

**Q3** **FY2021**

Third Quarter of the Year Ending March 31, 2022

# Fact Book **1**

Financial, Corporate-related Data etc.

February 9, 2022



Gaming and Entertainment

**FIELDS CORPORATION**

TSE 1st: 2767

# Financial highlights

(Unit: Millions of yen)

FY	2002	2003	2004	2005	2006	2007	2008	2009	2010	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	(89.0) 92,195
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	(89.2) 31,330
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	(103.7) 22,803
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	(64.9) 8,527
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	(63.3) 8,661
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	(79.7) 5,991
Capital stock	1,295	1,295	7,948	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	51,555
Total assets	17,090	37,115	72,584	87,556	66,081	69,168	52,064	81,329	78,971	93,601
Cash flows from operating activities	3,316	851	2,965	6,164	5,293	11,127	4,147	8,429	8,005	10,015
Cash flows from investing activities	(2,253)	(3,190)	(5,257)	(2,224)	(4,772)	(14,604)	(6,182)	(1,011)	(4,356)	(4,798)
Cash flows from financing activities	(2,454)	2,029	10,177	(1,540)	1,488	(1,384)	602	(2,687)	(3,915)	(2,565)
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	18,284

(Unit: Yen)

Indicators per share	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011
Net assets per share	268,600	89,305	96,026	113,275	118,487	128,201	117,326	123,645	140,853	153,904
Annual dividend per share	10,000	24,000	4,000	4,000	4,000	4,500	4,500	4,500	5,000	5,000
Commemorative	-	10,000	-	-	-	500	-	-	-	-
Interim	-	10,000	2,000	2,000	2,000	2,000	2,000	2,000	2,500	2,500
Year-end	-	4,000	2,000	2,000	2,000	2,000	2,500	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	18,044

(Unit: %)

Management indicators	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011
Shareholders' equity ratio	51.2	39.1	46.0	45.0	62.2	64.3	75.8	50.5	59.2	54.6
Return on equity (ROE)	55.9	56.9	28.9	19.5	9.2	12.4	(3.5)	8.2	17.1	12.2
Return on assets (ROA)	39.3	45.0	22.8	16.4	12.0	17.3	1.6	11.6	17.1	10.0
Payout ratio *1	7.9	20.1	20.7	20.3	37.4	29.5	-	45.9	22.1	27.7

Other	2002	2003	2004	2005	2006	2007	2008	2009	2010	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	347,000
Treasury shares	-	-	-	-	-	-	10,643	14,885	14,885	14,885
Number of employees (people)	460	651	758	901	1,022	1,077	827	909	1,149	1,149

\*The figures in upper parentheses indicate YoY.

\*1 The Consolidated payout ratio after the FY2006. The Payout ratio is computed including a commemorative dividend.

\*2 The FY2002 1:5 stock split/ the FY2003 1:2 stock split.

Source: FIELDS

# Financial highlights

(Unit: Millions of yen)

FY	2012	2013	2014	2015	2016	2017	2018 *3	2019	2020	Q3 2021
Net sales	(117.3) 108,141	(106.3) 114,904	(86.6) 99,554	(94.9) 94,476	(81.2) 76,668	(79.6) 61,055	(83.1) 50,755	(131.2) 66,587	(58.3) 38,796	(248.5) 72,531
Gross profit	(106.2) 33,279	(101.6) 33,812	(84.2) 28,468	(89.5) 25,480	(69.2) 17,641	(76.0) 13,400	(99.3) 13,300	(111.3) 14,809	(67.0) 9,927	(159.0) 11,375
SG&A expenses	(100.7) 22,964	(104.6) 24,020	(98.7) 23,707	(101.5) 24,069	(95.6) 23,015	(83.2) 19,138	(79.1) 15,132	(93.1) 14,095	(86.3) 12,169	(99.9) 9,009
Operating profit	(121.0) 10,314	(94.9) 9,791	(48.4) 4,743	(29.6) 1,411	(-) (5,374)	(-) (5,738)	(-) (1,832)	(-) 713	(-) (2,241)	(-) 2,366
Ordinary profit	(118.6) 10,268	(95.1) 9,765	(56.2) 5,491	(25.1) 1,380	(-) (9,068)	(-) (5,204)	(-) (1,864)	(-) 939	(-) (2,032)	(-) 2,590
Profit attributable to owners of parent	(78.8) 4,720	(113.8) 5,370	(56.2) 3,018	(3.9) 118	(-) (12,483)	(-) (7,691)	(-) (614)	(-) 490	(-) (3,452)	(-) 1,787
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	55,098	58,753	60,246	58,291	43,227	35,509	34,638	34,279	30,443	30,703
Total assets	106,628	104,869	110,316	92,478	80,397	72,336	67,450	64,317	52,370	78,369
Cash flows from operating activities	13,570	16,322	(9,086)	13,353	(7,319)	(1,094)	2,178	(2,427)	3,692	4,176
Cash flows from investing activities	(6,263)	(8,018)	(6,297)	(2,191)	(3,927)	4,399	3,217	876	(1,072)	(1,218)
Cash flows from financing activities	(2,277)	(2,018)	1,624	5,214	2,136	(2,021)	(962)	(2,537)	(2,835)	(2,083)
Cash and cash equivalents at end of period	23,309	29,583	15,823	32,200	23,090	24,373	28,807	24,725	24,510	25,400

(Unit: Yen)

Indicators per share	2012	2013	2014	2015	2016	2017	2018 *3	2019	2020	Q3 2021
Net assets per share	1,644.15	1,756.27	1,792.83	1,726.88	1,272.48	1,054.99	1,031.63	1,018.63	921.80	918.67
Annual dividend per share	50	50	60	50	50	30	10	10	10	-
Commemorative	-	-	10	-	-	-	-	-	-	-
Interim	25	25	25	25	25	25	-	-	-	-
Year-end	25	25	25	25	25	5	10	10	10	-
Profit per share	142.27	161.83	90.97	3.58	(376.19)	(231.77)	(18.52)	14.79	(105.78)	55.29

(Unit: %)

Management indicators	2012	2013	2014	2015	2016	2017	2018 *3	2019	2020	Q3 2021
Shareholders' equity ratio	51.2	55.6	53.9	62.0	52.5	48.4	50.8	52.6	56.9	37.9
Return on equity (ROE)	8.9	9.5	5.1	0.2	(25.1)	(19.9)	(1.8)	1.4	(10.9)	6.0
Return on assets (ROA)	10.3	9.2	5.1	1.4	(10.5)	(6.8)	(2.7)	1.4	(3.5)	4.0
Payout ratio *1	35.1	30.9	66.0	1,398.1	-	-	-	67.6	-	-

Other	2012 *2	2013	2014	2015	2016	2017	2018	2019	2020	Q3 2021
Total number of shares issued and outstanding (shares)	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
Treasury shares	1,516,200	1,516,200	1,516,200	1,516,200	1,516,300	1,516,300	1,516,300	1,516,300	2,368,300	2,368,300
Number of employees (people)	1,416	1,588	1,716	1,845	1,713	1,514	1,342	1,341	1,266	1,231

\*1 The Consolidated payout ratio after the FY2006. 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 FY2012 was taken into account a stock split.

\*3 The figures of FY2018 are partly revised.

Source: FIELDS

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\*PS: pachinko and pachislot

# 1. Highlights for the Q3 FY2021

P.6 Consolidated P/L statement

P.7 Consolidated B/S

P.8 Consolidated cash flows

# Consolidated P/L statement

(Unit: Millions of yen)

FY	2019		2020		2021
	Q1-Q3	Full-year	Q1-Q3	Full-year	Q1-Q3
Net sales	(98.8)	(131.2)	(78.5)	(58.3)	(248.5)
	<b>37,165</b>	<b>66,587</b>	<b>29,182</b>	<b>38,796</b>	<b>72,531</b>
	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]
Gross profit	(62.3)	(111.3)	(112.9)	(67.0)	(159.0)
	<b>6,336</b>	<b>14,809</b>	<b>7,154</b>	<b>9,927</b>	<b>11,375</b>
	[17.0]	[22.2]	[24.5]	[25.6]	[15.7]
SG&A expenses	(91.4)	(93.1)	(86.3)	(86.3)	(99.9)
	<b>10,449</b>	<b>14,095</b>	<b>9,019</b>	<b>12,169</b>	<b>9,009</b>
	[28.1]	[21.2]	[30.9]	[31.4]	[12.4]
Advertising expenses	871	1,233	668	940	761
Salaries	3,358	4,486	2,957	3,978	3,089
Business consignment expenses	850	1,162	742	946	599
Depreciation	427	595	381	554	310
Rents	988	1,318	917	1,247	908
Amortization of goodwill	419	559	217	280	189
Other	3,536	4,742	3,137	4,224	3,153
Operating profit	(-)	(-)	(-)	(-)	(-)
	<b>(4,113)</b>	<b>713</b>	<b>(1,865)</b>	<b>(2,241)</b>	<b>2,366</b>
	[-]	[1.1]	[-]	[-]	[3.3]
Ordinary profit	(-)	(-)	(-)	(-)	(-)
	<b>(3,970)</b>	<b>939</b>	<b>(1,690)</b>	<b>(2,032)</b>	<b>2,590</b>
	[-]	[1.4]	[-]	[-]	[3.6]
Profit attributable to owners of parent	(-)	(-)	(-)	(-)	(-)
	<b>(4,287)</b>	<b>490</b>	<b>(2,677)</b>	<b>(3,452)</b>	<b>1,787</b>
	[-]	[0.7]	[-]	[-]	[2.5]

\*The figures in upper parentheses are *YoY change (%)*, the figures in lower square bracket are the *net sales ratio*.

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

Source: FIELDS

# Consolidated B/S

(Unit: Millions of yen)

	End of Mar. 2020	End of Mar. 2021	End of Dec. 2021	Increase/ Decrease	Factors
Cash and deposits	24,825	24,610	25,500	890	
Notes and accounts receivable-trade	14,171	5,325	-	(5,325)	
Notes and accounts receivable - trade, and contract assets	-	-	25,646	25,646	
Electronically recorded monetary claims-operating	1,087	67	720	653	
Inventories	7,873	6,190	5,513	(677)	
Other	2,653	3,026	7,239	4,213	
Allowance for doubtful accounts	(29)	(71)	(86)	(15)	
<b>Total current assets</b>	<b>50,580</b>	<b>39,147</b>	<b>64,532</b>	<b>25,385</b>	<b>Increase in trade receivables</b>
Land	1,644	1,645	1,922	277	
Other	3,090	2,627	2,587	(40)	
<b>Total property, plant and equipment</b>	<b>4,734</b>	<b>4,272</b>	<b>4,509</b>	<b>237</b>	<b>Increase in land</b>
Goodwill	2,156	1,875	1,686	(189)	
Other	836	753	840	87	
<b>Total intangible assets</b>	<b>2,992</b>	<b>2,628</b>	<b>2,526</b>	<b>(102)</b>	<b>Decrease in goodwill</b>
Investment securities	1,325	1,803	1,440	(363)	
Long-term loans receivable	373	457	235	(222)	
Other	4,683	4,470	5,390	920	
Allowance for doubtful accounts	(373)	(408)	(265)	143	
<b>Total investments and other assets</b>	<b>6,008</b>	<b>6,322</b>	<b>6,800</b>	<b>478</b>	<b>Increase in investments in capital</b>
<b>Total non-current assets</b>	<b>13,736</b>	<b>13,223</b>	<b>13,836</b>	<b>613</b>	
<b>Total assets</b>	<b>64,317</b>	<b>52,370</b>	<b>78,369</b>	<b>25,999</b>	
Notes and accounts payable-trade	9,336	3,610	26,411	22,801	
Short-term borrowings	200	253	1,466	1,213	
Income taxes payable	127	100	509	409	
Current portion of long-term borrowings	5,329	3,863	3,555	(308)	
Other	3,004	3,069	7,399	4,330	
<b>Total current liabilities</b>	<b>17,996</b>	<b>10,895</b>	<b>39,340</b>	<b>28,445</b>	<b>Increase in trade payables</b>
Long-term borrowings	7,691	6,837	4,196	(2,641)	
Other	4,349	4,194	4,129	(65)	
<b>Total non-current liabilities</b>	<b>12,040</b>	<b>11,031</b>	<b>8,325</b>	<b>(2,706)</b>	<b>Decrease in long-term borrowings</b>
<b>Total liabilities</b>	<b>30,037</b>	<b>21,927</b>	<b>47,665</b>	<b>25,738</b>	
Share capital	7,948	7,948	7,948	-	
Capital surplus	7,579	7,579	7,579	-	
Retained earnings	20,060	16,104	16,087	(17)	
Treasury shares	(1,821)	(1,946)	(1,946)	-	
<b>Total shareholders' equity</b>	<b>33,767</b>	<b>29,686</b>	<b>29,669</b>	<b>(17)</b>	
Valuation difference on available-for- sale securities	10	116	37	(79)	
<b>Accumulated other comprehensive income</b>	<b>34</b>	<b>117</b>	<b>32</b>	<b>(85)</b>	
share acquisition rights	-	7	23	16	
Non-controlling interests	477	632	978	346	
<b>Total net assets</b>	<b>34,279</b>	<b>30,443</b>	<b>30,703</b>	<b>260</b>	<b>Increase in non-controlling interests</b>
<b>Total liabilities and net assets</b>	<b>64,317</b>	<b>52,370</b>	<b>78,369</b>	<b>25,999</b>	

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

Source: FIELDS

# Consolidated cash flows

(Unit: Millions of yen)

FY	2020		2021		
	Q1-Q3	Full-Year	Q1-Q3	Factors	
Cash flows from operating activities	4,865	3,692	4,176	Profit before income taxes	2,863
				Increase in trade payables	22,333
				Increase in trade receivables	(20,450)
Cash flows from investing activities	(917)	(1,072)	(1,218)	Payments for investments in capital	(1,199)
				Purchase of non-current assets	(911)
				Proceeds from sale of investment securities	488
				Proceeds from sale of shares of subsidiaries and associates	319
Cash flows from financing activities	(3,749)	(2,835)	(2,083)	Repayments of long-term borrowings	(3,150)
				Increase in short-term borrowings	1,210
				Dividends paid	(322)
Effect of exchange rate change on cash and cash equivalents	0	(0)	0		
Net increase (decrease) in cash and cash equivalents	198	(215)	875		
Cash and cash equivalents at beginning of period	24,725	24,725	24,510		
Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation	-	-	14		
Cash and cash equivalents at end of period	24,924	24,510	25,400		

Source: FIELDS



## 2. Changes in business results

- 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 flows (graph)

# Change in quarterly P/L statement (table)

## [ Consolidated ]

(Unit: Millions of yen)

FY	2019					2020					2021				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Net sales	19,164	8,608	9,393	29,422	66,587	2,341	8,250	18,591	9,614	38,796	22,930	14,418	35,183		
Gross profit	2,798	1,353	2,185	8,473	14,809	340	2,228	4,586	2,773	9,927	3,378	2,750	5,247		
SG & A expenses	3,397	3,505	3,547	3,646	14,095	2,744	3,152	3,123	3,150	12,169	3,000	2,770	3,239		
Operating profit (loss)	(599)	(2,151)	(1,363)	4,826	713	(2,403)	(924)	1,462	(376)	(2,241)	378	(20)	2,008		
Ordinary profit (loss)	(546)	(1,988)	(1,436)	4,909	939	(2,383)	(864)	1,557	(342)	(2,032)	559	38	1,993		
Profit (loss) attributable to owners of parent	(607)	(2,149)	(1,531)	4,777	490	(2,910)	(1,013)	1,246	(775)	(3,452)	338	(23)	1,472		

(Unit: Machines)

Pachinko machines	37,464	18,442	17,058	63,488	136,452	2,858	1,213	26,586	19,467	50,124	43,947	21,252	45,348		
Pachislot machines	4,464	4,191	17,354	28,874	54,883	484	11,946	25,567	7,790	45,787	6,474	6,245	18,991		
Total	41,928	22,633	34,412	92,362	191,335	3,342	13,159	52,153	27,257	95,911	50,421	27,497	64,339		

(Unit: Millions of yen)

FY	2016					2017					2018				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Net sales	15,295	11,364	15,967	34,042	76,668	12,446	22,767	10,053	15,789	61,055	8,930	9,111	19,574	13,140	50,755
Gross profit	2,487	2,699	4,852	7,603	17,641	1,961	4,983	3,775	2,681	13,400	1,421	2,431	6,323	3,125	13,300
SG & A expenses	5,485	5,976	5,972	5,582	23,015	4,864	4,860	4,608	4,806	19,138	4,155	3,604	3,678	3,695	15,132
Operating profit (loss)	(2,997)	(3,278)	(1,119)	2,020	(5,374)	(2,902)	122	(832)	(2,126)	(5,738)	(2,733)	(1,173)	2,645	(571)	(1,832)
Ordinary profit (loss)	(3,241)	(3,587)	(1,117)	(1,123)	(9,068)	(3,055)	(233)	(570)	(1,346)	(5,204)	(2,755)	(1,307)	2,748	(550)	(1,864)
Profit (loss) attributable to owners of parent	(2,340)	(2,516)	(4,216)	(3,411)	(12,483)	(2,752)	(537)	(844)	(3,558)	(7,691)	(2,957)	(294)	3,237	(600)	(614)

(Unit: Machines)

Pachinko machines	24,677	20,035	33,292	77,610	155,614	14,531	15,723	39,171	26,353	95,778	19,895	12,927	37,026	33,931	103,779
Pachislot machines	12,105	16,236	24,346	35,283	87,970	12,571	56,668	8,053	18,387	95,679	3,341	6,863	9,983	14,057	34,244
Total	36,782	36,271	57,638	112,893	243,584	27,102	72,391	47,224	44,740	191,457	23,236	19,790	47,009	47,988	138,023

\*The figures of Q2-Q4 in each fiscal year are calculated on this sheet above.

\*The figures of FY2018 and Q1-Q3 of FY2019 are partly revised.

## [ Non-Consolidated ]

(Unit: Millions of yen)

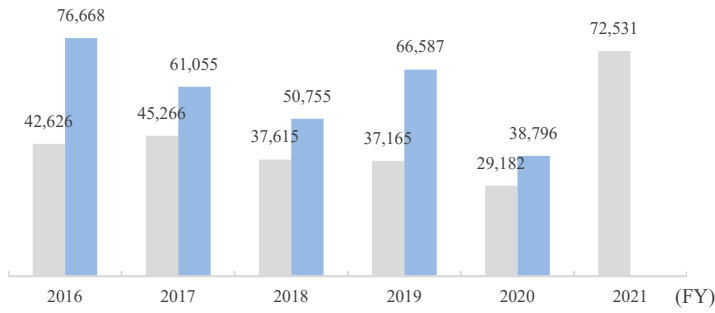
FY	2015	2016	2017	2018	2019	2020
Net sales	83,829	64,155	50,570	42,571	57,515	29,723
Gross profit	21,311	14,075	8,888	8,677	11,284	5,684
SG & A expenses	20,958	19,761	15,934	11,837	10,288	9,153
Operating profit (loss)	353	(5,685)	(7,045)	(3,160)	995	(3,468)
Ordinary profit (loss)	1,401	(5,213)	(6,430)	(2,243)	1,516	(3,497)
Profit (loss)	(137)	(13,559)	(6,239)	(2,363)	1,091	(4,120)

\*The figures of FY2018 are partly revised.

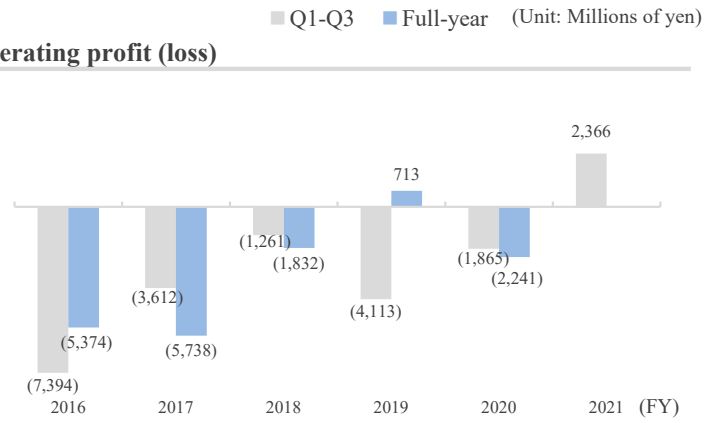
Source: FIELDS

# Change in financial results (graph)

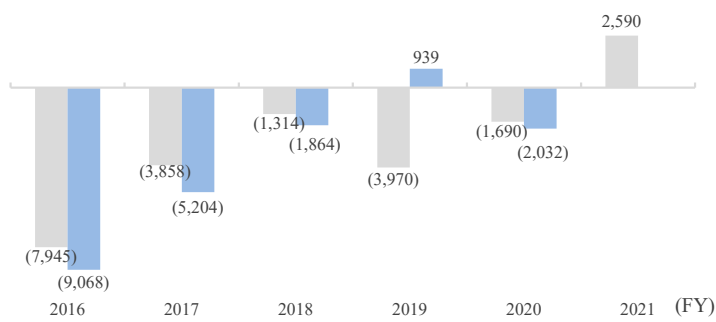
## Net sales



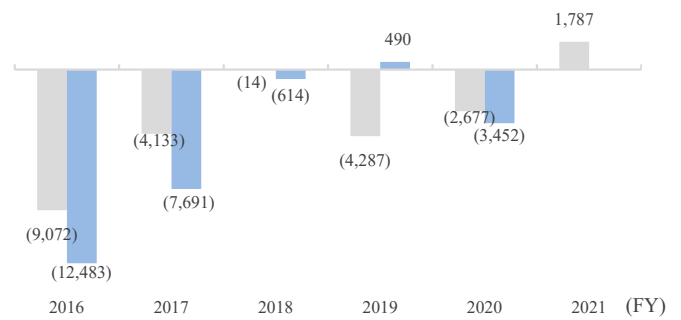
## Operating profit (loss)



## Ordinary profit (loss)



## Profit (loss) attributable to owners of parent

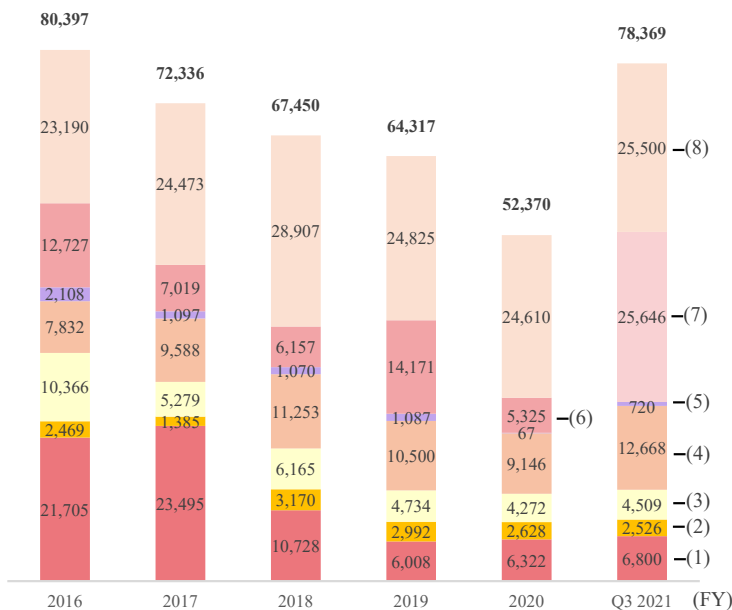


\*The figures of FY2018 and Q3 FY2019 are partly revised. Source: FIELDS

# Change in assets/liabilities, net assets (graph)

## Change in assets

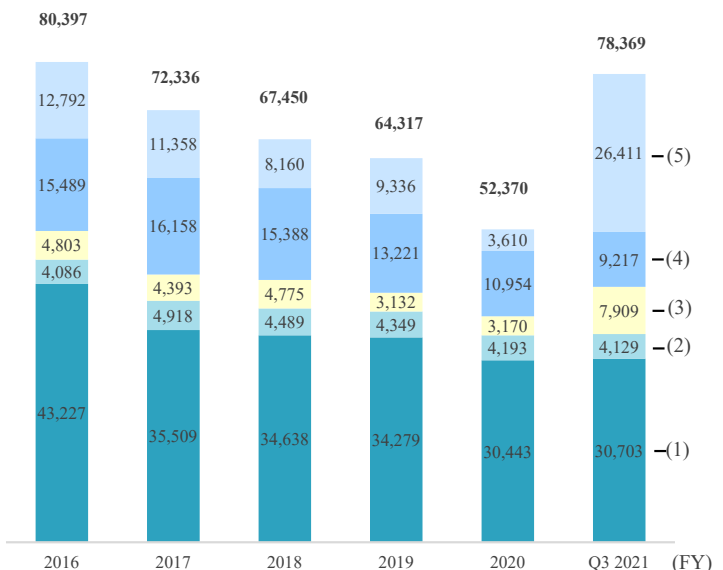
- (1) Investments and other assets
- (2) Intangible assets
- (3) Property, plant and equipment
- (4) Other current assets
- (5) Electronically recorded monetary claims – operating
- (6) Notes and accounts receivable - trade
- (7) Notes and accounts receivable - trade, and contract assets
- (8) Cash and deposits



## Change in liabilities/net assets

(Unit: Millions of yen)

- (1) Net assets
- (2) Other non-current liabilities
- (3) Other current liabilities
- (4) Interest-bearing liabilities
- (5) Notes and accounts payable-trade



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

\*The figures of FY2018 are partly revised.

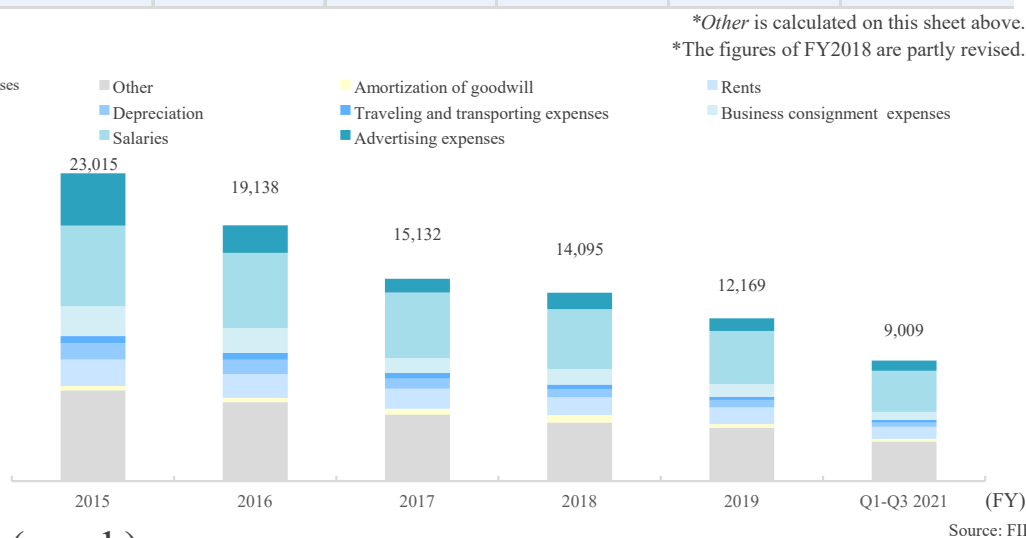
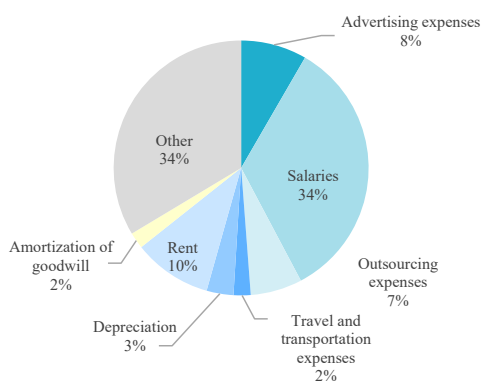
Source: FIELDS

## Change in SG&A expenses (graph)

(Unit: Millions of yen)

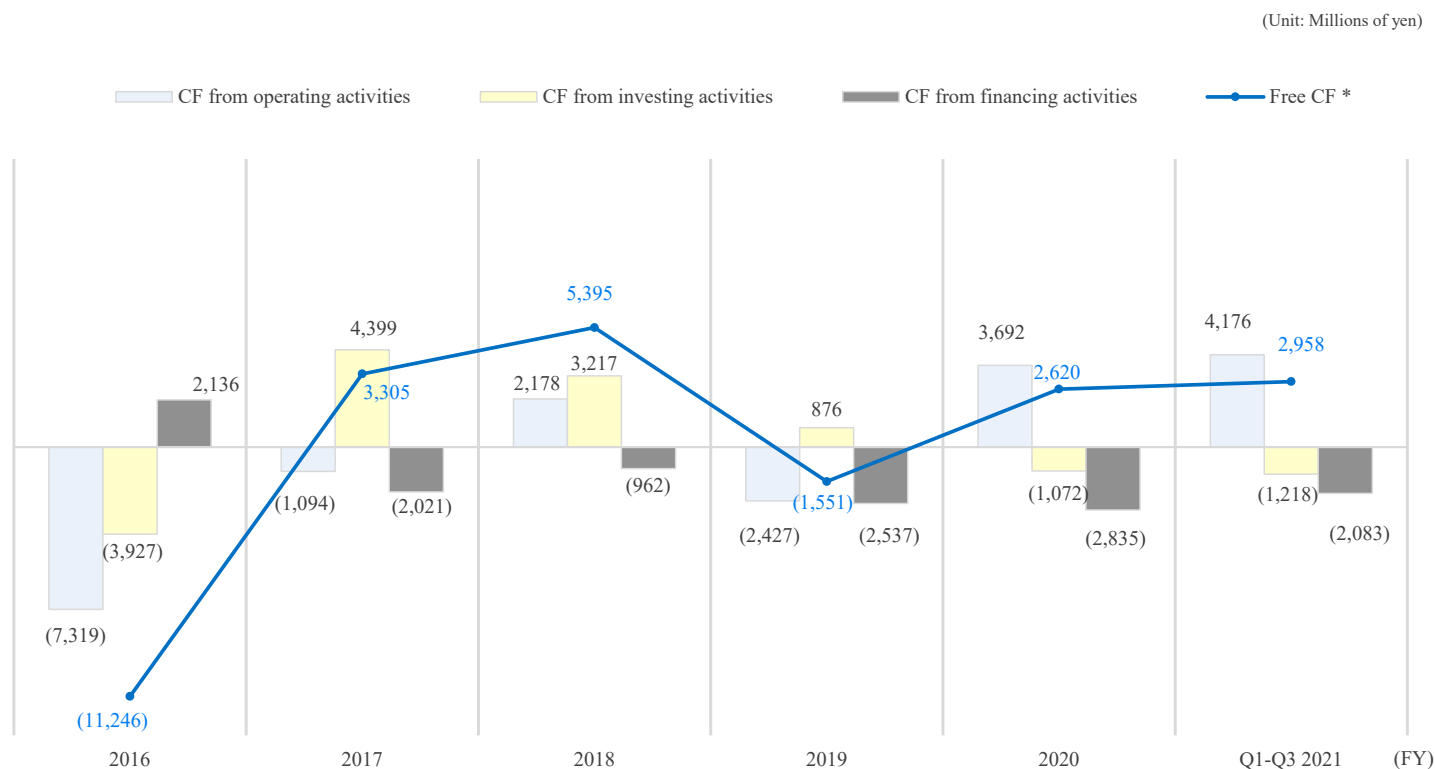
FY	2016	2017	2018	2019	2020	Q1-Q3 2021
Advertising expenses	3,904	2,059	1,034	1,233	940	761
Salaries	6,033	5,639	4,900	4,486	3,978	3,089
Provision for bonuses	222	137	118	139	165	54
Provision for directors' bonuses	-	9	10	14	14	9
Outsourcing expenses	2,232	1,851	1,108	1,162	946	599
Travel and transportation expenses	542	520	432	364	247	197
Depreciation	1,221	1,060	761	595	554	310
Rents	1,981	1,793	1,494	1,318	1,247	908
Provision of allowance for doubtful accounts	42	236	47	(68)	47	9
Retirement benefit expenses	149	132	135	76	73	48
Amortization of goodwill	322	322	435	559	280	189
Other	6,367	5,380	4,658	4,217	3,678	2,836
<b>Total SG&amp;A expenses</b>	<b>23,015</b>	<b>19,138</b>	<b>15,132</b>	<b>14,095</b>	<b>12,169</b>	<b>9,009</b>

Q1-Q3 FY2021



\*Other is calculated on this sheet above.  
\*The figures of FY2018 are partly revised.

## Change in free cash flows (graph)



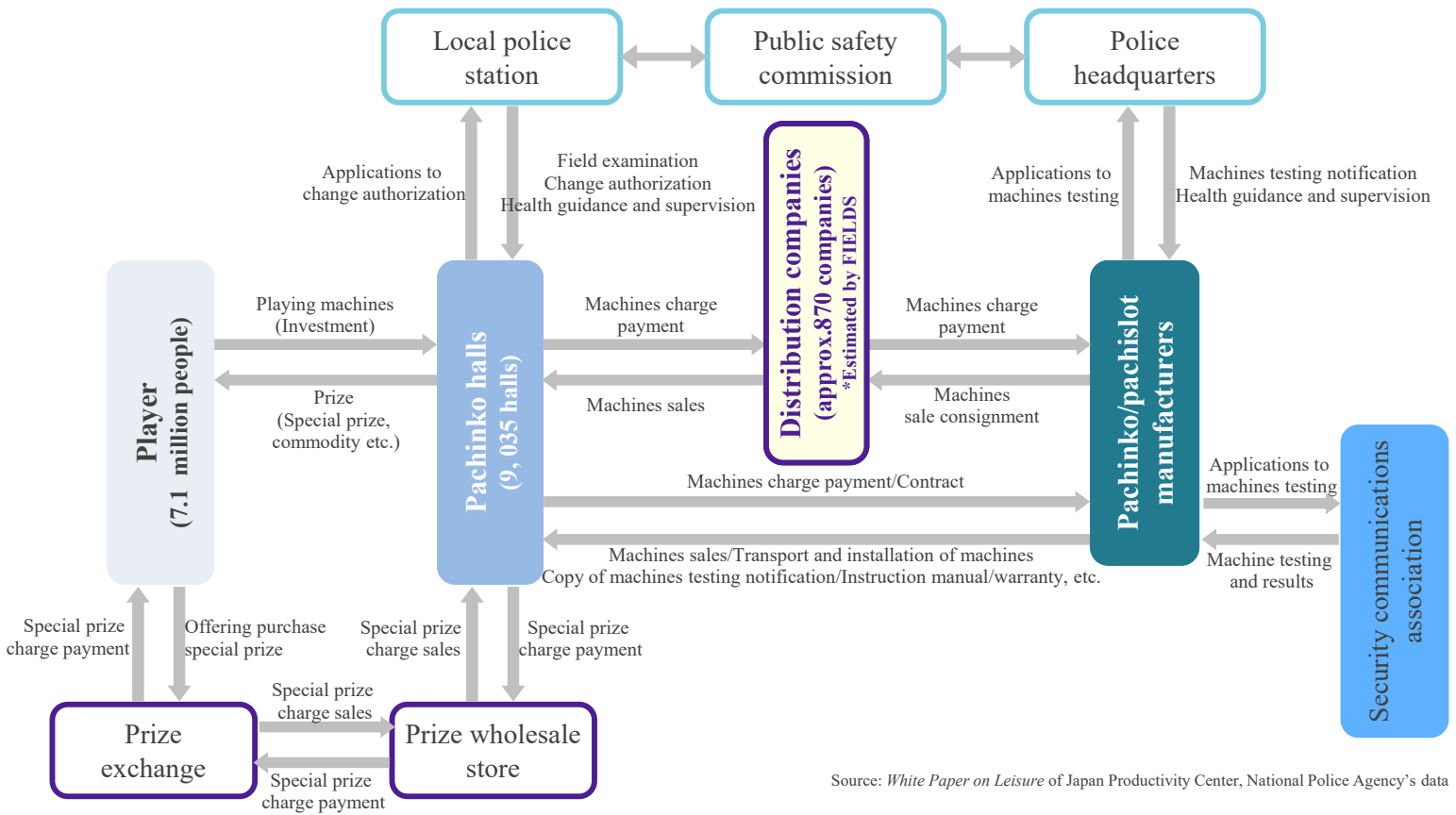
\*Free CF: Cash flows from operating activities and investing activities, calculated on this sheet above

Source: FIELDS

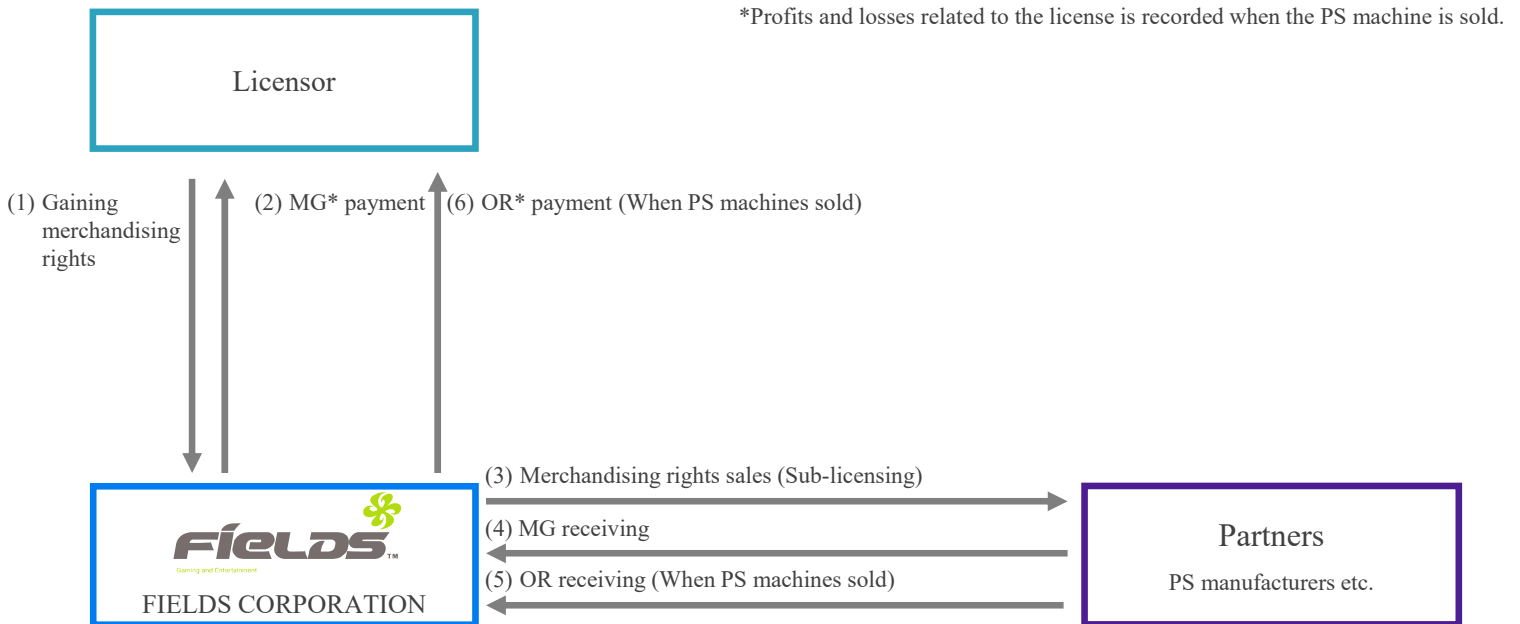
# 3. PS machines sales related data

- P.14 Players in PS industry
- P.14 Business flow of merchandising rights in products planning and development for which FIELDS is the sole distributor
- P.15 Recording method of net sales, etc. of PS machines for which FIELDS is the sole distributor (image)
- P.16 Main affiliated manufacturers and group companies
- P.17 Main PS machines titles from FY2019 to FY2021
- P.18 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2021)
- P.20 Change in pachinko unit sales by title (FY2003 to FY2021)
- P.22 Change in pachislot unit sales by title (FY2000 to FY2021)
- P.24 Change of *Evangelion* series

# Players in PS industry



# Business flow of merchandising rights in products planning and development for which FIELDS is the sole distributor



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

\*OR (Over Royalty): 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

# Recording method of net sales, etc. of PS machines for which FIELDS is the sole distributor (image)

## Distribution of costs and profits in PS machine sales (per machine)



©khara ©khara/Project Eva. ©Bisty



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Licensed by NBCUniversal ENTERTAINMENT JAPAN, LLC.  
©NANASHOW Developed by Spiky Corporation. Manufactured by F. Cop.

Market price (¥250,000 - ¥550,000)



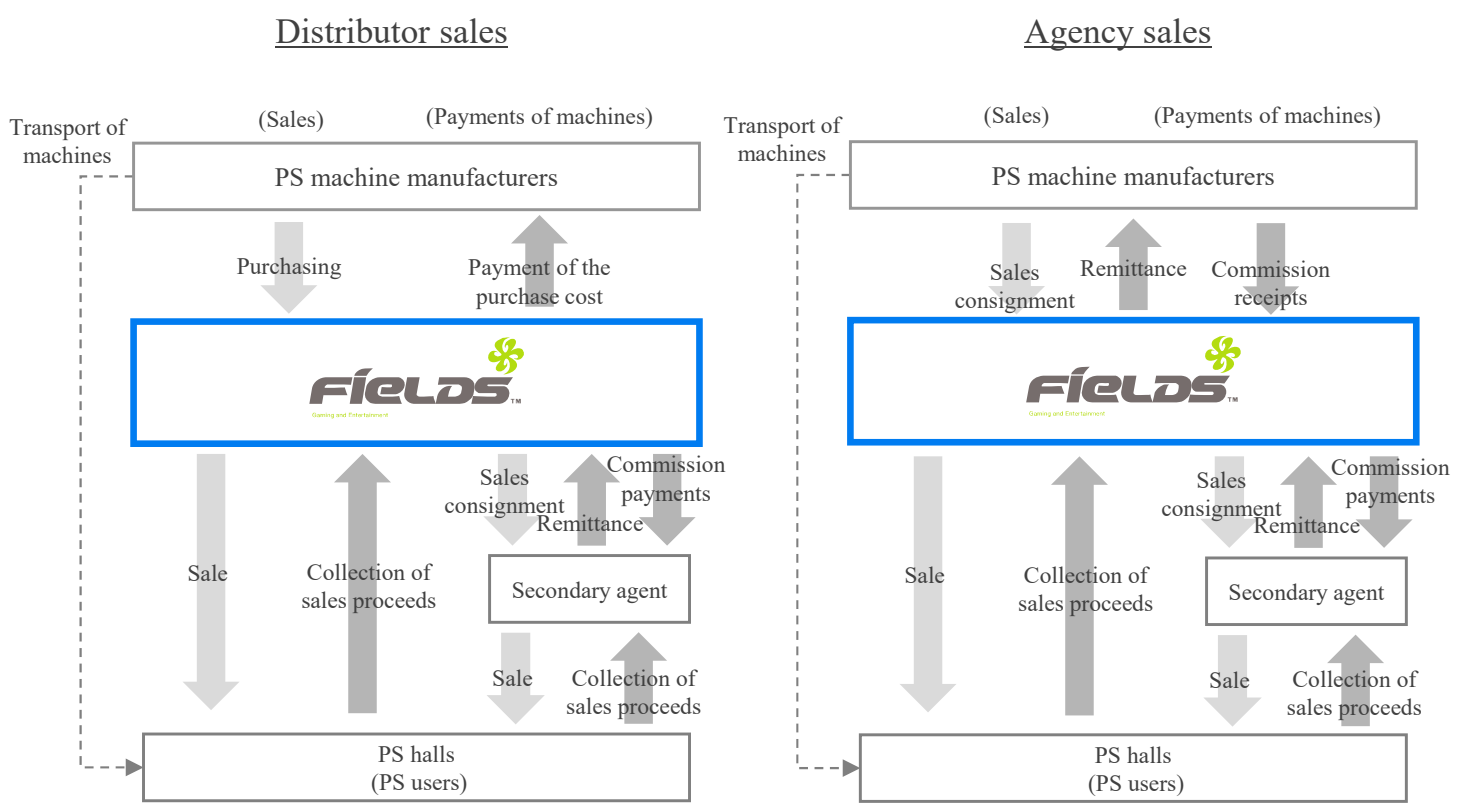
Effective on April 2021, the Company adopted the “Accounting Standard for Revenue Recognition” (ASBJ Statement No. 29, March 31, 2020). As a result, transactions\* in which we are the “sole distributor” are accounted for as follows regardless of the sales method (distributor/agency sales).

Net sales: Record the price of PS machines that we sell to pachinko halls (criterion for recording sales: at the time of shipment of the PS machines)

Cost of sales: Record purchase price of PS machines from manufacturers (also record agency commissions when selling through agencies)

\*We have a contract that stipulates that we will exclusively sell PS machines.










## (Reference) Price of PS machine collection method for distributor sales and agency sales



Source: FIELDS

# Main affiliated manufactures and group companies

(As of December 31, 2021)

	Manufacturer	History of alliance
Alliance Manufacturer	<p>SANKYO Group</p> <p><b>Bisty</b></p>  <p>Cumulative unit sales of P: 2,570,000 machines manufacturer S: 795,000 machines</p>	<ul style="list-style-type: none"> <li>• 2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd.</li> </ul>
	<p>KYORAKU SANGYO Group</p> <p><b>OK</b></p>  <p>Cumulative P: 362,000 machines unit sales of S: 7,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2008 Formed alliance with KYORAKU SANGYO</li> <li>• 2012 Exclusive sales of OK!! brand machines began</li> <li>• 2015 Signed a Basic Agreement with OK Co., Ltd.</li> </ul>
	<p>Daiichi Shokai Group</p> <p><b>D-light</b></p>  <p>Cumulative P: 37,000 machines unit sales of S: 24,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2013 Formed an alliance with D-light Co., Ltd.</li> <li>• 2015 Formed an alliance with Daiichi Shokai Co., Ltd</li> </ul>
	<p>CAPCOM Group</p> <p><b>Enterrise</b></p>  <p>Cumulative unit sales of S: 350,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2009 Signed a Basic Agreement with Enterrise Co., Ltd.</li> </ul>
Consolidated Subsidiary	<p><b>NANASHOW</b></p>  <p>66.7% *2 (27.8%)</p> <p>Cumulative P: 24,000 machines unit sales of S: 68,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2014 Formed an alliance with NANASHOW Corporation Became the affiliated company</li> <li>• 2018 NANASHOW became the consolidated subsidiary</li> </ul>
	<p><b>Spiky *1</b></p>  <p>100.0% *2 (100.0%)</p> <p>Cumulative unit sales of S: 37,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2015 Spiky Corporation became the consolidated subsidiary</li> </ul>
	<p><b>CROSSALPHA</b></p>  <p>100.0% *2</p>	<ul style="list-style-type: none"> <li>• 2015 K.K. Aristocrat Technologies (now K.K. CROSSALPHA) became the consolidated subsidiary</li> </ul>
	<p><b>F.</b></p>  <p>100.0% *2 (100.0%)</p>	<ul style="list-style-type: none"> <li>• 2021 F. Corp. became the consolidated subsidiary</li> </ul>
Cooperative Manufacturer	<p>SEGA SAMMY Group</p> <p><b>Sammy/RODEO</b></p>  <p>Cumulative unit sales of S: 1,412,000 machines manufacturer</p>	<ul style="list-style-type: none"> <li>• 2000 Formed an alliance with RODEO Co., Ltd.</li> <li>• 2001 Exclusive sales of RODEO brand machines began</li> <li>• 2002 RODEO Co., Ltd. became the affiliated company</li> <li>• 2017 Signed a Basic Sales and Purchase Agreement with Sammy Corporation RODEO Co., Ltd. excluded from affiliated company by share transfer</li> </ul>

\*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 the investment ratio. The figures in lower parentheses indicate the indirect investment ratio.

\*The cumulative unit sales of manufacturer have been rounded down to the thousand.

\*Some of the unit sales include the rental plan.

\*A reworking of calculation method is attempted for some titles from FY2018.

Source: FIELDS



# Main PS machines from FY2020 to FY2021

(As of December 31, 2021)

## Pachinko machines

<Q1-Q2>

<Q3>

<Q4>

<Q1-Q2>

<Q3>

<Q4>

**October**  
Bisty  
**NEON GENESIS EVANGELION Decisive Battle - Crimson-**  
14,000 machines

©khara / Project Eva. ©Bisty

**November**  
OK!!  
**Pachinko ULTRASEVEN Cho Rambu**  
10,000 machines

©TSUBURAYA PROD. ©OK!!  
Manufactured by KYORAKU SANGYO

**January**  
Bisty  
**P CODE GEASS**  
**Lelouch of the Rebellion**  
13,000 machines

©SUNRISE/PROJECT GEASS Character Design ©2006 CLAMP-ST  
©SUNRISE/PROJECT GEASS Character Design ©2006-2008 CLAMP-ST  
©BANDAI NAMCO SEVENS INC. ©Bisty

**April**  
OK!!  
**PACHINKO GANTZ KIWAMI**

©HIROYA OKU/SHEISHA  
©HIROYA OKU/SHEISHA/GANTZ:O Project ©OK!!

**April**  
OK!!  
**PACHINKO ULTRAMAN TARO 2**  
25,000 machines

©TSUBURAYA PROD. ©OK!!  
Manufactured by KYORAKU SANGYO

**May**  
NewGin  
**P BERSERK Musou**  
10,000 machines

©KENTAROU MURAI/STUDIO GAGAI (HAKUSENSHA/young ANIMAL)  
©KENTAROU MURAI/STUDIO GAGAI/HAKUSENSHA/BERSERK FILM PARTNERS  
©KENTAROU MURAI/STUDIO GAGAI/HAKUSENSHA/BERSERK PARTNERSHIP  
©KOREI TECHNO GAMES CO., LTD. ©Saegai

**July**  
Bisty  
**P Uchū Senkan Yamato 2202**  
**Ai no Senshi-tachi**

©西崎義景 宇宙戦艦ヤマト2202製作委員会 ©Bisty

**December**  
Bisty  
**NEON GENESIS EVANGELION -Roar for tomorrow-**  
40,000 machines

©khara / Project Eva. ©Bisty

FY	Pachinko unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2020	2,858	1,213	26,586	19,467	50,124
2021	43,947	21,252	45,438		

FY

2020

2021

## Pachislot machines

<Q1-Q2>

<Q3>

<Q4>

<Q1-Q2>

<Q3>

<Q4>

**July**  
Developed by NANASHOW  
**BLACK LAGOON**

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©Spiky ©NANASHOW

**August**  
Bisty  
**Pachislot for CHAR AZNABLE -RED COMET's Counterattack-**

©SOTSU-SUNRISE ©Bisty

**September**  
Developed by Enterise  
**PACHISLOT Ring-ni-kakero I - World champion carnival version-**

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Manufactured by Spiky Corporation Developed by Enterise Co., Ltd.

**November**  
NANASHOW  
**AKAME GA KILL!**

©タカト・田代哲也 / スコアエンタテインメント/アマガハル製作委員会  
©NANASHOW

**November**  
Enterise  
**Pachislot MONSTER HUNTER: WORLD**  
17,000 machines

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**December**  
Daichi Shokai  
**PACHISLOT TETSUYA - Destiny and real ability-**

©Sai Fumci, Yasushi Hoshino / Kodansha

**March**  
Bisty  
**PACHISLOT THE iDOLM@STER MILLION LIVE!**

©Toshiyuki Kubooka ©BANDAI NAMCO Entertainment Inc.  
©BNEI / PROJECT iM@S  
©BANDAI NAMCO SEVENS INC. ©Bisty

**March**  
Spiky  
**ZETTAI SHOGEKI III**

©フジテレビジョン ©Spiky ©NANASHOW

**June**  
Enterise  
**PACHISLOT Hyakkaryouran SAMURAI GIRLS**

©2010 手塚治虫から・Nippon Animation・百花繚乱(パートナーズ)  
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**September**  
Daichi Shokai  
**S Ushio & TORA -A flash of thunder spear-**

原作 / 藤田和日郎「うしおととら」(小学館刊)  
©藤田和日郎・小学館 / 「うしおととら」製作委員会

**November**  
Spiky  
**PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME**

©HIROYA OKU/SHEISHA  
©HIROYA OKU/SHEISHA/GANTZ:O Project  
©CROSSALPHA ©NANASHOW  
Developed by Spiky Corporation  
Manufactured by F. Corp.

**December**  
Enterise  
**Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING**  
10,000 machines

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**January**  
Bisty  
**NEON GENESIS EVANGELION -Resonance of souls-**  
On sale

©khara / Project Eva. Sales brand / Bisty

**February**  
Spiky  
**BLACK LAGOON ZERO bullet MAX**  
On sale

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Licensed by NBCUniversal ENTERTAINMENT JAPAN, LLC.  
©NANASHOW  
Developed by Spiky Corporation  
Manufactured by F. Corp.

FY	Pachislot unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2020	484	11,946	25,567	7,790	45,787
2021	6,474	6,245	18,991		

\*The table shows the titles which are announced as of January 31, 2022. The information of the Amadigi-type and reuse-type machines are omitted.  
\*The table shows the unit sales which the number of machines sold is calculated by the end of Q3 FY2021.  
\*The unit sales less than 10,000 are not disclosed. \*Please refer to the page through 20-23 for details on titles launched from FY2000.

Source: FIELDS

## Change in pachinko unit sales by affiliated manufacturer

(As of December 31, 2021)

FY		2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011
Bisty	Title	-	-	-	1	4	5	5	5	4	4	2	2
	Unit sales	-	-	-	4,151	169,037	262,806	292,905	217,526	170,883	286,877	236,505	181,776
OK!!	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Daiichi Syokai/ D-light	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Total	Title	-	-	-	1	4	5	5	5	4	4	2	2
	Unit sales	-	-	-	4,151	169,037	262,806	292,905	217,526	170,883	286,877	236,505	181,776

Source: FIELDS

## Change in pachislot unit sales by affiliated manufacturer

FY		2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011
RODEO	Title	2	4	5	6	3	2	3	5	3	2	3	3
	Unit sales	32,904	155,263	176,436	153,538	165,134	159,222	42,818	86,182	29,811	28,762	121,691	81,820
Bisty	Title	-	-	-	1	2	1	5	3	2	2	2	2
	Unit sales	-	-	-	5,622	19,053	22,952	73,714	112,439	91,204	76,179	70,080	81,754
OK!!	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Enterrise	Title	-	-	-	-	-	-	-	-	-	1	1	1
	Unit sales	-	-	-	-	-	-	-	-	-	2,498	16,119	7,264
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Spiky	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Daiichi Syokai/ D-light	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
Total	Title	2	4	5	7	5	3	8	8	5	5	6	6
	Unit sales	32,904	155,263	176,436	159,160	184,187	182,174	116,532	198,621	121,015	107,439	207,890	170,838

\*Number of titles sold includes only major titles for pachinko.

\*Unit sales are the cumulative number of machines sold by each manufacturer and some of the unit sales include the rental plan.

Source: FIELDS

## Change in pachinko unit sales by affiliated manufacturer

(As of December 31, 2021)

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	Q1-Q3 2021	Total
Bisty	Title	1	3	2	2	2	2	2	2	2	2	52
	Unit sales	48,216	111,868	159,778	90,684	98,637	56,865	37,146	57,423	32,518	55,153	2,570,754
OK!!	Title	1	2	1	1	1	-	2	3	1	2	14
	Unit sales	32,437	28,790	114,597	5,010	22,897	19,110	24,038	63,026	12,464	40,119	362,488
MIZUHO/ Macy	Title	-	-	1	3	-	1	-	-	-	-	5
	Unit sales	-	-	4,898	39,623	73	6,316	5,367	-	-	-	56,277
NANASHOW	Title	-	-	-	-	2	-	1	1	-	-	4
	Unit sales	-	-	-	-	3,731	665	16,567	3,921	50	-	24,934
Daiichi Syokai/ D-light	Title	-	-	-	1	1	-	1	1	-	-	4
	Unit sales	-	-	-	8,636	14,015	-	10,278	4,386	1	-	37,316
Total	Title	2	5	4	7	6	3	6	7	3	4	79
	Unit sales	80,653	140,658	279,273	143,953	139,353	82,956	93,396	128,756	45,033	95,272	3,051,769

Source: FIELDS

## Change in pachislot unit sales by affiliated manufacturer

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	Q1-Q3 2021	Total
RODEO	Title	2	1	1	-	1	2	-	-	-	-	48
	Unit sales	104,549	26,505	42,566	-	4,431	629	-	-	-	-	1,412,261
Bisty	Title	3	3	-	3	2	2	2	2	2	-	39
	Unit sales	65,876	61,762	20	54,341	12,010	12,294	13,186	14,870	7,675	27	795,058
OK!!	Title	-	-	-	-	-	2	-	-	-	-	2
	Unit sales	-	-	-	-	-	7,039	-	-	-	-	7,039
Enterrise	Title	1	2	1	2	3	2	3	1	1	2	21
	Unit sales	47,889	72,085	24,467	42,825	57,848	22,326	4,854	19,868	17,697	14,887	350,627
MIZUHO/ Macy	Title	-	1	-	-	-	2	-	-	-	-	3
	Unit sales	-	54,127	66	-	-	4,000	-	-	-	-	58,193
NANASHOW	Title	-	-	1	2	2	3	2	2	1	-	13
	Unit sales	-	-	20,084	14,990	6,321	10,989	7,985	5,178	2,484	-	68,031
Spiky	Title	-	-	-	-	-	1	4	-	3	1	9
	Unit sales	-	-	-	-	-	7,064	6,660	-	12,696	10,695	37,115
Daiichi Syokai/ D-light	Title	-	-	-	3	1	2	-	-	1	1	8
	Unit sales	-	-	-	9,131	3,185	3,357	-	-	4,081	5,215	24,969
Total	Title	6	7	3	10	9	16	11	5	8	4	143
	Unit sales	218,314	214,479	87,203	121,287	83,795	67,698	32,685	39,916	44,633	30,824	2,753,293

\*Number of titles for pachinko only includes the major titles. \*Unit sales are the cumulative number of machines sold by each manufacturer and some of the unit sales include the rental plan.

\*A revision of calculation method is attempted for some titles from FY2018.

\*The unit sales of RODEO includes that of *Kaiji 3* released in FY2013 from GINZA Corporation.

\*The unit sales of OK!! includes that of *PACHI-SLOT ULTRASEVEN* released in FY2017 and *Pachinko Onimusha: Dawn of Dreams Super Souken* released in FY2018 from KYORAKU SANGYO.

Source: FIELDS

# Change in pachinko unit sales by title (FY2003 to FY2021)

(As of December 31, 2021)

Bisty			
	FY	Title	Number of sales
1	2003	CR FEVER KUNG-FU GAL	14,000
2	2004	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		2005	CR Neon Genesis Evangelion: Second Impact
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	2006		CR Neon Genesis Evangelion—Kiseki no Kachiwa
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	2007	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	2008	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	2009	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	2010	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	2011	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	2020	Evangelion 7 Smile Model	12,000
40		CR Sengoku BASARA 3—The Battle of Sekigahara	16,000

41	2012	EVA Light III	16,000
42	2013	CR EVANGELION 8 Premium Battle	12,000
43		CR TEKKEN	18,000
44		CR EVANGELION 8	75,000
45		CR Beyond the Heavens	-
46	2014	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	2015	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	2016	CR TEKKEN 2 Toushin 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	2017	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-	10,000
67		CR EVANGELION 2018 model GOLD Impact	-
68	2018	CR Drum ☆ EVANGELION PINK	-
69		Mode Pachinko CODE GEASS Lelouch of the Rebellion - easy version -	-
70		Mode Pachinko Drum ☆ EVANGELION GOLD	-
71		EVANGELION Super awakening/ Super berserk	27,000
72	2019	PACHINKO TEKKEN EXTREME	-
73		EVANGELION 13 Premium model	-
74		NEON GENESIS EVANGELION Rebirth of Angels	35,000
75		PACHINKO TEKKEN EXTREME SWEET COMBO VER.	-
76		EVANGELION 13 EXTRA model	-
77		NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL	-
78	2020	NEON GENESIS EVANGELION Decisive Battle -Crimson-	14,000
79		P CODE GEASS Lelouch of the Rebellion	13,000
80		NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL	-
81	2021	P Uchū Senkan Yamato 2202 Ai no Senshi-tachi	-
82		P CODE GEASS Lelouch of the Rebellion Light middle ver.	-
83		NEON GENESIS EVANGELION -Roar for tomorrow-	40,000

\*The table shows the titles which were announced as of January 31, 2022.

\*The table shows the unit sales which is calculated by the end of Q3 FY2021 (the information of the amadigi-type and reuse-type machines are omitted).

Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

\*The figures have been rounded down to thousand. \*Some of the unit sales include the rental plan.

Source: FIELDS

# Change in pachinko unit sales by title (FY2003 to FY2021)

(As of December 31, 2021)

OK!!			
	FY	Title	Unit sales
1	2012	<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type</i>	-
2		<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type</i>	25,000
3	2013	<i>Pachinko Onimusha: Dawn of Dreams</i>	33,000
4		<i>New-century Pachinko BERSERK</i>	23,000
5	2014	<i>Pachinko Onimusha: Dawn of Dreams Light Version</i>	-
6		<i>Pachinko Ultra Battle Retsuden</i>	80,000
7	2015	<i>Pachinko Marvel's Avengers</i>	-
8	2016	<i>Pachinko GANTZ</i>	31,000
9	2017	<i>Pachinko Ultra Battle Retsuden Light Edition</i>	-
10		<i>Pachinko Marvel's Avengers Type196</i>	-
11		<i>Pachinko Marvel's Avengers Light Version</i>	-
12		<i>Pachinko GANTZ EXTRA</i>	-
13	2018	<i>Pachinko Onimusha: Dawn of Dreams Super Souken (Manufactured by KYORAKU SANGYO)</i>	15,000
14		<i>Pachinko GEKIJOUREI</i>	10,000
15	2019	<i>Pachinko GANTZ:2</i>	25,000
16		<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu (Manufactured by KYORAKU SANGYO)</i>	10,000
17		<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu Light Verion (Manufactured by KYORAKU SANGYO)</i>	-
18		<i>PACHINKO 6 ULTRAMAN BROTHERS (Manufactured by KYORAKU SANGYO)</i>	20,000
19	2020	<i>Pachinko ULTRASEVEN Cho Rambu (Manufactured by KYORAKU SANGYO)</i>	10,000
20		<i>Pachinko GANTZ:2 Sweet ver.</i>	-
21	2021	<i>PACHINKO GANTZ KIWAMI</i>	-
22		<i>PACHINKO ULTRAMAN TARO 2 (Manufactured by KYORAKU SANGYO)</i>	25,000
23		<i>PACHINKO 6 ULTRAMAN BROTHERS Light version (Manufactured by KYORAKU SANGYO)</i>	-
24		<i>PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver. (Manufactured by KYORAKU SANGYO)</i>	On sale

MIZUHO/ Macy			
	FY	Title	Unit sales
1	2014	<i>CR BATMAN</i>	-
2	2015	<i>CR Million GOD RISING</i>	22,000
3		<i>CR Midoridon Hanabi DE Buon giorno</i>	10,000
4		<i>CR Million GOD RISING—ZEUS Returns—</i>	-
5		<i>CR Tengen Toppa Gurren Lagann</i>	-
6		<i>CR Midoridon Hanabi DE Buon giorno 1/99ver.</i>	-
7	2017	<i>CR Yu-Gi-Sei Million Arthur</i>	-
8	2018	<i>CR Tengen Toppa Gurren Lagann 199 ver.</i>	-
9		<i>CR Tengen Toppa Gurren Lagann 99 ver.</i>	-
10		<i>CR Yu-Gi-Sei Million Arthur 199ver</i>	-

Daiichi Shokai/ D-light			
	FY	Title	Unit sales
1	2015	<i>CR Sakigake Otokojuku</i>	-
2		<i>CR Sakigake Otokojuku Light Ver.</i>	-
3	2016	<i>CR MAJESTIC PRINCE</i>	13,000
4	2018	<i>CR INUYASHA JUDGEMENT∞(infinity)</i>	-
5		<i>P INUYASHA JUDGEMENT∞ PREMIUM</i>	-
6	2019	<i>ayumi hamasaki -LIVE in CASINO-</i>	-

NANASHOW			
	FY	Title	Unit sales
1	2016	<i>CR The Amazing Spider-Man</i>	-
2		<i>THE GENIE FAMILY</i>	-
3	2018	<i>CR ULTIMATE JUDGEMENT</i>	16,000
4	2019	<i>PA ULTIMATE JUDGEMENT Sweet Judgement 99 ver.</i>	-
5		<i>CR Mach GoGoGo GP7000</i>	-

\*The table shows the titles which were announced as of January 31, 2022.

\*The table shows the unit sales which is calculated by the end of the Q3 FY2021 (the information of the amadigi-type and reuse-type machines are omitted).

Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

\*The figures have been rounded down to thousand. \*Some of the unit sales include the rental plan.

Source: FIELDS

# Change in pachislot unit sales by title (FY2000 to FY2021)

(As of December 31, 2021)

RODEO			
	FY	Title	Unit sales
1	2000	INDY JAWS 2	23,000
2		Gamera	29,000
3	2001	Ichigeki Teio 2	17,000
4		Salaryman Kintaro	118,000
5		DOUBLE CHALLENGE	31,000
6		Oo-Gamera	32,000
7	2002	KAZENOYOUJINBOU	53,000
8		SNOW KING	-
9		Salaryman Kintaro S	-
10		CLUB RODEO T	43,000
11		Ginginmaru	31,000
12	2003	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	2004	Onimusha 3	120,000
19		Kaiji	29,000
20		Umematsu Dynamite Wave!	36,000
21	2005	Ore no Sora	125,000
22		Dokonjo Gaeru	-
23	2006	Sakigake!! Otoko Juku	17,000
24		PREMIUM Dynamite	-
25		Dokaben	-
26	2007	Virtua Fighter	10,000
27		Tenka Muteki! Salaryman Kintaro	18,000
28		The Mask of Zorro	-
29		Cream Stew	-
30		Devil May Cry 3	48,000
31	2008	Kaiji Act 2	18,000
32		Tenchi wo Kurau	-
33		Sonic Live	-
34	2009	Onimusha: Dawn of Dreams	90,000
35		Hono-no Nekketsu Kyoshi	-
36	2010	Gravion	-
37		Ore no Sora—Spirit of Young Justice	38,000
38		Gamera	13,000
39	2011	Pachislot Monster Hunter	95,000
40		Rahxephon	-
41		Kaze no Youjinbou—Memory of Butterflies	23,000
42	2012	Pachislot Shin-Onimusha Sairin	41,000

43	2012	SAKIGAKE OTOKOJUKU—TENCHO-GORIN THE FINAL	24,000
44	2013	Kaiji3 (Manufactured by GINZA Corporation)	25,000
45	2014	Salaryman Kintaro Synuse Kaido	42,000
46	2016	Pachislot INUYASHA	-
47	2017	PACHISLOT TATAKAE! SALARY-MAN	-
48		Pachislot Ys I&II	-

Bisty			
	FY	Title	Unit sales
1	2003	KAIZOKU	-
2	2004	Dai Yamato	12,000
3		Fever Natsumatsuri	-
4	2005	Neon Genesis Evangelion	23,000
5	2006	SHERLOCK HOUND	-
6		GTO	-
7		ROCKY BALBOA	-
8		Tomb Raider	60,000
9		Lord of the Rings	-
10	2007	Beach Club	-
11		Neon Genesis Evangelion—Magokoro wo Kimini	99,000
12		Morning Musume	-
13	2008	KING KONG	-
14		Neon Genesis Evangelion—That time has come, now they're waiting for us	90,000
15	2009	Saturday Night Fever	-
16		Neon Genesis Evangelion—Die Spur der SEELE	84,000
17	2010	MOBASLO Evangelion—for your own wish	77,000
18		Magical Shopping Arcade Abenobashi	-
19	2011	Evangelion—the Heartbeat of Life	46,000
20		SAMURAI 7	12,000
21	2012	EVANGELION	57,000
22		Yaoh	-
23		GTO Limit Break	-
24	2013	Evangelion—Ketsui no Toki	13,000
25		MOBILE SUIT GUNDAM	25,000
26		PACHISLOT ULTRAMAN WARS	23,000
27	2015	EVANGELION—Spear of Hope	26,000
28		EVANGELION—Tamashii wo Tsunagumono	15,000
29		MOBILE SUIT GUNDAM Awakening—Chained battle—	12,000
30	2016	EVANGELION—WISH OF VICTORY	-
31		PACHI-SLOT MOBILE SUIT Z GUNDAM	-
32	2017	EVANGELION 30φMODEL	-
33		Neon Genesis Evangelion - to You the Sincerity 2	-

\*The table shows the titles which were announced as of January 31, 2022.

\*The table shows the unit sales which is calculated by the end of the Q3 FY2021 (the information of the amadigi-type and reuse-type machines are omitted).

Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

\*The figures have been rounded down to thousand. \*Some of the unit sales include the rental plan.

Source: FIELDS

# Change in pachislot unit sales by title (FY2000 to FY2021)

(As of December 31, 2021)

34	2018	<i>Pachislot Evangelion AT777</i>	14,000
35		<i>Neon Genesis Evangelion - berserk 400</i>	-
36	2019	<i>CARD BATTLE PACHI-SLOT MOBILE SUIT GUNDAM X-OVER</i>	-
37		<i>EVANGELION FESTIVAL</i>	-
38	2020	<i>Pachislot for CHAR AZNABLE -RED COMET's Counterattack-</i>	-
39		<i>PACHISLOT THE iDOLM@STER MILLION LIVE!</i>	-
40	2021	<i>NEON GENESIS EVANGELION -Resonance of souls-</i>	On sale

## Enterrise

	FY	Title	Unit sales
1	2009	<i>VIEWTIFUL JOE</i>	-
2	2010	<i>Sengoku BASARA 2</i>	16,000
3	2011	<i>Street Fighter IV</i>	-
4	2012	<i>Resident Evil 5</i>	49,000
5	2013	<i>Monster Hunter: Gekka Raimei</i>	50,000
6		<i>Devil May Cry 4</i>	25,000
7	2014	<i>Pachislot Sengoku BASARA 3</i>	20,000
8	2015	<i>Resident Evil 6</i>	37,000
9		<i>Asura's Wrath</i>	-
10	2016	<i>Super Street Fighter IV</i>	-
11		<i>Devil May Cry X (Cross)</i>	15,000
12		<i>Monster Hunter Kyoryu Sensen</i>	37,000
13	2017	<i>Pachislot Machine Ace Attorney</i>	-
14		<i>Resident Evil Revelations</i>	18,000
15	2018	<i>Pachislot Okami</i>	-
16		<i>STREET FIGHTER V PACHISLOT EDITION</i>	-
17		<i>Pachislot Sengoku BASARA HEROES PARTY</i>	-
18	2019	<i>PACHI SLOT Onimusha: Dawn of Dreams</i>	20,000
19	2020	<i>Pachislot MONSTER HUNTER: WORLD</i>	17,000
20		<i>PACHISLOT Hyakkaryouran SAMURAI GIRLS</i>	-
21	2021	<i>Pachislot MONSTER HUNTER: WORLD<sup>TM</sup> GOLD HUNTING</i>	10,000

## MIZUHO

	FY	Title	Unit sales
1	2013	<i>ANOTHER GOD HADES</i>	54,000
2	2017	<i>Kai-Dou-Sei Million Arthur</i>	-
3		<i>THE AMAZING SPIDER-MAN</i>	-

## OK!!

	FY	Title	Unit sales
1	2017	<i>Pachi-Slot Marvel's The Avengers</i>	-
2		<i>PACHI-SLOT ULTRASEVEN (Manufactured by KYORAKU SANGYO)</i>	-

## Daichi Shokai/D-light

	FY	Title	Unit sales
1	2015	<i>MAJESTIC PRINCE</i>	-
2		<i>HIGURASHI NO NAKUKORONI—KIZUNA</i>	-
3		<i>Oh My Goddess!</i>	-
4	2016	<i>Pachislot GARGANTIA ON THE VERDUROUS PLANET</i>	-
5	2017	<i>Pachislot Osomatsu-kun</i>	-
6		<i>Pachislot The Ambition of Oda Nobuna</i>	-
7	2020	<i>PACHISLOT TETSUYA -Destiny and real ability-</i>	-
8	2021	<i>S Ushio &amp;TORA -A flash of thunder spear-</i>	-

## NANASHOW

	FY	Title	Unit sales
1	2014	<i>Pachislot BERSERK</i>	20,000
2	2015	<i>PACHISLOT NINJA GAIDEN</i>	12,000
3		<i>Pachislot Ultraman</i>	-
4	2016	<i>Pachislot ALIEN BALTAN</i>	-
5		<i>Pachislot LOAD of VERMILION</i>	-
6	2017	<i>PACHISLOT GRAPPLER BAKI</i>	-
7		<i>PACHISLOT TOUKIDEN</i>	-
8		<i>PACHISLOT BLACK LAGOON3</i>	-
9	2018	<i>Pachislot Mach GoGoGo</i>	-
10		<i>Pachislot LORD of VERMILION Re:</i>	-
11	2019	<i>Super AT Chu la Oki</i>	-
12		<i>PACHISLOT Tengen Toppa Gurren Lagann</i>	-
13	2020	<i>AKAME GA KILL!</i>	-

## Spiky

	FY	Title	Unit sales
1	2017	<i>PACHISLOT Super GANTZ (Developed by NANASHOW Corporation)</i>	-
2	2018	<i>PACHISLOT Tengen Toppa Gurren Lagann - KIWAME- (Developed by NANASHOW Corporation)</i>	-
3		<i>Pachislot Hananchu (Developed by NANASHOW Corporation)</i>	-
4		<i>PACHISLOT ROCKMAN Ability (Developed by Enterrise Co., Ltd. )</i>	-
5		<i>Resident Evil INTO THE PANIC (Developed by Enterrise Co., Ltd.)</i>	-
6	2020	<i>BLACK LAGOON4 (Developed by NANASHOW Corporation)</i>	-
7		<i>PACHISLOT Ring-ni-kakeroI -World champion carnival version- (Developed by Enterrise Co., Ltd.)</i>	-
8		<i>ZETTAI SHOGEKI III (Developed by NANASHOW Corporation)</i>	-
9	2021	<i>PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME</i>	-
10		<i>BLACK LAGOON ZERO bullet MAX</i>	On sale

\*The table shows the titles which were announced as of January 31, 2022.








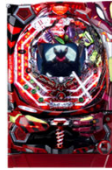





\*The table shows the unit sales which is calculated by the end of the Q3 FY2021 (the information of the amadigi-type and reuse-type machines are omitted).

Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

\*The figures have been rounded down to thousand. \*Some of the unit sales include the rental plan.

Source: FIELDS

# Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)	FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)
2004	 <p><b>Neon Genesis Evangelion</b> Dec. 2004 (124,000 machines)</p>		<u>98,000</u> machines	2009	 <p><b>The Beginning and the End</b> Apr. 2009 (237,000 machines)</p>	 <p><b>The Angels Are Back Again YF</b> Jan. 2010 (24,000 machines)</p>	<u>259,000</u> machines
2005	 <p><b>Second Impact</b> Feb. 2006 (161,000 machines)</p>		<u>150,000</u> machines	2010	 <p><b>Evangelical of the Beginnings</b> Jun. 2010 (205,000 machines)</p>	 <p><b>Evangelical of the Beginnings Light ver.</b> Nov. 2010</p>	<u>215,000</u> machines
2006	 <p><b>Kiseki no Kachiwa</b> Feb. 2007 (187,000 machines)</p>		<u>206,000</u> machines	2011	 <p><b>Evangelion 7</b> Jan. 2012 (100,000 machines)</p>		<u>97,000</u> machines
2007	 <p><b>The Angels Are Back Again</b> Jan. 2008 (199,000 machines)</p>		<u>206,000</u> machines	2012		 <p><b>(Evangelion 7) EVA Light III</b> May 2012 (16,000 machines)</p>	<u>31,000</u> machines
2008		 <p><b>Neon Genesis Evangelion Premium Model</b> May 2008 (51,000 machines)</p>	<u>63,000</u> machines	2013	 <p><b>EVANGELION 8</b> Jul. 2013 (75,000 machines)</p>	 <p><b>EVANGELION 8 Premium Battle</b> Jan. 2014 (12,000 machines)</p>	<u>88,000</u> machines

\*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).

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Source: FIELDS



# Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)	FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)
2014	 <b>EVANGELION 9</b> Dec. 2014 (103,000 machines)	 <b>EVANGELION 8 Extreme Battle</b> Jul. 2014 (20,000 machines)	<u>131,000</u> machines	2019	 <b>NEON GENESIS EVANGELION Rebirth of Angels</b> Dec. 2019 (35,000 machines)	 <b>EVANGELION 13 Premium model</b> Sep. 2019	<u>51,000</u> machines
		 <b>EVANGELION 9 Premium Amadigi Ver.</b> Feb. 2015 (13,000 machines)				 <b>EVANGELION 13 EXTRA model</b> Feb. 2020	
		 <b>EVANGELION 9 Middle Ver.</b> Feb. 2015				 <b>NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL</b> Mar. 2020	
2015	 <b>EVANGELION X</b> Sep. 2015 (53,000 machines)	 <b>EVANGELION 9 Type zero ver.</b> May 2015	<u>84,000</u> machines	2020	 <b>NEON GENESIS EVANGELION Decisive Battle -Crimson-</b> Oct. 2020 (14,000 machines)	 <b>EVANGELION 9 Type zero 199ver.</b> Dec. 2015	 <b>NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL</b> Feb. 2021
		 <b>EVANGELION X PREMIUM MODEL</b> Feb. 2016 (12,000 machines)				<u>18,000</u> machines	
2016	 <b>Time to Rise</b> Dec. 2016 (57,000 machines)	 <b>EVANGELION 9 180Ver.</b> Sep. 2016	<u>78,000</u> machines	2021	 <b>NEON GENESIS EVANGELION -Roar for tomorrow-</b> Dec. 2021 (40,000 machines)	<u>40,000</u> machines	
		 <b>EVANGELION X SPEED IMPACT</b> Sep. 2016 (12,000 machines)					
2017	 <b>EVANGELION 2018 model</b> Oct. 2017 (36,000 machines)	 <b>EVANGELION 11 PREMIUM MODEL</b> Jun. 2017	<u>46,000</u> machines				
		 <b>EVANGELION 11 Start Impact</b> Dec. 2017					
		 <b>EVANGELION 2018 model GOLD Impact</b> Mar. 2018					
2018	 <b>EVANGELION Super awakening/ Super berserk</b> Mar. 2019 (27,000 machines)	 <b>CR Drum ☆ EVANGELION PINK</b> Aug. 2018	<u>33,000</u> machines				
		 <b>Mode Pachinko Drum ☆ EVANGELION GOLD</b> Jan. 2019					









\*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).

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Source: FIELDS

# Change of pachislot *Evangelion* series

FY	Sales title	Reuse-type machines, etc.	Unit sales of series (by period)	FY	Sales title	Reuse-type machines, etc.	Unit sales of series (by period)
2005	 <b>Neon Genesis Evangelion</b> Sep. 2005 (23,000 machines)		22,000 machines	2010	 <b>MOBASLO Evangelion</b> —for your own wish Mar. 2011 (77,000 machines)		65,000 machines
2006			—	2011	 <b>Evangelion</b> —the Heartbeat of Life Feb. 2012 (46,000 machines)		69,000 machines
2007	 <b>Neon Genesis Evangelion</b> <b>Magokoro wo Kimini</b> Jul. 2007 (99,000 machines)		99,000 machines	2012	 <b>EVANGELION</b> Feb. 2013 (57,000 machines)		56,000 machines
2008	 <b>Neon Genesis Evangelion</b> That time has come, they're waiting for us Sep. 2008 (90,000 machines)		90,000 machines	2013	 <b>Evangelion</b> —Ketsui no Toki Feb. 2014 (13,000 machines)		13,000 machines
2009	 <b>Neon Genesis Evangelion</b> — Die Spur der SEELE Mar. 2010 (84,000 machines)		74,000 machines	2014			—










\*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).

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Source: FIELDS

# Change of pachislot *Evangelion* series

FY	Sales title	Reuse-type machines, etc.	Unit sales of series (by period)	FY	Sales title	Reuse-type machines, etc.	Unit sales of series (by period)
2015	 <b>EVANGELION</b> <b>—Spear of Hope</b> Jun. 2015 (26,000 machines)		<u>41,000</u> machines	2020			-
	 <b>EVANGELION</b> <b>—Tamashii wo Tsunagumono</b> Dec. 2015 (15,000 machines)						
2016	 <b>EVANGELION</b> <b>—WISH OF VICTORY</b> Feb. 2017		-	2021	 <b>NEON GENESIS EVANGELION</b> <b>-Resonance of souls-</b> Jan. 2022		<u>On sale</u>
2017	 <b>Neon Genesis Evangelion</b> <b>-to You the Sincerity 2</b> Feb. 2018	 <b>EVANGELION</b> <b>30φMODEL</b> Jan. 2018	<u>11,000</u> machines				
	2018	 <b>Pachislot Evangelion</b> <b>AT777</b> Feb. 2019 (14,000 machines)		 <b>Neon Genesis Evangelion</b> <b>-berserk 400</b> Mar. 2019	<u>13,000</u> machines		
2019		 <b>EVANGELION FESTIVAL</b> Mar. 2020		-			

\*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).

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 ©khara ©khara/Project Eva. Sales brand/ Bisty  
 Source: FIELDS

# 4. Result of PS machines sales

P.29 Result of PS machines sales (by brand and major sales title)

P.30 Change in unit sales of PS machines (graph)

P.31 Unit sales of PS machines (quarterly)  
Unit sales of PS machines (H1 and H2)

# Result of PS machines sales (by brand)

(As of December 31, 2021)  
(Unit: Machines)

FY	2020					2021				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
[Pachinko machines]										
Bisty	1,626	109	14,696	16,087	32,518	2,583	11,298	41,272		
OK!!	101	1	10,193	2,169	12,464	34,670	4,279	1,170		
Daiichi Syokai/ D-light	1	-	-	-	1	-	-	-		
NANASHOW	50	-	-	-	50	-	-	-		
Others *1	1,080	1,103	1,697	1,211	5,091	6,694	5,675	2,906		
<b>I) Total unit sales (pachinko)</b>	<b>2,858</b>	<b>1,213</b>	<b>26,586</b>	<b>19,467</b>	<b>50,124</b>	<b>43,947</b>	<b>21,252</b>	<b>45,348</b>		
[Pachislot machines]										
RODEO	-	-	-	-	-	-	-	-		
Bisty	14	3,831	-	3,830	7,675	24	-	3		
OK!!	-	-	-	-	-	-	-	-		
NANASHOW	-	-	2,466	18	2,484	-	-	-		
Spiky	11	8,025	1,379	3,281	12,696	1,707	924	8,064		
Enterrise	157	-	17,537	3	17,697	4,468	32	10,387		
Daiichi Syokai/ D-light	-	-	4,049	32	4,081	-	5,076	139		
Others	302	90	136	626	1,154	275	213	398		
<b>II) Total unit sales (pachislot)</b>	<b>484</b>	<b>11,946</b>	<b>25,567</b>	<b>7,790</b>	<b>45,787</b>	<b>6,474</b>	<b>6,245</b>	<b>18,991</b>		
<b>I) + II) Total unit sales</b>	<b>3,342</b>	<b>13,159</b>	<b>52,153</b>	<b>27,257</b>	<b>95,911</b>	<b>50,421</b>	<b>27,497</b>	<b>64,339</b>		

\*1 Others includes Newgin.

\*Some of the unit sales include the rental plan.

Source: FIELDS

# Result of PS machines sales (by major sales title)

(Unit: Machines)

Release	Brand	Title	FY2021				
			Q1	Q2	Q3	Q4	Full-Year
[Pachinko machines]							
Apr. 2021	OK!!	<i>PACHINKO GANTZ KIWAMI</i>	-	-	-		
Apr.	OK!!	<i>PACHINKO ULTRAMAN TARO 2</i>	25,000	-	-		
May	Newgin	<i>P BERSERK Musou</i>	-	-	-		
Jul.	Bisty	<i>P Uchū Senkan Yamato 2202 Ai no Senshi-tachi</i>	-	-	-		
Sep.	Bisty	<i>P CODE GEASS Lelouch of the Rebellion Light middle ver.</i>	-	-	-		
Oct.	OK!!	<i>PACHINKO 6 ULTRAMAN BROTHERS Light version</i>	-	-	-		
Dec.	Bisty	<i>NEON GENESIS EVANGELION -Roar for tomorrow-</i>	-	-	40,000		
Jan. 2022	OK!!	<i>PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver.</i>	-	-	-	On sale	
[Pachislot machines]							
Apr. 2021	Enterrise	<i>PACHISLOT Hyakkaryouran SAMURAI GIRLS</i>	-	-	-		
Sep.	Daiichi Shokai	<i>S Ushio &amp;TORA -A flash of thunder spear-</i>	-	-	-		
Nov.	Spiky	<i>PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME</i>	-	-	-		
Dec.	Enterrise	<i>Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING</i>	-	-	10,000		
Jan. 2022	Bisty	<i>NEON GENESIS EVANGELION -Resonance of souls-</i>	-	-	-	On sale	
Feb.	Spiky	<i>BLACK LAGOON ZERO bullet MAX</i>	-	-	-	On sale	

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

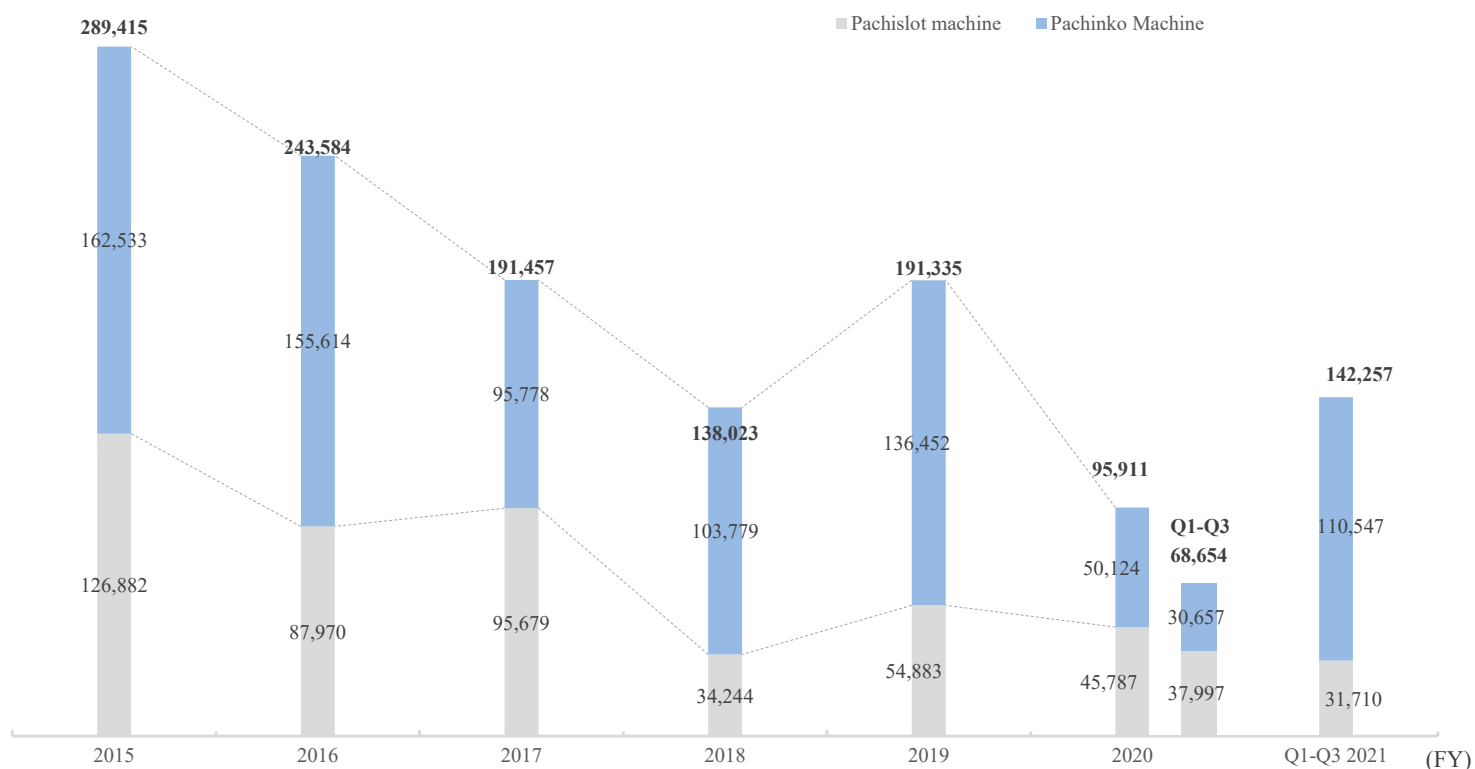
\*The figures have been rounded down to thousand. \*The blue-letter titles are spin-offs of previously launched PS machines.

Source: FIELDS

# Change in unit sales of PS machines (graph)

## By PS machines

(Unit: Machine)

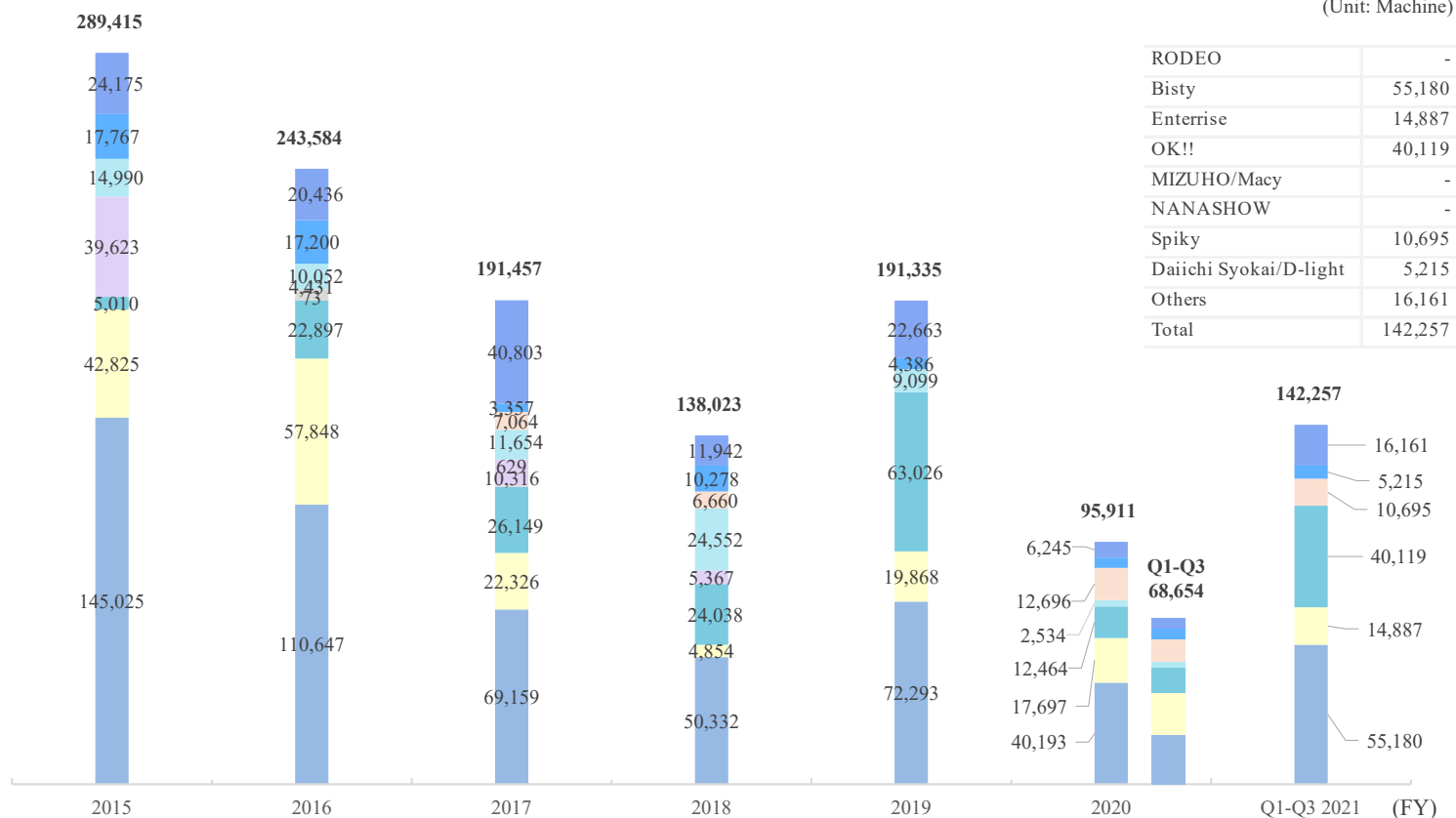


Source: FIELDS

## By PS brand

■ Bisty ■ Enterrise ■ OK!! ■ RODEO ■ MIZUHO/Macy ■ NANASHOW ■ Spiky ■ Daiichi Syokai/D-light ■ Others

(Unit: Machine)



\*Some of the unit sales include the rental plan.

\*A revision of calculation method is attempted for some titles from FY2018.

Source: FIELDS

## Unit sales of PS machines (quarterly)

(Unit: Machines)

FY	2019					2020					2021				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Total unit sales	41,928	22,633	34,412	92,362	191,335	3,342	13,159	52,153	27,257	95,911	50,421	27,497	64,339		
Pachinko	37,464	18,442	17,058	63,488	136,452	2,858	1,213	26,586	19,467	50,124	43,947	21,252	45,348		
	89.4%	81.5%	49.6%	68.7%	71.3%	85.5%	9.2%	51.0%	71.4%	52.3%	87.2%	77.3%	70.5%		
Pachislot	4,464	4,191	17,354	28,874	54,883	484	11,946	25,567	7,790	45,787	6,474	6,245	18,991		
	10.6%	18.5%	50.4%	31.3%	28.7%	14.5%	90.8%	49.0%	28.6%	47.7%	12.8%	22.7%	29.5%		
Agency sales	8,483	8,922	24,123	41,713	83,241	2,992	1,301	16,280	17,524	38,097	8,883	21,666	44,313		
	20.2%	39.4%	70.1%	45.2%	43.5%	89.5%	9.9%	31.2%	64.3%	39.7%	17.6%	78.8%	68.9%		
Distribution sales	33,445	13,711	10,289	50,649	108,094	350	11,858	35,873	9,733	57,814	41,538	5,831	20,026		
	79.8%	60.6%	29.9%	54.8%	56.5%	10.5%	90.1%	68.8%	35.7%	60.3%	82.4%	21.2%	31.1%		
Direct sales	33,307	18,546	27,345	72,282	151,480	2,824	10,208	40,911	21,589	75,532	39,916	21,568	49,684		
	79.4%	81.9%	79.5%	78.3%	79.2%	84.5%	77.6%	78.4%	79.2%	78.8%	79.2%	78.4%	77.2%		
Indirect sales	8,621	4,087	7,067	20,080	39,855	518	2,951	11,242	5,668	20,379	10,505	5,929	14,655		
	20.6%	18.1%	20.5%	21.7%	20.8%	15.5%	22.4%	21.6%	20.8%	21.2%	20.8%	21.6%	22.8%		

\*Some of the unit sales include the rental plan.

Source: FIELDS

## Unit sales of PS machines (H1 and H2)

(Unit: Machines)

FY	2017			2018			2019			2020			2021		
	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full
Total unit sales	99,493	91,964	191,457	43,026	94,997	138,023	64,561	126,774	191,335	16,501	79,410	95,911	77,918		
Pachinko	30,254	65,524	95,778	32,822	70,957	103,779	55,906	80,546	136,452	4,071	46,053	50,124	65,199		
	30.4%	71.2%	50.0%	76.3%	74.7%	75.2%	86.6%	63.5%	71.3%	24.7%	58.0%	52.3%	83.7%		
Pachislot	69,239	26,440	95,679	10,204	24,040	34,244	8,655	46,228	54,883	12,430	33,357	45,787	12,719		
	69.6%	28.8%	50.0%	23.7%	25.3%	24.8%	13.4%	36.5%	28.7%	75.3%	42.0%	47.7%	16.3%		
Agency sales	35,610	56,116	91,726	18,287	32,478	50,765	17,405	65,836	83,241	4,293	33,804	38,097	30,549		
	35.8%	61.0%	47.9%	42.5%	34.2%	36.8%	27.0%	51.9%	43.5%	26.0%	42.6%	39.7%	39.2%		
Distribution sales	63,883	35,848	99,731	24,739	62,519	87,258	47,156	60,938	108,094	12,208	45,606	57,814	47,369		
	64.2%	39.0%	52.1%	57.5%	65.8%	63.2%	73.0%	48.1%	56.5%	74.0%	57.4%	60.3%	60.8%		
Direct sales	84,258	73,713	157,971	34,611	76,533	111,144	51,853	99,627	151,480	13,032	62,500	75,532	61,484		
	84.7%	80.2%	82.5%	80.4%	80.6%	80.5%	80.3%	78.6%	79.2%	79.0%	78.7%	78.8%	78.9%		
Indirect sales	15,235	18,251	33,486	8,415	18,464	26,879	12,708	27,147	39,855	3,469	16,910	20,379	16,434		
	15.3%	19.8%	17.5%	19.6%	19.4%	19.5%	19.7%	21.4%	20.8%	21.0%	21.3%	21.2%	21.1%		

\*Some of the unit sales include the rental plan.

Source: FIELDS

# 5. Corporate information, etc.

P.33	Corporate profile Stock information
P.34	Organization
P.35	Main group companies
P.36	Our history
P.38	Social responsibility and activities for sustainability of FIELDS Group
P.43	Reference: introduction of our IR site

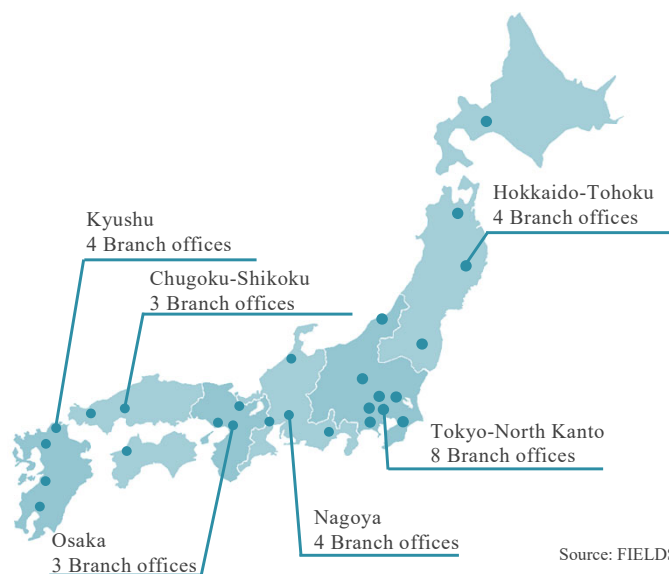


# Corporate profile

(As of December 31, 2021)

Company name	FIELDS CORPORATION <a href="https://www.fields.biz/ir/e/">https://www.fields.biz/ir/e/</a>
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: 2,368,300)
Securities exchange	The first section of the Tokyo Stock Exchange Code: 2767
Number of employees	1,231 (consolidated), 515 (non-consolidated)
Main business activities	Content-related businesses Planning, development and sales of PS machines
Consolidated Subsidiaries	<ul style="list-style-type: none"> <li>•Fields Jr. Corporation</li> <li>•Digital Frontier Inc.</li> <li>•Tsuburaya Productions Co., Ltd.</li> <li>•BOOOM Corporation</li> <li>•K.K. CROSSALPHA and others total 16 companies</li> </ul>
Equity method companies	<ul style="list-style-type: none"> <li>•SOUGOU MEDIA INC.</li> <li>•SPO Entertainment Inc. and others total 4 companies</li> </ul>

Regional offices, Branch offices and Showrooms	<Regional offices: 6 > Hokkaido-Tohoku, Tokyo-North Kanto, Nagoya, Osaka, Chugoku-Shikoku, Kyushu
	<Branch offices: 26 > Sapporo, Sendai, Aomori, Koriyama, Tokyo, Takasaki, Niigata, West Tokyo, Chiba, Saitama, Yokohama, Tsukuba, Nagoya, Mie, Shizuoka, Kanazawa, Osaka, Kyoto, Kobe, Hiroshima, Yamaguchi, Matsuyama, Fukuoka, Saga, Kumamoto, Kagoshima
	<Showrooms: 9> Morioka, Akita, Utsunomiya, Nagano, Ueno, Takamatsu, Okayama, Oita, Miyazaki



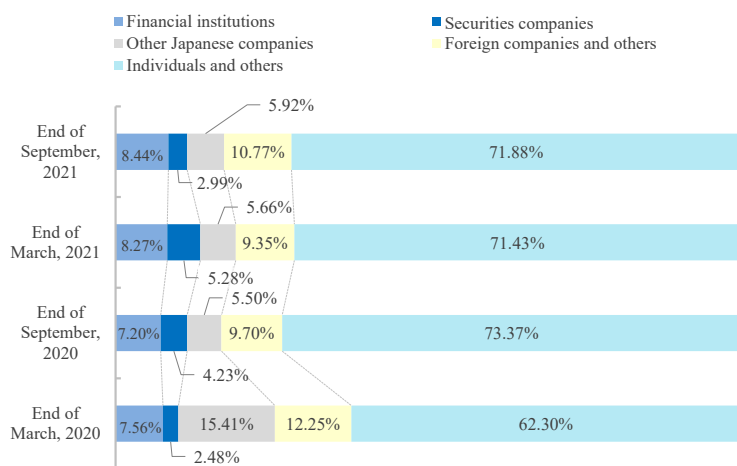
Source: FIELDS

## Stock information

### Stock Information

Total number of authorized shares	138,800,000
Number of shares issued	34,700,000
Treasury shares	2,368,300
Shareholders	9,316

### By type of shareholder



\*Percentage of outstanding shares held is calculated excluding FIELDS' treasury shares (2,368,300 shares).

### Major shareholders

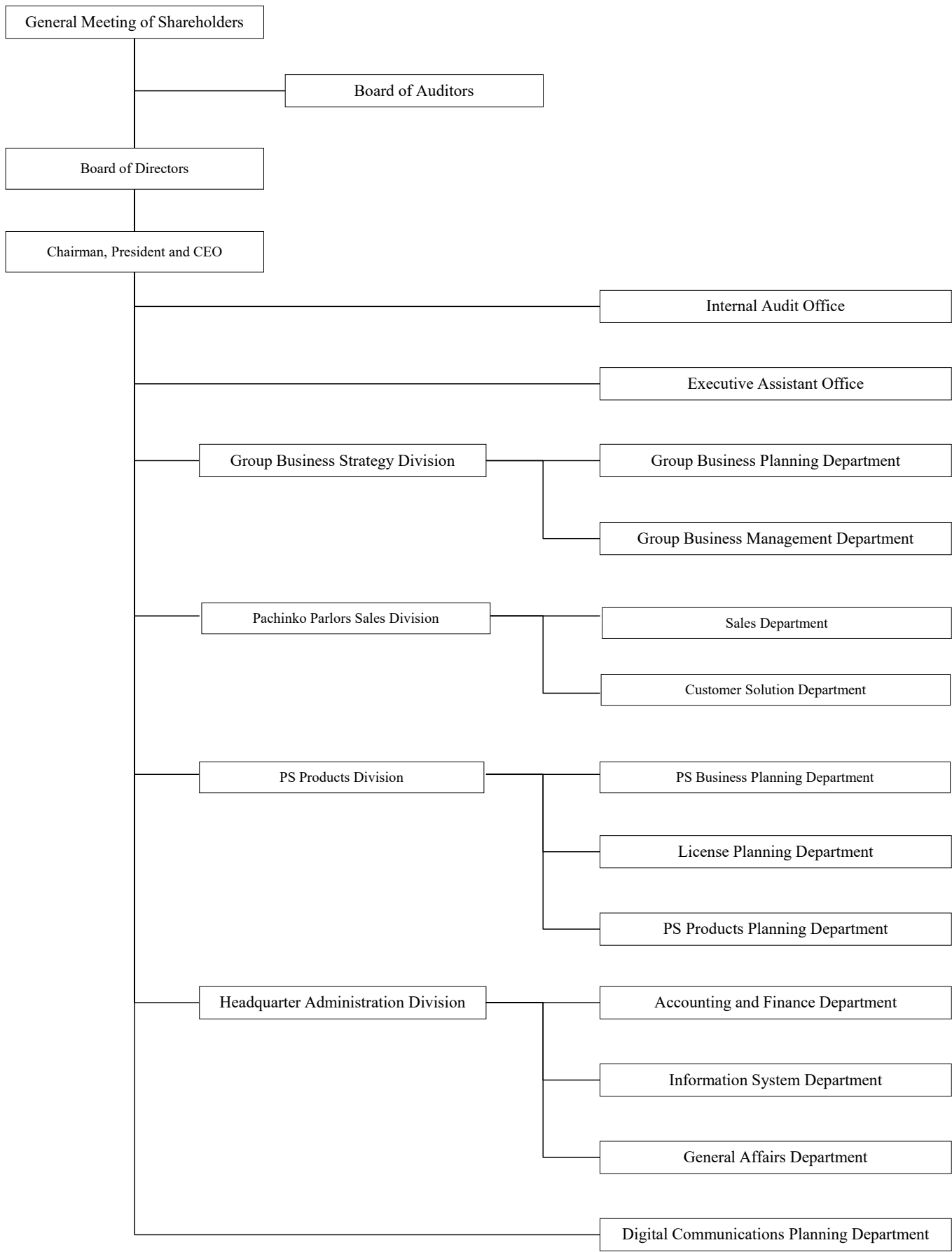
(As of September 30, 2021)

Shareholders	Number of shares held	Percentage of outstanding shares held *
Hidetoshi Yamamoto	8,875,000	27.45%
Takashi Yamamoto	3,612,800	11.17%
Master Trust Bank of Japan, Ltd. (Trust Account)	2,047,300	6.33%
Mint Co.	1,600,000	4.95%
Custody Bank of Japan, Ltd. (Trust Account)	595,200	1.84%
Shogo Kayamori	500,000	1.55%
Ayane Kayamori	500,000	1.55%
Hideyuki Kayamori	500,000	1.55%
BNP PARIBAS SECURITIES SERVICES LUXEMBOURG/JASDEC/ACCT BP2S DUBLIN CLIENTS-AIFM	459,000	1.42%
Yoichi Nijima	421,600	1.30%

Source: FIELDS

# Organization

(As of December 31, 2021)



Source: FIELDS

# Main group companies

(As of December 31, 2021)

Company name	Holding ratio of voting rights	Paid-in capital (Million yen)	Address	Business activities	Investment date
○ Fields Jr. Corporation	100	10	Shibuya-ku, Tokyo	Maintenance of PS machines, etc.	Mar. 2002
○ Shinnichi Technology Co., Ltd.	100 (100)	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2008
○ BOOOM Corporation	100	10	Shibuya-ku, Tokyo	Planning and development of PS machines	May 2009
○ MICROCABIN CORP.	100	10	Yokkaichi-shi, Mie	Planning and development of software for PS machines	Jan. 2011
○ K.K. CROSSALPHA	100	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ Spiky Corporation	100 (100)	100	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ F Corp.	100 (100)	5	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Aug. 2016
○ LUCENT, INC.	99.89	10	Shibuya-ku, Tokyo	Leasing, management, trading and asset management of real estate	Jan. 2003
○ Total Workout premium management Inc.	95.00	5	Shibuya-ku, Tokyo	Management and operation of fitness gym	May 2011
○ FutureScope Corp.	94.40	60	Shibuya-ku, Tokyo	Providing of information service through the Internet	Oct. 2006
○ Digital Frontier Inc.	86.95	31	Shibuya-ku, Tokyo	Planning and production of CG etc.	Apr. 2010
○ NANASHOW Corporation	66.67 (27.78)	40	Shibuya-ku, Tokyo	Planning, development, manufacturing and sales of PS machines	Jan. 2014
○ PachinkoPachislot Information Station, Inc.	60.00	10	Shibuya-ku, Tokyo	Operation of information distribution services	Feb. 2018
○ 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
□ SOUGOU MEDIA INC.	35.00	10	Shibuya-ku, Tokyo	Planning and production regarding sales promotions	Mar. 2010
□ SPO Entertainment Inc.	31.81	100	Chuo-ku, Tokyo	Management of movie theaters Import/ export and sales of right of films, TV dramas and others Planning, developing and operating media services etc.	Mar. 2008

\*○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

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
- 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
- MICROCABIN CORP. made a subsidiary
- 2011 NEX ENTERTAINMENT CO., LTD. made a subsidiary
- 2013 F Corporation (thereafter renamed 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

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- 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
- 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**
- 2018 **Reorganization of FIELDS CORPORATION Group for growth to next stage**
- 2018 [PS distribution unit] *Fields AD Network* started, a packaged service of targeting advertisement and analysis tool jointly developed by FIELDS CORPORATION and FutureScope Corp.  
[PS development unit] NANASHOW Corporation made a subsidiary to integrate the function in PS development unit as part of improving management efficiency
  - 2019 [PS distribution unit] Test operation of a new information distribution service *Pachinko Pachislot Information Station* started by PachinkoPachislot Information Station, Inc., jointly established by Amusement Press Japan, adcircle and FIELDS CORPORATION  
[Video production unit] TV anime *The Magnificent KOTOBUKI*, invested by Digital Frontier Inc. broadcasted on TOKYO MX and other  
[IP&MD unit] Anime *ULTRAMAN*, invested by FIELDS CORPORATION and Tsuburaya Productions Co., Ltd., distributed simultaneously worldwide on Netflix
  - 2020 [IP&MD unit] Collaborative work with Marvel Entertainment, LLC *THE RISE OF ULTRAMAN* to be released  
[PS distribution unit] Advertising distribution platform *Optimize* service started  
[Video production unit] Digital Frontier Inc. established a joint Corporation VIRTUAL LINE STUDIOS CORPORATION through joint investment with NIKKATSU CORPORATION and AOI TYO Holdings Co., Ltd
  - 2021 [Video production unit] Digital Frontier Inc. signed an outsourcing agreement with Netflix; DF provides video production resources to Netflix original works  
[IP&MD unit] Tsuburaya Productions Co., Ltd. launched *TSUBURAYA IMAGINATION*, an official flat-rate digital platform service cooperated with NTT DOCOMO, INC.  
[IP&MD unit] Tsuburaya Productions Co., Ltd. announced the production of a CG anime film *Ultraman*, jointly produced with Netflix
  - 2022 [IP&MD unit] Movie *SHIN ULTRAMAN*, jointly produced by Tsuburaya Productions Co., Ltd., Toho Co., Ltd. and khara, Inc. to be released nationwide  
[PS distribution unit] A new video/information site of pachinko/pachislot called *Net Pachinko.com* started by PachinkoPachislot Information Station, Inc.

Source: FIELDS

## 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.

### “Sustainable Development Goals” set by United Nations (UN)

We believe that a society in which the United Nations aims to “end poverty in all its forms everywhere and leave no one behind” is one in which all people can live healthy, safe, and fulfilling lives. And we think there is the greatest leisure through various kinds of entertainment.

Toward that goal, we will achieve the United Nations “Sustainable Development Goals (SDGs)” and continue our business activities to provide the best leisure. Through these efforts, we will contribute to the development of a sustainable society.



## 2. Main activities

Please refer to the page of the URL below regarding our CSR activities  
<https://www.fields.biz/ir/e/csr/activities/>



### (1) Activities for environment

Power reduction with energy conservation measures
<ul style="list-style-type: none"> <li>Room temperature set at 28°C during summer/ room temperature set at 20°C during winter</li> <li>Reduced use of lighting/ changed light bulbs to LED</li> <li>Energy-saving multi-function machines adopted</li> </ul>
Promotion of green procurement (purchase of products and services which have a lesser impact on the environment)
<ul style="list-style-type: none"> <li>Promotion of the procurement of products with environmental labels/marks</li> </ul>
Environmental awareness and introduction of hybrid cars
<ul style="list-style-type: none"> <li>Number of vehicles introduced: 221 (82.5% of all vehicles)</li> <li>Target for introduction: sales car (excluding vehicles for officers and vehicles with four-wheel drive used in cold regions) part of vehicles in head office</li> </ul>

### Related SDGs



Source: FIELDS

# Social responsibility and activities for sustainability of FIELDS Group

## (2) Main activities for society

<p>Operating of quality management system</p> <ul style="list-style-type: none"> <li>• Implementing continuing improvement as the policy, “Enduringly providing high quality services for contributing pachinko hall’s prosperity”</li> <li>• System renewed continuously in August 2020</li> </ul>	<p>Established Okinawa working center</p> <ul style="list-style-type: none"> <li>• Providing the job opportunities for people with disabilities and preparing a great work environment in Okinawa</li> <li>• Established date: April 1, 2010</li> <li>• Business operates: data entry etc.</li> </ul>
<p>Implementing the social contribution activities</p> <ul style="list-style-type: none"> <li>• Carried out workplace vaccinations jointly with Toyukyo</li> <li>• Carrying out regular cleanup activities around the head office by employee volunteers</li> <li>• Enlightenment activities of SDGs by Tsuburaya Productions and collaborating companies: distribution of short animation <i>KAIJU STEP SDGs Daisakusen</i> Distribution site: <a href="https://sdgs-kaijustep.com/">https://sdgs-kaijustep.com/</a></li> </ul>	<p>Promoting introduction of AED (Automatic External Defibrillator)</p> <ul style="list-style-type: none"> <li>• Installed at visible places in the office building such as near entrances to enable visitors and neighborhood to use</li> <li>• Employees took instruction course of AED</li> <li>• Installation date: from January 7, 2011</li> <li>• Installation site: head office, regional offices/ branches and Total Workout (gym): a total of 33 places</li> </ul>

### TOPICS : Carried out workplace vaccinations jointly with Toyukyo

We collaborated with the Tokyo Pachinko and Pachislot Cooperative Association (Toyukyo) to conduct the workplace vaccinations of the COVID-19.

We completed the first workplace vaccination of the COVID-19 in September 2021 and the second in October 2021.

The objective of this vaccinations is to ensure the security and safety of the pachinko and pachislot industry and everyone involved with the Group, and to contribute to the development of the industry. The vaccinations targeted applicants including our Group’s employees and their families, member companies of the Toyukyo and neighboring prefectural amusement cooperatives member companies, and our business partners.



Our Group conducted the first workplace vaccination of the COVID-19 in July 2021 and the second in August 2021, for applicants among the employees and their families of our Group and other affiliated companies.

### TOPICS : Carrying out a regular cleanup activity in Shibuya’s Nampeidai-cho neighborhood

Employee volunteers carries out a regular cleanup activity in Nampeidai-cho in Shibuya, Tokyo, where FIELDS, Tsuburaya Productions and others’ head office are located, as a part of social contribution activities.

This cleaning activity is conducted in collaboration with Shibuya Ward, where cleaning equipment is leased from the ward.

Volunteers are carrying out these activities after thoroughly implementing measures to prevent the coronavirus disease (COVID-19).

FIELDS Corp. Group will continuously undertake a variety of measures linked to local society contributions and environmental protection.



#### Related SDGs



Source: FIELDS

## ULTRAMAN FOUNDATION

Please refer to official website for more information  
<https://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, which has continued its activities for 10 years in 2021. The Foundation gives children, who are the hope for the future, a heartfelt yale, and develop perpetual support activities for the future of children.

Name	ULTRAMAN FOUNDATION
Representative	Hidetoshi Yamamoto
Establishment	March 2011
Organizer	Tsuburaya Productions Co., Ltd.
About the activities	The ULTRAMAN FOUNDATION gives heartfelt cheer and supplies to children, the light of hope for the future. And it is a fund that will continue to develop support activities for the future of children.
Slogan	A Foundation to support the present and future of the children

## TOPICS

From December 15 to 17, 2021, ULTRAMAN FOUNDATION, along with Ultraman Trigger and Ultraman Z, visited eight childcare facilities in Saga and Fukuoka prefecture, which were damaged by torrential seasonal rains, floods etc. in 2020 and excessive rain in August, 2021.

Ultra heroes and children enjoyed *Ultraman Exercises* and a fingerplay song *The Ultraman from First Street* together and they took commemorative photos to have a great time.

We would like to express our sincere gratitude to all of those who cooperated in the activity.

We continue these activities believing the peaceful and joyful time for children to spend with heroes provides them opportunities to imagine future hopes and dreams.

\*This visit was conducted after giving maximum consideration to the prevention of infections, including PCR inspections for all staff, wearing masks, and frequent hand washing and disintegrating.

\*Videos of *Ultraman Exercises* and *The Ultraman from First Street* are available on ULTRAMAN FOUNDATION official website.

ULTRAMAN FOUNDATION official website- Video:

<https://www.ultraman-kikin.jp/en/movie/>



### Related SDGs



©TSUBURAYA PRODUCTIONS Source: FIELDS



# Social responsibility and activity for sustainability of FIELDS Group

Activities	
2011	<p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesenuma, Higashimatsushima, Onagawa/ Fukushima prefecture: Sukagawa, Koriyama, Iwaki, Fukushima/ Iwate prefecture: Miyako, Otsuchi/ Chiba prefecture: Asahi)</p> <p><b>Gifts of donations and other</b> 30 million yen to Miyagi prefecture/ 20 million yen to Fukushima prefecture/ 20 million yen and a microbus to Iwate prefectural office</p>
2012	<p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Ishinomaki, Onagawa/ Fukushima prefecture: Koriyama, Sukagawa)</p>
2013	<p><b>Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku</b> Visited 79 nurseries and kindergartens from March 2013 to March 2014, and contacted with over 7,200 children</p> <p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako)</p> <p><b>Gifts of donations and other</b> 25 million yen and a microbus each donated to Iwate, Miyagi and Fukushima prefectures</p>
2014	<p><b>The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014</b> Held in collaboration with Antonio Inoki, the Ultraman Foundation held Ultra Hero Shows at eight venues in the Tohoku region</p> <p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> Supported the Fukushima Pref. Police -Kids Police School event organized by the Fukushima prefectural police</p>
2015	<p><b>Expanding scope of activities for children needing support throughout Japan, including regions affected by the earthquake</b> Redesigned donation collection boxes to expand the scope of our aid and created five types of donation collection boxes with a monster motif. An Ultraman Foundation page for donations has been started on the Yahoo! Fundraising website</p> <p><b>Tohoku Caravan 2015</b> Visited orphanages, children's hospitals, and kindergartens in Iwate and Miyagi prefectures on September 21–24. The Ultra Heroes also participated in the summer camp of the <i>Ultra League</i> (participation by 6 schools from areas affected by the Great East Japan Earthquake), a junior high school girl's volleyball interchange tournament held at the same time, resulting in a total of approximately 800 people coming into contact with the Ultra heroes.</p> <p><b>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</b> (Ibaraki prefecture: Joso)</p>
2016	<p><b>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</b> (Ibaraki prefecture: Joso)</p> <p><b>Visits to provide support to regions affected by 2016 Kumamoto Earthquake</b> (Kumamoto prefecture: Kumamoto, Aso, otsu)</p> <p><b>Visits to provide support to regions affected by Central Tottori Earthquake</b> (Tottori prefecture: Kurayoshi)</p> <p><b>Visits to orphanages and hospitals</b> (Tokyo: a children's ward of Tokyo Women's Medical University Hospital)</p> <p><b>Implement of the fund-raising</b> (Tokyo: Charity auction in the <i>Ultraman Festival 2016</i>)</p>
2017	<p><b>ULTRA DREAM PROJECT</b> Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan</p> <p><b>Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu</b> (Fukuoka prefecture: Asakura, Toho)</p> <p><b>Visits to hospitals and childcare facilities</b> (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Itoi kindergarten, Katsurao kindergarten)</p>
2018	<p><b>Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster</b> (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)</p>
2019	<p><b>Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburi Earthquake</b> (Hokkaido: Atsuma, Abira, Mukawa)</p> <p><b>Visits to hospitals</b> (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)</p> <p><b>Implement of the fund-raising</b> (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i>)</p>
2020	<p><b>Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis)</b> (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)</p> <p><b>Support related to coronavirus disease (COVID-19)</b> Free-video contents distribution for children to support staying at home/ Messages from <i>Ultraman</i> Performers and other</p>
2021	<p><b>Implement of the fund-raising</b> (Tokyo: On <i>Ultraman Cosmos night -20th Anniversary something you can do-</i> at the <i>ULTRA HEROES EXPO 2021 Sumer Festival in Ikebukuro Sunshine City</i>, a portion of the event's revenue such as the 100 yen per ticket is donated to the Foundation. )</p> <p><b>Visits to provide support to regions affected by heavy rainfall due to the torrential seasonal rains, floods etc. in 2020 and excessive rain in August, 2021</b> (Saga prefecture: Ōmachi town and Takeo city/ Fukuoka prefecture: Omuta city)</p>

For details, please refer to the website.

ULTRAMAN FOUNDATION official website- Activities Report: <https://www.ultraman-kikin.jp/en/report/date/2021/>



▲ Activity report (by years)

# Social responsibility and activity for sustainability of FIELDS Group

## 3. Activities for Corporate Governance

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

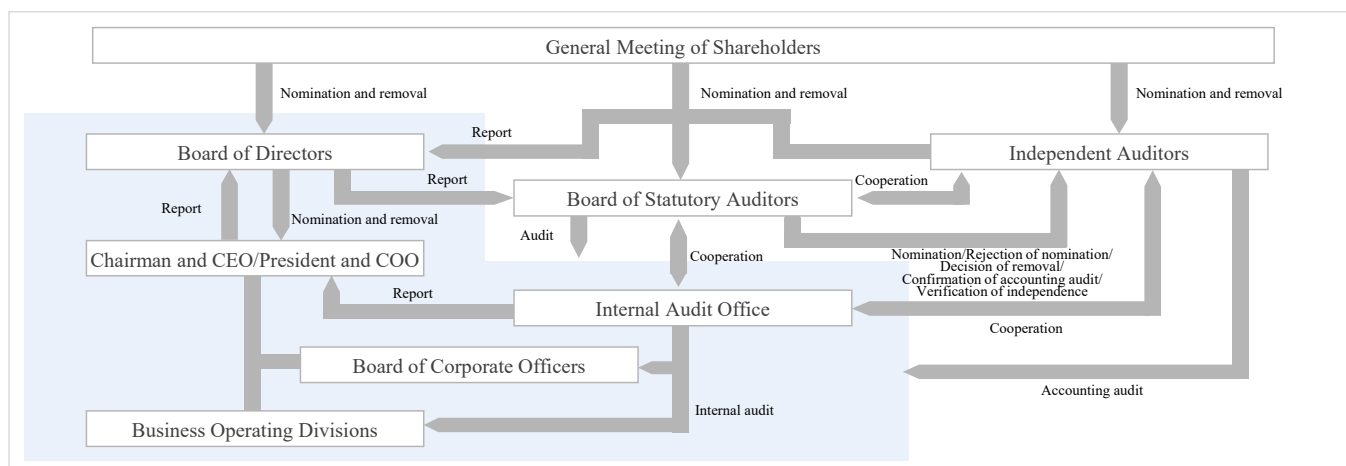


### (1) Basic policy

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. We think one of our key management issues is to enable corporate governance system to function.

We operate efficient management by constructing system for prompt and flexible response to business climate and by improving corporate governance, to enrich healthiness, visibility and compliance of management. We have provided the corporate governance guidelines which shows basic items in corporate governance.

### (2) Promotion system



### (3) Main activities

#### I. Strengthening of promotion system

To continue increasing our corporate value, we 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 to position the improvement of corporate value as an important management issue, and to pay appropriate dividends in line with profits.

(Unit: Millions of yen)

FY	2012	2013	2014	2015	2016	2017	2018 *2	2019	2020	2021 E
Net income attributable to owners of parent	4,720	5,370	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	-
Total dividend	1,659	1,659	1,991	1,659	1,659	995	331	331	323	-
Payout ratio (%)	35.1	30.9	66.0	1,398.1	-	-	-	67.6	-	-
As of H1										
Total number of outstanding common shares	347,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
(excluding treasury shares)	331,838	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	32,331,700
As of Full-Year										
Total number of outstanding common shares	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	-
(excluding treasury shares)	33,183,800	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	-
Dividend per share (yen)										
	*1									
Commemorative	-	-	10	-	-	-	-	-	-	-
Interim	25	25	25	25	25	25	-	-	-	-
Year-end	25	25	25	25	25	5	10	10	10	-
Annual	50	50	60	50	50	30	10	10	10	-

\*1 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.

\*2 The figures of FY2018 are partly revised.

Related SDGs



Source: FIELDS

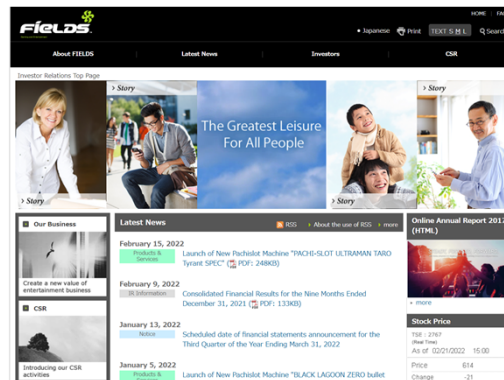
# Reference: introduction of our IR website

## IR Pages

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

- Company profile
- Data related to financial statements
- Financial presentation  
(Summary of Company Briefing/  
Question & Answer Session)
- IR press releases
- Corporate governance/CSR information
- Shareholder and share information

IR site



[ Nikko IR ]  
General ranking  
Excellent Corporate Website award



[ Gomez ]  
General ranking  
Bronze Prize



**Q3** **FY2021**

Third Quarter of the Year Ending March 31, 2022

# Fact Book **2**

Market Data

February 9, 2022



**FIELDS CORPORATION**  
TSE 1st: 2767

# I N D E X

## Market Data

4 Change in working hours  
Trends in household consumption

5 Trends in leisure market  
Trends in content market

## PS Market Data

7 PS market scale

8 Market scale of PS machines sales (sales amount-based)  
Number of issued certificate stamp for used PS machines

9 Change in the number of member manufacturers of PS association  
Market share

10 Number of pachinko machine titles sold and unit sales <sup>[updated]</sup>

11 Number of pachislot machine titles sold and unit sales <sup>[updated]</sup>

12 Total number of PS machine titles sold and unit sales <sup>[updated]</sup>

13 Number of pachinko halls and change in number of installed PS machines  
per hall  
Number of installed PS machines and annual turnover rate

14 Monthly trends of pachinko halls <sup>[updated]</sup>  
PS average operation and gross profit <sup>[updated]</sup>

15 Change in number of newly opened/ closed halls (by year)  
Change in number of newly opened/ closed halls (by month) <sup>[updated]</sup>

16 Results of model certification tests (graph) <sup>[updated]</sup>  
Results of model certification tests (detail) <sup>[updated]</sup>

17 Annual average of number of activities and expenditure for PS activities  
Participation rate and average expenditure per play in PS

18 Amendment of the regulation for Enforcement of the Amusement  
Businesses Law  
Schedule for full transition to new-regulation machines <sup>[updated]</sup>

19 Trends in PS regulations <sup>[updated]</sup>

20 Change in PS industry

## Entertainment Market Data

22 Market scale of animation industry <sup>[updated]</sup>  
Box-office of domestic movie theaters

23 Change in amount of export of broadcast content  
Amount of export of broadcast content (by genre)

24 Market scale of health industry  
Change in number of player in health industry

25 Trends in toy market

PS: Pachinko and pachislot

The “updated” mark is shown on each page which the document or figure is changed from previous documents.

Figures written in this material are basically rounded to the nearest unit. The total of breakdown and the sum total do not necessarily coincide.

# Market Data

- P.4 Change in working hours  
Trends in household consumption
  
- P.5 Trends in leisure market  
Trends in content market

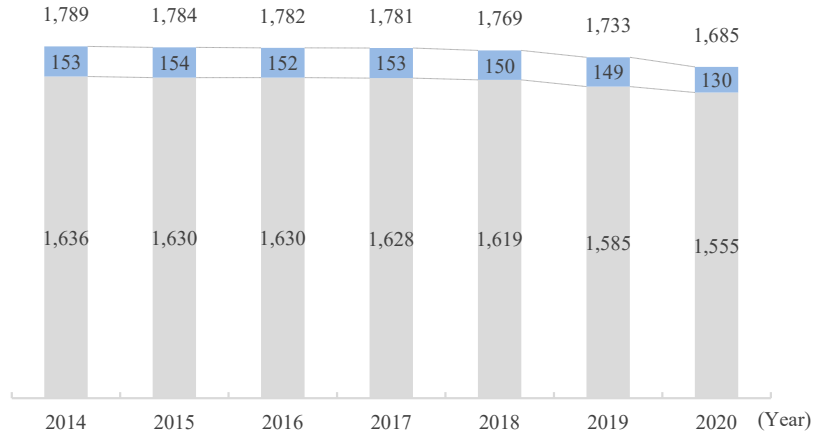
# Change in working hours

The data is based on the *Monthly Labour Survey* by Ministry of Health, Labour and Welfare, updated every April

(Unit: Hour)

Official working hours Overtime working hours

According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2020 were 1,685 hours (down 2.8% YoY), a decline for eight consecutive years. Official working hours were 1,555 hours (down 1.9% YoY). In addition, overtime working hours were 130 hours (down 12.8% YoY). The number of working hours continues to decline.



\*The Ministry of Health, Labour and Welfare announced the survey had not been carried out accurately from 2004 to 2017.

The figure from 2013 to 2017 shows the recounted data.

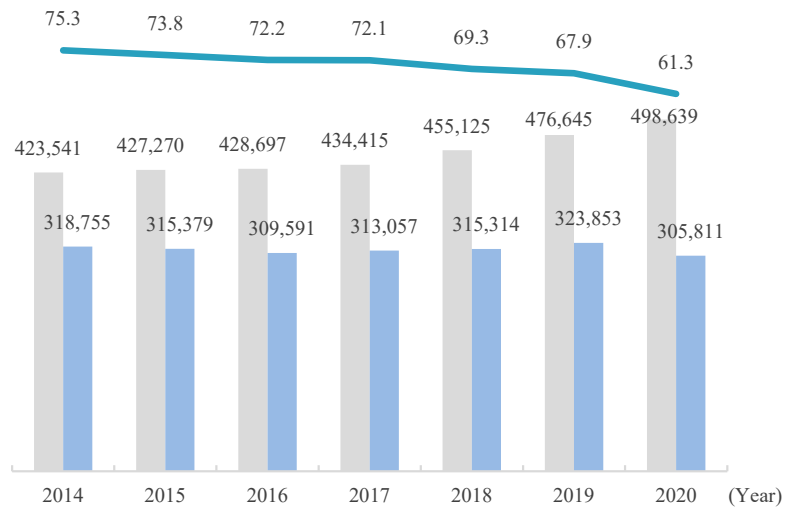
# Trends in household consumption

The data is based on the *Family Income and Expenditure Survey (Family budget balance edition)* by Statistics Bureau, Ministry of Internal Affairs and Communications, updated every April

(Unit: Yen)

Disposable income Household spending Average propensity to consume (%)

According to the *Family Income and Expenditure Survey*, disposable income per household of more than two people for employees (monthly average) in 2020 was ¥498,639 (down 4.6% YoY). Household spending under the same condition was ¥305,811 (down 5.6% YoY). Average propensity to consume (the household spending ratio to the disposable income) was 61.3% (down 6.6 points YoY).



# Trends in leisure market

The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every September

According to the *White Paper on Leisure 2021*, the overall leisure market scale was ¥55,204 billion (decreased by 23.7% YoY) in 2020. The market was seriously damaged by the effects of the COVID-19, a turning point from the growth trend up to 2019.

The sports market decreased by 15.9% YoY, to ¥3,519 billion. Both sporting goods and sporting facilities generally declined, and watching sports, which has been experiencing remarkable growth in recent years, resulted in a sharp decline. Sports bicycles and golf ranges, on the other hand, recorded positive growth.

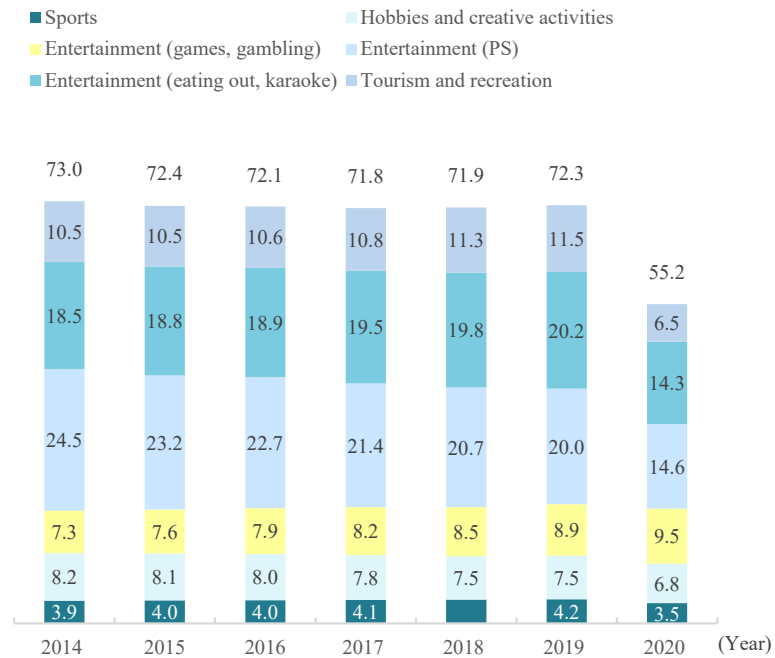
The hobbies and creative activities market decreased by 9.5% YoY, to ¥6,819 billion. Due to the impact of the COVID-19, theater-related appreciation leisure such as drama drastically reduced. On the other hand, sales of paid video distribution services, music distribution, and content distribution grew significantly due to the consumption of staying at home.

The entertainment market scale was ¥38,361 billion (decreased by 21.8% YoY). Sales of eating out, karaoke, and PS were severely affected by the COVID-19. On the other hand, public enterprises, whose strengths lie in video games, online games, and online sales, grew significantly due to the consumption of staying at home.

The tourism and recreation markets decreased by 43.7% YoY, to ¥6,505 billion. Inbound tourists, which supported the strong performance up to the previous year,

disappeared due to the restrictions on immigration caused by the COVID-19, and domestic travel was stagnant due to restrictions on outbound and outbound self-restraint. Transportation methods and accommodation facilities also fell. Amusement parks and theme parks fell sharply due to the addition of visitor restrictions.

(Unit: Trillions of yen)



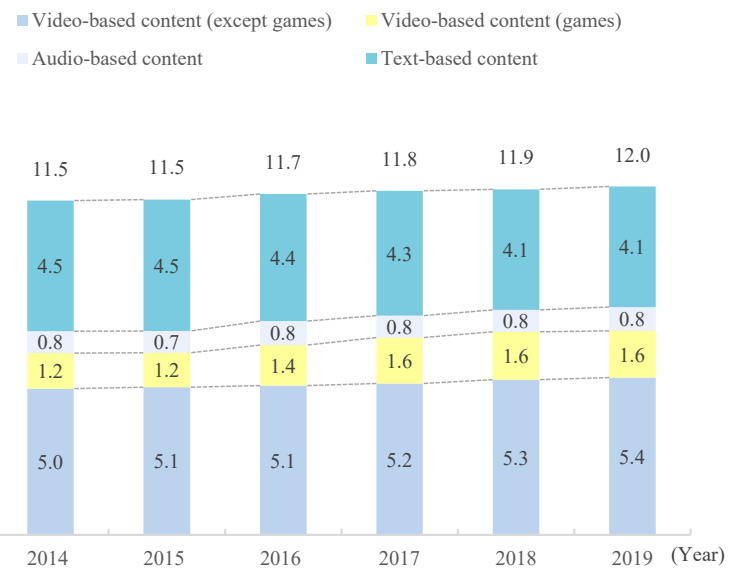
# Trends in content market

The data is based on the *Survey on the Production and Distribution of Media Content* by Institute for Information and Communications Policy, MIC, updated every June

(Unit: Trillions of yen)

According to the *Survey on the Production and Distribution of Media Content*, content industry market scale such as Japanese movie, TV program, game and book in 2019 increased by 0.8% YoY, to ¥11,955.2 billion, which has been trending upward since 2012.

The market in video-based content (including video game) was ¥7,003.2 billion (58.6% of the whole market), audio-based content was ¥817.2 billion (6.8%), and text-based content was ¥4,134.9 billion (34.6%).





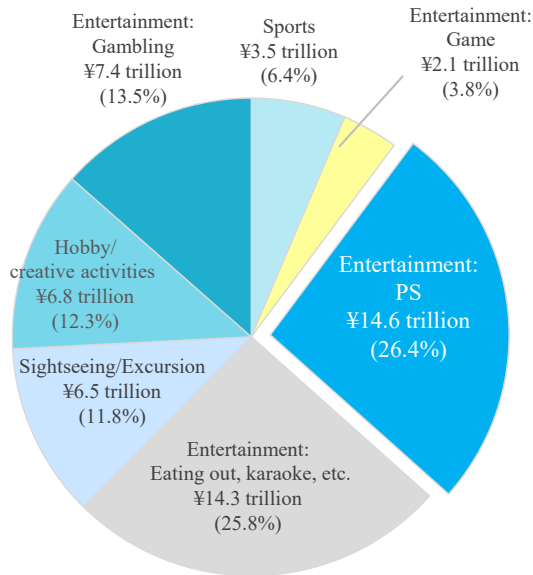
# PS Market Data

- P.7 PS market scale
- P.8 Market scale of PS machines sales (sales amount-based)  
Number of issued certificate stamp for used PS machines
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- P.11 Number of pachislot machine titles sold and unit sales <sup>[updated]</sup>
- P.12 Total number of PS machine titles sold and unit sales <sup>[updated]</sup>
- P.13 Number of pachinko halls and change in number of installed PS machines per hall  
Number of installed PS machines and annual turnover rate
- P.14 Monthly trends of pachinko halls <sup>[updated]</sup>  
PS average operation and gross profit <sup>[updated]</sup>
- P.15 Change in number of newly opened/ closed halls (by year)  
Change in number of newly opened/ closed halls (by month) <sup>[updated]</sup>
- P.16 Results of model certification tests (graph) <sup>[updated]</sup>  
Results of model certification tests (detail) <sup>[updated]</sup>
- P.17 Annual average of number of activities and expenditure for PS activities  
Participation rate and average expenditure per play in PS
- P.18 Amendment of the regulation for Enforcement of the Amusement Businesses Law  
Schedule for full transition to new-regulation machines <sup>[updated]</sup>
- P.19 Trends in PS regulations <sup>[updated]</sup>
- P.20 Change in PS industry

# PS market scale

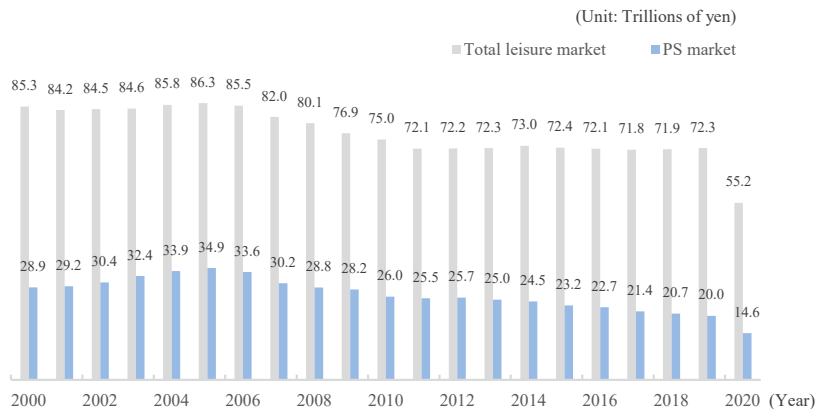
## PS market scale

### 2020 Japanese Leisure Market ¥55.2 trillion

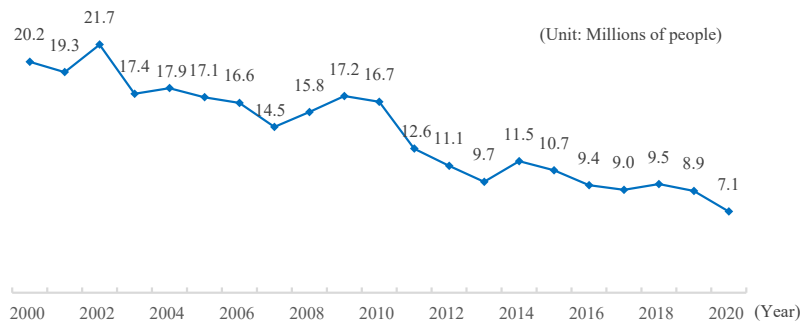


PS is one of the leading forms of leisure in Japan, about 7.1 million people playing in 9,035 pachinko halls.

## Change in PS market scale



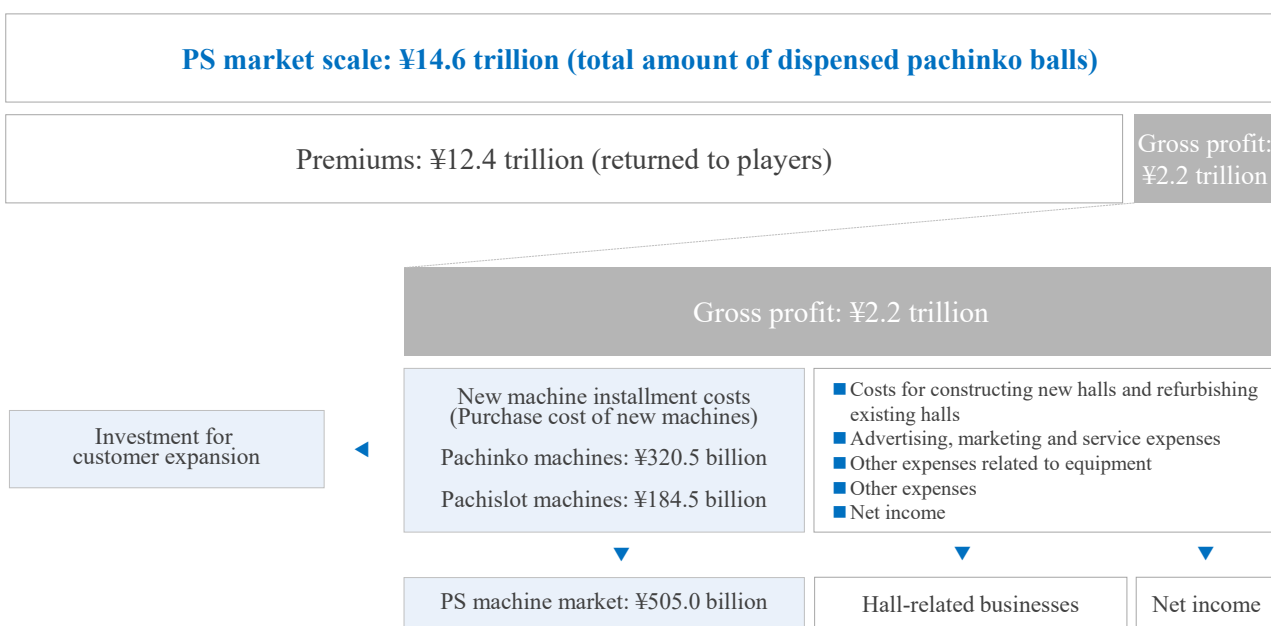
## Change in number of PS players



\*White Paper on Leisure has changed its survey method from detention survey to Internet survey from 2009.

Source: White Paper on Leisure by Japan Productivity Center, the Statistics Data by National Police Agency

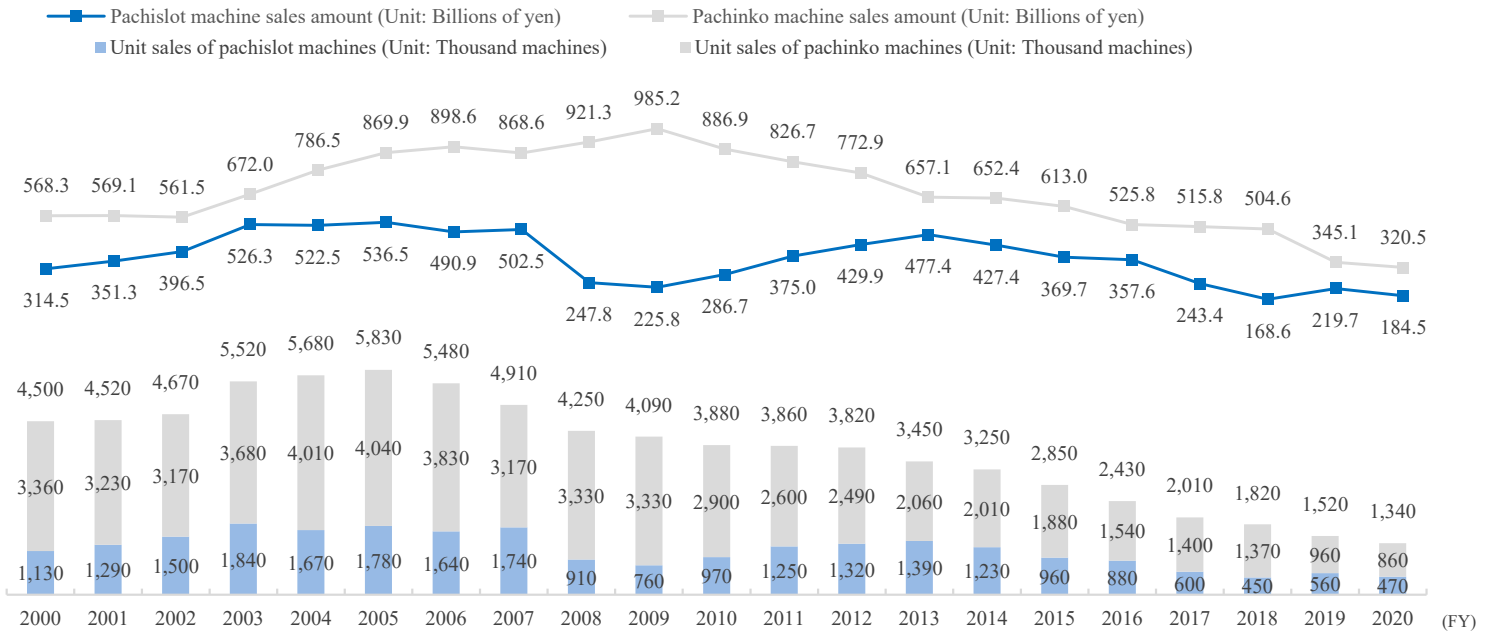
## Income structure of pachinko halls



Source: White Paper on Leisure by Japan Productivity Center, Pachinko Maker Trends by Yano Research Institute, Ltd. and White Paper DK-SIS, by DAIKOKU DENKI Co., Ltd.

# Market scale of PS machines sales (sales amount-based)

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August



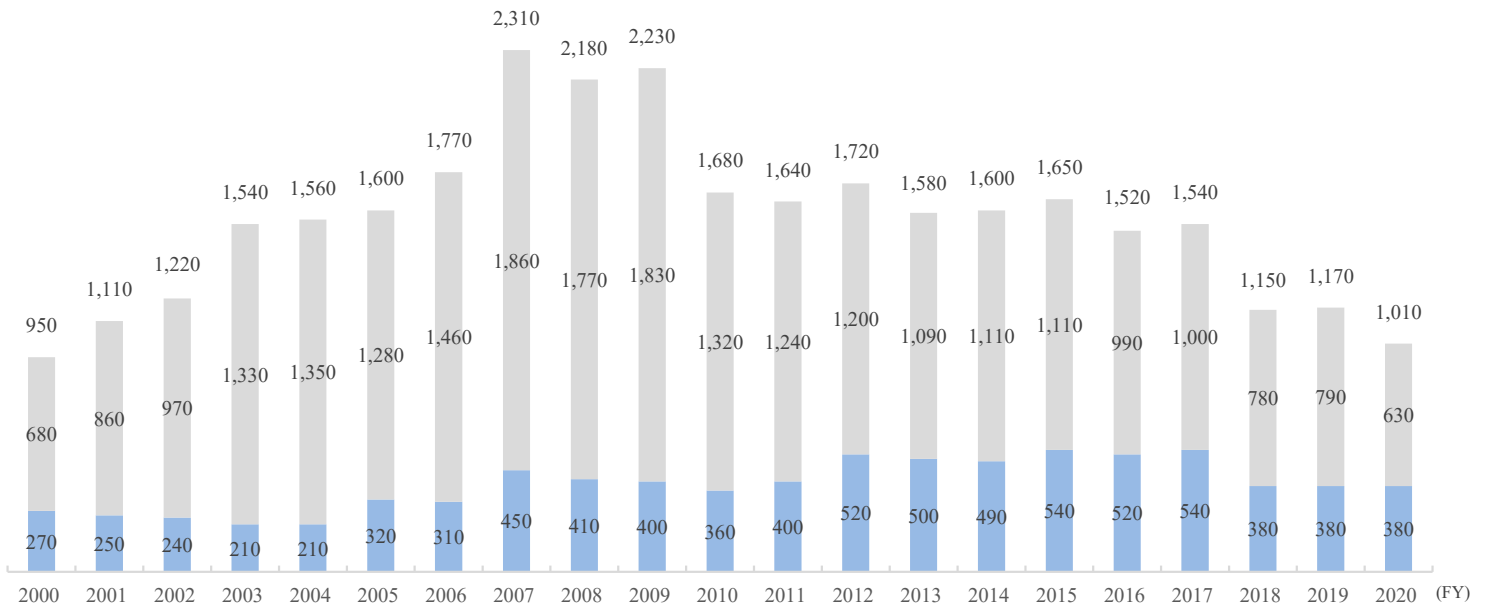
Market scale of PS machines (Unit: Billions of yen)

FY	2000	2001	2002	2003	2004	2005	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	
Market scale of PS machines (Unit: Billions of yen)	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	1,134.6	1,079.8	982.8	883.5	759.2	673.2	564.8	505.0

# Number of issued certificate stamp for used PS machines

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August

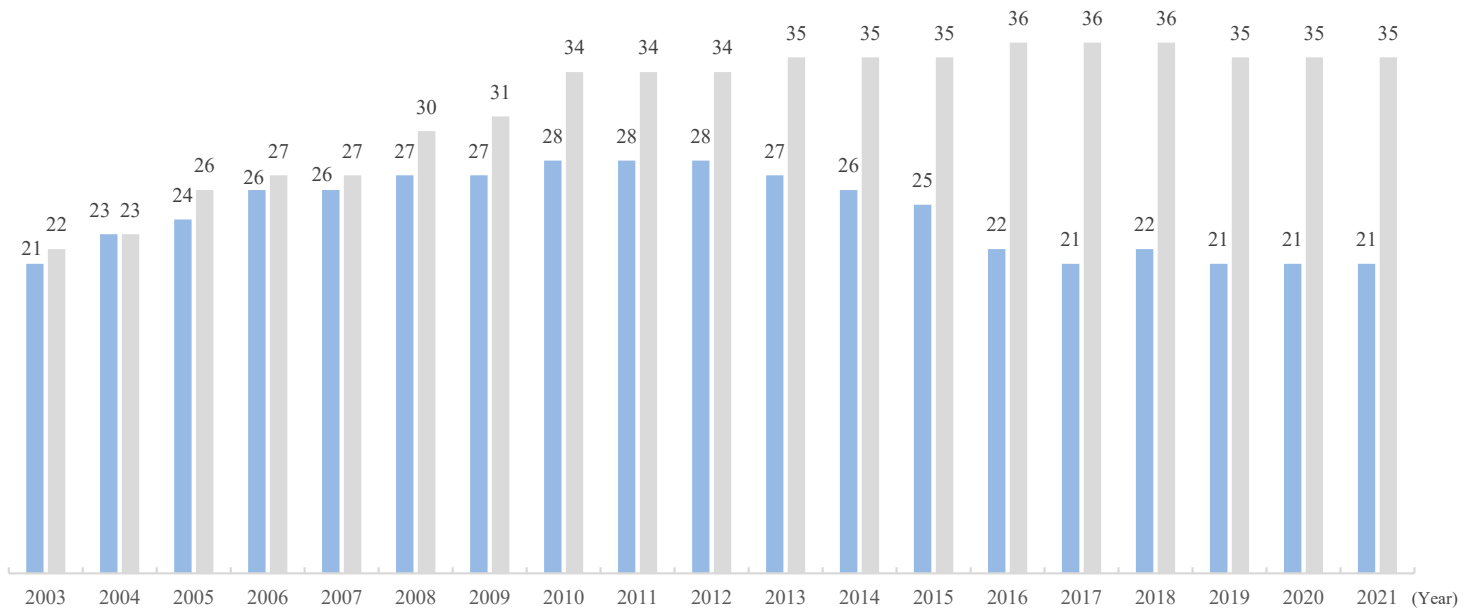
- Number of issued certificate stamp for used pachislot machines (Thousand of stamps)
- Number of issued certificate stamp for used pachinko machines (Thousand of stamps)



# Change in the number of member manufacturers of PS associations

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August  
\*The figure as of the end of July is shown

- Nichidenkyo (pachislot association) (companies)
- Nikkoso (pachinko association) (companies)



## Market share

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August

### Unit sales share of pachinko machine

FY	2016		2017		2018		2019		2020	
	Ranking	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer
1	SANYO	19.5%	SANYO	23.4%	SANYO	18.2%	SANKYO	15.5%	SANYO	23.0%
2	Sansei R&D	13.3%	SANKYO	12.2%	SANKYO	14.2%	Newgin	12.5%	KYORAKU SANGYO	15.5%
3	HEIWA/OLYMPIA	12.3%	Sammy	9.9%	KYORAKU SANGYO	14.0%	KYORAKU SANGYO	11.0%	SANKYO	14.6%
4	SANKYO	11.0%	KYORAKU SANGYO	9.9%	Sammy	11.6%	SANYO	11.0%	Newgin	10.6%
5	Newgin	10.2%	Sansei R&D	9.2%	HEIWA/OLYMPIA	8.6%	Sammy	10.9%	FIJISHOJI	8.1%

\*SANKYO's sales share includes Bisty and JB.

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

\*KYORAKU SANGYO's sales share includes OK!!.

### Unit sales share of pachislot machine

FY	2016		2017		2018		2019		2020	
	Ranking	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer
1	Sammy	24.3%	KITA DENSHI	17.7%	DAITO	17.7%	Sammy	21.9%	UNIVERSAL	27.1%
2	UNIVERSAL	22.9%	DAITO	16.5%	KITA DENSHI	15.0%	DAITO	13.0%	DAITO	16.9%
3	KITA DENSHI	10.2%	Sammy	14.1%	Sammy	14.8%	HEIWA/OLYMPIA	12.3%	KITA DENSHI	14.5%
4	HEIWA/OLYMPIA	9.1%	UNIVERSAL	7.1%	HEIWA/OLYMPIA	10.4%	UNIVERSAL	10.5%	HEIWA/OLYMPIA	7.5%
5	Enterrise	6.4%	YAMASA	6.3%	UNIVERSAL	8.3%	KITA DENSHI	8.5%	Sammy	7.4%

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

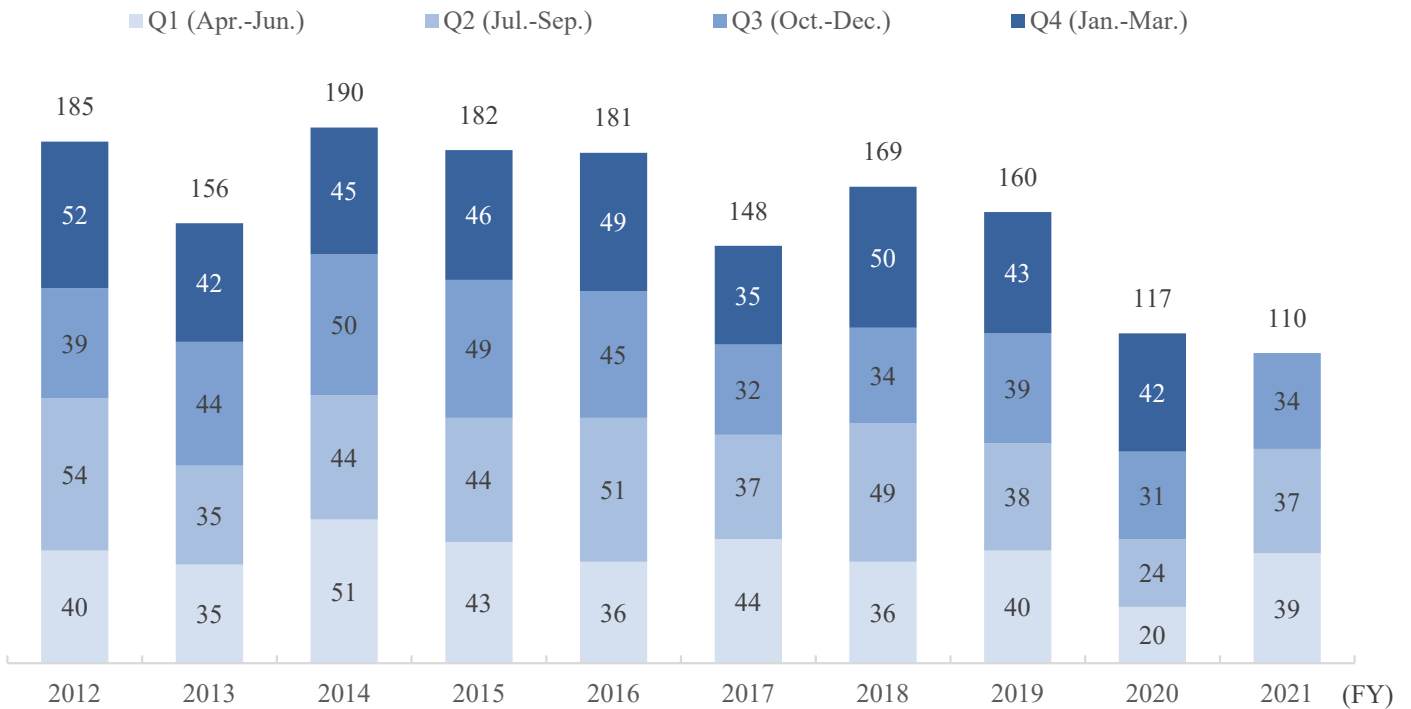
\*SANKYO's sales share includes Bisty.

\*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.

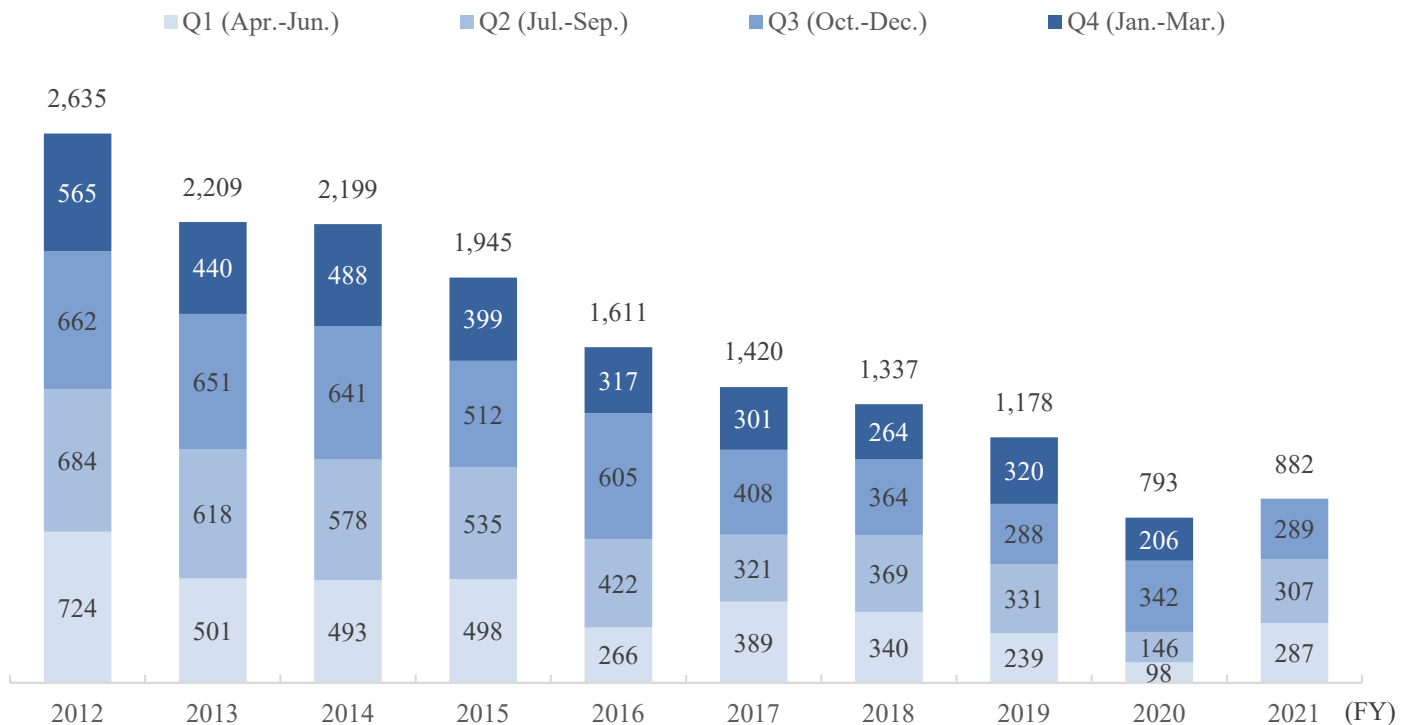
# Number of pachinko machine titles sold

(Unit: Title)



# Unit sales of pachinko machines

(Unit: Thousands of machines)

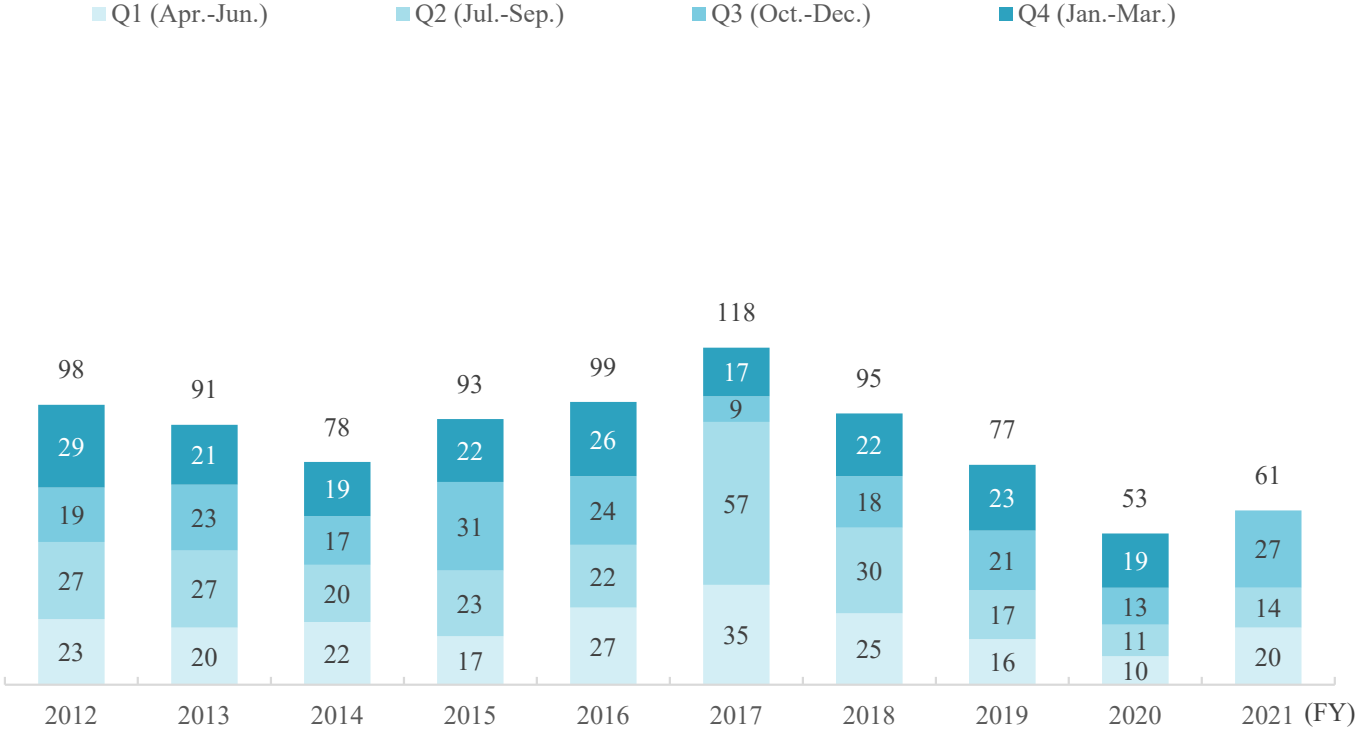


\*Number of machines and titles sold are reviewed once a year.

# Number of pachislot machine titles sold

updated

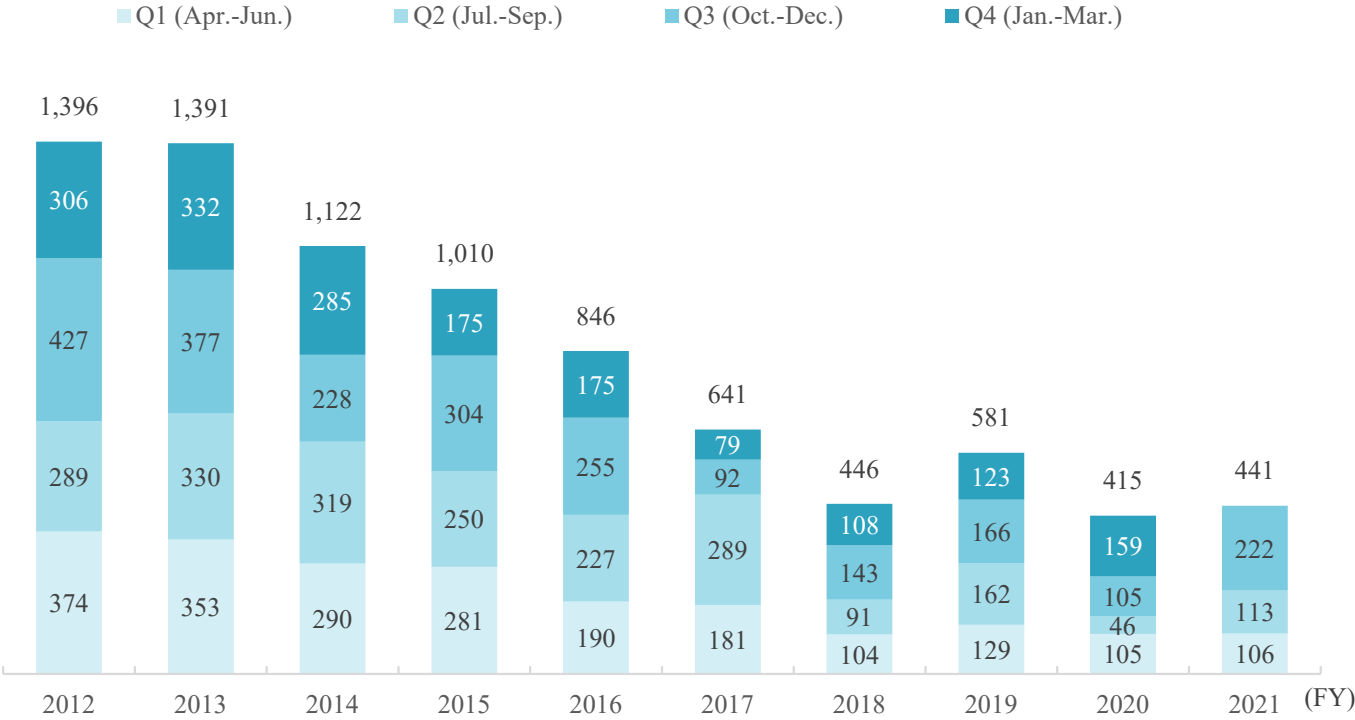
(Unit: Title)



# Unit sales of pachislot machines

updated

(Unit: Thousands of machines)

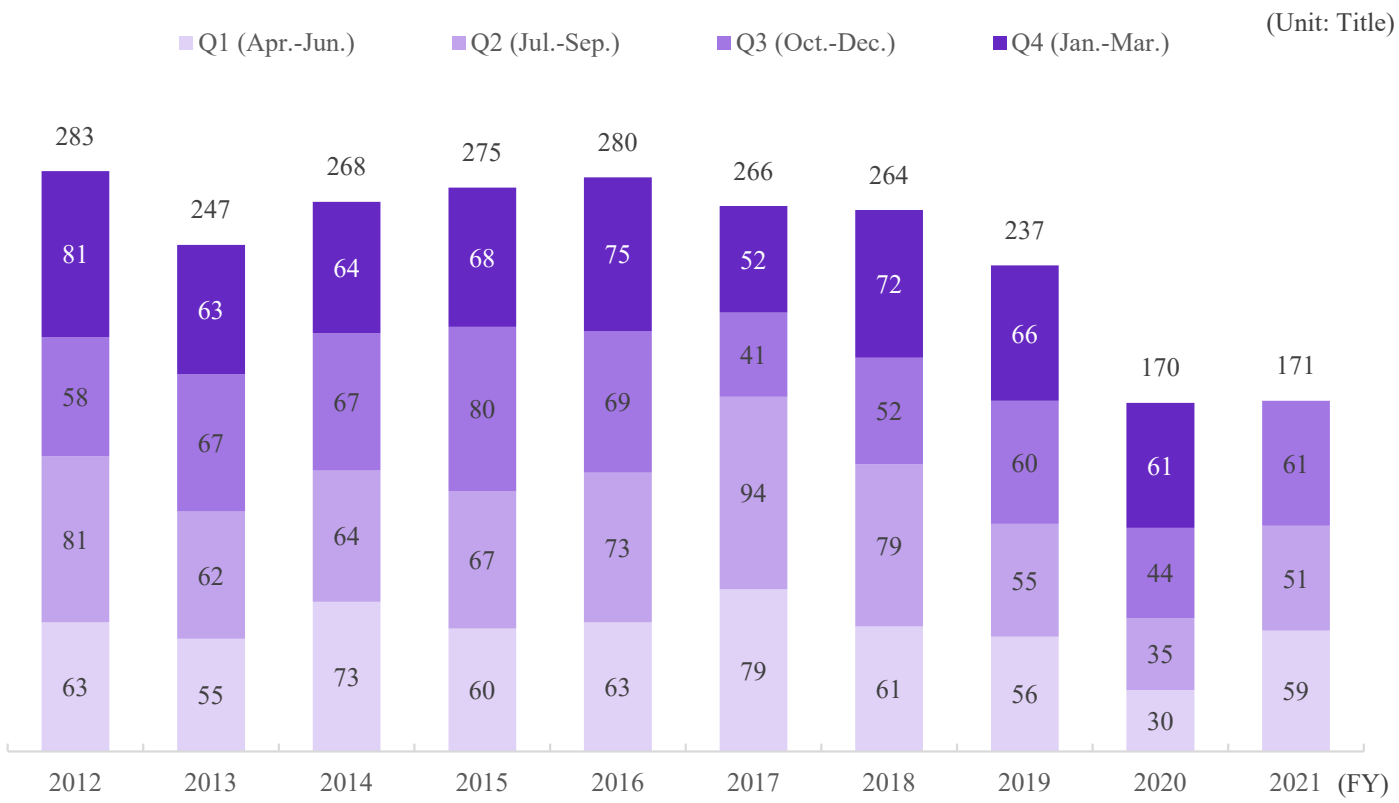


\*Number of machines and titles sold are reviewed once a year.

Source: FIELDS

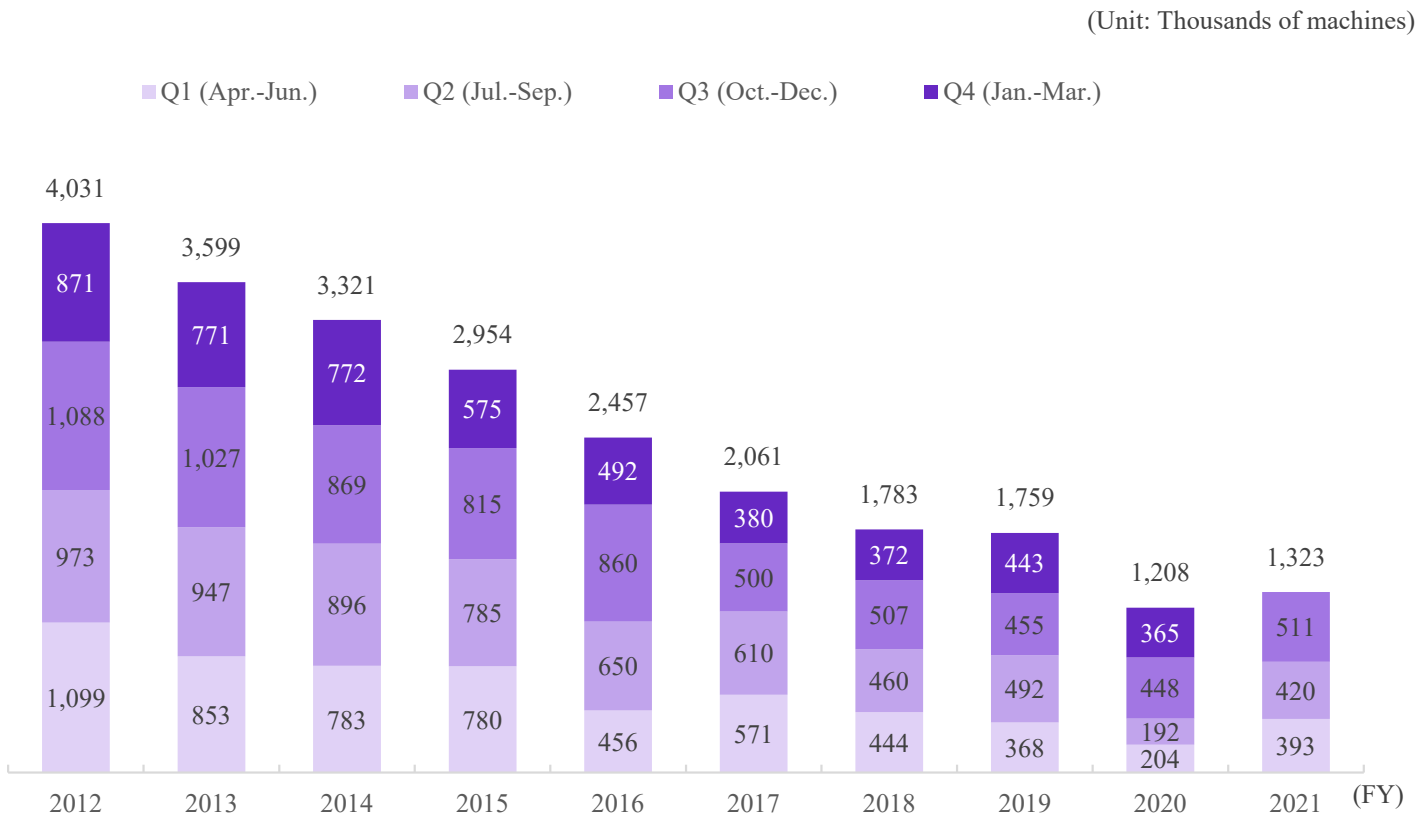
# Total number of PS machine titles sold

updated



# Total unit sales of PS machines

updated

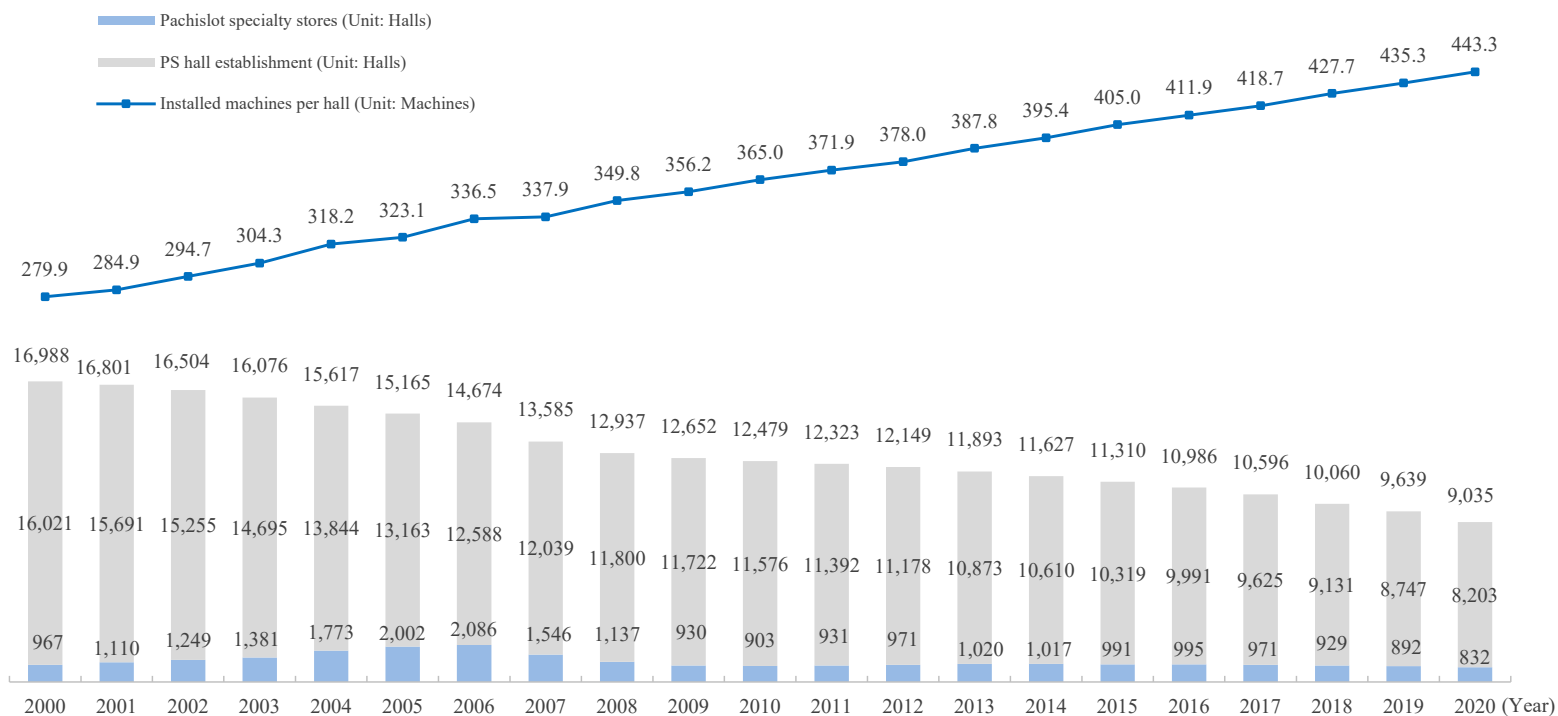


\*Number of machines and titles sold are reviewed once a year.

Source: FIELDS

# Number of pachinko halls and change in number of installed PS machines per hall

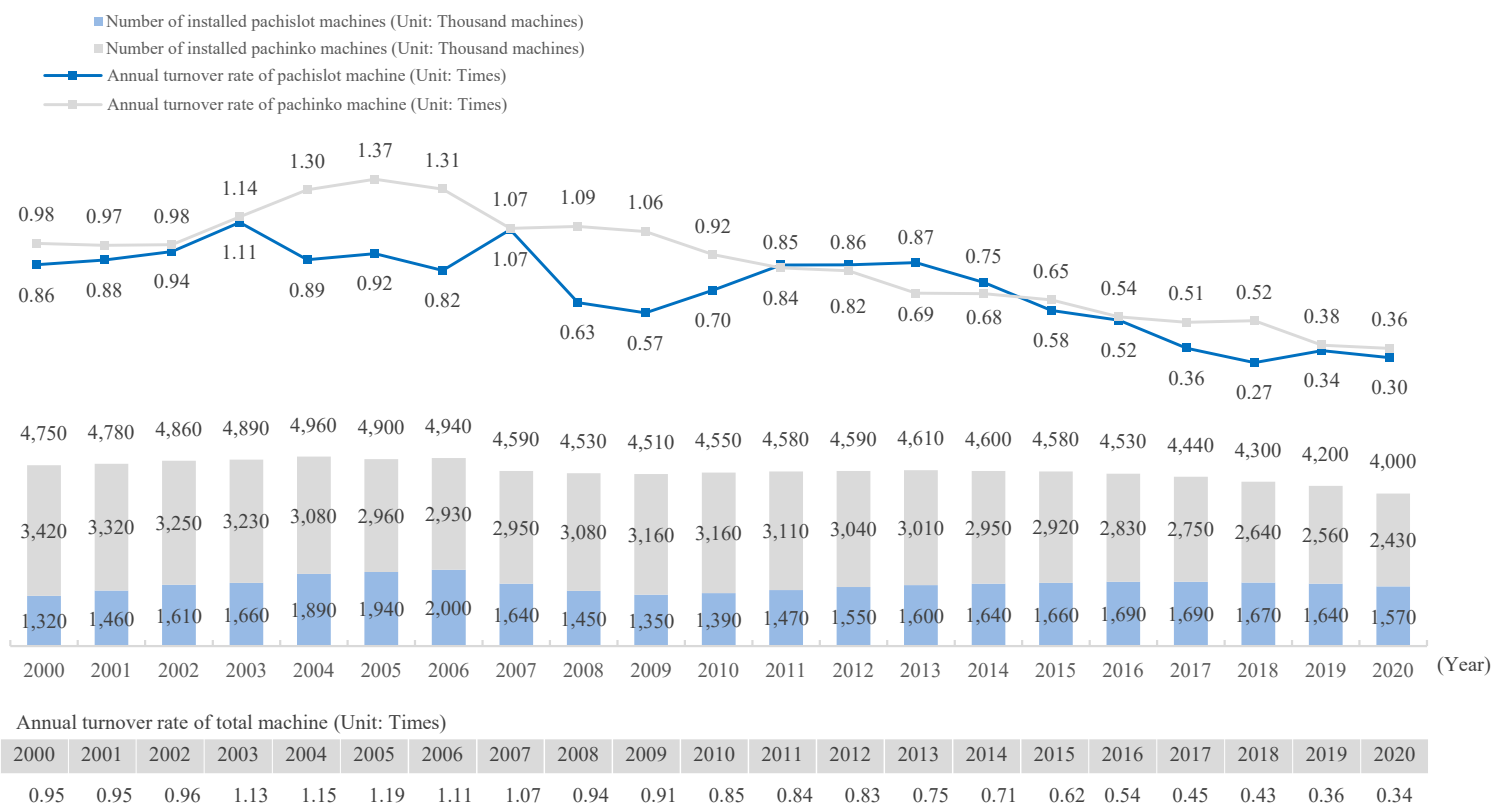
The data is based on the *Statistics Data* by National Police Agency, updated every April



# Number of installed PS machines and annual turnover rate

The data of number of installed PS machines is based on the *Statistics Data* by National Police Agency, updated every May

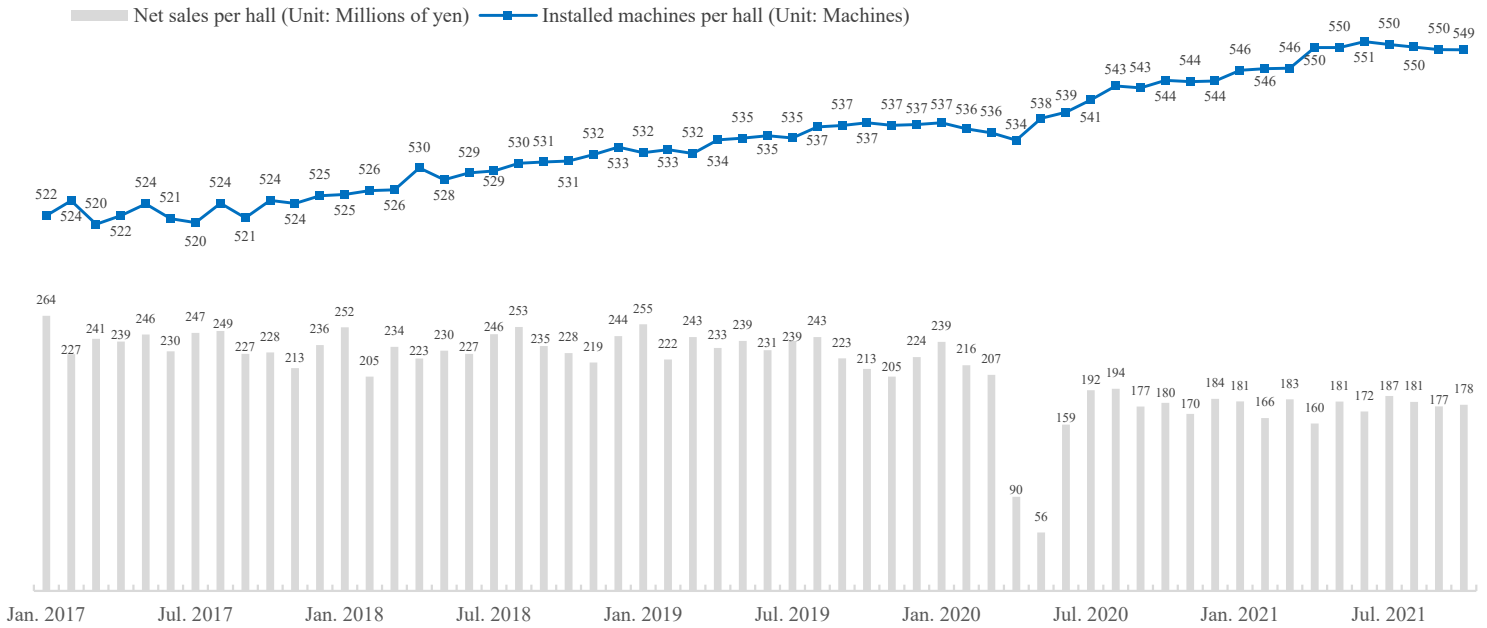
The data of annual turnover rate of PS machine is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August





# Monthly trends of pachinko halls

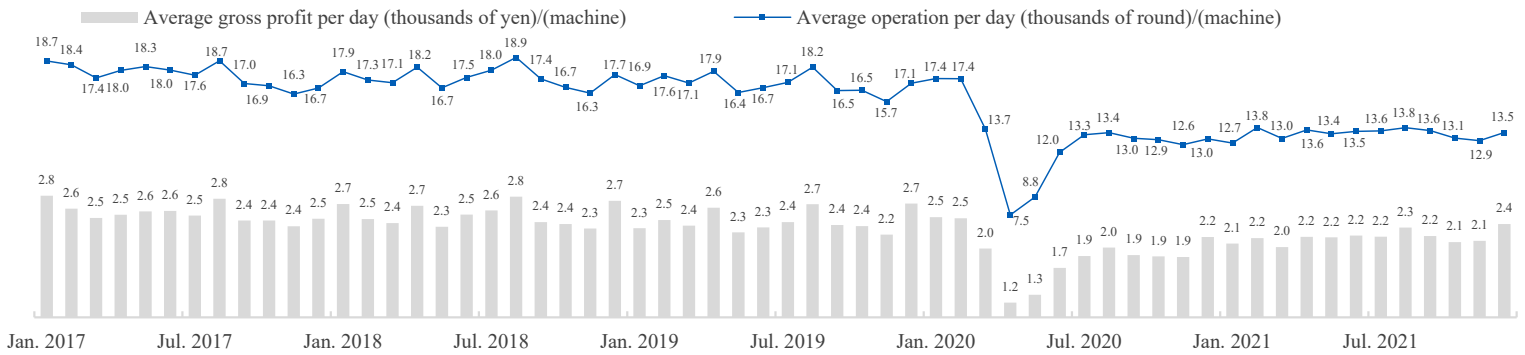
The data is based on the *Current Survey of Selected Service Industries* by Ministry of Economy, Trade and Industry (METI), updated every month



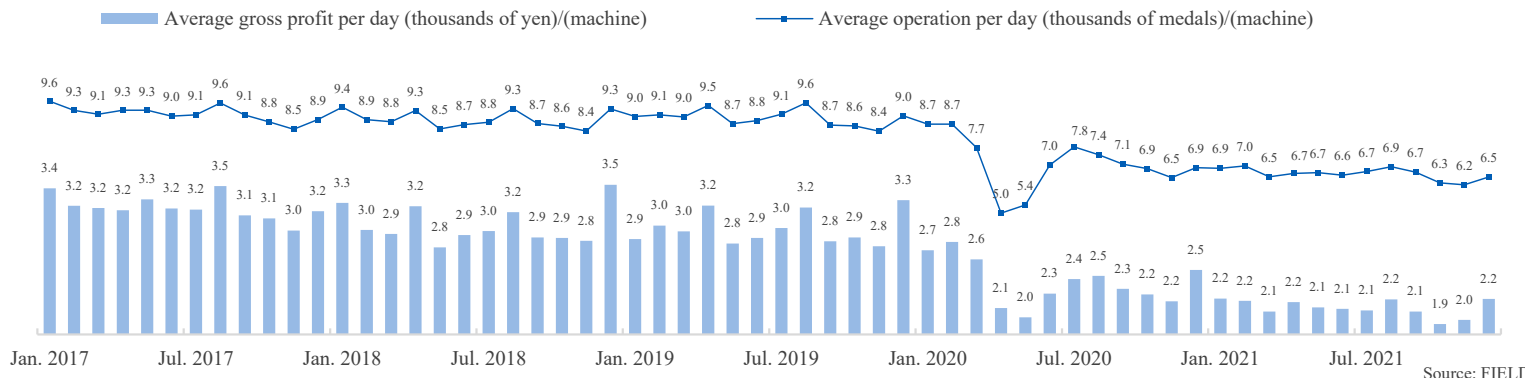
\* METI outsources the pachinko halls for survey to the Zennichiuren, and the halls are selected from all over Japan.  
 \* Figures have been retroactively revised in accordance with changes in sampling by the research office in January 2017.  
 As a result, figures after January 2017 are not contiguous with numbers before January 2017.  
 \* The figures are rounded off the first decimal place.

# PS average operation and gross profit

## 【 Pachinko machines 】



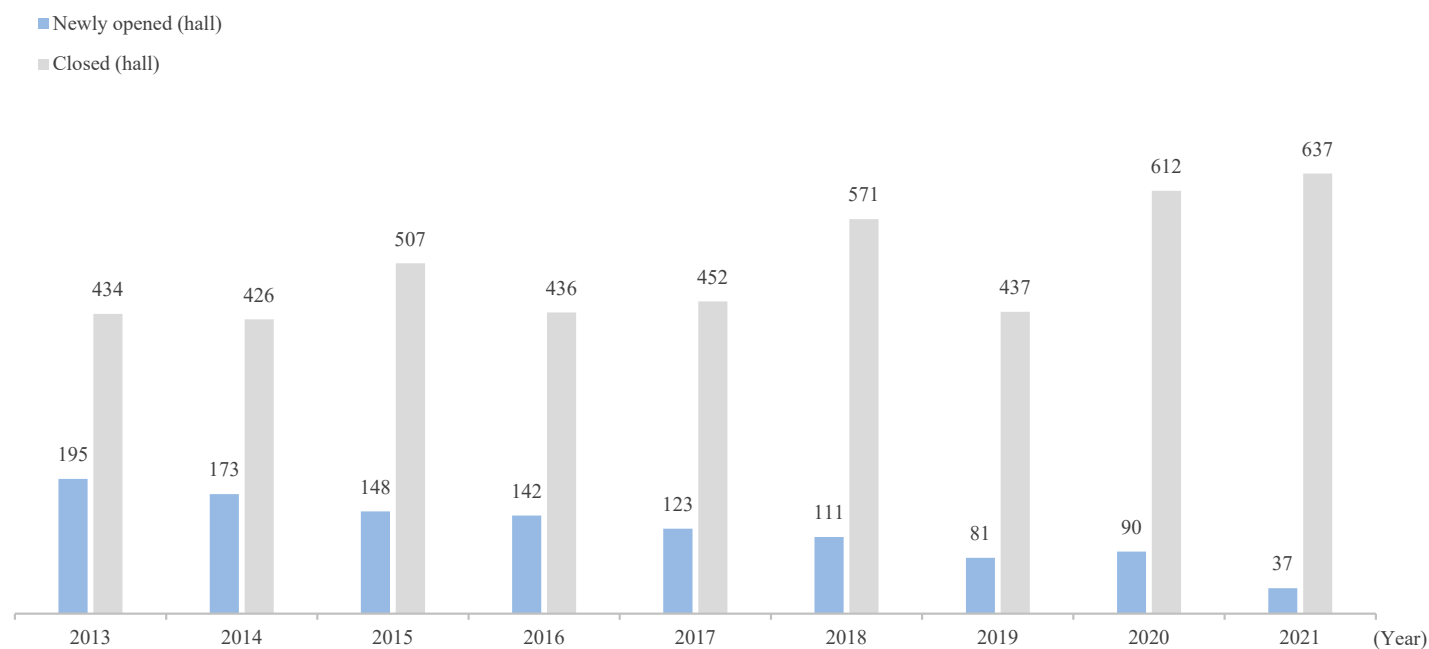
## 【 Pachislot machines 】



Source: FIELDS

## Change in number of newly opened/ closed halls (by years)

The data is based on the *Results of the survey on member's halls*, by Zennichiyuren (a union for pachinko and pachislot halls), updated every month

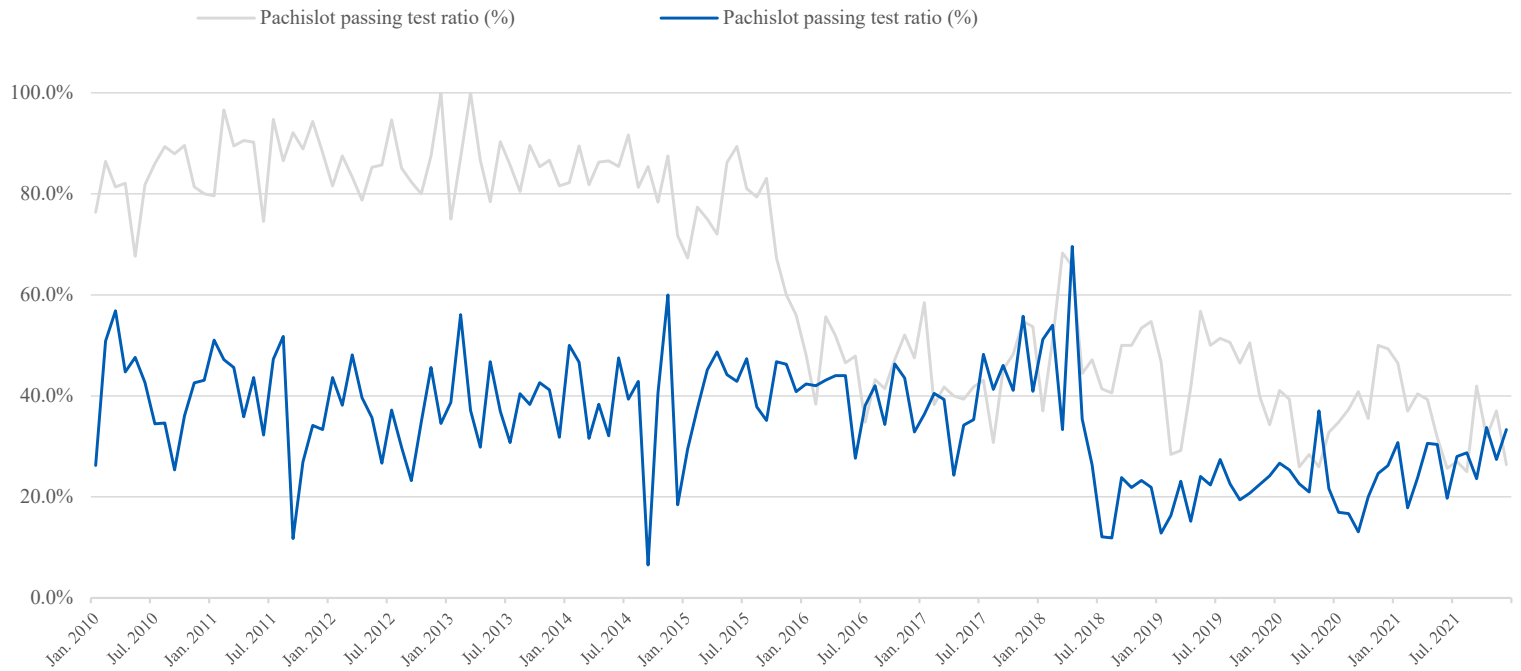


## Change in number of newly opened/ closed halls (by months)

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2013	Newly opened	17	7	8	37	13	20	18	17	6	8	9	35	195
	Closed	34	37	52	41	30	43	19	35	43	38	28	34	434
	Change	(17)	(30)	(44)	(4)	(17)	(23)	(1)	(18)	(37)	(30)	(19)	(1)	(239)
2014	Newly opened	18	5	13	24	18	3	16	21	10	4	11	30	173
	Closed	18	37	55	30	33	35	39	44	34	31	28	42	426
	Change	0	(32)	(42)	(6)	(15)	(32)	(23)	(23)	(24)	(27)	(17)	(12)	(253)
2015	Newly opened	13	9	5	23	3	5	7	16	10	12	12	33	148
	Closed	33	39	51	51	78	61	40	25	40	28	33	28	507
	Change	(20)	(30)	(46)	(28)	(75)	(56)	(33)	(9)	(30)	(16)	(21)	(5)	(359)
2016	Newly opened	10	9	7	13	9	15	6	11	5	3	8	46	142
	Closed	23	37	61	40	34	28	37	34	45	27	37	33	436
	Change	(13)	(28)	(54)	(27)	(25)	(13)	(31)	(23)	(40)	(24)	(29)	13	(294)
2017	Newly opened	9	8	10	20	7	22	4	8	4	4	6	21	123
	Closed	46	31	47	18	38	41	35	38	41	35	33	49	452
	Change	(37)	(23)	(37)	2	(31)	(19)	(31)	(30)	(37)	(31)	(27)	(28)	(329)
2018	Newly opened	26	9	4	29	9	5	7	6	6	0	2	8	111
	Closed	62	56	69	43	49	41	55	38	33	46	35	44	571
	Change	(36)	(47)	(65)	(14)	(40)	(36)	(48)	(32)	(27)	(46)	(33)	(36)	(460)
2019	Newly opened	23	3	8	12	5	0	1	2	5	0	4	18	81
	Closed	53	33	42	46	32	33	31	32	42	23	35	35	437
	Change	(30)	(30)	(34)	(34)	(27)	(33)	(30)	(30)	(37)	(23)	(31)	(17)	(356)
2020	Newly opened	3	6	0	2	4	31	9	8	6	1	11	9	90
	Closed	58	34	66	68	61	78	49	32	47	52	30	37	612
	Change	(55)	(28)	(66)	(66)	(57)	(47)	(40)	(24)	(41)	(51)	(19)	(28)	(522)
2021	Newly opened	2	2	6	6	2	1	1	0	4	2	1	10	37
	Closed	62	53	127	49	44	44	21	46	65	38	36	52	637
	Change	(60)	(51)	(121)	(43)	(42)	(43)	(20)	(46)	(61)	(36)	(35)	(42)	(600)

# Results of model certification tests (graph)

The data is based on the *Model certification test operations for PS machines; statistical data* by The Security Communications Association (Hotsukyo), updated every month



# Results of model certification tests (detail)

The data is based on the *Model certification test operations for PS machines; statistical data* by Security Electronics and Communications Technology Association, updated every month

## Pachinko Machine

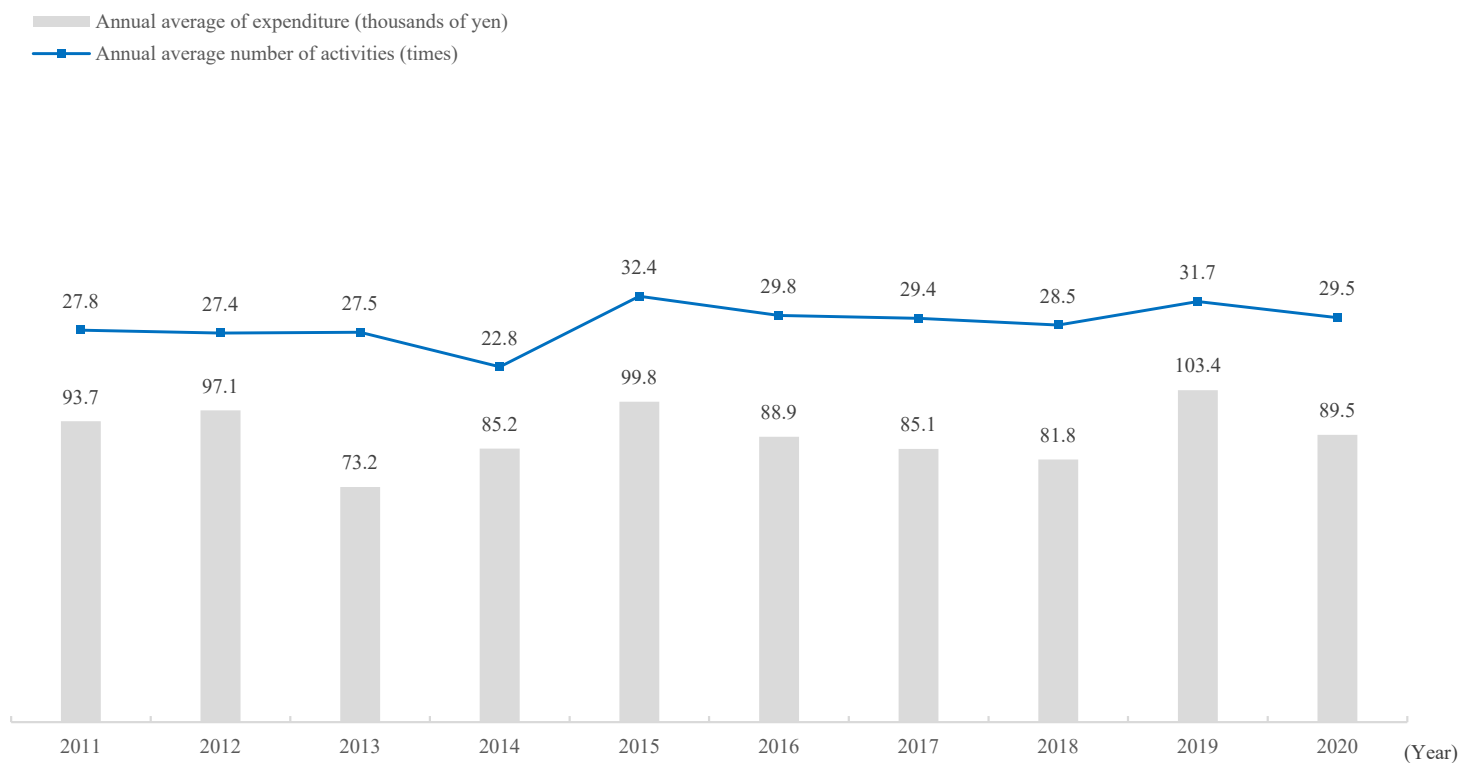
		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2018	Application	54	49	63	35	36	70	58	69	46	64	73	53	670
	Pass	20	25	43	23	16	33	24	28	23	32	39	29	335
	Passing test ratio	37.0%	51.0%	68.2%	65.7%	44.4%	47.1%	41.3%	40.6%	50.0%	50.0%	53.4%	54.7%	50.0%
2019	Application	77	88	96	84	74	84	72	85	71	95	93	70	989
	Pass	36	25	28	35	42	42	37	43	33	48	37	24	430
	Passing test ratio	46.8%	28.4%	29.2%	41.7%	56.8%	50.0%	51.4%	50.6%	46.5%	50.5%	39.8%	34.3%	43.5%
2020	Application	56	61	81	74	27	61	69	75	71	76	64	77	792
	Pass	23	24	21	21	7	20	24	28	29	27	32	38	294
	Passing test ratio	41.1%	39.3%	25.9%	28.4%	25.9%	32.8%	34.8%	37.3%	40.8%	35.5%	50.0%	49.4%	37.1%
2021	Application	71	73	104	84	63	78	63	68	62	91	81	72	910
	Pass	33	27	42	33	20	20	17	17	26	29	30	19	313
	Passing test ratio	46.5%	37.0%	40.4%	39.3%	31.7%	25.6%	27.0%	25.0%	41.9%	31.9%	37.0%	26.4%	34.4%

## Pachislot Machine

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2018	Application	43	50	69	46	48	38	33	42	42	87	86	64	648
	Pass	22	27	23	32	17	10	4	5	10	19	20	14	203
	Passing test ratio	51.1%	54.0%	33.3%	69.6%	35.4%	26.3%	12.1%	11.9%	23.8%	21.8%	23.3%	21.9%	31.3%
2019	Application	70	92	65	66	79	76	73	71	67	82	80	91	912
	Pass	9	15	15	10	19	17	20	16	13	17	18	22	191
	Passing test ratio	12.9%	16.3%	23.1%	15.2%	24.1%	22.4%	27.4%	22.5%	19.4%	20.7%	22.5%	24.2%	20.9%
2020	Application	75	75	62	62	27	74	65	84	84	90	69	84	851
	Pass	20	19	14	13	10	16	11	14	11	18	17	22	185
	Passing test ratio	26.7%	25.3%	22.6%	21.0%	37.0%	21.6%	16.9%	16.7%	13.1%	20.0%	24.6%	26.2%	21.7%
2021	Application	65	73	80	85	79	76	75	94	89	80	73	90	959
	Pass	20	13	19	26	24	15	21	27	21	27	20	30	263
	Passing test ratio	30.8%	17.8%	23.8%	30.6%	30.4%	19.7%	28.0%	28.7%	23.6%	33.8%	27.4%	33.3%	27.4%

# Annual average of number of activities and expenditure for PS activities

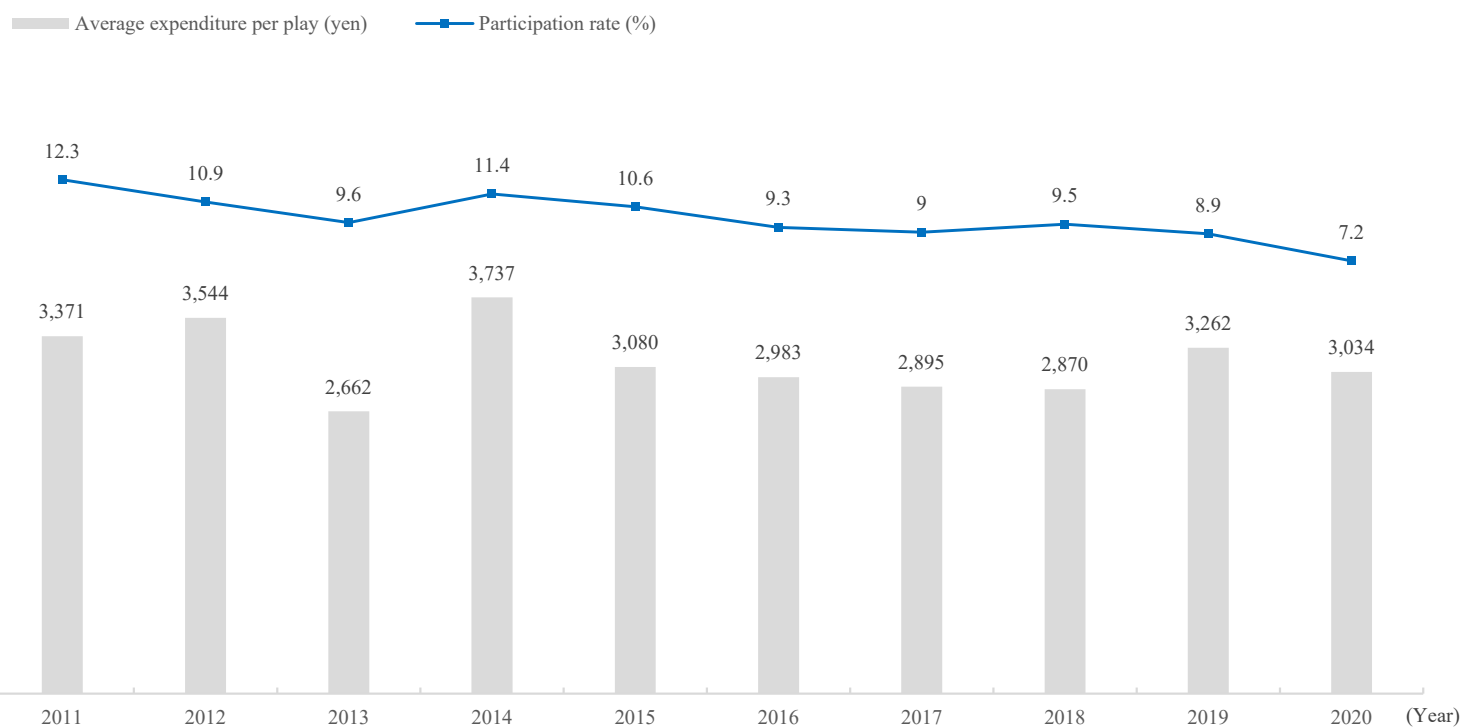
The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August



# Participation rate and average expenditure per play in PS

The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August

\* "Average expenditure per play" is calculated from "Annual average number of activities" and "Annual average of expenditure"



# Amendment of the Regulation for Enforcement of the Amusement Businesses Law (Announced in Sep. 2017, enforced in Feb. 2018)

## ◇ Regulation of ball output

### (1) Changes to criteria for test firing

Test	Old regulation	New regulation
1 hour	Under 300%	Over 33%—Under 220%
4 hours	-	Over 40%—Under 150%
10 hours	Over 50%—Under 200%	Over 50%—Under 133%

### (2) Changes to criteria for jackpot balls

Old regulation	New regulation
2,400 balls (equivalent to 9,600 yen)	1,500 balls (equivalent to 6,000 yen)

### (3) Changes of maximum number of rounds for pachinko

Old regulation	New regulation
Maximum 16 rounds	Maximum 10 rounds

Pachinko

### (1) Changes to criteria for test firing

Test	Old regulation	New regulation
400 games	Under 300%	Over 33%—Under 220%
1,600 games	-	Over 40%—Under 150%
6,000 games	Under 150%	Over 50%—Under 126%
17,500 games	Over 55%—Under 120%	Over 60%—Under 115%

Old regulation	New regulation
480 medals (equivalent to 9,600 yen)	300 medals (equivalent to 6,000 yen)

Pachislot

## ◇ 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 by National Police Agency announced on September 4, 2017

## Schedule for full transition to new-regulation machines

updated

## ◇ Self-restraint in PS industry

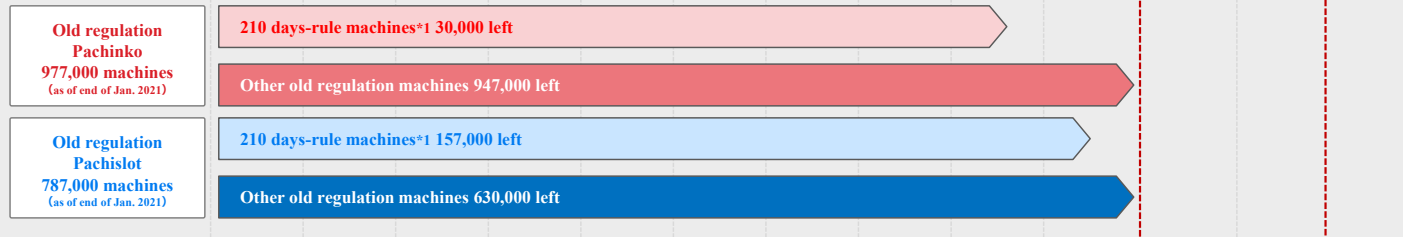
Removal period of machines and installation rate of new regulation machines based on the resolution by the Pachinko/Pachislot Industry 21st Century Association (May 2021)

2021

Jan. Feb. Mar. Apr. May Jun. Jul. Aug. Sep. Oct. Nov. Dec. 2022 Jan. Feb.

### ◇ Resolved in May 2020

- Complete removal period of old regulation machines: end of Nov. 2021



### ◇ Resolved in May 2021

- Complete removal period of old regulation machines: changed to end of Jan. 2022
- Gradually remove machines in each month based on “The new target of installation rate of new regulation machines (PS aggregated)”



### ◇ Installation ratio of new-regulation machines (PS aggregated)

Target																
					65%	70%	75%					80%	85%	90%	95%	100%
Results *2	55.3%	58.1%	59.1%	61.6%	64.2%	66.0%	68.4%					72.2%	74.4%	77.3%	82.4%	
	2,180,000	2,290,000	2,330,000	2,430,000	2,530,000	2,610,000	2,700,000					2,810,000	2,890,000	3,010,000	3,200,000	
Old regulation machines left *2	1,760,000	1,650,000	1,610,000	1,510,000	1,410,000	1,340,000	1,240,000					1,070,000	990,000	880,000	680,000	

\*1 210 days-rule machines: the low gambling machine whose removal period were extended by 210 days in May 2020 among the old regulation machines whose certification were to be expired in 2020

Pachinko: Wing-type, Amadigi-type, etc. Pachislot: Normal A type

\*2 The number of installed PS machines until the end of July is based on the total number of 3,950,000 units, and that of installed machines from August is based on the total number of 3,890,000 units due to the decrease in the number of units in the market.

Source: FIELDS, National Police Agency, Pachinko/Pachislot Industry 21st Century Association, Greenbelt, Amusement Press Japan Inc.

# Trends in PS regulations

## Pachinko

### 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% etc.

### New regulation machines [3]

- 1,500 balls at maximum per one jackpot
- Installed mode selecting function etc.

### New regulation machines [4]

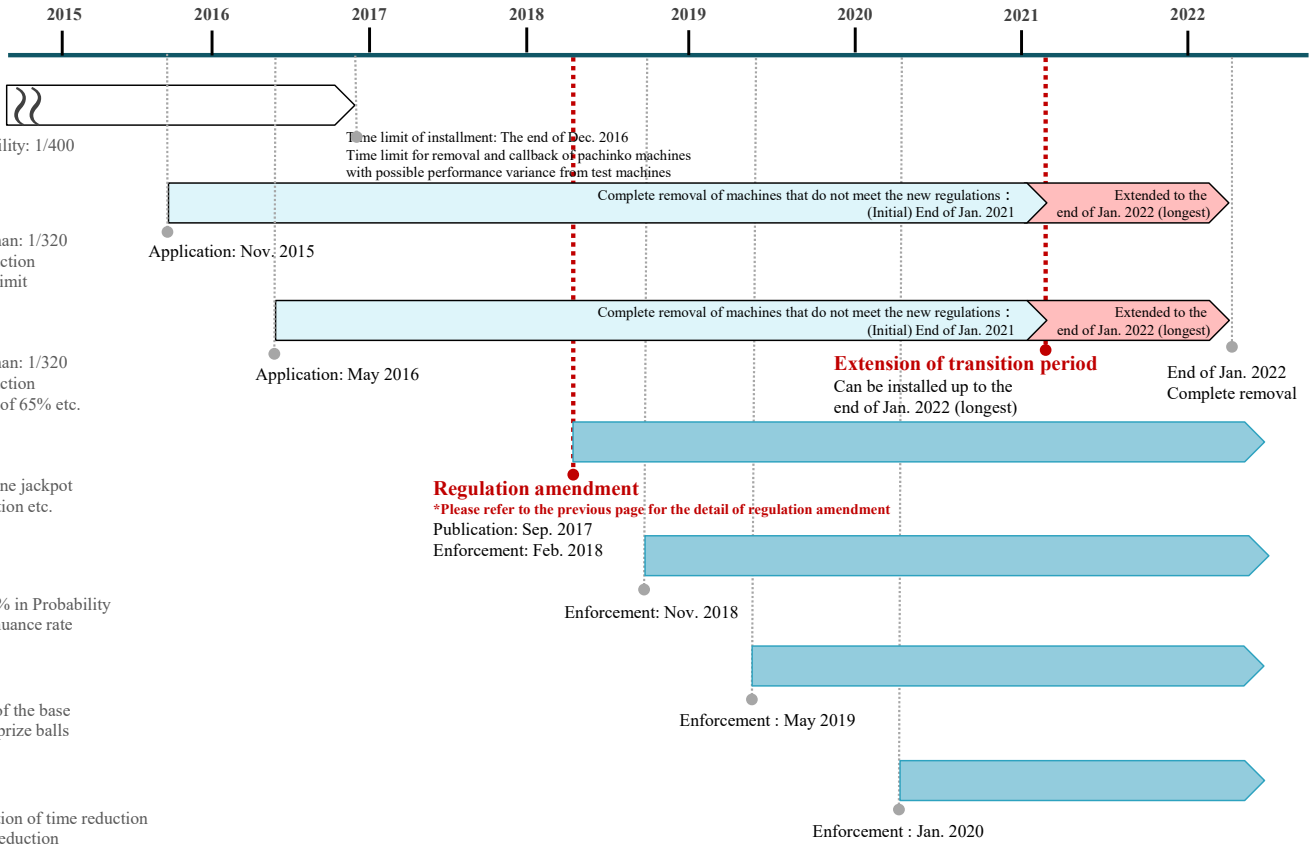
- Removal of upper limit of 65% in Probability variable/time reduction continuance rate

### New regulation machines [5]

- Abolition of the lowest limit of the base value and number of starting prize balls

### New regulation machines [6]

- Amendment in starting condition of time reduction
- Relief of upper limit of time reduction



## Pachislot

### Old 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)

### New 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 6.1 machines

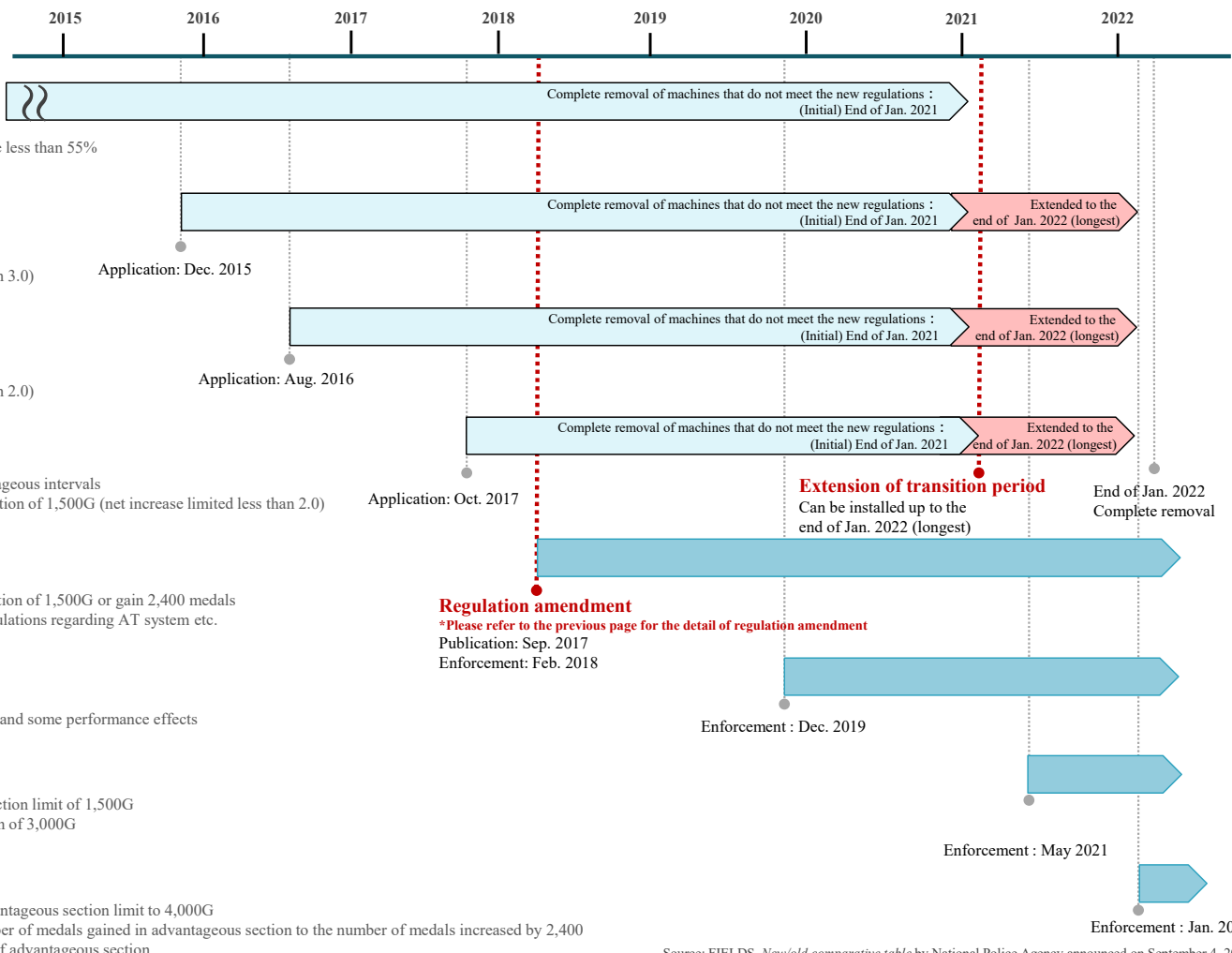
- Relief of penalty regulations and some performance effects

### Regulation 6.2 machines

- Removal of advantageous section limit of 1,500G
- First stage standard regulation of 3,000G

### Regulation 6.5 machines

- Expansion of maximum advantageous section limit to 4,000G
- Changed the maximum number of medals gained in advantageous section to the number of medals increased by 2,400 from those at the beginning of advantageous section



Source: FIELDs, *New/old comparative table* by National Police Agency announced on September 4, 2017

# Change in PS industry

FY	Primary events	Industry overall	Total PS unit sales	Number of halls	Hall
2004	<ul style="list-style-type: none"> <li>Oct. Mid Niigata Earthquake</li> <li>Dec. Sumatra-Andaman Earthquake</li> </ul>	<ul style="list-style-type: none"> <li>Jul. Revisions to PS machine regulations go into effect</li> </ul>	5,690,000 machines	15,617 halls	
2005	<ul style="list-style-type: none"> <li>Jan. Livedoor incident</li> </ul>		5,830,000 machines	15,165 halls	
2006			5,490,000 machines	14,674 halls	<ul style="list-style-type: none"> <li>May Enforcement of revised Amusement Businesses Law</li> <li>*Stricter operations of halls (reinforced penalties), such as thorough no-entry of under 18 years old and payout security at closing time.</li> </ul>
2007	<ul style="list-style-type: none"> <li>Aug. Sub-prime loan problem in US</li> </ul>		4,920,000 machines	13,585 halls	<ul style="list-style-type: none"> <li>Increase in closures of dedicated pachislot specialty stores</li> <li>Full-scale introduction of pachinko with low playing cost</li> </ul>
2008	<ul style="list-style-type: none"> <li>Jul. G8 Hokkaido Toyako Summit</li> <li>Sep. US-based Lehman Brothers collapses</li> </ul>	<ul style="list-style-type: none"> <li>Jul. Voluntary ban on replacement of machines with the opening of G8 Summit</li> </ul>	4,250,000 machines	12,937 halls	
2009	<ul style="list-style-type: none"> <li>Sep. Established Democratic Party administration</li> <li>Nov. Opening of APEC Economic Leaders' Meeting</li> </ul>	<ul style="list-style-type: none"> <li>Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders' Meeting</li> </ul>	4,100,000 machines	12,652 halls	<ul style="list-style-type: none"> <li>Rise of ART type pachislot machines</li> <li>Full-scale introduction of pachislot with low playing cost</li> </ul>
2010	<ul style="list-style-type: none"> <li>Mar. Great East Japan Earthquake occurs</li> <li>Jul. Major flooding in Thailand</li> </ul>	<ul style="list-style-type: none"> <li>Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake</li> </ul>	3,880,000 machines	12,479 halls	
2011	<ul style="list-style-type: none"> <li>Oct. Yen strengthens to highest level since WWII</li> </ul>		3,860,000 machines	12,323 halls	<ul style="list-style-type: none"> <li>Aug. Strictly restricted PS advertisement (event)</li> </ul>
2012	<ul style="list-style-type: none"> <li>Dec. LDP takes power with Abe cabinet</li> <li>Mar. Haruhiko Kuroda appointed as BOJ governor</li> </ul>		3,820,000 machines	12,149 halls	<ul style="list-style-type: none"> <li>Aug. DYNAM listed in Hong Kong market</li> <li>Rise of AT type pachislot machines</li> </ul>
2013			3,460,000 machines	11,893 halls	
2014	<ul style="list-style-type: none"> <li>Apr. Consumption tax rate increased</li> </ul>		3,250,000 machines	11,627 halls	
2015			2,860,000 machines	11,310 halls	<ul style="list-style-type: none"> <li>Apr. NIRAKU listed in Hong Kong market</li> <li>Jun. Revised Businesses Affecting Public Morals Regulation Law passed, and PS industry made from category 7 to 4 business</li> </ul>
2016	<ul style="list-style-type: none"> <li>Apr. 2016 Kumamoto Earthquake</li> <li>May G7 Japan 2016 Ise-Shima Summit</li> <li>Jun. U.K. referendum on withdrawal from the EU.</li> <li>Nov. Presidential election in U.S.</li> <li>Dec. Enactment of the IR promotion law</li> </ul>	<ul style="list-style-type: none"> <li>May Moratorium on replacement of machines for the duration of Summit</li> </ul>	2,430,000 machines	10,986 halls	<ul style="list-style-type: none"> <li>Jan. Build a consensus with JASRAC regarding playing music with installation machines</li> </ul>
2017		<ul style="list-style-type: none"> <li>Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law</li> </ul>	2,010,000 machines	10,596 halls	<ul style="list-style-type: none"> <li>May Okura Holdings Limited listed in Hong Kong Market</li> </ul>
2018	<ul style="list-style-type: none"> <li>Jun. 2018 North Korea-United States summit</li> <li>Jul. Problem Gambling Basic Countermeasure Act established</li> <li>Jul. Torrential rains in western Japan in July 2018</li> <li>Oct. Typhoon No. 21 (Jebi)</li> <li>Oct. 2018 Hokkaido Eastern Iburi Earthquake</li> </ul>		1,830,000 machines	10,060 Halls	
2019	<ul style="list-style-type: none"> <li>May Enthronement of the Emperor</li> <li>Jun. G20 summit held</li> <li>Sep. Typhoon No. 15 (Faxai)</li> <li>Sep.-Nov. Rugby World Cup</li> <li>Oct. Typhoon No. 19 (Hagibis)</li> <li>Mar. WHO described the COVID-19 a pandemic</li> </ul>		1,530,000 machines	9,639 Halls	
2020	<ul style="list-style-type: none"> <li>Apr. First state of emergency issued</li> <li>May. lifted (May)</li> <li>Jul. Torrential rains in July 2020</li> <li>Jan. Second state of emergency issued</li> </ul>		1,340,000 machines	9,035 Halls	<ul style="list-style-type: none"> <li>Apr. Requested suspension of halls in the target areas (95% executed)</li> <li>Late May- Halls resumed business</li> </ul>
2021	<ul style="list-style-type: none"> <li>Apr. Third state of emergency issued</li> <li>Jun. lifted (Jun.)</li> <li>Jul. Fourth state of emergency issued</li> <li>Sep. lifted (Sep.)</li> <li>Jul. Tokyo Olympics held</li> <li>Aug. Tokyo Paralympics held</li> </ul>				<ul style="list-style-type: none"> <li>Apr. Lifted the ban of self-restraint of TV, radio and newspaper commercials</li> <li>Requested suspension of halls in the target areas</li> <li>Jul. Requested suspension or reduced business hours of halls in the target areas</li> </ul>

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

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

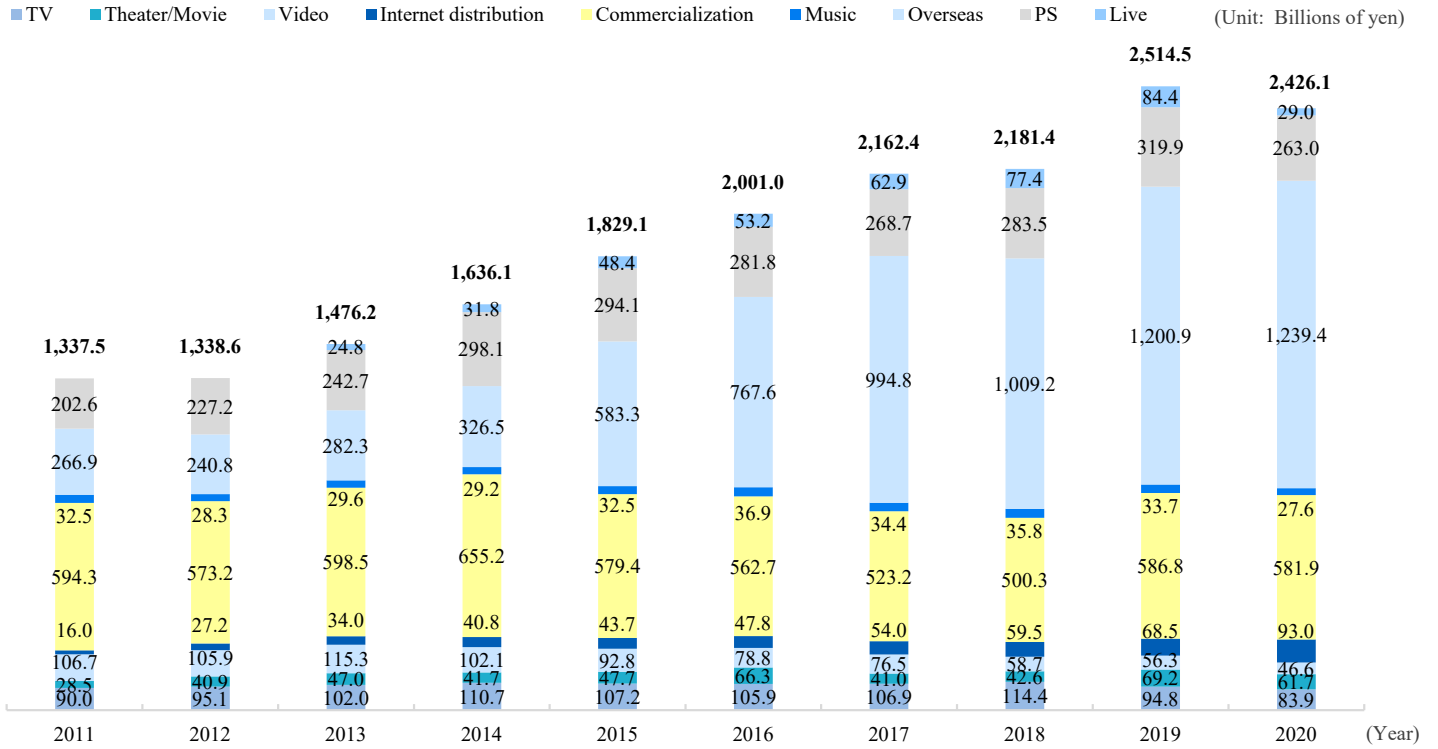
# Entertainment Market Data

- P.22      Market scale of animation industry <sup>[updated]</sup>  
Box-office of domestic movie theaters
  
- P.23      Change in amount of export of broadcast content  
Amount of export of broadcast content (by genre)
  
- P.24      Market scale of health industry  
Change in number of player in health industry
  
- P.25      Trends in toy market



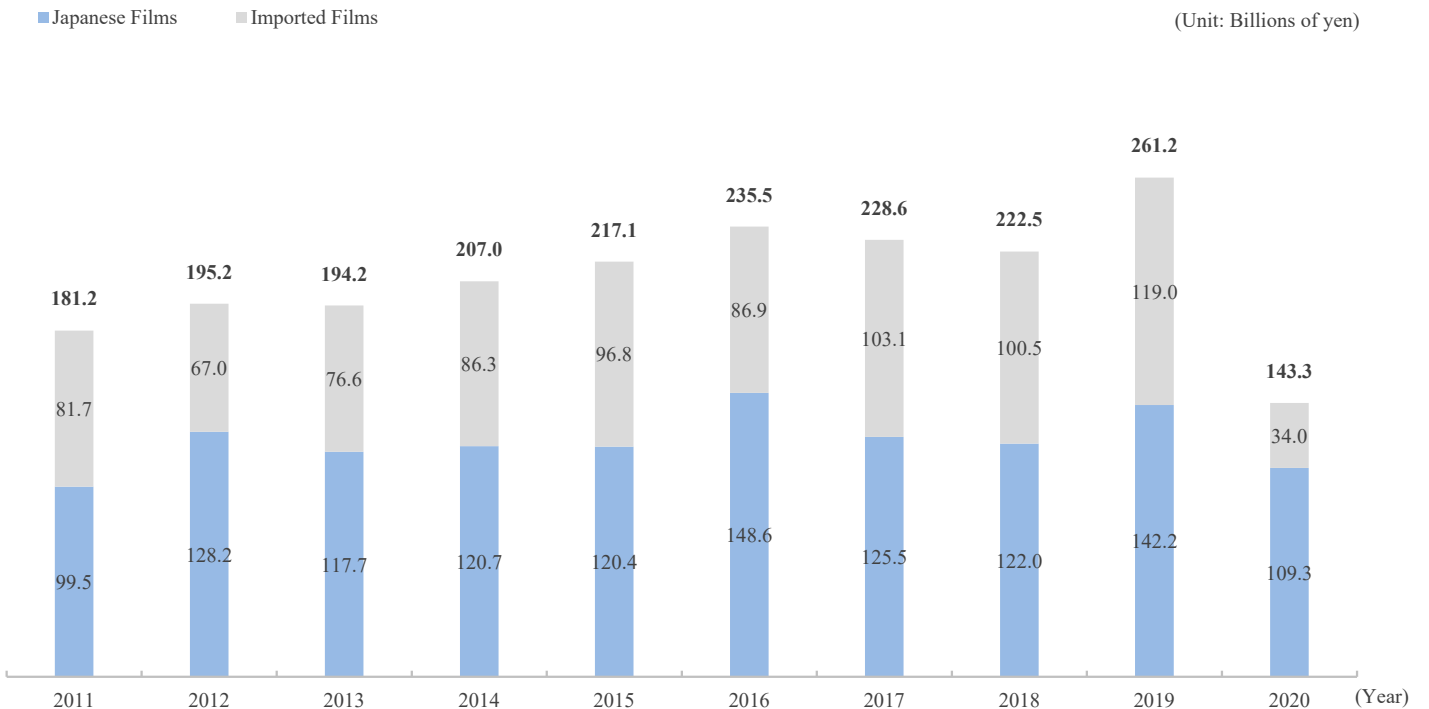
# Market scale of animation industry

The data is based on the *Anime Industry Report 2021* by The Association of Japanese Animation, updated every November  
 (The data of PS is estimated by FIELDS from shipment of PS machines that utilized anime IP (Intellectual property))  
 The data except PS is calculated according to amount of user's payment)



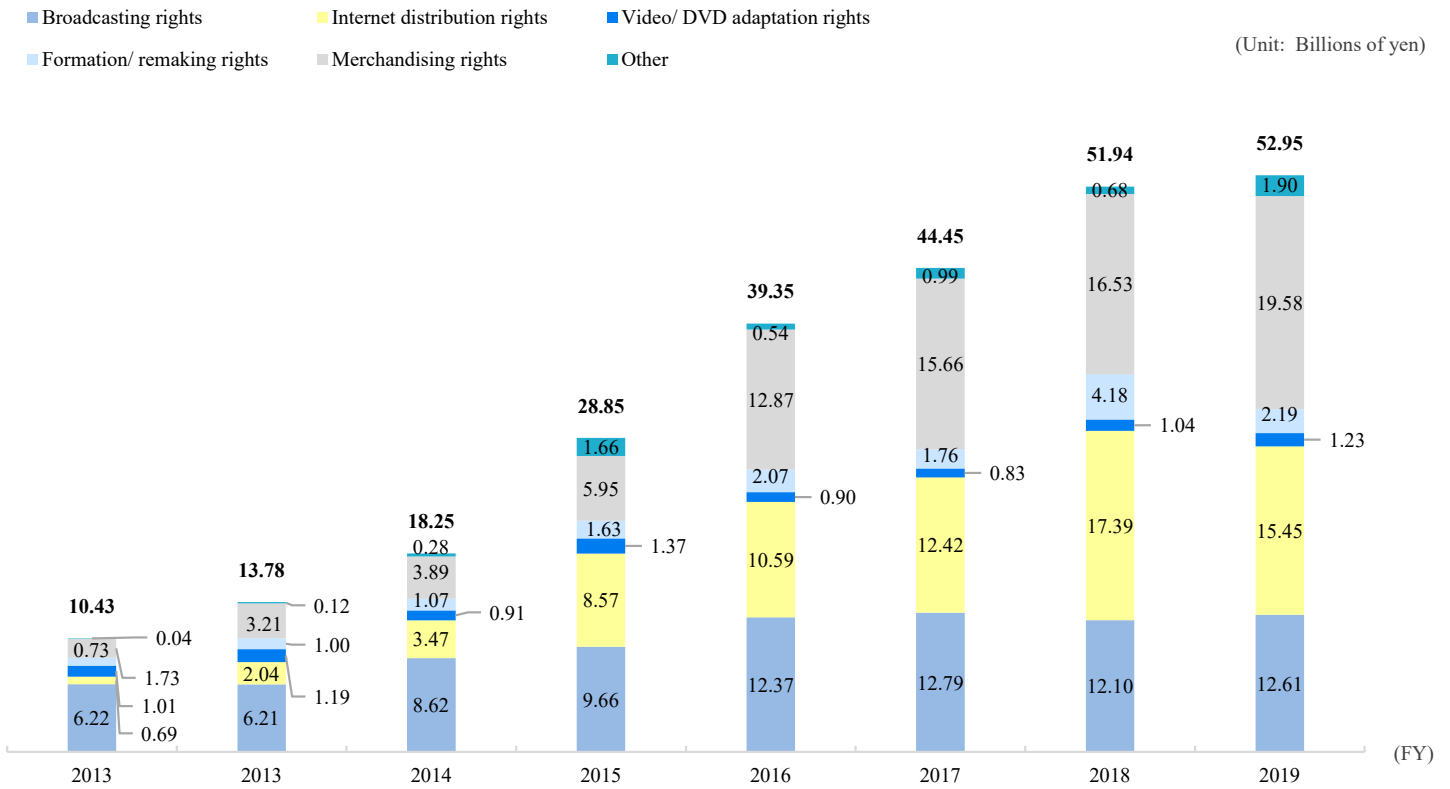
# Box-office of domestic movie theaters

The data is based on the *STATISTICS OF FILM INDUSTRY IN JAPAN* by Motion Picture Producers Association of Japan, Inc., updated every January



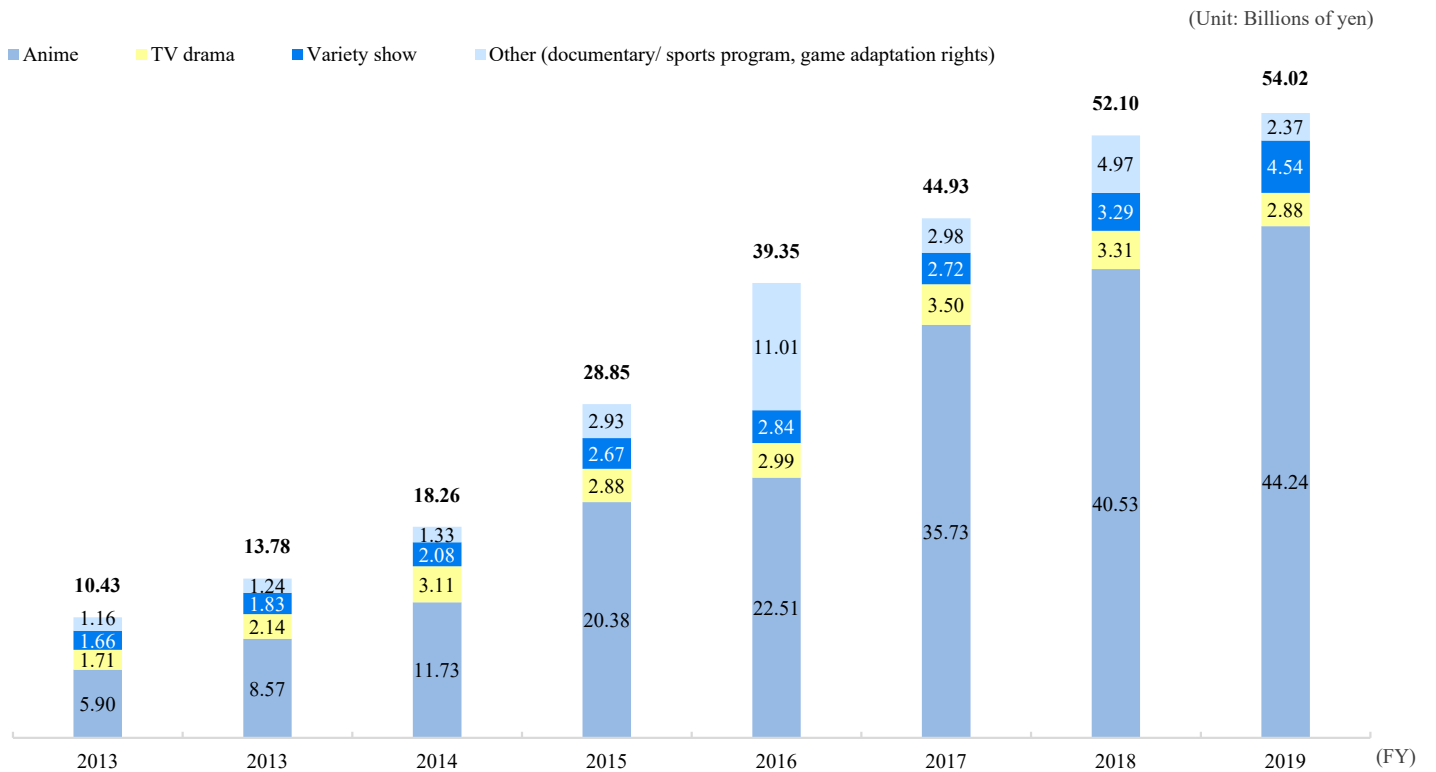
# Change in amount of export of broadcast content

The data is based on the *Current state analyses of the overseas development of the broadcast content* by the Information and Communications Bureau, Ministry of Internal Affairs and Communications), updated every May



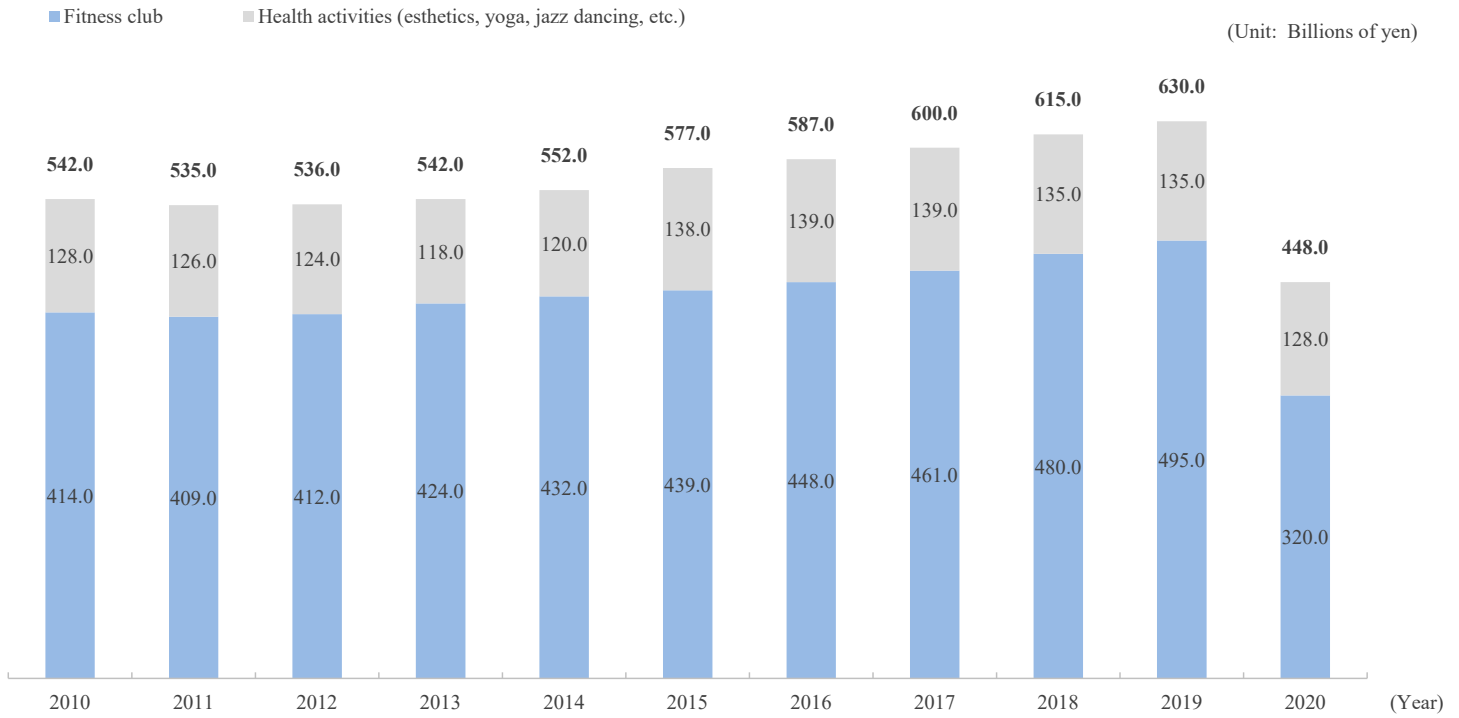
# Amount of export of broadcast content (by genre)

The data is based on the *Current state analyses of the overseas development of the broadcast content* by the Information and Communications Bureau, Ministry of Internal Affairs and Communications), updated every May



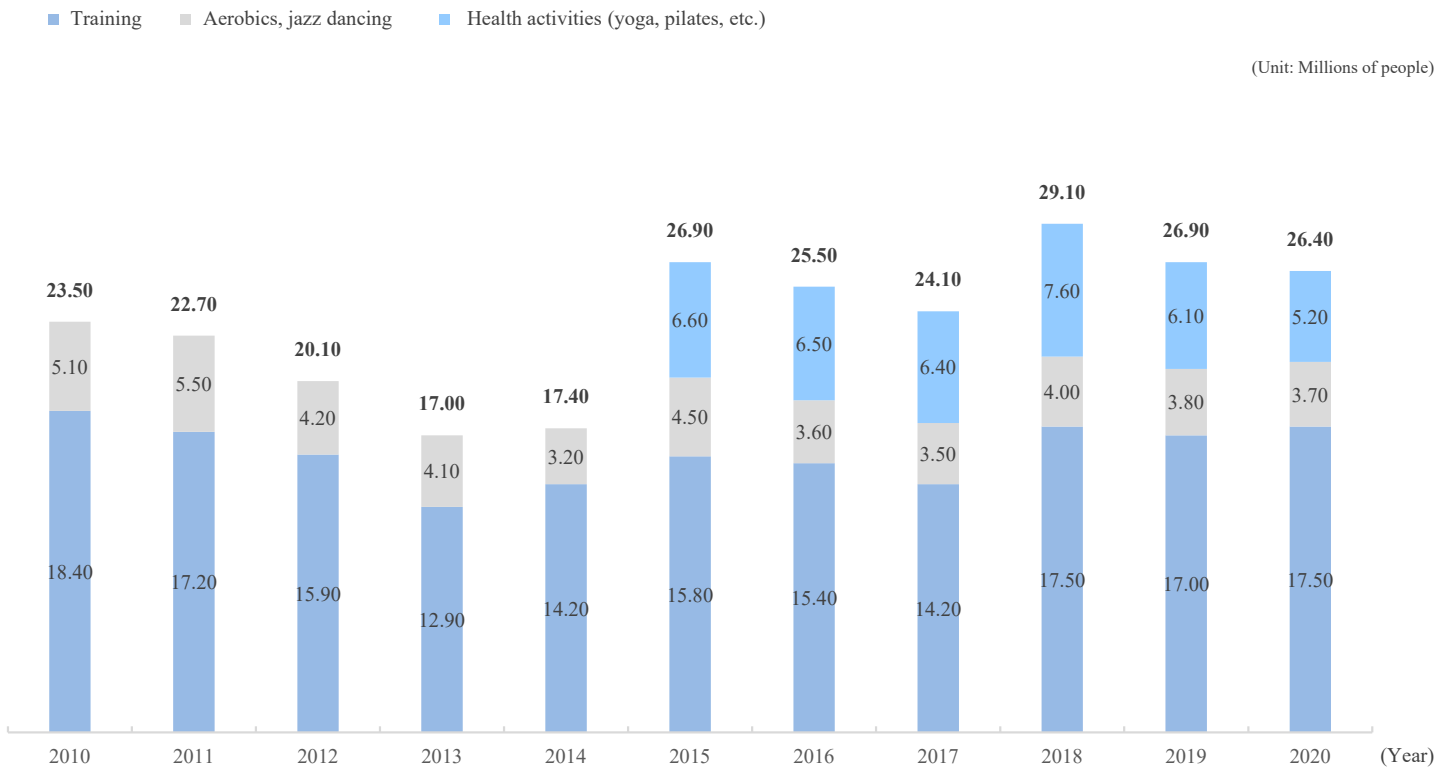
# Market scale of health industry

The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August



# Change in number of player in health industry

The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August

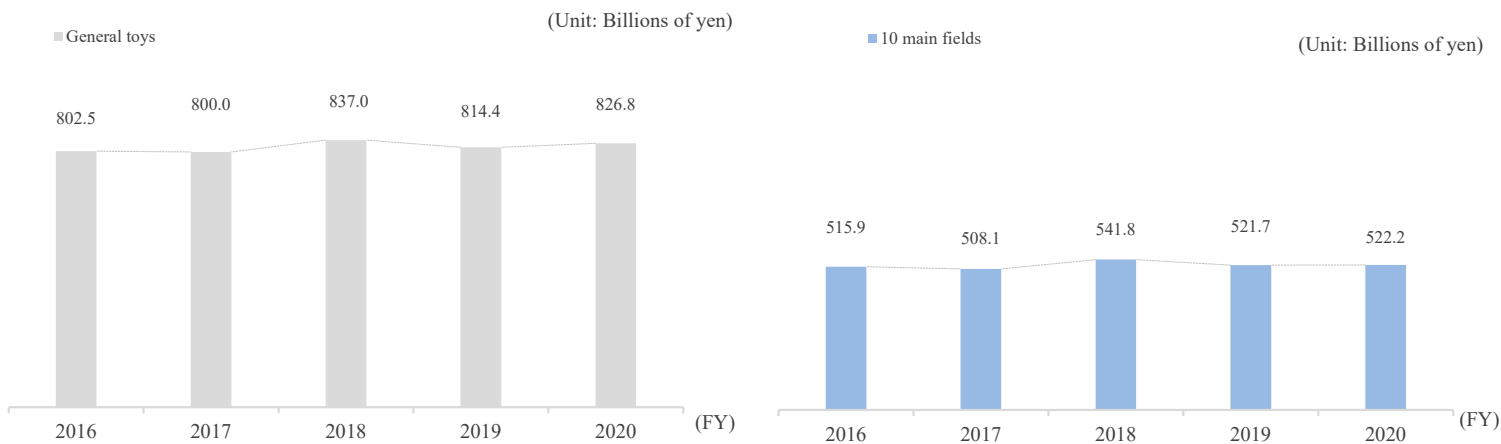


# Trends in toy market

The data is based on the *Japanese toy market scale data in FY2020* by The Japan Toy Association, updated every June

According to *Japanese toy market scale data in FY2020*, Japanese toy market scale in FY2020 based on recommended retail price was ¥826.8 billion (up 1.5% YoY). This is the third largest figure in the survey over the past 20 years.

In the 10 main fields\*, which occupy the core of toys, sales increased by 0.1% from the previous year to ¥522.2 billion.



\*The 10 main fields are the entire market excluding passenger-related items such as strollers, child seats and tricycles, and sundries and hobbies.



## 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.

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