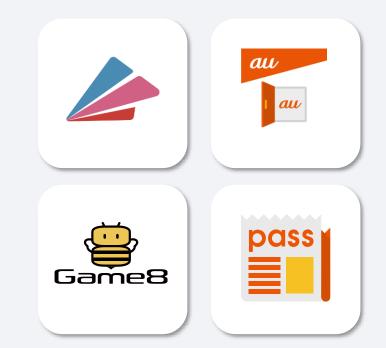
# Gunosy

# FY2022/5 Financial Results for Q2

Gunosy Inc.

First Section of The Tokyo Stock Exchange (Stock Code: 6047)

January 14, 2022



## Gunosy

# About "slice", Our Investment in India ----- P 3 Financial Results for FY2022/5 Q2 ---- P 18 Business Overview by Division ---- P 26 Medium-Term Management Plan ---- P 35 Reference Materials: Overview of Gunosy Inc. --- P 41

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## INDEX



# About "slice" Our Investment in India

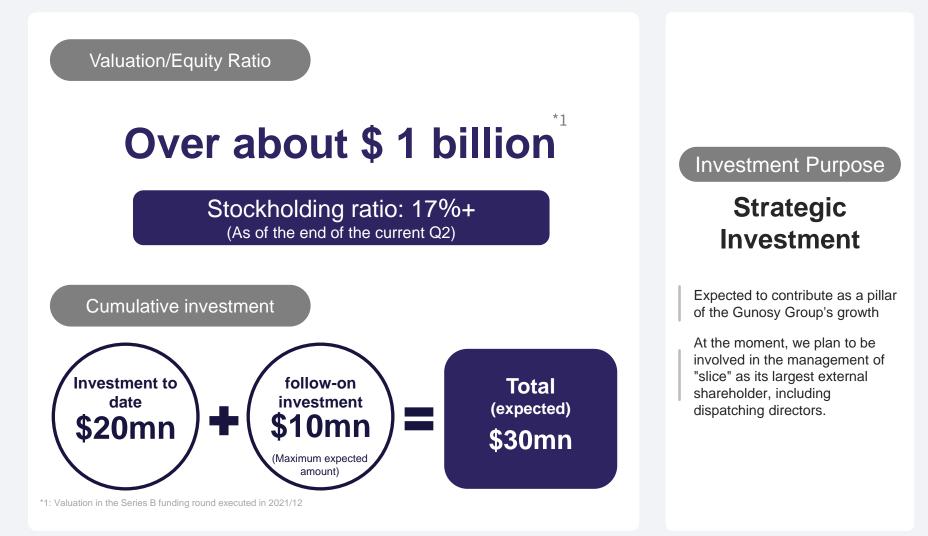


3

#### **Investment Summary**



"slice" is performing extremely well currently. As a strategic investment, it is expected to drive discontinuous growth for the Gunosy Group.

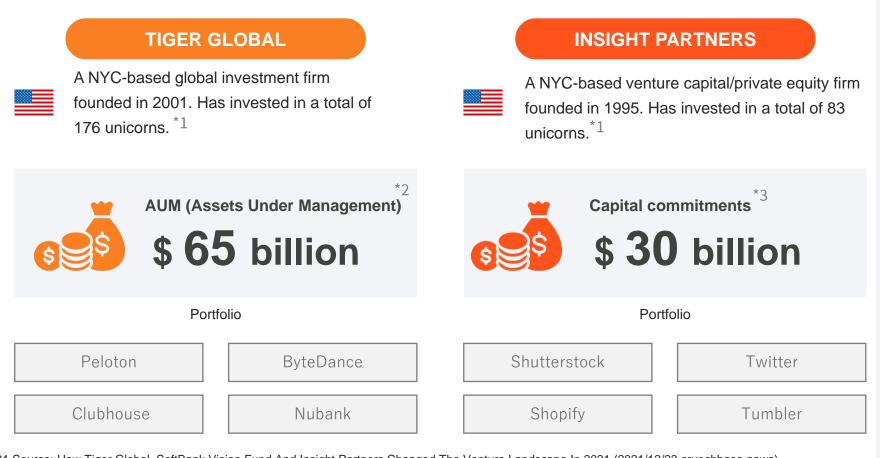




#### The Most Recent Funding / Additional Investment



In December 2021, "slice" completed funding from Tiger Global, Insight Partners, and others and **reached unicorn status with a valuation of over \$1bn**. Gunosy has already decided to make a follow-on investment of up to \$10mn.



\*1 Source: How Tiger Global, SoftBank Vision Fund And Insight Partners Changed The Venture Landscape In 2021 (2021/12/23 crunchbase news)

\*2 Source: Tiger Global overtakes Sequoia as the top investor in Indian unicorns in 2021, cracks 15 deals this year so far(2021/1/28 BUSINESS INSIDER INDIA) \*3 Source: The company's website



#### (Reference) Basic information on GaragePreneurs

Gunosy

A start-up established in India in 2015. It started with providing BNPL services for college students and now offers "slice", Credit card challenger mainly for young people.

Basic information of the company.

Company name GaragePreneurs Internet Pvt. Ltd.

Representative Rajan Bajaj (founder)

Establishment 2015/6/12

Capital 2,582,269 Indian rupees (as of September 30, 2021)

Number of employees 548 (as of December 31, 2021)

Address 747, Pooja Building, 80ft Road, 4th Block, Koramangala, Bangalore – 560034, India

Credit card challenger

**Business** 

Description

Highlights of "slice"



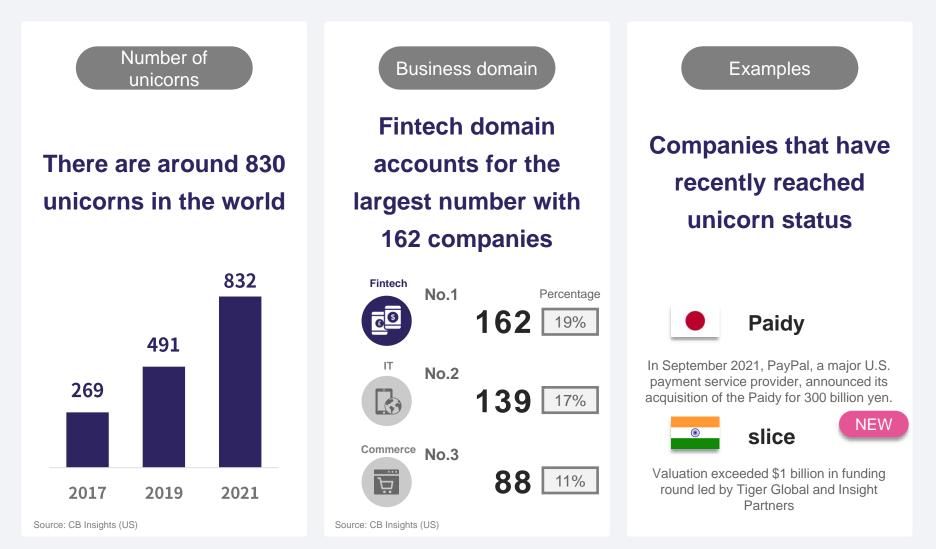




#### Market The status of Unicorns in the Global Market

Gunosy

There are more than 800 unicorns in the world, and most of them are in FinTech and Internet Software & Services sectors.



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## Market Companies Listed in the FinTech Domain

```
Gunosy
```

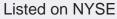
Some fintech companies, such as Nubank and Affirm, achieved huge market capitalization by going public.

#### Nubank



Nubank is a digital bank in Brazil that started offering credit cards with no annual fee in 2014. It now offers checking/savings accounts, as well as personal loans, investment services, and life insurance.

Market capitalization at the time of listing Approx. \$ 48 billion \*



Berkshire Hathaway, the U.S. investment and insurance company led by Warren Buffett, and other companies invested in Nubank. It is the largest financial institution in Latin America by market capitalization.

Source: \*Based on press articles and other information publicly available.

#### Affirm



Affirm is a U.S. fintech company that primarily provides post-payment services for online and mobile e-commerce.

Market capitalization at the time of listing



Listed on NASDAQ



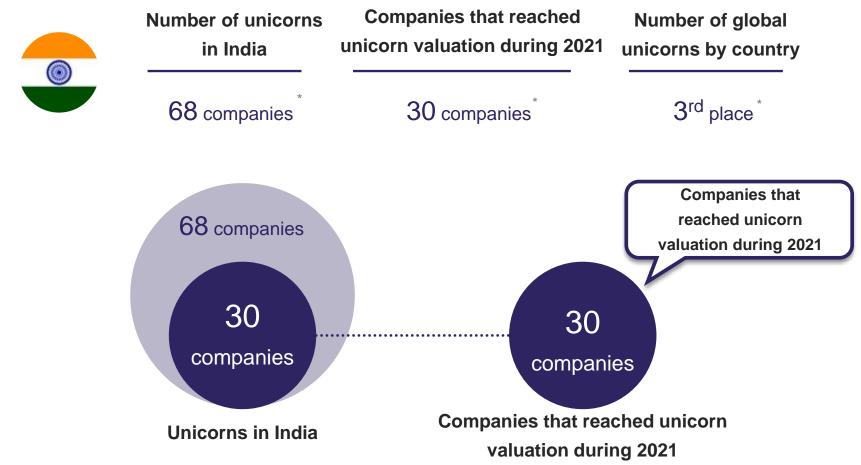
Affirm provides a service that allows customers to pay in installments or post-payments when purchasing products. The use of post-payment services is increasing, especially among young people.



#### Market Many Unicorns Emerging in India



As of 10/13/2021, there are 68 unicorns in India, 30 of which reached unicorn status in 2021, making India a market to watch.



\* Source: JETRO (October 13, 2021) "30 companies reaching unicorn valuations in 2021"

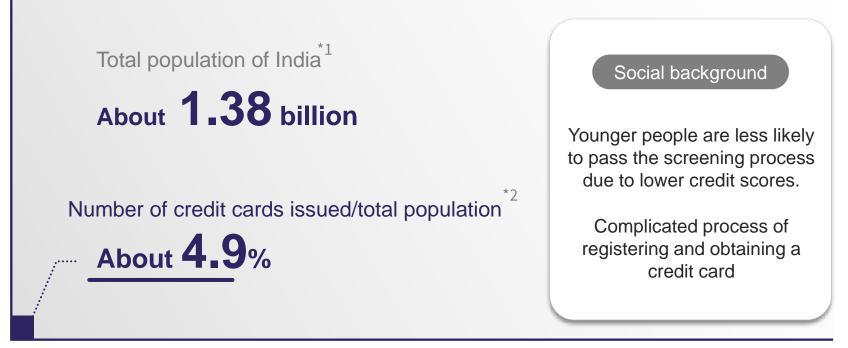
## Market The market that "slice" is Participating in

Gunosy

In India, attractive growth opportunities exist because most people do not have access to credit cards due to difficulties in obtaining credit and complicated acquisition procedures.

Credit card issuance rate in India

The number of credit cards issued is equivalent to only **about 4.9%** of the population.



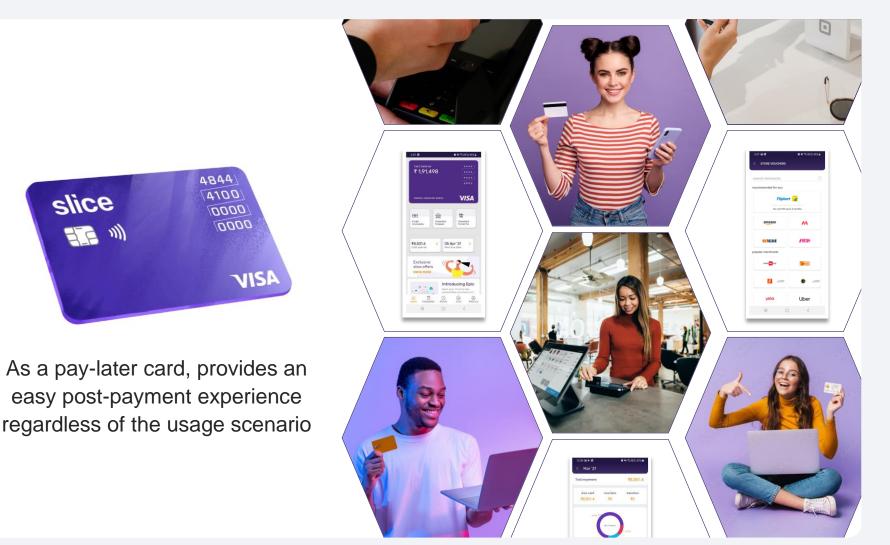
\*1 Source: Data released by the Ministry of Foreign Affairs

\*2 Number of credit cards issued in India 67,582,583 / Total population of India 1.38 billion (The number of credit cards issued is based on Reserve Bank of India's statistics of 2021/11)

#### Business Provide an Easy Post-Payment Experience

Gunosy

As a Pay Later card for young people in India, it provides an easy post-payment experience regardless of the usage situation.



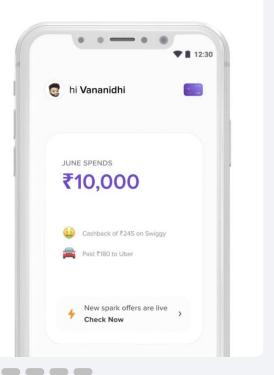
#### Business Product Image

Gunosy

Together with physical cards, we provide (1) value that is closely connected to users' lives and (2) a financial experience that goes beyond mere payment through intuitive and simple digital credit card payments.

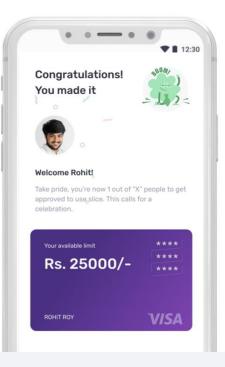
#### Intuitive UI/UX

Experience simplicity, like never before.



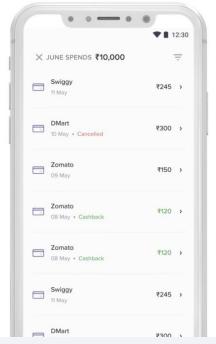
# Issue cards through a quick and easy process

NO annual fees. NO joining fees. NO hidden charges.



# Manage expenses in a simple manner

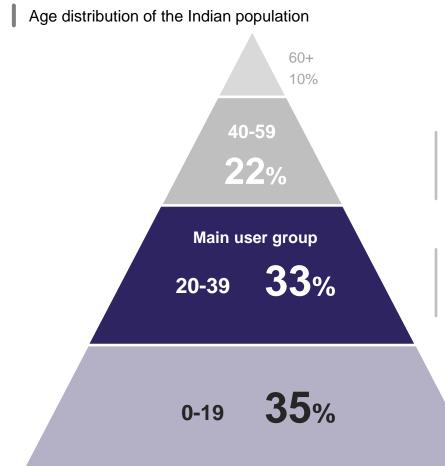
Managing expenses just got more beautiful with Passbook.



#### Business Strength in "slice"

Gunosy

"slice" has gained a strong support from millennials and Gen Z, the volume zone of India's population. It has also achieved a low default rate through its unique credit know-how.



Background of rapid growth

Unique and exceptional products **highly** supported by BNPL needs of young people, the volume zone of the population

Their unique credit know-how succeeded in extending credit to **those who were previously unable to get credit cards** while maintaining a low default rate.

\*Source: Prepared by us based on the data published by by United Nations, Department of Economic and Social Affairs,

#### Business Management Team of "slice"



A highly talented management team, mostly millennials, has revolutionized the financial experience for young people as a Credit Card Challenger.





Sudhesh Chandrasekar

ex- Spandana Sphoorty Finance CFO



Nitin Basant

ex-FICO Principal Scientist



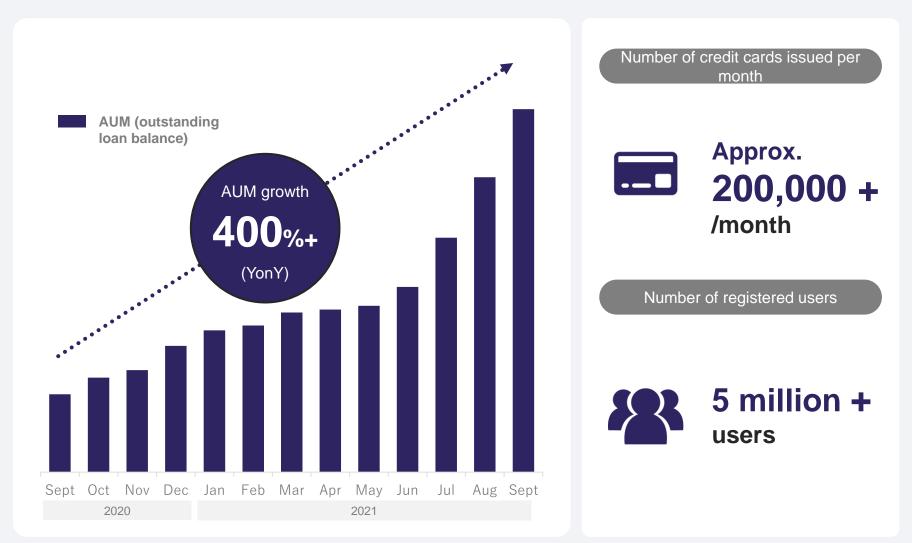
#### Mahima Garg

ex- Capital one Senior Manager



#### Gunosy

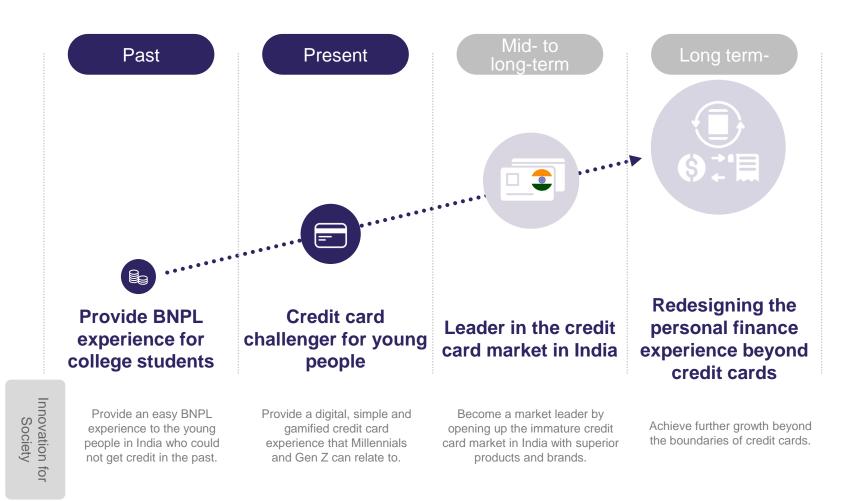
**AUM achieved significant growth YonY.** In particular, growth accelerated after the follow-on investment by Gunosy in 2021/6. The number of cards issued per month is one of the highest in India.





Gunosy

It is expected to go beyond the realm of unicorns and **grow significantly to become India's leading fintech company**.







## Financial Results for FY2022/5 Q2



#### FY2022/5 Q2 Summary

Gunosy

Compared to the 1H forecast, both sales and profit exceeded the plan. Steady progress is being made in the preparations to achieve medium- to long-term growth.

- Although MAU remains weak in the aftermath of the Olympics and other factors, the profitability of Gunosy is improving as a result of the acquisition of new quality users.
  - Despite factors causing a decline in revenue in the creator business domain, revenue increased YonY. Overseas business performed well.

Investment Business

Media

**Business** 

Game8 Group

Our portfolio company "slice" reached unicorn status in its Series B funding round (see pages 3-17 for details).

#### FY2022/5 Consolidated Results for Q2 (vs. forecast)

**Business results exceeded 1H forecast**, which was due to improved profitability per user of Gunosy, strong performance of ADNW, and solid sales growth even during the expansion phase of COVID-19.

|   | FY2022/5<br>1H results | FY2022/5<br>1H forecast | Progression rate |  |
|---|------------------------|-------------------------|------------------|--|
| Net sales                                     | 4,383                  | 4,301                   | 101.9%           |  |
| Operating profit                              | 161                    | -324                    | -                |  |
| Operating margin                              | 3.7%                   | -7.6%                   | -                |  |
| Ordinary profit                               | -40                    | -525                    | -                |  |
| Profit attributable<br>to owners of<br>parent | -27                    | -575                    | -                |  |





(Million yen)

#### FY2022/5 Consolidated Results for Q2 (vs. results)

Gunosy

Although sales declined QonQ due to weak MAUs in some services, 1H sales increased YonY driven by the contribution from au Service Today. The YonY decline in 1H profits is due to YonY increase in advertising expenses by approximately 440 million yen.

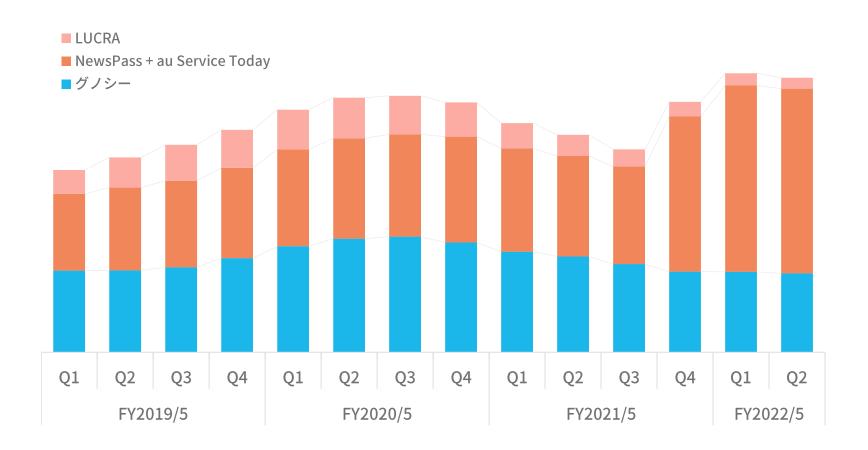
(Million yen)

|   | QonQ           |             | YonY  |                |                |        |
|---|----------------|-------------|-------|----------------|----------------|--------|
|   | FY2022/5<br>Q2 | FY2022/5 Q1 | QonQ  | FY2022/5<br>1H | FY2021/5<br>1H | YonY   |
| Net sales                               | 2,105          | 2,277       | 92.5% | 4,383          | 4,291          | 102.1% |
| Operating profit                        | 19             | 141         | 13.9% | 161            | 376            | 43.0%  |
| Operating margin                        | 0.9%           | 6.2%        | -     | 3.7%           | 8.8%           | -      |
| Ordinary profit                         | -79            | 39          | -     | -40            | 369            | -      |
| Profit attributable to owners of parent | -61            | 33          | -     | -27            | 233            | -      |

## Total Number of Active Users (MAU)

Gunosy

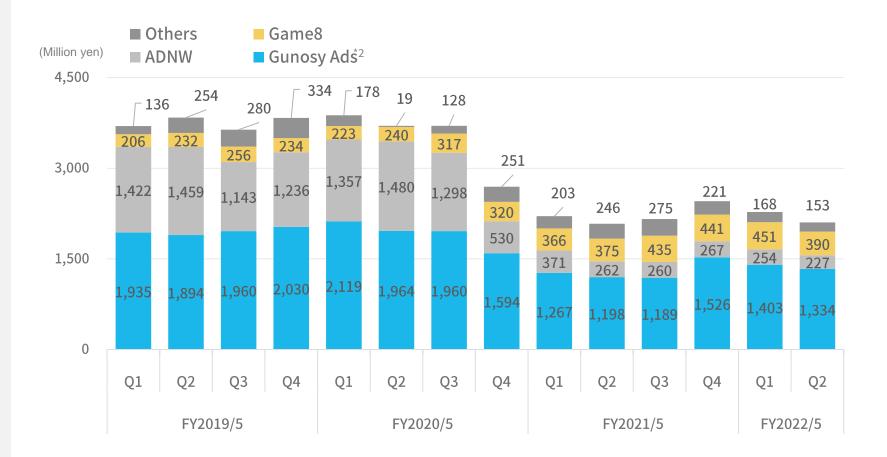
**MAU increased 26.2% YonY** driven by the contribution of au Service Today, although it decreased QonQ in the aftermath of the Olympics. Gunosy's users are being replaced by quality users while maintaining the scale of MAU.



## **Breakdown of Net Sales**<sup>\*1</sup>



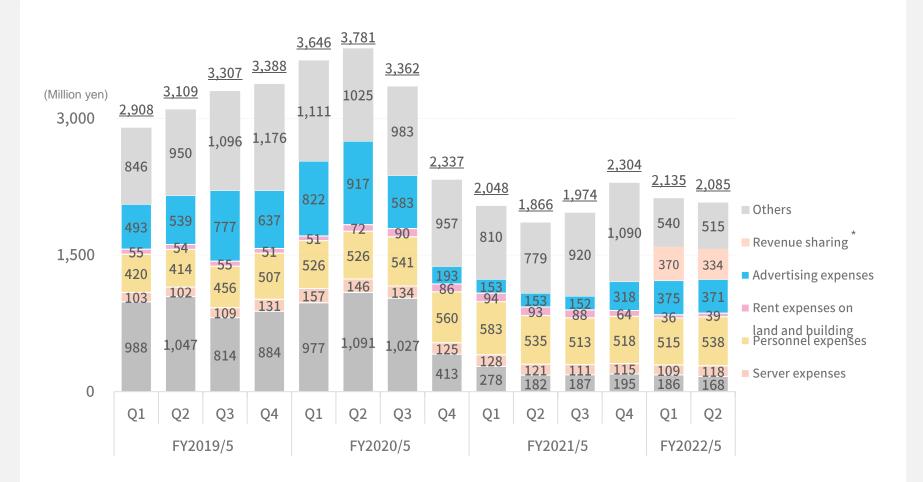
Net sales increased YonY with the contribution of au Service Today. The QonQ decline was largely due to temporary factors such as the post-Olympics pullback, seasonal factors (Gunosy Ads), and changes in business terms in the creator area (Game8), and we are aiming for a reversal from the next quarter onward.



## **Cost Structure**



Advertising investment in Gunosy was at the same level as Q1. We resumed investment in recruitment as part of our efforts to build an organization for medium- to long-term growth, but other costs remain strictly controlled.

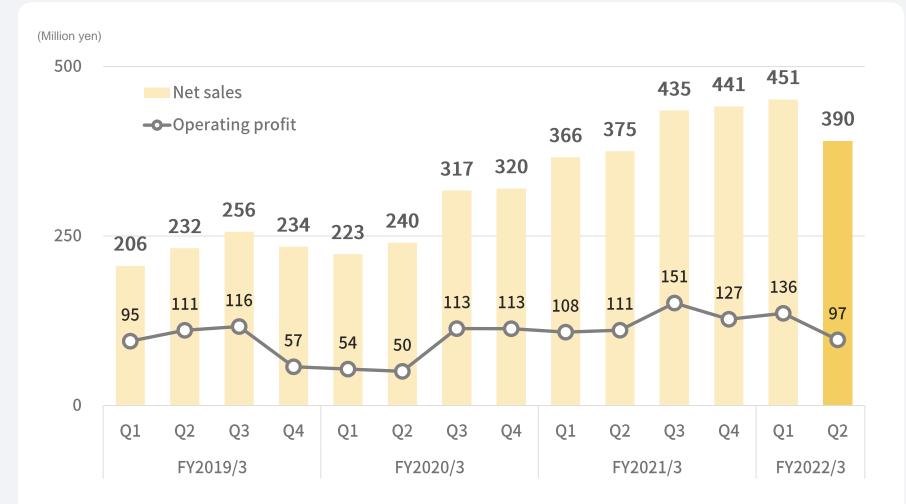


\*"Revenue sharing" included in "Others" in FY2021/5 and earlier, but separated from "Others" from FY2022/5 Q1. "Live video production expenses" is included in "Others" from FY2022/5 Q1.

#### Game8



In Q2, despite factors causing a decline in sales, such as a change in the contract terms with our affiliated partners in the creator domain, sales increased on a year-on-year basis. We will continue to focus on acquiring medium- to long-term growth drivers such as overseas development.



\* Non-consolidated results (before consolidated adjustment). Results of Smarprise, our subsidiary is not inclu FY2022 Q2 results are for the period from July to September 2022 due to a gap with the parent company's consolidated accounting period.





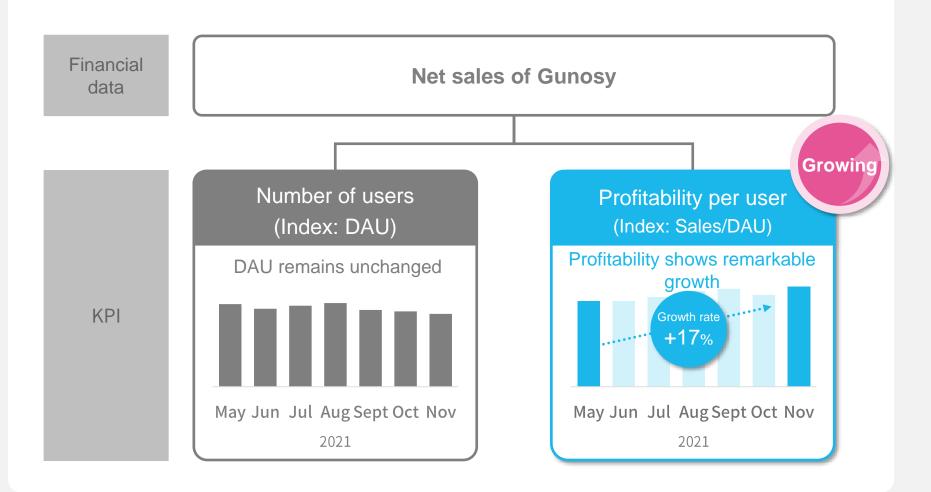
## **Business Overview by Division**



# Status of Investment for the Re-growth of Gunosy (1/3)

Media Business

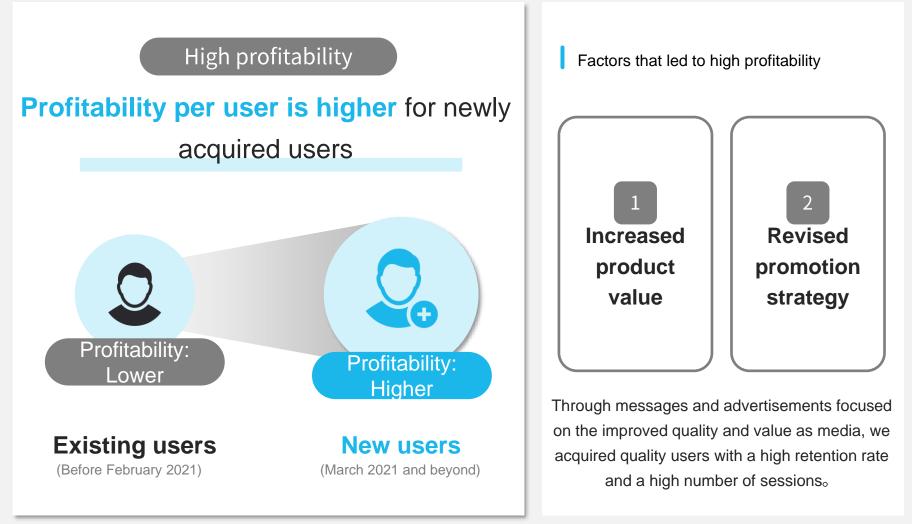
Profitability per user showed steady growth following Q1 through the acquisition of new users upon resumption of investment.



#### Media Business Profitability of New Users (2/3)



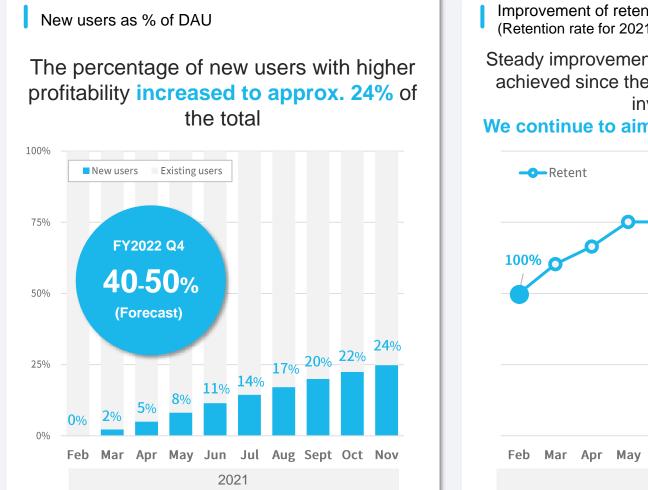
The profitability of new users acquired after the resumption of investment tends to be higher than that of existing users. As a result of our efforts in product relaunch throughout the previous fiscal year, we succeeded in attracting users with a high retention rate through improved media quality and promotion strategies adjusted accordingly.



#### Media Business

#### Acquisition of New Users after Resumption of Investment (3/3)

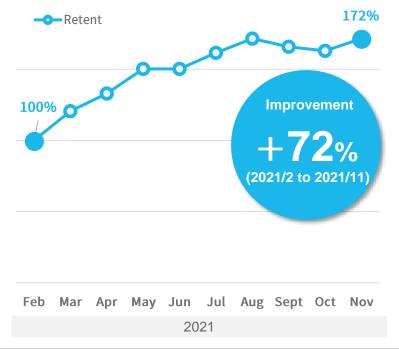
The percentage of new users acquired since the resumption of investment in March 2021 has been steady, reaching 24% of the total users as of November 2021. We expect further improvement in profitability through user turnover.



Improvement of retention rate (Retention rate for 2021/2 set at 100%)

Steady improvement in retention rate has been achieved since the resumption of advertising investment.

#### We continue to aim for further improvement.



#### Media Business Progress in au Service Today



We are continuing to update the app UI and UX, including the introduction of dark mode and carousel ads, as well as enhance monetization. Profitability per user is steadily improving.

#### Update app UX and enhance monetization

**Improved user interface** to give users more straightforward access to useful information for their daily lives



Dark mode



Carousel ads

#### Status of profitability

Profitability per user (Sales/DAU) is improving.

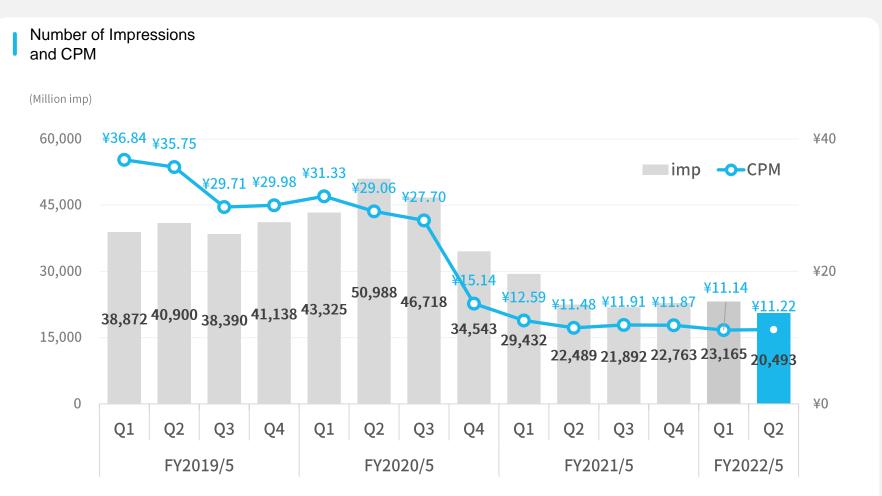


#### Media Business Ad Network (ADNW)



Although sales declined in Q2, CPM is currently on a recovery trend.

From Q3 onward, further growth is expected through customer expansion by strengthening the sales network.



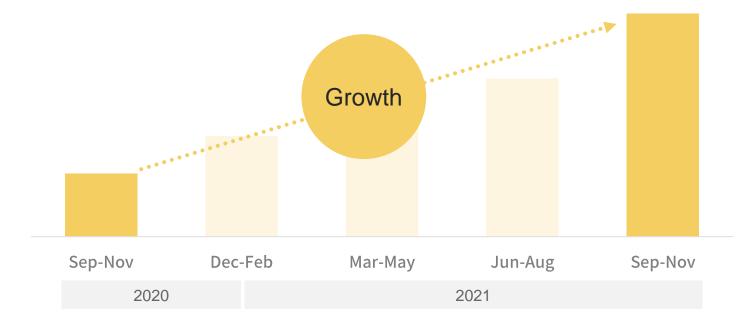
#### Game8 Group Progress in Overseas Business



The number of PVs of game walkthrough content for North America increased due to successful localization and is starting to contribute to sales. We will continue to focus on overseas business in Q3 and beyond.

**Overseas Business** 

The number of PVs of the overseas business in game walkthrough wiki guides is growing steadily.



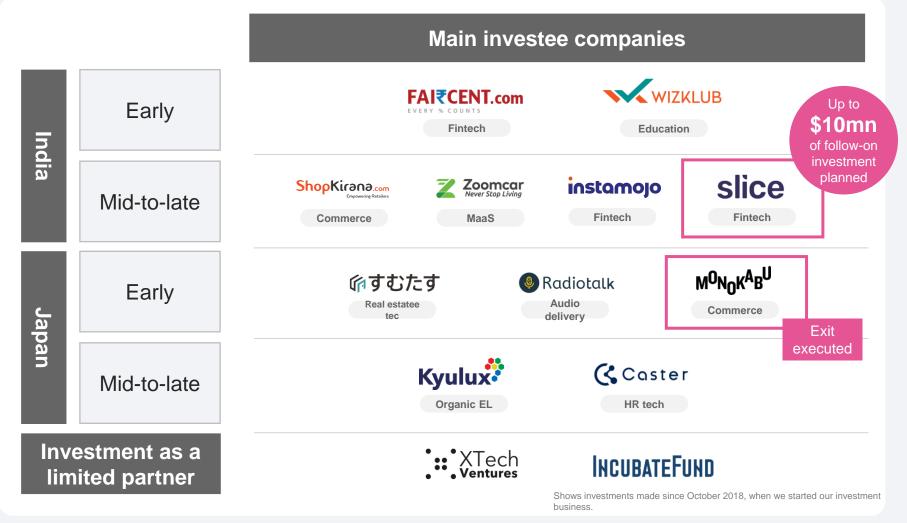
#### Investment

#### Investment

Gunosy

We have invested over 4 billion yen<sup>\*</sup>to date, both overseas and in Japan, and as a limited partner, considering risk and return. "slice", in which we are making strategic investments, surpassed a valuation of \$1 billion in its most recent funding round and became a unicorn status company.

\*Size of investment balance, including investment commitments as a Limited Partner



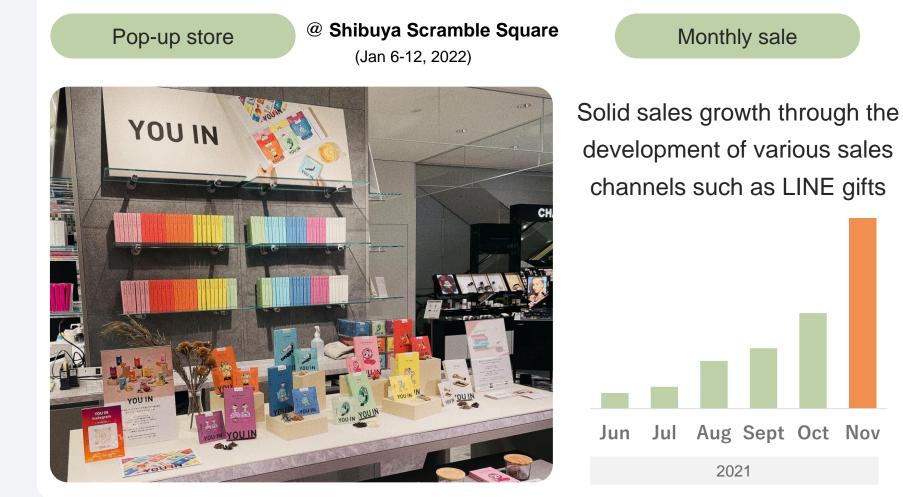


New Business

#### YOU IN



YOU IN was launched in June 2021 with the concept of "mood pairing tea". In order to expand the scale of the business, we are focusing on **developing personalized gifts**, such as LINE gifts and the Hometown Tax Donation Program (Furusato Nozei), and **developing sales channels for corporate clients**. As an offline base, a **pop-up store was opened** in Shibuya Scramble Square.







## Medium-Term Management Plan



## Assumptions in developing the plan

- In the Medium-Term Management Plan announced on July 13, 2021, we mainly
  released a qualitative strategy. Although the situation is still unpredictable, we are
  disclosing numerical information to the extent that we can estimate at present, given
  that the changes in the market environment due to COVID-19 are converging to a
  certain degree.
- The impact of "slice" business on consolidated business results is not included in this disclosure, as it is currently under close examination.

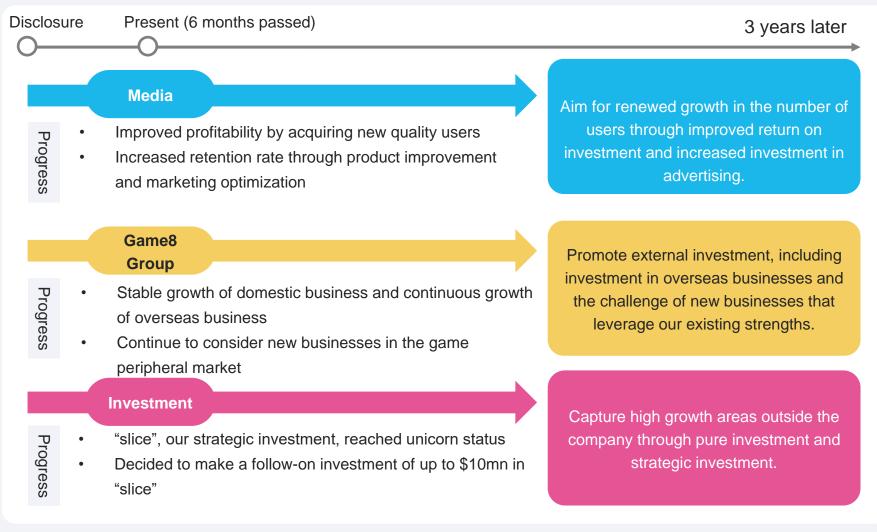


Gunosy

#### **Progress Since the Release of the Previous Medium-Term Management Plan**

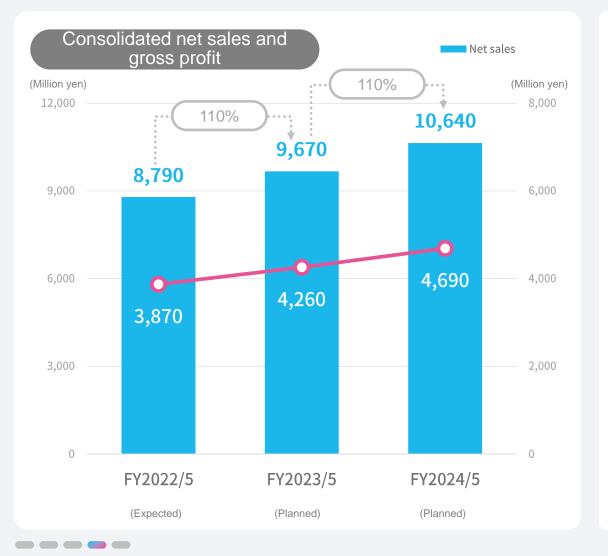


In FY2022/5 1H, steady progress was made in each of the three business pillars that are expected to drive medium- to long-term growth. Among them, **the investment business achieved significant results earlier than expected**.



#### **Target Values in the Medium-Term Management Plan**

In existing businesses, we plan to achieve **10% growth YonY in both sales and gross profit** on a consolidated basis. In the investment business, we will continue to seek out strategic investments and aim for discontinuous growth.



#### Policy on P/L management

Gunosy

From next fiscal year onward, pursue operations with a view to achieving a consolidated profit on a full-year basis

Aiming for solid sales growth by improving S/D through the increase of new users and steadily increasing users through appropriate control of advertising investment.

However, in the event of a significant improvement in KPIs or the launch of an attractive new business, we will increase investment and be flexible in allowing temporary losses.

#### FY2022/5 Results Forecast (Consolidated)



We are planning for zero operating profit as we pursue further growth in the next fiscal year and beyond, focusing on investments in human resources to strengthen the organization. Compared to 1H, we added 110 million yen in personnel expenses and 60 million yen in one-time recruitment expenses. We will not disclose ordinary profit and profit as we are still examining the impact of slice on the performance of the current fiscal year.

(Million yen)

|                  | FY2022/5 1H results | FY2022/5 full-year<br>forecast | 1H progression rate |
|------------------|---------------------|--------------------------------|---------------------|
| Net sales        | 4,383               | 8,790                          | 49.9%               |
| Operating profit | 161                 | 0                              | -                   |
| Operating margin | 3.7%                | -                              | -                   |



#### Points

- 1. Our voting interest in "slice" is in the range of 15%-20% as defined in "Accounting Standard for Equity Method of Accounting for Investments". We are currently discussing with our auditing firm about our intention to start applying the equity method at the timing of certain events (such as the completion of the dispatch of executives) that are deemed to have a material impact on the financial, operating or business policy decisions of slice.
- 2. The equity method of accounting is assumed to be applied during the fiscal year ending May 31, 2022.
- 3. Significant items affecting the profit and loss to be incorporated in the income statement for the current fiscal year that have not yet been determined are as follows:
  - Deemed acquisition date, which is the start date of application of the equity method

(Since the company's fiscal year ends at the end of March, the results of operations are expected to be incorporated with a time lag, as is the case with other subsidiaries.)

- Determination of the amount of goodwill, etc. through PPA (Purchase Price Allocation) procedure and its amortization period
- Performance of "slice" in the period in which the profit or loss is incorporated.
- 4. Since "slice" is growing rapidly, depending on future marketing measures etc., it is assumed that losses may be recorded in relation to the application of the equity method in the short to medium term.





## Reference Materials: Overview of Gunosy Inc.



#### Overview of Gunosy Inc.

## Gunosy

| Basic Information    |   | Officers: | Representative Director and Chairman, Group Chief Executive Officer (CEO), Shinji Kimura |  |
|----------------------|---|-----------|--|--|
| Company name:        | Gunosy Inc.   |           |  |  |
| Representative:      | Shinji Kimura   |           | Representative Director and President, Yuya<br>Taketani                                  |  |
|                      | Yuya Taketani   |           | Director and CFO, Yuki Maniwa  |  |
| Established:         | November 14, 2012   |           | Director, Kentaro Nishio   |  |
| Fiscal year end:     | Мау   |           | Director, Takuya Sawada  |  |
| Capital:             | 4,099 million yen (as of the end of November 2021)  |           | Director (Outside), Suguru Tomizuka  |  |
| Stock Code:          | 6047 (First Section of The Tokyo<br>Stock Exchange)   |           | Director (Outside), Junichi Shiroshita   |  |
| Audit corporation:   | Ernst & Young ShinNihon LLC   |           | Director (Outside), Hirokazu Mashita   |  |
| Number of employees: | 229<br>(as of the end of November 2021, on a<br>consolidated basis)<br>2-24-12 Shibuya, Shibuya-ku, Tokyo |           | Director (Outside), Lei-Isabelle Nakao   |  |
| Head office:         |   |           | Corporate Auditor, Masakazu Ishibashi  |  |
| Business:            | Development and operation of information  | า         | Corporate Auditor (Outside), Kenji Shimizu   |  |
|                      | curation service and other media  |           | Corporate Auditor (Outside), Noboru Kashiwagi  |  |



Forward-looking statements contained in these materials are prepared from judgments and assumptions based on information available at the time of preparing the materials, and do not guarantee their accuracy. These materials contain financial data that have not been audited by an independent certified public accountant or an auditing firm.

Please note that actual results may differ materially from the forecasts due to various uncertainties included in these judgments and assumptions and changes in risk factors and the economic environment.





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