

**Full-  
Year** **FY2021**  
Year Ended March 31, 2022

**Fact Book 1**

Financial, Corporate-related Data etc.

May 11, 2022



Gaming and entertainment

**FIELDS CORPORATION**

TSE, Prime Market: 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	15,162
Number of employees (people)	460	651	758	901	1,022	1,077	827	909	1,149	1,324

\*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 <sup>*3</sup>	2019	2020	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	(244.6) 94,900
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) 15,784
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	(101.4) 12,339
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)	(-) 3,444
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)	(-) 3,634
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)	(-) 2,471
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	31,551
Total assets	106,628	104,869	110,316	92,478	80,397	72,336	67,450	64,317	52,370	70,001
Cash flows from operating activities	13,570	16,322	(9,086)	13,353	(7,319)	(1,094)	2,178	(2,427)	3,692	7,980
Cash flows from investing activities	(6,263)	(8,018)	(6,297)	(2,191)	(3,927)	4,399	3,217	876	(1,072)	(1,586)
Cash flows from financing activities	(2,277)	(2,018)	1,624	5,214	2,136	(2,021)	(962)	(2,537)	(2,835)	1,385
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	32,304

(Unit: Yen)

Indicators per share	2012	2013	2014	2015	2016	2017	2018 <sup>*3</sup>	2019	2020	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	939.42
Annual dividend per share	50	50	60	50	50	30	10	10	10	20
Commemorative	-	-	10	-	-	-	-	-	-	-
Interim	25	25	25	25	25	25	-	-	-	-
Year-end	25	25	25	25	25	5	10	10	10	20
Profit per share	142.27	161.83	90.97	3.58	(376.19)	(231.77)	(18.52)	14.79	(105.78)	76.43

(Unit: %)

Management indicators	2012	2013	2014	2015	2016	2017	2018 <sup>*3</sup>	2019	2020	2021
Shareholders' equity ratio	51.2	55.6	53.9	62.0	52.5	48.4	50.8	52.6	56.9	43.4
Return on equity (ROE)	8.9	9.5	5.1	0.2	(25.1)	(19.9)	(1.8)	1.4	(10.9)	8.2
Return on assets (ROA)	10.3	9.2	5.1	1.4	(10.5)	(6.8)	(2.7)	1.4	(3.5)	5.9
Payout ratio *1	35.1	30.9	66.0	1,398.1	-	-	-	67.6	-	26.2

Other	2012 <sup>*2</sup>	2013	2014	2015	2016	2017	2018	2019	2020	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	1,193

\*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

# I N D E X

## 1. Highlights for the FY2021

6	Consolidated P/L statement
7	Consolidated B/S
8	Consolidated cash flows

## 2. Changes in business results

10	Change in quarterly P/L statement (table)
11	Change in financial results (graph) Change in assets/liabilities, net assets (graph)
12	Change in SG&A expenses (graph) Change in free cash flows (graph)

## 3. PS machines sales related data

14	Players in PS* industry Business flow of merchandising rights in products planning and development for which FIELDS is the sole distributor
15	Recording method of net sales, etc. of PS machines for which FIELDS is the sole distributor (image)
16	Main affiliated manufacturers and group companies
17	Main PS machines titles from FY2020 to FY2022
18	Change in PS unit sales by affiliated manufacturer (FY2000 to FY2021)
20	Change in pachinko unit sales by title (FY2003 to FY2022)
22	Change in pachislot unit sales by title (FY2000 to FY2022)
24	Change of <i>Evangelion</i> series

## 4. Result of PS machines sales

29	Result of PS machines sales (by brand and major sales title)
30	Change in unit sales of PS machines (graph)
31	Unit sales of PS machines (quarterly) Unit sales of PS machines (H1 and H2)

## 5. Corporate information, etc.

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

\*PS: pachinko and pachislot

# 1. Highlights for the 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
	(131.2)	(58.3)	(244.6)
Net sales	<b>66,587</b>	<b>38,796</b>	<b>94,900</b>
	[100.0]	[100.0]	[100.0]
	(111.3)	(67.0)	(159.0)
Gross profit	<b>14,809</b>	<b>9,927</b>	<b>15,784</b>
	[22.2]	[25.6]	[16.6]
	(93.1)	(86.3)	(101.4)
SG&A expenses	<b>14,095</b>	<b>12,169</b>	<b>12,339</b>
	[21.2]	[31.4]	[13.0]
Advertising expenses	1,233	940	1,021
Salaries	4,486	3,978	4,103
Business consignment expenses	1,162	946	828
Depreciation	595	554	415
Rents	1,318	1,247	1,199
Amortization of goodwill	559	280	252
Other	4,742	4,224	4,521
	(-)	(-)	(-)
Operating profit	<b>713</b>	<b>(2,241)</b>	<b>3,444</b>
	[1.1]	[-]	[3.6]
	(-)	(-)	(-)
Ordinary profit	<b>939</b>	<b>(2,032)</b>	<b>3,634</b>
	[1.4]	[-]	[3.8]
	(-)	(-)	(-)
Profit attributable to owners of parent	<b>490</b>	<b>(3,452)</b>	<b>2,471</b>
	[0.7]	[-]	[2.6]

\*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.

# Consolidated B/S

(Unit: Millions of yen)

	End of Mar. 2020	End of Mar. 2021	End of Mar. 2022	Increase/ Decrease	Factors
Cash and deposits	24,825	24,610	32,404	7,794	
Notes and accounts receivable-trade	14,171	5,325	-	(5,325)	
Notes and accounts receivable - trade, and contract assets	-	-	12,690	12,690	
Electronically recorded monetary claims-operating	1,087	67	708	641	
Inventories* <sup>1</sup>	7,873	6,190	8,303	2,113	
Other* <sup>1</sup>	2,653	3,026	2,616	(410)	
Allowance for doubtful accounts	(29)	(71)	(23)	48	
<b>Total current assets</b>	<b>50,580</b>	<b>39,147</b>	<b>56,698</b>	<b>17,551</b>	Increase in trade receivables
Land	1,644	1,645	1,922	277	
Other	3,090	2,627	2,616	(11)	
<b>Total property, plant and equipment</b>	<b>4,734</b>	<b>4,272</b>	<b>4,538</b>	<b>266</b>	Increase in land
Goodwill	2,156	1,875	1,623	(252)	
Other	836	753	859	106	
<b>Total intangible assets</b>	<b>2,992</b>	<b>2,628</b>	<b>2,482</b>	<b>(146)</b>	Decrease in goodwill
Investment securities	1,325	1,803	1,429	(374)	
Long-term loans receivable	373	457	215	(242)	
Other	4,683	4,470	4,966	496	
Allowance for doubtful accounts	(373)	(408)	(328)	80	
<b>Total investments and other assets</b>	<b>6,008</b>	<b>6,322</b>	<b>6,282</b>	<b>(40)</b>	Decrease in leasehold and guarantee deposits
<b>Total non-current assets</b>	<b>13,736</b>	<b>13,223</b>	<b>13,303</b>	<b>80</b>	
<b>Total assets</b>	<b>64,317</b>	<b>52,370</b>	<b>70,001</b>	<b>17,631</b>	
Notes and accounts payable-trade	9,336	3,610	13,128	9,518	
Short-term borrowings	200	253	1,202	949	
Income taxes payable	127	100	608	508	
Current portion of long-term borrowings	5,329	3,863	5,030	1,167	
Other	3,004	3,069	7,896	4,827	
<b>Total current liabilities</b>	<b>17,996</b>	<b>10,895</b>	<b>27,864</b>	<b>16,969</b>	Increase in trade payables
Long-term borrowings	7,691	6,837	6,530	(307)	
Other	4,349	4,194	4,054	(140)	
<b>Total non-current liabilities</b>	<b>12,040</b>	<b>11,031</b>	<b>10,584</b>	<b>(447)</b>	Decrease in long-term borrowings
<b>Total liabilities</b>	<b>30,037</b>	<b>21,927</b>	<b>38,449</b>	<b>16,522</b>	
Share capital	7,948	7,948	7,948	-	
Capital surplus	7,579	7,579	7,576	(3)	
Retained earnings	20,060	16,104	16,771	667	
Treasury shares	(1,821)	(1,946)	(1,946)	-	
<b>Total shareholders' equity</b>	<b>33,767</b>	<b>29,686</b>	<b>30,349</b>	<b>663</b>	
Valuation difference on available-for- sale securities	10	116	18	(98)	
<b>Accumulated other comprehensive income</b>	<b>34</b>	<b>117</b>	<b>23</b>	<b>(94)</b>	
share acquisition rights	-	7	28	21	
<b>Non-controlling interests</b>	<b>477</b>	<b>632</b>	<b>1,150</b>	<b>518</b>	
<b>Total net assets</b>	<b>34,279</b>	<b>30,443</b>	<b>31,551</b>	<b>1,108</b>	Increase in retained earnings and non-controlling interests
<b>Total liabilities and net assets</b>	<b>64,317</b>	<b>52,370</b>	<b>70,001</b>	<b>17,631</b>	

\*<sup>1</sup> "Merchandising rights advances," which had been included in "Other" of current assets prior to the fiscal year ended March 2021, has been renamed as "Merchandise rights" from the fiscal year ended March 2022 and included in "Inventories" to provide a more realistic indication.

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

Source: FIELDS

# Consolidated cash flows

(Unit: Millions of yen)

FY	2019	2020	2021	Factors	
Cash flows from operating activities	(2,427)	3,692	7,980	Profit before income taxes	3,941
				Increase in trade payables	9,433
				Increase in trade receivables	(7,644)
				Decrease in inventories	864
				Depreciation	737
Cash flows from investing activities	876	(1,072)	(1,586)	Payments for investments in capital	(1,475)
				Purchase of non-current assets	(1,187)
				Proceeds from sale of shares of subsidiaries and associates	502
				Proceeds from sale of investment securities	492
Cash flows from financing activities	(2,537)	(2,835)	1,385	Proceeds from long-term borrowings	4,858
				Repayments of long-term borrowings	(4,063)
				Increase in short-term borrowings	946
				Dividends paid	(322)
Effect of exchange rate change on cash and cash equivalents	(0)	(0)	0		
Net increase (decrease) in cash and cash equivalents	(4,088)	(215)	7,779		
Cash and cash equivalents at beginning of period	28,807	24,725	24,510		
Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation	6	-	14		
Cash and cash equivalents at end of period	24,725	24,510	32,304		

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	22,369	94,900
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	4,409	15,784
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	3,330	12,339
Operating profit (loss)	(599)	(2,151)	(1,363)	4,826	713	(2,403)	(924)	1,462	(376)	(2,241)	378	(20)	2,008	1,078	3,444
Ordinary profit (loss)	(546)	(1,988)	(1,436)	4,909	939	(2,383)	(864)	1,557	(342)	(2,032)	559	38	1,993	1,044	3,634
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	684	2,471

(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	29,371	139,918
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	19,543	51,253
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	48,914	191,171

(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	2016	2017	2018	2019	2020	2021
Net sales	64,155	50,570	42,571	57,515	29,723	83,604
Gross profit	14,075	8,888	8,677	11,284	5,684	10,342
SG & A expenses	19,761	15,934	11,837	10,288	9,153	9,031
Operating profit (loss)	(5,685)	(7,045)	(3,160)	995	(3,468)	1,311
Ordinary profit (loss)	(5,213)	(6,430)	(2,243)	1,516	(3,497)	1,512
Profit (loss)	(13,559)	(6,239)	(2,363)	1,091	(4,120)	1,595

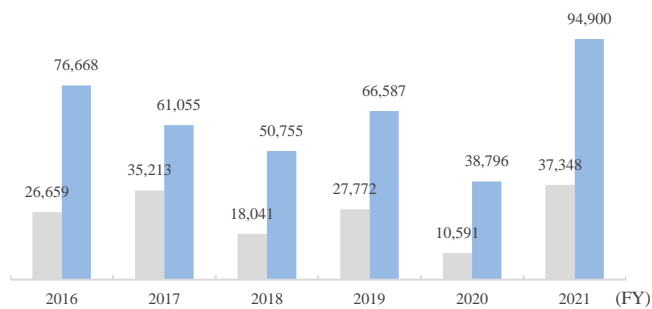
\*The figures of FY2018 are partly revised.

Source: FIELDS

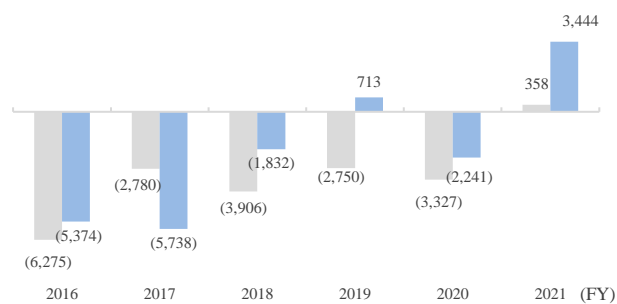
# Change in financial results (graph)

■ H1 ■ Full-year (Unit: Millions of yen)

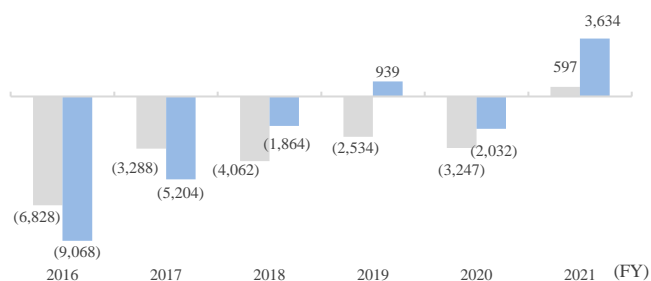
## Net sales



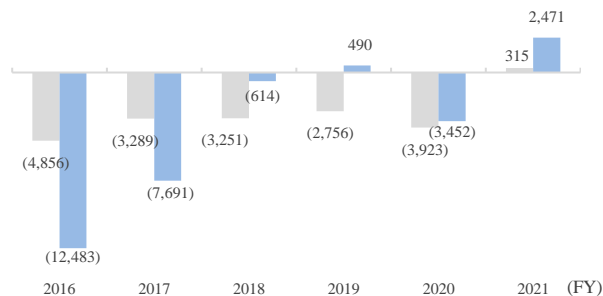
## Operating profit (loss)



## Ordinary profit (loss)



## Profit (loss) attributable to owners of parent

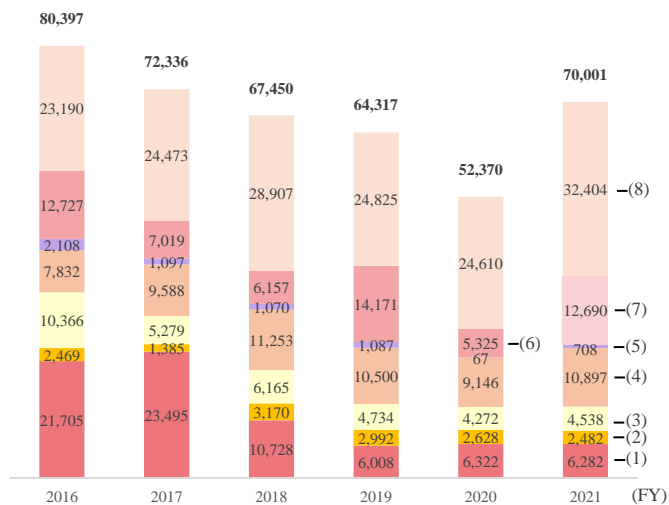


\*The figures of FY2018 and Q3 FY2019 are partly revised. Source: FIELDS

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

## Change in assets

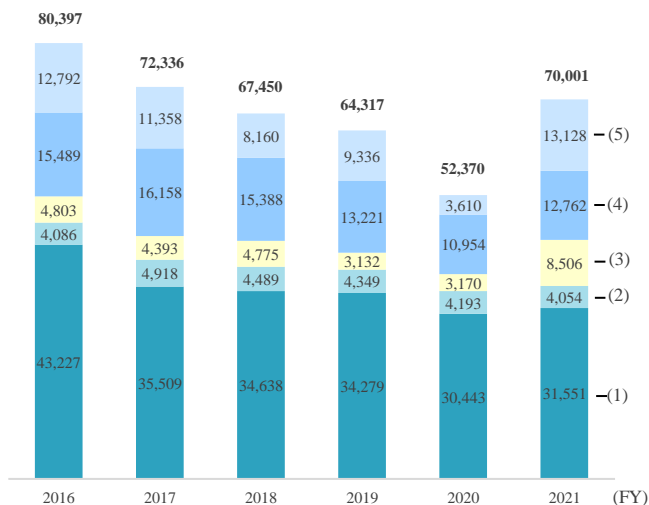
- (1) Investments and other assets
- (2) Intangible assets
- (3) Property, plant and equipment
- (4) Other current assets
- (5) Electronically recorded monetary claims - operating
- (6) Notes and accounts receivable - trade
- (7) Notes and accounts receivable - trade, and contract assets
- (8) Cash and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

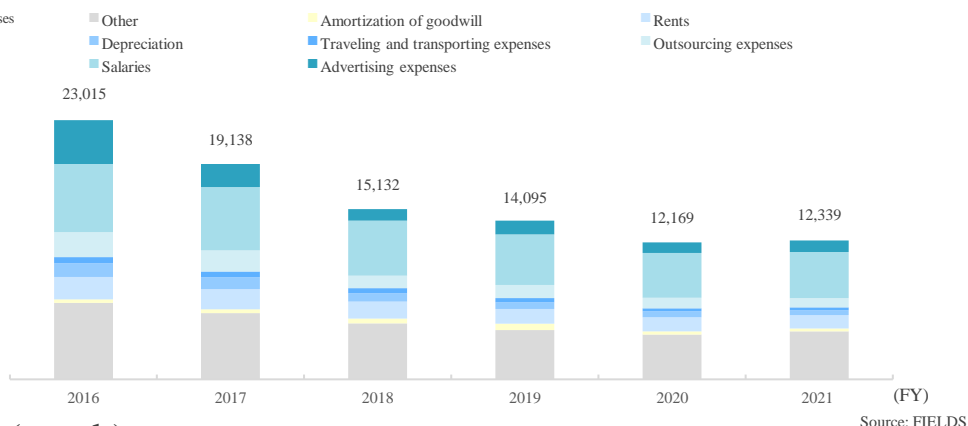
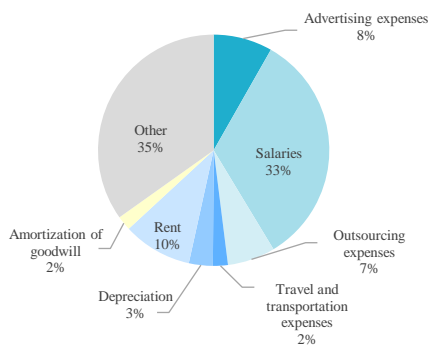
# Change in SG&A expenses (graph)

(Unit: Millions of yen)

FY	2016	2017	2018	2019	2020	2021
Advertising expenses	3,904	2,059	1,034	1,233	940	1,021
Salaries	6,033	5,639	4,900	4,486	3,978	4,103
Provision for bonuses	222	137	118	139	165	135
Provision for directors' bonuses	-	9	10	14	14	46
Outsourcing expenses	2,232	1,851	1,108	1,162	946	828
Travel and transportation expenses	542	520	432	364	247	258
Depreciation	1,221	1,060	761	595	554	415
Rents	1,981	1,793	1,494	1,318	1,247	1,199
Provision of allowance for doubtful accounts	42	236	47	(68)	47	15
Retirement benefit expenses	149	132	135	76	73	64
Amortization of goodwill	322	322	435	559	280	252
Other	6,367	5,380	4,658	4,217	3,678	4,003
<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>12,339</b>

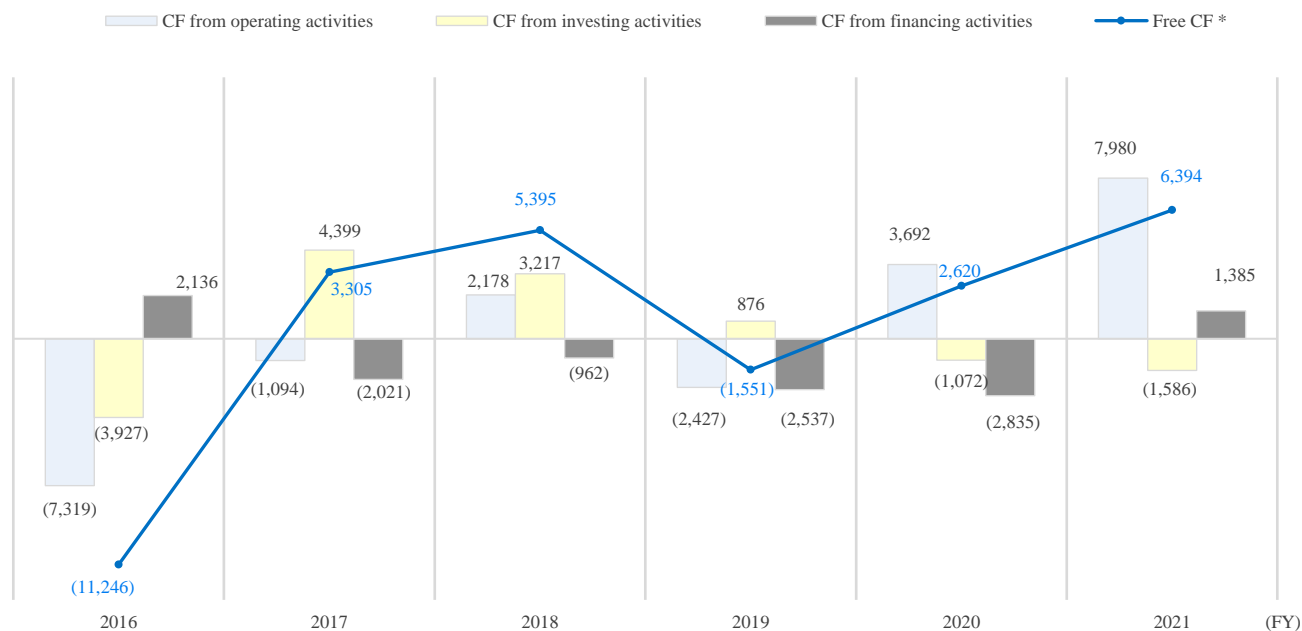
\*Other is calculated on this sheet above.  
\*The figures of FY2018 are partly revised.

FY2021



# Change in free cash flows (graph)

(Unit: Millions of yen)



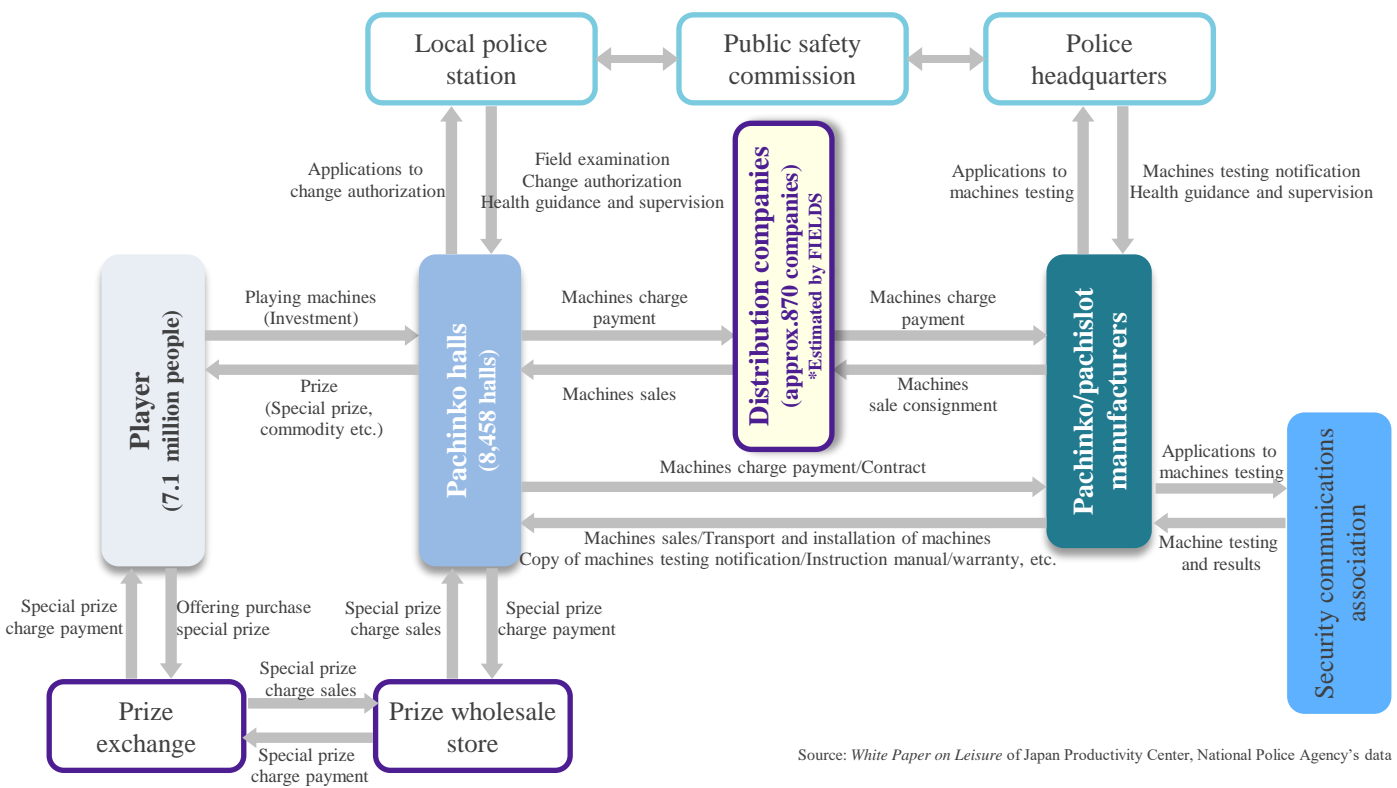
\*Free CF: Cash flows from operating activities and investing activities, calculated on this sheet above

Source: FIELDS

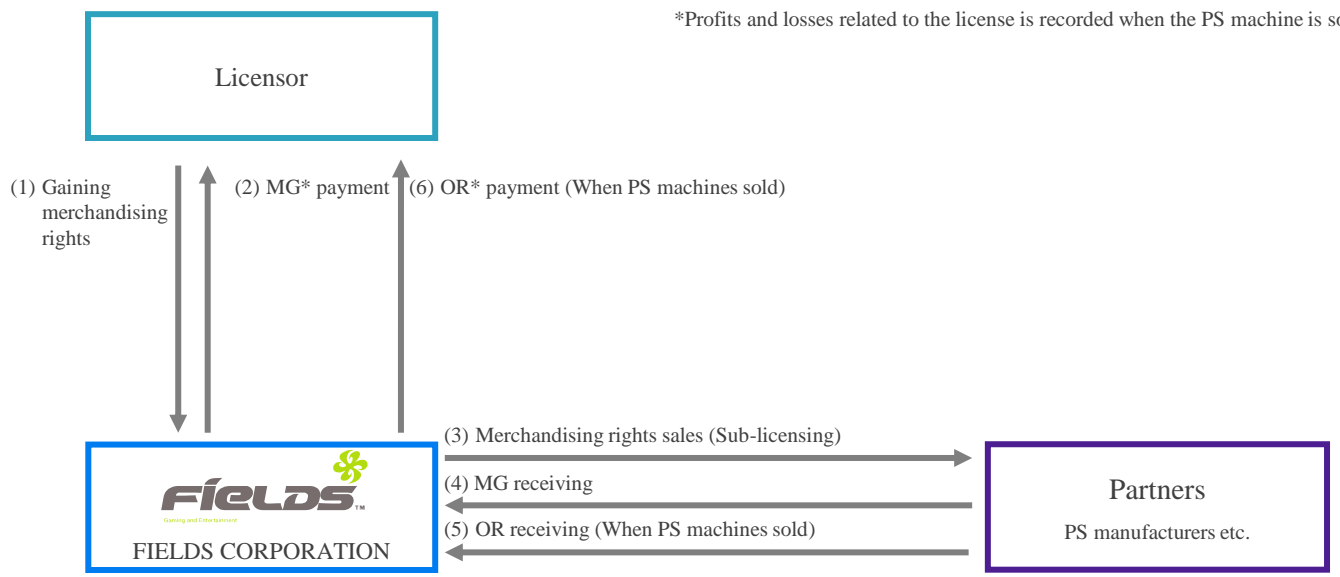
# 3. PS machines sales related data

- P.14 Players in PS industry  
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 FY2022
- P.18 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2021)
- P.20 Change in pachinko unit sales by title (FY2003 to FY2022)
- P.22 Change in pachislot unit sales by title (FY2000 to FY2022)
- P.24 Change of *Evangelion* series

# Players in PS industry

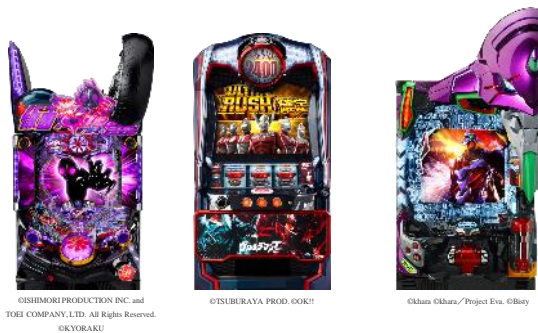


# Business flow of merchandising rights in products planning and development for which FIELDS is the sole distributor

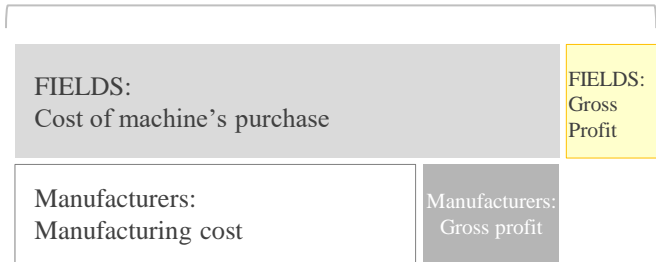


\*MG (Minimum Guarantee): Minimum guarantee fee paid by the licensee to the licensor when concluding a license business contract  
 \*OR (Over Royalty): Type of royalty paid as reward when the usage of rights authorized for use, such as copyrights and industrial property rights, exceeds a certain level, and whose amount fluctuates according to the usage of such rights

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



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)

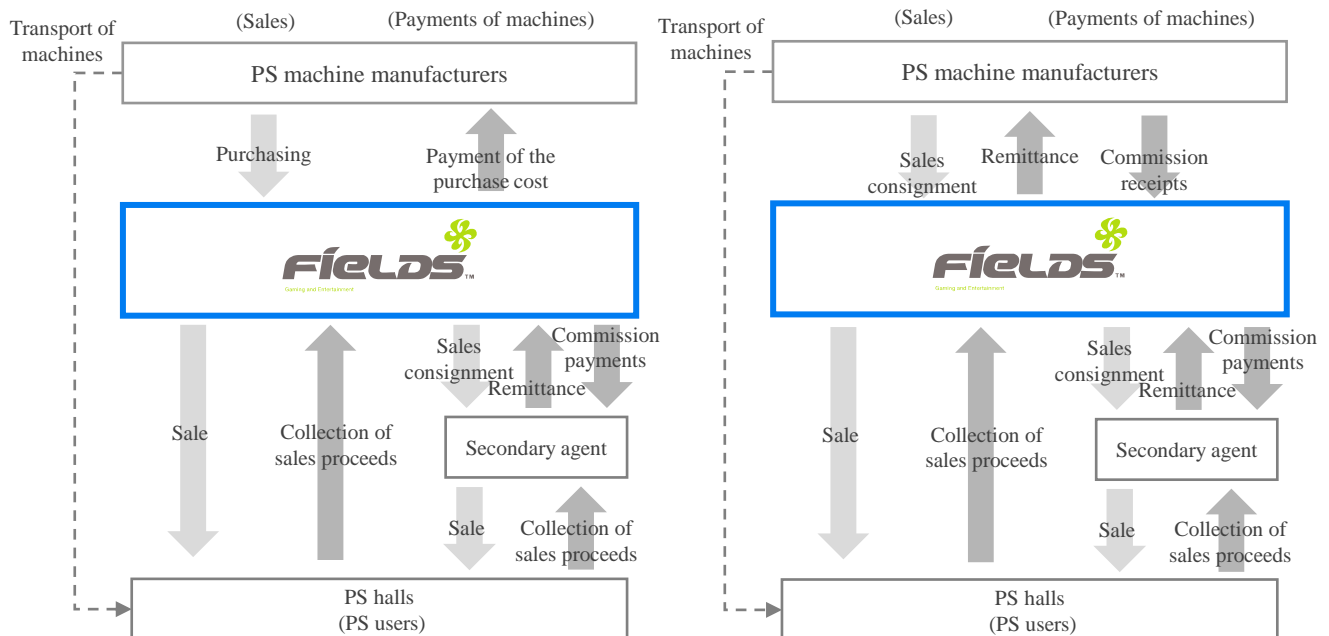
Cost of sales: Record purchase price of PS machines from manufacturers (also record agency commissions when selling through agencies)

\*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

### Distributor sales









### Agency sales



Source: FIELDS

# Main affiliated manufactures and group companies

(As of March 31, 2022)

	Manufacturer	History of alliance
Alliance Manufacturer	<p>SANKYO Group</p> <p><b>Bisty</b></p>  <p>Cumulative unit sales of manufacturer P: 2,584,000 machines S: 805,000 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 unit sales of manufacturer P: 376,000 machines S: 9,000 machines</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 unit sales of manufacturer P: 37,000 machines S: 25,000 machines</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 manufacturer S: 350,000 machines</p>	<ul style="list-style-type: none"> <li>• 2009 Signed a Basic Agreement with Enterrise Co., Ltd.</li> </ul>
	<p>NewGin Group</p> <p><b>EXCITE</b></p>  <p>Cumulative unit sales of manufacturer P: 10,000 machines S: 32,000 machines</p>	<ul style="list-style-type: none"> <li>• 2017 Sales cooperation of EXCITE brand machines began</li> </ul>
Consolidated Subsidiary	<p><b>NANASHOW</b></p>  <p>66.7% *2 (27.8%)</p> <p>Cumulative unit sales of manufacturer P: 24,000 machines S: 68,000 machines</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 manufacturer S: 41,000 machines</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>

\*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 FY2022

(As of March 31, 2022)

## Pachinko machines

<Q1-Q4>



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

©Ikaha  
©Ikaha/Project Eva  
©Bisty



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

©TSUBURAYA PROD. GOK!  
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 SEVEN'S INC. ©Bisty

<Q1-Q2>



April  
**OK!!  
PACHINKO GANTZ KIWAMI**

©HIROYA OKUSHUEISHA  
©HIROYA OKUSHUEISHA/GANTZO Project  
©OK!!



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

©TSUBURAYA PROD. GOK!  
Manufactured by KYORAKU SANGYO



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

©KENTARO MURASUTSUO GAGAI HAKUSEN SHISHA YOUNG ANIMALS  
©KENTARO MURASUTSUO GAGAI HAKUSEN SHISHA BERSERK TEAM PARTNERS  
©KENTARO MURASUTSUO GAGAI HAKUSEN SHISHA BERSERK PARTNERSHIP  
©KURE TECOM GAMES CO., LTD. ©NewGin



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

©西陣義典 宇田野庵/Yamat2202製作委員会  
©Bisty

<Q3-Q4>



December  
Bisty  
**NEON GENESIS  
EVANGELION  
-Roar for tomorrow-**  
49,000 machines

©Ikaha  
©Ikaha/Project Eva  
©Bisty



April  
**KYORAKU SANGYO  
PACHINKO KAMEN RIDER  
Dark rider ver.  
On sale**

©SEIBUN PRODUCTION INC. and TOEI COMPANY, LTD. All Rights Reserved.  
©KYORAKU

FY

## Pachislot machines

<Q1-Q4>



July  
Developed by NANASHOW  
**BLACK LAGOON4**

©2006, 2010 広江礼典・小字部 / BLACK LAGOON 製作委員会  
©Spiky ©NANASHOW



September  
Developed by Enterrise  
**PACHISLOT Ring-ni-kakero 1 -  
World champion carnival  
version-**

©唐田正英 楽楽社 東映アミューション  
©CAPCOM CO., LTD. ALL RIGHTS RESERVED. ©Spiky  
Manufactured by Spiky Corporation Developed by Enterrise Co., Ltd.



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

©CAPCOM CO., LTD. ALL RIGHTS RESERVED.



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

©Tohyaki Kabooka THE IDOLM@STER™ &  
©Bandai Namco Entertainment Inc.  
©GENEZ/PROJECT M@S ©Spiky  
©Bandai Namco Seven's Inc. ©Bisty

<Q1-Q2>



June  
Enterrise  
**PACHISLOT Hyakkaruyouran  
SAMURAI GIRLS**

©2010 伊予あきら・小島・北一洋子 / 百花繚乱「サートーズ」  
©CAPCOM CO., LTD. ALL RIGHTS RESERVED.



September  
Daiichi Shokai  
**S Ushio & TORA  
-A flash of thunder spear-**

原作 / 藤田和日朗「S. Ushio & TORA」(小学館刊)  
©藤田和日朗・小字部 / S. Ushio & TORA 製作委員会

<Q3-Q4>



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

©HIROYA OKUSHUEISHA  
©HIROYA OKUSHUEISHA/GANTZO Project  
©COSMOPOLITAN NANASHOW  
Developed by Spiky Corporation  
Manufactured by F. Corp.



December  
Enterrise  
**Pachislot MONSTER HUNTER:  
WORLD THE GOLD HUNTING**  
10,000 machines

©CAPCOM CO., LTD. ALL RIGHTS RESERVED.



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

©Ikaha  
©Ikaha/Project Eva  
Sales brand Bisty



February  
Spiky  
**BLACK LAGOON ZERO bullet  
MAX**

©2006, 2010 広江礼典・小字部 / BLACK LAGOON 製作委員会  
Licensed by SUNSHINE UNIVERSAL ENTERTAINMENT JAPAN, LLC.  
©NANASHOW  
Developed by Spiky Corporation  
Manufactured by F. Corp.

<Q1>



April  
**OK!!  
PACHI-SLOT ULTRAMAN  
TARO Tyrant SPEC**  
On sale

©TSUBURAYA PROD. GOK!



April  
Enterrise  
**Pachislot Gekka Miyabi**  
On sale

©CAPCOM CO., LTD. ALL RIGHTS RESERVED.

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	29,371	139,918

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	19,543	51,253

\*The table shows the titles which are announced as of April 30, 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 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 March 31, 2022)

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	-	-	-	-	-	-	-	-	-	-	-	-
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
<b>Total</b>	<b>Title</b>	-	-	-	<b>1</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>2</b>
	<b>Unit sales</b>	-	-	-	<b>4,151</b>	<b>169,037</b>	<b>262,806</b>	<b>292,905</b>	<b>217,526</b>	<b>170,883</b>	<b>286,877</b>	<b>236,505</b>	<b>181,776</b>

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	-	-	-	-	-	-	-	-	-	-	-	-
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-
<b>Total</b>	<b>Title</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>7</b>	<b>5</b>	<b>3</b>	<b>8</b>	<b>8</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>6</b>
	<b>Unit sales</b>	<b>32,904</b>	<b>155,263</b>	<b>176,436</b>	<b>159,160</b>	<b>184,187</b>	<b>182,174</b>	<b>116,532</b>	<b>198,621</b>	<b>121,015</b>	<b>107,439</b>	<b>207,890</b>	<b>170,838</b>

\*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 March 31, 2022)

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	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	68,435	2,584,036
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	54,129	376,498
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
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	1	1
	Unit sales	-	-	-	-	-	-	-	-	-	10,214	10,214
Total	Title	2	5	4	7	6	3	6	7	3	5	80
	Unit sales	80,653	140,658	279,273	143,953	139,353	82,956	93,396	128,756	45,033	132,778	3,089,275

Source: FIELDS

# Change in pachislot unit sales by affiliated manufacturer

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	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	1	40
	Unit sales	65,876	61,762	20	54,341	12,010	12,294	13,186	14,870	7,675	10,021	805,052
OK!!	Title	-	-	-	-	-	2	-	-	-	-	2
	Unit sales	-	-	-	-	-	7,039	-	-	-	2,922	9,961
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	14,915	350,655
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	2	10
	Unit sales	-	-	-	-	-	7,064	6,660	-	12,696	15,446	41,866
Daiichi Syokai/ D-light	Title	-	-	-	3	1	2	-	-	1	1	8
	Unit sales	-	-	-	9,131	3,185	3,357	-	-	4,081	6,003	25,757
NewGin/ EXCITE	Title	-	-	-	-	-	1	-	1	-	-	2
	Unit sales	-	-	-	-	-	19,748	-	12,600	-	-	32,348
Total	Title	6	7	3	10	9	17	11	6	8	6	147
	Unit sales	218,314	214,479	87,203	121,287	83,795	87,446	32,685	52,516	44,633	49,307	2,804,124

\*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 FY2022)

(As of March 31, 2022)

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	161,000
7		CR Ashita ga arusa Yoshimoto World	38,000
8		CR Marilyn Monroe	39,000
9		CR Iijima Naoko no Casino Bisty	21,000
10		CR Daimajin	10,000
11	2006	CR Neon Genesis Evangelion—Kiseki no Kachiwa	187,000
12		CR WINK	11,000
13		CR Aya Matsuura	40,000
14		CR Otoko Ippiki Gaki Daisho	-
15		CR Shin Sangoku Musou	27,000
16	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-	49,000
84		P CODE GEASS Lelouch of the Rebellion Light ver.	-

\*The table shows the titles which were announced as of April 30, 2022.

\*The table shows the unit sales which is calculated by the end of 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 FY2022)

(As of March 31, 2022)

OK!!			
	FY	Title	Unit sales
1	2012	New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type	-
2		New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type	25,000
3	2013	Pachinko Onimusha: Dawn of Dreams	33,000
4		New-century Pachinko BERSERK	23,000
5	2014	Pachinko Onimusha: Dawn of Dreams Light Version	-
6		Pachinko Ultra Battle Retsuden	80,000
7	2015	Pachinko Marvel's Avengers	-
8	2016	Pachinko GANTZ	31,000
9	2017	Pachinko Ultra Battle Retsuden Light Edition	-
10		Pachinko Marvel's Avengers Type196	-
11		Pachinko Marvel's Avengers Light Version	-
12		Pachinko GANTZ EXTRA	-
13	2018	Pachinko Onimusha: Dawn of Dreams Super Souken (Manufactured by KYORAKU SANGYO)	15,000
14		Pachinko GEKIJOUREI	10,000
15	2019	Pachinko GANTZ:2	25,000
16		Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu (Manufactured by KYORAKU SANGYO)	10,000
17		Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu Light Verion (Manufactured by KYORAKU SANGYO)	-
18		PACHINKO 6 ULTRAMAN BROTHERS (Manufactured by KYORAKU SANGYO)	20,000
19	2020	Pachinko ULTRASEVEN Cho Rambu (Manufactured by KYORAKU SANGYO)	10,000
20		Pachinko GANTZ:2 Sweet ver.	-
21	2021	PACHINKO GANTZ KIWAMI	-
22		PACHINKO ULTRAMAN TARO 2 (Manufactured by KYORAKU SANGYO)	25,000
23		PACHINKO 6 ULTRAMAN BROTHERS Light version (Manufactured by KYORAKU SANGYO)	-
24		PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver. (Manufactured by KYORAKU SANGYO)	-
25	2022	PACHINKO KAMEN RIDER Dark rider ver. (Manufactured by KYORAKU SANGYO)	On sale

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

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

NewGin/ EXCITE			
	FY	Title	Unit sales
1	2021	P BERSERK Musou	10,000

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

\*The table shows the titles which were announced as of April 30, 2022.

\*The table shows the unit sales which is calculated by the end of 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 FY2022)

(As of March 31, 2022)

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 Syusse 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 30pMODEL	-
33		Neon Genesis Evangelion - to You the Sincerity 2	-

\*The table shows the titles which were announced as of April 30, 2022.

\*The table shows the unit sales which is calculated by the end of 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 FY2022)

(As of March 31, 2022)

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

## Enterrise

	FY	Title	Unit sales
1	2009	VIEWTIFUL JOE	-
2	2010	Sengoku BASARA 2	16,000
3	2011	Street Fighter IV	-
4	2012	Resident Evil 5	49,000
5	2013	Monster Hunter: Gekka Raimei	50,000
6		Devil May Cry 4	25,000
7	2014	Pachislot Sengoku BASARA 3	20,000
8	2015	Resident Evil 6	37,000
9		Asura's Wrath	-
10	2016	Super Street Fighter IV	-
11		Devil May Cry X (Cross)	15,000
12		Monster Hunter Kyoryu Sensen	37,000
13	2017	Pachislot Machine Ace Attorney	-
14		Resident Evil Revelations	18,000
15	2018	Pachislot Okami	-
16		STREET FIGHTER V PACHISLOT EDITION	-
17		Pachislot Sengoku BASARA HEROES PARTY	-
18	2019	PACHI SLOT Onimusha: Dawn of Dreams	20,000
19	2020	Pachislot MONSTER HUNTER: WORLD	17,000
20	2021	PACHISLOT Hyakkaryouran SAMURAI GIRLS	-
21		Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING	10,000
22	2022	Pachislot Gekka Miyabi	On sale

## MIZUHO

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

## OK!!

	FY	Title	Unit sales
1	2017	Pachi-Slot Marvel's The Avengers	-
2		PACHI-SLOT ULTRASEVEN (Manufactured by KYORAKU SANGYO)	-
3	2022	PACHI-SLOT ULTRAMAN TARO Tyrant SPEC	On sale

## Daiichi Shokai/ D-light

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

## NewGin/ EXCITE

	FY	Title	Unit sales
1	2017	Sengoku Pachislot Hana no Keiji - Ten wo Ugatsu Ikusayari - (Sales cooperation)	19,000
2	2019	Pachislot Salaryman Kintaro -MAX-	12,000

## NANASHOW

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

## Spiky

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

\*The table shows the titles which were announced as of April 30, 2022.















\*The table shows the unit sales which is calculated by the end of 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	 <b>Neon Genesis Evangelion</b> Dec. 2004 (124,000 machines)		<u>98,000</u> machines	2009	 <b>The Beginning and the End</b> Apr. 2009 (237,000 machines)	 <b>The Angels Are Back Again YF</b> Jan. 2010 (24,000 machines)	<u>259,000</u> machines
2005	 <b>Second Impact</b> Feb. 2006 (161,000 machines)		<u>150,000</u> machines	2010	 <b>Evangelical of the Beginnings</b> Jun. 2010 (205,000 machines)	 <b>Evangelical of the Beginnings Light ver.</b> Nov. 2010	<u>215,000</u> machines
2006	 <b>Kiseki no Kachiwa</b> Feb. 2007 (187,000 machines)		<u>206,000</u> machines	2011	 <b>Evangelion 7</b> Jan. 2012 (100,000 machines)		<u>97,000</u> machines
2007	 <b>The Angels Are Back Again</b> Jan. 2008 (199,000 machines)		<u>206,000</u> machines	2012	 (Evangelion 7) <b>EVA Light III</b> May 2012 (16,000 machines)	 <b>Evangelion 7 Smile Model</b> Dec. 2012 (12,000 machines)	<u>31,000</u> machines
2008		 <b>Neon Genesis Evangelion Premium Model</b> May 2008 (51,000 machines)	<u>63,000</u> machines	2013	 <b>EVANGELION 8</b> Jul. 2013 (75,000 machines)	 <b>EVANGELION 8 Premium Battle</b> Jan. 2014 (12,000 machines)	<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).

©khara ©khara/Project Eva. © Bisty ©khara © Bisty

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</b> <i>Extreme Battle</i> Jul. 2014 (20,000 machines)	131,000 machines	2019	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Rebirth of Angels</i> Dec. 2019 (35,000 machines)	 <b>EVANGELION 13</b> <i>Premium model</i> Sep. 2019	51,000 machines
		 <b>EVANGELION 9</b> <i>Premium Amadigi Ver.</i> Feb. 2015 (13,000 machines)				 <b>EVANGELION 13</b> <i>EXTRA model</i> Feb. 2020	
		 <b>EVANGELION 9</b> Middle Ver. Feb. 2015				 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Rebirth of Angels</i> <b>PREMIUM MODEL</b> Mar. 2020	
2015	 <b>EVANGELION X</b> Sep. 2015 (53,000 machines)	 <b>EVANGELION 9</b> <i>Type zero ver.</i> May 2015	84,000 machines	2020	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Decisive Battle -Crimson-</i> Oct. 2020 (14,000 machines)	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Decisive Battle</i> <b>PREMIUM MODEL</b> Feb. 2021	18,000 machines
		 <b>EVANGELION 9</b> <i>Type zero 199ver.</i> Dec. 2015					
		 <b>EVANGELION X</b> <b>PREMIUM MODEL</b> Feb. 2016 (12,000 machines)					
2016	 <i>Time to Rise</i> Dec. 2016 (57,000 machines)	 <b>EVANGELION 9</b> <b>180Ver.</b> Sep. 2016	78,000 machines	2021	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>-Roar for tomorrow-</i> Dec. 2021 (49,000 machines)	51,000 machines	
		 <b>EVANGELION X</b> <b>SPEED IMPACT</b> Sep. 2016 (12,000 machines)					
2017	 <b>EVANGELION</b> <b>2018 model</b> Oct. 2017 (36,000 machines)	 <b>EVANGELION 11</b> <b>PREMIUM MODEL</b> Jun. 2017	46,000 machines				
		 <b>EVANGELION 11</b> <i>Start Impact</i> Dec. 2017					
		 <b>EVANGELION</b> <b>2018 model</b> <b>GOLD Impact</b> Mar. 2018					
2018	 <b>EVANGELION</b> <i>Super awakening/ Super berserk</i> Mar. 2019 (27,000 machines)	 <b>CR Drum ☆</b> <b>EVANGELION PINK</b> Aug. 2018	33,000 machines				
		 <b>Mode Pachinko Drum ☆</b> <b>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).

©khara ©khara/Project Eva. ©Bisty ©khara ©Bisty ©khara ©Bisty ©SANKYO

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> <b>That time has come,</b> <b>they're waiting for us</b> 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).

©khara ©khara/Project Eva. © Bisty ©khara © Bisty

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> —Spear of Hope Jun. 2015 (26,000 machines)		41,000 machines	2020			-
	 <b>EVANGELION</b> —Tamashii wo Tsunagumono Dec. 2015 (15,000 machines)						
2016	 <b>EVANGELION</b> —WISH OF VICTORY Feb. 2017		-	2021	 <b>NEON GENESIS</b> <b>EVANGELION</b> -Resonance of souls- Jan. 2022		-
2017	 <b>Neon Genesis Evangelion</b> -to You the Sincerity 2 Feb. 2018	 <b>EVANGELION</b> 30φMODEL Jan. 2018	11,000 machines				
2018	 <b>Pachislot Evangelion</b> AT777 Feb. 2019 (14,000 machines)	 <b>Neon Genesis</b> <b>Evangelion</b> -berserk 400 Mar. 2019	13,000 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).

©khara ©khara/Project Eva. © Bisty ©khara © Bisty  
 ©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 March 31, 2022)  
(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	13,282	68,435
OK!!	101	1	10,193	2,169	12,464	34,670	4,279	1,170	14,010	54,129
Daichi Syokai/ D-light	1	-	-	-	1	-	-	-	-	-
NANASHOW	50	-	-	-	50	-	-	-	-	-
NewGin/EXCITE	-	-	-	-	-	5,004	4,141	1,069	-	10,214
Others	1,080	1,103	1,697	1,211	5,091	1,690	1,534	1,837	2,079	7,140
<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>	<b>29,371</b>	<b>139,918</b>
[Pachislot machines]										
RODEO	-	-	-	-	-	-	-	-	-	-
Bisty	14	3,831	-	3,830	7,675	24	-	3	9,994	10,021
OK!!	-	-	-	-	-	-	-	-	2,922	2,922
NANASHOW	-	-	2,466	18	2,484	-	-	-	-	-
Spiky	11	8,025	1,379	3,281	12,696	1,707	924	8,064	4,751	15,446
Enterrise	157	-	17,537	3	17,697	4,468	32	10,387	28	14,915
Daichi Syokai/ D-light	-	-	4,049	32	4,081	-	5,076	139	788	6,003
Others	302	90	136	626	1,154	275	213	398	1,060	1,946
<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>19,543</b>	<b>51,253</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>	<b>48,914</b>	<b>191,171</b>

\*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	-	-	-	25,000
May	Newgin	<i>P BERSERK Musou</i>	-	-	-	-	10,000
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	-	49,000
Feb. 2022	OK!!	<i>PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver.</i>	-	-	-	-	-
Mar.	Bisty	<i>P CODE GEASS Lelouch of the Rebellion Light ver.</i>	-	-	-	-	-
Apr.	OK!!	<i>PACHINKO KAMEN RIDER Dark rider ver.</i>	-	-	-	On sale	-
[Pachislot machines]							
Apr. 2021	Enterrise	<i>PACHISLOT Hyakkaryouran SAMURAI GIRLS</i>	-	-	-	-	-
Sep.	Daichi 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<sub>DL</sub> GOLD HUNTING</i>	-	-	10,000	-	10,000
Jan. 2022	Bisty	<i>NEON GENESIS EVANGELION -Resonance of souls-</i>	-	-	-	-	-
Feb.	Spiky	<i>BLACK LAGOON ZERO bullet MAX</i>	-	-	-	-	-
Apr.	OK!!	<i>PACHI-SLOT ULTRAMAN TARO Tyrant SPEC</i>	-	-	-	On sale	-
Apr.	Enterrise	<i>Pachislot Gekka Miyabi</i>	-	-	-	On sale	-

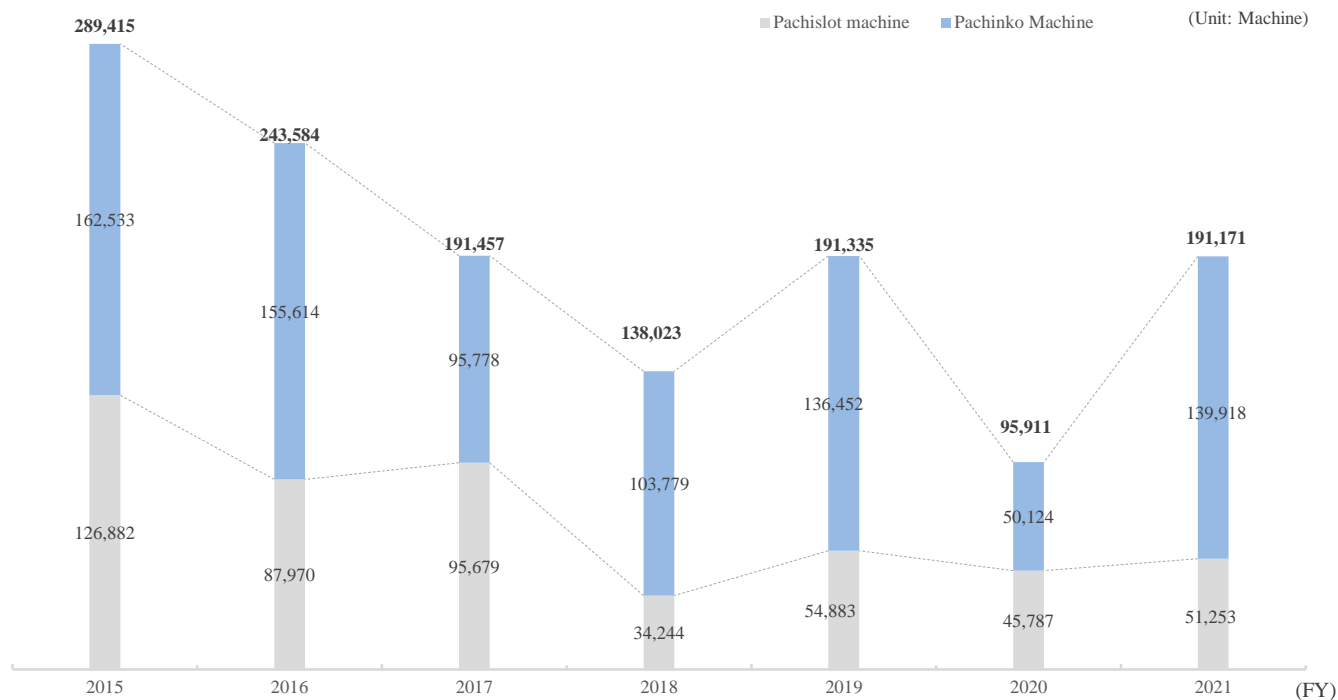
\*The titles of PS machines which the unit sales recorded less than 10,000 is not disclosed.

\*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



Source: FIELDS

## By PS brand

RODEO Bisty Enterrise OK!! MIZUHO/Macy NANASHOW Spiky Daiichi Syokai/D-light NewGin/EXCITE 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	48,914	191,171
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	29,371	139,918
	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%	60.0%	73.2%
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	19,543	51,253
	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%	40.0%	26.8%
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	17,209	92,071
	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%	35.2%	48.2%
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	31,705	99,100
	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%	64.8%	51.8%
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	38,164	149,332
	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%	78.0%	78.1%
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	10,750	41,839
	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%	22.0%	21.9%

\*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	113,253	191,171
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	74,719	139,918
	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%	66.0%	73.2%
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	38,534	51,253
	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%	34.0%	26.8%
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	61,522	92,071
	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%	54.3%	48.2%
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	51,731	99,100
	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%	45.7%	51.8%
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	87,848	149,332
	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%	77.6%	78.1%
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	25,405	41,839
	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%	22.4%	21.9%

\*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 March 31, 2022)

Company name	FIELDS CORPORATION https://www.fields.biz/ir/e/
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	Prime Market, Tokyo Stock Exchange (As of April 4, 2022) Code: 2767
Number of employees	1,193 (consolidated), 505 (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 3 companies</li> </ul>

<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



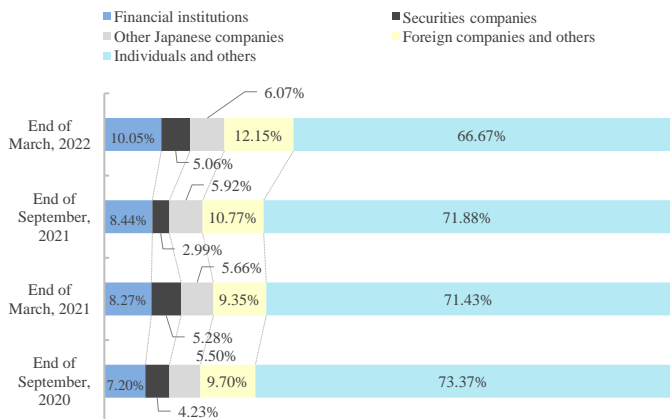
## Stock information

(As of March 31, 2022)

### Stock Information

Total number of authorized shares	138,800,000
Number of shares issued	34,700,000
Treasury shares	2,368,300
Shareholders	8,174

### By type of shareholder



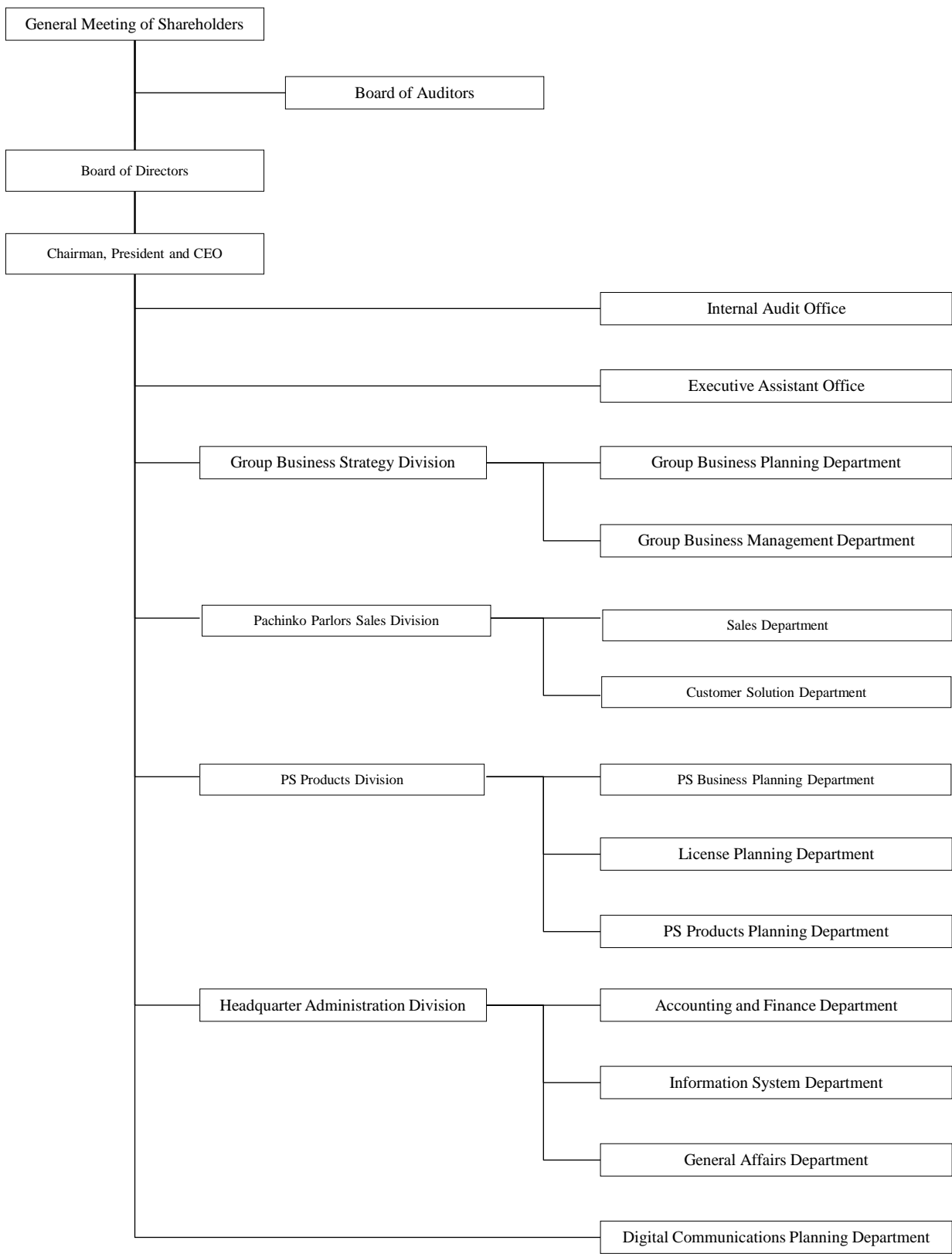
\*Percentage of total shares held is calculated as the ratio of shares held to the total number of shares outstanding (excluding treasury shares).

Source: FIELDS

### Major shareholders

Shareholders	Number of shares held	Percentage of total shares held* (excluding treasury shares)
Hidetoshi Yamamoto	8,875,000	27.45%
Takashi Yamamoto	3,612,800	11.17%
Master Trust Bank of Japan, Ltd. (Trust Account)	2,223,400	6.88%
Mint Co.	1,600,000	4.95%
Custody Bank of Japan, Ltd. (Trust Account)	1,029,900	3.19%
JPMorgan Securities Japan Co., Ltd.	667,673	2.07%
Hideyuki Kayamori	504,800	1.56%
Shogo Kayamori	500,000	1.55%
Ayane Kayamori	500,000	1.55%
MSCO CUSTOMER SECURITIES	427,046	1.32%

Source: FIELDS



# Main group companies

(As of March 31, 2022)

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
○ Total Workout premium management Inc.	100	5	Shibuya-ku, Tokyo	Management and operation of fitness gym	May 2011
○ LUCENT, INC.	99.89	10	Shibuya-ku, Tokyo	Leasing, management, trading and asset management of real estate	Jan. 2003
○ 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
○ PachinkoPachislot Information Station, Inc.	70.00	10	Shibuya-ku, Tokyo	Operation of information distribution services	Feb. 2018
○ NANASHOW Corporation	66.67 (27.78)	40	Shibuya-ku, Tokyo	Planning, development, manufacturing and sales of PS machines	Jan. 2014
○ 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  
©khara ©khara/Project Eva. ©Bisty

From 2008  
Toward cultivation and commercialization of IP

From 2018  
Changing to new management system for growth to next stage

From 2022  
Commencement of consideration on transition to a holding company structure

- 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* broadcasted 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.
- 2022 **Commencement of consideration on transition to a holding company structure in order to position the "IP × Digital" business as a pillar of our growth strategy**
- Listed market changed to Tokyo Stock Exchange's Prime Market**
- Announcement of a new medium-term management plan**

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/jr/e/csr/activities/>



### (1) Activities for environment

#### Power reduction with energy conservation measures

- Room temperature set at 28°C during summer/ room temperature set at 20°C during winter
- Reduced use of lighting/ changed light bulbs to LED
- Energy-saving multi-function machines adopted

#### Promotion of green procurement (purchase of products and services which have a lesser impact on the environment)

- Promotion of the procurement of products with environmental labels/marks

#### Environmental awareness and introduction of hybrid cars

- Number of vehicles introduced: 221 (83.1% of all vehicles)
- 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

#### Related SDGs



<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>• Carrying out workplace vaccinations (third time)</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 AED 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 : Carrying out workplace vaccinations (third time)

In accordance with the government’s policy on vaccinations of the coronavirus disease (COVID-19), FIELDS Group conducted the third time of workplace vaccinations. This activity aims at ensuring the security and safety of the pachinko and pachislot industry and everyone involved with our Group, and contributing to the development of the industry. This vaccination covers inoculation applicants including employees, staff and their families/ related persons of our Group and member companies of Tokyo Pachinko and Pachislot Cooperative Association (Toyukyo) and others.



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

Employee volunteers carries out a regular cleanup activity in Nampoedai-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/>

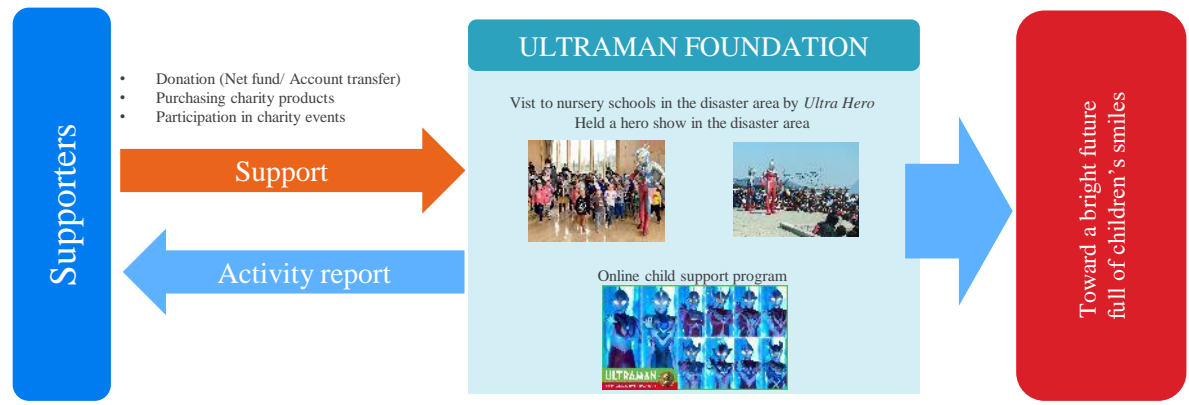


©TSUBURAYA PRODUCTIONS

Tsuburaya Productions Co., Ltd. and other sponsoring corporate group companies established ULTRAMAN FOUNDATION immediately after the Great East Japan Earthquake in March 2011. 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.
Slogan	A Foundation to support the present and future of the children

About the fund 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.



### Charity products

The ULTRAMAN FOUNDATION plan, manufacture and sell charity products with its partner companies. Part of the sales of charity products will be used for activities to create the future of children through the ULTRAMAN FOUNDATION. (Products sold in Japan) DADA's plum wine, etc./ Ninki-shuzo (NINKI INC.) Ultra Oil (Chili Oil), etc./ Construct Mornmet Co.,Ltd.



ULTRAMAN FOUNDATION official website:  
<https://www.ultraman-kikin.jp/en/>

Related SDGs



©TSUBURAYA PRODUCTIONS Source: FIELDS



# Social responsibility and activity for sustainability of FIELDS Group

Activities	
2011	<p><a href="#">Visits to provide support to regions affected by the Great East Japan Earthquake</a> (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesennuma, Higashimatsushima, Onagawa/ Fukushima prefecture: Sukagawa, Koriyama, Iwaki, Fukushima/ Iwate prefecture: Miyako, Otsuchi/ Chiba prefecture: Asahi)</p> <p><a href="#">Gifts of donations and other</a> 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><a href="#">Visits to provide support to regions affected by the Great East Japan Earthquake</a> (Miyagi prefecture: Ishinomaki, Onagawa/ Fukushima prefecture: Koriyama, Sukagawa)</p>
2013	<p><a href="#">Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku</a> Visited 79 nurseries and kindergartens from March 2013 to March 2014, and contacted with over 7,200 children</p> <p><a href="#">Visits to provide support to regions affected by the Great East Japan Earthquake</a> (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako)</p> <p><a href="#">Gifts of donations and other</a> 25 million yen and a microbus each donated to Iwate, Miyagi and Fukushima prefectures</p>
2014	<p><a href="#">The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014</a> Held in collaboration with Antonio Inoki, the Ultraman Foundation held Ultra Hero Shows at eight venues in the Tohoku region</p> <p><a href="#">Visits to provide support to regions affected by the Great East Japan Earthquake</a> 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><a href="#">Tohoku Caravan 2015</a> 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><a href="#">Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</a> (Ibaraki prefecture: Joso)</p>
2016	<p><a href="#">Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</a> (Ibaraki prefecture: Joso)</p> <p><a href="#">Visits to provide support to regions affected by 2016 Kumamoto Earthquake</a> (Kumamoto prefecture: Kumamoto, Aso, otsu)</p> <p><a href="#">Visits to provide support to regions affected by Central Tottori Earthquake</a> (Tottori prefecture: Kurayoshi)</p> <p><a href="#">Visits to orphanages and hospitals</a> (Tokyo: a children's ward of Tokyo Women's Medical University Hospital)</p> <p><a href="#">Implement of the fund-raising</a> (Tokyo: Charity auction in the <i>Ultraman Festival 2016</i>)</p>
2017	<p><a href="#">ULTRA DREAM PROJECT</a> Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan</p> <p><a href="#">Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu</a> (Fukuoka prefecture: Asakura, Toho)</p> <p><a href="#">Visits to hospitals and childcare facilities</a> (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Itoi kindergarten, Katsurao kindergarten)</p>
2018	<p><a href="#">Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster</a> (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)</p>
2019	<p><a href="#">Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburi Earthquake</a> (Hokkaido: Atsuma, Abira, Mukawa)</p> <p><a href="#">Visits to hospitals</a> (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)</p> <p><a href="#">Implement of the fund-raising</a> (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i> )</p>
2020	<p><a href="#">Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis)</a> (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)</p> <p><a href="#">Support related to coronavirus disease (COVID-19)</a> Free-video contents distribution for children to support staying at home/ Messages from <i>Ultraman</i> Performers and other</p>
2021	<p><a href="#">Program for supporting staying at home as 10th years remembrance of the Foundation's establishment: A Special Spring Campaign "Ultra Selection 10"</a> Free-video contents distribution for children to support staying at home (10 specially selected <i>Ultraman</i> series episodes was released for free for a limited time of 2 weeks.)</p> <p><a href="#">Implement of the fund-raising</a> (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><a href="#">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</a> (Saga prefecture: Takeo and Omachi/ Fukuoka prefecture: Omuta)</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)

## 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/>

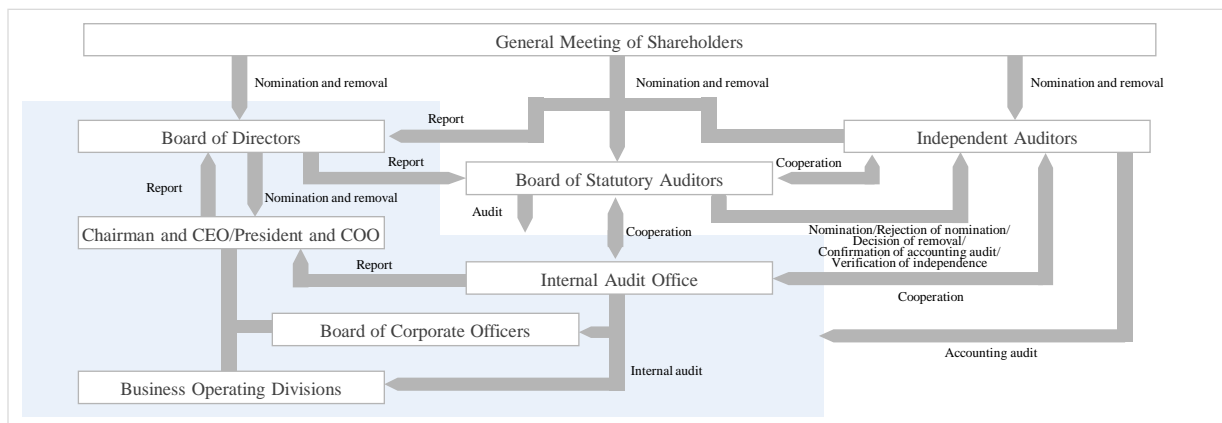


### (1) Basic policy

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
Net income attributable to owners of parent	4,720	5,370	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	2,471
Total dividend	1,659	1,659	1,991	1,659	1,659	995	331	331	323	646
Payout ratio (%)	35.1	30.9	66.0	1,398.1	-	-	-	67.6	-	26.2
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	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	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	20
Annual	50	50	60	50	50	30	10	10	10	20

\*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

## 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



<p>[ Nikko IR ]</p> <p>General ranking <i>Excellent Corporate Website award</i></p>  <p><b>2021</b> Nikko Investor Relations Co., Ltd Ranking in all listed companies in Japan</p>	<p>[ Gomez ]</p> <p>General ranking <i>Bronze Prize</i></p>  <p>IRサイト総合ランキング 銅賞 2021年</p>
--	--

Full-  
Year

FY2021

Year Ended March 31, 2022

# Fact Book 2

Market Data

May 11, 2022



FIELDS CORPORATION  
TSE, Prime Market: 2767

# I N D E X

## Consumer Trends Data

- 4 Change in working hours <sup>[updated]</sup>  
Trends in household consumption <sup>[updated]</sup>

## Entertainment Market Data

- 6 Trends in leisure market  
Trends in content market
- 7 Change in scale of domestic content in overseas market <sup>[new]</sup>  
Trends in character business market <sup>[new]</sup>
- 8 [Video] Market scale of animation industry  
[Video] Box-office of domestic movie theaters <sup>[updated]</sup>
- 9 [Video] Change in amount of export of broadcast content  
[Video] Amount of export of broadcast content (by genre)
- 10 [Merchandising] Trends in toy market  
[Live entertainment] Market scale of domestic live entertainment <sup>[new]</sup>
- 11 [Healthcare/ Sports] Market scale of health industry  
[Healthcare/ Sports] Change in number of player in health industry

## PS Market Data

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

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.

# Consumer Trends Data

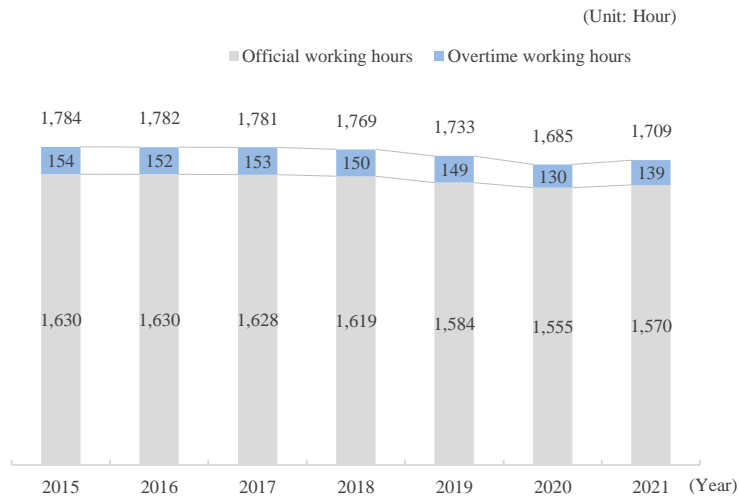
P.4      Change in working hours <sup>[updated]</sup>  
            Trends in household consumption <sup>[updated]</sup>

# Change in working hours

updated

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

According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2021 were 1,709 hours (up 1.4% YoY), increased for the first time in nine years. Official working hours were 1,570 hours (up 1.0% YoY). In addition, overtime working hours were 139 hours (up 6.9% YoY). The number of working hours increased as a whole.



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

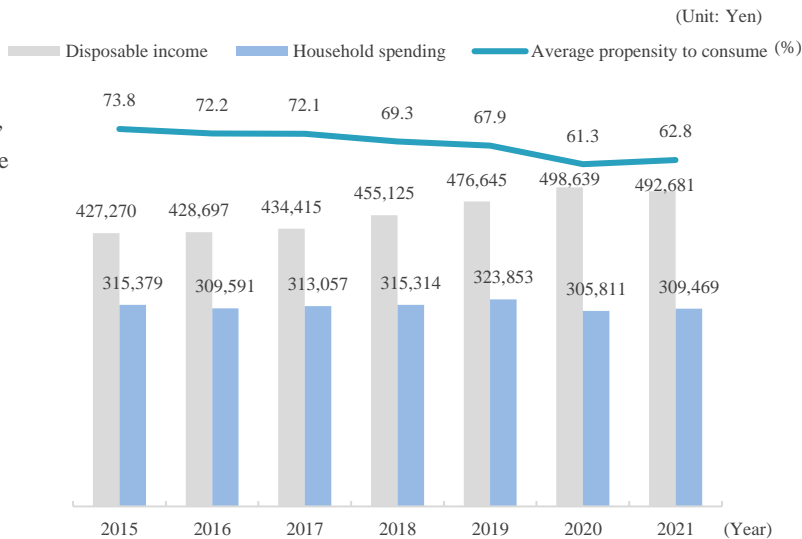
The figure from 2013 to 2017 shows the recounted data.

# Trends in household consumption

updated

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

According to the *Family Income and Expenditure Survey*, disposable income per household of more than two people for employees (monthly average) in 2021 was ¥492,681 (down 1.2% YoY). Household spending under the same condition was ¥309,469 (up 1.2% YoY). Average propensity to consume (the household spending ratio to the disposable income) was 62.8% (up 1.5 points YoY).



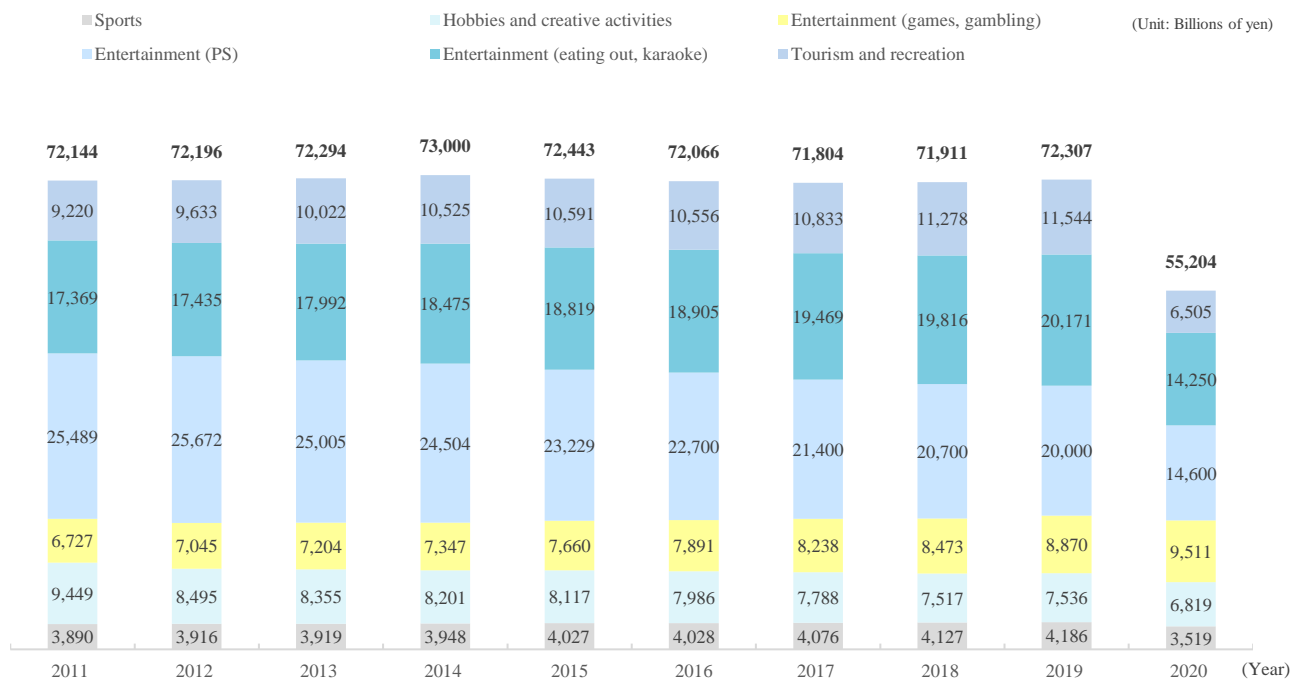
# Entertainment Market Data

- P.6 Trends in leisure market  
Trends in content market
- P.7 Change in scale of domestic content in overseas market <sup>[new]</sup>  
Trends in character business market <sup>[new]</sup>
- P.8 [Video] Market scale of animation industry  
[Video] Box-office of domestic movie theaters <sup>[updated]</sup>
- P.9 [Video] Change in amount of export of broadcast content  
[Video] Amount of export of broadcast content (by genre)
- P.10 [Merchandising] Trends in toy market  
[Live entertainment] Market scale of domestic live entertainment <sup>[new]</sup>
- P.11 [Healthcare/ Sports] Market scale of health industry  
[Healthcare/ Sports] Change in number of player in health industry



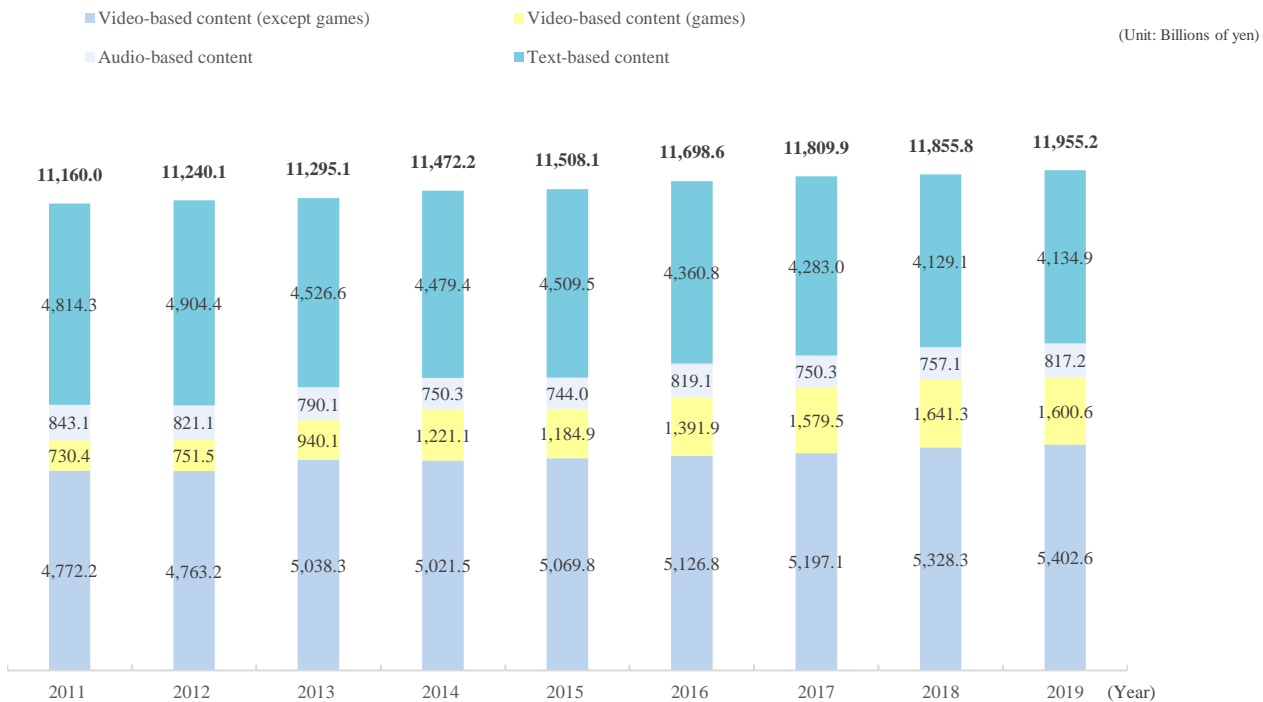
# Trends in leisure market

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



# Trends in content market

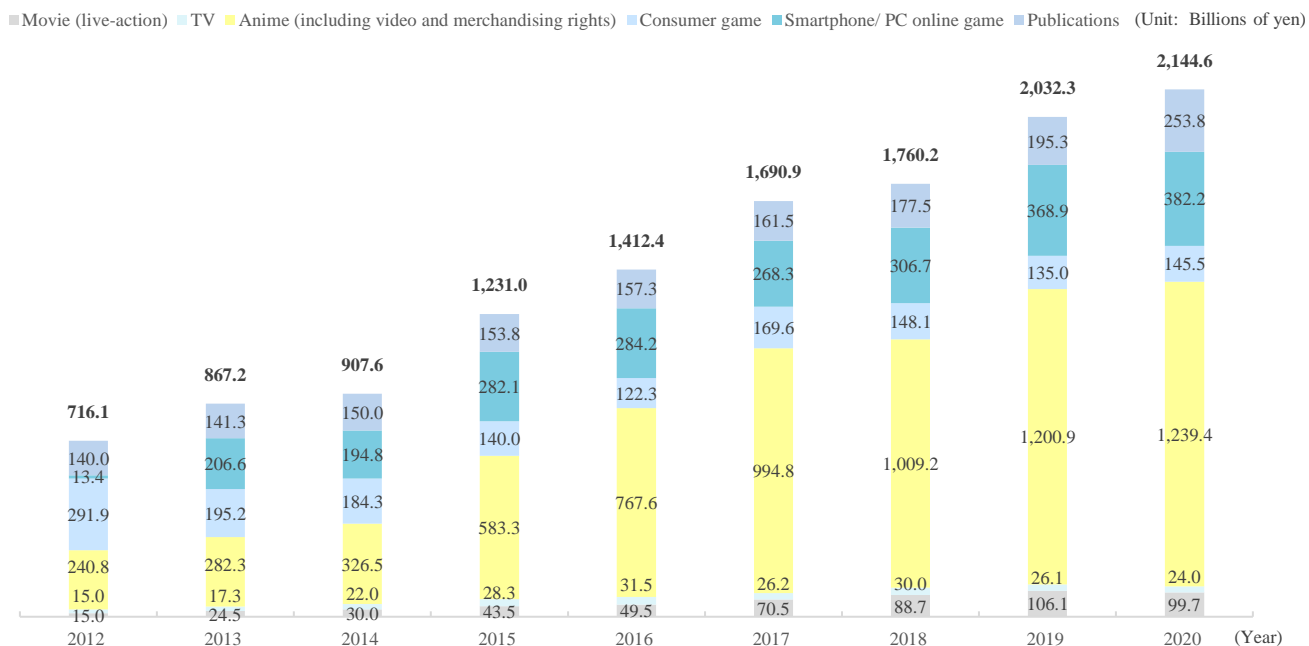
The data is based on the *Survey on the Production and Distribution of Media Content* by Institute for Information and Communications Policy, MIC, updated every June



# Change in scale of domestic content in overseas market

new

The data is based on the Market Data Base on Japanese and Worldwide Media × Content Vol.15 (flash report) 2022 by HUMANMEDIA INC., updated every February

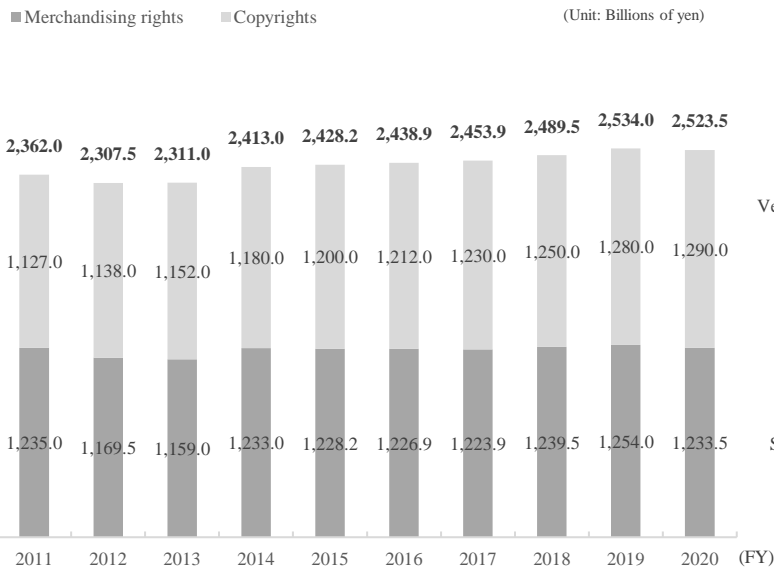


# Trends in character business market

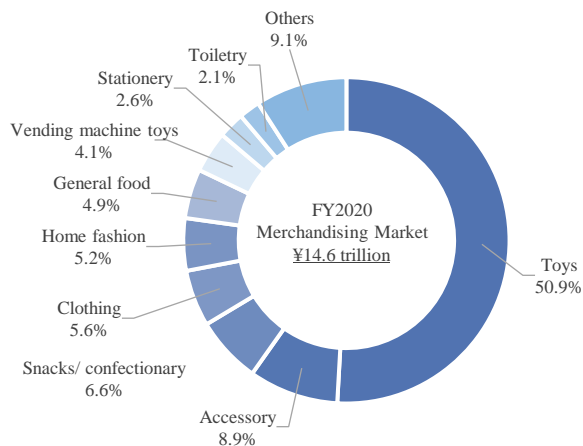
new

The data is based on the *Character Business in Japan: Key Research Findings 2021* by Yano Research Institute, Ltd., updated every July

Transition of Character Business Market Size

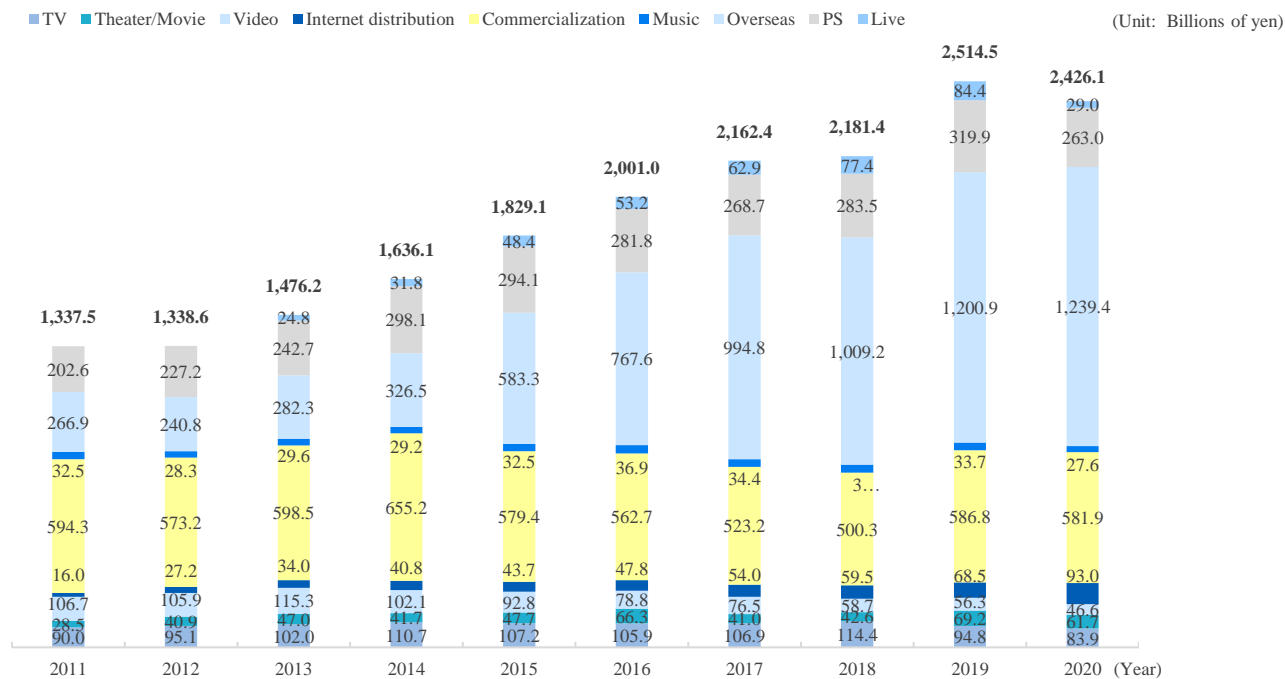


FY2020 Character Business Merchandising Market: Composition Ratio by Segment



# [Video] Market scale of animation industry

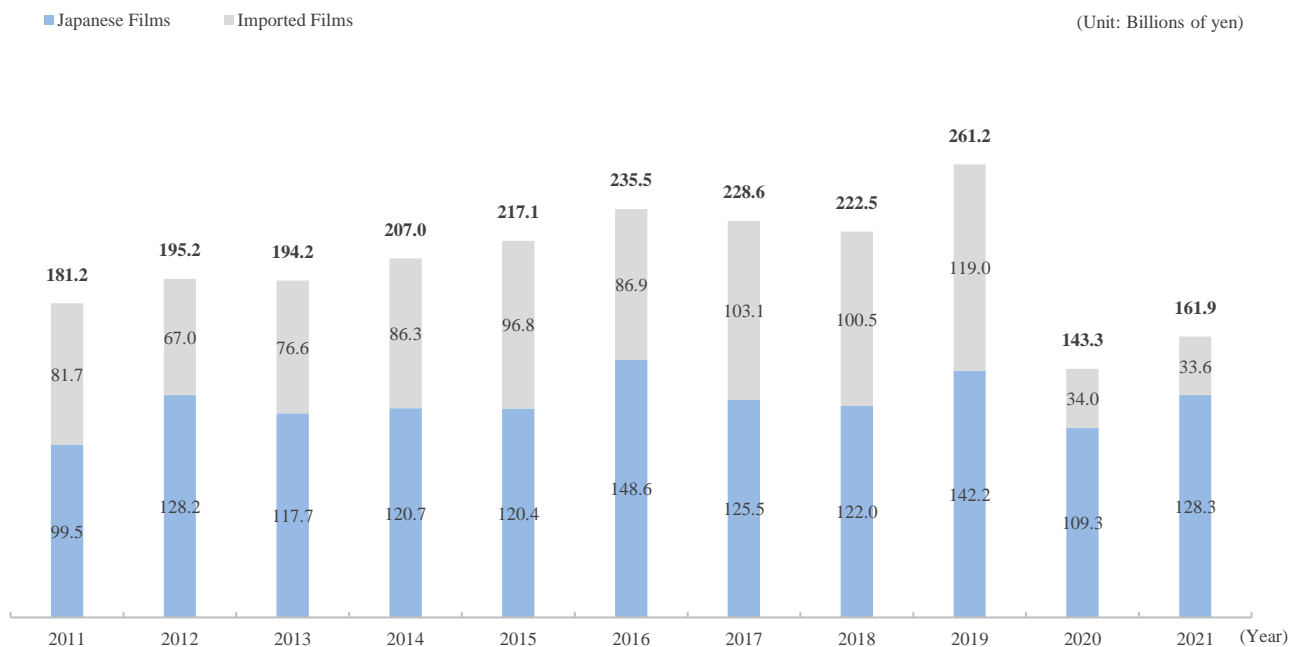
The data is based on the *Anime Industry Report 2021* by The Association of Japanese Animation, updated every November  
 (The data of PS is estimated by FIELDS from shipment of PS machines that utilized anime IP (Intellectual property))  
 The data except PS is calculated according to amount of user's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



updated

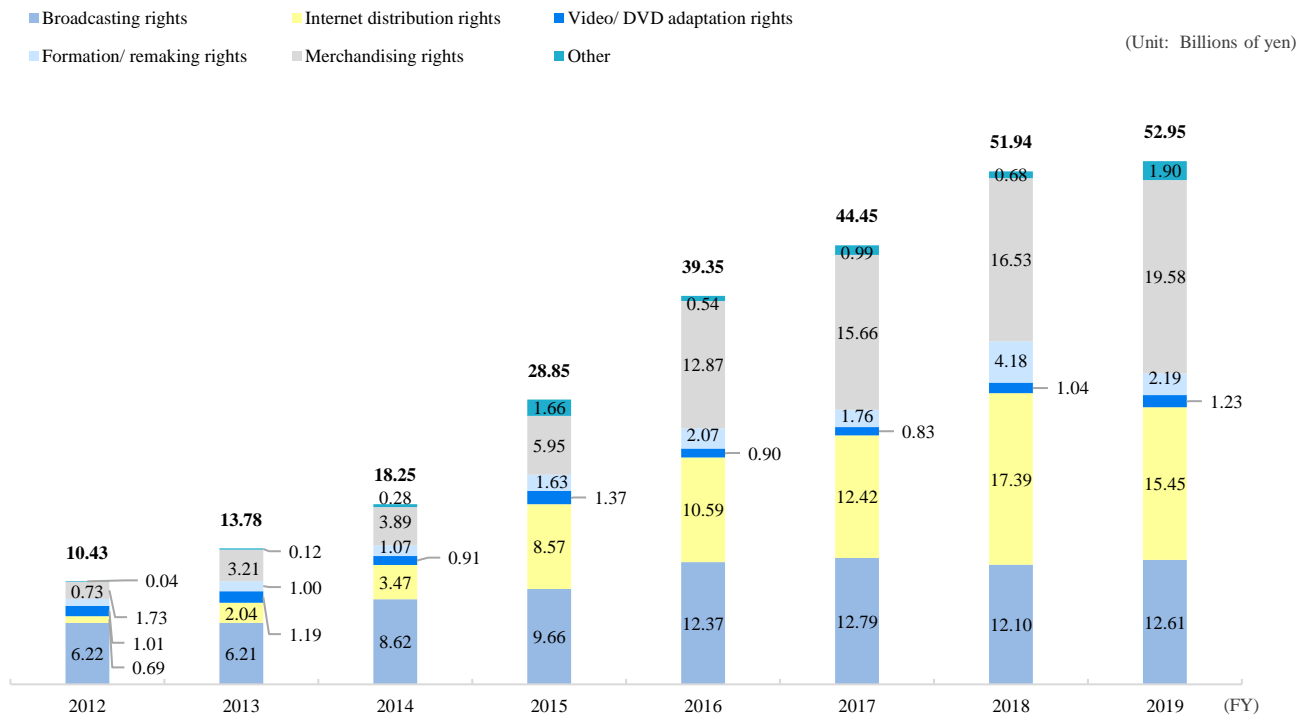
# [Video] Box-office of domestic movie theaters

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



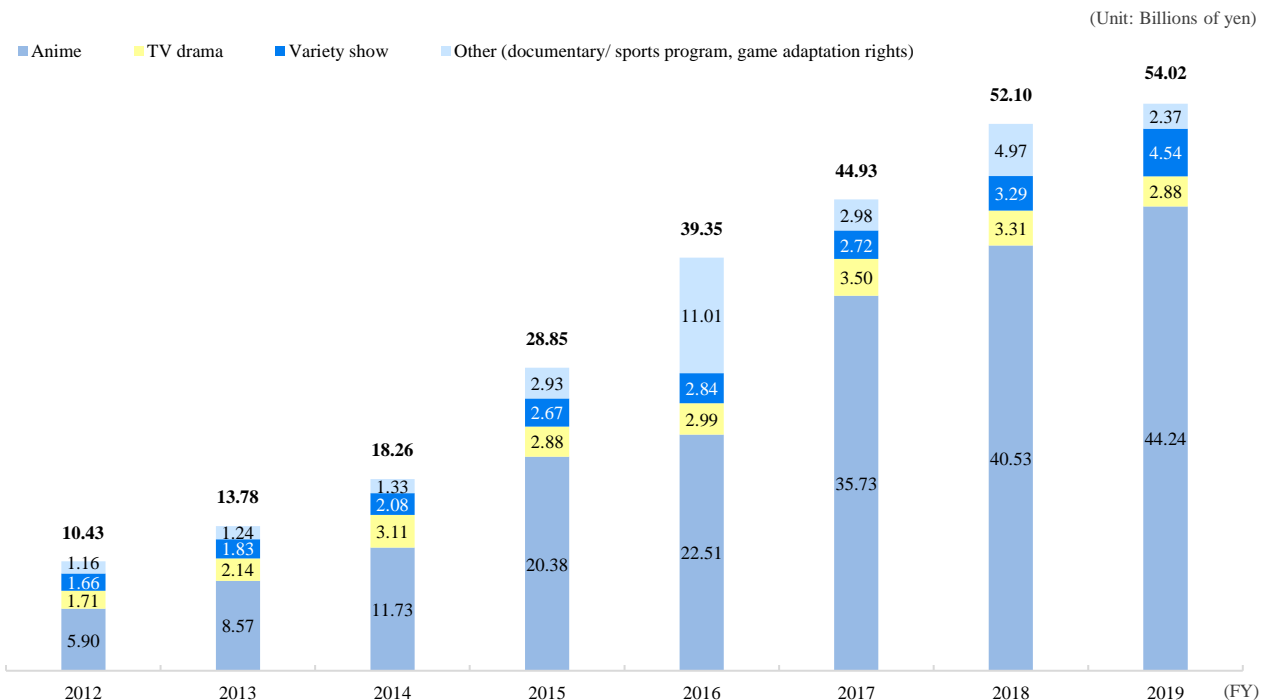
# [Video] Change in amount of export of broadcast content

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



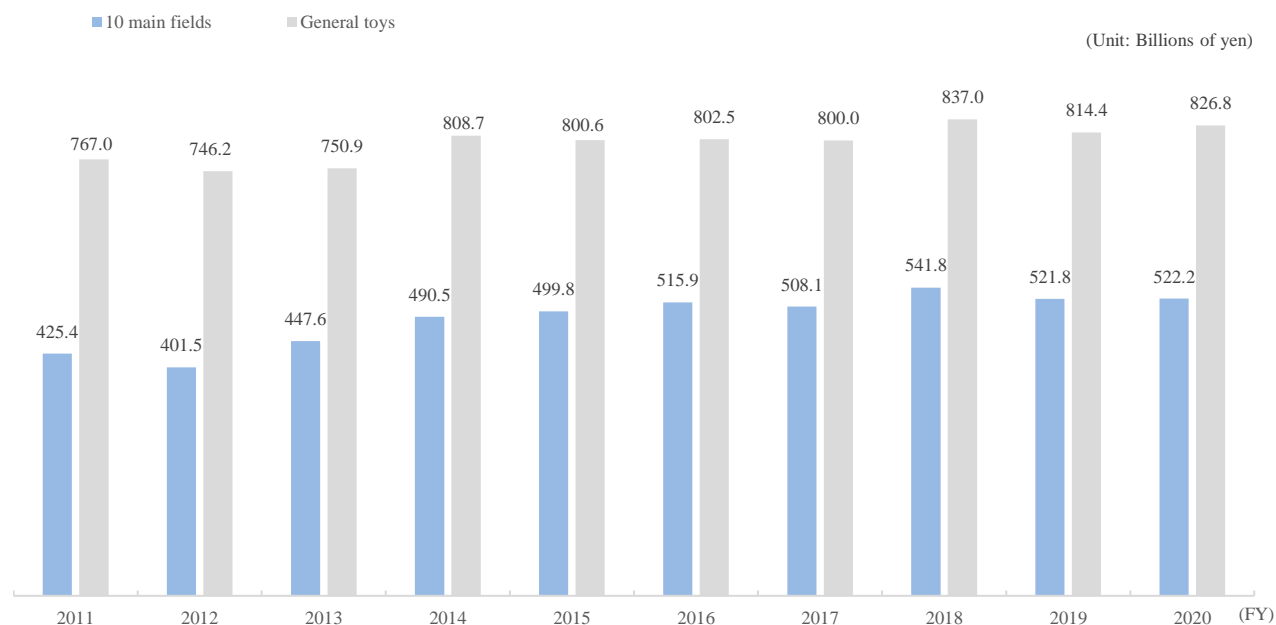
# [Video] Amount of export of broadcast content (by genre)

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



# [Merchandising] 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

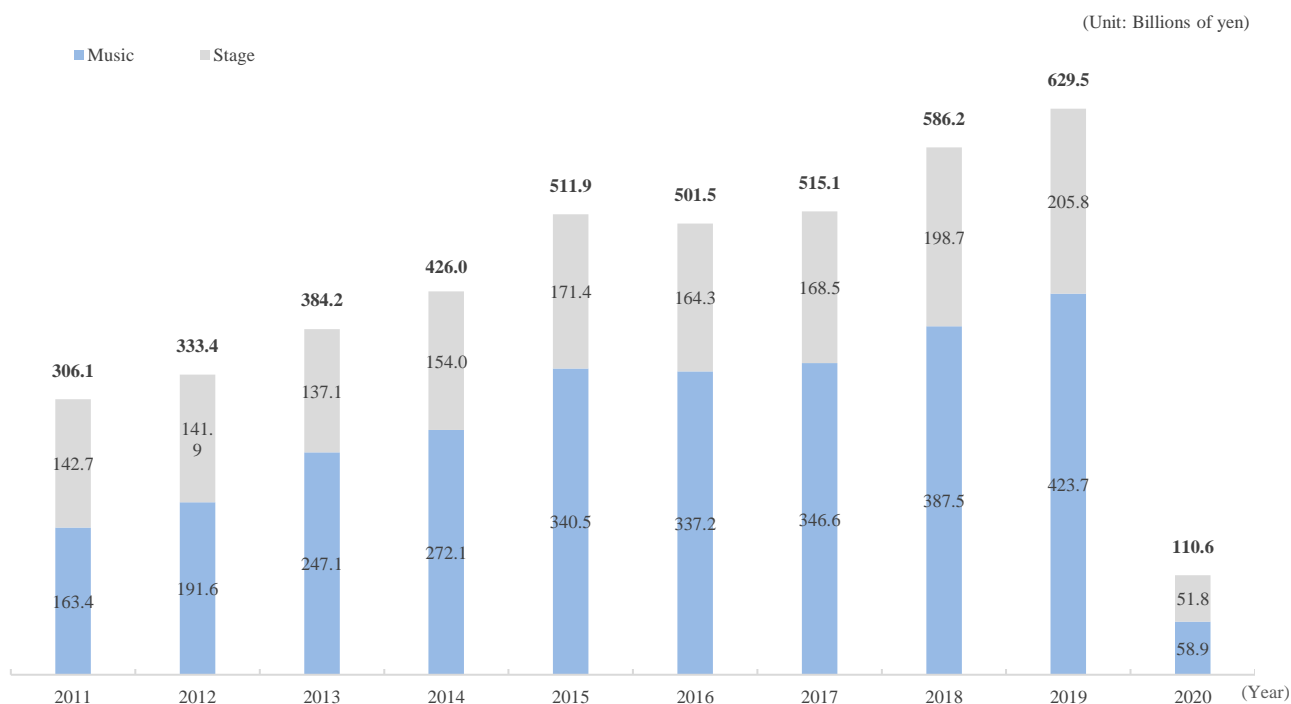


\*The 10 main fields are the entire market excluding passenger-related items such as strollers, child seats and tricycles, and sundries and hobbies.

# [Live entertainment] Market scale of domestic live entertainment

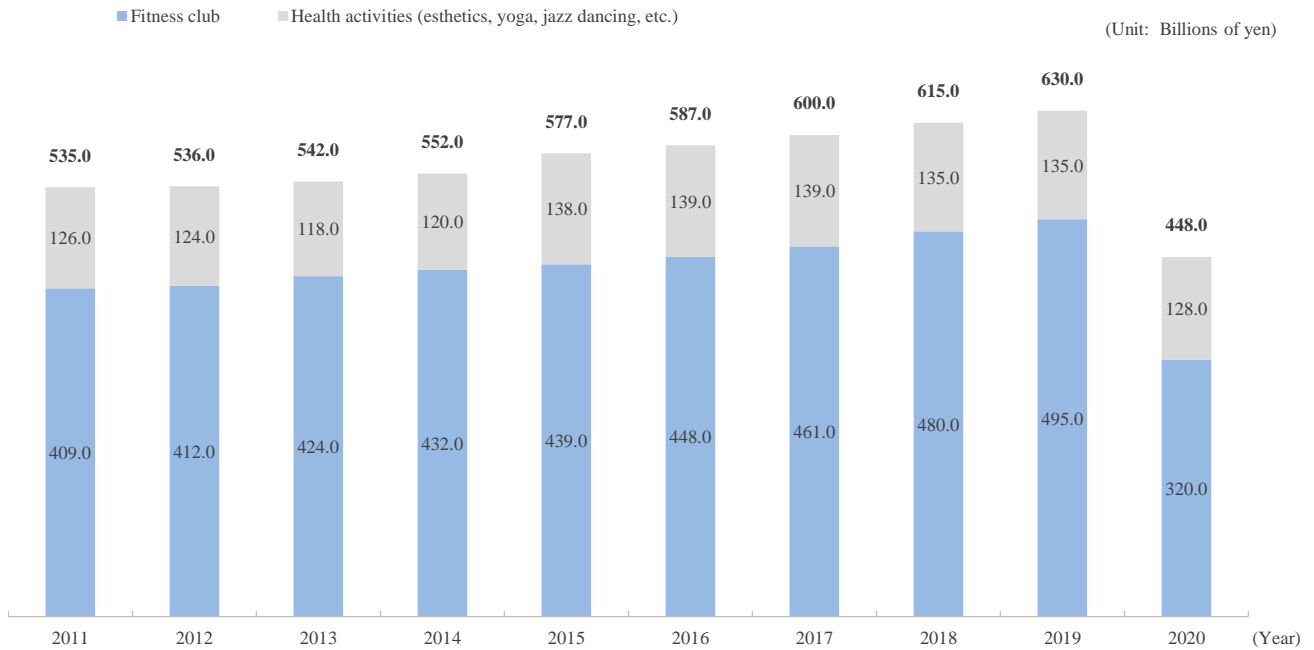
new

The data is based on the *White Paper on Live Entertainment 2021* by the PIA Research Institute, updated every September



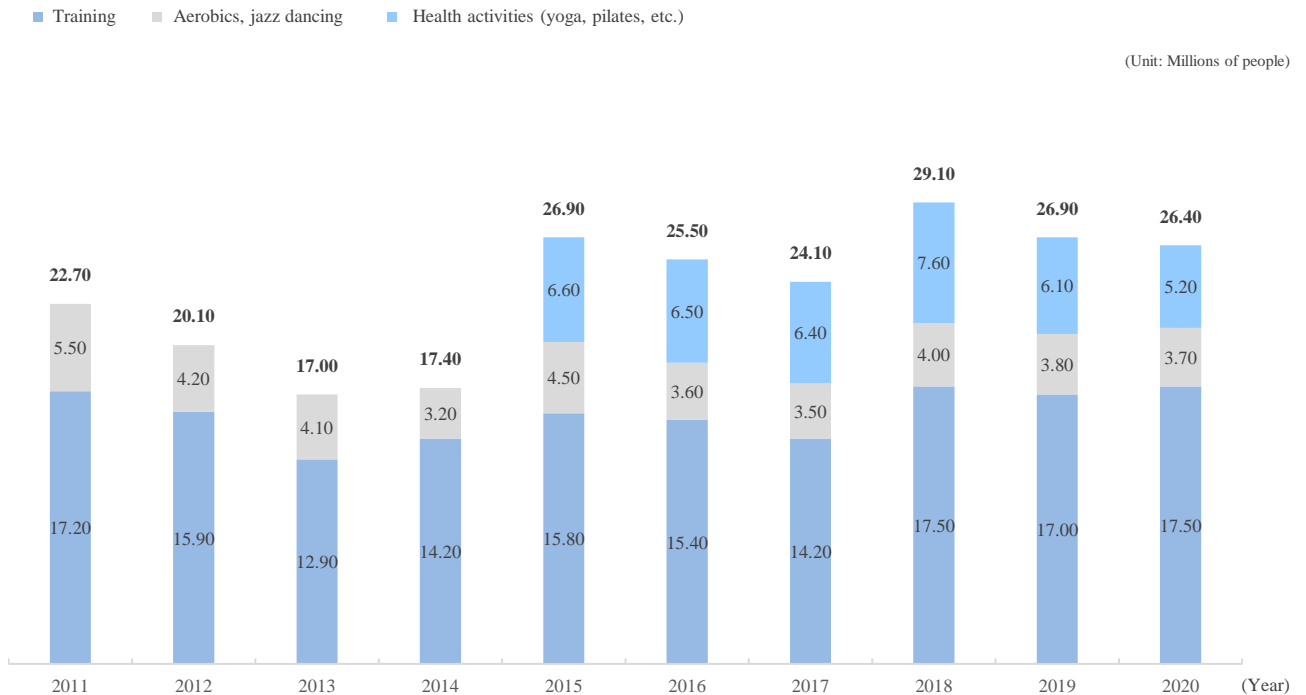
# [Healthcare/ Sports] Market scale of health industry

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



# [Healthcare/ Sports] 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



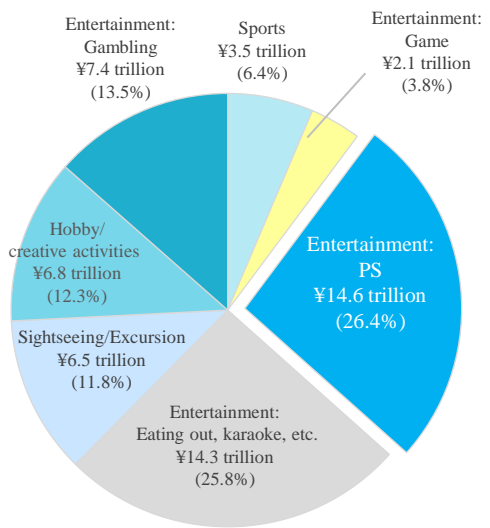
# PS Market Data

- P.13 PS market scale
- P.14 Market scale of PS machines sales (sales amount-based)  
Number of issued certificate stamp for used PS machines
- P.15 Change in the number of member manufacturers of PS associations  
Market share
- P.16 Number of pachinko machine titles sold and unit sales <sup>[updated]</sup>
- P.17 Number of pachislot machine titles sold and unit sales <sup>[updated]</sup>
- P.18 Total number of PS machine titles sold and unit sales <sup>[updated]</sup>
- P.19 Number of pachinko halls and change in number of installed PS machines per hall <sup>[updated]</sup>  
Number of installed PS machines and annual turnover rate <sup>[updated]</sup>
- P.20 Monthly trends of pachinko halls <sup>[updated]</sup>  
PS average operation and gross profit <sup>[updated]</sup>
- P.21 Change in number of newly opened/ closed halls (by year)  
Change in number of newly opened/ closed halls (by month) <sup>[updated]</sup>
- P.22 Results of model certification tests (graph) <sup>[updated]</sup>  
Results of model certification tests (detail) <sup>[updated]</sup>
- P.23 Annual average of number of activities and expenditure for PS activities  
Participation rate and average expenditure per play in PS
- P.24 Amendment of the regulation for Enforcement of the Amusement Businesses Law  
Schedule for full transition to new-regulation machines <sup>[updated]</sup>
- P.25 Trends in PS regulations
- P.26 Change in PS industry <sup>[updated]</sup>

# PS market scale

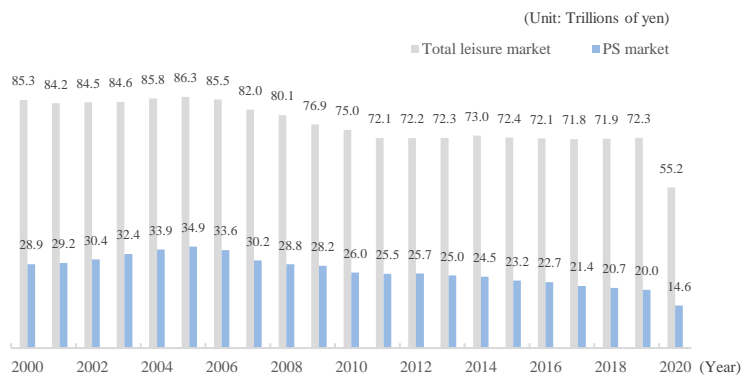
## PS market scale

### 2020 Japanese Leisure Market ¥55.2 trillion

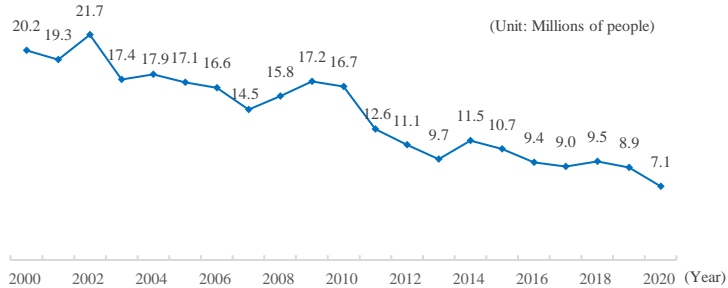


PS is one of the leading forms of leisure in Japan, about 7.1 million people playing in 9,035 pachinko halls.

## Change in PS market scale



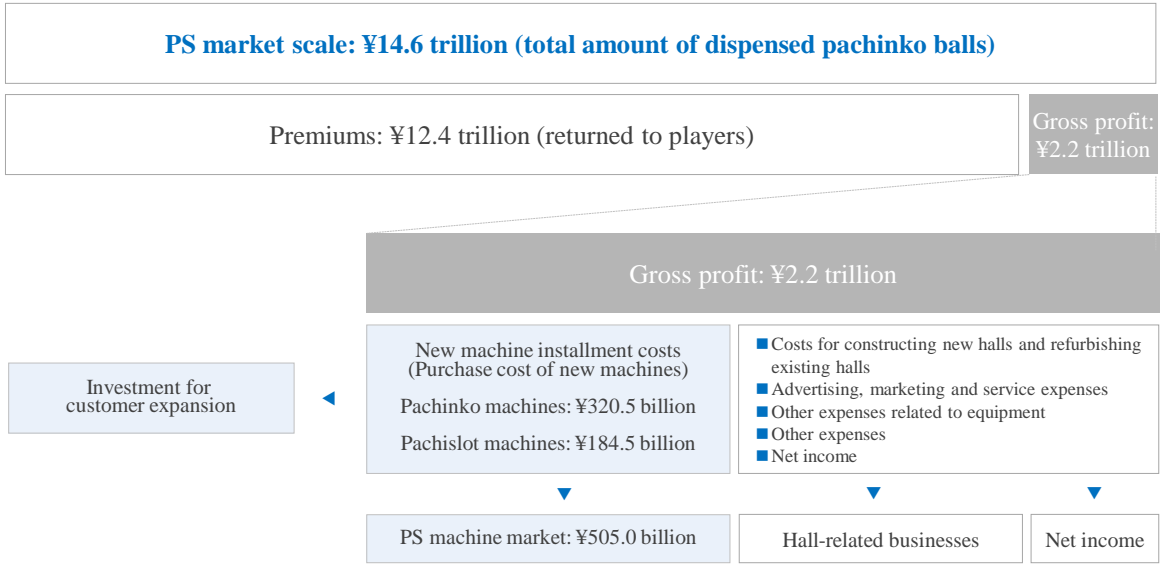
## Change in number of PS players



\*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

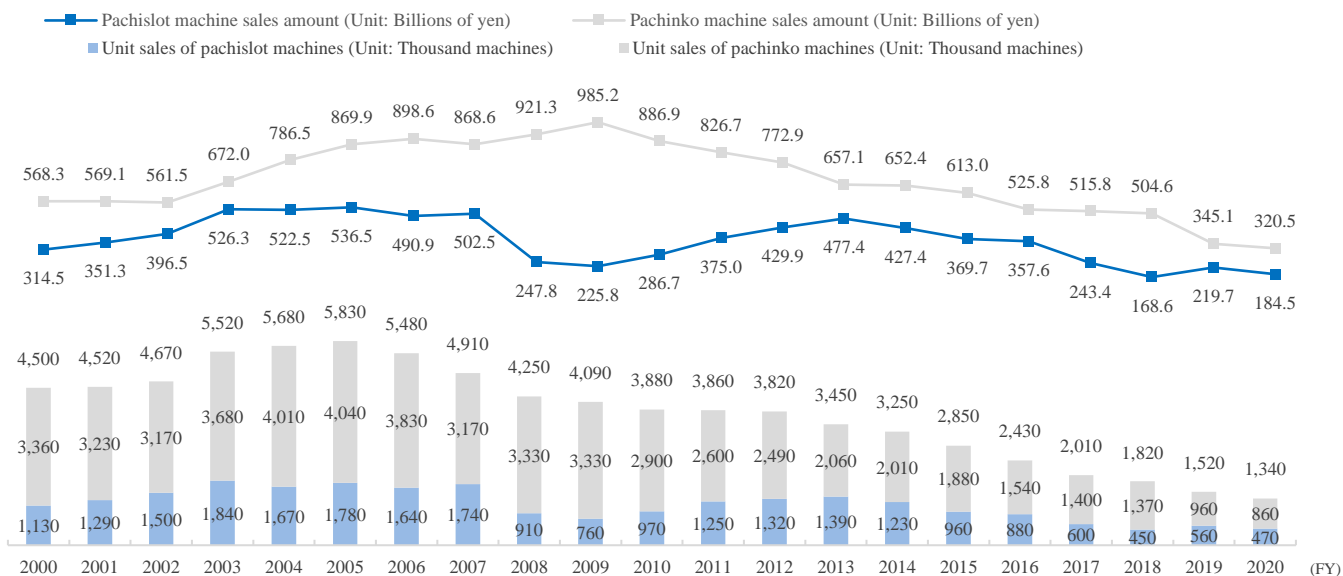


Source: White Paper on Leisure by Japan Productivity Center, Pachinko Maker Trends by Yano Research Institute, Ltd. and White Paper DK-SIS, by DAIKOKU DENKI Co., Ltd.



# 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

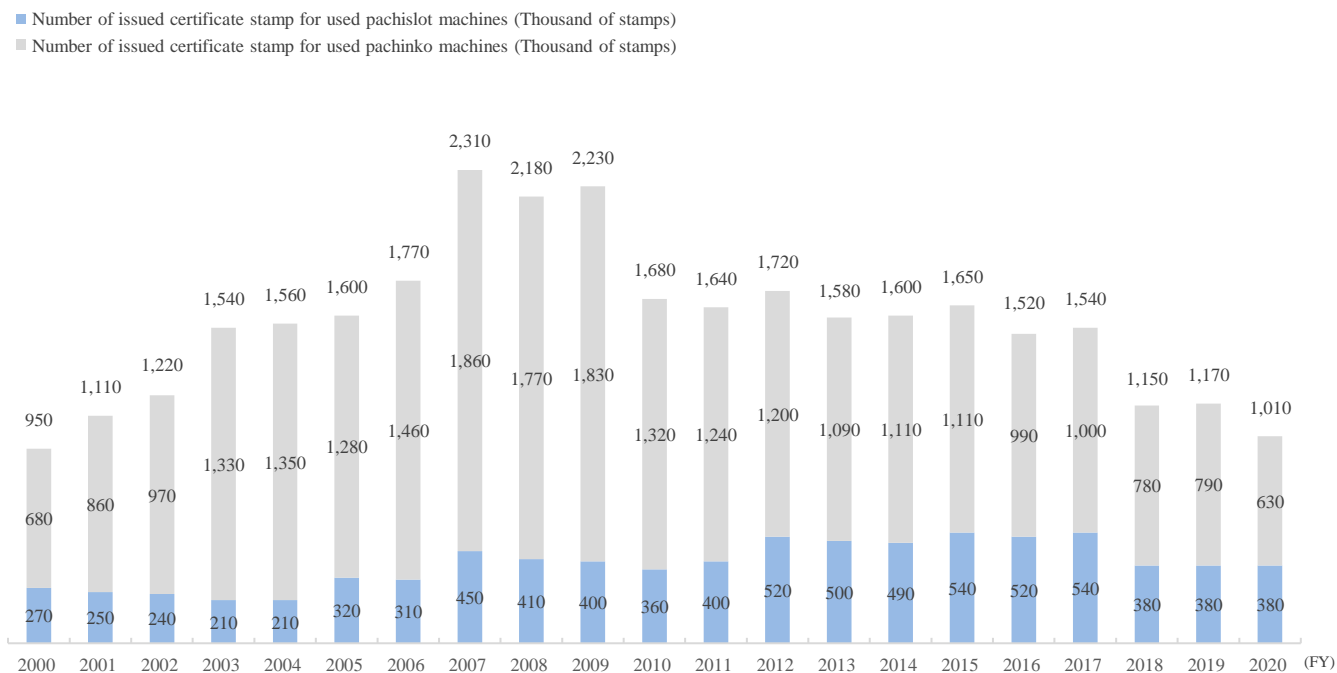


Market scale of PS machines (Unit: Billions of yen)

FY	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020
Market Scale (Bil. 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

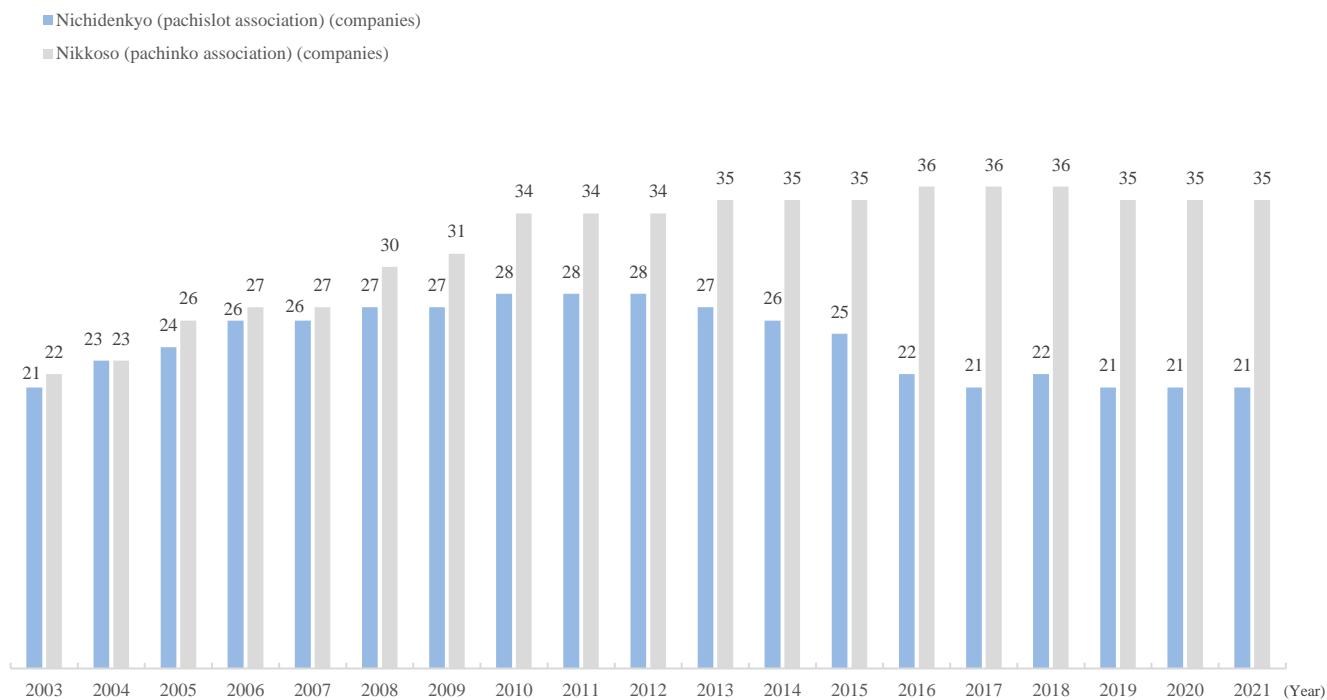
The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August



# 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



## 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	Market share
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	Market share
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	Entertise	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.

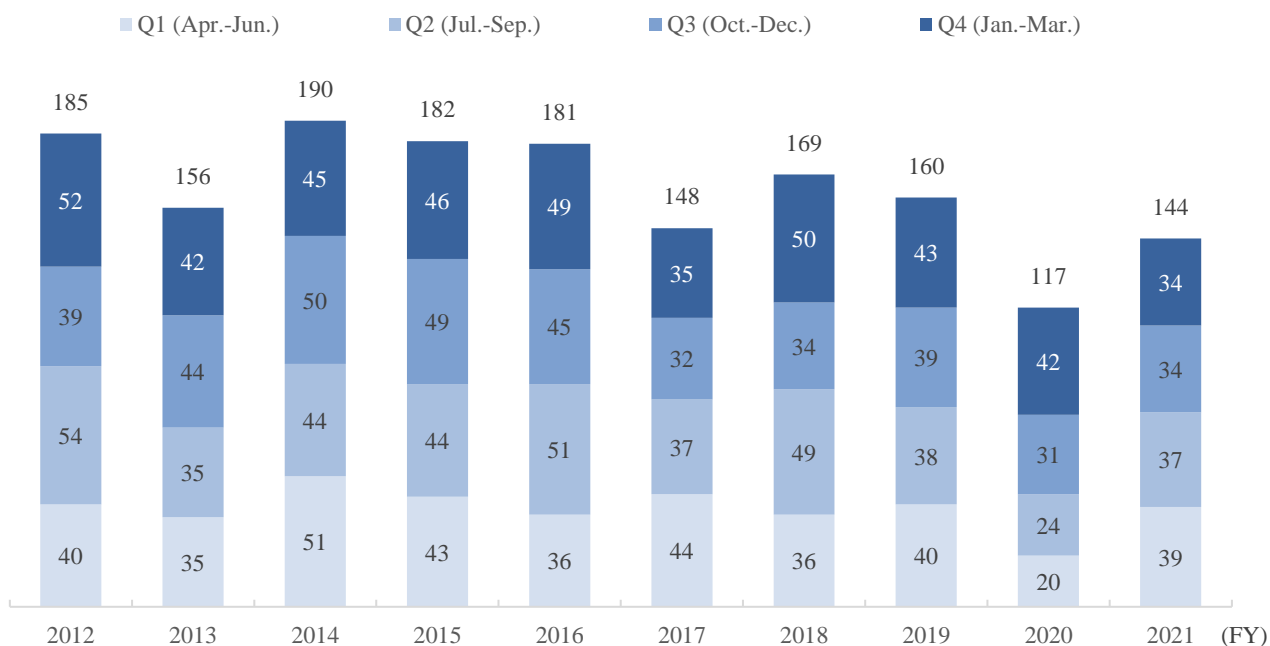
\*UNIVERSAL's sales share includes Eleco, MIZUHO and Macy.

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

# Number of pachinko machine titles sold

updated

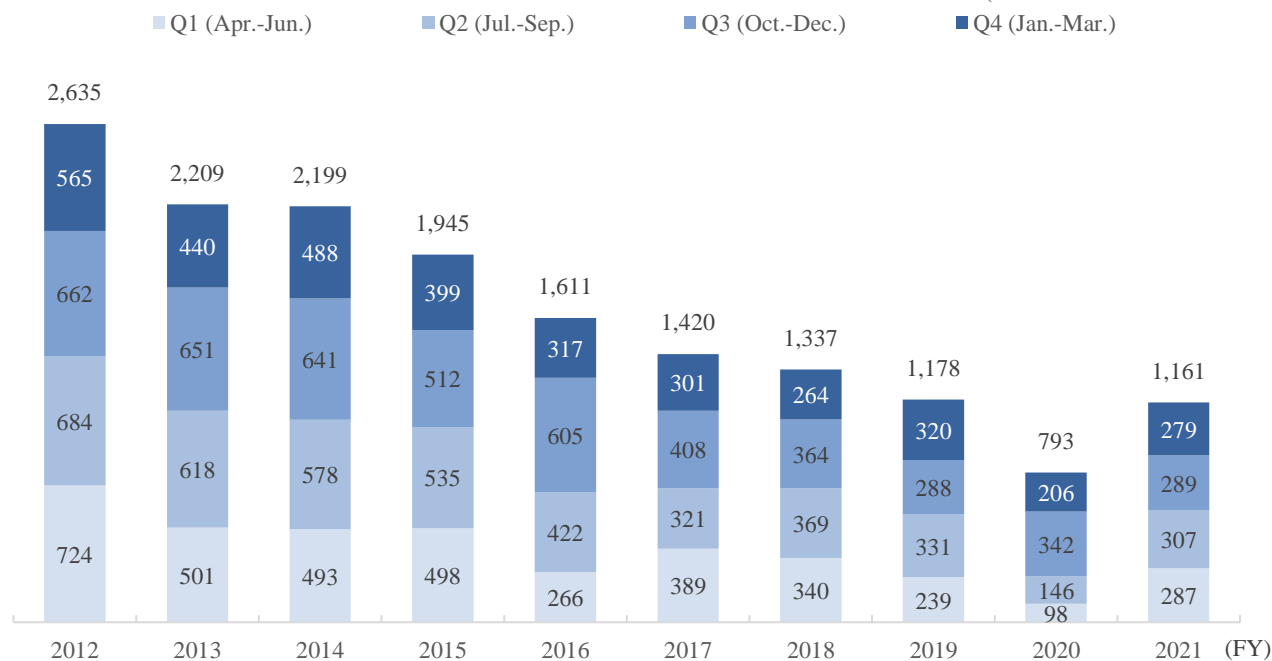
(Unit: Title)



# Unit sales of pachinko machines

updated

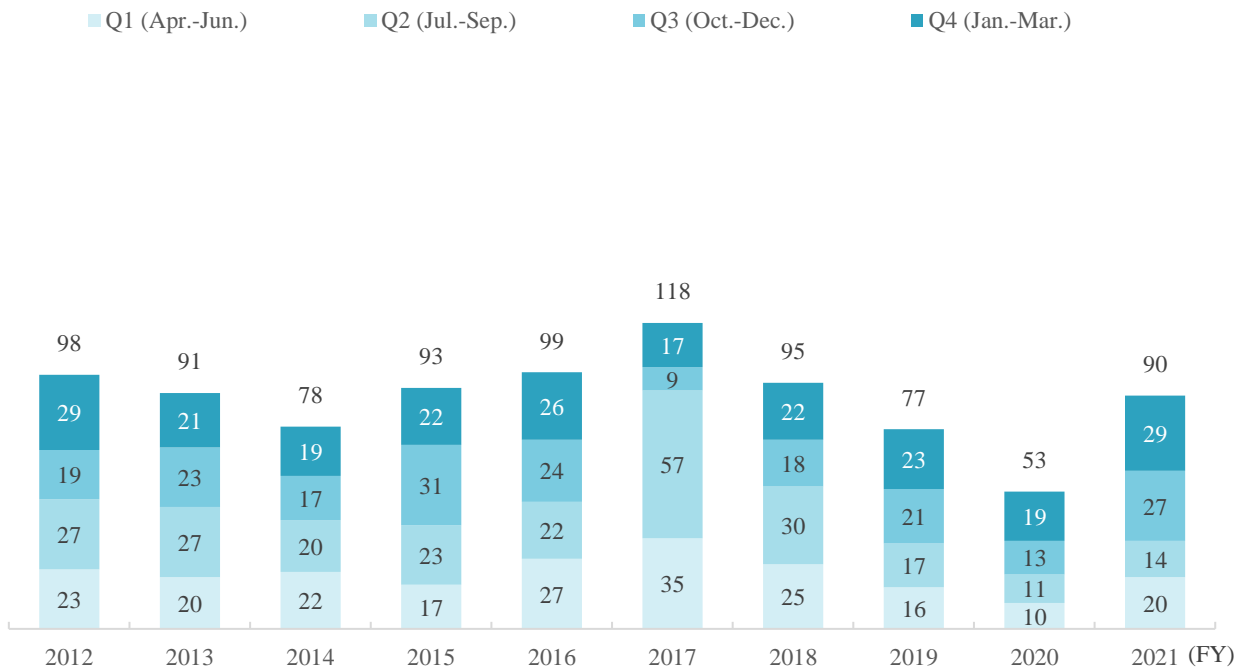
(Unit: Thousands of machines)



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

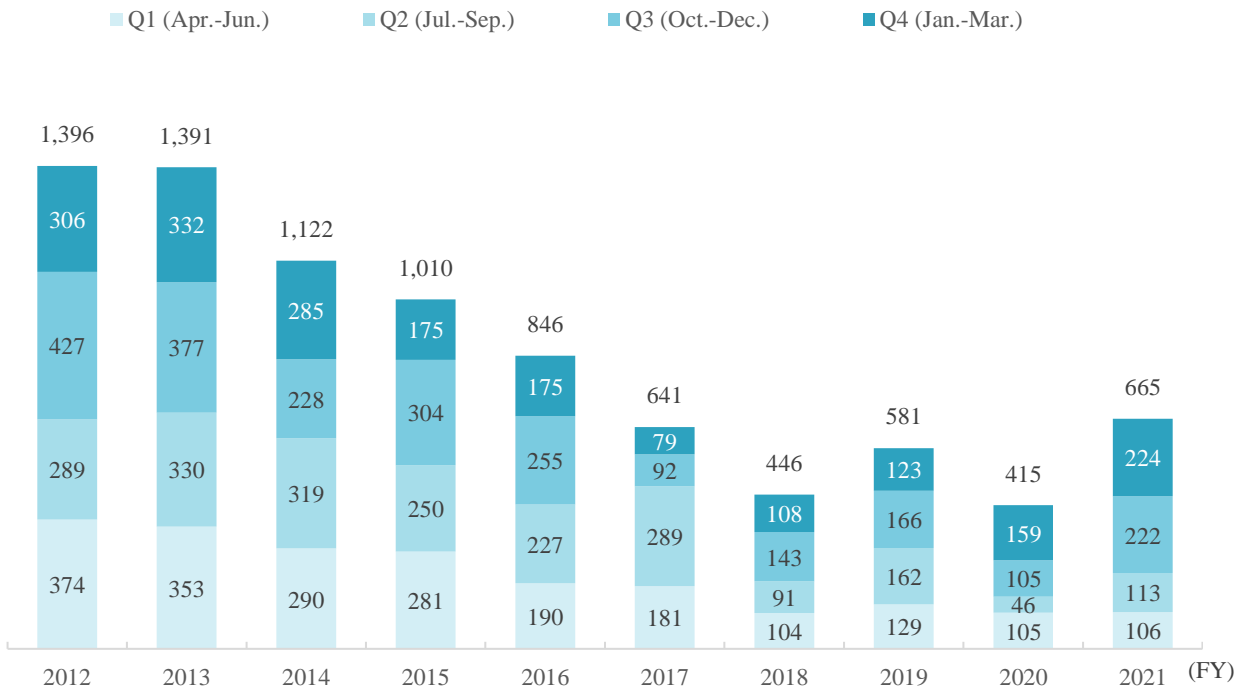
# Number of pachislot machine titles sold

(Unit: Title)



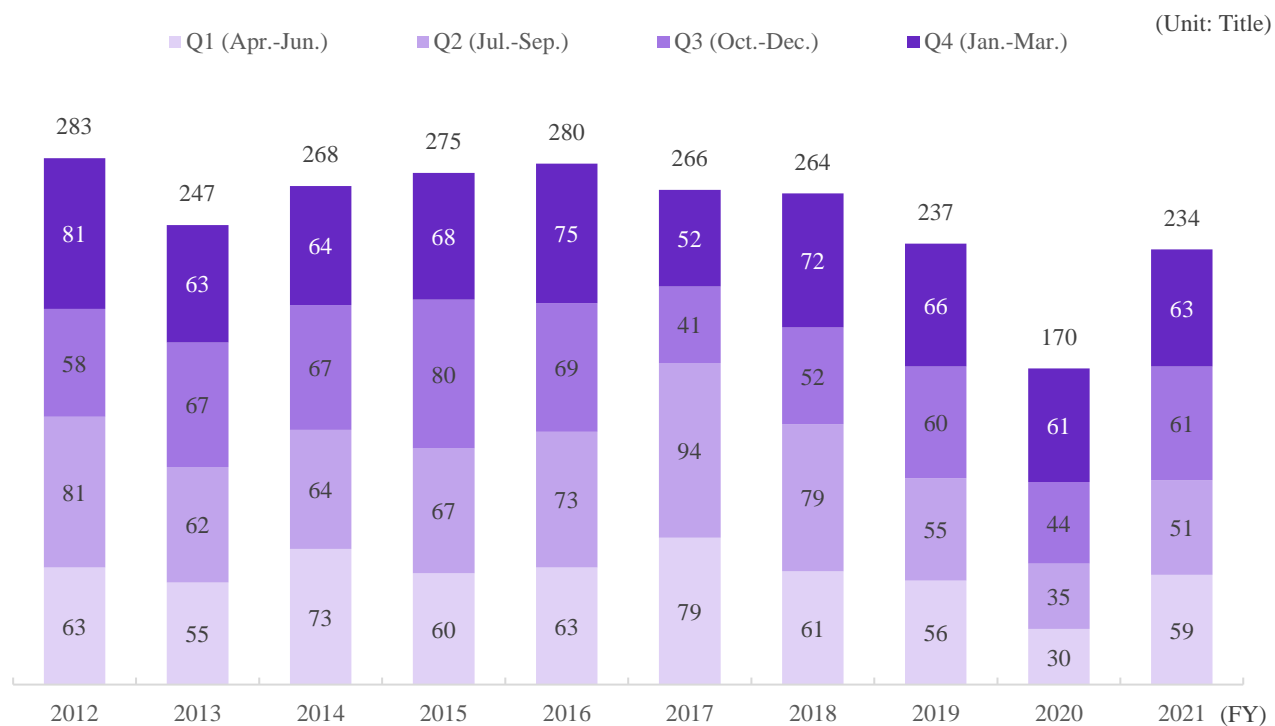
# Unit sales of pachislot machines

(Unit: Thousands of machines)

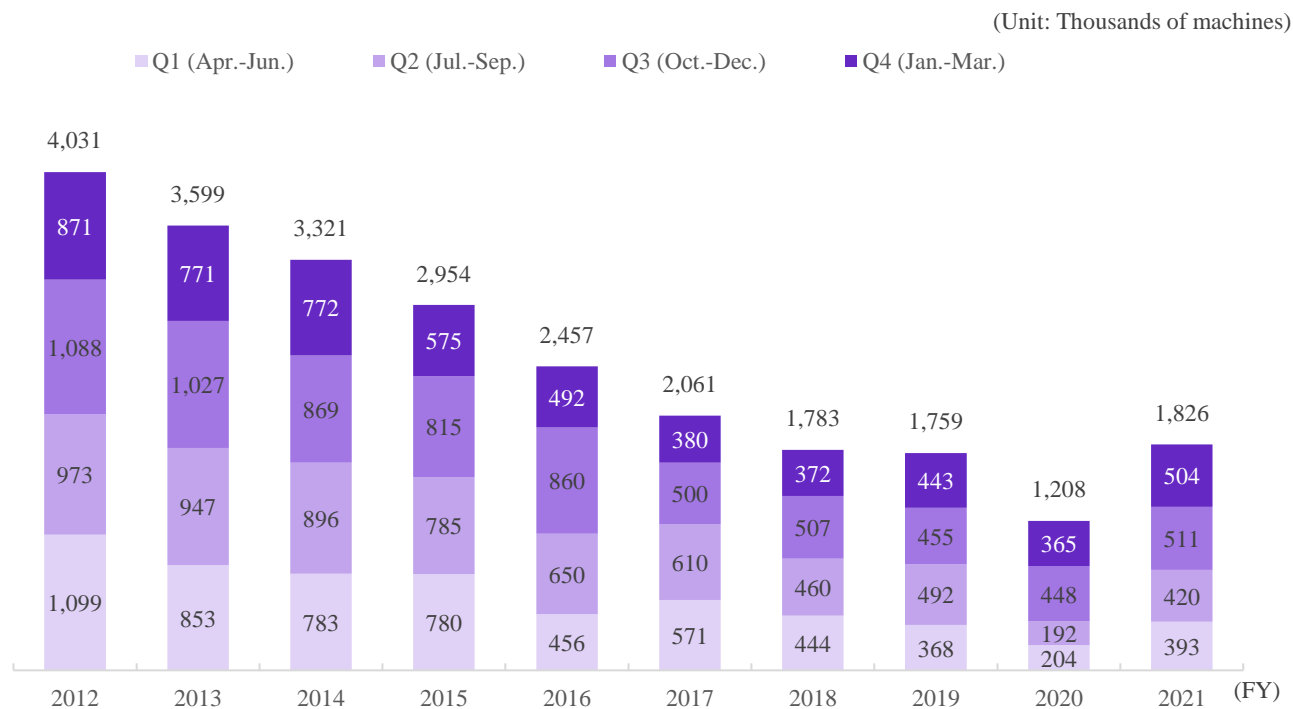


\*Number of machines and titles sold are reviewed once a year.

# Total number of PS machine titles sold



# Total unit sales of PS machines

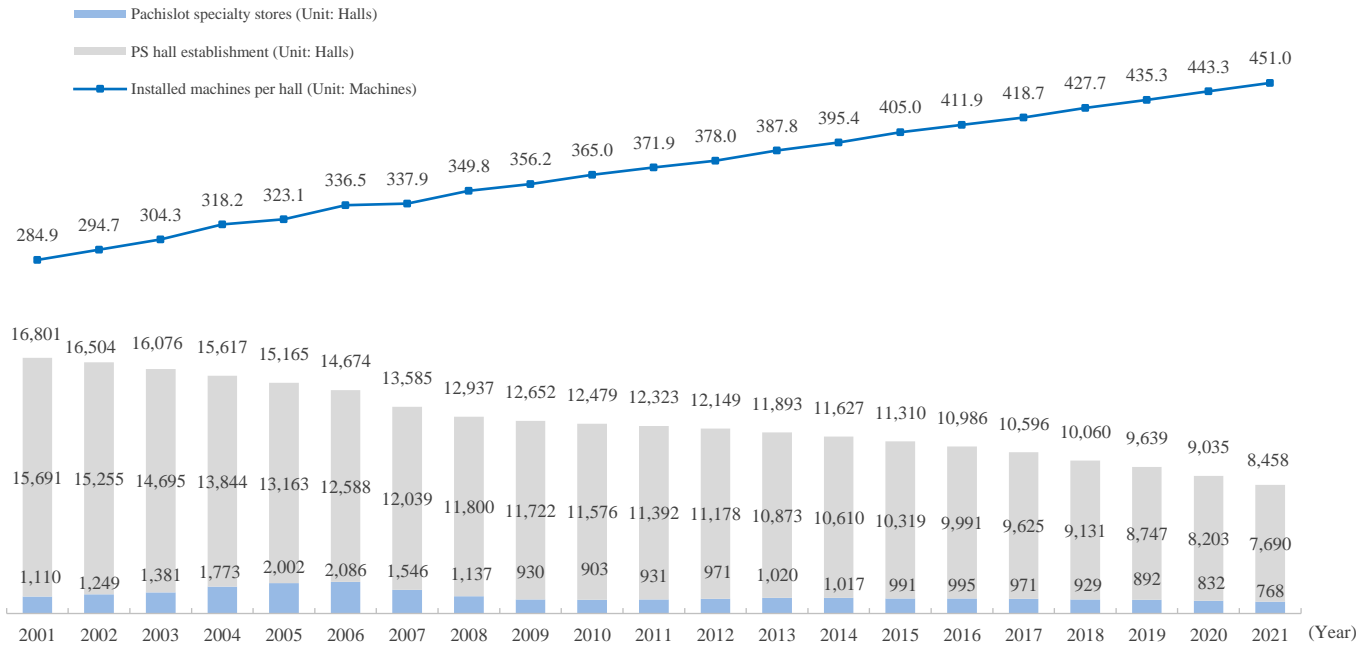


\*Number of machines and titles sold are reviewed once a year.

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

updated

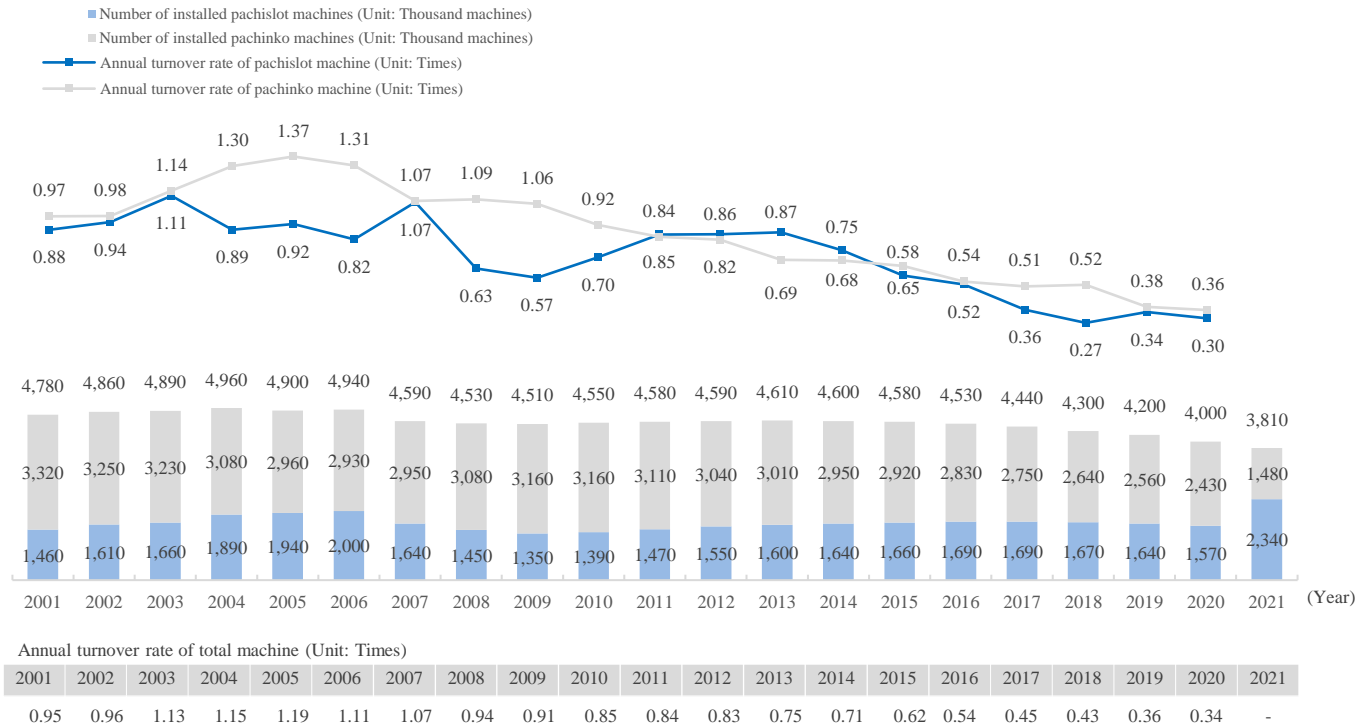
The data is based on the *Statistics Data* by National Police Agency, updated every April



# Number of installed PS machines and annual turnover rate

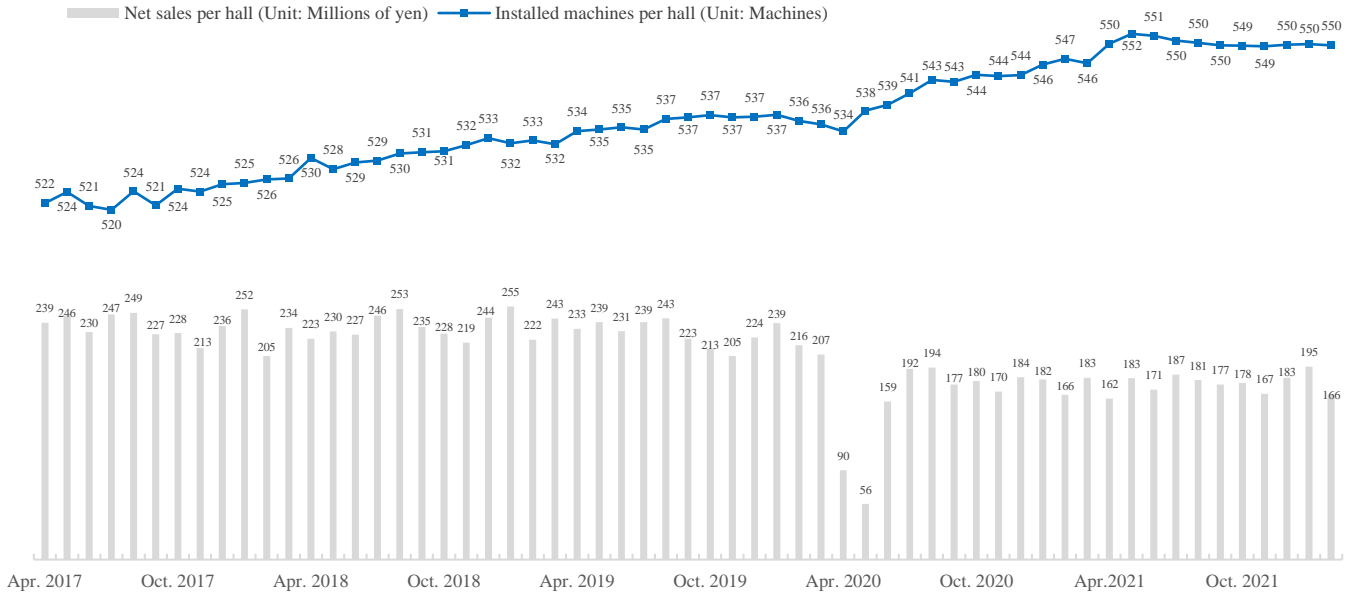
updated

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

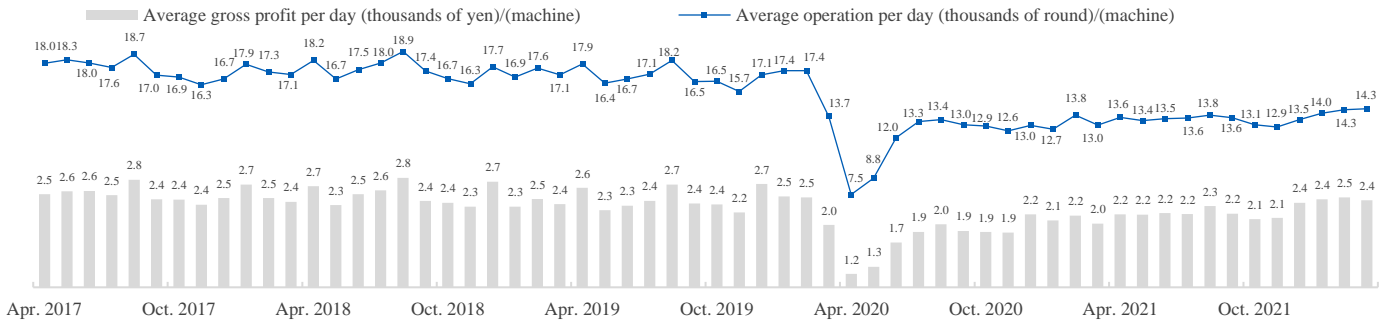
The data is based on the *Current Survey of Selected Service Industries* by Ministry of Economy, Trade and Industry (METI), updated every month



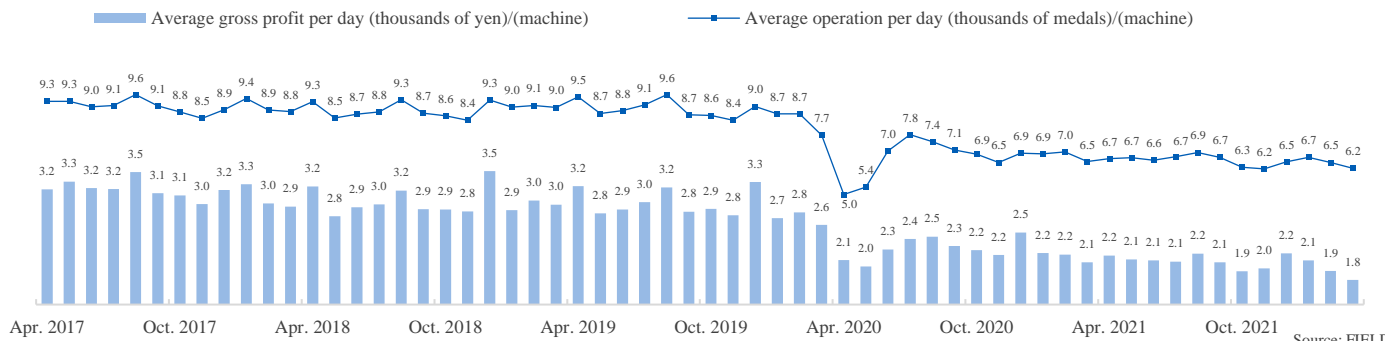
\* METI outsources the pachinko halls for survey to the Zennichiuren, and the halls are selected from all over Japan.  
 \* Figures have been retroactively revised in accordance with changes in sampling by the research office in January 2017.  
 \* As a result, figures after January 2017 are not contiguous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

# PS average operation and gross profit

## [ Pachinko machines ]



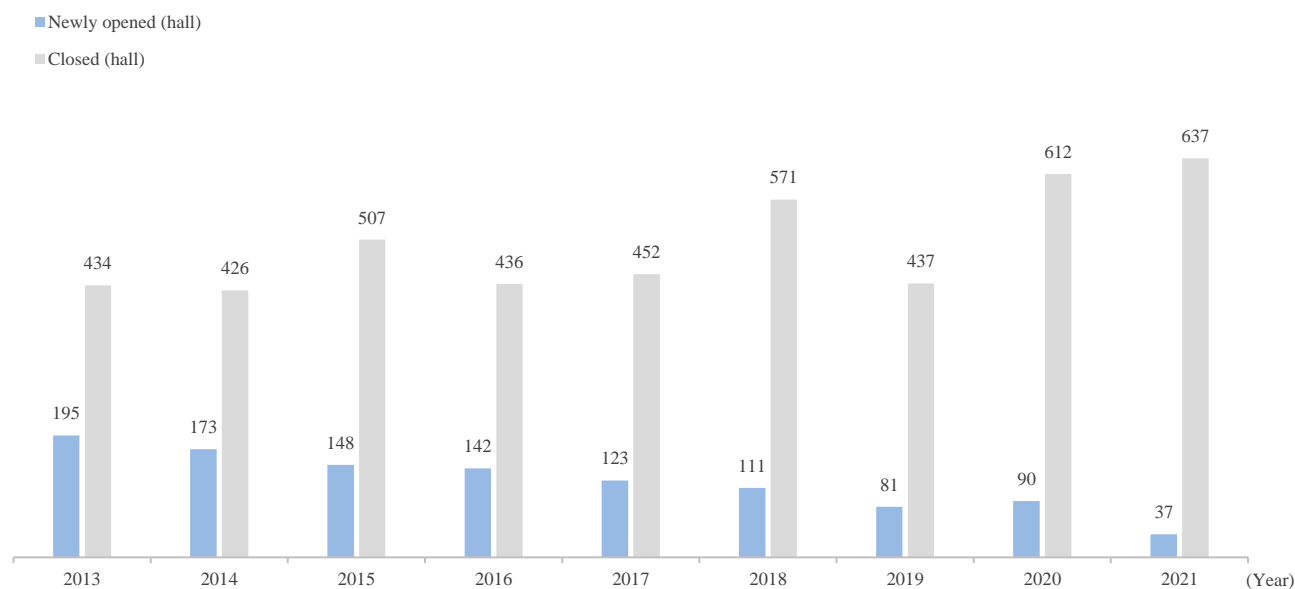
## [ Pachislot machines ]



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)

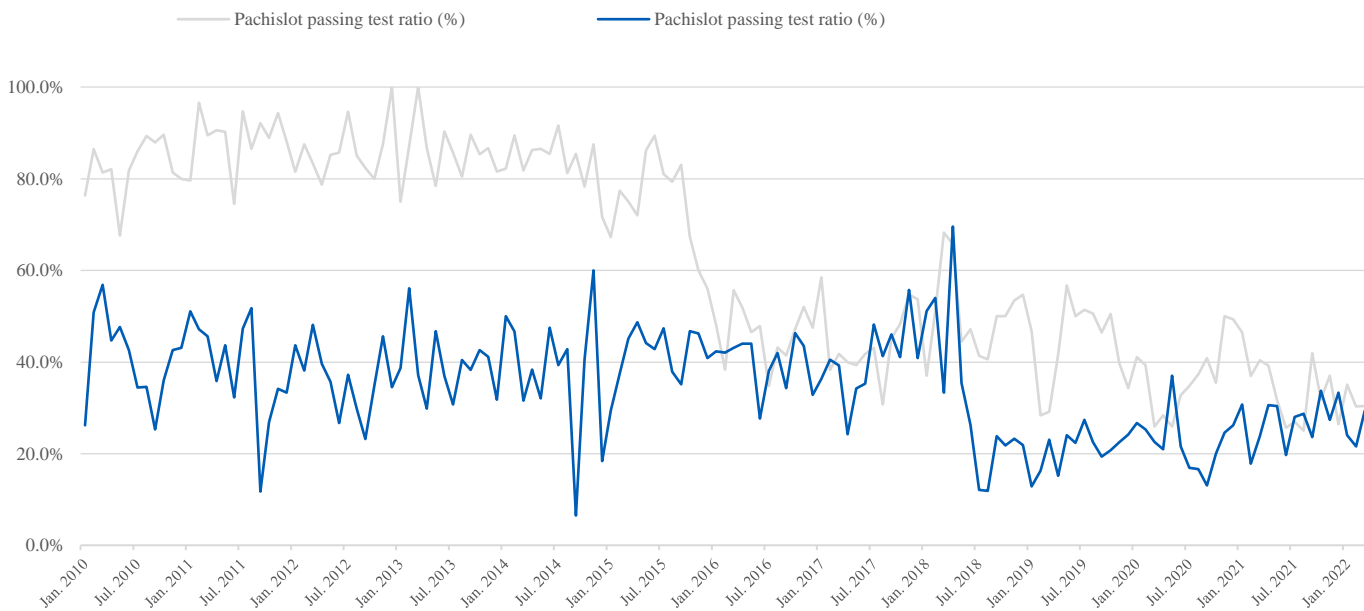
updated

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
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)
2022	Newly opened	3	3											
	Closed	73	87											
	Change	(70)	(84)											



# 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

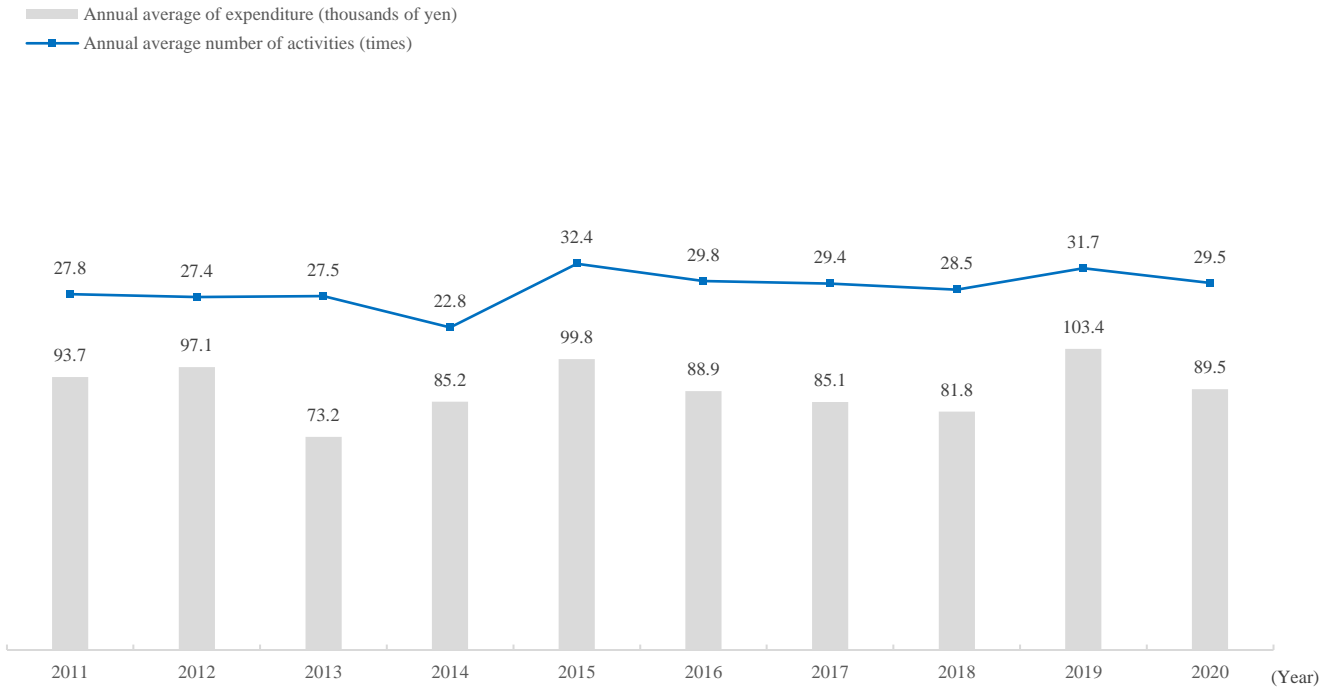
		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2019	Application	77	88	96	84	74	84	72	85	71	95	93	70	989
	Pass	36	25	28	35	42	42	37	43	33	48	37	24	430
	Passing test ratio	46.8%	28.4%	29.2%	41.7%	56.8%	50.0%	51.4%	50.6%	46.5%	50.5%	39.8%	34.3%	43.5%
2020	Application	56	61	81	74	27	61	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%
2022	Application	57	56	79										
	Pass	20	17	24										
	Passing test ratio	35.1%	30.4%	30.4%										

## Pachislot Machine

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
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%
2022	Application	54	51	75										
	Pass	13	11	22										
	Passing test ratio	24.1%	21.6%	29.3%										

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

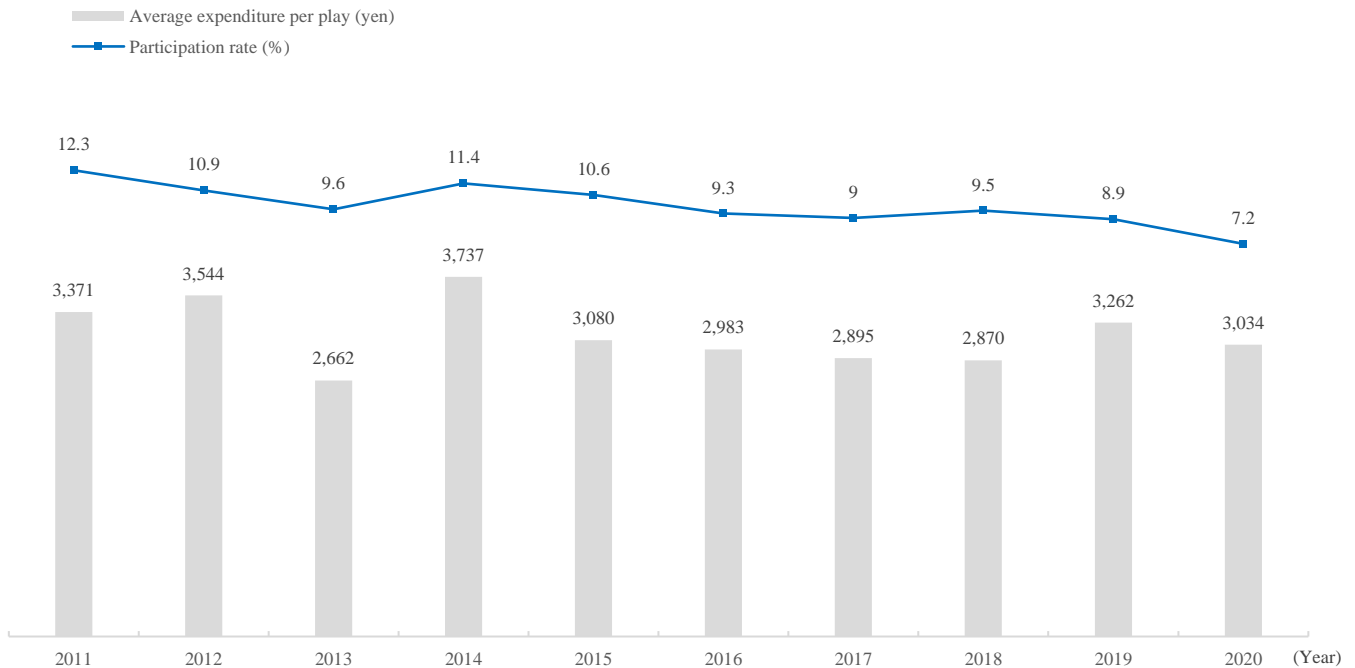
The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August



## 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

Old regulation  
Pachinko  
977,000 machines  
(as of end of Jan. 2021)

210 days-rule machines\*1 30,000 left

Other old regulation machines 947,000 left

Old regulation  
Pachislot  
787,000 machines  
(as of end of Jan. 2021)

210 days-rule machines\*1 157,000 left

Other old regulation machines 630,000 left

Previous schedule

### ◇ 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)”

Old regulation  
Pachinko  
977,000 machines  
(as of end of Jan. 2021)

210 days-rule machines\*1 30,000 left

Other old regulation machines 947,000 left

Old regulation  
Pachislot  
787,000 machines  
(as of end of Jan. 2021)

210 days-rule machines\*1 157,000 left

Other old regulation machines 630,000 left

Current schedule

### ◇ 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%	96.9%								
	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	3,620,000								
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	110,000								

\*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

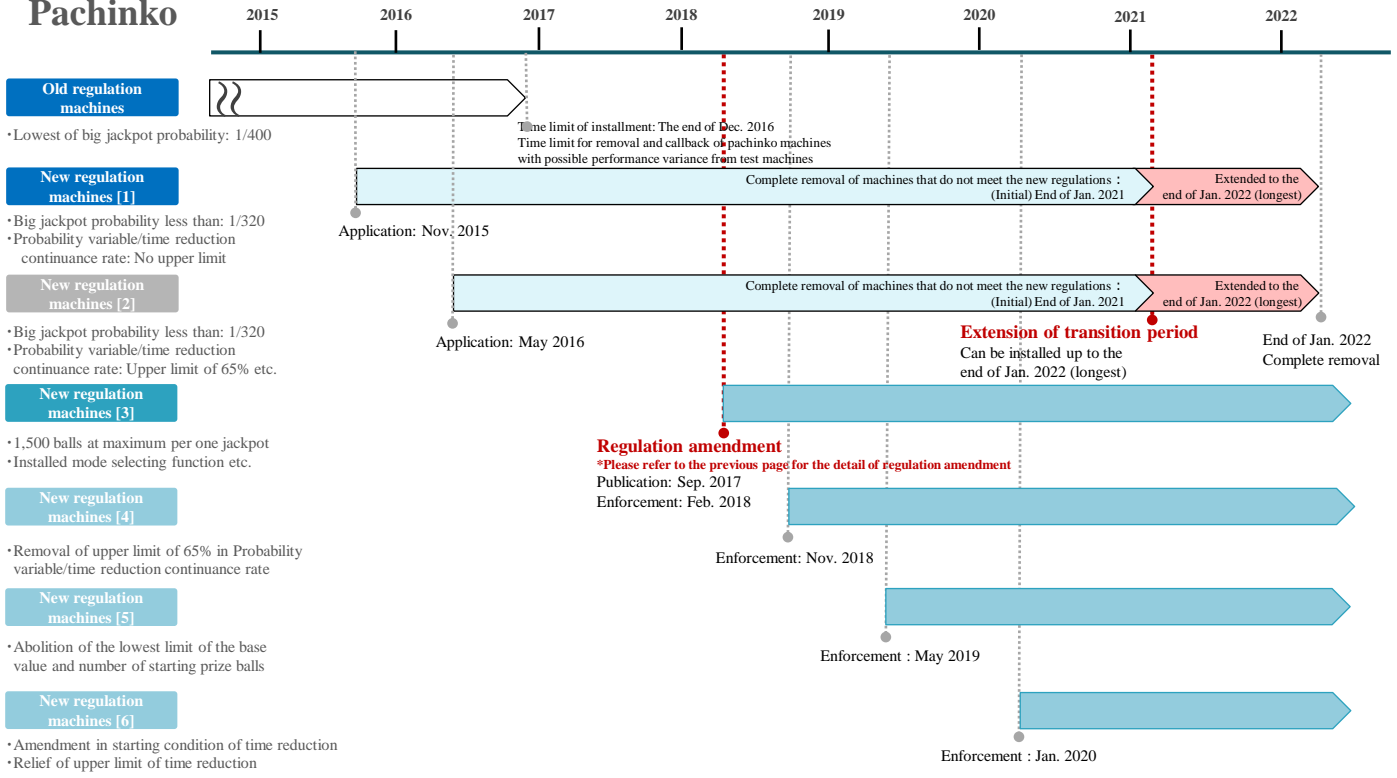
Pachinko: Wing-type, Amadigi-type, etc. Pachislot: Normal A type

\*2 The number of installed PS machines until the end of July is calculated based on the total number of 3,950,000 units. That of installed machines from August to December is based on the total number of 3,890,000 units due to the decrease in the number of units in the market, and the number in January is based on the total number of 3,740,000 units.

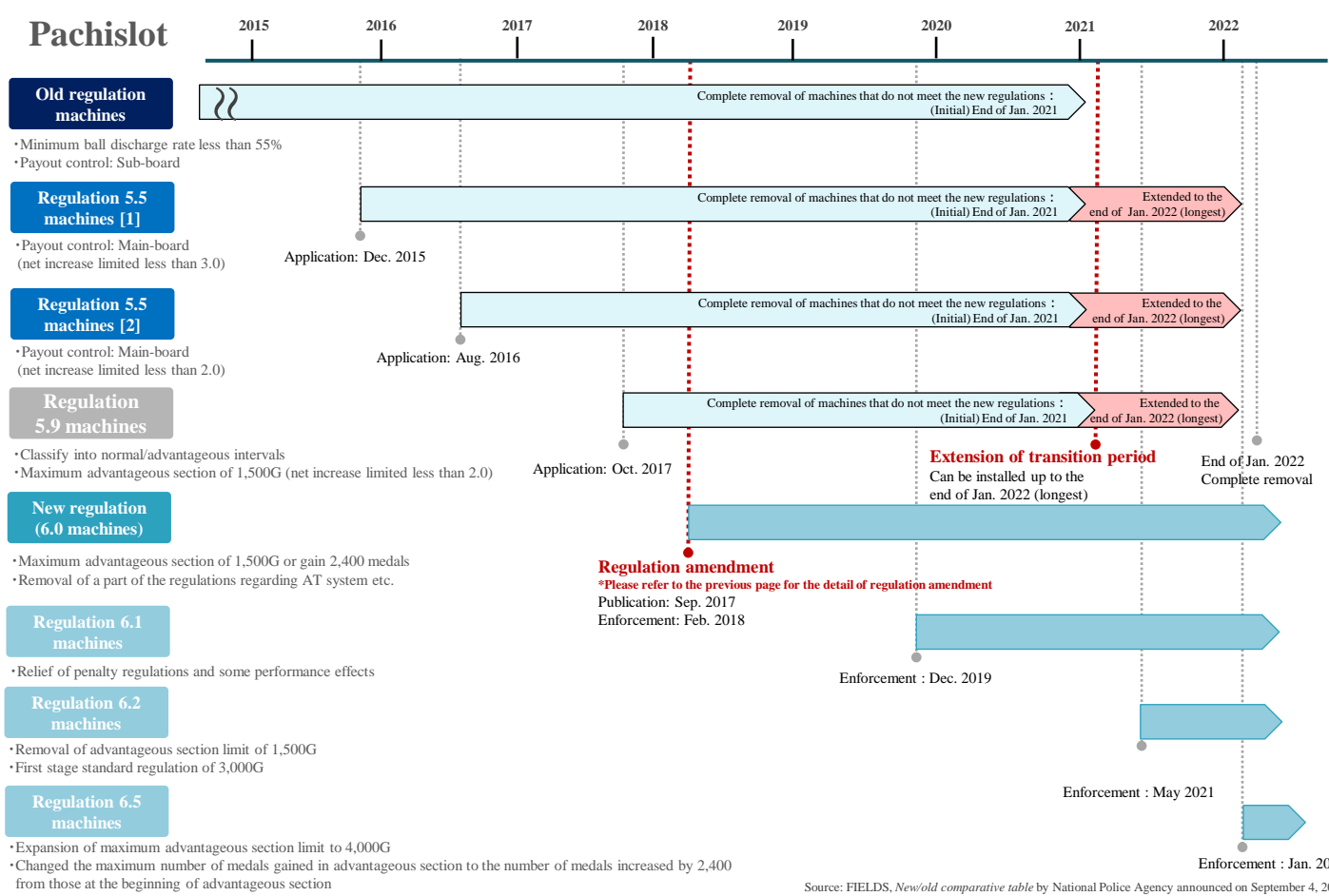
Source: FIELDS, National Police Agency, Pachinko/Pachislot Industry 21st Century Association, Greenbelt, Amusement Press Japan Inc.

# Trends in PS regulations

## Pachinko



## Pachislot



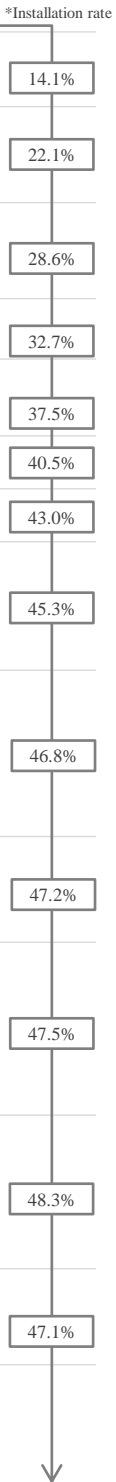
Source: FIELDS, New/old comparative table by National Police Agency announced on September 4, 2017

# 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> <li>■ Increase in closures of dedicated pachislot specialty stores</li> <li>■ Full-scale introduction of pachinko with low playing cost</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	
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>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>lifted (Jun.)</li> <li>Jul. Fourth state of emergency issued</li> <li>lifted (Sep.)</li> <li>Jul. Tokyo Olympics held</li> <li>Aug. Tokyo Paralympics held</li> </ul>			8,458 Halls	<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.





## 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.

Unauthorized copying and replication of the contents of this document, text and images are strictly prohibited.