Third Quarter, Fiscal Year Ending March 2023 Financial Results

February 8, 2023



United, Inc. (TSE Growth: code 2497)

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1 Financial Highlights of the First Nine Months of FY03/23

2 Q3 FY03/23 Business Overview

3 FY03/23 Growth Strategies for Core Businesses

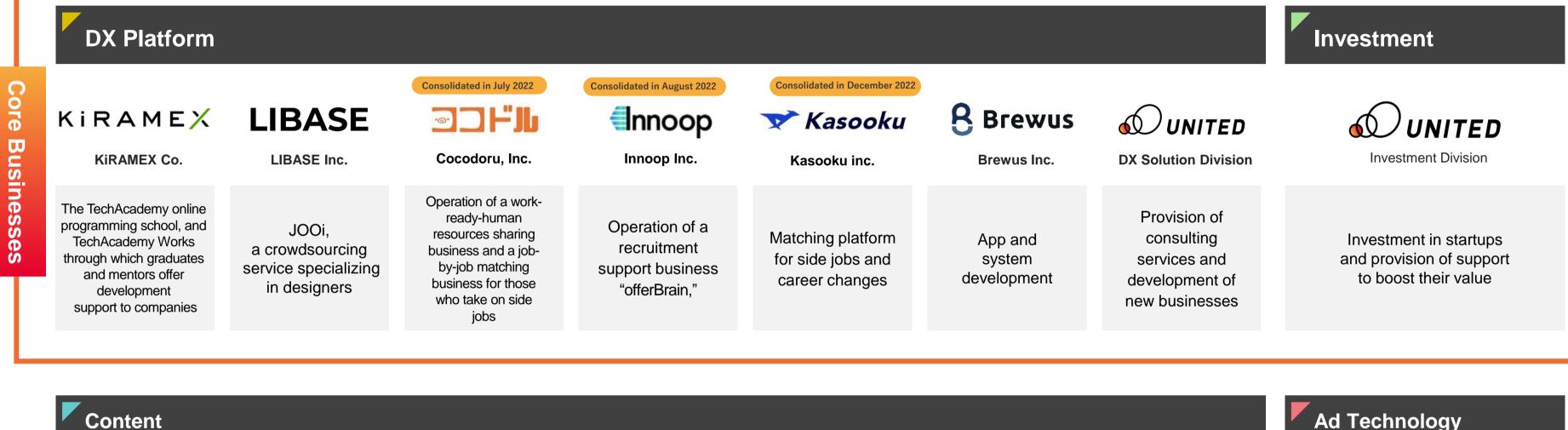
4 Appendix

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Business Domains and Their Components



iSM Plus U FOGG **International Sports** Plus U, Inc. Fogg, inc. Marketing Co., Ltd. CHEERZ, a service to help Sports-related business CocoPPa Play, an avatar game app invigorate artists' activities

Ad Technology



TREiS, inc.

Dream Mail, a sweepstakes and gift site

Bypass (DPS), adstir (SSP)



Marketing Technologies

UNITED Marketing

Technologies Inc.

Financial Highlights of Q3 FY03/23

Earnings are progressing according to plan. Sales and profit are expected to increase for the full year.

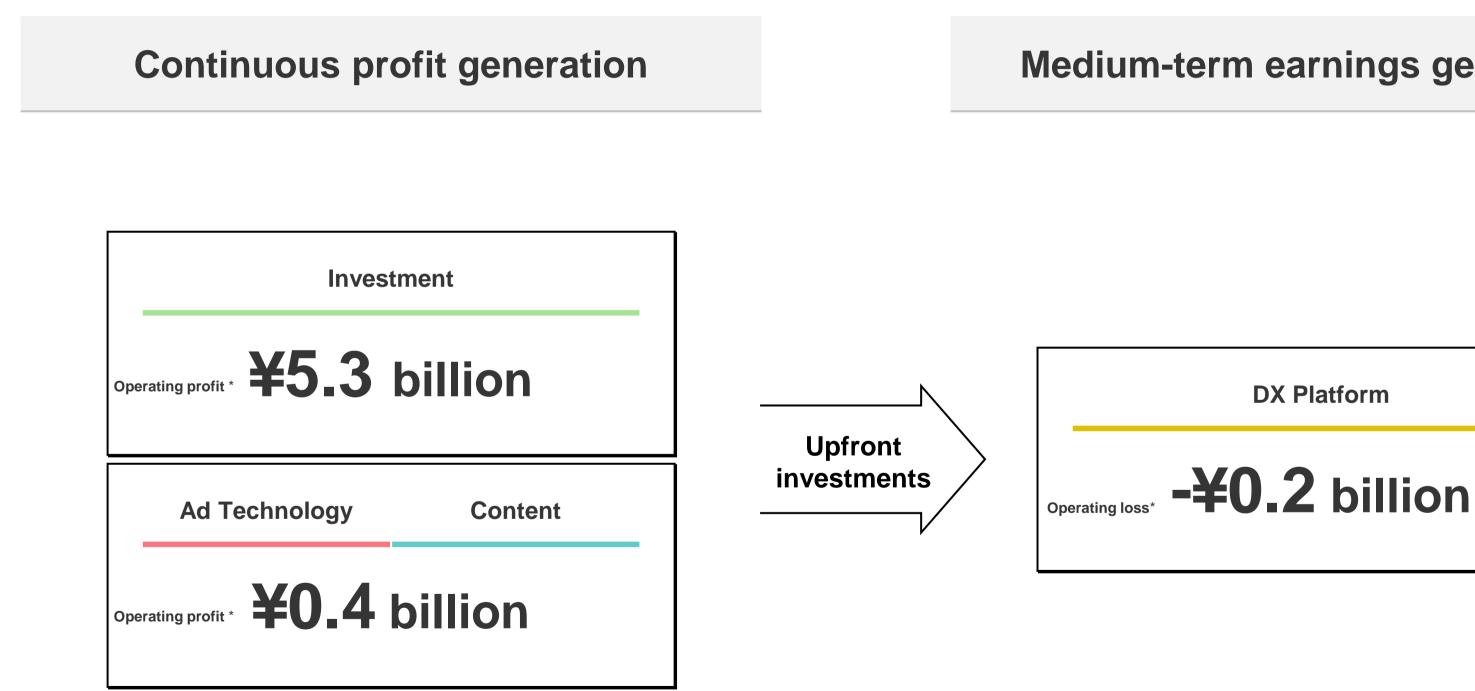
Consolidated Operating	Sales:	¥10,175 million (-5
Performance	Operating Profit:	¥4,933 million (-12

DX Platform	Sales: Operating Profit:	¥1,658 million (-0.7% YoY) -¥211 million (+¥171 million YoY)	KiRAMEX Co. LIBASE Inc. Cocodoru, Inc. Innoop Inc.	Brewus, Inc. Kasooku inc. DX Solution Division	For P9 Details
Investment	Sales: Operating Profit:	¥5,630 million (-10.3% YoY) ¥5,358 million (-10.3% YoY)	Investment Divis	sion	For Details P14
Content	Sales: Operating Profit:	¥2,098 million (-1.1% YoY) ¥2 million (-99.3% YoY)	Fogg, inc. International Sports Plus U, Inc. TREiS, inc.	Marketing Co., Ltd.	For Details P19
Ad Technology	Sales: Operating Profit:	¥791 million (+9.5% YoY) ¥421 million (+12.1% YoY)	UNITED Marketing	Fechnologies Inc.	For Details P20

-5.7% YoY) 2.1% YoY)

Overall picture of our business

We are making upfront investments in DX platform using the profit generated in other business areas as we seek to ensure its medium-term growth.



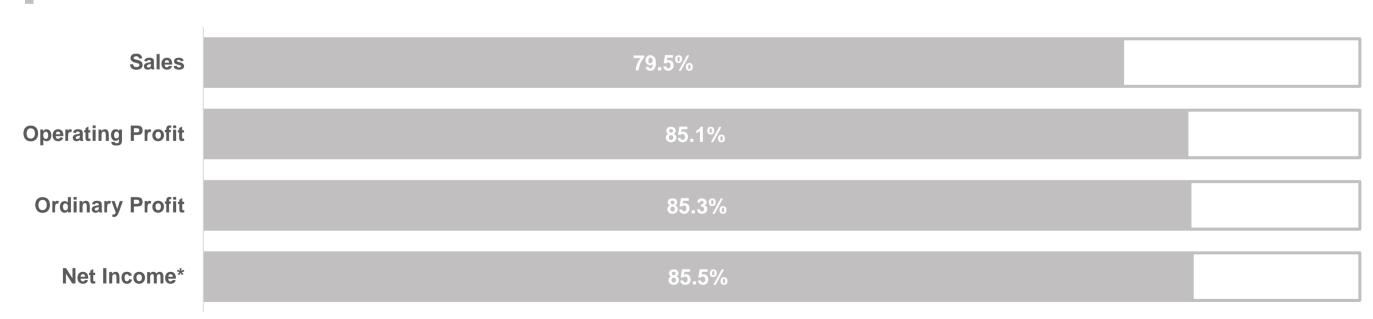
Medium-term earnings generation

Q3 Progress vs. Full-year FY03/23 Forecast

Each indicator is progressing according to plan. Earnings are expected to meet the full-year forecast.

Consolidated Forecast	Sales	: ¥12,800 mi
	Operating Profit	: ¥5,800 mi
	Ordinary Profit	: ¥5,800 mi
	Net Income *	: ¥4,200 mi
	EPS	: ¥20

Q3 Progress vs. Full-year Forecast (as of the end of Q3 FY03/23)



nillion (+1% YoY) nillion (+1% YoY) nillion (+1% YoY) nillion (+10% YoY) 08.00 (+12% YoY)

Completion of Share Repurchase Program

We completed a share repurchase program launched in May 2022 after acquiring 550,000 shares, the maximum number of shares we had planned to purchase. We began to purchase additional shares from November 2022, and completed the purchase after we acquired ¥1,000 million worth of shares, the maximum planned for this fiscal year.

Completion of share repurchase

Total number of shares repurchased	550,000 shares (100% of the upper limit of 550,000 sha
Total amount repurchased	¥871 million (87% of the upper limit of ¥1,000 million)
Period of repurchase	May 12, 2022 to October 3, 2022

Completion of additional share purchase

Total number of shares to acquire	98,400 shares Percentage of the total number of shares outstanding, e
Total value of shares to acquire	¥129 million
Period of repurchase	November 10, 2022 to December 21, 2022

ares)		

excluding treasury shares: 0.5%

Retirement of Treasury Shares

Of the shares we repurchased during this period, we plan to retire 550,000 shares.

Retirement of treasury shares

Number of shares to retire	550,000 shares (2.6% of total shares outstanding [excluding treasu
Retirement date	February 28, 2023

sury shares] as of May 11, 2022)

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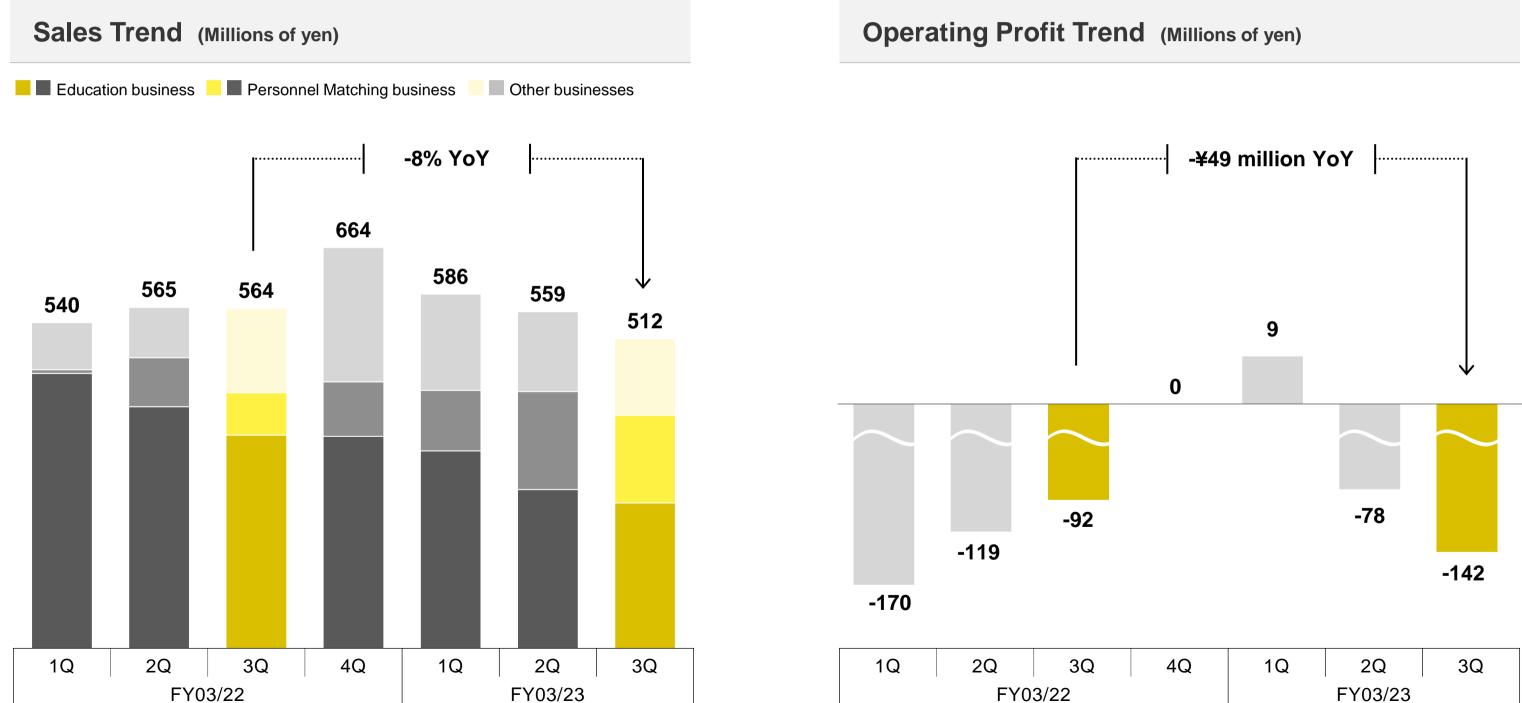
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DX Platform: Sales and Operating Profit

The Personnel Matching business expanded YoY as we strengthened M&A activities. Sales fell YoY as the number of students declined in the TechAcademy education business, while profit also fell YoY because of upfront investments in the Personnel Matching business.



Core Bu	isiness	Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				

	3Q	4Q	1Q	2Q	3Q	_
FY0	3Q 4Q 7Y03/22			FY03/23		

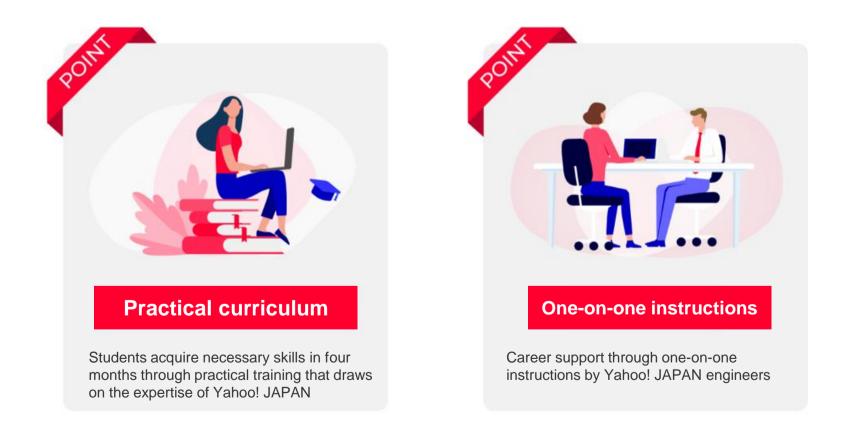
Education Business: Expansion of Educational Opportunities and Career Change Support through Alliance with Yahoo! JAPAN

We launched Yahoo! TechAcademy jointly with Yahoo! JAPAN.

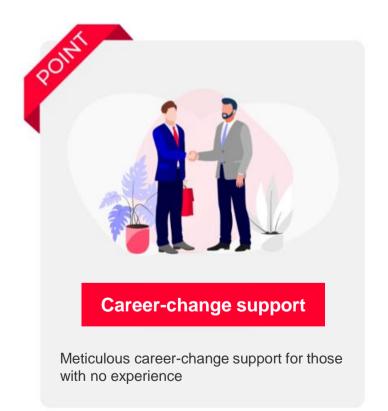
We draw on the expertise of Yahoo! JAPAN to teach practical skills and provide career-change support.



Yahoo! TechAcademy offers a practical curriculum. People with no programming experience will be able to acquire the skills necessary to work as web engineers. We recruited additional students because we had received more applications than expected.

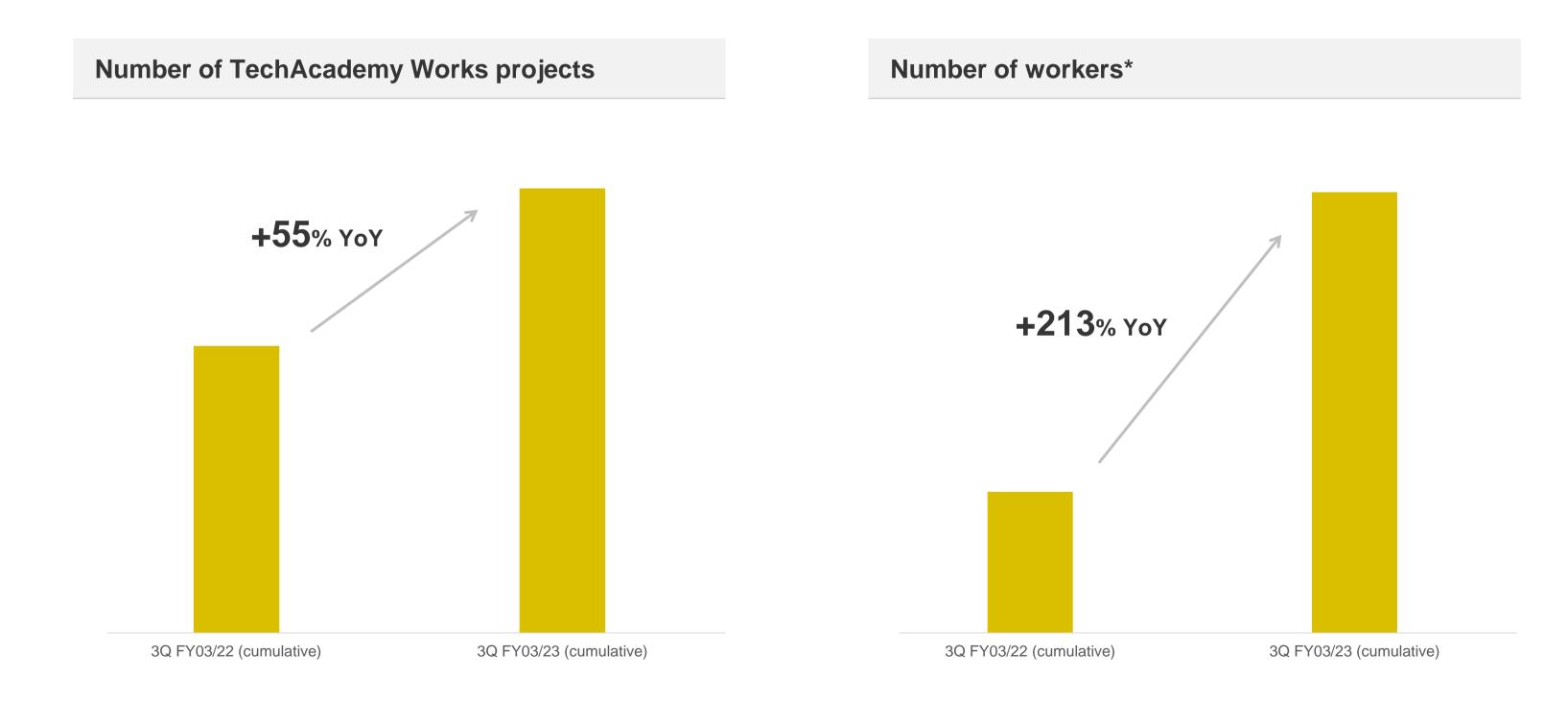


Core Bi	usiness	Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				



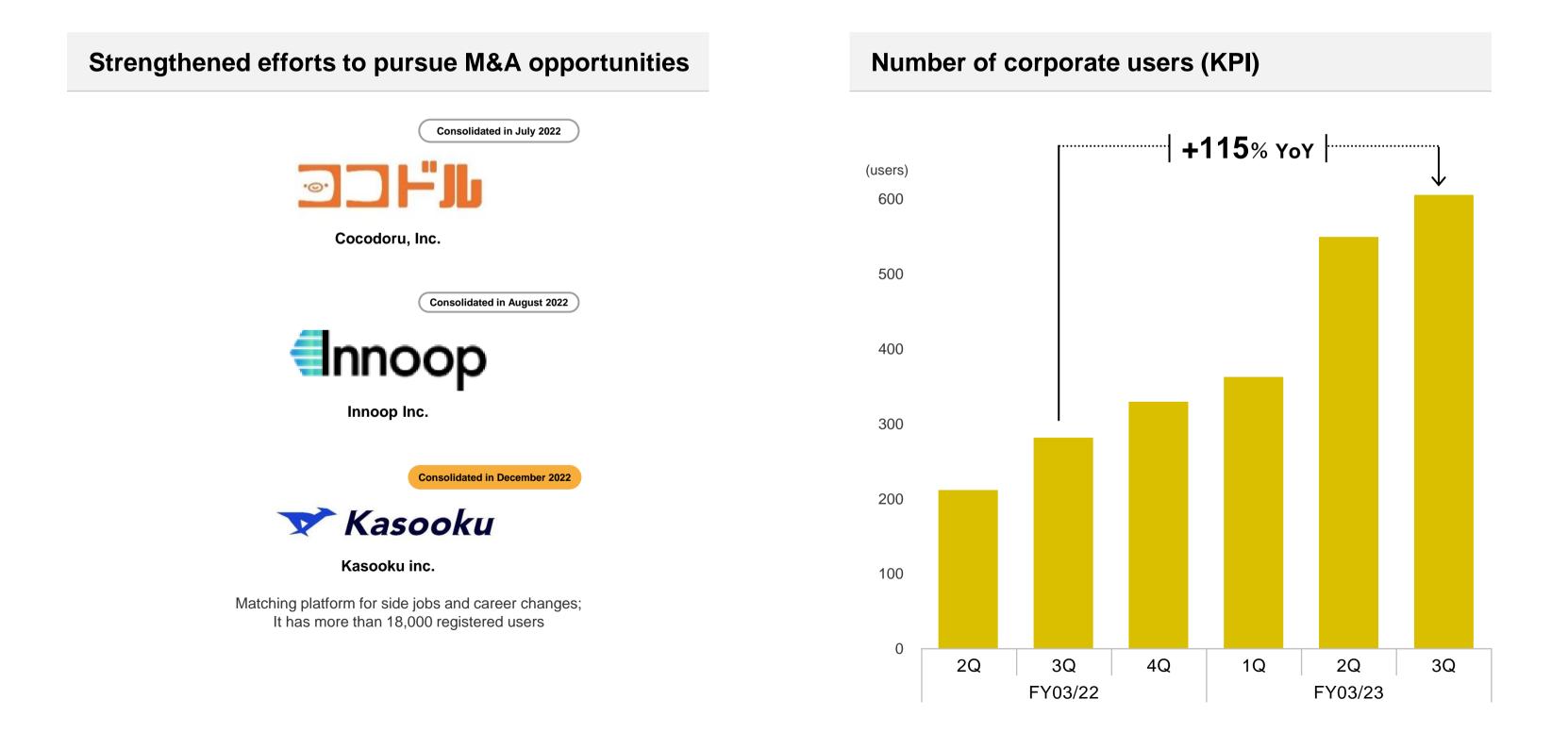
Education Business: More Graduates Find Work through TechAcademy Works

The number of TechAcademy Works projects is expanding, providing graduates with the opportunity to practice what they have learned. More TechAcademy graduates are getting paid for the skills they have acquired.



Personnel Matching Business: Strengthened Efforts to Pursue M&A Opportunities

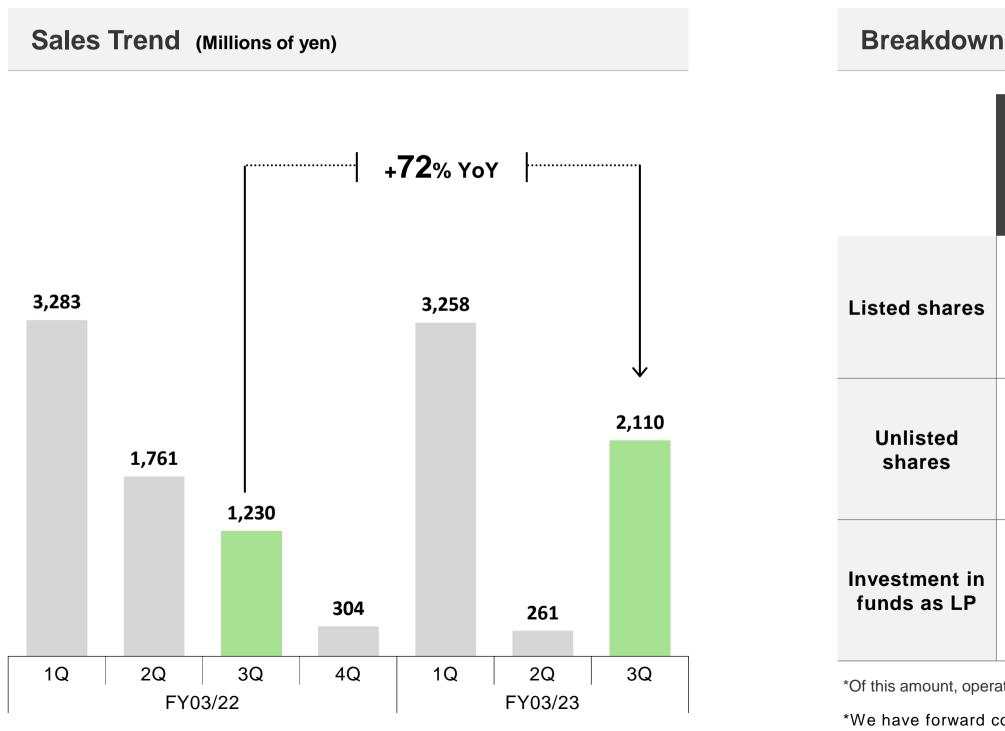
We will expand the Personnel Matching business by pursuing more M&A opportunities. We executed three M&A deals so far this fiscal year. We aim for continuous growth based on the strategies for each of our businesses.





Investment Business: Sales and Breakdown of Operational Investment Securities

Earnings are progressing according to plan. Sales and profit are expected to increase for the full year.



*We have forward contracts for some stocks. Including derivatives in the balance sheet, the amount was ¥11,279 million as of end-December 2022.

Core Business		Earnings drivers		
DX Platform	Investment	Content	Ad Technology	
	Investment business			

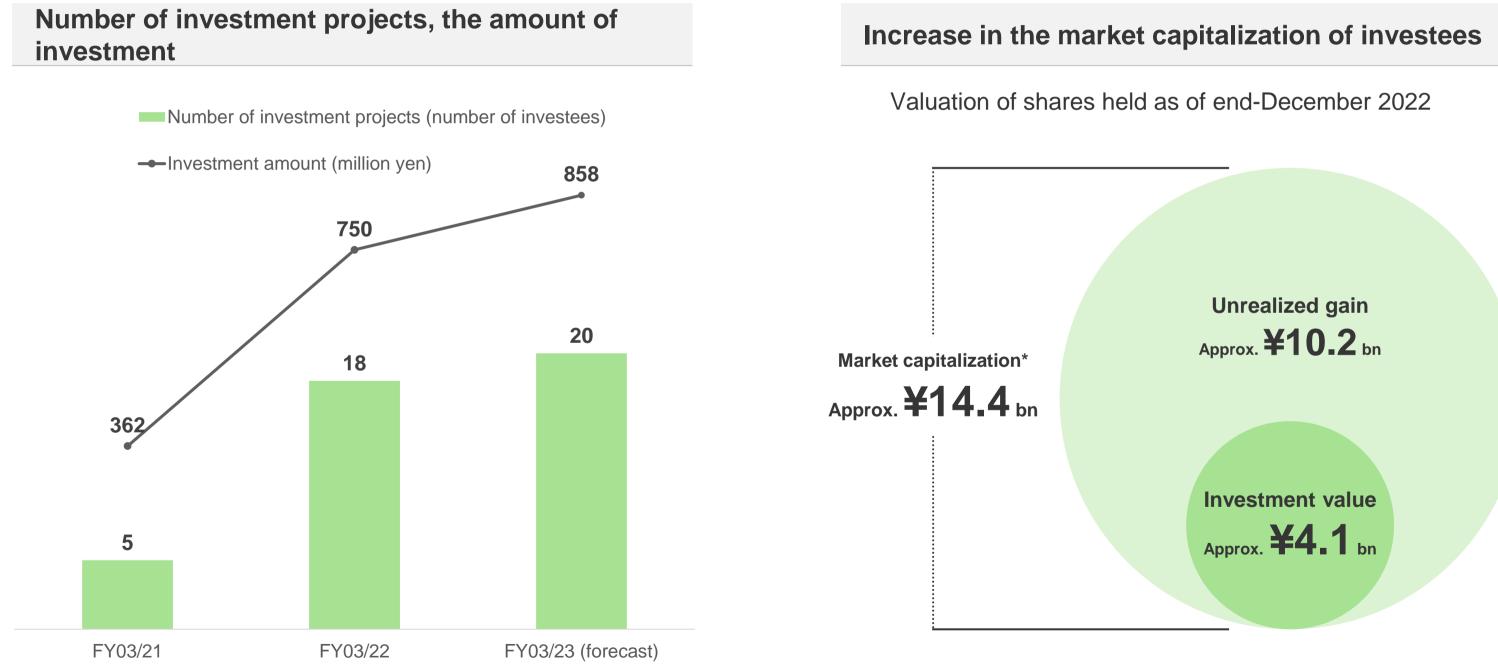
Breakdown of Operational Investment Securities

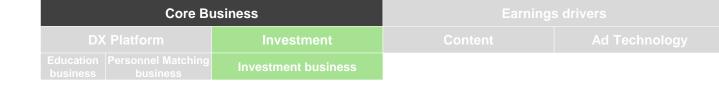
Investee Companies	As of December 31, 2022 (amount on BS)
 Mercari, Inc. Wonder Planet, Inc. CyberBuzz, Inc. Socialwire Co., Ltd. Confidence Inc. 	Approx. ¥8.1 bn*
69 companies	Approx. ¥3.4 bn
37 funds	Approx. ¥1.8 bn

*Of this amount, operational investment securities related to Mercari totaled ¥7,648 million.

Investment Business: Increase in Investment Projects, Growth of Investees

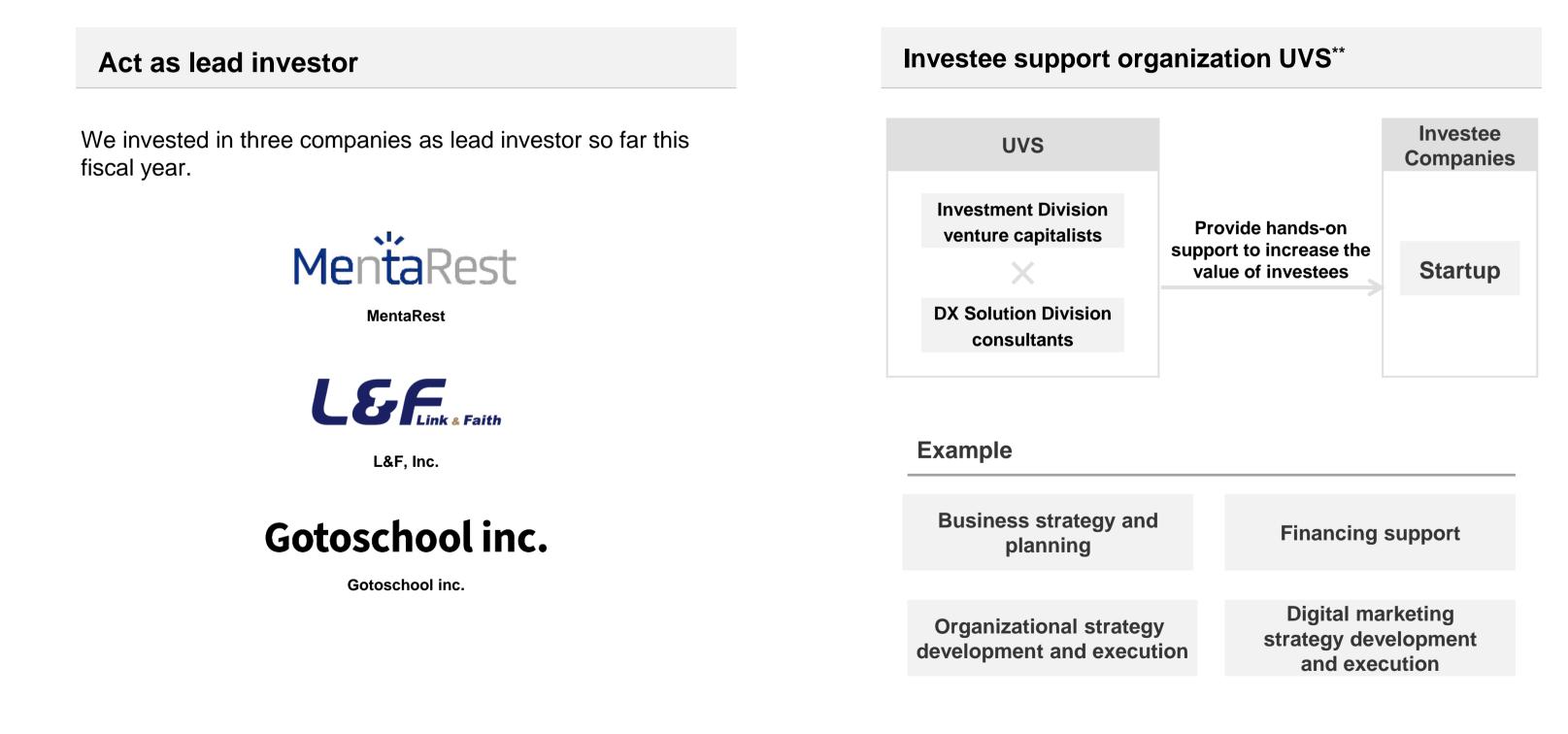
We will continue to increase the number of investment projects and the amount of investment. We plan to invest ¥858 million in 20 companies this fiscal year. Investees continue to expand their operations. We expect that they will start contributing to earnings.





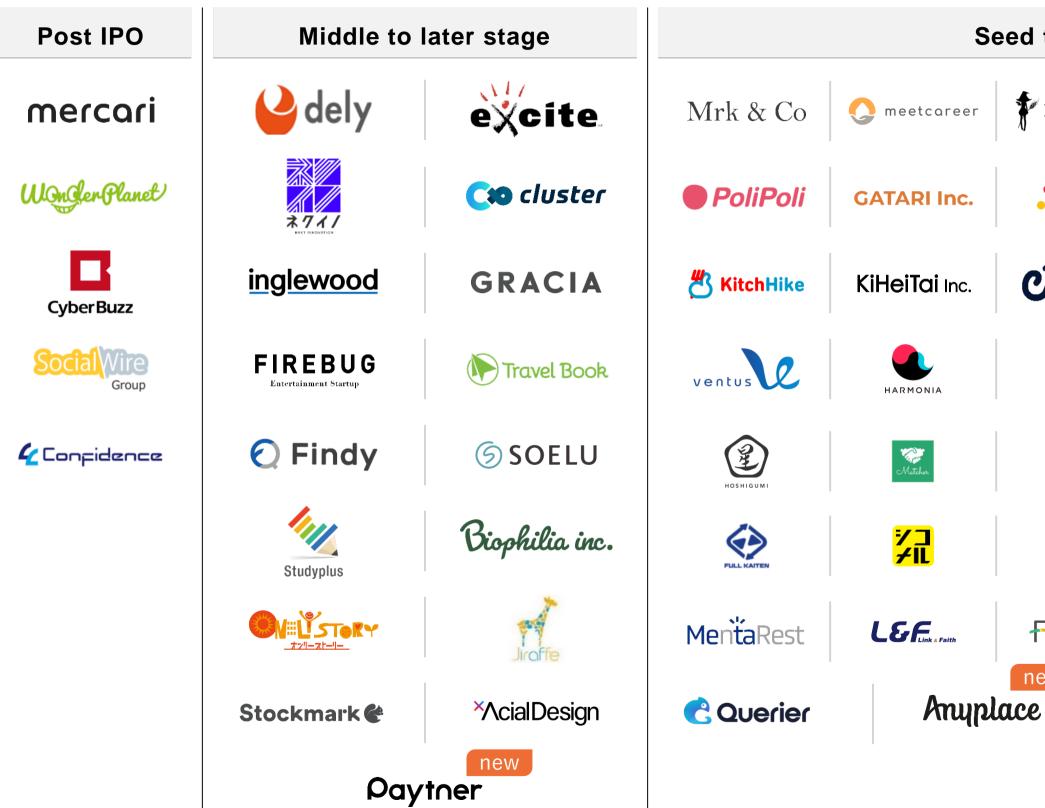
Investment Business: Acting as Lead Investor, Providing Hands-on Support

In line with our purpose statement, we act as lead investor* to provide hands-on support to increase the value of our investees. We provide investees with hands-on support through UVS,** our investee support organization made up of venture capitalists and consultants, for free.



Core Business		Earnings drivers		
Investment	Content	Ad Technology		
^{ng} Investment business				
	Investment	Investment Content		

Investment Business: Major Startup Investments



Core Business		Earning	s drivers
DX Platform	Investment	Content	Ad Technology
Education Personnel Matching business business	Investment business		

Seed to early stage Fairy Devices hubble Lisa Technologies Inc. <u>5</u>.c2c Life<mark>la</mark>b **A**azit SOCIAL INTERIOR Journey & **ANDART** translimit PlusOne \oplus \mathbf{V} Minimal ARANCIONE номма Campingcar Gotoschool inc. FRoots **ΑΤΟΛ** ica **PLAYTH!NK** new new new m at mark **OSIRO**[™]

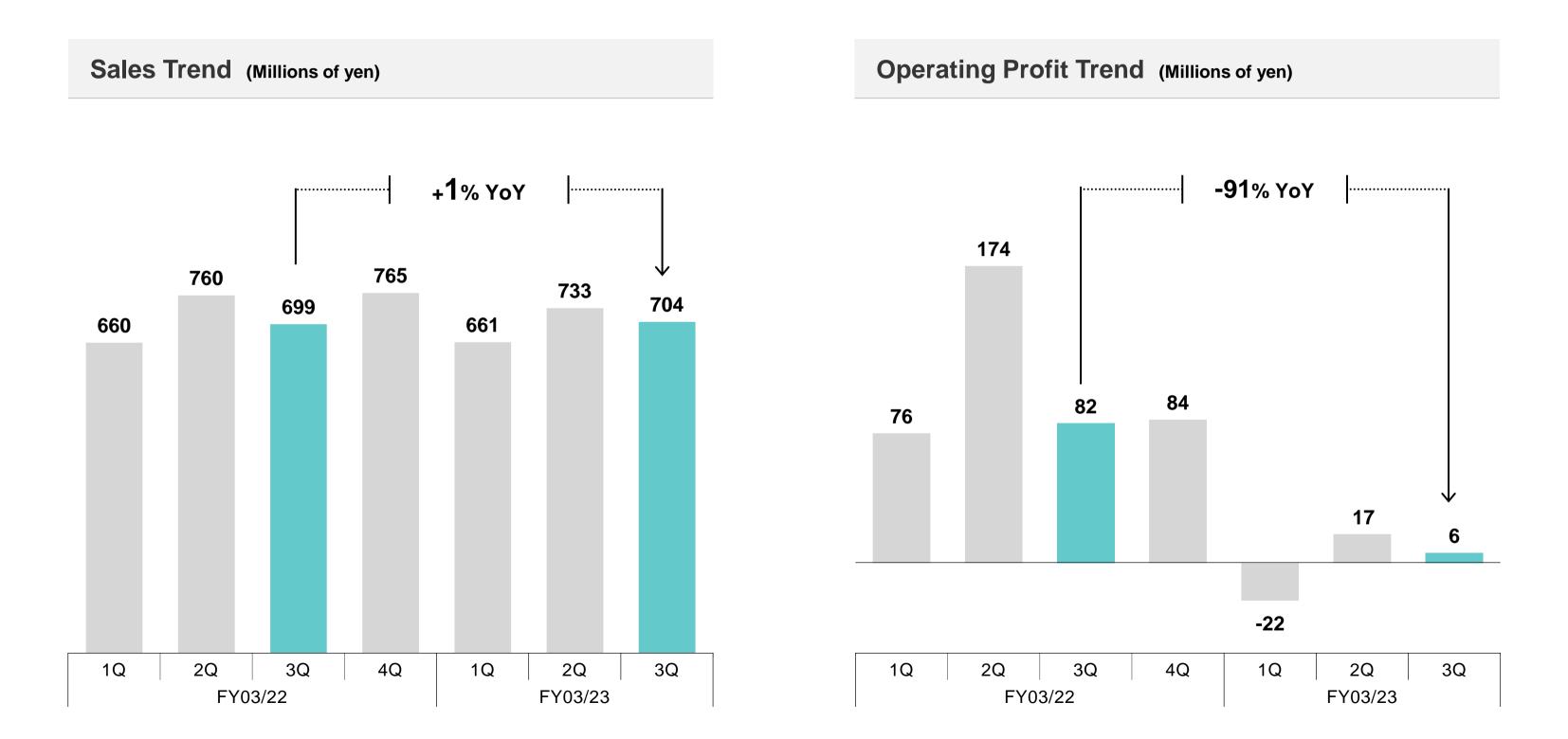
Investment Business: Major Funds We Invest in as LP

We expect to record gains on distribution from the multiple external funds we invest in as an LP. These funds, which allow us to reach out to over 1,000 startups, also serve as our source of new investment projects.



Content: Sales and Operating Profit

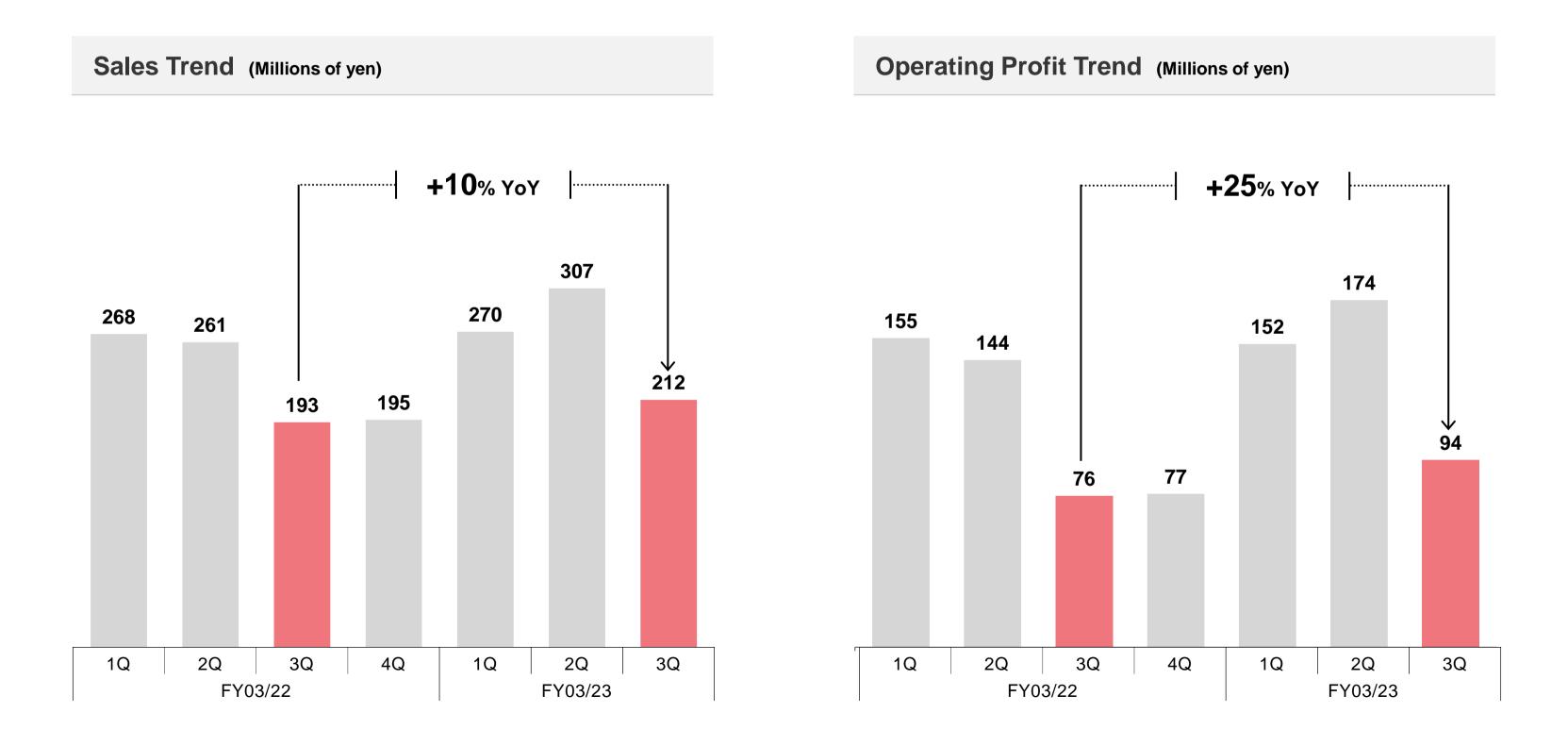
Sales rose YoY because a sales decline associated with the transfer of Crash Fever was offset by the growth of Fogg, inc. and International Sports Marketing Co., Ltd. Operating profit fell YoY because of the transfer of Crash Fever.





Ad Technology: Sales and Operating Profit

Sales and operating profit are expected to decline YoY in 2H, as in the case of a year earlier, because of seasonal factors. However, they are likely to increase YoY for the full year.



	Core Business		Earning	s drivers
D>	(Platform		Content	Ad Technology
Education business	Personnel Matching business			

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Maximize willpower and accelerate the betterment of society.

People who push themselves forward. Businesses that move society forward.

The betterment of society is driven by people and businesses with willpower.

UNITED will maximize this energy and willpower.

We will provide knowledge and opportunities to people with willpower.

We will provide funds and know-how to businesses with willpower.

And when both parties meet, their mutual growth will spark even further growth.

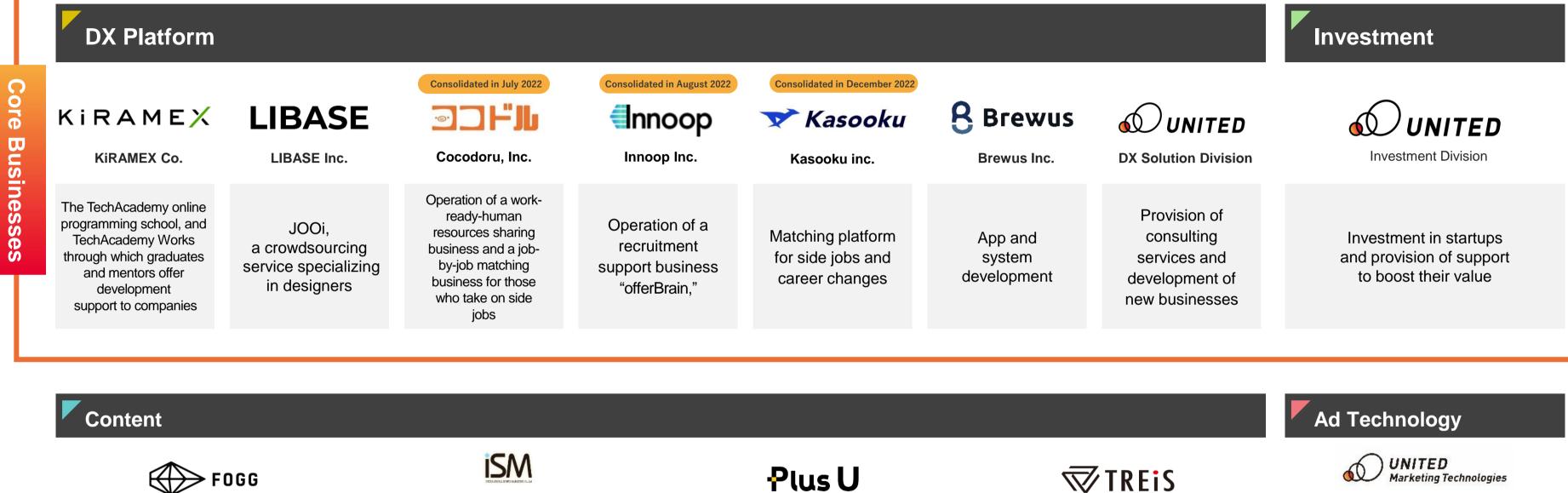
We will move society in a better direction faster with willpower.

We will maximize willpower and accelerate the betterment of society.

Strong willpower is the source of energy that changes society for the better.

This cycle of growth will enrich society.

Repost) Business Domains and Their Components



Plus U FOGG **International Sports** Plus U, Inc. Fogg, inc. Marketing Co., Ltd. CHEERZ, a service to help Sports-related business CocoPPa Play, an avatar game app invigorate artists' activities

TREiS, inc.

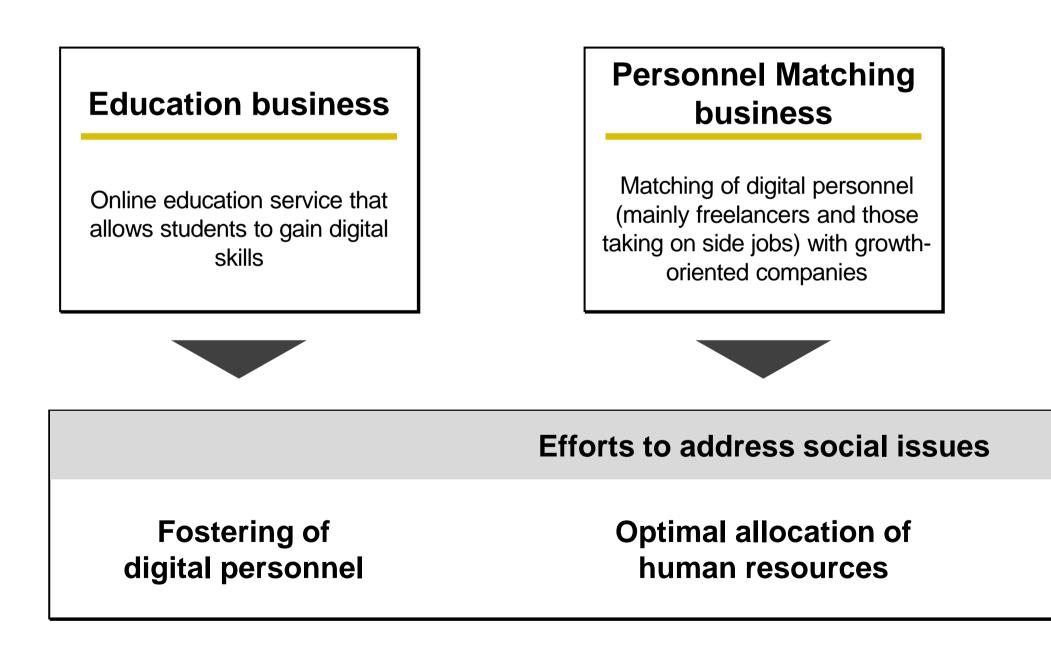
Dream Mail, a sweepstakes and gift site

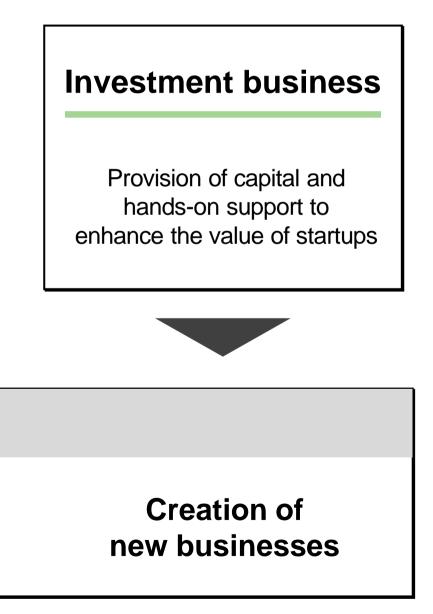
UNITED Marketing

Technologies Inc.

Core Businesses

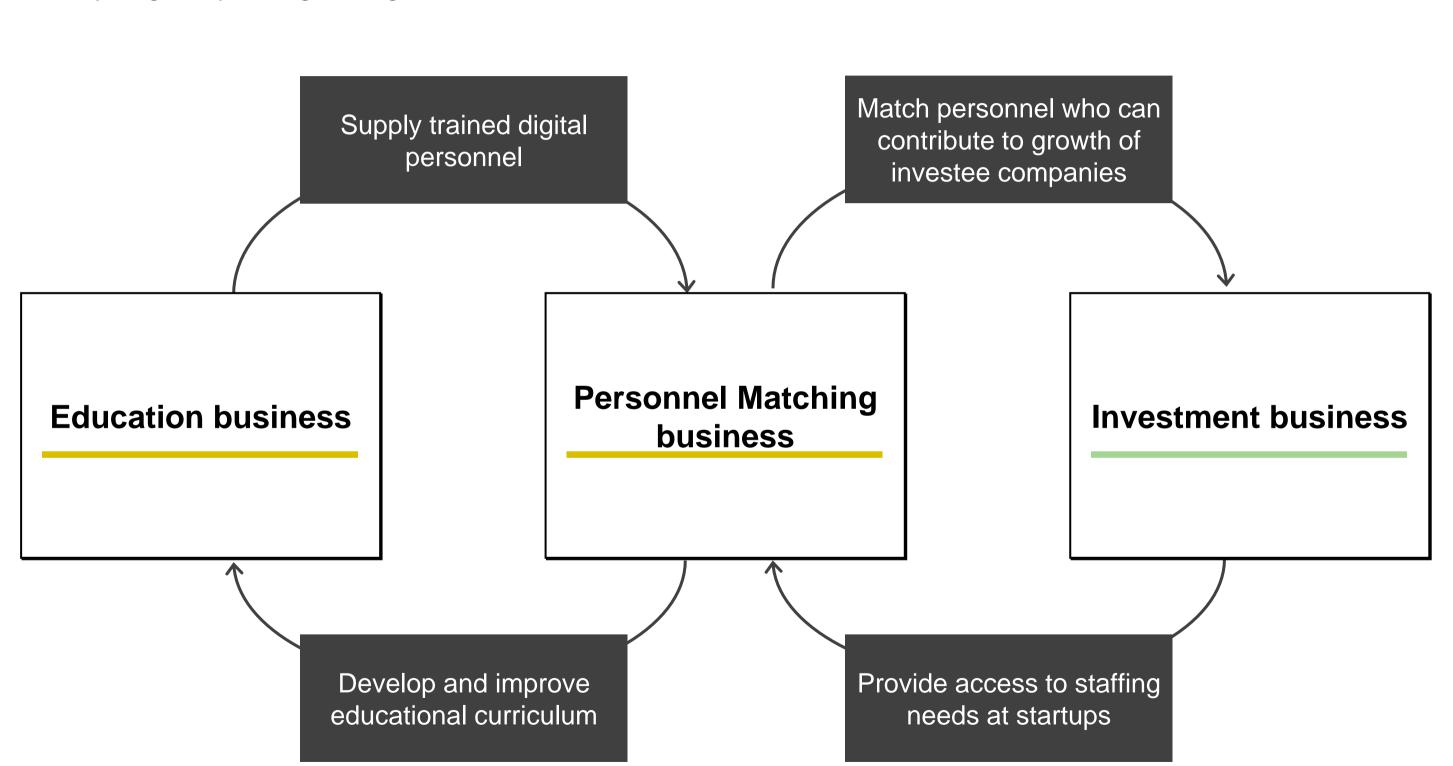
In line with our purpose statement, we designated the Education business, the Personnel Matching business, and the Investment business as core businesses starting this fiscal year. These businesses will drive our growth going forward. We will tackle social issues through these core businesses and help improve society.





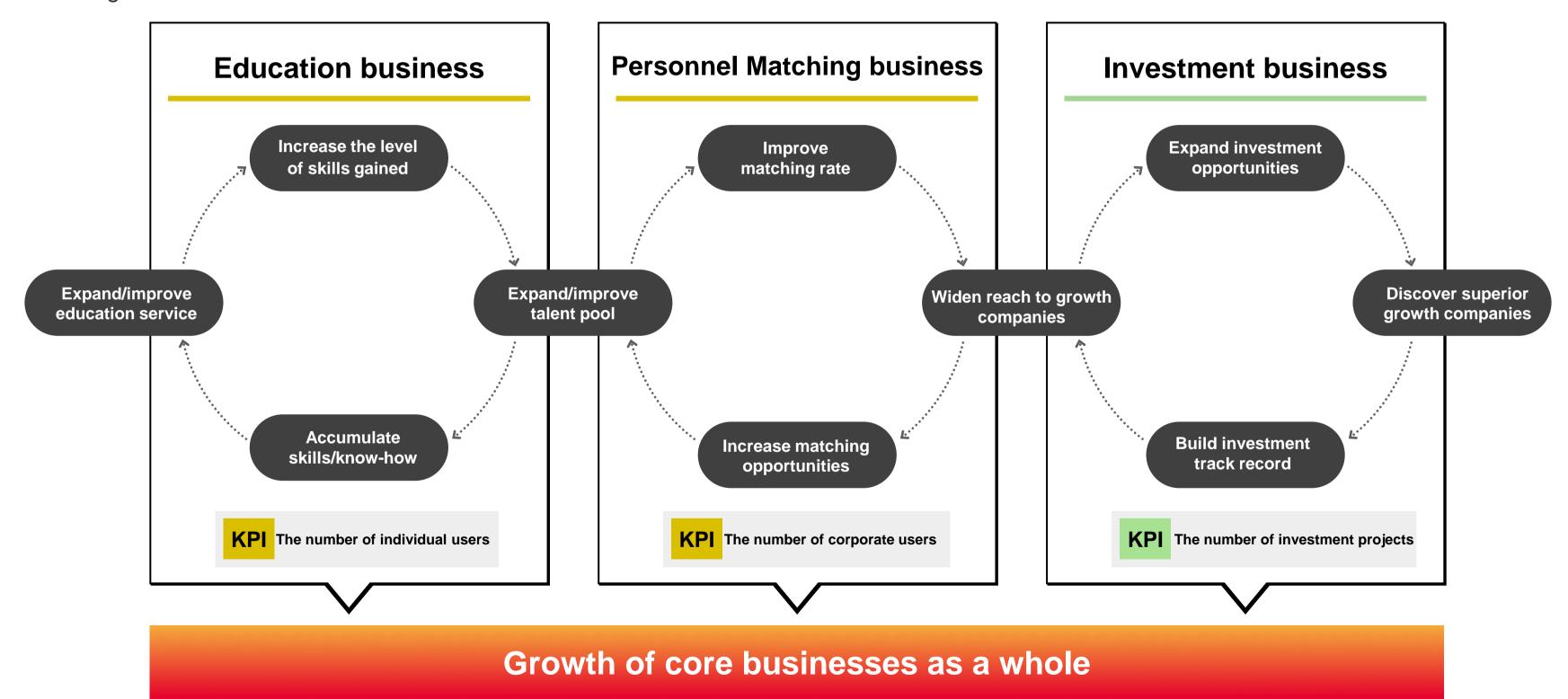
Collaboration of the Core Businesses

We will create synergies by strengthening collaboration of our core businesses.



Growth Mechanism

We will build a unique growth mechanism where the growth of each core business will lead to mutual enhancement of competitive strengths and KPIs.

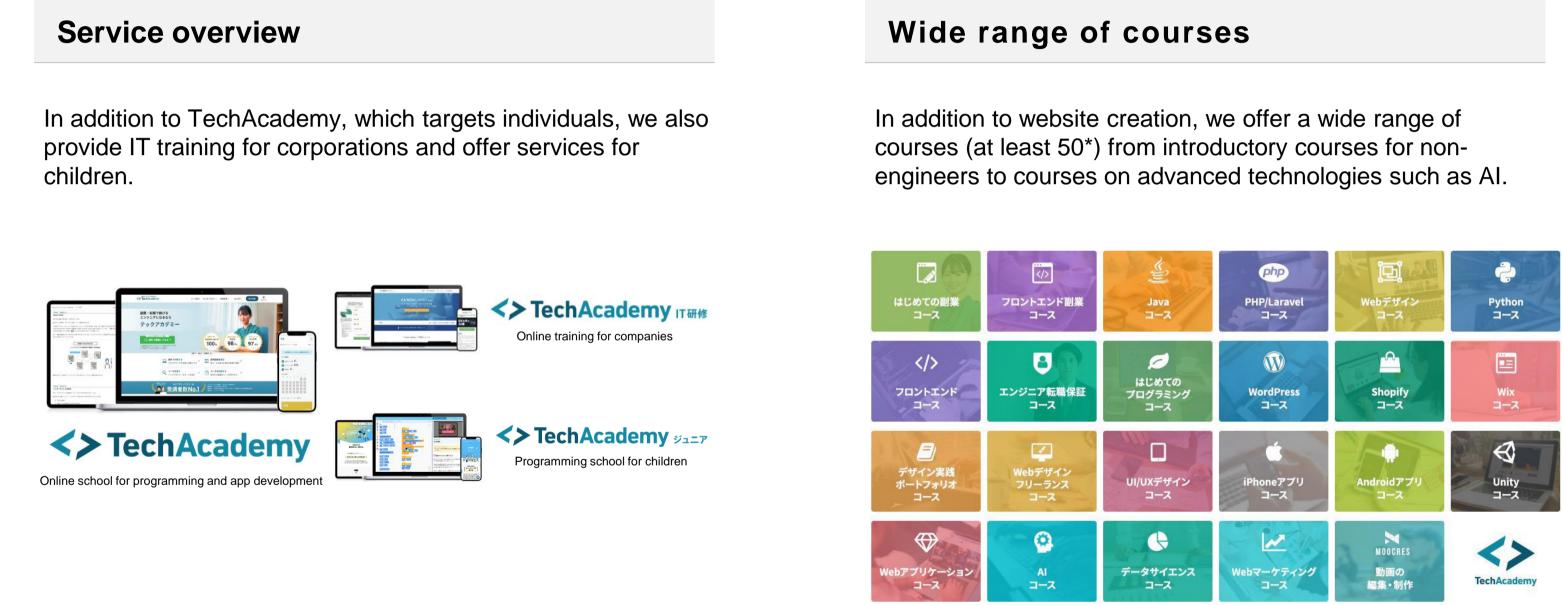


Education Business



Education Business: Overview

We operate multiple businesses centered on TechAcademy, an online school operated by KiRAMEX Co. The school teaches digital skills, such as programming and app development.



	Core Business		Earnings drivers		
D	(Platform		Content	Ad Technology	
Education business	Personnel Matching business				

*Total number of courses for individuals and for corporate users

Education Business: Growth Strategy

1. Enhance the value we provide by collaborating with the Personnel Matching business

Strengthen collaboration between TechAcademy and TechAcademy Works to support the acquisition of practical skills that lead to various career paths

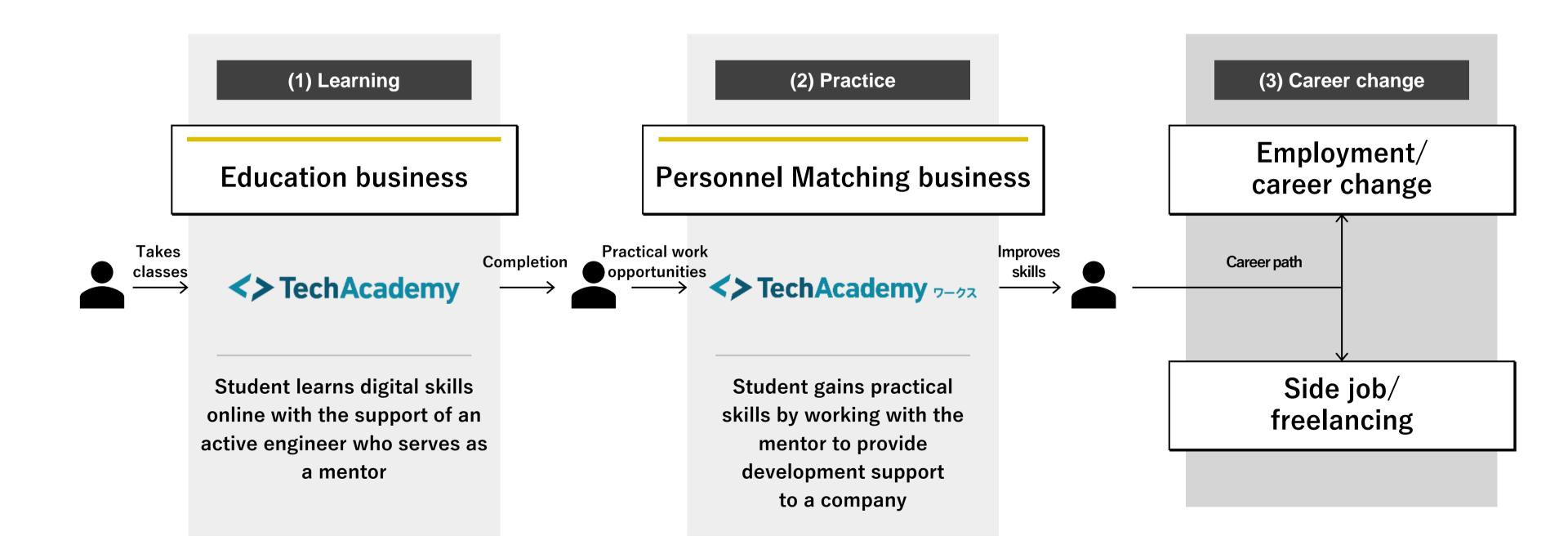
Launch education service in new fields, leveraging the needs cultivated in the Investment business and the Personnel Matching business.

Core Business		Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				

2. Expand into new fields

Education Business: 1Enhance Value through Collaboration with Personnel Matching

We will provide graduates of TechAcademy with the opportunity to acquire practical skills through TechAcademy Works, thereby supporting the realization of diverse career paths.



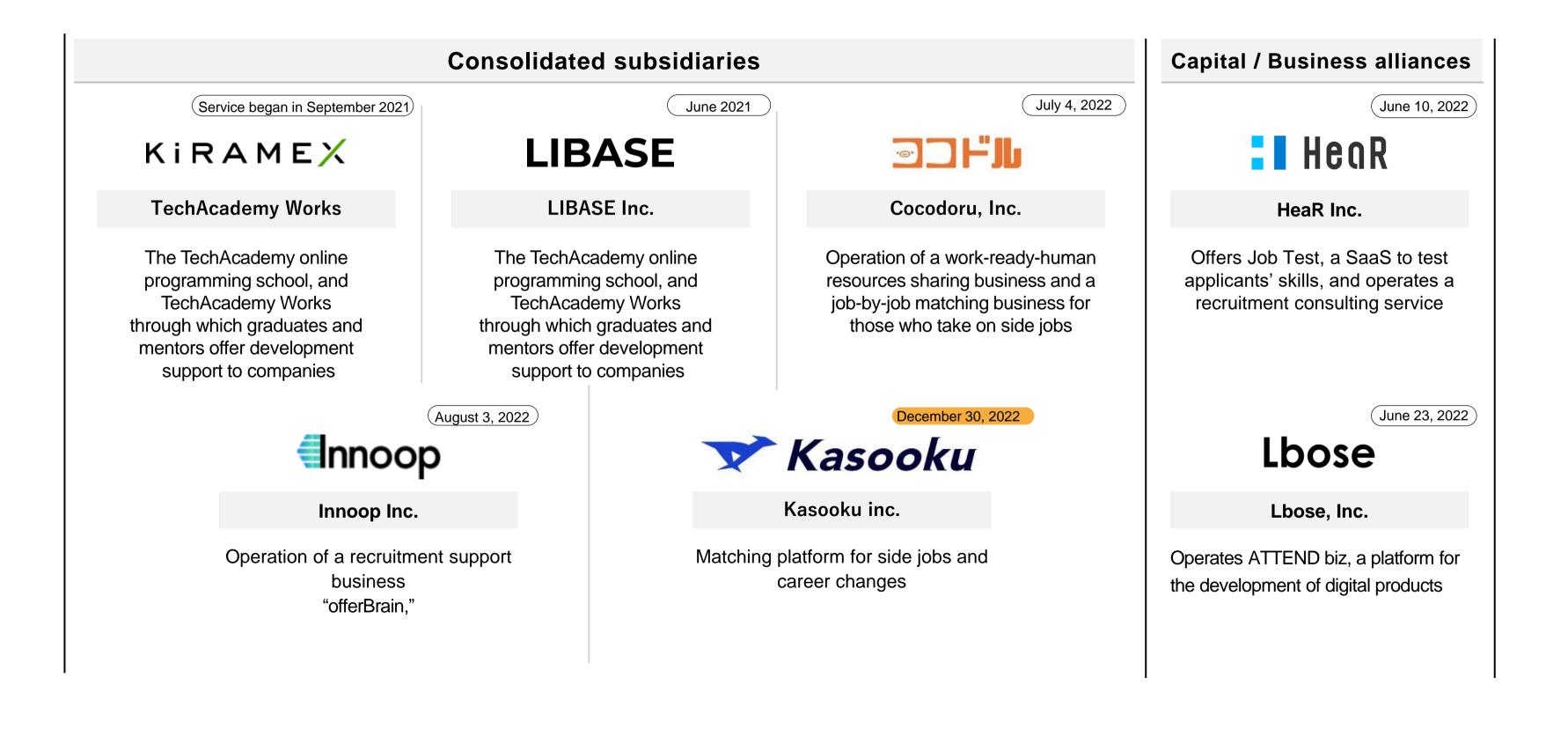
Core Business		Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				

Personnel Matching Business



Personnel Matching Business: Overview

We match digital personnel, particularly those who take on side jobs or work freelance, with growth-oriented companies.



Core Business		Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				

Personnel Matching Business: Growth Strategy

1. Promote growth of existing businesses

Expand operations of TechAcademy Works (KiRAMEX Co.), LIBASE Inc., Cocodoru, Inc., and Innoop Inc.

2. Strengthen M&A as well as capital and business alliances

Expand and improve our business portfolio through M&A as well as capital and business alliances.

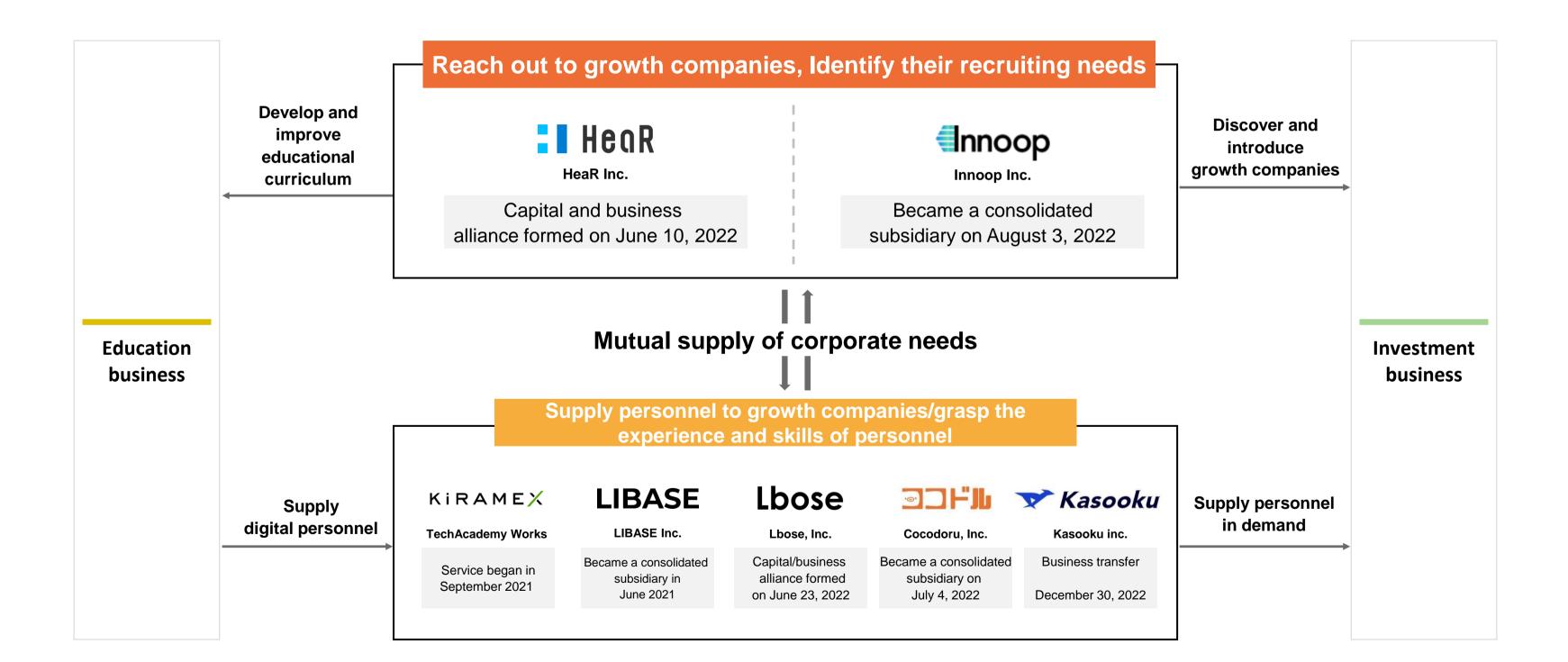
Core Business		Earnings drivers		
DX Platform		Content	Ad Technology	
Education Personnel Matching business business				

3. Strengthen development of new businesses

Launch matching service between digital personnel and growthoriented companies, focusing on our investee startups, in multiple fields.

Personnel Matching Business: 2. M&A and Capital/Business Alliances

We aim to expand our business portfolio through M&As and capital/business alliances.



Core Business		Earnings drivers	
DX Platform		Content	Ad Technology
Education Personnel Matching business business			

Investment Business



Investment Business: Overview

We provide funding and hands-on support mainly to seed- to early-stage startups so that their value can be enhanced.

Characteristics of the Investment business

Extensive track record	We can reach out to startups that are potential investees and make forward-looking investment decisions thanks to our investment/exit track record.	Wide range of network	Ou cap fun ma

	We can make flexible and speedy decisions because we invest solely with our own funds.	gained from business	W ha ar
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Our network includes managers and venture apitalists. We have invested in many external unds through limited partnerships. Thus, we naintain ties with various startups.

We can execute investments and provide nands-on support based on our experience and track record involving various projects.

Investment Business: Growth Strategy

1. Strengthen hands-on support through business collaboration

- Provide investees with expertise in value enhancement through UVS,* our investee support organization
- Work with the Personnel Matching business to provide digital personnel that suit the needs of investee startups.

*UNITED Venture Success Investee support organization comprised of venture capitalists and consultants

In line with our purpose statement, boost the number of investment projects, particularly those involving seed- to early-stage startups.

Core Business		Earning	s drivers
DX Platform	Investment	Content	Ad Technology
Education Personnel Matching business business	Investment business		

2. Expand number of investment projects

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Consolidated P/L Statement for Q3 FY03/23

We transferred joint operating rights for Crash Fever on May 1, 2022. This resulted in ¥359 million in extraordinary income.

(Millions of yen)	Q3 FY03/22 (cumulative)	Q3 FY03/23 (cumulative)	YoY (%)
Sales	10,786	10,175	-5.7%
Gross Profit	7,526	7,030	-6.6%
SG&A Expenses	1,913	2,096	+9.6%
Operating Profit	5,612	4,933	-12.1%
Non-operating income	12	30	+140.5%
No-operating expenses	6	14	+144.9%
Ordinary Income	5,619	4,948	-11.9%
Extraordinary profit	-	359	_
Extraordinary losses	-	3	-
Profit before income taxes	5,619	5,304	-5.6%
Net Income*	3,875	3,591	-7.3%

*Refers to net income attributable to owners of parent

Consolidated P/L Statement for Q3 FY03/23

		0.0 51/00/00	Difference		
(Millions of yen)	Q3 FY03/22	Q3 FY03/23	YoY (Amount)	YoY (%)	
Sales	2,686	3,537	+851	+32%	
DX Platform	564	512	-52	-9%	
Investment	1,230	2,110	+879	+72%	
Content	699	704	+4	+1%	
Ad Technology	193	212	+19	+10%	
Other	-1	-2	-1	-	
Gross Profit ^{*1}	1,661	2,528	+866	+52%	
DX Platform	83	129	+45	+55%	
Investment	1,220	2,084	+863	+71%	
Content	231	173	-57	-25%	
Ad Technology	126	142	+15	+13%	
Other	-0	-1	-1	-	
SG&A Expenses	608	731	+123	+20%	
Operating Profit	1,053	1,796	+743	+71%	
DX Platform	-92	-142	-49	-	
Investment	1,196	2,066	+869	+73%	
Content	82	6	-75	-92%	
Ad Technology	76	94	+18	+25%	
Other	-209	-229	-20		
Ordinary Profit	1,066	1,802	+735	+69%	
Net Income*2	728	1,217	+488	+67%	

*1 Cost of sales for each business mainly includes advertising, outsourcing, and personnel expenses. *2 Refers to net income attributable to owners of parent

Consolidated B/S Statement

Decrease in assets and liabilities mainly due to mark-to-market valuation and sales of listed shares held. Goodwill amortization increased because of the acquisition of Cocodoru, Inc., Innoop Inc., and Kasooku inc.

(Millions of yen)	End of FY03/22 (March 31, 2022)	End of Q3 FY03/23 (December 31, 2022)	Difference
Current Assets	34,179	29,117	-5,061
Cash & Deposits	12,165	12,710	+544
Operating Investment Securities	18,789	13,309	-5,480 ^{*1}
Non Current Assets	4,521	4,363	-157
Amortization of Goodwill	327	963	+635
Total Assets	38,701	33,481	-5,219
Current Liabilities	2,812	2,606	-205
Non Current Liabilities	5,600	3,503	-2,096
Deferred Tax Liabilities	5,524	3,438	-2,086 *2
Total Liabilities	8,412	6,110	-2,302
Net Assets	30,288	27,371	-2,917
Unrealized Gain on Securities	9,601	5,497	-4,104 *3

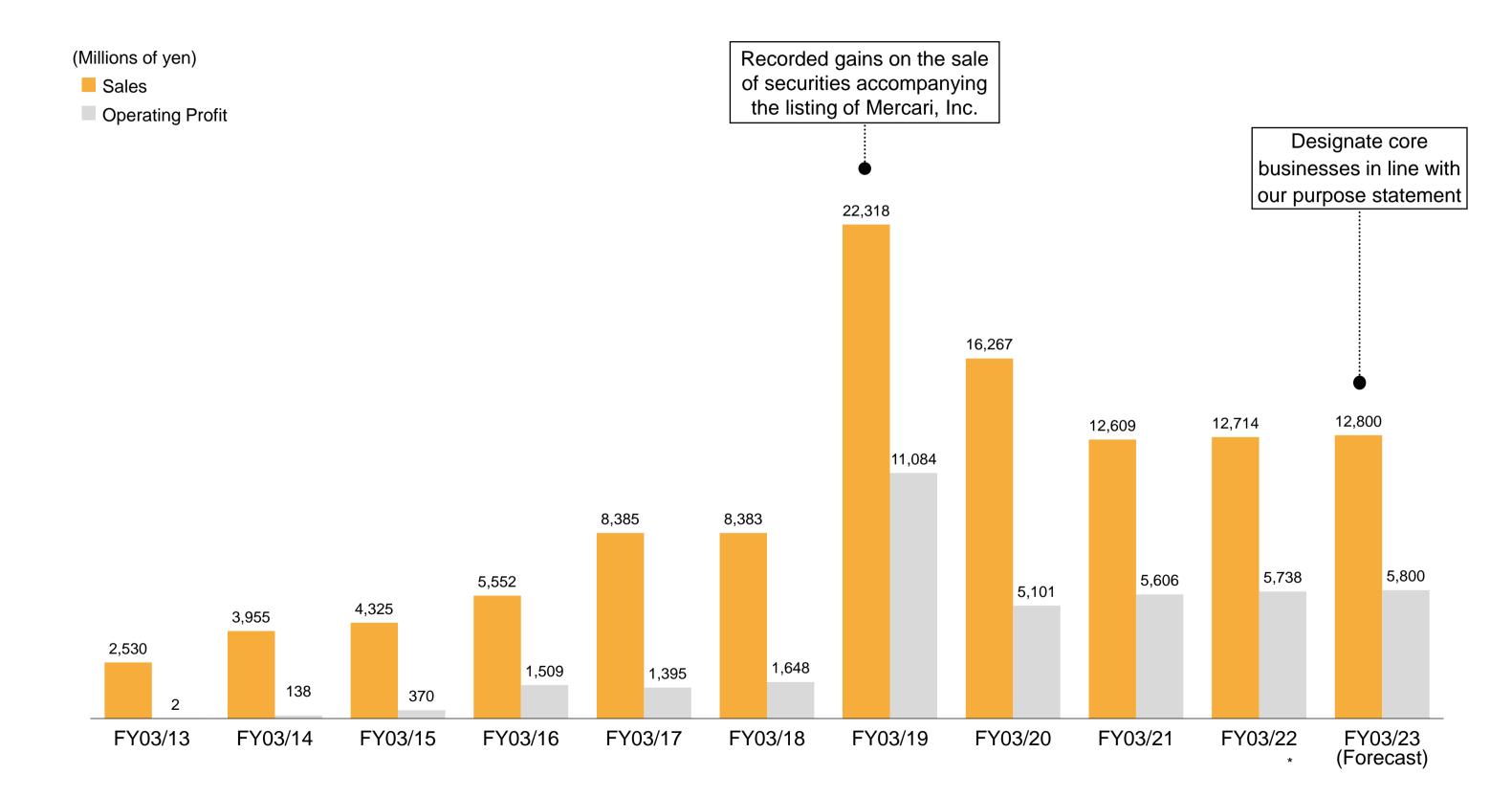
Note) Of this amount, the impact of revaluation (mark-to-market) and disposal of operational investment securities (listed shares) was as follows:

*1 Operational investment Securities -¥6,045 million

*2 Deferred tax liabilities -¥1,822 million

*3 Unrealized gain on securities -¥4,130 million.

Sales and Earnings (FY03/13–FY03/23)



*We adopted the Accounting Standard for Revenue Recognition (ASBJ Statement No. 29) and the ASBJ Guidance No. 30 (Implementation Guidance on Accounting Standard for Revenue Recognition) from FY03/22. In this document, we applied this standard to the past earnings of the Ad Technology business in order to make the comparison easier.

Number of Consolidated Employees and Directors

- Temporary employees
- Headquarters divisions full-time employees
- Investment full-t ime employees
- Ad Technology full-t ime employees
- Content full-t ime employees
- DX Plat form full-t ime employees
- Officers (Directors and corporate auditors of parent, including outside directors/auditors)

(Numbers employed)



