

CTW



CTW

Fiscal First Half 2026 Results
May 13, 2026

Disclosures

The following materials have been prepared for use in the May 13, 2026 conference call on CTW results of operations for the six months ending January 31, 2026. The call will be archived on the internet at <https://ctw.inc/investors?lang=en>.

This presentation contains “forward-looking statements” within the meaning of the “safe harbor” provisions of the Private Securities Litigation Reform Act of 1995. These forward-looking statements are made as of the date they were first issued and were based on current plans, expectations, estimates, forecasts, and projections as well as the beliefs and assumptions of management. Words such as “expect,” “vision,” “envision,” “evolving,” “drive,” “anticipate,” “intend,” “maintain,” “should,” “believe,” “continue,” “plan,” “goal,” “opportunity,” “estimate,” “predict,” “may,” “will,” “could,” “hope,” “target,” “project,” “potential,” “might,” “shall,” “contemplate,” and “would,” and variations of these terms or the negative of these terms and similar expressions are intended to identify these forward-looking statements. Forward-looking statements are subject to a number of risks and uncertainties, many of which involve factors or circumstances that are beyond our control. Our actual results could differ materially from those stated or implied in forward-looking statements due to a number of factors, including but not limited to risks detailed in our filings with the Securities and Exchange Commission (the “SEC”), including our annual reports on Form 20-F, our semi-annual reports on Form 6-K, and other filings and reports we make with the SEC from time to time. In particular, the following factors, among others, could cause results to differ materially from those expressed or implied by such forward-looking statements. Additional information regarding these and other risks and uncertainties that could cause actual results to differ materially from our expectations is included in the reports we have filed or will file with the SEC, including our annual report on Form 20-F.

The forward-looking statements included in this presentation represent our views as of the date of this presentation. We anticipate that subsequent events and developments will cause our views to change. However, we undertake no intention or obligation to update or revise any forward-looking statements, whether as a result of new information, future events, or otherwise. These forward-looking statements should not be relied upon as representing our views as of any date subsequent to the date of this presentation.

No Offer or Solicitation

This presentation does not constitute an offer to sell, or a solicitation of an offer to buy, or a recommendation to purchase, any securities in any jurisdiction, or the solicitation of any vote, consent or approval in any jurisdiction, nor shall there be any sale, issuance or transfer of any securities in any jurisdiction where, or to any person to whom such offer, solicitation or sale may be unlawful under the laws of such jurisdiction. This Presentation does not constitute either advice or a recommendation regarding any securities. No offering of securities shall be made except by means of a prospectus meeting the requirement of the Securities Act of 1933, as amended, or in reliance on an exemption therefrom.

Financial Data

The financial information presented in this presentation should be read in conjunction with the audited consolidated financial statements and related notes included in CTW’s annual report on Form 20-F filed with the SEC on November 17, 2025, and on Form 6-K filed with the SEC on May 13, 2026, which provides a more complete discussion of its accounting policies and certain other information.

Please review our risk factors on Form 20-F filed with the SEC.

Fiscal First Half 2026 Highlights

2.0M

Monthly Active Users (MAUs),
down 39%

\$48.6M

In-Game Purchases,
down 1%

\$40.9M

Revenue,
down 1%

32%

% of revenue outside of Japan,
up from 29% in the first half of
fiscal 2025

7

New game titles launched on
G123.jp platform

109%

Return on Ad Spend (ROAS)

\$4.3M

Adjusted EBITDA, 10.5% margin

\$1.2M

Net Loss

Notable Game Launches in Fiscal 1H 2026



October 2025



November 2025



November 2025



December 2025



December 2025



December 2025



January 2026

7

New games launched
in H1 2026

6

Games in pre-registration
as of January 31, 2026

20

New games in backlog
as of January 31, 2026

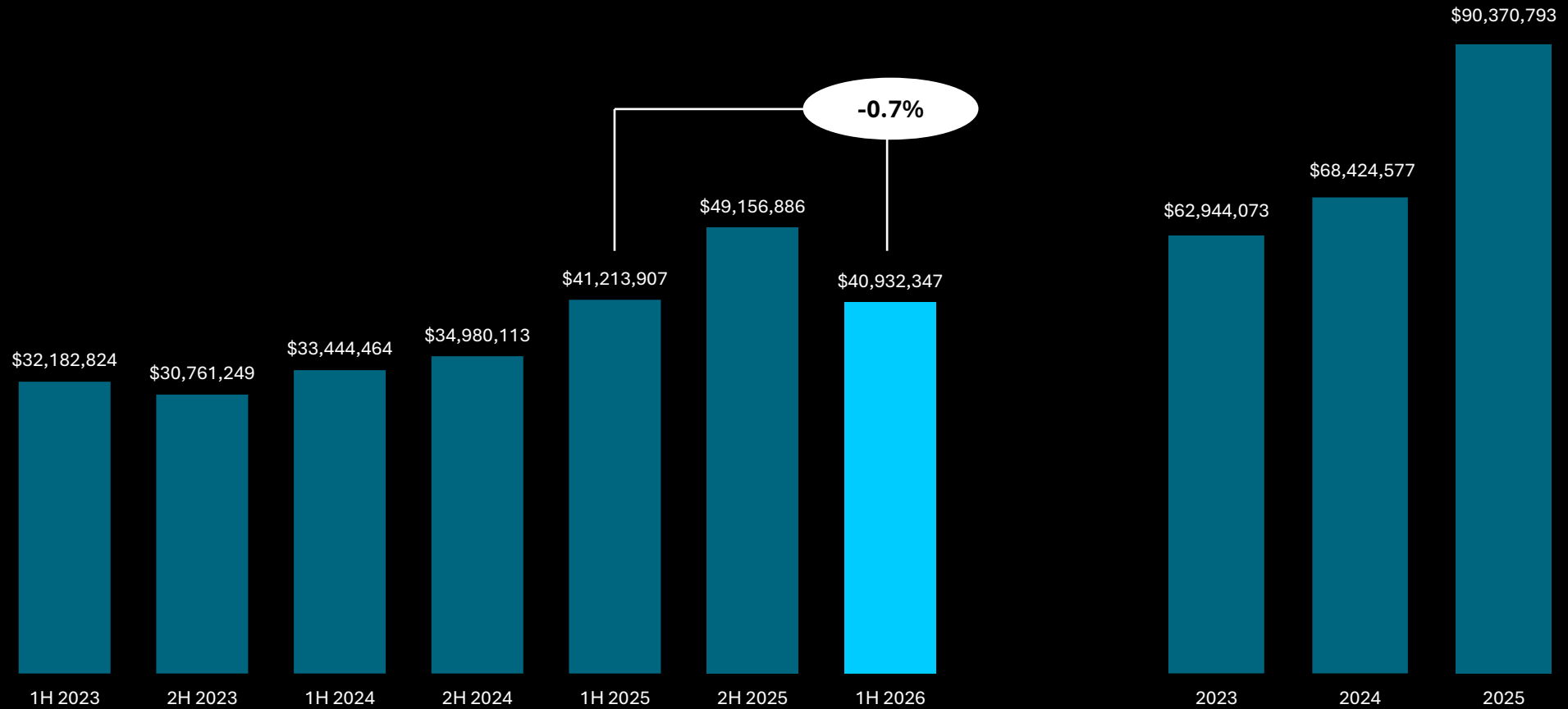
In-Game Purchases

— Year-over-year growth %



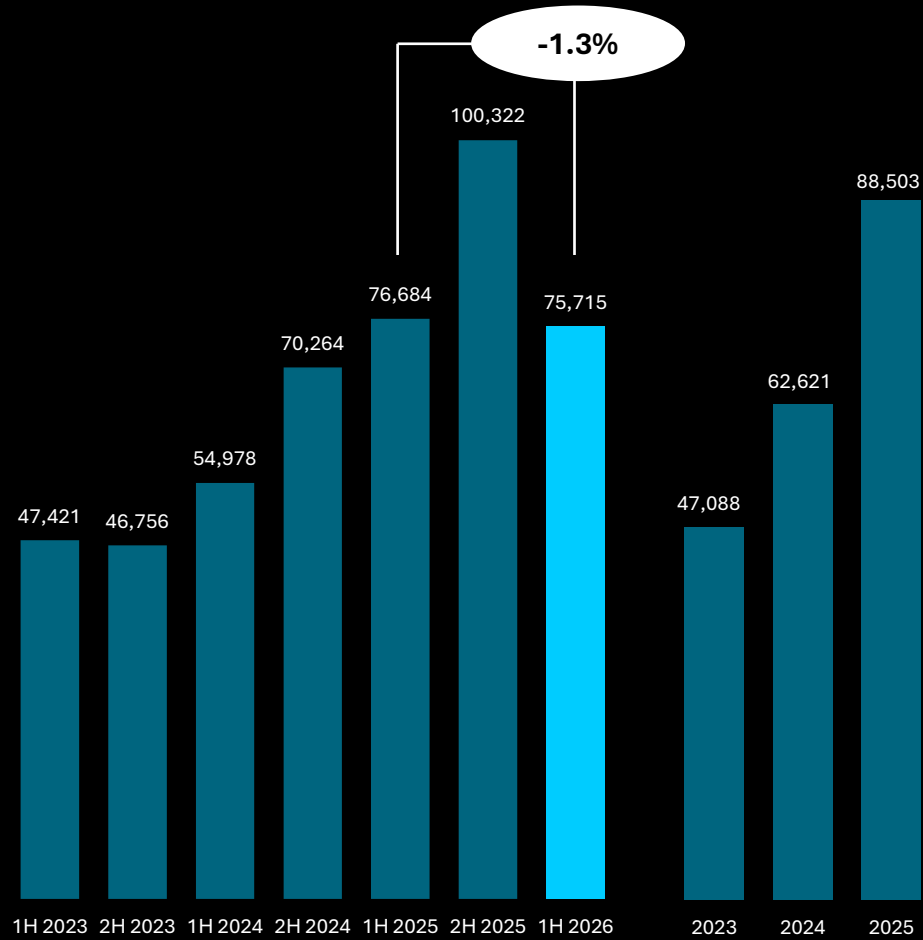
Revenue

— Year-over-year growth %

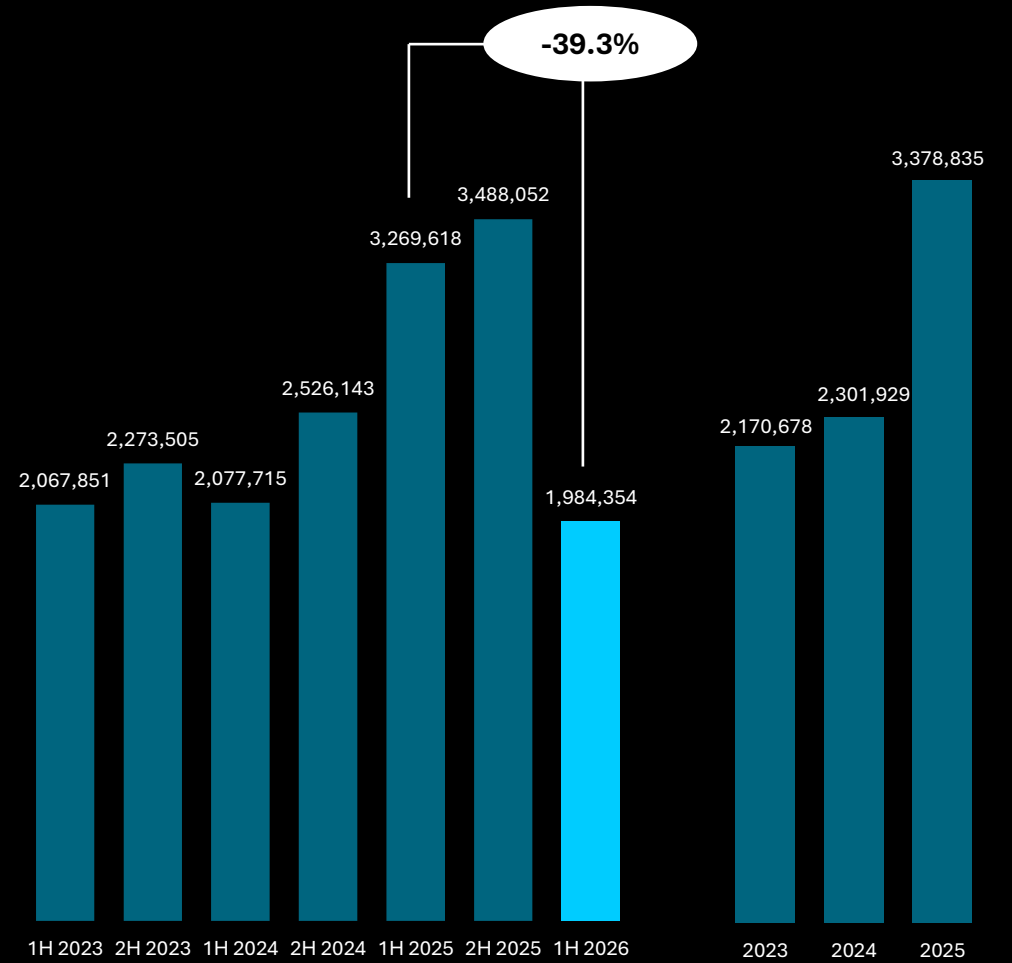


User Trends

Paying Monthly Active Users ("PMAUs")
Year-over-year growth %



Monthly Active Users ("MAUs")
Year-over-year growth %



Other KPIs

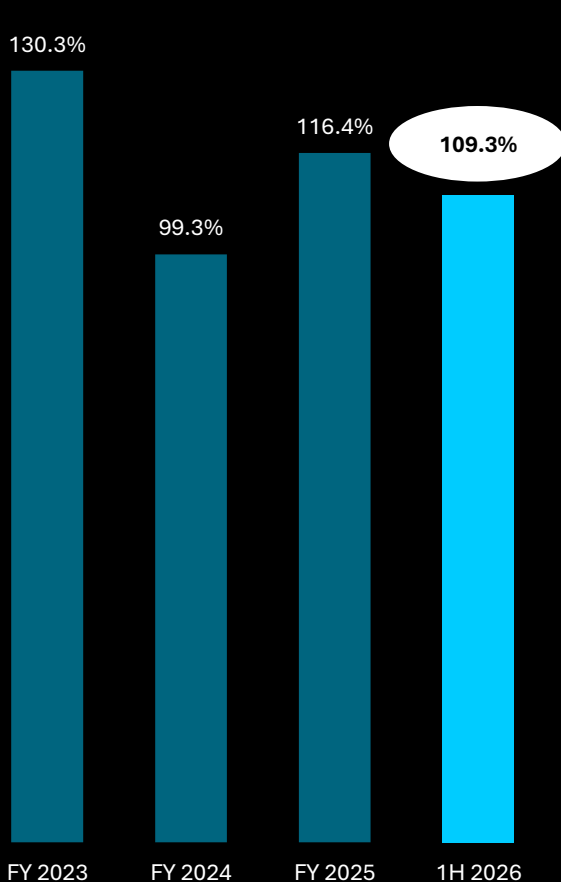
Average Revenue Per Monthly Active Users (“ARPMAs”)



Average Revenue Per Paying Monthly Active Users (“ARPPMAUs”)

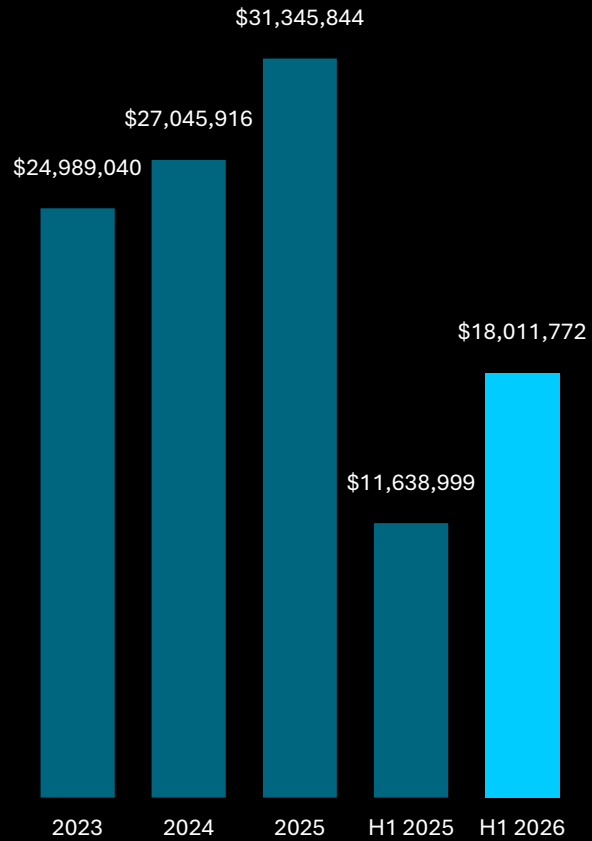


Return on Ad Spend (“ROAS”)

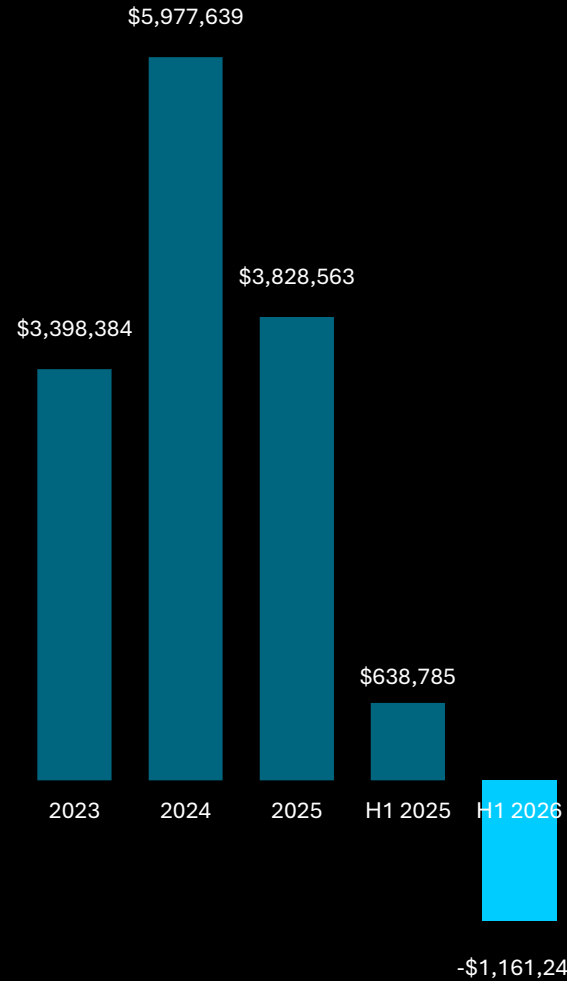


Profitability Measures

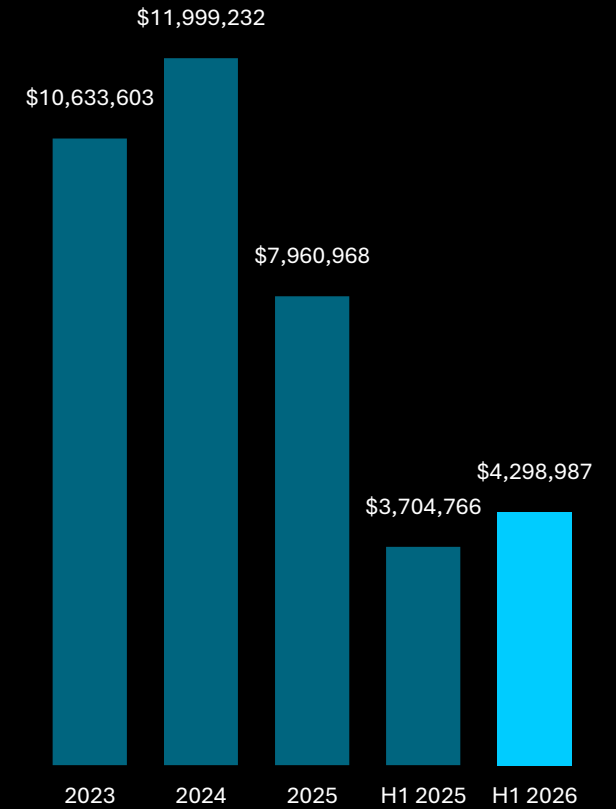
Segment Profitability



Net Income (Loss)



Adjusted EBITDA



An anime-style illustration for Vivid Arc's 6th anniversary. It features five female characters in futuristic, space-themed outfits. One character has green hair and wings, another has pink hair and a bunny-like helmet, and others have various colorful hair and outfits. They are positioned around a large, grey, mechanical structure that resembles a spaceship or space station. The background is a dark blue space with stars, a blue planet, and a grid of light blue lines. The text "Trended Financial Statements and Reconciliations from GAAP to Non-GAAP" is centered in white. The "Vivid Arc 6th Anniversary" logo is in the bottom right corner.

Trended Financial Statements and Reconciliations from GAAP to Non-GAAP

Key Performance Indicators

	FY 2023	Fiscal 2024			Fiscal 2025			Fiscal 2026
		H1 2024	H2 2024	FY 2024	H1 2025	H2 2025	FY 2025	H1 2026
Gross in-game purchase amount	\$81,388,946	\$41,929,805	\$42,532,177	\$84,461,982	\$49,125,267	\$57,869,173	\$106,994,440	\$48,603,849
Paying daily active users ("PDAUs")	13,541	15,966	16,938	16,446	16,373	18,561	17,458	14,519
Daily active users ("DAUs")	189,985	179,892	214,497	197,100	247,379	281,197	264,149	236,904
PDAUs to DAUs ratio	7.13%	8.88%	7.90%	8.34%	6.62%	6.60%	6.61%	6.13%
Paying monthly active users ("PMAUs")	47,088	54,978	70,264	62,621	76,684	100,322	88,503	75,715
Monthly active users ("MAUs")	2,170,678	2,077,715	2,526,143	2,301,929	3,269,618	3,488,052	3,378,835	1,984,354
PMAUs to MAUs ratio	2.17%	2.65%	2.78%	2.72%	2.35%	2.88%	2.62%	3.82%
PDAUs to PMAUs ratio	28.76%	29.04%	24.11%	26.26%	21.35%	18.50%	19.73%	19.18%
DAUs to MAUs ratio	8.75%	8.66%	8.49%	8.56%	7.57%	8.06%	7.82%	11.94%
ARPPDAU	\$16.47	\$14.32	\$13.89	\$14.07	\$16.31	\$17.23	\$16.79	\$18.19
ARPDPU	\$1.17	\$1.18	\$1.17	\$1.17	\$1.08	\$1.14	\$1.11	\$1.12
ARPPMAU	\$144.04	\$127.11	\$100.89	\$112.40	\$106.77	\$96.14	\$100.74	\$106.99
ARPPMAU	\$3.12	\$3.36	\$2.81	\$3.06	\$2.50	\$2.77	\$2.64	\$4.08
Day 1 retention rate for paying users	71.7%	66.5%	60.3%	62.7%	60.7%	59.6%	59.6%	58.2%
Day 7 retention rate for paying users	49.0%	46.3%	37.6%	41.0%	38.5%	37.2%	37.5%	35.5%
Day 30 retention rate for paying users	27.9%	25.5%	18.7%	21.3%	18.5%	16.5%	17.1%	16.0%
Day 1 retention rate for active users	5.2%	6.3%	6.2%	6.2%	5.9%	5.4%	5.9%	6.2%
Day 7 retention rate for active users	2.1%	2.6%	2.2%	2.4%	2.2%	2.1%	2.2%	2.6%
Day 30 retention rate for active users	0.9%	1.1%	0.9%	0.9%	0.8%	0.7%	0.8%	1.0%
Return on advertisement spend ("ROAS")	130.3%	96.6%	111.7%	99.3%	105.8%	125.8%	116.4%	109.3%

Income Statement

	FY 2023	Fiscal 2024			Fiscal 2025			Fiscal 2026
		H1 2024	H2 2024	FY 2024	H1 2025	H2 2025	FY 2025	H1 2026
Revenue	\$62,944,073	\$33,444,464	\$34,980,113	\$68,424,577	\$41,213,907	\$49,156,886	\$90,370,793	\$40,932,347
Cost of revenue	17,049,167	7,808,156	8,403,623	16,211,779	9,942,740	12,097,314	22,040,054	13,876,078
G&A expenses	4,473,647	2,193,904	2,983,666	5,177,570	4,507,982	3,971,871	8,479,853	5,119,691
R&D expenses	2,913,436	703,667	248,773	952,440	1,322,913	4,205,820	5,528,733	1,657,902
S&M expenses	32,919,491	17,236,140	22,190,366	39,426,506	25,982,034	29,405,243	55,387,277	22,027,806
Total expenses	57,355,741	27,941,867	33,826,428	61,768,295	41,755,669	49,680,248	91,435,917	42,681,477
Operating income (loss)	5,588,332	5,502,597	1,153,685	6,656,282	(541,762)	(523,362)	(1,065,124)	(1,749,130)
Interest income, net	41,035	708	300,277	300,985	282,507	211,851	494,358	333,453
Foreign currency transaction gain (loss)	(566,100)	331,852	452,822	784,674	221,056	(509,002)	(287,946)	260,296
Other income	173,291	135,148	319,138	454,286	292,677	262,335	555,012	499,078
Contingent gain on recovery of previously impaired assets	0	0	0	0	0	4,709,029	4,709,029	0
Other income/(expense), net	(351,774)	467,708	1,072,237	1,539,945	796,240	4,674,213	5,470,453	1,092,827
Income (loss) before income tax expense	5,236,558	5,970,305	2,225,922	8,196,227	254,478	4,150,851	4,405,329	(656,303)
Income tax expense	1,838,174	1,999,078	219,510	2,218,588	(384,307)	961,073	576,766	504,937
Net income (loss)	3,398,384	3,971,227	2,006,412	5,977,639	638,785	3,189,778	3,828,563	(1,161,240)
Foreign currency translation adjustment	(1,151,842)	(509,684)	(511,828)	(1,021,512)	(566,536)	524,109	(42,427)	(249,230)
Total comprehensive income (loss)	2,246,542	3,461,543	1,494,584	4,956,127	72,249	3,713,887	3,786,136	(1,410,470)

Consolidated Balance Sheet

	H2 2023	H1 2024	H2 2024	H1 2025	H2 2025	H1 2026
ASSETS						
Cash and cash equivalent	\$14,852,169	\$15,531,649	\$14,461,251	\$15,072,866	\$12,208,630	\$19,497,920
Other current assets	2,550,213	2,732,048	3,696,978	3,835,996	5,866,469	4,622,379
Total current assets	17,402,382	18,263,697	18,158,229	18,908,862	18,075,099	24,120,299
Total non-current assets	20,881,618	22,430,224	25,784,278	24,471,714	28,427,157	38,171,048
Total Assets	38,284,000	40,693,921	43,942,507	43,380,576	46,502,256	62,291,347
LIABILITIES AND SHAREHOLDERS' EQUITY						
Total current liabilities	11,856,546	10,175,834	12,012,879	12,416,915	8,423,949	14,939,293
Total non-current liabilities	7,544,127	8,173,217	8,090,174	7,024,342	10,430,250	9,962,668
Total Liabilities	19,400,673	18,349,051	20,103,053	19,441,257	18,854,199	24,901,961
Total Shareholders' equity	18,883,327	22,344,870	23,839,454	23,939,319	27,648,057	37,389,386
Total Liabilities and Shareholders' Equity	38,284,000	40,693,921	43,942,507	43,380,576	46,502,256	62,291,347

Cash Flow Statement

	FY 2023	Fiscal 2024			Fiscal 2025			Fiscal 2026
		H1 2024	H2 2024	FY 2024	H1 2025	H2 2025	FY 2025	H1 2026
Net income (loss)	\$3,398,384	\$3,971,227	\$2,006,412	\$5,977,639	\$638,785	\$3,189,778	\$3,828,563	(\$1,161,240)
Depreciation and amortization	779,368	899,404	1,168,302	2,067,706	1,323,096	1,350,159	2,673,255	1,109,775
Amortization of right-of-use asset	1,369,188	755,100	879,733	1,634,833	1,017,089	1,438,122	2,455,211	1,514,860
Impairment of advance to game developers	2,457,900	412,796	(11,345)	401,451	1,113,863	2,033,548	3,147,411	750,416
Impairment of prepaid royalties	831,624	0	0	0	278,747	204,402	483,149	0
Impairment of investments in films and television programs	0	0	46,453	46,453	0	0	0	0
Loss from termination of operating lease agreement	0	0	0	0	0	33,055	33,055	0
(Gain)/Losses from disposal of property, equipment and software	0	(20,416)	485	(19,931)	(3,211)	24,543	21,332	0
Foreign currency exchange (gain) loss	0	(513,775)	(229,044)	(742,819)	(65,249)	516,213	450,964	(139,961)
Deferred income tax expenses	1,811,466	877,329	857,436	1,734,765	(510,750)	1,017,784	507,034	705,348
Share-based compensation	0	0	0	0	0	0	0	1,913,692
Changes in operating assets and liabilities	(8,088,778)	(4,828,310)	(4,684,140)	(9,512,450)	(1,207,227)	(12,281,372)	(13,488,599)	(5,073,894)
Net cash provided by (used in) operating activities	2,559,152	1,553,355	34,292	1,587,647	2,585,143	(2,473,768)	111,375	(381,004)
Net cash provided by (used in) investing activities	(485,236)	(458,669)	(715,061)	(1,173,730)	(678,657)	(501,380)	(1,180,037)	(2,819,253)
Net cash provided by (used in) financing activities	0	0	0	0	(639,872)	(472,464)	(1,112,336)	10,645,000
Effect of exchange rate changes	(998,138)	(419,129)	(393,375)	(812,504)	(658,886)	614,869	(44,017)	(186,332)
Net change in cash, cash equivalents and restricted cash	1,075,778	675,557	(1,074,144)	(398,587)	607,728	(2,832,743)	(2,225,015)	7,258,411
Cash, cash equivalents and restricted cash, beginning of period	13,917,075	14,992,853	15,668,410	14,992,852	14,594,265	15,201,993	14,594,265	12,369,250
Cash, cash equivalents and restricted cash, end of period	14,992,853	15,668,410	14,594,266	14,594,265	15,201,993	12,369,250	12,369,250	19,627,661

Revenue Recognition & Segment Profitability

	FY 2023	FY 2024	Fiscal 2025			Fiscal 2026
			H1 2025	H2 2025	FY 2025	H1 2026
Consolidated in-game purchases	\$81,388,946	\$84,461,982	\$49,125,267	57,869,173	\$106,994,440	\$48,603,849
Less:						
Recoup of advances made to game developers	551,774	2,477,840	1,362,612	2,220,531	3,583,143	1,549,346
Revenue share paid to game developers	17,893,099	13,559,565	6,548,748	6,491,756	13,040,504	6,122,156
Consolidated revenue	62,944,073	68,424,577	41,213,907	49,156,886	90,370,793	40,932,347
Consolidated in-game purchases	81,388,946	84,461,982	49,125,267	57,869,173	106,994,440	48,603,849
Revenue share with game developers and IP holders	19,263,857	14,975,047	9,453,531	6,444,947	15,898,478	8,186,251
Transaction fee	3,659,159	3,812,118	2,486,795	2,778,259	5,265,054	2,245,367
Advertisement expense	31,080,465	37,309,197	24,651,703	27,744,808	52,396,511	18,760,029
Server cost directly related to hosting the games	2,396,425	1,319,704	894,239	1,194,314	2,088,553	1,400,430
Segment profits	24,989,040	27,045,916	11,638,999	19,706,845	31,345,844	18,011,772

GAAP to Non-GAAP Reconciliation

GAAP Net income to Adjusted EBITDA (non-GAAP)

	FY 2023	Fiscal 2024			Fiscal 2025			Fiscal 2026
		H1 2024	H2 2024	FY 2024	H1 2025	H2 2025	FY 2025	H1 2026
Net income (loss)	\$3,398,384	\$3,971,227	\$2,006,412	\$5,977,639	\$638,785	\$3,189,778	\$3,828,563	\$(1,161,240)
Depreciation and amortization	779,368	899,404	1,168,302	2,067,706	1,323,096	1,350,159	2,673,255	1,109,775
Amortization of right-of-use asset	1,369,188	755,100	879,733	1,634,833	1,017,089	1,438,122	2,455,211	1,514,860
Interest income, net	(41,035)	(708)	(300,277)	(300,985)	(282,507)	(211,851)	(494,358)	(333,453)
Income tax expense	1,838,174	1,999,078	219,510	2,218,588	(384,307)	961,073	576,766	504,937
Extraordinary Income	0	0	0	0	0	(4,709,029)	(4,709,029)	0
Impairment of advance to game developers	2,457,900	412,796	(11,345)	401,451	1,113,863	2,033,548	3,147,411	750,416
Impairment of prepaid royalties	831,624	0	0	0	278,747	204,402	483,149	0
Share-based compensation	0	0	0	0	0	0	0	1,913,692
Adjusted EBITDA (non-GAAP)	10,633,603	8,036,897	3,962,335	11,999,232	3,704,766	4,256,202	7,960,968	4,298,987

Glossary of Key Terms

“Active User” are to any user that spend at least one (1) minute on G123.jp platform during the applicable period. Active users are calculated based on cookie-based uniqueness, meaning that a user who accesses the platform on multiple devices or browsers will be counted as a single active user

“ARPPMAU” are to average in-game purchase amount per monthly active user during a given period, calculated by dividing the total in-game purchase amount in a given period generated on our G123.jp platform by the average number of monthly active users, which is averaged over each month by further dividing by the number of months in the respective period

“ARPPMAU” are to average in-game purchase amount per paying monthly active user during a given fiscal year, calculated by dividing the total in-game purchase amount in a given fiscal year by the average number of paying monthly active users, which is averaged over each month by further dividing 12

“MAUs” are to monthly active users, which is a performance indicator that captures the number of Active Users who accessed our G123.jp platform at least once during the preceding 30-day period. MAUs for a given period is the average MAUs across all months in the respective period, which is calculated by summing the number of MAUs for each month during the given period and dividing the total by the number of months in the respective period

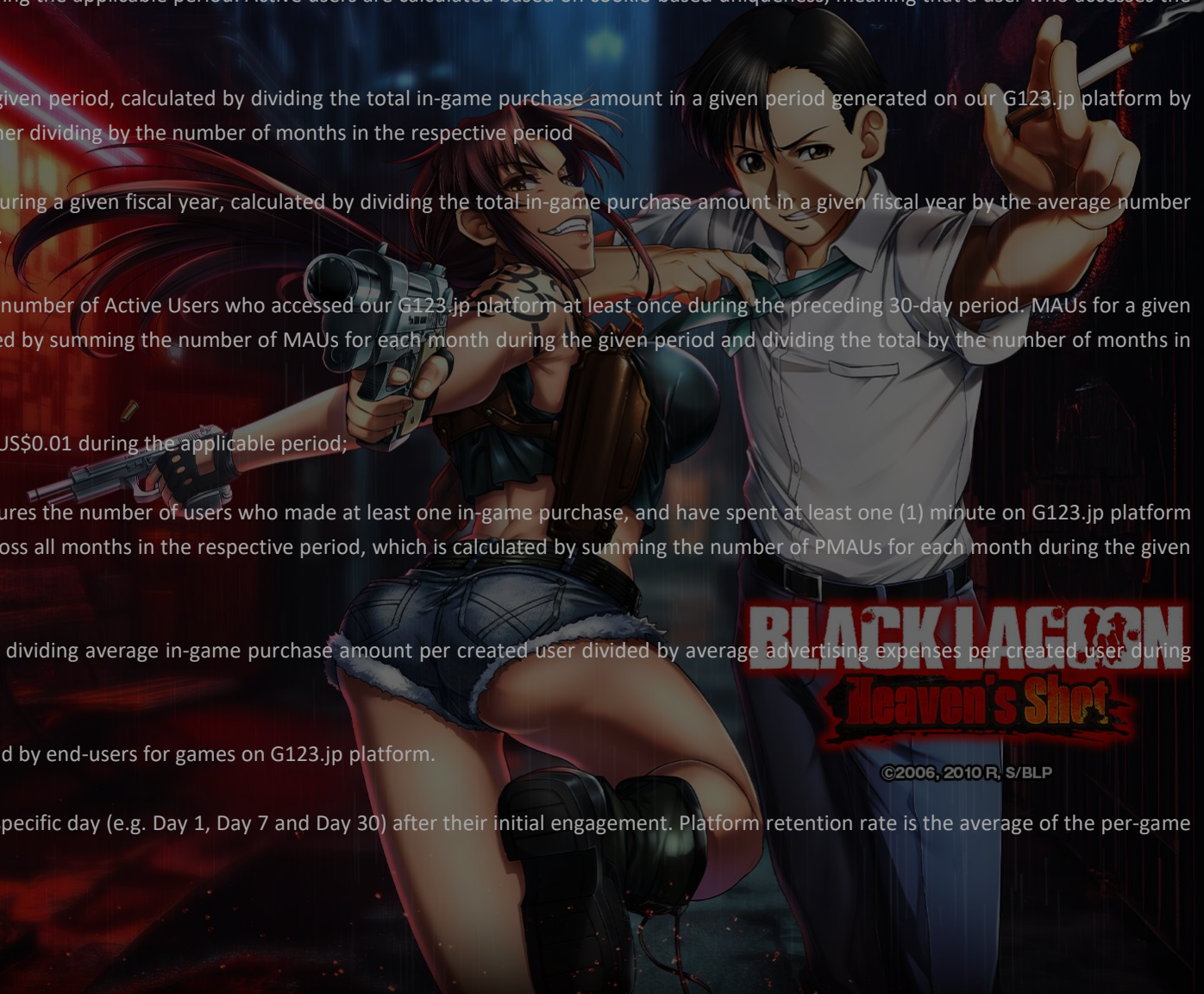
“Paying User” are to any user that makes at least one in-game purchase of no less than US\$0.01 during the applicable period;

“PMAUs” are to paying monthly active users, which is a performance indicator that captures the number of users who made at least one in-game purchase, and have spent at least one (1) minute on G123.jp platform during the preceding 30-day period. PMAUs for a given period is the average PMAUs across all months in the respective period, which is calculated by summing the number of PMAUs for each month during the given period and dividing the total by the number of months in the respective period;

“ROAS” are to return on advertisement spending based on created users, calculated by dividing average in-game purchase amount per created user divided by average advertising expenses per created user during the applicable period

“Gross in-game purchase amount” means the total in-purchase amounts, or top-ups, paid by end-users for games on G123.jp platform.

“Retention rate” measures the percentage of users who return to the same game on a specific day (e.g. Day 1, Day 7 and Day 30) after their initial engagement. Platform retention rate is the average of the per-game retention rate of each day during a given period.



Non-GAAP Financial Measures

Reconciliation of Non-GAAP Financial Measures

In addition to reporting financial results prepared in accordance with U.S. generally accepted accounting principles (“GAAP”), CTW (or the “Company”) presents Adjusted EBITDA (non-GAAP) for the second half and full fiscal years 2025 and 2024.

Adjusted EBITDA (non-GAAP) is a non-GAAP financial measure intended to provide management and investors with additional insight into CTW’s underlying operating performance. This measure is unaudited and is not included in CTW’s audited consolidated financial statements or Form 20-F.

Definition of Adjusted EBITDA (non-GAAP)

CTW defines Adjusted EBITDA (non-GAAP) as net income (loss) before: interest income and expense, income tax expense (benefit), depreciation and amortization, impairment losses (recoveries), and other items that management considers non-core or not reflective of ongoing operations. Management believes Adjusted EBITDA (non-GAAP) highlights operating results that are more comparable across periods by excluding the effects of non-cash charges, financing decisions, and items that can vary among companies due to capital structure or tax jurisdiction differences.

Use and Limitations of Non-GAAP Measures

Adjusted EBITDA (non-GAAP) should be considered in addition to, and not as a substitute for, GAAP measures such as income from operations, net income, or cash flows from operating activities. Because companies may define Adjusted EBITDA differently, CTW’s presentation may not be directly comparable to similarly titled measures used by other companies. This measure is presented solely to provide investors with supplemental information and should not be regarded as a measure of liquidity, profitability, or financial condition under GAAP.

Management uses Adjusted EBITDA (non-GAAP), together with GAAP income from operations and net income, to evaluate CTW’s operating performance and to assist in financial and strategic decision-making. The Company believes this measure provides investors with a clearer view of CTW’s ability to generate earnings from its core gaming and platform operations.



Segment Profits

In November 2023, the FASB issued ASU 2023-07, Segment Reporting (Topic 280): Improvements to Reportable Segment Disclosures. The ASU's amendments "improve reportable segment disclosure requirements, primarily through enhanced disclosures about significant segment expenses". In addition, the standard introduces new disclosure requirements specifically for entities with a single reportable segment, and it aims to help investors better understand a company's performance and assess potential future cash flows. The new guidance applies to all public entities subject to segment reporting under ASC 280. This ASU is effective for fiscal years beginning after December 15, 2023, and interim periods within fiscal years beginning after December 15, 2024. Early adoption is permitted. The Group adopted this ASU for the year ended July 31, 2025. The adoption of ASU does not change how segments are identified, aggregated, or measured, it adds incremental disclosure requirements.

An operating segment is a component of the Group that engages in business activities from which it may earn revenues and incur expenses, and is identified on the basis of the internal financial reports that are provided to and regularly reviewed by the Group's chief operating decision maker ("CODM") in order to allocate resources and assess performance of the segment.

The management of the Group concludes that it has only one reporting segment. The Group provides game distribution and related services to game developers. The Group's services have similar economic characteristics with respect to nature and form of the services provided. The Group's chief operating decision maker has been identified as the Chief Executive Officer, who reviews Consolidated results when making decisions about allocating resources and assessing performance of the Group, rather than by geographic area; hence the Group has only one reporting segment. CODM reviews operation results on the consolidated in-game purchase amount, recoup of advances to game developers and revenue share with game developers and IP holders, advertising expenses, transaction fees, server cost directly related to the host of games, in-house payroll cost directly related to the art and design support services provided.

