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FY2022 1Q

OVERVIEW OF CONSOLIDATED FINANCIAL STATEMENTS



FY2022 1Q Consolidated Results

Net sales up 21.3% YoY, operating profit improved by 1,434 million yen Ordinary profit of 274 million yen (foreign exchange gain of 680 million yen)

2023年2月期 第1四半期連結累計期間 (2022年3月1日~2022年5月31日)

	2022年2月期 第1四半期	2023年2月期 第1四半期	前年同期比 増 減 率	前年同期比 増 減 額
売上高	13,320	16,161	21.3	+2,840
売上総利益	△ 463	1,156	_	+1,619
営業利益	△ 1,760	△ 325	_	+1,434
経常利益	△ 1,738	274	_	+2,013
親会社株主に帰属する 四半期純利益	△ 2,090	△ 618	_	+1,472
1株当たり 四半期純利益	△105.80円	△31.28円	_	+74.52円

(単位:百万円、%)

Segment Information

Secured operating profit in domestic and ASEAN operations
Sales in China fell due to store closures caused by government regulations

2023年2月期 第1四半期連結累計期間 (2022年3月1日~2022年5月31日)

実績

前年同期比

増減額

営業利益

44

+1,085

		国内	中国	アセアン	海外計	連結調整	連結計	
ᆂᆫᇂ	実績	13,519	782	1,858	2,641	0	16,161	
売上高	前年同期比增減率	+20.3	△ 52.3	+284.0	+24.3	I	+21.3	

333

+554

△ 369

+368

△ 702

△ 185

△ 325

(単位:百万円、%)

Consolidated Balance Sheet (as of end of Feb. 2022)

連結貸借対照表 (単位:百万円、%)

YE 114 25 114 117 111/ 11/					
	2022年2	月期末	2023年2 第1四半		Amount change from
	金 額	構成比	金 額	構成比	prev. period
流動資産	10,919	21.3	13,824	25.7	+2,905
固定資産	40,315	78.7	39,907	74.3	△ 408
資産合計	51,235	100.0	53,732	100.0	+2,496
流動負債	31,509	61.5	35,277	65.7	+3,767
(短期借入金・1年内含む)	22,238	43.4	26,109	48.6	+3,870
固定負債	7,884	15.4	7,464	13.9	△ 419
(長期借入金)	1,779	3.5	1,565	2.9	△ 214
負債合計	39,393	76.9	42,741	79.5	+3,347
純資産合計	11,841	23.1	10,990	20.5	△ 851
負債純資産合計	51,235	100.0	53,732	100.0	+2,496



FY2022
(ending Feb. 28, 2023) 1Q
Business
Overview



Topics by Segment

国内事業	 Operating profit of 44 million yen, first time in 3 years that profit was recorded in 1Q Opened 14 capsule toy specialty stores, TOYS SPOT PALO Capsule toy division sales were 180.7% YoY (534.4% compared to 2019) Prize division net sales were 114.5% YoY at existing stores Worked to revitalize 5 stores (Ichikawa Myoden Store, Tsugaru Kashiwa, etc.) Promoted DX initiatives (Digi-chime, facial recognition system)
中国事業	 By mid-April about half of the stores were closed due to the government doubling down on its zero-covid policy
アセアン 事業	 Operating profit of 333 million yen, all countries are moving toward profitability Net sales at existing stores in the Philippines: 122.4% compared to 2019 Indonesia, Vietnam, and Malaysia: sales recovered to 2019 levels Vietnam: opened first strategic small store, Kid's Box

Number of Stores (as of the end of May. 2022)

During consolidated 1Q: opened 25 new stores, closed 6 stores Number of stores as of the end of May 2022: 959 (including 10 franchised stores, etc.)

今期の出店数および2022年5月末現在 国別業態別店舗数

(単位:店舗数)

							戦略的	小型店				
		Mollyfantasy	kidzooona	その他		TOYS SPOT PALO	PRIZE SPOT PALO	Tiny モーリー ファンタジー その他		計	当期新店	
日本		390	4	35 (2	2)	98	4	0	0	531 (2)	19	
中国		135 (5)	47	12		0	0	0	3	197 (5)	0	
マレーシブ	7	49	29	13		0	0	10	0	101	0	
タイ		4	24	0		0	0	3	0	31	1	
フィリピン		0	49	0		0	0	0	0	49	2	
インドネシ	ア	0	29	2		0	0	0	0	31	0	
ベトナム		5	8	1		0	0	1	1	16	3	
カンボジ	7	1 (1)	2 (2)	0		0	0	0	0	3 (3)	0	
アセアン		59 (1)	141 (2)	16		0	0	14	1	231 (3)	6	
海外計		194 (6)	188 (2)	28		0	0	14	4	428 (8)	6	
合 計		584 (6)	192 (2)	63 (2	2)	98	4	14	4	959 (10)	25	

注:()内数値は内数でFC等(業務提携契約、業務委託契約、ライセンス契約を含む)の店舗数。

[Domestic Operations] Number of stores opened in 1Q

Opened 19 stores: mostly capsule toy specialty stores, TOYS SPOT PALO













New stores: 3

New stores: 14

New stores:

[Domestic Operations] Stores opened in non-Group properties

Promoted store openings in station buildings, home centers, and other non-Group properties



Number of external stores opened



3/3 stores



 $3/_{14 \text{ stores}}$

t-FACE Store First store in "t-FACE" (building in front of Toyotashi Station)

[Domestic Operations] Revitalizing existing stores

Implemented revitalization of existing domestic stores







Number of stores targeted

5

Ichikawa Myoden Store

[Domestic Operations] Prize Division

Rolled-out exclusive giveaways involving popular video creators
Nerds Rope, Earth Gummies, and other candy prizes that trended on social
media are selling well



Channel subscribers exceeded 3 million First Ega-Channel prize



Nerds Rope (trended on social media)

Prize division net sales existing stores YoY

114.5%

[Domestic Operations] Prize Division

Sales driven up by kids' prizes for children, such as fidget toys





Sensory items such as push pops proved popular

Net sales of kids prizes existing stores YoY

130.4%

[Domestic Operations] Capsule Toy Division

Opened a total of 98 capsule toy specialty stores, TOYS SPOT PALO Reached 100 stores in June





Capsule toy division Net sales YoY

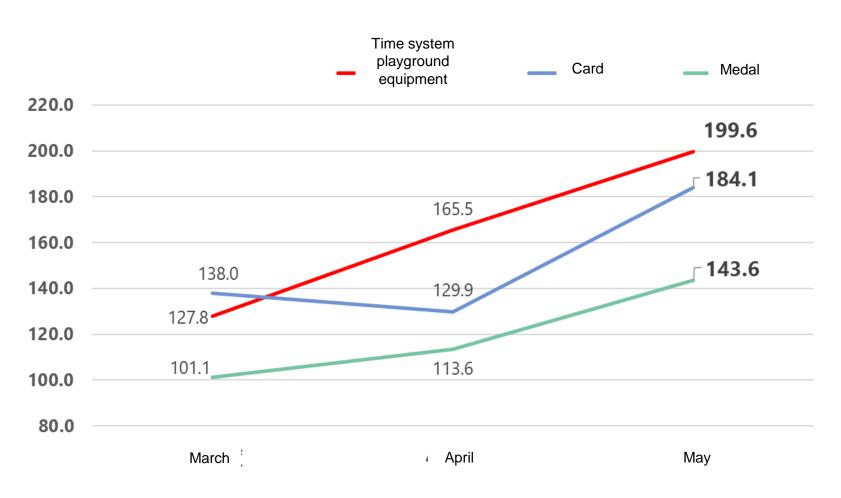
180.7%

(534.4% compared to 2019)

Rolled-out Aeon Fantasy exclusive capsule toys such as "Kawaisouni! Acrylic ball chain"

[Domestic Operations] Trend in net sales at existing stores YoY by division

Seeing an improvement in time-based playground, cards and medals, which had struggled last year



[Domestic Operations] Time-based Playground Division

Gradual renewal of "Wai Wai Park", a time-based playground, into a new business model "Nobicco"









[Domestic Operations] **Card Division**

Aeon Fantasy exclusive "Kids' Game Festival" (involving three popular titles), was held at five venues around Japan



Dai no Daiboken. Pokemon MEZASTAR, Waccha Primagi





Total number of visitors 6,000+

[Domestic Operations] Medal Division

Held a medal event during Golden Week





Medal division net sales existing stores YoY

March: 101.1% April: 113.6%

May: 143.6%

[Domestic Operations] Online business

Released 3 "MOLLY.ONLINE Scratch" titles last November









[Domestic Operations] **DX initiatives**

Introduced digi-chime, an in-store customer service DX, at 225 stores nationwide Introduced facial recognition SSO (Single Sign-On) to eliminate passwords



Digi-chime
Introduced 2D barcodes that allow customers to
call staff using their smartphones while playing



SSO (Single Sign-On)
Shifted to facial recognition for ID and password entry for our internal systems

[Domestic Operations] **Energy-saving initiatives**



We are replacing all game machine lights with environmentally-friendly LEDs. Expect to complete work on all 14,645 machines that use fluorescent lamps by the end of August





LED replaced work is being performed by our maintenance staff who are qualified electricians

Overseas Results

China operations continues to feel the impact of the zero-covid policy, causing some stores to close Recorded operating profit in four ASEAN countries

<国別業績 2023年2月期連結·第1四半期期間>

(単位:百万円、%)

	ф	中国		マレーシア		タイ		フィリピン		インドネシア		ベトナム		アセアン計	
	前年	当年	前年	当年	前年	当年	前年	当年	前年	当年	前年	当年	前年	当年	
売上高	1,640	782	239	642	51	123	0	557	111	334	80	200	484	1,858	
店舗利益	△ 311	△ 463	△ 39	105	△ 16	Δ8	2	273	24	104	△ 4	81	△ 34	556	
販管費	205	239	58	87	20	19	29	37	40	45	26	33	176	223	
営業利益	△ 516	Δ 702	△ 98	18	△ 37	Δ 28	△ 27	236	△ 15	58	△ 31	47	△ 210	333	
Growth in sales at existing stores compared to 2019	+14.3	Δ 52.2	Δ 60.7	Δ 0.4	Δ 81.5	Δ 54.1	-	+22.4	Δ 41.6	+6.9	Δ 37.3	+9.1	Δ 72.2	Δ 11.5	

[China Operations] Number of stores opened by week

About half of our stores closed in mid-April, but 80% had reopened by the end of May Net sales at existing stores during Q1 compared to the same period in 2019: 47.8%



[China Operations] Social contribution activities

Actively engaged in social contribution activities in regions where regulations have been relaxed

Visited special schools and welfare facilities a total of 25 times



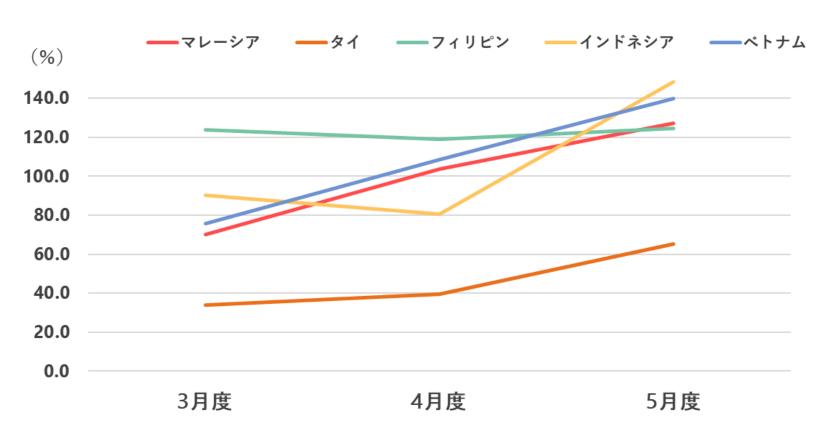


Donated proceeds from sales to families with autistic children on World Autism Awareness Day through the Chinese Language and Culture Education Foundation of China

[ASEAN Operations] Trend in net sales at existing stores compared to same period in 2019

May: total sales at existing stores in ASEAN countries recovered to 115.2%

*Including temporarily closed stores *Stores in Vietnam were closed in February 2020



[ASEAN Operations] Net sales at existing stores compared to same period in 2019



Philippines 122.4%

Economic activity increased and sales were stronger on both weekdays and holidays than in 2019



Vietnam 109.1%

Easing of restrictions led to a sharp increase in the number of customers from March

[ASEAN Operations] Net sales at existing stores compared to same period in 2019



Indonesia 106.9%

Restrictions were eased following the containment of the Omicron strain and customers returned



Malaysia 99.6%

Rapid recovery in indoor playground business

[ASEAN Operations] **New initiatives**

Opened first strategic small store, Kid's Box, in Vietnam









FY2022:

CONSOLIDATED PERFORMANCE FORECAST



FY2022: CONSOLIDATED PERFORMANCE FORECAST

No revisions have been made since the previous disclosure (April 8, 2022)

(単位:百万円、%)

	2022年2月期 実績	2023年2月期 予想	前期 増 減 率	前期 増 減 額
売上高	60,170	78,900	31.1	+18,729
営業利益	△ 3,408	2,600	ı	+6,008
経常利益	△ 3,385	1,700	ı	+5,085
親会社株主に帰属する 当期純利益	△ 4,507	400	ı	+4,907
1株当たり当期純利益	△228.07円	20.24円	ı	+248.31円
1株当たり配当金	20.00円	20.00円	-	±0円

Forecasts and other forward-looking statements included in this report are based on information currently available and certain assumptions that the Company deems reasonable and are not guarantees of future achievements. Actual performance may significantly differ from these forecasts due to various factors in the future.





NON-CONSOLIDATED MATERIAL



第1四半期計 (単位:百万円、%)

	2022年2月期 第1四半期	2023年2月期 第1四半期	前年同期比 増 減 率
売上高	11,242	13,519	20.3
売上総利益	△ 117	1,063	_
販売管理費	924	1,019	10.2
営業利益	△ 1,041	44	_
営業外損益	168	716	326.0
経常利益	△ 873	760	_
税引前 当期純利益	△ 1,480	△ 539	_
当期純利益	△ 1,301	△ 810	_

Details of Accounting Sales (non-consolidated)

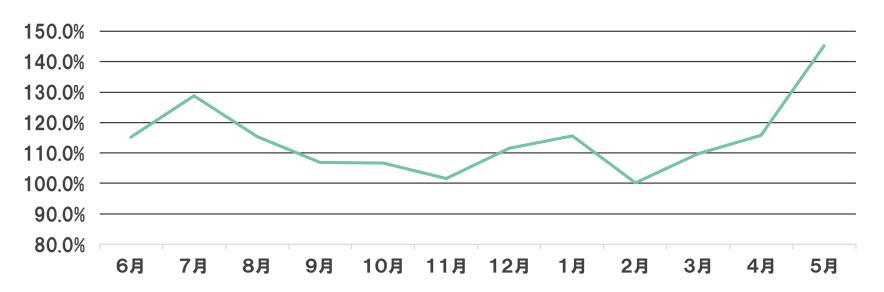
第1四半期計

(単位:百万円、%)

		2022年 第1四		2023年 第1四	前年同期比	
		実績	構成比	実績	構成比	
	遊戯機械	9,477	84.3	10,955	81.0	115.6
	商品(物販)	1,628	14.5	2,466	18.2	151.5
	委託	21	0.2	22	0.2	101.9
	その他	39	0.4	52	0.4	134.3
边	连戯施設関係売上	11,166	99.3	13,497	99.8	120.9
7	その他売上高	75	0.7	22	0.2	29.4
秀	記上高合計	11,242	100.0	13,519	100.0	120.3

Existing Stores YoY% Monthly Comparison (non-consolidated)

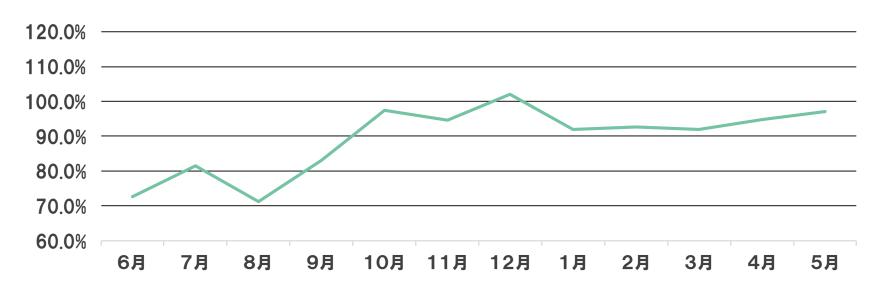
既存店前年比						(単位:%)
既存店 前年対比	6月度	7月度	8月度	9月度	10月度	11月度
既存比	115.2	128.9	115.5	106.9	106.6	101.7
既存店 前年対比	12月度	1月度	2月度	3月度	4月度	5月度
既存比	111.6	115.6	100.2	109.7	115.8	145.2



Existing Stores Monthly Comparison with 2019 (non-consolidated)

既存店2019年比 (単位:%)

既存店 2019年対比	6月度	7月度	8月度	9月度	10月度	11月度
既存比	72.7	81.5	71.2	83.1	97.4	94.6
既存店 2019年対比	12月度	1月度	2月度	3月度	4月度	5月度
既存比	102.1	91.9	92.7	91.9	94.8	97.0



Sales Trend by Division (non-consolidated)

(単位:%)

				2022	₹2月期				2023	₹2月期
	第1四	9半期	第2四	9半期	第3四	9半期	第4四半期		第1四	1半期
	売上高 構成比	既存 前年比								
時間制遊具	2.5	611.9	2.8	135.7	2.9	122.8	3.0	150.3	3.0	151.6
体感	5.8	338.4	5.9	110.9	5.7	98.0	5.4	117.9	5.7	119.4
カード	11.2	243.0	11.4	113.8	11.8	118.4	11.0	105.9	13.4	147.2
メダル	18.0	293.3	18.9	126.2	17.9	96.1	18.1	116.9	17.5	117.5
プライズ	56.1	405.8	54.6	113.7	55.2	96.6	55.8	103.5	53.2	114.5
シール	2.1	301.3	1.7	105.7	1.5	75.1	1.5	98.9	1.9	113.2
カプセルトイ	3.3	963.2	4.0	413.8	4.3	171.0	4.7	180.0	4.8	175.1
遊戲施設売上計	100.0	356.9	100.0	119.7	100.0	100.8	100.0	109.8	100.0	121.8

Quarterly Financial Results (non-consolidated)

(単位:百万円、%)

										(+12·13/3130)	
		2023年2月期									
	第1四半期		第2四半期		第3四半期		第4四半期		第1四半期		
	実績	前年同期比 増減率	実績	前年同期比增減率	実績	前年同期比 増減率	実績	前年同期比 増減率	実績	前年同期比增減率	
売上高	11,242	△ 25.2	12,478	△ 24.0	12,280	△ 8.7	14,409	+10.7	13,519	+20.3	
売上総利益	△ 117	_	220	_	223		1,570	+232.9	1,063	_	
販管費	924	△ 3.6	774	△ 14.4	935	+0.8	861	+5.4	1,019	+10.2	
営業利益	△ 1,041	_	△ 554	-	△ 712	_	708	-	44	_	
営業外損益	168	_	△ 99	ı	317	_	205	+85.7	716	+326.0	
経常利益	△ 873	_	△ 653	_	△ 394	_	914	-	760	_	
税引前利益	Δ 1,480	_	△ 935	_	△ 563	_	△ 2,441	-	△ 539	_	
四半期純利益	Δ 1,301	_	△ 819	-	△ 568	_	△ 2,816	-	Δ 810	_	

Balance Sheet (non-consolidated)

第1四半期計 (単位:百万円、%)

	2022年2.		2023年2 第1四半	前期末比 増 減 額		
	金額	構成比	金額	構成比	- H 4.4 HX	
流動資産	13,744	33.5	17,002	37.7	+3,257	
固定資産	27,244	66.5	28,064	62.3	+820	
資産合計	40,988	100.0	45,066	100.0	+4,078	
流動負債	23,782	58.0	27,374	60.7	+3,591	
固定負債	5,332	13.0	6,728	14.9	+1,396	
負債合計	29,114	71.0	34,102	75.7	+4,987	
純資産合計	11,873	29.0	10,964	24.3	△ 909	
負債純資産合計	40,988	100.0	45,066	100.0	+4,078	