## VOYAGE GROUP

Financial Results Presentation Materials for Q3 of FY2018/9

July31, 2018

TSE 1st Section

Securities code: 3688

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	Q3 FY2017/9 (April 2017 to June 2017)	Q3 FY2018/9 (April 2018 to June 2018)	Y onY Change
Net sales	¥ 6.19 billion	¥ 6.91 billion	+11.6 %
Gross profit	¥ 1.86 billion	¥ 2.03 billion	+9.4 %
Operating income	¥ 0.32 billion	¥ 0.31 billion	-3.5 %
Profit attributable to owners of parent	¥ -0.08 billion	¥ 0.53 billion	

Results Summary

Sales increased steadily from one year earlier; despite a rise in SGA expenses on an increase in advertising and other spending, operating income reached ¥310 million, about the same as one year earlier

**Revising Forecast** 

Booked ¥540 million extraordinary income (corresponding to ¥350 million net income attributable to owners of the parent company) on a partial sale of stake in logly Inc. in connection with listing of that company on the TSE's Mothers market; revised up full-year forecast for net income to ¥1.05 billion

**Ad Platform** 

Sales and profit increased from one year earlier; demand side sales surpassed supply side sales for the first time on a quarterly basis

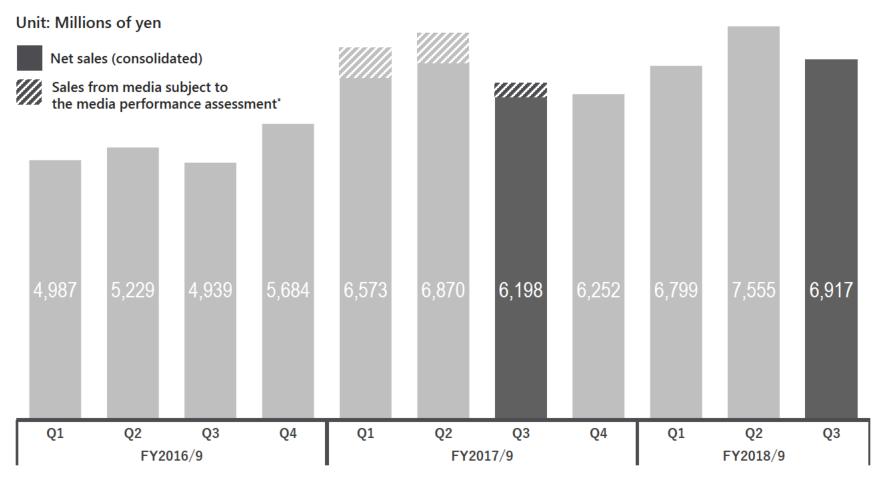
**Point Media** 

Sales continued to increase from one year earlier; operating income reached ¥56 million, about the same as one year earlier

Revised up full-year forecast for net income attributable to owners of the parent company to ¥1.05 billion

		FY2018/9 Initial forecast(A)	FY2018/9 Revised forecast(B)	Change (B-A)
Net sales	(Millions of yen)	30,000	30,000	-
Operating income	(Millions of yen)	1,200	1,200	-
Ordinary income	(Millions of yen)	1,200	1,200	-
Profit attributable to owners of parent	(Millions of yen)	700	1,050	+350
Net income per share	(Yen)	58.40	87.79	-

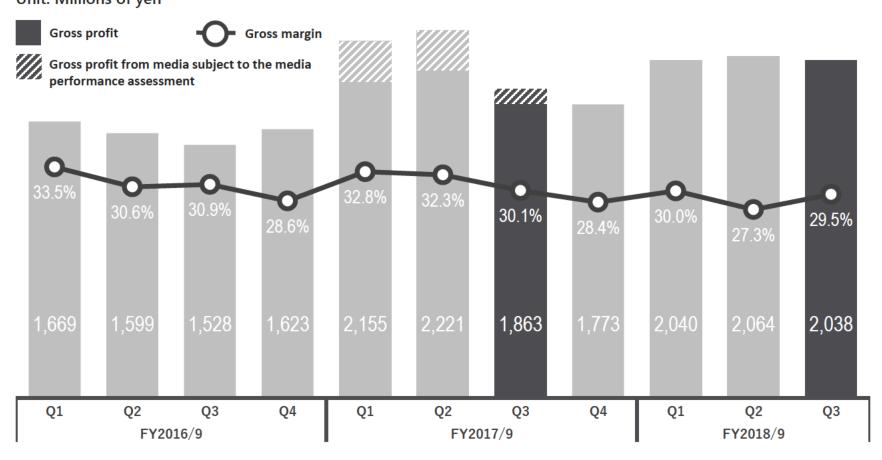
## Sales rose 11.6% year on year to ¥6.91 billion



<sup>\*</sup> VOYAGE GROUP reviewed transactions with some media with poor advertising impact to build a more robust ad platform.

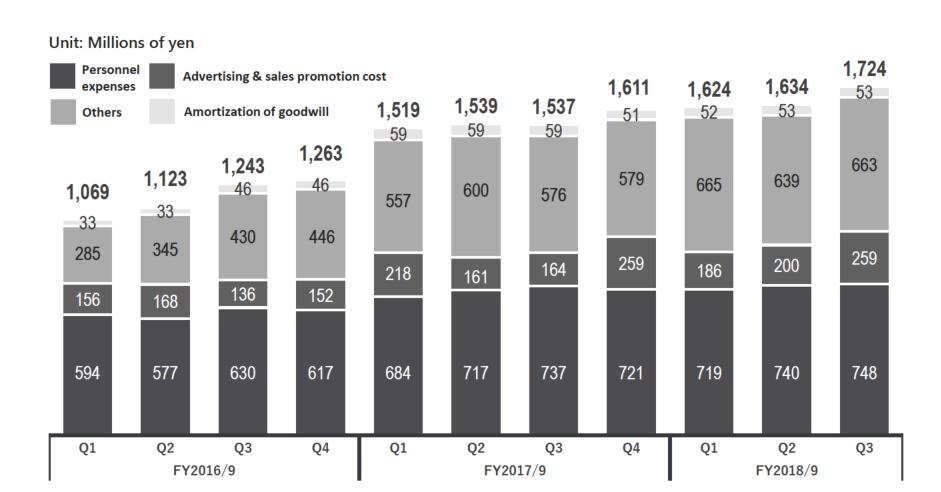
## Gross profit rose 9.4% year on year to ¥2.03 billion

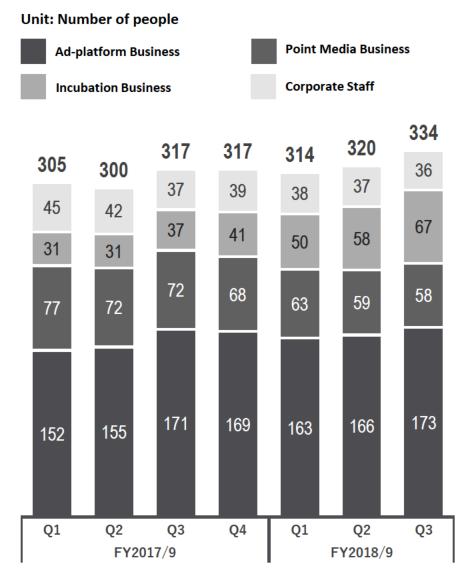


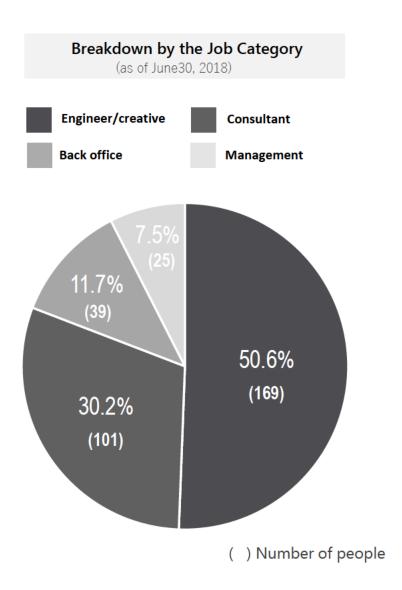


## **Quarterly SGA Expenses (Consolidated)**

SGA expenses rose from one year earlier driven by other expenses such as server management costs, and advertising spending in Incubation Business

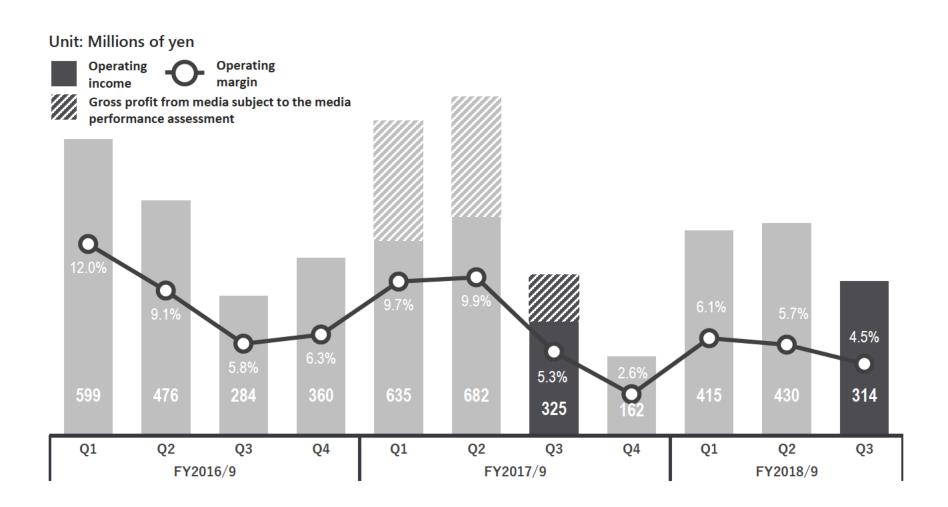






<sup>\*</sup>The number of employees exclude temporary employees.

## Operating income was ¥314 million, about the same as one year earlier



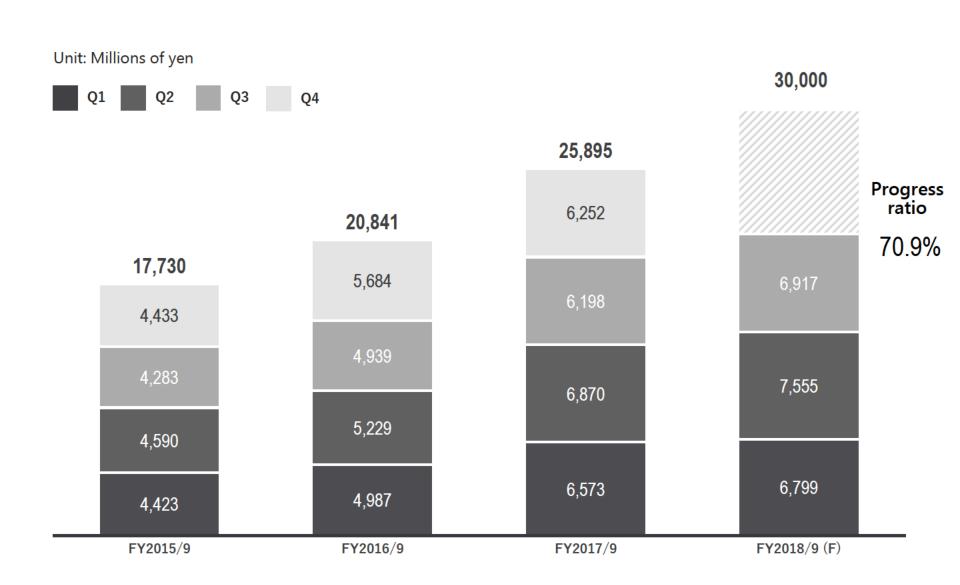
(Unit: Millions of yen)	Q3 FY2017/9	Q3 FY2018/9	YoY change
Net sales	6,198	6,917	+11.6%
Gross profit	1,863	2,038	+9.4%
Selling, general and administrative expenses	1,537	1,724	+12.1%
Operating income	325	314	-3.5%
Non-operating income	1	0	-53.5%
Non-operating expenses	28	19	- 32.5%
Ordinary income	298	295	- 1.0%
Extraordinary income	0	550 *	2 _
Extraordinary losses	260* <sup>①</sup>	13	- 94.7%
Profit before income taxes	38	832	+2,049.0%
Profit attributable to owners of parent	-80	530	_

<sup>\*</sup> ① Goodwill impairment loss of ¥252 million related to GoldSpot Media, Inc., etc.

<sup>\*</sup> ② Gains on a partial sale of stake in logly Inc. (which had been an equity-method affiliate) in connection with IPO of this company on June 20, and dividends from investment funds, etc.

(Unit: Millions of yen)	<b>FY2017/9</b> As of Sep. 30, 2017	Q3 FY2018/9 As of June 30, 2018	Change
Current assets	9,577	10,114	+536
Cash and deposits	5,445	5,607	+162
Non-current assets	6,198	6,718	+520
Total assets	15,775	16,832	+1,056
Current liabilities	6,931	6,824	-106
Provision for point card certificates	2,751	2,831	+80
Non-current liabilities	730	1,039	+308
Net assets	8,113	8,968	+854
Total liabilities and net assets	15,775	16,832	+1,056

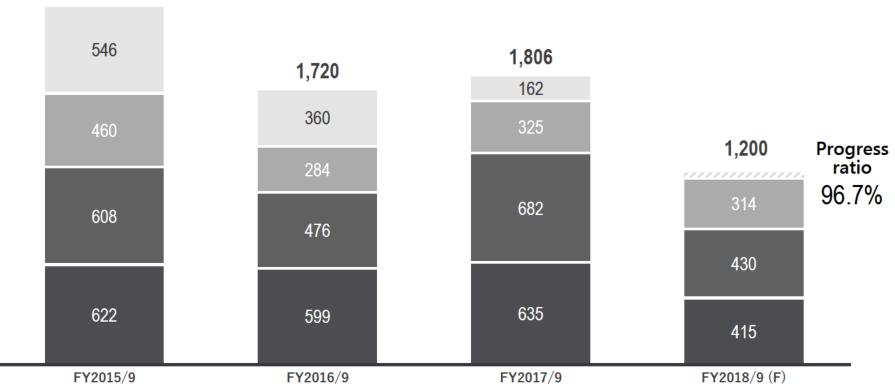
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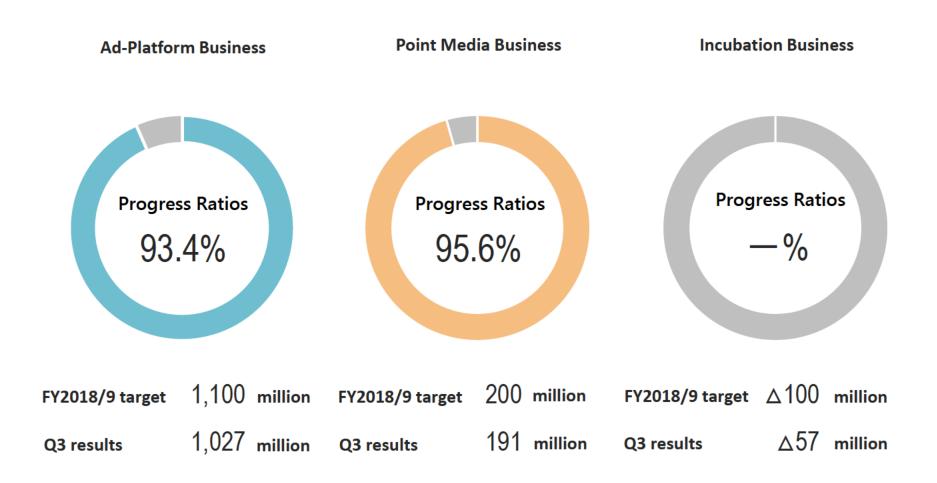








## Progress Ratios for FY2018/9 Operating Income Forecasts by Segment



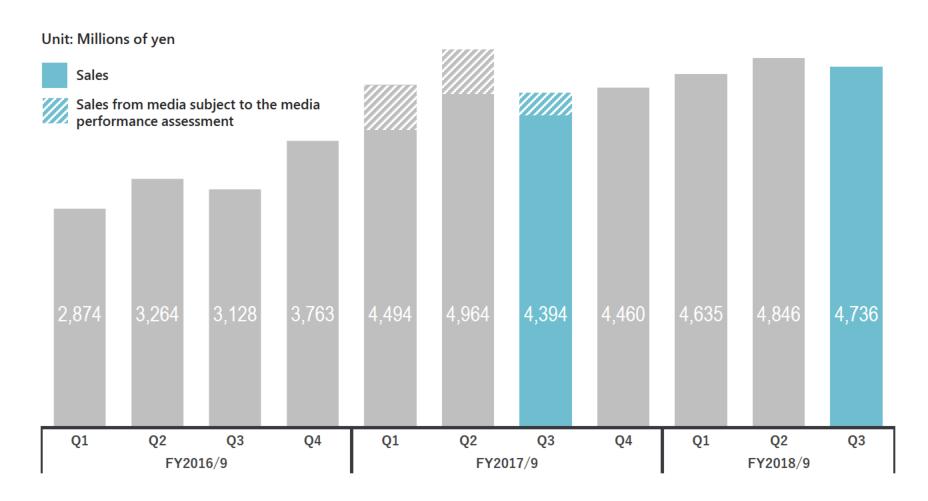
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**Ad-Platform Business** 

## Ad - Platform Business: Quarterly Sales

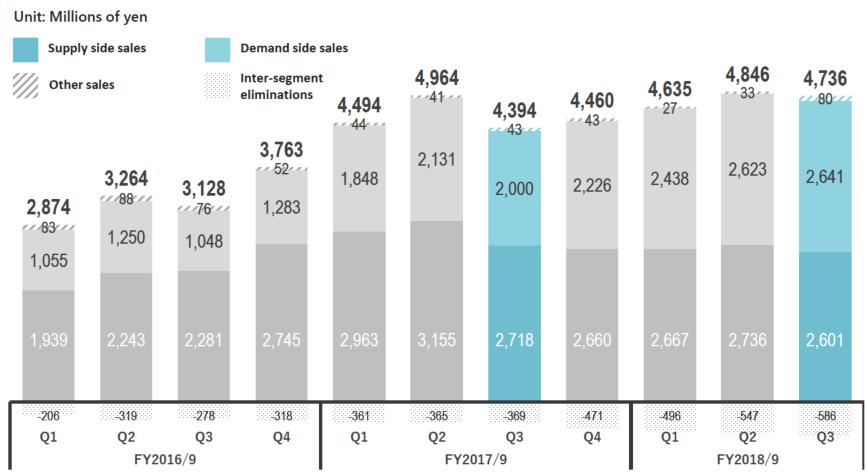


Sales rose 7.8% year on year; about 15% increase in real terms, after adjusting for the effects of media performance assessment



## Ad - Platform Business: Breakdown of Quarterly Sales

Demand side sales increased steadily to a record high, and for the first time exceeded supply side sales on a quarterly basis



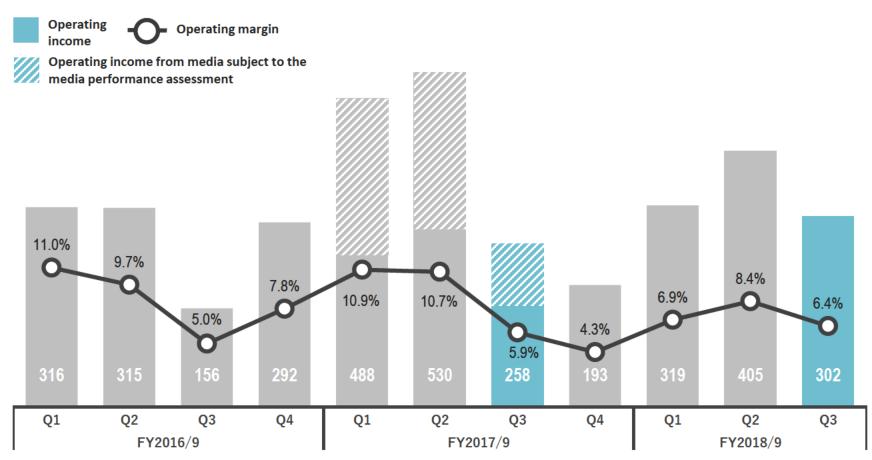
<sup>\*</sup> Supply side sales: Total of "SSP fluct," etc.

<sup>\*</sup> Demand side sales: Total of "Zucks ADNW," "Zucks affiliate," "CMerTV," etc.

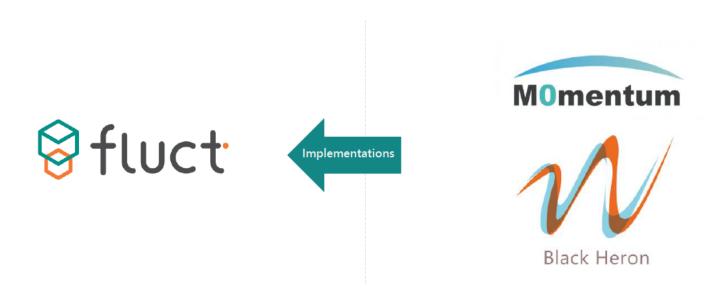
## Ad-Platform Business: Breakdown of Quarterly Operating Income

## Operating income rose 17.1% year on year to ¥302 million



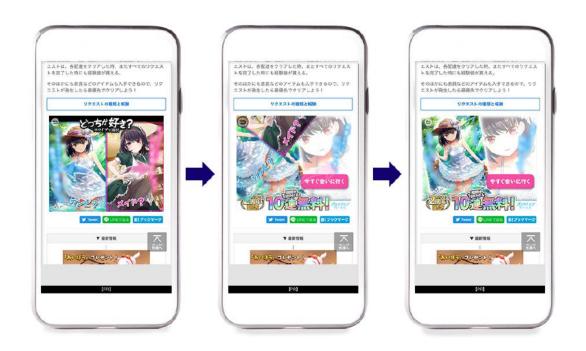


"SSP fluct" introduced ad fraud blocking plugin offered by Momentum K.K.



"fluct" started using the ad fraud blocking plugin, Black Heron offered by Momentum K.K. in July 2018. This tool blocks impressions and clicks by automated scripts or computer programs, thus contributing to safer and securer ad distribution system.

# "Zucks Ad Network" started offering "Knarry " ad format that centers on user experiences



"Knarry" is an ad format that allows ad viewers to swipe graphics left or right based on their interests. It allows advertisers to stimulate stronger interests than with traditional single-graphic banner ads by having users engage in actions prior to installing apps or making purchases.

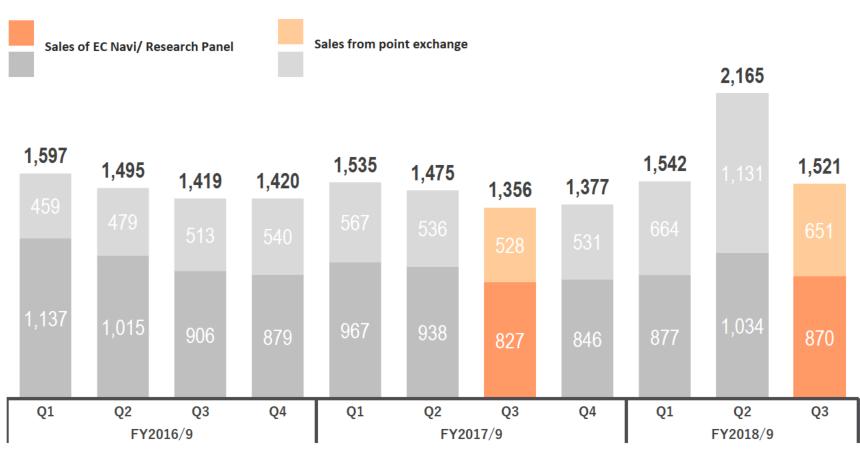
**Point Media Business** 

### Point Media Business: Quarterly Sales

### VOYAGE

## Sales rose 12.2% year on year; Major point media such as "EC Navi " also recorded sales growth

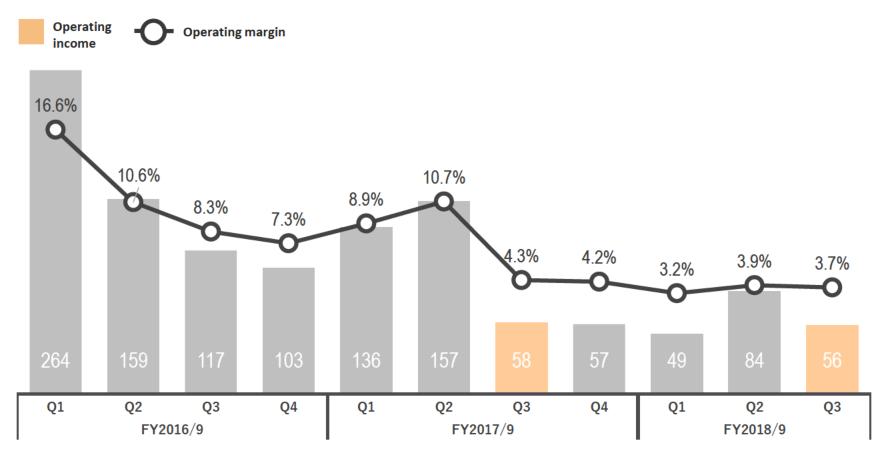
Unit: Millions of yen



### VOYAGE

# Operating income increased to ¥56 million, about the same as one year earlier

Unit: Millions of yen



**Incubation Business** 

## Actively developing Incubation Business as the third pillar, following Ad-Platform Business and Point Media business

#### Domains to be enhanced

#### HR

#### Operation of "Supporterz," a job hunting support service

#### FinTech

Development of FinTechrelated businesses and operation of FinTech funds

#### EC

Planning and mailorder sales of cosmetics "ViTAKT" Online sales business for housework support services "Kajitaku"

#### Digital gifts on demand business

Immediate issuance of various digital gift coupons with deferred payment option

## business

Game publishing

Publishing of foreign game apps such as "POCKETOWN" in Japan

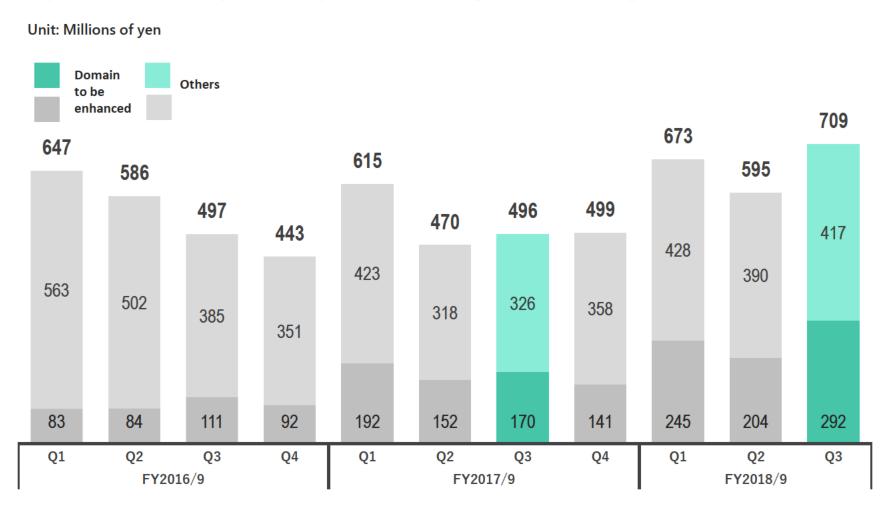
#### Media business

Operation of media sites such as "kotobank," "Kamigei Koryaku," etc.

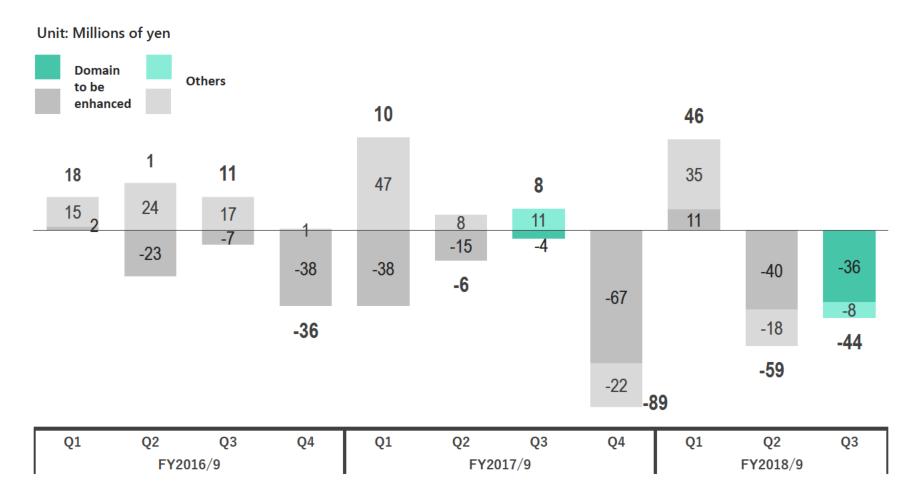
#### Venture capital business

Investment in and business expansion support for Internetrelated companies

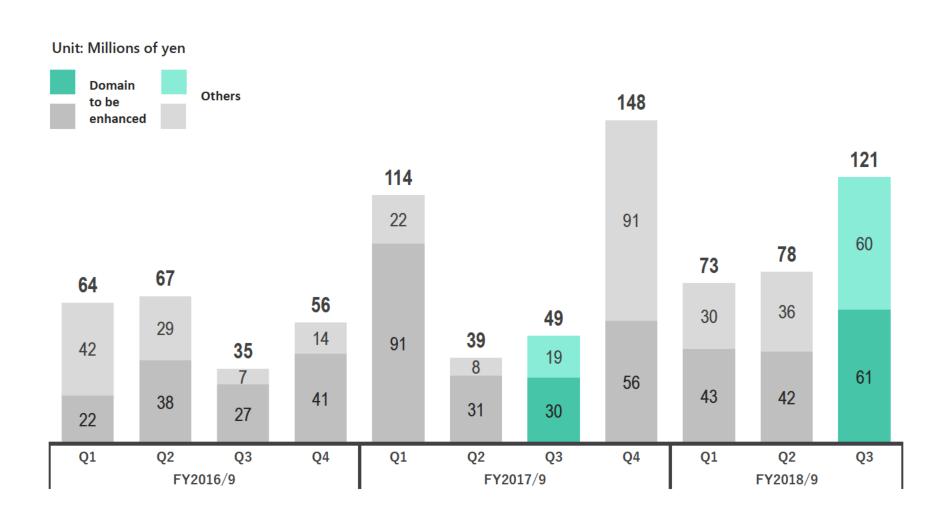
# Sales rose 42.9% year on year; sales in domains to be enhanced expanded 71.8% year on year, reaching a record high



In domains to be enhanced, operating income declined from one year earlier due to an increase in personnel expenses and advertising costs accompanying preparations to launch new services



# Advertising expenses increased due to increased promotion in each business



# Launched "MYLISH", a rental service for trendy clothes selected by popular influencers



Launched "MYLISH", a flat-rate fashion rental service that allows users to rent trendy items selected by popular influencers, and exchange them multiple times per month without return fees or time limit.

Offered for a monthly fee of ¥8,980 (excl. tax), "MYLISH" facilitates unlimited rental of trendy clothes selected by influencers drawing attention on Instagram, blogs, etc.

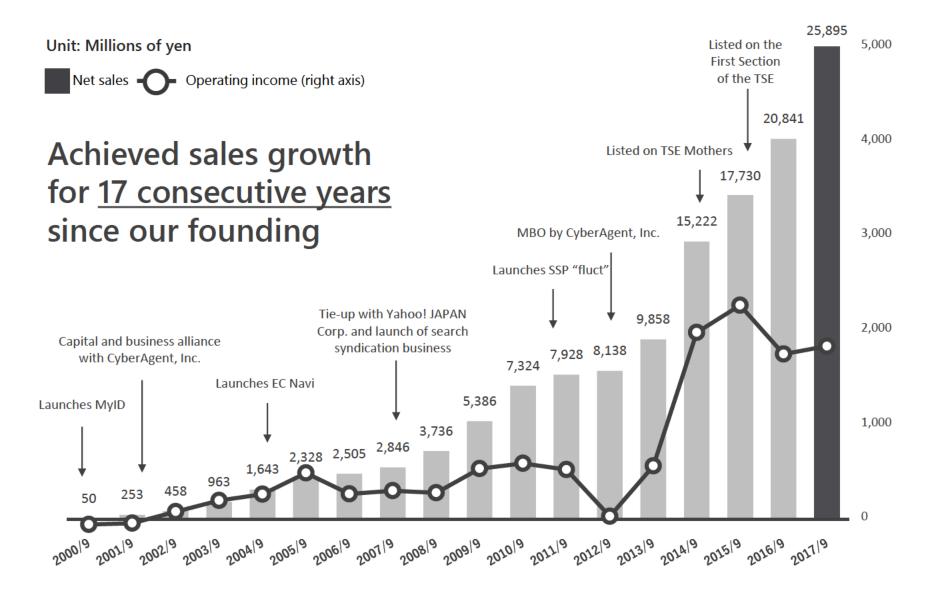


## "Kajitaku" Online Shop among the first domestic Amazon Pay adopters to join Amazon Prime Day



"Kajitaku" and four other Japanese business operators that have adopted Amazon Pay joined Amazon Prime Day (Amazon's annual major sales event for prime members held simultaneously in 17 countries around the world). The "Kajitaku" Online Shop operated by VOYAGE NEXUS offered household cleaning services at special prices to Amazon Prime members.

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#### VOYAGE

# References: Major Group Companies - Consolidated Subsidiaries (1)

#### **Ad-Platform Business**

<b>⊗</b> fluct	fluct, Inc.  Operation of ad-platform for publishers "fluct"	Ownership % of Voting Rights 100%	Zucks, Inc.  Operation of ad-platform for smartphones "Zucks"	Ownership % of Voting Rights 100%
CMerTV。	CMerTV, Inc.  Operation of video ad- platform "CMerTV"	Ownership % of Voting Rights 59.5%		

#### **Point Media Business**

	VOYAGE MARKETING, Inc.	Ownership % of Voting Rights		Research	Research Panel, Inc.	Ownership % of Voting Rights
V O Y A G E M A R K E T I N G	Operation of point exchange system form "PeX" and point system solution business	100%	₽	Panel	Operation of surveying service website "Research Panel"	60.0%

# References: Major Group Companies - Consolidated Subsidiaries (2)

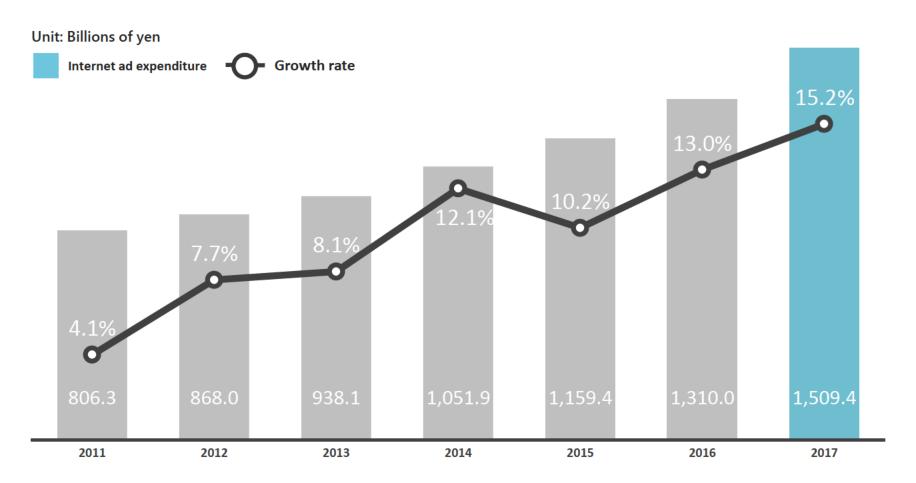
#### **Incubation Business**

<b>サポーターズ</b> 「カッコイイオトナ」を増やす	Supporterz, Inc.  Operation of "Supporterz," a job hunting support service	Ownership % of Voting Rights 100%	● ● ● ● VOYAGE GAMES	VOYAGE GAMES, Inc. Game marketing business	Ownership % of Voting Rights 100%
ZENGSIS	ZENOSIS, Inc.  Planning and mail-order sales of cosmetics "ViTAKT"	Ownership % of Voting Rights 100%	Lighthouse Studio	VOYAGE Lighthouse Studi Inc. Operation of media business "Kamigei Koryaku"	Ownership % of
V O Y A G E	VOYAGE NEXUS, Inc. Online sales business for housework support services "Kajitaku"	Ownership % of Voting Rights 100%	V O Y A G E Y E N T U R E S	VOYAGE VENTURES, Inc. Investment in and support for business expansion and corporate value enhancement for unlisted internet-related venture companies	Ownership % of Voting Rights 100%
C:OSOTO 予算でをもっとラクに、もっと楽しく	cosoral, Inc.  Operation of "Posly" childcar support service using Interne				As of July 31, 2018

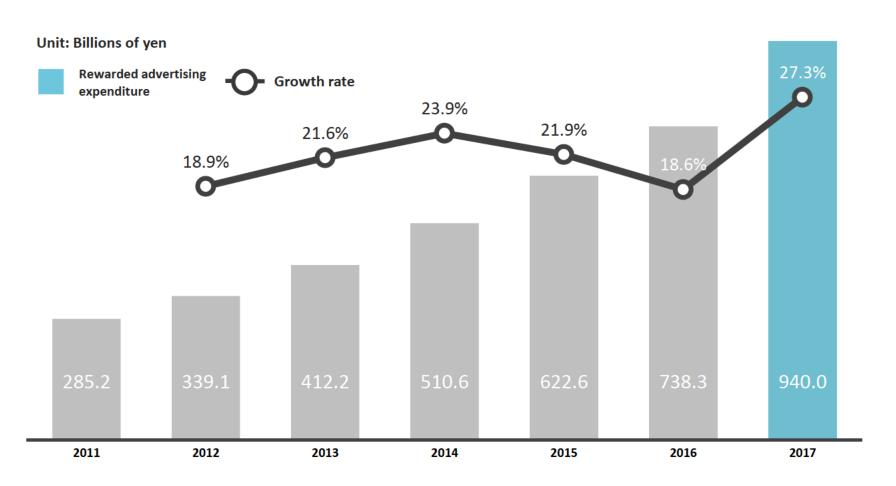
# References: Major Group Companies - Equity-method Affiliates

CPOT	C-POT, Inc.  Development of businesses which use content of publishers	Ownership % of Voting Rights 30.0%	VENTENY SEMPLOTE HAPPINES	VENTENY PTE. LTD.  Lending service for employees in emerging countries	Ownership % of Voting Rights 37.2%
Countir *Bank	Countir Bank, Inc. Virtual currency business	Ownership % of Voting Rights 39.0%	◆ 株式会社 トゥッハウス®	DO HOUSE Inc.  Provision of word-of-mouth promotion services and marketing research services	Ownership % of Voting Rights 21.8%
Marketing Applications	Marketing Applications, In Provision of online marketing research services	Ownership % of <sup>c.</sup> Voting Rights 20.1%	∕V <mark>edia</mark> / Vague	mediavague Co., ltd.  Operation of online content media related to transportatio such as "Norimono news"	Ownership % of Voting Rights <sub>n</sub> 26.7%
selvas <sup>©</sup>	SelvasM. Inc.  Mobile games business geared toward foreign markets	Ownership % of Voting Rights 1 29.9%			As of July 31, 2018

The domestic internet advertising expenditure has steadily grown, reaching ¥1,509.4 billion in 2017, a 15% increase year on year

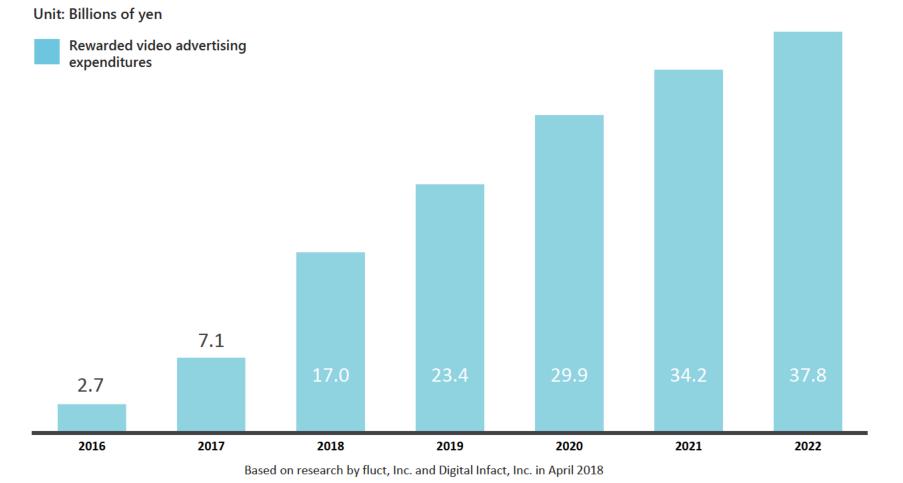


# Performance-based advertising expenditure expanded to reach ¥940.0 billion in 2017, a 27.3% increase year on year



## References: Projected Growth of Japan's Rewarded Video **Advertising Market**

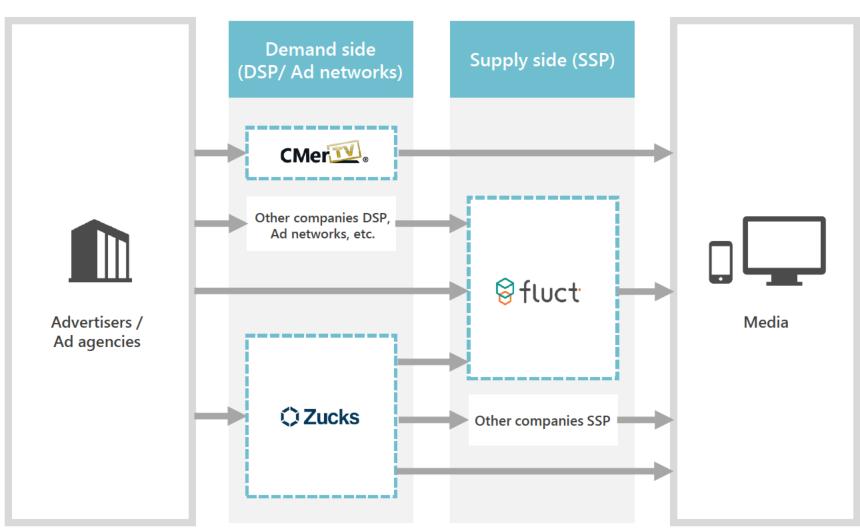
## Japan's rewarded video advertising market is expected to grow by more than five times to about ¥37.8 billion in 2022



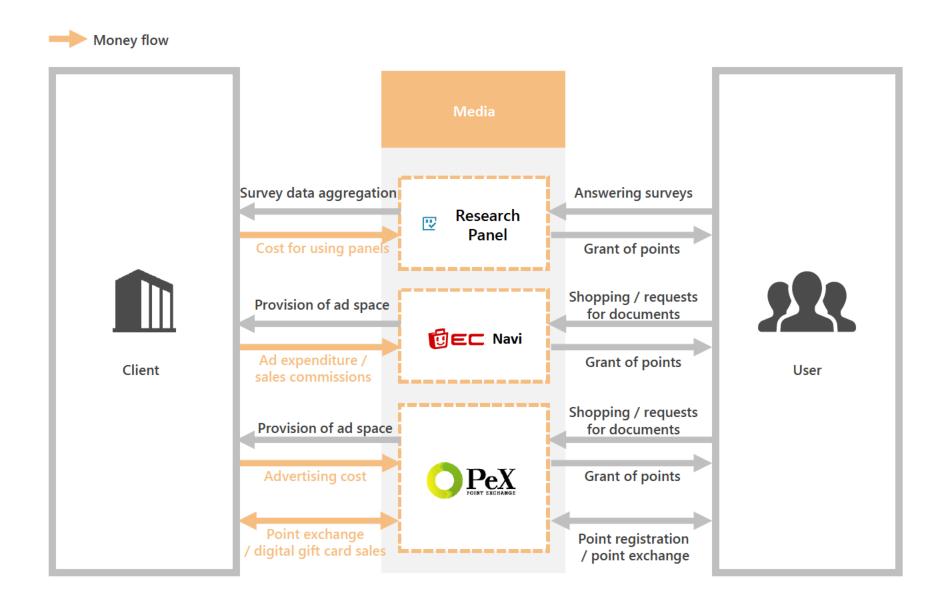
## References: Business Model of Ad-platform Business







#### References: Business Model of Point Media Business



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