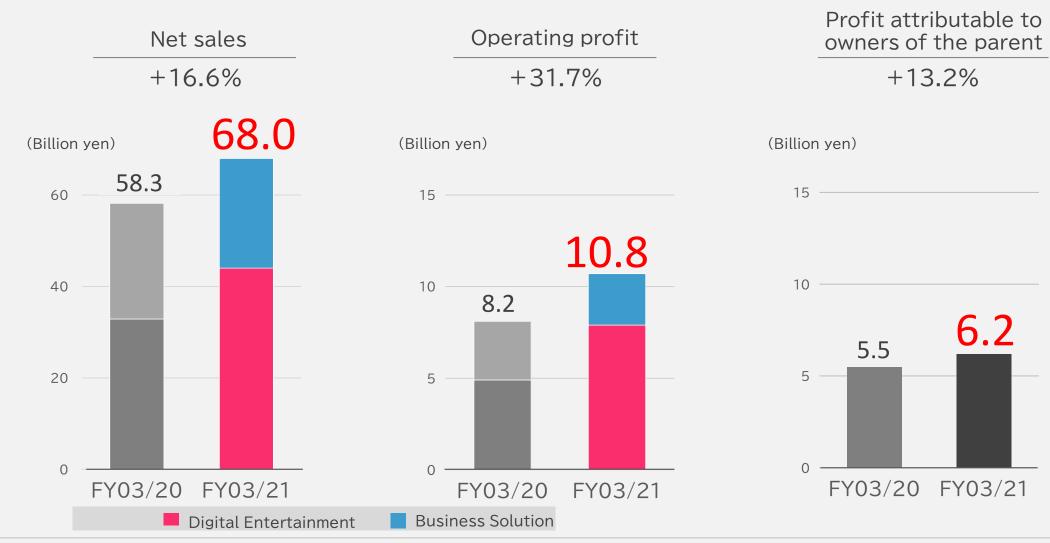
Initiatives in Key Businesses

E-Comic Health II



FY03/21 Results (Consolidated)

E-comic sales drove record-high net sales and profits



Management Performance (Consolidated)

(Billion yen)

	FY03/20	FY03/21	Yo	Υ
	F103/20	F103/21	Change	%
Net sales	58.3	68.0	+9.6	+16.6%
Operating profit (Operating margin)	8.2 (14.1%)	10.8 (15.9%)	+2.6	+31.7%
EBITDA	9.3	12.1	+2.7	+29.5%
Ordinary profit	8.2	10.9	+2.6	+32.3%
Profit attributable to owners of the parent	5.5	6.2	+0.7	+13.2%
Net income per share (yen)	101.32	114.61	+13.29	+13.1%
ROE (%)	16.2	16.2	+0.0	

Buşiness Areas and Segment Structure

Digital Entertainment Group

Business Solution Group



Digital Entertainment

E-comic

•General consumers



Health IT

Package services for medical institutions

- Hospitals
- Pharmaceutical companies
- ·Nursing care companies
- ·Health industry



Business Software

ERP Business package cloud services

- ·Companies
- ·Government offices
- ·Local governments



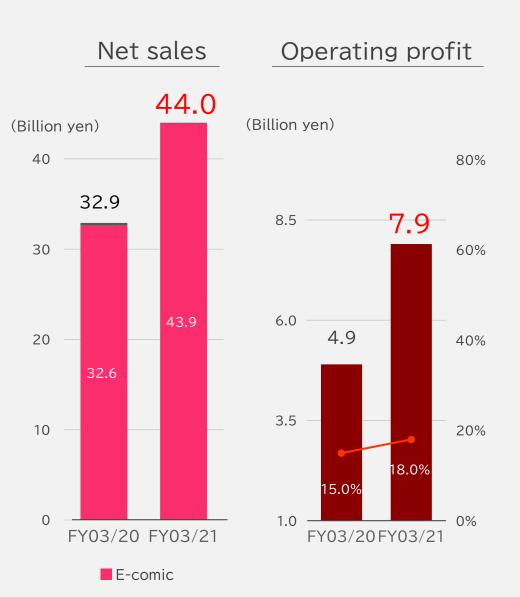
Enterprise Service Management

System integration for major companies

- •Textile manufacturers
- Trading companies
- ·Pharmaceutical wholesalers
- Mobile phone companies

Digital Entertainment Group Results (Consolidated)

(Billion yen)



	E) (0.0 (0.0	EV.00./01	Yc	Υ
	FY03/20	FY03/21	Change	%
Net sales	32.9	44.0	+11.0	+33.5%
E-comic	32.6	43.9	+11.2	+34.5%
Operating profit	4.9	7.9	+2.9	+59.7%
(Operating margin)	(15.0%)	(18.0%)		

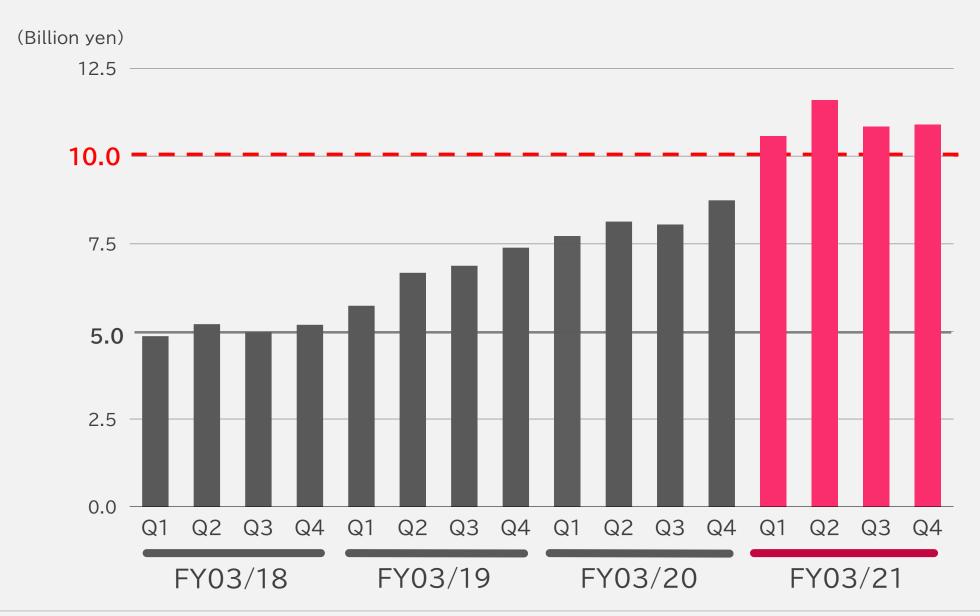
Net sales

Significantly higher sales, driven by strong e-comic distribution service performance (Emerging impact of pirate sites in Q4)

Operating profit

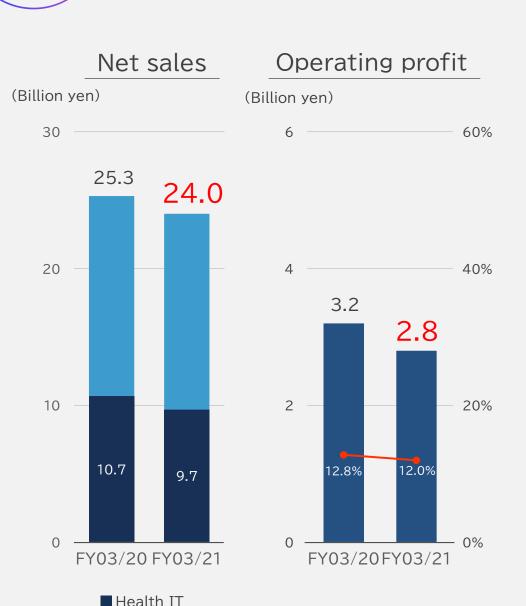
Higher profits due to higher sales Contribution of optimized advertising

Results of E-Comic Distribution Service



Buşiness Solution Group Results (Consolidated)

(Billion yen)



	EV02/20	FV02/21	YoY		
	FY03/20	FY03/21	Change	%	
Net sales	25.3	24.0	(1.3)	(5.4%)	
Health IT	10.7	9.7	(1.0)	(10.0%)	
Operating profit	3.2	2.8	(0.3)	(11.0%)	
(Operating margin)	(12.8%)	(12.0%)			

Net sales

- ·Sales to hospitals during the first half were impacted by a negative rebound from special demand in the prior year (change in imperial era, consumption tax hike). However, we saw a recovery in performance during the second half toward the end of the fiscal year
- ·Sales to companies were level with the prior year, owing to increased efforts in sales activities, etc.

Operating profit

Decrease in profits due to decrease in sales

Investments

(Billion yen)



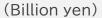
Category	Main Details	Amount	
Business Development	New business planning, research, demonstration tests, etc.	0.44	
Equity Investment	Business partnership with company operating HR matching service for nursing professionals in Singapore, etc.	0.17	
	E-comic (App and systems development, etc.)		
Capital Investment	Health IT (radiology systems, drug information systems, pharmaceutical company sales, etc.)	0.90	
	GRANDIT		
	Other		
R&D Investment	AI, new technology research, DX, etc.	0.26	

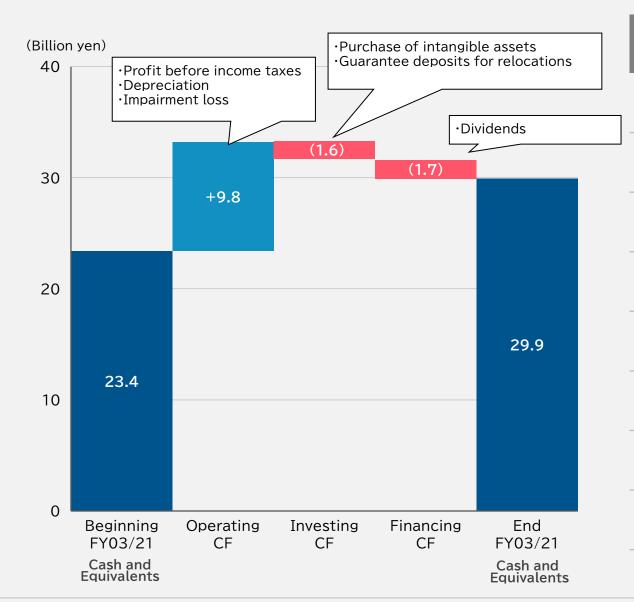
*Converted to consolidated subsidiary (e-comic distributor in Korea, nursing professional recruiter)

(Billion yen,%)

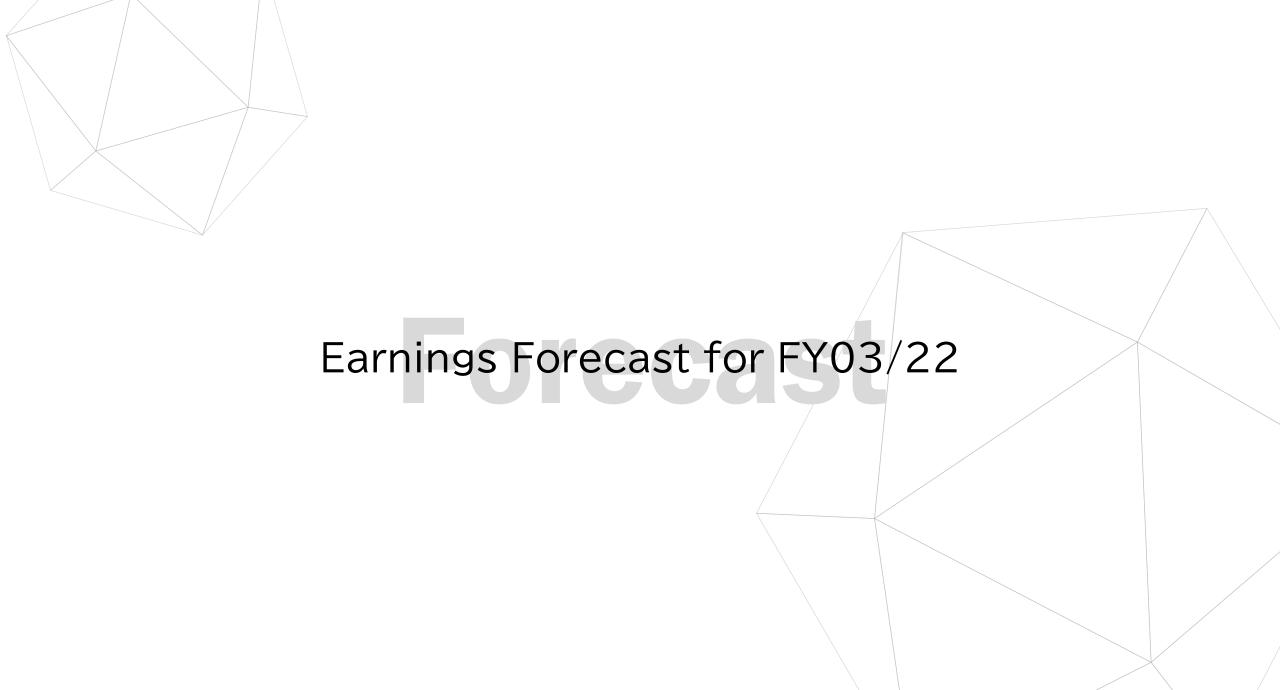
						(Bittion yen;70)
	FY03	3/20	F	Y03/21		
	Amount	Composition Ratio	Amount	Composition Ratio	YoY	Major Change Factors
Current assets	36.4	75.8	43.9	77.9	+7.5	·Cash and deposits +6.4 ·Notes and accounts receivable-trade +1.0
Fixed assets	11.6	24.2	12.4	22.1	+0.8	•Purchase of investment securities +1.5 •Goodwill (1.1)
Total assets	48.0	100.0	56.4	100.0	+8.3	
Current liabilities	11.8	24.5	14.2	25.2	+2.4	·Income taxes paid +1.3
Non-current liabilities	0.1	0.3	0.3	0.6	+0.2	
Total liabilities	11.9	24.8	14.5	25.9	+2.6	
Total net assets	36.1	75.2	41.8	74.1	+5.6	·Retained earnings +4.5
Total liabilities and net assets	48.0	100.0	56.4	100.0	+8.3	
Shareholders' equity ratio	74.4%		73.5%			

Cash Flows (Consolidated)





			(DILLIOIT YEII)
	FY03/20	FY03/21	Change
Operating CF	7.3	9.8	+2.5
Investing CF	(2.4)	(1.6)	+0.8
Free CF	4.8	8.2	+3.3
Financing CF	(1.5)	(1.7)	(0.2)
Effects of exchange rate changes on cash and cash equivalents	(0.0)	(0.0)	+0.0
Change in cash and cash equivalents	3.3	6.4	+3.1
Cash and cash equivalents, beginning of period	20.1	23.4	+3.3
Cash and cash equivalents, end of quarter	23.4	29.9	+6.4



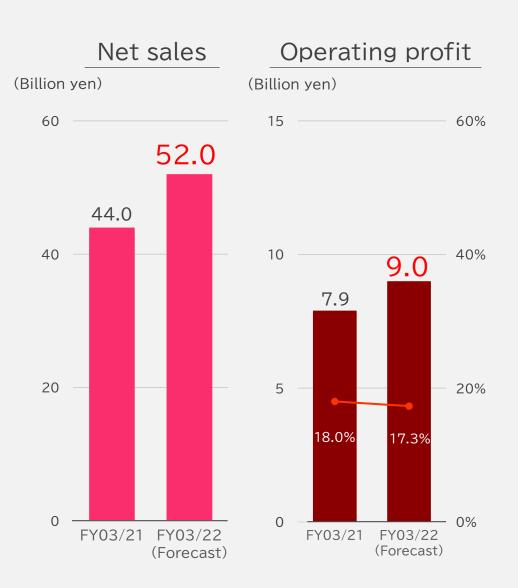
Management Indicators (Consolidated)

(Billion yen)

	FY	FY03/21 Results FY03			Y03/22 Foreca	st	Yo	Υ
	1H	2H	FY	1H	2H	FY	Change	%
Net sales	33.2	34.8	68.0	35.0	42.0	77.0	+8.9	+13.1%
Operating profit	4.9	5.8	10.8		Cost of HQ relo	12.0 (15.6%) ocation (1.0)	+1.1	+11.0%
(Operating margin)	(14.8%)	(16.9%)	(15.9%)	4.8 (13.7%)	6.2 (14.8%)	11.0 (14.3%)	+0.1	+1.7%
EBITDA	5.5	6.6	12.1	5.5	7.0	12.5	+0.4	+3.4%
Ordinary profit	4.9	5.9	10.9	4.8	6.2	11.0	+0.0	+0.6%
Profit attributable to owners of the parent	3.3	2.8	6.2	3.2	4.0	7.3	+1.0	+16.3%
Net income per share (yen)			114.61			133.31	+18.70	+16.3%
ROE			16.2%			16.6%	+0.3	

Digital Entertainment Group Earnings Forecast (Consolidated)

(Billion yen)



	FY03/21	FY03/22	YoY		
	Results	Forecast	Change	%	
Net sales *	44.0	52.0	+7.9	+18.1%	
Operating profit	7.9	9.0	+1.0	+13.8%	
(Operating margin)	(18.0%)	(17.3%)			

*Individual sales categories have been consolidated, as e-comic sales now equal sales of the entire segment

Net sales

Sales increased due to the expansion of content (original comics,

Korea Webtoon) and stronger data utilization, etc.

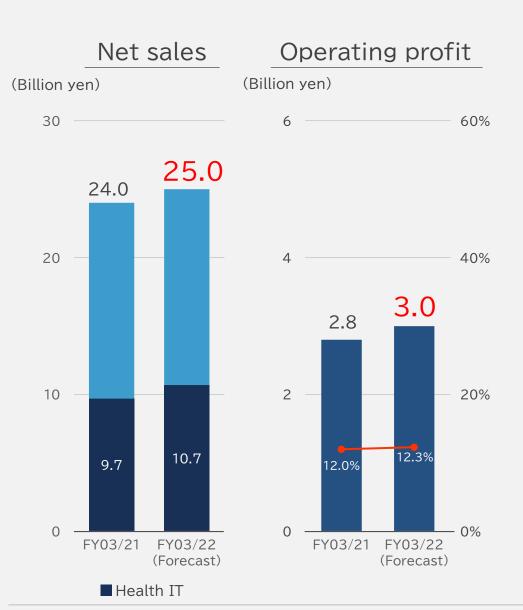
(We assume that the impact of pirate sites will be contained in the first half of the year)

Operating profit

Higher profits due to higher sales

Buşiness Solution Group Earnings Forecast (Consolidated)

(Billion yen)



	FY03/21	FY03/22	YoY			
	Results	Forecast	Change	%		
Net sales	24.0	25.0	+0.9	+4.0%		
Health IT	9.7	10.7	+0.9	+10.3%		
Operating profit	2.8	3.0	+0.1	+6.2%		
(Operating margin)	(12.0%)	(12.3%)				
			For localization at 110			

Excluding HQ relocation costs

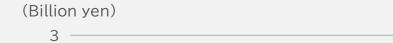
Net sales

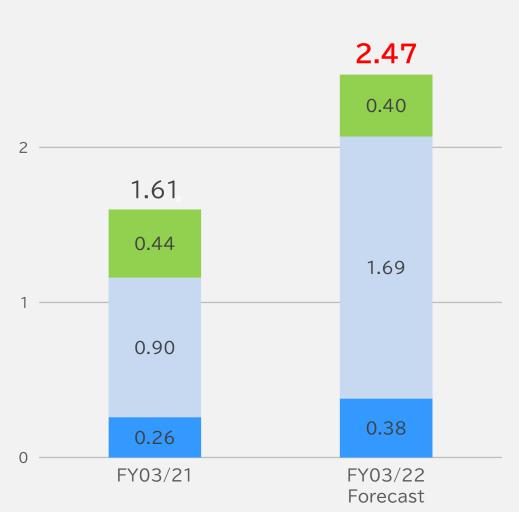
Higher sales due to gradual decrease in the impact of COVID-19, mainly in our Health IT business, over the second half

Operating profit

Higher profits due to higher sales

Investment Plan



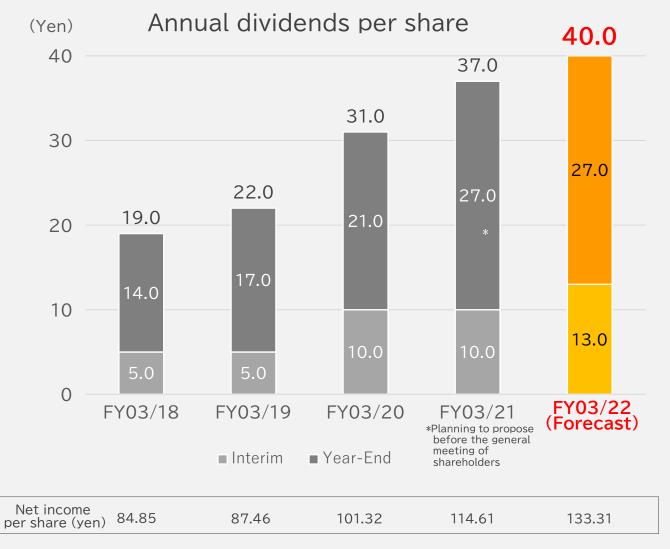


R&D Investment Capital Investment Business Development

(Billion yen)

Category	Main Details	Amount
Business Development	New business planning, research, demonstration tests, etc.	0.40
	E-comic	
Capital Investment	Health IT (hospital sales, community-based comprehensive care, pharmaceutical company sales, etc.)	1.69
	GRANDIT	
	Other (HQ relocation, etc.)	
R&D Investment	AI, new technology research, DX, etc.	0.38

Shareholder Returns



◆Dividends

We project a FY03/22 interim dividend of 13 yen per share and year-end dividend of 27 yen per share for total 40 yen per share annual dividend (30.0% payout ratio)

◆Shareholder Benefits
We plan to provide shareholder
benefits to shareholders owning at
least one trading unit per the register
of shareholders as of September 30,
2021

^{*}Dividends per share and net income per share reflect stock split performed on March 1, 2019

HQ/Relocation

[Background]

Pursuing Work-Style Reform

[Concept] Activity-Based Working

·Improve and expand work system, IT environment, workplaces, etc.

[Overview]

- 1. New location: Minato-ku, Tokyo
- 2. Timing: November December 2021 (tentative)
- 3. Impact:
 - (1) Cost savings through 40% reduction in floor space (We expect to recover the cost of HQ relocation over five years)
 - (2) Improve the communication environment by consolidating 10 floors to one floor
 - (3) Develop and enhance an IT environment that allows employees to work without restrictions on time and place
 - (4) Improve employee QOL through flexible work styles and a well-designed environment



amutus

E-Comic

FY03/21 Initiatives

Hit original comics and dramatizations

Aoshima Kun wa Ijiwaru Surpassed 1 million downloads



Dramatization of *Toshinosakon* and *RISKY*

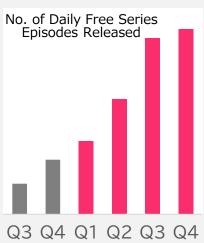




New free daily series releases to attract more customers

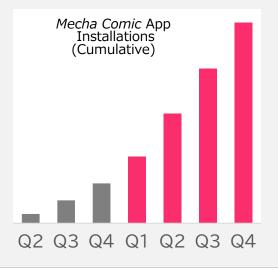
- Launched free daily series in November 2019
- Increased to two episodes per day in December 2020





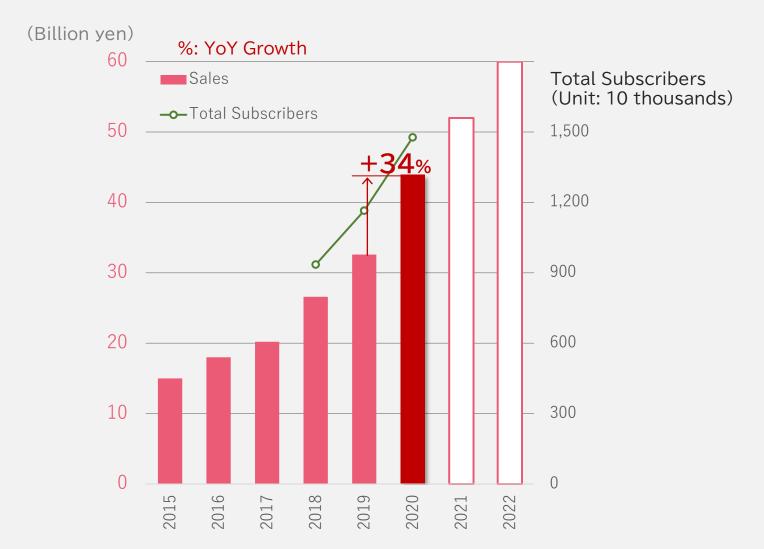
Expanded use of *Mecha Comic* app

- Complete redesign in Q1
- Surpassed 4.5 million total downloads

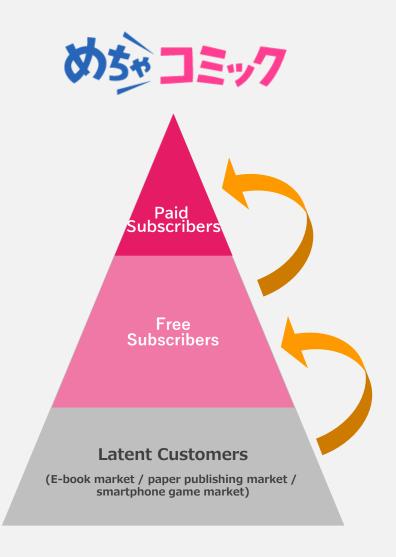


E-comic Sales

Expanded user demographics, accelerated growth



FY03/22 Initiatives



1 Expand Content Offerings

- ·Bolster production system for original comics
- ·Import and sales of Korean Webtoon titles
- ·Strengthen collaboration with publishers

2 Strengthen Marketing

- ·Dramatization of original comics
- ·Marketing via TV ads, online video ads, social media, special campaigns, etc.

3 Strengthen Growth Businesses

- ·App: Expand application-specific functions and improve user interface
- ·Overseas: Business expansion through promotion of Peautoon

4 Strengthen Systems Foundation

- ·Transition gradually to full cloud operations
- •Develop and improve image processing, data compression, browsers/viewers, etc.

Expand Content and Strengthen Marketing

Sales Production IP Management Bolster production system Dramatization for original comics **Promotions** Domestic Strengthen collaboration with publishers Exclusive first-run distributions Daily free series

Korea

Webtoon title import and sales



Promotions



Health IT

Health IT FY03/2022 Initiatives

New Fields

1. Launch business in health related fields

Launch health business

2. Overseas expansion

Advance health IT project in Asia

Focus Businesses

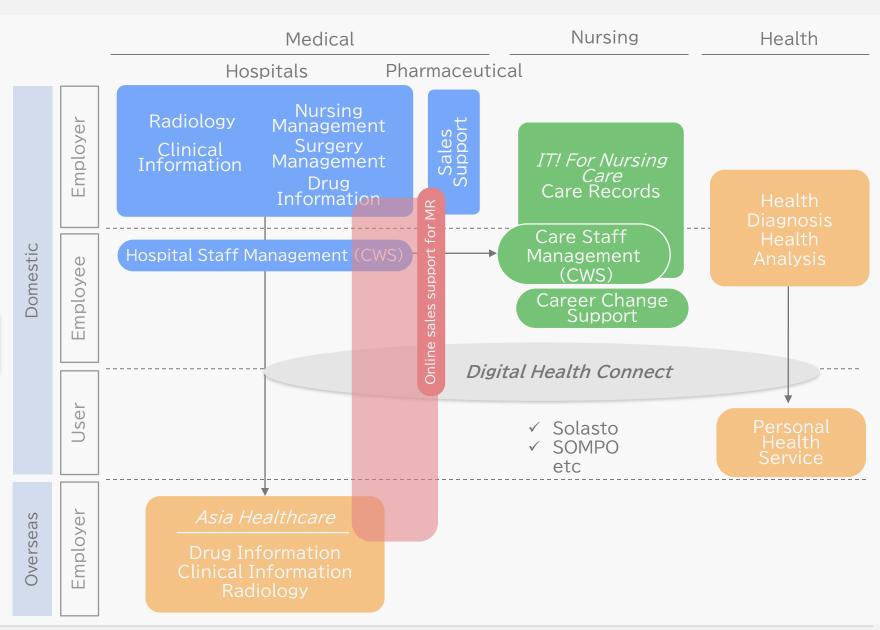
3. Expand businesses in nursing care related fields

Launch cloud-based nursing CWS and Expand professional recruitment business

Existing Fields

Remote Field

4. Introduce online services



Advanced Health IT Project in Asia

FY03/21

Begin overseas expansion
(1) Original packaged sales

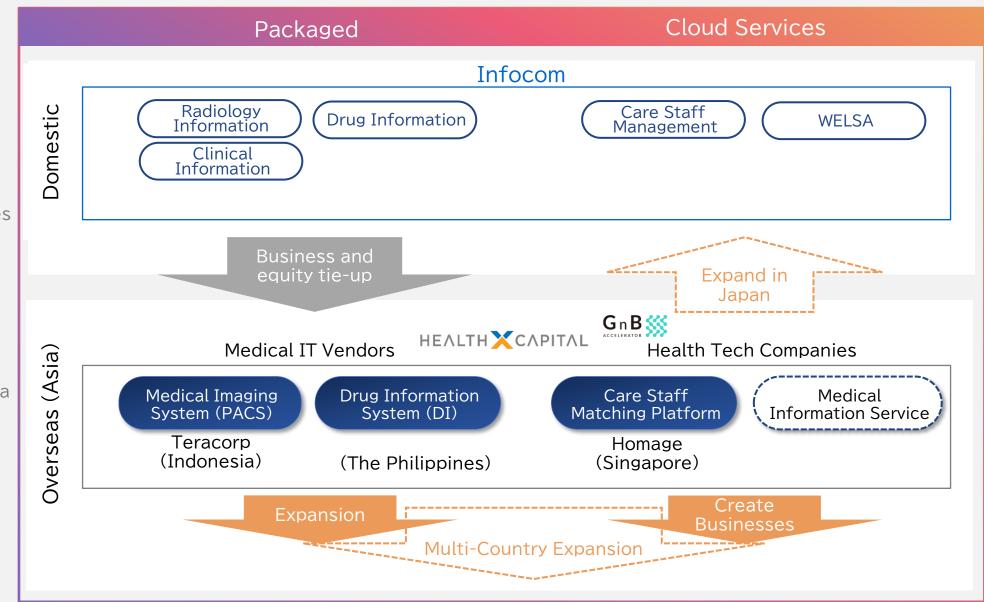
Indonesia, the Philippines

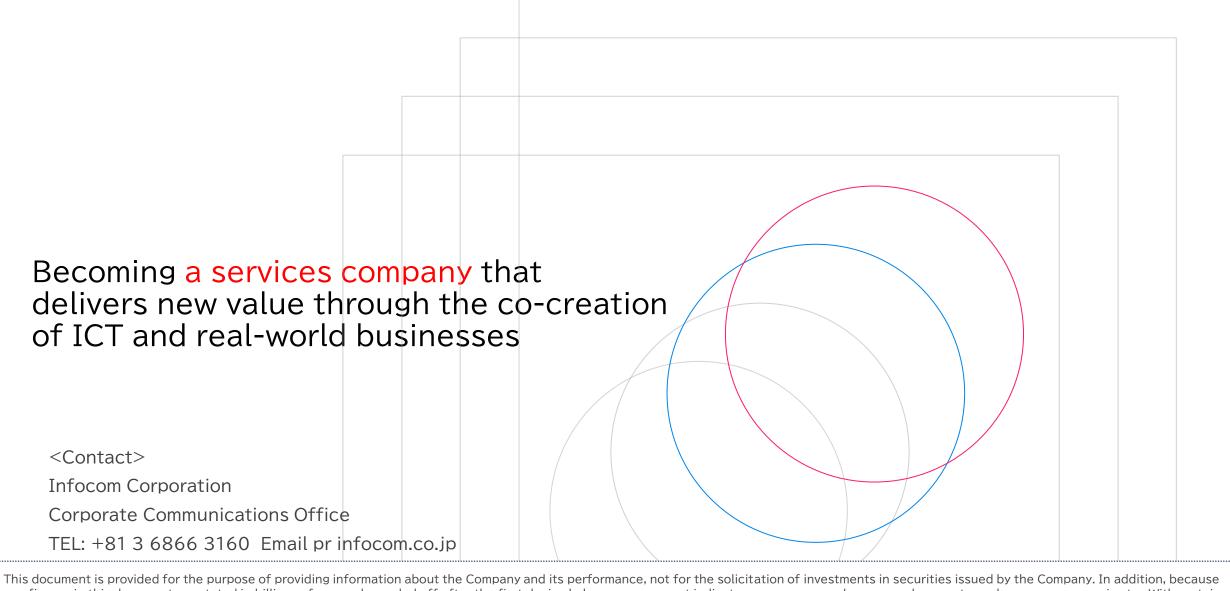
(2) Ally with health tech companies

Homage

FY03/22

- (1) Expand PACS in Indonesia
- (2) Create businesses around DI





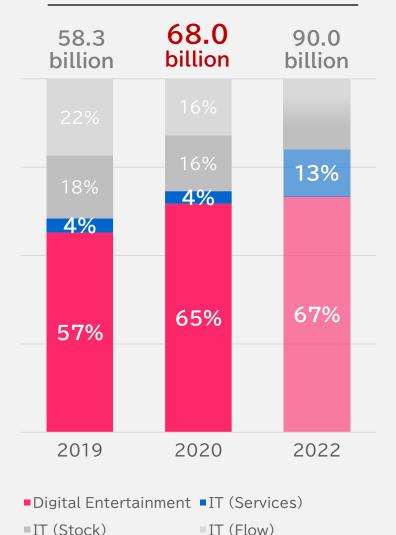
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Reference

Ratio of Services Sales

Ratio to total sales



Ratio of business solution sales

