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# Overview of Consolidated Financial Results (January 2013-March 2013)



### Second Quarter Highlights (Jan. – Mar. 2013)

Consolidated Financial Results Ratio of smartphone-related sales to consolidated sales: 54.5%

Sales: 41.3 billion yen (increase 15% over the same quarter of the previous year)

Operating Profit: **3.6 billion yen** 

Current Net Profit: 6.3 billion yen ( Extraordinary profit on sale of FX business:10.3 billion yen )

Ameba Business The community and game-based smartphone SNS "Ameba" is doing well

Smartphone PV: 13.8 billion PVs for March

(2.3 times over the same month of the previous year)

Smartphone spent amount: Increased to 2.0 billion for March

(2.5 times compared to December)

Internet Advertisement Business Sales of Smartphone advertisement: **7.5** billion yen

(2.3 times over the same quarter of the previous year)

Sales: 20.1 billion yen (increase 14.1% over the same quarter of the previous year)

Operating Profit: **2.2 billion yen** (Operating profit margin **11.2**%)

SAP and Other Media Businesses

Operating Profit: 2.2 times compared to the previous quarter

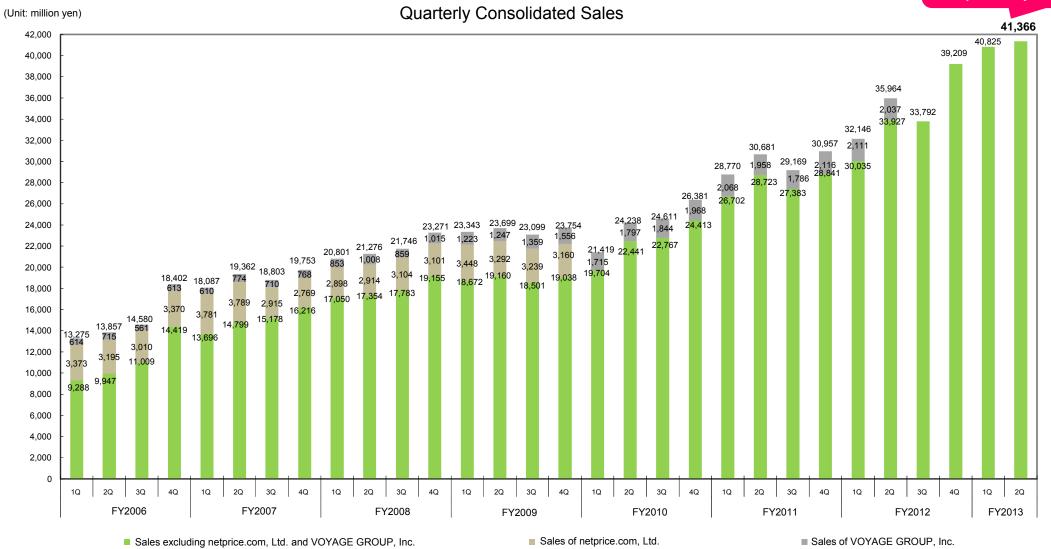
Sales: 15.7 billion yen (1.5 times over the same quarter of the previous year)

Operating Profit: **2.2 billion yen** (Operating profit margin **14.2**%)



### **Quarterly Consolidated Sales**

Increased 15% over the same quarter of the previous year

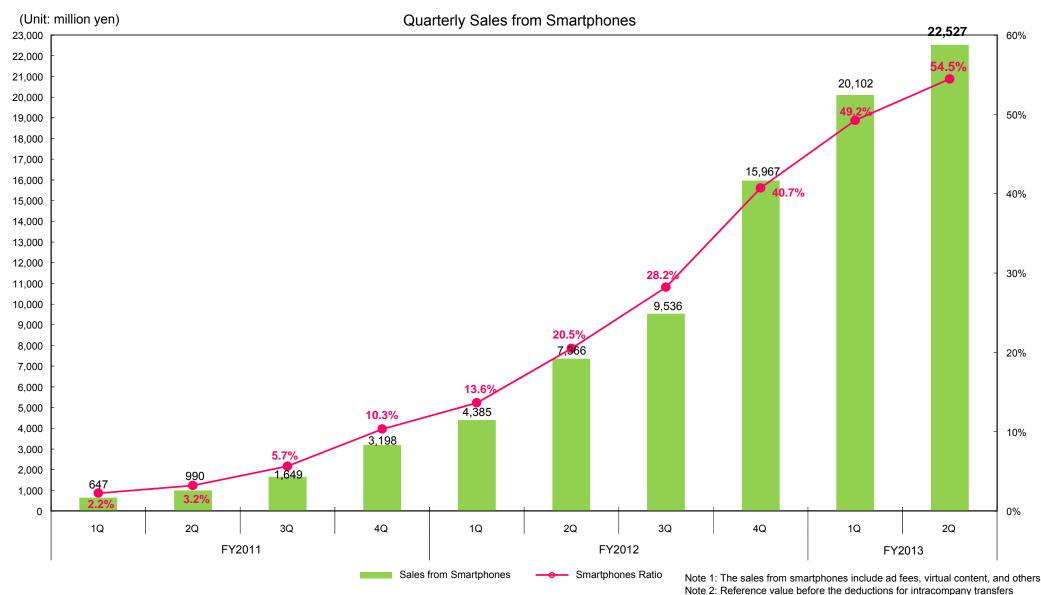


Note 1: netprice.com, Ltd. was transitioned from consolidated subsidiary to our equity method affiliate in FY2010. Note 2: The stock of VOYAGE GROUP, Inc. was transferred in 3Q 2012, and so is no longer consolidated.



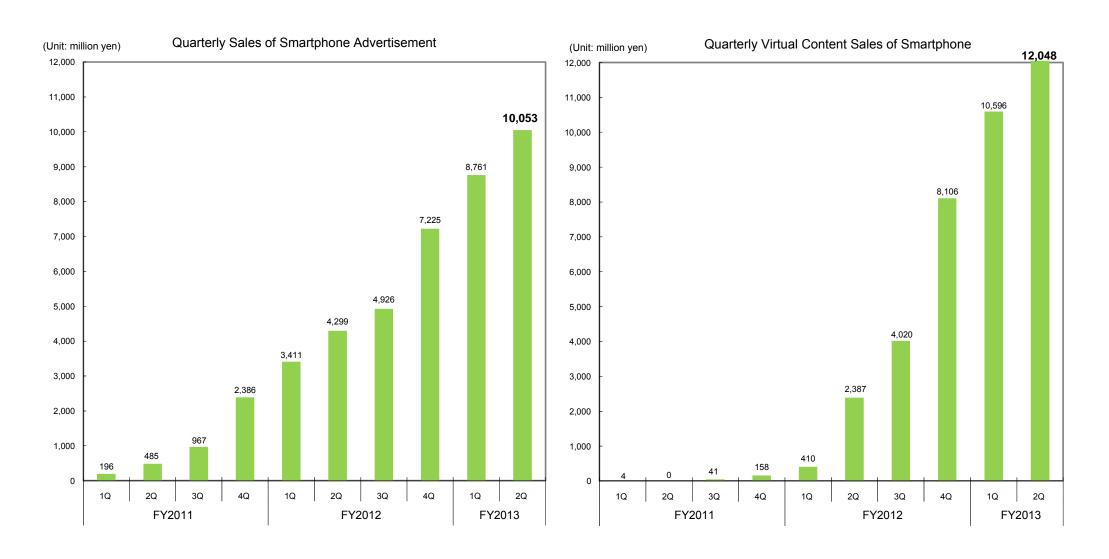
### Quarterly Sales from Smartphones

The ratio of smartphone-related sales to consolidated sales increased to **54.5%**. (from 20.5% in the same quarter of the previous year)



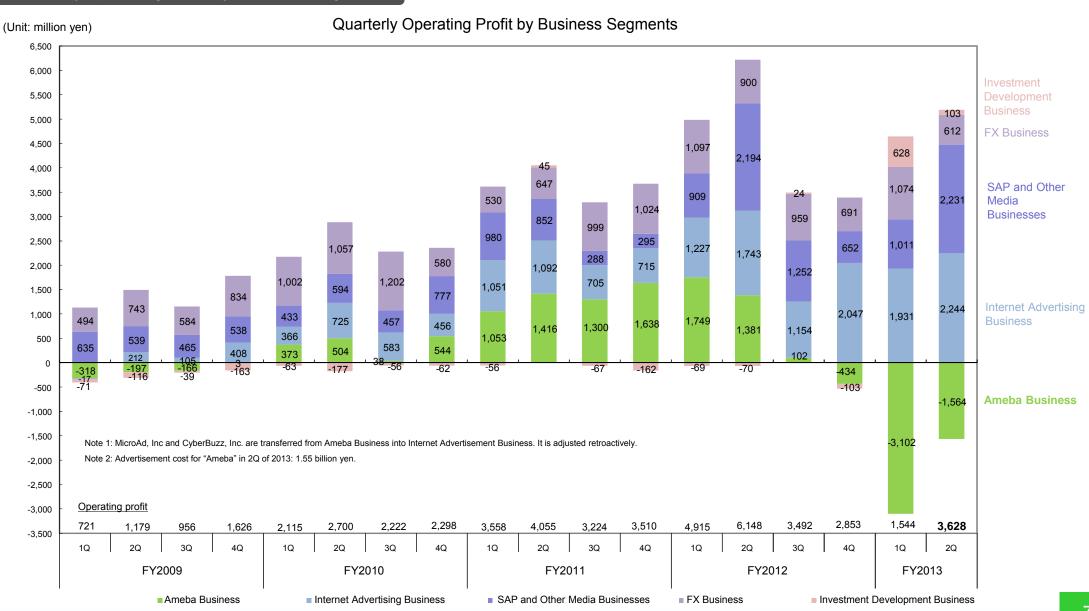


### Quarterly Sales from Smartphones





### Quarterly Operating Profit by Business Segments





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Unit: million yen	Jan-Mar 2013		Jan-Mar 2012	Change	
Net sales	41,366		35,964	15.0 %	
Gross margin	14,694		15,682	(6.3 %)	
SG&A expenses	11,066		9,533	16.1 %	
Operating profit	3,628		6,148	(41.0 %)	
Operating profit margin	8.8%		17.1%	(8.3 points)	
Ordinary profit		3,725	6,080	(38.7 %)	
Extraordinary income	•	10,385	68	15,172.1 %	
Extraordinary loss		9 3,132	754	315.4 %	
Current net pretax profit		10,978	5,393	103.6 %	
Current net profit		6,304	3,035	107.7 %	

Gain from the sale of the shares of affiliated companies through the transfer of the shares of CyberAgent FX, Inc.: 10,300 million yen

Loss from the withdrawal from unprofitable businesses, and impairment loss, etc.



### Quarterly Number of Employees in Consolidated Companies

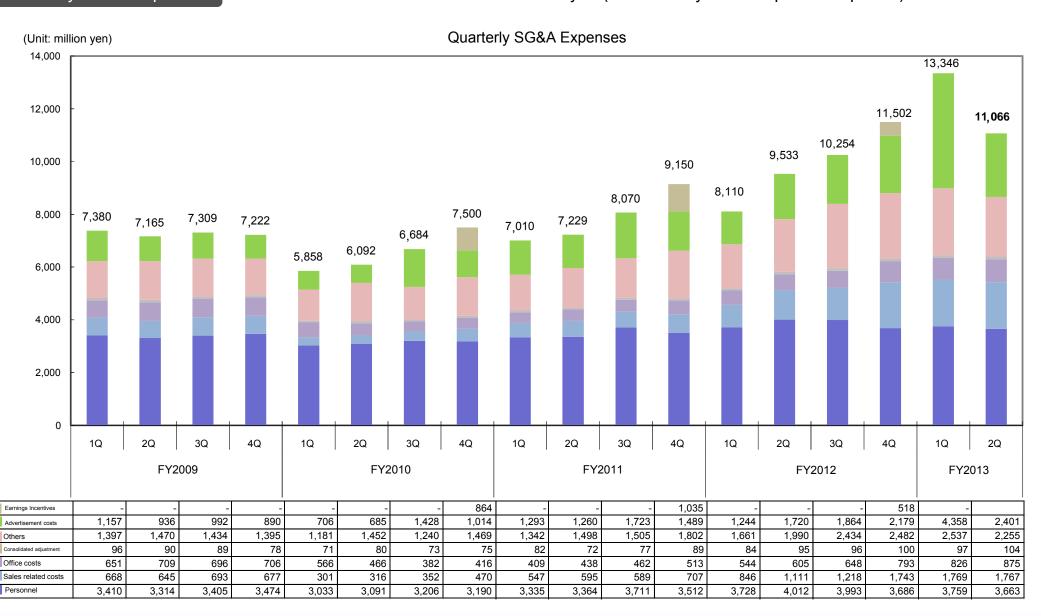
309 new employees entered the company in April 2013.





Quarterly SG&A Expenses

Advertisement cost for "Ameba": 1.55 billion yen (2.95 billion yen in the previous quarter)





BS

Since the FX business was sold, it was excluded from consolidation (on February 1, 2013). Treasury shares worth about 5 billion yen were acquired, and 3.1% of issued shares were cancelled (on February 28, 2013).

Unit: million yen	End of Mar 2013	End of Dec 2012	Change
Current assets	61,768	121,016	(49.0 %)
(Cash deposits + Securities)	31,443	21,834	44.0 %
Fixed assets	19,516	20,505	(4.8 %)
Total assets	81,284	141,522	(42.6 %)
Current liabilities	32,173	94,764	(66.0 %)
(Income tax payable)	8,283	3,158	162.3 %
Fixed liabilities	881	982	(10.3 %)
Net assets	48,229	45,770	5.4 %

Note 1: Total assets of the FX business: 77,542 million yen (as of the end of Dec. 2013)

Note 2: The ratio of cancelled shares means the ratio to the total number of issued shares(including treasury stocks) as of Jan. 31, 2013.



## Progress Rate with Respect to the Forecast for FY2013

#### Progress rate as of 2Q with respect to the forecast for FY2013

Unit: million yen	Sales	Operating Profit	Ordinary Profit	Net Profit
Forecast for FY2013	170,000	10,000	10,000	12,000
Results for 2Q FY2013	82,192	5,171	5,348	9,555
Progress rate	48.3 %	51.7 %	53.5 %	79.6 %

### **Dividend Forecast**

Unit: yen	Dividend per share	Dividend increase rate (from the previous term)	Total dividend
Estimated dividend for FY2013	3,500	0 %	2,179 million
Dividend for FY2012	3,500	0 %	2,265 million
Dividend for FY2011	3,500	59 %	2,282 million

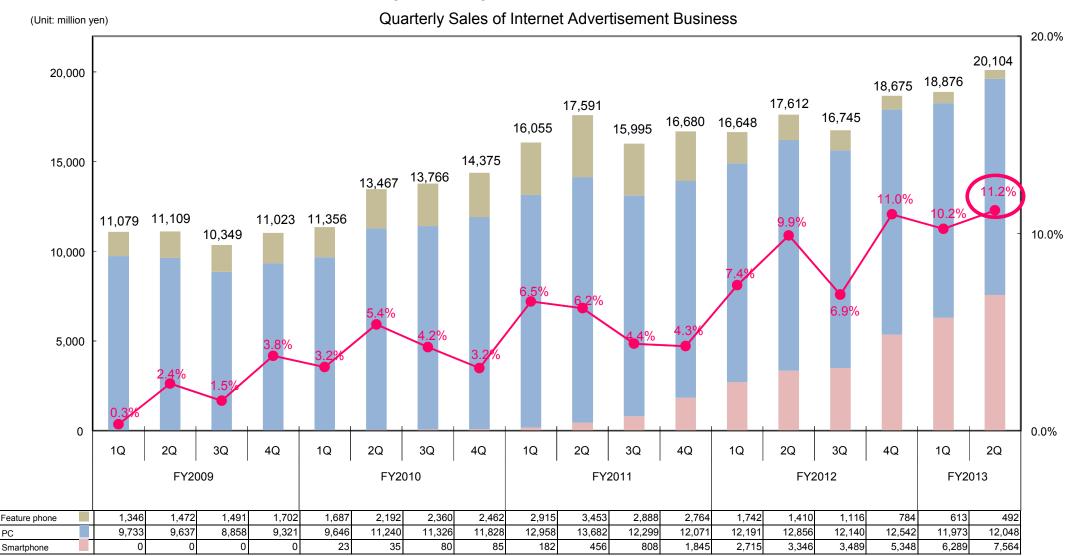


# Internet Advertisement Business



#### Quarterly Sales & Operating Profit Margin

Sales increased 14.1% from the same quarter of the previous year, taking advantage of the period in which the demand for advertisements was high. Operating profit margin increased to 11.2%, as we focused on top clients.

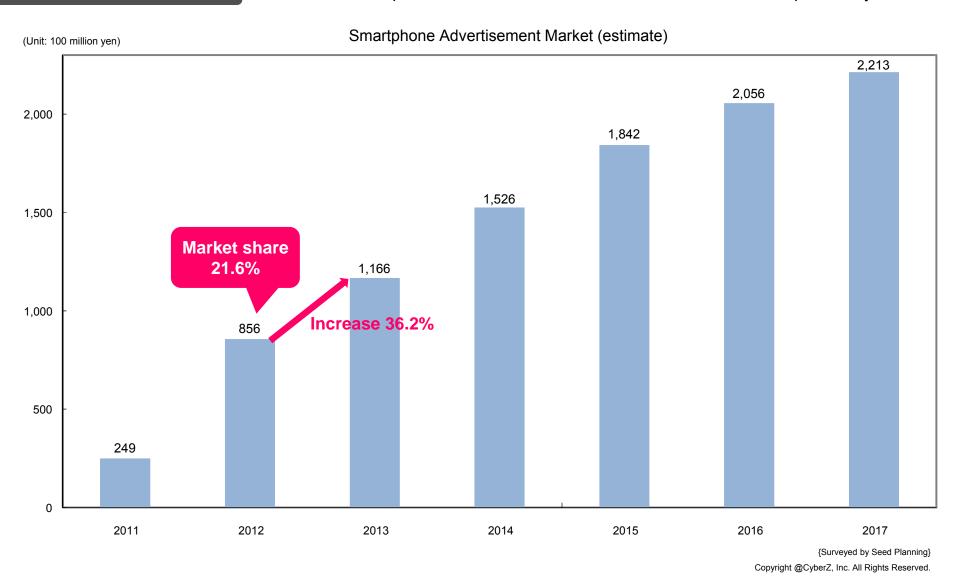


Note 1: MicroAd, Inc and CyberBuzz, Inc. are transferred from Ameba Business into Internet Advertisement Business. It is adjusted retroactively.



### Smartphone Advertisement Market

In 2013, the smartphone ad market share will increase 36.2% from the previous year.

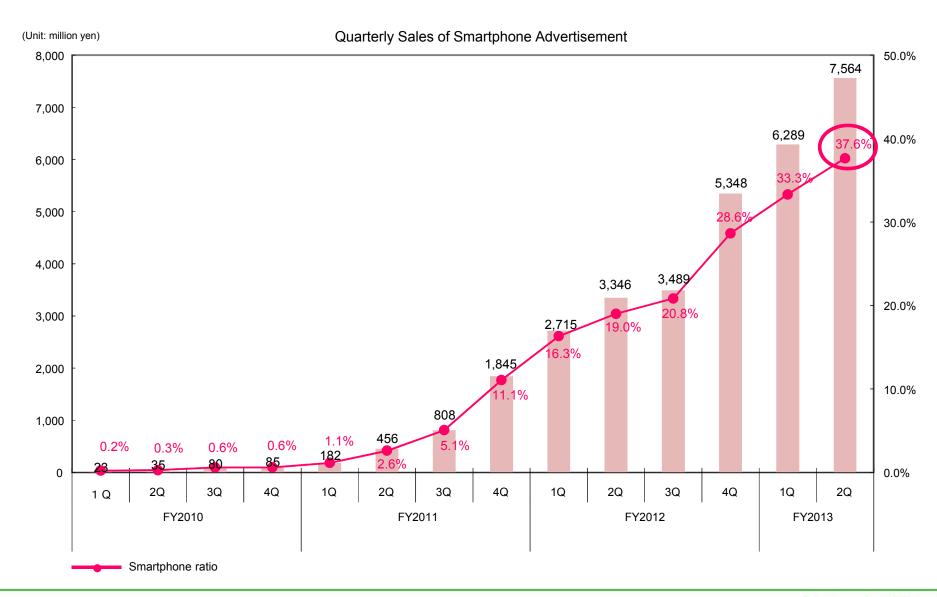


Note 1: The consolidated subsidiary CyberZ, Inc. researched the trend of the smartphone ad market.



### Quarterly Sales of Smartphone Advertisement

Increased **2.3 times** from the same quarter of the previous year. The ratio of smartphone ad sales increased to **37.6%**.



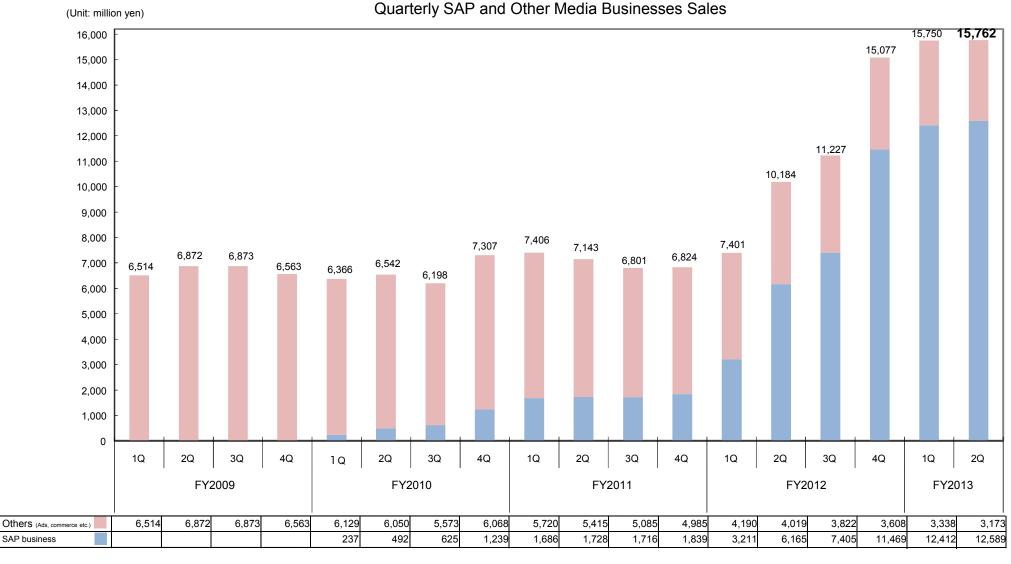


# SAP and Other Media Businesses



### Quarterly Sales

Operating profit margin increased from 6.4% in the previous quarter to 14.2% through the optimization of development lines and advertisements.

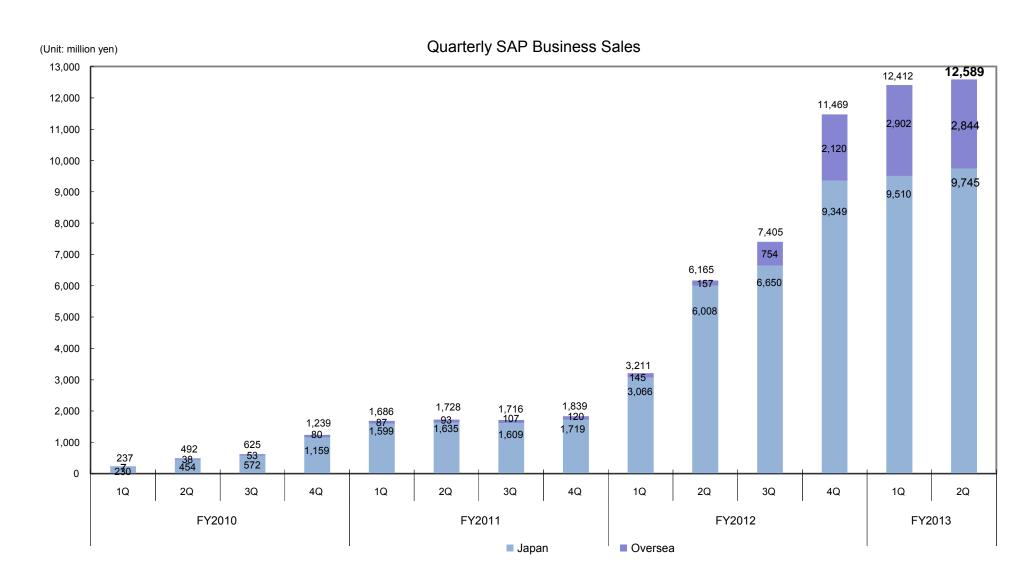


Note 1: The sales of netprice.com, Inc. and Voyage Group, Inc., which are excluded from consolidated performance, were removed retroactively.



Quarterly SAP Business Sales

The loss due to the withdrawal from unprofitable businesses is covered by leading titles.



# SAP and Other Media Businesses

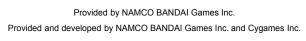


**SAP Business** 

The performance of leading games is healthy. We plan to release new titles in the summer.

# mebage by:DeNA Mobage Smartphone ranking





### møbage



Provided by Cygames Inc.



Provided by Applibot, Inc.

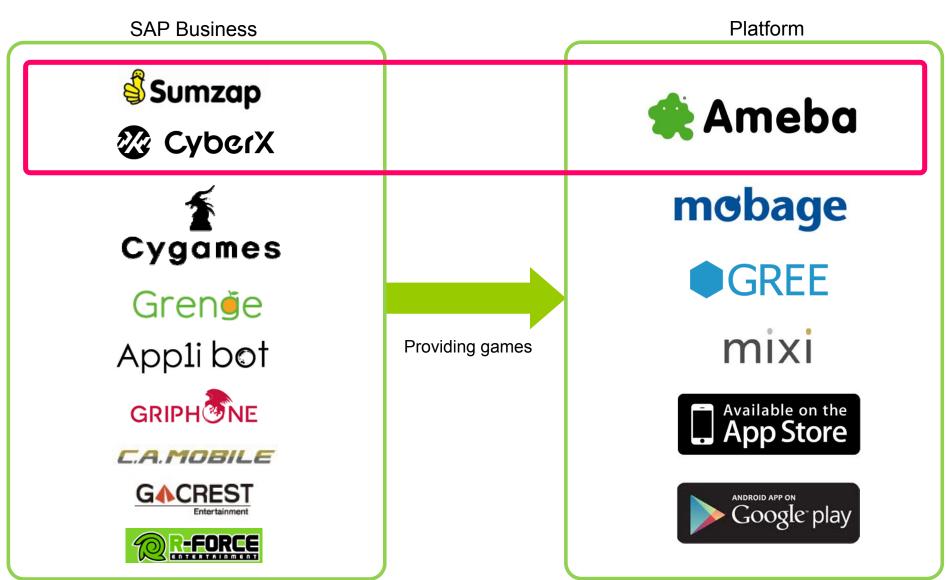


Provided by Applibot, Inc.



**SAP Business** 

The development of games for "Ameba" is enhanced. Many native applications will be released.

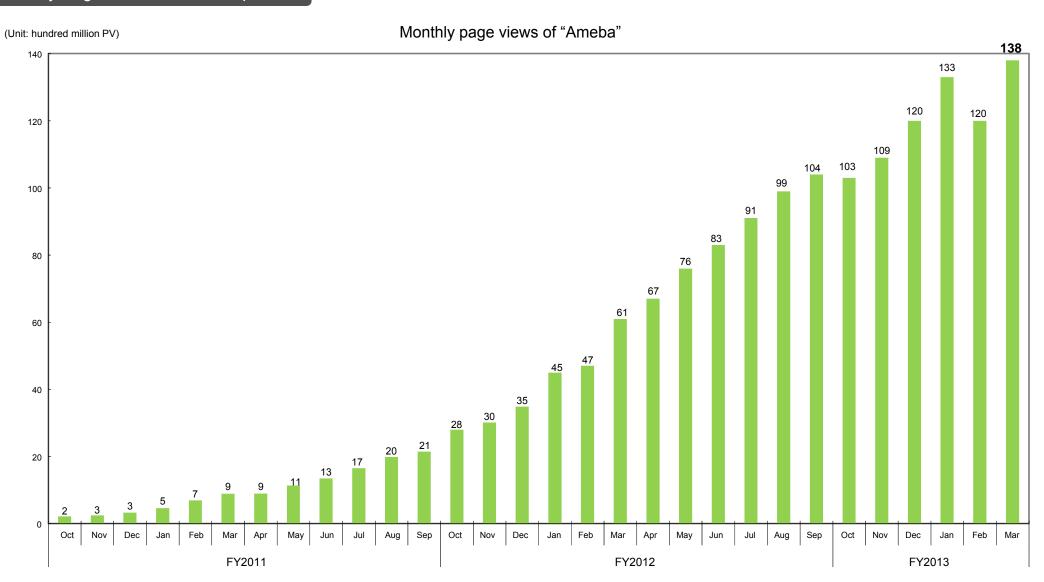




# **Ameba Business**



## Monthly Page Views from Smartphones

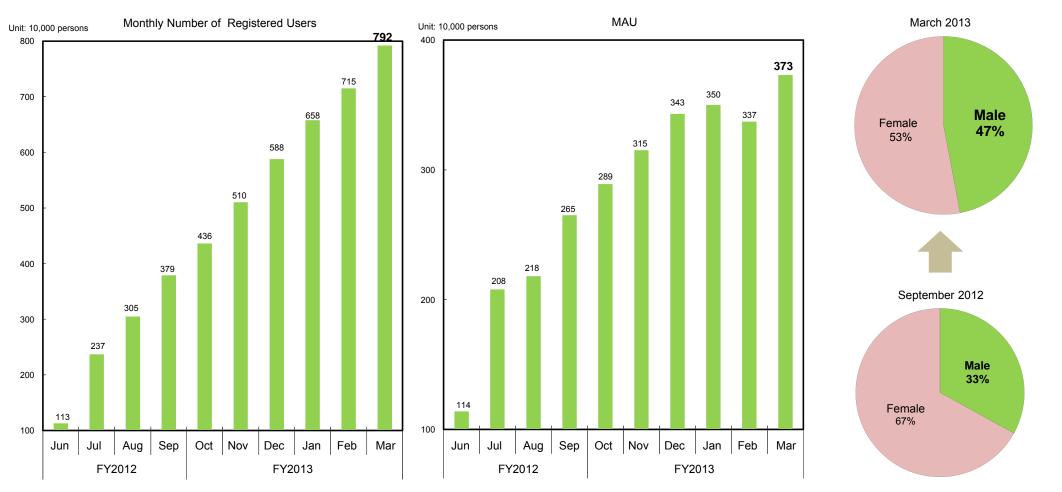




Monthly Registered Users Using a Smartphone

Number of registered users as of March: 7.92 million (increased 2.04 million from December)

#### Percentage of males among the new registered users

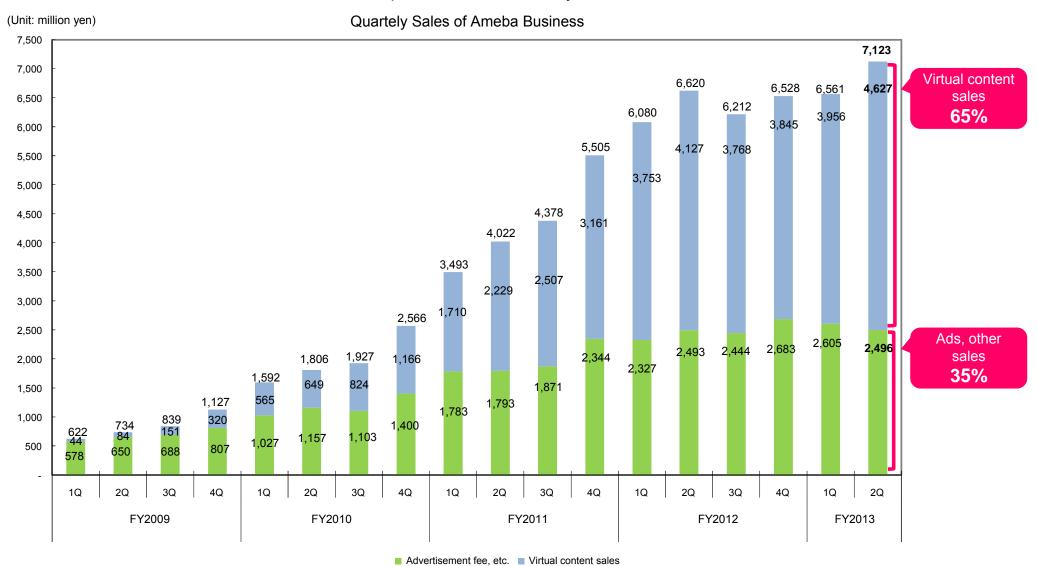


# **Ameba Business**



Quarterly Sales

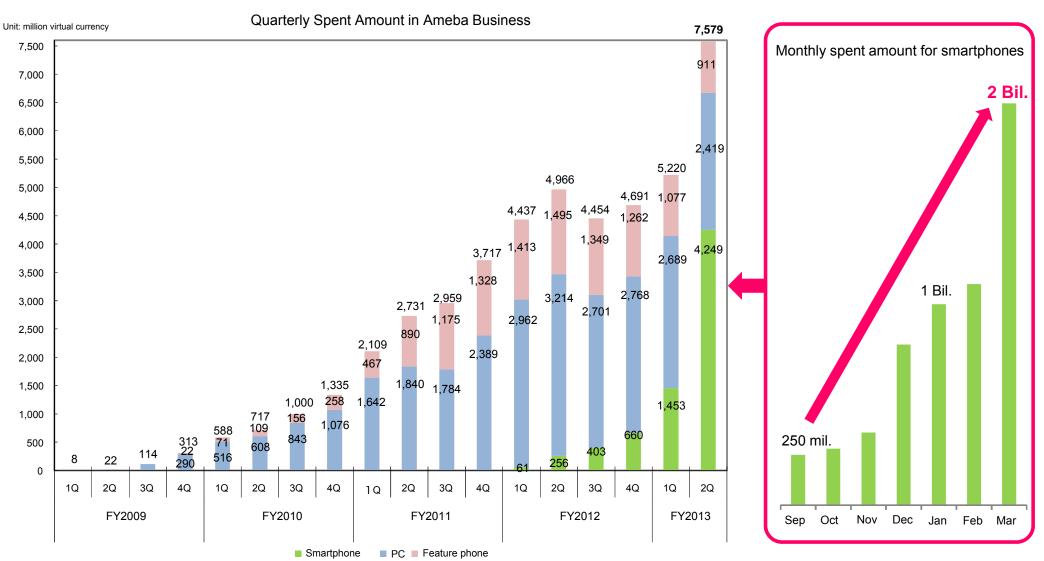
Increased 7.6% from the same quarter of the previous year. The virtual content sales of smartphone has been healthy.





### **Quarterly Spent Amount**

The spent amount for smartphones increased to 2.0 billion in March.



Note 1: Spent amount is used amount of virtual currency

Note 2: From April 2012, the use of virtual currency for "Ameba Pigg" by people under the age of 15 is limited

# **Ameba Business**



### Social Games

















# Ameba Social Game Spent amount ranking in March *TOP10*



Girl Friend (tentative)





Tenka-toitsu-chronicle





mogg

4th



Tenku no Christaria

5th



Gang Soul

6th



Farmy

7th



Sengoku SAGA

8th



Aicon

9th



Booshuka

10th



Minnano Bar Town

As of the end of March: 85 titles (42 titles produced by CyberAgent)

4

# Ameba Business



Social Games

"Girl Friend (tentative)"
Monthly spent amount has exceeded 860 million.





### Community Services

















# **Ameba Community**

PV ranking in March **TOP10** 



Kiiteyo! Mirucho





Candy



Simplog

4th



Pashatto my Pet

5th



**GIRL'S TALK** 

6th



Pekori

7th



Tellme

8th



Minnano Kokannikki wakka

9th



**GIRLS UP** 

10th



Commentator

As of the end of March: 39 services



FY2013



**Policy** 

Strengthen the competitiveness in the field of "Smartphone"

### Ameba Business

# Aim to make great progress of "Ameba" as a smartphone based service

- → Concentrate on "DAKAIZEN(breakthrough and improvement)" of the services
- → Increase PVs of community and spent amount for games

# Internet Advertisement Business

## Achieve smartphone ad sales of 10 billion yen in the fourth quarter

→ Keep focusing on top clients, and expand business proactively

# SAP and Other Media Businesses

### **Create hit titles**

- → Release new native applications in the summer
- → Enhance "Ameba" games





# We create the company that symbolizes the 21st century.

