## 0 BEENOS

## FY2019 1 ${ }^{\text {st }}$ Quarter Financial Results Briefing

# Quarterly Financial Results 

October ~ December 2018

Vice President and Group CFO Koji Nakamura

## FY2019 1Q Highlights

|  | Results | YoY |
| :--- | ---: | ---: |
| GMV | 11.67 Bil JPY | $\triangle 1.6 \%$ |
| Net Sales | 5.30 Bil JPY | $\triangle 1.1 \%$ |
| Operating Income | $\triangle 314$ Mil JPY | - |

> The backlash of a better-than-expected performance in 1Q FY2018 in the Retailing and Licensing Business and the sales of netprice, Ltd. led to a decrease YoY in GMV and Net Sales.
> Apparel Reuse Business (Defactostandard: 3545) in the Value Cycle Business spent in advertising to increase recognition and to increase traffic to in-house sales channel. (Expected outcome)
> Incubation Business records losses due to spending in the development of new businesses (Expected outcome). No large sales of investments.

## Quarterly Consolidated GMV

BEENOS
$>1.6 \%$ decrease YoY, but increase $1.3 \%$ if netprice ( 340 Mil. JPY) is excluded.
(Unit: million JPY)

*The amounts represent the total of the merchandise of the Group companies. For businesses recording merchandise prices as sales, the GMV is the total amount of sales. For businesses recording only commissions as sales, the sum of merchandise, shipping charges, and consumption tax are recorded as GMV.

## Quarterly Consolidated Net Sales

$>1.1 \%$ decrease YoY, but increase $5.6 \%$ if netprice (340 Mil. JPY) is excluded


## Quarterly Consolidated Operating Income

$>$ E-Commerce Business and Incubation Business both recorded losses, but both expected results.
(Unit: million JPY)


## Quarterly Gross Profit Ratio and SG\&A

The shift into higher priced items in the Apparel Reuse Business in the Value Cycle Business led to a decrease in gross profit ratio. Increased spending in advertising to increase traffic to our in-house sales channel.

※ A portion of the Retailing and Licensing Business's Other Fixed Costs have been switched to Variable costs as of FY2017 due to its high conjunction with sales

## Breakdown of 1Q SG\&A (compared year-on-year)

BEENOS
> Increase in other fixed costs due to increase in developmental fees in the Cross Border Business (Most to be contained by the end of 2Q). Decrease in variable costs due to the decrease in sales in the Retailing and Licensing Business.
(Unit: million JPY)


## Cross Border Business Performance Results

$46.2 \%$ decrease YoY due to the decrease in GMV in the To Japan Business as well as increase in developmental fees to do a system overhaul and implement a fixed shipping module. (Spending to be contained by the end of 2Q)


## Cross Border Business Take Rate

Increase in GMV and sales in the From Japan Business，but algorithm changes in search engines in the To Japan Business led to a decrease in drawing customers via SEO which led to a decrease YoY．

## 【From Japan】

GMV
Net Sales
Take Rate
（Unit：million JPY）


## 【To Japan】

## GMV

Net Sales
（Sales $\div$ GMV）


## Value Cycle Business Performance Results

Increase in sales in the Apparel Reuse Business and the addition of the Liquor Mediation Business led to a $22.4 \%$ increase in sales, but the purchase of higher priced items in the Apparel Reuse Business led to a decrease in gross profit rate. Furthermore, spending in advertising to increase traffic to our in-house sales channel led to losses.



## Retailing and Licensing Business Performance Report

BEENOS
> GMV and Sales in 1Q FY2018 were high due to the advancement of an event in the Entertainment Business that led to an unusually high quarter. That backlash and the exclusion of netprice ( 340 Mil. JPY) led to a decrease in GMV, sales and income YoY.


## Incubation Business Performance Report

BEENOS

The Incubation Business did not have any big sales on investments. The losses are from creating new businesses.


## Quarterly Consolidated Profit \& Loss Statement



## Consolidated Balance Sheet



# 2 Business Sector Review 

President and Group CEO
Shota Naoi

## Our Mission



On the Global Platform Frontier to connect Japan with the World

## sendo

## tokopedia

Connecting Japan

## with Marketplaces Worldwide

ZILINGØ


## E-Commerce Business

1Q Highlights (Cross Border-tenso)

## Leader of the Cross Border EC Industry

Steady increase in parinered sites and users

## 「ilBuyee <br> 

※ () Compared to 1Q FY2018


1Q Highlights (Cross Border-tenso)

## Strategic shift to more profitable

## Buyee

## Buyee <br> GMV Triple

「1)Buyee
Composition
51 pt Increase
(28\% $\rightarrow$ 79\%)
in 4 Years

## Increased Usability on all fronts

## [ilBuyee

## Website Speed

## 35\%

Reduction in loading speed from a foreign country

January's results compared to 6 mos. ago

## Website UX

68\%

Increase in New Users

Compared to 15 days before and after change

Improvement in Translation Search Engine 48 pt.
Increase in Coverage when using our translation service in Chinese

January's results compared to 6 mos. ago

## Increased Service Level using AI and machine learning

## セザイシーコ



Fixed Shipping and Customs

## Shipping

Operational

Customs
in Development

## Al Image Recognition

## Testing Phase

currently deciphering if items can be imported

## Increase Sales Channel via Data Link with Yahoo! Auction



1Q Highlights (Cross Border-Shop Airlines)
Obennos

## Sekaimon Core System Overhaul



1Q Highlights (Retailing and Licensing-monosense) ${ }^{〔 \text { beenos }}$

## Producing Japanese "Conients" for Global Expansion

## Collaboration Product with Cosmetic brand and Pokemon

 300,000+ Series Total Items Shipped(as of December 2018)


Face Mask


Lip Cream


Hand Cream


Lip Gloss

1Q Highlights (Retailing and Licensing-monosense) beenos

## Producing Original Merchandise for Global Expansion

Subscription based Healthcare Product EC Site "90 Days" Open
Suggests a 90 day program to improve the intestinal environment

## Entering the realm of "Digital Healih" to suggest products based on the user's physical condition log



## Increased spending in advertising for inhouse sales channel "Brandear Auction"

Sales composition of in-house sales channel Fr2018 10

FY2019 1Q


## In-house Channel YoY <br> Composition 10 pt Increase

Sales
49\% Increase

## Focus on Purchasing "Second High"* Products Purchasing Amount, Unit Price Increase YoY

*"Second High" = Reused merchandise priced at around 10,000JPY (defined by Defactostandard)


Please see Defactostandard's Financial Results Briefing released on 1 February

## 1Q Highlights (Value Cycle-defactostandard)

## Fortify In-house Sales Channel to Improve Earnings Ratio

Commenced fitting service to encourage users to purchase second high products
■ Brandear's Economic Circle


- Allowing users to try on clothing eliminates the risk of size mismatch or unexpected differences
- Users can try on clothing for a maximum of 10 days by making a down payment on the item


## Incubation Business

# Set a precedent for investing in Marketplaces in the Next China 

(India, Southeast Asia)

# List of Main Investments（in order of investment ratio beenos <br> As of December 2018 

|  | Emerging Countries |  |  | Other |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Indja | Other |  | USA | Japan | Other |
| ＋10\％ |  | Turkey <br> Erakakçe | The Philippines paynamics |  | metro engines <br> 「「＊，sitinar |  |
| 5～10\％ | droom <br> ₹buyhatke！ | Vietnam Sendo | Multiple African Countries Enearex |  | Guan |  |
| 1～5\％ | OSHOPCLIUES亏亏 <br> － nobroker <br> Healttians <br> industrybuying | tokopedio Turkey iyzico Thailand Zulingo | onesia <br> Ralali．com <br> Bangladesh SureCash <br> The Philippines ayannah | FND | P Payke <br> AWAmazing <br> A Aifrostrer <br> （ill CaSy |  |
| ＜1\％ | voonik <br> ZKARTROCKET |  | onesia <br> JEK | © instacart <br> of slack <br> Storefront <br> ／Lob |  | Great Britain （8）skimlinks |

## 1Q Highlights (Overseas Investments)

Indonesia's Largest Marketplace tokopedia
Secured 1.1 Bil. USD in financing from SoftBank Vision Fund and Alibaba Group

Released 12 December 2018

## Indonesia's Largest Unicorn Company

BEENOS invested in April 2012

Number of Stores 4.9 Mil.


Company Valuation 7 Bil. USD

## Previously Released Next update in $2 Q$（scheduled in April 2019）



【How we calculated the market value】
Listed Companies：Stock price as of 30 September 2018
Unlisted Companies：We calculate our total based on our number of shares with the price of the most recent stock issuance price． However for companies that have not issued stock within 1 year and have recorded allowance for loss on investment have been priced at book value．
This amount has been calculated internally and has not gone through the auditing process．
【Future release schedule】
We plan on releasing the valuation of our investments on a semi－annual basis（September and March）． We may also disclose information at times of sales of investments，etc．if we feel that it is relevant．

## 1Q Highlight Summary

## GMV

## Progressing according to the forecast

## Sales

$5.6 \%$ increase YoY when excluding netprice

Recorded losses due to the increase in advertising
Operating Income costs in the Value Cycle Business and developmental costs in the Cross Border Business. Both expected to be resolved in 2Q.

## Our Mission



On the Global Platform Frontier to connect Japan with the World

# Reference Materials 

## FY2019 GMV Progress Report

> Will not disclose forecast for FY2019
> GMV disclosed as a reference

- Not logical to forecast the timing and amount of sales of operational investment securities
- Need to be flexible in timing and amount to invest in new businesses



## FY2019 Dividend Forecast

Forecast to the same amount of the dividends in FY2018

|  | Dividend per share (JPY) |  |  | Payout <br> Ratio |
| :---: | :---: | :---: | :---: | :---: |
|  | End of 2Q | Year-end | Total |  |
| FY2018 | 0.00 | 13.00 | 13.00 | $17.2 \%$ |
| FY2019 <br> (Forecast) | 0.00 | 13.00 | 13.00 | - |

## Incubation Business Overview

## BEENOS continues to invest in emerging countries in Asia other than China that are expected to grow in the future

|  | OSHOPCLUESड̇̇ | B2C Online marketplace | January 2013 |
| :---: | :---: | :---: | :---: |
|  | droom | Online marketplace for secondhand cars | July 2014 |
|  | \%KARTROCKET | E-commerce solution | October 2014 |
|  | 1 buyhatke! | Price comparison service | April 2015 |
| - |  |  |  |
|  | Voonik ${ }_{\text {com }}$ | Mobile fashion marketplace | December 2015 |
| India | © NOBROKER | Online C2C real estate marketplace | February 2016 |
| Markets that follow China | Healthians | In-home physical examination marketplace | August 2016 |
| (NEXT CHINA) are the | industrybuying | Online B2B industrial goods marketplace | December 2016 |
|  | tokopedia | C2C Online marketplace | April 2012 |
|  | GO ${ }^{\text {A }}$ JEK | Mobile on demand platform | March 2018 |
| Indonesia | Ralali.com | Online B2B industrial goods marketplace | June 2016 |
|  | ¢rakakçe | Price comparison service | May 2013 |
|  | iyZiCO | Online payment service | June 2013 |
| C* | Sendo | Online marketplace (Vietnam) | December 2014 |
|  | paynamics | Online payment service (the Philippines) | January 2015 |
|  | ayannah | Online remittance service (the Philippines) | July 2014 |
| Other | $Q$ nearex | Mobile money (African countries) | January 2014 |
|  | ZILINGO | Fashion marketplace (Thailand) | August 2016 |
|  | SureCash | Mobile payment service (Bangladesh) | June 2017 |

## Group Companies Profile

## tenso

Operates a package forwarding business
tenso (tenso.com) and a proxy purchasing business (Buyee) to purchase and forward products from Japan to foreign countreis

## Shop Airlines

Operates "Sekaimon" A global shopping service that is linked with the world's largest online marketplace "eBay".

## Defactostandard

defacto
STANDARP
Operates "Brandear" an internet exclusive that purchases items from individuals non-face-to-face. "Brandear" has the largest number of users for brand-name internet buyback services. It then sells the items on "Brandear Auction".


## BeeCruise

BeeCruise uses BEENOS's "Experience", "Network" and "Cumulative Data" as its strongholds and wields them with the use of IT to create catalysts for existing businesses and develop new business opportunities

## SWATi

Interior goods brand that creates items such as hand made candles under the concept of "cute objects", "playful minds" and "expected, but non-existent".

## ObEENOS Asia

## BEENOS Asia

Investment in emerging countries. A Singapore based subsidiary.

OBEENOS
Partners
BEENOS Partners
Investment in startup companies in USA

## JOYLAB

Operates 5 domestic alcoholic beverage purchasing stores "Joy Lab" to purchase alcoholic beverages from users and then sells them on its EC site "teikokushuhan" and other domestic EC malls.

## monosense

Connects Japanese celebrities and characters with product developers to
for pre new products. A one-stop service for product development as it does promotional activities, operates licensing rights and manages, sells and operates licensed products on EC websites.

## ©BEENOS Plaza

## BEENOS Plaza

Investment in startup companies in Indonesia

## Open Network Lab, Inc.

Startup Accelerator program for startups intending to expand their business in the world

Market Data

Cross Border E-Commerce Market size in Japan, US and China

- Combined Cross Border EC market (100 mil USD)



## Cross Border E-Commerce market between countries ©beenos



Reference : Ministry of Economy, Trade and Industry Data from hearing surveys to research institutions, written accounts and E-Commerce Businesses

## Impact of Inbound tourism

How to purchase Japanese products Purchase via cross border EC


Reference: Survey of Japan Tourism Agency

## Reused Items Market



Reference : Compiled internally based on "Recycle News: the data book of secondhand market 2018" report by The Remodeling Business Journal

## International Contents Market

Europe/Middle East/Africa


Asia Pacific


Reference : RolandBerger Research (2016)
Calculated at 1 USD $=113 \mathrm{JPY}$

## Japanese Anime Market

(Unit : 1 Bil JPY) Japanese animation market trends in a broad sense
(i.e. market size based on estimated revenues in animation and animation-related markets)

〈2002-2016〉


■ (9)Live Entertainment
Reference: Based on questionnaires conducted by the Association of Japanese Animations and statistics released to the public

