



March 11, 2022

FY2022 Q2 Business Report

Ateam Inc. (Security code: 3662)

- 1. FY2022 Consolidated Financial Forecasts**
- 2. FY2022 Q2 Financial Results**
- 3. FY2022 Q2 Business Details**
- 4. FY2022 Guidance**
- 5. Notice**

APPENDIX: Company Overview

APPENDIX: Sustainability

APPENDIX: Medium- and Long- Term Policy

APPENDIX: Supplementary Financial Data

1. FY2022 Financial Forecasts

Overall

Earnings Recovery Expected in the 2nd Half of the Fiscal Year Due to the Reducing Burden of Temporary Investment (1.2 billion JPY) in the Ent. Business

Forecasts for the 2nd Half of the Fiscal Year

Revenue

17,517 Million JPY

Operating Income

443 Million JPY

Net Income

-120 Million JPY

Full-Year Forecasts

Revenue

32,500 Million JPY
(FY2021 Results: 31,252 million JPY)

Operating Income

-700 Million JPY
(FY2021 Results: 701 million JPY)

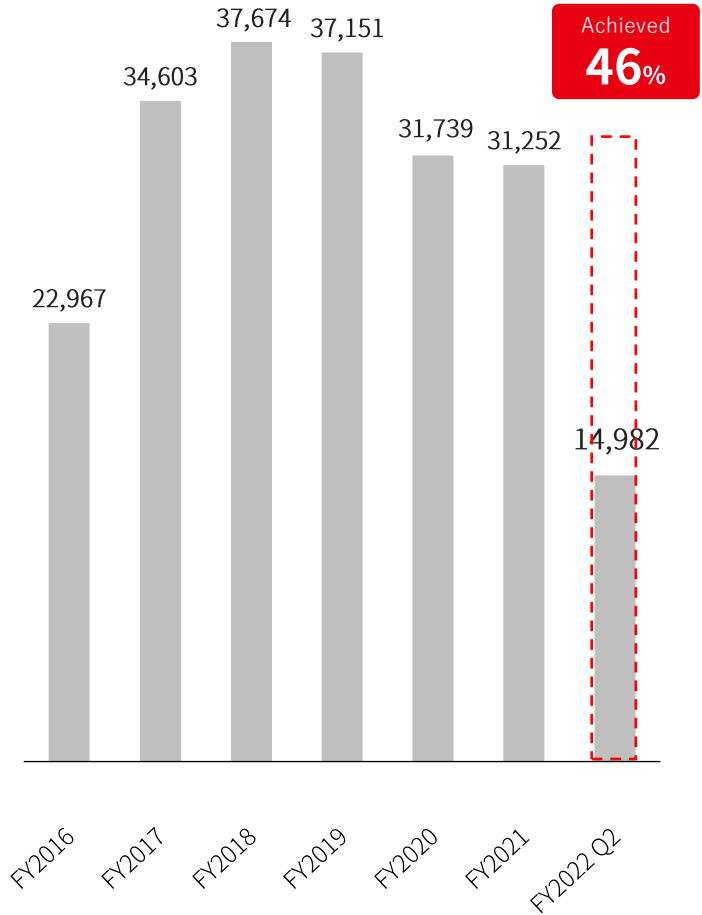
Net Income

-850 Million JPY
(FY2021 Results: 877 million JPY)

● Consolidate Earnings Forecast Achievement Percentages

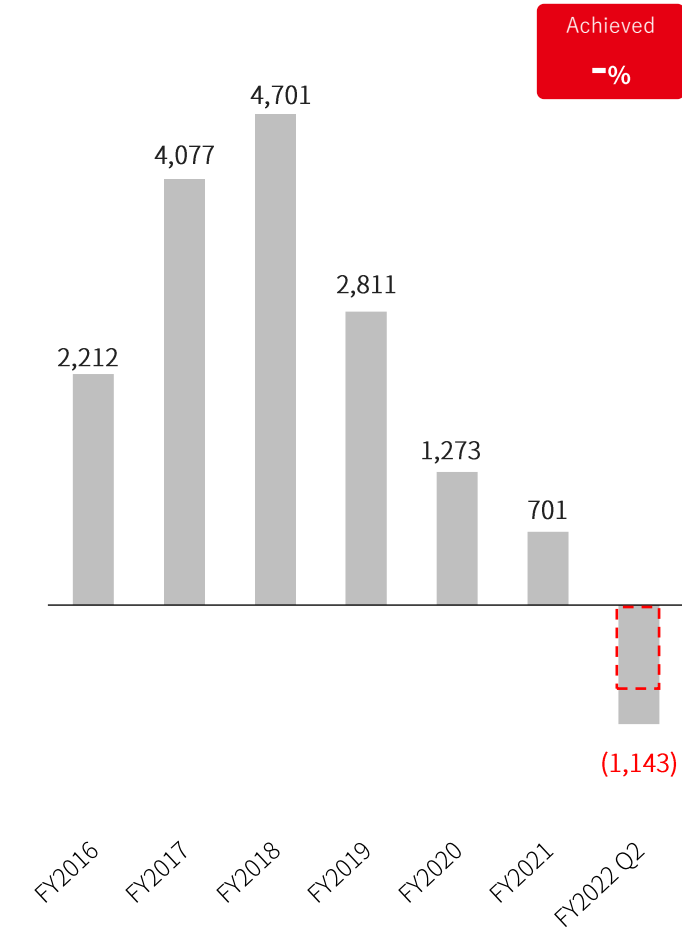
Revenue

(Million JPY)



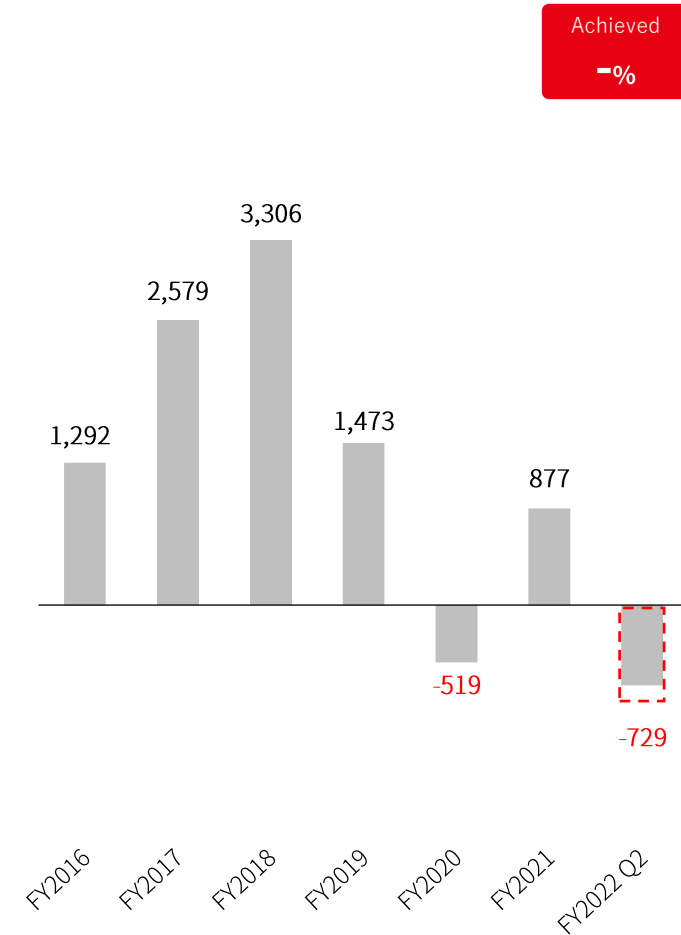
Operating Income

(Million JPY)



Net Income

(Million JPY)



2. FY2022 Q2 Financial Results

Income Significantly Down Due to Development and Ad Costs for New Game

Overall

Revenue

7,647 million JPY

(Y / Y 103% , Q / Q 104%)

Operating Income

-891 million JPY

(Y / Y -% , Q / Q -%)

Net Income

-584 million JPY

(Y / Y -% , Q / Q -%)

* “Accounting Standards for Revenue Recognition” etc. has been applied from the beginning of the first quarter of the current consolidated fiscal year, thus, each number for the second quarter of the fiscal year ending July 31, 2022, is the number of which this Accounting Standards etc. has been applied.

Lifestyle Support

Revenue and Profit Up Y/Y, Both Down Q/Q

Alongside the Booming Used Car Market, ARPU Up in Car Services

Revenue	:	4,859 million JPY	(Y / Y 100.3% , Q / Q 96.7%)
Profit	:	118 million JPY	(Y / Y 184.1% , Q / Q 61.6%)

Entertainment

Revenue and Profit Down Y/Y, but Revenue Up Q/Q

Profit Significantly Down Due to Development and Ad Costs for New Game

Revenue	:	1,821 million JPY	(Y / Y 94.2% , Q / Q 123.1%)
Profit	:	-736 million JPY	(Y / Y -, Q / Q -)

EC

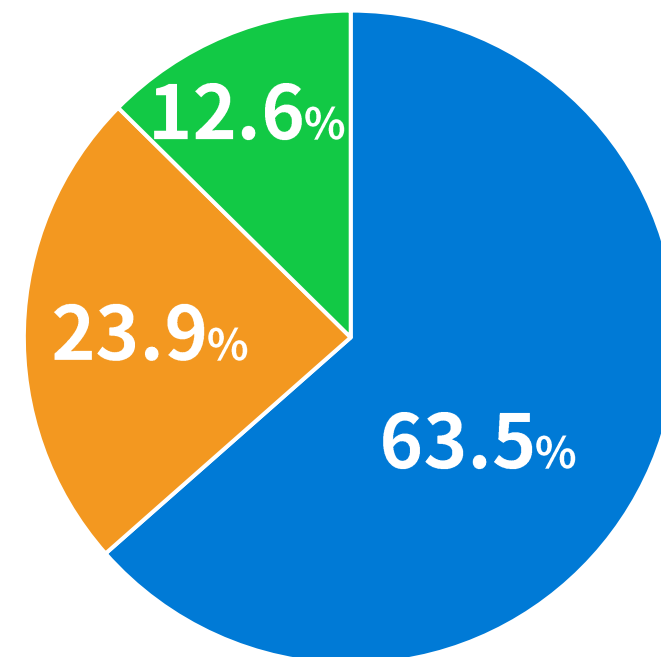
Revenue Up Profit Down Y/Y, Both Up Q/Q

Revenue Up Due to Price Revision and Sales Volume Up on Online Malls

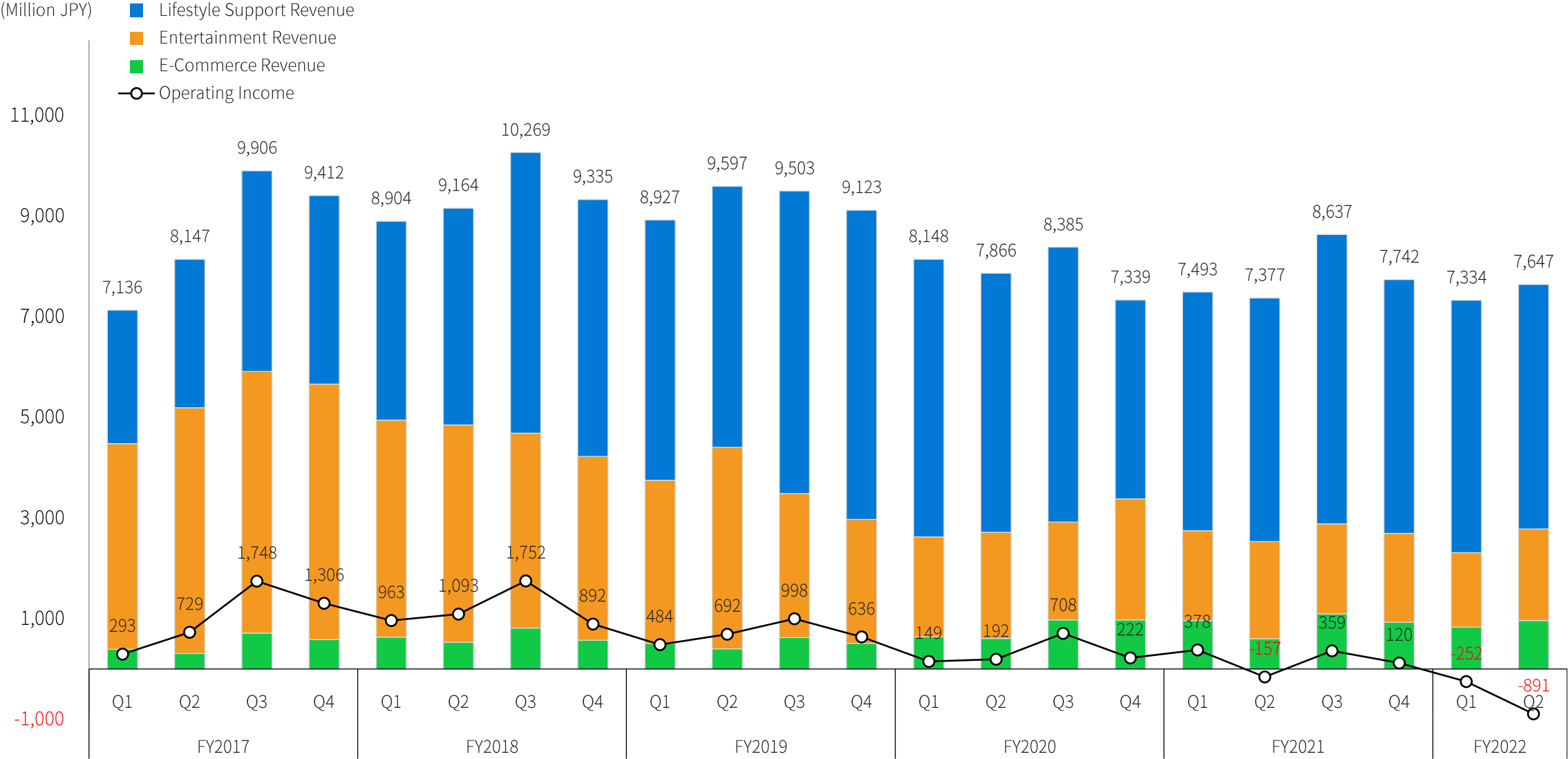
Revenue	:	965 million JPY	(Y / Y 159.9% , Q / Q 115.8%)
Profit	:	-18 million JPY	(Y / Y -, Q / Q -)

Revenue Ratio

- Lifestyle Support
- Entertainment
- E-Commerce

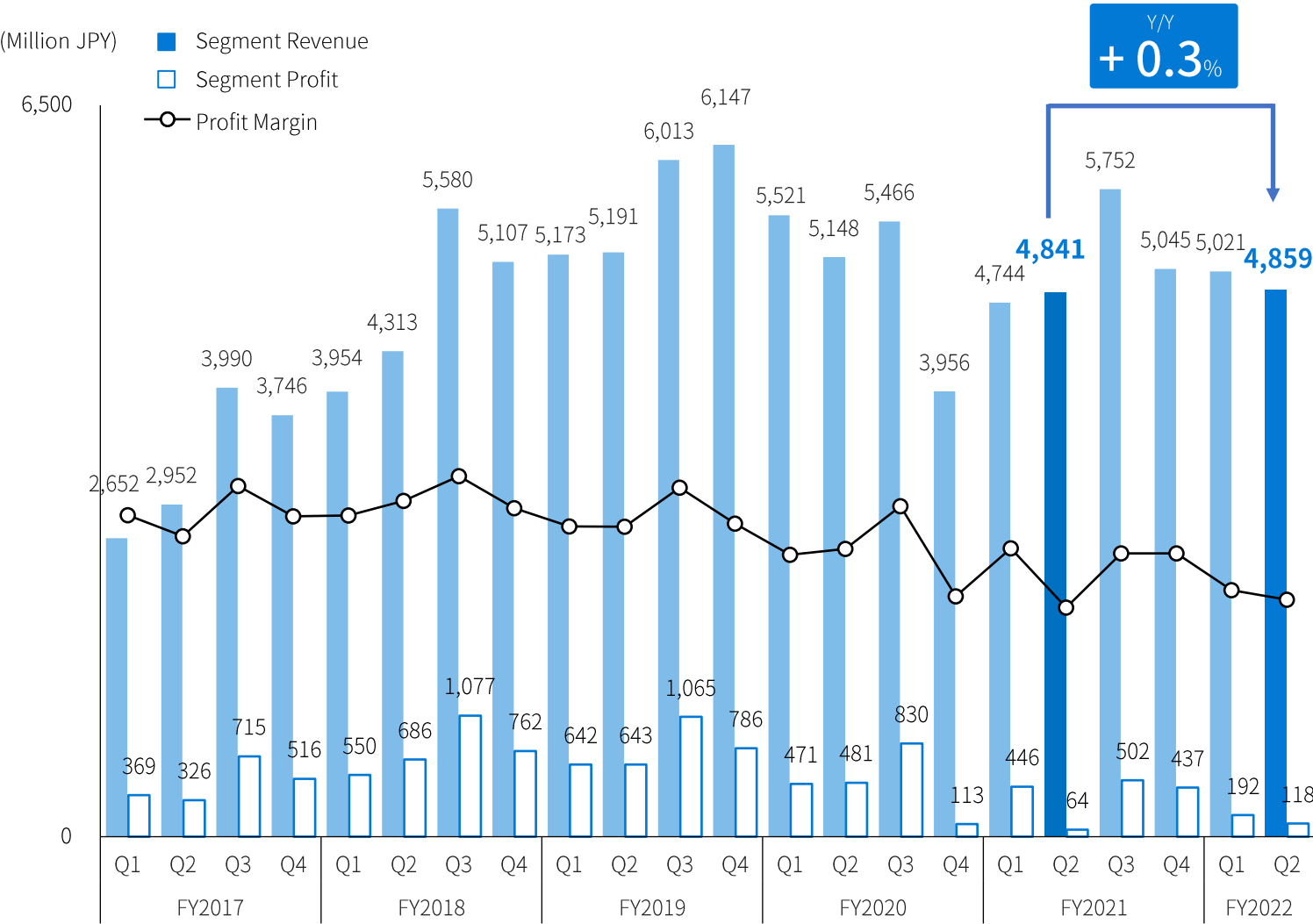


● Consolidated Quarterly Financial Trends



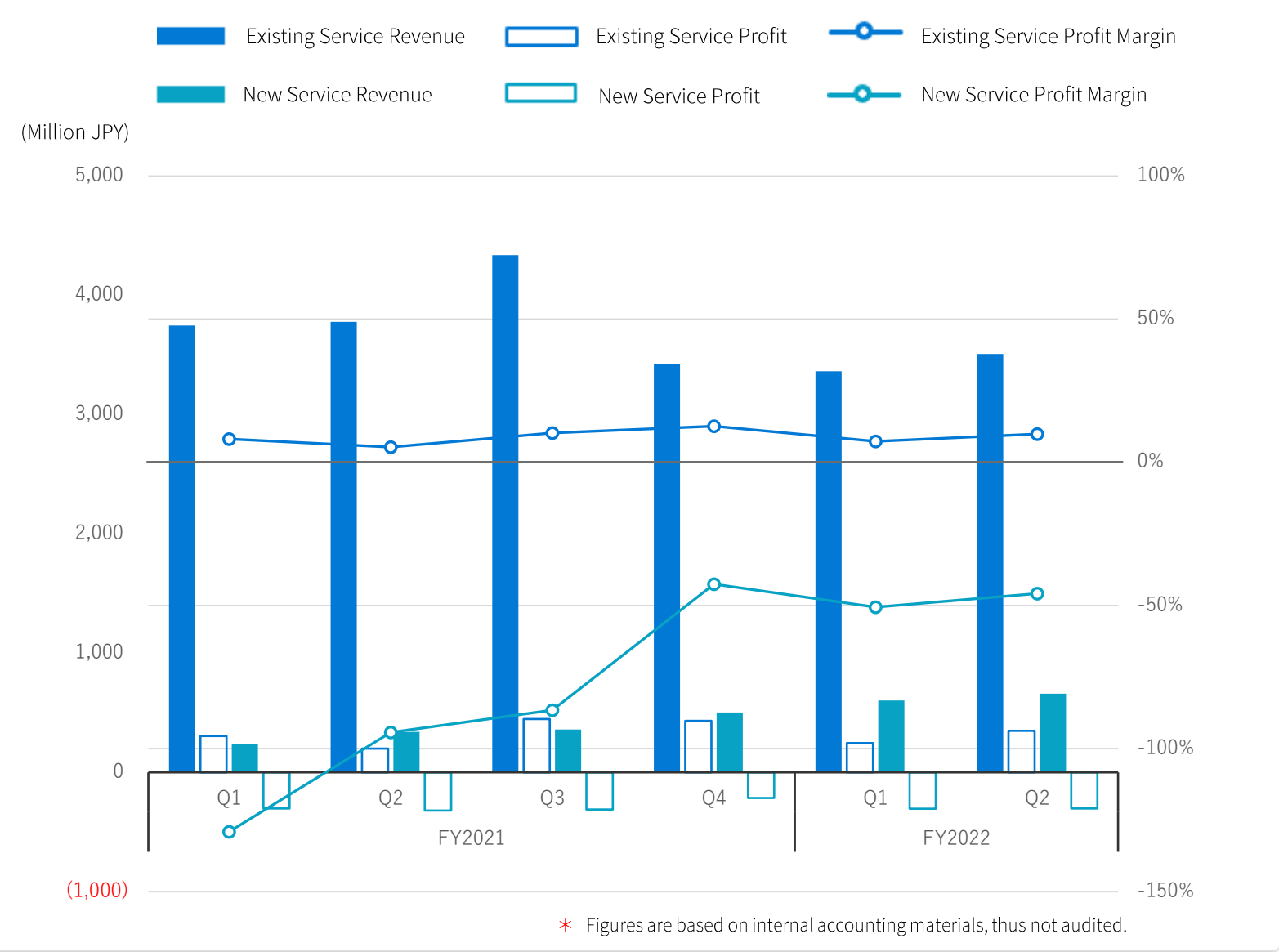
3. FY2022 Q2 Business Details

Lifestyle Support Business



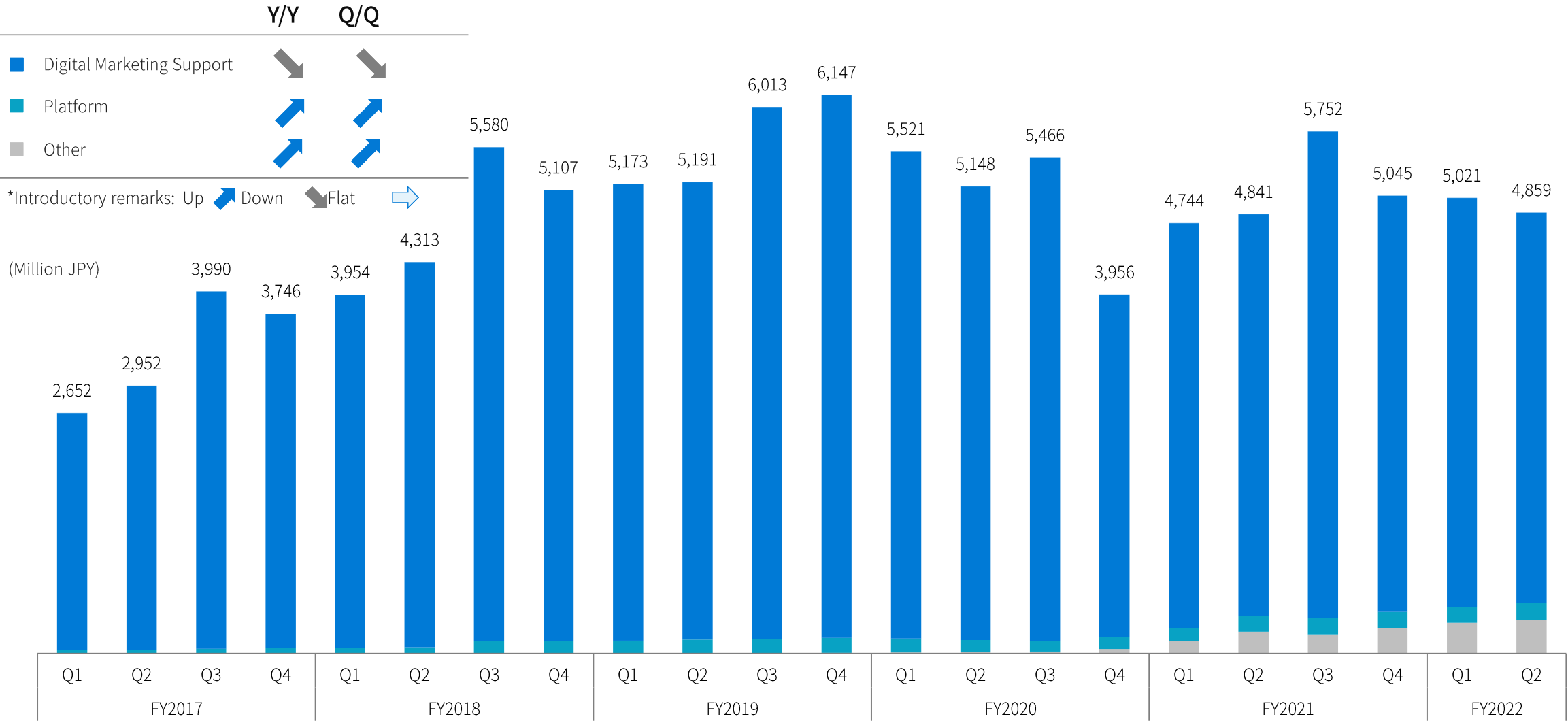
● Revenue and Profit Slightly Up Due to Growth of Car Services and New Services Despite Continued Decline in Financial Media

● Lifestyle Support Business Performance Trends in Existing and New Services

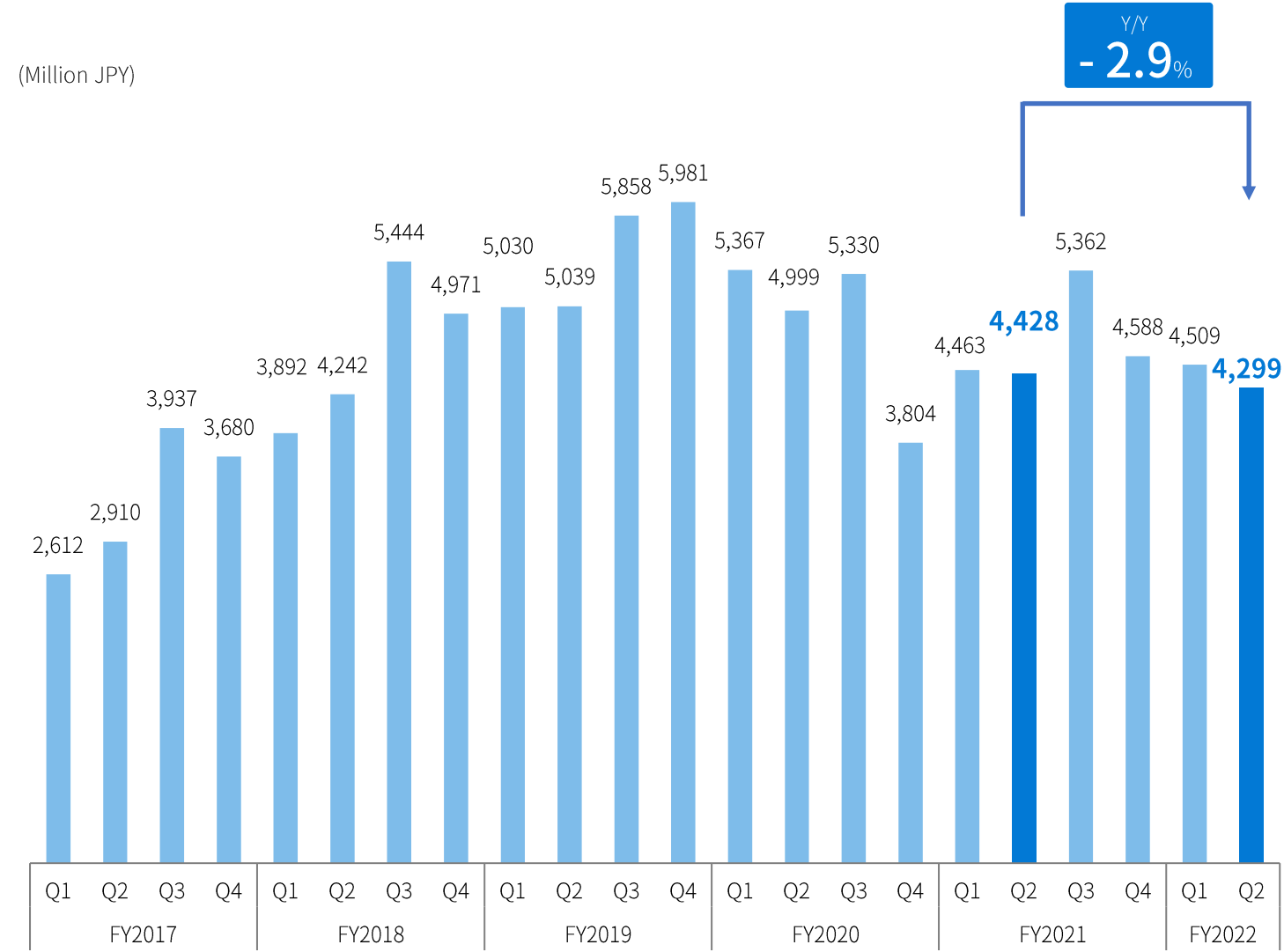


- **Overall:**
Downward Trend of Profit Margin due to Investment in New Services and a Slowdown in Existing Services' Sales with Impact of COVID and Google Algorithm Update Effect
- **New Services:**
Steady Rise in Revenue and Profit Margin
- **Existing Services:**
Decreasing Trend in Revenue and Profit Due to Heavy Effect of Financial Media

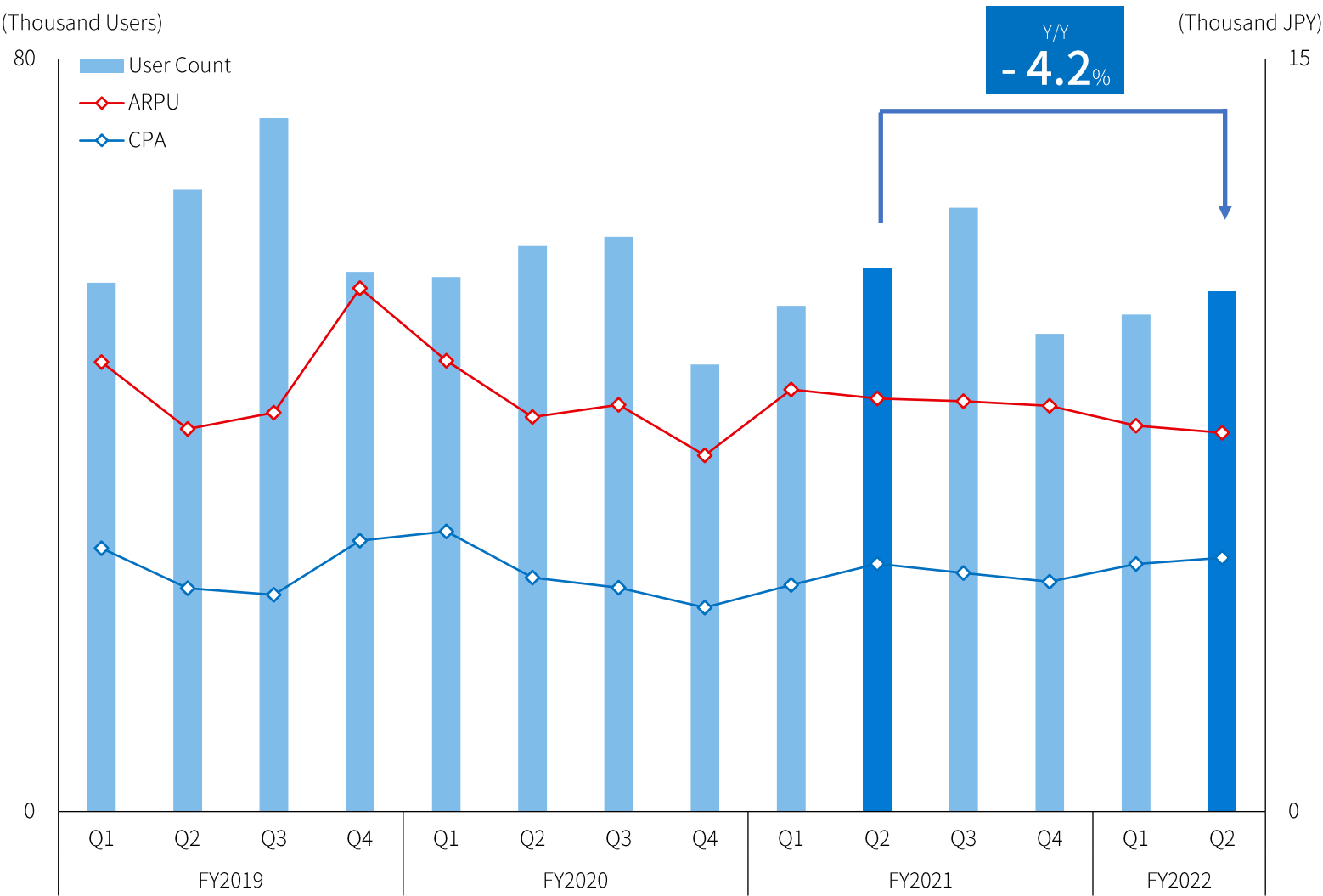
Lifestyle Support Sub-Segment Business Revenue Trends



* As of FY2021, the e-commerce (“minorie”, etc.) of the Women’s Healthcare Service has been classified as “Other”, resulting in a change in graph



- In Financial Media, Continued Revenue Down Y/Y due to the Change in SEO ranking and Decline in Customer Acquisitions from Competitors Increasing their Volume of Web Ads
- In Car Services, Revenue Up Y/Y Due to an Increase in ARPU and Number of Customer Acquisitions by Expanding Partner Companies

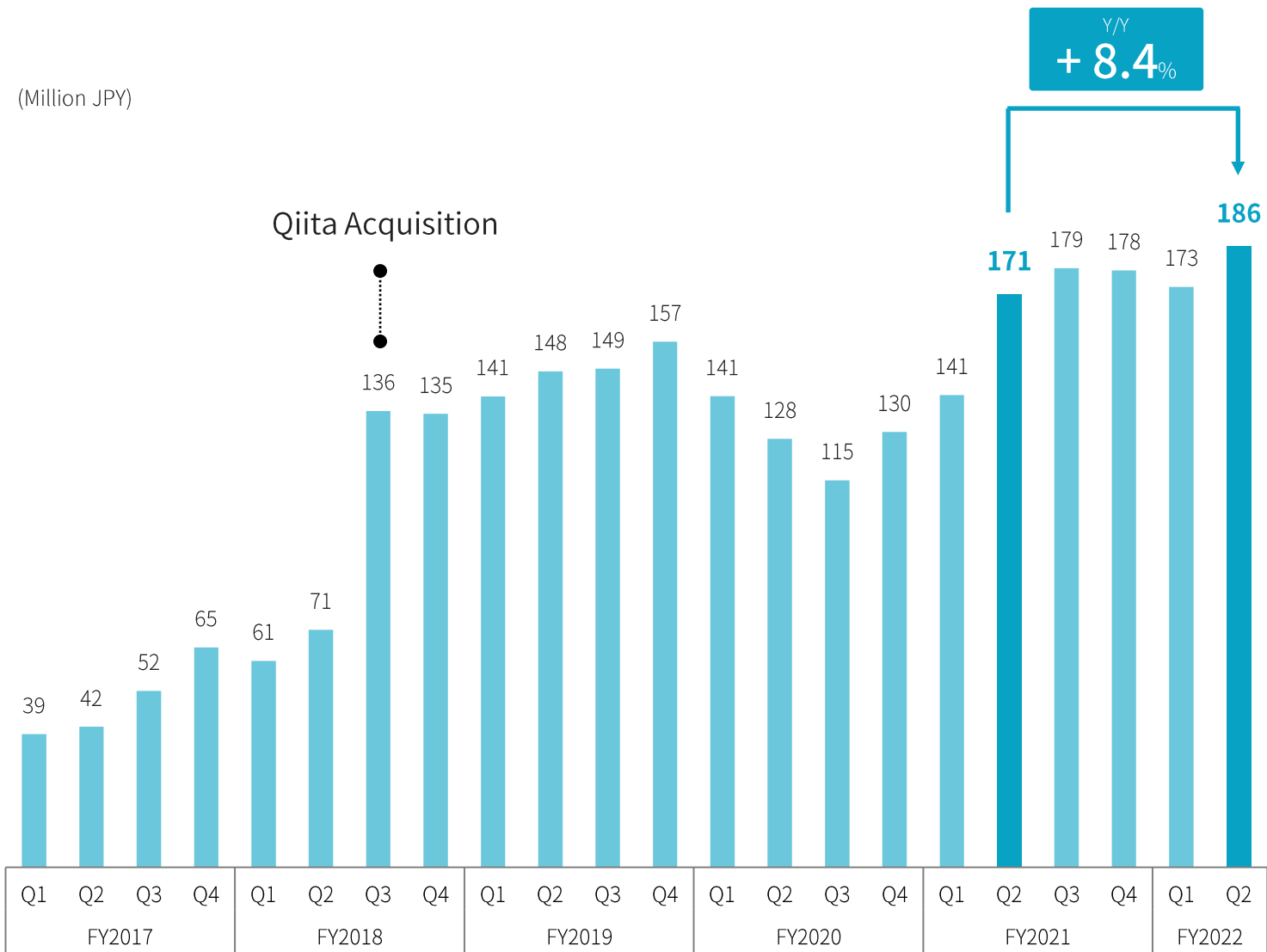


● **Slight Reduction of -4% Y/Y in Overall User Count Due to a Decline in Financial Media Along with Demand Decrease and Intensive Competition Despite Increase in Car Services and Bridal Services**

[①User Count] = total users that generated segment revenue in four main sub-segment businesses

[②ARPU: Average Revenue Per User] = segment revenue ÷ [①User Count]

[③CPA: Cost Per user Acquisition] = advertising cost ÷ [①User Count]



- Overall Revenue Up Y/Y with a Qiita Jobs Event Held in December Leading to a Remarkable Revenue Increase Despite a Decrease in Lalune Due to Declined Unit of Sales in Accordance with the PMD Act* Revision

*short form for “Pharmaceutical and Medical Device Act”

As of FY2021, the e-commerce (“minorie”, etc.) of the Women’s Health Service has been classified as “Other”, resulting in a charge in graph

“Qiita Discussions”, Place Where Users and Operators Can Communicate

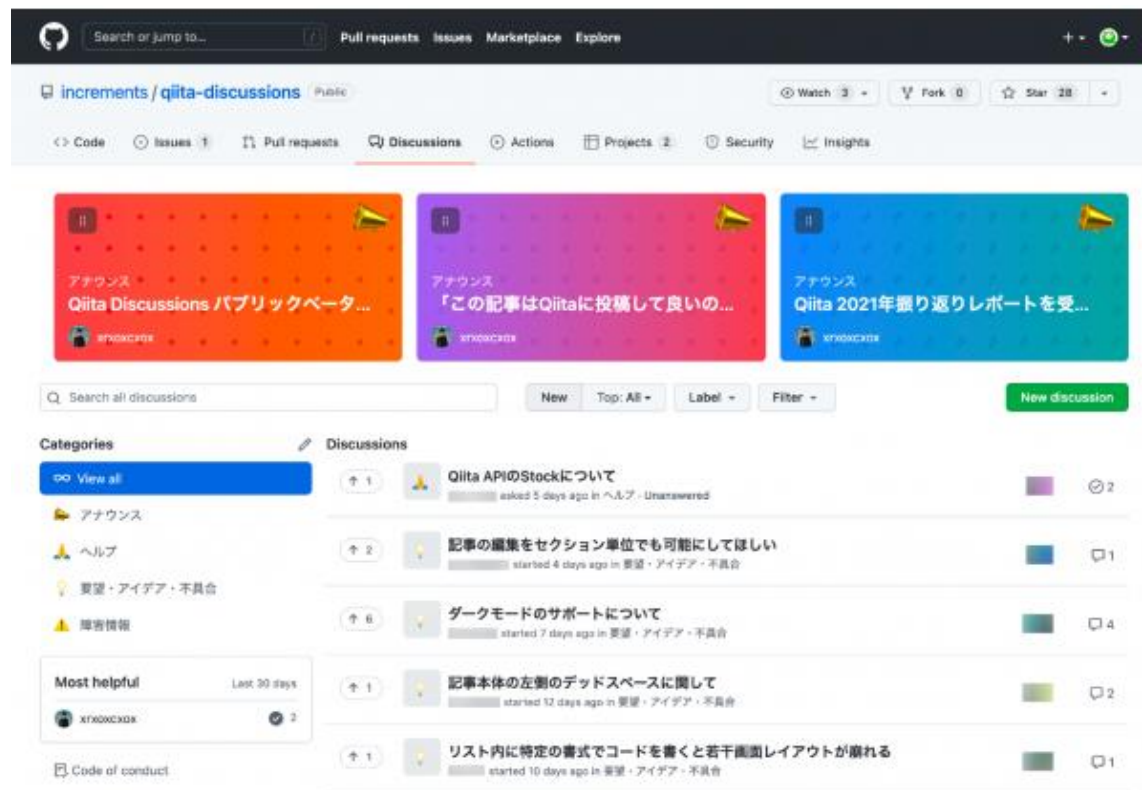
- “Qiita”, the Biggest Engineer Community in Japan released a new service called “Qiita Discussions”.
- The service brings mutual open communication between users and operators by using GitHub Discussions*; users can give opinions directly to operators while operators can share their information to users.

* [GitHub Discussions](#):

a collaborative communication forum for the community around an open source project. Community members can ask and answer questions, share updates, have open-ended conversations, and follow along on decisions affecting the community's way of working

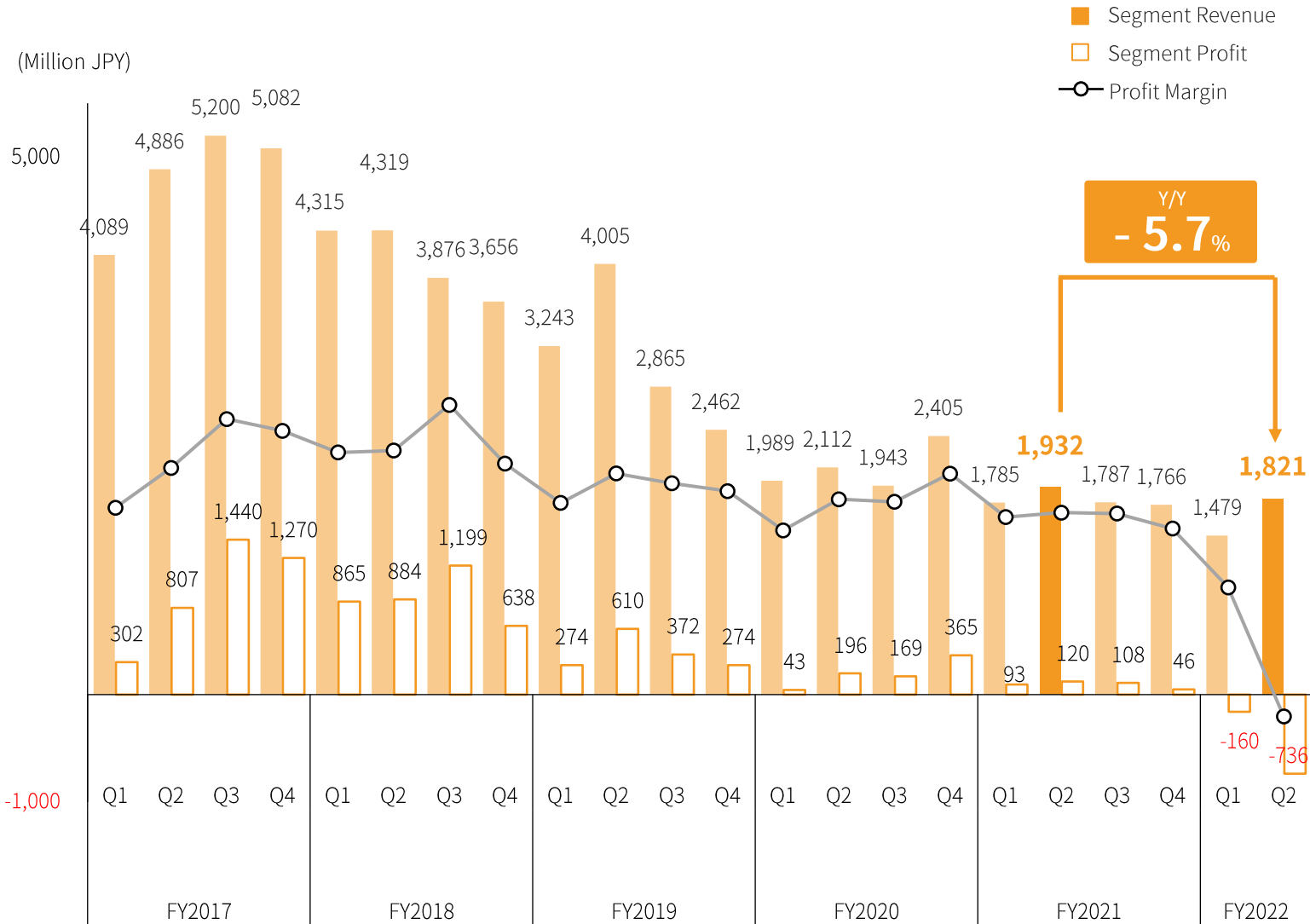
To see more details about Qiita Discussion, please follow the link:

<https://github.com/increments/qiita-discussions/discussions>



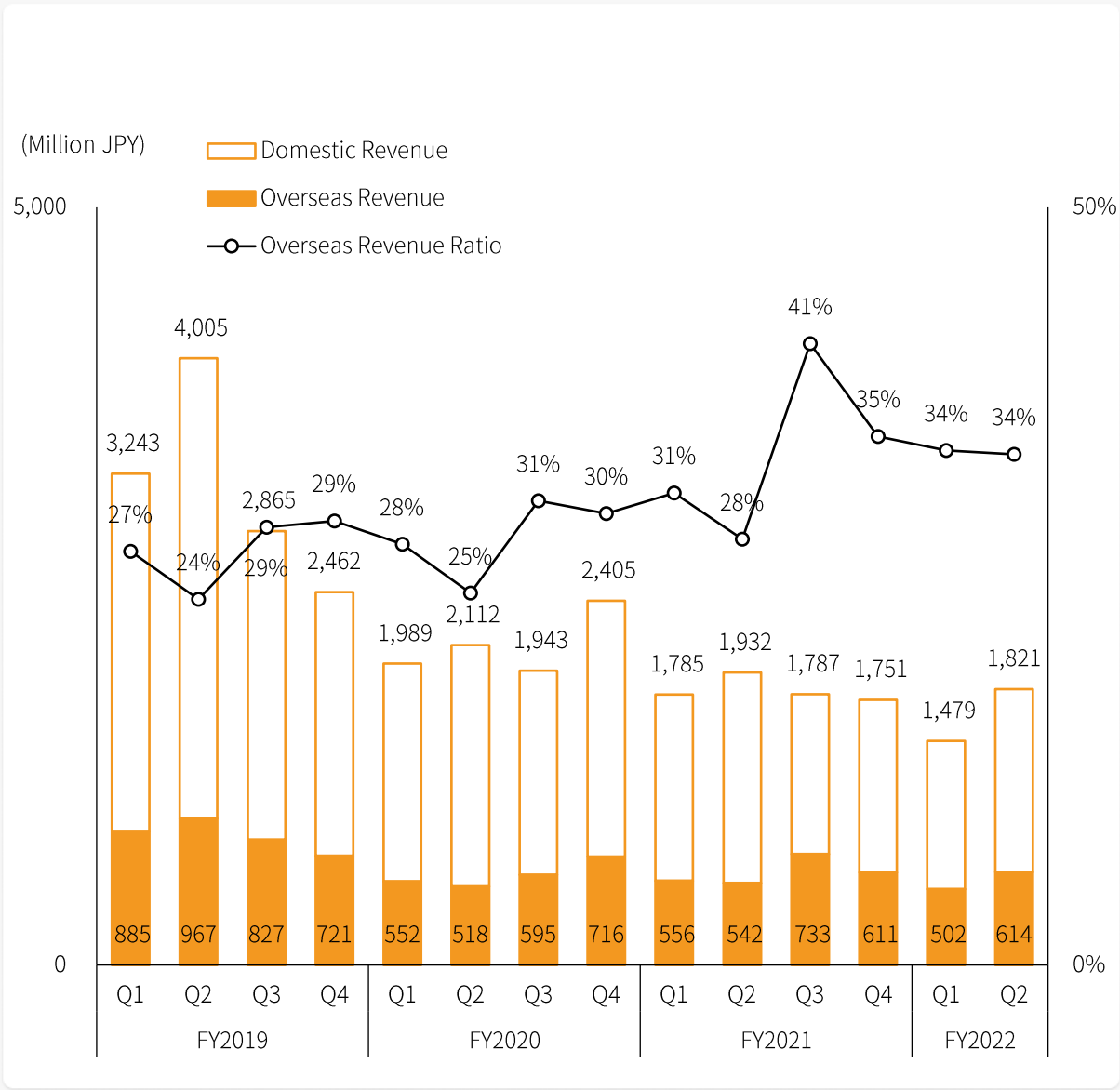
Entertainment Business

Entertainment Business Performance Trends



- **Revenue Slightly Down Y/Y Due to Continued Downtrend of Existing Game and Slow Initial Sales of New Game**
- **Profit Down Y/Y Due to Recording of Ad Cost for New Game**
- **As for New Game, Taking Measures to Increase Its Revenue While Improving Current Operation and Making Updates in Accordance with Requests**

Entertainment Overseas Revenue Ratio Trends



Region:	Japan	US	EU	TW HK MO	KR	SE Asia	CN
	●	●	●	●	●	●	
	●	●	●	●	●	●	
	●	●	●	●	●		
	●			●	●		
	●	●	●	●	●	●	
	●	●	●	●	●	●	
	●			●		●	
	●			●			
	●	English Version					
	●	English Version					

Season 2 “Dominate the Sky” Was Released with New Items!



- Season 2 was released on February 28, 2022, with a variety of new items, a new style, collections, etc.



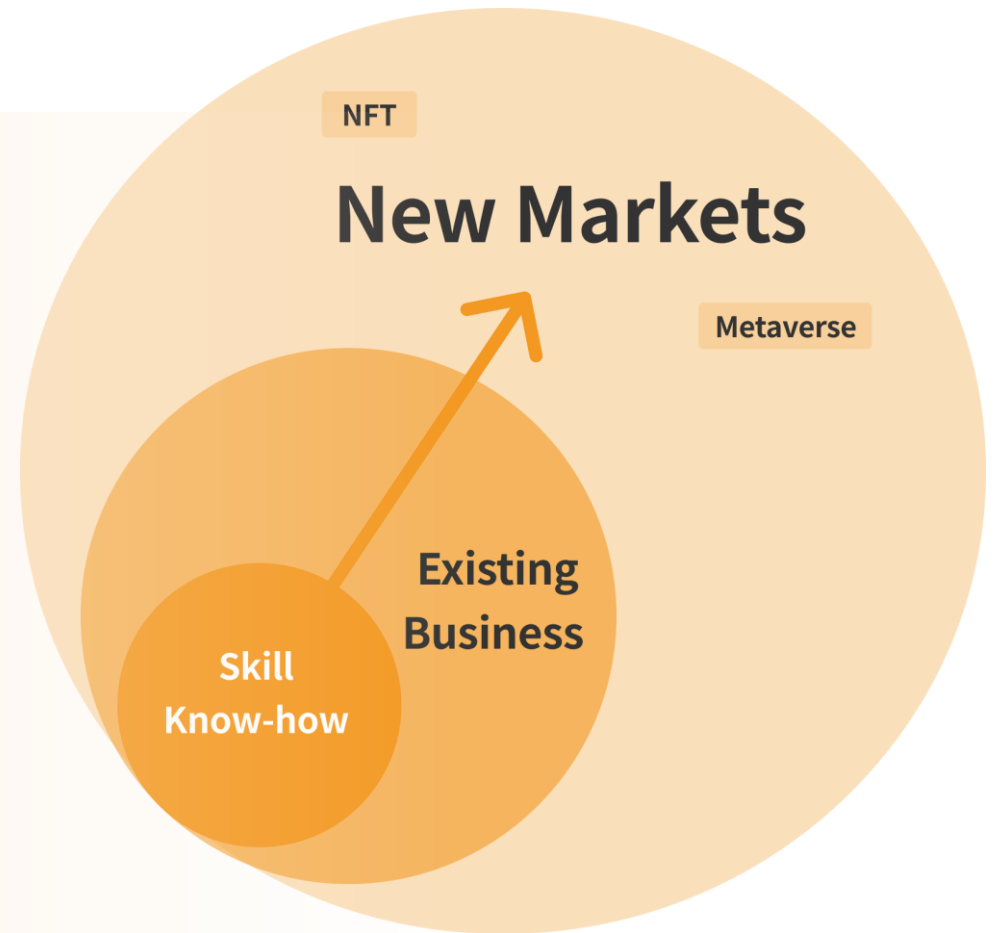
『FINAL FANTASY VII THE FIRST SOLDIER』：
a battle royale action game for smart devices distributed in the global
market and co-developed with SQUARE ENIX CO., LTD.

Based on Know-how Acquired Up to Now

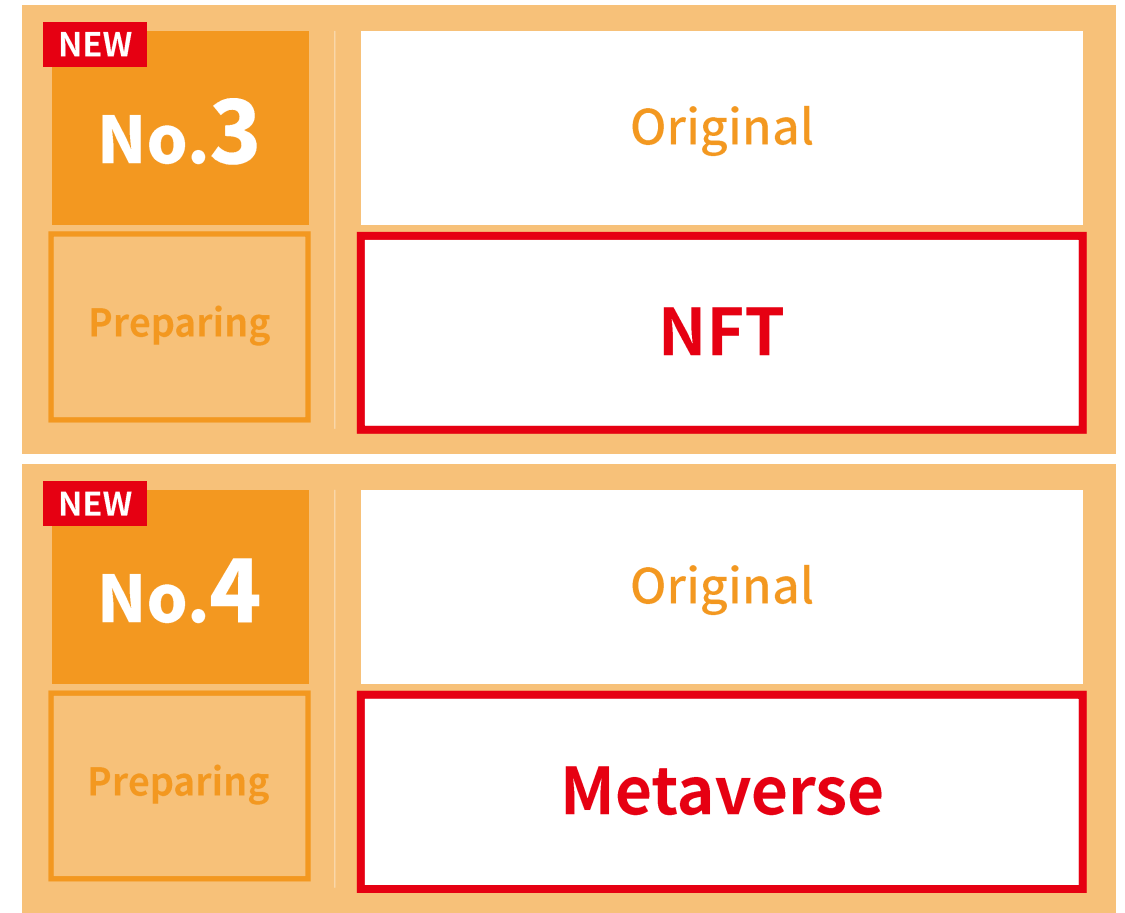
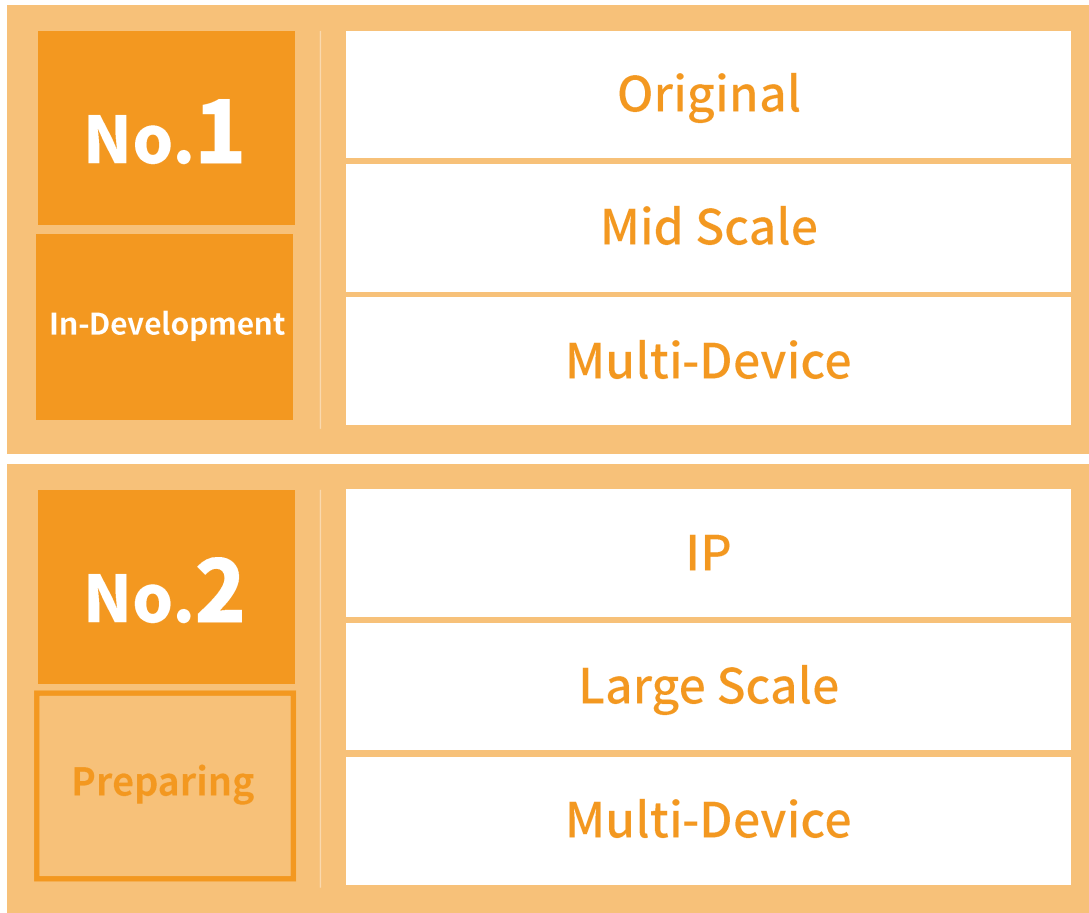
Getting Ready to Enter NFT Game and Metaverse Markets

3 Strengths for these New Markets

- ① **Extensive Global Publishing Experience**
234 countries and regions, maximum 16 languages
- ② **Development Experience in Various Genres**
Including RPG, puzzle, and battle royale
- ③ **Japan's 1st Large-scale Battle Royale Game Development**
Can create large interactive game worlds



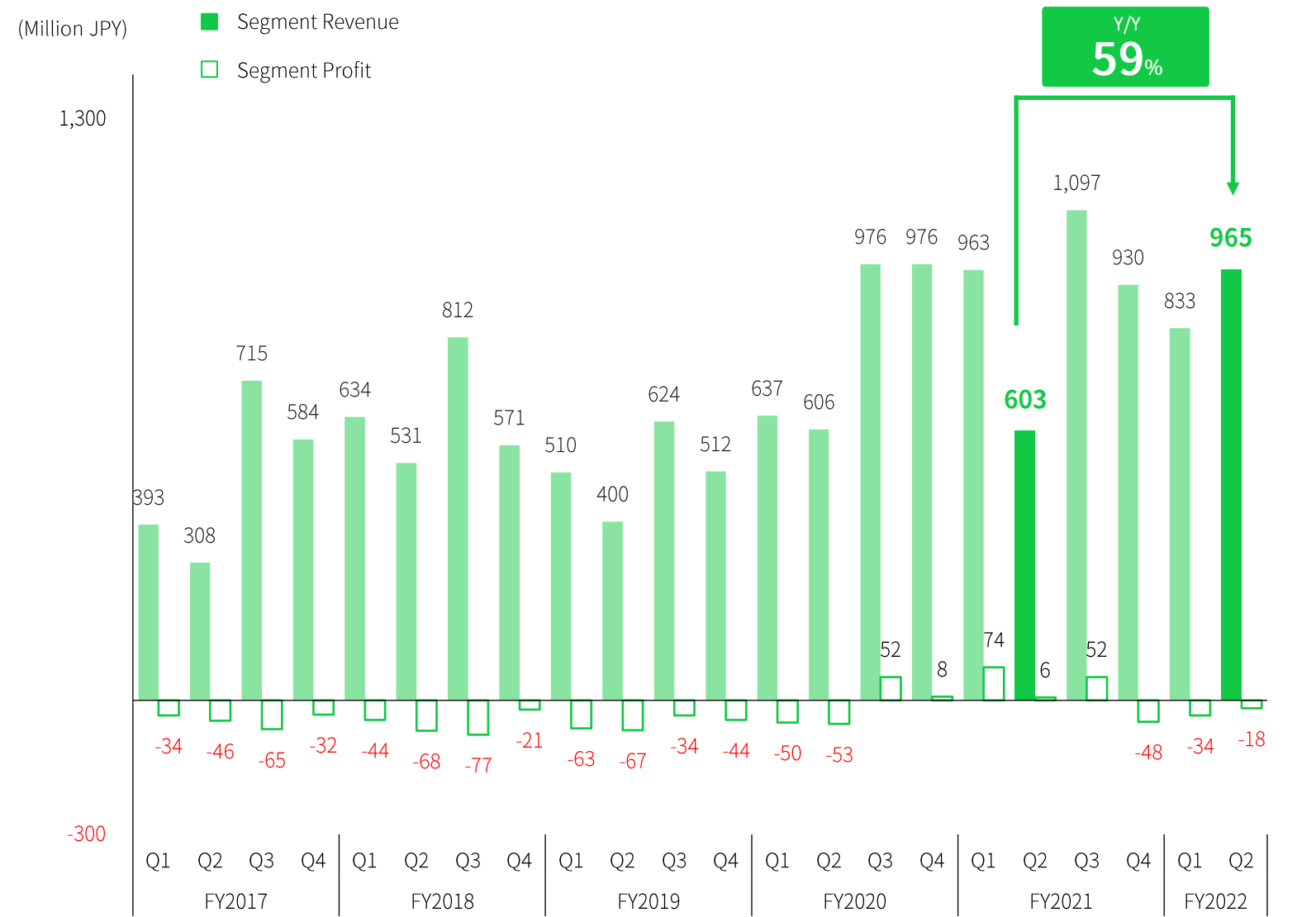
4 Pipelines Getting Ready for New Markets (NFT Game and Metaverse)



* Release order of the pipelines has yet to be determined.

E-Commerce Business

E-Commerce Business Performance Trends

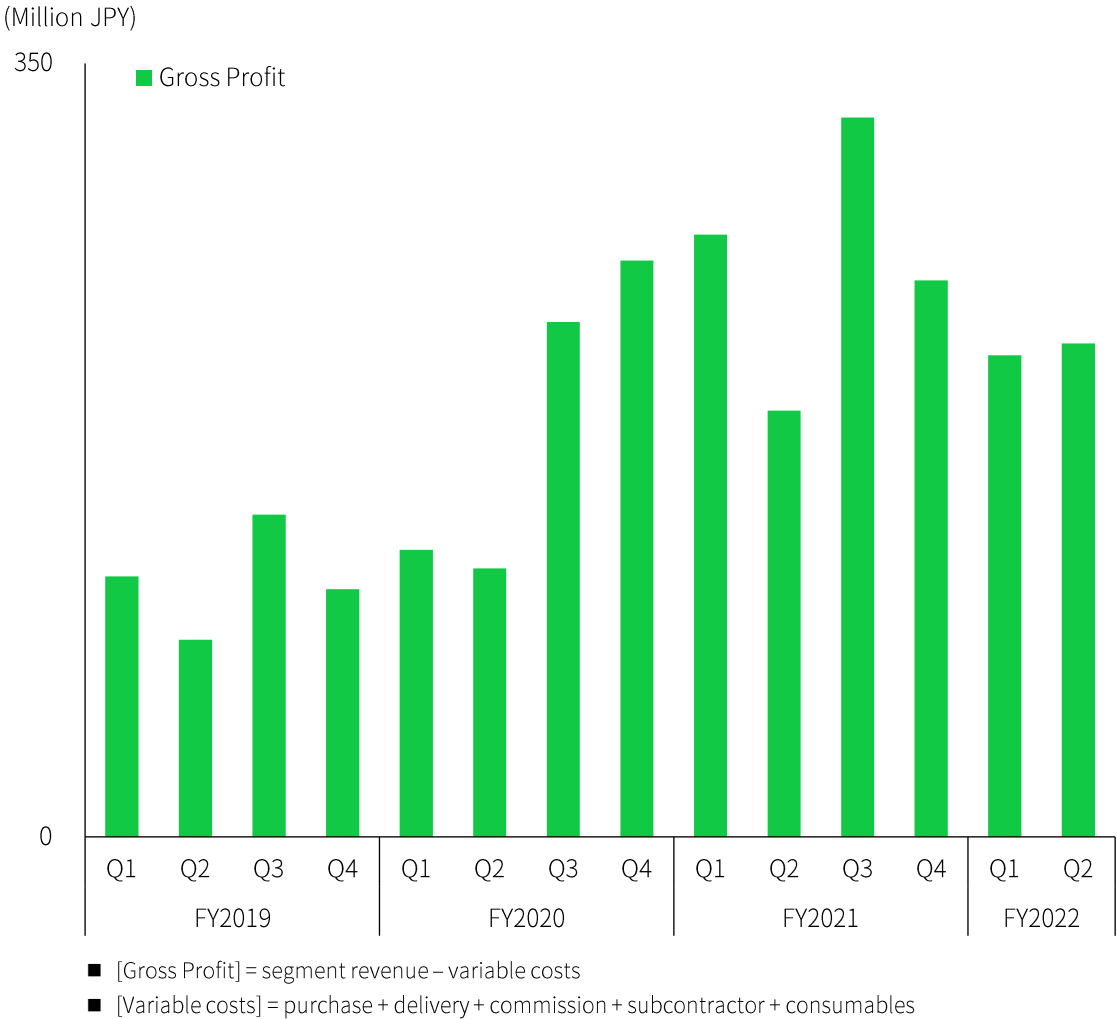


- Revenue Up Y/Y with “cyma’s” Revised Bicycle Pricing and Sales Volume Increase on Online Shopping Malls
- Profit Down Y/Y Due to Declined Profit Margin as a Result of the Price Revision in addition to Investment in New Service “Obremo”

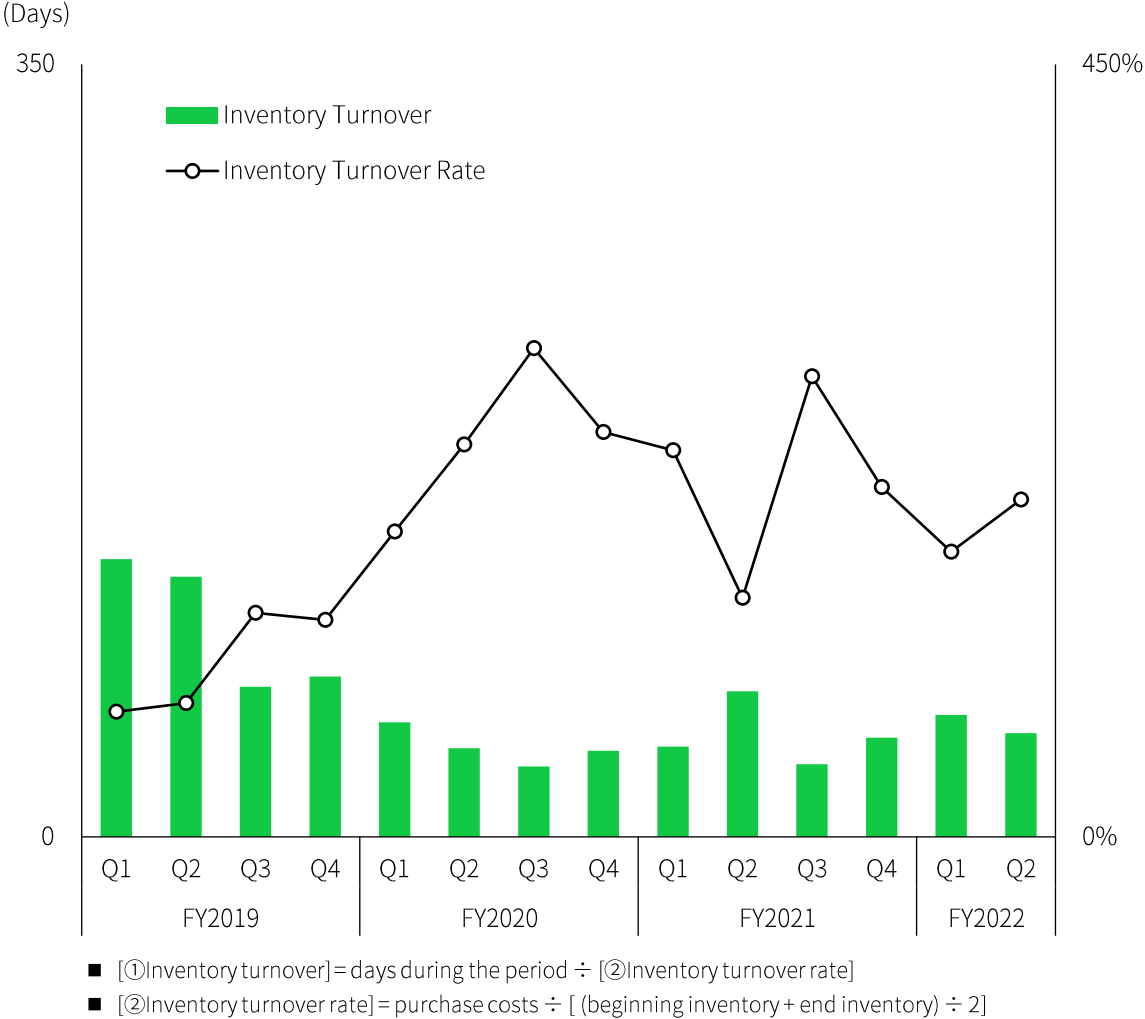
* Online bicycle store “cyma” of E-Commerce Business launched in December 2013.
Peak business period is March – April (Q3)

* Petfood brand “Obremo” of E-Commerce Business launched on August 30, 2021.

Gross Profit Trends



Quarterly Inventory Turnover



Total Sales Volume of “Obremo food” Has Reached Over 50,000 Meals!

- “Obremo” delivers products and information under the concept of “For Healthy and Joyful Days that Deepen Family Ties” by suggesting personalized food menus and how much to feed through the pre-purchase diagnostic service.
- Based upon the results of more than 13,000 responses from pet owners, 80% of owners said they are concerned about their dogs’ health.



4. FY2022 Guidance

(Million JPY)

		FY2021 Full-Year Results	FY2022 Full-Year Forecasts	Ratio	Progress
Revenue		31,252	32,500	100%	46%
	Lifestyle Support	20,384	21,500	66%	45%
	Entertainment	7,272	6,700	21%	49%
	E-Commerce	3,595	4,300	13%	41%
Operating Income		701	-700	-	-
	Lifestyle Support	1,450	1,300	-	-
	Entertainment	369	-900	-	-
	E-Commerce	84	-100	-	-
	Others	-1,203	-1,000	-	-
Net Income		877	-850	-	-

16.0 JPY Per Share for Stable Returns

With continuous and stable shareholder returns in mind, we aim to keep our dividend the same from FY2021. We will disclose promptly if there is a change in return policy depending on change in business performance.

	FY2020 Results	FY2021 Results	FY2022 Forecast
Date	July 31	July 31	July 31
Dividend Per Share	16.0 JPY	16.0JPY	16.0 JPY

Overall

Building a Foundation for Our New Stage

- Steady Earnings from Existing Services
- Building a Foundation for New Services to Become New Earning Sources

Lifestyle Support

Customer Experience Improvement for Increasing LTV

- Full-scale DX investment in the Digital Marketing Support Business
- Businesses of focus like “Qiita Jobs” and Insurance Business transitioning into expansion from development phase

Entertainment

Entering New Markets

- Making “FINAL FANTASY VII THE FIRST SOLDIER” a Global Hit
- Utilizing Acquired Know-how, Enter New Markets such as NFT and Metaverse

EC

Development of Multiple EC Products

- Aim for stable business growth of “cyma”
- Investment in human-grade dog food “Obremo”

Notice

Reorganization of Consolidated Subsidiaries and Company Name Change

The purpose of reorganization is to achieve further digital transformation that improves customer lifetime value while concentrating management resources, improving efficiency and strengthening functions for the further growth of the Digital Marketing Support business in the Lifestyle Support Business.

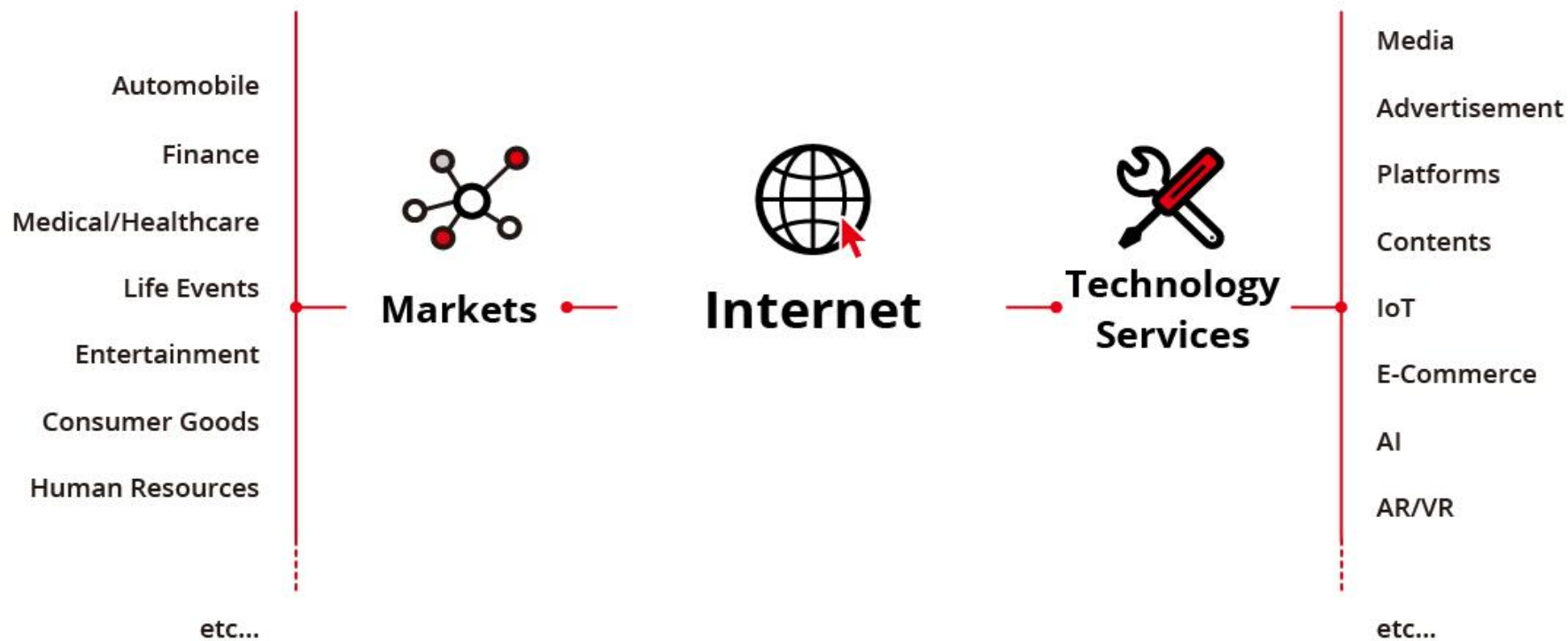
With consideration for the above, the company name Ateam Hikkoshi Samurai Inc. was changed to Ateam LifeDesign Inc., and Ateam Lifestyle Inc. was changed to Ateam Wellness Inc.

Completion of Acquisition of Treasury Stock

- Total number of shares acquired: 350,000 shares
- Total cost of shares acquired: 371,802,600 JPY
- Period of acquisition: September 13, 2021 ~ January 31, 2022

APPENDIX: Company Overview

Ateam is an IT Company that Develops Business around the Internet



● Company Profile as of January 31, 2022

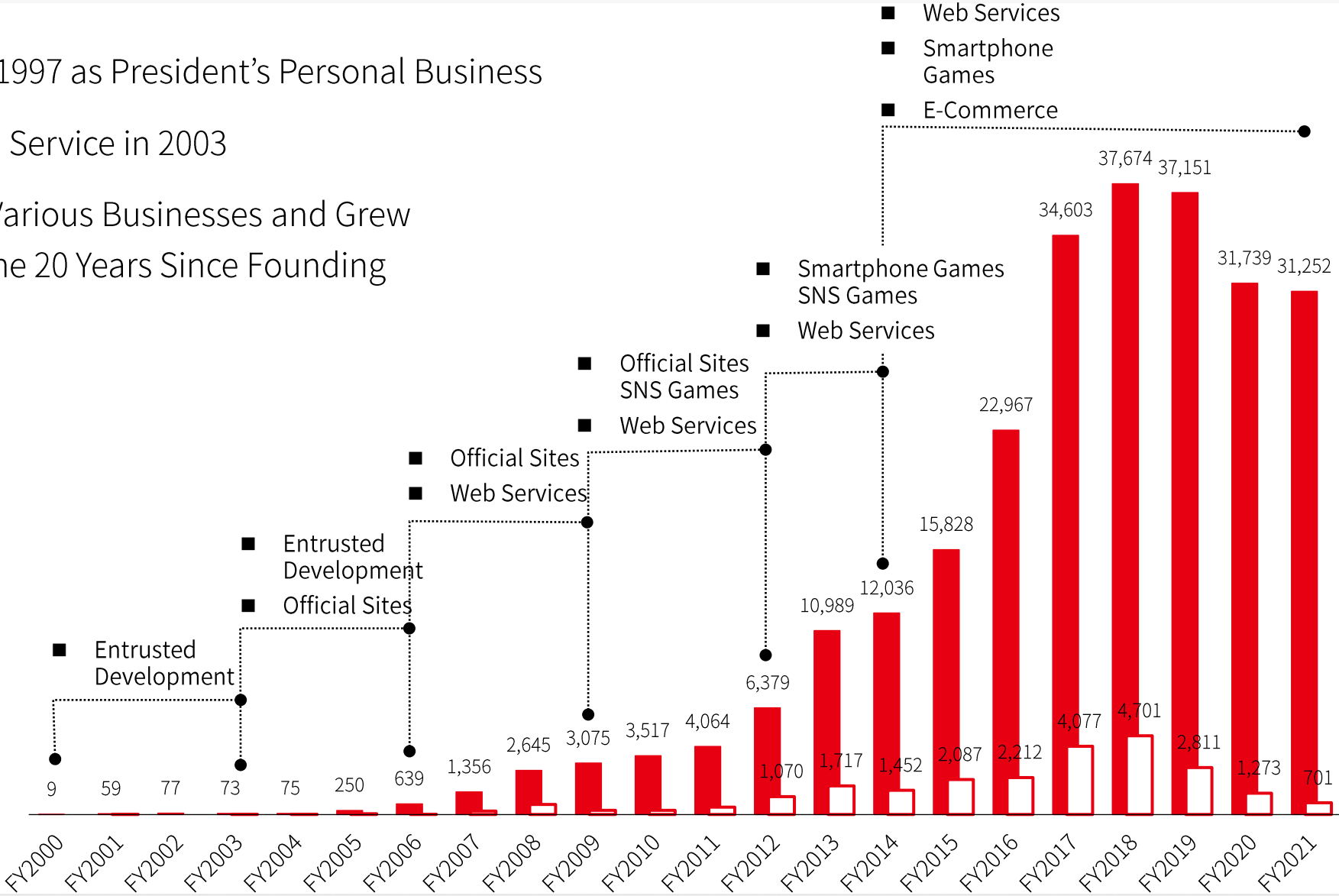
Company name	Ateam. Inc
Security code	3662:JP, TSE Section 1
Incorporated on	February 29, 2000
Headquarters	Nagoya, Japan
President	Takao Hayashi
Industry	Information & Communication
Sector	Internet, Mobile Game
Account settled in	July
Group companies (Fully owned subsidiaries)	8 (includes 1 overseas subsidiary)
Number of employees	1,043 (excludes directors & part-time employees)
Shares per unit	100 shares



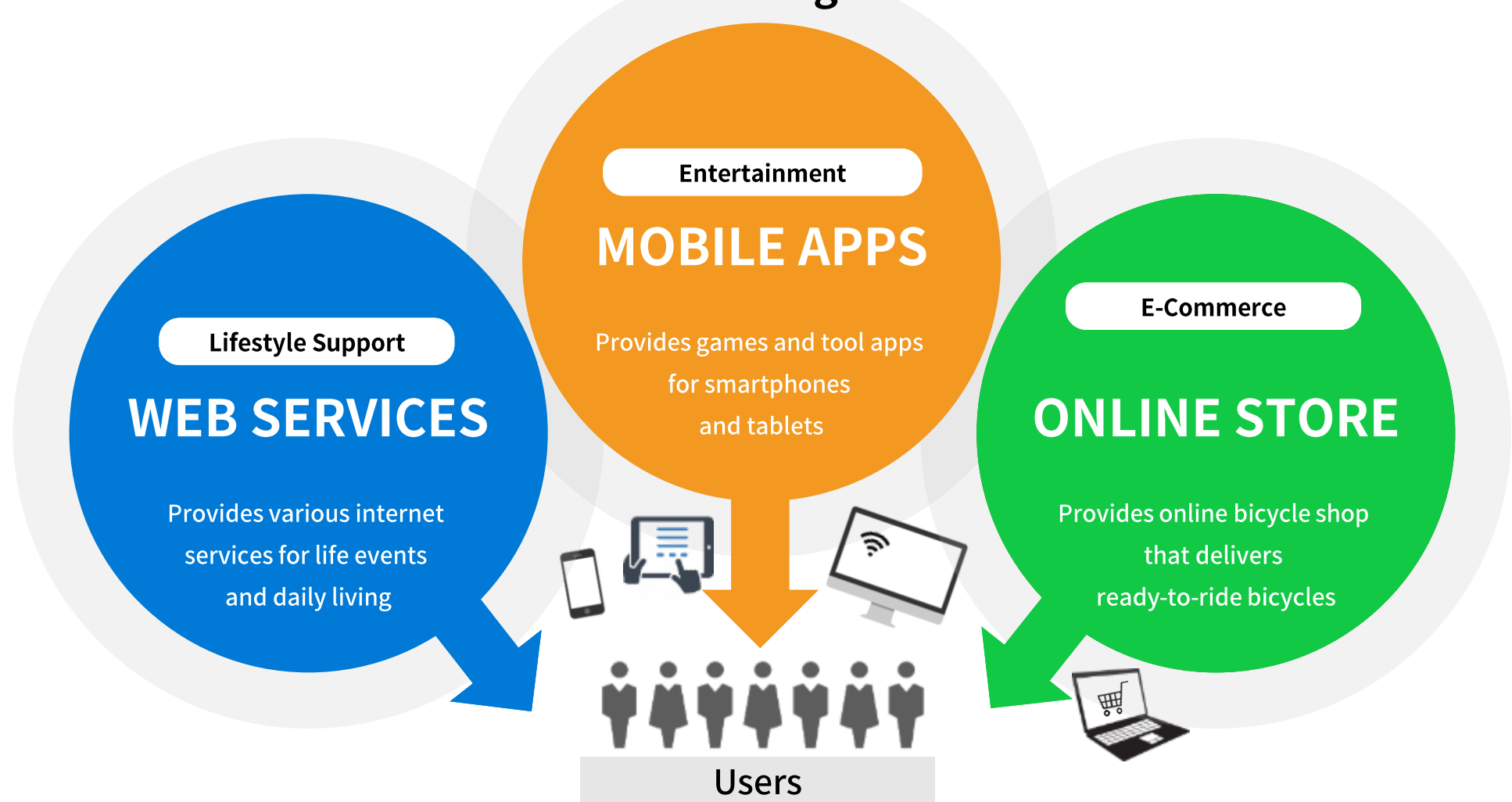
- Founded in 1997 as President’s Personal Business
- Started Own Service in 2003
- Developed Various Businesses and Grew Steadily in the 20 Years Since Founding

(Million JPY)

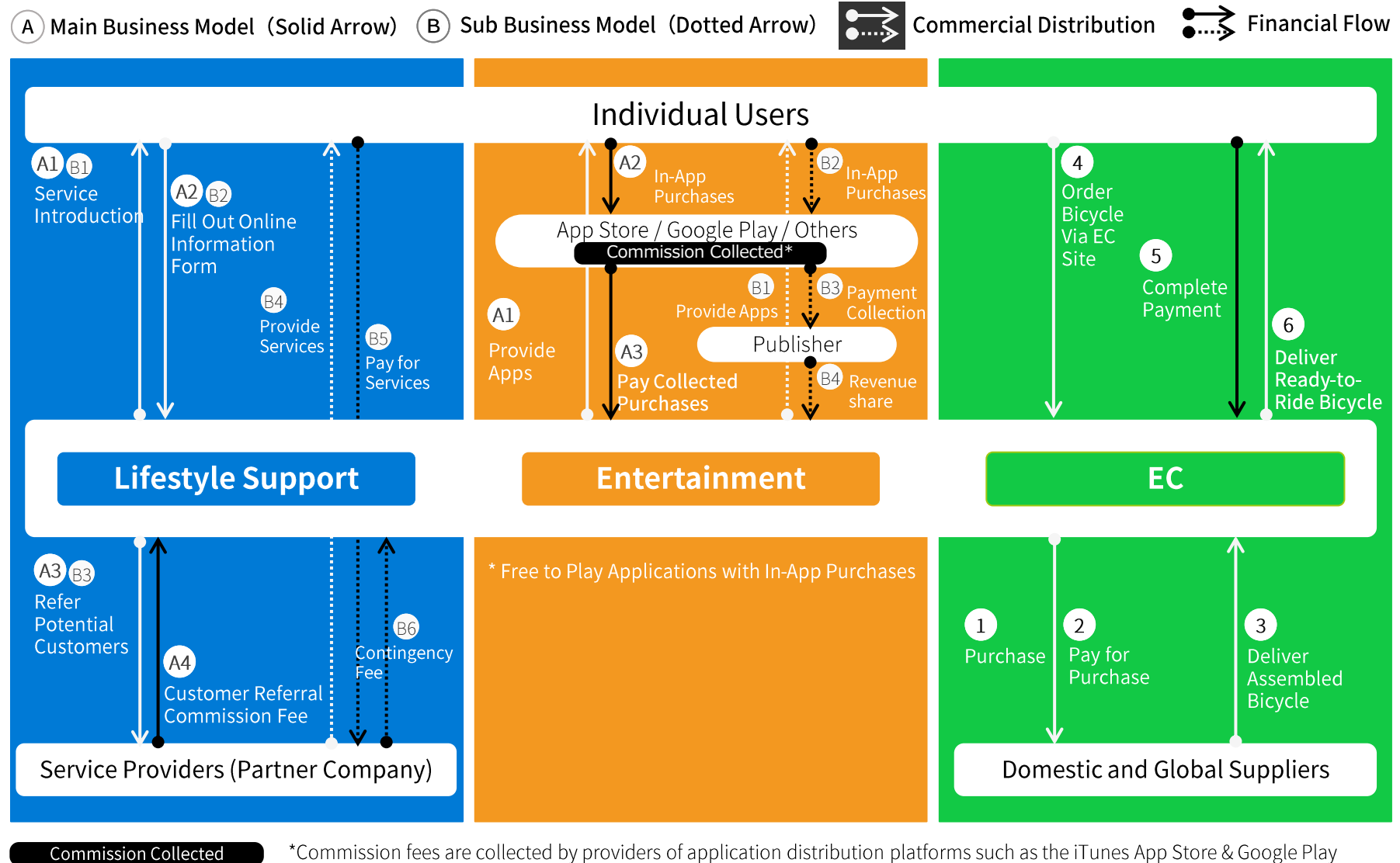
■ Segment revenue
□ Segment Profit



Ateam Provides Various Services Through the Internet and Smart Devices



● Business Models



Digital Marketing Support Business



CAREER PICKS

Platform Business



Game App



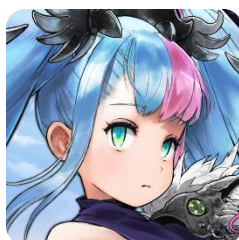
FINAL FANTASY VII THE
FIRST SOLDIER



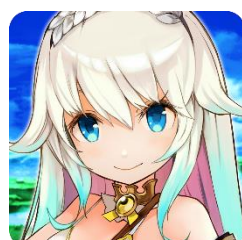
Hatsune Miku –
Tap Wonder



Revue Starlight Re LIVE



Valkyrie Connect



Unison League



BASSA WARRIORS



Three Kingdoms Smash!



Derby Impact



War of Legions

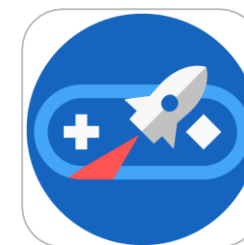


Dark Summoner

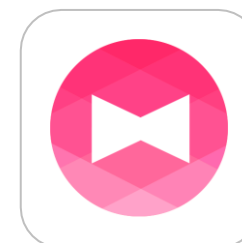
Tool App



Jam



Game Boost Master



[+]HOME



Sleep Alarm

Mission

Realize Mid- and Long-Term Vision While Expediting Increase in Corporate Value

M & A

- **Companies Expected to Increase Ateam's Competitiveness**

e.g. Lifestyle Support: companies or media that would increase our market share or synergize well with our existing businesses

Entertainment : media that can acquire more users globally

E-Commerce : e-commerce companies or business other than bicycles

- **Companies in Industries with High Barriers to Entry**

**Capital
Investment**

- **Companies in Business Industries That Have High Uncertainty But Have Large Future Potential**

- **Unlisted Companies That Develop Businesses which Can Expect Large Growth Utilizing Our Know-how**

Appendix: Sustainability

Asset Management Game App Adopted as Educational Material for High School Students

Asset management game “NaviNavi Asset Management Design Game” of Ateam Finergy Inc. was adopted as an educational material at Chukyo University Senior High School. The game app was used as an encouragement for students to learn about asset management since “asset building” content was added in the new study guidelines for high schools starting in fiscal year of 2022.

For more details: <https://www.a-tm.co.jp/news/26404/>



“Hanayume” Held a Class at Vocational School for the First Time

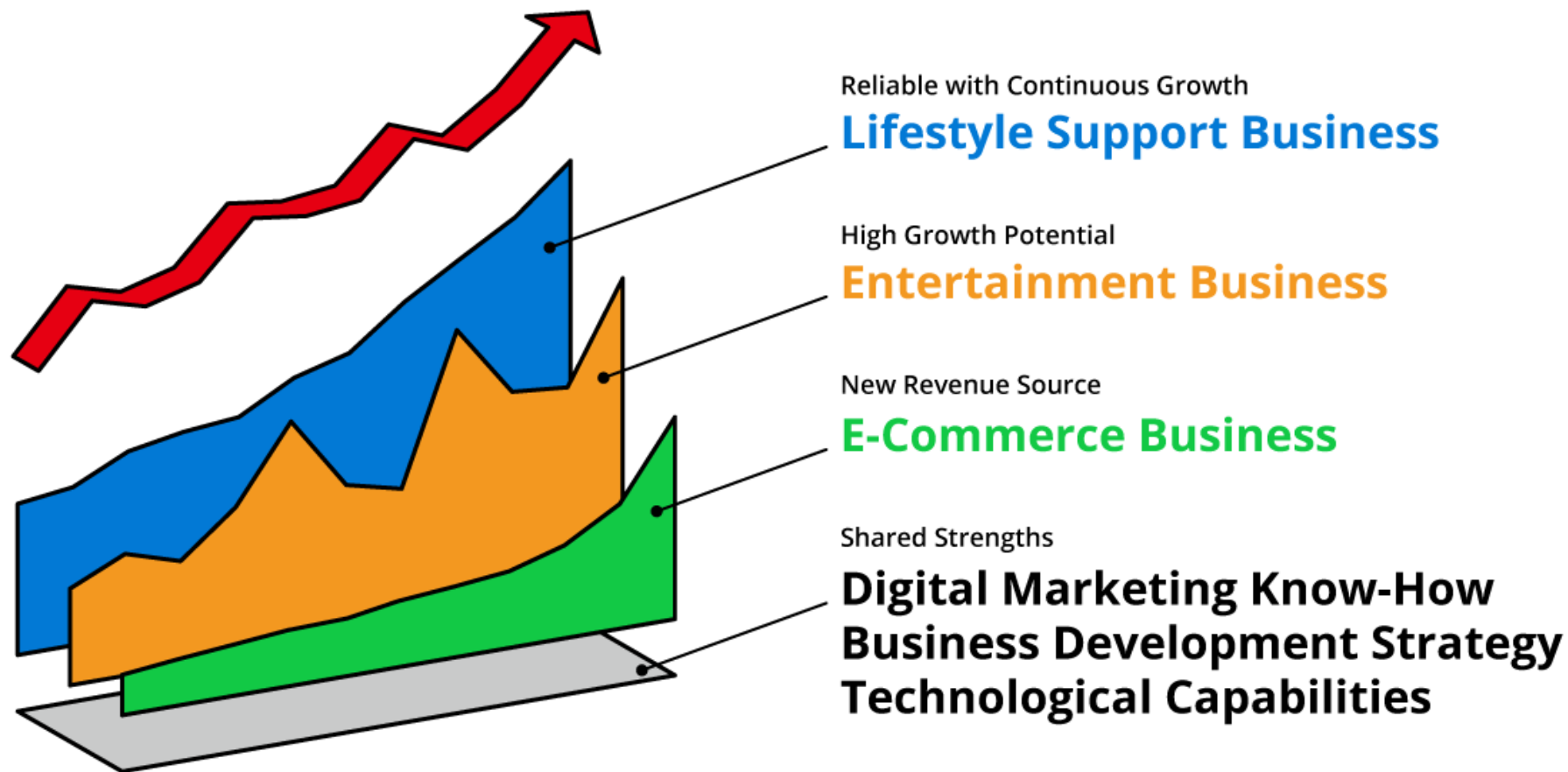
“Hanayume”, the bridal service No. 1 in customer satisfaction for 5 consecutive years, held a class about bridal service in anticipation of COVID settling down for students at Osaka Wedding & Hotel IR College. The class’s purpose was “human resource development for work-ready graduates” for students aiming to work in bridal industry.

For more details: <https://www.a-tm.co.jp/news/26332/>



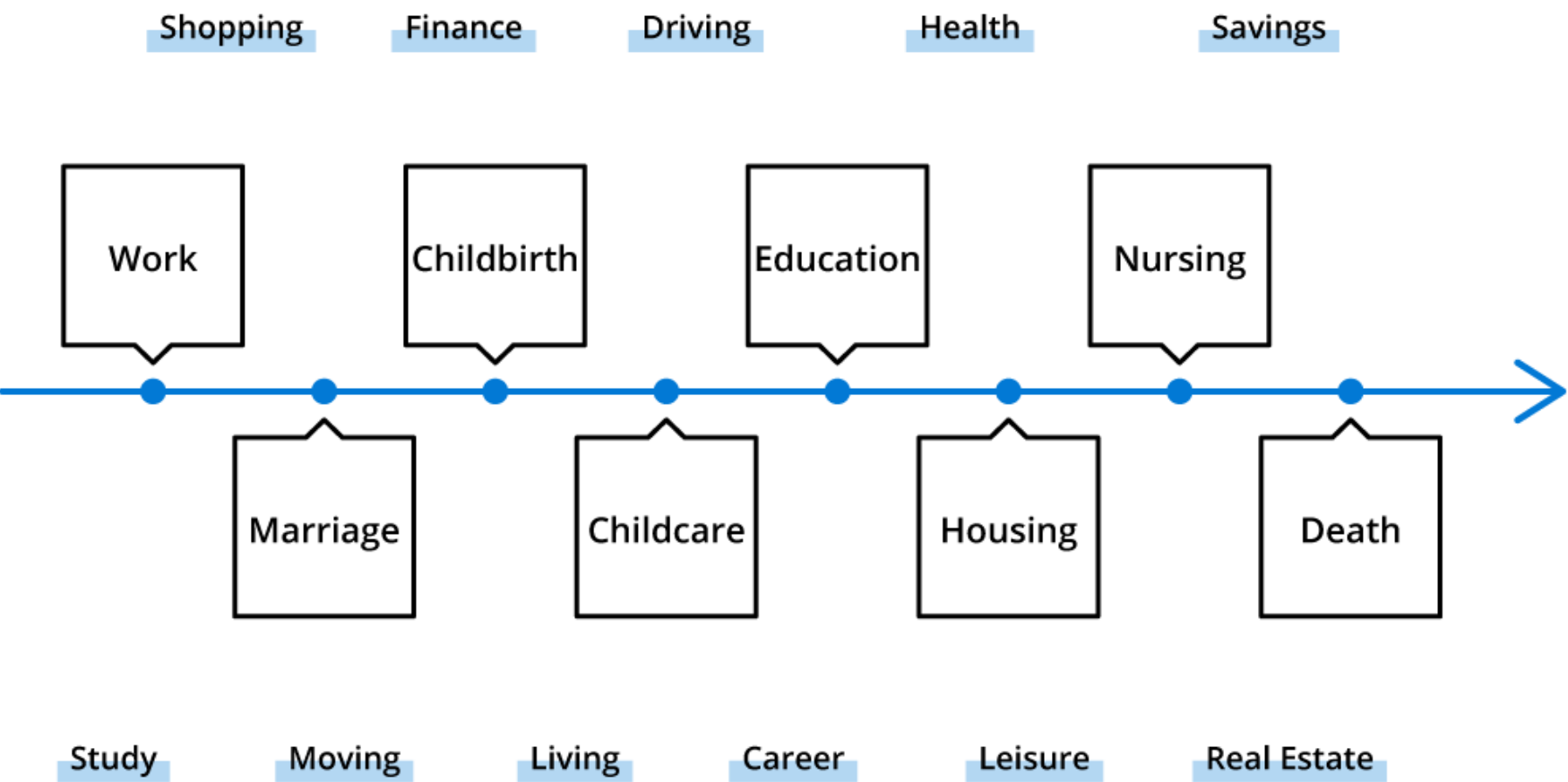
APPENDIX: Medium- and Long-Term Policy

A Business Portfolio that Optimizes Operational Stability



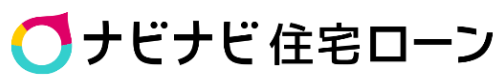
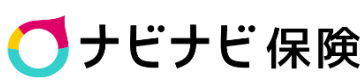
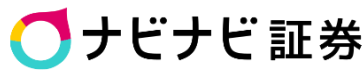



Lifestyle Support Business

Supporting Various Life Events, From Cradle to Grave



Digital Marketing Support Business

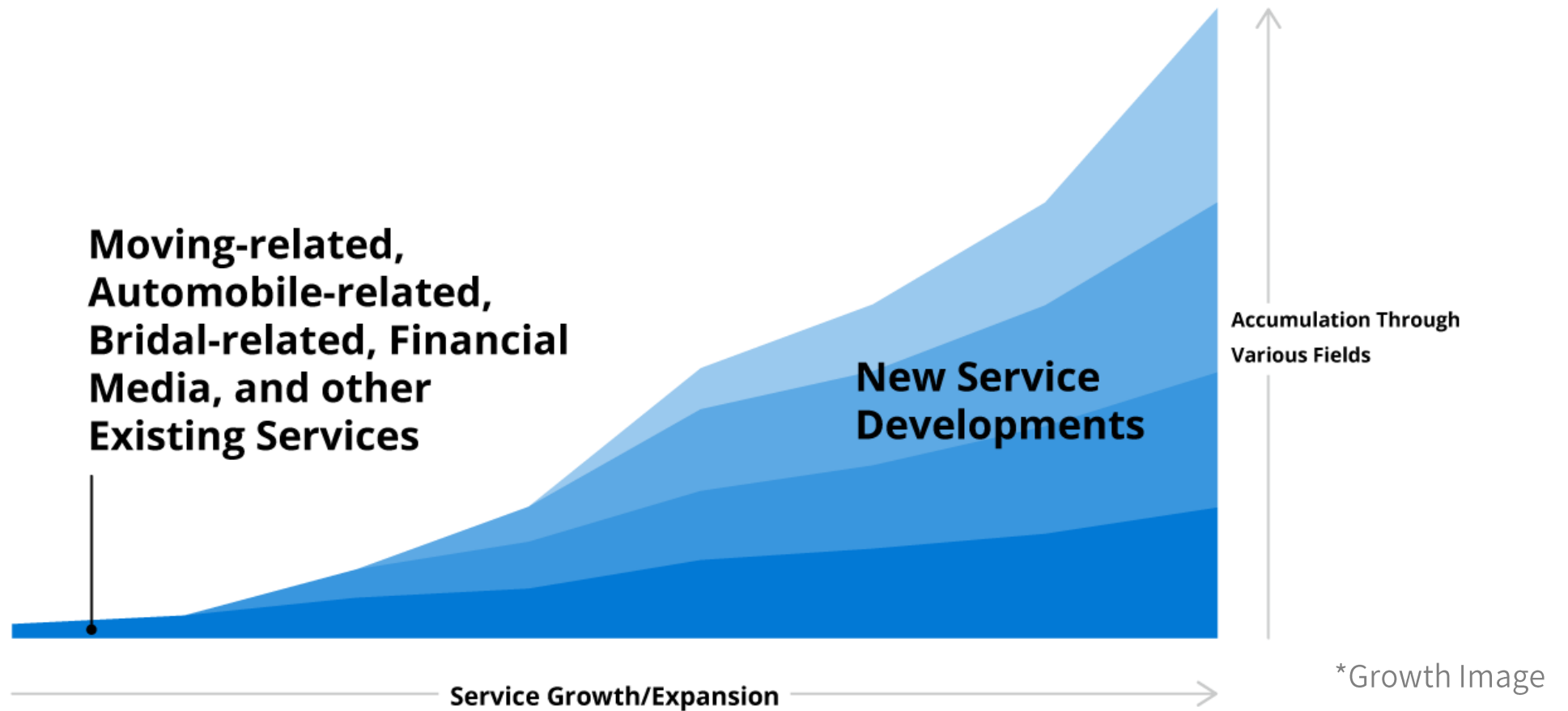
     

CAREER PICKS

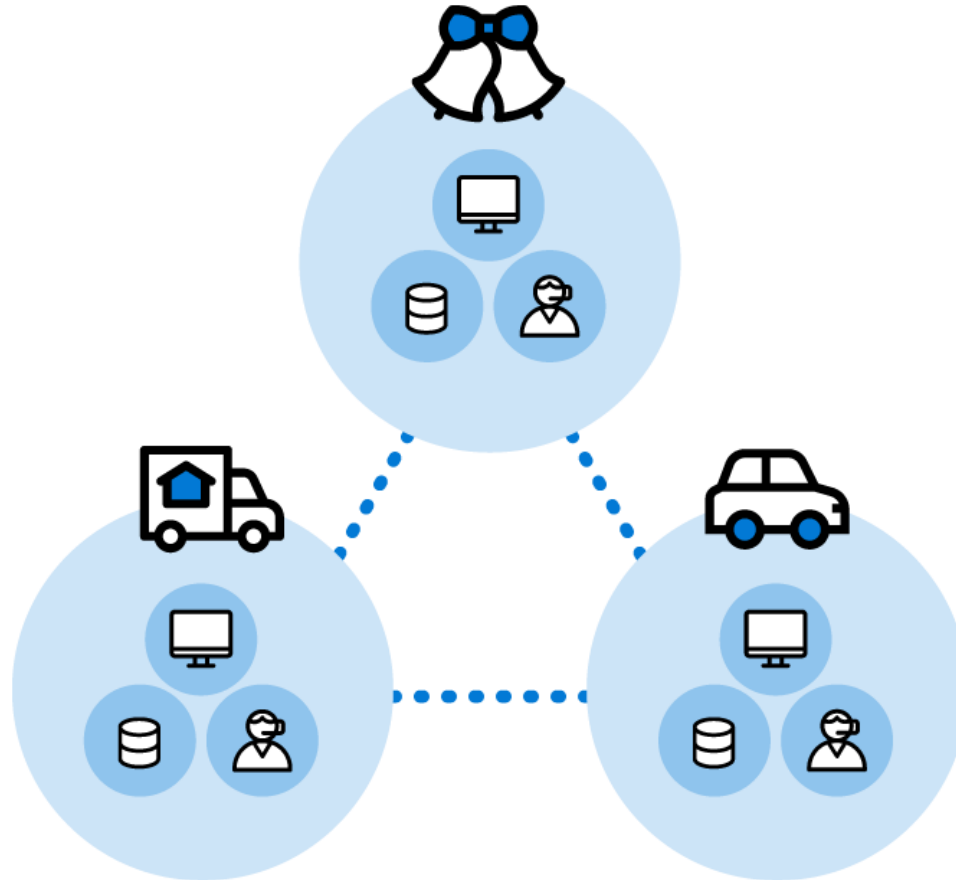
Platform Business

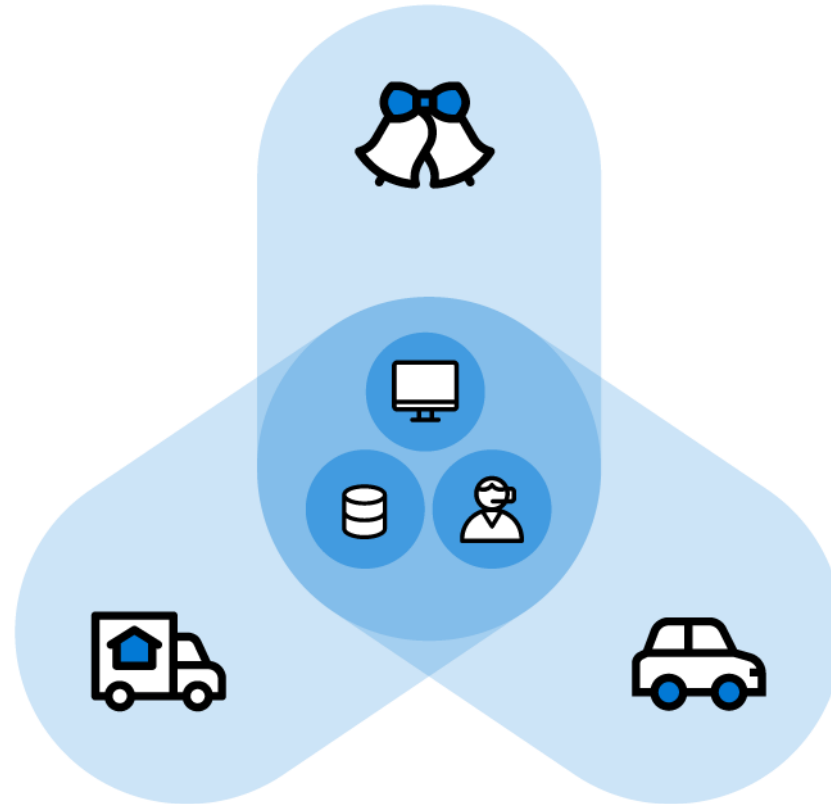
Aim for **Rapid Expansion** in Various Fields Centered on Digital Marketing Support
That Refers Prospective Customers to Affiliated Businesses Through Owned Media



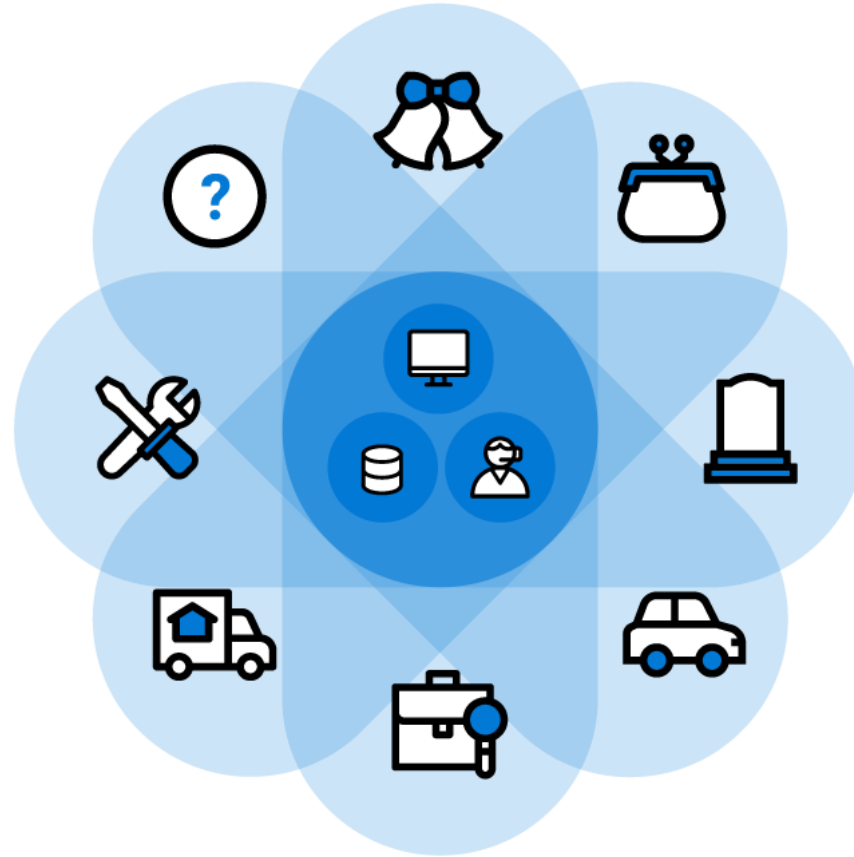
**Each Service Had its Own Independent Provision System,
Thus, Making it Difficult to Cross-Reference Between Services**



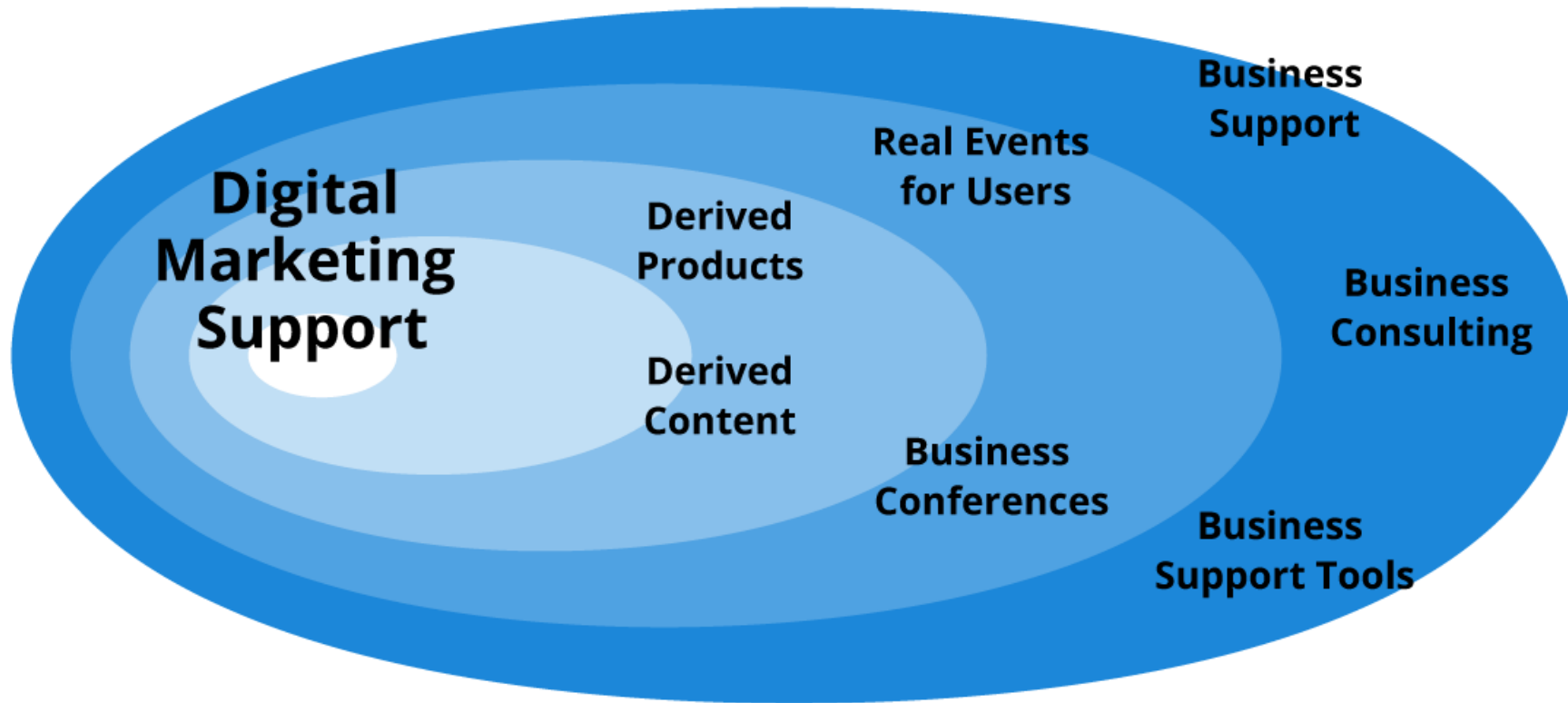
By Building a Common Platform Across Services,
We Will Provide the Services that a User Needs at the Right Time and
Improve LTV (Life Time Value)



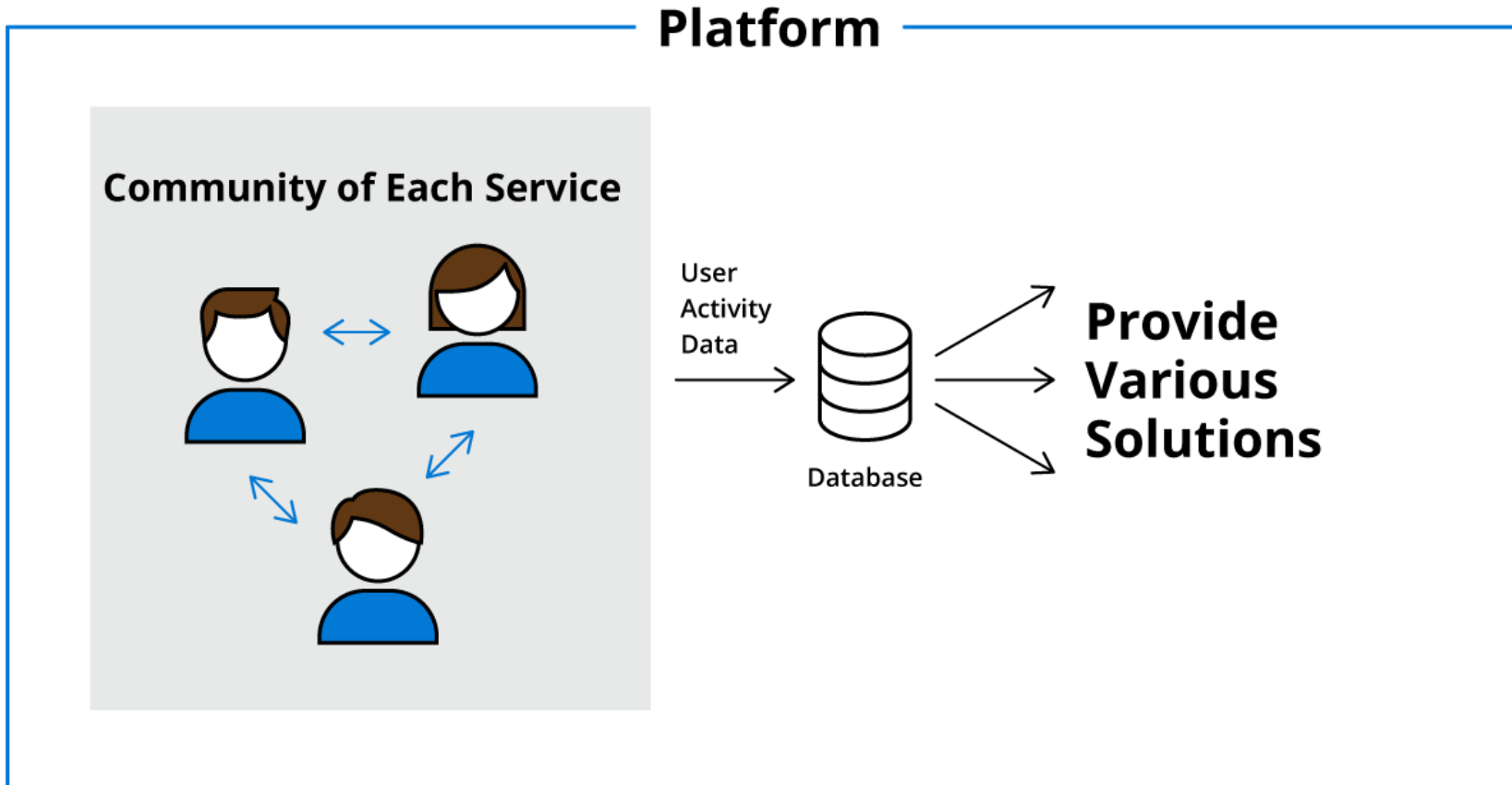
**By Building/Growing a Common Foundation that Supports Each Service,
We Will Increase the Value Provided by the Service and
Use it to Our Advantage When Entering New Fields**



Going Beyond Digital Marketing Support, Aim to Provide Both Users and Partner Companies with Various Peripheral Services to Promote Industry Development

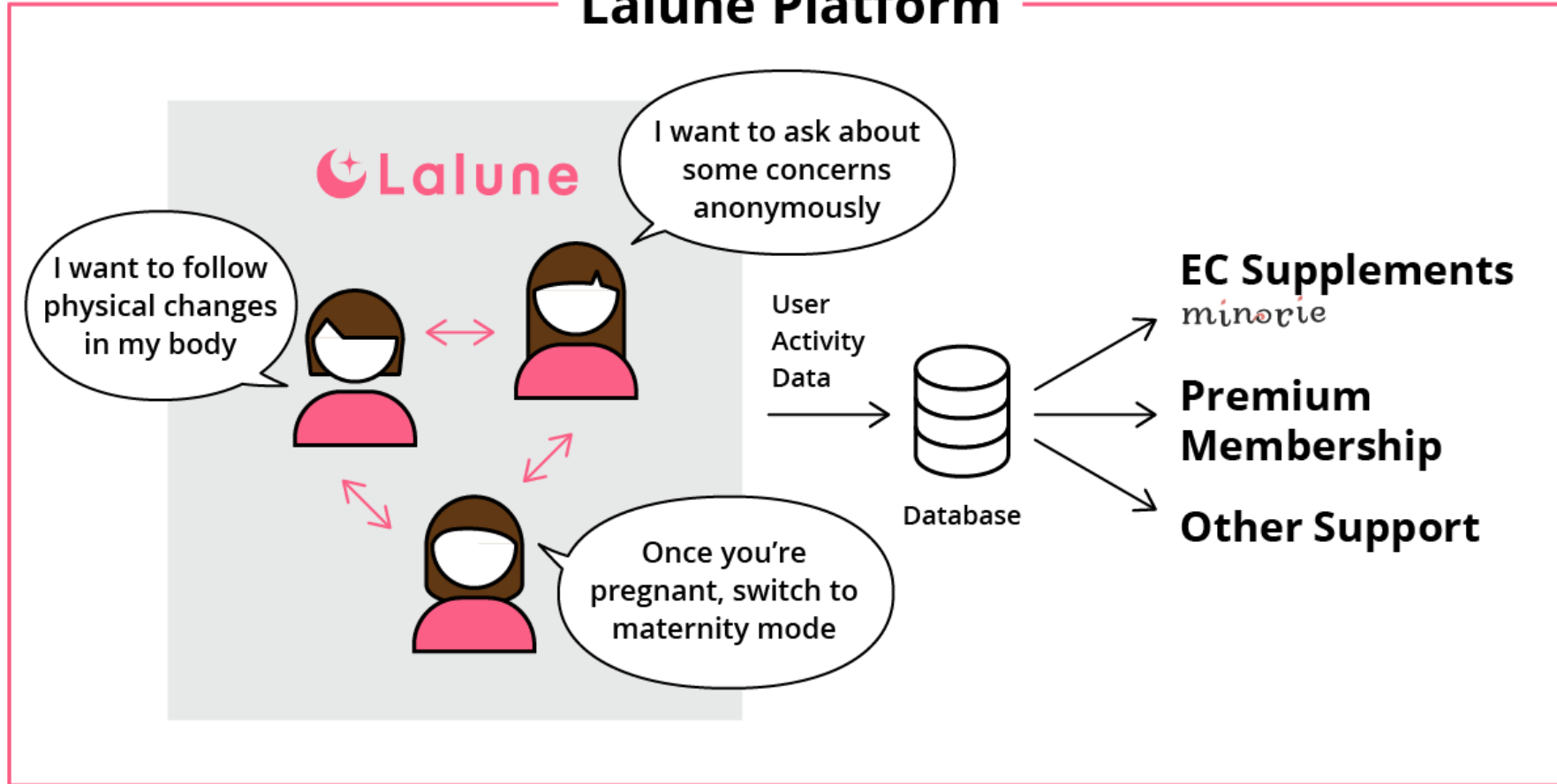


Providing a “Hub” Where User Data is Gathered and Utilized to Further Enhance Business Value in Addition to Building Market Advantage



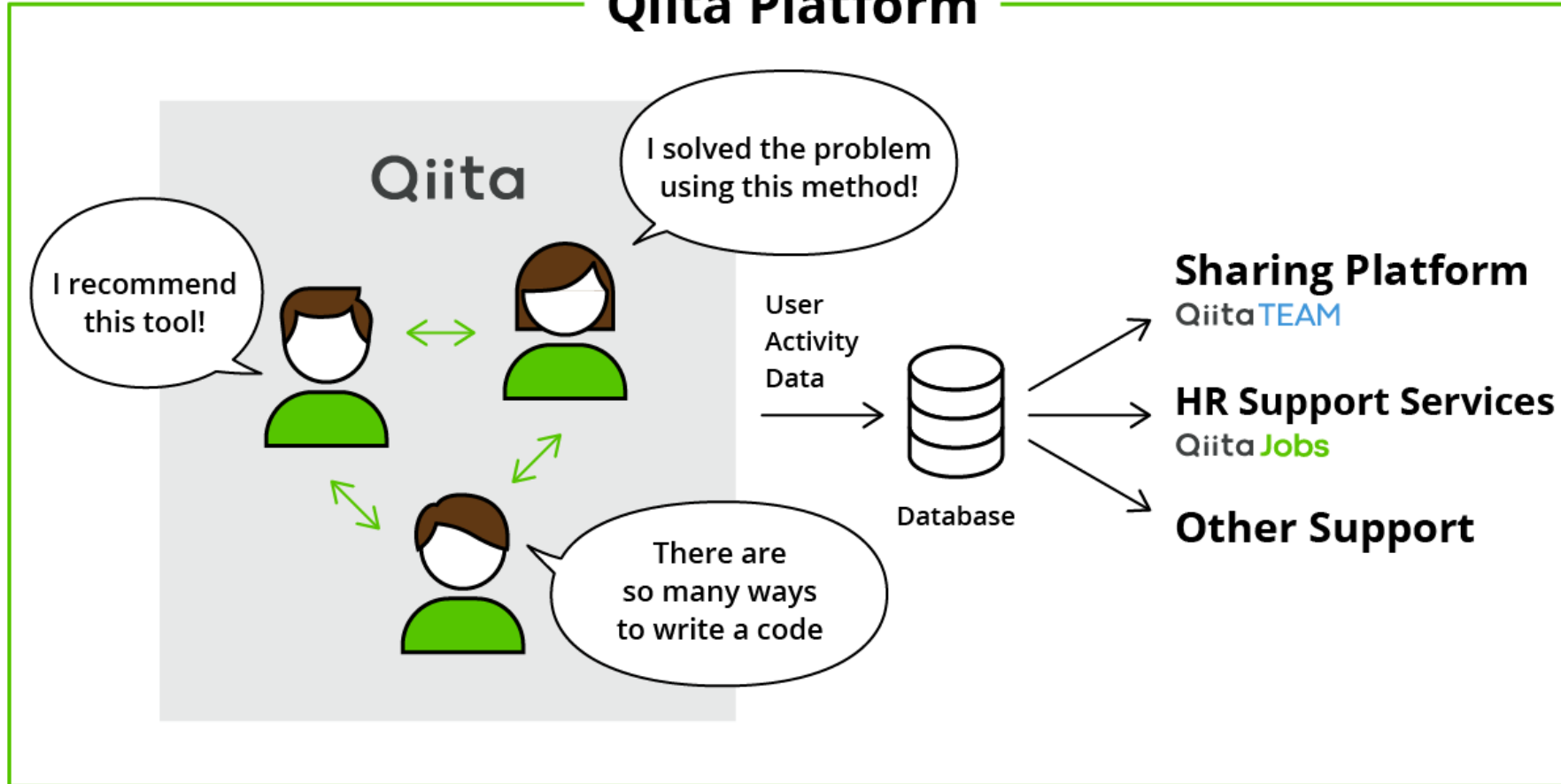
Lalune Women's Healthcare Service

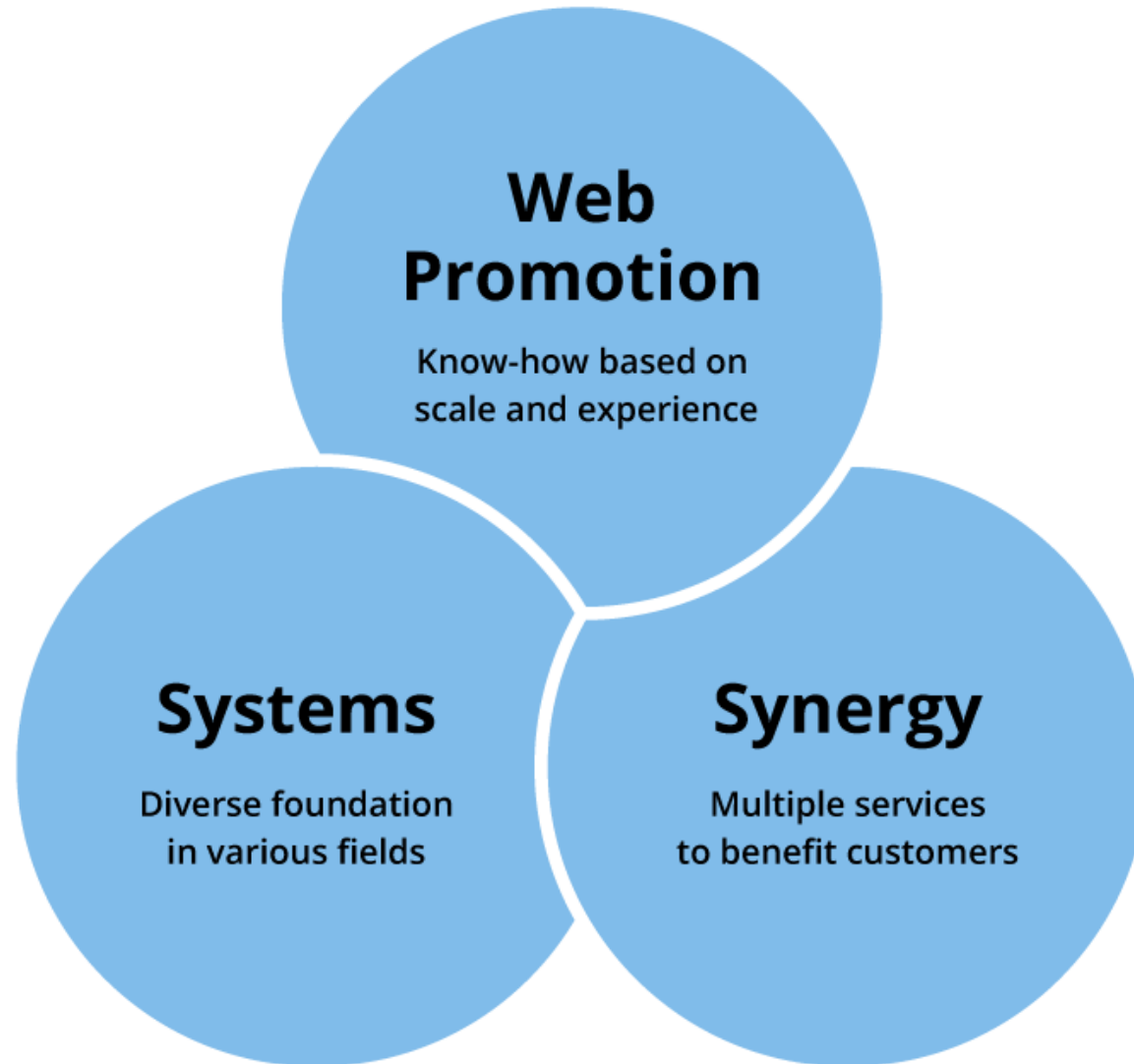
Lalune Platform



Qiita Engineering Service

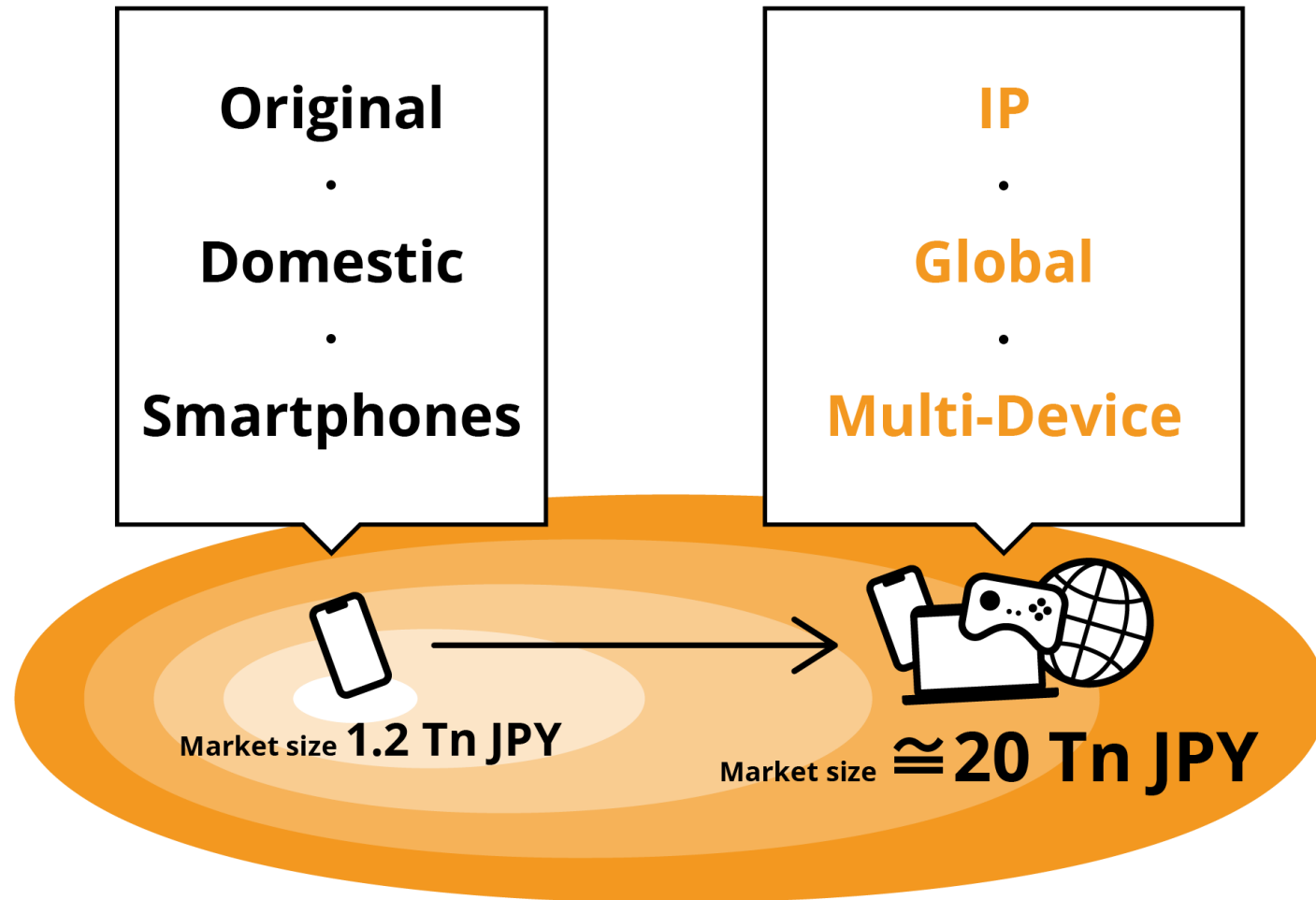
Qiita Platform

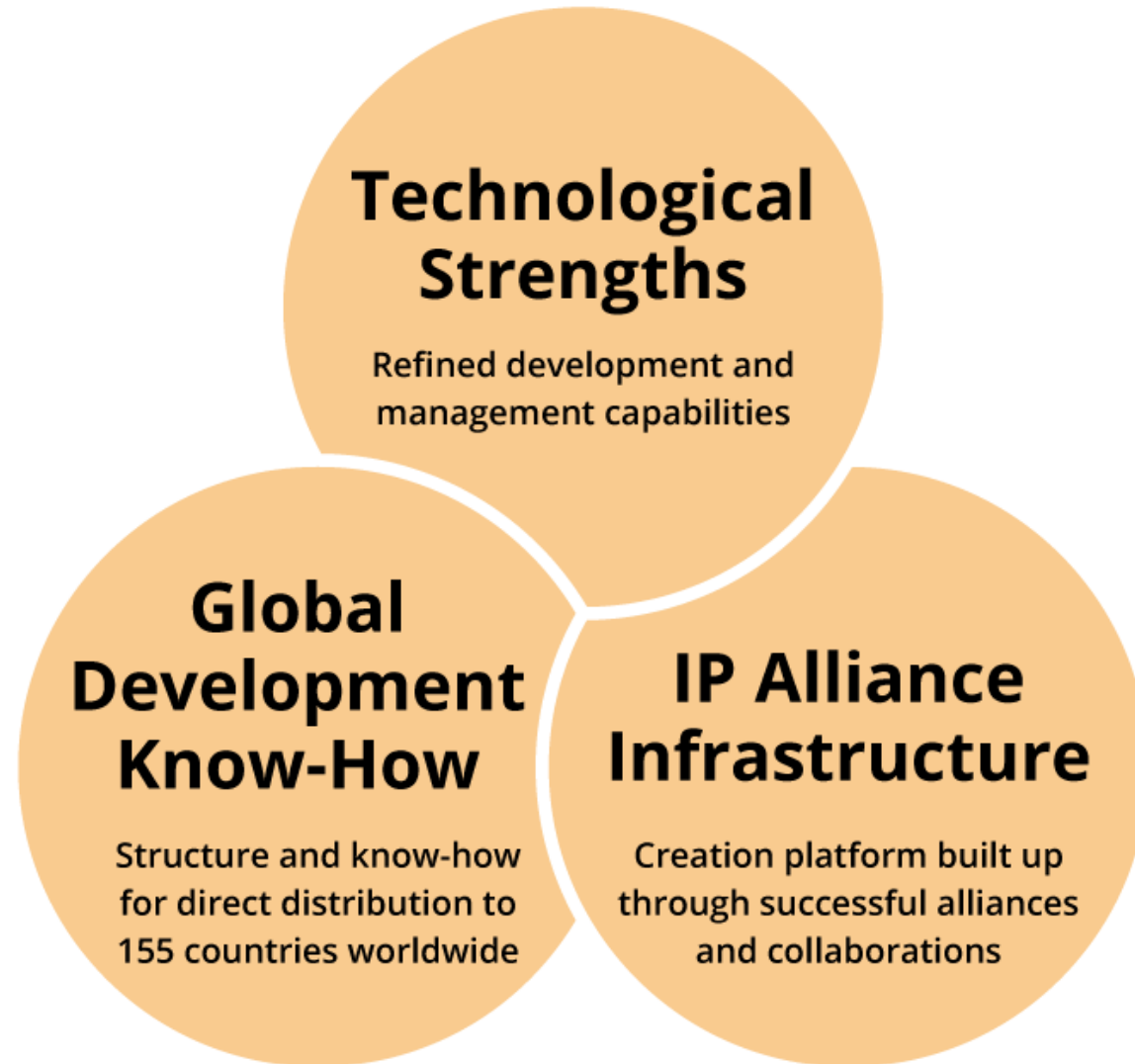




Entertainment Business

Jumping onto the Next Stage with IPs, a Global Focus, and Multi-Device Support!





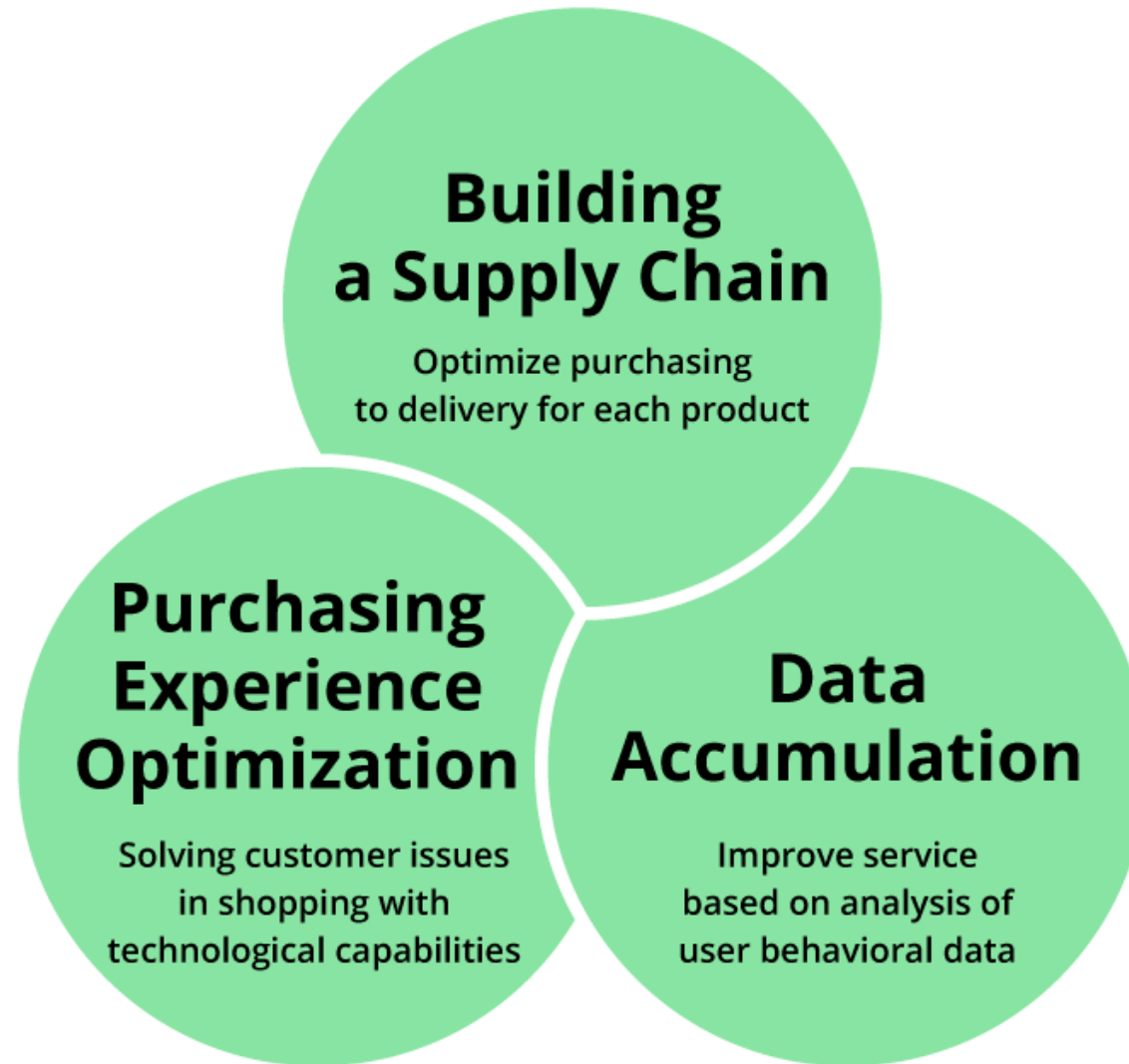
E-Commerce Business

To Provide the Most Affordable Purchasing Experience that Goes Beyond Physical Stores



Identify and Enter Products that Seem to Have a Lot of Room for Improvement in the Purchasing Experience





APPENDIX:

Supplementary Financial Data

● P/L (FY2020 Q2 – FY2022 Q2)

(Million JPY)

	FY2020			FY2021				FY2022	
	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2
Revenue	7,866	8,385	7,339	7,493	7,377	8,637	7,742	7,334	7,647
Q/Q (%)	-3.5	+6.6	-12.5	+2.1	-1.5	+17.1	-10.4	-5.3	4.3
Lifestyle Support	5,148	5,466	3,956	4,744	4,841	5,752	5,045	5,021	4,859
Entertainment	2,112	1,943	2,405	1,785	1,932	1,787	1,766	1,479	1,821
E-Commerce	606	976	976	963	603	1,097	930	833	965
Cost of revenues	1,787	2,038	2,020	1,855	1,832	2,194	2,310	2,076	2,058
Cost rate (%)	22.7	24.3	27.5	24.8	24.8	25.4	29.8	28.3	26.9
Selling, G&A expenses	5,886	5,638	5,095	5,259	5,702	6,083	5,311	5,510	6,480
Selling, G&A expenses ratio (%)	74.8	67.2	69.4	70.2	77.3	70.4	68.6	75.1	84.7
Total cost and G&A expenses	7,673	7,676	7,116	7,114	7,535	8,278	7,622	7,587	8,538
Labor costs & recruitment expenses	1,560	1,549	1,583	1,548	1,582	1,585	1,556	1,590	1,557
Promotional expenses	3,229	3,133	2,480	2,843	3,153	3,521	2,861	3,057	3,980
Promotional expenses ratio (%)	41.1	37.4	33.8	37.9	42.7	40.8	37.0	41.7	52.1
Lifestyle Support	2,987	2,934	2,135	2,637	2,961	3,255	2,570	2,823	3,011
Entertainment	173	125	228	128	126	111	127	131	874
E-Commerce	53	50	102	60	48	132	146	85	78
Commissions, etc.	1,099	1,149	1,359	1,114	1,329	1,358	1,378	1,264	1,100
Subcontractor expenses, server fees	539	519	502	457	464	502	633	576	552
Office rental fees, utility expenses	286	282	285	299	298	270	260	266	260
Other expenses	958	1,042	905	851	705	1,039	931	832	1,087
Operating income	192	708	222	378	-157	359	120	-252	-891
Q/Q (%)	28.5	268.2	-68.6	70.3	-141.6	—	-66.5	-309.4	—
Lifestyle Support	481	830	113	446	64	502	437	192	118
Entertainment	196	169	365	93	120	108	46	-160	-736
E-Commerce	-53	52	8	74	6	52	-48	-34	-18
Others	-417	-343	-265	-235	-349	-302	-315	-249	-253
Operating income margin (%)	2.4	8.5	3.0	5.1	—	4.2	1.6	—	—
Ordinary income	206	682	215	393	-30	370	183	-242	-893
Net income	50	-511	-135	258	483	239	-103	-145	-584
Number of employees	1,123	1,193	1,165	1,162	1,182	1,197	1,155	1,129	1,171
Lifestyle Support	614	663	635	624	647	649	612	590	636
Entertainment	359	380	382	378	375	378	374	371	364
E-Commerce	57	59	55	58	59	63	60	58	55
Others	93	91	93	102	101	107	109	110	116

(Million JPY)

	FY2016	FY2017	FY2018	FY2019	FY2020	FY2021	Y/Y (%)
Revenue	22,967	34,603	37,674	37,151	31,739	31,252	-1.5
Y/Y (%)	45.1	50.7	8.9	-1.4	-14.6	-1.5	—
Lifestyle Support	9,193	13,342	18,955	22,525	20,093	20,384	+1.5
Entertainment	12,559	19,259	16,168	12,577	8,450	7,272	-13.9
E-Commerce	1,214	2,001	2,550	2,048	3,196	3,595	+12.5
Cost of revenues	3,615	5,669	6,960	7,518	7,654	8,193	+7.0
Cost rate (%)	15.7	16.4	18.5	20.2	24.1	26.2	+2.1
Selling, G&A expenses	17,139	24,855	26,012	26,820	22,811	22,357	-2.0
Selling, G&A expenses ratio (%)	74.6	71.8	69.0	72.2	71.9	71.5	-0.4
Total cost and G&A expenses	20,755	30,525	32,973	34,337	30,465	30,550	+0.3
Labor costs & recruitment expenses	3,250	3,807	4,754	6,032	6,274	6,273	0.0
Promotional expenses	9,335	14,018	14,805	15,048	12,444	12,380	-0.5
Promotional expenses ratio (%)	40.6	40.5	39.3	40.5	39.2	39.6	+0.4
Lifestyle Support	5,109	7,547	10,385	12,251	11,394	11,425	+0.3
Entertainment	3,748	5,895	3,785	2,355	706	494	-30.1
E-Commerce	221	335	330	200	253	388	+53.1
Commissions, etc.	4,592	7,318	6,117	5,387	4,662	5,180	+11.1
Subcontractor expenses, server fees	1,035	1,198	2,277	2,574	2,114	2,058	-2.6
Office rental fees, utility expenses	728	879	1,080	1,179	1,142	1,129	-1.2
Other expenses	3,340	3,303	3,937	4,115	3,826	3,081	-5.7
Operating income	2,212	4,077	4,701	2,811	1,273	701	-44.9
Y/Y (%)	6.0	84.3	15.3	-40.2	-54.7	-44.9	—
Lifestyle Support	1,637	1,929	3,076	3,137	1,896	1,450	-23.5
Entertainment	2,297	3,820	3,587	1,532	776	369	-52.4
E-Commerce	-172	-178	-211	-210	-43	84	—
Others	-1,549	-1,493	-1,751	-1,648	-1,341	-1,203	-10.3
Operating income margin	9.6	11.8	12.5	7.6	4.0	2.2	-1.8
Ordinary income	2,094	4,118	4,730	2,809	1,249	895	-28.3
Pre-tax income	1,858	3,854	4,732	2,354	0	1,511	—
Net income	1,292	2,579	3,306	1,473	-519	877	—
Number of employees	583	722	955	1,115	1,165	1,155	-0.9
Lifestyle Support	253	344	489	580	635	612	-3.6
Entertainment	241	264	313	378	382	374	-2.1
E-Commerce	30	46	62	56	55	60	+9.1
Others	59	68	91	101	93	109	+17.2

(Million JPY)

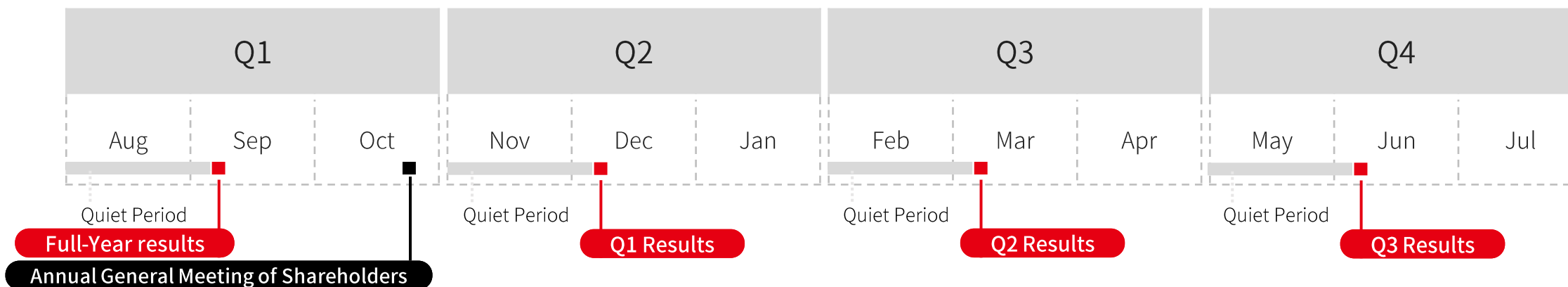
	FY2016	FY2017	FY2018	FY2019	FY2020	FY2021	FY2022 Q2
Assets*							
Current Assets	6,827	9,613	11,488	11,543	11,130	10,383	8,940
Cash and cash equivalents	3,505	5,004	5,984	6,713	6,480	6,035	4,025
Non-current assets*	2,759	3,527	5,214	5,729	4,932	5,368	5,533
Tangible assets	1,321	1,666	1,684	1,711	1,384	1,195	1,115
Intangible assets	622	507	2,070	1,522	477	792	814
Investments and other assets*	815	1,353	1,459	2,495	3,070	3,380	3,603
Total assets	9,586	13,140	16,702	17,273	16,063	15,751	14,474
Liabilities							
Current liabilities	4,127	5,202	4,464	4,031	3,847	3,640	3,657
Non-current liabilities	387	481	583	730	493	527	521
Total liabilities	4,514	5,683	5,047	4,761	4,340	4,168	4,178
Interest-bearing liabilities	1,166	632	186	—	—	—	—
Net assets							
Shareholder's equity	4,971	7,361	11,566	12,452	11,663	11,232	9,695
Treasury stock	-1,222	-1,177	-481	-438	-397	-1,394	-1,896
Stock option	100	96	85	85	82	82	73
Total net assets	5,072	7,456	11,655	12,511	11,722	11,582	10,295
Total liabilities and net assets	9,586	13,140	16,702	17,273	16,063	15,751	14,474

* From FY2019, applied "Partial Amendments to the Accounting Standard for Tax Effect Accounting" (ASBJ Statement No. 28, Feb 16, 2018) causing category change from "Deferred Tax Assets" to "Investments and Other Assets". Above values are based on new standards causing differences from previous published materials

● Others (FY2016 - FY2021)

	FY2016	FY2017	FY2018	FY2019	FY2020	FY2021
Number of shares issued (year-end)	19,450,000	19,469,800	19,738,200	19,756,200	19,783,200	19,789,200
Treasury stock (shares)	302,562	302,562	35,562	35,562	35,588	663,388
Average number of shares during the FY	18,846,317	18,904,872	19,401,921	19,510,259	19,551,565	19,477,509
EPS (JPY)	68.58	136.45	170.40	75.52	-26.59	45.07
EPS Y/Y (%)	-2.8	99.0	24.9	-55.7	-135.2	—
ROA (Ordinary income on total assets, %)	24.3	36.2	31.7	16.5	7.5	5.6
Net assets per share (JPY)	263.4	389.0	593.7	636.32	594.54	605.98
Dividend per share (JPY)	12.50	27.00	32.50	16.00	16.00	16.00
Interim dividend (JPY)	5.00	5.00	0.00	0.00	0.00	0.00
Total dividend amount (JPY)	239	517	640	315	315	306
Payout ratio (%)	18.2	19.8	19.1	21.2	—	35.5
Shareholder's equity ratio (%)	51.9	56.0	69.2	72.1	72.6	71.3
Equity ratio (%)	51.9	56.0	69.3	71.9	72.5	73.0
ROE (%)	29.1	41.8	34.9	12.3	-4.3	7.6
ROIC (=①÷②, %)	25.1	34.1	27.9	14.1	7.6	4.3
① Net operating income after taxes	1,539	2,729	3,284	1,759	884	486
② Invested capital (=③+④)	6,137	7,993	11,755	12,452	11,663	11,232
③ Shareholder's equity	4,971	7,361	11,566	12,452	11,663	11,232
④ Short-term loans payable	1,166	632	186	—	—	—

Yearly Schedule



Corporate Information

Corporate Development Division Investor Relations

E-mail : ir@a-tm.co.jp

* For the purpose of preventing the spread of COVID-19 infections, we are currently working from home, thus will only be able to respond via mail

- Corporate Website Shareholder/Investor Information: <https://www.a-tm.co.jp/en/ir/>
- Shared Research Report: <https://sharedresearch.jp/en/3662>
- Ateam IR Facebook Page: <https://www.facebook.com/ateamir/>



“To Be a Company Where All Can Achieve Happiness Together”
“To Be a Company that Continues 100 Years from Today”

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