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Initiatives in Key Businesses

E-Comic Health IT Evolve Into a Services-Oriented Business



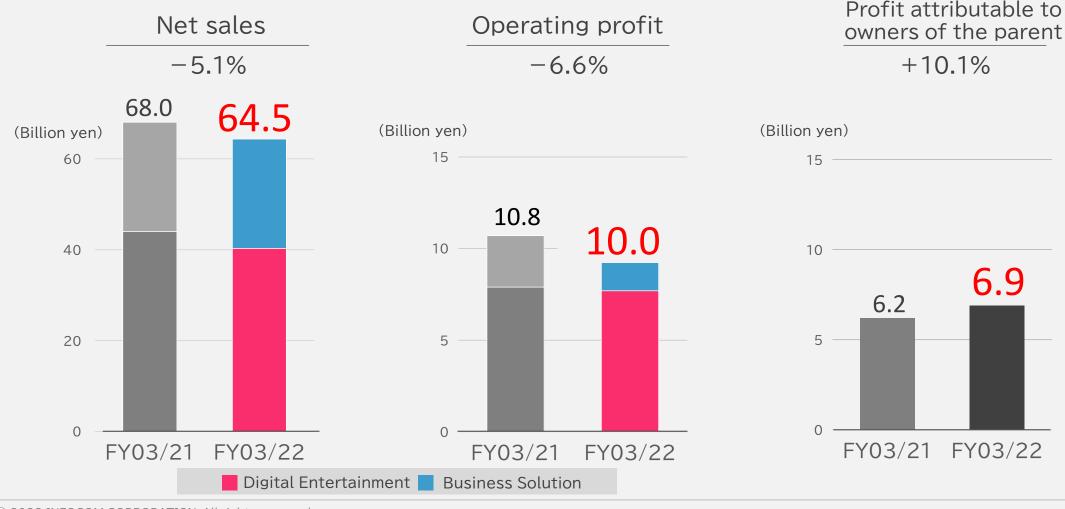
FY03/22 Results (Consolidated)

Net sales
Operating profit

: Firm Business Solution performance, despite sluggish growth for E-comics

Operating profit : Lower due to HQ relocation costs

Net income : New record-high



Management Performance (Consolidated)

(Billion yen)

	FV02/21	FY03/22	Yc	Υ
	FY03/21	F1U3/22	Change	%
Net sales	68.0	64.5	(3.4)	-5.1%
		10.9	+0.1	+1.2%
Operating profit	10.8	Cost of HQ relocation ().8)	
(Operating margin)	(15.9%)	10.0	(0.7)	-6.6%
		(15.6%)		
EBITDA	12.1	11.4	(0.7)	-5.8%
Ordinary profit	10.9	10.1	(0.7)	-6.8%
Profit attributable to owners of the parent	6.2	6.9	+0.6	+10.1%
Net income per share (yen)	114.61	126.20	11.59	+10.1
ROE(%)	16.2	16.1	(0.1)	

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



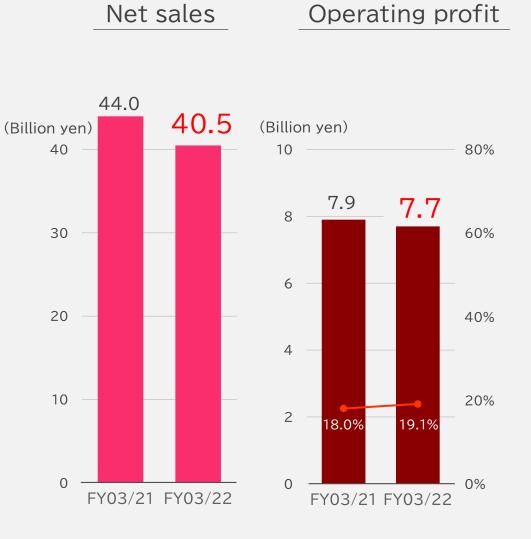
Enterprise Service Management

System integration for major companies

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

Digital Entertainment Results (Consolidated)

(Billion yen)



(Bittleff ye						
	EV/02/21	T) (0.0 /0.0		ρY		
	FY03/21	FY03/22	Change	%		
Net sales	44.0	40.5	(3.4)	-7.9%		
Operating profit	7.9	7.7	(0.1)	-1.9%		
(Operating margin)	(18.0%)	(19.1%)				

Net sales

- ·Advertising effectiveness declined due to pirate sites
- → Reduced advertising
- •Decline in special demand stemming from voluntary restraints on unnecessary travel in the previous year
- ·Lack of major hits in original content (some medium-sized hits)

Operating profit

Decrease in profits due to decrease in sales Cost reductions from reduced advertising

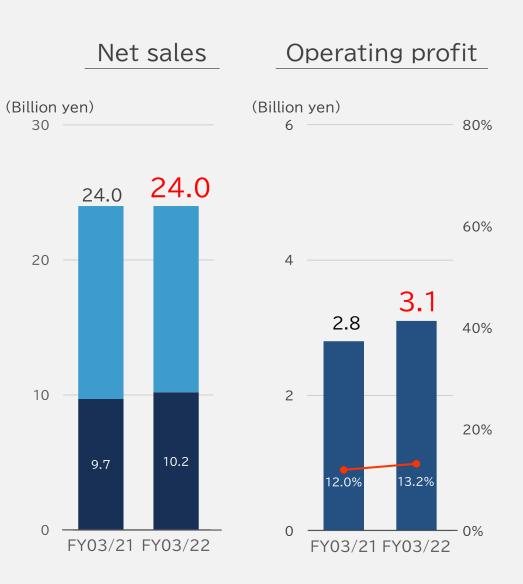
Results of E-Comic Distribution Service

(Billion yen)



Business Solution Results (Consolidated)

(Billion yen)



				Υ
	FY03/21	FY03/22	Change	%
Net sales	24.0	24.0	+0.0	+0.1%
Health IT	9.7	10.2	+0.5	+6.1%
Operating profit	2.8	3.1	+0.2	+9.9%
(Operating margin)	(12.0%)	(13.2%)		
		English diam	110	+ - (0 0)

Excluding HQ relocation costs (0.8)

Net sales

Steady growth despite the impact of COVID-19

Operating profit

- ·Improved profit margin due to higher productivity from work-style reform (telecommuting, operating improvements, HQ relocation, etc.)
- ·Cost reductions

Investments

(Billion yen)

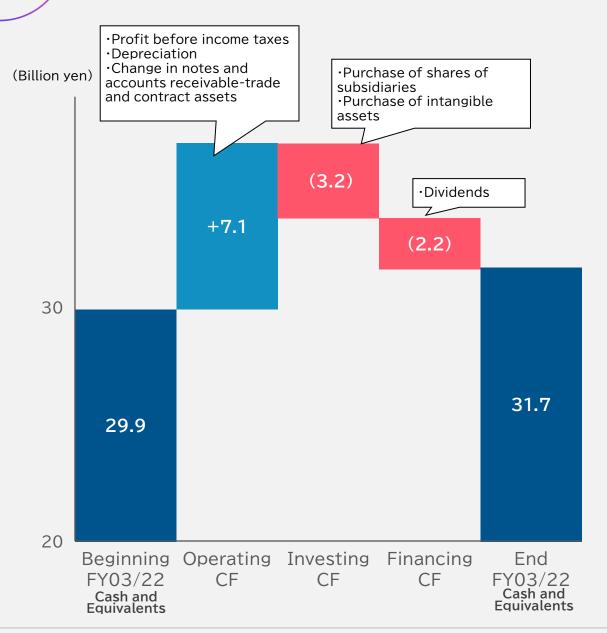


Category	Main Details	Amount
Business Development	New business planning, research, demonstration tests, etc.	0.3
Equity Investment	M&A Expanding Health IT (converted Medical Create Co., ltd to a subsidiary) Evolve into a services-oriented business (converted Alterbooth Inc. to a subsidiary) Capital increase for South Korean e-comic distribution business (Peanutoon Inc.) Investments and business alliances E-Comic distribution business (established joint venture AmuLink Corp) Southeast Asia social media platform for doctors (business alliance with Docquity Holdings Pte. Ltd.) Fitness app business (business alliance with BeatFit Inc.)	2.0
Capital Investment	E-comic (Systems development, etc.) Health IT (radiology systems, pharmaceutical company sales, etc.) GRANDIT miraimil development Other (facilities in connection with HQ relocation)	1.6
R&D Investment	AI, new technology research, etc.	0.1

(Billion yen,%)

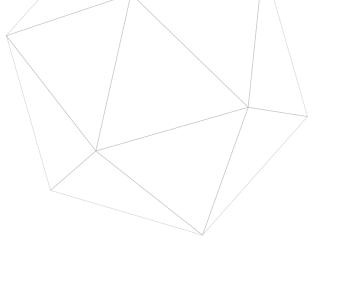
	FY03/21		FY03/22			
	Amount	Composition Ratio	Amount	Composition Ratio	YoY	Major Change Factors
Current assets	43.9	77.9	45.1	78.5	+1.2	
Fixed assets	12.4	22.1	12.3	21.5	(0.1)	
Total assets	56.4	100.0	57.5	100.0	+1.0	
Current liabilities	14.2	25.2	12.4	21.6	(1.8)	·Income taxes payable
Non-current liabilities	0.3	0.6	0.5	0.9	+0.1	
Total liabilities	14.5	25.9	12.9	22.5	(1.6)	
Total net assets	41.8	74.1	44.5	77.5	+2.7	·Retained earnings
Total liabilities and net assets	56.4	100.0	57.5	100.0	+1.0	
Shareholders' equity ratio	73.5%		76.8%			

Cash Flows (Consolidated)



(Billion yen)

		(Billion yen)
	FY03/21	FY03/22	Change
Operating CF	9.8	7.1	(2.7)
Investing CF	(1.6)	(3.2)	(1.5)
Free CF	8.2	3.9	(4.3)
Financing CF	(1.7)	(2.2)	(0.4)
Effects of exchange rate changes on cash and cash equivalents	(0.0)	0.0	+0.0
Change in cash and cash equivalents	6.4	1.7	(4.7)
Cash and cash equivalents, beginning of period	23.4	29.9	+6.4
Cash and cash equivalents, end of quarter	29.9	31.7	+1.7



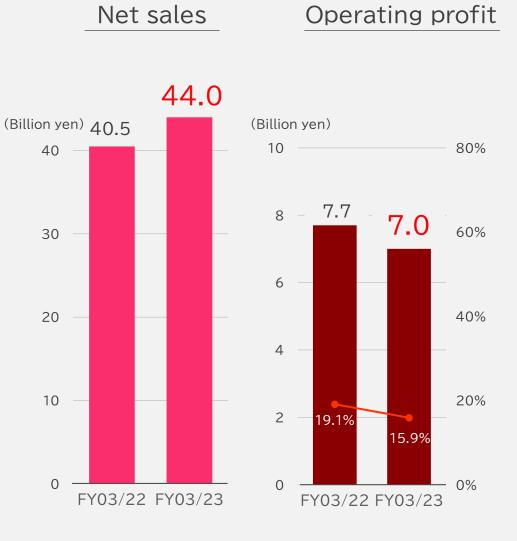
Earnings Forecast for FY03/23

Management Indicators (Consolidated)

	FY03/22 Results			F	Y03/23 Forecas	st	YoY	
	1H	2H	FY	1H	2H	FY	Change	%
Net sales	32.4	32.1	64.5	33.0	37.0	70.0	+5.4	+8.4%
Operating profit (Operating margin)	4.9 (15.4%)	5.0 (15.9%)	10.0 (15.6%)	4.0 (12.1%)	6.5 (17.6%)	10.5 (15.0%)	+0.4	+4.0%
EBITDA	5.6	5.7	11.4	4.6	7.2	11.8	+0.3	+3.4%
Ordinary profit	5.0	5.1	10.1	4.0	6.5	10.5	+0.3	+3.0%
Profit attributable to owners of the parent	3.4	3.4	6.9	2.7	4.3	7.0	+0.0	+1.3%
Net income per share (yen)			126.20			127.80	+1.60	+1.3%
ROE			16.1%			15.2%	(1.0)	

Digital Entertainment Earnings Forecast (Consolidated)

(Billion yen)



	EV/02/02	EV02/02	YoY		
	FY03/22	FY03/23	Change	%	
Net sales	40.5	44.0	+3.4	+8.6%	
Operating profit	7.7	7.0	(0.7)	-9.8%	
(Operating margin)	(19.1%)	(15.9%)			

Net sales

Aiming for growth recovery through expanded content and strengthening marketing

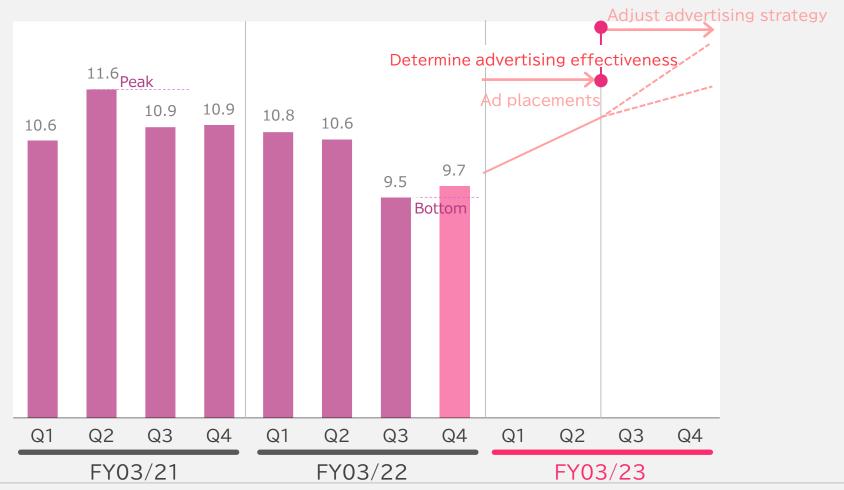
Operating profit

Cost increase due to strengthened marketing

E-Comic Returning to a Growth Path Owing to Aggressive Investments in Advertising

Continue revised marketing measures of Q4 in the previous year through the first half of this year; invest in advertising

Determine the direction for the second half based on the results of the first half



Buşiness Solution Earnings Forecast (Consolidated)

(Billion yen)

	Net sales			Operating pr		
Billion ye 30 -	n)	26.0	(Billion 6	yen)		80%
20 -	24.0	26.0	- 4			60%
				2.3	3.5	40%
10 -	10.2	11.5	- 2			20%
0 -	FY03/2	2 FY03/23	- 0	9.7% FY03/22 F	13.5% Y03/23	- 0%

			YoY		
	FY03/22	FY03/23	Change	%	
Net sales	24.0	26.0	+1.9	+8.1%	
Health IT	10.2	11.5	+1.2	+11.7%	
Operating profit	2.3*	3.5	+1.1	+50.3%	
(Operating margin)	(9.7%)	(13.5%)			

*Cost of HQ relocation (0.8)

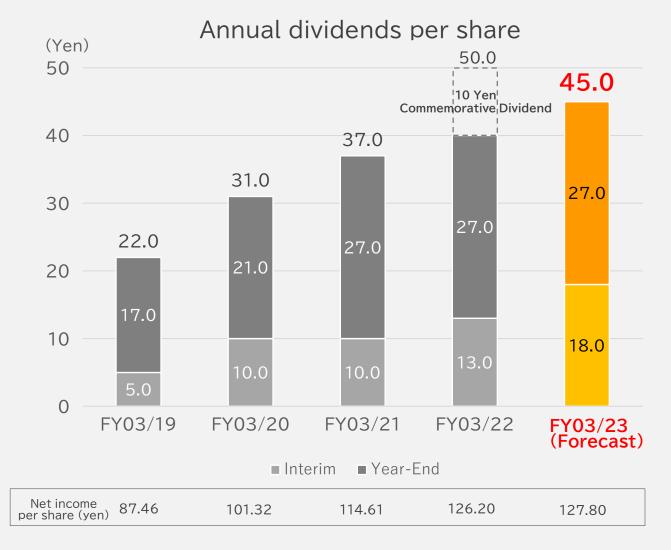
Net sales

Increase in sales due to growth of Health IT and evolution into a services-oriented business

Operating profit

Higher profits due to higher sales

Shareholder Returns



◆ Dividends

For FY03/2023, we forecast an interim dividend of 18 yen and a year-end dividend of 27 yen, for a total annual dividend of 45 yen (35.2% 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, 2022

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

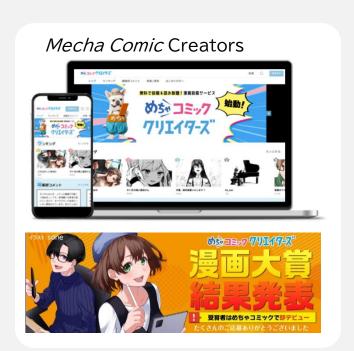


E-Comic FY03/22 Initiatives

Expand Content

Original Comics to Other Media

- Bolstered production system for original comics
- Strengthen collaboration with publishers
- Purchased and sold Webtoon titles
- Launched manga submission service



• Dramatization of original comics





Collaborations with dramas



Joint drama with TV Tokyo





Strengthen Systems Foundation

 Established joint venture company AmuLink Corp.

Researched and adopted technologies specific to the e-book business

amuLink

- Developed and launched new viewer
- Moved systems infrastructure to the cloud

Launched *Manga* Submission Website

Works submitted and viewed free of charge Contest-winning works distributed on *Mecha Comic*

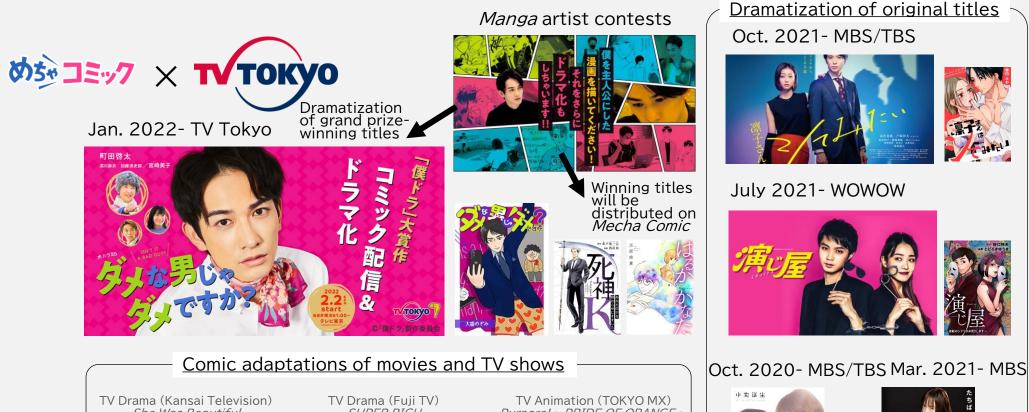






Original Comics to Other Media

- We have been implementing media tie-ups, mainly for original comics.
- We continue to pursue media in areas other than TV dramas.

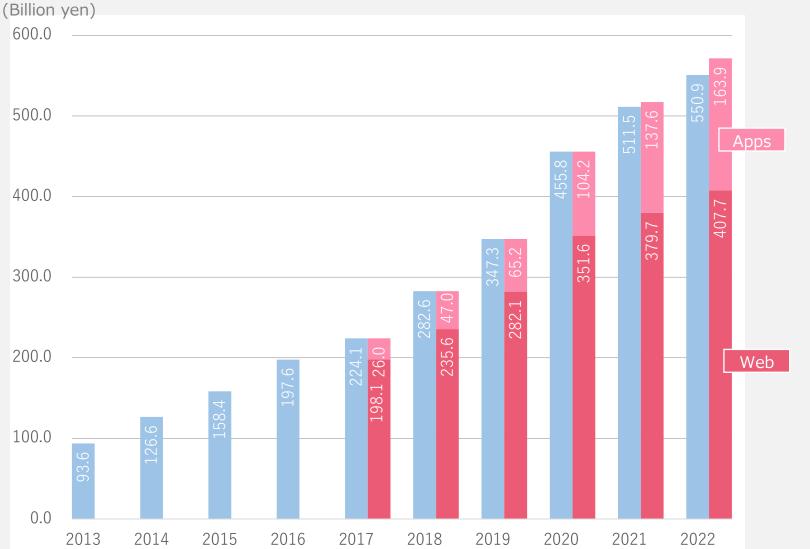






E-Comic Market Growth Outlook for the Current Fiscal Year

Despite the impact of pirate sites, the market continues to grow, mainly through comic apps used by young consumers





E-Comic Strategies to Return to Growth

1. Optimal use of advertising and marketing

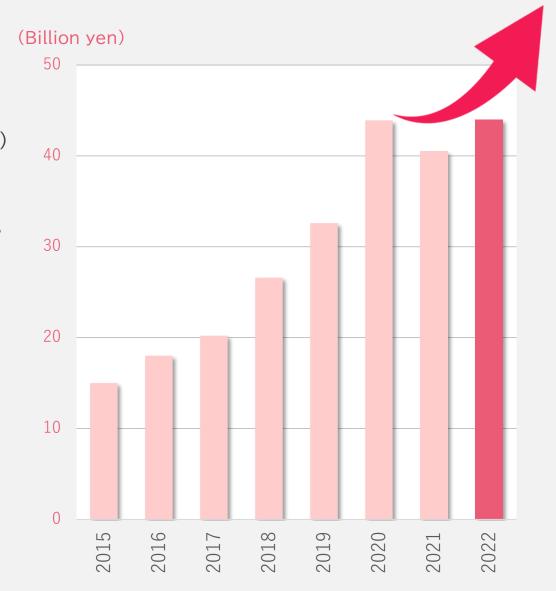
- ·Web ⇒ Acquire members in the 30s and 40s age groups
- ·App ⇒ Try new ways to appeal to young people (20s age group)
- ·Appeal to sense of bargain pricing through free content and membership points
- ·Engage in selection and concentration for content investments

2. Cultivate growth businesses

- ·Growth of the *Mecha Comic* app business
- ·Growth of Peanutoon in South Korea
- ·Begin distribution of *Mecha Comic* app in the U.S.

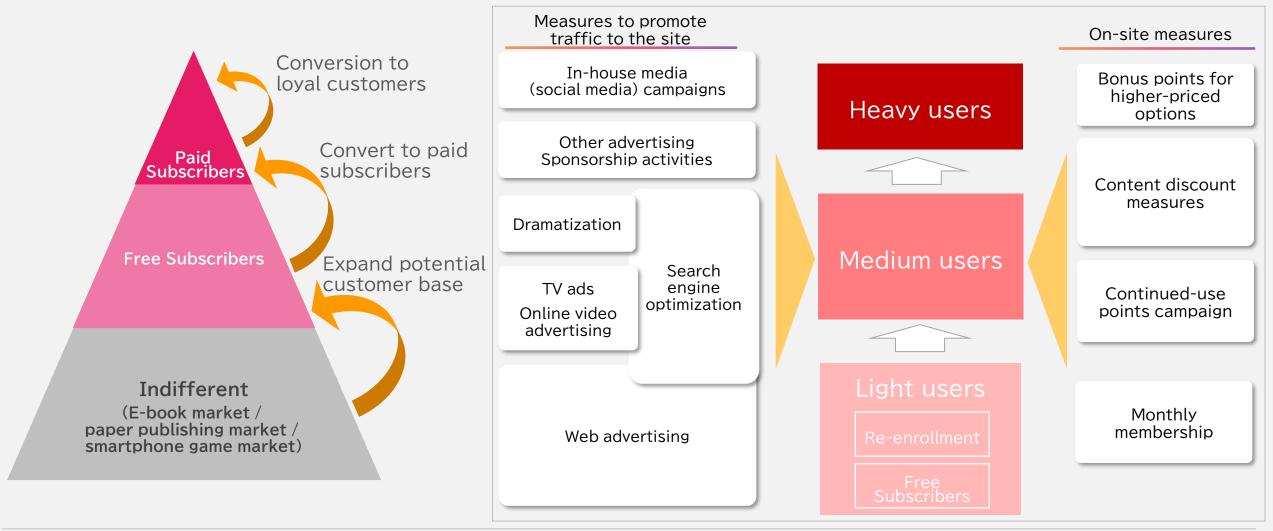
3. Business field expansion

- ·M&A or alliances with other companies in the same industry, other publishing companies
- •Expand business domains to peripheral markets and overseas



E-Comic Optimal Use of Advertising and Marketing

Implement measures according to customer status to activate and encourage regular use, leading to loyal customers



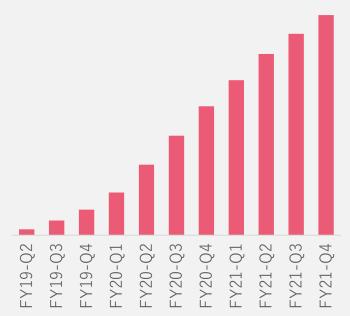
E-Comic Initiatives for New Business Domains

Increase app users in Japan through stronger promotions. Transition Korean business to growth track.

Mecha Comic App

- Replace viewer for stronger analytical capabilities
- Implement advertising function
- Expand linkage with web services

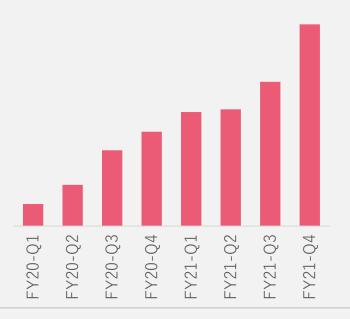
<Cumulative App Downloads>



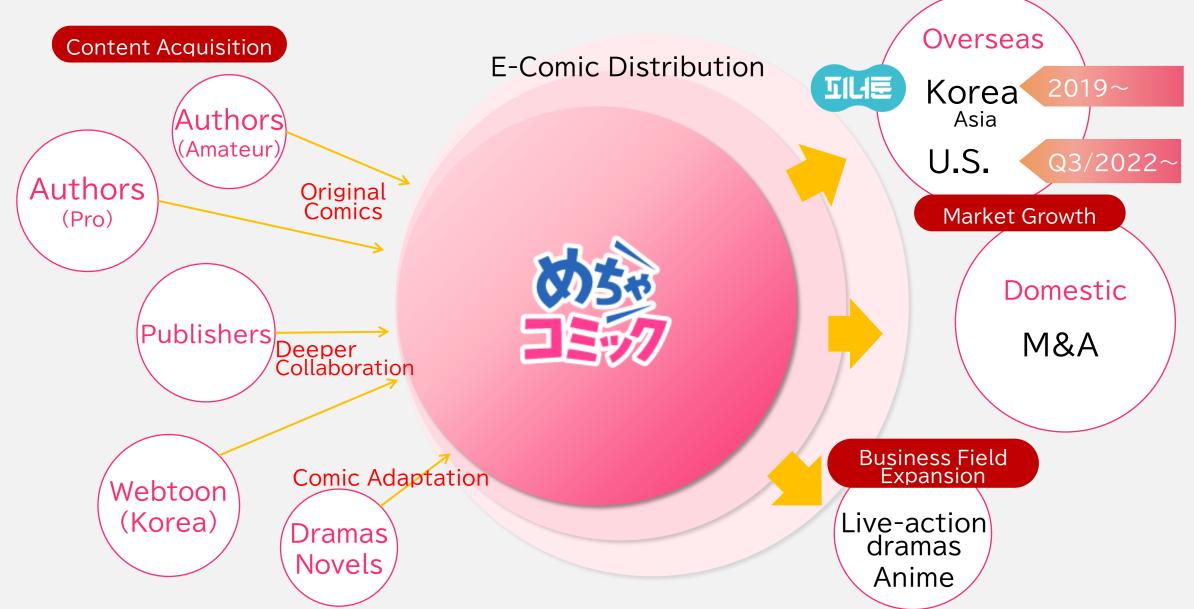
Peanutoon

- Enhance original content through increased investment in production
- Improve ad performance

< Peanutoon Sales>



E-Comic Business Development (Concept)



Health IT Overall Strategy

Accelerate transition to services

Service Domains

1. Overseas expansion

Expand hospital systems in Southeast Asia

New Business Planning

2. Expand business in healthrelated fields

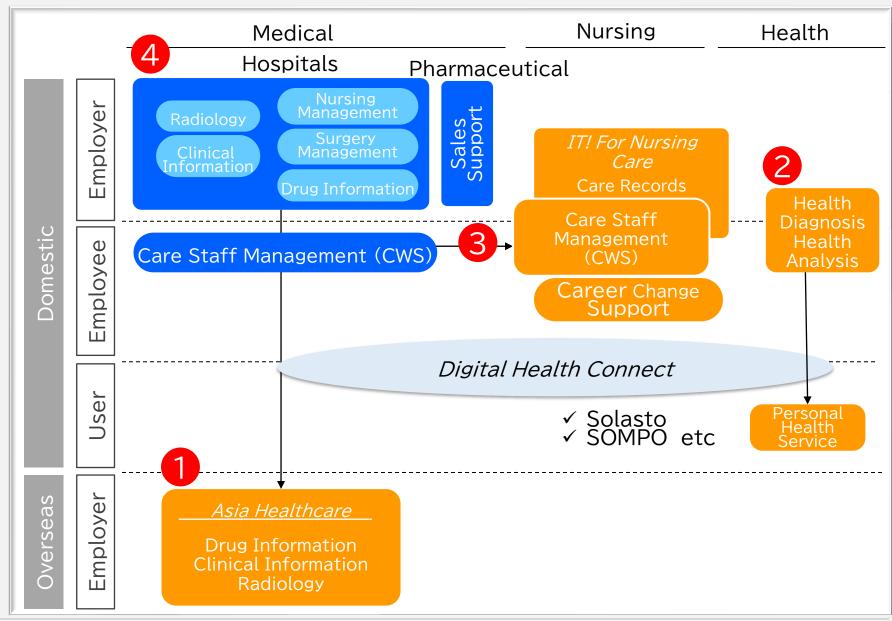
Expand sales of WELSA health management service

3. Expand businesses in nursing care-related fields

Expand sales of SaaS version of CWS

Existing Fields

4. Secure profits in existing domains



Health IT Healthcare Strategy in Asia (Concept)

FY03/22 FY03/23 Drug database improvement **Philippines** Expanded sales of drug information completed Drug Began building drug database systems Information Indonesia Provided system for electronic System Domestic medical records vendors (DI) Products for Business alliance with Docquity Hospitals (Developing social media platform Developing our own products in collaboration with local companies docauity for doctors in Southeast Asia) Overseas expansion Developed viewer for mobile Medical Indonesia devices **Imaging** Information System terakorp Sales support for Terakorp

Creation of new businesses in Southeast Asia



Additional investment in Singapore-based Homage (caregiver matching company)

Support for Homage-type services in Japan

⇒ Creation of collaboration mechanism Business creation focusing on startup investments

Health IT Expanding Radiology Systems Business

In October 2021, we expanded the scope of our business by acquiring Medical Create Co., Ltd as a subsidiary (main customers are national hospitals)



Major Products

Radiology Information Management System

RISMEC

Radiation Therapy Management System

RISMEC-RT

Medical Device Management System

3mec

Radiation Dose Management System

RISMEC-DOSE

Hospitals

- National hospitals68 (40% share)
- Other hospitals54 facilities

35 total



Kyushu/Okinawa 27 total 27 total

Tokai/Hokuriku/Kinki 8 total

Collaboration Results

- (1) Expanded product lineup
- (2) Expanded scale of sales
 Expanded market share among
 national hospitals
 Cross-sales of INFOCOM products
 Developed new sales channels
- (3) Improved service quality
 Technical capabilities, customer support

Health IT CWS Expansion

Market Environment

Hospitals

- Overtime caps for physicians (beginning April 2024)
- COVID-19-related subsidies will continue in FY03/23
- Roughly 10% of medium-sized or larger hospitals (200 beds or more) have adopted work management systems

Major Measures

Smart CWS

Work-style reform for doctors

Help physicians reduce working hours, expand sales

CWS

Care staff management

Expand market share by capturing users of caregiver schedule management

CWS

Caregiver schedule management

Expand by offering simplified version and leverage sales companies

Nursing Care Companies

- Leverage ICT adoption enterprises and IT adoption subsidies
- Begin proof-of-concept tests to relax staffing standards, conditional on the use of IT and robots

CWS for Care Care staff management

- Develop new sales partners
- Expand sales through web marketing
- Develop cloud version

Evolve Into a Services-Oriented Business

Areas of Focus to Evolve Into a Services-Oriented Business for General Enterprise Customers

Crisis management

Expand to peripheral areas (Food temperature control IoT service)

Documents and forms

Target SMEs

ERP

Launch new service businesses



Strategy



Service





NEOSS







Evolve Into a Services-Oriented Business

Advance Cloud Services by Building a CCoE Structure That Leverages Alterbooth Development Technologies

Cloud Center of Excellence







Cloud development technology Microsoft Azure Partner

Cloud Technology Promotion Office (new)





Cloud development support

Establish services as quickly as possible, reduce costs

Improve reliability, availability, and maintainability



Pursue company-wide use of cloud computing

Technology sharing

Activate communications among engineers

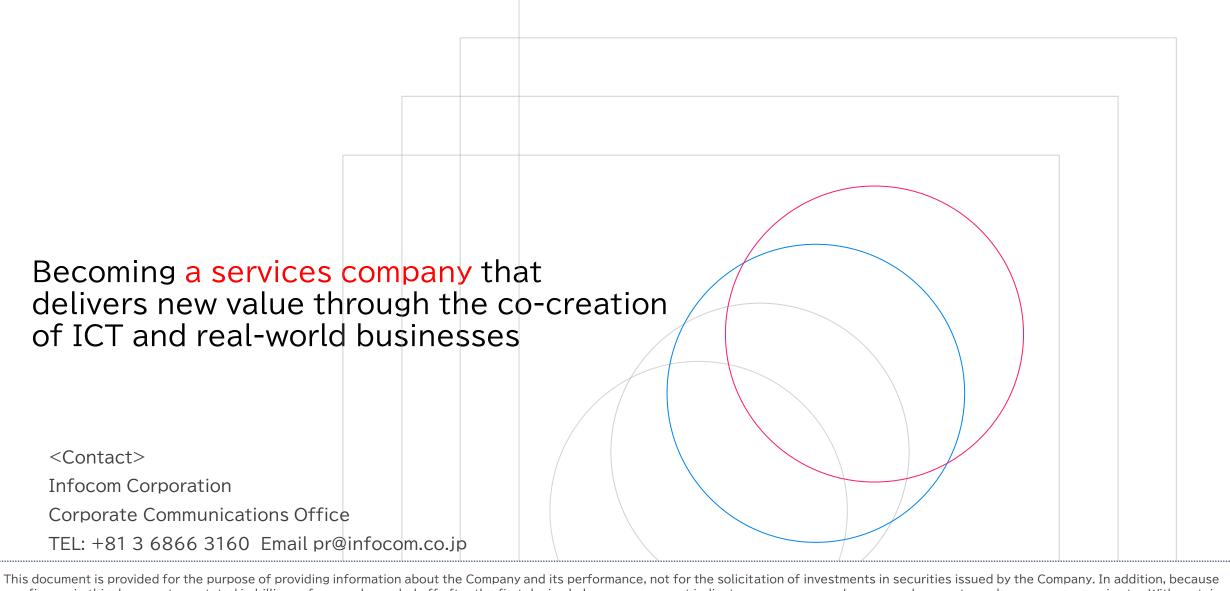
Engineer community Cloud utilization knowledge base



Train cloud engineers

Arena in which to foster cloud development engineers

Train engineers Short-term dispatch by Alterbooth



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