DEPOT





Presentation of Financial Results for the 3rd Quarter of the Year Ending March 2019

February 12, 2019

PC DEPOT

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PC DEPOT CORPORATION

Security Code 7618







FY2018 3Q Financial Results Highlights



Solution service sales – up 5.5% Y/Y

Promotion for increased usage by premium members

Advertisement of members only services on the newspaper flyers "Build-up of touch points" with premium members =>continued to offer well-planned proposals for future digital life

•Proactive implementation of long-term employment, rather than temporary hiring of staff for a short period

•Long-term human resources investment -> accelerated our efforts in encouraging employees to receive training, to enhance their arranging and thinking capabilities, and to enhance their self-motivated intellectual assets accumulation

Units: mil Yen, %	FY 2018 ending March,3Q	FY 2019 Ending March,3Q	Change	Y/Y
Net sales	32,458	30,392	△2,066	<i>∆6.4%</i>
Operating income	1,863	2,026	162	8.7 <i>%</i>
Ordinary income	1,931	2,108	176	9.2 %
Net income Belonging to Parent company Shareholders	1,281	1,423	142	11.1%

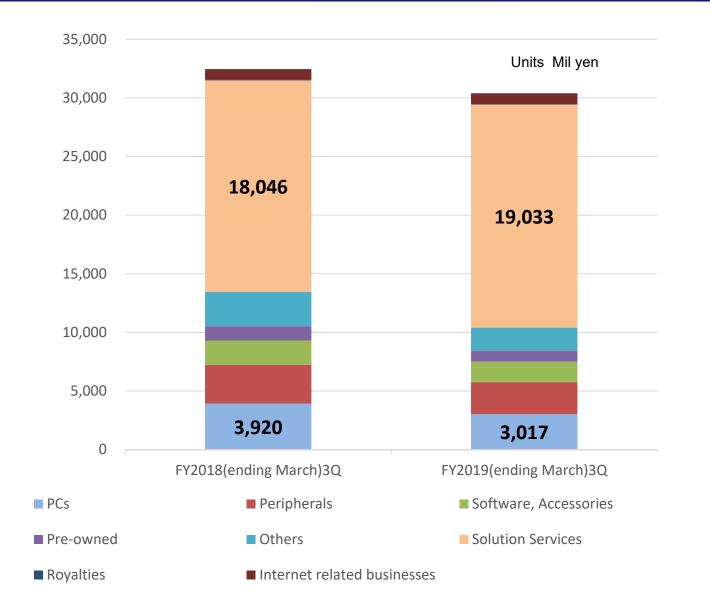


Sales below the target, but profit remained solid

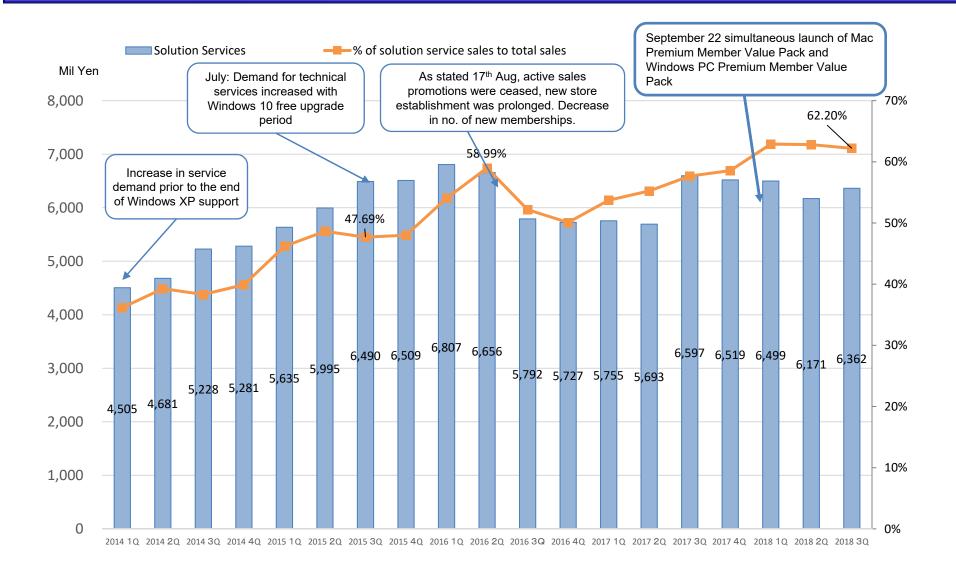
	FY 2018 ending March 3Q	FY 2019 ending March 3Q		FY 2019 endin Annual fore		{Sales} For premium members,	
Units: mil Yen, %	Results	Results	Change	Y/Y	Forecast	Y/Y	continued to bolster our consulting sales capabilities by
Net Sales	32,458	30,392	△2,066	△6.4	43,000	Δ1.4	offering well-planned proposal and well-planned creation for
Products	13,442	10,399	∆3,043	△22.6	-		their future
Services	18,046	19,033	986	5.5	_		[SGA Cost] Long-term human resources investment -> accelerated our
Internet related businesses (subsidiary)	922	911	Δ11	△1.2	_		efforts in encouraging employees to receive training,
Gross Profit	14,811	14,100	∆711	△4.8	—		to enhance arranging and thinking capabilities, and to enhance their self-motivated
SGA expenses	12,948	12,074	△873	△6.7	_		intellectual assets accumulation
Operating Profit	1,863	2,026	162	8.7	2,400	△19.5	Hiring activities were focused on long-term employment, and
Ordinary Profit	1,931	2,108	176	9.2	2,500	Δ18.8	refrained from short-term hiring of staff
Net profit attributable to parent company shareholders	1,281	1,423	142	11.1	1,650	△15.8	

Sales by Product



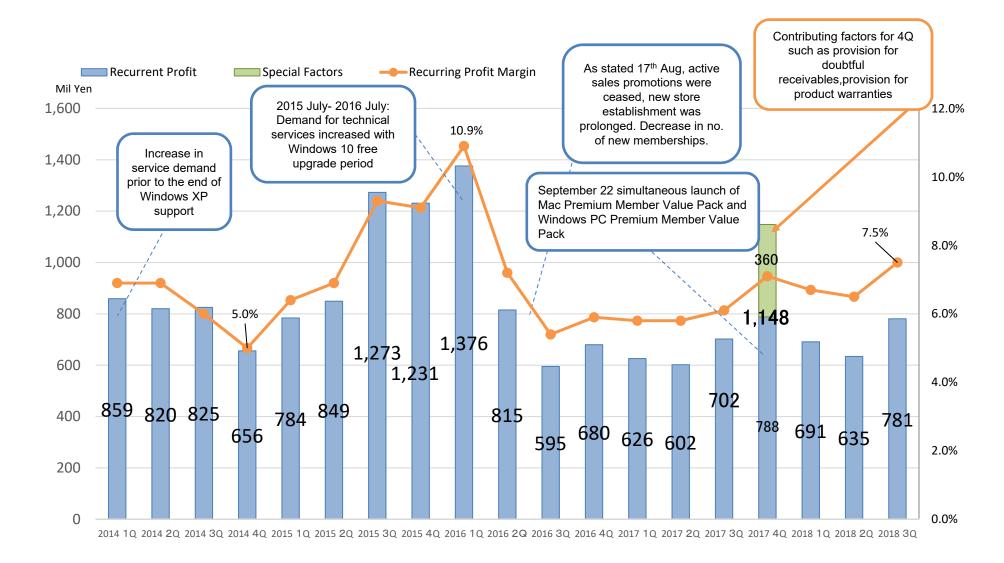






Recurring Profit changes per quarter







Equity Ratio 68.3%

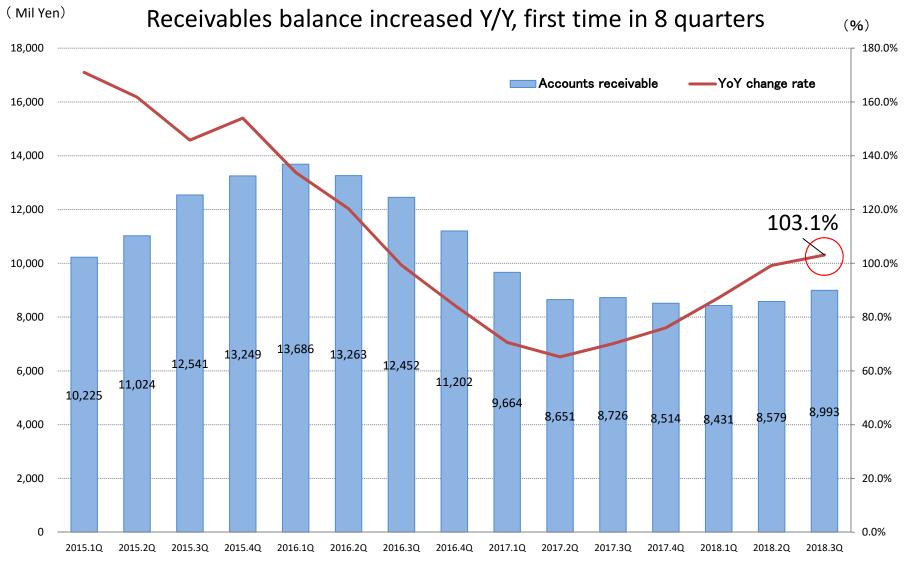
Units Mil Yen	2018 end of March	2018 end of December	Change	
Total current assets	25,702	25,969	267	[Re
Accounts receivable	8,514	8,993	478	We futi
Inventory	6,125	7,116	990	me
Total fixed assets	9,351	9,128	△222	ser
Tangible fixed assets	4,440	4,307	△133	sol
Intangible fixed assets	543	529	Δ13	
Investments & other assets	4,367	4,292	∆75	
Total assets	35,053	35,097	44	
Total current liabilities	6,279	6,782	503	
Total tangible liabilities	5,523	4,284	△1,239	
Total liabilities	11,803	11,067	∆736	
Total shareholder's equity	23,193	23,965	772	-
Total net assets	23,250	24,030	780	
Total liabilities/ net assets	35,053	35,097	44	

eceivables] ell-planned proposals for

future digital life to our premium members led to an increase in the sales of members only service product "member solution hardware plan"

Accounts Receivables Quarterly Change







Decrease in operating CF

	FY 2019 (Ending March)					
Units: mil Yen	(ending March) 3Q Results	1Q	2Q	3Q	FY 2019 (Ending March) 3Q Results	Changes
Operating CF	3,973	1,422	819	△528	1,712	△2,261
Investmen t CF	△463	△183	△239	△125	△548	△85
Financial CF	△1,293	△882	△571	△886	△2,340	△1,047
Cash or cash equivalents at end of term	9,943	10,954	10,961	9,421	9,421	△522

Operating CF "Member Solution Hardware Plan" launched in September 2017 led to an increase in receivables → Decrease in operating CF

Investment CF Outlays related to PC Depot Smart Life store renovations (see page 25) 1 Q 2 stores 2Q 1 store (+1 renewal renovation) 3Q 1 store

XStore openings and renovations for the same period last year New opening 1 store Renovations 6 stores



	FY2018 (ending March)		FY2019(ending March)				
	Annual Results	Annual Forecast	1Q	2Q	3Q	3Q Results	
Services Previous years sales	1.7%減	7.0%+	12.9%+	8.4%+	3.2%+	5.5%+	
Gross Profit Margin	46.0%	45.0%	46.7%	46.3%	46.2%	46.4%	
Capital Investment	5.8Bil	10Bil~	—	—	—	5.52Bil	
Interest bearing debt outstanding	71.9Bil	—	—	—	_	55.06Bil	
Renovation to S L P*	8Stores	5~10 stores	2Stores	1Store	1Store	4Stores	
Newly opened S L P *	1Store	Flexible	N/A	N/A	—	—	
Newly opened PC Clinic	N/A	Flexible	N/A	N/A	_	—	

※ SLP PC DEPOT Smart Life Stores



	FY 2018 (ending March) Results		FY 2019 (ending March) Forecast		
Units: Mil yen, %	Results	Y/Y	Forecast	Y/Y	
Net sales	43,590	∆6.1	43,000	∆1.4	 Solution Service Sales 10.7%+(Previous term results 1.7%-)
Operating income	2,981	△12.4	2,400	△19.5	 Gross Profit Margin 45.0% (Previous term results 46.0%)
Ordinary income	3,079	∆11.2	2,500	△18.8	 Capital Investment 10 Bil~ Depreciation Amount 8.5 Bil
Net income belonging to parent company shareholders	1,958	△13.7	1,650	△15.8	

Management Target



We target

Recurring Profit Margin 10%

ROE

Over 15%

For midterm



FY 2019 (ending March) Business Environment & Strategy

Topics (tentative) for FY 3/2019 *New



May 2018 Launch of Surface new model

Launch of correspondence courses for programming education in accordance with the new official curriculum guidelines

- Jun Electronic Entertainment Expo (E3 in Los Angeles)
- Jul Launch of new MacBook Pro 2018
- Aug e-Sports tournament "EVO 2018" in Las Vegas

Planned launch of Surface Go

Major corporations to participate as official sponsors for Japan eSports Union

- Sep Consumer electronics trade show (IFA, Germany) Likely launch new products including iPhone from Apple
- Oct CEATEC, consumer electronics IT trade show (Makuhari Messe, Japan)

U-22 Programming Contest final selection (Tokyo)

Launch of Surface Pro 6

iPad Pro, Mac Mini new products to be introduced

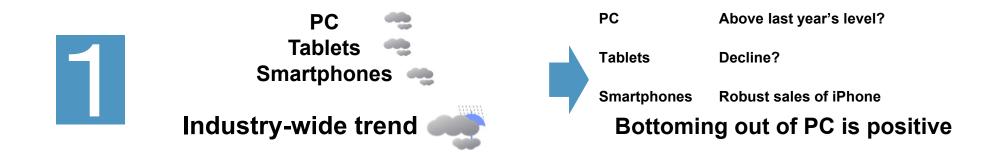
- Nov "Pixel 3", a smartphone by Google, to be launched in Japan
- Dec Amazon's "echo show" (a smart speaker with 10.1 inch screen) scheduled to go on sale
- Jan. 2019 ★Consumer Electronics Show (CES)
 - Mar <u>★Major banks to introduce digital currencies</u>



Spring 2019	★Complete separation of handset costs and communication fees by telecom carriers
Summer	Leading convenience store chains to introduce their own barcode payment system e-Sports added to the National Athletic Meet's culture program (Ibaraki prefecture) Mandatory removal of SIM lock for pre-owned smartphones
Autumn	★ountermeasure for consumption tax hike ★Rakuten to start mobile telecommunication service
Not yet fixed	 ★Apps for MaaS to be released in Japan ntroduction of digital textbooks (Ministry of Education) NHK's programs are simultaneously broadcasted on TV and distributed via internet 5G network service will commence in limited areas 5G compatible smartphones to hit the market Digital therapeutics with insurance coverage to become commercially available
2020	5G network service rollout
	Aim for 100% facilitation of Wi-Fi to all classrooms
	Inclusion of programming course as a required subject in the elementary school education
	Plan to introduce digital textbooks (Ministry of Education, Culture, Sports, Science and Technology)
	Termination of Windows 7 support service
	NVIDA to collaborate with over 320 companies, aiming for the commercialization of fully automated vehicles \pm Online dosage instruction ban to be lifted
2021	Inclusion of programming course as a required subject in the junior high school education
2022	e-Sports added as medal event to Asian Games
2023	Termination of Windows 8.1 support service
2024	Standardized university entrance examination may shift to CBT format
2025	Termination of Windows 10 support service

2H Outlook for PC Depot





Increase in demand from the education market and eSports on the back of growing "experience-based consumption" such as learning and games

The need for support will increase.

With the increased need for support, we will strengthen support services, and increase quality of support.

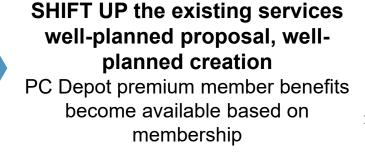
The demand for exclusive service for premium members, such as premium member Value Pack which bundles premium service and devices, will grow further



Market Environment

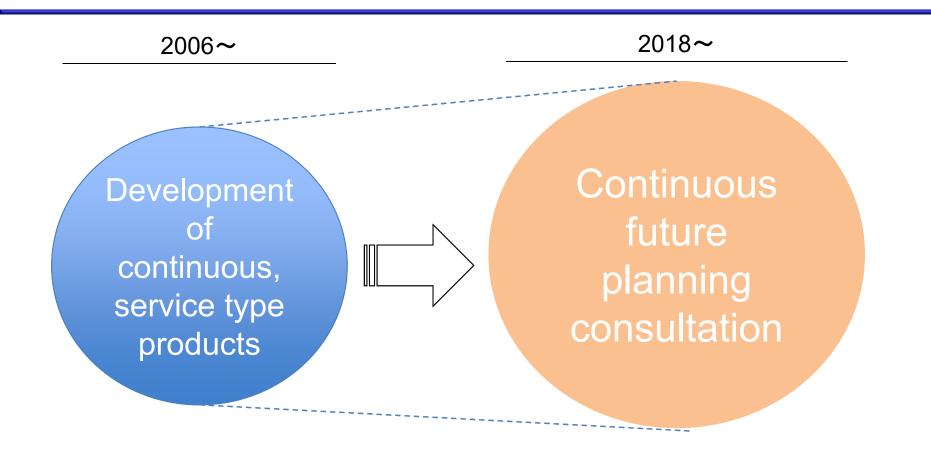
Electronics retailers, support service stores, carrier shops, etc

PC sales/support service competitive environment improving



Business model evolution

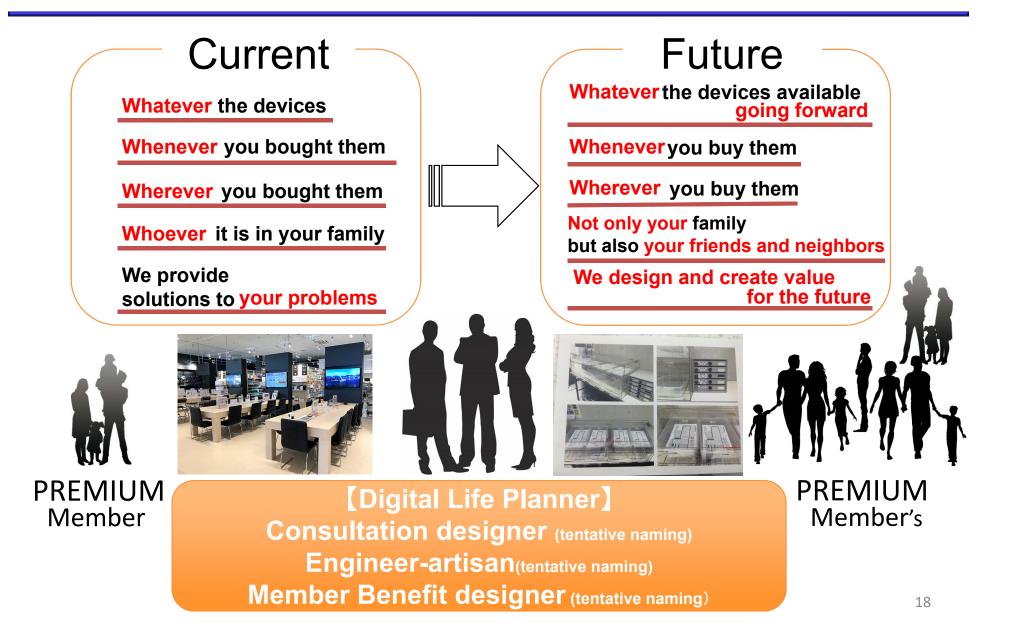




- Solving "problems"
- •Sales and marketing to the customers
- ·Creation of future value
- •Future planning type creation, proposal
- Manufacture customer value

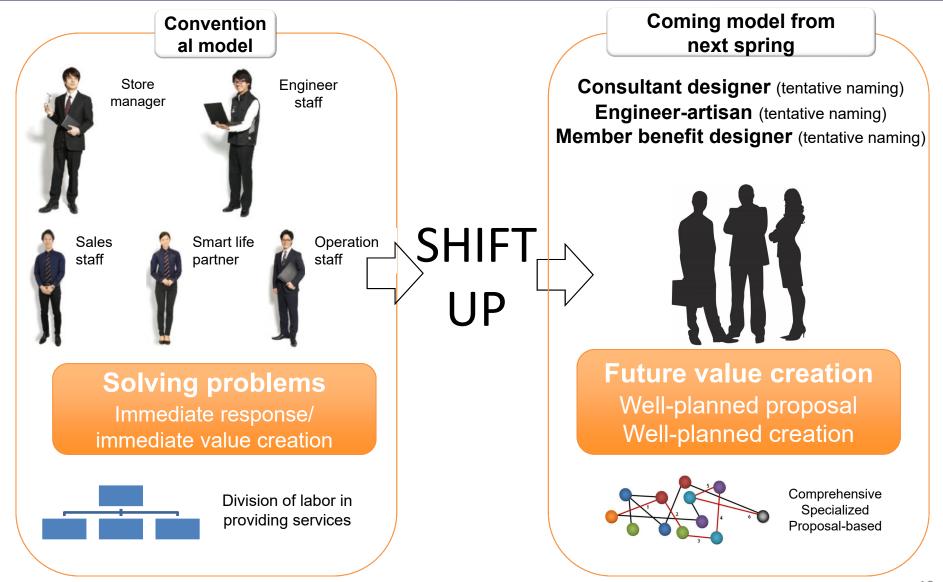
Future consultant/engineer sales





Toward the "Future Digital Life"





PC DEPOT Premium Member

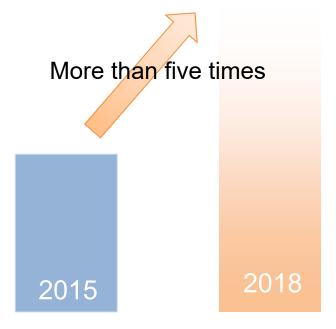




Initiatives for planned creation







Investment in human resources for planned creation

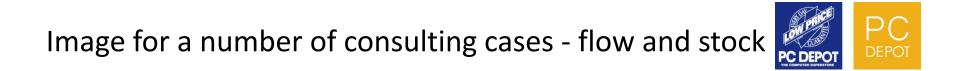
In-house training, self-motivated study, design thinking drills, education and training, reading comprehension, image, judgment, thinking, and recreation

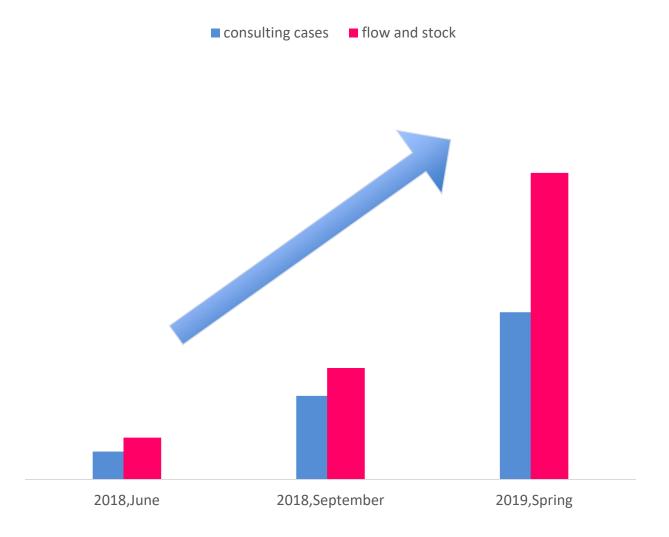
SHIFT UP PC Depot smart life stores





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Edusocialment & Live



- Education Learning-sytle, children, education, family, work-style

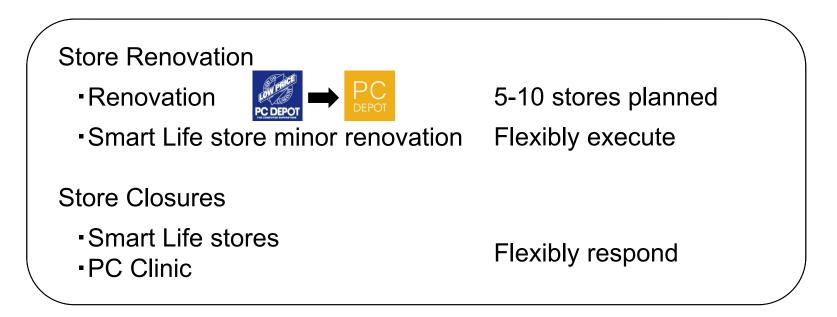
- SOCIAL Engagement across generations, repair/reuse devices, idle asset utilization
- Entertainment Fun, FACE to FACE communication, experience LIVE



Minecraft(Microsoft Corporation) • Nintendo (Nintendo Co., Ltd.) • homebuilt computer • LEGO Education (LEGO) • Osmo Coding(Osmo) ETC

Store Development



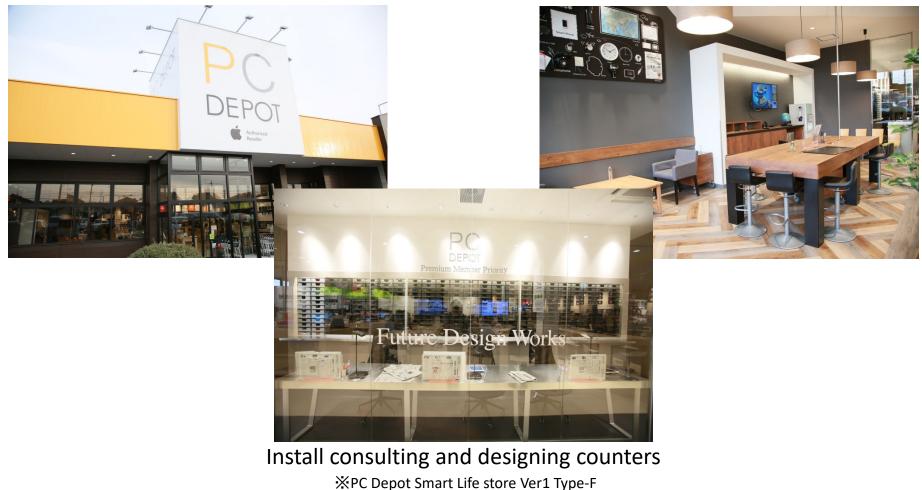


Renovation Plan

Jun	PC DEPOT Yokosuka Store \rightarrow PC DEPOT Smart Life Yokosuka Store
	PC DEPOT Oume Store \rightarrow PC DEPOT Smart Life Oume Store
Jul	PC DEPOT Ashikaga Store \rightarrow PC DEPOT Smart Life Ashikaga Store
Sep	PC DEPOT Smart Life Makuhari inter Store \rightarrow Update remodeling
Nov	PC DEPOT Takamatsu Higashi Bypass Store \rightarrow PC DEPOT Smart Life Takamatsu Higashi Bypass Store

SHIFT UP PC Depot smart life stores





Rearrange the lounge and member solutions

Plan to introduce in 3-5 stores every quarter going forward

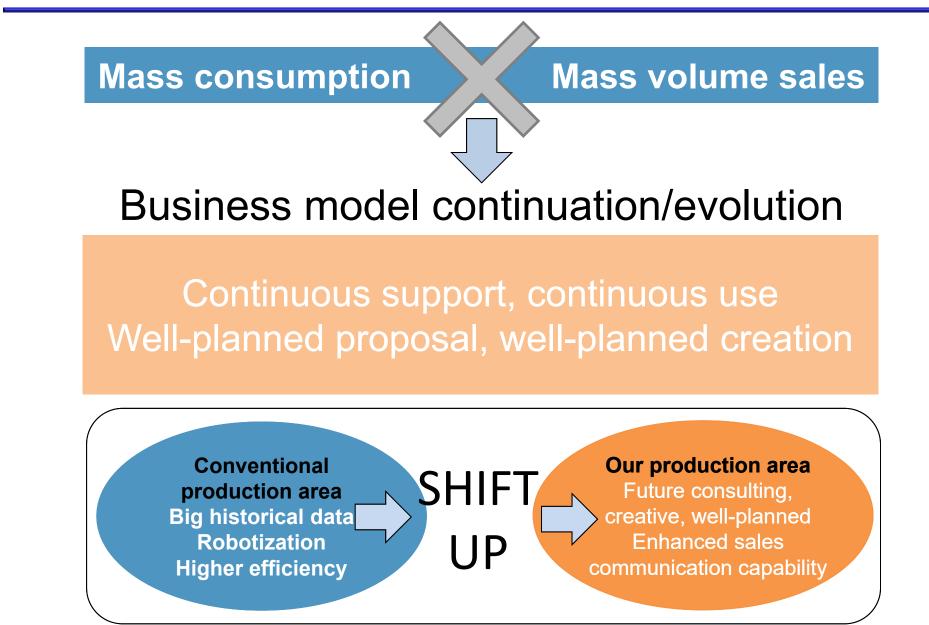
Store Development (Excluding FC, as of 2 February 2019)



	PC DEPOT	PC DEPOT Smart Life	PC DEPOT PC Clinic
	PC DEPOT THE COMPUTER SUPERFORME	PC	PC DEPOT
Store style	Suburban type, large-scale store	Large scale urban store, Small-medium scale store	In-store PC Clinic counter
Directly operated	13 stores	42 stores	53 stores
Subsidiary operated	11 stores	2 stores	5 stores
Total	24 stores	44 stores	58 stores
	PC DPot		

FY2019 (ending March) Continuation policy











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