



Financial Results Presentation Materials

Q1 FY04/26 Results Briefing Materials

Securities Code 3134

Reference only

In case of any discrepancies between Japanese version and English version,
Japanese Language version shall prevail.



About Hamee Group

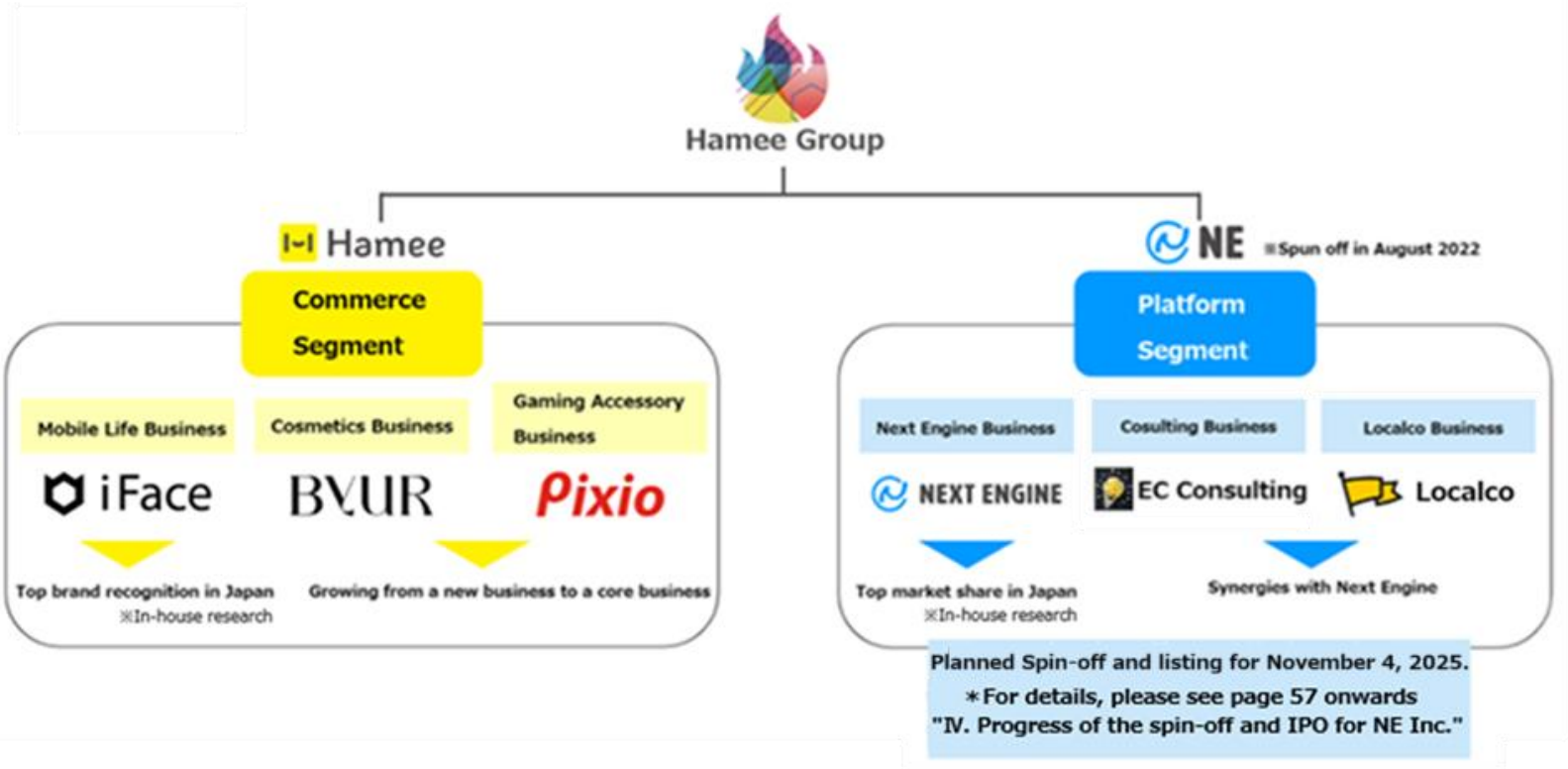
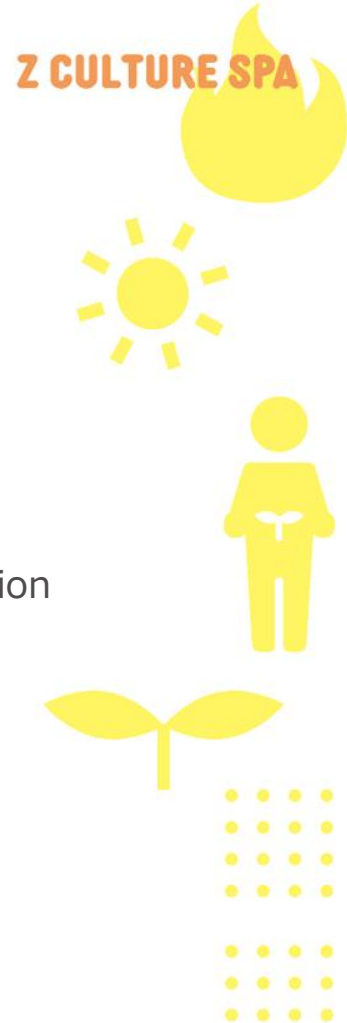


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I . Financial Results



Executive Summary

About Spin-off of NE Inc.

We filed this application for the listing of NE on the TSE on July 29, 2025.

Preparations for the spin-off IPO are proceeding as planned toward listing on November 4, 2025.

01

Sales increased 15.5% YoY despite there are no annual demand events in Q1. Operating income decreased 23.4% YoY.

Factors behind the decline in profits were one-time, and the impact on the full-year plan was small, so there was no change to the earnings forecast. In non-operating expenses, the company booked an investment loss due to the depreciation of goodwill at an equity-method affiliate, and quarterly net income attributable to parent company shareholders fell 74.6%.

02

Sales increased 17.0% YoY in the Commerce segment because of solid sales in the 3 main businesses.

The impact of U.S. tariffs is limited, and the full-year forecast remains unchanged.

Due to a loss on valuation of products in the Cosmetics Business, costs to strengthen EC sales system, the acceleration of expenses related to new products in Q2, and an increase in severance costs at the Korean subsidiary. Segment income fell 26.3% YoY.

03

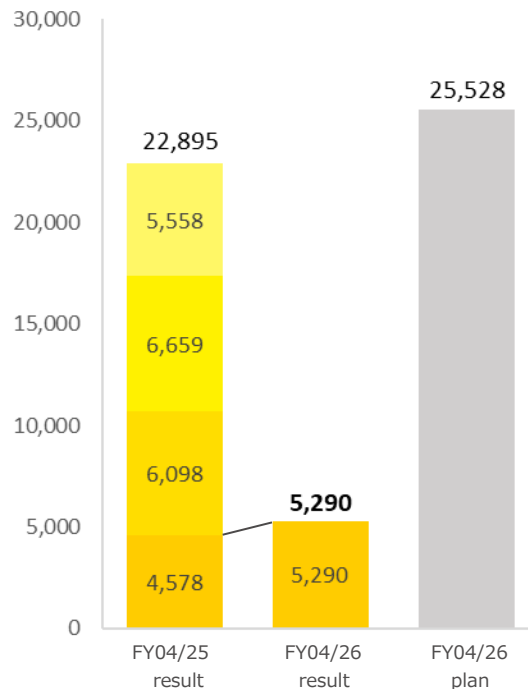
Both sales and profits increased, with net sales up 9.8% YoY and segment income up 2.4% in the Platform segment.

Strong performance in the main Next Engine Business, and strong sales of the new reskilling service in the Consulting Business.

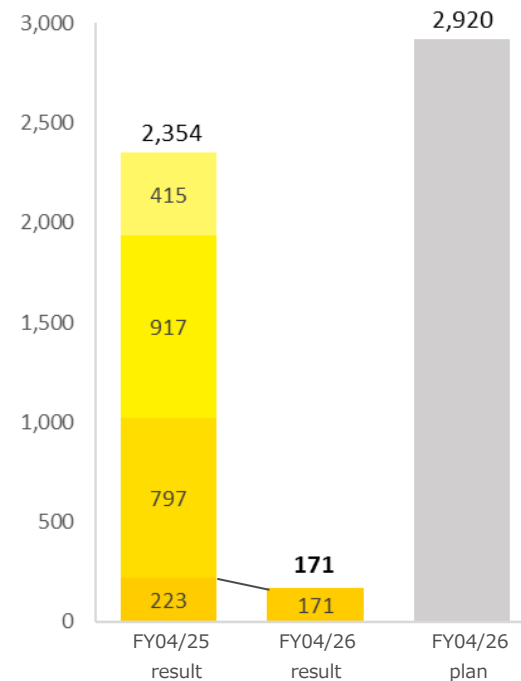
Q1 FY04/26 Consolidated Financial Highlight

- Revenue exceeded YoY by the successful execution of various sales campaigns and new product launches, primarily in the Commerce segment, despite the Q1 typically not having major demand events.
- The full-year plan remains unchanged as we anticipate an increase in demand from Q2 onward despite a temporary decline in profit. The factors that led to the decrease in profit include a loss on valuation of goods in the Cosmetics Business, bringing forward PR for new products in Q2, and an increase in retirement benefit expenses at our Korean subsidiary.
- Increased in both revenue and profit by strong performance in the Next Engine and consulting Businesses. Exceeding its profit target for the Platform Business was because of new services like reskilling, which strengthened the profitability of each business.

Net Sales



Operating income



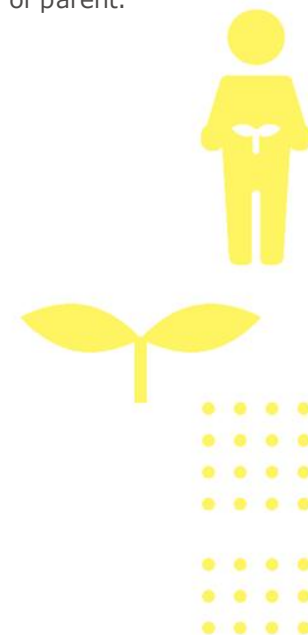
■ Q1 ■ Q2 ■ Q3 ■ Q4



Q1 FY04/26 Consolidated Overview

- Revenue increased by 15.5% YoY because sales increased in both Commerce and Platform Segment.
- One-off increases in expenses, such as a loss on valuation of goods in the Cosmetics Business, higher sales promotion costs due to the reorganization of wholesale distributors, and an increase in retirement benefits at our Korean subsidiary, resulted in a 23.4% decrease in operating profit.
- Due to the equity method application of Pixio USA Inc. (as of January 2025), non-operating expenses increased as a result of a rise in unrealized profits on goods purchased from the company. This caused a 74.6% decrease in quarterly Net Profit attributable to owners of parent.

(Millions of yen)	Q1 FY04/25 Results	Q1 FY04/26 Results	Increase /Decrease	% YoY
Consolidated Overview				
Net sales	4,578	5,290	711	15.5%
Gross profit	2,737	3,015	278	10.2%
Operating income	223	171	(52)	(23.4%)
Net Profit attributable to owners of parent	101	25	(75)	(74.6%)



Q1 FY04/26 Segment Overview

- Revenue increased by 17.0% YoY in the Commerce segment because all 3 domestic businesses and the Global Business performed well.
- A loss on valuation of goods occurred in the Cosmetics Business. An increase in selling, general and administrative expenses due to strengthening the EC sales system and bringing forward PR for new products in Q2 led to a 26.3% decrease in profit YoY.
- While maintaining a profit margin of over 50%, achieved an increase in both revenue and profit in the Platform segment because the strong performance of the Next Engine and consulting Business.
- Headquarters expenses were below the planned because of cost optimization despite rising personnel costs across the group companies.

(Millions of yen)		Q1 FY04/25 Results	% vs. Plan	Q1 FY04/26 Results	Increase /Decrease	% YoY	% vs. Plan
Consolidated Segment Overview							
Commerce	Net sales	3,678	23.4%	4,301	623	17.0%	20.1%
	Segment profit	134	6.8%	98	(35)	(26.3%)	3.6%
	Profit ratio	3.6%	—	2.3%	(1.3%)	—	—
Platform	Net sales	900	22.5%	988	88	9.8%	23.7%
	Segment profit	482	24.1%	494	11	2.4%	23.9%
	Profit ratio	53.6%	—	50.0%	(3.6%)	—	—
Consolidated	Net sales	4,578	23.2%	5,290	711	15.5%	20.7%
	Segment profit	616	15.5%	592	(23)	(3.8%)	12.4%
	Adjusted amount※1	(393)	—	(421)	(28)	—	—
	Operating income	223	10.7%	171	(52)	(23.4%)	5.9%
	Profit ratio	4.9%	—	3.2%	(1.6%)	—	—

Q1 FY04/26

Consolidated Overview

—Net Sales analysis

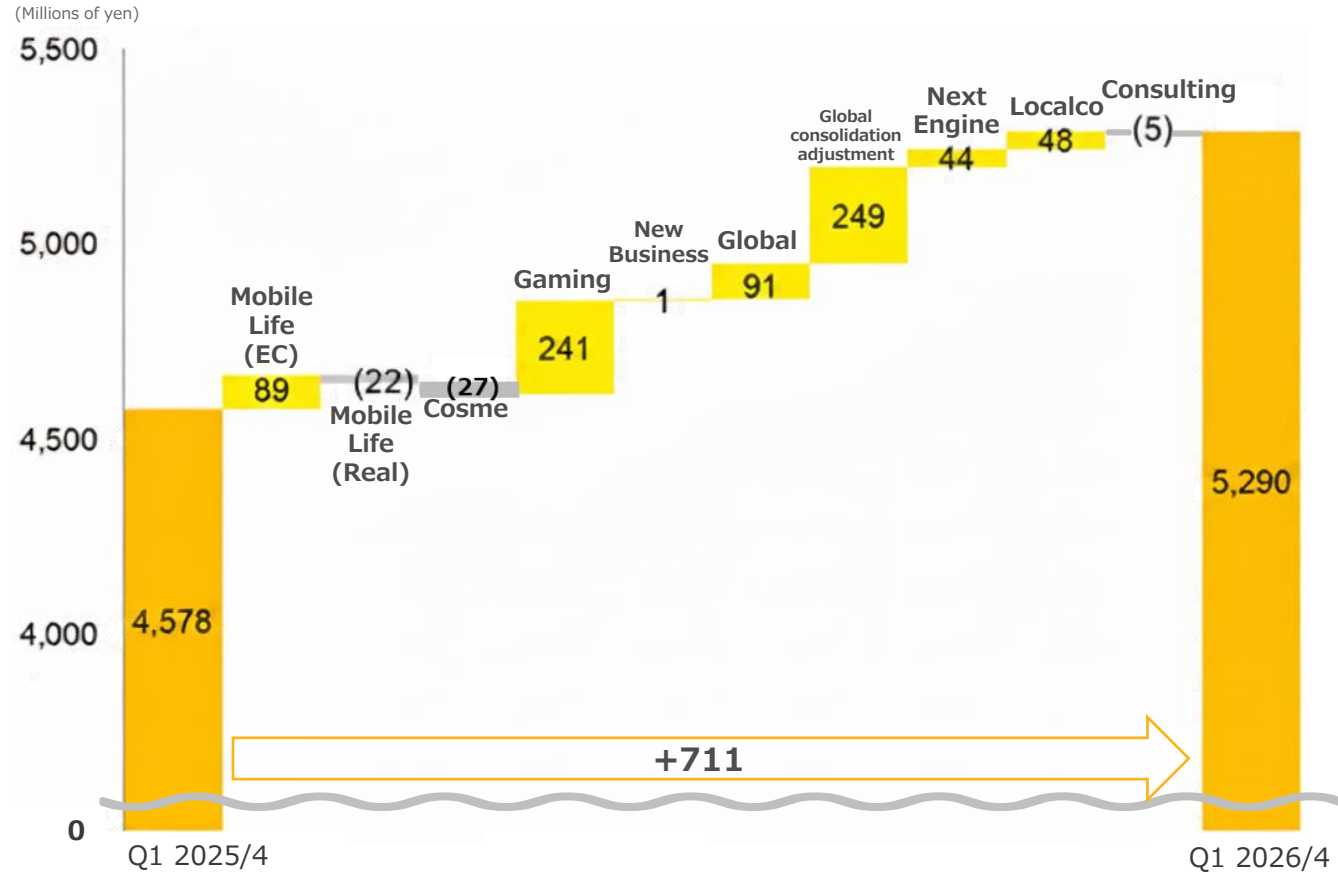
<Commerce>

- Mobile Life: Sales increased because of strong performance in EC, despite struggling wholesales prior to the launch of new iPhone.
- Cosmetics: Sales are expected to increase because of the launch of new products after Q2, the reorganization of sales channels, and the strengthening of the in-store presence although sales decreased slightly due to the reorganization of wholesale channels.
- Gaming Accessories :Continued sales growth because of an increase in peripheral equipment and other items. Strong sales of color monitors.
- Global: Wholesales increased because of the launch of cosmetics (ByUR) in the U.S. and the development of new sales channels. The impact on U.S. customs measures is somewhat limited.

<Platform>

- Remained strong, and sales continued to increase. Sales increased in the Next Engine Business and sales of the reskilling service, a new initiative in the Consulting Business.

Net sales(cumulative period)



Q1 FY04/26
Consolidated Overview
—Operating income
analysis

<Commerce>

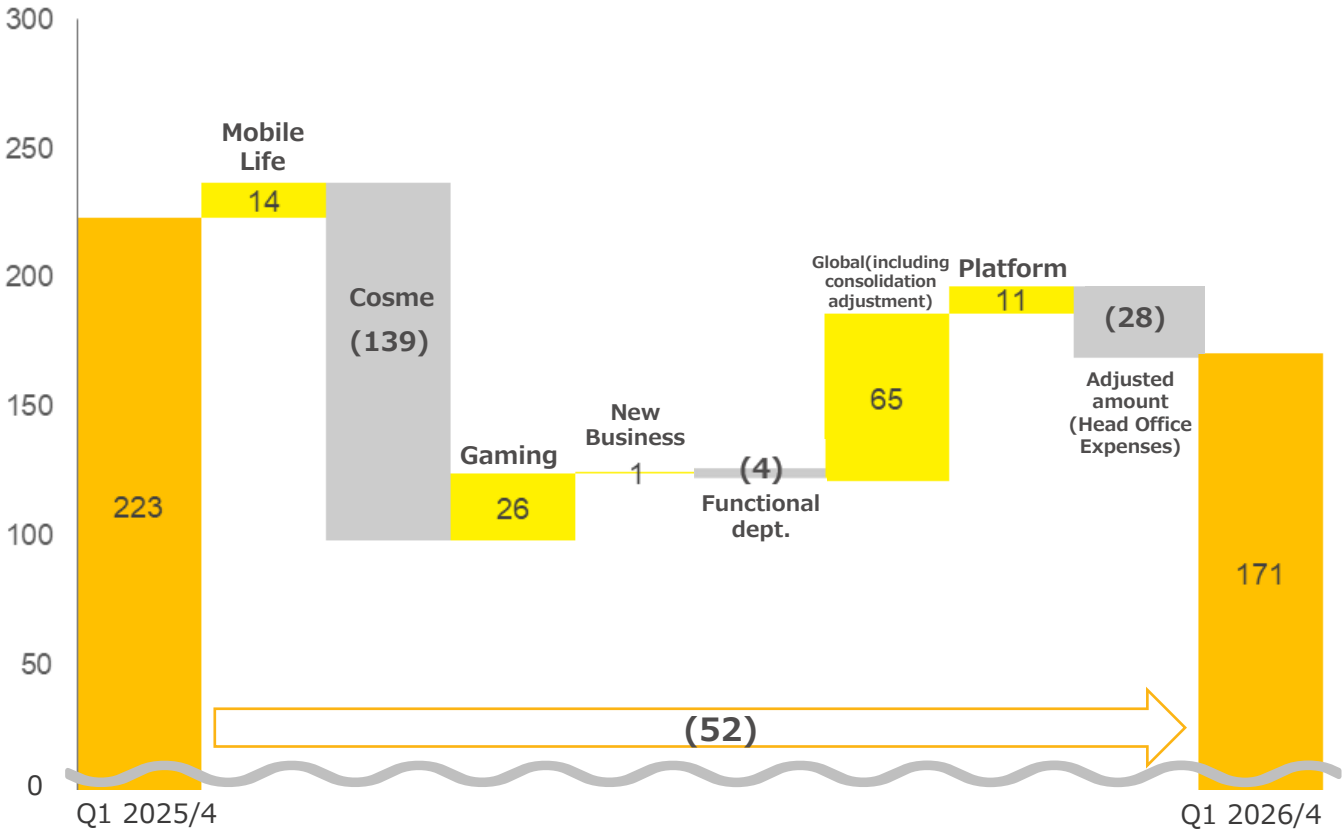
- Mobile Life: Operating income increased because of the effects of increased sales while optimizing other costs despite advertising and promotion expenses increased.
- Cosmetics: Profits are expected to remain steady from 2Q onward. Profits decreased due to one-time factors, such as the recording of loss on valuation of products and the acceleration of expenses associated with the release of new products in fall.
- Gaming Accessories: Significant increase in sales led to profitability and contribution to profits. Achieved profitability and contributed to profit.
- Functional dept: Profit decreased due to an increase in maintenance personnel.
- Global: Profits increased including consolidation adjustments despite the impact of tariff measures by the U.S., from an overall perspective it is limited.

<Platform>

- Achieved profit increase by controlling costs and high marginal profit ratio.

Operating income (cumulative period)

(Millions of yen)





II .Commerce Segment

Mobile Life Division

Cosmetics Division

Gaming Accessories Division

Global Division

Z CULTURE SPA



Company Profile- Commerce Segment

Mobile Life Business



Targeting Gen Z, for whom smartphones have become the "hub of their lives," we offer a one-stop solution for cases, screen protectors, charging accessories, and more, mainly our brand "iFace." This approach balances functionality with trendy design, resulting in top-tier recognition among younger generations.

Cosmetics Business



The cosmetics brand "ByUR" is a natural cosmetics brand from Korea, conceptualized around "pore management." Primarily focusing on the base makeup and skincare markets, it offers a wide range of items developed in-house from the planning stage. Within 3 years of its release, the brand and its series have collectively won 224 Best Cosmetics awards.

Gaming Accessories Business



The gaming accessory brand "Pixio" offers gaming monitors and peripherals that combine accessible pricing with high quality. Notably, its unique monitor color variations, such as white and pastel colors—not found in other companies—coupled with trends like "fandom activities", are increasing brand recognition, particularly among younger generations.

Global Business



Focused on the North American market, expanding our offerings to include the music toy "Otamatone" and low-rebound toy like "squeeze" that feature collaborations with popular characters. Planning and developing these collaboration products in-house, and expanding not only into the North American, but also into China, Korea, Southeast Asia, and the EU.

Explanation of seasonal factors in our group

- Net sales and operating income tend to be maximized in Q3 because of the following factors. The demand for our products has increased in Q4 as well, the tendency toward a bias toward the second half has become stronger.
- Accordingly, we have formulated a profit plan based on the assumption that the second half of the year will be weighted heavily.

Commerce segment

- Q2(New product sales demand)
 - The expansion of sales of products for new iPhone for wholesalers
 - New products launch in Cosmetics Business
- Q3(Net sales and operating income are maximized)
 - The expansion of sales by the year-end sales (sales of Christmas in the Global Business)
 - The expansion of sales of products mainly for new iPhone in Mobile Life Business
- Q4(Demand period for the end of the government's fiscal year, the beginning of the government's fiscal year and new product sales)
 - Demand for our products has increased in line with new lifestyles such as enrollment and employment
 - New products launch in Cosmetics Business

Q1 FY04/26 Commerce Segment Overview(Net sales)

- Achieved higher sales in all businesses except the Cosmetics Business.
- Sales increased 4.1% YoY in the Mobile Life Business because of the growth in EC sales resulting from the accumulation of sales promotion and marketing measures.
- In the Cosmetics Business, sales fell 3% due to the impact of the restructuring of wholesalers causing shipments to be pushed back to Q2.
- Sales up 34.8% because the expansion of various mall sales and wholesales in the Gaming Accessories Business. Color monitors drove sales.
- Wholesales grew significantly by 83.5% YoY in the Global Business despite the impact of customs measures in the U.S.

(Millions of yen)	Q1 FY04/25 Results	Q1 FY04/26 Results	Increase /Decrease	% YoY
Commerce Segment				
Net Sales	3,678	4,301	623	17.0%
Mobile Life Business	1,638	1,705	67	4.1%
Cosmetics Business	908	881	(27)	(3.0%)
Gaming Accessories Business	693	934	241	34.8%
New Business investment	28	30	1	4.7%
Global Business	408	749	341	83.5%

Q1 FY04/26 Commerce Segment Overview(Operating income)

- Contributing to a profit increase were new product launches in the Mobile Life Business and an expanded product lineup in the Gaming Accessories Business.
- Aiming to achieve its full-year profit target to recover through increased wholesales pushed back to Q2 and beyond, and new product sales although the Cosmetics Business saw a profit decrease due to product write-downs, costs for strengthening its EC system, and accelerated new product PR.
- The Global Business saw improvements, including in consolidated adjustments, with U.S. tariffs having only a limited effect on sales in the U.S. market.

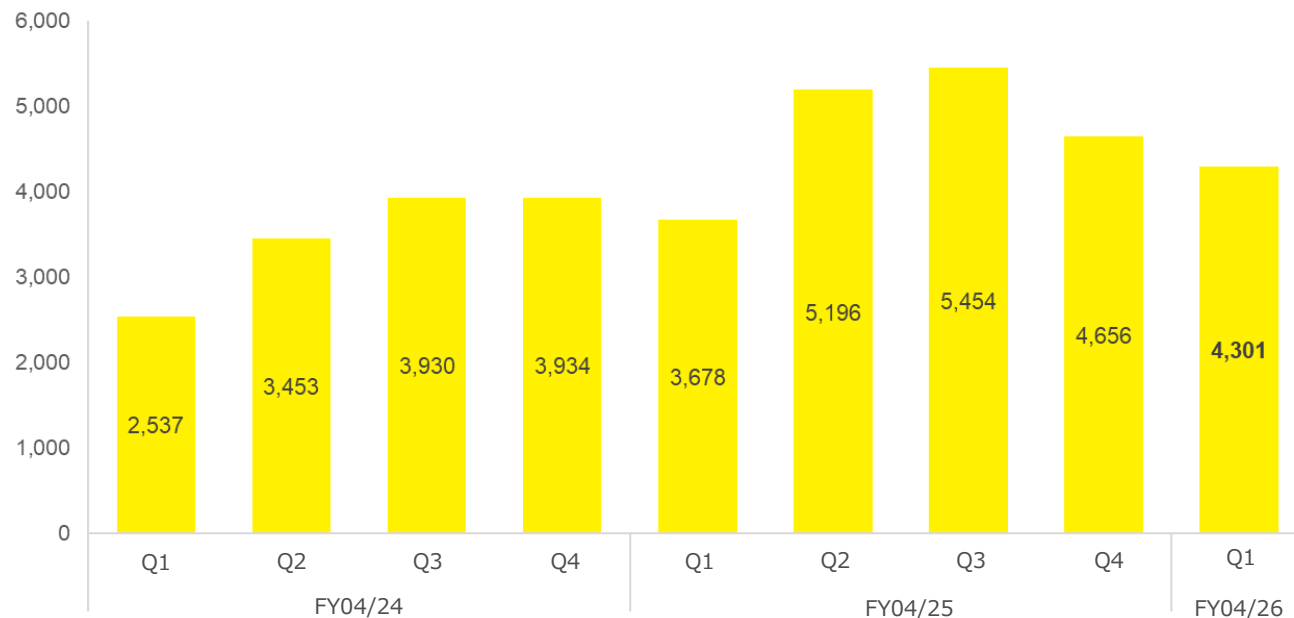
(Millions of yen)	Q1 FY04/25 Results	Q1 FY04/26 Results	Increase /Decrease	% YoY
Commerce Segment				
Operating income	134	98	(35)	(26.3%)
Mobile Life Business	229	244	14	6.5%
Cosmetics Business	69	(70)	(139)	—
Gaming Accessories Business	39	66	26	68.9%
New Business investment	(47)	(45)	1	—
Functional Departments	(58)	(63)	(4)	—
Global Business	(98)	(33)	65	—
Operating income ratio	3.6%	2.3%	(1.3%)	—

Q1 FY04/26 Sales by quarter

- Significant increase in sales YoY because of significant increase revenue in Cosmetics Business, Gaming Accessories Business and Global Business.
These new Businesses are growing into core businesses alongside Mobile Life Business
- Sales growing 17.0% YoY because of moving away from reliance on a single business and the progress in forming business portfolio.

Net sales(Accounting Period)

(Millions of yen)

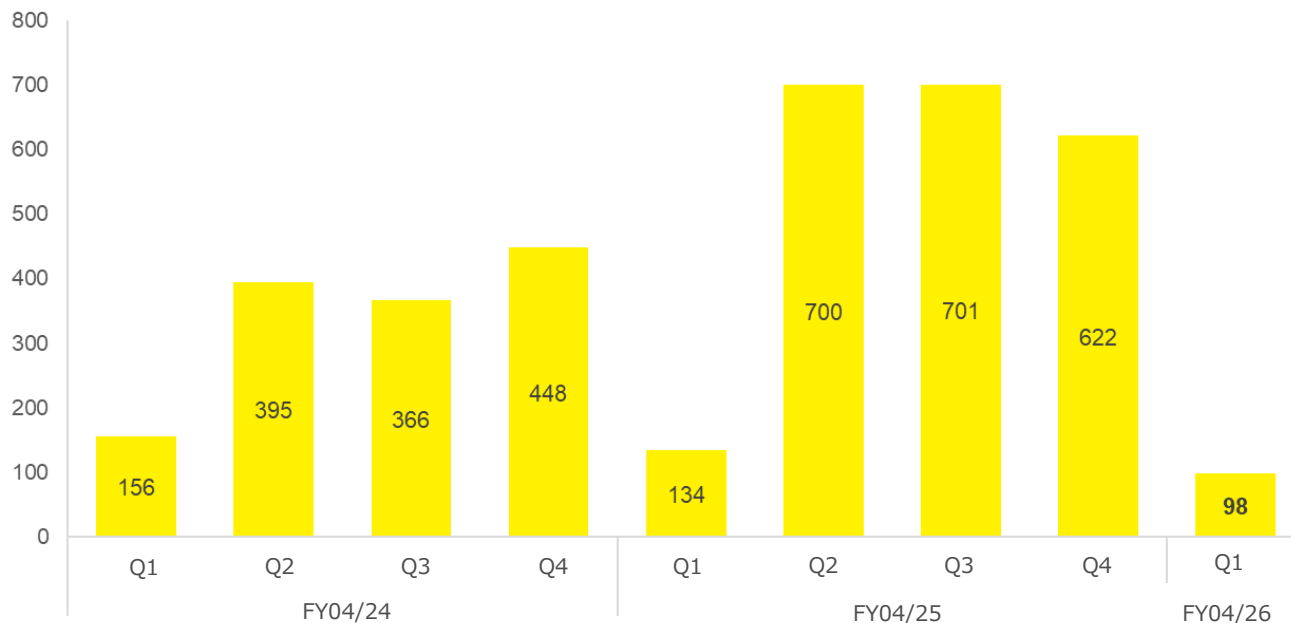


Q1 FY04/26 Segment profits by quarter

- Products for new iPhone and peripheral accessories sold well and maintain strong performance in the Mobile Life Business.
- Greatly exceeded the plan because of the gaming accessories such as color monitors and monitor arms were doing well.
- Significant increase in profit because of Global Business also increases in revenue.
- Aiming for increased profits in the 28th fiscal year by launching new products and so on.

Segment profit (Accounting Period)

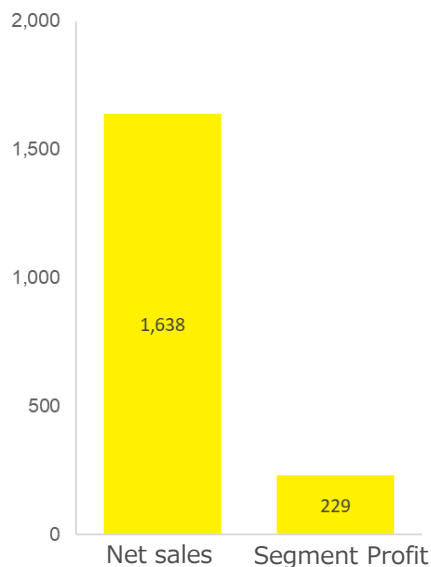
(Millions of yen)



Q1 FY04/26 Mobile Life Business

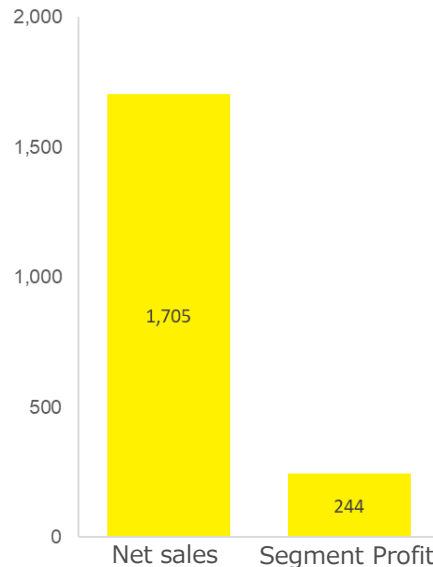
- Increases in both revenue and profit even without the demand for new iPhone, by growth in EC sales, which resulted from sales and marketing initiatives such as expanding popular IP collaboration and MagSafe-compatible product lines and introducing 2 new electronic accessories.
- Aiming for further increase in both revenue and profit in Q2 by the launch of the new iPhone.

(Millions of yen)



Q1 FY04/25

(Millions of yen)



Q1 FY04/26

Net Sales

JPY1,705 million
up JPY67 million YoY

Segment profit

JPY244 million
up JPY14 million YoY

iFace product development

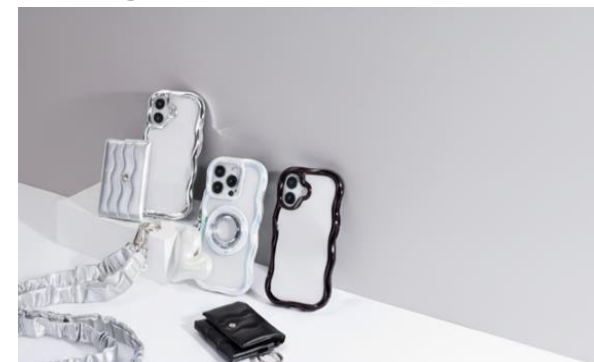
- Launch of new products for new iPhone of "Reflection" and "First Class" series, standard products of iFace.
- Maintaining its momentum of selling out instantly with every re-release, the new "BeBling" series is incredibly popular among younger generation for its glossy texture and wave design.
- Launched a direct mobile battery designed to fit the shape of the iFace smartphone case. Continuing to focus on the development of electrical accessories.
- Strengthen measures other than iPhone, such as Galaxy which is popular foldable type. Mitigate dependency on iPhone.

Z CULTURE SPA

- iFace and peripheral accessories



- **BeBling Series**



- **Direct Mobile Battery**



- **Galaxy S25/S25 Ultra Series**

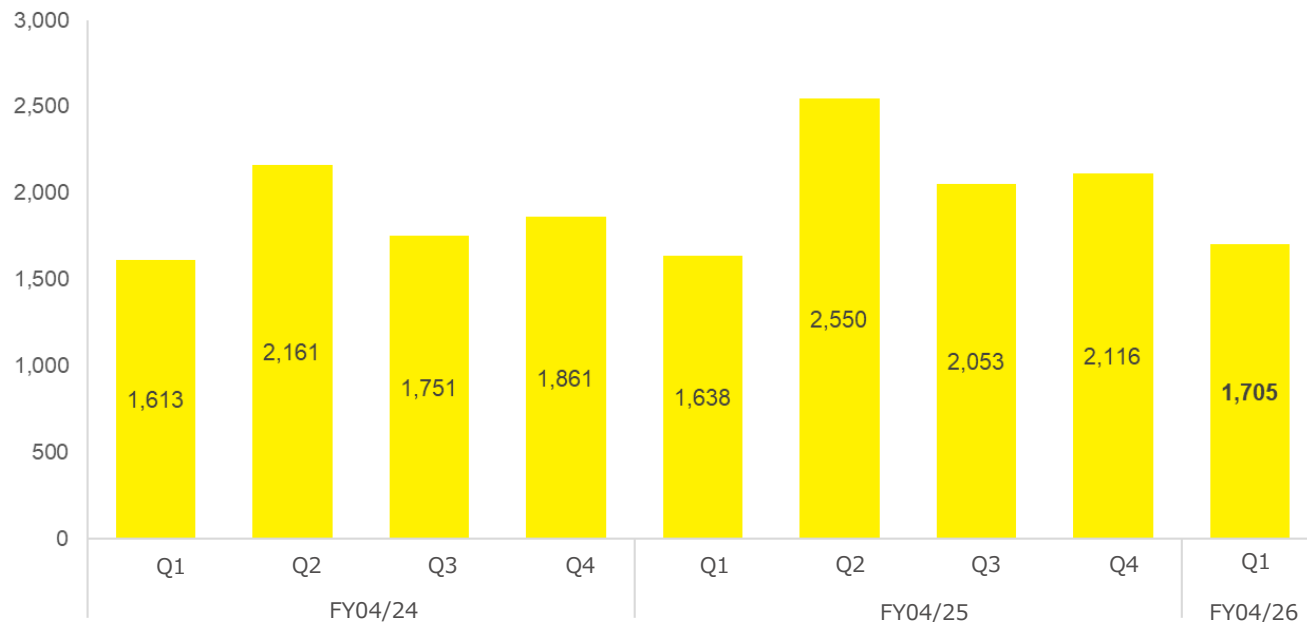


Mobile Life Business Sales by quarter

- Q2 grew significantly because the replacement demand for smartphones accompanying the announcement of the new iPhone and increased sales of peripheral accessories.
- Sales in Q3 increased because of increased sales volume because of combination of the year-end sales and various EC malls.
- Sales are expected to increase in Q4. The replacement of smartphones increased because of the demand for new lifestyles such as enrollment and employment. In addition, the overlap of campaigns by various telecom carriers.

Net Sales (Accounting Period)

(Millions of yen)



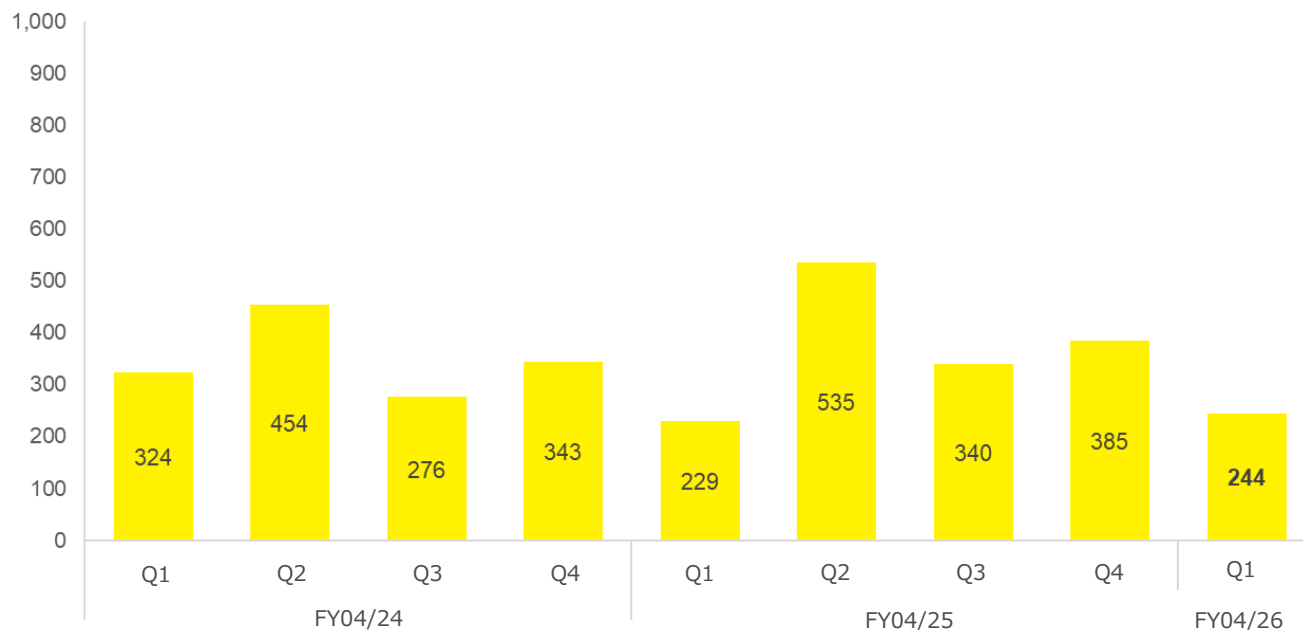
Mobile Life Business

Quarterly profit trends by business

- Q2 profit grew significantly.
Increased sales volume associated with the launch of new iPhone, contributing to profit.
- Q3 profit also grew significantly because the events such as Black Friday and the holiday season.
- Replacement demand for smartphone cases is increasing because of new lifestyle demand in Q4, and replacement demand through iPhone16e is expected in the current fiscal year.
- Earned income in the current fiscal year by implementing cross-selling measures with peripheral accessories through increased sales of “Magsafe” products.

Business Unit Profit (Accounting Period)

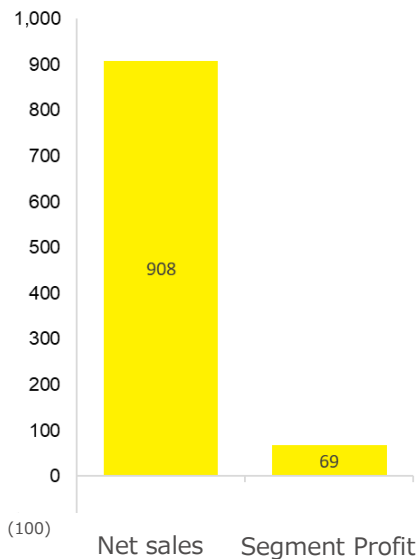
(Millions of yen)



Q1 FY04/26 Cosmetics Business

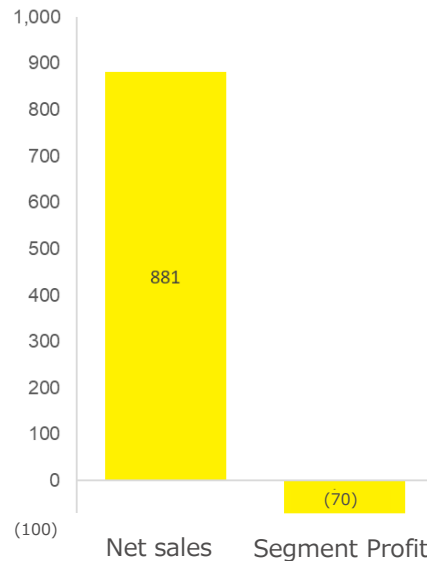
- Won a cumulative total of 224 Best Cosme Awards despite a slowdown in the momentum of the Korean cosmetics market. Sales decreased slightly YoY due to maintaining the number of stores.
- Sales are expected to increase because of new product releases after 2Q, etc. The operating loss was primarily due to a product write-down and accelerated costs for EC system and a new Q2 product launch, but these are one-time expenses.

(Millions of yen)



Q1 FY04/25

(Millions of yen)



Q1 FY04/26

Net Sales

JPY881 million
down JPY27 million YoY

Segment profit

(JPY70 million)
down JPY139 million YoY

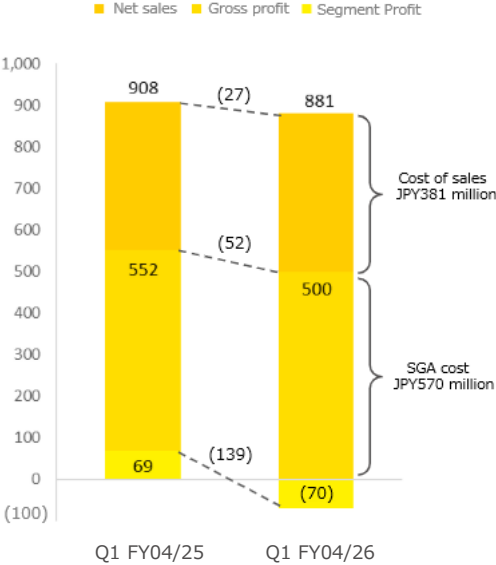
Q1 FY04/26

Cosmetics Business

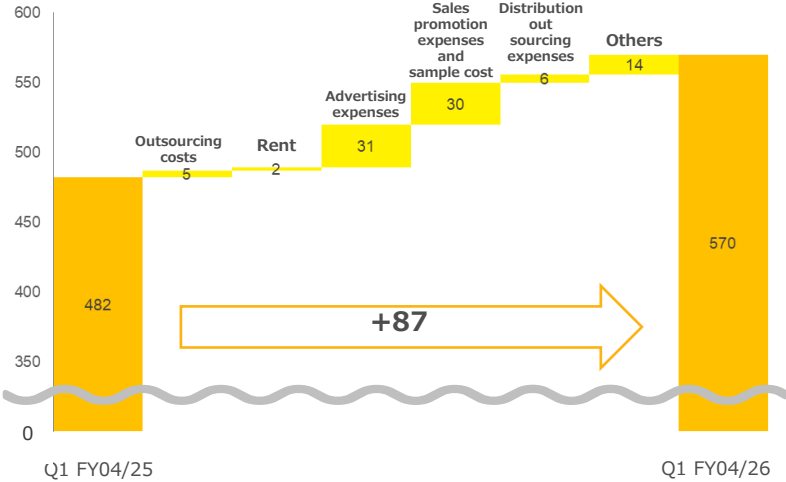
—Principal reason for the operating loss

[Profit decline due to increase in one-time expenses]

- Sales down 3% YoY due to delayed shipments of merchandise in line with wholesaler restructuring.
 - Due to a sharp increase in demand in the first half of the previous fiscal year, lump-sum orders and warehousing were carried out, resulting in unexpected inventories, and a valuation loss was recorded. Corrections have already been made due to the reduction of ordering lots, etc., and significant write-downs are not expected since Q2.
 - Higher advertising and sales promotion expenses resulting from the accelerated implementation of new product PR and additional fixtures associated with the reorganization of wholesalers. Operating income decreased by JPY139 million.
- [Initiatives after Q2]
- Increase in sales because of delayed wholesales.
 - Increase in sales because of the launch of new products in fall.
 - Increase in sales because of expansion of base makeup products in drugstores, etc.



Analysis of SG&A expenses



Cosmetics Business

- Cleansing water, launched in July, performed well and is expected to expand sales in the future.
- We plan to release more new products from the previous fiscal year in April 2026.
- Achieved 224 cumulative Best Cosme Awards.
- Approximately 7,000 stores have been installed, including variety stores and drugstores, and approximately 10,000 convenience stores.
- Continue to focus on improving cost of sales, controlling advertising expenses and changing allocation, and implementing sales channel measures to improve profitability.

Mainstay Products

• Base makeup



• Skincare line



Product development

• Cleansing water



• Best Cosmetics Award



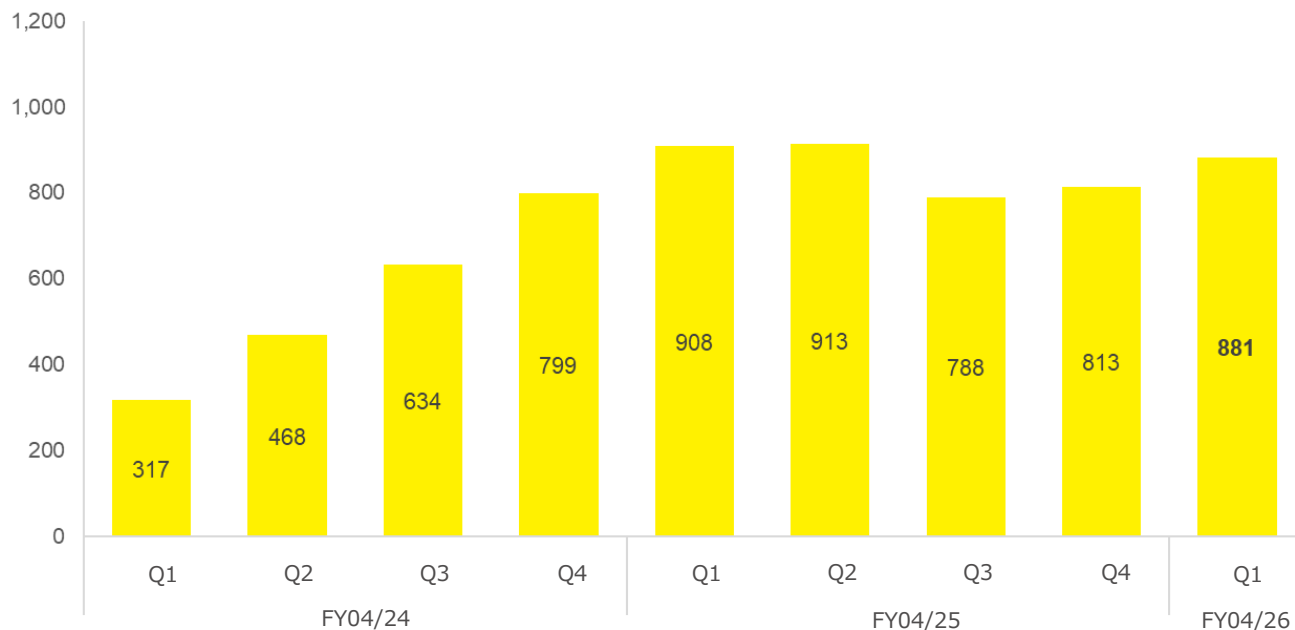
Cosmetics Business Sales by quarter

- Sales in EC marketplace grew explosively following the introduction at a TV program in April 2023.
- Subsequently, media exposure through influencers expanded, and at the same time, the number of stores introducing it gradually expanded in the wholesale market. Current growth to the introduction of about 7,000 stores※.
- Sales are growing every year in line with new product releases of Spring (Q4) and Autumn (Q2). Releasing new products that have been in seasonal trends.

※Including introduction into major convenience stores, the total is 17,000 stores.

Net Sales (Accounting Period)

(Millions of yen)



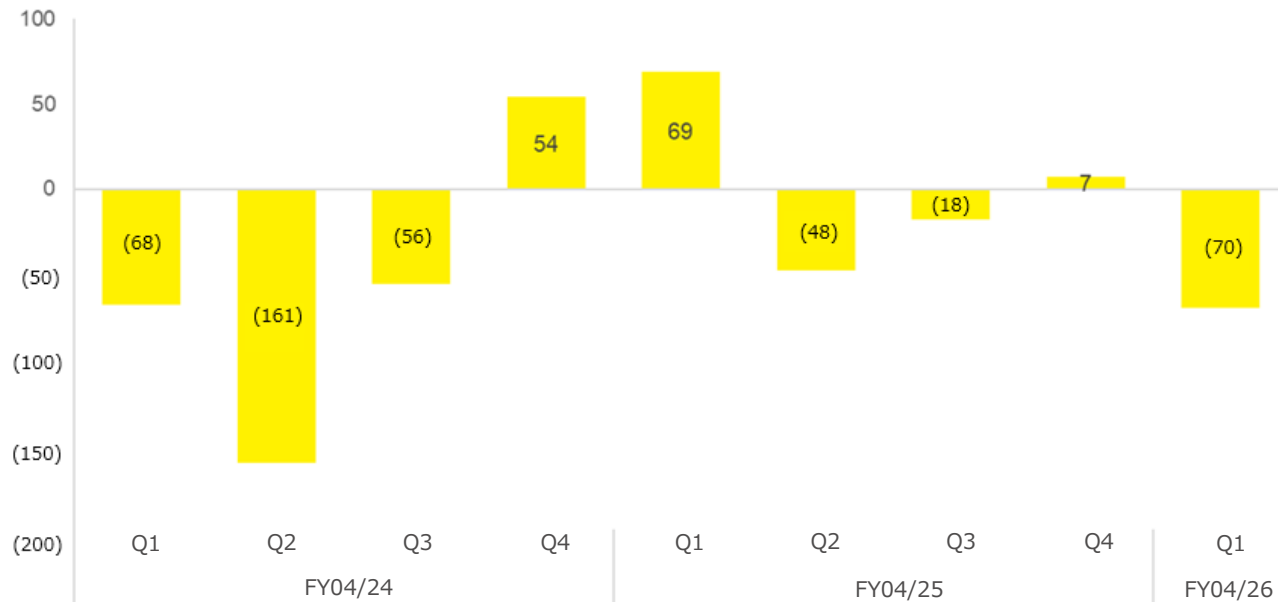
Cosmetics Business

Quarterly profit trends by business

- After launching as a New Business, we distribute many advertisements associated with expanding recognition. Gradually earn profits after expansion of recognition.
- Acquired a license to manufacture and sell cosmetics related to imports in 2024 and reduced the cost of sales ratio.
- Aiming to expand profit this term, we'll accelerate new product launches and challenge new categories.

Business Unit Profit (Accounting Period)

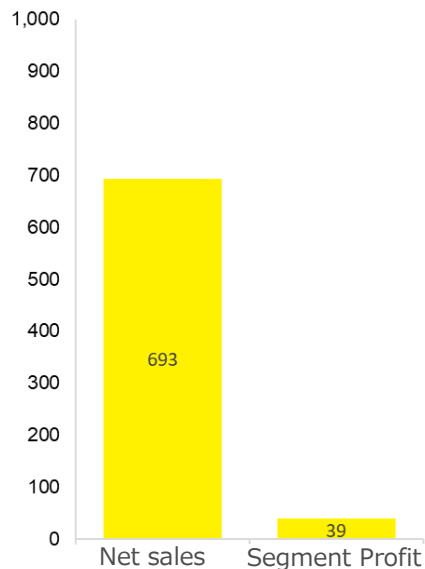
(Millions of yen)



Q1 FY04/26 Gaming Accessories Business

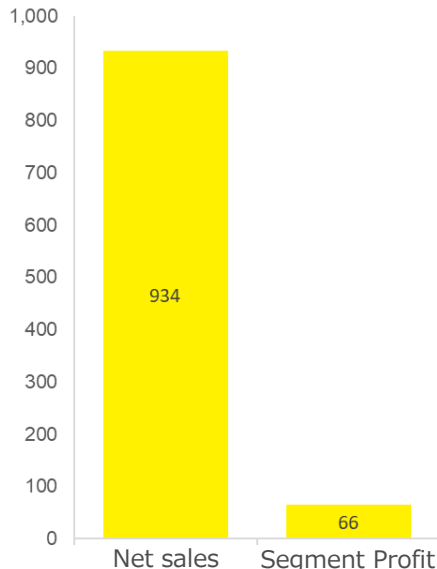
- Both sales and profits far exceeded YoY. Realized further growth through expansion of EC and wholesale channels.
- Achieved high user recognition and support because of the increase in the number of various color monitors and peripheral items.
- Achieved continuous growth by the steady expansion of sales opportunities in both EC and wholesales.

(Millions of yen)



Q1 FY04/25

(Millions of yen)



Q1 FY04/26

Net Sales

JPY934 million
up JPY241 million YoY

Segment profit

JPY66 million
up JPY26 million YoY

Gaming Accessories Business

- Expanding our product lineup by launching new high-performance monitors, mainly in white and pastel colors, and peripheral accessories such as original monitor arms.
- Strengthen product portfolio expansion and brand worldview appeal by introducing IP collaboration model products and new peripheral accessories.
- Progress in simultaneous purchase of peripheral accessories, penetration of bundled proposals, and acquisition of new customer segments.

Product development

• Wave Series



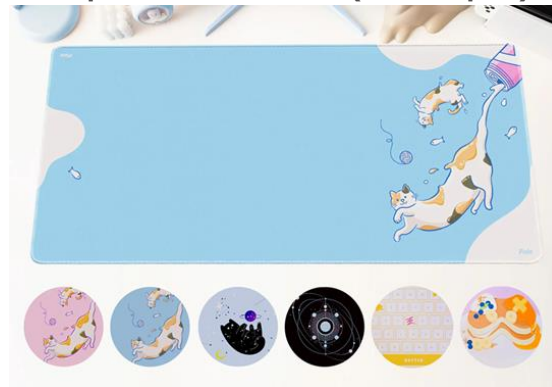
New Services

• New Colors



Z CULTURE SPA

• Peripheral Accessories(mouse pad)



• Desk space production

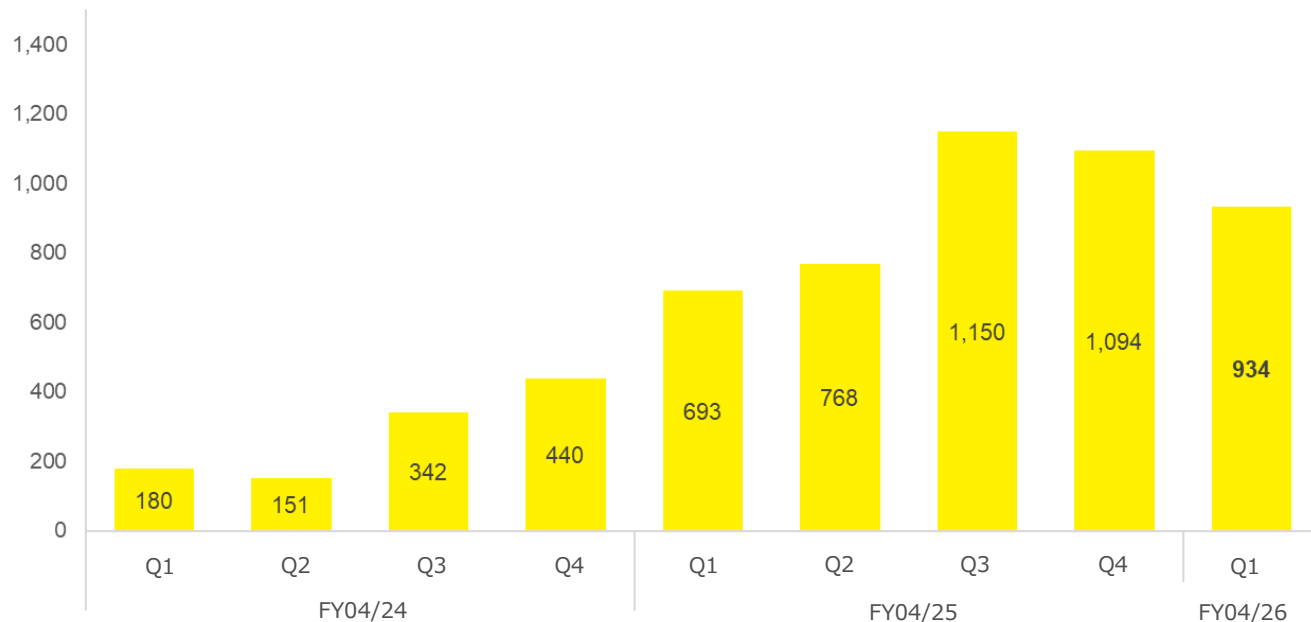


Gaming Accessories Business Sales by quarter

- The white monitor launched in Q3 FY04/24 and the pastel-color monitor launched in Q4 in the same year hit the market. Well-established balance between price and performance.
- Continued strong sales of monitors and peripheral accessories mainly white models in the current fiscal year.
- In wholesaling, sales began handling products at major electronics retailers. Expanding transactions in EC malls.
- Preparing various initiatives in anticipation of demand related to the launch of new gaming consoles and the end of Windows OS support.

Net Sales (Accounting Period)

(Millions of yen)



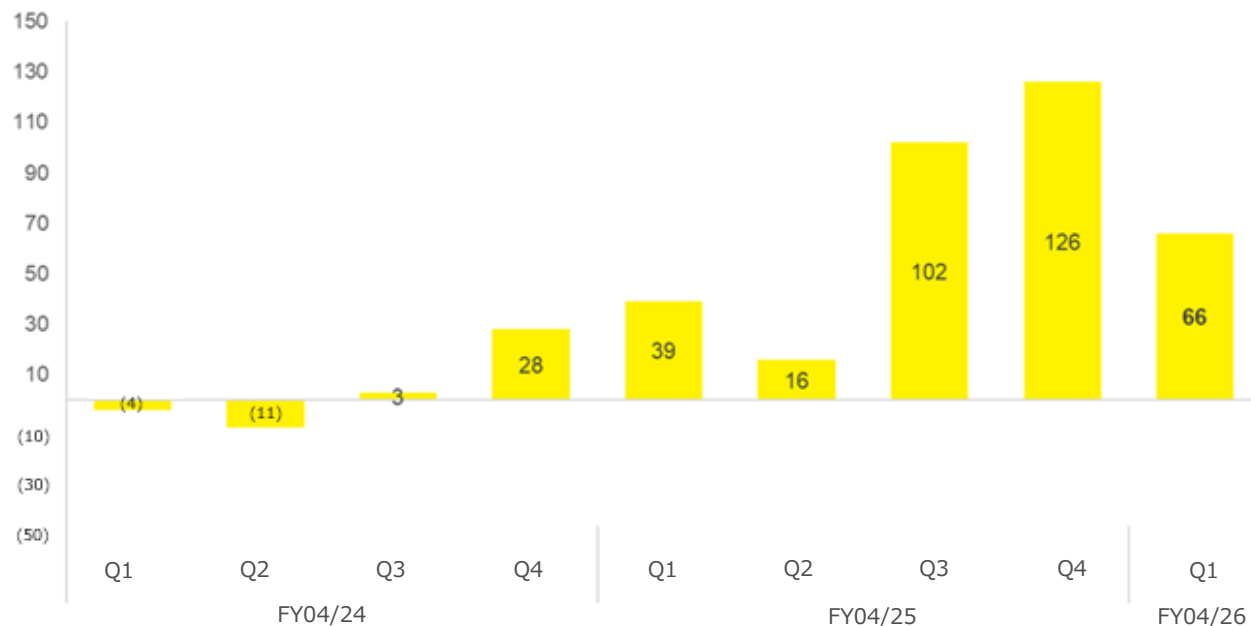
Gaming Accessories Business

Quarterly profit trends by business

- However profit levels were roughly unchanged until the introduction of color monitors, profit was secured for each quarter after the introduction.
- Aiming to secure profits through an increased number of new product developments and by venturing into new categories, we will pursue our future expansion.
- Looking ahead, we aim to further secure income by strengthening points of contact with customers through DX and increasing the number of peripheral accessories.

Business Unit Profit (Accounting Period)

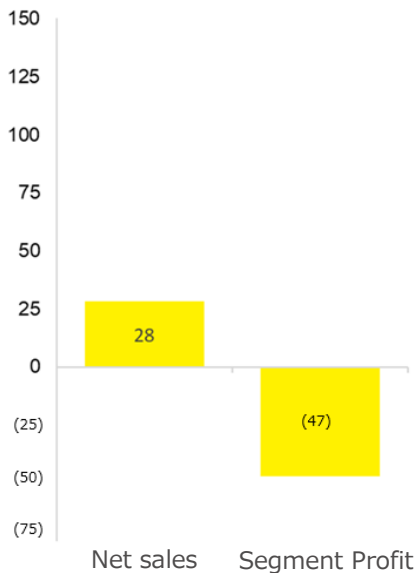
(Millions of yen)



Q1 FY04/26 New Business

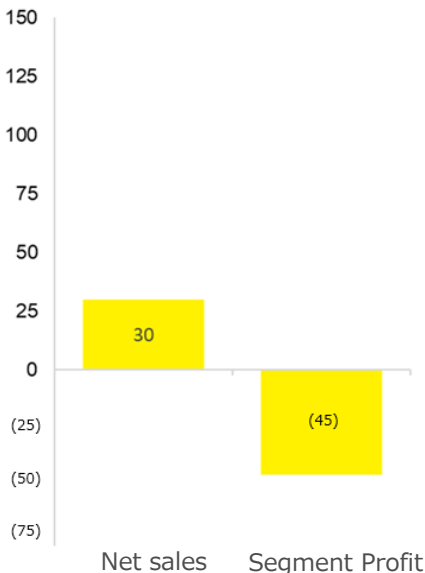
- Sales and profits are progressing as planned.
- To create new businesses, we continue to invest.

(Millions of yen)



Q1 FY04/25

(Millions of yen)



Q1 FY04/26

Net Sales

JPY30 million
up JPY1 million YoY

Segment profit

(JPY45 million)
up JPY1 million YoY



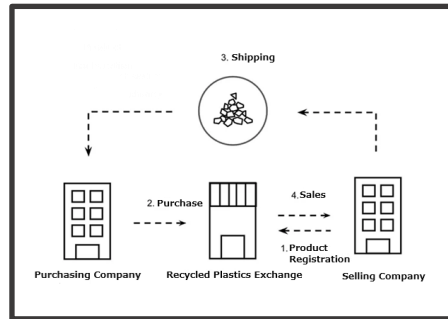
Exploring the Decarbonization Business Circular Economy

Based on our Mission/Strategy of "Gen Z Culture SPA & Decarbonization," contributing to the creation of a sustainable society by actively addressing climate change challenges.



Capital and Business Alliance between ParallelPlastics and REMARE Inc.

REMARE Inc. has a unique technique for recycling composite plastics as sheet materials. Contributing to reducing CO2 by realizing recycling of combined plastics used by companies. Accelerate the effective use of domestic marine plastic waste and industrial waste plastics by forming alliances with them.



Recycled Plastics Exchange.

Online shopping mall to trade recycled plastic materials between businesses.
Efficient use of unwanted plastics as scrap materials from plants, poor inventory, composite plastics, offshore plastics available for listing.



(New Businesses)

Methane gasification of organic waste.

Approach to resource recycling, which produces energy from organic waste, with the actual situation in which our products are discarded in a few years as an issue. High-efficiency production of methane gas from organic materials. Creating carbon credits with innovative technologies and aiming for zero CO₂ emissions for Hamee group. Began activities as a promotion partner for the methane gas production plant project.

Exploring Decarbonization Business and the Circular Economy

- As part of our efforts to reduce carbon emissions, we are working to solve environmental issues, we developed "Parallel Plastics", a recycling service that produces new products from defective plastic products and surplus inventory. Inquiries about collaboration are on the rise.
- As a "company that values the 'individuality' of people and the earth," we launched a new initiative to achieve zero carbon-free real emissions in 2030. Aiming to create carbon credits by contributing to emission reductions through methanation technology for organic waste.

Plastic recycling

• Parallel Plastics



Gasification of organic waste

• Hydrolysis carbonization



• 100% recycled accessory charm



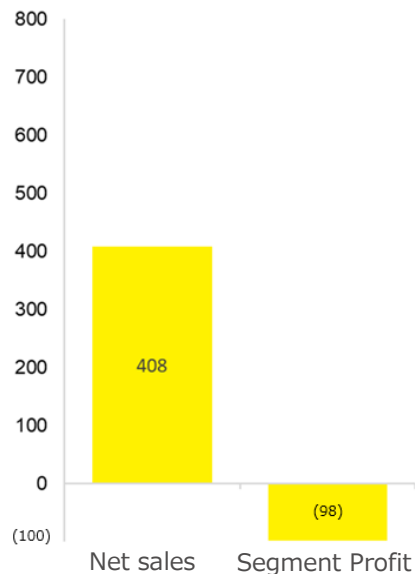
• Gas furnace



Q1 FY04/26 Global Business

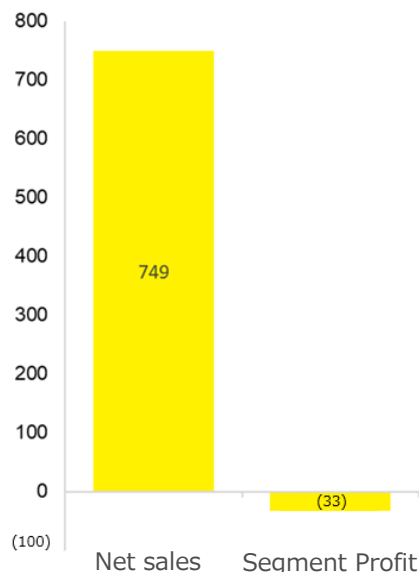
- Sales revenue significantly increased YoY as a result of a rise in U.S. transactions although intra-group transactions decreased due to inventory control and consolidated adjustments was reduced.
- Significant YoY improvement because of the progress in shifting to appropriate inventories and a reduction in the elimination of unrealized profits, as well as the contribution of improved purchasing costs because of the appreciation of the yen and control of inventory-related costs.

(Millions of yen)



Q1 FY04/25

(Millions of yen)



Q1 FY04/26

Net Sales

JPY749 million
up JPY341 million YoY

Segment profit

(JPY33 million)
up JPY65 million YoY

Global Business

- ByUR, a cosmetics brand, launched in the U.S.
- Expanding transactions at major mass retailers in the U.S. through such products as Otamatone and the conventional IP collaboration product of squeeze (low-rebound toy) characters.
- Aiming for further sales expansion, we plan to launch our gaming monitors in Korea from Q2 onward.

• Mobile Life Business Manufacturing and Development



• Cosmetics Business Manufacturing and Development/ launched in the U.S.



• Otamatone unicorn



• Otamatone Japan





Hamee Group After NE Inc. Spin-off

The "New Hamee" after the NE Inc. spin-off will further accelerate the growth and expansion of its Commerce Segment, aiming to achieve continuous corporate value creation that shareholders will continue to choose.

We, Hamee, accurately grasp the needs of the next generation of consumers, primarily Gen Z, and shape and deliver "culture" through smartphone accessories, cosmetics, gaming monitors, and more, encompassing their lifestyles, values, and communities.

Our "SPA (Specialty Store Retailer of Private Label Apparel) model," which provides end-to-end control of this culture from planning and design through manufacturing and sales, is precisely the source of our competitive advantage.

Leveraging this robust business foundation to its fullest, we have updated our Mission/Strategy to "Gen Z Culture SPA & Decarbonization " in order to more deeply embody our Vision:
" Company that values the "individuality" of people and the earth.

We will evolve into a corporate group that achieves high growth and high profitability, while simultaneously shaping Gen Z culture and contributing to the reduction of environmental impact.





Mission/Strategy

Gen Z Culture SPA & Decarbonization

Mobile Life Business



Cosmetics Business



Gaming Accessory Business



Global(toy)Business



Gen Z culture x SPA (vertically integrated manufacturing and retail) model to achieve agile business development and high-profitability, thereby enhancing corporate value.

Hamee Group After NE Inc. Spin-off

Gen Z culture

The Generation Z market, representing the next generation poised to lead future consumption, is a rapidly growing market with high growth potential.

Achieving high profitability by offering high-value-added products that embody the culture cherished by Gen Z (e.g., self-expression, empathy, sustainability).



Rapid growth
High profit ratio

SPA

vertical integration model
manufacturing-retail model

A business model that controls the entire process from product planning to manufacturing to sales in-house, minimizing intermediary margins and securing high profitability.

Analyzing data from various channels in real-time to quickly incorporate "hot-selling products and trends" into product planning and reflect them in our products.

Minimizing inventory risk through small-lot, high-frequency production.

Consolidated earnings forecast(Commerce segment)

- Mobile Life Business: Expecting 4.4% annual growth, with plans for new product releases in new products.
- Cosmetics Business: Expecting 32% annual growth, as new product releases and profit margin improvements will continue to be implemented.
- Gaming Accessory Business: Expecting over 7% annual growth, with new product releases planned in new categories.
- Global Business: Expecting growth surpassing that of the previous fiscal year, with plans for overseas expansion of cosmetics and gaming accessories.

(Millions of yen)	Results		Earnings Forecast			
	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Commerce segment						
Net sales	8,874	18,986	10,006	12.7%	21,350	12.5%
Mobile Life Business	4,188	8,359	4,436	5.9%	8,724	4.4%
Cosmetics Business	1,822	3,424	2,136	17.2%	4,520	32.0%
Gaming Accessories Business	1,461	3,706	1,786	22.3%	3,970	7.1%
New Business investment	61	140	56	(7.6%)	117	(16.6%)
Global Business	1,341	3,356	1,591	18.6%	4,018	19.7%
Segment Profit	834	2,158	1,226	46.9%	2,716	25.9%



III. Platform Segment

NEXT ENGINE Division

Consulting Division

Localco Division

Frenzy into Commerce.



Company Profile- Platform Segment

NextEngine Business



Next Engine helps automate and streamline EC site operations with the largest number of clients in the industry※ and supports clients in a wide range of categories, including food, household goods, and cosmetics.

※Our research

Consulting Business

EC CONSULTING

EC consulting and management services based on a wealth of data and know-how to support EC sites. One-stop service from consulting to actual website creation for businesses considering site management and opening new EC stores are provided.

Localco Business



Localco mainly provides services to support the complicated hometown tax payment procedures for local governments. Rakuten shop of the year winners will create pages, promote the site, and provide consultation to Manufacturer. EC sales for traditional crafts began in April 2024.

Explanation of seasonal factors in our group

- Net sales and operating income tend to be maximized in Q3 because of the following factors. The demand for our products has increased in Q4 as well, the tendency toward a bias toward the second half has become stronger.
- Accordingly, we have formulated a profit plan based on the assumption that the second half of the year will be weighted heavily.

Platform segment

- Q2 (ARPU slump period)
 - The volume of distribution in EC market tends to decline due to changes in consumer behavior toward "consumption of experience" such as summer leisure and ARPU of Next Engine Business tend to be sluggish (Decrease in sales)
- Q3 (Net sales and operating income are maximized)
 - The number of orders increases with the year-end sales of EC operators and the ARPU of Next Engine Business tend to be upward (Increase in sales)
(Sales in the previous year were outstanding because of sales collaboration with Mercari)
 - It's busy-season for EC operators so contract acquisition tend to be slowing down
 - Net sales will be maximized toward December, the peak for hometown tax payment, for Localco Business
- Q4 (Demand period for the end and beginning of the government's fiscal year)
 - Temporary increase in consumer behavior because of new lifestyle demands such as entering school or starting a new job
 - As mentioned above, the number of orders processed by EC businesses is increasing, which is likely to have a slight positive effect on the ARPU of Next Engine Business.

Q1 FY04/26 Platform Segment Overview

- Increased revenue by 6.0% for the Next Engine Business because of the expansion of "Next Engine Order-Made" contract development and other factors. Increased total number of clients, bolstered by new acquisitions, despite a temporary increase in cancellations due to the discontinuation of a partner service.
- Revenue significantly increased by 55.1% because of sales of the new AI reskilling course exceeding our plans in Consulting Business. The consulting Business performed well because of new client acquisition and upselling to existing clients.
- Sales significantly increased growing by a remarkable 98.0% YoY because of focusing on brand awareness and pop-up store expansion in the traditional crafts EC business. Although the Localco Business experienced a contraction in its revenue base in the previous period due to multiple municipalities canceling their contracts, it put up a good fight, with donation amounts growing thanks to strengthened measures toward existing municipalities.

(Millions of yen)		Q1 FY04/25 Results	Q1 FY04/26 Results	Increase /Decrease	% YoY
Platform Segment					
Net Sales		900	988	88	9.8 %
Next Engine Business		745	789	44	6.0 %
Consulting Business		87	136	48	55.1 %
Localco Business		67	62	(5)	(7.7%)
Operating income		482	494	11	2.4 %
Operating income ratio		53.6%	50.0%	(3.6%)	—

Highlights (Accounting period)

Platform

Sales (Q1)

JPY **988** clients
up 9.8% YoY

Operating income ratio (Q1)

50.0 %
(down 3.6% YoY)

Next Engine Business

Number of clients (Q1)

6,640 clients
up 311 clients YoY

GMV (Q1)※1

JPY **317.6** billion
up 16.1% YoY

ARPU (Q1)※2

JPY **39,878**
up 1.1% YoY

Monthly churn rate (Q1) ※3

1.08 %
up 0.33% YoY

※1 GMV . . . Gross Merchandise Value = transaction amount processed through Next Engine. From Q2 FY04/24, cancellations have been excluded from the GMV.

※2 ARPU . . . Average Revenue Per User = the averages of sales per Next Engine clients.

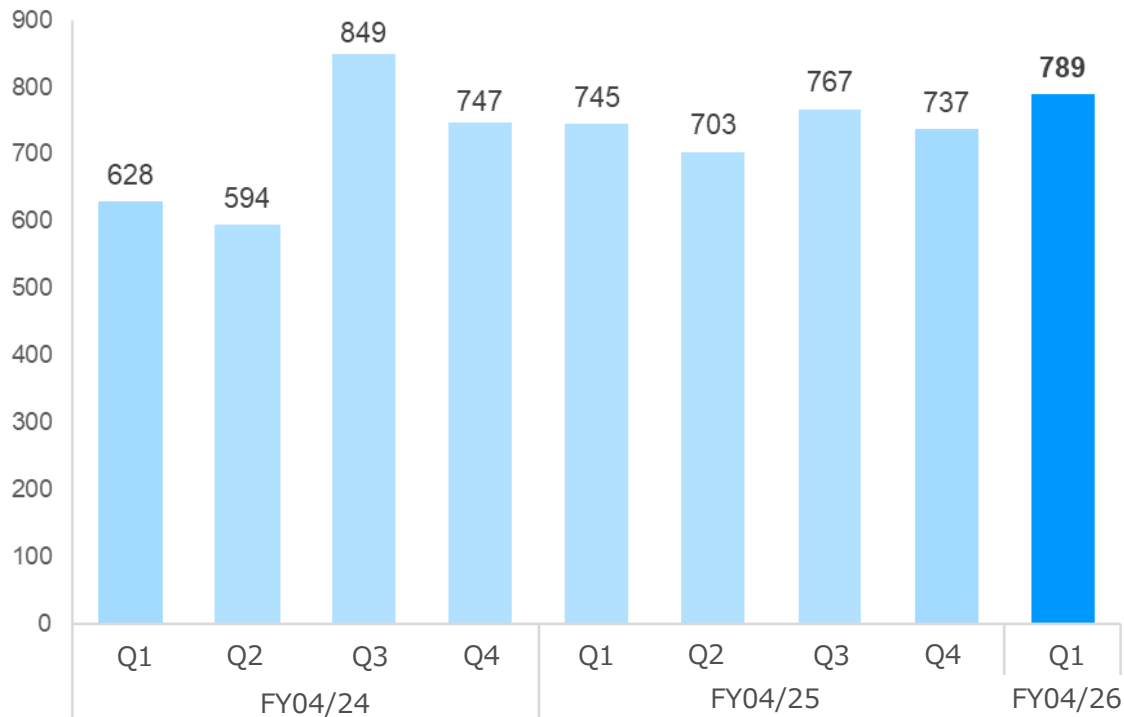
※3 monthly churn rate . . . Figures are calculated by dividing the number of contracted clients end of Q4 from the average number of cancellations during the quarterly period.

Next Engine Business —Q1 FY04/26 Net Sales

- Sales increased by 6.0% YoY in line with an increase in the volume of "Next Engine Order-Made" contract development services to respond to individual customer issues. Next Engine's ARPU, a key metric in its revenue composition, performed well, maintaining over 100% of the plan throughout Q1, despite being affected by rising prices.

Net Sales (Accounting Period)

(Millions of yen)

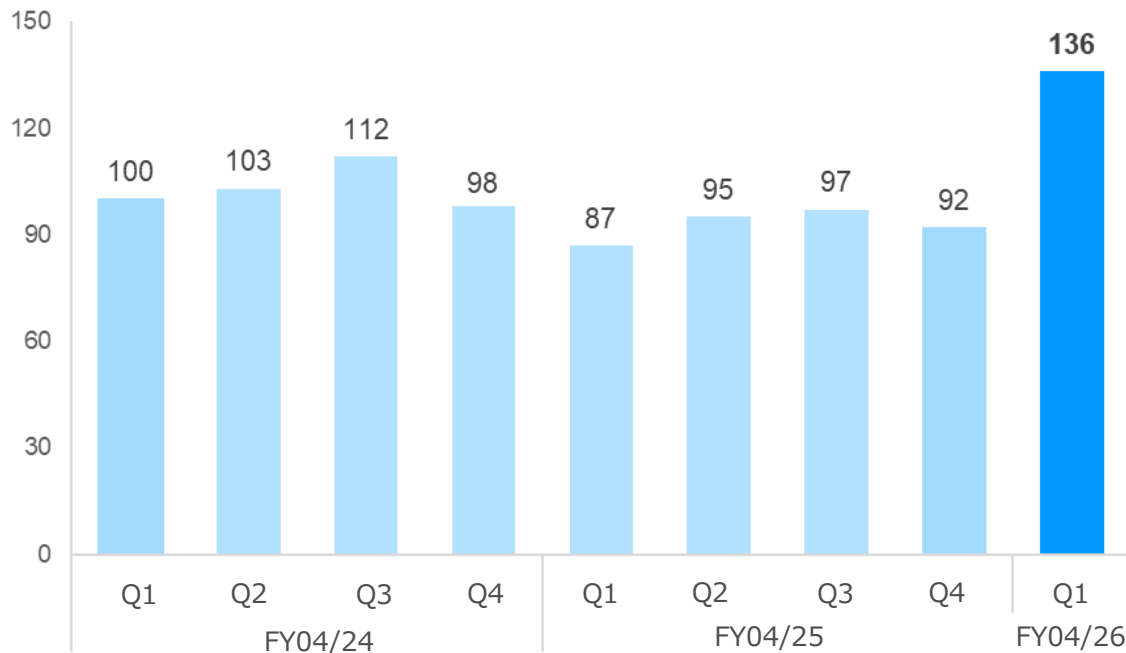


Consulting Business —Q1 FY04/26 Net Sales

- Sales increased by 7.8% YoY in EC consulting because of the acquisition of new contracts and measures to upsell existing-contract customers by increasing added value.
- Sales increased by 55.1% YoY in segment because of the new product AI reskilling result significantly exceeded the initial plan.

Net Sales (Accounting Period)

(Millions of yen)

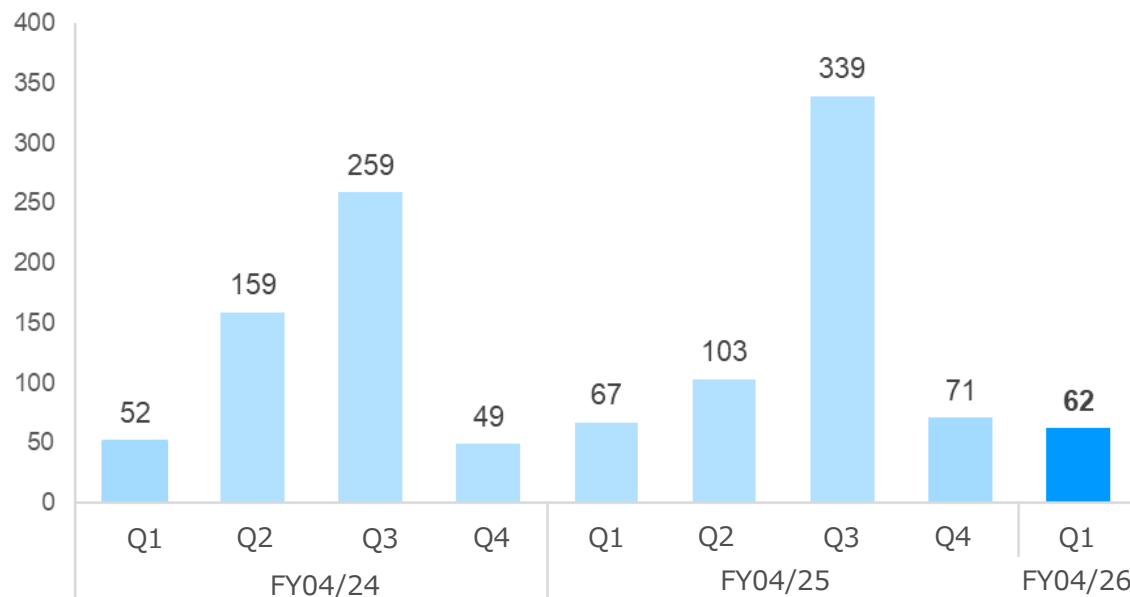


Localco Business —Q1 FY04/26 Net Sales

- Sales exceeded the plan by about 30% YoY because of the effects of various measures became apparent among municipalities that continue contracts although the revenue base declined because there were multiple cancellations by contracted municipalities in the previous fiscal year.
- Sales significantly increased by 98.0% YoY because of the measures to increase awareness in EC malls and POP UP STORE development at commercial facilities in Kanagawa Pre.

Net Sales (Accounting Period)

(Millions of yen)

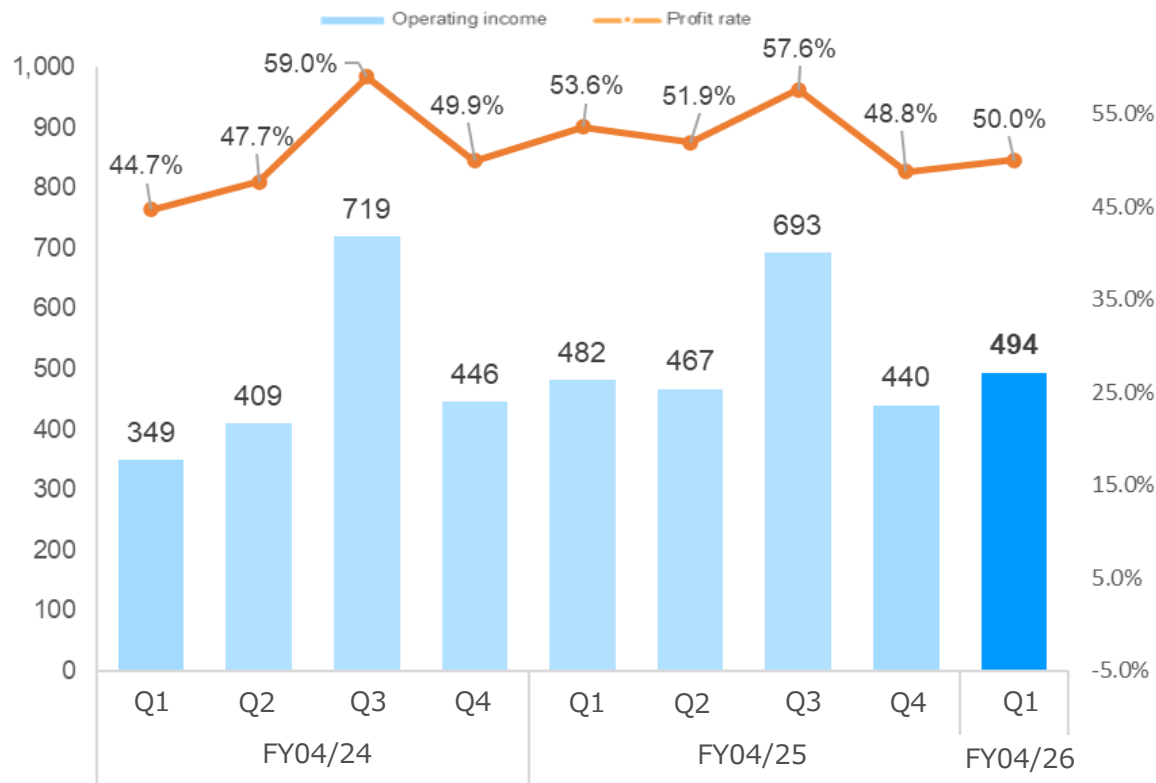


Q1 FY04/26 Operating income

- Operating income increased 2.4% because of an increase in sales although the operating income ratio fell 3.6 percentage points YoY due to an increase in personnel expenses following a policy of returning from remote work to the Company with the aim of increasing productivity following an increase in personnel and the relocation of the head office of NE Inc.

Operating income (Accounting Period)

(Millions of yen)



Next Engine Business —Total number of clients

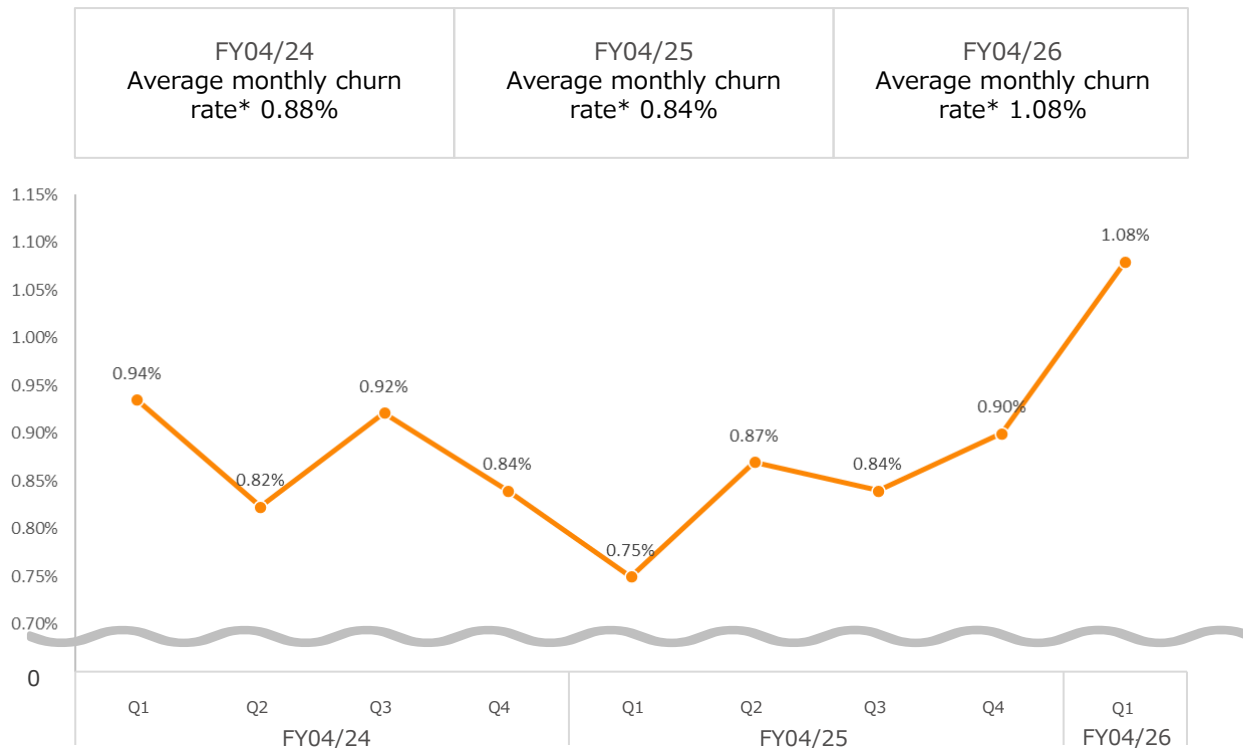
- Net increase in contracts was secured by 70 clients although the cancellations increased temporarily in May and June due to the impact of the suspension of WEB services (warehousing collaboration services) by external companies with which Next Engine is collaborating.



Next Engine Business —Churn rate trend

- Average quarterly churn rate of 1.08%, maintaining a low level for SaaS.
- The cancellations increased temporarily in May and June due to the impact of the suspension of WEB services (warehousing collaboration services) by external companies with which Next Engine is collaborating.

Churn rate



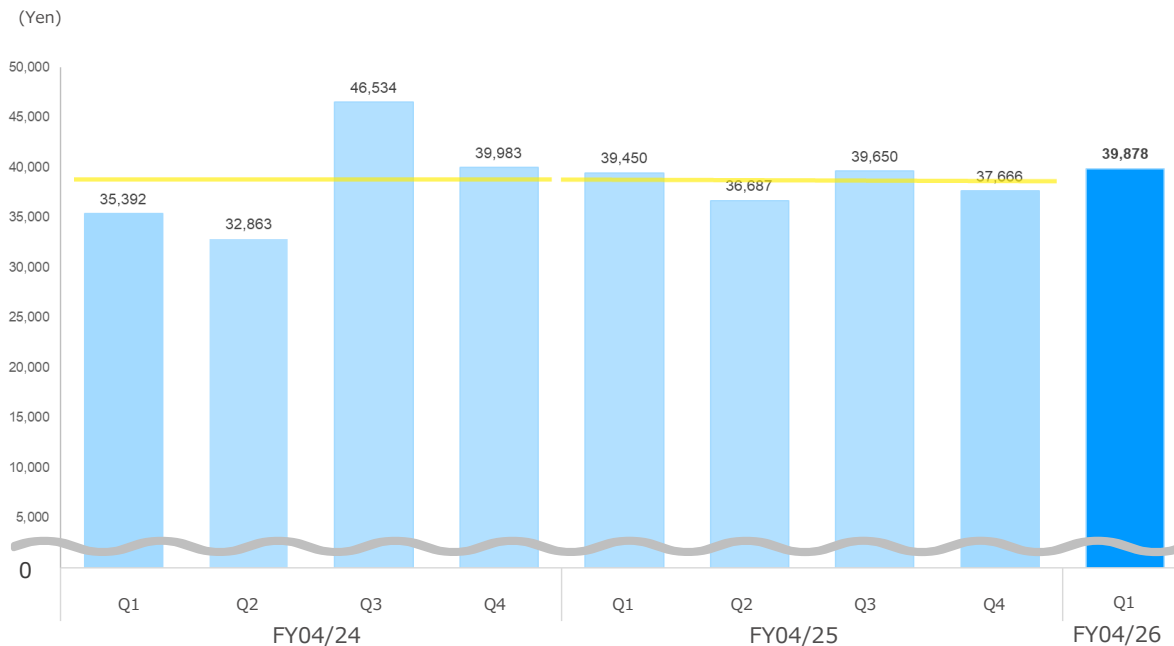
※ Annual average monthly churn rate: Figures calculated by dividing the number of contracted clients as of the end of the quarter from the average number of cancellations for each quarterly period are simple averages.

Next Engine Business —ARPU trends

- Steady increase in ARPU because of expansion of sales of Next Engine Order-Made.
- ARPU stands out in Q3 FY04/24 because it includes the effect of system integration and sales collaboration with Mercari, offering Mercari Shops Linked App.

ARPU

FY04/24 Avg. ARPU※ JPY38,693	FY04/25 Avg. ARPU※ JPY38,363	FY04/26 Avg. ARPU※ JPY39,878
---------------------------------	---------------------------------	---------------------------------



※ Avg ARPU: Simple average of ARPU calculated for each quarterly period.

Basic business strategy

Placing Next Engine and its robust client base at the core of our operations, we will enhance brand value through improving client experience, addressing individual client needs, providing stage-specific client support, and adapting to changes in client demographics.

Addressing individual customer needs

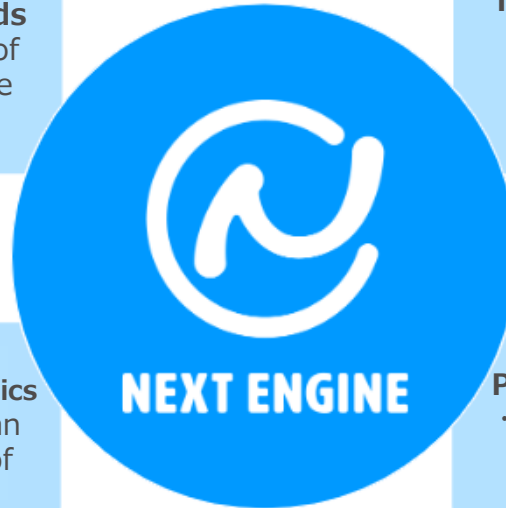
- Addressing the individual challenges of client businesses through "Next Engine Order-Made".

improving client experience

- Implementing a support-free UI through AI integration.
- Extending customer experience through inter-business collaboration.

Adapting to changes in client demographics

- Leveraging external partners for human-mediated translation and connection of user value.



Providing stage-specific client support

- Customer growth through the utilization of corporate assets. Providing stage-specific support.

Aims of each initiative

- Each initiative will foster a virtuous cycle of contributing to clients and achieving the growth of our own services.

Addressing individual customer needs

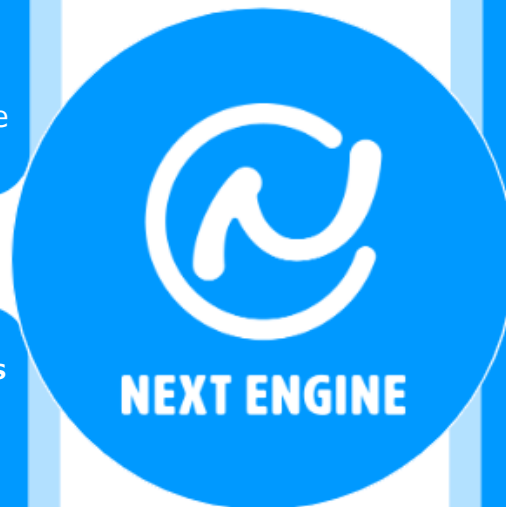
- By addressing the varying operational needs of each client with custom development services, we will simultaneously improve ARPU and make Next Engine an indispensable presence.

improving client experience

- Removing barriers to Next Engine utilization and contributing to the business advancement of our clients.
- Creating business expansion opportunities for clients through collaboration with other businesses, such as our consulting services.

Adapting to changes in client demographics

- By increasing touchpoints to enhance affinity with small businesses, we will achieve both an increase in new client acquisitions and reduced churn.



Providing stage-specific client support

- Creating brand value through stage-specific client support, including dashboard features utilizing Next Engine data, educational content, and consulting services.

Consolidated earnings forecast(Platform segment)

- Next Engine Business is expected to grow by approximately 10%, the consulting Business is forecast to grow by 44%.
- Localco business, the performance forecast anticipates a decrease in revenue, as contracts with municipalities in the hometown tax payment support business are expected to be terminated. Moving forward, the strategy will shift towards strengthening sales to neighboring municipalities.
- Regarding segment operating income, despite the revenue increase effect from the Next Engine and Consulting Businesses, it is projected to remain nearly flat compared to the previous fiscal year, as IPO preparation costs and upfront investments in new businesses are also being incurred.

(Millions of yen)	Results		Earnings Forecast			
	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Platform segment						
Net sales	1,802	3,908	1,934	7.3%	4,177	6.9%
Next Engine Business	1,448	2,953	1,540	6.3%	3,238	9.7%
Localco Business	170	581	175	2.6%	401	(30.9%)
Consulting Business	183	372	218	19.3%	537	44.1%
Segment profit	950	2,083	905	(4.7%)	2,066	(0.8%)

Consolidated Earnings Forecast (without spin-off)

(Millions of yen)	Results		Earnings Forecast			
	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Consolidated Segment						
Net sales	10,677	22,895	11,940	11.8%	25,528	11.5%
Gross profit	1,021	2,354	1,196	17.1%	2,920	24.1%
Operating income	1,033	2,352	1,139	10.2%	2,798	19.0%
Net Profit attributable to owners of parent	665	1,278	771	15.9%	1,940	51.8%
Dividend per share	—	22.5	—	—	22.5	—

Consolidated Earnings Forecast (without spin-off)

(Millions of yen)

Consolidated Segment		Results		Earnings Forecast			
		Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Commerce	Net Sales	8,874	18,986	10,006	12.7%	21,350	12.5%
	Segment profit	834	2,158	1,226	46.9%	2,716	25.9%
	Profit ratio	9.4%	11.4%	12.3%	—	12.7%	—
Platform	Net Sales	1,802	3,908	1,934	7.3%	4,177	6.9%
	Segment profit	950	2,083	905	(4.7%)	2,066	(0.8%)
	Profit ratio	52.7%	53.3%	46.8%	—	49.5%	—
Total	Net Sales	10,677	22,895	11,940	11.8%	25,528	11.5%
	Segment profit	1,784	4,241	2,131	19.4%	4,783	12.8%
	Adjusted amount ※1	(763)	(1,887)	(935)	—	(1,862)	—
	Operating income	1,021	2,354	1,196	17.1%	2,920	24.1%
	Profit ratio	9.6%	10.3%	10.0%	—	11.4%	—



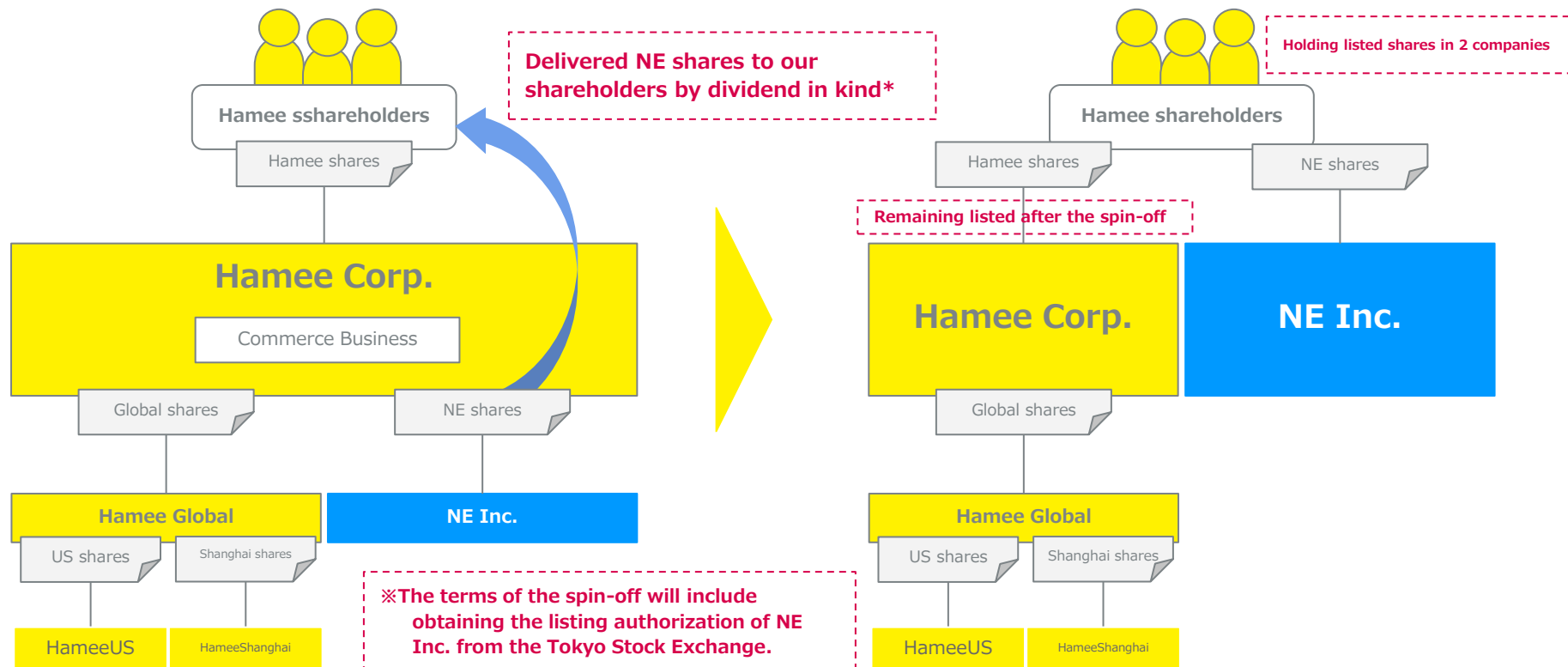
IV. Progress of the spin-off and IPO for NE Inc.



Share-Distribution-Type Spin-Off

Share-Distribution-Type Spin-Off of NE Inc.(scheduled for November 4, 2025)

For details, please refer to the "Notice Regarding Distribution of Shares of a Subsidiary (Spin-off via Stock Distribution) and Change in Scope of a Specified Subsidiary," released on June 13, 2025



Purpose of the Share-Distribution-Type Spin-Off of NE Inc.

Maximizing management speed and business efficiency.

It is our view that while simplifying decision-making processes and tailoring working conditions and salary levels to each distinct business are necessary to ensure their maximum growth, the current organizational structure prioritizes overall optimization, making it difficult to fundamentally resolve these issues, which in turn leads to inefficiency. This spin-off is expected to enable both companies to adopt appropriate systems and rapid decision-making, leading to an improvement in business growth speed and resource efficiency.

Ensuring appropriate valuation for the Platform Business.

It is our understanding that the market's current valuation of us tends to emphasize its aspect as a commerce company, primarily due to the high sales ratio of our EC and wholesale businesses. It is our view that this has led to the market valuation as a SaaS operating company not being appropriately reflected for the Platform Business, preventing the maximization of shareholder value. This spin-off will enable both companies to obtain appropriate valuations.

Increased flexibility in growth strategies.

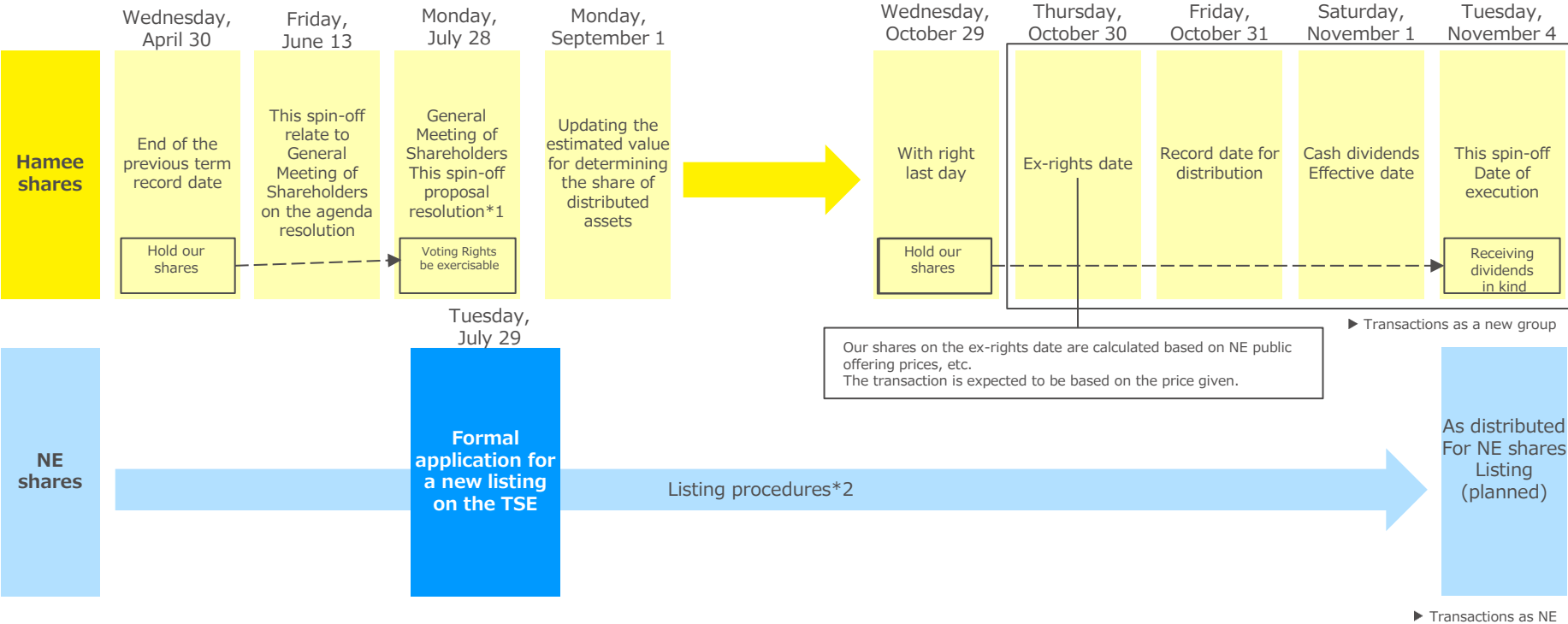
Although no concrete issues are currently present, there is a possibility that if overall optimization is excessively prioritized when devising growth strategies, the flexibility of available options may not be guaranteed, potentially impacting the realization of those growth strategies. This spin-off will enable both companies to select flexible strategic options tailored to their respective business characteristics.

Published a Note article featuring a dialogue between chairman Higuchi and president and CEO Mizushima, discussing the background and future growth strategy of this spin-off IPO.



https://note.com/hamee_831_/n/n0f513699688a

Spin-off Schedule (2025)



※1 The proposal has been approved.
※2 If approval for listing on the Tokyo Stock Exchange is not obtained, this spin-off will be canceled.
※3 If the planned new share issuance by NE Inc. is not implemented, this spin-off will be canceled.

Spin-off Schedule (2025)

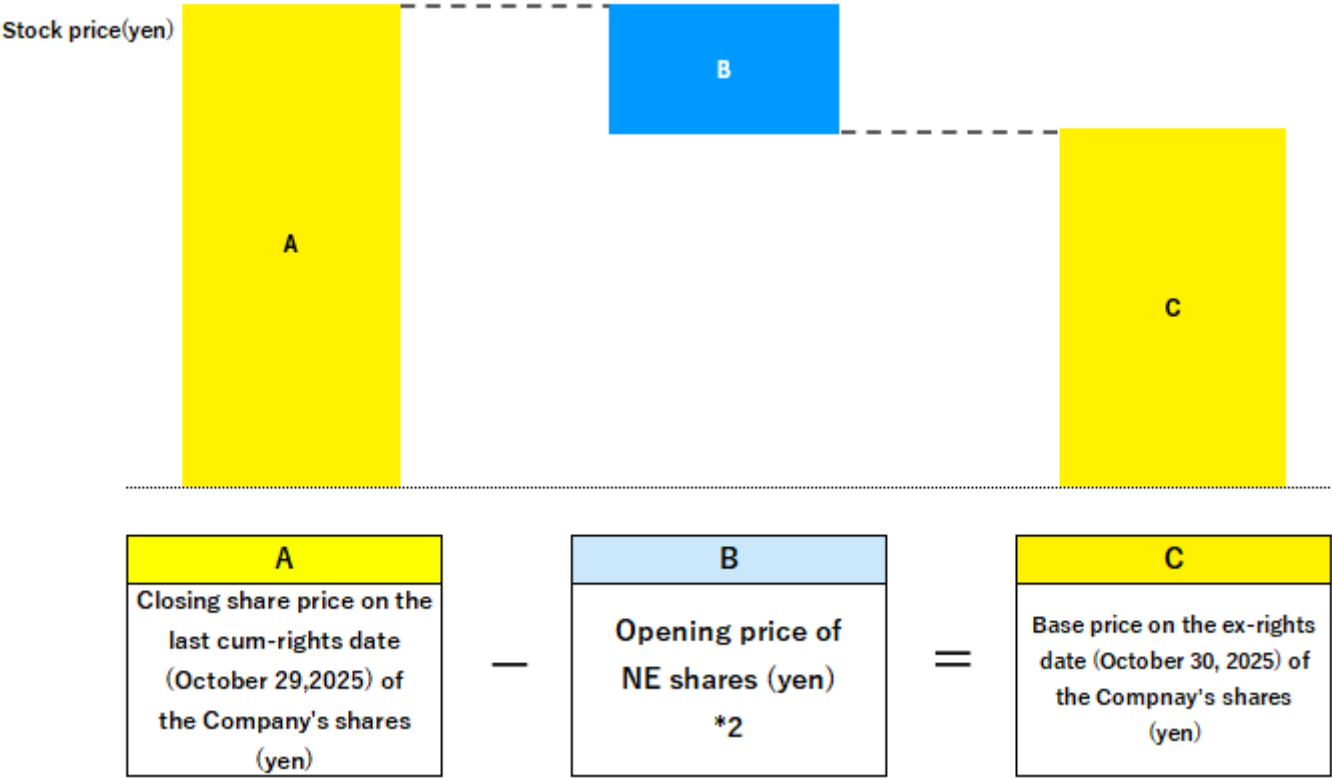
		2025									
		Apr.30	Jun.13	Jun.28			Oct.29	Oct.30	Oct.31	Nov.1	Nov.4
Hamee shares	Record date for the prior fiscal year-end	○									
	Resolution on proposals to be submitted to the General Meeting of Shareholders		○								
	General Meeting of Shareholders※1			○							
	Last cum-dividend date						○				
	Ex-dividend date							○			
	Record date								○		
	Effective date of dividend in kind									○	
	Spin-off execution date										○
NE shares					IPO process ※2						
	Scheduled listing date of distributed shares										○

※1 In case that the proposal is not approved, this spin-off will be canceled.

※2 If approval for listing on the Tokyo Stock Exchange is not obtained, this spin-off will be canceled.

※3 If the planned new share issuance by NE Inc. is not implemented, this spin-off will be canceled.

Stock price outlook



※2 If approval for listing on the Tokyo Stock Exchange is not obtained, this spin-off will be canceled.

Consolidated Earnings Forecast (without spin-off)

(Millions of yen)	Results		Earnings Forecast			
Consolidated Segment	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Net sales	10,677	22,895	11,940	11.8%	25,528	11.5%
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Consolidated Earnings Forecast (without spin-off)

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Commerce	Net Sales	8,874	18,986	10,006	12.7%	21,350	12.5%
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	Operating income	1,021	2,354	1,196	17.1%	2,920	24.1%
	Profit ratio	9.6%	10.3%	10.0%	—	11.4%	—

Consolidated earnings forecast(Commerce segment)

(Millions of yen)

Commerce segment	Results		Earnings Forecast			
	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Net sales	8,874	18,986	10,006	12.7%	21,350	12.5%
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Segment Profit	834	2,158	1,226	46.9%	2,716	25.9%

Consolidated earnings forecast(Platform segment)

(Millions of yen)

Platform segment	Results		Earnings Forecast			
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Net sales	1,802	3,908	1,934	7.3%	4,177	6.9%
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Localco Business	170	581	175	2.6%	401	(30.9%)
Consulting Business	183	372	218	19.3%	537	44.1%
Segment profit	950	2,083	905	(4.7%)	2,066	(0.8%)

Consolidated Earnings Forecast (with spin-off)

NE Inc. will be consolidated for Q1 and Q2. Subsequently deconsolidated for Q3 and Q4.

(Millions of yen) Consolidated Segment	Results		Earnings Forecast			
	Q2 FY04/25	Q4 FY04/25	Q2 FY04/26	% YoY	Q4 FY04/26	% YoY
Net sales	10,677	22,895	11,940	11.8%	23,285	—
Gross profit	1,021	2,354	1,196	17.1%	2,073	—
Operating income	1,033	2,352	1,139	10.2%	1,990	—
Net Profit attributable to owners of parent	665	1,278	771	15.9%	1,417	—
Dividend per share	—	22.5	—	—	22.5	—

Consolidated Earnings Forecast (with spin-off)

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(Millions of yen)		Results		Earnings Forecast			
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Platform	Net Sales	1,802	3,908	1,934	7.3%	1,934	—
	Segment profit	950	2,083	905	(4.7%)	905	—
	Profit ratio	52.7%	53.3%	46.8%	—	46.8%	—
Total	Net Sales	10,677	22,895	11,940	11.8%	23,285	—
	Segment profit	1,784	4,241	2,131	19.4%	3,621	—
	Adjusted amount ※1	(763)	(1,887)	(935)	—	(1,548)	—
	Operating income	1,021	2,354	1,196	17.1%	2,073	—
	Profit ratio	9.6%	10.3%	10.0%	—	8.9%	—



APPENDIX

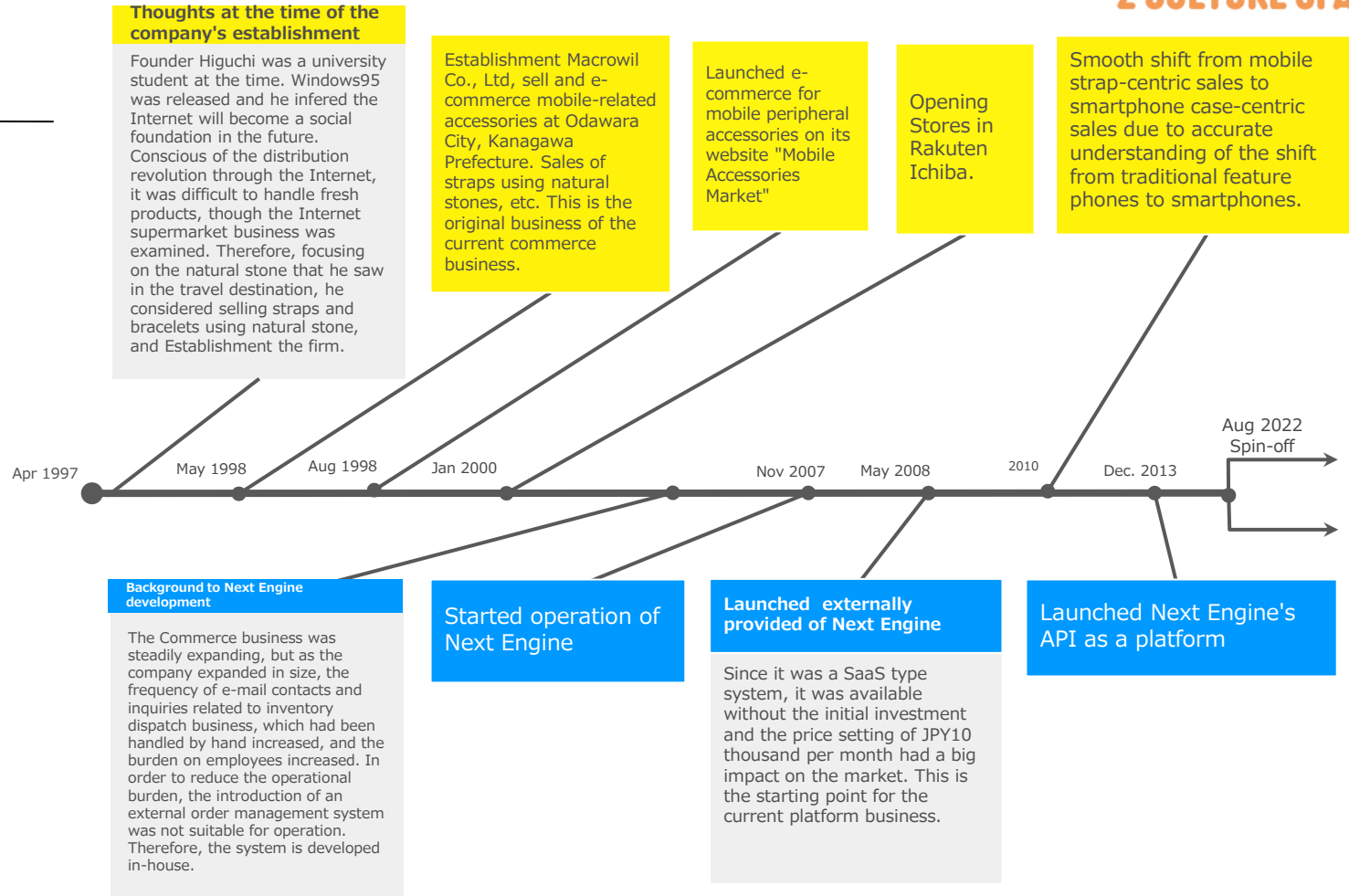




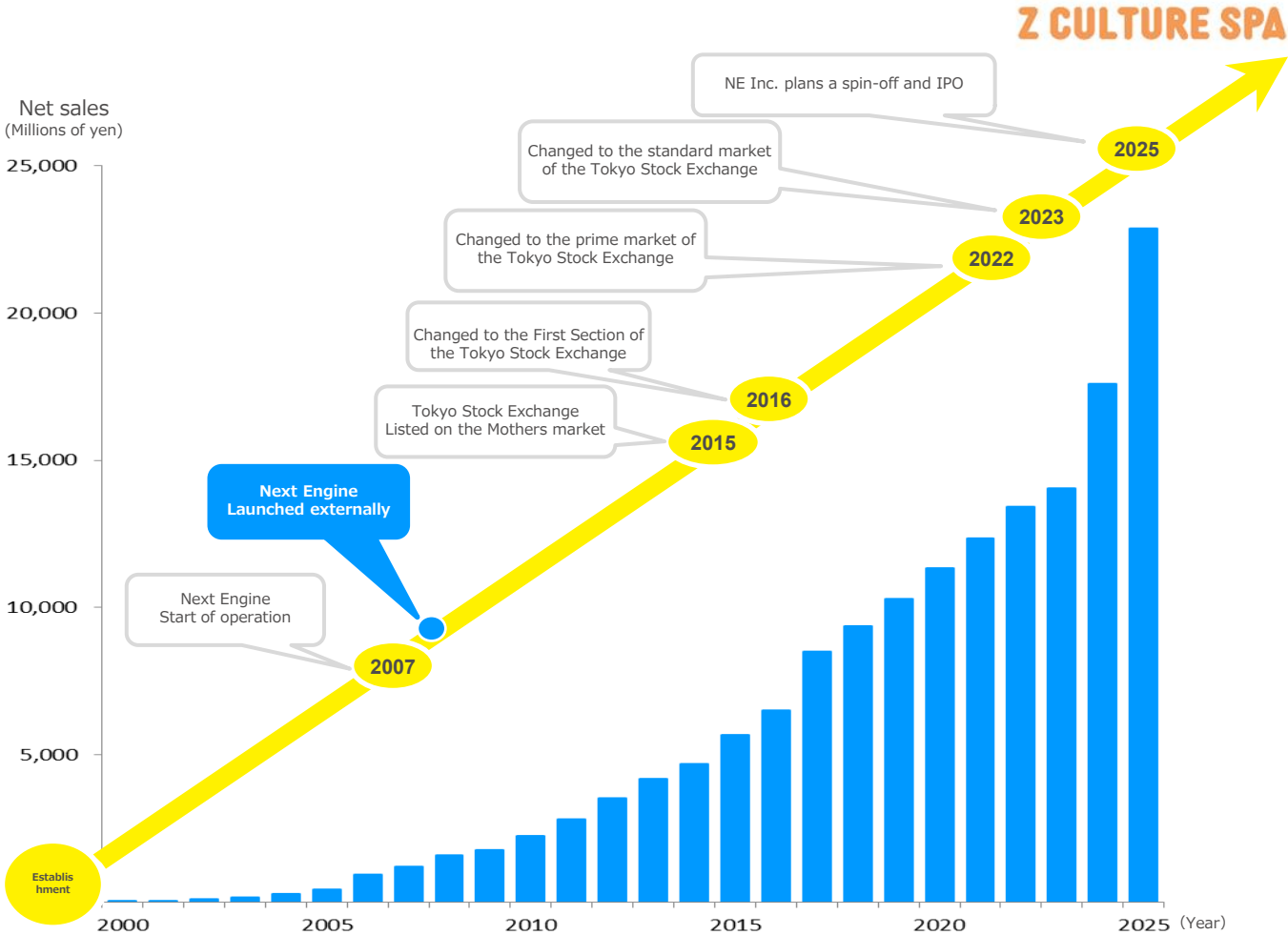
Company Profile



History



History (Growth Trajectory)





Business Overview





Commerce Segment

Mobile Life Division

Cosmetics Division

Gaming Accessories Division

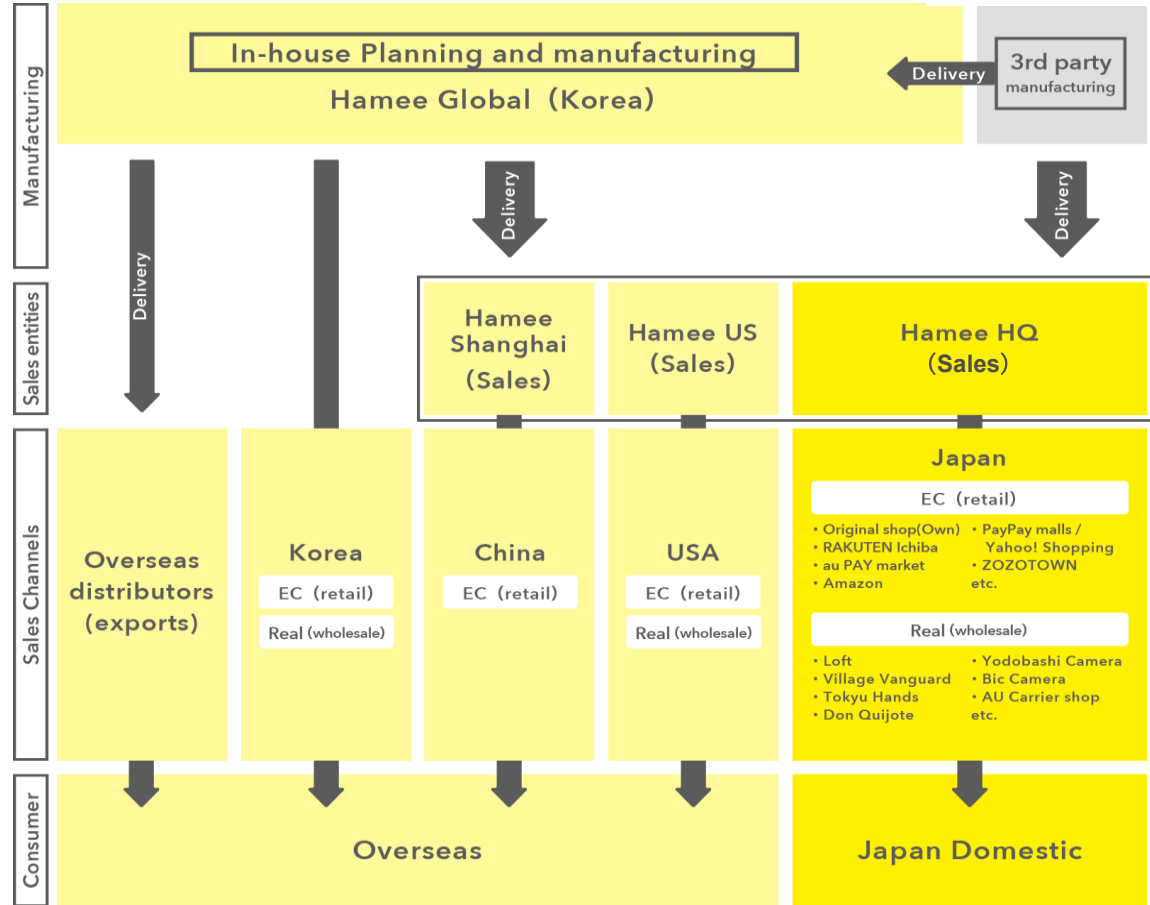
Global Division

Z CULTURE SPA



Commerce Business Supply Chain

- In iFace, our main product, we have established a system(SPA model) that can cover planning, manufacturing, and sales (including EC) in-house.



Mobile Life Business

- “iFace” is Hamee’s flagship mobile accessory brand, known for its unique design and high recognition as the No.1※ smartphone case brand. ※In-house research
- Offering a product lineup that can approach a broad customer base, primarily with highly designed cases, and developing various products beyond just cases by leveraging a highly recognized brand.



Unique
design



High
recognition



Strong
support
from
younger
generations

Gaming Accessory Business

- Leveraging the EC sales expertise cultivated within our Mobile Life Business, we aim to expand our product categories beyond smartphone-related areas, and as such, are the exclusive domestic distributor in Japan for the gaming monitor brand "Pixio."
- Accelerating multi-store expansion and undertaking other initiatives to boost sales.



Cosmetics Business

- To expand our business categories, we have launched a cosmetics business, selling the Korean cosmetic brand "ByUR." Launching base makeup in January 2022, sheet masks in July and a skincare line in September.
- Leveraging the planning and development capabilities gained from expanding the iFace brand to adapt Korean-born products for the Japanese market, we will strive to increase product recognition and sales.



Global Business

- Our overseas subsidiaries are implementing global expansion.
- Our Korean subsidiary not only handles sales but also plans, develops, and manufactures a portion of iFace products, establishing a system where the entire supply chain, from manufacturing to sales, can be completed within the group.



Hamee
Global
Korea

Hamee
US
US

Hamee
Shanghai
China



Platform Segment

NEXT ENGINE Division

Consulting Division

Localco Division

Frenzy into Commerce.



Next Engine —Main functions

- SaaS type EC Attractions to support the automation and streamlining of EC site management operations.

Difficulties by EC merchanis in Japan

- Difficult to manage stores operation at multiple EC malls.
- A lot of operational work and hard to focus on front side activity.
- Lack of HR and time for store operation.

Integration stores at multi EC malls



Automation of EC store operation



Next Engine help

- By making EC operation efficient, generate time for front activities such as sales and marketing.
- Cost reduction.
- Reduction of human error.

Basic fees (200 transactions included)	+	transaction number	201~ 400	401~ 1,000	1,001~ 3,000	3,001~ 5,000	5,001~ 7,000	7,001~ 10,000	10,000~
JPY3 thousand per month		unit price	JPY35	JPY30	JPY25	JPY20	JPY15	JPY10	JPY5

Next Engine —Clients

- Next Engine supports clients in various categories



※Partial posting

Next Engine —Clients—



※Partial posting

Frenzy into Commerce.



Neversey Never Inc.
<https://neversaynever.jp/>

Product: Women's Fashion and Apparel



MADE IN EARTH
<https://madeinearth-store.jp/>

Product: Organic cotton products, Soap, furniture



International Swan Group
<https://swan-group.net/>

Product: Clothing, fashion accessories, etc.



THE BODY SHOP JAPAN
<http://www.the-body-shop.co.jp/shop/>

Product: Natural cosmetics



WARAI MIRAI
<http://waraimirai.com/>

Product: Suites, Fruits, Gifts



NEXT ENGINE

Born from EC operation

Services born from opinions of "We want to enjoy work more " of our EC operations

In No.1 market Number of contracted clients ※

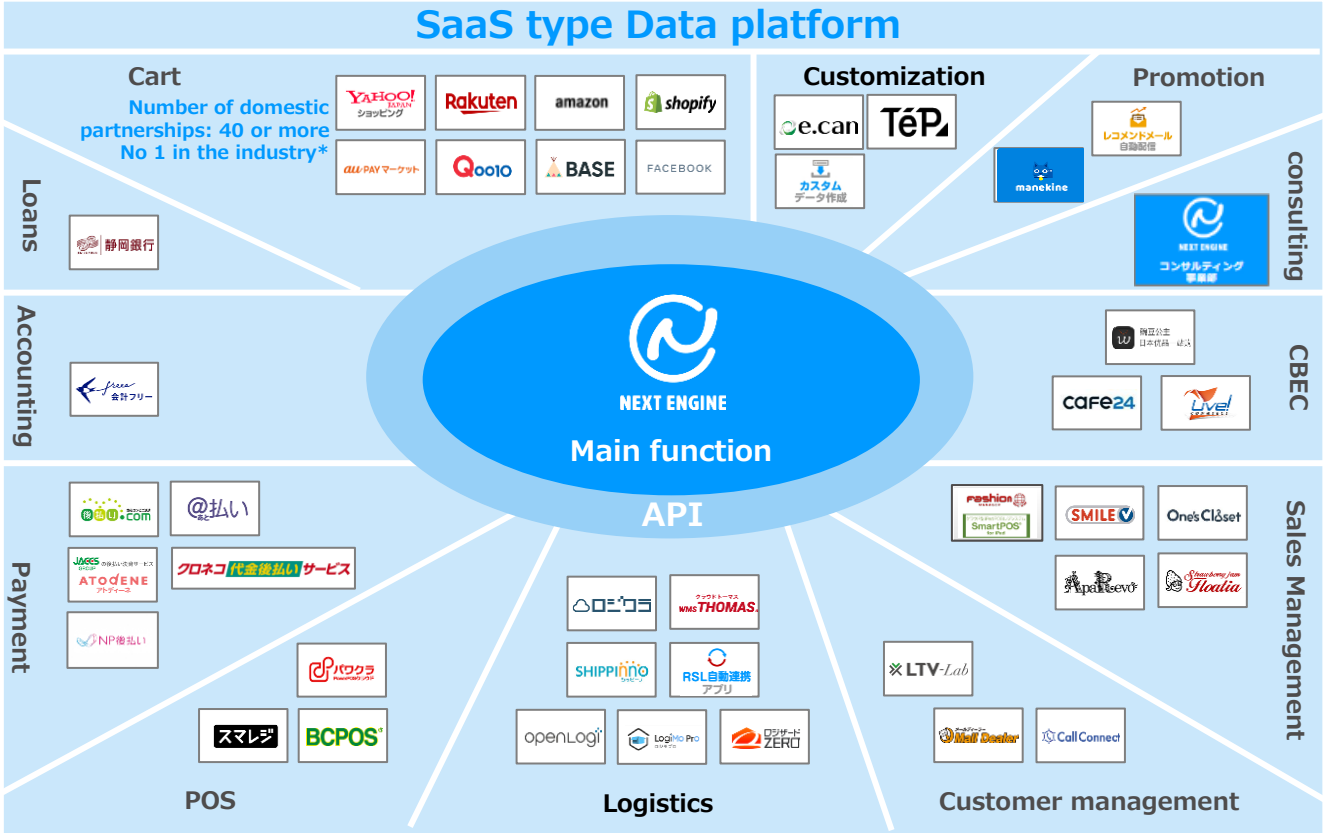
Strong trust backed by industry No.1 by continued support from EC businesses
※Base on in-house research

Resilient Customization

You can customize and add features in the Apps. Available consistently to use regardless of changes in size of business or social environment

Next Engine
—Strengths

(Partially listed)

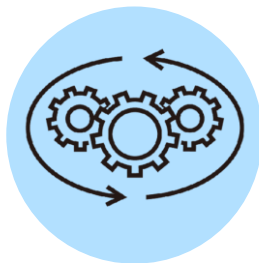


※ In house research, as of the end of October 2022



EC consulting

Consultants in charge formulate strategies, improve customer attraction through SEO and advertising, and provide support from a variety of perspectives, including repeat and higher spending per customer.



Management agency

Operates EC sites that generate complicated operations from upstream to downstream, acting on behalf of customers in response to their requests.



EC store opening and construction consulting

Underwrote consulting, including the selection of malls and the design of websites and pages, to businesses considering opening new EC stores in an integrated manner, from actual site production.

Frenzy into Commerce.



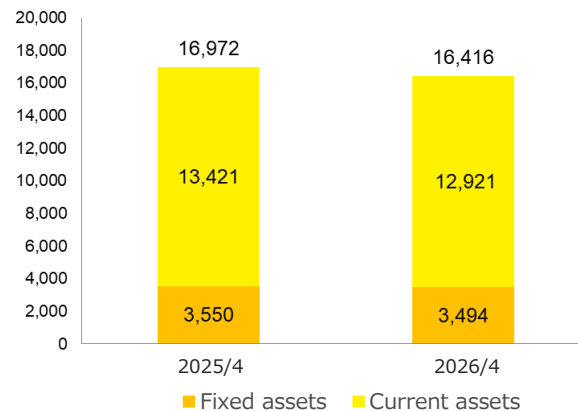


Reference Information

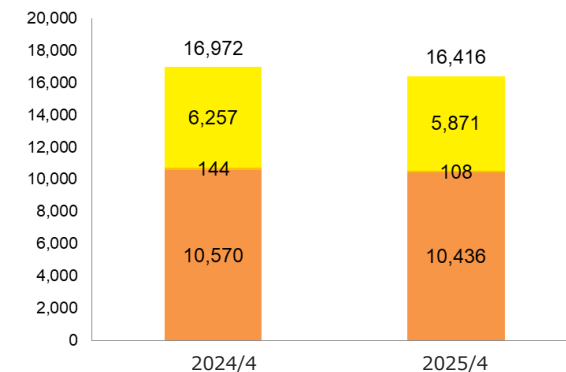


Q1 FY04/26 Consolidated Balance Sheet

(Millions of yen)



(Millions of yen)



(Millions of yen)

Current assets	12,921	(500)
■ Cash and deposits	4,172	(821)
■ Notes and accounts receivable	2,368	15
■ Merchandise	4,177	31
■ Others	2,075	235

Fixed assets	3,494	(56)
■ Property, plant and equipment	1,634	6
■ Intangible assets	607	0
■ Investments and other assets	1,252	(61)

Current liabilities	5,871	(386)
■ Short-term loans	3,850	0
■ Others	257	13

Non-current liabilities	108	(36)
■ Others	66	(37)

Net assets	10,436	(133)
■ Retained earnings	9,186	(333)

Next Engine indicators

Fiscal Year	2025/4					2026/4
	Q1	Q2	Q3	Q4	Full year	Q1
Number of clients	6,329	6,426	6,489	6,570	6,570	6,640
Number of stores introduced (stores)	51,396	52,311	52,867	53,602	53,602	54,436
GMV (Billions of yen)	2,736	2,667	3,422	3,052	11,879	3,176
ARPU (yen)	39,450	36,687	39,650	37,666	38,363	39,878
Monthly churn rate	0.75%	0.87%	0.84%	0.90%	0.84%	1.08%
Number of orders received (ten thousand)	3,559	3,322	3,952	3,718	14,554	3,986
LTV(Lifetime Value) (yen)	5,238,076	4,209,814	4,735,401	4,170,813	4,588,526	3,694,779

※GMV and the number of orders processed are the totals at the end of each quarter. Monthly churn rate is calculated by dividing the average number of churns during the quarter by the number of clients at the end of the quarter.

Results for each Business —Net sales

(Millions of yen)

Summary of Business Figures
(Accounting Period)

(Millions of yen)					2025/4				2026/4
Summary of Business Figures (Accounting Period)					Q1	Q2	Q3	Q4	Q1
Net sales				Mobile Life Business	1,638	2,550	2,053	2,116	1,705
				Cosmetics Business	908	913	788	813	881
				Gaming Accessories Business	693	768	1,150	1,094	934
				New Business investment	28	32	37	41	30
			Total domestic commerce		3,269	4,264	4,029	4,066	3,551
			Global Business		408	932	1,425	590	749
			Commerce segment total		3,678	5,196	5,454	4,656	4,301
			Next Engine Business		745	703	767	737	789
			Consulting Business		87	95	97	92	136
			Localco Business		67	103	339	71	62
			Platform Segment Total		900	901	1,204	901	988
		Total sales				4,578	6,098	6,659	5,558

Results for each Business —Operating income

(Millions of yen)

Summary of Business Figures (Accounting Period)

(Millions of yen) Summary of Business Figures (Accounting Period)					2025/4				2026/4		
					Q1	Q2	Q3	Q4	Q1		
Segment Income				Mobile Life Business	229	535	340	385	244		
				Cosmetics Business	69	(48)	(18)	7	(70)		
				Gaming accessories Business	39	16	102	126	66		
				New Business investment	(47)	(57)	(54)	(65)	(45)		
				Functional Departments	(58)	(63)	(60)	(66)	(63)		
			Total domestic commerce				232	382	309	386	132
			Global Business(including consolidation adjustment)				(98)	318	391	235	(33)
			Commerce Segment Total				134	700	701	622	98
			Platform Segment Total				482	467	693	440	494
			Total Segment Income				616	1,168	1,394	1,062	592
Adjusted amount※					(393)	(370)	(477)	(646)	(421)		
Operating income					223	797	917	415	171		

※1 Adjusted amount: Company-wide headquarters expenses are presented as "Adjusted amount." In order to more appropriately evaluate the performance of each business segment, we have changed the allocation method to include head office administrative expenses, etc. in the adjustment amount.

Shareholder Returns —Dividend per share (without spin-off)

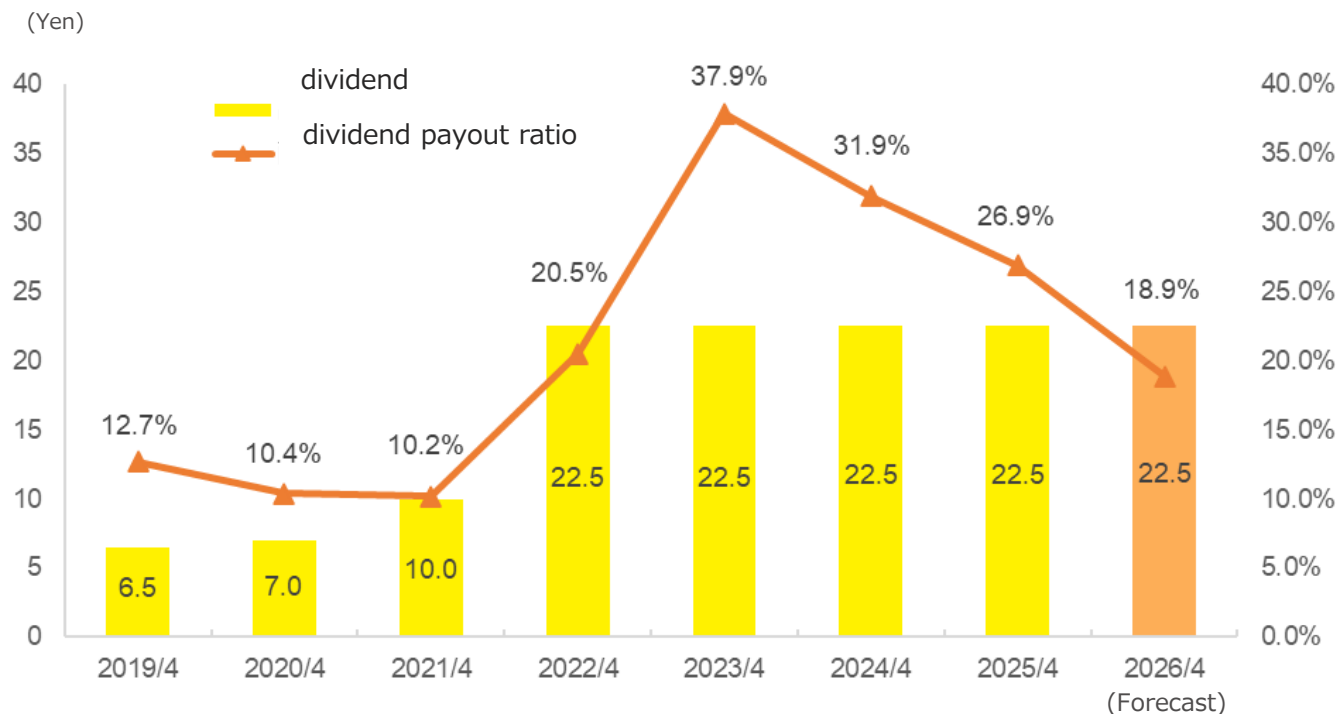
① Linked to performance

We will return profits to shareholders in accordance with profit growth.
Maintain a dividend payout ratio of 20% or more

② Stable dividend

As long as there are no major gains or losses or changes in external conditions, in principle we will maintain or improve DPS.

Dividend amount



Shareholder Returns —Dividend per share (with spin-off)

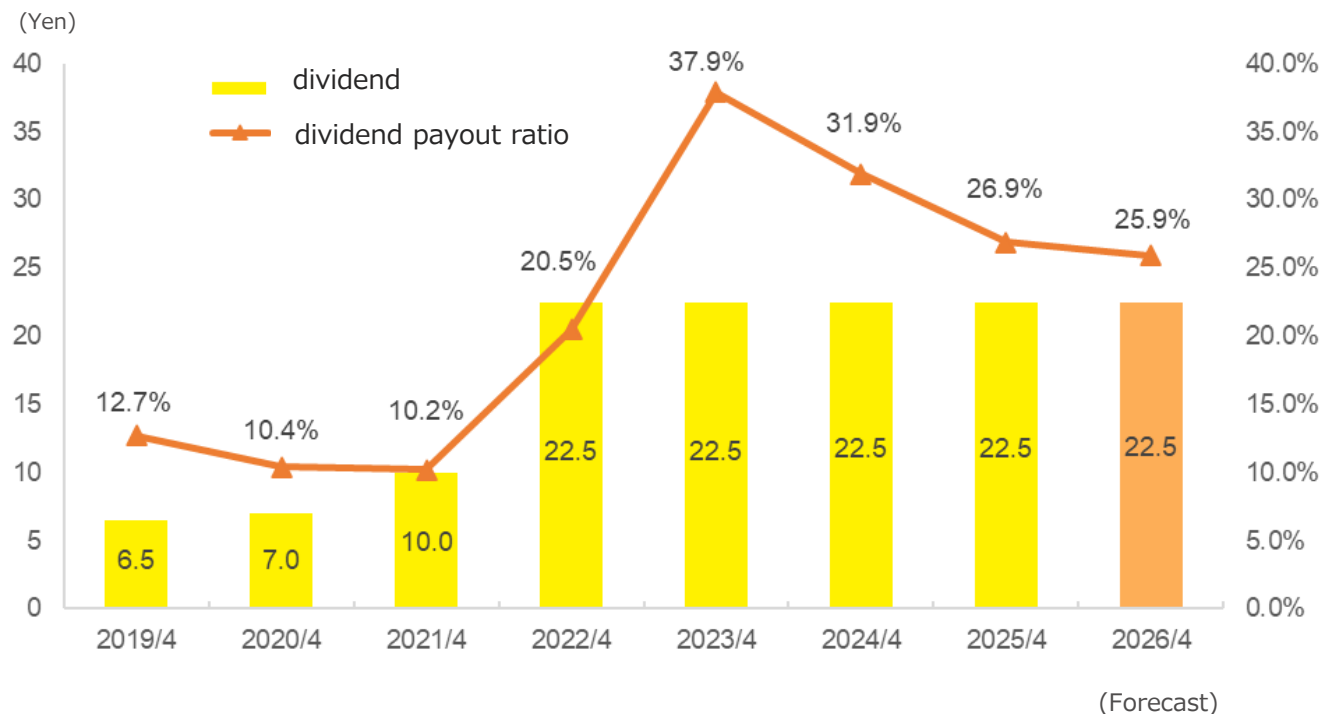
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Dividend amount





For inquiries about this material and IR, please contact the following.

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