



Gaming and Entertainment

The Greatest Leisure for All People

Third Quarter of the Year Ending March 31, 2018

Financial Presentation

FIELDS CORPORATION

TSE 1st : 2767

February 8, 2018

I N D E X

1 Overview Summary of consolidated financial results for the Q3 of the FY3/2018

- | | |
|---|-----|
| 1. Overview | P.2 |
| 2. Consolidated P/L (summary) | P.3 |
| 3. IP business platform: net sales/gross profit | P.4 |
| 4. Change in SG&A expenses | P.5 |
| 5. Comparisons with the previous period (based on ordinary profit (loss)) | P.6 |
| 6. Consolidated B/S, C/F (summary) | P.7 |

2 Forecast Consolidated performance forecast for the FY3/2018

- | | |
|--------------------------------------|-----|
| 1. Consolidated performance forecast | P.8 |
|--------------------------------------|-----|

3 Mid-term Progress of Medium-term Management Plan

- | | |
|-------------------------------|------|
| 1. Progress to date | P.9 |
| 2. Main IP lineup in FY3/2018 | P.10 |
| 3. States of IP-ROI | P.11 |

4 Topics Topics for the Q3 of the FY3/2018

- | | |
|----------------------------------|------|
| 1. Cross-media business platform | P.12 |
| 2. PS* business platform | P.16 |

*PS: pachinko and pachislot

-1. Overview

Promoting measures in preparation for the next fiscal period and beyond, while responding to changes in the business environment

		FY3/2018			FY3/2019	
		Q1/Q2	Q3	Q4	From Q1	
Business environment	PS platform	Deadline for installation of pachislot 5.5 new machines	Applications of model Certification test of former standard machines rushed		Revision of Ordinance for Enforcement of the Act on Control and Improvement of Amusement Business (Enforced in Feb. 2018)	
	Cross-media platform	Expanding entertainment market (growth of VR and AR fields/ expansion of game market etc.)				
Business activities	PS business platform	Focused on pachislot sales	Securing machines for sale from Q4			
			Reorganizing product lineup from Q4			
	● 15 pachislot machines sold	● 1 pachinko machine sold ● 1 pachislot machine sold	● 4 pachinko machines scheduled to be sold ● 3 pachislot machines scheduled to be sold			
	Providing PS solutions (test marketing, developing structure and services)					
	Cross-media business platform	Promoting measures for visual development/ developing game and licenses along with visual development				
		● Visual works development for 5 IP	● Visual works development for 1 IP	● Visual works development for 7 IP (scheduled)		
		Selection and concentration in game field				
		● 1 new title being distributed ● 1 title ended support service	● 1 new title being prepared for distribution ● 2 titles to be ended support service			
	Utilizing new IP/ developing new business in live entertainment field					
Management	Restructuring business value chain					
	Strengthening corporate governance/ improving management efficiency/ constructing stable financial base					

-2. Consolidated P/L (summary)

**Both net sales and profit in Q1-Q3 improved compared to same period of last year
Increase in pachislot machines sales/improving management efficiency contributed**

(Unit: Billions of yen)

	FY3/2017		FY3/2018		
	Q1-Q3	Full-year	Q1-Q3	YoY change	YoY change (%)
Net sales	42.62 (100.0%)	76.66 (100.0%)	45.26 (100.0%)	+2.63	+6.2%
Gross profit	10.03 (23.5%)	17.64 (23.0%)	10.71 (23.7%)	+0.68	+6.8%
SG&A expenses	17.43 (40.9%)	23.01 (30.0%)	14.33 (31.7%)	(3.10)	(17.8%)
Operating profit	(7.39) (-)	(5.37) (-)	(3.61) (-)	+3.78	—
Ordinary profit	(7.94) (-)	(9.06) (-)	(3.85) (-)	+4.08	—
Profit attributable to owners of parent	(9.07) (-)	(12.48) (-)	(4.13) (-)	+4.93	—

* The percentage in parentheses are the net sales ratio. The figures have been rounded down to million yen.

(Unit: Thousand machines)

Total sales of machines	130 (9 titles)	243 (15 titles)	146 (17 titles)	+16	+12.3%
Pachinko	78 (3 titles)	155 (6 titles)	69 (1 title)	(8)	(11.5%)
Pachislot	52 (6 titles)	87 (9 titles)	77 (16 titles)	+24	+48.1%

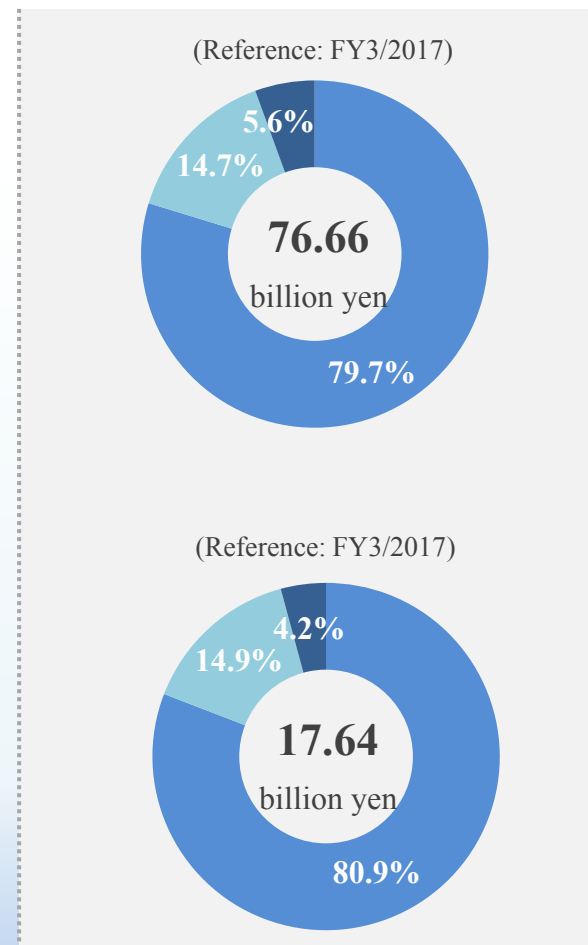
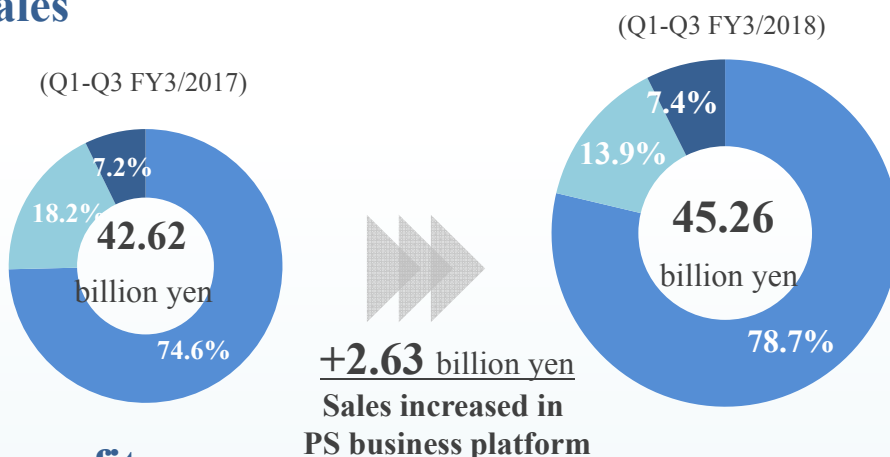
1

-3. IP business platform: net sales/gross profit

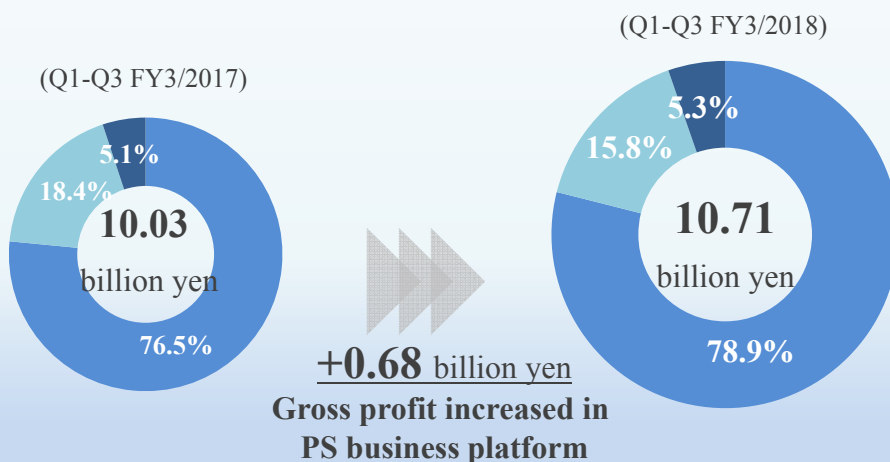
Composition ratio of net sales for Q1-Q3 PS platform 78.7%, cross-media platform 13.9%

■ PS platform ■ Cross-media platform ■ Others

■ Net sales

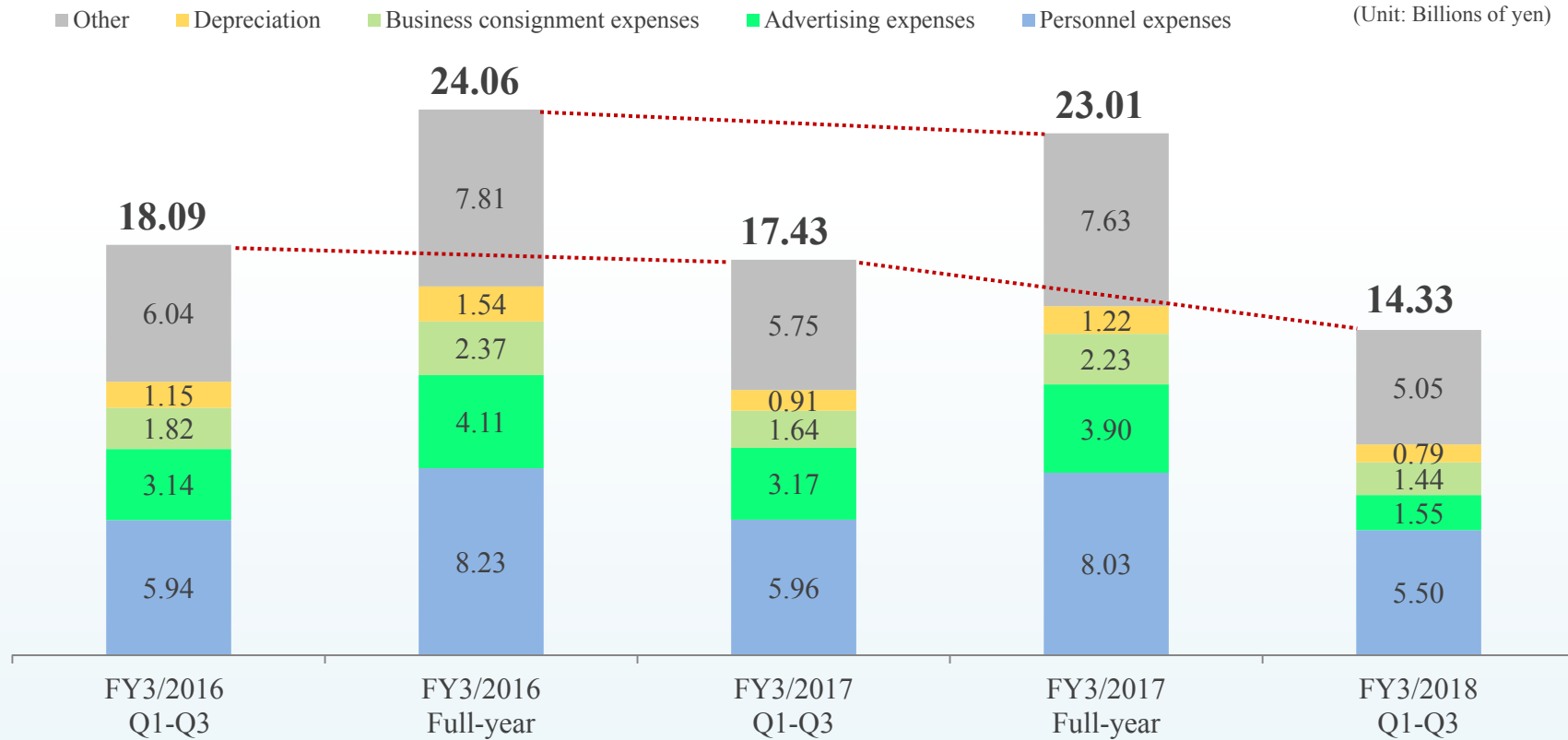


■ Gross profit



-4. Change in SG&A expenses

**SG&A decreased 3.1 billion yen compared to same period of last year,
advertising expenses decreased 1.62 billion yen**



(Reference: number of employees)

1) Consolidated 1,830	1,845	1,751	1,713	1,552
2) Non-consolidated 854	835	806	784	724

* "Other" is calculated on this sheet above. The figures have been rounded down to million yen.

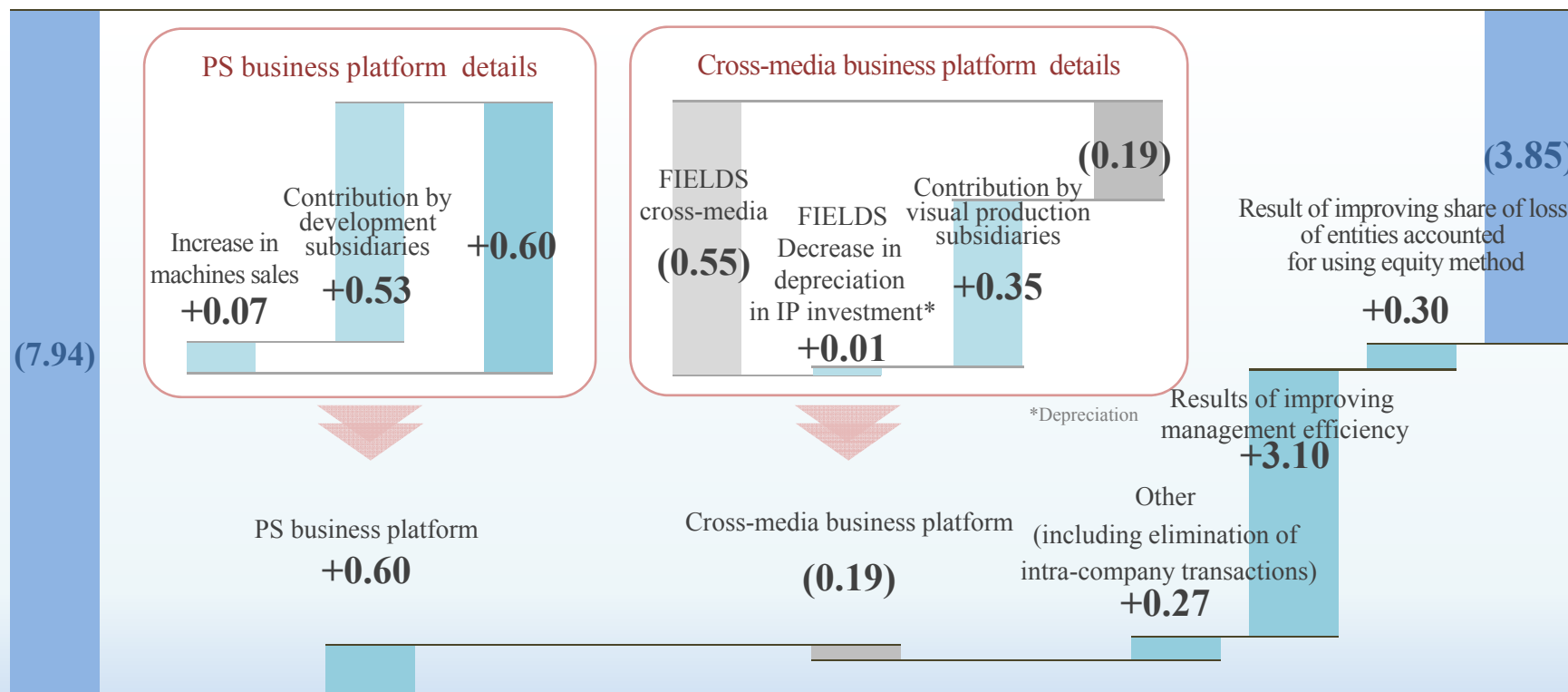
1

-5. Comparisons with the previous period (based on ordinary profit (loss))

Q3 ordinary profit (loss) improved by 4.08 billion yen compared to same period of last year

(Unit: Billions of yen)

Q1-Q3 FY3/2017	Main factors of YoY change	Q1-Q3 FY3/2018
-------------------	----------------------------	-------------------



*The figures have been rounded down to million yen.

-6. Consolidated B/S, C/F (summary)**Cash (Cash and deposits) at the end of Q3 was 23.0 billion yen**

(Unit: Billions of yen)

(1) Consolidated B/S	End of Mar. 2017	End of Dec. 2017	Change	Main factors for increase/decrease
Current assets	45.85	38.90	(6.95)	Decrease in notes and accounts receivable - trade
(Cash and deposits)	23.19	23.00	(0.19)	
Property, plant and equipment	10.36	5.45	(4.91)	Decrease in sales of idle assets (land)
Intangible assets	2.46	1.68	(0.78)	
Investments and other assets	21.70	21.58	(0.12)	Decrease in sales of investment securities Increase in long-term loans receivable
Total assets	80.39	67.62	(12.77)	
Current liabilities	20.47	16.09	(4.38)	Decrease in notes and accounts payable-trade Increase in short-term loans payable
Non-current liabilities	16.69	14.78	(1.91)	Decrease in long-term loans payable
Net assets	43.22	36.74	(6.48)	Decrease in retained earnings
Total liabilities and net assets	80.39	67.62	(12.77)	
(2) Consolidated C/F	Q3, FY3/2017	Q3, FY3/2018	Main factors for increase/decrease	
Operating cash flows	(13.04)	(2.53)	Loss before income taxes: (3.83)/ Decrease in notes and accounts payable – trade: (8.93) Increase in inventories: (1.41)/ Decrease in notes and accounts receivable – trade: +8.44	
Investing cash flows	(3.67)	3.34	Proceeds from sales of property, plant and equipment: +5.25/ Proceeds from sales of shares of subsidiaries and associates: +2.20/ Collection of loans receivable: +1.84/ Payments of loans receivable: (4.40)	
Financial cash flows	(3.22)	(1.00)	Increase in short-time loans payable: +3.62/ Repayments of long-term loans payable: (1.95) Cash dividends paid: (1.65)/ Payments from changes in ownership interests in subsidiaries that do not result in change in scope of consolidation: (0.95)	
Net increase (decrease) in cash and cash equivalents	(13.48)	(0.18)		
Cash and cash equivalents at beginning of period	32.20	23.09		
Cash and cash equivalents at end of period	18.72	22.90		

*The figures have been rounded down to million yen. Change of amount is calculated on this sheet above.

-1. Consolidated performance forecast

Full-year forecast remains unchanged 4 titles already announced to be sold in Q4

(Unit: Billions of yen)

	FY3/2017		Forecast for the FY3/2018			
	Q1-Q3	Full-year	Q1-Q3	Progress rate	Q4 forecast	Full-year forecast
Net sales	42.6	76.6	45.2	53.2-55.1%	36.8-39.8	82.0-85.0
Operating profit (loss)	(7.3)	(5.3)	(3.6)	—	4.6-5.6	1.0-2.0
Ordinary profit (loss)	(7.9)	(9.0)	(3.8)	—	3.8-5.8	0-2.0
Profit (loss) attributable to owners of parent	(9.0)	(12.4)	(4.1)	—	4.1-5.1	0-1.0

(Unit: Thousand machines)

Total sales	130 (9 titles)	243 (15 titles)	146 (17 titles)	54.1%	124 (7 titles)	270 and more (24 titles and more)
Pachinko	78 (3 titles)	155 (6 titles)	69 (1 title)	—		
Pachislot	52 (6 titles)	87 (9 titles)	77 (16 titles)	—		

*Q4 forecast is calculated on this sheet above. The figures have been rounded down to million yen.

-1. Progress to date

Promoting measures aimed to achieve our medium-term performance targets

	Q1	Q2	Q3	Q4
PS business platform	Strengthening distribution base/expansion of products			
	<ul style="list-style-type: none"> Sales cooperation with Sammy Corporation 	<ul style="list-style-type: none"> Sales cooperation with Daxel Inc. Sales cooperation with EXCITE Co., Ltd Mutual sales agreement with MIZUHO CORP. 		
	Strengthening business structure that will not be upset by changes in market environment			
		<ul style="list-style-type: none"> Transformed development subsidiary into a wholly-owned subsidiary 	<ul style="list-style-type: none"> Showroom opened in Utsunomiya Secured machines for sale from Q4 Reorganized product lineup 	<ul style="list-style-type: none"> Expanding number of showrooms
	Providing PS solutions			
			<ul style="list-style-type: none"> Event before grand opening Customer attraction support by digital signage Web advertisement location test 	<ul style="list-style-type: none"> Customer attraction support by VR
Cross-media business platform	Strengthening IP lineup (monetizing from IP/ serializing IP)			
	<ul style="list-style-type: none"> Visual work development of 3 IP 3 titles started serialization in HERO'S Monthly 	<ul style="list-style-type: none"> Visual work development of 2 IP 1 title started serialization in HERO'S Monthly 	<ul style="list-style-type: none"> Visual work development of 1 IP 	<ul style="list-style-type: none"> Visual work development of 7 IP (scheduled)
	Expanding earnings in digital platform such as games and e-comics etc.			
	<ul style="list-style-type: none"> Increased collaboration with social games in line with visual development 	<ul style="list-style-type: none"> Acquired shares in No9 Inc. Existing games distributed overseas 	<ul style="list-style-type: none"> 1 new game title being distributed 1 existing game title ended support service 	<ul style="list-style-type: none"> 1 new game title being prepared for distribution 2 existing game titles to be ended support service
	Expanding business domain in live entertainment field and new business platform			
		<ul style="list-style-type: none"> Ultra heroes official shop developed overseas 	<ul style="list-style-type: none"> VR development of Ultraman series 	<ul style="list-style-type: none"> Stage play utilizing IP started IP supply to TCG started
Management	Restructuring business value chain/ developing and improving management efficiency (Strengthening corporate governance/ improving management efficiency/ constructing stable financial base)			
	<ul style="list-style-type: none"> Established IP marketing office Introduced IP-ROI Changed the term of office for directors Idle assets sold 	<ul style="list-style-type: none"> Developed and operated basic infrastructure Reconstructed internal systems 		

*TCG: Abbreviation of Trading Card Game

-2. Main IP lineup in FY3/2018

Selected IP and focused on expanding profit for each IP for the FY3/2018

	Main IP lineup	FY3/ 2018			
		Q1	Q2	Q3	Q4
1	<i>Ultraman series</i>		New TV series/distribution Collaboration with social games Live event Pachislot	Live event	Movie
2	<i>AKB48</i>			New game distribution	New game distribution
3	<i>BERSERK</i>	TV/distribution	Collaboration with games		
4	<i>GANTZ</i>	Movie (overseas) Additional sale of Pachinko			Live event Pachislot
5	<i>ATOM THE BEGINNING</i>	TV/distribution			
6	<i>Infini-T Force</i>			TV/distribution	Movie
7	<i>HURRICANE POLIMAR</i>	Movie			
8	<i>Altair: A Record of Battles</i>		TV/distribution		
9	<i>DARLING in the FRANXX</i>				TV/distribution
10	<i>BEATLESS</i>				TV/distribution
11	<i>KILLING BITES</i>				TV/distribution
12	<i>STARSHIP TROOPERS TRAITOR OF MARS</i>				Movie
13	<i>SWORDGAI</i>				Distribution
14	<i>ULTRAMAN</i>			Production announcement	
15	<i>SSSS.GRIDMAN</i>			Production announcement	

-3. States of IP-ROI

IP-ROI for visual works released up to Q3
***BERSERK*, investment section “IV”, exceeded 200%**

IP	Investment section	IP-ROI (End of Dec. 2017)	Main development		
			Before FY3/2017	Q1-Q3 FY3/2018	After Q4 FY3/2018
<i>BERSERK</i>	IV (over 1 billion)	207%	2012- Feature-length animation film trilogy released/distributed 2013 SNG released 2013 Pachinko machine released 2015 Pachislot machine released 2016 1st TV animation series broadcasted 2016 Console game sold	<u>2017 2nd TV anime series broadcasted/distributed</u> 2017 Collaboration with games	Project of PS development in progress
<i>GANTZ</i>	IV (over 1 billion)	83%	<u>2016 Movie released</u> 2017 Pachinko machine released <u>2017 Distributed</u>		2018 Stage play started 2018 Pachislot machine scheduled to be released 2018 Project of pachinko development in progress
<i>ATOM THE BEGINNING</i>	I (under 0.1 billion)	129%	2014 Serialization started in <i>HERO'S Monthly</i> 2015 Comics issued (Issued up to vol.7)	<u>2017 TV anime broadcasting/distribution</u>	
<i>Infini-T Force</i>	II (0.1-under 0.5 billion)	(54%)	2015 Serialization started in <i>HERO'S Monthly</i> 2016 Comics issued (Issued up to vol.4) 2016 Animation producing started	<u>2017 TV animation broadcasting/distribution</u>	2018 Movie to be released Project of PS development in progress

*Total investment includes promotional expenses, total amount recovered is profit + depreciation

FIELDS related IP × Visual business platform (1)

3 visual works started broadcasting and distribution in Q4 Promoting measures for each IP aiming to generate revenue

DARLING in the FRANXX



Promoting business operation as the game rights etc.

(Group company of FIELDS owns the game rights)

- Participated in the production/partly invested by a subsidiary of FIELDS
- Being broadcasted from Jan. 2018/ The number of followers of official Twitter account: 62,000 (as of Feb. 6, 2018)
- Aiming to generate revenue by promoting measures as distribution in Japan and overseas, game development etc.

KILLING BITES



Promoting projects as comics sales increase and game products in Japan and overseas

- Owns the copyright of original work (HERO'S Monthly Original work)
- Being broadcasted from Jan. 2018 (1 season)
- Recovering production cost by distribution in Japan and overseas
- Aiming to generate further revenue by comics sales increase and game development

BEATLESS



Projects as turning into games in global area in progress

- Owns the copyright of co-created work
- Being broadcasted from Jan. 2018 (2 seasons)
- Recovering production cost by distribution in Japan and overseas
- Aiming to generate further revenue by game development overseas

©DARLING in the FRANXX Committee ©Shinya Murata, Kazasa Sumita, HERO'S/KILLING BITES PRODUCTION COMMITTEE
©2018 Satoshi Hase, redjuice, monochrom/KADOKAWA/BEATLESS Production Committee

FIELDS related IP × Visual business platform (2)

3 new visual works to be launched from Q4 Promoting measures for generating revenue

SWORDGAI The Animation



**To be distributed simultaneously worldwide
on Netflix from Mar. 23, 2018**

- Owns the copyright of original work (*HERO'S Monthly*)
- Promoting measures of comics sales increase/PS development etc.

ULTRAMAN



To be released full-3DCG animation work in 2019

- Group companies own the copyright of original work (*HERO'S Monthly*/ Tsuburaya Productions)
- Cross-media development in Japan and overseas in progress along with comics sales increase and visual works development

SSSS.GRIDMAN



To be released TV animation work in Autumn 2018

- Group company Owns the copyright of original work (Tsuburaya Productions)
*Reboot work of special effects work *Gridman the Hyper Agent* broadcasted in 1993
- Co-production project by Trigger and Tsuburaya Productions
- Planning new products development in Japan and overseas

AKB48 × Game business platform

New titles to be released, and existing 2 titles support service to be ended in AKB48 related games through selection and concentration of IP in FY3/2018

AKB48 StageFighter2



Profit increased and charging KPI raised by linked-with-real project

- FIELDS' license IP/development cooperation
- Distributed in Oct. 2017
- Distributed LINE LIVE which graduated members of AKB48 appeared/ Profit increased and charging KPI raised by measures of wrap advertising event of Yamanote Line etc.

AKB48 DICE CARAVAN



Number of pre-registered members exceeded 38,000 by implements of promotion activities through SNS

- FIELDS' license IP/development cooperation
- Scheduled to be released in Spring 2018 (started the pre-registration from Dec. 2017)
- Collaborate with sister groups such as SKE48 and HKT48/ Implementing other promotion activities

Others



The existing 2 titles to be ended support service

- *AKB48's Ambition* and *AKB48 Group Official Music Game* to be ended support service at the end of Mar. 2018

Promoting measures for expanding licensee companies

Ultraman series × Visuals and live business platform

Both new TV series and live event business progressed steadily Promoting measures for expanding *Ultraman* brand in Asia

ULTRAMAN GEED



Measures starting from visual works exceeded the last year

- TV broadcast (Jul. 2017): Average viewing rate 1.4% (+0.2 points YoY)
- Distribution (Domestic): View counts 6.89 million (+48.7% YoY)
(China): View counts 1,813.05 million (+126.5% YoY)
(Other areas except Asia): View counts 0.15 million (+2.2% YoY)
- Goods sales (main items): +11% YoY

ULTRAMAN GEED THE MOVIE to be premiered on Mar. 2018

- Advance tickets sales in total: +40.3% YoY

Live Entertainment



<Appeared in the live event of *Mayday* in Taiwan>



<A commemorative event of Winter Olympic in Pyeongchang, South Korea>



Acquired a good reputation in *ULTRA HEROES EXPO 2018*

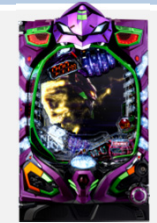



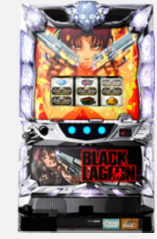

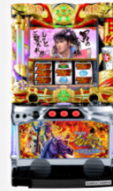
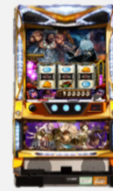







- Held Dec. 2017 - Jan. 2018
- Number of visitors: 64,000 (+9.8% YoY)

Promoting measures for expanding *Ultraman* brand in Asia

- Taiwan: Appeared in the live event of a popular band *Mayday*
- Hong Kong: Held an event *ULTRAMAN RUN in Hong Kong*
- Korea: Exhibited balloons at a commemorative event of Winter Olympic in Pyeongchang, South Korea

Product lineup Q1-Q3

Sold 69,000 units for 1 title in pachinko/77,000 units for 16 titles in pachislot

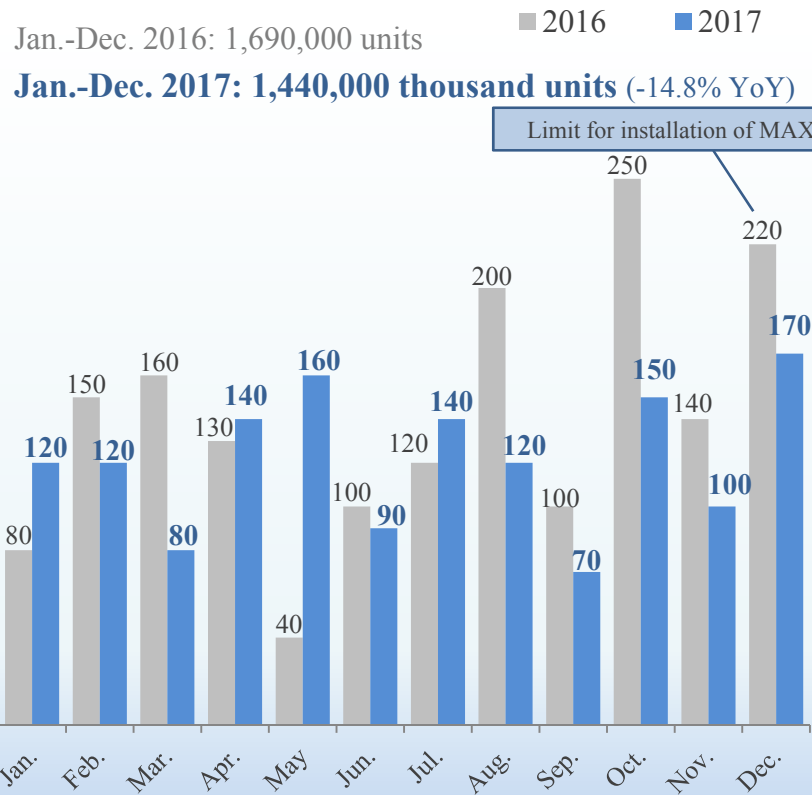
	Q1	Q2	Q3	Q1-Q3
Pachinko		<p>Deadline for installation of 5.5 new machines (end of Sep. 2017)</p>		
			 CR EVANGELION 2018 model	69,000 units -8,000 units YoY
	14,000 units	15,000 units	39,000 units	
Pachislot	 Pachislot Osomatsu-kun	 Pachislot Machine Ace Attorney	 Pachislot SORA NO OTOSHIMONO FORTE	 PACHISLOT BLACK LAGOON3
	 Pachislot Yuki Yuna is a Hero	 Sengoku Pachislot Hana no Keiji -Ten wo Ugatsu Ikusayari-	 PACHISLOT TOUKIDEN	
	 PACHISLOT GRAPPLER BAKI	 Pachi-Slot Marvel's The Avengers	 Resident Evil Revelations	
	 Pachislot The Ambition of Oda Nobuna	 Kai-Dou-Sei Million Arthur	 PACHISLOT TATAKAE! SALARY-MAN	
	 PACHI-SLOT ULTRASEVEN			
	12,000 units	56,000 units	8,000 units	
	27,000 units	72,000 units	47,000 units	77,000 units +24,000 units YoY

© 赤塚不二夫/びえろ ©板垣恵介/FWD ©NANASHOW ©CAPCOM CO., LTD. ALL RIGHTS RESERVED. Manufactured by Enterrise Co., Ltd. ©2017 MARVEL ©OK!! ©2010 水無月すう/角川書店/新大陸発見部フォルテ ©DAXELねんどろいど協力/GOOD SMILE COMPANY ©2014Project2H ©DAXEL ねんどろいど協力/GOOD SMILE COMPANY ©CAPCOM CO., LTD. ALL RIGHTS RESERVED. ©隆慶一郎・原哲夫・麻生未央/NSP1990 版權許諾証YSSY-829 ©2012 春日みかげ/SB クリエイティブ/織田信奈の野望製作委員会 ©コーエーテクモゲームス ©NANASHOW ©2012-2017 SQUARE ENIX CO., LTD. All Rights Reserved. ©UNIVERSAL ENTERTAINMENT ©MIZUHO ©2017 MARVEL ©OK!! ©2012 CPI Licensed by Ki/oon Music ©UNIVERSAL ENTERTAINMENT ©MIZUHO ©Sammy ©Nihon Falcom Corporation ©Sammy ©TSUBURAYA PROD. ©OK!! ©khara ©Bisty Manufactured by Bisty Co., Ltd. ©2006,2010 広江礼威/小学館/BLACK LAGOON 製作委員会 ©NANASHOW

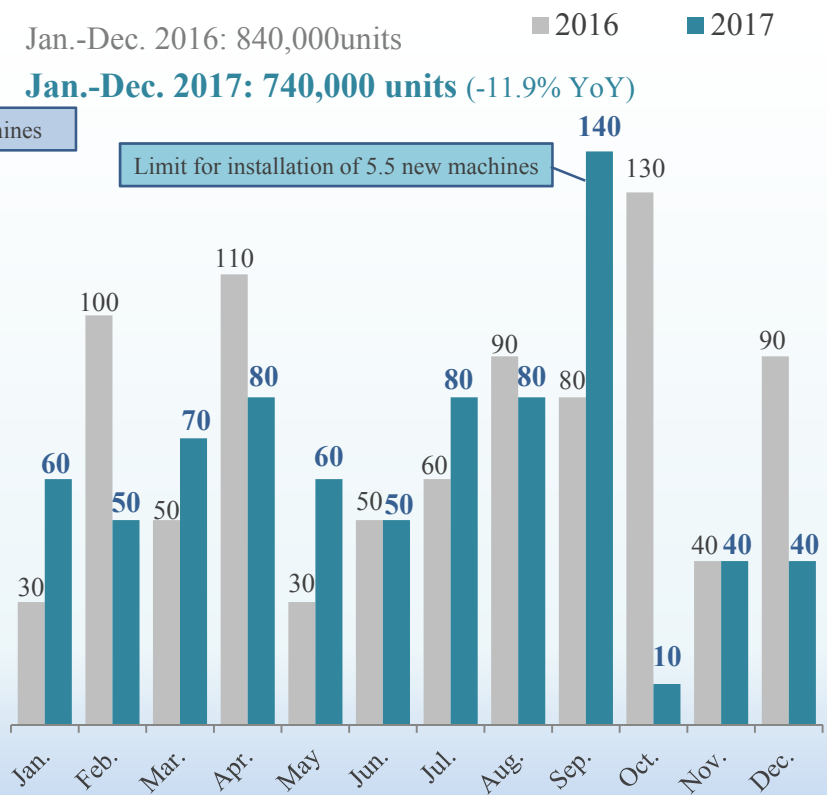
Trends in PS market (PS machines sales market)

Decreased 14.8% YoY in pachinko/decreased 11.9% in pachislot from Jan. to Dec. 2017
Both pachinko and pachislot shifted below the previous year
in New Year holiday shopping season

Results of pachinko sales market (thousand machines)



Results of pachislot sales market (thousand machines)

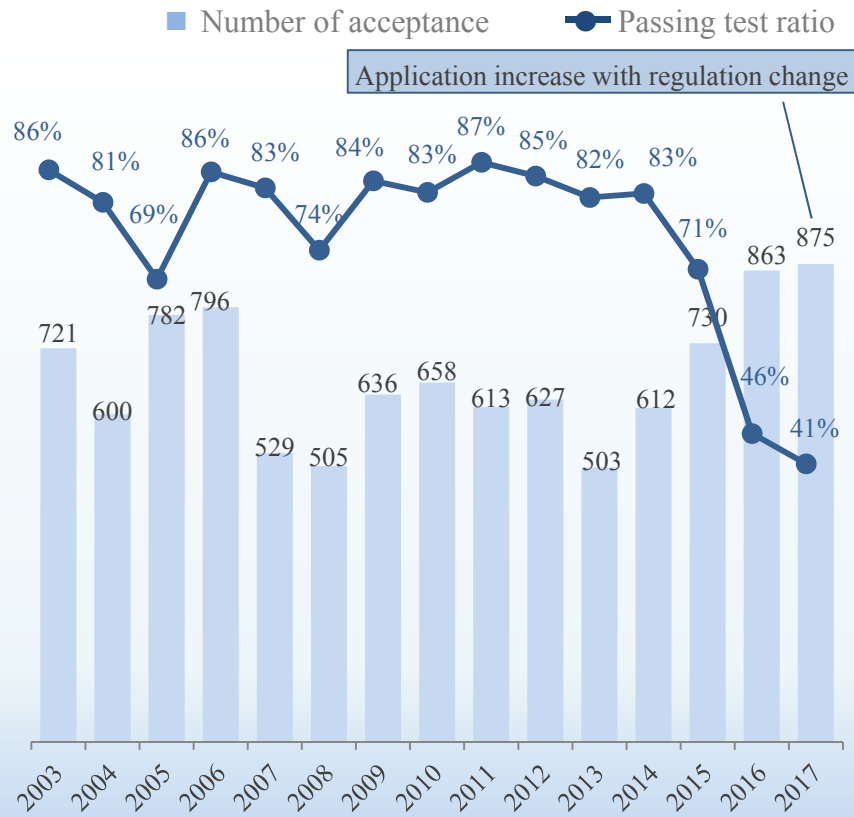


*Source: FIELDS/ number of units are rounded down to thousand.

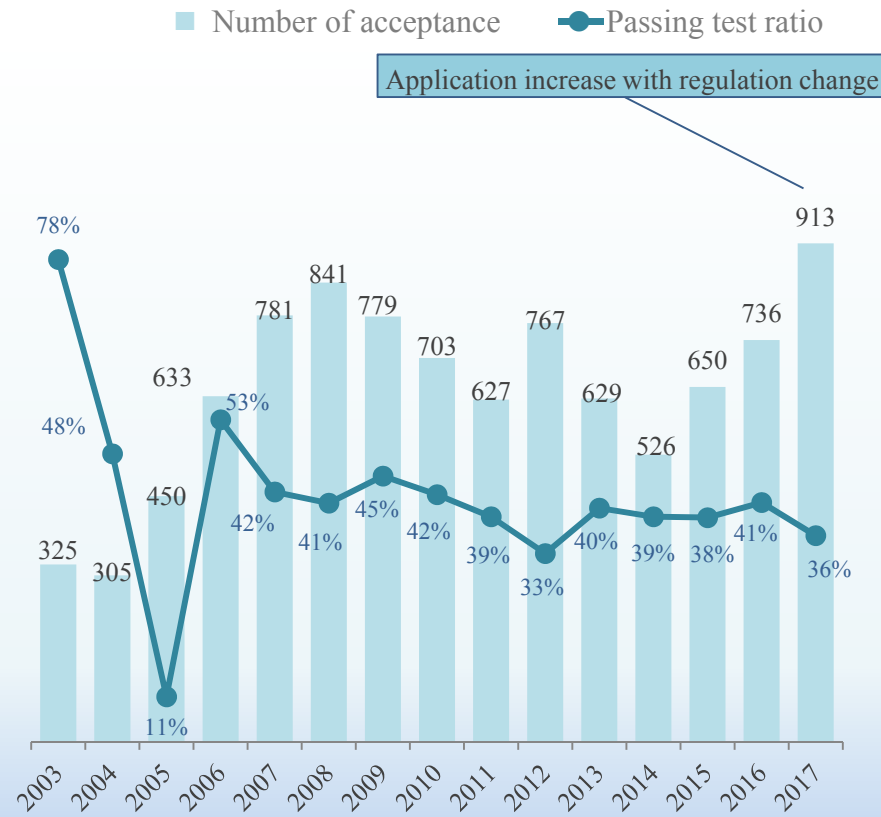
Trends in PS market (states of model certification test)

**Recorded highest number of acceptance
for model certification tests in both pachinko and pachislot
Passing test ratio of pachinko dropped sharply after 2016**

Status of pachinko machine model certification test



Status of pachislot machine model certification test



*Source: FIELDS/ Passing test ratio is rounded down to thousand.

Reference) States of pachislot 5.9 machines market

3 titles of pachislot 5.9 machines installed in Q3

Operation states of *PACHISLOT BLACK LAGOON3*



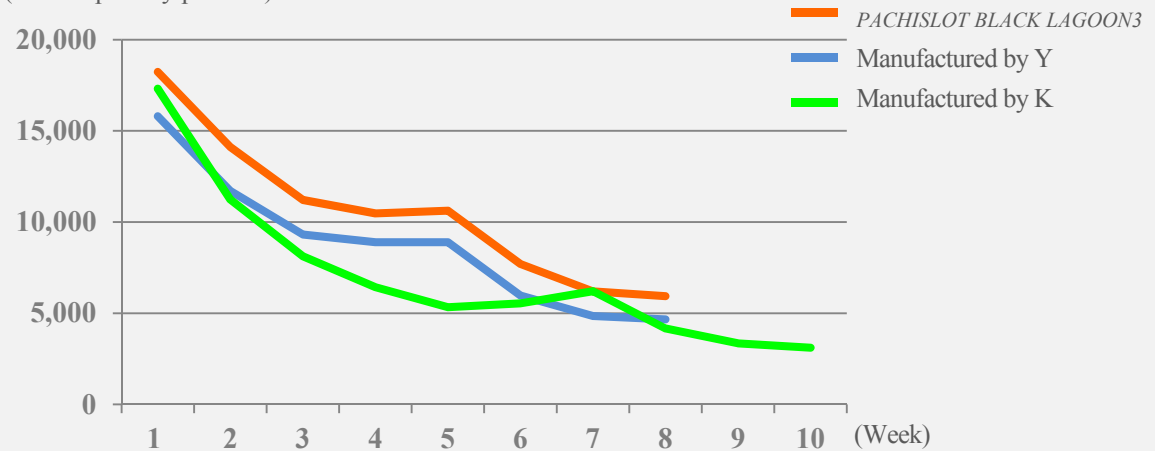
Installation date: Dec. 3, 2017

Type: 5.9 machine

Machine sale: 7,000 units sold

Operation states: progressed steadily compared with other 5.9 machines installed in the same term

(Medal/ per day per unit)



©2006,2010 広江礼威・小学館/BLACK LAGOON 製作委員会 ©NANASHOW

Recent trend of regulations

Further regulation change for PS has been issued Revision of Ordinance for Enforcement of the Amusement Businesses Law being enforced from Feb. 2018

		2014	2015	2016	2017	2018	
Pachinko	Upper limit of ball output	2,400 balls	2,400 balls	2,400 balls	2,400 balls	1,500 balls	
	Ball output test					Decrease upper limit/ Setting the lower limit	
	Lower limit of big jackpot probability rate	1/400	1/320	1/320	1/320	1/320	
	Probability change continuance rate			Untill 65%	Untill 65%	Untill 65%	
Pachislot	Upper limit of medal payout	480 medals	480 medals	480 medals	480 medals	300 medals	
	Medal payout test	Strict assessment of test				Decrease upper limit/ Setting the lower limit Introduce 1,600G test	
	Other (Internal regulations of AT/ART type machines etc.)	Sub-board control	Main-board control	Main-board control	Main-board control	Main-board control	Main-board control
			Net increase limited less than 3.0	Net increase limited less than 2.0	Net increase limited less than 2.0		Largely relaxed
					AT-type machine regulation		
			Classify into normal/advantageous intervals				

Future objectives

Focusing on further expansion of business fields along with quick correspondance to changing market environment

Future objectives

■ PS machines sale

- 4 titles in pachinko/ 3 titles in pachislot to be sold in Q4 (some titles under application)
- Focusing on sale of former standard pachinko machines and pachislot 5.9 machines
- Focus on early-term installation of 6.0 machines in pachislot in FY3/2019

<Announced titles to be installed in Q4>



CR Yu-Gi-Sei Million Arthur



CR CODE GEASS Lelouch of the Rebellion
-Emperor Road-



Neon Genesis Evangelion
- to You the Sincerity 2



PACHISLOT Super GANTZ

- PS solutions: Promoting service business around PS machines aiming at expanding business fields
 - Implemented measures such as event before grand opening, customer attraction support by digital signage system and web advertisement location test etc. in Q3
 - Promoting *measures of customer attraction support by VR* from Q4
- ⇒ **Reporting the specific initiatives in May 2018**

Disclaimer/Contact Information

The plans, strategies and estimates of the Company indicated in these documents, other than actual results and established facts, include potential risks and uncertainties and cannot be guaranteed.

Potential risks and uncertainties include, but are not limited to, the economic environment of the PS market in which the Company operates, market competition and the products handled by the Company.

FIELDS CORPORATION
Corporate Communications Office
TEL: +81-3-5784-2109 E-mail: ir@fields.biz