

Full year (Apr. 2017 – Mar. 2018)



Fact **B**ook

Supplementary Financial Document for the Year Ended March 31, 2018



The Greatest Leisure for All People

FIELD'S CORPORATION
TSE 1st: 2767
May 11, 2018

Financial highlights

(Unit: Millions of yen)

FY	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010	3/2011
Net sales	61,888	(107.0) 66,211	(123.3) 81,658	(118.6) 96,814	(88.1) 85,321	(119.3) 101,818	(71.7) 73,035	(90.8) 66,342	(156.1) 103,593
Gross profit	15,992	(134.9) 21,578	(114.7) 24,752	(120.1) 29,737	(98.4) 29,248	(118.1) 34,544	(69.5) 24,024	(111.9) 26,889	(130.6) 35,129
SG&A expenses	9,211	(105.4) 9,711	(130.3) 12,655	(137.4) 17,389	(116.8) 20,303	(105.3) 21,385	(103.2) 22,063	(85.0) 18,764	(117.2) 21,993
Operating profit	6,781	(175.0) 11,866	(101.9) 12,097	(102.1) 12,348	(72.4) 8,944	(147.1) 13,158	(14.9) 1,960	(414.5) 8,124	(161.7) 13,136
Ordinary profit	7,022	(173.9) 12,209	(102.2) 12,480	(105.2) 13,127	(70.1) 9,202	(127.2) 11,705	(8.5) 991	(783.1) 7,761	(176.3) 13,684
Profit attributable to owners of parent	3,524	(187.9) 6,620	(104.6) 6,926	(102.3) 7,085	(52.4) 3,710	(142.7) 5,296	(-) (1,481)	(-) 3,289	(228.6) 7,520
Capital stock	1,295	1,295	7,948	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	8,752	14,507	33,426	39,411	42,836	46,331	39,496	41,187	47,021
Total assets	17,090	37,115	72,584	87,556	66,081	69,168	52,064	81,329	78,971
Cash flows from operating activities	3,316	851	2,965	6,164	5,293	11,127	4,147	8,429	8,005
Cash flows from investing activities	(2,253)	(3,190)	(5,257)	(2,224)	(4,772)	(14,604)	(6,182)	(1,011)	(4,356)
Cash flows from financing activities	(2,454)	2,029	10,177	(1,540)	1,488	(1,384)	602	(2,687)	(3,915)
Cash and cash equivalents at end of period	5,739	5,437	13,326	15,777	17,819	12,693	11,181	15,906	15,632

(Unit: Yen)

Indicators per share	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010	3/2011
Net assets per share	268,600	89,305	96,026	113,275	118,487	128,201	117,326	123,645	140,853
Annual dividend per share	10,000	24,000	4,000	4,000	4,000	4,500	4,500	4,500	5,000
Commemorative	-	10,000	-	-	-	500	-	-	-
Interim	-	10,000	2,000	2,000	2,000	2,000	2,000	2,000	2,500
Year-end	-	4,000	2,000	2,000	2,000	2,000	2,500	2,500	2,500
Profit per share	117,233	40,465	19,888	20,118	10,692	15,263	(4,271)	9,796	22,643

(Unit: %)

Management indicators	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010	3/2011
Shareholders' equity ratio	51.2	39.1	46.0	45.0	62.2	64.3	75.8	50.5	59.2
Return on equity (ROE)	55.9	56.9	28.9	19.5	9.2	12.4	(3.5)	8.2	17.1
Return on assets (ROA)	39.3	45.0	22.8	16.4	12.0	17.3	1.6	11.6	17.1
Payout ratio *1	7.9	20.1	20.7	20.3	37.4	29.5	-	45.9	22.1

Other	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010	3/2011
Total number of shares issued and outstanding (shares)	*2 32,300	*2 161,500	347,000	347,000	347,000	347,000	347,000	347,000	347,000
Treasury stock (shares)	-	-	-	-	-	-	10,643	14,885	14,885
Number of employees (people)	460	651	758	901	1,022	1,077	827	909	1,149

*The figures in upper parentheses indicate YoY.

*1 The Consolidated payout ratio after the FY3/2007. The Payout ratio was computed including a commemorative dividend.

*2 The FY3/2003 1:5 stock split/ the FY3/2004 1:2 stock split.

Source: FIELDS

Financial highlights

(Unit: Millions of yen)

FY	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Net sales	(89.0) 92,195	(117.3) 108,141	(106.3) 114,904	(86.6) 99,554	(94.9) 94,476	(81.2) 76,668	(79.6) 61,055
Gross profit	(89.2) 31,330	(106.2) 33,279	(101.6) 33,812	(84.2) 28,468	(89.5) 25,480	(69.2) 17,641	(76.0) 13,400
SG&A expenses	(103.7) 22,803	(100.7) 22,964	(104.6) 24,020	(98.7) 23,707	(101.5) 24,069	(95.6) 23,015	(83.2) 19,138
Operating profit	(64.9) 8,527	(121.0) 10,314	(94.9) 9,791	(48.4) 4,743	(29.6) 1,411	(-) (5,374)	(-) (5,738)
Ordinary profit	(63.3) 8,661	(118.6) 10,268	(95.1) 9,765	(56.2) 5,491	(25.1) 1,380	(-) (9,068)	(-) (5,204)
Profit attributable to owners of parent	(79.7) 5,991	(78.8) 4,720	(113.8) 5,370	(56.2) 3,018	(3.9) 118	(-) (12,483)	(-) (7,691)
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	51,555	55,098	58,753	60,246	58,291	43,227	35,509
Total assets	93,601	106,628	104,869	110,316	92,478	80,397	72,357
Cash flows from operating activities	10,015	13,570	16,322	(9,086)	13,353	(7,319)	(1,094)
Cash flows from investing activities	(4,798)	(6,263)	(8,018)	(6,297)	(2,191)	(3,927)	4,399
Cash flows from financing activities	(2,565)	(2,277)	(2,018)	1,624	5,214	2,136	(2,021)
Cash and cash equivalents at end of period	18,284	23,309	29,583	15,823	32,200	23,090	24,373

(Unit: Yen)

Indicators per share	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Net assets per share	153,904	1,644.15	1,756.27	1,792.83	1,726.88	1,272.48	1,054.99
Annual dividend per share	5,000	50	50	60	50	50	30
Commemorative	-	-	-	10	-	-	-
Interim	2,500	25	25	25	25	25	25
Year-end	2,500	25	25	25	25	25	5
Net income per share	18,044	142.27	161.83	90.97	3.58	(376.19)	(231.77)

(Unit: %)

Management indicators	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Shareholders' equity ratio	54.6	51.2	55.6	53.9	62.0	52.5	48.4
Return on equity (ROE)	12.2	8.9	9.5	5.1	0.2	(25.1)	(19.9)
Return on assets (ROA)	10.0	10.3	9.2	5.1	1.4	(10.5)	(6.8)
Payout ratio *1	27.7	35.1	30.9	66.0	1,398.1	-	-

Other	3/2012	3/2013 *2	3/2014	3/2015	3/2016	3/2017	3/2018
Total number of shares issued and outstanding (shares)	347,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
Treasury stock (shares)	15,162	1,516,200	1,516,200	1,516,200	1,516,200	1,516,300	1,516,300
Number of employees (people)	1,324	1,416	1,588	1,716	1,845	1,713	1,514

*1 The Consolidated payout ratio after the FY3/2007. The Payout ratio was computed including a commemorative dividend.

*2 A share-trading unit was changed to 100 shares in October 2012. The figure of the interim dividend for FY3/2013 was took into account a stock split.

Source: FIELDS

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*PS: Pachinko and pachislot

Highlights for the Year Ended March 31, 2018 (consolidated)

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Consolidated P/L statement

(Unit: Millions of yen)

FY	3/2016	3/2017	3/2018	Full-Year Forecast
Net sales	(94.9) 94,476 [100.0]	(81.2) 76,668 [100.0]	(79.6) 61,055 [100.0]	(155.6) 95,000 [100.0]
Gross profit	(89.5) 25,480 [27.0]	(69.2) 17,641 [23.0]	(76.0) 13,400 [21.9]	(126.9) 17,000 [17.9]
SG&A expenses	(101.5) 24,069 [25.5]	(95.6) 23,015 [30.0]	(83.2) 19,138 [31.3]	(78.4) 15,000 [15.8]
Advertising expenses	4,118	3,904	2,059	-
Salaries	6,248	6,033	5,639	-
Business consignment expenses	2,370	2,232	1,851	-
Depreciation	1,547	1,221	1,060	-
Rents	2,072	1,981	1,793	-
Amortization of goodwill	326	322	322	-
Other	7,388	7,322	6,414	-
Operating profit (loss)	(29.7) 1,411 [1.5]	(-) (5,374) [-]	(-) (5,738) [-]	(-) 2,000 [2.1]
Ordinary profit (loss)	(25.1) 1,380 [1.5]	(-) (9,068) [-]	(-) (5,204) [-]	(-) 2,500 [2.6]
Profit (loss) attributable to owners of parent	(3.9) 118 [0.1]	(-) (12,483) [-]	(-) (7,691) [-]	(-) 1,500 [1.6]

*The figures in upper parentheses are YoY, the figures in lower square bracket are the *net sales ratio*.

*The *net sales ratio* and the *SG&A expenses* are calculated on this sheet above.

Source: FIELDS

Source: FIELDS

Consolidated B/S

(Unit: Millions of yen)

	End of Mar. 2016	End of Mar. 2017	End of Mar. 2018	Increase/ decrease	Factors
Cash and deposits	32,200	23,190	24,473	1,283	
Notes and accounts receivable - trade	8,562	12,727	7,019	(5,708)	
Electronically recorded monetary claims - operating	1,142	2,108	1,097	(1,011)	
Inventories	3,021	1,425	4,093	2,668	
Other	8,029	6,479	6,030	(449)	
Allowance for doubtful accounts	(20)	(73)	(61)	12	
Total current assets	52,934	45,856	42,651	(3,205)	• Decrease in notes and accounts receivable – trade • Increase in Inventories
Land	7,550	7,206	1,873	(5,333)	
Other	3,897	3,160	3,406	246	
Total property, plant and equipment	11,447	10,366	5,279	(5,087)	• Decrease in sales of idle assets (land)
Goodwill	1,298	1,007	662	(345)	
Other	2,448	1,462	723	(739)	
Total Intangible assets	3,746	2,469	1,385	(1,084)	
Investment securities	9,716	8,223	6,773	(1,450)	
Long-term loans receivable	9,729	8,156	11,781	3,625	
Other	6,096	5,470	5,043	(427)	
Allowance for doubtful accounts	(1,193)	(144)	(556)	(412)	
Total investments and other assets	24,348	21,705	23,041	1,336	• Decrease in valuation of investment securities • Increase in long-term loans receivable
Total non-current assets	39,543	34,540	29,706	(4,834)	
Total assets	92,478	80,397	72,357	(8,040)	
Notes and accounts payable - trade	12,749	12,792	11,358	(1,434)	
Short-term loans payable	11,414	281	4,151	3,870	
Income taxes payable	690	126	171	45	
Current portion of long-term loans payable	8	2,600	2,580	(20)	
Other	4,948	4,676	4,220	(456)	
Total current liabilities	29,809	20,475	22,480	2,005	• Decrease in notes and accounts payable–trade • Increase in short-term loans payable
Long-term loans payable	-	12,607	9,427	(3,180)	
Other	4,376	4,087	4,940	853	
Non-current liabilities	4,376	16,694	14,367	(2,327)	• Decrease in long-term loans payable
Total liabilities	34,186	37,170	36,847	(323)	
Capital stock	7,948	7,948	7,948	-	
Capital surplus	7,994	7,994	7,579	(415)	
Retained earnings	44,177	30,035	20,684	(9,351)	
Treasury shares	(1,821)	(1,821)	(1,821)	-	
Total shareholders' equity	58,298	44,156	34,391	(9,765)	
Valuation difference on available-for-sale securities	(862)	(1,836)	669	2,505	
Accumulated other comprehensive income	(994)	(1,930)	617	2,547	
Non-controlling interests	987	1,002	500	(502)	
Total net assets	58,291	43,227	35,509	(7,718)	• Decrease in retained earnings
Total liabilities and net assets	92,478	80,397	72,357	(8,040)	

*The *Other* and the *Increase/decrease* are calculated on this sheet above.

Source: FIELDS

Consolidated Cash flow

(Unit: Millions of yen)

FY	3/2016	3/2017	3/2018	Factors	
Cash flows from operating activities	13,353	(7,319)	(1,094)	<ul style="list-style-type: none"> • Loss before income taxes (7,386) • Decrease in notes and accounts payable - trade (1,640) • Increase in inventories (3,393) • Decrease in notes and accounts receivable - trade + 6,715 • Loss on valuation of investment securities + 2,185 	
Cash flows from investing activities	(2,191)	(3,927)	4,399	<ul style="list-style-type: none"> • Proceeds from sales of property, plant and equipment + 6,250 • Proceeds from sales of shares of subsidiaries and associates + 2,202 • Collection of loans receivable + 2,574 • Payments of loans receivable (4,520) 	
Cash flows from financing activities	5,214	2,136	(2,021)	<ul style="list-style-type: none"> • Increase in short-time loans payable + 3,869 • Repayments of long-term loans payable (3,200) • Cash dividends paid (1,659) • Payments from changes in ownership interests in subsidiaries that do not result in change in scope of consolidation (955) 	
Effect of exchange rate change on cash and cash equivalents	0	0	(0)		
Net increase (decrease) in cash and cash equivalents	16,377	(9,109)	1,282		
Cash and cash equivalents at beginning of period	15,823	32,200	23,090		
Cash and cash equivalents at end of period	32,200	23,090	24,373		

Source: FIELDS

Changes in business results (consolidated)

- P.10 Change in quarterly P/L statement (table)

- P.11 Change in financial results (graph)
Change in assets/liabilities, net assets (graph)

- P.12 Change in SG&A expenses (graph)
Change in free cash flow (graph)

Change in quarterly P/L statement (table)

Consolidated

(Unit: Millions of yen)

FY	3/2016					3/2017					3/2018				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Net sales	17,140	33,115	21,373	22,848	94,476	15,295	11,364	15,967	34,042	76,668	12,446	22,767	10,053	15,789	61,055
Gross profit	4,950	8,898	6,410	5,222	25,480	2,487	2,699	4,852	7,603	17,641	1,961	4,983	3,775	2,681	13,400
SG & A expenses	5,956	6,008	6,126	5,979	24,069	5,485	5,976	5,972	5,582	23,015	4,864	4,860	4,608	4,806	19,138
Operating profit (loss)	(1,005)	2,889	284	(757)	1,411	(2,997)	(3,278)	(1,119)	2,020	(5,374)	(2,902)	122	(832)	(2,126)	(5,738)
Ordinary profit (loss)	(864)	2,794	265	(815)	1,380	(3,241)	(3,587)	(1,117)	(1,123)	(9,068)	(3,055)	(233)	(570)	(1,346)	(5,204)
Profit (loss) attributable to owners of parent	(867)	1,573	73	(661)	118	(2,340)	(2,516)	(4,216)	(3,411)	(12,483)	(2,752)	(537)	(844)	(3,558)	(7,691)

(Unit: Machines)

Pachinko machines	15,684	49,270	61,959	35,620	162,533	24,677	20,035	33,292	77,610	155,614	14,531	15,723	39,171	26,353	95,778
Pachislot machines	28,725	40,852	24,037	33,268	126,882	12,105	16,236	24,346	35,283	87,970	12,571	56,668	8,053	18,387	95,679
Total	44,409	90,122	85,996	68,888	289,415	36,782	36,271	57,638	112,893	243,584	27,102	72,391	47,224	44,740	191,457

FY	3/2013					3/2014					3/2015				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Net sales	21,145	7,973	18,627	60,396	108,141	5,748	30,637	17,819	60,700	114,904	7,459	12,882	8,976	70,237	99,554
Gross profit	5,566	3,258	6,239	18,216	33,279	2,027	11,621	5,709	14,455	33,812	2,790	4,130	3,593	17,955	28,468
SG & A expenses	5,282	5,402	5,535	6,745	22,964	5,856	5,615	5,849	6,700	24,020	5,300	5,698	6,115	6,611	23,724
Operating profit (loss)	283	(2,142)	703	11,470	10,314	(3,829)	6,005	(140)	7,755	9,791	(2,509)	(1,568)	(2,522)	11,342	4,743
Ordinary profit (loss)	574	(2,312)	763	11,243	10,268	(3,759)	5,903	(78)	7,699	9,765	(2,254)	(1,818)	(1,561)	11,124	5,491
Profit (loss) attributable to owners of parent	342	(1,322)	303	5,397	4,720	(2,290)	3,724	(207)	4,143	5,370	(1,502)	(1,007)	(706)	6,233	3,018
Pachinko machines	20,928	25,895	31,824	21,346	99,993	12,842	97,434	28,728	23,875	162,879	38,540	35,370	44,224	184,272	302,406
Pachislot machines	43,862	10,418	37,887	135,950	228,117	5,660	55,969	31,003	137,471	230,103	5,657	22,552	7,172	61,904	97,285
Total	64,790	36,313	69,711	157,296	328,110	18,502	153,403	59,731	161,346	392,982	44,197	57,922	51,396	246,176	399,691

*Q2-Q4 figures are calculated on this sheet above.

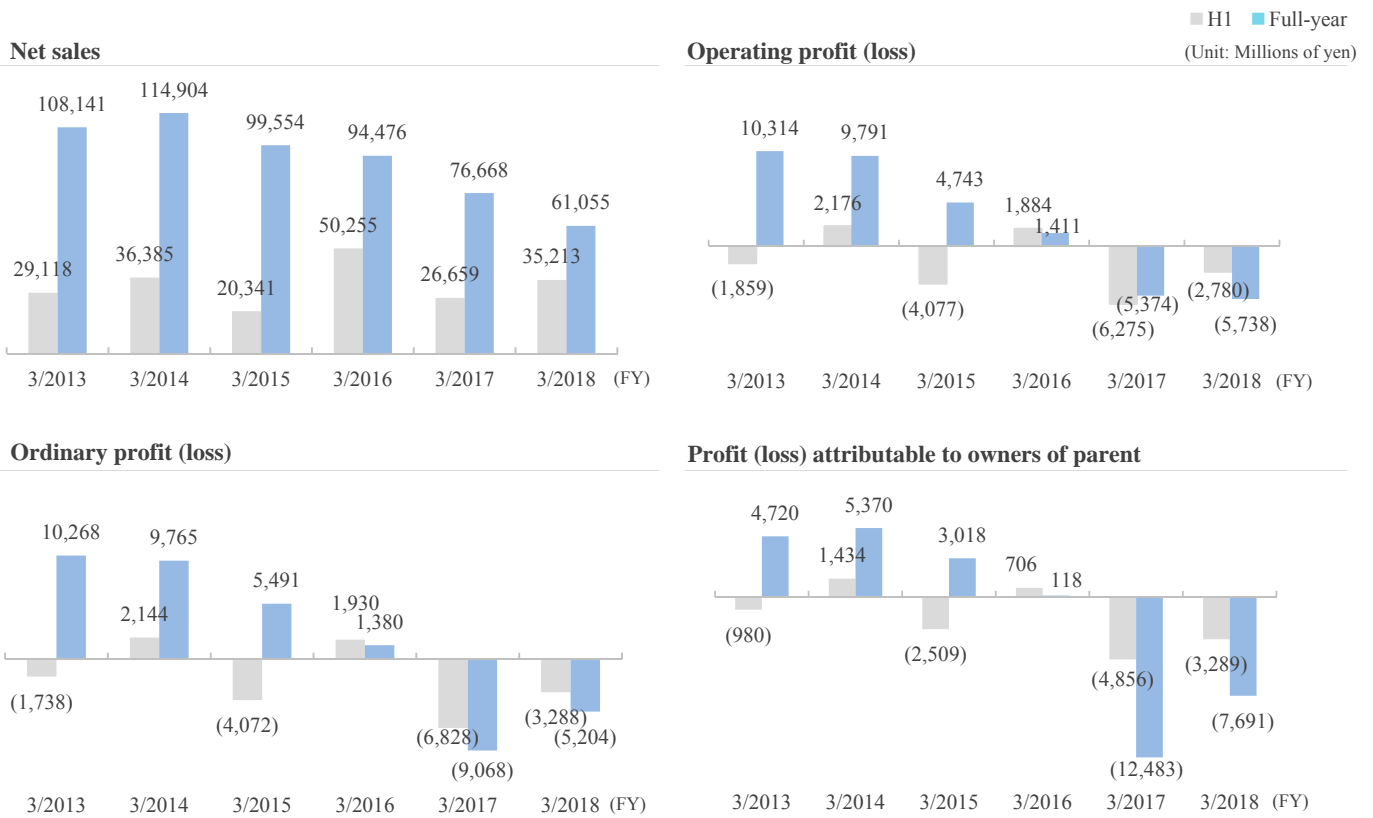
Non-Consolidated

(Unit: Millions of yen)

FY	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Net sales	97,301	103,572	87,221	83,829	64,155	50,570
Gross profit	29,341	30,592	24,976	21,311	14,075	8,888
SG & A expenses	19,317	21,065	21,146	20,958	19,761	15,934
Operating profit (loss)	10,023	9,527	3,829	353	(5,685)	(7,045)
Ordinary profit (loss)	10,219	9,246	4,431	1,401	(5,213)	(6,430)
Profit (loss)	6,083	4,582	1,855	(137)	(13,559)	(6,239)

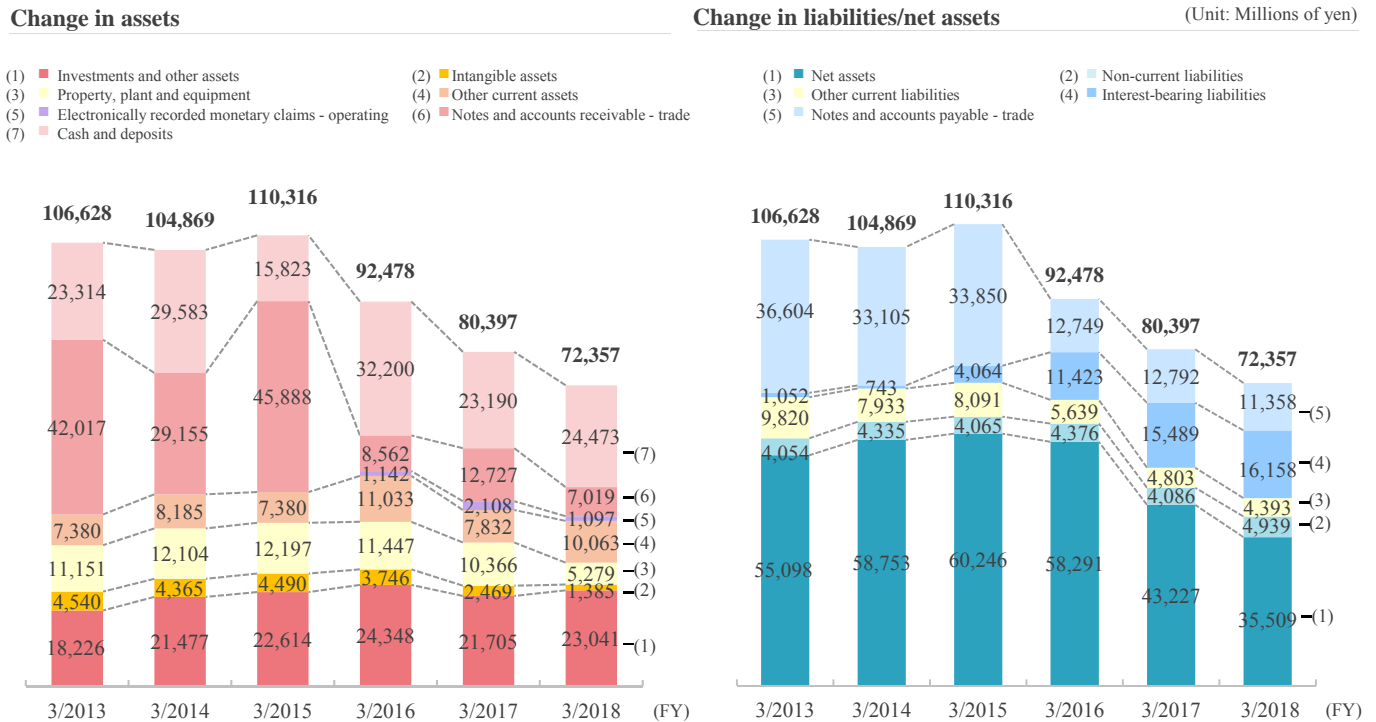
Source: FIELDS

Change in financial results (graph)



Source: FIELDS

Change in assets/liabilities, net assets (graph)



*The Other current assets and the Other current liabilities are calculated on this sheet above.

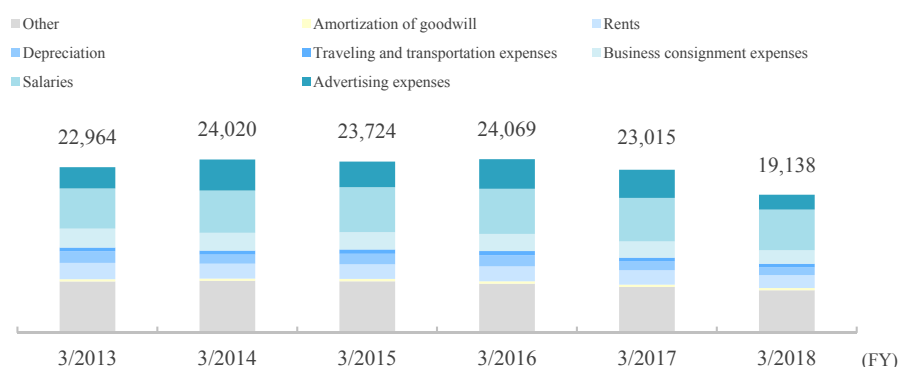
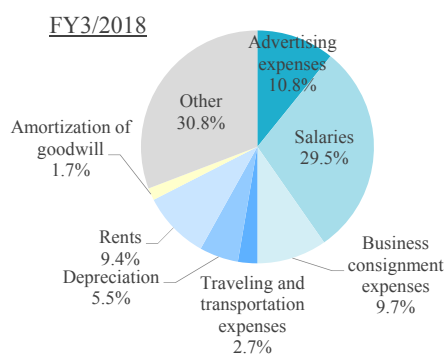
Source: FIELDS

Change in SG&A expenses (graph)

(Unit: Millions of yen)

FY	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Advertising expenses	2,964	4,305	3,541	4,118	3,904	2,059
Salaries	5,569	5,859	6,222	6,248	6,033	5,639
Provision for bonuses	247	285	306	231	222	137
Provision for directors' bonuses	230	230	282	191	-	9
Business consignment expenses	2,608	2,451	2,394	2,370	2,232	1,851
Traveling and transportation expenses	507	551	598	573	542	520
Depreciation	1,623	1,268	1,474	1,547	1,221	1,060
Rents	2,249	2,062	2,022	2,072	1,981	1,793
Provision of allowance for doubtful accounts	(56)	(3)	3	1	42	236
Retirement benefit expenses	92	6	118	125	149	132
Amortization of goodwill	319	323	325	326	322	322
Other	6,612	6,683	6,439	6,267	6,367	5,380
Total SG&A expenses	22,964	24,020	23,724	24,069	23,015	19,138

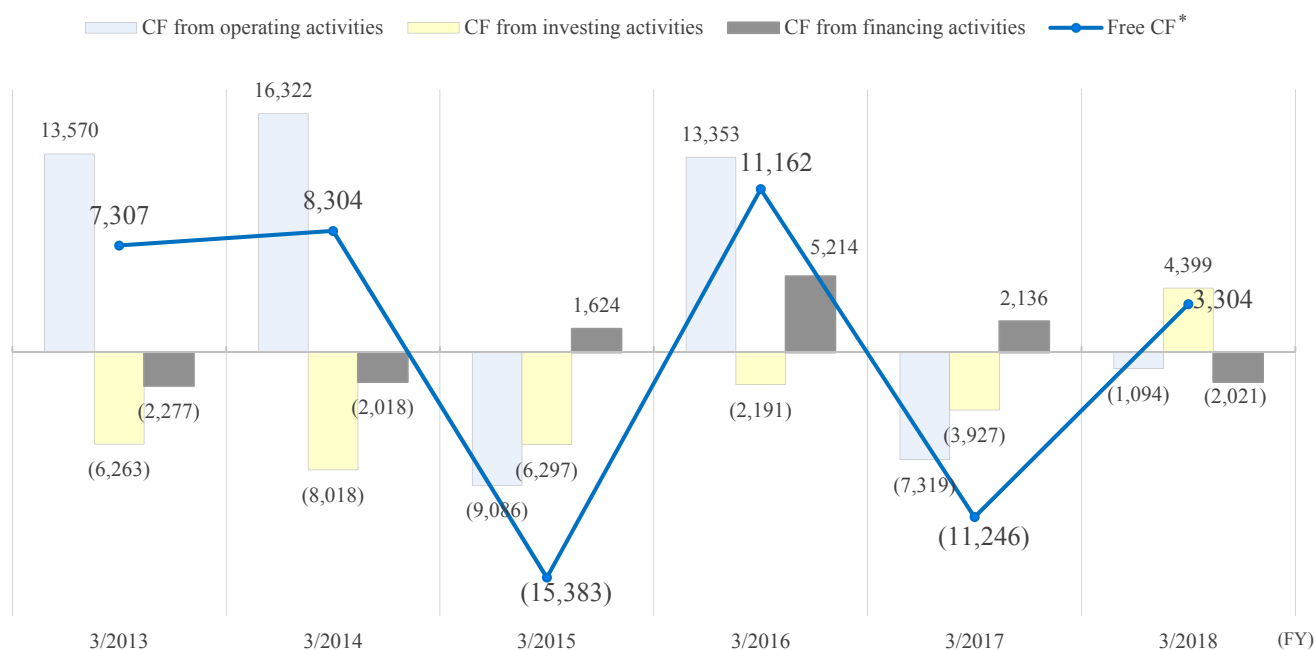
*The Other is calculated on this sheet above.



Source: FIELDS

Change in free cash flow (graph)

(Unit: Millions of yen)



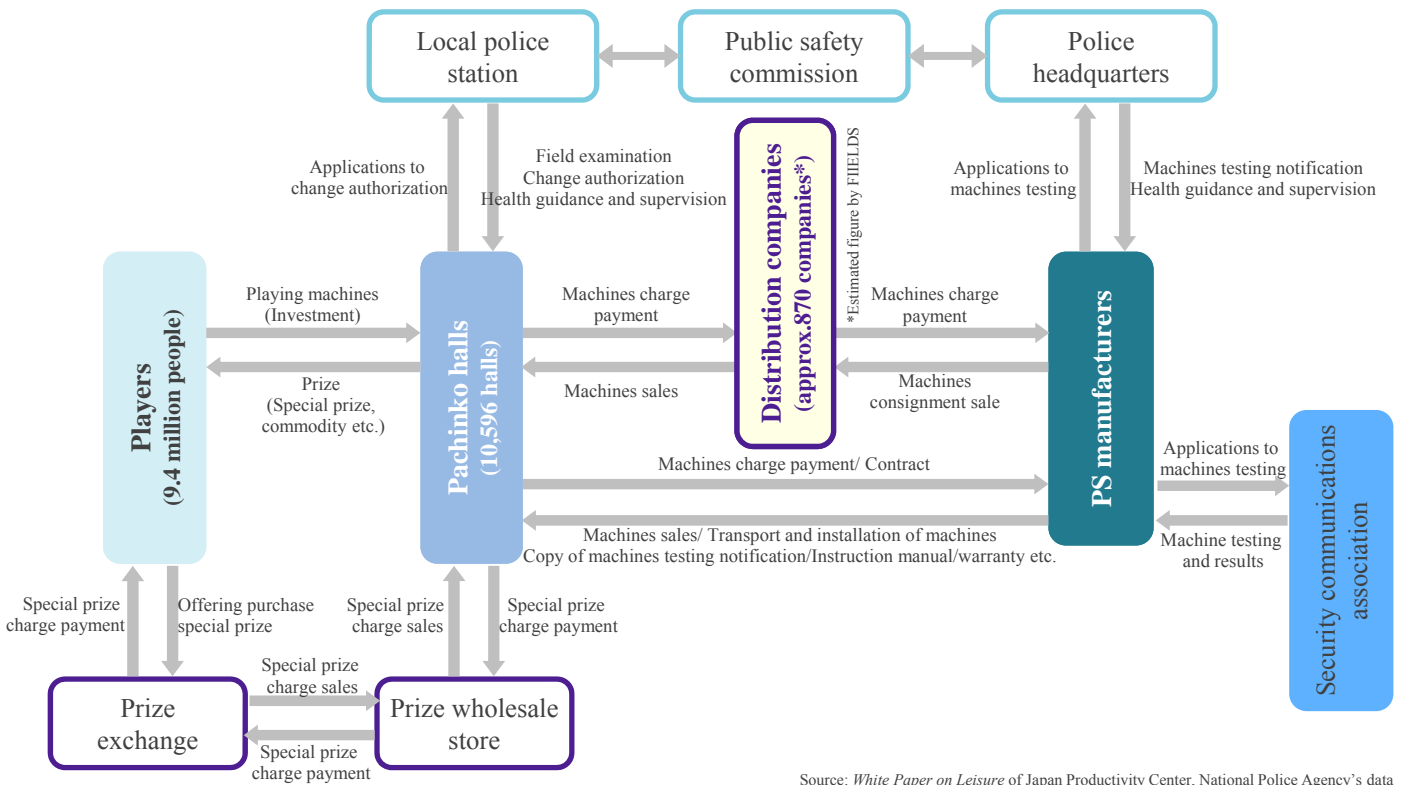
*The cash flow from operating activities and investing activities

Source: FIELDS

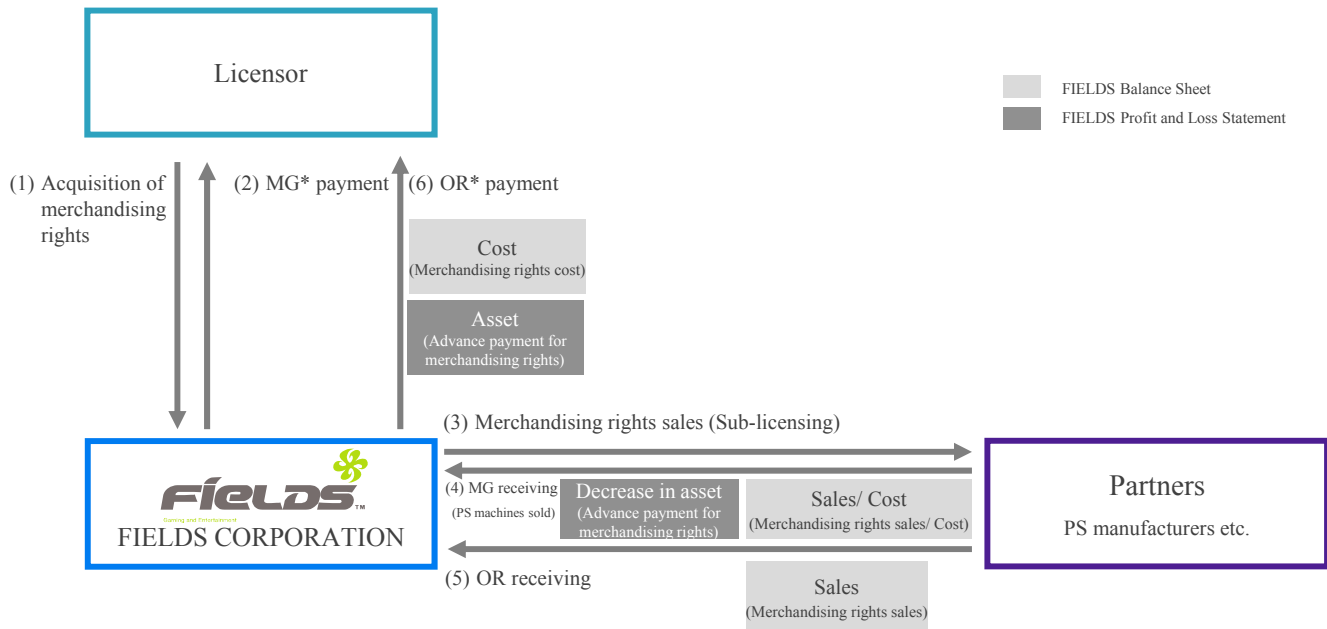
PS machines sales related data

- P.14 Players in the PS industry
Business flow and accounting method of merchandising rights in general products planning and development (image)
- P.15 Accounting method of PS machines sales (image)
- P.16 Main alliance manufactures and group companies
- P.17 Main PS machines from FY3/2017 to FY3/2019
- P.18 History of PS general sales: unit sales by affiliated manufacturer (FY3/2001-FY3/2018)
- P.20 History of PS general sales: unit sales by titles (FY3/2001-FY3/2019)
- P.22 Change of *Evangelion* series

Players in the PS industry



Business flow and accounting method of merchandising rights in general products planning and development (image)



*MG (Minimum Guarantee): The minimum guarantee fee paid by the licensee to the licensor when concluding a license business contract.

*OR (Over Royalty): The type of royalty paid as reward when the usage of rights authorized for use, such as copyrights and industrial property rights, exceeds a certain level, and whose amount fluctuates according to the usage of such rights.

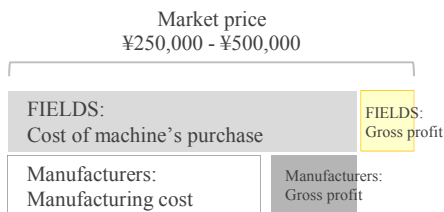
Source: FIELDS

Accounting method of PS machines sales (image)

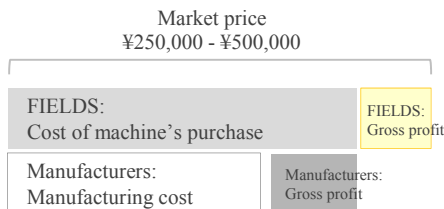
Distribution sales (sales and profit by purchase of machines)

PS machines

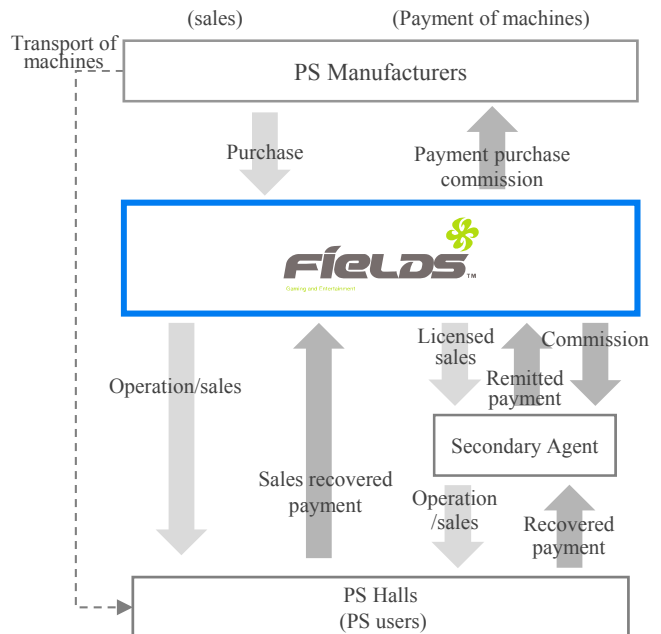
Pachinko machine sales: Cost, gainsharing (per machine)



Pachislot machine sales: Cost, gainsharing (per machine)



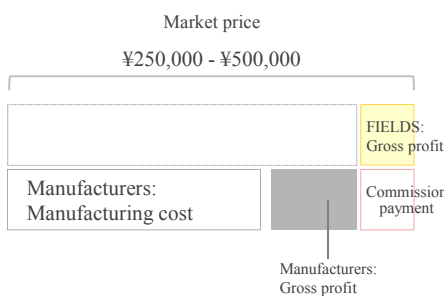
Method of collection of machine's receivables



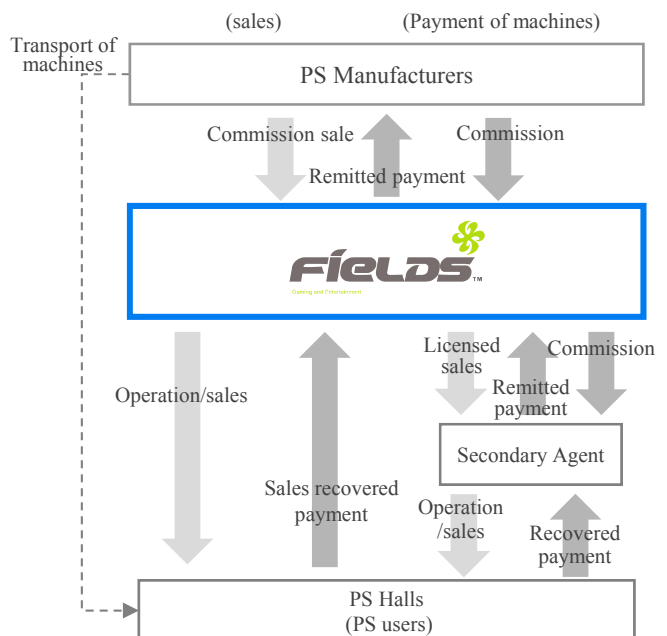
Agency sales (Sales and profit by commission)

Pachinko machine

Pachinko machine sales: Cost, gainsharing (per machine)
























Method of collection of machine's receivables



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 ©HIROYA OKU/SHUEISHA ©HIROYA OKU/SHUEISHA.GANTZ-O Project ©Spiky ©NANASHOW
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Source: FIELDS

Main alliance manufactures and group companies

	Manufacture	History of alliance	Main Machines	
			Pachinko	Pachislot
Alliance Manufacturers	SANKYO Group Bisty  Cumulative unit sales of manufacturer: P: 2,388,000 machines, S: 759,000 machines	・2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd.	<i>CR CODE GEASS</i> <i>Lelouch of the Rebellion</i> <i>-Emperor Road-</i> 	<i>Neon Genesis Evangelion</i> <i>- to You the Sincerity 2</i> 
	KYORAKU SANGYO Group OK!!  Cumulative unit sales of manufacturer: P: 222,000 machines, S: 7,000 machines	・2008 Signed a Joint Business Agreement with KYORAKU SANGYO ・2012 Began the exclusive sales of OK!! brand machines ・2015 Signed a Basic Transaction Agreement with OK Co., Ltd.	<i>Pachinko GANTZ</i> 	<i>PACHI-SLOT ULTRASEVEN</i> 
	Daiichi Group D-light  Cumulative unit sales of manufacturer: P: 22,000 machines, S: 15,000 machines	・2013 Business alliance with D-light Co., Ltd. ・2015 Business alliance with Daiichi Shokai Co., Ltd	<i>CR INUYASHA</i> <i>JUDGEMENT[∞](infinity)</i> 	<i>PachislotThe Ambition of Oda Nobuna</i> 
	CAPCOM Group Enterrise  Cumulative unit sales of manufacturer: P: 293,000 machines, S: 293,000 machines	・2009 Signed a Basic Transaction Agreement with Enterrise Co., Ltd Began the exclusive sales of its brand machines		<i>Pachislo Okami</i> 
Affiliated Companies	NANASHOW NANASHOW 38.9%*2 Cumulative unit sales of manufacturer: P: 4,000 machines, S: 59,000 machines	・2014 Business alliance with NANASHOW Corporation Made NANASHOW Corporation an affiliated company	<i>THE GENIE FAMILY</i> 	<i>PACHISLOT BLACK LAGOON3</i> 
	Universal Entertainment Group MIZUHO  Cumulative unit sales of manufacturer: P: 50,000 machines, S: 58,000 machines	・2012 Signed a Shareholders Agreement with Universal Entertainment Corporation Made MIZUHO CORP. an affiliated company	<i>CR Yu-Gi-Sei Million Arthur</i> 	<i>Kai-Dou-Sei Million Arthur</i> 
Cooperative Manufacturers	SEGA SAMMY Group Sammy/RODEO  Cumulative unit sales of manufacturer: S: 1,386,000 machines	・2000 Business alliance with RODEO Co., Ltd. ・2001 Signed a Basic Exclusive Distributorship Agency Agreement with RODEO Co., Ltd. ・2002 Made RODEO Co., Ltd. an affiliated company ・2017 Signed a Basic Sales and Purchase Agreement with Sammy Corporation Closed relationship of Other Related Company of FIELDS with RODEO Co., Ltd.	—	<i>Pachislot Ys I & II</i> 
Consolidated Subsidiaries	Spiky*1  100.0%*2	・2015 Spiky Corporation became a subsidiary		<i>PACHISLOT</i> <i>Tengen Toppa Gurren Lagann</i> <i>-KIWAME-</i> 
	CROSSALPHA  100.0%*2	・2015 Made Aristocrat Technologies (now K.K. CROSSALPHA) a subsidiary		—



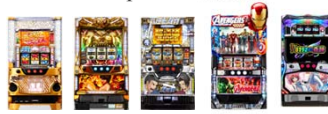





*1 As a result of the subsidiary acquisition of K.K. CROSSALPHA (formerly known as K.K. Aristocrat Technologies), its subsidiary Spiky was made a wholly owned subsidiary.
 *2 The figures indicate investment ratio.
 *The cumulative unit sales of manufacturer have been rounded down to the thousand.
 *The rental plan is included in a part of unit sales.

©SUNRISE / PROJECT GEASS Character Design ©2006 CLAMP・ST ©SUNRISE / PROJECT GEASS Character Design ©2006-2008 CLAMP・ST ©BANDAI NAMCO Entertainment Inc. Manufactured by Bisty Co., Ltd. ©khara/Project Eva. ©HIROYA OKU/SHUEISHA ©HIROYA OKU/SHUEISHA/GANTZ/O Project COK!! ©TSUBURAYA PRODUCTIONS ©COK!! ©高橋留美子/小学館・読売テレビ・サンライズ2000&2009 ©2012 春日みかほ・SBクリエイティブ/横田信彦の野望製作委員会 ©CAPCOM CO., LTD. ALL RIGHTS RESERVED.
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Source: FIELDS

Main PS machines from FY3/2017 to FY3/2019

(Units sales as of March 31, 2018)

Pachinko machines	FY	Pachislot machines																		
<p>Launch of 6 pachinko titles</p>  <table border="1"> <tr> <td>Daiichi</td> <td>1 title</td> </tr> <tr> <td>NANASHOW</td> <td>2 titles</td> </tr> <tr> <td>Bisty</td> <td>2 titles</td> </tr> <tr> <td>OK!!</td> <td>1 title</td> </tr> </table> <p>©前進フェリス/MIP製作委員会 ©前進フェリス ©ヒーローズ ©2016 MARVEL ©2012 CPH © NANASHOW ©2016 BANDAI NAMCO Entertainment Inc. © SANKYO © Bisy ©khara © SANKYO © Bisy ©夢遊島/集英社 ©夢遊島/集英社・GANTZ/O製作委員会 © COOK! ©タタゴジロ © NANASHOW</p>	Daiichi	1 title	NANASHOW	2 titles	Bisty	2 titles	OK!!	1 title	3/2017	<p>Launch of 9 pachislot titles</p>  <table border="1"> <tr> <td>Bisty</td> <td>2 titles</td> </tr> <tr> <td>D-light</td> <td>1 title</td> </tr> <tr> <td>Enterrise</td> <td>3 titles</td> </tr> <tr> <td>NANASHOW</td> <td>2 titles</td> </tr> <tr> <td>RODEO</td> <td>1 title</td> </tr> </table> <p>©CAPCOM CO.,LTD. ©CAPCOM U.S.A.,INC. ALL RIGHTS RESERVED. ©オオカス/1気取のちか子製作委員会 ©D-light ©TSM.BURAYA PRODUCTIONS ©NANASHOW ©CAPCOM CO.,LTD. ALL RIGHTS RESERVED ©2007-2016 SQUARE ENIX CO.,LTD. All Rights Reserved © NANASHOW ©高橋留美子/小学館・読売テレビ・サンライズ 2008&2009 © Sammy © RODEO ©CAPCOM CO.,LTD. ALL RIGHTS RESERVED. ©khara © Bisy ©前進・サンライズ</p>	Bisty	2 titles	D-light	1 title	Enterrise	3 titles	NANASHOW	2 titles	RODEO	1 title
Daiichi	1 title																			
NANASHOW	2 titles																			
Bisty	2 titles																			
OK!!	1 title																			
Bisty	2 titles																			
D-light	1 title																			
Enterrise	3 titles																			
NANASHOW	2 titles																			
RODEO	1 title																			
<p><1Q></p>		<p><1Q></p> <p>Launch of 5 pachislot titles</p>  <table border="1"> <tr> <td>D-light</td> <td>1 title</td> </tr> <tr> <td>NANASHOW</td> <td>1 title</td> </tr> <tr> <td>Enterrise</td> <td>1 title</td> </tr> <tr> <td>OK!!</td> <td>1 title</td> </tr> <tr> <td>DAXEL</td> <td>1 title</td> </tr> </table> <p>© 赤塚不二夫/ひびろ ©藤田修介/FWD ©NANASHOW ©CAPCOM CO.,LTD. ALL RIGHTS RESERVED ©2017 MARVEL ©OK!! ©2010 水戸黄子/角川書店/新大陸発想部/メルパDAXELほんぷろ/GOOD SMILE COMPANY</p>	D-light	1 title	NANASHOW	1 title	Enterrise	1 title	OK!!	1 title	DAXEL	1 title								
D-light	1 title																			
NANASHOW	1 title																			
Enterrise	1 title																			
OK!!	1 title																			
DAXEL	1 title																			
<p><2Q></p>		<p><2Q></p> <p>Launch of 10 pachislot titles</p>  <table border="1"> <tr> <td>DAXEL</td> <td>1 title</td> <td>D-light</td> <td>1 title</td> </tr> <tr> <td>Enterrise</td> <td>1 title</td> <td>MIZUHO</td> <td>2 titles</td> </tr> <tr> <td>EXCITE</td> <td>1 title</td> <td>RODEO</td> <td>2 titles</td> </tr> <tr> <td>NANASHOW</td> <td>1 title</td> <td>OK!!</td> <td>1 title</td> </tr> </table> <p><Sales cooperation> ©2014Project2H DAXEL ほんぷろ/GOOD SMILE COMPANY ©CAPCOM CO.,LTD. ALL RIGHTS RESERVED ©梅原一樹・原田実・新井美奈/NSP1990 原爆研経経EVSV-829 ©コーエーエンターテインメント ©NANASHOW ©2017 藤田修介/FWD フェリス/角川書店/新大陸発想部/野塚製作委員会 ©2017 MARVEL ©2012 CPH Licensed by Kiicon Music ©UNIVERSAL ENTERTAINMENT ©MIZUHO ©2012-2017 SQUARE ENIX CO.,LTD. All Rights Reserved. ©UNIVERSAL ENTERTAINMENT ©MIZUHO ©Sammy ©Nihon Falcom Corporation ©Sammy ©TSM.BURAYA PRODUCTIONS FORK!</p>	DAXEL	1 title	D-light	1 title	Enterrise	1 title	MIZUHO	2 titles	EXCITE	1 title	RODEO	2 titles	NANASHOW	1 title	OK!!	1 title		
DAXEL	1 title	D-light	1 title																	
Enterrise	1 title	MIZUHO	2 titles																	
EXCITE	1 title	RODEO	2 titles																	
NANASHOW	1 title	OK!!	1 title																	
<p><3Q></p>  <p>October Bisty CR EVANGELION 2018 model 36,000 machines</p> <p>©khara © Bisy</p>	3/2018	<p>December NANASHOW PACHISLOT BLACK LAGOON3</p> <p>©2006,2010 広江礼威・小学館/ BLACK LAGOON 製作委員会 ©NANASHOW</p>																		
<p><4Q></p>  <p>January MIZUHO CR Yu-Gi-Sei Million Arthur On sale</p> <p>©2012-2017 SQUARE ENIX CO.,LTD. All Rights Reserved. ©UNIVERSAL ENTERTAINMENT ©MIZUHO</p>  <p>February Bisty CR CODE GEASS Lelouch of the Rebellion -Emperor Road-</p> <p>©SUNRISE/PROJECT GEASS Character Design ©2006 CLAMP-ST ©SUNRISE/PROJECT GEASS Character Design ©2006-2008 CLAMP-ST ©BANDAI NAMCO Entertainment Inc.</p>		<p>January Bisty EVANGELION 300φMODEL On sale</p> <p>©khara The manufacturer is Bisy Co.Ltd</p> <p>February Developed by Bisty Neon Genesis Evangelion -to You the Sincerity 2</p> <p>©khara Project Eva</p>																		
<p><1Q></p>  <p>June D-light CR INUYASHA JUDGEMENT∞(infinity) On sale</p> <p>©高橋留美子/小学館・読売テレビ・サンライズ2008&2009</p>	3/2019	<p>March Developed by NANASHOW PACHISLOT Super GANTZ</p> <p>©HIROYA OKUSHUEISHA ©HIROYA AOKU/SHUEISHA, GANTZ-O Project ©Spiky ©NANASHOW</p> <p>June Developed by NANASHOW PACHISLOT Tengen Toppa Gurren Lagann -KIWAME- On sale</p> <p>©GAINAX・中島かず希/劇場版ガンガンガン製作委員会 ©Spiky ©NANASHOW</p> <p>June Enterrise Pachislo Okami On sale</p> <p>©CAPCOM CO.,LTD. ALL RIGHTS RESERVED.</p>																		

*Regarding the machines which unit sales were less than 10,000, it's unit sales are not disclosed. The above line-up were omitted information of the Amadigi-type and reuse-type machines.
*Please refer to pages 18-21 for details on titles launched from FY3/2001.

Source: FIELDS

History of pachinko general sales: unit sales by affiliated manufacturer

FY		3/2001	3/2002	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010
Bisty	Title	-	-	-	1	4	5	5	5	4	4
	Unit sales	-	-	-	4,151	169,037	262,806	292,905	217,526	170,883	286,877
OK!!	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
Daiichi/ D-light	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
Total	Title	-	-	-	1	4	5	5	5	4	4
	Unit sales				4,151	169,037	262,806	292,905	217,526	170,883	286,877

Source: FIELDS

History of pachislot general sales: unit sales by affiliated manufacturer

FY		3/2001	3/2002	3/2003	3/2004	3/2005	3/2006	3/2007	3/2008	3/2009	3/2010
RODEO	Title	2	4	5	6	3	2	3	5	3	2
	Unit sales	32,904	155,263	176,436	153,538	165,134	159,222	42,818	86,182	29,811	28,762
Bisty	Title	-	-	-	1	2	1	5	3	2	2
	Unit sales	-	-	-	5,622	19,053	22,952	73,714	112,439	91,204	76,179
OK!!	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
Enterrise	Title	-	-	-	-	-	-	-	-	-	1
	Unit sales	-	-	-	-	-	-	-	-	-	2,498
MIZUHO/Macy	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
D-light	Title	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-
Total	Title	2	4	5	7	5	3	8	8	5	5
	Unit sales	32,904	155,263	176,436	159,160	184,187	182,174	116,532	198,621	121,015	107,439

*The number of titles sold include only major titles.

*The unit sales indicate the cumulative unit sales by each manufacturer and the rental plan is included in a part of unit sales.

Source: FIELDS

History of pachinko general sales: unit sales by affiliated manufacturer

FY		3/2011	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018	Total
Bisty	Title	2	2	1	3	2	2	2	2	44
	Unit sales	236,505	181,776	48,216	111,868	159,778	90,684	98,637	56,865	2,388,514
OK!!	Title	-	-	1	2	1	1	1	-	6
	Unit sales	-	-	32,437	28,790	114,597	5,010	22,897	19,110	222,841
MIZUHO/ Macy	Title	-	-	-	-	1	3	-	1	5
	Unit sales	-	-	-	-	4,898	39,623	73	6,361	50,910
NANASHOW	Title	-	-	-	-	-	-	2	-	2
	Unit sales	-	-	-	-	-	-	3,731	665	4,396
Daiichi/ D-light	Title	-	-	-	-	-	1	1	-	2
	Unit sales	-	-	-	-	-	8,636	14,015	-	22,651
Total	Title	2	2	2	5	4	7	6	3	59
	Unit sales	236,505	181,776	80,653	140,658	279,273	143,953	139,353	82,956	2,689,312

Source: FIELDS

History of pachislot general sales: unit sales by affiliated manufacturer

FY		3/2011	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018	Total
RODEO	Title	3	3	2	1	1	-	1	2	48
	Unit sales	121,691	81,820	104,549	26,505	42,566	-	4,431	629	1,386,795
Bisty	Title	2	2	3	3	-	3	2	2	33
	Unit sales	70,080	81,754	65,876	61,762	20	54,341	12,010	12,294	759,300
OK!!	Title	-	-	-	-	-	-	-	2	2
	Unit sales	-	-	-	-	-	-	-	7,039	7,039
Enterrise	Title	1	1	1	2	1	2	3	2	14
	Unit sales	16,119	7,264	47,889	72,085	24,467	42,825	57,848	22,326	293,321
MIZUHO/ Macy	Title	-	-	-	1	-	-	-	2	3
	Unit sales	-	-	-	54,127	66	-	-	4,000	58,193
NANASHOW	Title	-	-	-	-	1	2	2	4	9
	Unit sales	-	-	-	-	20,084	14,990	6,321	18,053	59,448
D-light	Title	-	-	-	-	-	3	1	2	6
	Unit sales	-	-	-	-	-	9,131	3,185	3,357	15,673
Total	Title	6	6	6	7	3	10	9	16	115
	Unit sales	207,890	170,838	218,314	214,479	87,203	121,287	83,795	73,218	2,585,289

*The number of titles sold include only major spec.

*The unit sales indicate the cumulative unit sales by each manufacturer and the rental plan is included in a part of unit sales.

*RODEO includes the sales number of *Kaiji 3* from GINZA Corporation released in FY3/2014.

Source: FIELDS

History of pachinko general sales: unit sales by titles (FY3/2004 - FY3/2019)

Bisty			
	FY	Title	Unit sales
1	3/2004	CR FEVER KUNG-FU GAL	14,000
2	3/2005	CR Kahara Tomomi to Minashigo Hatchi	41,000
3		CR Neon Genesis Evangelion	124,000
4		CR Circuit e ikou!	11,000
5		CR FEVER TWINS	-
6	3/2006	CR Neon Genesis Evangelion: Second Impact	161,000
7		CR Ashita ga arusa Yoshimoto World	38,000
8		CR Marilyn Monroe	39,000
9		CR Iijima Naoko no Casino Bisty	21,000
10		CR Daimajin	10,000
11	3/2007	CR Neon Genesis Evangelion—Kiseki no Kachiwa	187,000
12		CR WINK	11,000
13		CR Aya Matsuura	40,000
14		CR Otoko Ippiki Gaki Daisho	-
15		CR Shin Sangoku Musou	27,000
16	3/2008	CR Neon Genesis Evangelion—The Angels Are Back Again	199,000
17		CR Tomb Raider	-
18		CRA Felix the Cat	-
19		CR The Mask of Zorro	-
20		CR LOONEY TUNES BIA	-
21	3/2009	CR Mystic Blue	-
22		CR King Kong	21,000
23		CR Seven Samurai	82,000
24		CR A Morning Musume	-
25		CR A Neon Genesis Evangelion Premium Model	51,000
26	3/2010	CR Neon Genesis Evangelion—The Beginning and the End	237,000
27		CR Iron Chef	-
28		CR GTO	-
29		CR Neon Genesis Evangelion—The Angels Are Back Again YF	24,000
30		CR Shimizu no Jirocho—The Bonds of Life	11,000
31	3/2011	CR Kung Fu Panda	12,000
32		CR Evangelion—Evangelical of the beginnings Light ver.	-
33		CR Shimizu no Jirocho Light ver.	-
34		CR Evangelion—Evangelical of the Beginnings	205,000
35	3/2012	CR Evangelion 7	100,000
36		CR The story of ayumi hamasaki Sweet Version	10,000
37		CR The story of ayumi hamasaki Light Version	-
38		CR The story of ayumi hamasaki—introduction	72,000
39	3/2013	Evangelion 7 Smile Model	12,000
40		CR Sengoku BASARA 3—The Battle of Sekigahara	16,000
41		EVA Light III	16,000
42	3/2014	CR EVANGELION 8 Premium Battle	12,000
43		CR TEKKEN	18,000
44		CR EVANGELION 8	75,000
45		CR Beyond the Heavens	-
46	3/2015	CR TEKKEN LIGHT VERSION	-
47		CR EVANGELION 8 Extreme Battle	20,000
48		CR ayumi hamasaki 2	23,000
49		CR EVANGELION 9	103,000
50		CR EVANGELION 9 Premium Amadigi ver.	13,000
51		CR EVANGELION 9 Middle ver.	-

52	3/2016	CR EVANGELION 9 Type zero ver.	-
53		CR Martian Successor NADESICO	-
54		CR EVANGELION X	53,000
55		CR EVANGELION 9 Type zero 199 ver.	-
56		CR Martian Successor NADESICO Light ver.	-
57		CR EVANGELION X PREMIUM MODEL	12,000
58	3/2017	CR TEKKEN 2 Tounshin ver.	15,000
59		CR EVANGELION 9 180ver.	-
60		CR EVANGELION 10 SPEED IMPACT	12,000
61		CR EVANGELION—Time to Rise	57,000
62		CR TEKKEN 2 Fujin ver.	-
63	3/2018	CR EVANGELION—Time to Rise Premium Model	-
64		CR EVANGELION 2018 model	36,000
65		CR EVANGELION—Time to Rise Start impact	-
66		CR CODE GEASS Lelouch of the Rebellion -Emperor Road-	-
67		CR EVANGELION 2018 model GOLD Impact	-

OK!!			
	FY	Title	Unit sales
1	3/2013	New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type	-
2		New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type	25,000
3	3/2014	Pachinko Onimusha: Dawn of Dreams	33,000
4		New-century Pachinko BERSERK	23,000
5	3/2015	Pachinko Onimusha: Dawn of Dreams Light Version	-
6		Pachinko Ultra Battle Retsuden	80,000
7	3/2016	Pachinko Marvel's Avengers	-
8	3/2017	Pachinko GANTZ	20,000
9	3/2018	Pachinko Ultra Battle Retsuden Light Edition	-
10		Pachinko Marvel's Avengers Type196	-
11		Pachinko Marvel's Avengers Light Version	-
12		Pachinko GANTZ EXTRA	-

MIZUHO/ Macy			
	FY	Title	Unit sales
1	3/2015	CR BATMAN	-
2	3/2016	CR Million GOD RISING	22,000
3		CR Midoridon Hanabi DE Buon giorno	10,000
4		CR Million GOD RISING—ZEUS Returns—	-
5		CR Tengen Toppa Gurren Lagann	-
6		CR Midoridon Hanabi DE Buon giorno 1/99ver.	-
7		CR Yu-Gi-Sei Million Arthur	-

Daiichi/ D-light			
	FY	Title	Unit sales
1	3/2016	CR Sakigake Otokojuku	-
2		CR Sakigake Otokojuku Light Ver.	-
3	3/2017	CR MAJESTIC PRINCE	13,000
4	3/2019	CR INUYASHA JUDGEMENT∞(infinity)	On sale

NANASHOW			
	FY	Title	Unit sales
1	3/2017	CR The Amazing Spider-Man	-
2		THE GENIE FAMILY	-

*The titles of PS machines which the unit sales was less than 10,000, was not disclosed.

*The figures have been rounded down to thousand.

*The rental plan is included in a part of unit sales.

Source: FIELDS

History of pachislot general sales: unit sales by titles (FY3/2001 - FY3/2019)

RODEO			
	FY	Title	Unit sales
1	3/2001	INDY JAWS 2	23,000
2		Gamera	29,000
3	3/2002	Ichigeki Teio 2	17,000
4		Salaryman Kintaro	118,000
5		DOUBLE CHALLENGE	31,000
6		Oo-Gamera	32,000
7	3/2003	KAZENOYOUJINBOU	53,000
8		SNOW KING	-
9		Salaryman Kintaro S	-
10		CLUB RODEO T	43,000
11		Ginginmaru	31,000
12	3/2004	Gamera -High Grade Vision	61,000
13		WANTOUCHABLE (Sammy)	-
14		JET SET RADIO	22,000
15		Charlie's Angels FT	-
16		Sloter Kintaro	52,000
17		Yajyu	14,000
18	3/2005	Onimusha 3	120,000
19		Kaiji	29,000
20		Umematsu Dynamite Wave!	36,000
21	3/2006	Ore no Sora	125,000
22		Dokonjo Gaeru	-
23	3/2007	Sakigake!! Otoko Juku	17,000
24		PREMIUM Dynamite	-
25		Dokaben	-
27	3/2008	Virtua Fighter	10,000
28		Tenka Muteki! Salaryman Kintaro	18,000
29		The Mask of Zorro	-
30		Cream Stew	-
31		Devil May Cry 3	48,000
32	3/2009	Kaiji Act 2	18,000
33		Tenchi wo Kurau	-
34		Sonic Live	-
35	3/2010	Onimusha: Dawn of Dreams	90,000
36		Hono-no Nekketsu Kyoshi	-
37	3/2011	Gravion	-
38		Ore no Sora—Spirit of Young Justice	38,000
39		Gamera	13,000
40	3/2012	Pachislot Monster Hunter	95,000
41		Rahxephon	-
42		Kaze no Youjinbou—Memory of Butterflies	23,000
43	3/2013	Pachislot Shin-Onimusha Sairin	41,000
44		SAKIGAKE OTOKOJUKU—TENCHO-GORIN THE FINAL	24,000
45	3/2014	Kaiji3	25,000
46	3/2015	Salaryman Kintaro Syusse Kaido	42,000
47	3/2017	Pachislot INUYASHA	-
48	3/2018	PACHISLOT TATAKAE! SALARY-MAN	-
49		Pachislot Ys I & II	-

Bisty			
	FY	Title	Unit sales
1	3/2004	KAIZOKU	-
2	3/2005	Dai Yamato	12,000
3		Fever Natsumatsuri	-
4	3/2006	Neon Genesis Evangelion	23,000
5	3/2007	SHERLOCK HOUND	-
6		GTO	-
7		ROCKY BALBOA	-
8		Tomb Raider	60,000
9		Lord of the Rings	-
10	3/2008	Beach Club	-
11		Neon Genesis Evangelion—Magokoro wo Kimini	99,000
12		Morning Musume	-
13	3/2009	KING KONG	-
14		Neon Genesis Evangelion—That time has come, now they're waiting for us	90,000

15	3/2010	Saturday Night Fever	-
16		Neon Genesis Evangelion—Die Spur der SEELE	84,000
17	3/2011	MOBASLO Evangelion—for your own wish	77,000
18		Magical Shopping Arcade Abenobashi	-
19	3/2012	Evangelion—the Heartbeat of Life	46,000
20		SAMURAI 7	12,000
21	3/2013	EVANGELION	57,000
22		Yaoh	-
23		GTO Limit Break	-
24	3/2014	Evangelion—Ketsui no Toki	13,000
25		MOBILE SUIT GUNDAM	25,000
26		PACHISLOT ULTRAMAN WARS	23,000
27	3/2016	EVANGELION—Spear of Hope	26,000
28		EVANGELION—Tamashii wo Tsunagumono	15,000
29		MOBILE SUIT GUNDAM Awakening—Chained battle—	12,000
30	3/2017	EVANGELION—WISH OF VICTORY	-
31		PACHI-SLOT MOBILE SUIT Z GUNDAM	-
32	3/2018	EVANGELION 30φMODEL	-
33		Neon Genesis Evangelion - to You the Sincerity 2	-

Enterrise			
	FY	Title	Unit sales
1	3/2010	VIEWTIFUL JOE	-
2	3/2011	Sengoku BASARA 2	16,000
3	3/2012	Street Fighter IV	-
4	3/2013	Resident Evil 5	49,000
5		Monster Hunter: Gekka Raimei	50,000
6	3/2014	Devil May Cry 4	25,000
7	3/2015	Pachislot Sengoku BASARA 3	20,000
8	3/2016	Resident Evil 6	37,000
9		Asura's Wrath	-
10	3/2017	Super Street Fighter IV	-
11		Devil May Cry X (Cross)	15,000
12		Monster Hunter Kyoryu Sensen	37,000
13	3/2018	Pachislot Machine Ace Attorney	-
14		Resident Evil Revelations	18,000
15	3/2019	Pachislot Okami	On sale

MIZUHO			
	FY	Title	Unit sales
1	3/2014	ANOTHER GOD HADES	54,000
2	3/2018	Kai-Dou-Sei Million Arthur	-
3		THE AMAZING SPIDER-MAN	-














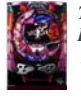







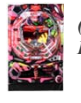





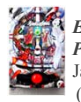

NANASHOW			
	FY	Title	Unit sales
1	3/2015	Pachislot BERSERK	20,000
2	3/2016	PACHISLOT NINJA GAIDEN	12,000
3		Pachislot Ultraman	-
4	3/2017	Pachislot ALIEN BALTAN	-
5		Pachislot LOAD of VERMILION	-
6	3/2018	PACHISLOT GRAPPLER BAKI	-
7		PACHISLOT TOUKIDEN	-
8		PACHISLOT BLACK LAGOON3	-
9		PACHISLOT Super GANTZ	-
10	3/2019	PACHISLOT Tengen Toppa Gurren Lagann -KIWAME-	On sale

D-light			
	FY	Title	Unit sales
1	3/2016	MAJESTIC PRINCE	-
2		HIGURASHI NO NAKUKORONI—KIZUNA	-
3		Oh My Goddess!	-
4	3/2017	Pachislot GARGANTIA ON THE VERDUROUS PLANET	-
5	3/2018	Pachislot Osomatsu-kun	-
6		Pachislot The Ambition of Oda Nobuna	-

OK!!			
	FY	Title	Unit sales
1	3/2018	Pachi-Slot Marvel's The Avengers	-
2		PACHI-SLOT ULTRASEVEN	-

Source: FIELDS

Change of pachinko *Evangelion* series

FY	Sales title	Low gambling nature type/ reused machines	Unit sales of series (by period)	FY	Sales title	Low gambling nature type/ reused machines	Unit sales of series (by period)
3/2005	 Neon Genesis Evangelion Dec. 2004 (124,000 machines)		98,000 machines	3/2015	 EVANGELION 9 Dec. 2014 (103,000 machines)	 EVANGELION 8 Extreme Battle Jul. 2014 (20,000 machines)	131,000 machines
3/2006	 Second Impact Feb. 2006 (161,000 machines)		150,000 machines			 EVANGELION 9 Premium Amadigi Ver. Feb. 2015 (13,000 machines)	
3/2007	 Kiseki no Kachiwa Feb. 2007 (187,000 machines)		206,000 machines			 EVANGELION 9 Middle Ver. Feb. 2015	
3/2008	 The Angels Are Back Again Jan. 2008 (199,000 machines)		206,000 machines	3/2016	 EVANGELION X Sep. 2015. (53,000 machines)	 EVANGELION 9 Type zero ver. May 2015	84,000 machines
3/2009	 Neon Genesis Evangelion Premium Model May 2008 (51,000 machines)		63,000 machines			 EVANGELION 9 Type zero 199ver. Dec. 2015	
3/2010	 The Beginning and the End Apr. 2009 (237,000 machines)	 The Angels Are Back Again YF Jan. 2010 (24,000 machines)	259,000 machines			 EVANGELION X PREMIUM MODEL Feb. 2016 (12,000 machines)	
3/2011	 Evangelical of the Beginnings Jun. 2010 (205,000 machines)	 Evangelical of the Beginnings Light ver. Nov. 2010	215,000 machines	3/2017	 Time to Rise Dec. 2016 (57,000 machines)	 EVANGELION 9 180Ver. Sep. 2016	78,000 machines
3/2012	 Evangelion 7 Jan. 2012 (100,000 machines)		97,000 machines			 EVANGELION X SPEED IMPACT Sep. 2016 (12,000 machines)	
3/2013		 (Evangelion 7) EVA Light III May 2012 (16,000 machines)	31,000 machines	3/2018	 EVANGELION 2018 model Oct. 2017 (36,000 machines)	 EVANGELION 11 PREMIUM MODEL Jun. 2017	46,000 machines
		 Evangelion 7 Smile Model Dec. 2012 (12,000 machines)				 EVANGELION 11 Start Impact Dec. 2017	
3/2014	 EVANGELION 8 Jul. 2013 (75,000 machines)	 EVANGELION 8 Premium Battle Jan. 2014 (12,000 machines)	88,000 machines			 EVANGELION 2018 model GOLD Impact Mar. 2018	














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*The figures have been rounded down to thousand.

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

Source: FIELDS

Change of pachislot *Evangelion* series

FY	Sales title	Unit sales of series (by period)	FY	Sales title	Unit sales of series (by period)
3/2006	 Neon Genesis Evangelion Sep. 2005 (23,000 machines)	<u>22,000</u> machines	3/2014	 Evangelion — <i>Ketsui no Toki</i> Feb. 2014 (13,000 machines)	<u>13,000</u> machines
3/2007		—	3/2015		—
3/2008	 Neon Genesis Evangelion <i>Magokoro wo Kimini</i> Jul. 2007 (99,000 machines)	<u>99,000</u> machines	3/2016	 EVANGELION — <i>Spear of Hope</i> Jun. 2015 (26,000 machines)	<u>41,000</u> machines
3/2009	 Neon Genesis Evangelion <i>That time has come, they're waiting for us</i> Sep. 2008 (90,000 machines)	<u>90,000</u> machines	3/2017	 EVANGELION — <i>Tamashii wo Tsunagumono</i> Dec. 2015 (15,000 machines)	—
3/2010	 Neon Genesis Evangelion — <i>Die Spur der SEELE</i> Mar. 2010 (84,000 machines)	<u>74,000</u> machines	3/2018	 EVANGELION — <i>WISH OF VICTORY</i> Feb. 2017	—
3/2011	 MOBASLO Evangelion — <i>for your own wish</i> Mar. 2011 (77,000 machines)	<u>65,000</u> machines		 EVANGELION — <i>30φMODEL</i> Jan. 2018	<u>11,000</u> machines
3/2012	 Evangelion — <i>the Heartbeat of Life</i> Feb. 2012 (46,000 machines)	<u>69,000</u> machines		 Neon Genesis Evangelion - <i>to You the Sincerity 2</i> Feb. 2018	
3/2013	 EVANGELION Feb. 2013 (57,000 machines)	<u>56,000</u> machines			

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*The figures have been rounded down to thousand.

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

Source: FIELDS

Result of PS machines sales

- P.25 Result of PS machines sales (by brand and major sales title)
- P.26 Change in unit sales of PS machines (graph)
- P.27 Unit sales of PS machines (details)
Cumulative unit sales of PS series (by main IP)

Result of PS machines sales (by brand)

(Unit: Machines)

FY	3/2017					3/2018				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
[Pachinko machines]										
Bisty	2,798	16,441	28,677	50,721	98,637	1,605	5,727	36,007	13,526	56,865
OK!!	2,345	-	959	19,593	22,897	9,207	6,110	10	3,783	19,110
MIZUHO *1	73	-	-	-	73	-	-	-	6,316	6,316
Daichi/ D-right	14,015	-	-	-	14,015	-	-	-	-	-
NANASHOW	2,396	-	-	1,335	3,731	665	-	-	-	665
Others	3,050	3,594	3,656	5,961	16,261	3,054	3,886	3,154	2,728	12,822
I) Total unit sales (pachinko)	24,677	20,035	33,292	77,610	155,614	14,531	15,723	39,171	26,353	95,778
[Pachislot machines]										
RODEO	-	-	4,416	15	4,431	-	629	-	-	629
Bisty	5	-	-	12,005	12,010	1,272	-	-	11,022	12,294
OK!!	-	-	-	-	-	1,755	5,284	-	-	7,039
NANASHOW	1,995	173	4,153	-	6,321	2,087	1,471	7,425	7,070	18,053
Enterrise	5,537	15,011	15,122	22,178	57,848	4,171	18,155	-	-	22,326
D-light	3,167	2	-	16	3,185	2,316	1,041	-	-	3,357
MIZUHO	-	-	-	-	-	-	4,000	-	-	4,000
Others *2	1,401	1,050	655	1,069	4,175	970	26,088	628	295	27,981
II) Total unit sales (pachislot)	12,105	16,236	24,346	35,283	87,970	12,571	56,668	8,053	18,387	95,679
I) + II) Total unit sales	36,782	36,271	57,638	112,893	243,584	27,102	72,391	47,224	44,740	191,457

*1 MIZUHO includes Marcy.

*2 Others includes DAXEL and Newgin (including sales cooperation).

*The rental plan is included in a part of unit sales.

Source: FIELDS

Major sales title

(Unit: Machines)

Release	Brand	Title	Q1	Q2	Q3	Q4	Full-Year
[Pachinko machines]							
Apr. 2017	OK!!	<i>Pachinko Ultra Battle Retsuden Light Edition</i>	-	-	-	-	-
Jun.	OK!!	<i>Pachinko Marvel's Avengers Type 196</i>	-	-	-	-	-
Jun.	OK!!	<i>Pachinko Marvel's Avengers Light Version</i>	-	-	-	-	-
Jun.	Bisty	<i>CR EVANGELION - Time to Rise PREMIUM MODEL</i>	-	-	-	-	-
Oct.	Bisty	<i>CR EVANGELION 2018 model</i>	-	-	35,000	-	36,000
Dec.	Bisty	<i>CR EVANGELION 11 Start Impact</i>	-	-	-	-	-
Jan. 2018	MIZUHO	<i>CR Yu-Gi-Sei Million Arthur</i>	-	-	-	-	-
Feb.	Bisty	<i>CR CODE GEASS Lelouch of the Rebellion -Emperor Road-</i>	-	-	-	10,000	-
Feb.	OK!!	<i>Pachinko GANTZ EXTRA</i>	-	-	-	-	-
Mar.	Bisty	<i>CR EVANGELION 2018 model GOLD Impact</i>	-	-	-	-	-
Jun.	D-light	<i>CR INUYASHA JUDGEMENT∞(infinity)</i>	-	-	-	-	On sale
[Pachislot machines]							
Apr. 2017	D-light	<i>Pachislot Osomatsu-kun</i>	-	-	-	-	-
May	NANASHOW	<i>PACHISLOT GRAPPLER BAKI</i>	-	-	-	-	-
May	Enterrise	<i>Pachislot Machine Ace Attorney</i>	-	-	-	-	-
Jun.	OK!!	<i>Pachi-Slot Marvel's The Avengers</i>	-	-	-	-	-
Jul.	DAXEL	<i>Pachislot SORA NO OTOSHIMONO FORTE</i>	-	-	-	-	-
Jul.	DAXEL	<i>Pachislot Yuki Yuna is a Hero</i>	-	-	-	-	-
Jul.	Enterrise	<i>Resident Evil Revelations</i>	-	18,000	-	-	18,000
Aug.	EXCITE	<i>Sengoku Pachislot Hana no Keiji-Ten wo Ugatsu Ikusayari- (sales cooperation)</i>	-	19,000	-	-	19,000
Aug.	NANASHOW	<i>PACHISLOT TOUKIDEN</i>	-	-	-	-	-
Aug.	D-light	<i>Pachislot The Ambition of Oda Nobuna</i>	-	-	-	-	-
Sep.	MIZUHO	<i>THE AMAZING SPIDER-MAN</i>	-	-	-	-	-
Sep.	MIZUHO	<i>Kai-Dou-Sei Million Arthur</i>	-	-	-	-	-
Sep.	RODEO	<i>PACHISLOT TATAKAE! SALARY-MAN</i>	-	-	-	-	-
Sep.	RODEO	<i>Pachislot Ys I & II</i>	-	-	-	-	-
Sep.	OK!!	<i>PACHI-SLOT ULTRASEVEN</i>	-	-	-	-	-
Dec.	NANASHOW	<i>PACHISLOT BLACK LAGOON3</i>	-	-	-	-	-
Jan. 2018	Bisty	<i>EVANGELION 30φMODEL</i>	-	-	-	-	-
Feb.	Bisty	<i>Neon Genesis Evangelion - to You the Sincerity 2</i>	-	-	-	-	-
Mar.	NANASHOW	<i>PACHISLOT Super GANTZ</i>	-	-	-	-	-
Jun.	NANASHOW	<i>PACHISLOT Tengen Toppa Gurren Lagann -KIWAME-</i>	-	-	-	-	On sale
Jun.	Enterrise	<i>Pachislot Okami</i>	-	-	-	-	On sale

*The titles of PS machines which the unit sales was less than 10,000, was not disclosed.

*The figures have been rounded down to thousand.

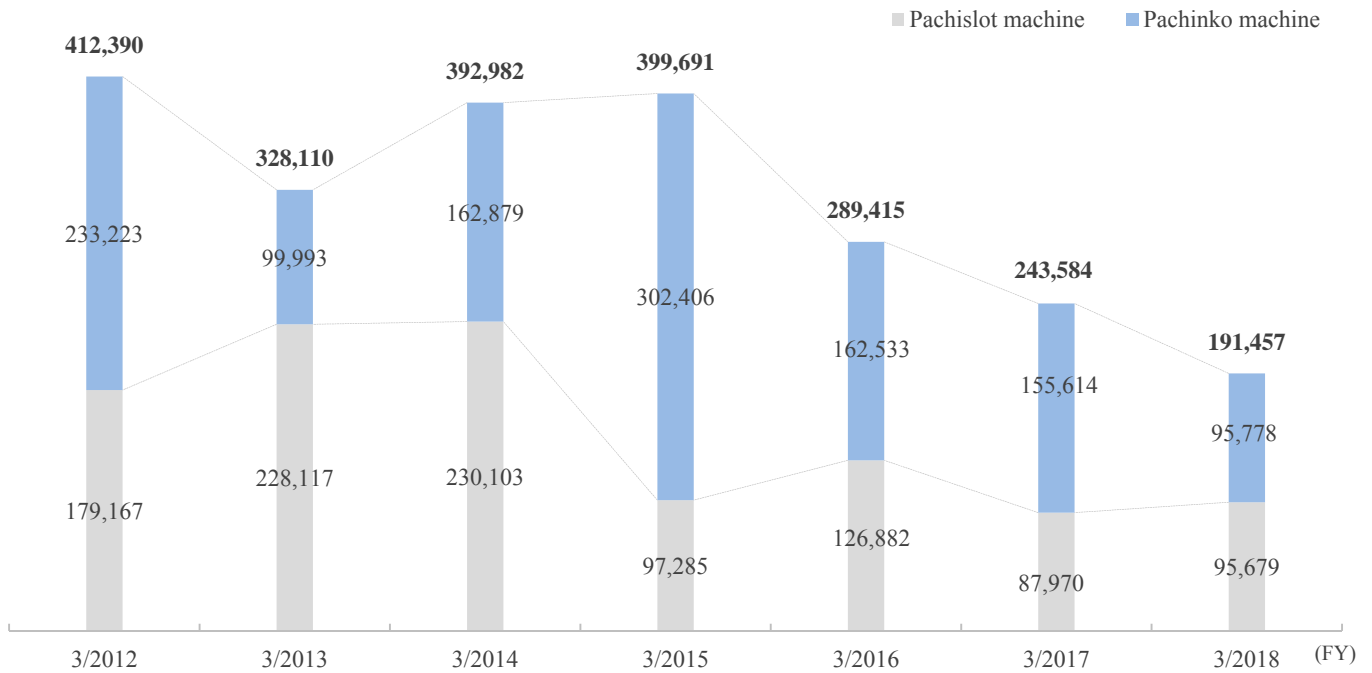
*The blue-letter titles are spin-offs of previously launched PS machines.

Source: FIELDS

Change in unit sales of PS machines (graph)

By PS machines

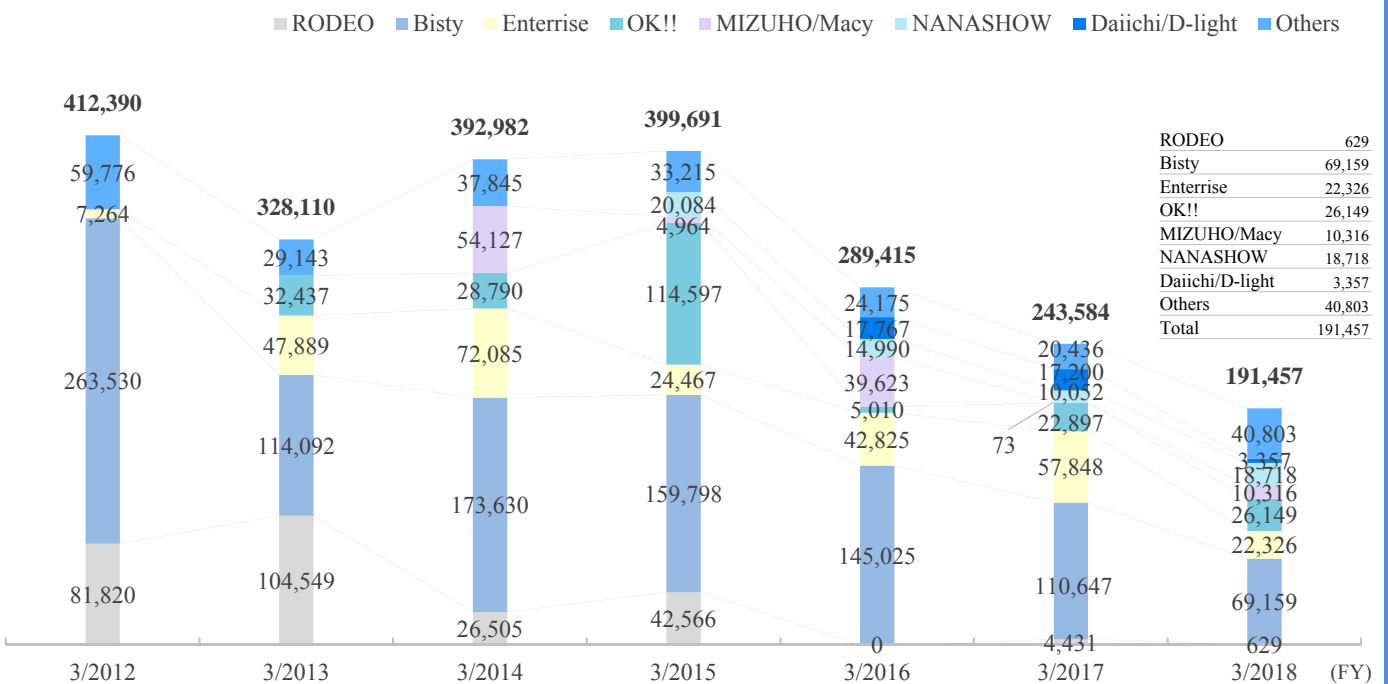
(Unit: Machine)



Source: FIELDS

By PS brand

(Unit: Machine)



*The rental plan is included in a part of unit sales.

Source: FIELDS

Unit sales of PS machines (details)

(Unit: Machines)

FY	3/2014			3/2015			3/2016			3/2017			3/2018		
	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full
Total unit sales	171,905	221,077	392,982	102,119	297,572	399,691	134,531	154,884	289,415	73,053	170,531	243,584	99,493	91,964	191,457
■ Sales ratio															
Pachinko	110,276	52,603	162,879	73,910	228,496	302,406	64,954	97,579	162,533	44,712	110,902	155,614	30,254	65,524	95,778
	64.1%	23.8%	41.4%	72.4%	76.8%	75.7%	48.3%	63.0%	56.2%	61.2%	65.0%	63.9%	30.4%	71.2%	50.0%
Pachislot	61,629	168,474	230,103	28,209	69,076	97,285	69,577	57,305	126,882	28,341	59,629	87,970	69,239	26,440	95,679
	35.9%	76.2%	58.6%	27.6%	23.2%	24.3%	51.7%	37.0%	43.8%	38.8%	35.0%	36.1%	69.6%	28.8%	50.0%
■ Agency/Distribution sales ratio															
Agency sales	116,235	55,492	171,727	77,422	149,509	226,931	36,288	77,528	113,816	27,869	90,141	118,010	35,610	56,116	91,726
	67.6%	25.1%	43.7%	75.8%	50.2%	56.8%	27.0%	50.1%	39.3%	38.1%	52.9%	48.4%	35.8%	61.0%	47.9%
Distribution sales	55,670	165,585	221,255	24,697	148,063	172,760	98,243	77,356	175,599	45,184	80,390	125,574	63,883	35,848	99,731
	32.4%	74.9%	56.3%	24.2%	49.8%	43.2%	73.0%	49.9%	60.7%	61.9%	47.1%	51.6%	64.2%	39.0%	52.1%
■ Direct/Indirect sales ratio															
Direct sales	144,481	179,486	323,967	86,597	244,134	330,731	110,070	126,307	236,377	60,805	138,154	198,959	84,258	73,713	157,971
	84.0%	81.2%	82.4%	84.8%	82.0%	82.7%	81.8%	81.5%	81.7%	83.2%	81.0%	81.7%	84.7%	80.2%	82.5%
Indirect sales	27,424	41,591	69,015	15,522	53,438	68,960	24,461	28,577	53,038	12,248	32,377	44,625	15,235	18,251	33,486
	16.0%	18.8%	17.6%	15.2%	18.0%	17.3%	18.2%	18.5%	18.3%	16.8%	19.0%	18.3%	15.3%	19.8%	17.5%

*The rental plan is included in a part of unit sales.

Source: FIELDS

Cumulative unit sales of PS series (by main IP)

(As of March 31, 2018)

	Evangelion series	Game IP series	Hiroshi Motomiya's works series	Comic and animation IP series	Ultraman series
■ Major titles					
Pachinko	• EVANGELION	• TEKKEN • Yu-Gi-Sei Million Arthur	• Salaryman Kintaro • Ore no Sora	• Tengen Toppa Gurren Lagann • GANTZ	• Ultra Battle Retsuden
Pachislot	• Neon Genesis Evangelion	• Monster Hunter • Resident Evil	• Salaryman Kintaro • Ore no Sora	• GANTZ • BLACK LAGOON	• ULTRAMAN WARS • ULTRASEVEN
■ Cumulative titles sold (Unit: Title)					
Pachinko	12	11	4	20	1
Pachislot	13	29	8	38	4
Total	25	40	12	59	5
■ Cumulative unit sales (Unit: Machine)					
Pachinko	1,762,000	216,000	94,000	301,000	83,000
Pachislot	554,000	790,000	403,000	391,000	33,000
Total	2,317,000	1,007,000	497,000	692,000	116,000

*The figures have been rounded to thousand.

*The total PS unit sales is the estimated figures by FIELDS.

*The number of pachinko machine titles sold exclude reused machines and machines with specifications changes.

Source: FIELDS

Corporate information etc.

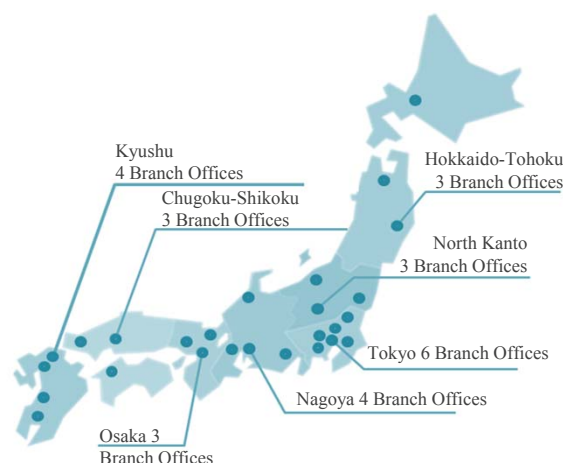
- P.29 Corporate profile
Stock information
- P.30 Organization
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- P.37 Reference: notification of our IR site

Corporate profile

(As of March 31, 2018)

Company name	FIELDS CORPORATION http://www.fields.biz/
Establishment	June 1988 (Started business as Toyo Shoji Co., Ltd. in 1983)
Address of the head office	Shibuya Garden Tower, 16-17 Nampeidai-cho, Shibuya-ku, Tokyo 150-0036, Japan
Capital stock	¥7,948 million
Stock information	Total number of shares issued and outstanding: 34,700,000 (Treasury shares: 1,516,300)
Securities exchange	The first section of the Tokyo Stock Exchange Code: 2767
Number of employees	1,514 (Consolidated), 728 (Non-Consolidated)
Main business activities	Content-related businesses Planning, development and sales of PS machines
Consolidated Subsidiaries	<ul style="list-style-type: none"> • Lucent Pictures Entertainment, Inc. • Digital Frontier Inc. • Tsuburaya Productions Co., Ltd. • BOOOM Corporation • K.K. CROSSALPHA and others total 13 companies
Equity method companies	<ul style="list-style-type: none"> • HERO'S INC. • No9 Inc. and others total 8 companies

Regional offices, Branch offices and Showroom	<Regional offices: 7 > Hokkaido-Tohoku, North Kanto, Tokyo, Nagoya, Osaka, Chugoku-Shikoku, Kyushu
	<Branch offices: 26 > Sapporo, Sendai, Aomori, Takasaki, Niigata, Koriyama, Tokyo, West Tokyo, Chiba, Saitama, Yokohama, Tsukuba, Nagoya, Mie, Shizuoka, Osaka, Kyoto, Kobe, Kanazawa, Hiroshima, Yamaguchi, Matsuyama, Fukuoka, Saga, Kumamoto, Kagoshima
	<Showrooms: 8> Morioka, Akita, Utsunomiya, Nagano, Takamatsu, Okayama, Oita, Miyazaki



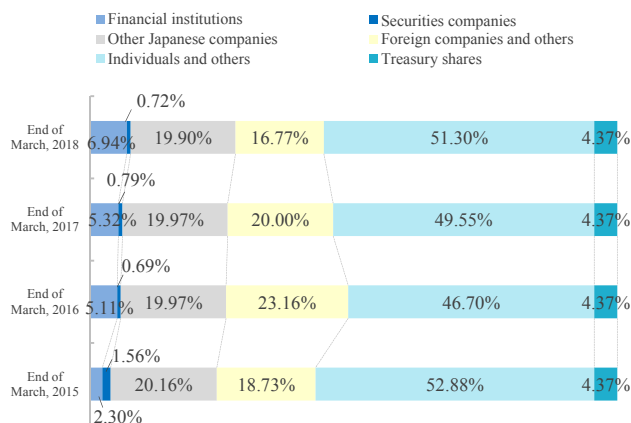
Source: FIELDS

Stock information

Stock Information

Total number of authorized shares	138,800,000
Number of shares issued	34,700,000
Treasury shares	1,516,300
Shareholders	8,861

By type of shareholder



Major shareholders

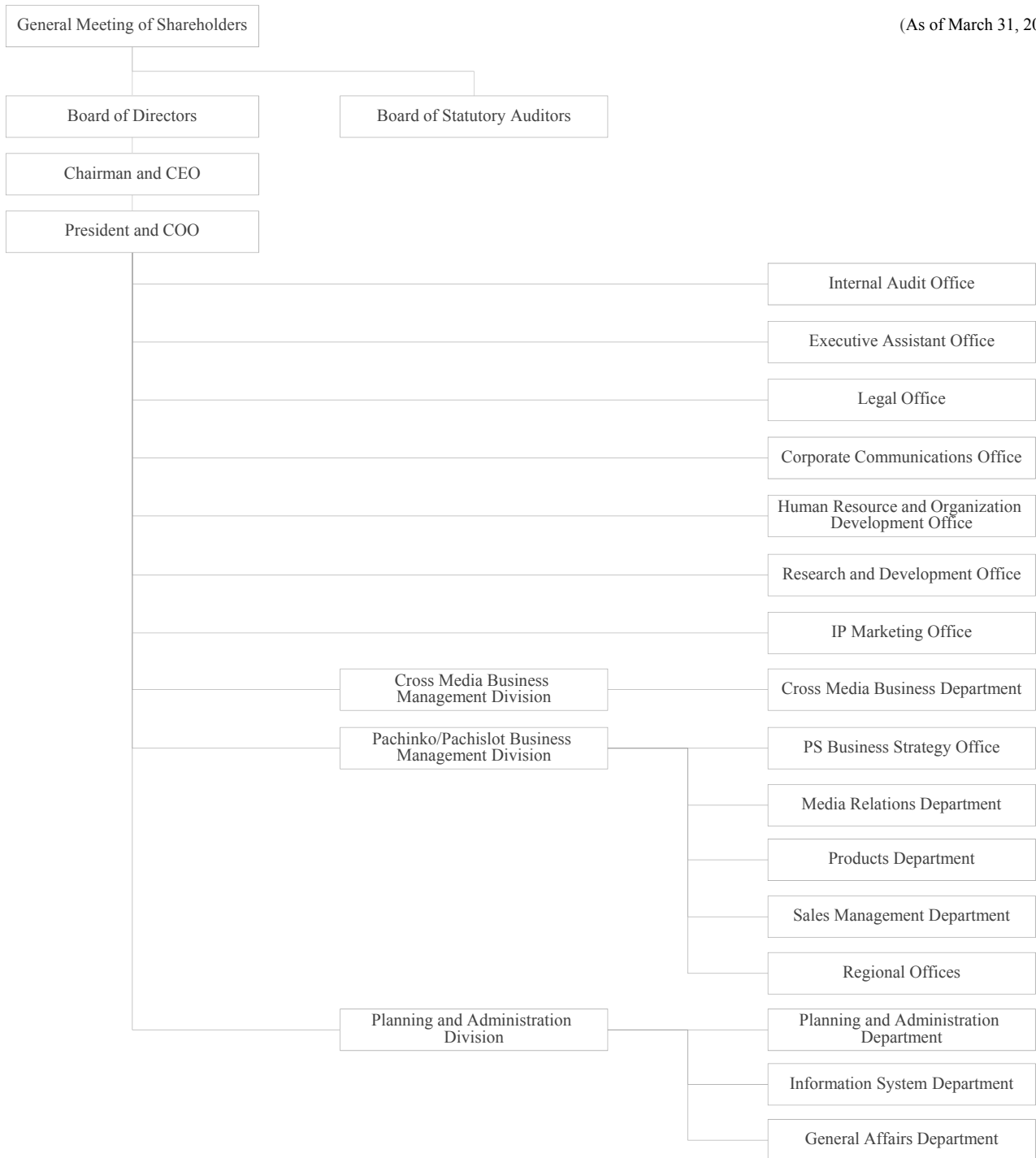
(As of March 31, 2018)

Shareholders	Number of shares held	Percentage of outstanding shares held
Hidetoshi Yamamoto	8,875,000	25.58%
SANKYO CO., LTD.	4,975,000	14.34%
Takashi Yamamoto	3,612,800	10.41%
NORTHERN TRUST CO. (AVFC) RE NVI01	1,601,400	4.61%
Mint Co.	1,600,000	4.61%
Treasury Shares	1,516,300	4.37%
NORTHERN TRUST CO. (AVFC) RE IEDU UCITS CLIENTS NON LENDING 15 PCT TREATY ACCOUNT	786,600	2.27%
STATE STREET BANK AND TRUST COMPANY 505019	619,600	1.79%
Master Trust Bank of Japan, T.	584,800	1.69%
NORTHERN TRUST CO. (AVFC) SUB A/C NON TREATY	496,100	1.43%

Source: FIELDS

Organization

(As of March 31, 2018)



Source: FIELDS

Main group companies

(As of March 31, 2018)

	Company name	Holding Ratio of voting rights	Paid-in capital (Million yen)	Address	Business activities	Investment date
Comic	<input type="checkbox"/> HERO'S INC.	49.00	10	Shibuya-ku, Tokyo	Planning, operation and production of comic magazine and character contents	Apr. 2010
	<input type="checkbox"/> No9 Inc.	24.88	118	Shibuya-ku, Tokyo	Development and operation of comic selection shop <i>Manga Trigger</i>	Sep. 2017
Animation	<input type="radio"/> Lucent Pictures Entertainment, Inc.	99.89	10	Shibuya-ku, Tokyo	Planning, production and producing of animations	Oct. 2007
	<input type="radio"/> Digital Frontier Inc.	86.95	31	Shibuya-ku, Tokyo	Planning and production of CG etc.	Apr. 2010
Movie/TV	<input type="checkbox"/> SPO Entertainment Inc.	31.81	100	Chuo-ku, Tokyo	Planning, production and distribution of movie etc.	Mar. 2008
Merchandising						
Interactive Media	<input type="radio"/> FutureScope Corp.	94.40	60	Shibuya-ku, Tokyo	Service provider and mail order of mobile contents	Oct. 2006
	<input type="radio"/> Tsuburaya Productions Co., Ltd.	51.00	310	Shibuya-ku, Tokyo	Planning and production of movie/TV Planning, production and sales of character goods	Apr. 2010
<input type="radio"/> Total Workout premium management Inc.		95.00	5	Shibuya-ku, Tokyo	Running of fitness gym	May 2011
PS	<input type="radio"/> Fields Jr. Corporation	100.00	10	Shibuya-ku, Tokyo	PS machines maintenance, etc.	Mar. 2002
	<input type="radio"/> Shinnichi Technology Co., Ltd.	100.00	10	Meguro-ku, Tokyo	Development of PS machines	Jan. 2008
	<input type="radio"/> BOOOM Corporation	100.00	10	Shibuya-ku, Tokyo	Planning and development of PS machines	May 2009
	<input type="checkbox"/> SOUGOU MEDIA INC.	35.00	10	Shibuya-ku, Tokyo	Advertising agency work, etc.	Mar. 2010
	<input type="radio"/> MICROCABIN CORP.	100.00	10	Yokkaichi-shi, Mie	Planning and development of software for commercial-use machines	Jan. 2011
	<input type="checkbox"/> MIZUHO CORP.	49.75	10	Koto-ku, Tokyo	Development and manufacturing of PS machines	Feb. 2012
	<input type="checkbox"/> NANASHOW Corporation	38.89	40	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2014
	<input type="radio"/> K.K. CROSSALPHA	100.00	10	Shibuya-ku, Tokyo	Development and manufacturing of pachislot machines	May 2015
	<input type="radio"/> Spiky Corporation	100.00 (100.00)	100	Shibuya-ku, Tokyo	Development and manufacturing of pachislot machines	May 2015

*The consolidated subsidiary The subsidiaries and affiliates accounted for using the equity method.

*The percentage of indirect ownership is indicated in parenthesis after the Company's voting rights ratio.

Source: FIELDS

Our history

From 1988
Seeking to create new
entertainment that
enriches people's
lives

From 1998
Focusing on developing machines
that provide greater entertainment value

From 2003
Toward the multifaceted development of IP

- 1988 Toyo Shoji Co., Ltd. established in Nagoya to sell PS machines
- 1992 Leisure Nippon News Company acquired; Formulation of a vision for the pachinko industry began
Cutting-edge information service launched
- 1992 *Hall TV*, a pachinko hall management support system, launched
- 1994 *Pachinko Information Station*, a direct-to-hall communications satellite broadcast for the pachinko industry, launched
- Regional and branch offices throughout Japan were expanded to establish our foundation as a distributor
- 1999 ISO 9002 certification (Sales Division) obtained to provide superior operational quality to customers
- 2001 Company name changed from Toyo Shoji Co., Ltd. to **FIELDS CORPORATION**
Alliance with leading manufacturers to develop PS machines utilizing IP
- 2000 Alliance with Sammy Corporation; Exclusive sales of **RODEO** brand machines began
- 2003 Alliance with **SANKYO CO., LTD.**; Exclusive sales of **Bisty** brand machines began
- 2008 Alliance with **KYORAKU SANGYO**; Exclusive sales of **OK!!** brand began
- 2009 Alliance with **Enterrise Co., Ltd.** (subsidiary of **CAPCOM CO., LTD.**); Exclusive sales of **Enterrise** brand began
- 2012 Alliance with **Universal Entertainment Corporation**
- 2013 Alliance with **D-light Co., Ltd.**
- 2014 Alliance with **NANASHOW Corporation**
- 2015 **K.K. Aristocrat Technologies** (currently **K.K. CROSSALPHA**) made a subsidiary
K.K. Spiky made a subsidiary (wholly-owned subsidiary of **K.K. Aristocrat Technologies** currently knows as **K.K. CROSSALPHA**)
- Alliance with **Daiichi Shokai Co., Ltd.**
- Sports entertainment field entered to acquire IP rights**
- 2001 **Professional Management Co., Ltd.** launched; Entertainment production began
- 2001 **Total Workout Corporation** established to provide high-quality sports gyms
- 2005 3 sports-related subsidiaries merged and renamed **Japan Sports Marketing Inc. (JSM Inc.)**
- 2007 **EXPRESS Inc.** made a subsidiary
- 2011 **Total Workout premium management Inc.** established
- 2012 Absorption of **JSM Inc.**'s fitness club business considering future growth and synergistic effects
- 2013 Absorption-type merger of **EXPRESS Inc.** aiming at improving management efficiency
- 2014 Dining facility **TOTAL FOODS** (produced by **TOTAL Workout**) opened
- 2003 **Shares listed on the JASDAQ market; New IP core business model announced**
The video game field entered as part of multifaceted IP development
- 2004 PS machines simulator software launched, following investment in **D3 Publisher Inc.**
- 2009 **D3 INC.** shares sold to **BANDAI NAMCO Games Inc.**; Relationship with **BANDAI NAMCO Games** strengthened
- The movie field entered to acquire IP and promote multifaceted IP development**
- 2005 Planning and production of many movies for the theater began, following investment in **Kadokawa Haruki Corporation**
- 2008 Promotion of trend-setting cinema complexes for independent films began, following investment in **SPO Entertainment Inc.** (management company of movie theaters)
- The online services field including mobile entered for the acquisition, creation and multifaceted development of IP**
- 2006 The mobile site **FIELDS Mobile** developed, following investment in **FutureScope Corporation**
- 2010 **IP Bros. Inc.** jointly established with **NHN Japan Corporation**; PS-related site **Nanapachi** developed
- 2015 Absorption merger of **IP Bros Inc.** by **FutureScope Corp.**
- The video development field entered to enhance the entertainment offered by PS machines**
- 2008 **Shinnichi Technology Co., Ltd.** established
- 2009 **F Corporation** (currently **BOOOM Corporation**) established
- 2011 **MICROCABIN CORP.** made a subsidiary
- 2011 **NEX ENTERTAINMENT CO., LTD.** made a subsidiary
- 2013 **F Corporation** (currently **XAAX Inc.**) established
- The digital comics fields entered as part of multifaceted IP development efforts/ closure**
- 2008 Digital comics distribution began, following investment in **Bbmf Magazine, inc.**
- 2012 Sold shares in **Bbmf Magazine, inc.**



2004 Launched
*CR Neon Genesis
Evangelion*
pachinko machine

Our history

From 2008
Toward cultivation and commercialization of IP

- 2008 **The visual field entered to acquire and cultivate IP**
- 2007 Operations at Lucent Pictures Entertainment, Inc. began; Feature-length animation film trilogy *BERSERK* planned and produced
 - 2010 Digital Frontier Inc. made a subsidiary; Provision of high-quality visual technology began
 - 2011 Digital Frontier (Taiwan) made a subsidiary to expand the film production line overseas
Fly Studio SDN. BHD. (Malaysia) made a subsidiary to expand the film production line overseas
 - 2016 TV anime *BERSERK* broadcasted on Animeism of MBS and other, wowow
Full-3DCG animation movie *GANTZ:O* released
 - 2017 TV anime *BERSERK* broadcasted (second series) on Animeism of MBS and other, wowow
TV anime *Altair: A Record of Battles* broadcasted on Animeism of MBS and other, wowow
TV anime *Infini-T Force* broadcasted on NTV network
 - 2018 TV anime *DARLING in the FRANXX* broadcasting on TOKYO MX and other
TV anime *BEATLESS* broadcasting on Animeism of MBS and other
Showing *Infini-T Force THE MOVIE* started
TV anime *SWORDGAI The Animation* distributing simultaneously worldwide on Netflix

The comic field entered to create IP

- 2010 Publishing company HERO'S INC. jointly established with Shogakukan Creative INC.
- 2011 Publishing of *HERO'S Monthly* magazine began
- 2012 Published *HERO'S Comics*
- 2017 TV anime *ATOM THE BEGINNING* broadcasted on NHK
Acquired shares in No9 Inc., which operates a electronic comic platform business
- 2018 TV anime *KILLING BITES* broadcasted on Animeism of MBS and other

Toward holding/cultivating IP

- 2010 Tsuburaya Productions Co., Ltd., owner of the *Ultraman* series and other high-quality IP, made a subsidiary

Group systems set up and network with external partners strengthened to raise IP value

- 2012 Collaborated with SOTSU CO., LTD. and Toho Co., Ltd. to begin cross-media development of *MAJESTIC PRINCE*
- 2013 TV anime *MAJESTIC PRINCE* broadcasted
- 2014 *APPLESEED ALPHA* produced with US-based Sony Pictures Entertainment released in North America and Japan
Alliance with DLE Inc. and a project launched for cross-media development of *SWORDGAI*, which runs in the *HERO'S Monthly*
- 2015 Developed a new conceptual licensed brand *A MAN of ULTRA* with the companies of the various fields
- 2016 *ACTIVERAID: Special Public Security Fifth Division Third Mobile Assault Eighth Unit* broadcasted on TV
APPLESEED ALPHA received first prize by category at the VFX-JAPAN Awards 2016
A MAN of ULTRA received the grand prize for Character & Brand of the Year 2016 at the Japan Brand and Licensing Awards
Anime *MAJESTIC PRINCE THE MOVIE* released
- 2017 Live-action film *HURRICANE POLIMAR* released

- 2015 **Market changed to first section of the Tokyo Stock Exchange**

2016 Accelerating overseas development of IP

- 2015 *Ultraman* live shows held in China, Hong Kong, Thailand, Malaysia, etc
- 2016 Expanded e-book distribution of *HERO'S* titles in collaboration with China Mobile and kidstone.
Promoted distribution of visual products in collaboration with U.S. Crunchyroll and other SVOD operators

- 2017 **Announcement of Medium-term Management Plan**

Source: FIELDS

From 2016
Acceleration of global
IP promotion

ESG activities

(As of March 31, 2018)

1. Activities for environment

(1) Main activities

Please refer to our IR site for other activities
URL : <http://www.fields.biz/ir/e/csr/activities/>



<p>Power reduction with energy conservation measures (YoY-19.6%)</p> <ul style="list-style-type: none"> Room temperature set at 28°C during summer Use of lighting reduced and light bulbs changed to LED light bulbs Energy-saving multi-function machines adopted 	<p>Environmental awareness and introduction of eco-cars</p> <ul style="list-style-type: none"> Number of vehicles introduced: 227 (68.3% of all vehicles) Target for introduction: Sales cars (excluding vehicles with four-wheel drive used in cold regions)
<p>Promotion of green procurement (purchase of products and services which have a lesser impact on the environment)</p> <ul style="list-style-type: none"> Promotion of the procurement of products with environmental labels/marks 	<p>Promotion of trash separation and recycling</p> <ul style="list-style-type: none"> Collecting PET bottle caps total 573,000 (Translating into approximately 719 individual doses of polio vaccine for Jun. 2013 to Mar. 2018)

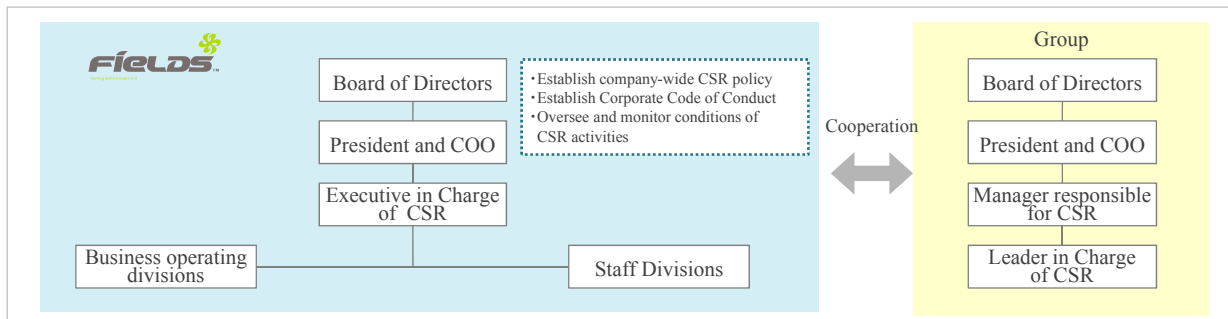
2. Activities for society

(1) Basic policy

We offer products and services to fill people's leisure time, which is expected to increase in the future in the mature society we live in. We are confident that we can enrich people's lives and lifestyles by enriching this leisure time, and that continuing these efforts will lead to the happiness of the greater society.

In other words, "our activities based on our corporate philosophy fulfill our social responsibilities", and acting in line with this concept is our responsibility to everyone who enjoys the Group's products and services, shareholders providing capital and all of our stakeholders.

(2) CSR promotion system



(3) Main activities

<p>Operating of quality management system</p> <ul style="list-style-type: none"> Implementing continuing improvement as the policy, <i>Enduringly providing high quality services for contributing pachinko hall's prosperity</i> Certification renewed system in November 2016 	<p>Established Okinawa working center</p> <ul style="list-style-type: none"> Providing the job opportunities for disability person and preparing a great work environment in Okinawa Established date: April 1, 2010 Business operates: data entry etc.
<p>Implementing the social contribution activities</p> <ul style="list-style-type: none"> Collecting and donating clothes through the NPO, Yofukupost Network Meeting Collecting and donating stationaries through NGO Jiyu-Jin Foundation Supporting RICOH JAPAN Corporation's activities to help universities become more global, and collaborated in organizing a study tour for students to learn about Japanese universities and companies 	<p>Promoting introduction of AED (Automatic External Defibrillator)</p> <ul style="list-style-type: none"> Installed a number of AEDs at visible places in the office building such as near entrances to allow use by visitors and neighborhood residents Employees took instruction course of AED Installation date: from January 7, 2011 Installation site: head office, regional offices/branches and Total Workout (gym): a total of 39 places

Source: FIELDS

ESG activities

ULTRAMAN FOUNDATION

Please refer to official website for more information
<http://www.ultraman-kikin.jp/en/>



©TSUBURAYA PRODUCTIONS

Tsuburaya Productions Co., Ltd. and other sponsoring corporate group companies established *ULTRAMAN FOUNDATION* immediately after the Great East Japan Earthquake in March 2011 to support the regions affected by the earthquake. This Foundation provides psychological and material support to children who are the hope for the future and deploys the permanent support activities for their future.

Name	<i>ULTRAMAN FOUNDATION</i>
Representative	Hidetoshi Yamamoto (Tsuburaya Productions Co., Ltd. Chairman & CEO)
Establishment	March 2011
Organizer	Tsuburaya Productions Co., Ltd.
Statement	<i>ULTRAMAN FOUNDATION</i> is a foundation that acknowledges children are the hope for the future, and will provide everlasting support in all kinds of ways for the welfare and well being of all children. It is our mission to bring back the smiles to the faces of each child as soon as possible, and we pray from our heart that the children will move on to their brighter future.
Slogan	A Foundation to support the present and future of the children

TOPICS

ULTRA DREAM PROJECT

The *ULTRA DREAM PROJECT*, begun in July 2017, visited 54 child care facilities together with Ultra Hero, as of the end of March 2018. *FIELDS* hopes to continue activities to bring courage and hope to children in Japan.



■ Planned visit
 ■ Hokkaido/Tohoku
 ■ Kanto/Koshin
■ Hokuriku/Tokai
 ■ Kinki
 ■ Shikoku/Chugoku
■ Kyushu/Okinawa
 *Visits were made to the highlighted prefectures

#1. Maria Nursery School (Nagasaki)	#2. Kodomono - Ie (Hyogo)	#3. Shimonoseki Taiheigakuen (Yamaguchi)
#4. Kanagawa Kenritsu Asao Yogo School (Kanagawa)	#5. Seishinjiaien (Fukuoka)	#6. Chofu Gakuen/ Daini Chofu Gakuen (Tokyo)
#7. Koukou Gakuen (Aomori)	#8. Akebono Gakuen (Aomori)	#9. Iris Gakuen (Fukushima)
#10. Kibokan Yawata-no-Ie (Gunma)	#11. Wakamatsuen (Okayama)	#12. Okayama Misono Kodomonoie (Okayama)
#13. Wakabaen (Okayama)	#14. Wakabaso (Fukuoka)	#15. Tottori Kodomo Gakuen (Tottori)
#16. Hikarigaoka Gakuen (Hokkaido)	#17. Utsute Senshin Gakuen (Hokkaido)	#18. Kuromatsunai Tsukushien (Hokkaido)
#19. Kousyou Gakuen (Hokkaido)	#20. Hitsujigaoka Yougoen (Hokkaido)	#21. Bethlehem Gakuen (Tokyo)
#22. Taisanbokunoaruie (Saitama)	#23. Shirakawa Gakuen (Fukushima)	#24. Morinokaze Gakuen (Fukushima)
#25. Sayurinoryo (Tokyo)	#26. Matsushiro Fukushima (Nagano)	#27. Kotoku Gakuen (Osaka)
#28. Ayumi Gakuen (Saitama)	#29. Friend (Saitama)	#30. Tokyo Aikuen Mukojima Gakuen (Tokyo)
#31. Imajo Gakuen (Tokyo)	#32. Sagamiharaminami Jido Home (Kanagawa)	#33. Shinsen Academy (Kanagawa)
#34. Elizabeth Saunder's Home (Kanagawa)	#35. Kurume Tenshien (Fukuoka)	#36. Amagiya Gakuen (Fukuoka)
#37. Doujinkai Kodomo Center (Ibaraki)	#38. Houon Hahanoie (Fukuoka)	#39. Seifuen (Nagasaki)
#40. Oomura Kodomonoie (Nagasaki)	#41. Wakasugi Gakuen (Hokkaido)	#42. Tenshi no Sono (Hokkaido)
#43. Aizu Jidouen (Fukushima)	#44. Tokyo Keimei Gakuen Jidobu (Tokyo)	#45. Futabaen (Tokyo)
#46. Aisenryo (Saitama)	#47. Tsutsujigaoka Gakuen (Nagano)	#48. Takazuyanatoso (Nagano)
#49. Sei francisco kodomo ryo (Tokyo)	#50. Fransisukonomachi (Gunma)	#51. Chikouen (Gunma)
#52. Lasalle home (Miyagi)	#53. Sendai Tensien (Miyagi)	#54. Aobagakuen (Miyagi)

ESG activities

3. Activities for Corporate Governance

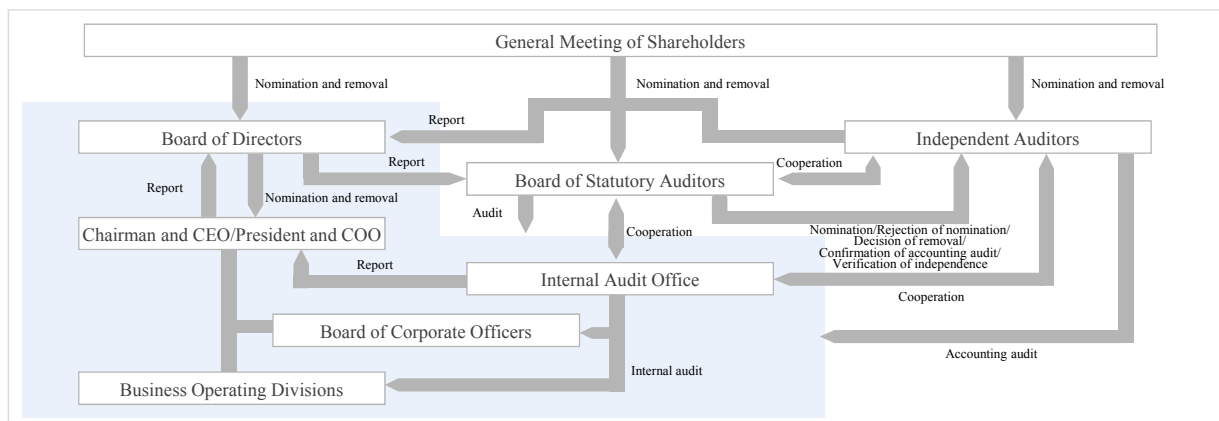
Please refer to *Corporate Governance* page of the URL below regarding handling aspect *Corporate Governance Code*
<http://www.fields.biz/ir/e/csr/governance/outline/>



(1) Basic policy

FIELDS CORPORATION has identified its corporate philosophy as providing *The Greatest Leisure for All People*, and has established a basic management policy of continuously enhancing corporate value. To realize this basic policy, enabling corporate governance system functions is considered to be one of our key management issues. We enhance our corporate governance system by advancing reforms in our management structures and institutions specifically within the framework of the Board of Directors, the Board of Statutory Auditors, the Independent Auditors and the Board of Corporate Officers.

(2) Promotion system



(3) Main activities

I Strengthening of promotion system

For governance, directors' term of office will be changed from two years to one year so as to move towards a system where directors' performance is evaluated on an annual basis. To continue increasing our corporate value, we will focus on strengthening our internal governance systems such as clarification of directors' duties, and enhancing our internal governance framework in line with the Corporate Governance Code.

II Profit return policy

Profit return policy is based on DOE (Dividend on equity ratio) to contribute to the maximization of general shareholder returns.

	(Unit: Millions of yen)									
FY	3/2009	3/2010	3/2011	3/2012	3/2013	3/2014	3/2015	3/2016	3/2017	3/2018
Net income attributable to owners of parent	(1,481)	3,289	7,520	5,991	4,720	5,370	3,018	118	(12,483)	(7,691)
Total dividend	1,534	1,503	1,660	1,659	1,659	1,659	1,991	1,659	1,659	995
Payout ratio (%)	-	45.9	22.1	27.7	35.1	30.9	66.0	1,398.1	-	-
As of 1st Half										
Total number of outstanding common stock	347,000	347,000	347,000	347,000	347,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
(excluding treasury stock)	347,000	336,357	332,115	332,115	331,838	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700
As of Full-Year										
Total number of outstanding common stock	347,000	347,000	347,000	347,000	347,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
(excluding treasury stock)	347,000	336,357	332,115	332,115	331,838	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700
Dividend per share (yen)										
Commemorative	-	-	-	-	-	-	10	-	-	-
Interim	20	20	*1 25	*2 25	25	25	25	25	25	25
Year-end	25	25	25	25	25	25	25	25	25	5
Annual	45	45	50	50	50	50	60	50	50	30

*1 Interim dividends have increased as of November 4, 2010.

*2 A split of common shares was effected at a ratio of 1:100 with a record date of September 30, 2012, and all amounts are indicated taking the share split into account retroactively.

Source: FIELDS

Reference: notification of our IR site

IR materials are available from our IR website. Please visit us and utilize them.

IR Pages (Japanese)

URL
<http://www.fields.biz/ir/j/>



IR Pages (English)

URL
<http://www.fields.biz/ir/e/>



- Company profile
- Data related to financial statements
- Financial presentation
- IR press releases
- Corporate governance/CSR information
- Shareholder and share information

Corporate site



IR site



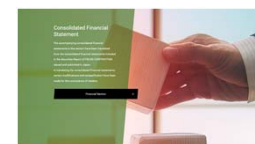
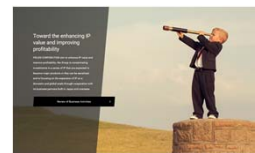
<p>[Nikko IR]</p> <p>General ranking Best Corporate Website award</p> <p>Ranking by industry Excellent Corporate Website award</p>  <p>2017 Nikko Investor Relations Co.,Ltd Ranking in all listed companies in Japan</p>	<p>[DAIWA IR]</p> <p>Award for excellence</p>  <p>2017 Daiwa Investor Relations</p>	<p>[Gomez]</p> <p>General ranking Silver Prize</p> <p>Ranking by industry Third class</p>  <p>2017年10月 IRサイト総合ランキング 銀賞</p>  <p>卸売業 業種別 第3位 2017年10月 Gomez</p>
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Annual Report 2017 (English)

Issued annually since the FY3/2004.

[STEADY, FOCUSED, FORWARD]

Latest issue: Sep. 14, 2017



- Management Message
- Medium-term Management Plan
- Review of Business Activities
- CSR/Corporate Governance
- Company and Stock Information
- Financial Section

Source: FIELDS

(Reference) Market data

- P.39 Change in working hours (updated)
Trends in household consumption

- P.40 Trends in leisure market
Trends in content market

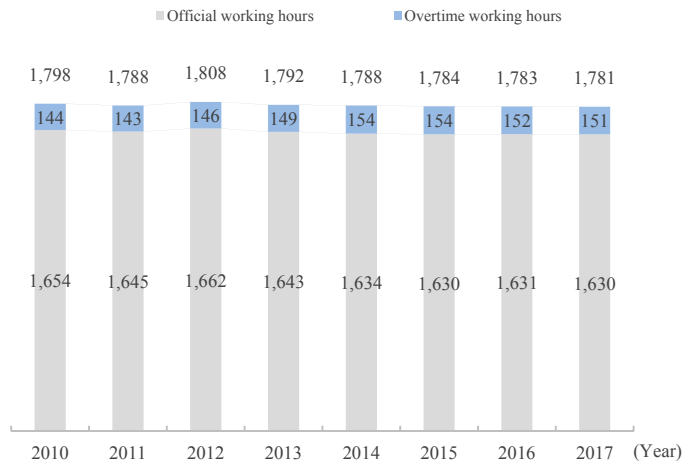
Change in working hours (updated)

The data is updated every month by Health, Labour and Welfare Ministry, *Monthly Labor Survey*

(Unit: Hour)

According to the *Monthly Labor Survey* of the Ministry of Health, Labor and Welfare, the annual total actual hours in 2017 worked in Japan (at establishments with 30 employees or more) were 1,781 hours (down 0.1% YoY), fourth consecutive year of decrease.

Official working hours were 1,630 hours, (down 0.1% YoY). Meanwhile, overtime working hours were 151 hours (down 0.7% YoY), third consecutive year of decrease. The ratio of part-time workers continues to increase, leading to a decrease in working hours for employees overall.



Trends in household consumption

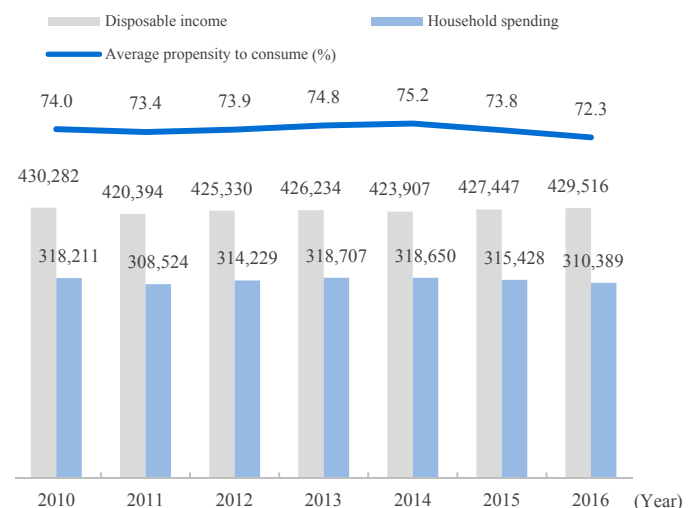
The data is updated every month by Ministry of Internal Affairs and Communications, *Family Income and Expenditure Survey*

(Unit: Yen)

According to the *Family Income and Expenditure Survey* conducted by the Ministry of Internal Affairs and Communications, disposable income per household for employees in 2016 was ¥429,516 (up 0.5% YoY), an increase of ¥2,069.

However, household spending (monthly, averaged over one year) in 2016 was ¥310,389 (down 1.6% YoY), third consecutive year of decrease. This was due mainly to the impact of the unseasonal weather on the summer market.

Average propensity to consume (percentage of the household spending for the disposable income) was 72.3% (down 1.5 point YoY), second consecutive year of decrease.



*Worker household (households of two or more people with average number of people per household of 3.39, excluding agricultural, forestry, and fishing households)
Household spending (yearly average per month)

*Some of the YoY comparison calculations in the graph are incongruent with actual figures due to the consideration of price fluctuations in actual figures.

Trends in leisure market

The data is updated every August by Japan Productivity Center, *White Paper on Leisure*

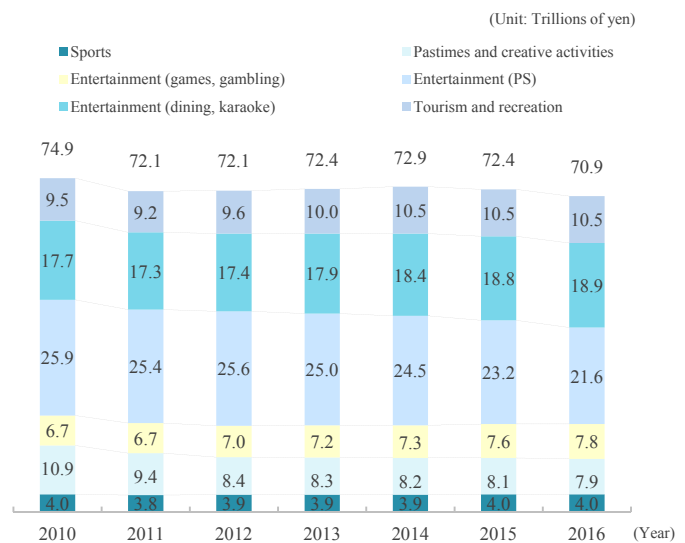
According to the Japan Productivity Center's *White Paper on Leisure 2017*, the overall leisure market shrank 2.0% YoY, to ¥70,994.0 billion in 2016. Excluding the PS market, which has an extremely large market scale, was excluded, the result was an increase of 0.3% YoY, indicating positive growth for the 4th consecutive year.

The sports market exhibited a 0.0% increase YoY, recording ¥4,028.0 billion, which indicated positive growth for the 5th consecutive year. This was due to the sporting goods market being in a recovering trend and the fitness club market achieving a record high result.

The pastimes and creative activities market shrank 1.6% YoY, to ¥7,986.0 billion. This was the 6th consecutive year that a decrease was observed. It was due to shrinkage in the concert, camera, video recorder/player, video software and book/magazine sales markets, etc. However, in the movie market, multiple hit Japanese movies resulted in a record high result, and in the distribution service market, fixed rate music distribution/paid movie distribution services grew rapidly.

The entertainment market shrank 2.6% YoY, to ¥48,424.0 billion. This was the 2nd consecutive year that a decrease was observed. It was due to decreases in the PS, karaoke box and video game/game software markets. Meanwhile, markets for horse-racing, cycle-racing and speed boat-racing, all forms of government-operated gambling, remained bullish, and the online social game market continued to increase YoY.

The tourism and recreation market shrank 0.3% YoY, to ¥10,556.0 billion. This was because although the influence of an inbound tourism increase had resulted in continued strong results for the domestic tourism market in recent years, growth was not as strong as last year and the overseas travel market also shrank. However, the amusement park/theme park market achieved a record high for the 3rd consecutive year.



Trends in content market

The data is updated every September by Digital Content Association, *White Paper on Digital Content*

According to the *White Paper on Digital Content 2017* by the Digital Content Association of Japan, content industry market such as Japanese movie, anime, TV program, game and book for 2016 increased by 2.7% YoY, to ¥12.3929 trillion.

In the video market, increases were seen for network distribution, movie and TV broadcast-related products, while packaged software and theater tickets exhibited decreases. This resulted in the overall market increasing by 2.0% YoY to ¥4,461.3 billion.

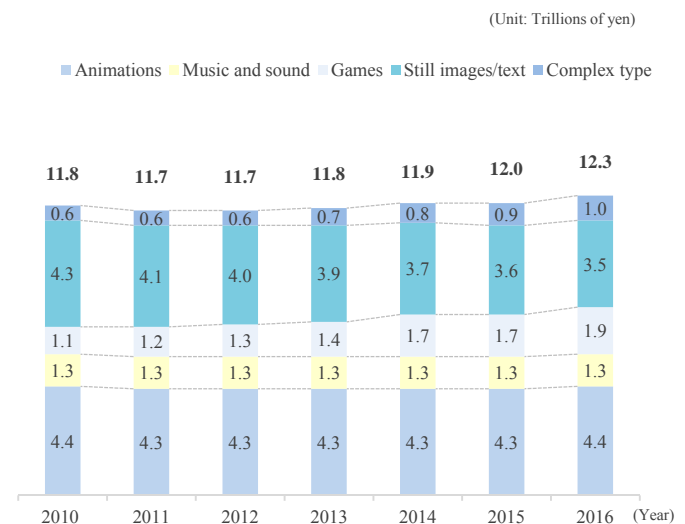
In terms of music and sound market, although network distribution continued to increase significantly from the previous year, results for concerts, karaoke and packaged software decreased, resulting in a mainly flat, result with a decrease of 0.5% YoY, at ¥1,380.9 billion.

In the game market, a large increase continued to be seen for online games (PC/tablet and smartphone games excluding those for feature phones), whereas results for software and feature phones were in a decreasing trend. The overall result was an increase of 12.2% YoY, to ¥1,923.2 billion.

For still images/text, although e-books and e-magazines increased significantly large increases, book and magazine sales continued to exhibit negative growth for the 10th and 19th consecutive year, respectively. The overall result was a decrease of 2.1% YoY, to ¥3,589.7 billion.

*Still images/text: Books, magazines, newspapers, free papers/magazines, e-books, information distribution services

*Complex type: Online advertising, mobile advertising, etc.



(Reference) PS market data

- P.42 PS market scale

- P.43 Number of pachinko machine titles sold and unit sales (updated)
Number of pachislot machine titles sold and unit sales (updated)

- P.45 Change in PS market (updated)

- P.46 Trends in PS regulations (updated)
Amendment of the regulation for Enforcement of the Amusement Businesses Law

- P.47 Number of pachinko halls and change in number of installed PS machines per hall (updated)
Number of installed PS machines and annual turnover rate (updated)

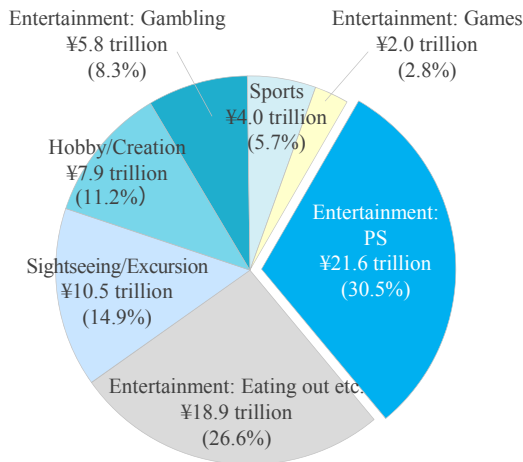
- P.48 Market scale of PS machines sales (sales amount base)
Market share

- P.49 Monthly trends of pachinko halls (updated)
Results of model certification tests (updated)

PS market scale

Market scale of PS industry

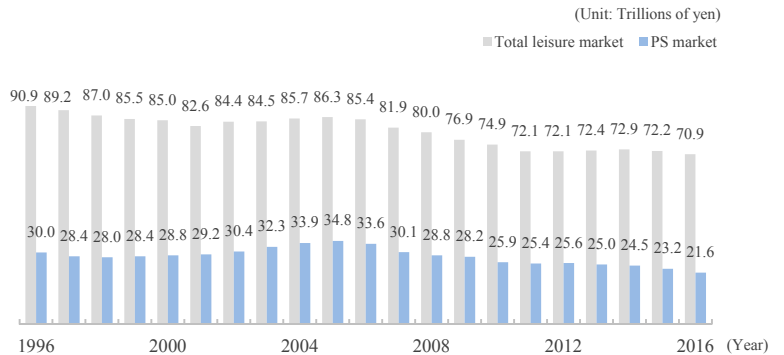
FY2016 Japanese Leisure Market ¥70.9 trillion



PS is one of the leading forms of leisure in Japan, being played by about 7.4% of the population in pachinko halls of 10,596 venues

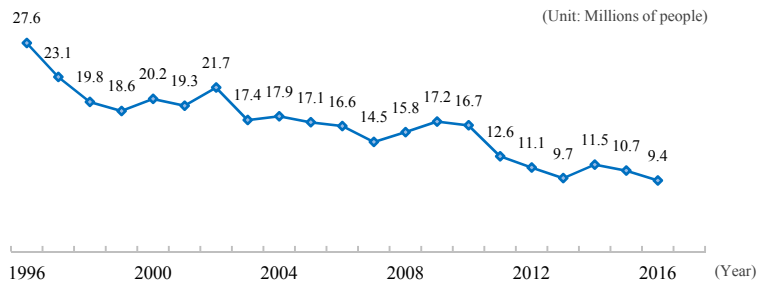
Change in PS market scale

The data is updated every August by Japan Productivity Center, *White Paper on Leisure*



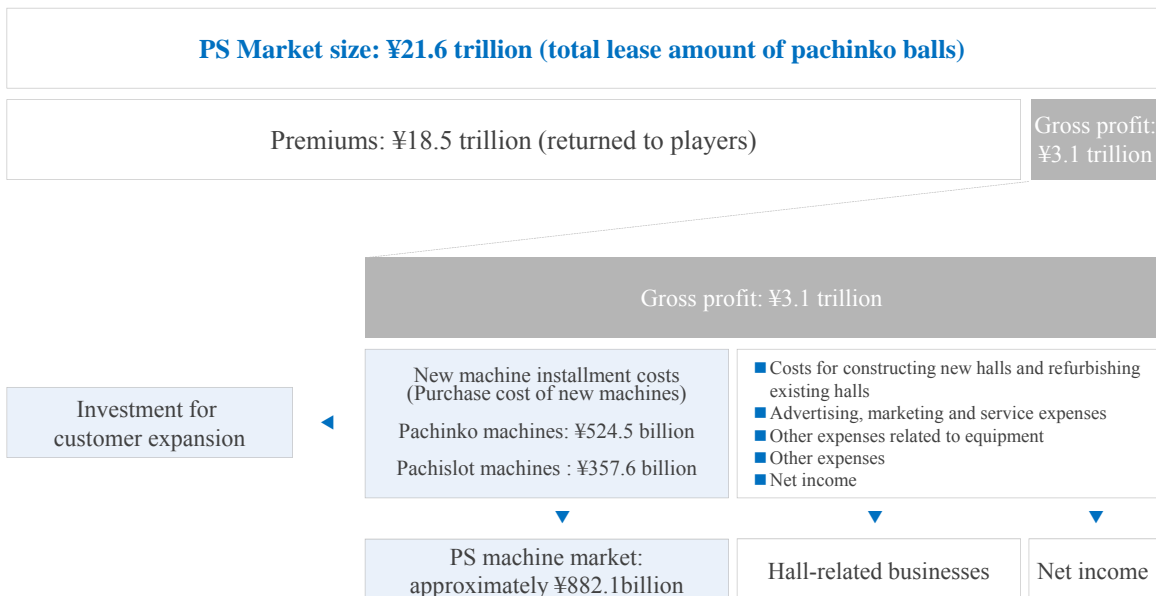
Change in number of PS players

The data is updated every August by Japan Productivity Center, *White Paper on Leisure*



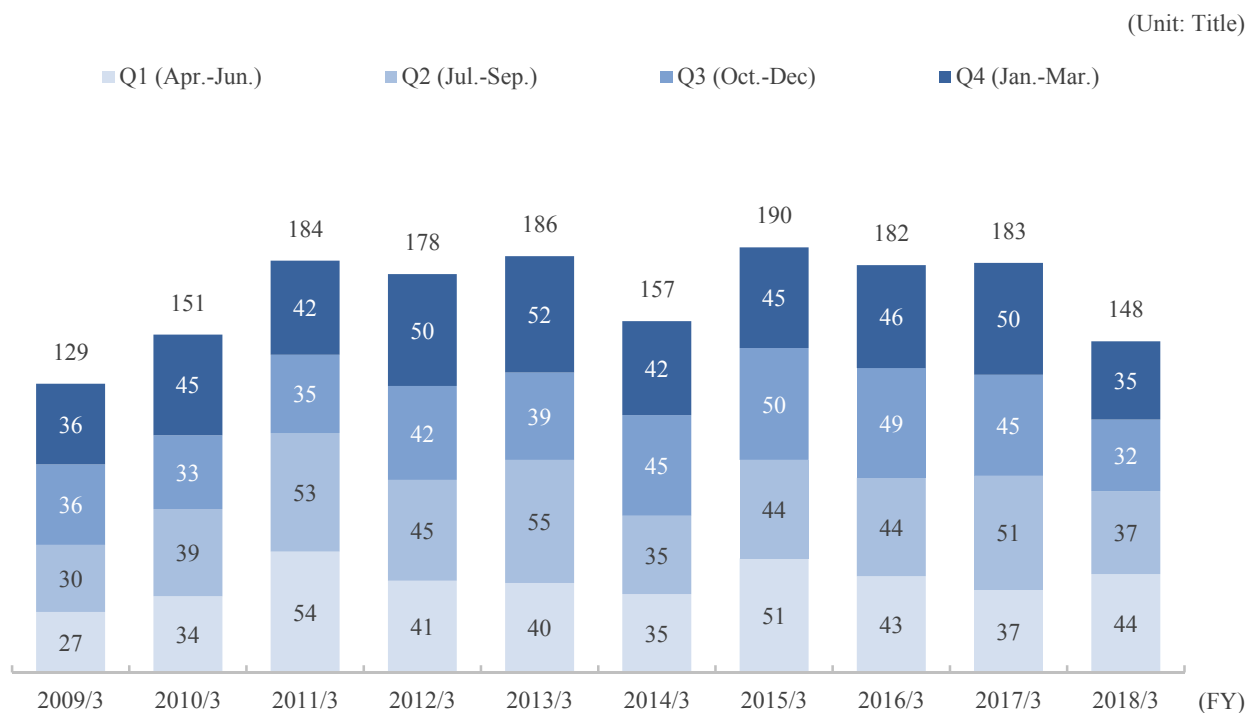
*White Paper on Leisure has changed the leaving method to internet base survey since 2009.

Income structure of pachinko halls

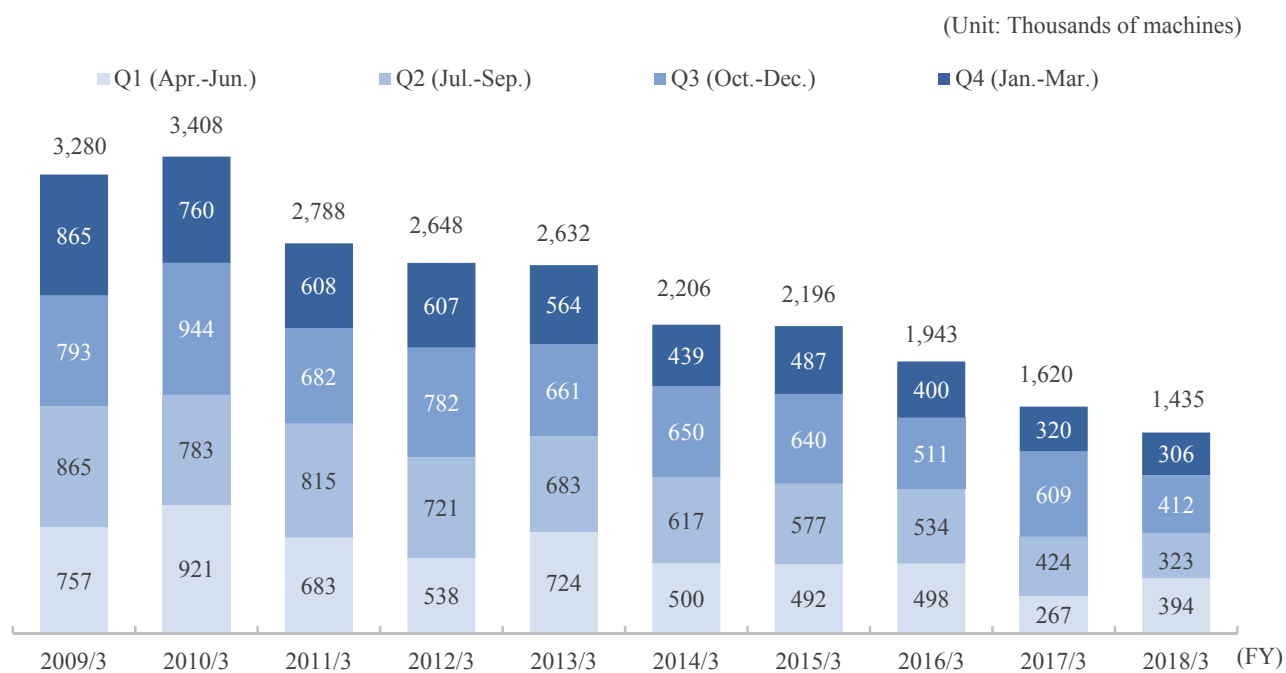


Source: *White Paper on Leisure* by Japan Productivity Center, *Pachinko Maker Trends* by Yano Research Institute, Ltd, *White Paper DK-SIS*, and partly estimated figure by FIELDS

Number of pachinko machine titles sold (updated)



Unit sales of pachinko machines (updated)



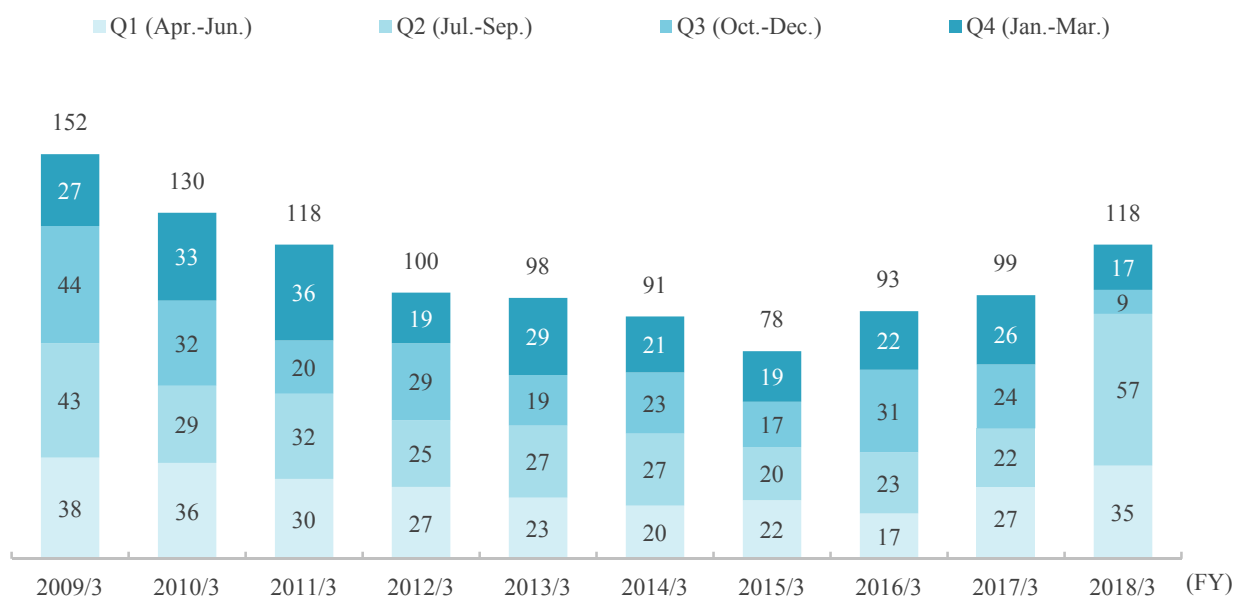
*The figures of number of machines and titles are reviewed in December 2016.

*Total number of pachinko machines sold are calculated on this sheet above.

Source: FIELDS

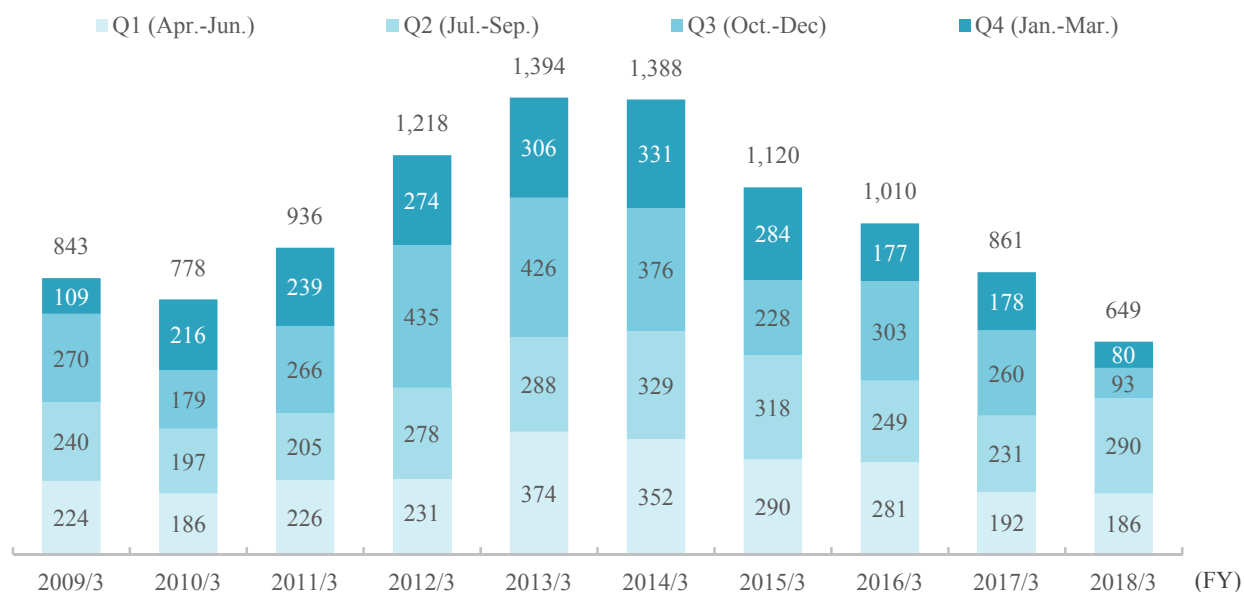
Number of pachislot machine titles sold (updated)

(Unit: Title)



Unit sales of pachislot machines (updated)

(Unit: Thousands of machines)



*The figures of number of machines and titles are reviewed in December 2016.

*Total number of pachislot machines sold are calculated on this sheet above.

Source: FIELDS

Change in PS market (updated)

FY	Primary events	Industry overall	Total PS unit sales	Number of halls	Hall
3/2005	<ul style="list-style-type: none"> Oct. Mid Niigata Earthquake Dec. Sumatra-Andaman Earthquake 	<ul style="list-style-type: none"> Jul. Revisions to PS machine regulations go into effect 	5,680,000 machines	15,617 halls	
3/2006	<ul style="list-style-type: none"> Jan. Livedoor incident 		5,830,000 machines	15,165 halls	
3/2007			5,480,000 machines	14,674 halls	<ul style="list-style-type: none"> May Enforcement of revised Amusement Businesses Law *Stricter operations of halls (reinforced penalties), such as thorough no-entry of under 18 years old and payout security at closing time.
3/2008	<ul style="list-style-type: none"> Aug. Sub-prime loan problem in US 		4,910,000 machines	13,585 halls	<ul style="list-style-type: none"> Increase in closures of dedicated pachislot halls Full-scale introduction of pachinko with low playing cost
3/2009	<ul style="list-style-type: none"> Jul. G8 Hokkaido Toyako Summit Sep. US-based Lehman Brothers collapses 	<ul style="list-style-type: none"> Jul. Voluntary ban on replacement of machines with the opening of G8 Summit 	4,250,000 machines	12,937 halls	<ul style="list-style-type: none"> *Installation rate 14.1%
3/2010	<ul style="list-style-type: none"> Sep. Hatoyama cabinet led by DPJ Nov. Opening of APEC Economic Leaders Meeting 	<ul style="list-style-type: none"> Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders Meeting 	4,090,000 machines	12,652 halls	<ul style="list-style-type: none"> Rise of ART type pachislot machines Full-scale introduction of pachislot with low playing cost 22.1%
3/2011	<ul style="list-style-type: none"> Mar. Great East Japan Earthquake occurs Jul. Major flooding in Thailand 	<ul style="list-style-type: none"> Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake 	3,880,000 machines	12,479 halls	<ul style="list-style-type: none"> *Installation rate 9.7% 28.6%
3/2012	<ul style="list-style-type: none"> Oct. Yen strengthens to highest level since WWII 		3,860,000 machines	12,323 halls	<ul style="list-style-type: none"> Aug. Strictly restricted PS advertisement (event) 12.3% 32.7%
3/2013	<ul style="list-style-type: none"> Dec. LDP takes power with Abe cabinet Mar. Haruhiko Kuroda appointed as BOJ governor 		3,820,000 machines	12,149 halls	<ul style="list-style-type: none"> Aug. DYNAM listed in Hong Kong market Rise of AT type pachislot machines 18.7% 37.5%
3/2014			3,450,000 machines	11,893 halls	<ul style="list-style-type: none"> 21.1% 40.5%
3/2015	<ul style="list-style-type: none"> Apr. Consumption tax rate increased 		3,250,000 machines	11,627 halls	<ul style="list-style-type: none"> 23.0% 43.0%
3/2016			2,850,000 machines	11,310 halls	<ul style="list-style-type: none"> Apr. NIRAKU listed in Hong Kong market Jun. Revised Businesses Affecting Public Morals Regulation Law passed, and PS industry made from category 7 to 4 business 23.7% 45.3%
3/2017	<ul style="list-style-type: none"> Apr. 2016 Kumamoto Earthquake May G7 Japan 2016 Ise-Shima Summit Jun. U.K. referendum on withdrawal from the EU. Nov. Presidential election in U.S. Dec. Enactment of the IR promotion law 	<ul style="list-style-type: none"> May Moratorium on replacement of machines for the duration of Summit 	2,450,000 machines	10,986 halls	<ul style="list-style-type: none"> Jan. Build a consensus with JASRAC regarding playing music with installation machines May Okura Holdings Limited listed in Hong Kong Market 23.2% 46.8%
3/2018		<ul style="list-style-type: none"> Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law 	2,050,000 machines	10,596 halls	<ul style="list-style-type: none"> 23.0% 47.2%

*Total PS unit sales in 2018 is estimated figure of FIELDS.

*The number of halls are as of each year end.

Source: FIELDS, National Police Agency's data, Pachinko Maker Trends by Yano Research Institute, Ltd

Trends in PS regulations (updated)

Trends in pachinko regulation

Old regulation machines

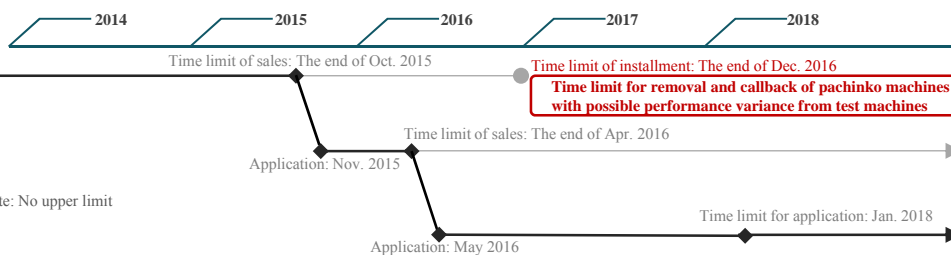
- Lowest of big jackpot probability: 1/400

New regulation machines [1]

- Big jackpot probability less than: 1/320
- Probability variable/time reduction continuance rate: No upper limit

New regulation machines [2]

- Big jackpot probability less than: 1/320
- Probability variable/time reduction continuance rate: Upper limit of 65%
- Others : Base value of 30 or more. Number of starting prize balls more than 4



Trends in pachislot regulation

Former regulation machines

- Minimum ball discharge rate less than 55% · Payout control: Sub-board

Regulation 5.5 machines [1]

- Payout control: Main-board (net increase limited less than 3.0)

Regulation 5.5 machines [2]

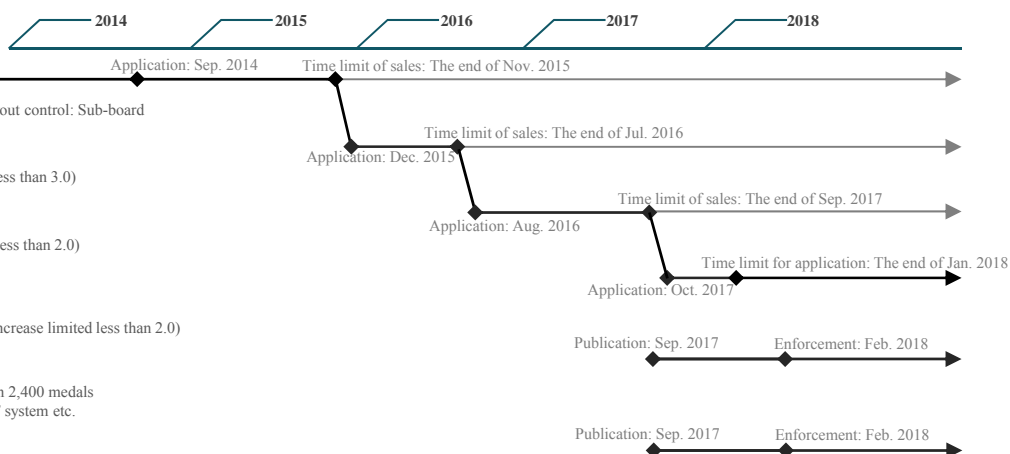
- Payout control: Main-board (net increase limited less than 2.0)

Regulation 5.9 machines

- Classify into normal/advantageous intervals
- Maximum advantageous section of 1,500G (net increase limited less than 2.0)

Regulation 6.0 machines

- Maximum advantageous section of 1,500G, or gain 2,400 medals
- Removal of a part of the regulations regarding AT system etc.



Regulation revision

Source: FIELDS

Amendment of the regulation for Enforcement of the Amusement Businesses Law

Amendment of the Regulation for Enforcement of the Amusement Businesses Law

Announcement in Sep. 2017, Enforcement in Feb. 2018

◇ Regulation of ball output

(1) Changes to criteria for test firing

	Test	Old regulation	New regulation		Test	Old regulation	New regulation
	Pachinko	1 hour	Under 300%		Over 33%—Under 220%	Pachislot	400 games
	4 hours	-	Over 40%—Under 150%		1,600 games	-	Over 40%—Under 150%
	10 hours	Over 50%—Under 200%	Over 50%—Under 133%		6,000 games	Under 150%	Over 50%—Under 126%
					17,500 games	Over 55%—Under 120%	Over 60%—Under 115%

(2) Changes to criteria for jackpot balls

	Old regulation	New regulation		Old regulation	New regulation
Pachinko	2,400 balls (equivalent to 9,600 yen)	1,500 balls (equivalent to 6,000 yen)	Pachislot	480 medals (equivalent to 9,600 yen)	One type: 300 medals (equivalent to 6,000 yen)

(3) Changes to maximum number of rounds for pachinko

	Old regulation	New regulation
Round	Maximum 16 rounds	Maximum 10 rounds

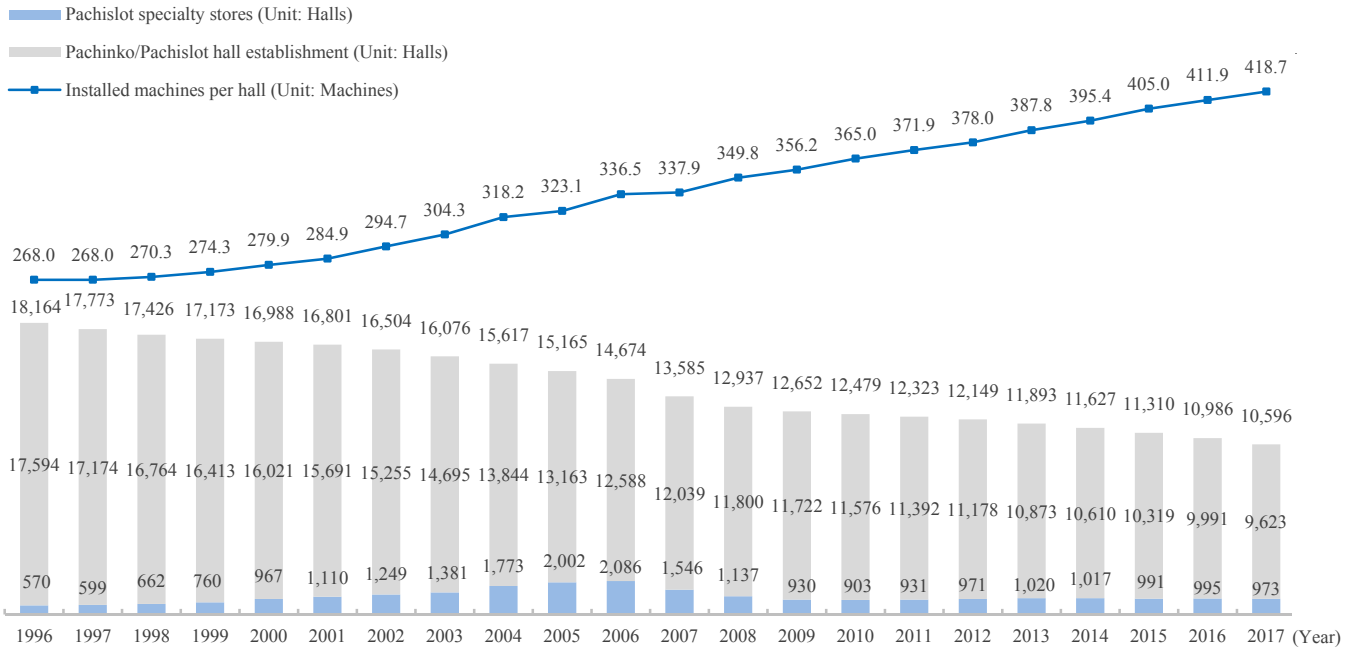
◇ Introduction of specifications for “controlled machines” and “pachinko machine settings (6 types)”

◇ To promote measures to prevent pachinko addiction, revised laws and rules require hall operators to provide information to customers and take other necessary measures as their additional duties.

Source: FIELDS, *New/Old Comparative table* announcement in September 4, 2017 by National Police Agency, Nikkoso (<http://www.yugi-nippon.com/?p=13733>)

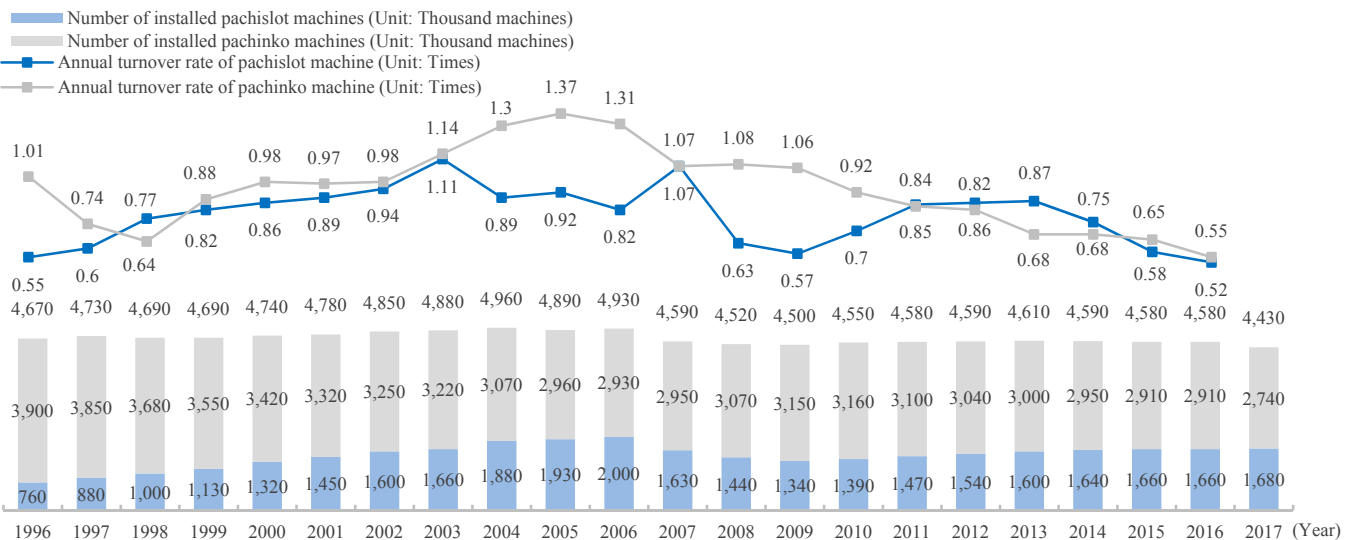
Number of pachinko halls and change in number of installed PS machines per hall (updated)

The data is updated every April by National Police Agency, Statistics data



Number of installed PS machines and annual turnover rate (updated)

The data of number of installed PS machines is updated every April by National Police Agency, Statistical data
The data of annual turnover of PS machine is updated every August by Yano Research Institute, Ltd, Pachinko Maker Trends

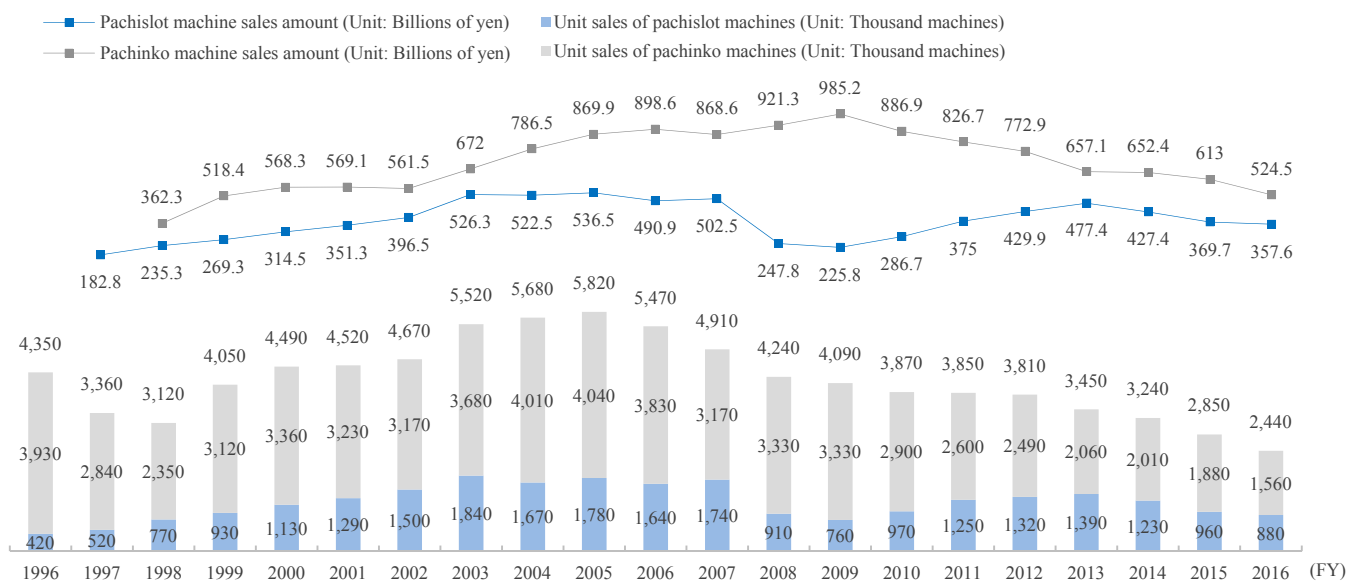


Annual Turnover rate of Total Machine (Unit: Times)

Year	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017
Rate	0.93	0.71	0.67	0.86	0.95	0.95	0.96	1.13	1.15	1.19	1.11	1.07	0.94	0.91	0.85	0.84	0.83	0.75	0.71	0.62	0.54	-

Market scale of PS machines sales (sales amount base)

The data is updated every August by Yano Research Institute, Ltd, *Pachinko Maker Trends 2017*



Market scale of PS machines (Unit: Billions of yen)

FY	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
NA	NA	NA	597.6	787.7	882.8	920.4	958.0	1,198.3	1,309.0	1,406.4	1,389.5	1,371.1	1,169.1	1,211.0	1,173.6	1,200.7	1,202.9	1,134.5	1,079.8	982.7	882.1

Market share

The data is updated every August by Yano Research Institute, Ltd, *Pachinko Maker Trends 2017*

Unit Sales Share of Pachinko Machine

Ranking	2012		2013		2014		2015		2016	
	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	SANYO	21.8%	KYORAKU	16.9%	SANYO	16.3%	Sansei R&D	15.9%	SANYO	19.5%
2	KYORAKU	20.3%	SANYO	15.3%	SANKYO	16.3%	SANKYO	15.7%	SanseiR&D	13.3%
3	HEIWA/ OLYMPIA	10.1%	SANKYO	14.1%	KYORAKU	15.3%	SANYO	14.6%	HEIWA/ OLYMPIA	12.3%
4	Newgin	10.0%	Sammy	9.7%	HEIWA/ OLYMPIA	12.5%	HEIWA/ OLYMPIA	12.4%	SANKYO	11.0%
5	Sammy	8.7%	HEIWA/ OLYMPIA	9.5%	Sammy	12.0%	Newgin	11.7%	Newgin	10.2%

*SANKYO's sales share includes Bisty.

*Sammy's sales share includes GINZA and TAIYO ELEC.

Unit Sales Share of Pachislot Machine

Ranking	2012		2013		2014		2015		2016	
	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	UNIVERSAL	17.8%	Sammy	21.7%	Sammy	16.8%	UNIVERSAL	17.0%	Sammy	24.3%
2	Sammy	15.3%	UNIVERSAL	15.4%	UNIVERSAL	16.6%	Sammy	14.7%	UNIVERSAL	22.9%
3	YAMASA	14.6%	HEIWA/ OLYMPIA	8.6%	DAITO	10.4%	HEIWA/ OLYMPIA	11.8%	KITA DENSHI	10.2%
4	DAITO	14.0%	SANKYO	8.4%	YAMASA	8.8%	KITA DENSHI	10.3%	HEIWA/ OLYMPIA	9.1%
5	KITA DENSHI	8.3%	DAITO	7.3%	HEIWA/ OLYMPIA	7.5%	SANKYO	8.3%	Enterrise	6.4%

*Sammy's sales share includes RODEO, IGT Japan, TRIVY, and TAIYO ELEC

*SANKYO's sales share includes Bisty

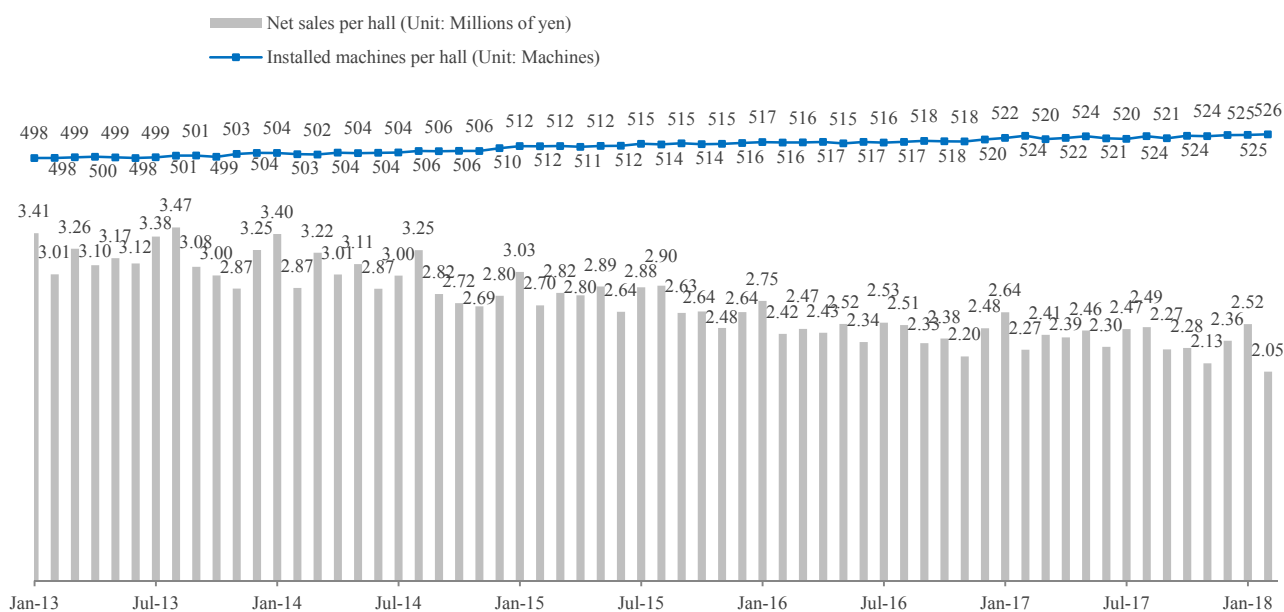
*ARUZE changed its name to Universal Entertainment Corporation

*UNIVERSAL's sales share includes Eleco, MIZUHO and Macy

*OLYMPIA's sales includes HEIWA's sales; Total sales of all OLYMPIA and HEIWA brands is shown

Monthly trends of pachinko halls (updated)

The data is updated every month by the Ministry of Economy, Trade and Industry, *Current Survey of Selected Service Industries*



* The Ministry of Economy, Trade and Industry outsource to the Zennichiuren to pick up the hall for survey from 47 prefectures.

* In some cases, the calculation of YoY changes and indices do not match actual calculation figures. Also, index number and YoY changes have been retroactively revised in accordance with changes in sampling by the research office in January 2017. As a result, some of the YoY comparison calculations in the graph are incongruent with actual figures.

Results of model certification tests (updated)

The data is updated every month by Security Communications Association, *Model certification test operations for PS machines; statistical data*

Pachinko Machine

		Jun.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2015	Application	55	53	60	50	58	66	58	63	65	52	60	50	690
	Pass	37	41	45	36	50	59	47	50	54	35	36	28	518
	Passing test ratio	67.3%	77.4%	75.0%	72.0%	86.2%	89.4%	81.0%	79.4%	83.1%	67.3%	60.0%	56.0%	75.1%
2016	Application	54	73	88	79	58	94	69	81	70	53	73	61	853
	Pass	26	28	49	41	27	45	24	35	29	25	38	29	396
	Passing test ratio	48.1%	38.4%	55.7%	51.9%	46.6%	47.9%	34.8%	43.2%	41.4%	47.2%	52.1%	47.5%	46.4%
2017	Application	65	81	91	85	61	67	58	78	73	58	53	54	824
	Pass	38	31	38	34	24	28	25	24	33	28	29	29	361
	Passing test ratio	58.5%	38.3%	41.8%	40.0%	39.3%	41.8%	43.1%	30.7%	45.2%	48.2%	54.7%	53.7%	43.8%
2018	Application	54	49	63	35									
	Pass	20	25	43	23									
	Passing test ratio	37%	51%	68.2%	65.7%									

Pachislot Machine

		Jun.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2015	Application	17	8	31	39	43	35	95	74	37	62	67	71	579
	Pass	5	3	14	19	19	15	45	28	13	29	31	29	250
	Passing test ratio	29.4%	37.5%	45.2%	48.7%	44.2%	42.9%	47.4%	37.8%	35.1%	46.8%	46.3%	40.8%	43.2%
2016	Application	59	69	51	75	50	47	63	50	67	82	62	70	745
	Pass	25	29	22	33	22	13	24	21	23	38	27	23	300
	Passing test ratio	42.4%	42.0%	43.1%	44.0%	44.0%	27.7%	38.1%	42.0%	34.3%	46.3%	43.5%	32.9%	40.3%
2017	Application	55	79	84	70	76	85	56	63	63	73	52	66	822
	Pass	20	32	33	17	26	30	27	26	29	30	29	27	326
	Passing test ratio	36.4%	40.5%	39.3%	24.3%	34.2%	35.3%	48.2%	41.2%	46.0%	41.0%	55.7%	40.9%	39.7%
2018	Application	43	50	69	46									
	Pass	22	27	23	32									
	Passing test ratio	51.1%	54.0%	33.3%	69.6%									

(Reference) Entertainment market data

- P.51 Market scale of digital content business
Box-office of domestic movie theaters

- P.52 Market scale of animation industry
Overseas sales in Japanese animation industry market

- P.53 Market scale of broadcasting industry
Overseas development of Japanese broadcasting contents

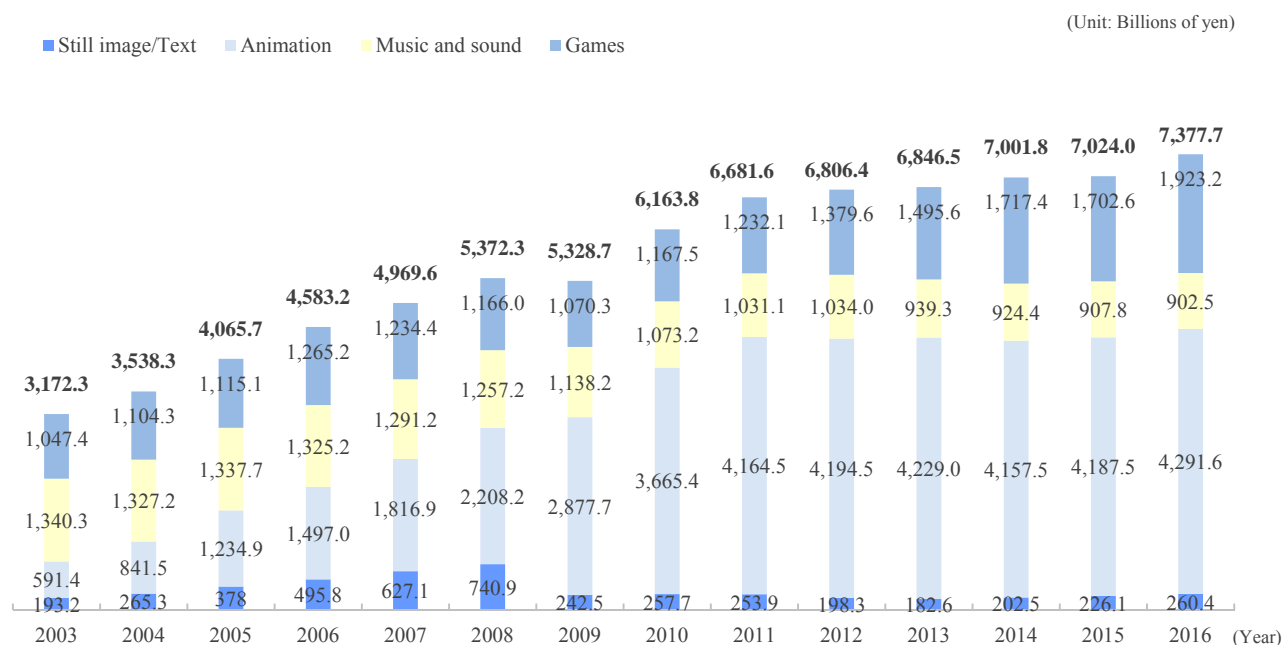
- P.54 Trends in publishing market and e-book/e-magazine market
Sales amount of comic books and comic magazines

- P.55 Trends in games market
Overseas development of Japanese game contents

- P.56 Trends in toys market
Market scale of mobile business

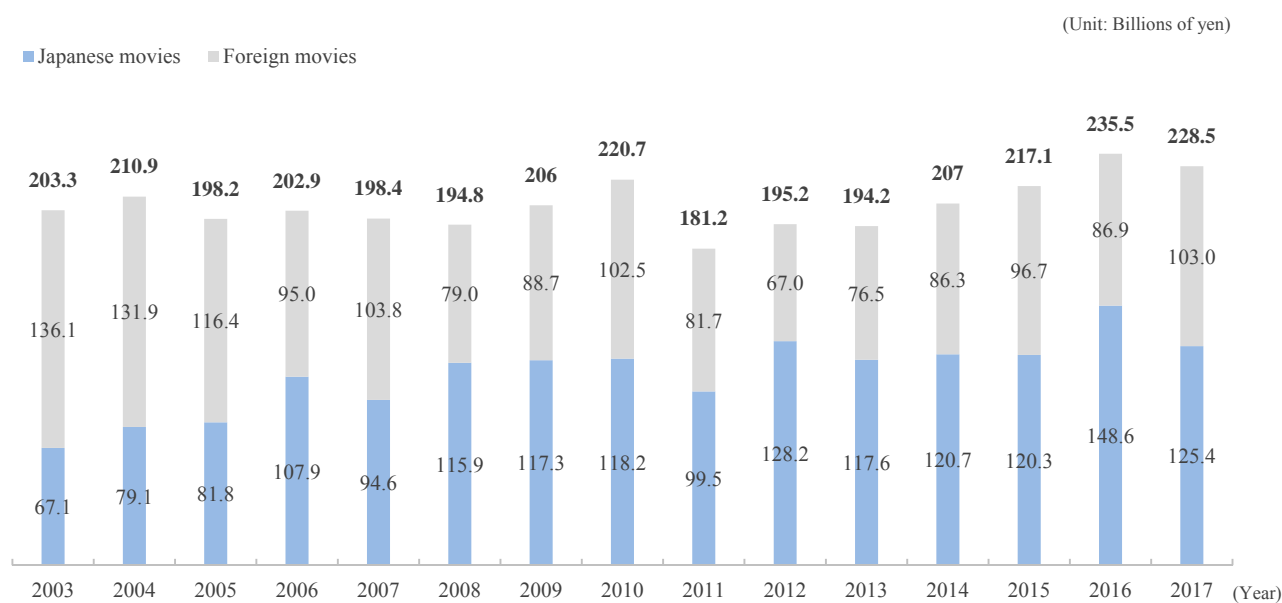
Market scale of digital content business

The data is updated every September by Digital Content Association, *White Paper on Digital Content*



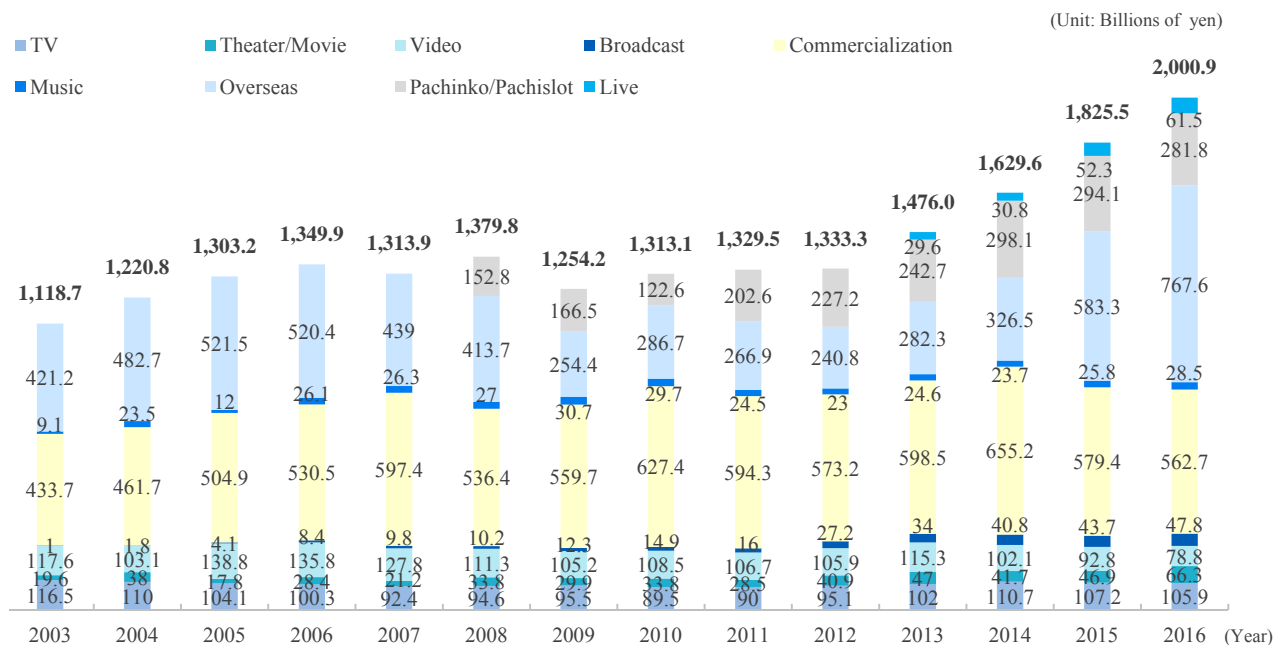
Box-office of domestic movie theaters

The data is updated every January by Motion Picture Producers Association of Japanese, Inc., *Statistics of Film Industry in Japan*



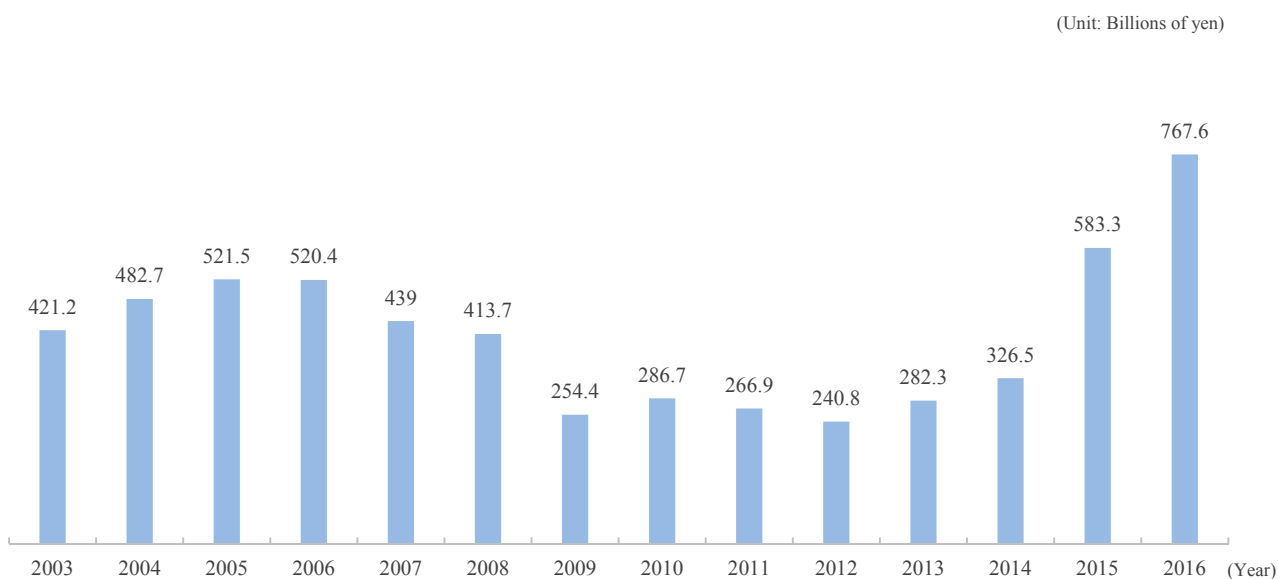
Market scale of animation industry

The data is updated every April by Association of Japanese Animation, *Fluctuations in Japan's animation market*
 The data of PS until 2015 is calculated from shipment of PS machines that utilized anime IP (Intellectual property) by FIELDS.
 (The data of except PS are Calculated according to amount of user's payment.)



Overseas sales in Japanese animation industry market

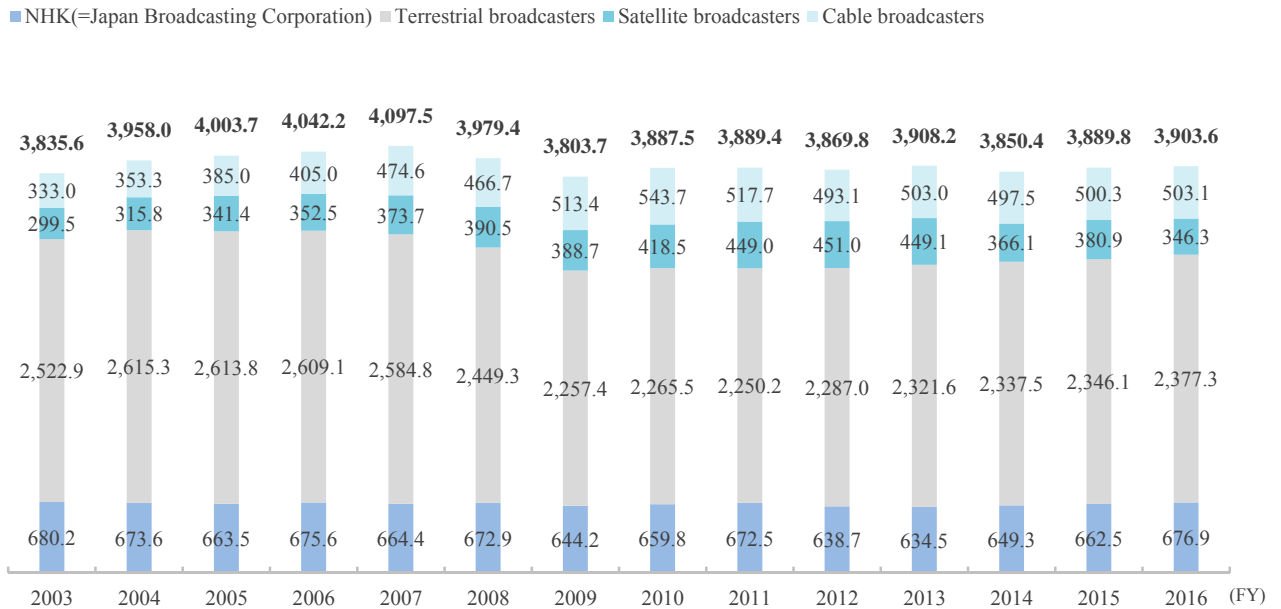
The data is updated by Association of Japanese Animation, *Anime Industry Report 2017*



Market scale of broadcasting industry

The data is updated every September by Ministry of Internal Affairs and Communication, *Status of Earnings and Expenses of Private Broadcasting Organizations*.

(Unit: Billions of yen)



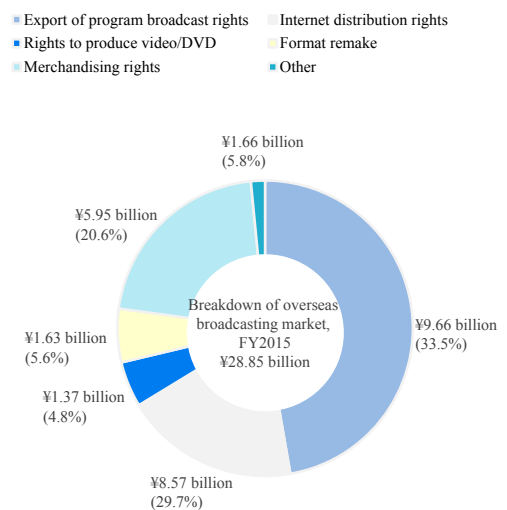
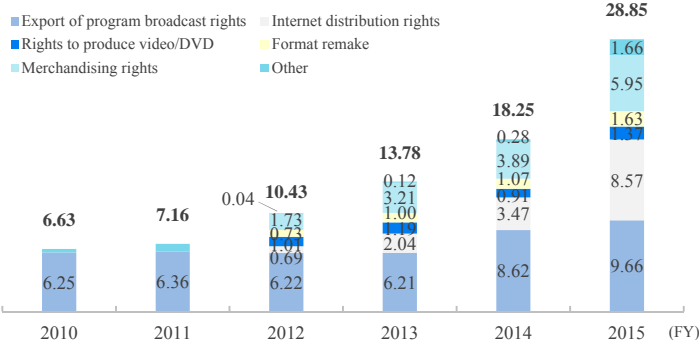
Overseas development of Japanese broadcasting contents

The data is created based on *Analysis of the Current Overseas Expansion of Broadcasting Content (FY2015)*, published by the Institute for Information and Communications Policy (IICP), Ministry of Communications and Internal Affairs (MIC).

According to the MIC's IICP, the value of Japanese broadcasting content exported overseas has been increasing every year, and in FY2015, it reached ¥28.85 billion, approximately 4.4 times the value in FY2010 (up 58.0% YoY).

Furthermore, while selling "program broadcasting rights" was the traditional method for broadcasting content, now, overseas expansion based on "format sales" and "remake rights" are gaining traction. The sale of "Internet distribution rights" is also growing rapidly. (FY2014 19.0% → FY2015 29.7%)

(Unit: Billions of yen)



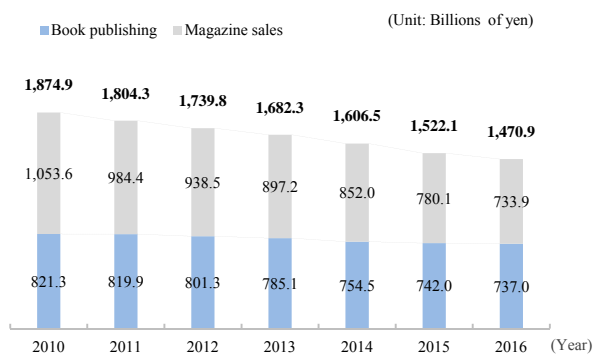
Trends in publishing market and e-book/e-magazine market

The data is updated the end of April every year by Digital Content Association of Japan, *White Paper on Digital Content 2017*.

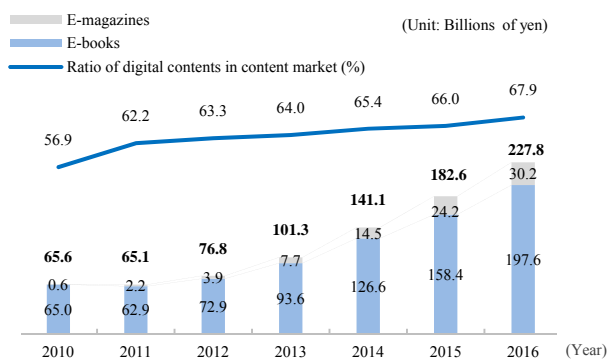
According to the White Paper on Digital Content 2017 by the Digital Content Association of Japan, book sales in 2016 decreased by 0.6% YoY, to ¥737.0 billion. Thus, the decreasing trend continued. Magazine sales also fell below book sales, decreasing for the 19th consecutive year by 5.9% YoY, to ¥733.9 billion.

In recent years, the digitalization of the content market has progressed, with the digital ratio increasing by 1.9% YoY, reaching 67.9% in 2016. With this, large increases continued to be observed for e-books (increase of 24.7% YoY, to ¥197.6 billion) and e-magazines (increase of 24.7% YoY, to ¥30.2 billion).

Publishing Market Trends

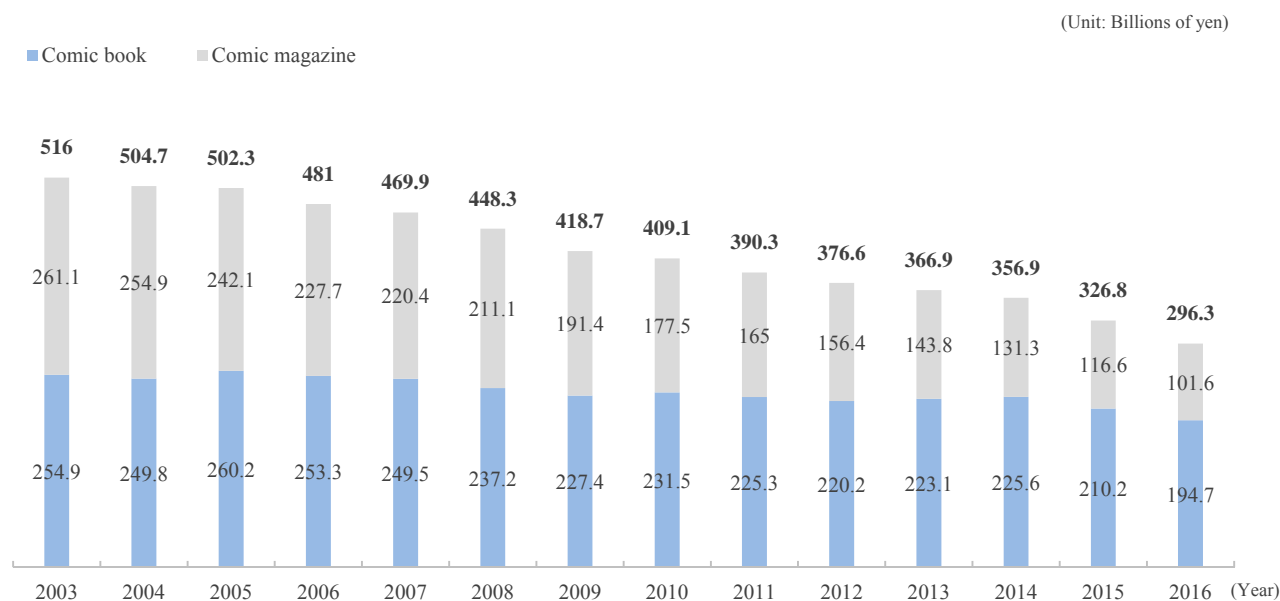


E-book/E-magazine Market Trends



Sales amount of comic books and comic magazines

The data is updated every April by All Japan Magazine and Book Publisher's Editor's Association, *Annual Report of Publishing Indicator*.



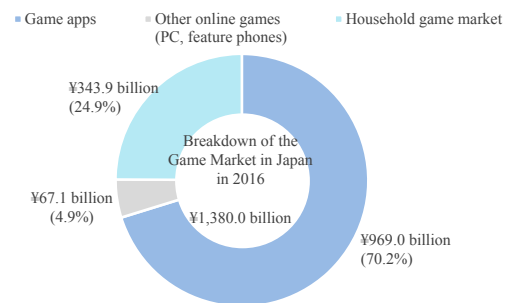
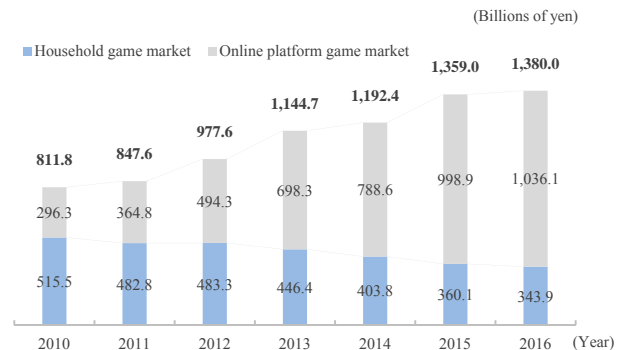
Trends in games market

The data is updated every June by Gzbrain Inc., *White Paper on Famitsu Games 2017*

The *Famitsu Game White Paper 2017* by Gzbrain Inc. states that the household game market decreased 4.5% YoY to ¥343.9 billion (total of game hardware and software) in 2016.

Meanwhile, the online platform game market (game apps for smartphones/tablets, games for feature phones, and online PC games) increased 3.7% YoY to ¥1,036.1 billion. As a result, the size of the game market in Japan reached a record-high of ¥1,380.0 billion, increased 1.5% YoY.

Within the online platform game market, the size of the game app market (game apps for smartphones/tablets for games on SNS platforms for feature phones) increased 4.4% YoY to ¥969.0 billion, accounting for approximately 70% of the domestic game market and helping to drive its expansion.

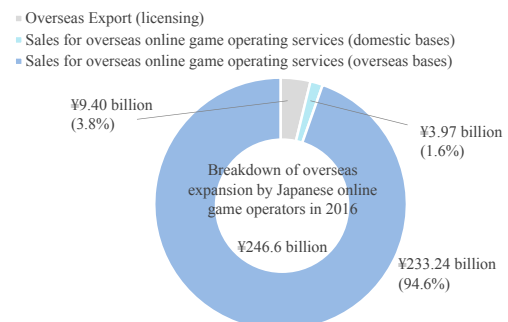
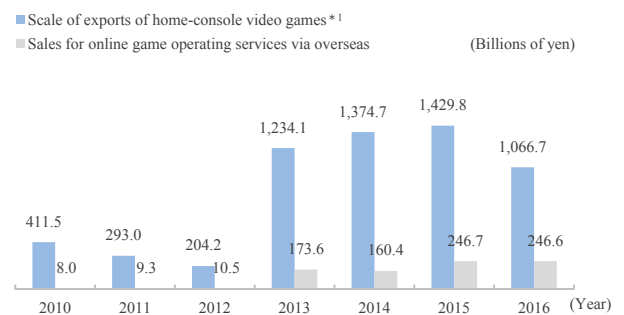


Overseas development of Japanese game contents

This data is updated every September by Digital Content Association of Japan, *Digital Content White Paper 2017*

According to the *Digital Content White Paper 2017* (Digital Content Association of Japan), the scale of exports of home-console video games in 2016 was valued at ¥1,066.7 billion (down 25.4% YoY), while the sales value for overseas expansion, including exports by Japanese online game operators (licensing) and game operating services, was ¥246.6 billion. (down 0.0% YoY).

In particular, the portion of sales for online game operating services via overseas bases was ¥233.2 billion, accounting for over 90% of the overall amount.



*1 The figures for 2010 to 2012 are shipment value for overseas by Japanese companies (excluding foreign companies)

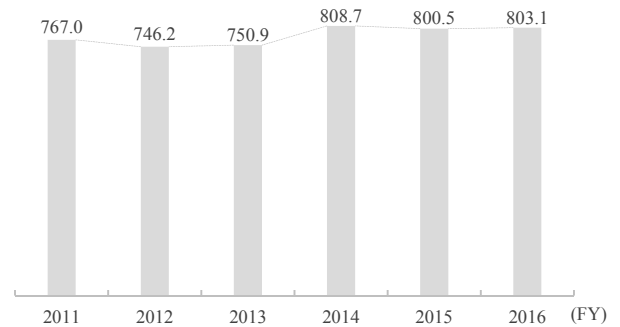
Trends in toys market

The data is updated every June by the Japan Toy Association, *statistical material*

According to an announcement by The Japan Toy Association, the Japanese toy market in FY2016 was worth 803.1 billion yen (up 0.3% YoY). FY2014 saw the highest sales in 10 years, with sales over ¥800 billion for the first time since FY2004, and for the following three years, sales have stayed at over ¥800 billion. Meanwhile, in terms of peripheral categories, the capsule toys market was worth ¥27.7 billion (down 10.9% YoY), and the candy toy market was valued at ¥46.8 billion (down 10.0% YoY).

In FY2016, sales of trading card games* grew significantly, continuing the trend of the previous fiscal year. Regular products such as dolls also drove the market. As can be seen in its double-digit growth, one feature of this category in recent years is an increasing number of boys playing with play kitchens and play houses, although these have previously been seen as girls' toys.

(Unit: Billions of yen)



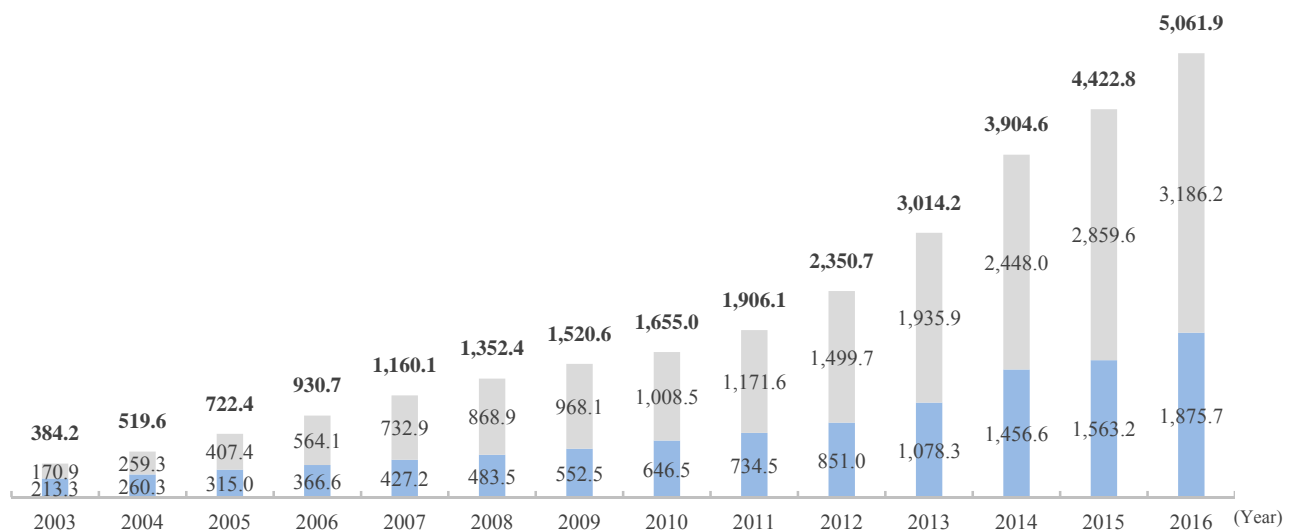
* Trading Card Game (TCG), also called Collectible Card Game (CCG), is a card game that consists of specially designed sets of playing cards which enable players to battle against each other.

Market scale of mobile business

The data is updated every July by Mobile Content Forum

■ Mobile content market ■ Mobile commerce market

(Unit: Billions of yen)





Disclaimer

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.