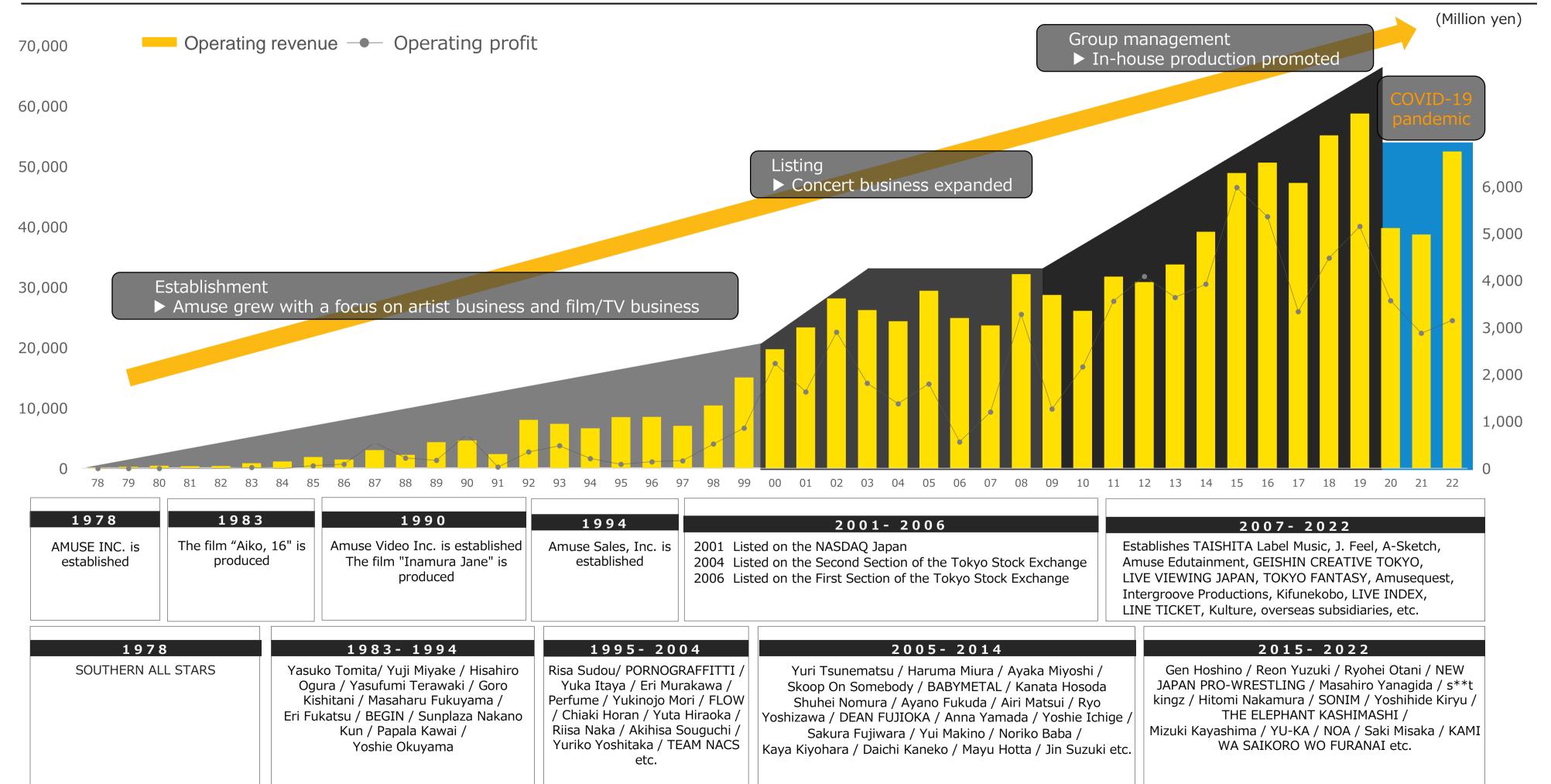


Medium-Term Management Plan Fiscal year ending March 31, 2024 to the fiscal year ending March 31, 2028

1-1. Review AMUSE INC.



Amuse developed live streaming platforms and pioneered online concerts in the industry. Nationwide concert tours and stage performances have been heldand attendance has recovered to 80% of the pre-COVID levels.



The online concerts set a new standard.

A SOUTHERN ALL STARS concert in June 2020 is estimated to have attracted about 500,000 views.



The nationwide concert tours are held with meticulous infection control practices.

Artists, audience and concert staff were united and embodied "liveism" in the midst of COVID pandemic.

Our artists demonstrated outstanding performances in many fields, including music, acting and voice acting.





They have extended the realm of their activities to terrestrial broadcasts, NHK's morning drama serial and historical drama series, social media and movies, among many other areas.



The next generation of artists raised themselves to another level.

These next-generation artists unleashed their potential in many fields such as music, acting and voice acting.

Proactively expanding the efforts to discover, train and develop new talent from many different fields.



A program to develop young talent ranging from Generation Z to a

A variety of lessons are offered in acting, dance and vocals by instructors who are experts in training artists.



AAO Project for development of original IP

Joining popular creators and companies in codeveloping and producing original IP and businesses.

Positioning technology as an area of focus, we establish new companies and acquire stocks





Kulture Inc.

Established on April 27, 2022 with capital of 100 million yen, a wholly owned subsidiary of Amuse

- · Promotion of activities "starting from digital," which is necessary for artists and IP
- · Planning and developing services to maximize the attractiveness of content
- Creating IP not limited to non-virtual artists
- Investments in startups in WEB3 and metaverse



miraibox Inc.

Established on August 1, 2011 Acquired by Amuse in July 2022

- · Web-based systems development, websites production, etc.
- Offering consulting, planning and proposals, development and maintenance as a one-stop shop
- An extensive track record in application and game development

We organized a company-wide Adventure Project based in Yamanashi, the new location of our head office.

It produced a result that will stimulate continued investment.



FUN OUT! PARK FUJI, an Entertainment camping area

Experience-based adventure,
Night Walk: Starlight Forest Adventure
The story received an honorable mention in
the DIGITAL EHON AWARD.



Amuse acquired exclusive comprehensive rights to domestic sales of HOBIE.

A rental business started in Saiko, the location of Amuse Village where our new head office is located. The occupancy rate in August and September 2022 exceeded 90%.

Discovery

Development of new IPs

Development

Delivery

Evolution

Take on new challenges



Exploration

Deepen the origins



and content IP development with creators

- Artists and content from overseas
- Regional assets and adventure content

Discovering artist talent

- Establishing the Artist Development Department
- Implementing new training programs

Enhancement of network functions

- Hiring more specialized producers
- Strengthen coordination with overseas sites
- Business tie-ups with local companies

Enhancing the functions for producing

- Developing and improving artist managers
- Producing artists on a cross-genre basis

Pursuit of commercialization

- Starting multiple IP projects
- Concluding affiliation contracts with artists from overseas for activities in Japan
- Holding events andstarting a rental business

Adapting the services to the times

- Creation of new forms of concerts
- Development of in-house services and promotion of DX

Change

Change oneself

Relocating head office to Saiko, Yamanashi





New creative activities that vibrant the times

Plan and position to realize "a new path to growth" as we head toward our 50th anniversary

2028.10.16 Realizing a new path to growth Our 50th anniversary **Business size Actions during the pandemic Medium-Term** Discovery Delivery Development **Development of new IPs Enhancement of network** Pursuit of **Management Plan** 2023-2028 **Enhancing the functions** Adapting the services to

FY2021 - FY2023

FY2024 - FY2028

FY2029 -

Medium-Term Vision

Transformation into a production house that works together with every talent and takes on challenges globally

- (I) Discover and develop artists with an eye on the global market
- (ii) Create original content that connect Japan and the world
- (iii) Develop Web3-based services & solutions that can be offered globally

Achieve record-high Operating revenue and raise the profit ratio

Transformation into a production house that works together with every talent and takes on challenges globally

- (I) Discover and develop artists with an eye on the global market
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Look for diamonds in the rough and develop talent in many different fields. Also focus on the discovery and development of artists on a global level and on the global activities of Amuse's artists.

Amuse's philosophy

With all our heart and soul

We will do everything we can for each and every artist who has limitless talent

Artist first

Short-term corporate profit

<

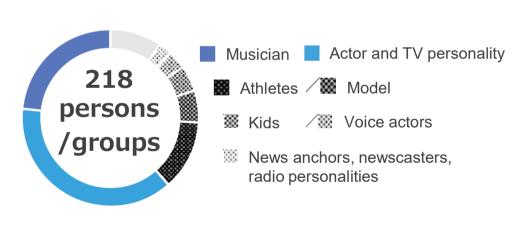
Mid- and long-term career

Amuse's strengths

A rich artist portfolio

Producers' skills in various genres (Musicians, actors, voice actors and intellectuals)





Themes of focus

Extensively develop talent inJapan and overseas

Discover and develop multilingual artists
Discover, develop and form tie-ups with
artists overseas
Develop our original program for developing artists



Expand overseas business

We will approach overseas markets starting with concerts, social media and VOD.



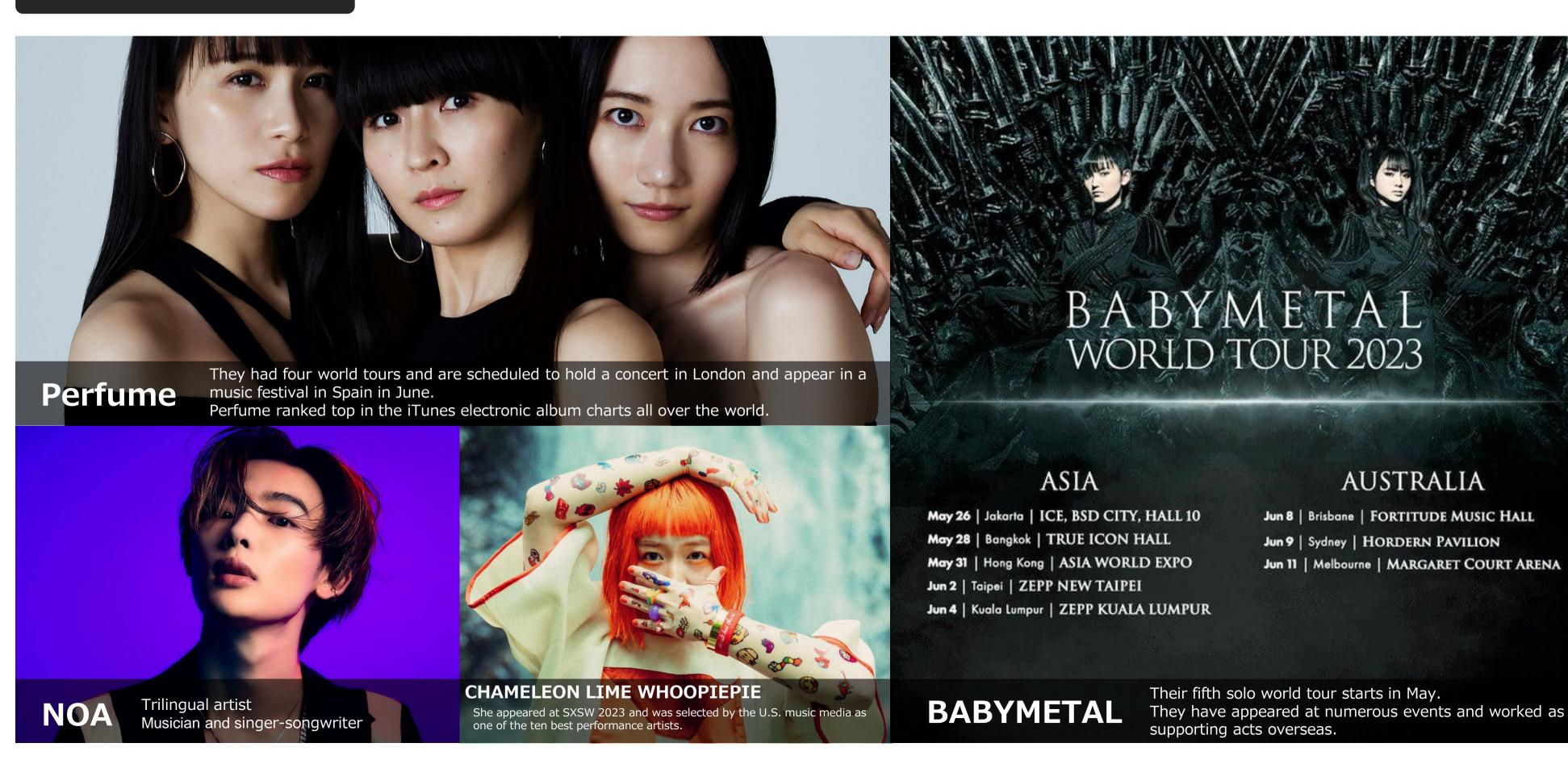
Long-term relationship of trust going beyond business interests

Multi-directional activities that cross genres





Track record



Transformation into a production house that works together with every talent and takes on challenges globally

- (I) Discover and develop artists with an eye on the global market
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Create the "root" of our businesses to solidify our content portfolio.

X

Artist derived

Producing works



Stages, public performances, films, video content and others originated from artists' various creative activities

Creator derived

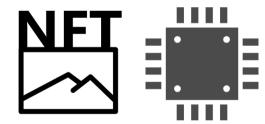
Originals and characters



Originals and characters created by novelists, cartoonists and other creators

Digital derived

NFT·Vtuber



New forms of IP created from technological evolution

Life culture derived

Communities, culture and experience



Moving experiences for promoting mental and physical wellness, surrounded by attractive regional assets



Creating "star content" to connect with the hearts of people around the world

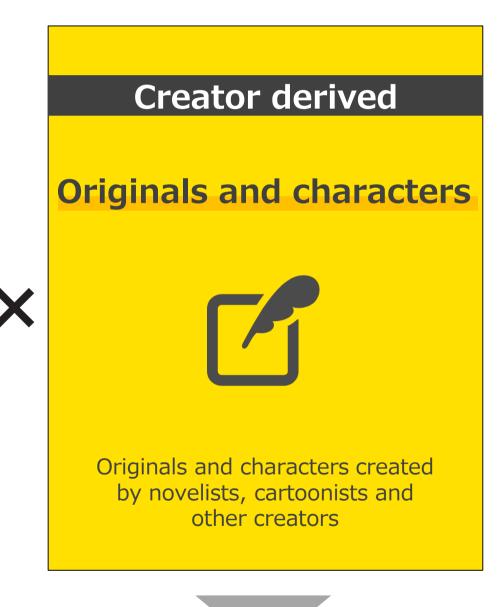
Create the "root" of our businesses to solidify our content portfolio.

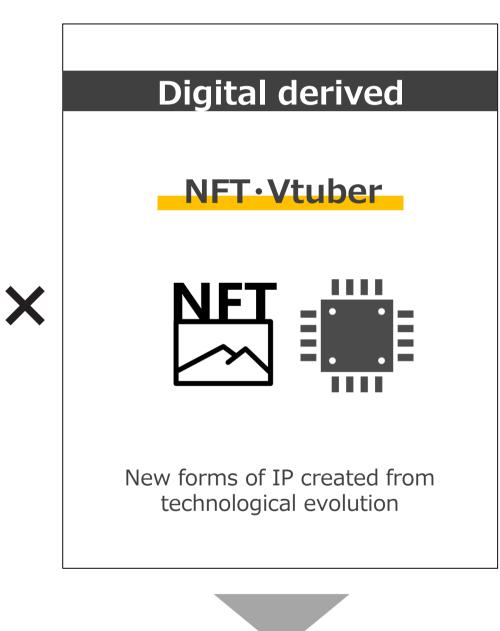
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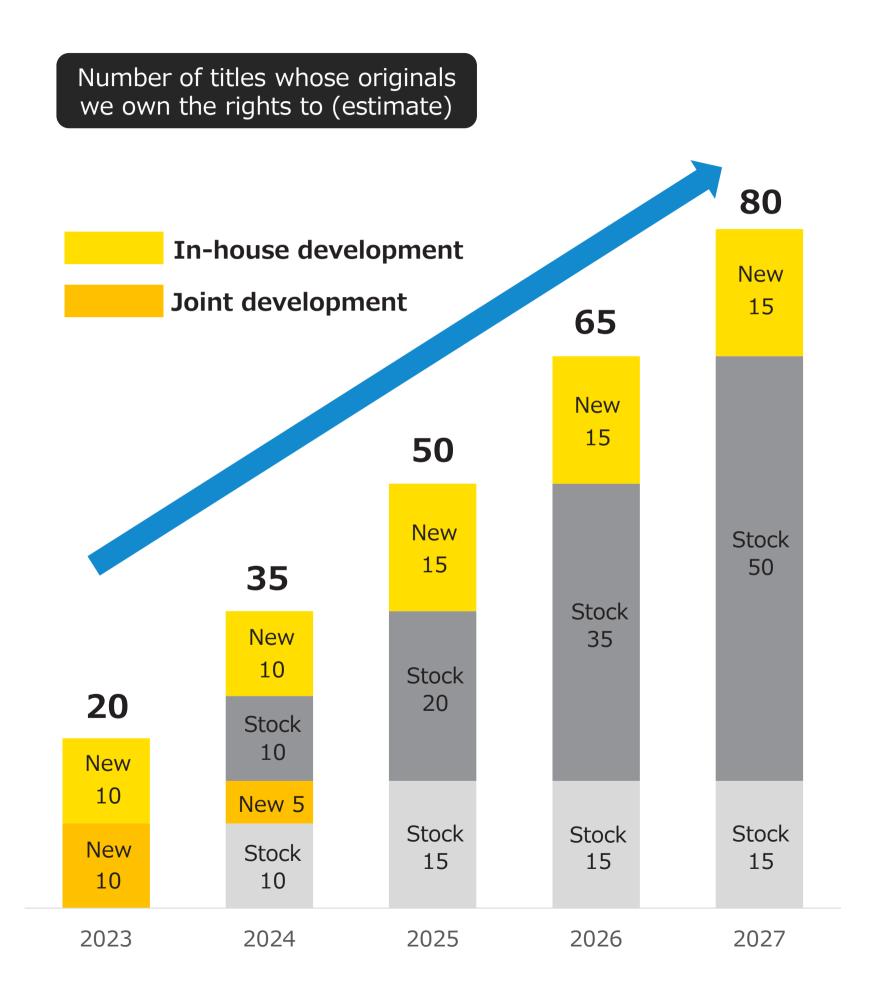


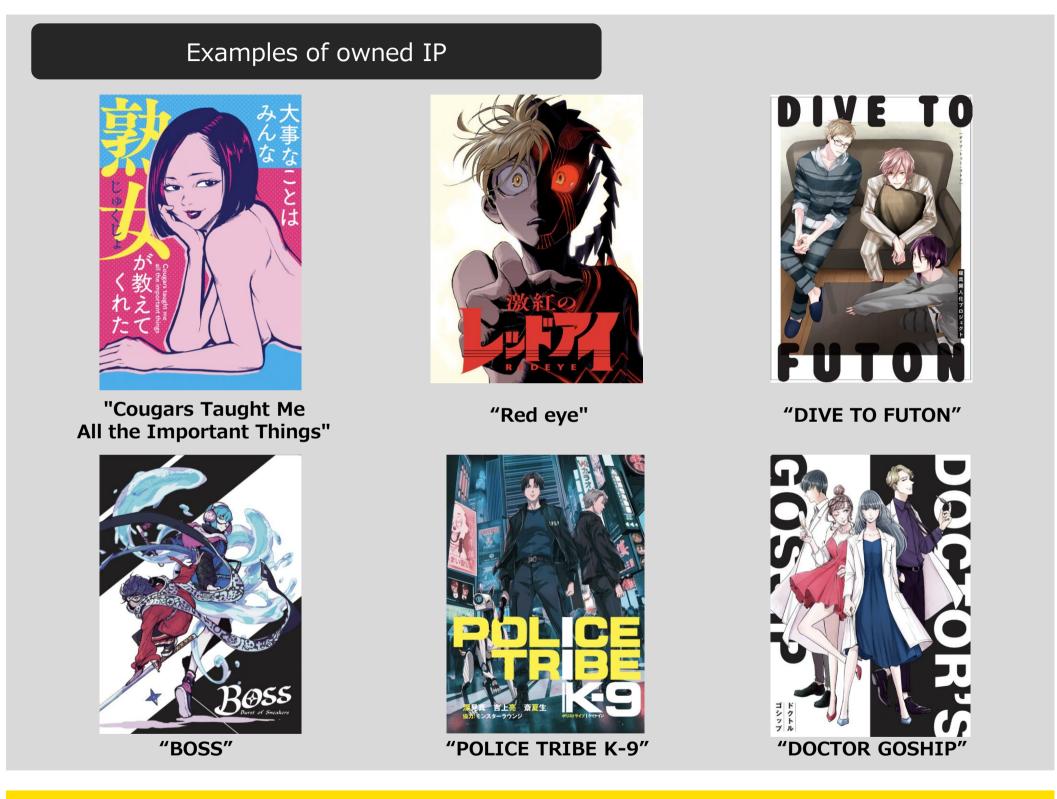




Moving experiences for promoting mental and physical wellness, surrounded by attractive regional assets

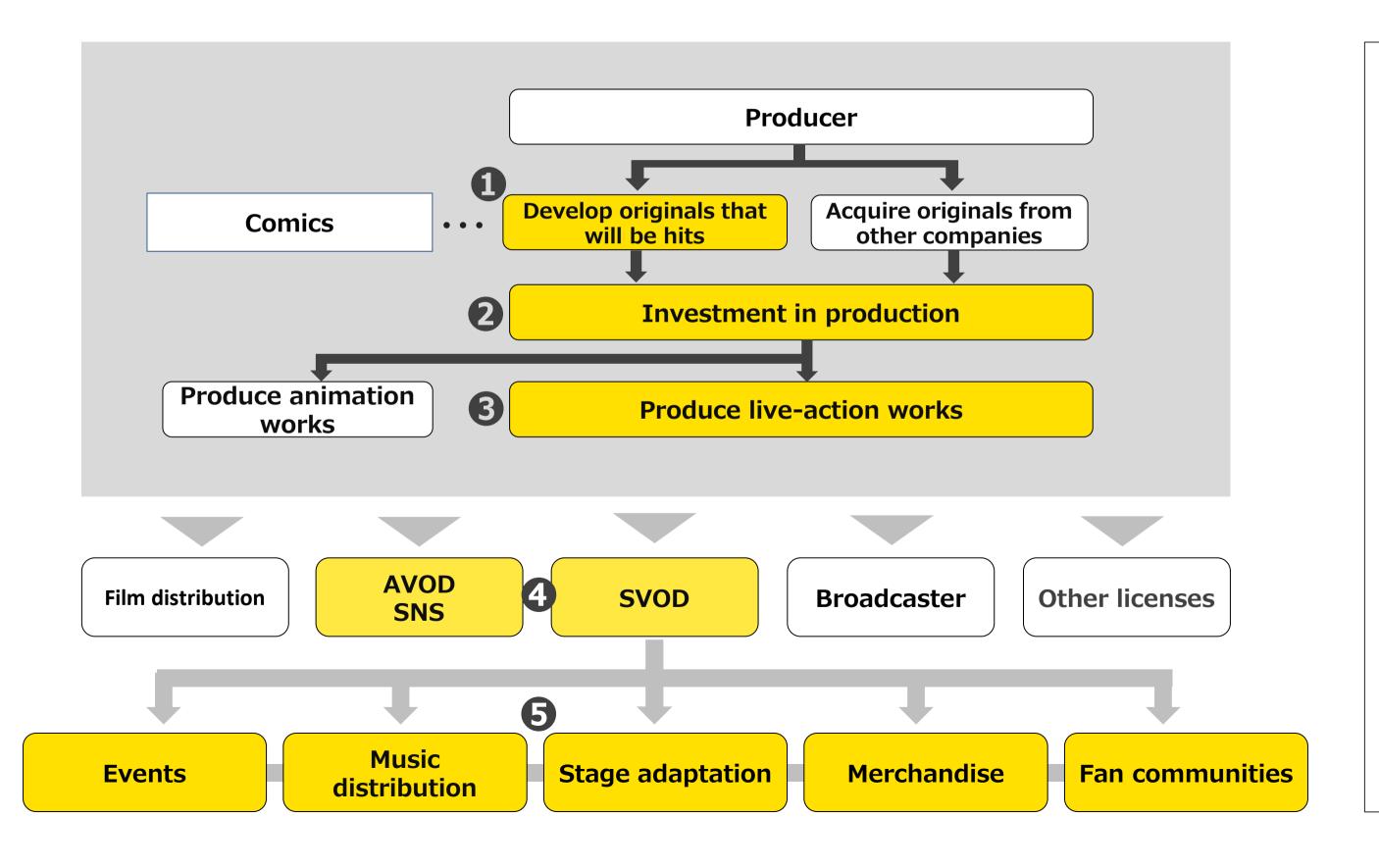






- About 20 titles will be serialized in comic magazines in 2023 (major publishers/Webtoon/electronic comics)
- Starting from 2025, we will shift to in-house development only. In doing so, we will seek to boost our profitability through media mix and making the IP our secondary business.

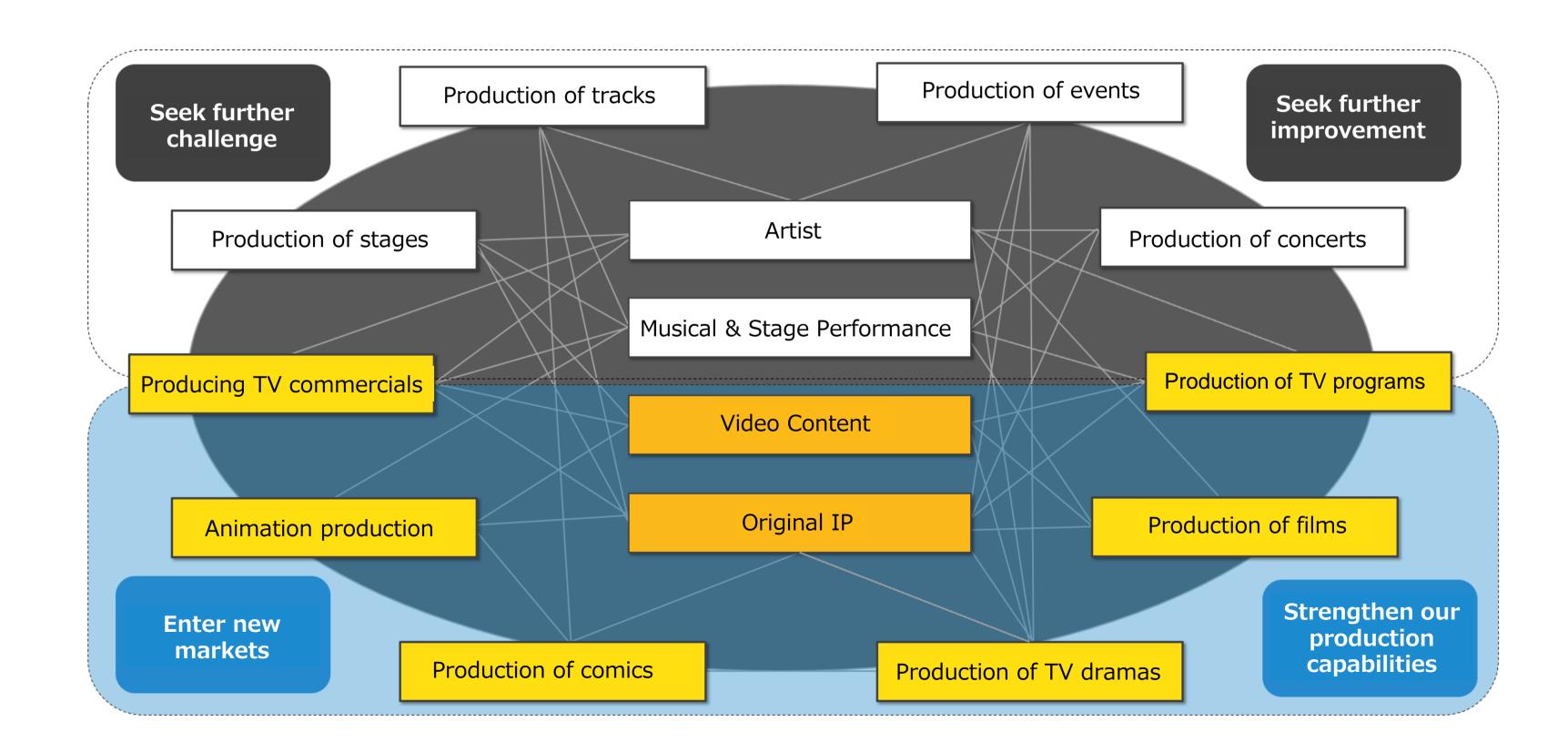
Under the new creative structure, we will focus on developing and producing video content and others (including live action and animation).



<Five must-do's>

- Develop in-house originals that will become hits, by considering the publication of a comic version as the touchstone
- **2** Fund more works as a lead manager
- Making production functions available in-house/business tie-up
- Assuming capital and business alliances and M&A
- **4** Strengthen links with VOD/social media with a view to the global market
- **Generate secondary profit from hits** by efforts all in Amuse

Strengthen the creative functions within the Amuse Group with the aim of making "amusing" creative activities with an eye to the global market.



Create the "root" of our businesses to solidify our content portfolio.

X

Artist derived

Producing works



Stages, public performances, films, video content and others originated from artists' various creative activities

Creator derived

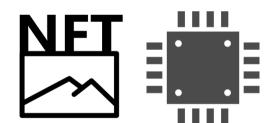
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Life culture derived

Communities, culture and experience

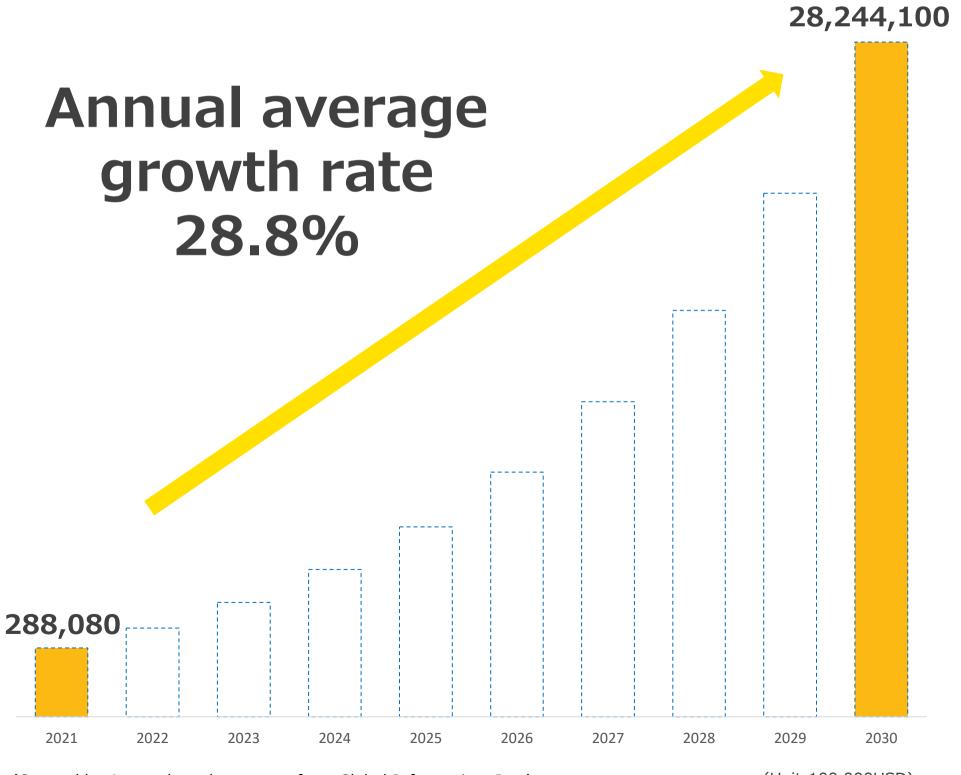


Moving experiences for promoting mental and physical wellness, surrounded by attractive regional assets

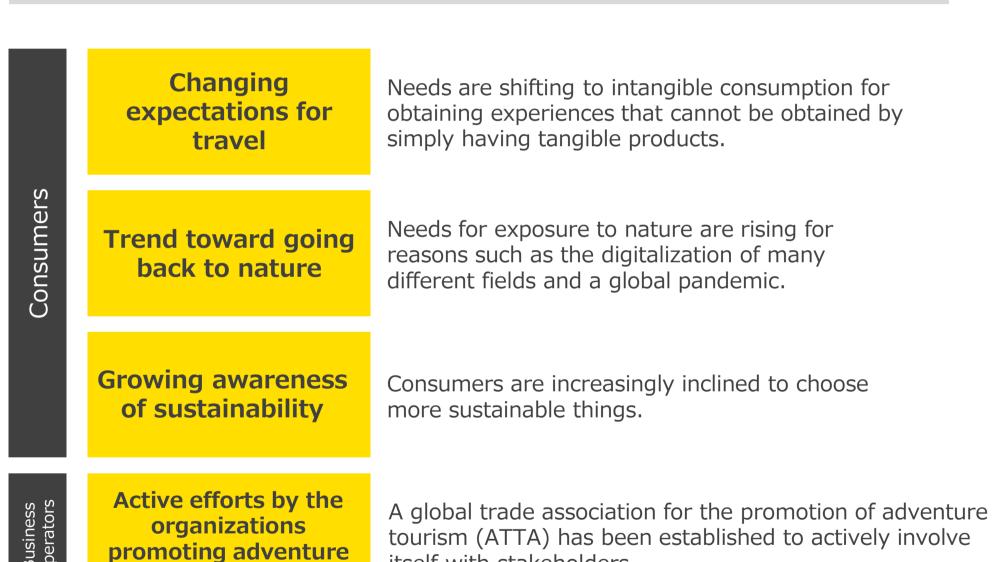


The adventure tourism market is projected to conatinue expanding

Projection of the global adventure tourism market



Major factors in the expansion of the global market



itself with stakeholders.

Tourist bureaus of national governments revitalize

adventure tourism in their countries by actively assisting and collaborating with organizations promoting adventure tourism.

tourism

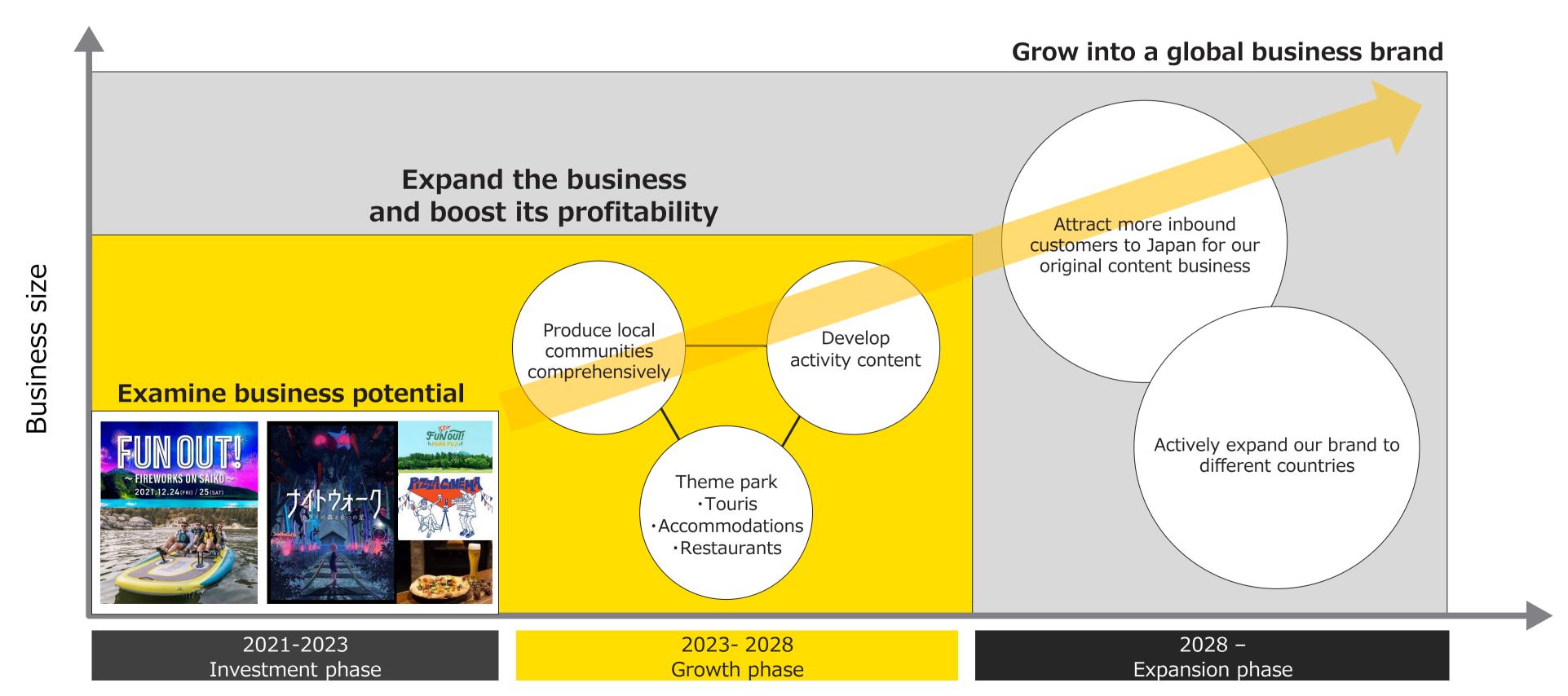
Active intervention

by governmental

tourist bureaus

Government

Consider the next five years as the period to grow and establish its original content business



First, communicate the appeal of the northern base of Mt. Fuji, the location of Amuse's head office, and develop and roll out original content reflecting that appeal in an effort to expand the business and make it more profitable.

Visitors including inbound customers





Mt. Fuji trail adventure

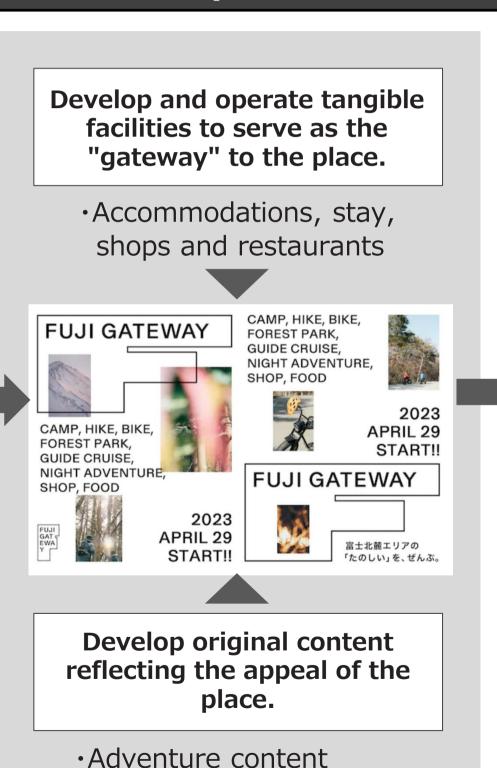


Bicycle



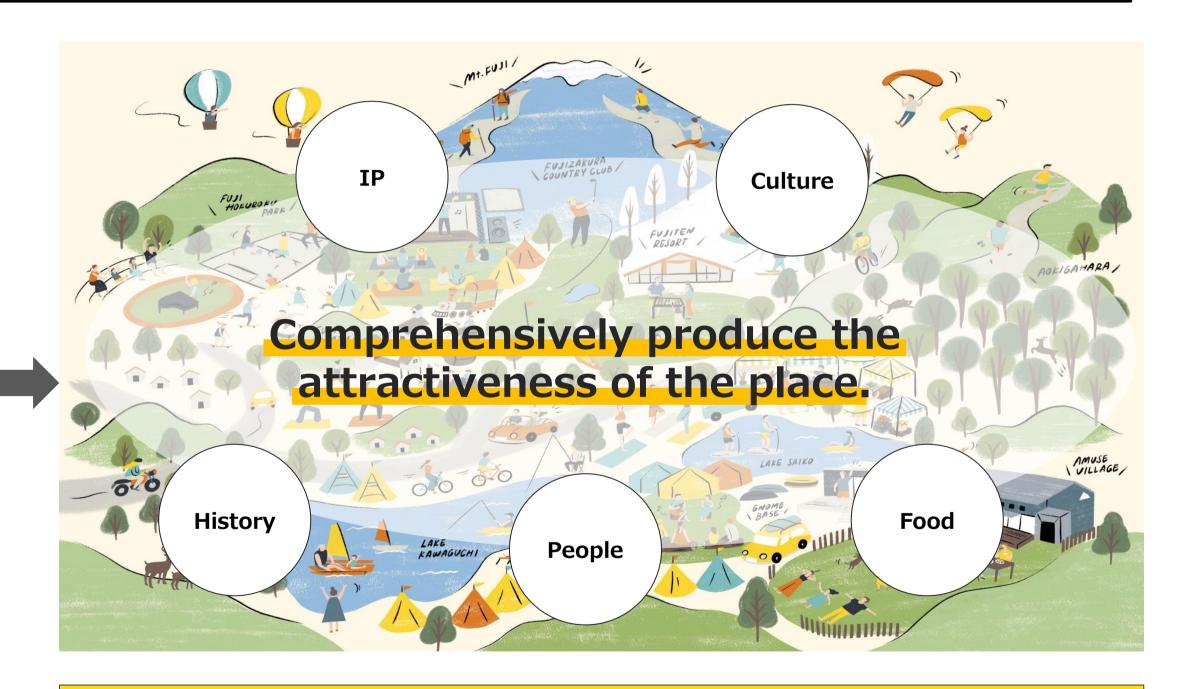
Drive





Events and sports

Private Brand goods



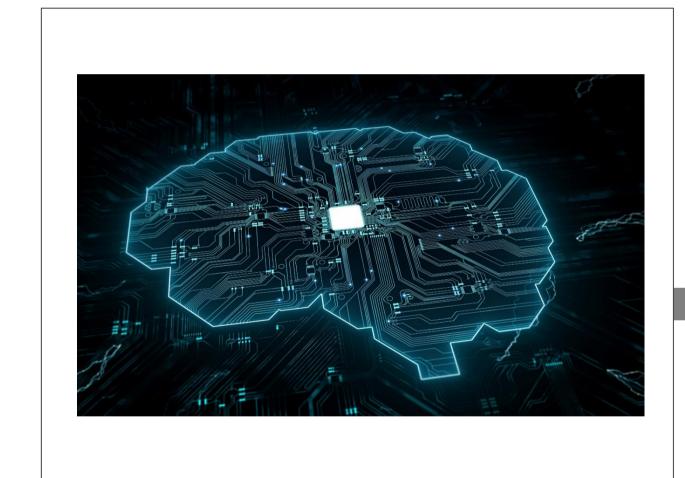
Expand original content and systems nationwide Enhance recognition of our content among foreign visitors to Japan.

Transformation into a production house that works together with every talent and takes on challenges globally

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Creating next-generation entertainment must include the active use of new technologies.







Web3 / Block chain



XR

Kulture Inc. was established in 2022, pursuing the creation of new entertainment through a fusion with technologies.



Promote the development of Web3 services and solutions with a focus on Kulture.

Also develop digital IP and invest in startups.

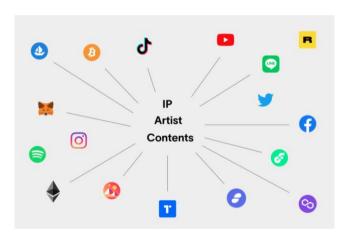
Planning and development of services

Planning and development of services that best bring out entertainment content



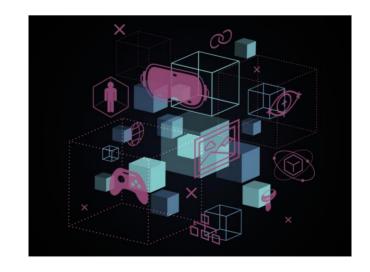
IP marketing

Planning and promoting the digital-derived catalysts required of next-generation entertainment



Development of digital IP

Planning and development of star IP not limited to non-virtual artists



Startup investment

Investing in the companies in Web3 and metaverse capable of pursuing growth with us



Our actions to date include the development of the wallet service "A Wallet" and some BABYMETAL-related services, among others

A new platform that may be the next-generation base of entertainment is under development.





A Wallet

Developing a wallet service in which users can keep their NFTs.

Anyone can easily create a wallet with the use of A!-ID, a common ID.



THE ONE Discord

「THE ONE Discord」がオープン。 「THE ONE ID (NFT)」が鍵となり、 「THE ONE」だけが入れる限定チャンネルをお楽しみいただけます。



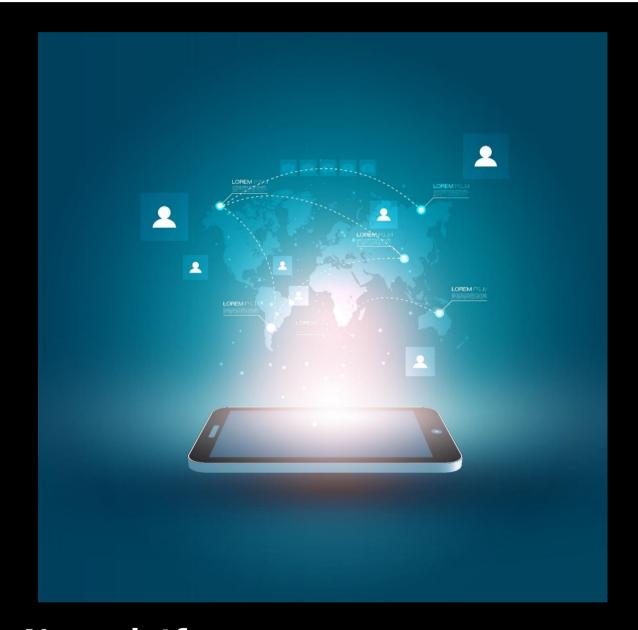




"THE ONE" NFT/Discord

A registrant at BABYMETAL's "THE ONE" receives an NFT with his/her METAL name engraved on it.

Anyone who has an NFT is eligible to join the limited community space opened on Discord.



New platform (to be released at the end of 2023)

A new fan communication service is under development with the use of the blockchain/Web3 technologies.

KultureFUND funds four companies.

We will continue to seek to create new entertainment by strengthening our investment in and cooperation with startups.

KultureFUND Portfolio











Financie, Inc

Operates FiNANCiE, crowdfunding characterized by token issuance. In 2023, the company performed the third IEO in Japan from Coincheck IEO.

Financie leads the Web3 domain in Japan and develops its business.

1SEC inc.

This is a Web3 creative studio with operations in Tokyo and Los Angeles.

MetaSamurai from the NFT collection is one of the best blue-chip NFTs and collaborates with many different IP.

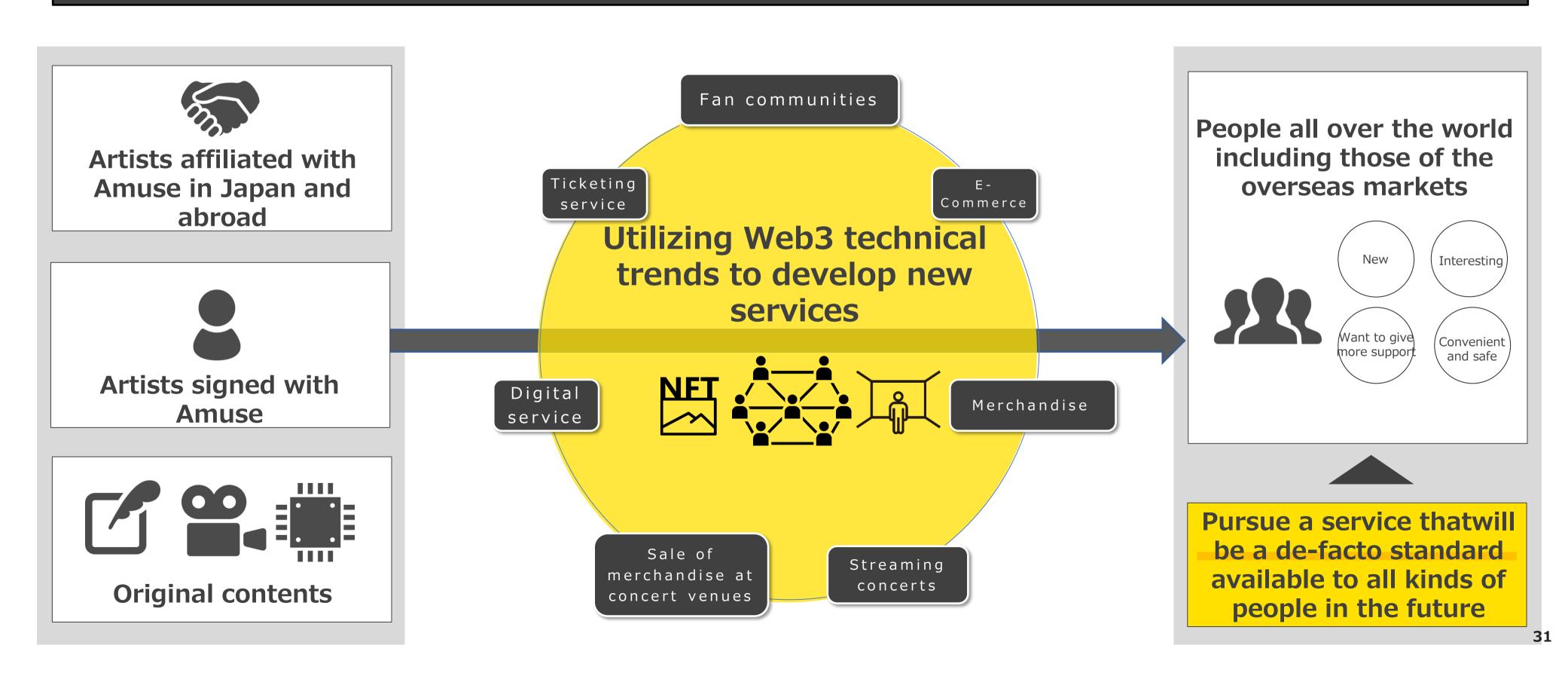
Arriba Studio PTE. LTD.

The accelerator for Web3 is based in Singapore and Tokyo. Also, the company holds many off-site events such as token investment in good Web3 startups and pitch contests to realize a cocreation community led by Web3 entrepreneurs and investors.

HYPE, INC.

Operates TOKIOTOKYO, a made-to-order live music club in Shibuya. The company also develops solutions designed to digitally transform the concert industry.

Build competitive advantages in the solution function while developing a new community of fans in Japan and abroad and engaging more fans.

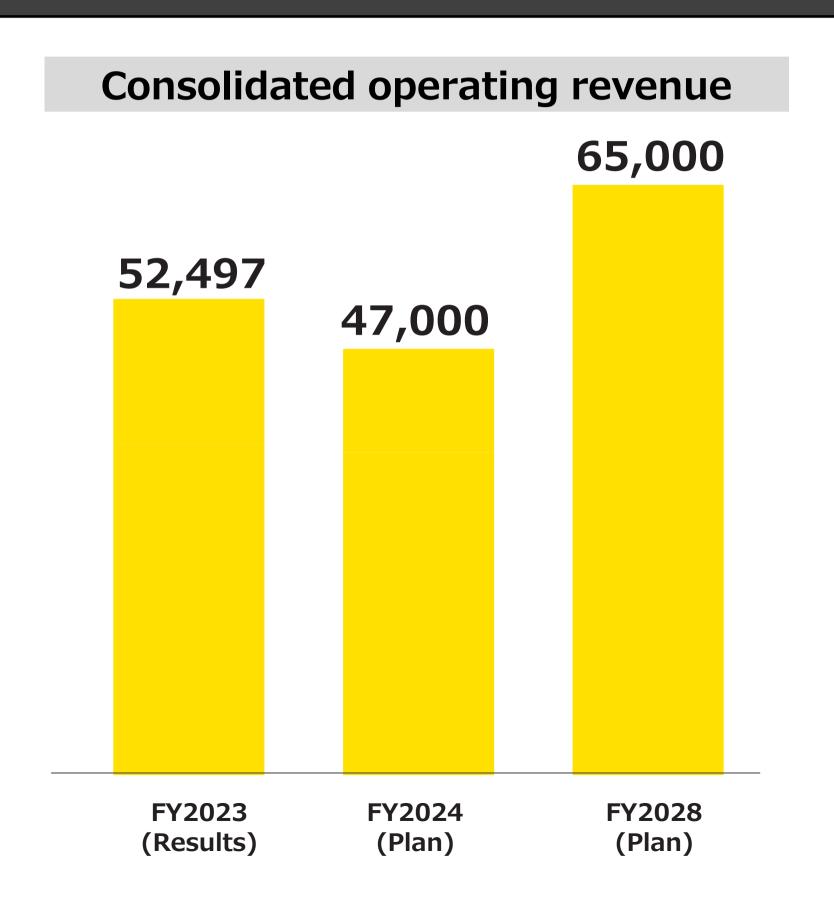


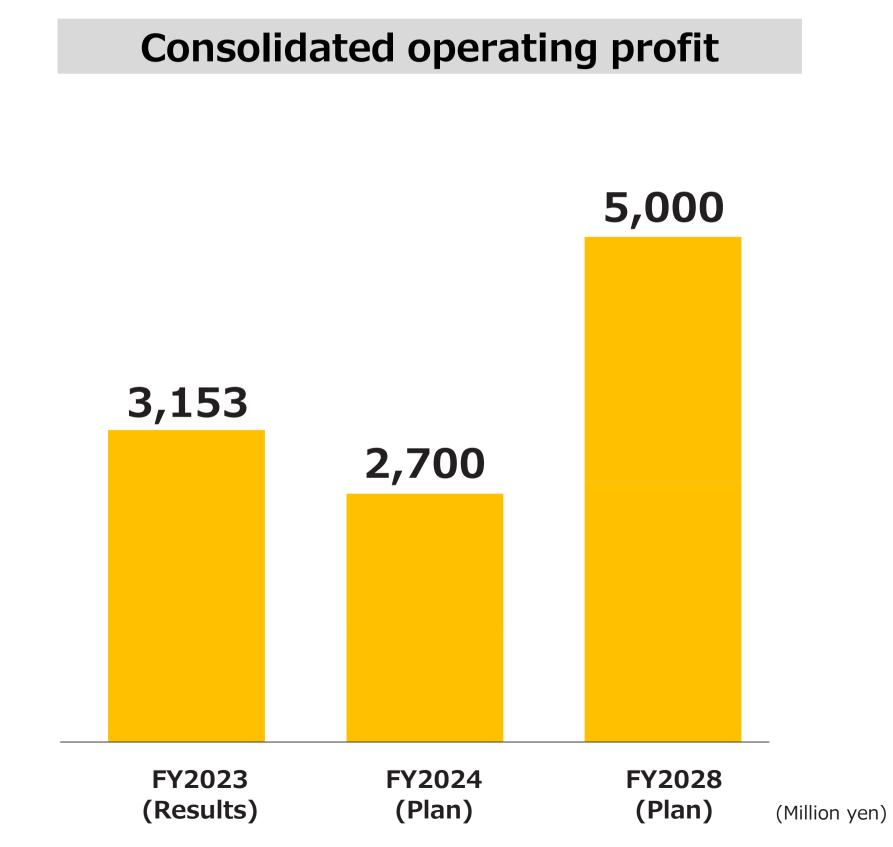
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We will seek to achieve record operating revenue and raise the profit ratio.





Five-year operating CF 8 billion	Business investment 8 billion	Mid- and long-term business development Investment in artists, films, TV works and others, technologies, services and systems Investment in M&A, etc. for strengthening the Amuse Group's functions and boosting in-house production
	Investment in equipment, etc. 5 billon	Various kinds of investment with a view to business operations, etc., such as investment in the equipment of creative environments for artists and employees and lesson studios
Cash and deposits 22 billion	Cash and deposits 13.5 billion	The Company's basic policy is to secure cash and deposits to cover fixed expenses and working capital required for one year of operation, while simultaneously considering other measures, including the purchase of its own shares, in consideration of the management environments and business conditions.
	Shareholder return 3.5 billion	Stable dividends where DOE (divided on equity ratio) at 2% is a standard

^{*}Calculated based on the financial numbers of the parent company and its wholly owned subsidiaries because its main investment activities are attributable to the parent company

Disclaimer

The market forecasts, earnings forecasts, etc. written in this document are decided by the Amuse Group based on information available as of the date of release of this document.

Actual earnings could differ materially from these forecasts due to various factors in the future.

Contact:

IR & Sustainability Office, Business Planning Department, AMUSE INC.

amuseir@amuse.co.jp

Please note that we make require more time to respond to certain inquiries. Thank you for your understanding.



^{*}We respond to inquiries only on weekdays (not on Saturdays, Sundays or holidays).