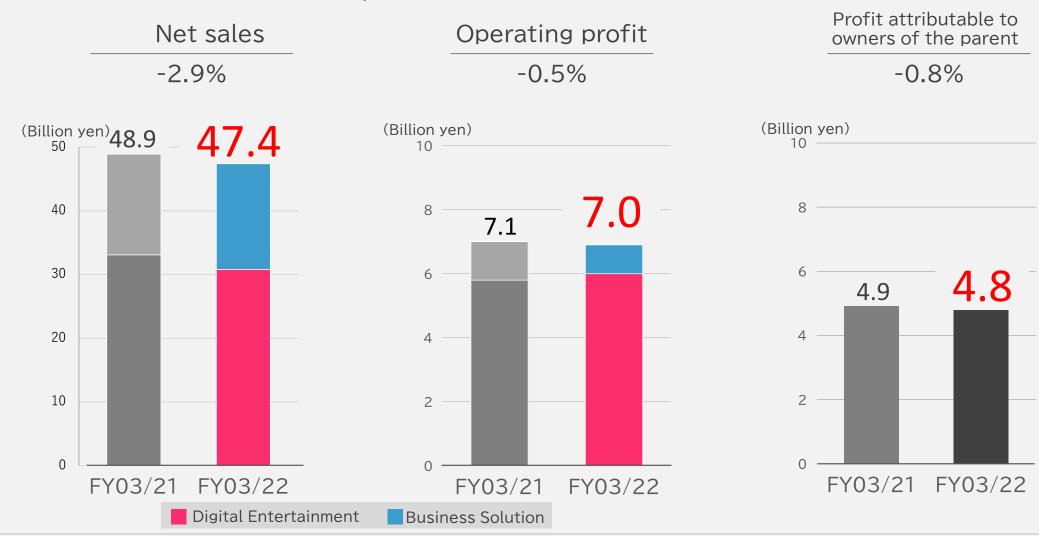


Q3/FY03/22 Results (Consolidated)

The E-comic business declined due to the growing impact of pirate sites and the absence of special demand (demand rose due to voluntary restraint on travel outside the home in the prior year) Business Solutions recorded solid performance



Management Performance (Consolidated)

	FY03/21	FY03/22	YoY		
	Q3	Q3	Change	%	
Net sales	48.9	47.4	(1.4)	-2.9%	
Operating profit	7.1	7.7 (16.4%) Cost of HQ relocation (+0.6	+9.5%	
(Operating margin)	(14.5%)	7.0 (14.9%)	(0.0)	-0.5%	
EBITDA	8.0	8.1	+0.1	+1.3%	
Ordinary profit	7.2	7.1	(0.0)	-0.5%	
Profit attributable to owners of the parent	4.9	4.8	(0.0)	-0.8%	

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 Results (Consolidated)

(Billion yen)

	Net	sales	Operat	ting profit
(Billion ye 40 —	n)		(Billion yen) 10	80%
30 —	33.1	30.8	8	60%
20 —			5.8	6.0 — 40%
10 —			3 — 17.6%	— 20% 19.7%
0 — F	Y03/2 Q3	1 FY03/22 Q3	0 FY03/21 F	

	FY03/21	FY03/22	YoY		
	Q3	Q3	Change	%	
Net sales	33.1	30.8	(2.2)	-6.8%	
Operating profit	5.8	6.0	+0.2	+4.7%	
(Operating margin)	(17.6%)	(19.7%)			

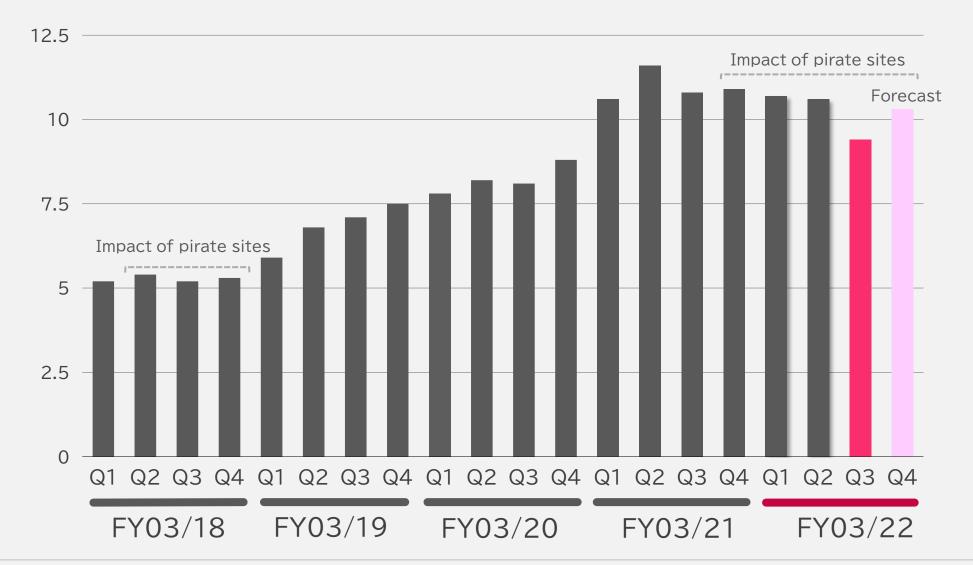
Net sales

- Increased impact of pirate sites
- More intense competitive environment
- Decline in special demand stemming from voluntary restraints on unnecessary travel in the previous year

Operating profit

Contained costs by optimizing ad placements

Digital Entertainment Results (Quarterly)



Business Solution Results (Consolidated)

(Billion yen)

(Billion) 20 —		t sales	_	Ope Billion ye		g profi	t - 80%
15 —	15.8	16.6))	3 —			- 60%
10 —	_			2 —		1.6	40%
5 —				1 —	1.2		- 20%
0 — F	Y03/2 Q3	21 FY03/2 Q3	22	0 F	8.1% Y03/21F Q3	10.1% =Y03/22 Q3	- 0% :

	FY03/21	FY03/22	YoY			
	Q3	Q3	Change	%		
Net sales	15.8	16.6	+0.8	+5.1%		
Operating profit (Operating margin)	1.2 (8.1%)	1.6 (10.1%)	+0.3	+30.9%		

Excluding HQ relocation costs (0.7)

Net sales

Solid performance in hospital and corporate sales, despite the negative impact of COVID-19

Operating profit

Higher profits due to higher sales

Earnings Forecast for FY03/22 (Consolidated) ~Versus Previous Forecast ~

	FY03/21 Results	FY03/22 Previous Forecast*	FY03/22 Revised Forecast	Revision Vs. Initial Forecast	Change
Net sales	68.0	70.0	66.0	(4.0)	(0.2)
Operating profit	10.8	11.8 (17.0%) Cost of HQ relocation (0.8)	11.3 (17.5%) (0.8)		+0.5
(Operating margin)	(15.9%)	11.0 (15.7%)	10.5 (15.9%)	(0.5)	(0.3)
EBITDA	12.1	12.5	12.0	(0.5)	(0.0)
Ordinary profit	10.9	11.0	10.5	(0.5)	(0.4)
Profit attributable to owners of the parent	6.2	7.3	7.0	(0.3)	+0.7
Net income per share (yen)	114.61	133.28	127.80	(5.48)	+13.18
ROE	16.2%	16.6%	16.1%	-0.5%	-0.1%

[◆] Revision based on E-comic business outlook

^{*} Announced October 27, 2021

Earnings Forecast for FY03/22 (Consolidated)

							(2:::::::)		
	FY03/21 Results			FY03/22			YoY (%)		
	1H	2H	FY	1H	2H(Forecast)	FY (Forecast)	1H	2H	FY
Net sales	33.2	34.8	68.0	32.4	33.5	66.0	-2.3%	-3.7%	-3.0%
Operating profit (Operating margin)						11.3			+5.2%
	4.9 5.8 10.	10.8 (15.9%)		Cost of HQ re	(17.5%) elocation (0.8)				
	(14.070)	(14.8%) (16.9%)	(13.970)	4.9 (15.4%)	5.5 (16.4%)	10.5 (15.9%)	+1.6%	-6.6%	-2.9%
EBITDA	5.5	6.6	12.1	5.6	6.4	12.0	+2.9%	-3.7%	-0.7%
Ordinary profit	4.9	5.9	10.9	5.0	5.4	10.5	+2.1%	-9.0%	-4.0%
Profit attributable to owners of the parent	3.3	2.8	6.2	3.4	3.5	7.0	+2.0%	+22.7%	+11.5%
Net income per share (yen)			114.61			127.80			+11.5%
ROE			16.2%			16.1%			_

Segment Earnings Forecast (Consolidated)

[Digital Entertainment Group]

(Billion yen)

	FY03/21 Results			FY03/22			YoY (%)		
	1H	2H	FY	1H	2H (Forecast)	FY (Forecast)	1H	2H	FY
Net sales	22.2	21.7	44.0	21.3	19.6	41.0	-3.8%	-10.1%	-6.9%
Operating profit	3.8	4.0	7.9	4.1	3.8	8.0	+8.4%	-5.6%	+1.1%
(Operating margin)	(17.2%)	(18.7%)	(18.0%)	(19.4%)	(19.7%)	(19.5%)			

- ◆ Revised sales and profit downward (-4.0 billion yen and -0.5 billion yen, respectively) compared to our previous forecast, considering the growing impact of pirate sites
- Various indicators improved in the second half of December as a result of advertising; we will run advertisements in Q4 as planned, expecting sales to outperform year on year

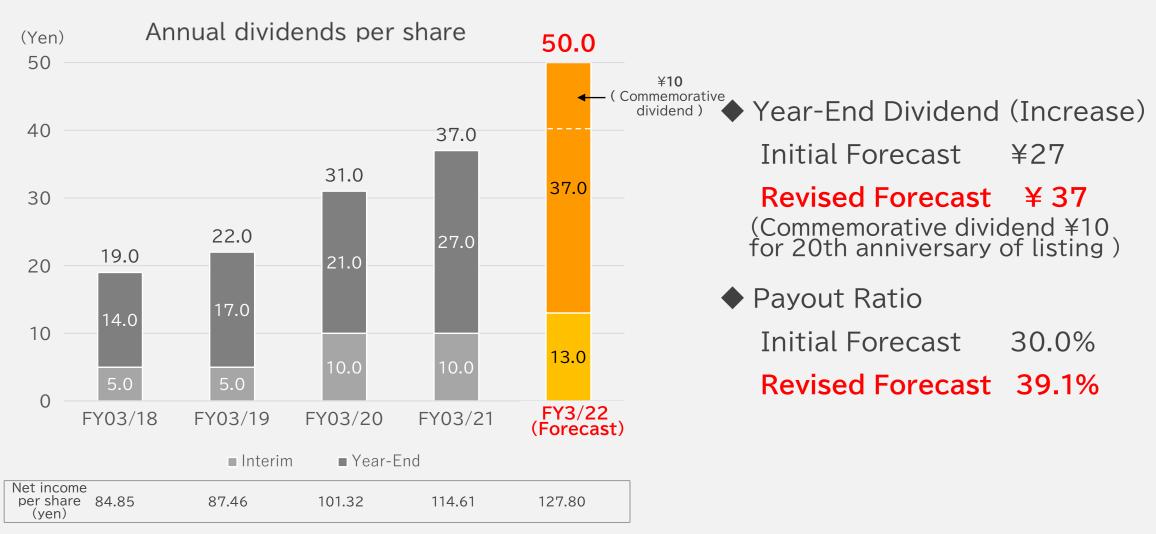
[Business Solution]

(Billion yen)

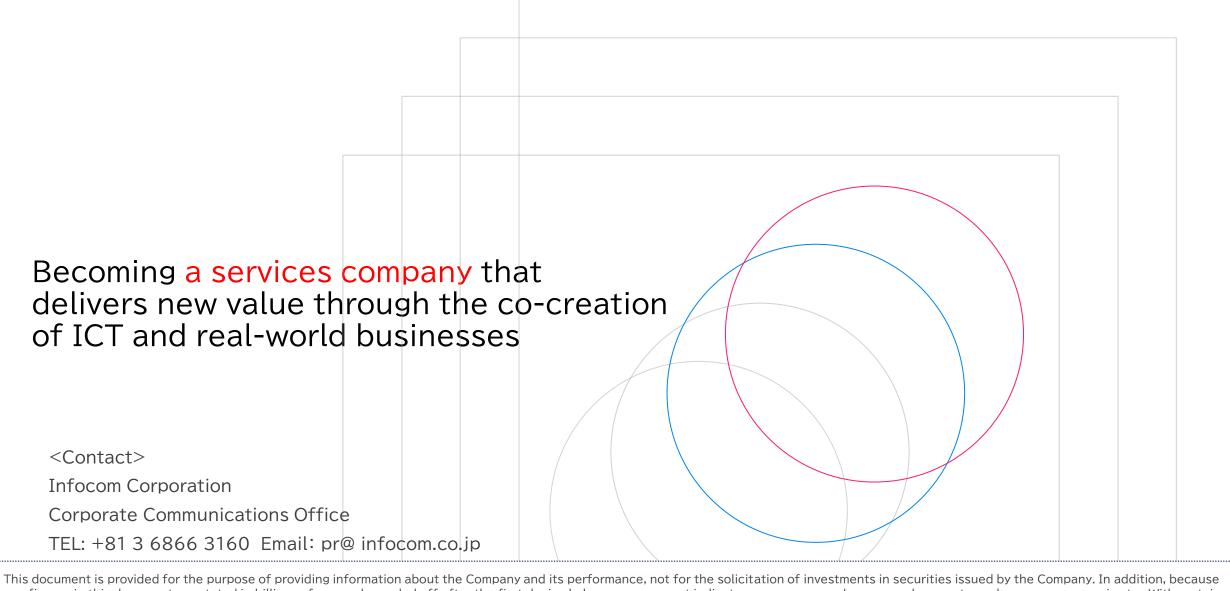
	FY03/21 Results			FY03/22			YoY (%)		
	1H	2H	FY	1H	2H (Forecast)	FY (Forecast)	1H	2H	FY
Net sales	10.9	13.0	24.0	11.0	13.9	25.0	+0.7%	+6.8%	+4.0%
Health IT	4.4	5.3	9.7	4.4	6.2	10.7	+0.5%	+18.5%	+10.3%
Operating profit	1.0	1.8	2.8	1.1	2.2	3.3	+2.6%	+24.9%	+16.5%
(Operating margin)	(9.9%)	(13.8%)	(12.0%)	(10.1%)	(16.2%)	(13.5%)			

Excluding HQ relocation costs (-0.8)

Shareholder Returns



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



This document is provided for the purpose of providing information about the Company and its performance, not for the solicitation of investments in securities issued by the Company. In addition, because yen figures in this document are stated in billions of yen and rounded off after the first decimal place, management indicators, year on year changes, and percentage changes are approximate. With certain exceptions, this document is based on data as of December 31, 2021. The names of the companies, services, and products stated in this document are trademarks or registered trademarks of their respective companies.

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