

Q1 FY2022

Fact Book¹

Financial, Corporate-related Data etc.

TSUBURAYA FIELDS HOLDINGS INC.^{*1}
(FIELDS CORPORATION)

TSE, Prime Market: 2767

August 5, 2022

*1 FIELDS CORPORATION will change its name to TSUBURAYA FIELDS HOLDINGS INC. effective from October 3, 2022.

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*PS: pachinko and pachislot

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Financial highlights

(Unit: Millions of yen)

FY	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012 ^{*3}
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	(117.3) 108,141
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	(106.2) 33,279
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	(100.7) 22,964
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	(121.0) 10,314
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	(118.6) 10,268
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	(78.8) 4,720
Capital stock	1,295	1,295	7,948	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	55,098
Total assets	17,090	37,115	72,584	87,556	66,081	69,168	52,064	81,329	78,971	93,601	106,628
Cash flows from operating activities	3,316	851	2,965	6,164	5,293	11,127	4,147	8,429	8,005	10,015	13,570
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)	(6,263)
Cash flows from financing activities	(2,454)	2,029	10,177	(1,540)	1,488	(1,384)	602	(2,687)	(3,915)	(2,565)	(2,277)
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	23,309

Indicators per share

(Unit: Yen)

Net assets per share	268,600	89,305	96,026	113,275	118,487	128,201	117,326	123,645	140,853	153,904	1,644.15
Annual dividend per share	10,000	24,000	4,000	4,000	4,000	4,500	4,500	4,500	5,000	5,000	50
Commemorative	-	10,000	-	-	-	500	-	-	-	-	-
Interim	-	10,000	2,000	2,000	2,000	2,000	2,000	2,000	2,500	2,500	25
Year-end	-	4,000	2,000	2,000	2,000	2,000	2,500	2,500	2,500	2,500	25
Profit per share	117,233	40,465	19,888	20,118	10,692	15,263	(4,271)	9,796	22,643	18,044	142.27

Management indicators

(Unit: %)

Shareholders' equity ratio	51.2	39.1	46.0	45.0	62.2	64.3	75.8	50.5	59.2	54.6	51.2
Return on equity (ROE)	55.9	56.9	28.9	19.5	9.2	12.4	(3.5)	8.2	17.1	12.2	8.9
Return on assets (ROA)	39.3	45.0	22.8	16.4	12.0	17.3	1.6	11.6	17.1	10.0	10.3
Payout ratio *1	7.9	20.1	20.7	20.3	37.4	29.5	-	45.9	22.1	27.7	35.1

Other

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	34,700,000
Treasury shares	-	-	-	-	-	-	10,643	14,885	14,885	15,162	1,516,200
Number of employees (people)	460	651	758	901	1,022	1,077	827	909	1,149	1,324	1,416

*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.

*3 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.

Source: FIELDS

Financial highlights

(Unit: Millions of yen)

FY	2013	2014	2015	2016	2017	2018 *2	2019	2020	2021	Q1 2022
Net sales	(106.3)	(86.6)	(94.9)	(81.2)	(79.6)	(83.1)	(131.2)	(58.3)	(244.6)	(35.9)
	114,904	99,554	94,476	76,668	61,055	50,755	66,587	38,796	94,900	8,243
Gross profit	(101.6)	(84.2)	(89.5)	(69.2)	(76.0)	(99.3)	(111.3)	(67.0)	(159.0)	(97.0)
	33,812	28,468	25,480	17,641	13,400	13,300	14,809	9,927	15,784	3,277
SG&A expenses	(104.6)	(98.7)	(101.5)	(95.6)	(83.2)	(79.1)	(93.1)	(86.3)	(101.4)	(103.0)
	24,020	23,707	24,069	23,015	19,138	15,132	14,095	12,169	12,339	3,090
Operating profit	(94.9)	(48.4)	(29.6)	(-)	(-)	(-)	(-)	(-)	(-)	(49.3)
	9,791	4,743	1,411	(5,374)	(5,738)	(1,832)	713	(2,241)	3,444	186
Ordinary profit	(95.1)	(56.2)	(25.1)	(-)	(-)	(-)	(-)	(-)	(-)	(52.1)
	9,765	5,491	1,380	(9,068)	(5,204)	(1,864)	939	(2,032)	3,634	291
Profit attributable to owners of parent	(113.8)	(56.2)	(3.9)	(-)	(-)	(-)	(-)	(-)	(-)	(-)
	5,370	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	2,471	(209)
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	58,753	60,246	58,291	43,227	35,509	34,638	34,279	30,443	31,551	31,184
Total assets	104,869	110,316	92,478	80,397	72,336	67,450	64,317	52,370	70,001	56,899
Cash flows from operating activities	16,322	(9,086)	13,353	(7,319)	(1,094)	2,178	(2,427)	3,692	7,980	(4,759)
Cash flows from investing activities	(8,018)	(6,297)	(2,191)	(3,927)	4,399	3,217	876	(1,072)	(1,586)	(974)
Cash flows from financing activities	(2,018)	1,624	5,214	2,136	(2,021)	(962)	(2,537)	(2,835)	1,385	(1,891)
Cash and cash equivalents at end of period	29,583	15,823	32,200	23,090	24,373	28,807	24,725	24,510	32,304	24,679

Indicators per share

(Unit: Yen)

Net assets per share	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	913.09
Annual dividend per share	50	60	50	50	30	10	10	10	20	20
Commemorative	-	10	-	-	-	-	-	-	-	-
Interim	25	25	25	25	25	-	-	-	-	-
Year-end	25	25	25	25	5	10	10	10	20	20
Profit per share	161.83	90.97	3.58	(376.19)	(231.77)	(18.52)	14.79	(105.78)	76.43	(6.47)

Management indicators

(Unit: %)

Shareholders' equity ratio	55.6	53.9	62.0	52.5	48.4	50.8	52.6	56.9	43.4	51.9
Return on equity (ROE)	9.5	5.1	0.2	(25.1)	(19.9)	(1.8)	1.4	(10.9)	8.2	(0.7)
Return on assets (ROA)	9.2	5.1	1.4	(10.5)	(6.8)	(2.7)	1.4	(3.5)	5.9	0.5
Payout ratio *1	30.9	66.0	1,398.1	-	-	-	67.6	-	26.2	-

Other

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	1,516,300	1,516,300	1,516,300	1,516,300	2,368,300	2,368,300	2,368,300
Number of employees (people)	1,588	1,716	1,845	1,713	1,514	1,342	1,341	1,266	1,193	1,245

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

*2 Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).

Source: FIELDS

Quarterly consolidated P/L trends (cumulative, non-cumulative)

[Cumulative]

(Unit: Millions of yen)

FY	2017				2018				2019			
	1Q	2Q	3Q	Full-Year	1Q	2Q	3Q	Full-Year	1Q	2Q	3Q	Full-Year
Net sales	12,446	35,213	45,266	61,055	8,930	18,041	37,615	50,755	19,164	27,772	37,165	66,587
Gross profit	1,961	6,944	10,719	13,400	1,421	3,852	10,175	13,300	2,798	4,151	6,336	14,809
SG & A expenses	4,864	9,724	14,332	19,138	4,155	7,759	11,437	15,132	3,397	6,902	10,449	14,095
Operating profit (loss)	(2,902)	(2,780)	(3,612)	(5,738)	(2,733)	(3,906)	(1,261)	(1,832)	(599)	(2,750)	(4,113)	713
Ordinary profit (loss)	(3,055)	(3,288)	(3,858)	(5,204)	(2,755)	(4,062)	(1,314)	(1,864)	(546)	(2,534)	(3,970)	939
Profit (loss) attributable to owners of parent	(2,752)	(3,289)	(4,133)	(7,691)	(2,957)	(3,251)	(14)	(614)	(607)	(2,756)	(4,287)	490

(Unit: Machines)

Pachinko machines	14,531	30,254	69,425	95,778	19,895	32,822	69,848	103,779	37,464	55,906	72,964	136,452
Pachislot machines	12,571	69,239	77,292	95,679	3,341	10,204	20,187	34,244	4,464	8,655	26,009	54,883
Total	27,102	99,493	146,717	191,457	23,236	43,026	90,035	138,023	41,928	64,561	98,973	191,335

[Non-cumulative]

(Unit: Millions of yen)

FY	2017				2018				2019			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	12,446	22,767	10,053	15,789	8,930	9,111	19,574	13,140	19,164	8,608	9,393	29,422
Gross profit	1,961	4,983	3,775	2,681	1,421	2,431	6,323	3,125	2,798	1,353	2,185	8,473
SG & A expenses	4,864	4,860	4,608	4,806	4,155	3,604	3,678	3,695	3,397	3,505	3,547	3,646
Operating profit (loss)	(2,902)	122	(832)	(2,126)	(2,733)	(1,173)	2,645	(571)	(599)	(2,151)	(1,363)	4,826
Ordinary profit (loss)	(3,055)	(233)	(570)	(1,346)	(2,755)	(1,307)	2,748	(550)	(546)	(1,988)	(1,436)	4,909
Profit (loss) attributable to owners of parent	(2,752)	(537)	(844)	(3,558)	(2,957)	(294)	3,237	(600)	(607)	(2,149)	(1,531)	4,777

(Unit: Machines)

Pachinko machines	14,531	15,723	39,171	26,353	19,895	12,927	37,026	33,931	37,464	18,442	17,058	63,488
Pachislot machines	12,571	56,668	8,053	18,387	3,341	6,863	9,983	14,057	4,464	4,191	17,354	28,874
Total	27,102	72,391	47,224	44,740	23,236	19,790	47,009	47,988	41,928	22,633	34,412	92,362

*Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).

*Quarterly figures for each 2Q to 4Q are calculated on the table.

Source: FIELDS

Quarterly consolidated P/L trends (cumulative, non-cumulative)

[Cumulative]

(Unit: Millions of yen)

FY	2020				2021				2022			
	1Q	2Q	3Q	Full-Year	1Q	2Q	3Q	Full-Year	1Q	2Q	3Q	Full-Year
Net sales	2,341	10,591	29,182	38,796	22,930	37,348	72,531	94,900	8,243			
Gross profit	340	2,568	7,154	9,927	3,378	6,128	11,375	15,784	3,277			
SG & A expenses	2,744	5,896	9,019	12,169	3,000	5,770	9,009	12,339	3,090			
Operating profit (loss)	(2,403)	(3,327)	(1,865)	(2,241)	378	358	2,366	3,444	186			
Ordinary profit (loss)	(2,383)	(3,247)	(1,690)	(2,032)	559	597	2,590	3,634	291			
Profit (loss) attributable to owners of parent	(2,910)	(3,923)	(2,677)	(3,452)	338	315	1,787	2,471	(209)			

(Unit: Machines)

Pachinko machines	2,858	1,213	26,586	19,467	43,947	21,252	45,348	29,371	2,746			
Pachislot machines	484	11,946	25,567	7,790	6,474	6,245	18,991	19,543	8,632			
Total	3,342	13,159	52,153	27,257	50,421	27,497	64,339	48,914	11,378			

[Non-cumulative]

(Unit: Millions of yen)

FY	2020				2021				2022			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Net sales	2,341	10,591	29,182	38,796	22,930	37,348	72,531	94,900	8,243			
Gross profit	340	2,568	7,154	9,927	3,378	6,128	11,375	15,784	3,277			
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(Unit: Machines)

Pachinko machines	2,858	1,213	26,586	19,467	43,947	21,252	45,348	29,371	2,746			
Pachislot machines	484	11,946	25,567	7,790	6,474	6,245	18,991	19,543	8,632			
Total	3,342	13,159	52,153	27,257	50,421	27,497	64,339	48,914	11,378			

*Quarterly figures for each 2Q to 4Q are calculated on the table.

Source: FIELDS

Consolidated P/L statement

(Unit: Millions of yen)

FY	2020		2021		2022	
	Q1	Full-year	Q1	Full-year	Q1	Full-year forecast
Net sales	(12.2)	(58.3)	(979.3)	(244.6)	(35.9)	(103.3)
	2,341	38,796	22,930	94,900	8,243	98,000
	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]
Gross profit	(12.2)	(67.0)	(991.6)	(159.0)	(97.0)	-
	340	9,927	3,378	15,784	3,277	-
	[14.5]	[25.6]	[14.7]	[16.6]	[39.8]	-
SG&A expenses	(80.8)	(86.3)	(109.3)	(101.4)	(103.0)	-
	2,744	12,169	3,000	12,339	3,090	-
	[117.2]	[31.4]	[13.1]	[13.0]	[37.5]	-
Advertising expenses	132	940	207	1,021	115	-
Salaries	1,140	3,978	1,050	4,103	1,049	-
Business consignment expenses	258	946	181	828	307	-
Depreciation	131	554	122	415	101	-
Rents	315	1,247	317	1,199	296	-
Amortization of goodwill	74	280	63	252	63	-
Other	694	4,224	1,060	4,521	1,159	-
Operating profit	(-)	(-)	(-)	(-)	(49.3)	(116.1)
	(2,403)	(2,241)	378	3,444	186	4,000
	[-]	[-]	[1.6]	[3.6]	[2.3]	[4.1]
Ordinary profit	(-)	(-)	(-)	(-)	(52.1)	(110.1)
	(2,383)	(2,032)	559	3,634	291	4,000
	[-]	[-]	[2.4]	[3.8]	[3.5]	[4.1]
Profit attributable to owners of parent	(-)	(-)	(-)	(-)	(-)	(121.4)
	(2,910)	(3,452)	338	2,471	(209)	3,000
	[-]	[-]	[1.5]	[2.6]	[-]	[3.1]

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

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

Source: FIELDS

Consolidated B/S

[Assets] (Unit: Millions of yen)

	End of Mar. 2021	End of Mar. 2022	End of Jun. 2022	Increase/ Decrease	Factors
Cash and deposits	24,610	32,404	24,779	(7,625)	
Notes and accounts receivable-trade	5,325	-	-	-	
Notes and accounts receivable - trade, and contract assets	-	12,690	5,446	(7,244)	
Electronically recorded monetary claims-operating	67	708	801	93	
Inventories* ¹	6,190	8,303	9,637	1,334	
Other* ¹	3,026	2,616	2,264	(352)	
Allowance for doubtful accounts	(71)	(23)	(27)	(4)	
Total current assets	39,147	56,698	42,900	(13,798)	Decrease in cash and deposits and trade receivables
Land	1,645	1,922	1,922	-	
Other	2,627	2,616	2,616	-	
Total property, plant and equipment	4,272	4,538	4,538	-	
Goodwill	1,875	1,623	1,559	(64)	
Other	753	859	858	(1)	
Total intangible assets	2,628	2,482	2,417	(65)	Decrease in goodwill
Investment securities	1,803	1,429	1,709	280	
Long-term loans receivable	457	215	238	23	
Other	4,470	4,966	5,424	458	
Allowance for doubtful accounts	(408)	(328)	(327)	1	
Total investments and other assets	6,322	6,282	7,044	762	Increase in investment securities and investments in capital
Total non-current assets	13,223	13,303	13,999	696	
Total assets	52,370	70,001	56,899	(13,102)	

[Liabilities]

Notes and accounts payable-trade	3,610	13,128	2,982	(10,146)	
Short-term borrowings	253	1,202	1,202	-	
Income taxes payable	100	608	89	(519)	
Current portion of long-term borrowings	3,863	5,030	4,693	(337)	
Other	3,069	7,896	7,078	(818)	
Total current liabilities	10,895	27,864	16,044	(11,820)	Decrease in trade payables
Long-term borrowings	6,837	6,530	5,609	(921)	
Other	4,194	4,054	4,062	8	
Total non-current liabilities	11,031	10,584	9,671	(913)	Decrease in long-term borrowings
Total liabilities	21,927	38,449	25,715	(12,734)	

[Net assets]

Share capital	7,948	7,948	7,948	-	
Capital surplus	7,579	7,576	7,576	-	
Retained earnings	16,104	16,771	15,915	(856)	
Treasury shares	(1,946)	(1,946)	(1,946)	-	
Total shareholders' equity	29,686	30,349	29,493	(856)	
Valuation difference on available- for-sale securities	116	18	22	4	
Accumulated other comprehensive share acquisition rights	117	23	28	5	
Non-controlling interests	632	1,150	1,629	479	
Total net assets	30,443	31,551	31,184	(367)	Decrease in retained earnings
Total liabilities and net assets	52,370	70,001	56,899	(13,102)	

*1 *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

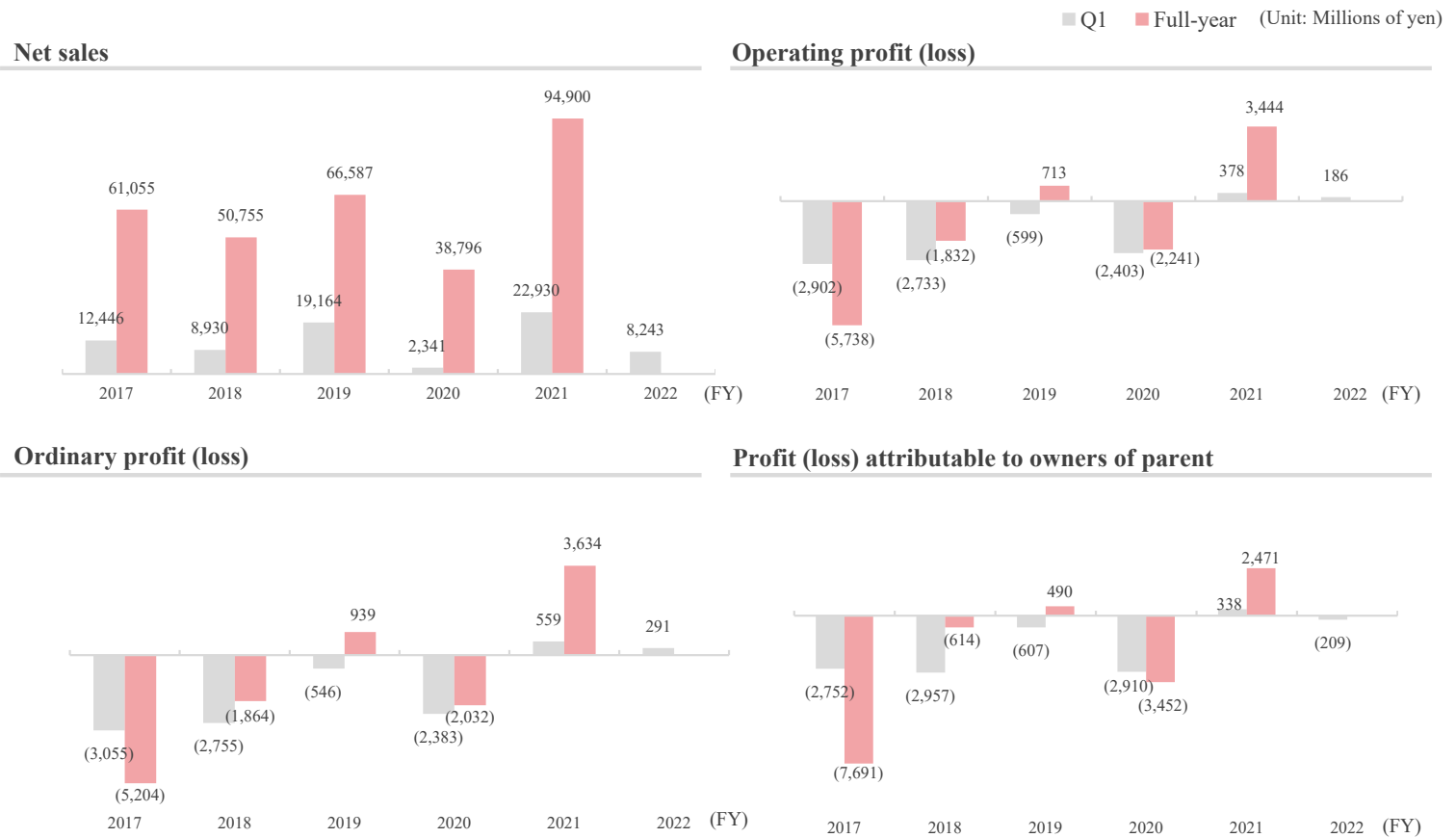
Consolidated cash flows

(Unit: Millions of yen)

FY	2021		2022		
	Q1	Full-Year	Q1	Factors	
Cash flows from operating activities	(443)	7,980	(4,759)	Profit before income taxes	285
				Decrease in trade payables	(10,128)
				Decrease in trade receivables	7,150
				Increase in inventories	(1,334)
				Income taxes paid	(544)
Cash flows from investing activities	(679)	(1,586)	(974)	Payments for investments in capital	(528)
				Purchase of non-current assets	(223)
				Purchase of investment securities	(200)
Cash flows from financing activities	(1,368)	1,385	(1,891)	Repayments of long-term borrowings	(1,257)
				Dividends paid	(622)
Effect of exchange rate change on cash and cash equivalents	0	0	0		
Net increase (decrease) in cash and cash equivalents	(2,491)	7,779	(7,624)		
Cash and cash equivalents at beginning of period	24,510	24,510	32,304		
Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation	14	14	-		
Cash and cash equivalents at end of period	22,033	32,304	24,679		

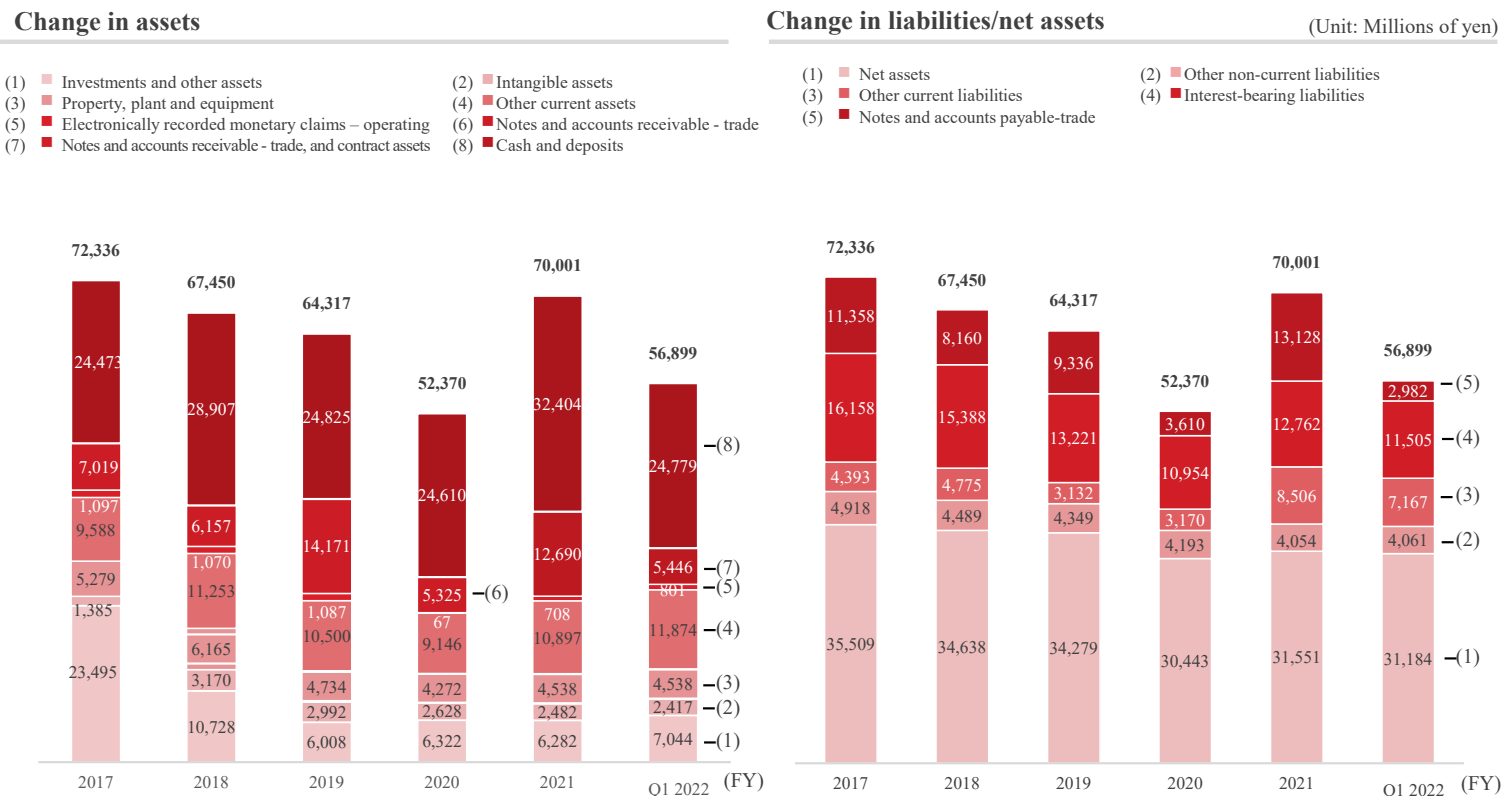
Source: FIELDS

Change in financial results (graph)



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

Change in assets/liabilities, net assets (graph)



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

*Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).

Source: FIELDS

Change in SG&A expenses (graph)

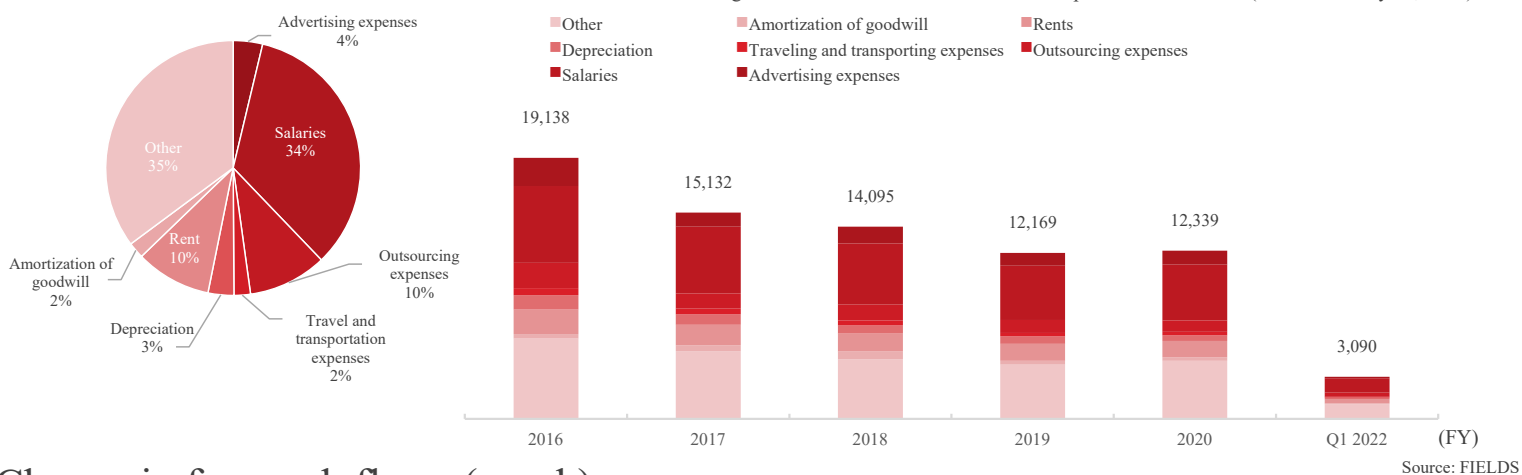
(Unit: Millions of yen)

FY	2017	2018	2019	2020	2021	Q1 2022
Advertising expenses	2,059	1,034	1,233	940	1,021	115
Salaries	5,639	4,900	4,486	3,978	4,103	1,049
Provision for bonuses	137	118	139	165	135	73
Provision for directors' bonuses	9	10	14	14	46	-
Outsourcing expenses	1,851	1,108	1,162	946	828	307
Travel and transportation expenses	520	432	364	247	258	64
Depreciation	1,060	761	595	554	415	101
Rents	1,793	1,494	1,318	1,247	1,199	296
Provision of allowance for doubtful accounts	236	47	(68)	47	15	4
Retirement benefit expenses	132	135	76	73	64	18
Amortization of goodwill	322	435	559	280	252	63
Other	5,380	4,658	4,217	3,678	4,003	1,000
Total SG&A expenses	19,138	15,132	14,095	12,169	12,339	3,090

Q1 FY2022

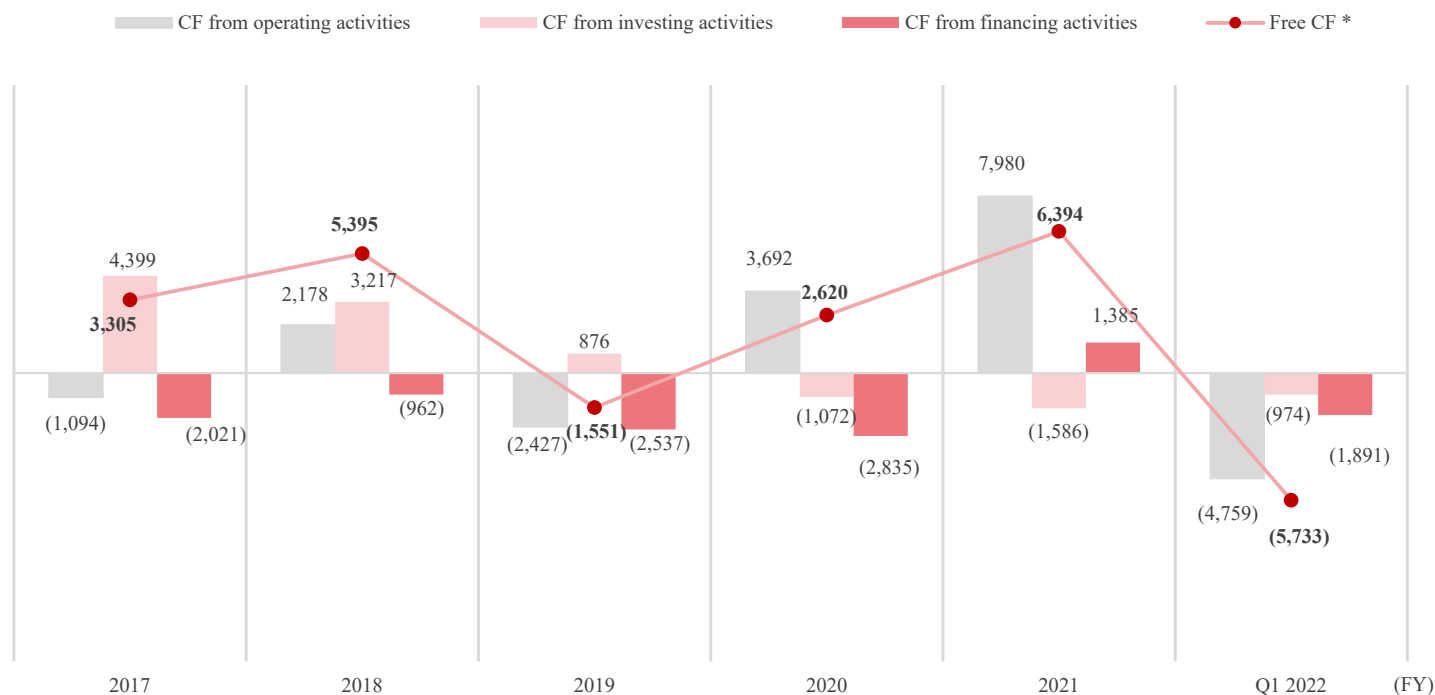
*Other is calculated on this sheet above.

*Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).



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

Consolidated net sales and net sales of major businesses

Consolidated net sales

(Unit: Millions of yen)

FY	2021		2022		
	Q1	Full-year	Q1	YoY change	Full-year E
Net sales	22,930	94,900	8,243	35.9%	98,000
Operating profit	378	3,444	186	49.3%	4,000

Tsuburaya Productions Co., Ltd.'s business revenue

(Unit: Millions of yen)

FY	2021		2022		
	Q1	Full-year	Q1	YoY change* ¹	Full-year E
Domestic MD and license revenue	325	1,386	495	152.3%	-
Domestic MD and license revenue	278	2,087	853	306.8%	-
China	198	1,547	741	374.2%	-
Total MD and license revenue	604	3,473	1,349	223.3%	5,000
Imaging business revenue	219	1,429	525	239.7%	2,200

PS business' net sales

(Unit: Millions of yen)

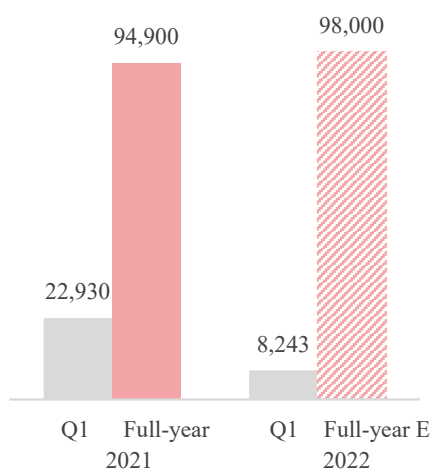
FY	2021		2022		
	Q1	Full-year	Q1	YoY change* ¹	Full-year E
Net sales of the PS business	20,717	83,716	4,858	23.4%	85,000
Unit sales of PS machines (Unit: Machines)	50,421	191,171	11,378	22.6%	220,000

*1 The figures of calculated on this sheet above.

Consolidated net sales

(Unit: Millions of yen)

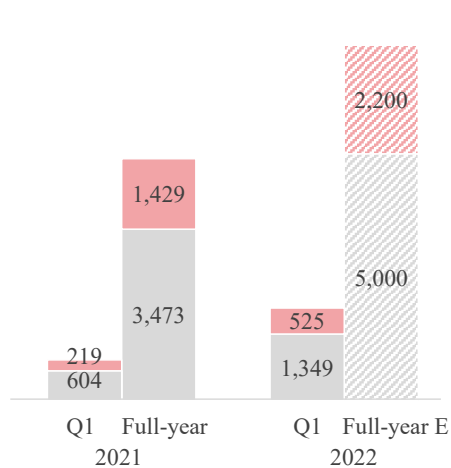
■ Q1 ■ Full-year



Major Revenues of Tsuburaya Productions

(Unit: Millions of yen)

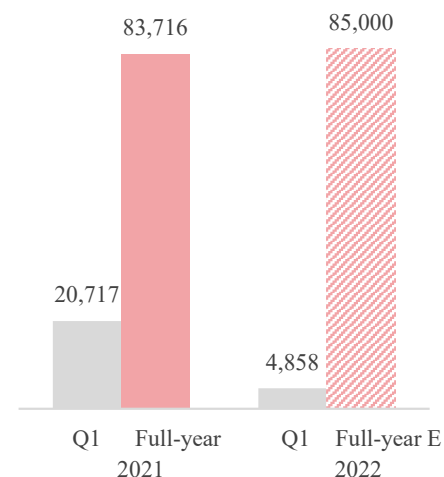
■ Imaging business revenue
■ Total MD and license revenue



PS business' net sales

(Unit: Millions of yen)

■ Q1 ■ Full-year



*MD: merchandising

2. Content and digital business data

P.15 Main video works of Tsuburaya Productions

Main video works of Tsuburaya Productions

Tsuburaya Productions has produced a variety of works, including *Ultraman* series, for more than 55 years. Since its participation in the Group in 2010, it has been promoting the development of works centered on three brands based on its growth strategy. This section describes the main video works that the company has been developed so far, as well as works that will be developed in the future.

Ultraman Series

Works continually being developed with *Ultra Q* as the starting point

	Major TV broadcast titles	Films, distribution, etc.		
1966~	Showa series	(1) <i>Ultra Q</i> 長編怪獣映画 ウルトラマン	ウルトラマンM715	
		(2) <i>Ultraman</i> ウルトラ6兄弟VS怪獣軍団	ウルトラマンガラフイティ おいでよ!ウルトラの国	
		(3) <i>Ultraseven</i> ウルトラファイト	ウルトラマンG	
		(4) <i>Return of Ultraman</i> 実相寺昭雄監督作品 ウルトラマン	ウルトラマンG ゴーデスの逆襲	
		(5) <i>Ultraman Ace</i> ウルトラマン 怪獣大決戦	ウルトラマンG 怪獣撃滅作戦	
		(6) <i>Ultraman Taro</i> ウルトラマンZOFFY ウルトラの戦士VS大怪獣軍団	ウルトラマンM715 ウルトラヒーロー必殺技大研究	
		(7) <i>Ultraman Leo</i> ウルトラマンキッズ M7.8星のゆかいな仲間	新ウルトラマンG 必殺! 怪獣大決戦	
		(8) <i>The☆Ultraman</i> ウルトラマン物語(ストーリー)	ウルトラマンキッズ 母をたずねて3000万光年	
		(9) <i>Ultraman 80</i> アニメちゃん	ウルトラマンM730 ウルトラ怪獣攻げき技大図鑑	
		(10) <i>Ultraman Powered</i> ウルトラマンキッズのこわごわ物語	ウルトラセブン 太陽エネルギー作戦	
	ウルトラ怪獣大百科	ウルトラマンM730 シュワッチ! イングリッシュ		
	ウルトラマンキッズ	ウルトラスーパーファイト		
	ウルトラ怪獣大図鑑	ウルトラセブン 地球星人の大地		
	ウルトラの戦士VS大怪獣軍団 ウルトラマン ソフィー ZOFFY	ウルトラマンM730 ウルトラ怪獣データバンク		
	ウルトラマンUSA			
1996~	Heisei series	(11) <i>Ultraman Tiga</i> ウルトラマンゼアス	ウルトラセブン誕生35周年 "EVOLUTION" 5部作	
		(12) <i>Ultraman Dyna</i> 甦れ!ウルトラマン	ウルトラマンコスモス2 THE BLUE PLANET	
		(13) <i>Ultraman Gaia</i> ウルトラマンカンパニー	新世紀ウルトラマン伝説	
		(14) <i>Ultraman Nice</i> ウルトラマンM730 ウルトラマンランド	ウルトラマンコスモス2 THE BLUE PLANET △サシ< 1 3歳>少年編	
		(15) <i>Ultraman Cosmos</i> ウルトラマン超闘士激伝	ウルトラ情報局	
		(16) <i>Ultraman Nexus</i> ウルトラマンゼアス2 超人大戦・光と影	ウルトラマンコスモスVSウルトラマンジャスティス THE FINAL BATTLE	
		(17) <i>Ultraman Max</i> ウルトラニャン 星空から舞い降りたふしぎネコ	新世紀2003ウルトラマン伝説 THE KING'S JUBILEE	
		(18) <i>Ultraman Mebius</i> ウルトラマンティガ&ウルトラマンダイナ 光の星の戦士たち	ウルトラマンボーイのウルころ	
			ウルトラニャン2 ハッピー大作戦	ウルトラマンメビウス外伝 ヒカリサーガ
			ウルトラセブン誕生30周年記念3部作	ウルトラマンメビウス&ウルトラ兄弟
			ウルトラマンティガ&ウルトラマンダイナ&ウルトラマンガイア 超時空の大決戦	ULTRASEVEN X
			ウルトラマンM78劇場 Love & Peace	ウルトラギャラクシー大怪獣バトル
			ウルトラセブン1999 最終章 6部作	ウルトラマンメビウス外伝 アーマードダークネス
			ウルトラマンネオス	大決戦! 超ウルトラ8兄弟
			ウルトラマンティガ THE FINAL ODYSSEY	ウルトラギャラクシー大怪獣バトル NEVER ENDING ODYSSEY
			ウルトラマンティガ 外伝 古代に蘇る巨人	ウルトラマンメビウス外伝 ゴーストリバース
			ウルトラマンダイナ 帰ってきたハネジロー	大怪獣バトル ウルトラ銀河伝説 THE MOVIE
			ウルトラマンガイア ガイアよ再び	ウルトラ銀河伝説外伝 ウルトラマンゼロVSダークロブズゼロ
	ウルトラマンコスモス THE FIRST CONTACT	ウルトラマンゼロ THE MOVIE 超決戦! ヘリアル銀河帝国		
2010	Participated in FIELDS Corp. Group			
2013~	New generation series	(19) <i>Ultraman Ginga</i> ウルトラマン列伝	劇場版 ウルトラマンXきたぞ! われらのウルトラマン	
		(20) <i>Ultraman Ginga S</i> ウルトラゾーン	ウルトラマンオーブ THE ORIGIN	
		(21) <i>Ultraman X</i> 総天然色ウルトラQ	劇場版 ウルトラマンオーブ 絆の力、おかりします!	
		(22) <i>Ultraman Orb</i> ウルトラマンゼロ外伝 キラーザビーノスター	劇場版 ウルトラマンジード つなぐぜ! 願い!!	
		(23) <i>Ultraman Geed</i> ウルトラマンサーガ	劇場版ウルトラマンR/B セレクト! 絆のクリスタル	
		(24) <i>Ultraman Zero the CHRONICLE</i> ウルトラマンギンガ 劇場スペシャル	Ultra Galaxy Fight: New Generation Heroes	
		(25) <i>Ultraman R/B</i> 大怪獣ラッシュ ウルトラフロンティア DINO-TANK hunting	劇場版ウルトラマンタイガ ニュージェネクライマックス	
		(26) <i>Ultraman Taiga</i> ウルトラマンギンガ 劇場スペシャル ウルトラ怪獣☆ヒーロー大乱戦!	Ultra Galaxy Fight: The Absolute Conspiracy	
		(27) <i>Ultraman Z</i> 大怪獣ラッシュ ウルトラフロンティア VEROKRON hunting	Ultraman Trigger Episode Z	
		(28) <i>Ultraman Trigger: New Generation Tiga</i> 劇場版 ウルトラマンギンガS 決戦! ウルトラ10勇士!!	ULTRA GALAXY FIGHT: THE DESTINED CROSSROAD	
(29) <i>Ultraman Decker</i>				

Main video works of Tsuburaya Productions

TSUBURAYA

Tsuburaya Production works other than *Ultraman* series

Television broadcasting and other

Ultraman universe

Works focused on new *Ultraman* images and *KAIJU*, shared the worldview of *Ultraman*

Broadcasting, films, distribution and other

1966~	快獣ブースカ	恐竜探検隊ボンフリー	
	戦え! マイティジャック	プロレスの星 アステカイザー	
	マイティジャック	極底探検船ポラーポラー	
	怪奇大作戦	恐竜大戦争アイゼンボーグ	
	チビらくん	スターウルフ	
	ミラーマン	恐竜戦隊コセイドン	
	レッドマン	ぼくら野球探偵団	
	トリプルファイター	アンドロメロス	
	緊急指令10-4・10-10	餓鬼魂	
	怪獣大奮戦 ダイゴロウ対ゴリアス	ザ・サムライ	
	ファイヤーマン	AM3:00の恐怖	
	恐怖劇場アンバランス	電光超人グリッドマン	
	ジャンボーグA		
	ミラーファイト		
	猿の軍団		
1996~	サイバー美少女テロメア		
	ブースカ! ブースカ!!		
	バラサでブースカ!		
	ムーンスパイラル		
	勝利者たち		
	オタスケガール		
	ミラーマンREFLEX		
	生物彗星WoO		
	怪奇大作戦セカンドファイル		

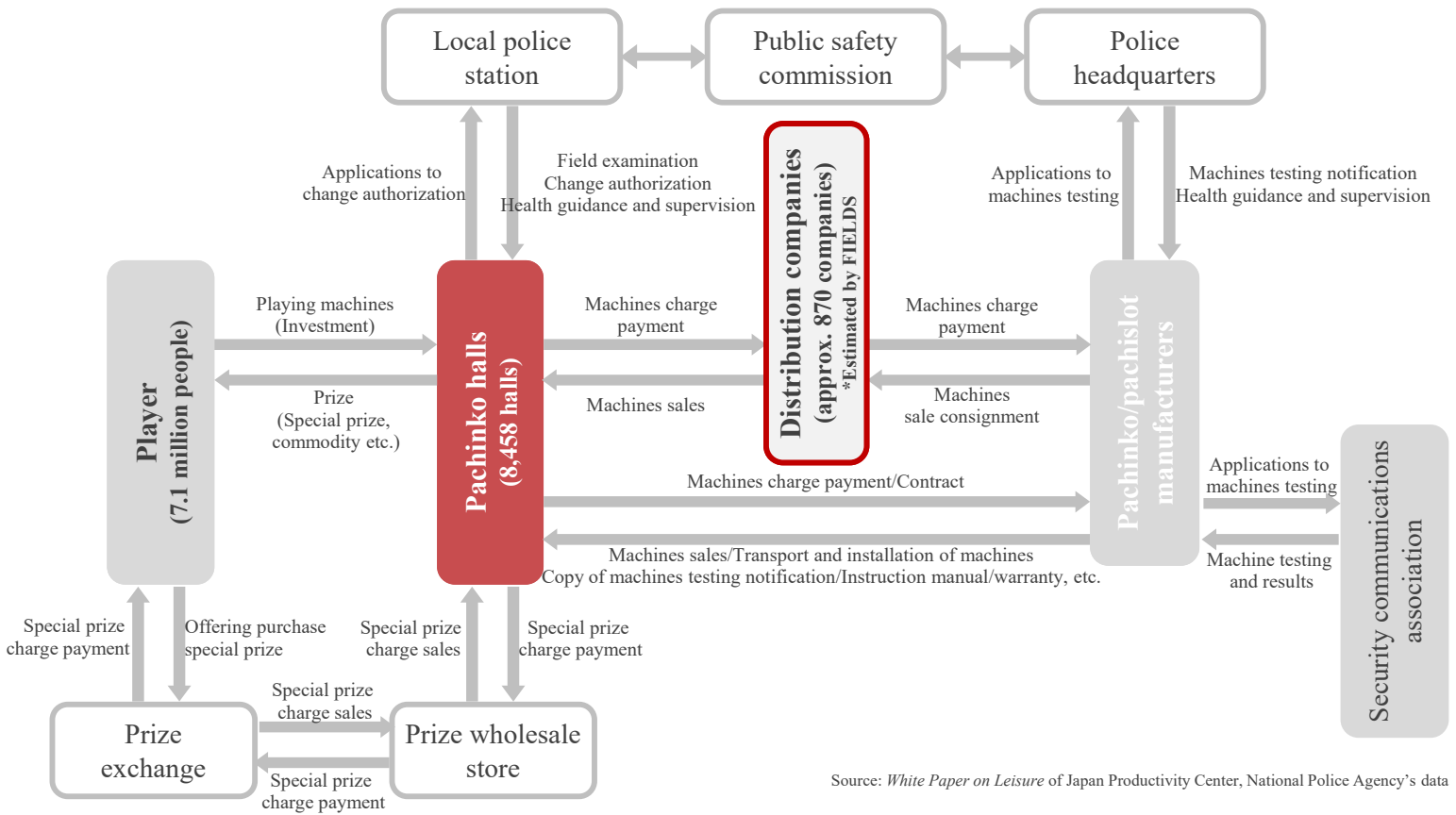
Participated in FIELDS Corp. Group

2013~	帰ってきたアイゼンボーグ	ウルトラ怪獣散歩
	怪奇大作戦 ミステリー・ファイル	怪獣娘~ウルトラ怪獣擬人化計画~
	SSSS.GRIDMAN	DARKNESS HEELS~THE LIVE~
	SSSS.DYNAZENON	ULTRAMAN
		KAIJU STEP Wandabada
		KAIJU DECODE
		SHIN ULTRAMAN
		Ultraman

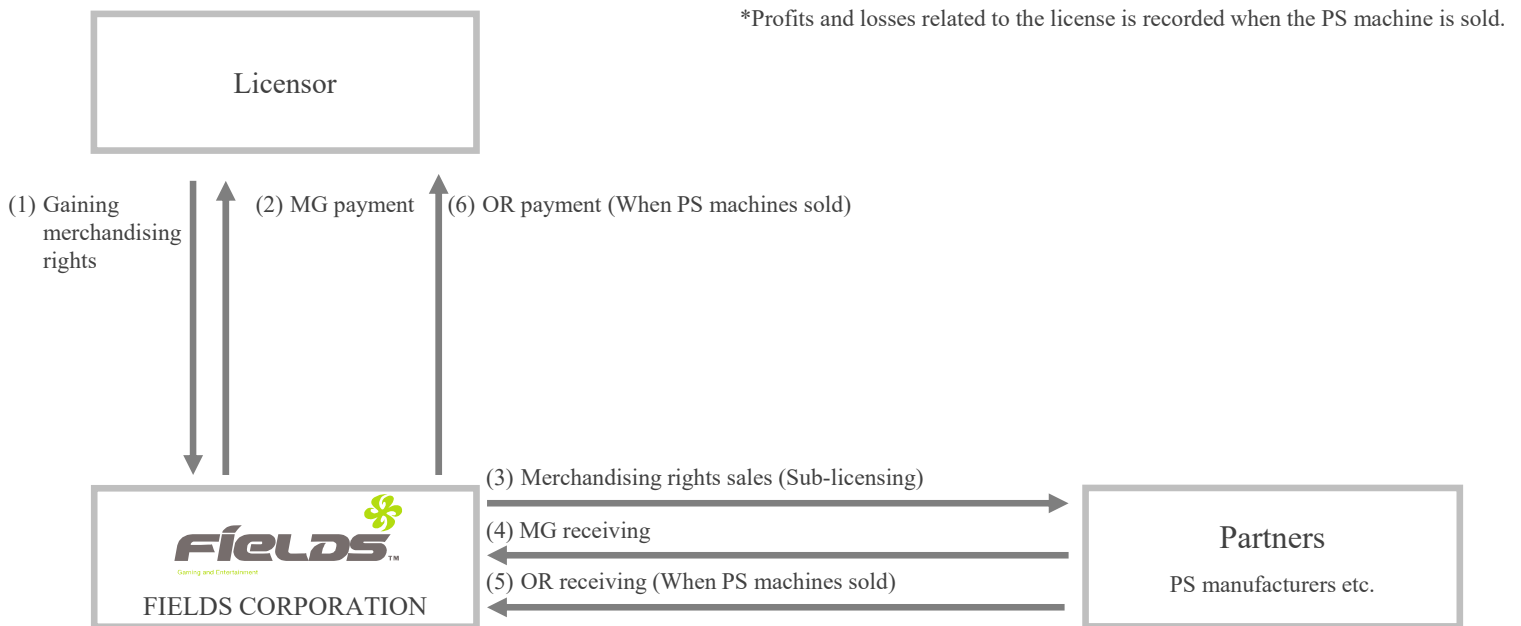
3. PS business data

- P.18 Players in PS industry
Business flow of merchandising rights in products planning and development for which FIELDS is the sole distributor
- P.19 Recording method of net sales, etc. of PS machines for which FIELDS is the sole distributor (image)
- P.20 Main affiliated manufacturers and group companies
- P.21 Main PS machines titles from FY2021 to FY2022
- P.22 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2021)
- P.24 Change in pachinko unit sales by title (FY2003 to FY2022)
- P.26 Change in pachislot unit sales by title (FY2000 to FY2022)
- P.28 Change of *Evangelion* series
- P.32 Result of PS machines sales (by brand and major sales title)
- P.33 Change in unit sales of PS machines (graph)
- P.34 Unit sales of PS machines (quarterly)
Unit sales of PS machines (H1 and H2)

Players in PS industry



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



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

Source: FIELDS

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

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

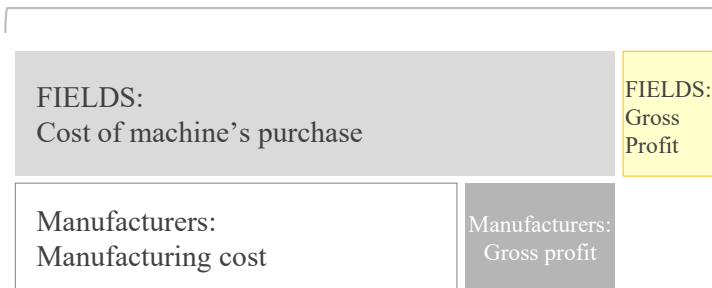


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Market price (¥250,000 - ¥550,000)



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)

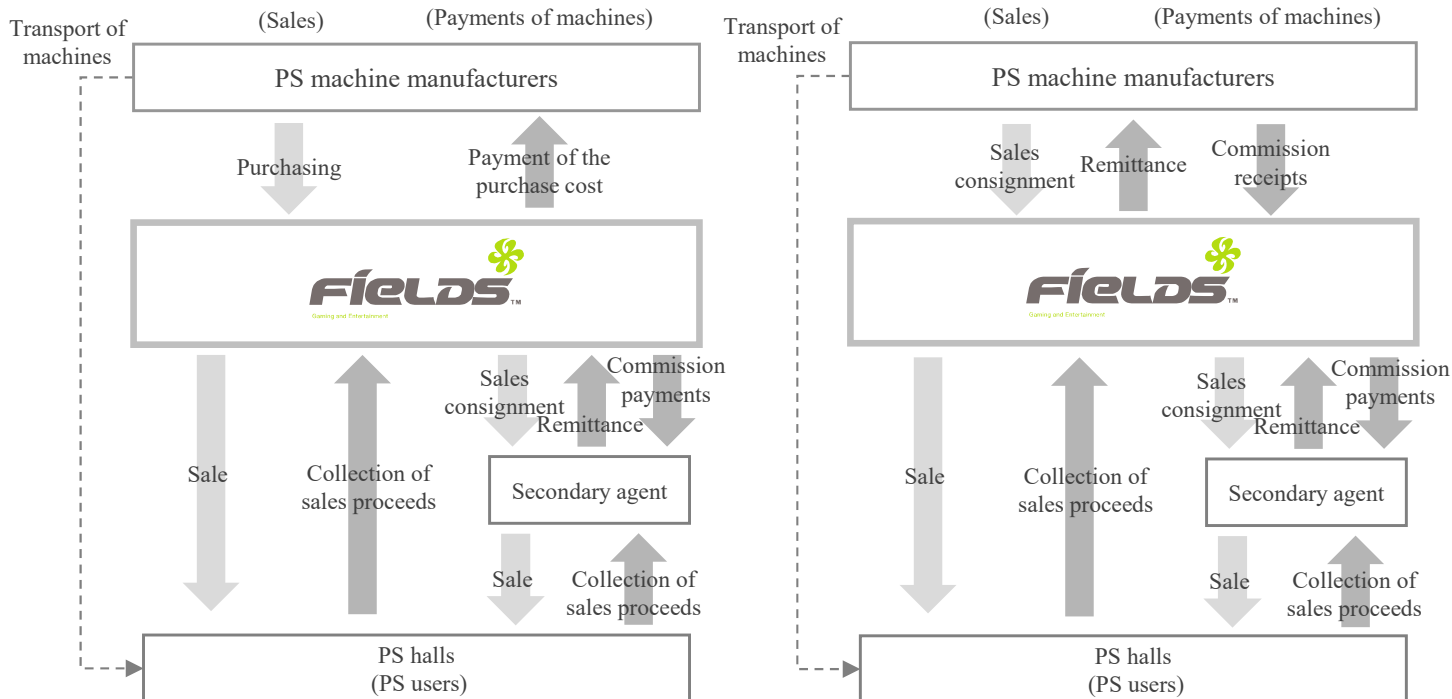
Cost of sales: Record purchase price of PS machines from manufacturers (also record agency commissions when selling through agencies)

*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 June 30, 2022)

	Manufacturer	History of alliance
Alliance Manufacturer	<p>SANKYO Group</p> <p>Bisty</p>  <p>Cumulative unit sales of manufacturer P: 2,584,000 machines S: 805,000 machines</p>	<ul style="list-style-type: none"> • 2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd.
	<p>KYORAKU SANGYO Group</p> <p>OK</p>  <p>Cumulative unit sales of manufacturer P: 377,000 machines S: 10,000 machines</p>	<ul style="list-style-type: none"> • 2008 Formed alliance with KYORAKU SANGYO • 2012 Exclusive sales of OK!! brand machines began • 2015 Signed a Basic Agreement with OK Co., Ltd.
	<p>Daiichi Shokai Group</p> <p>D-light</p>  <p>Cumulative unit sales of manufacturer P: 37,000 machines S: 25,000 machines</p>	<ul style="list-style-type: none"> • 2013 Formed an alliance with D-light Co., Ltd. • 2015 Formed an alliance with Daiichi Shokai Co., Ltd
	<p>CAPCOM Group</p> <p>Enterrise</p>  <p>Cumulative unit sales of manufacturer S: 352,000 machines</p>	<ul style="list-style-type: none"> • 2009 Signed a Basic Agreement with Enterrise Co., Ltd.
	<p>NewGin Group</p> <p>EXCITE</p>  <p>Cumulative unit sales of manufacturer P: 10,000 machines S: 32,000 machines</p>	<ul style="list-style-type: none"> • 2017 Sales cooperation of EXCITE brand machines began
Consolidated Subsidiary	<p>NANASHOW</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"> • 2014 Formed an alliance with NANASHOW Corporation Became the affiliated company • 2018 NANASHOW became the consolidated subsidiary
	<p>Spiky *1</p>  <p>100.0% *2 (100.0%)</p> <p>Cumulative unit sales of manufacturer S: 47,000 machines</p>	<ul style="list-style-type: none"> • 2015 Spiky Corporation became the consolidated subsidiary
	<p>CROSSALPHA</p>  <p>100.0% *2</p>	<ul style="list-style-type: none"> • 2015 K.K. Aristocrat Technologies (now K.K. CROSSALPHA) became the consolidated subsidiary

*1 As a result of the subsidiary acquisition of K.K. CROSSALPHA (formerly known as K.K. Aristocrat Technologies), its subsidiary Spiky was made a wholly owned subsidiary.

*2 The figures indicate 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 FY2021 to FY2022

(As of June 30, 2022)

Pachinko machines

FY

Pachislot machines

<Q1-Q2>

April
OK!!
PACHINKO GANTZ KIWAMI

©HIROYA OKU/SHUEISHA
©HIROYA OKU/SHUEISHA.GANTZ-O Project
©OK!!

May
NewGin
P BERSERK Musou
10,000 machines

©KENTAROU MIBRA/STUDIO GAGA/HAKUSENSHA(YOUNG ANIMAL)
©KENTAROU MIBRA/STUDIO GAGA/HAKUSENSHA/BERSEK FILM PARTNERS
©KENTAROU MIBRA/STUDIO GAGA/HAKUSENSHA/BERSEK PARTNERSHIP
©KORETECM/GAMES CO., LTD.
©newgin

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

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

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

©西崎義典・宇宙戦艦ヤマト2202製作委員会
©Bisty

<Q3-Q4>

December
Bisty
NEON GENESIS EVANGELION
-Roar for tomorrow-
50,000 machines

©khara / Project Eva
©Bisty

<Q1>

April
KYORAKU SANGYO
PACHINKO KAMEN RIDER
Dark rider ver.
12,000 machines

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<Q2>

July
Bisty
P Uchū Senkan Yamato 2202
-ONLY ONE-
On sale

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Sales brand/ Bisty

July
OK!!
PACHINKO GANTZ:3
LAST BATTLE
On sale

©HIROYA OKU/SHUEISHA ©OK!!

September
D-light
P INUYASHA 2
On sale

©高橋留美子/小学館・発売テレビ・サンライズ2008,2009
Manufactured by D-light Co., Ltd.

2021

2022

<Q1-Q2>

June
Enterrise
PACHISLOT Hyakkaryouran SAMURAI GIRLS

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

原作/藤田和日郎「しおとら」(小学館刊)
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<Q3-Q4>

November
Spiky
PACHISLOT GANTZ KIWAMI
THE SURVIVAL GAME

©HIROYA OKU/SHUEISHA
©HIROYA OKU/SHUEISHA.GANTZ-O Project
©CROSSALPHA ENANASHOW
Developed by SPIKY CORPORATION
Manufactured by F CORPORATION

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

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January
Bisty
NEON GENESIS EVANGELION
-Resonance of souls-

©khara / Project Eva
Sales brand/ Bisty

February
Spiky
BLACK LAGOON ZERO bullet MAX

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Licensed by NBCUniversal ENTERTAINMENT JAPAN, LLC.
©ANASHOW
Developed by SPIKY CORPORATION
Manufactured by F CORPORATION

<Q1>

April
OK!!
PACHI-SLOT ULTRAMAN TARO Tyrant SPEC

©TSUBURAYA PROD. ©OK!!

April
Enterrise
Pachislot Gekka Miyabi

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<Q2>

July
SPIKY
PACHISLOT INUYASHA
On sale

©高橋留美子/小学館・発売テレビ・サンライズ2008,2009
©CROSSALPHA ©SPIKY

September
D-light
PACHISLOT BOOWY
On sale

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A UNIVERSAL MUSIC COMPANY
Manufactured by D-light Co., Ltd.

FY	Pachinko unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2021	43,947	21,252	45,438	29,371	139,918
2022	2,746				

FY	Pachislot unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2021	6,474	6,245	18,991	19,543	51,253
2022	8,632				

*The table shows the titles which are announced as of July 31, 2022. The information of the Amadigi-type and reuse-type machines are omitted.
 *The table shows the unit sales which the number of machines sold is calculated by the end of Q1 FY2022.
 *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.
 *Date in the table is on a delivery month basis.

Source: FIELDS

Change in pachinko unit sales by affiliated manufacturer

(As of June 30, 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	-	-	-	-	-	-	-	-	-	-	-	-
Total	Title	-	-	-	1	4	5	5	5	4	4	2	2
	Unit sales	-	-	-	4,151	169,037	262,806	292,905	217,526	170,883	286,877	236,505	181,776

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

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

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

Source: FIELDS

Change in pachinko unit sales by affiliated manufacturer

(As of June 30, 2022)

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	Q1 2022	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	956	2,584,992
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	675	377,173
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	1,631	3,089,275

Change in pachislot unit sales by affiliated manufacturer

FY		2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	Q1 2022	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	392	10,353
Enterrise	Title	1	2	1	2	3	2	3	1	1	2	1	22
	Unit sales	47,889	72,085	24,467	42,825	57,848	22,326	4,854	19,868	17,697	14,915	1,768	352,423
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	5,994	47,860
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	1	148
	Unit sales	218,314	214,479	87,203	121,287	83,795	87,446	32,685	52,516	44,633	49,307	8,154	2,812,278

*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 *Kaji 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 June 30, 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.	-
85	2022	P Uchū Senkan Yamato 2202 -ONLY ONE-	On sale

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

*The table shows the unit sales which is calculated by the end of Q1 FY2022. (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 June 30, 2022)

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

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

Daiichi Shokai/ D-light			
FY	Title	Unit sales	
1	2015	<i>CR Sakigake Otokojuku</i>	-
2		<i>CR Sakigake Otokojuku Light Ver.</i>	-
3	2016	<i>CR MAJESTIC PRINCE</i>	13,000
4	2018	<i>CR INUYASHA JUDGEMENT∞(infinity)</i>	-
5		<i>P INUYASHA JUDGEMENT∞ PREMIUM</i>	-
6	2019	<i>ayumi hamasaki -LIVE in CASINO-</i>	-
7	2022	<i>P INUYASHA 2</i>	On sale

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

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

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

*The table shows the unit sales which is calculated by the end of Q1 FY2022. (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 June 30, 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		Unematsu 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 30φMODEL	-
33		Neon Genesis Evangelion - to You the Sincerity 2	-
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-	-

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

*The table shows the unit sales which is calculated by the end of Q1 FY2022. (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 June 30, 2022)

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

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

OK!!			
	FY	Title	Unit sales
1	2017	<i>Pachi-Slot Marvel's The Avengers</i>	-
2		<i>PACHI-SLOT ULTRASEVEN (Manufactured by KYORAKU SANGYO)</i>	-
3	2022	<i>PACHI-SLOT ULTRAMAN TARO Tyrant SPEC</i>	-

Daiichi Shokai/ D-light			
	FY	Title	Unit sales
1	2015	<i>MAJESTIC PRINCE</i>	-
2		<i>HIGURASHI NO NAKUKORONI—KIZUNA</i>	-
3		<i>Oh My Goddess!</i>	-
4	2016	<i>Pachislot GARGANTIA ON THE VERDUROUS PLANET</i>	-
5	2017	<i>Pachislot Osomatsu-kun</i>	-
6		<i>Pachislot The Ambition of Oda Nobuna</i>	-
7	2020	<i>PACHISLOT TETSUYA -Destiny and real ability-</i>	-
8	2021	<i>S Ushio &TORA -A flash of thunder spear-</i>	-
9	2022	<i>PACHISLOT BOOWY</i>	On sale

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

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

Spiky			
	FY	Title	Unit sales
1	2017	<i>PACHISLOT Super GANTZ (Developed by NANASHOW Corporation)</i>	-
2	2018	<i>PACHISLOT Tengen Toppa Gurren Lagann - KIWAME- (Developed by NANASHOW Corporation)</i>	-
3		<i>Pachislot Hananchu (Developed by NANASHOW Corporation)</i>	-
4		<i>PACHISLOT ROCKMAN Ability (Developed by Enterrise Co., Ltd.)</i>	-
5		<i>Resident Evil INTO THE PANIC (Developed by Enterrise Co., Ltd.)</i>	-
6	2020	<i>BLACK LAGOON4 (Developed by NANASHOW Corporation)</i>	-
7		<i>PACHISLOT Ring-ni-kakero1 -World champion carnival version- (Developed by Enterrise Co., Ltd.)</i>	-
8		<i>ZETTAI SHOGEKI III (Developed by NANASHOW Corporation)</i>	-
9	2021	<i>PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME</i>	-
10		<i>BLACK LAGOON ZERO bullet MAX</i>	-
11	2022	<i>PACHISLOT INUYASHA</i>	On sale

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














*The table shows the unit sales which is calculated by the end of Q1 FY2022. (the information of the amadigi-type and reuse-type machines are omitted).

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

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

Source: FIELDS

Change of pachinko *Evangelion* series

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


























*The figures have been rounded down to thousand.

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

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Source: FIELDS

Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)	FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (by period)
2014	 EVANGELION 9 Dec. 2014 (103,000 machines)	 EVANGELION 8 Extreme Battle Jul. 2014 (20,000 machines)  EVANGELION 9 Premium Amadigi Ver. Feb. 2015 (13,000 machines)  EVANGELION 9 Middle Ver. Feb. 2015	<u>131,000</u> machines	2019	 NEON GENESIS EVANGELION Rebirth of Angels Dec. 2019 (35,000 machines)	 EVANGELION 13 Premium model Sep. 2019  EVANGELION 13 EXTRA model Feb. 2020  NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL Mar. 2020	<u>51,000</u> machines
2015	 EVANGELION X Sep. 2015 (53,000 machines)	 EVANGELION 9 Type zero ver. May 2015  EVANGELION 9 Type zero 199ver. Dec. 2015  EVANGELION X PREMIUM MODEL Feb. 2016 (12,000 machines)	<u>84,000</u> machines	2020	 NEON GENESIS EVANGELION Decisive Battle -Crimson- Oct. 2020 (14,000 machines)	 NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL Feb. 2021	<u>18,000</u> machines
2016	 Time to Rise Dec. 2016 (57,000 machines)	 EVANGELION 9 180Ver. Sep. 2016  EVANGELION X SPEED IMPACT Sep. 2016 (12,000 machines)	<u>78,000</u> machines	2021	 NEON GENESIS EVANGELION -Roar for tomorrow- Dec. 2021 (50,000 machines)		<u>51,000</u> machines
2017	 EVANGELION 2018 model Oct. 2017 (36,000 machines)	 EVANGELION 11 PREMIUM MODEL Jun. 2017  EVANGELION 11 Start Impact Dec. 2017  EVANGELION 2018 model GOLD Impact Mar. 2018	<u>46,000</u> machines				
2018	 EVANGELION Super awakening/ Super berserk Mar. 2019 (27,000 machines)	 CR Drum ☆ EVANGELION PINK Aug. 2018  Mode Pachinko Drum ☆ EVANGELION GOLD Jan. 2019	<u>33,000</u> machines				









*The figures have been rounded down to thousand.

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

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Source: FIELDS

Change of 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	 Neon Genesis Evangelion Sep. 2005 (23,000 machines)		22,000 machines	2010	 MOBASLO Evangelion —for your own wish Mar. 2011 (77,000 machines)		65,000 machines
2006			—	2011	 Evangelion —the Heartbeat of Life Feb. 2012 (46,000 machines)		69,000 machines
2007	 Neon Genesis Evangelion Magokoro wo Kimini Jul. 2007 (99,000 machines)		99,000 machines	2012	 EVANGELION Feb. 2013 (57,000 machines)		56,000 machines
2008	 Neon Genesis Evangelion That time has come, they're waiting for us Sep. 2008 (90,000 machines)		90,000 machines	2013	 Evangelion —Ketsui no Toki Feb. 2014 (13,000 machines)		13,000 machines
2009	 Neon Genesis Evangelion — Die Spur der SEELE Mar. 2010 (84,000 machines)		74,000 machines	2014			—










*The figures have been rounded down to thousand.

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

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Source: FIELDS

Change of pachislot *Evangelion* series

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

*The figures have been rounded down to thousand.

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

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

Result of PS machines sales (by brand)

(As of June 30, 2022)
(Unit: Machine)

FY	2021					2022				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
[Pachinko machines]										
Bisty	2,583	11,298	41,272	13,282	68,435	956				
OK!!	34,670	4,279	1,170	14,010	54,129	675				
Daiichi Syokai/ D-light	-	-	-	-	-	-				
NANASHOW	-	-	-	-	-	-				
NewGin/EXCITE	5,004	4,141	1,069	-	10,214	-				
Others	1,690	1,534	1,837	2,079	7,140	1,115				
I) Total unit sales (pachinko)	43,947	21,252	45,348	29,371	139,918	2,746				
[Pachislot machines]										
RODEO	-	-	-	-	-	-				
Bisty	24	-	3	9,994	10,021	-				
OK!!	-	-	-	2,922	2,922	392				
NANASHOW	-	-	-	-	-	-				
Spiky	1,707	924	8,064	4,751	15,446	5,994				
Enterrise	4,468	32	10,387	28	14,915	1,768				
Daiichi Syokai/ D-light	-	5,076	139	788	6,003	-				
Others	275	213	398	1,060	1,946	478				
II) Total unit sales (pachislot)	6,474	6,245	18,991	19,543	51,253	8,632				
I) + II) Total unit sales	50,421	27,497	64,339	48,914	191,171	11,378				

*Some of the unit sales include the rental plan.

Source: FIELDS

Result of PS machines sales (by major sales title)

(Unit: Machine)

Release	Brand	Title	FY2022				
			Q1	Q2	Q3	Q4	Full-year
[Pachinko machines]							
Apr. 2022	OK!!	<i>PACHINKO KAMEN RIDER Dark rider ver.</i>	12,000	-			
Jul.	Bisty	<i>P Uchū Senkan Yamato 2202 -ONLY ONE-</i>		On Sale			
Jul.	OK!!	<i>PACHINKO GANTZ:3 LAST BATTLE</i>		On Sale			
Sep.	D-light	<i>P INUYASHA 2</i>		On Sale			
[Pachislot machines]							
Apr. 2022	OK!!	<i>PACHI-SLOT ULTRAMAN TARO Tyrant SPEC</i>	-				
Apr.	Enterrise	<i>Pachislot Gekka Miyabi</i>	-				
Jul.	Spiky	<i>PACHISLOT INUYASHA</i>		On Sale			
Sep.	D-light	<i>PACHISLOT BOØWY</i>		On Sale			

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

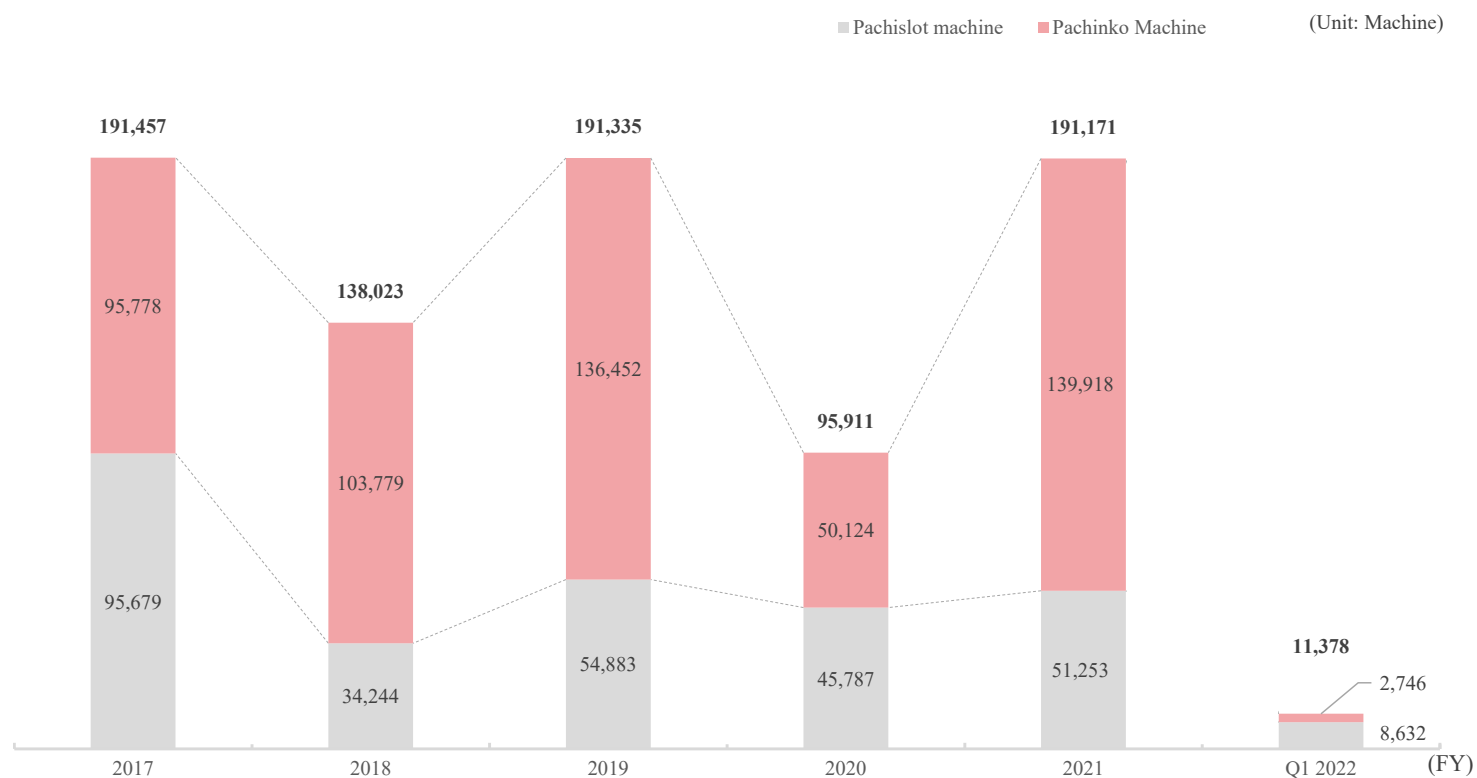
*The figures have been rounded down to thousand.

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

Source: FIELDS

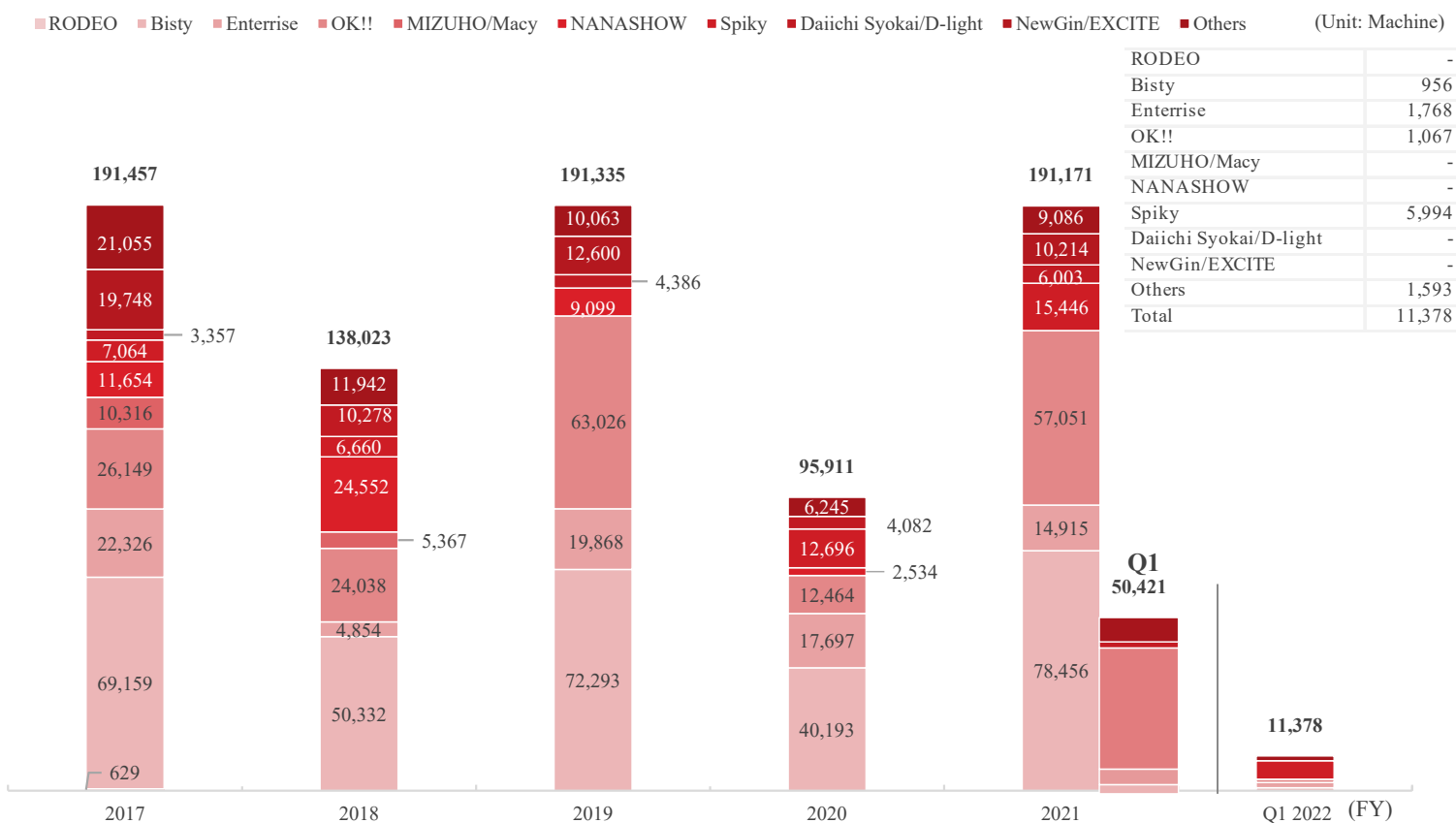
Change in unit sales of PS machines (graph)

By PS machines



Source: FIELDS

By PS brand



*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	2020					2021					2022				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Total unit sales	3,342	13,159	52,153	27,257	95,911	50,421	27,497	64,339	48,914	191,171	11,378				
Pachinko	2,858	1,213	26,586	19,467	50,124	43,947	21,252	45,348	29,371	139,918	2,746				
	85.5%	9.2%	51.0%	71.4%	52.3%	87.2%	77.3%	70.5%	60.0%	73.2%	24.1%				
Pachislot	484	11,946	25,567	7,790	45,787	6,474	6,245	18,991	19,543	51,253	8,632				
	14.5%	90.8%	49.0%	28.6%	47.7%	12.8%	22.7%	29.5%	40.0%	26.8%	75.9%				
Agency sales	2,992	1,301	16,280	17,524	38,097	8,883	21,666	44,313	17,209	92,071	2,549				
	89.5%	9.9%	31.2%	64.3%	39.7%	17.6%	78.8%	68.9%	35.2%	48.2%	22.4%				
Distribution sales	350	11,858	35,873	9,733	57,814	41,538	5,831	20,026	31,705	99,100	8,829				
	10.5%	90.1%	68.8%	35.7%	60.3%	82.4%	21.2%	31.1%	64.8%	51.8%	77.6%				
Direct sales	2,824	10,208	40,911	21,589	75,532	39,916	21,568	49,684	38,164	149,332	9,311				
	84.5%	77.6%	78.4%	79.2%	78.8%	79.2%	78.4%	77.2%	78.0%	78.1%	81.8%				
Indirect sales	518	2,951	11,242	5,668	20,379	10,505	5,929	14,655	10,750	41,839	2,067				
	15.5%	22.4%	21.6%	20.8%	21.2%	20.8%	21.6%	22.8%	22.0%	21.9%	18.2%				

*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

4. Corporate information, etc.

P.36 Corporate profile
Stock information

P.37 Main group companies

P.38 Our history

P.40 Organization

P.41 Social responsibility and activities for sustainability of FIELDS Group

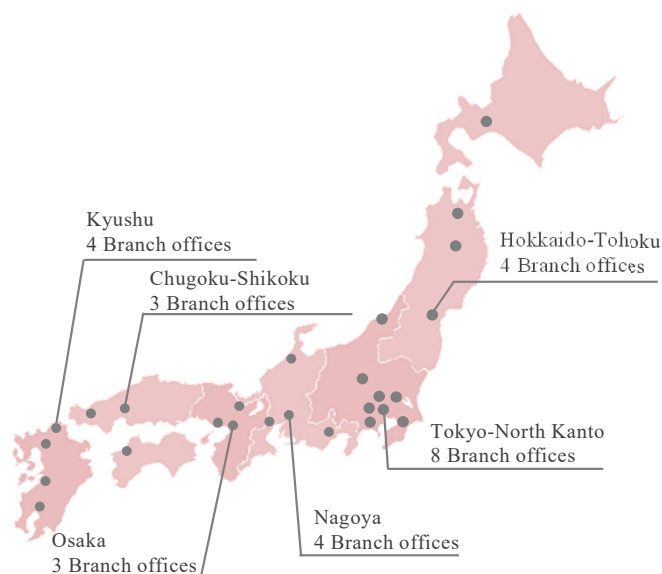
P.46 Reference: introduction of our IR website

Corporate profile

(As of June 30, 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 Code: 2767
Number of employees	1,245 (consolidated), 498 (non-consolidated)
Main business activities	Content-related businesses Planning, development and sales of PS machines
Consolidated Subsidiaries	<ul style="list-style-type: none"> •Fields Jr. Corporation •Digital Frontier Inc. •Tsuburaya Productions Co., Ltd. •BOOOM Corporation •CROSSALPHA CORPORATION and others total 16 companies
Equity method companies	<ul style="list-style-type: none"> •SOUGOU MEDIA INC. •SPO Entertainment Inc. and others total 3 companies

Regional offices, Branch offices and Showrooms	<Regional offices: 6 > Hokkaido-Tohoku, Tokyo-North Kanto, Nagoya, Osaka, Chugoku-Shikoku, Kyushu
	<Branch offices: 26 > Sapporo, Sendai, Aomori, Morioka, 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> Akita, Koriyama, Utsunomiya, Nagano, Ueno, Takamatsu, Okayama, Oita, Miyazaki

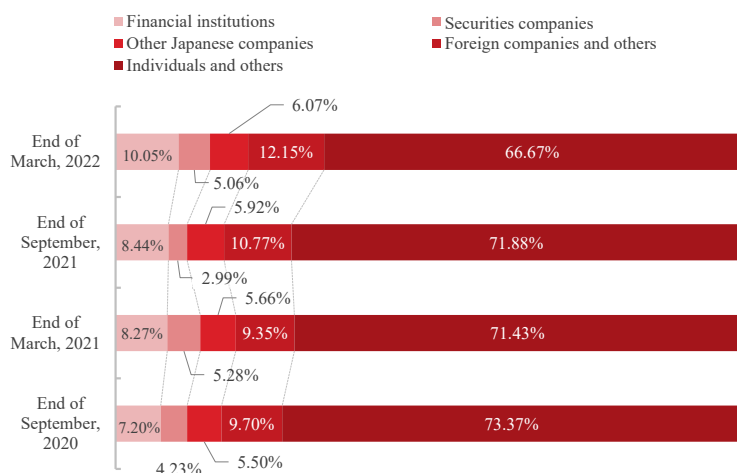


Stock information

Stock Information

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

(As of March 31, 2022)

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%

Main group companies

(As of June 30, 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
○ CROSSALPHA CORPORATION	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

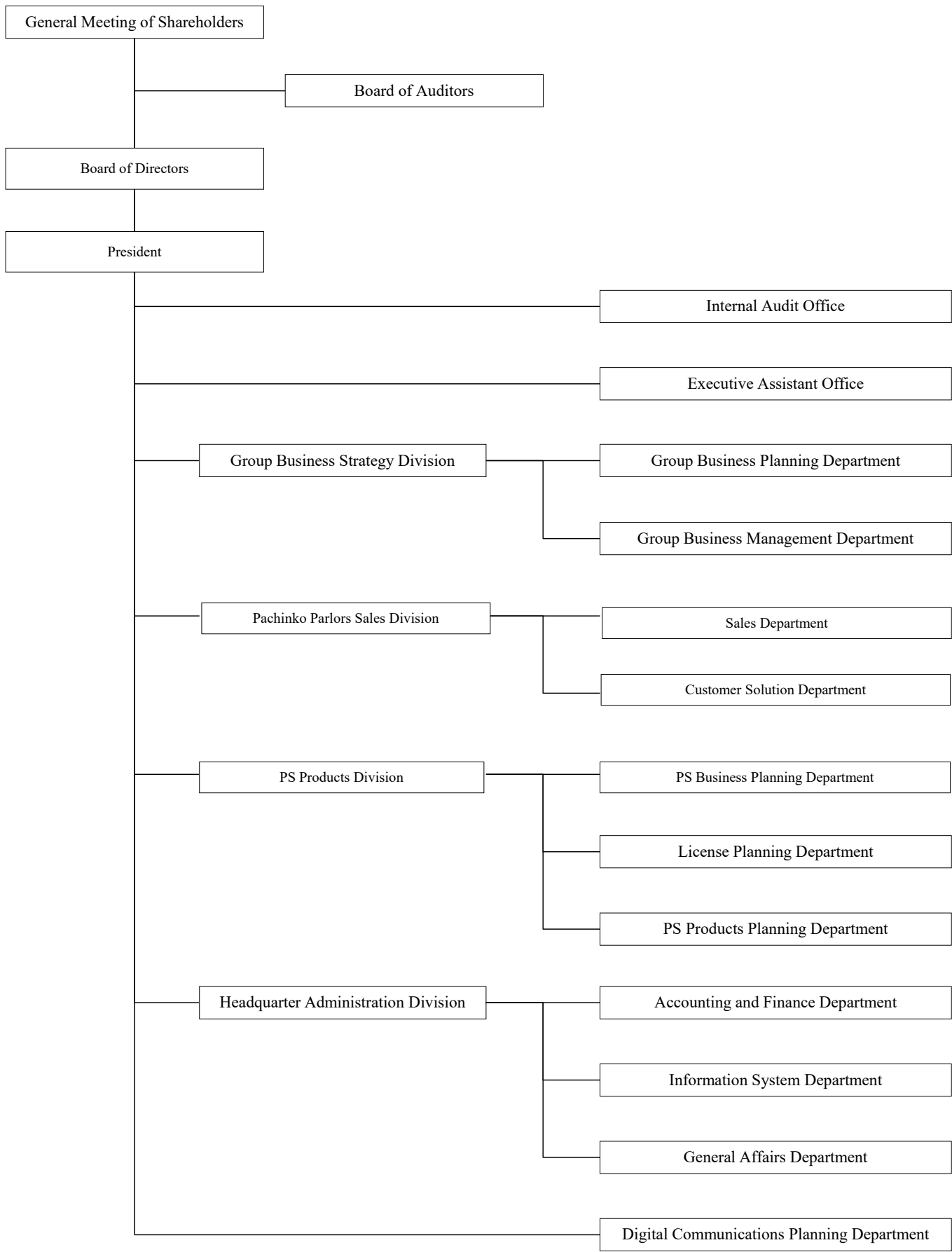
©khara ©khara /Project Eva. ©Bisty

2008	<p>The visual field entered to acquire and cultivate IP</p> <ul style="list-style-type: none"> 2007 Operations at Lucent Pictures Entertainment, Inc. began; Feature-length animation film trilogy <i>BERSERK</i> 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 <i>BERSERK</i> broadcasted on Animeism of MBS and other, wowow Full-3DCG animation movie <i>GANTZ:O</i> released 2017 TV anime <i>BERSERK</i> broadcasted (second series) on Animeism of MBS and other, wowow TV anime <i>Altair: A Record of Battles</i> broadcasted on Animeism of MBS and other, wowow TV anime <i>Infini-T Force</i> broadcasted on NTV network 2018 TV anime <i>DARLING in the FRANXX</i> broadcasting on TOKYO MX and other TV anime <i>BEATLESS</i> broadcasting on Animeism of MBS and other Showing <i>Infini-T Force THE MOVIE</i> started TV anime <i>SWORDGAI The Animation</i> distributing simultaneously worldwide on Netflix <p>The comic field entered to create IP</p> <ul style="list-style-type: none"> 2010 Publishing company HERO'S INC. jointly established with Shogakukan Creative INC. 2011 Publishing of <i>HERO'S Monthly</i> magazine began 2012 Published <i>HERO'S Comics</i> 2017 TV anime <i>ATOM THE BEGINNING</i> broadcasted on NHK Acquired shares in No9 Inc., which operates a electronic comic platform business 2018 TV anime <i>KILLING BITES</i> broadcasted on Animeism of MBS and other <p>Toward holding/cultivating IP</p> <ul style="list-style-type: none"> 2010 Tsuburaya Productions Co., Ltd., owner of the <i>Ultraman</i> series and other high-quality IP, made a subsidiary <p>Group systems set up and network with external partners strengthened to raise IP value</p>
2013	<ul style="list-style-type: none"> 2012 Collaborated with SOTSU CO., LTD. and Toho Co., Ltd. to begin cross-media development of <i>MAJESTIC PRINCE</i> 2013 TV anime <i>MAJESTIC PRINCE</i> broadcasted 2014 <i>APPLESEED ALPHA</i> 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 <i>SWORDGAI</i>, which runs in the <i>HERO'S Monthly</i> 2015 Developed a new conceptual licensed brand <i>A MAN of ULTRA</i> with the companies of the various fields 2016 <i>ACTIVERAID: Special Public Security Fifth Division Third Mobile Assault Eighth Unit</i> broadcasted on TV <i>APPLESEED ALPHA</i> received first prize by category at the VFX-JAPAN Awards 2016 <i>A MAN of ULTRA</i> received the grand prize for Character & Brand of the Year 2016 at the Japan Brand and Licensing Awards Anime <i>MAJESTIC PRINCE THE MOVIE</i> released 2017 Live-action film <i>HURRICANE POLIMAR</i> released
2015	<p>Market changed to first section of the Tokyo Stock Exchange</p>
2016	<p>Accelerating overseas development of IP</p> <ul style="list-style-type: none"> 2015 <i>Ultraman</i> live shows held in China, Hong Kong, Thailand, Malaysia, etc. 2016 Expanded e-book distribution of <i>HERO'S</i> titles in collaboration with China Mobile and kidstone. Promoted distribution of visual products in collaboration with U.S. Crunchyroll and other SVOD operators
2017	<p>Announcement of medium-term management plan</p>
2018	<p>Reorganization of FIELDS CORPORATION Group for growth to next stage</p> <ul style="list-style-type: none"> 2018 [PS distribution unit] <i>Fields AD Network</i> 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 <i>Pachinko Pachislot Information Station</i> started by PachinkoPachislot Information Station, Inc., jointly established by Amusement Press Japan, adcircle and FIELDS CORPORATION [Video production unit] TV anime <i>The Magnificent KOTOBUKI</i>, invested by Digital Frontier Inc. broadcasted on TOKYO MX and other [IP&MD unit] Anime <i>ULTRAMAN</i>, invested by FIELDS CORPORATION and Tsuburaya Productions Co., Ltd., distributed simultaneously worldwide on Netflix 2020 [IP&MD unit] Collaborative work with Marvel Entertainment, LLC <i>THE RISE OF ULTRAMAN</i> to be released [PS distribution unit] Advertising distribution platform <i>Optimize</i> 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 <i>TSUBURAYA IMAGINATION</i>, 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 <i>Ultraman</i>, jointly produced with Netflix 2022 [IP&MD unit] Movie <i>SHIN ULTRAMAN</i>, 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 <i>Net Pachinko.com</i> started by PachinkoPachislot Information Station, Inc.
2022	<p>Listed market changed to Tokyo Stock Exchange's Prime Market</p> <p>Announced medium-term management plan (FY2022 - FY2024)</p> <p>The Company will change its name to TSUBURAYA FIELDS HOLDINGS INC. and will shift to a holding company structure (scheduled for October 3, 2022)</p>

Source: FIELDS

Organization

(As of June 30, 2022)



Source: FIELDS

1. Basic policy

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

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

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

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

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



2. Main activities

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



(1) Activities for environment

Power reduction with energy conservation measures
<ul style="list-style-type: none"> 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)
<ul style="list-style-type: none"> Promotion of the procurement of products with environmental labels/marks
Environmental awareness and introduction of hybrid cars
<ul style="list-style-type: none"> Number of vehicles introduced: 222 (82.8% 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



Social responsibility and activities for sustainability of FIELDS Group

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

TOPICS : Enlightenment activities of SDGs by Tsuburaya Productions and collaborating companies

KAIJU STEP SDGs Daisakusen - a project for introducing “Sustainable Development Goals (SDGs)” to children

Tsuburaya Productions Co., Ltd. has collaborated with TOKYO SHOSEKI CO., LTD. and KIDS PROJECT Inc. to implement initiatives to introduce SDGs to children through the characters of the *KAIJU STEP Wandabada*, an anime series for infants.

Short animations that can be enjoyed learning about the “background of problems” and “things we can do for ourselves” of SDGs 17 goals are published on YouTube and other media. In addition, we promote exhibitions and events where SDGs can be learned through hands-on experience, on-site classes at elementary schools, and collaborations with a variety of companies working on SDGs.

In March of this year, *KAIJU STEP* limited time package was launched on the baked chikuwa and kamaboko of the *Cod 100% MSC* series released by Kanetetsu Delica Foods, Inc.

This Merchandise uses 100% of Alaska Walleye Pollack from the MSC Certification, which is a proof of natural fishery products taken in fisheries that are not too fish and take into account the environment and ecosystems of the sea.

In recent years, the decline in fishery resources has become increasingly serious due to the rise in global catches. In this situation, choosing MSC-certified escalating merchandise will help support sustainable fisheries and protect the wealth of the ocean.

As a special movie, “Protect the richness of the ocean!” is also released in the special edition of *KAIJU STEP SDGs Daisakusen*.

Video URLs: https://youtu.be/GPt4tp_S9WE



Tsuburaya Productions and other collaborating companies hope to support the “beginning” of children by creating content that will enable children to enjoy and understand “SDGs.”

Related SDGs



©Tsuburaya Productions Source: FIELDS

Social responsibility and activities for sustainability of FIELDS Group

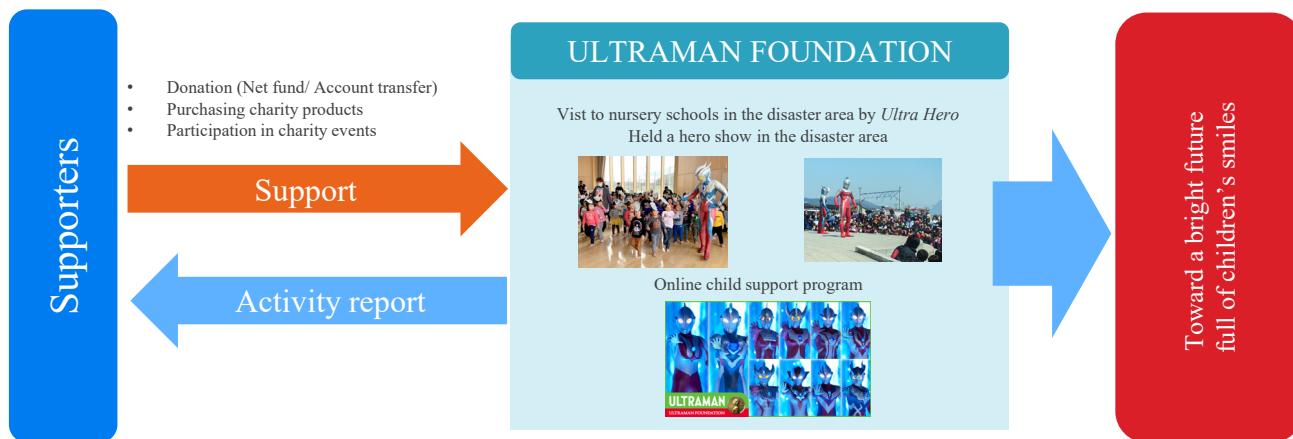
ULTRAMAN FOUNDATION

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



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.



TOPICS

The special event *Super GUTS Special night to commemorate the 25th anniversary of Ultrama Dyna* was held on Tuesday, August 2 at *ULTRA HEROES EXPO EXPO2022 Summer Festival IN Ikebukuro Sunshine City*. ¥100 of each ticket sold for this event was donated to ULTRAMAN FOUNDATION.

Donations will be used with great care for the support of children.

We also plan to deliver “Ultra hero show” live to children fighting intractable diseases this fall, and hold an event where children and Ultraman exchange power at *Ultra Charge*.

For information on ULTRAMAN FOUNDATION’s activities, please visit the 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>Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesenuma, Higashimatsushima, Onagawa/ Fukushima prefecture: Sukagawa, Koriyama, Iwaki, Fukushima/ Iwate prefecture: Miyako, Otsuchi/ Chiba prefecture: Asahi)</p> <p>Gifts of donations and other 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>Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Ishinomaki, Onagawa/ Fukushima prefecture: Koriyama, Sukagawa)</p>
2013	<p><i>Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku</i> Visited 79 nurseries and kindergartens from March 2013 to March 2014, and contacted with over 7,200 children</p> <p>Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako)</p> <p>Gifts of donations and other 25 million yen and a microbus each donated to Iwate, Miyagi and Fukushima prefectures</p>
2014	<p><i>The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014</i> Held in collaboration with Antonio Inoki, the Ultraman Foundation held Ultra Hero Shows at eight venues in the Tohoku region</p> <p>Visits to provide support to regions affected by the Great East Japan Earthquake Supported the Fukushima Pref. Police -Kids Police School event organized by the Fukushima prefectural police</p>
2015	<p>Expanding scope of activities for children needing support throughout Japan, including regions affected by the earthquake 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><i>Tohoku Caravan 2015</i> 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>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster (Ibaraki prefecture: Joso)</p>
2016	<p>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster (Ibaraki prefecture: Joso)</p> <p>Visits to provide support to regions affected by 2016 Kumamoto Earthquake (Kumamoto prefecture: Kumamoto, Aso, otsu)</p> <p>Visits to provide support to regions affected by Central Tottori Earthquake (Tottori prefecture: Kurayoshi)</p> <p>Visits to orphanages and hospitals (Tokyo: a children's ward of Tokyo Women's Medical University Hospital)</p> <p>Implement of the fund-raising (Tokyo: Charity auction in the <i>Ultraman Festival 2016</i>)</p>
2017	<p><i>ULTRA DREAM PROJECT</i> Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan</p> <p>Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu (Fukuoka prefecture: Asakura, Toho)</p> <p>Visits to hospitals and childcare facilities (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Itoi kindergarten, Katsurao kindergarten)</p>
2018	<p>Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)</p>
2019	<p>Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburi Earthquake (Hokkaido: Atsuma, Abira, Mukawa)</p> <p>Visits to hospitals (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)</p> <p>Implement of the fund-raising (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i>)</p>
2020	<p>Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis) (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)</p> <p>Support related to coronavirus disease (COVID-19) Free-video contents distribution for children to support staying at home/ Messages from <i>Ultraman</i> Performers and other</p>
2021	<p><i>Program for supporting staying at home as 10th years remembrance of the Foundation's establishment: A Special Spring Campaign "Ultra Selection 10"</i> 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>Implement of the fund-raising (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>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 (Saga prefecture: Takeo and Omachi/ Fukuoka prefecture: Omuta)</p>
2022	<p>Implement of the fund-raising (Tokyo: On the event <i>Super GUTS Special night to commemorate the 25th anniversary of Ultrama Dyna</i> at the <i>ULTRA HEROES EXPO EXPO2022 Summer Festival IN Ikebukuro Sunshine City</i>, a portion of the event's revenue (¥100 per ticket) was donated to the Foundation.)</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/>

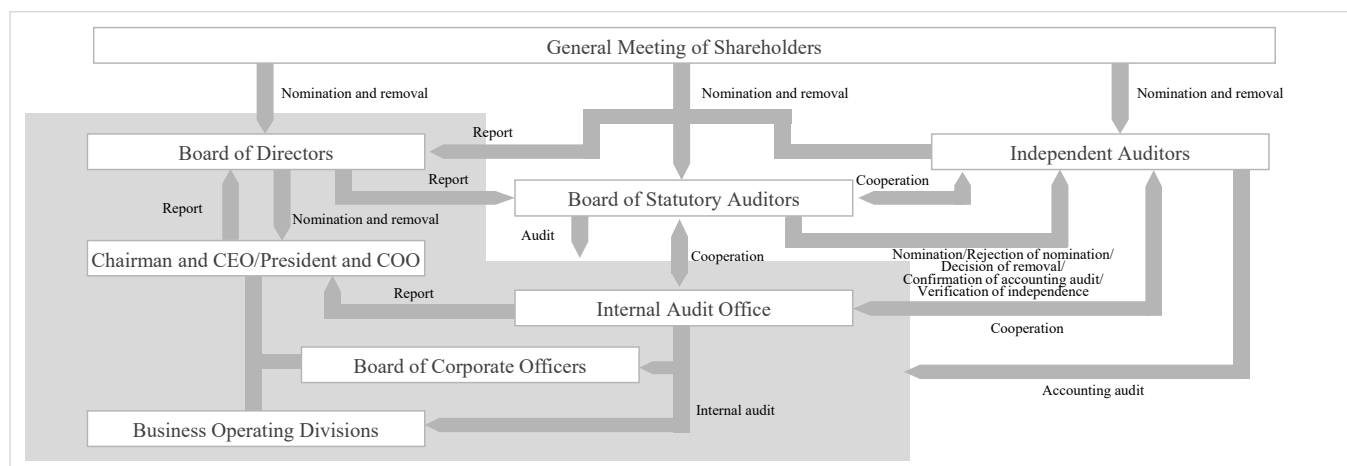


(1) Basic policy

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	2013	2014	2015	2016	2017	2018 *1	2019	2020	2021	2022 E
Net income attributable to owners of parent	5,370	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	2,471	3,000
Total dividend	1,659	1,991	1,659	1,659	995	331	331	323	646	-
Payout ratio (%)	30.9	66.0	1,398.1	-	-	-	67.6	-	26.2	-
As of HI										
Total number of outstanding common shares	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	-
(excluding treasury shares)	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	32,331,700	-
As of Full-Year										
Total number of outstanding common shares	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	-
(excluding treasury shares)	33,183,800	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	32,331,700	-
Dividend per share (yen)										
Commemorative	-	10	-	-	-	-	-	-	-	-
Interim	25	25	25	25	25	-	-	-	-	-
Year-end	25	25	25	25	5	10	10	10	20	20
Annual	50	60	50	50	30	10	10	10	20	20

*1 The figures of FY2018 are partly revised.

Related SDGs



Source: FIELDS

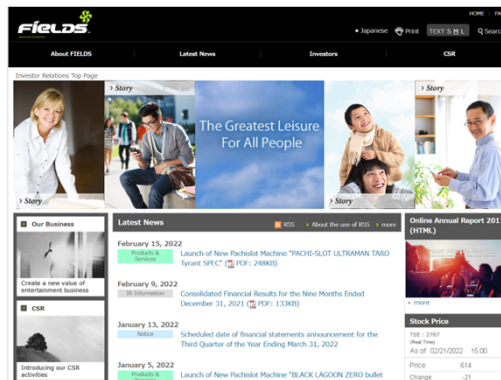
Reference: introduction of our IR website

IR Pages

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

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

IR site



<p>[Nikko IR]</p> <p>General ranking <i>Excellent Corporate Website award</i></p>  <p>2021 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>
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Q1 FY2022

Fact Book²

Market Data etc.

TSUBURAYA FIELDS HOLDINGS INC.^{*1}
(FIELDS CORPORATION)

TSE, Prime Market: 2767

August 5, 2022

^{*1} FIELDS CORPORATION will change its name to TSUBURAYA FIELDS HOLDINGS INC. effective from October 3, 2022.

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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.

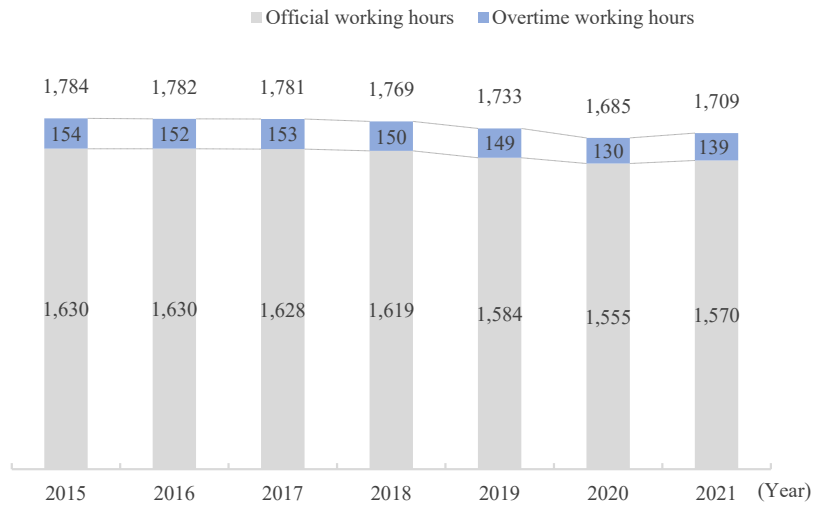
1. Consumer Trends Data

- P.4
 - 1. Change in working hours
 - 2. Trends in household consumption

1. Change in working hours

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

(Unit: Hour)



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.

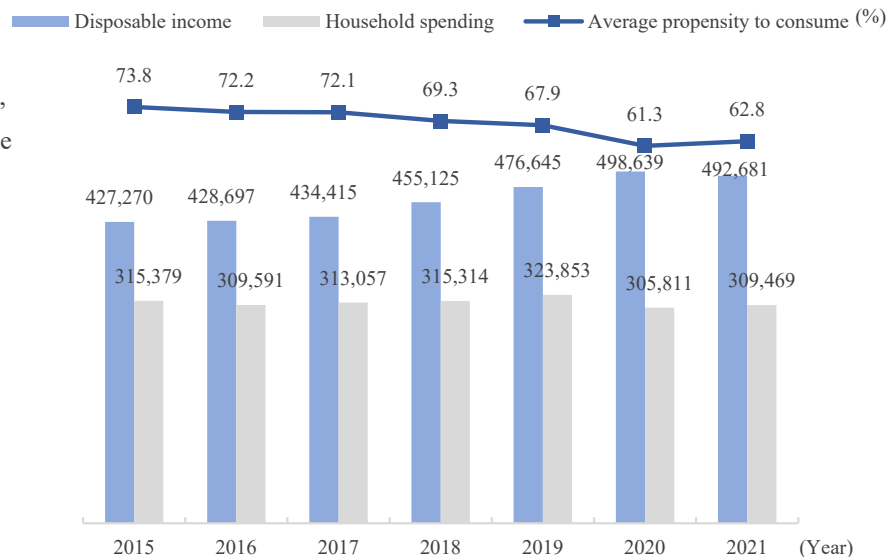
*The Ministry of Health, Labour and Welfare announced the survey had not been carried out accurately from 2004 to 2017.

The figure from 2015 to 2017 shows the recounted data.

2. Trends in household consumption

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

(Unit: Yen)



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).

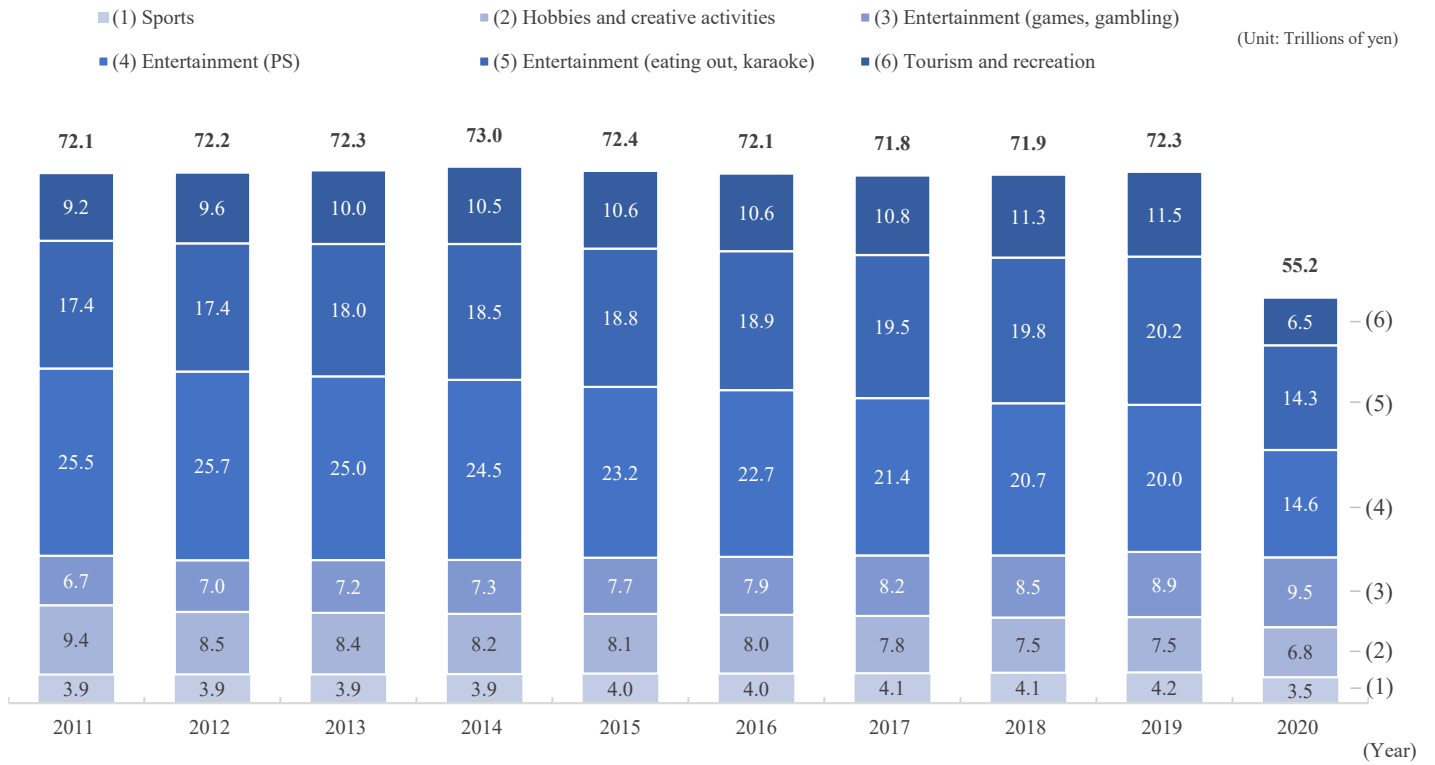
Average propensity to consume (the household spending ratio to the disposable income) was 62.8% (up 1.5 points YoY).

2. Entertainment Market Data

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 - 5. Trends in content market ^[updated]
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- P.12
 - 15. [Healthcare/ Sports] Market scale of health industry
 - 16. [Healthcare/ Sports] Change in number of player in health industry

3. Trends in leisure market

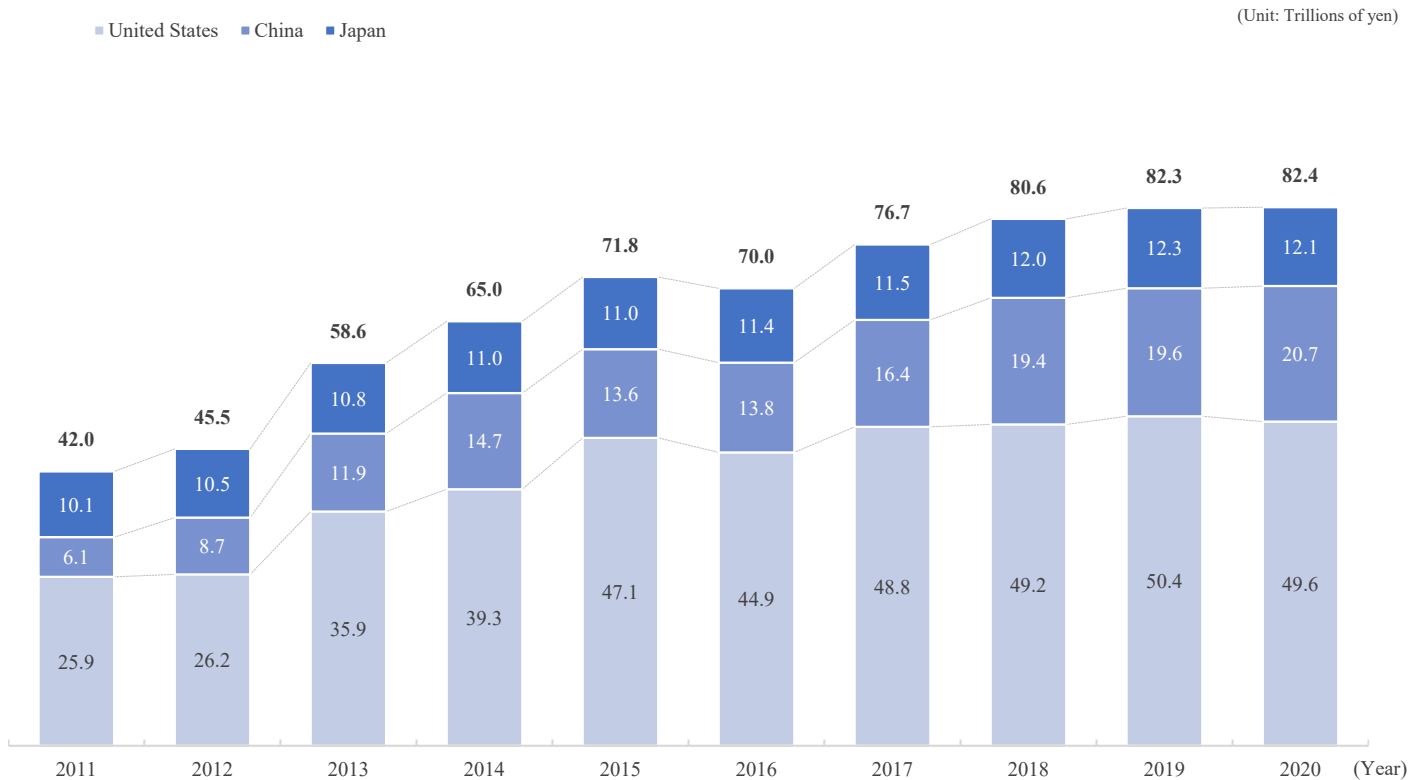
The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every September



4. Trends in content market of three main countries

new

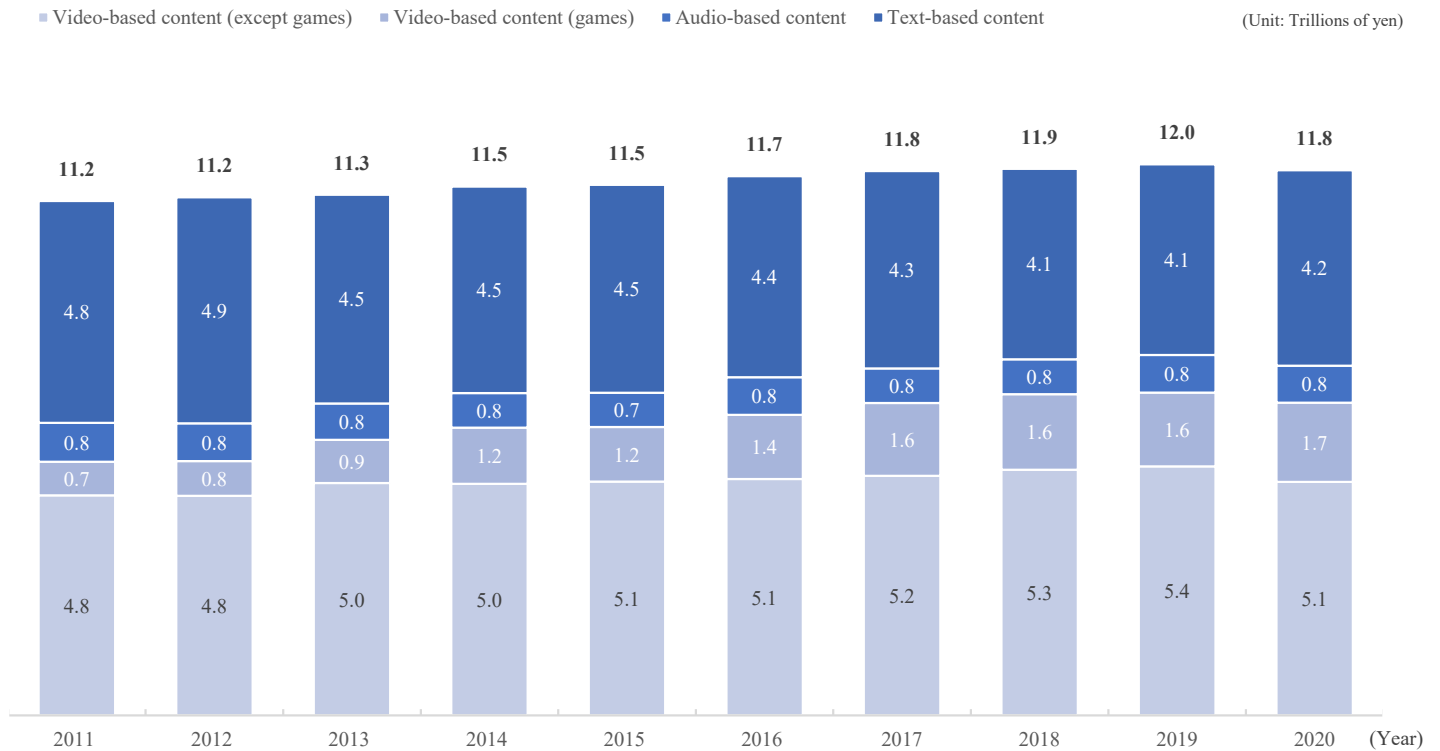
The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.15 (flash report) 2022* by HUMANMEDIA INC., updated every February



5. Trends in content market

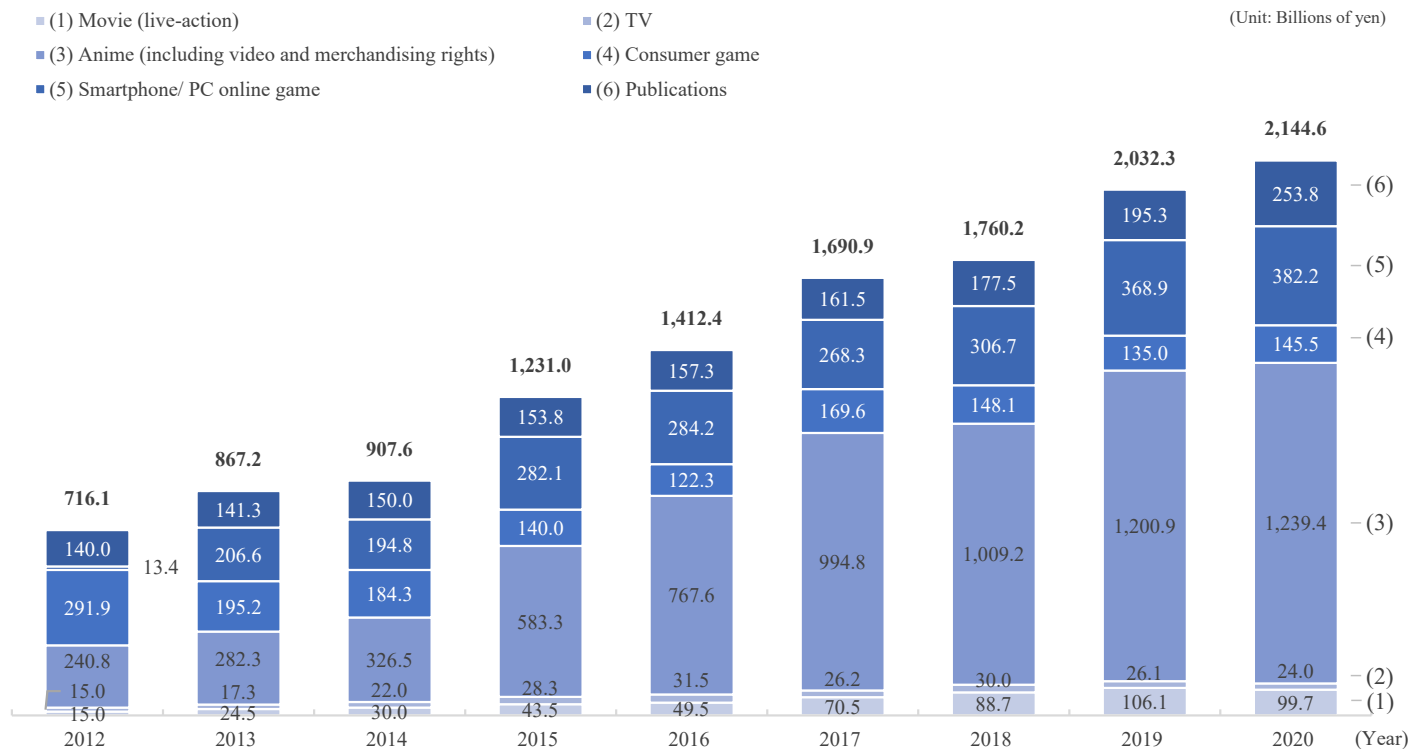
updated

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



6. Change in scale of domestic content in overseas market

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

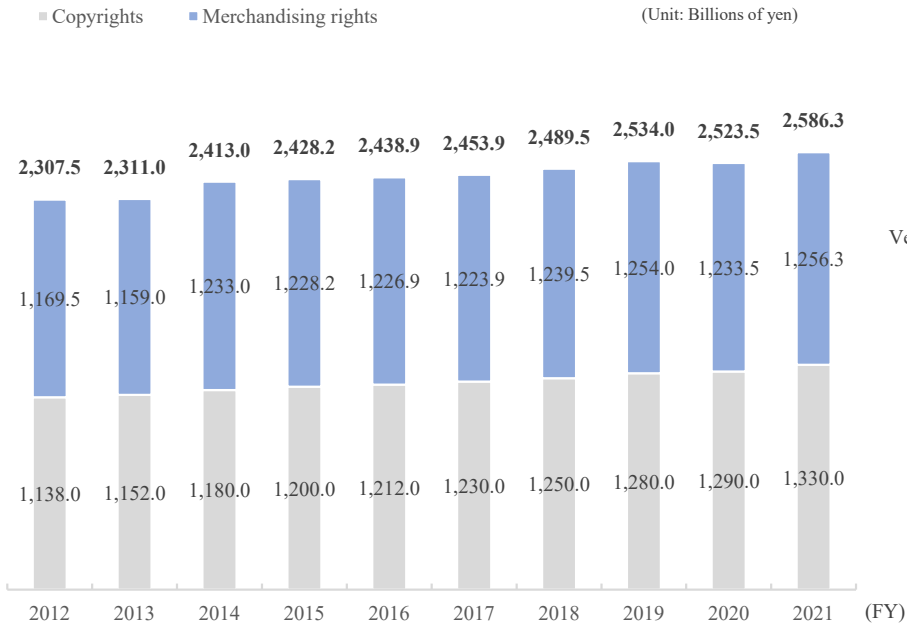


7. Trends in character business market

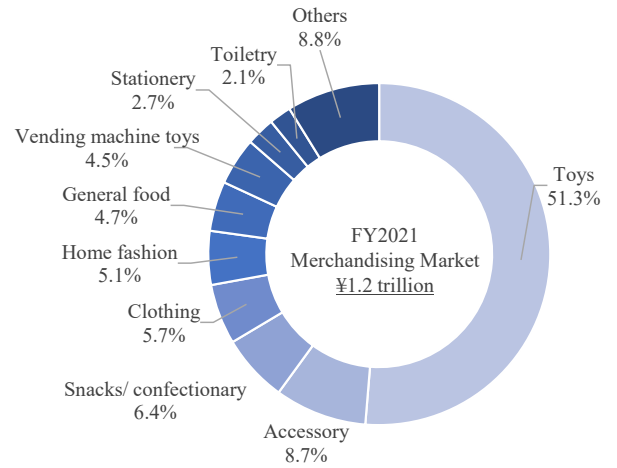
updated

The data is based on the *Character Business in Japan: Key Research Findings 2022* by Yano Research Institute, Ltd., updated every July

Transition of character business market size



FY2021 Character business merchandising market: composition ratio by segment



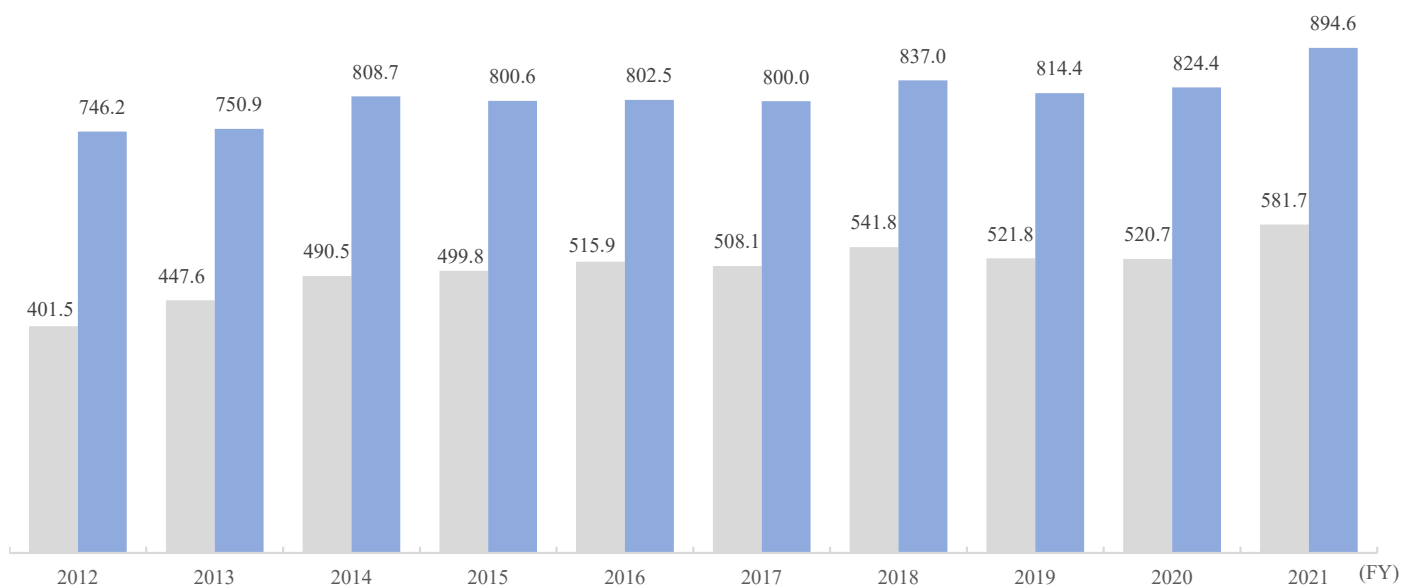
8. [Merchandising] Trends in toy market

updated

The data is based on the *Japanese toy market scale data in FY2021* by The Japan Toy Association, updated every June

(Unit: Billions of yen)

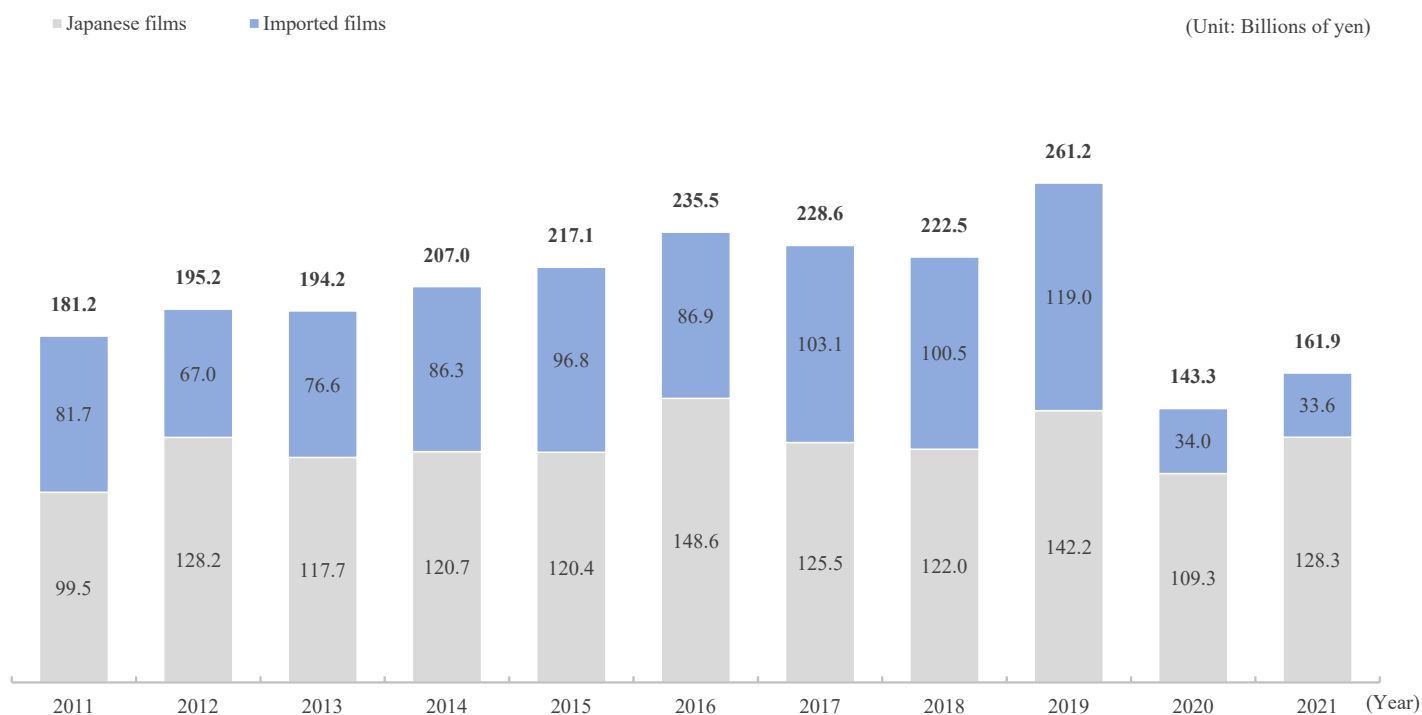
10 main fields General toys



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

9. [Video] Market scale of animation industry

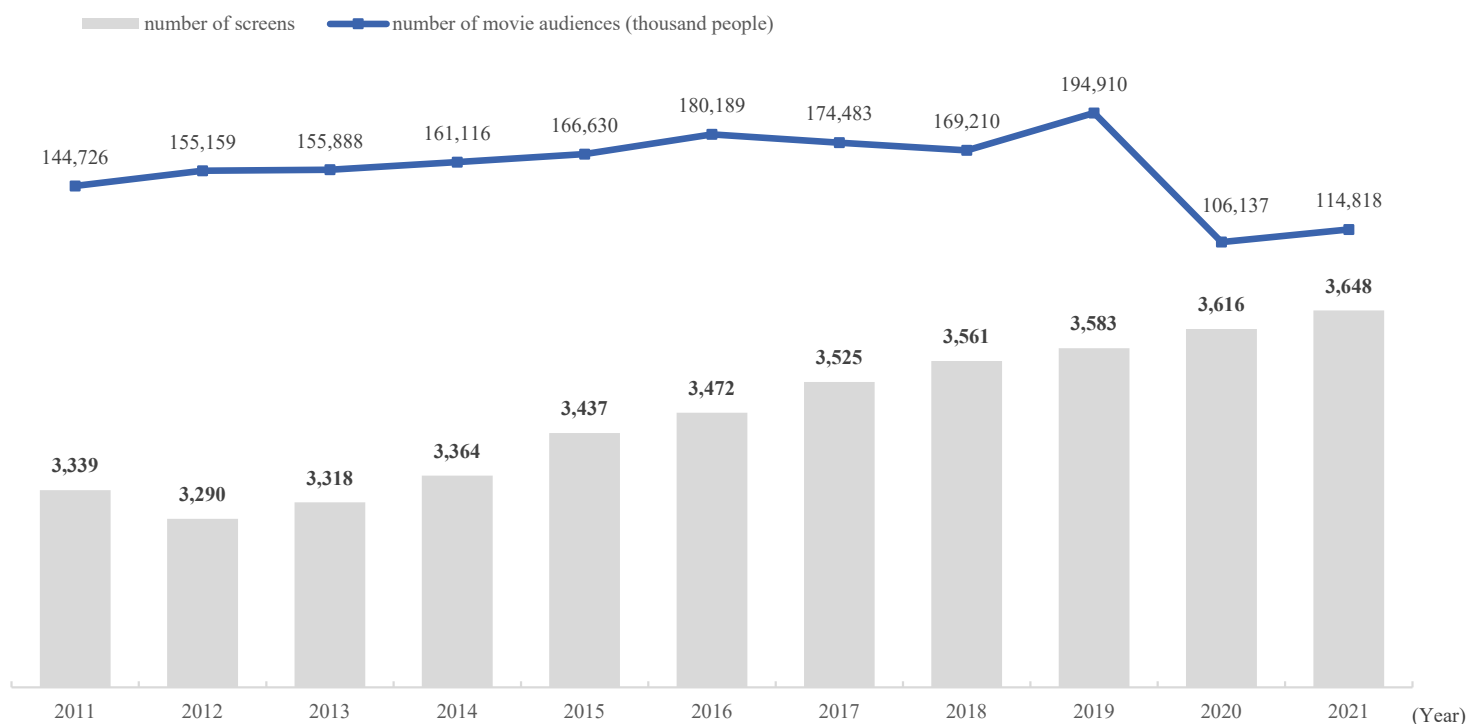
The data is based on the *STATISTICS OF FILM INDUSTRY IN JAPAN* by Motion Picture Producers Association of Japan, Inc., updated every January



10. Change in number of screen and attendance of domestic movies

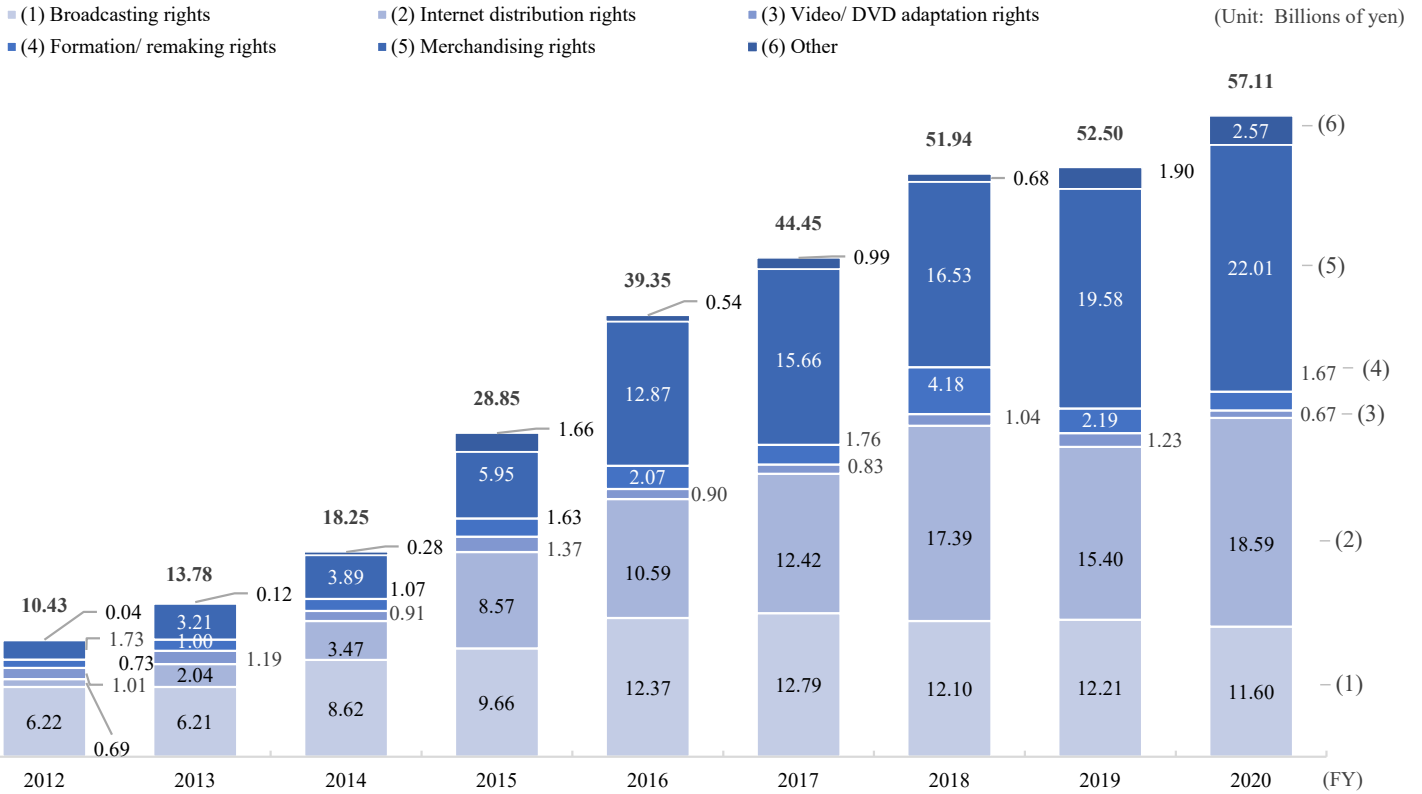
new

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



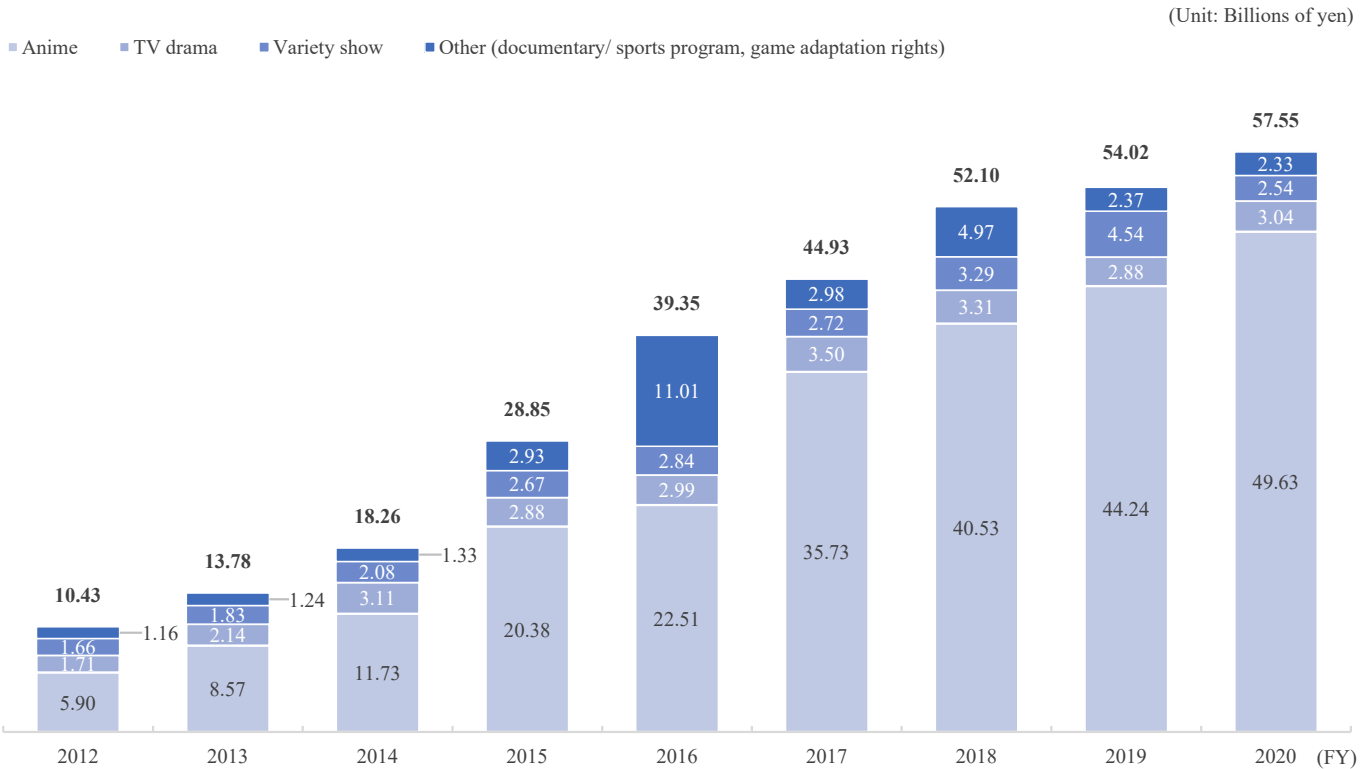
11. [Video] Change in amount of export of broadcast content

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



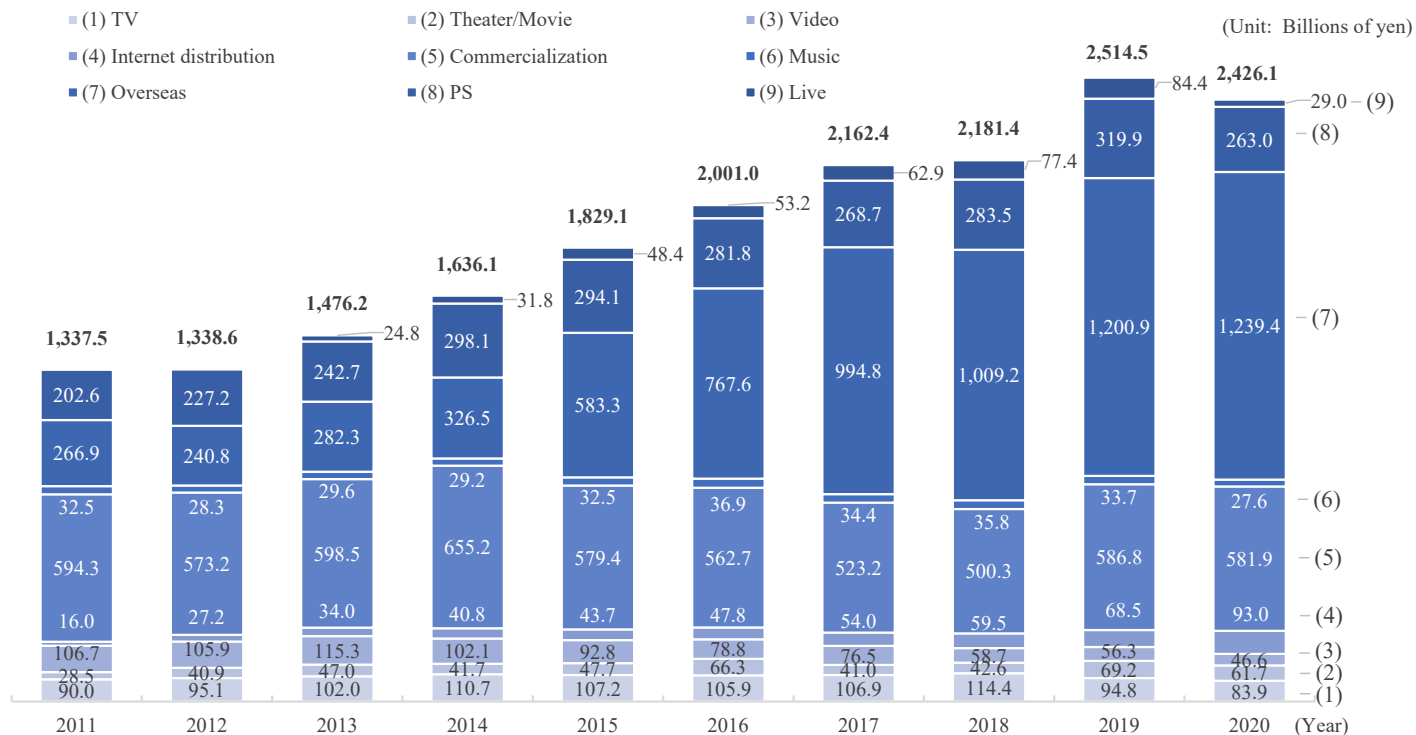
12. [Video] Amount of export of broadcast content (by genre)

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



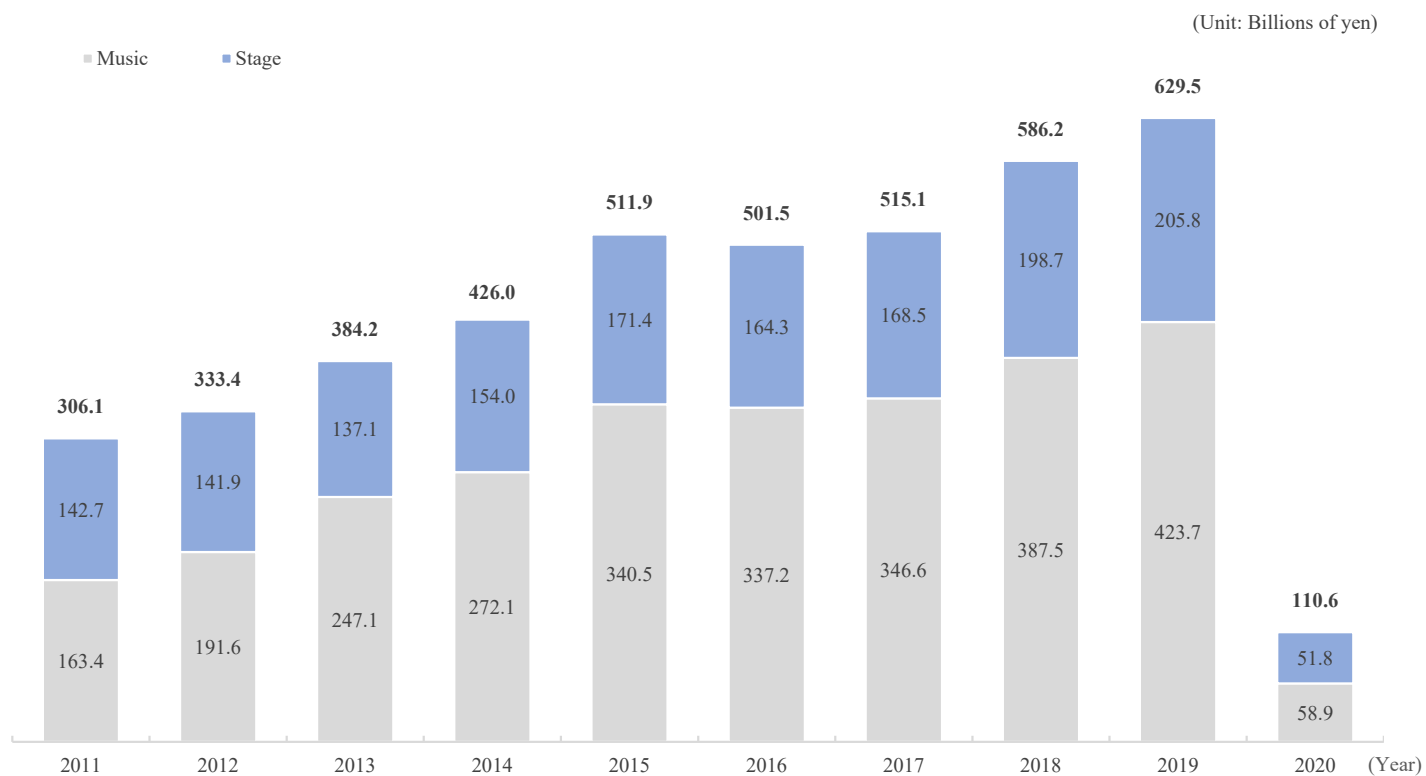
13. [Video] Market scale of animation industry

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)



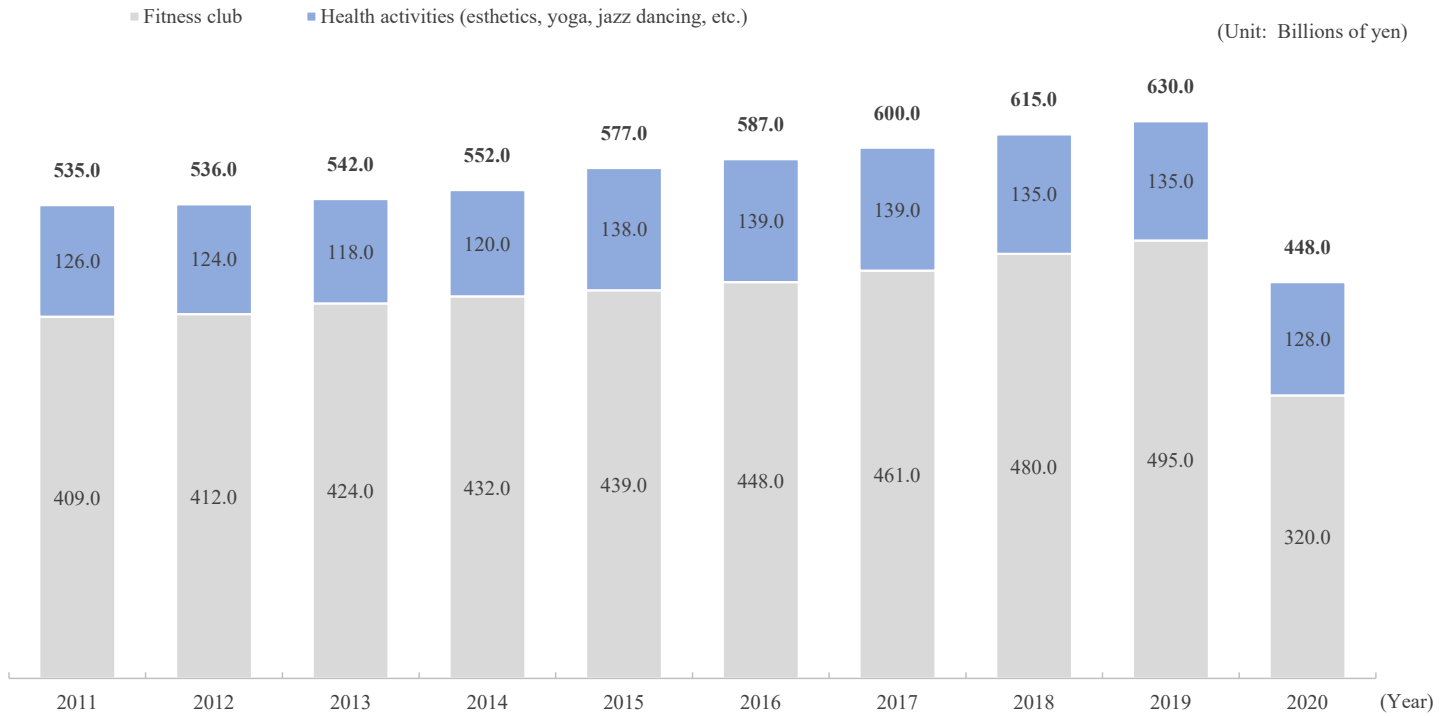
14. [Live entertainment] Market scale of domestic live entertainment

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



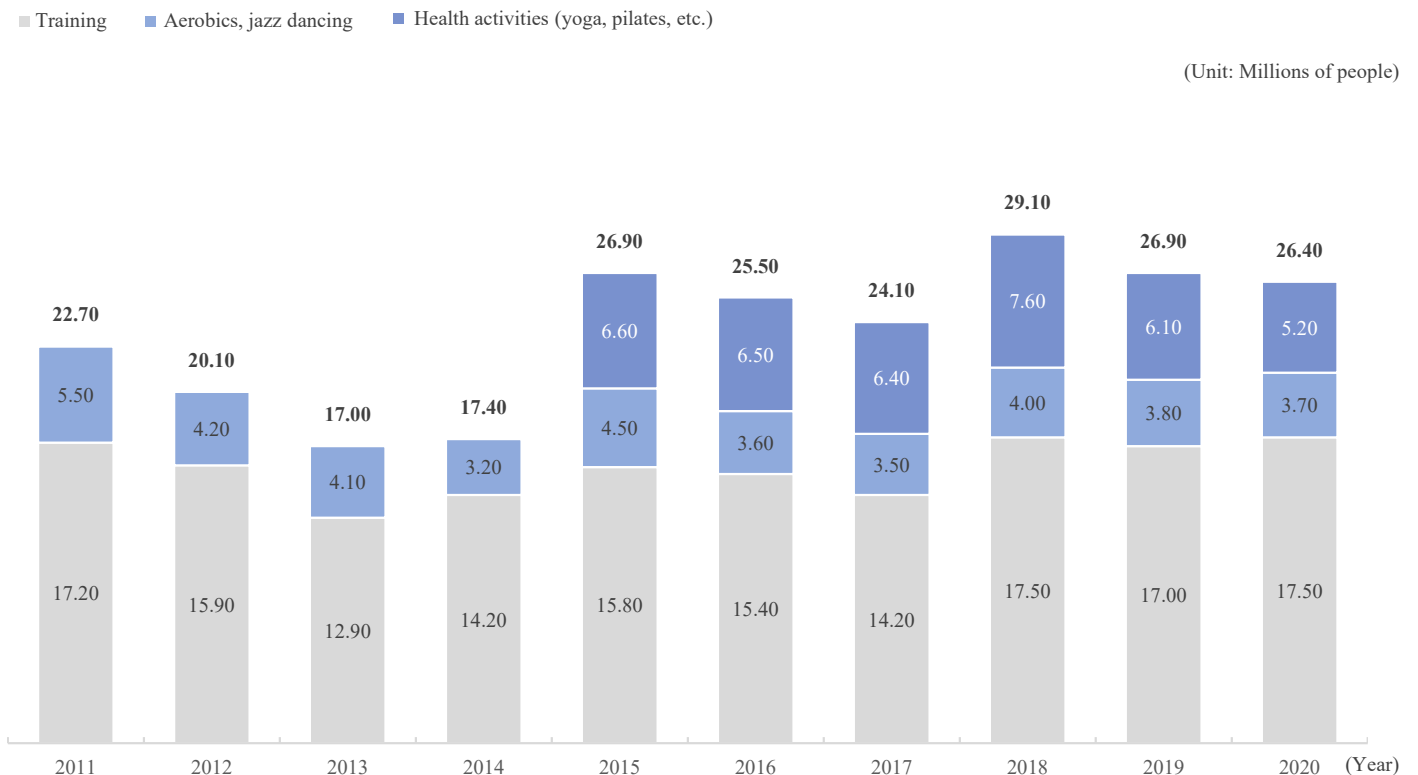
15. [Healthcare/ Sports] Market scale of health industry

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



16. [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



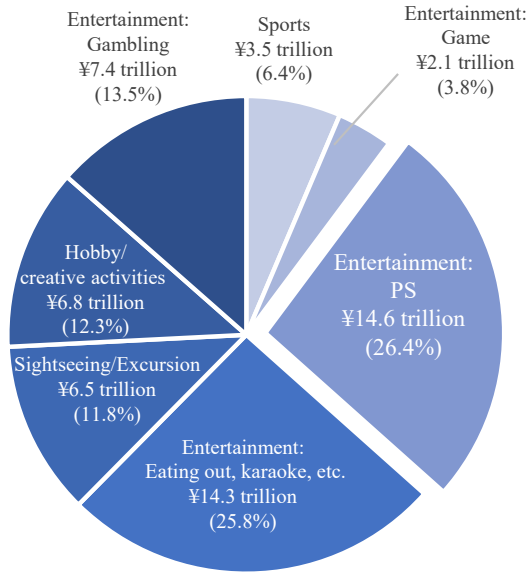
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- P.26 39. [Reference] Change in self-imposed restrictions of pachislot regulation 6.0 machines [new]
40. [Reference] Overview of smart pachislot [new]
- P.27 41. Change in PS industry

17. PS market scale

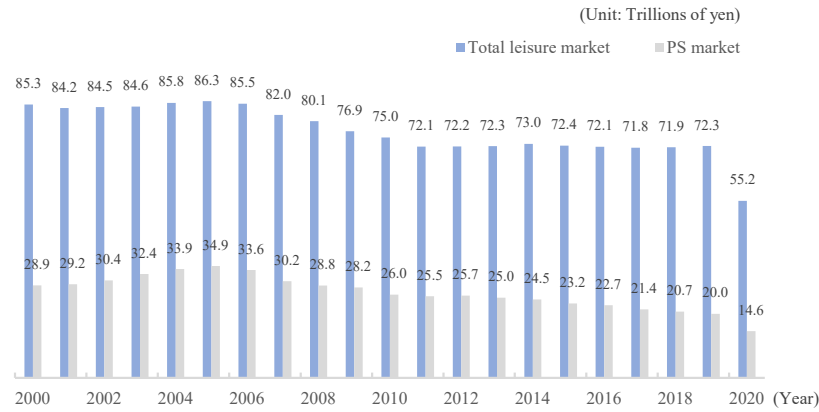
PS market scale

2020 Japanese Leisure Market ¥55.2 trillion

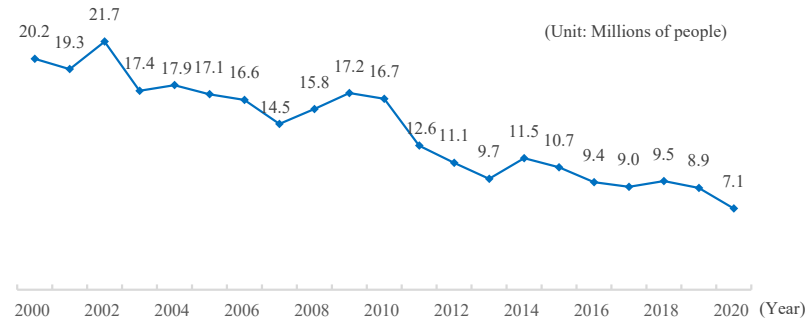


PS is one of the leading forms of leisure in Japan, about 7.1 million people playing in 9,035 pachinko halls.

Change in PS market scale



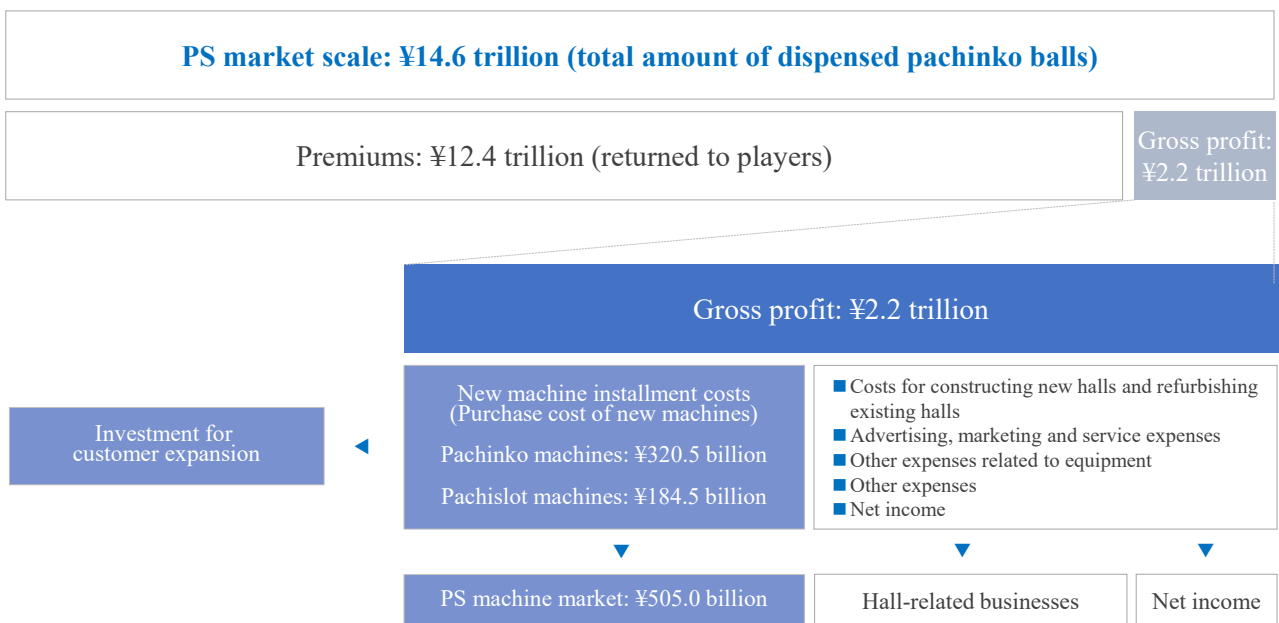
Change in number of PS players



*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

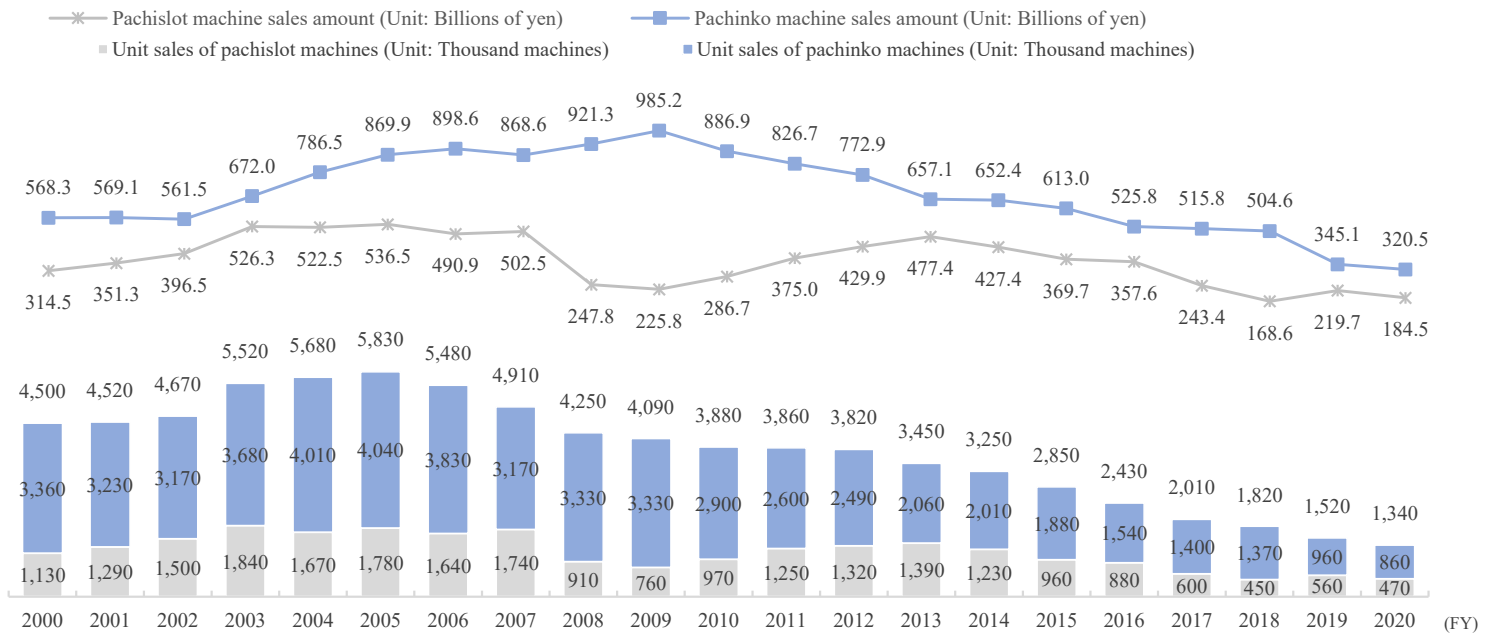
Income structure of pachinko halls



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.

18. 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

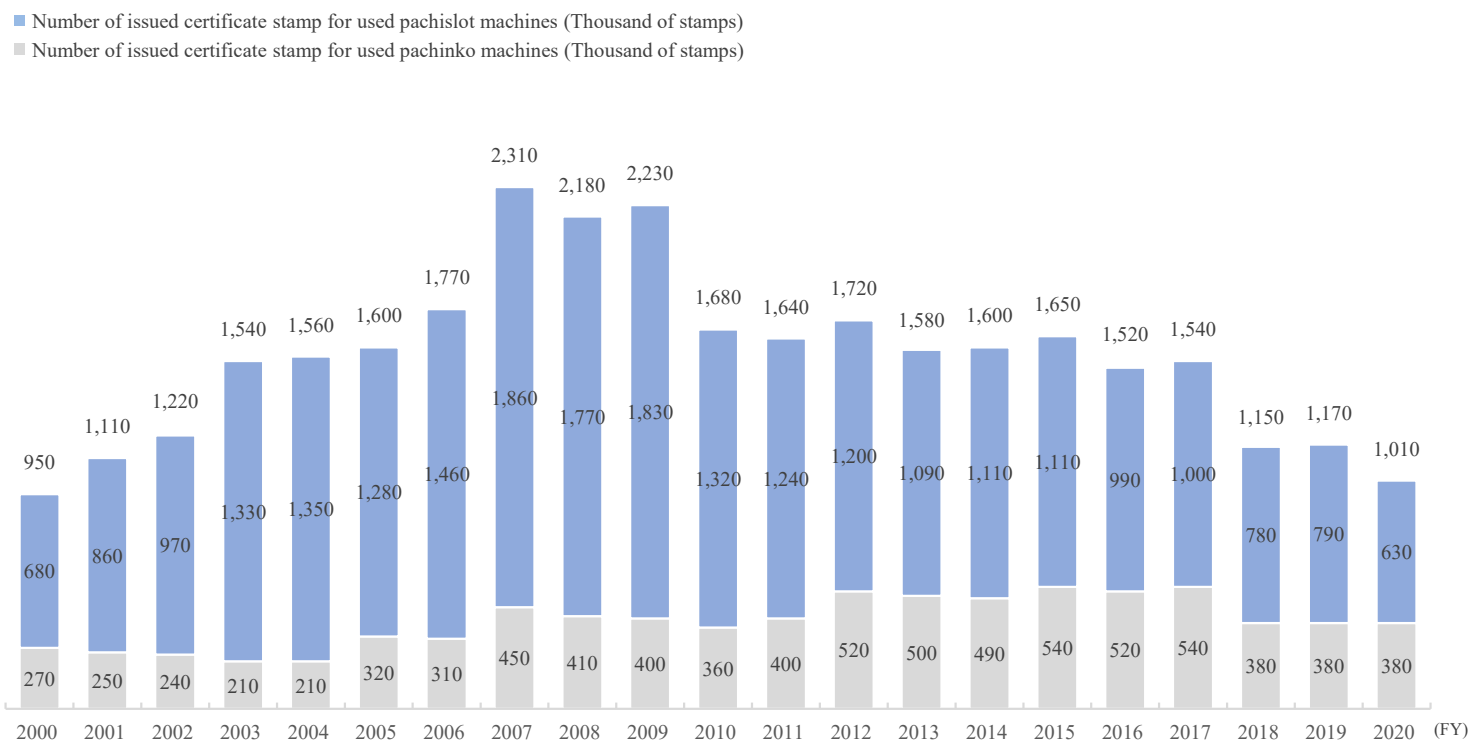


Market scale of PS machines (Unit: Billions of yen)

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

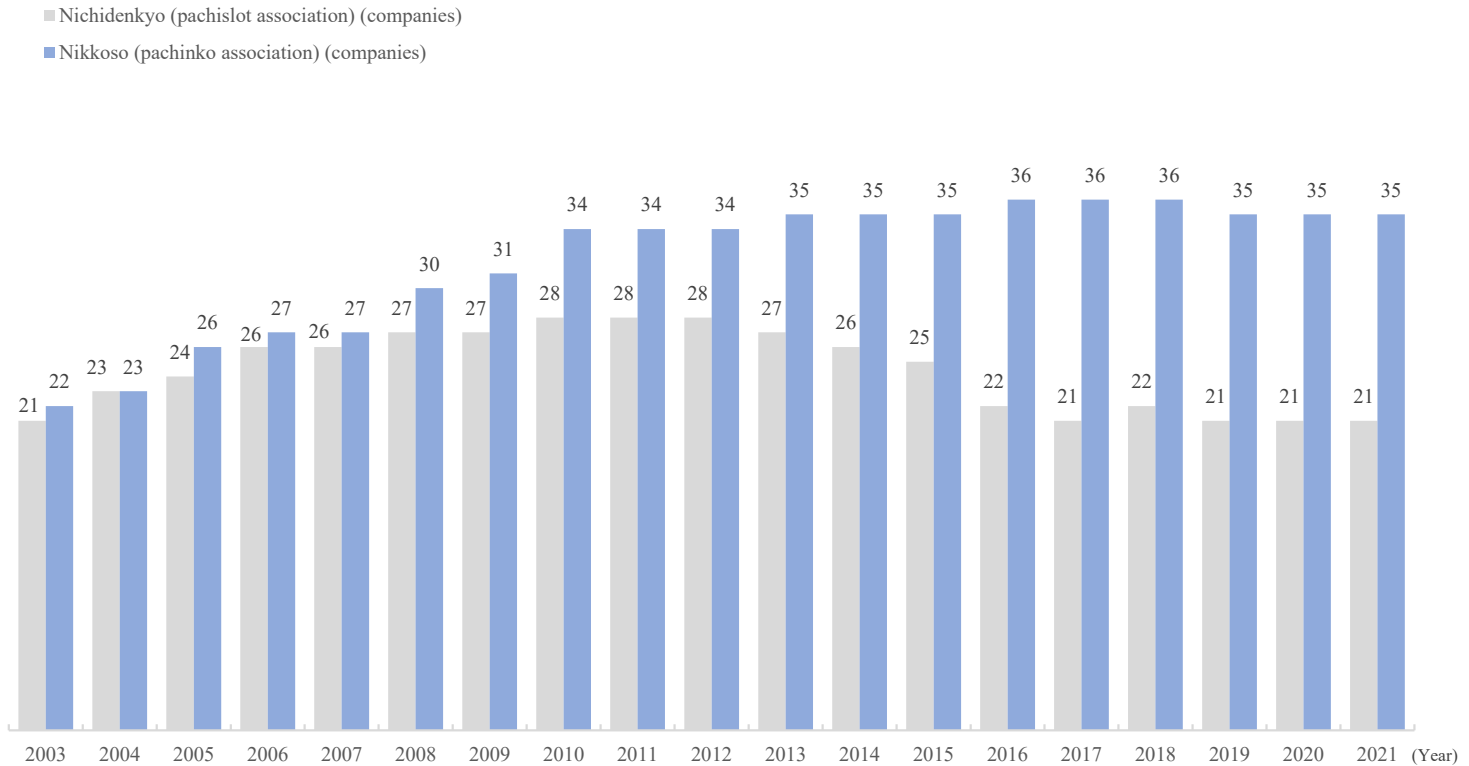
19. Number of issued certificate stamp for used PS machines

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



20. 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



21. 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	Enterrise	6.4%	YAMASA	6.3%	UNIVERSAL	8.3%	KITA DENSHI	8.5%	Sammy	7.4%

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

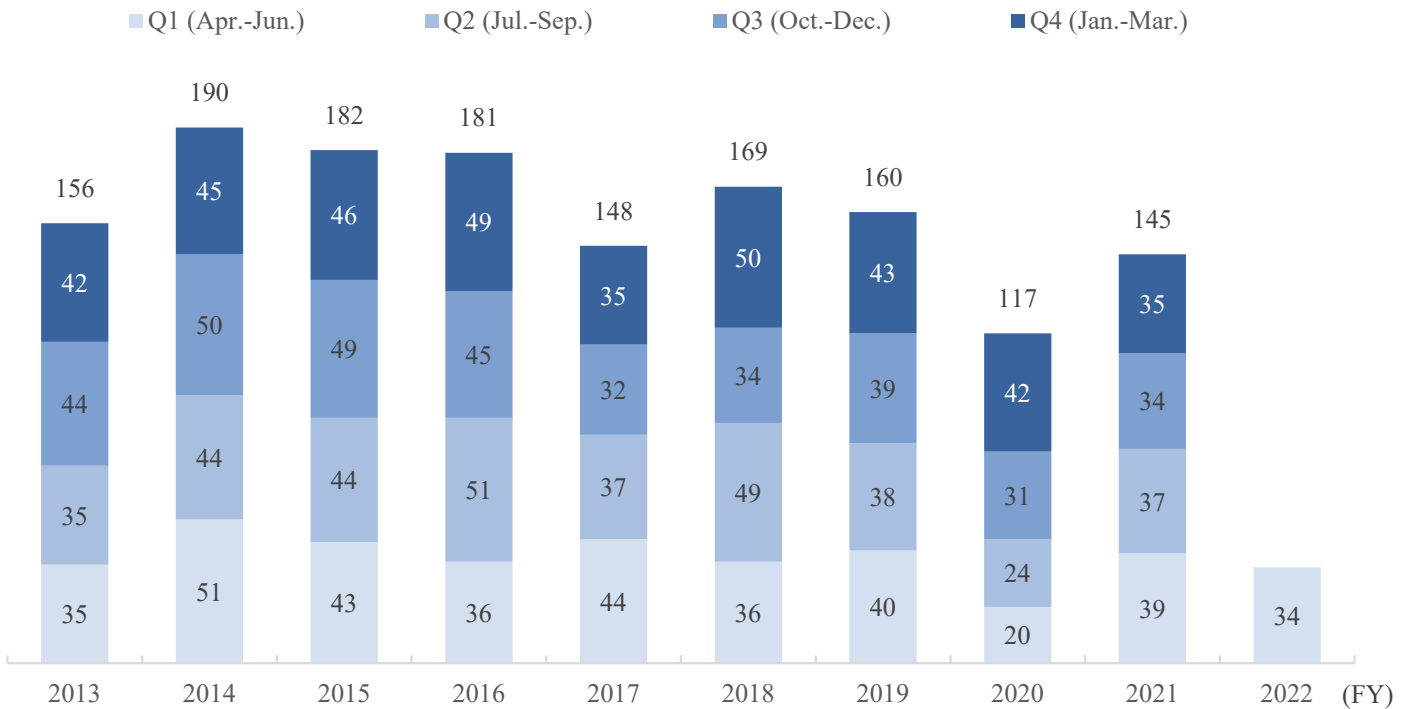
*OLYMPIA's sales includes HEIWA's sales; Total sales of all OLYMPIA and HEIWA brands is shown.

*SANKYO's sales share includes Bisty.

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

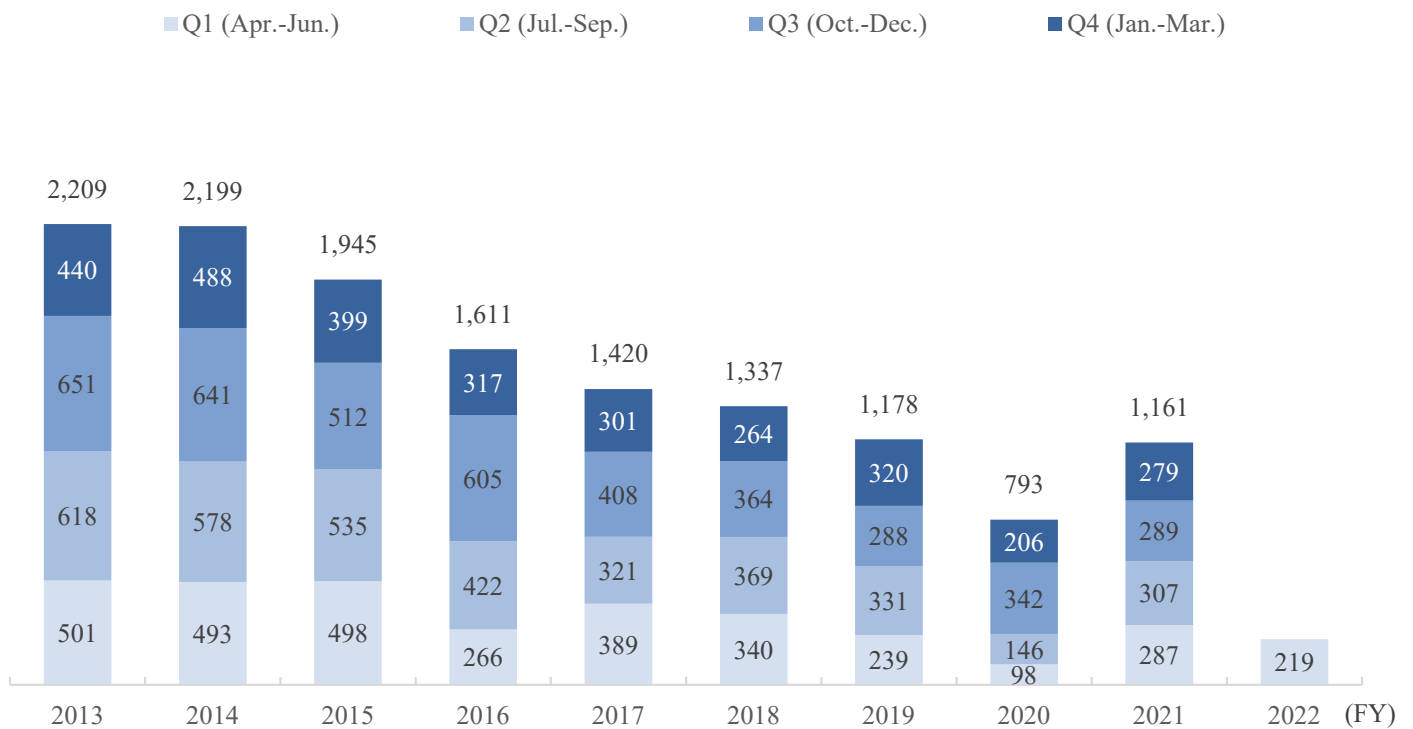
22. Number of pachinko machine titles sold

(Unit: Title)



23. Unit sales of pachinko machines

(Unit: Thousands of machines)

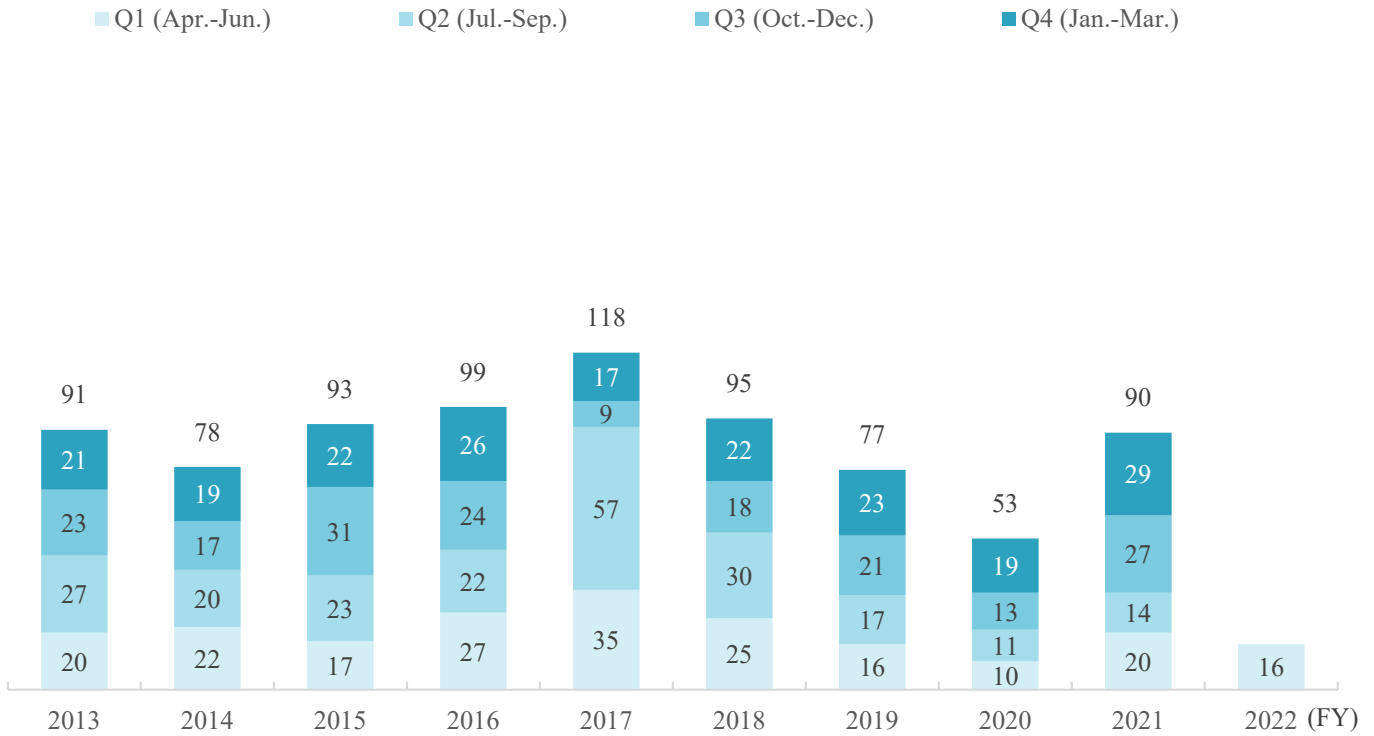


*Number of machines and titles sold are reviewed once a year.

Source: FIELDS

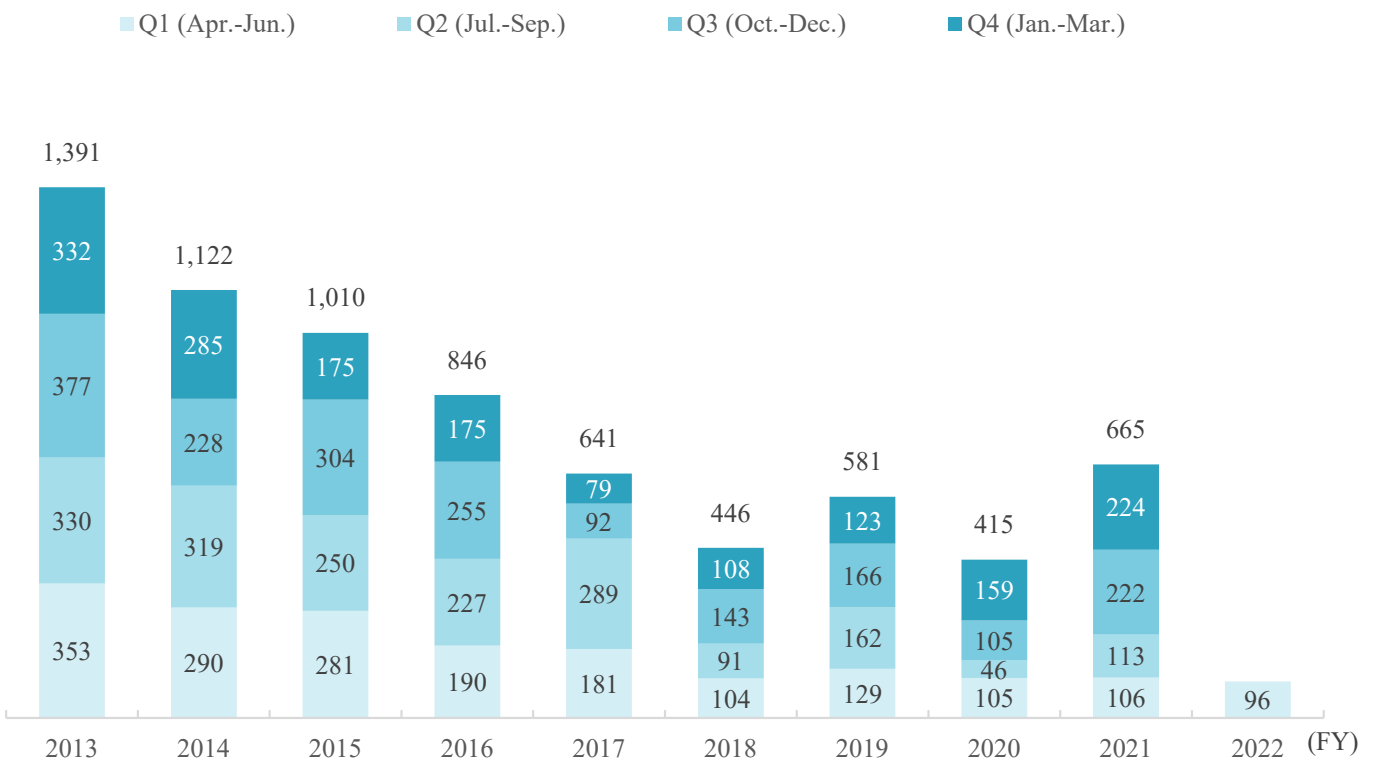
24. Number of pachislot machine titles sold

(Unit: Title)



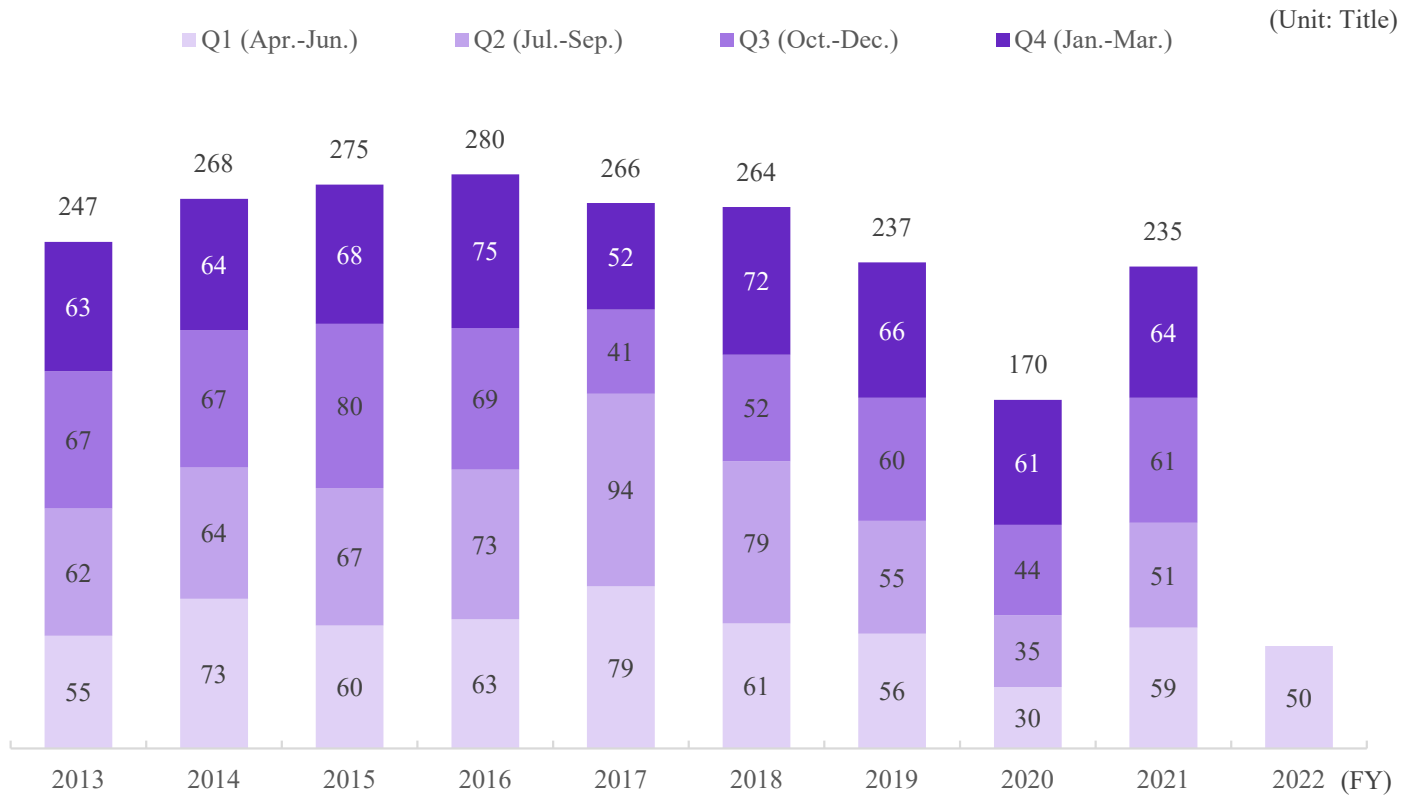
25. Unit sales of pachislot machines

(Unit: Thousands of machines)

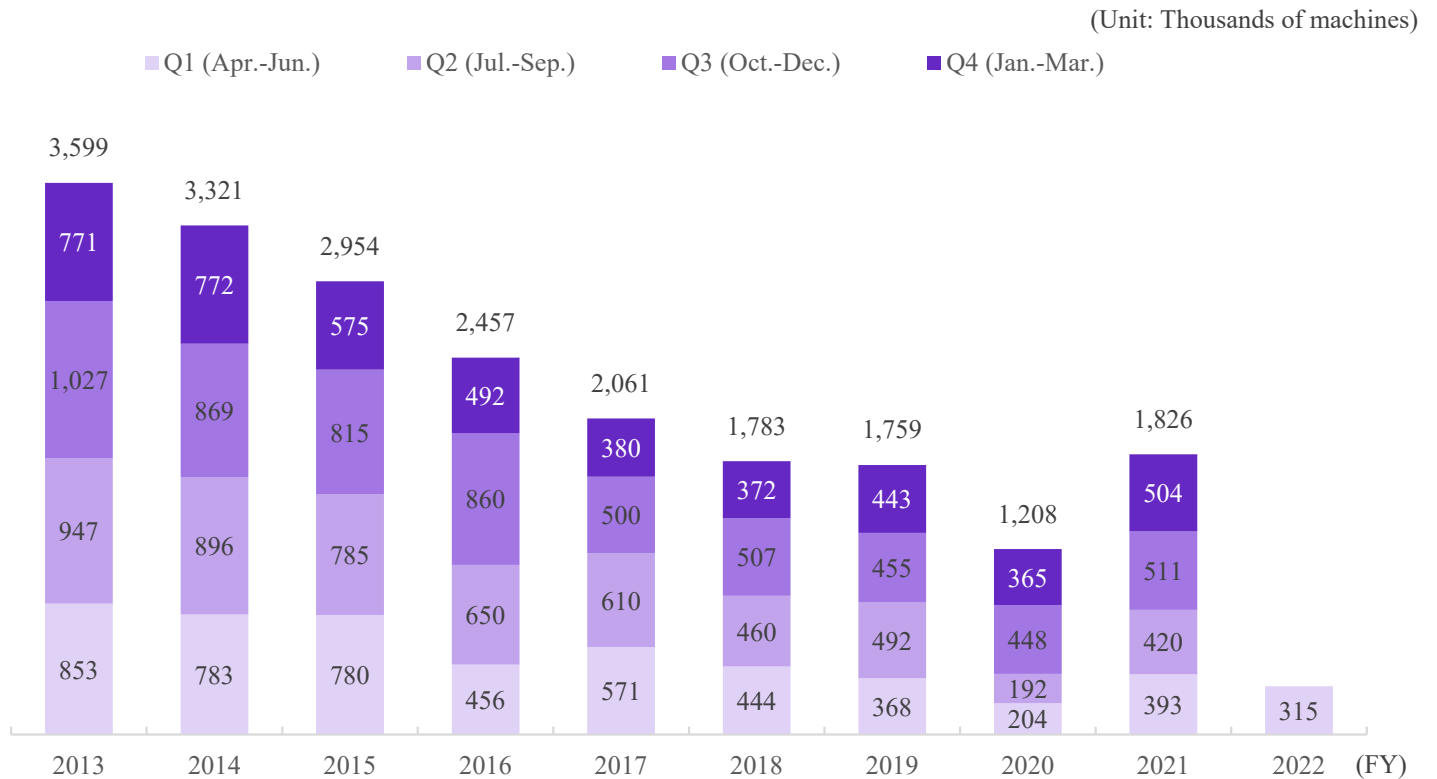


*Number of machines and titles sold are reviewed once a year.

26. Total number of PS machine titles sold



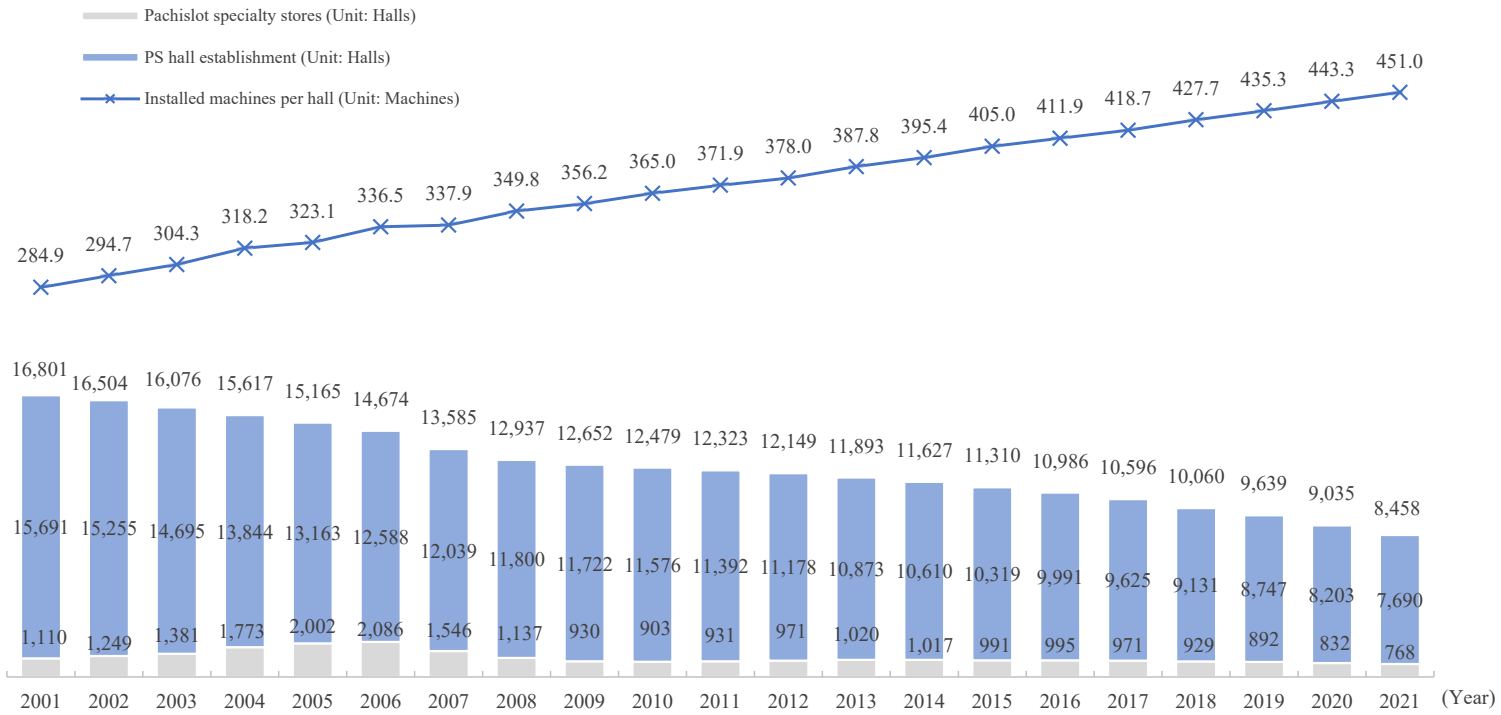
27. Total unit sales of PS machines



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

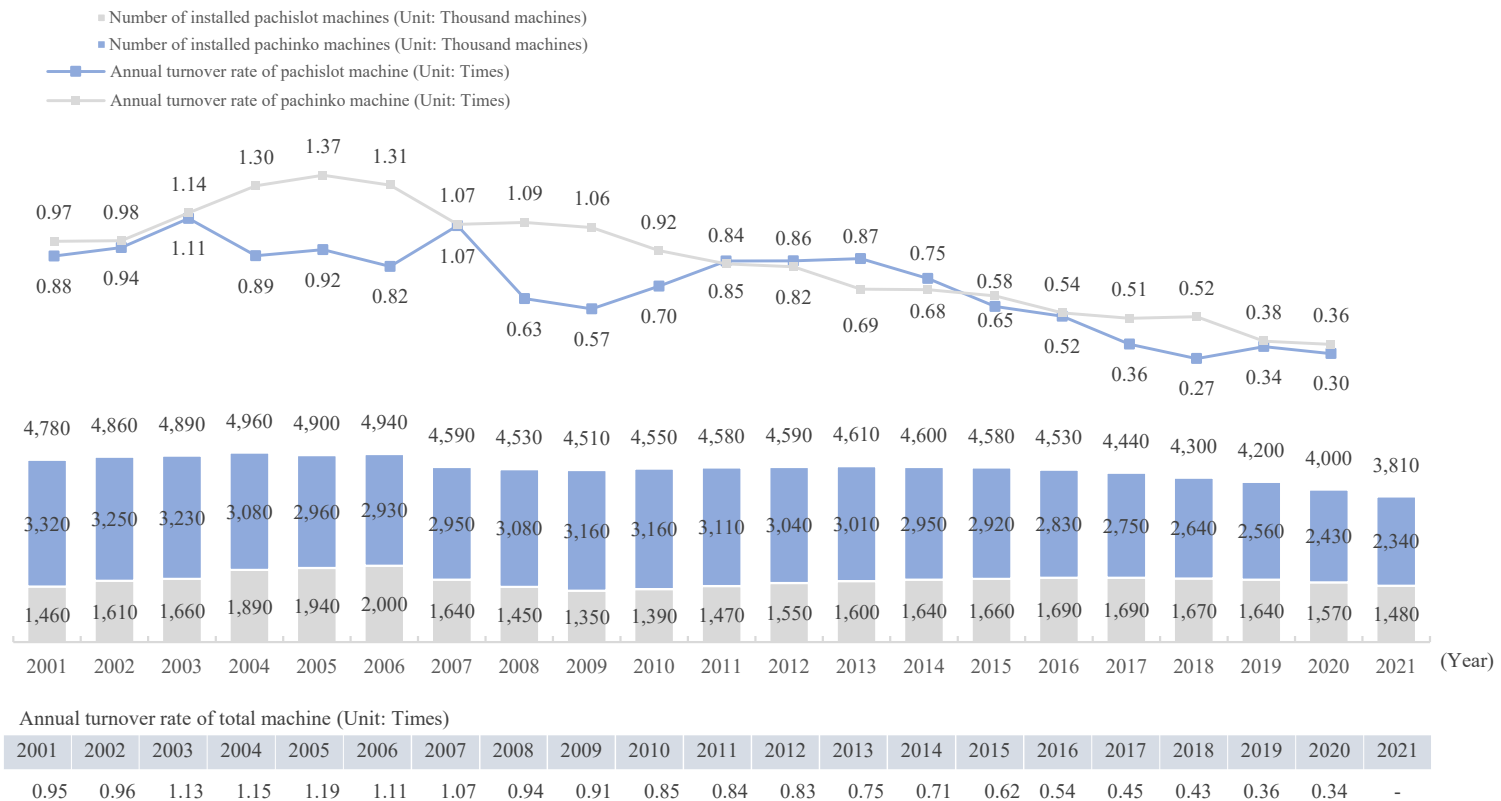
28. Number of pachinko halls and change in number of installed PS machines per hall

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



29. Number of installed PS machines and annual turnover rate

The data of number of installed PS machines is based on the *Statistics Data* by National Police Agency, updated every May
 The data of annual turnover rate of PS machine is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every August

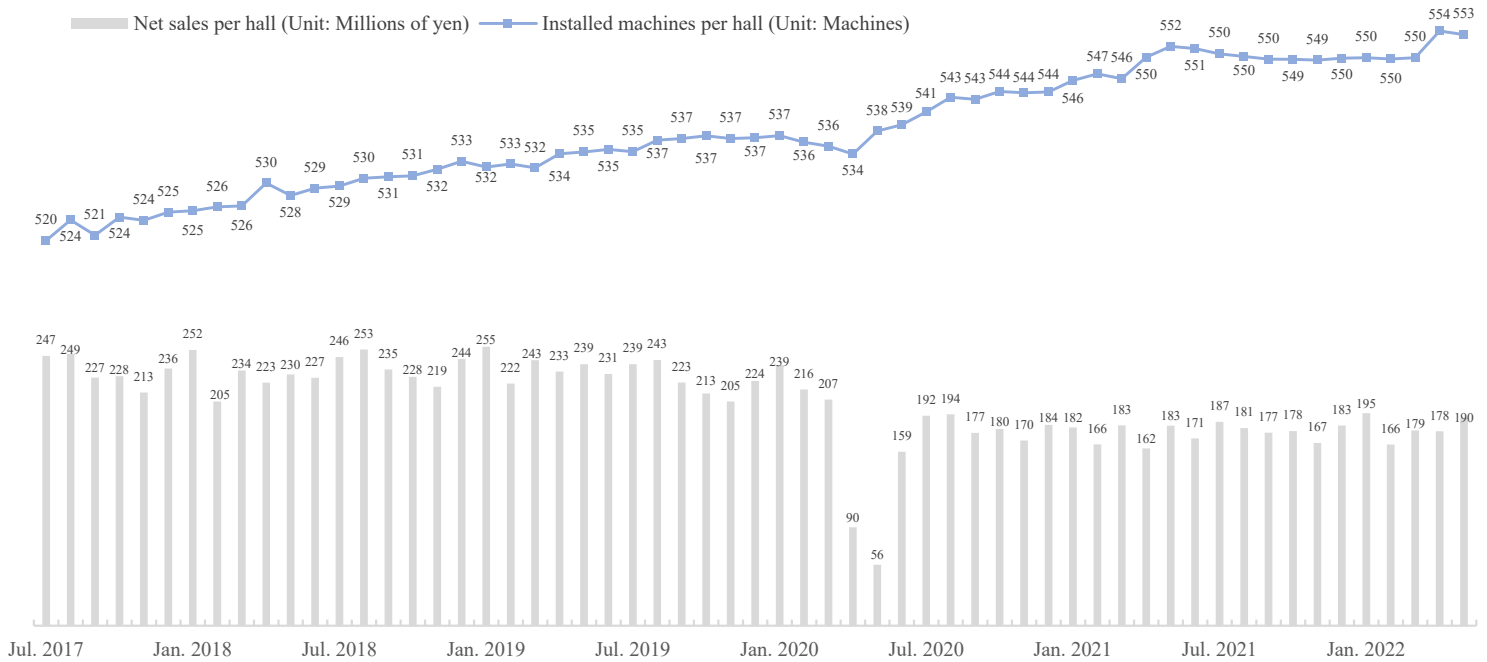


Annual turnover rate of total machine (Unit: Times)

Year	Annual turnover rate of total machine (Unit: Times)
2001	0.95
2002	0.96
2003	1.13
2004	1.15
2005	1.19
2006	1.11
2007	1.07
2008	0.94
2009	0.91
2010	0.85
2011	0.84
2012	0.83
2013	0.75
2014	0.71
2015	0.62
2016	0.54
2017	0.45
2018	0.43
2019	0.36
2020	0.34
2021	-

30. Monthly trends of pachinko halls

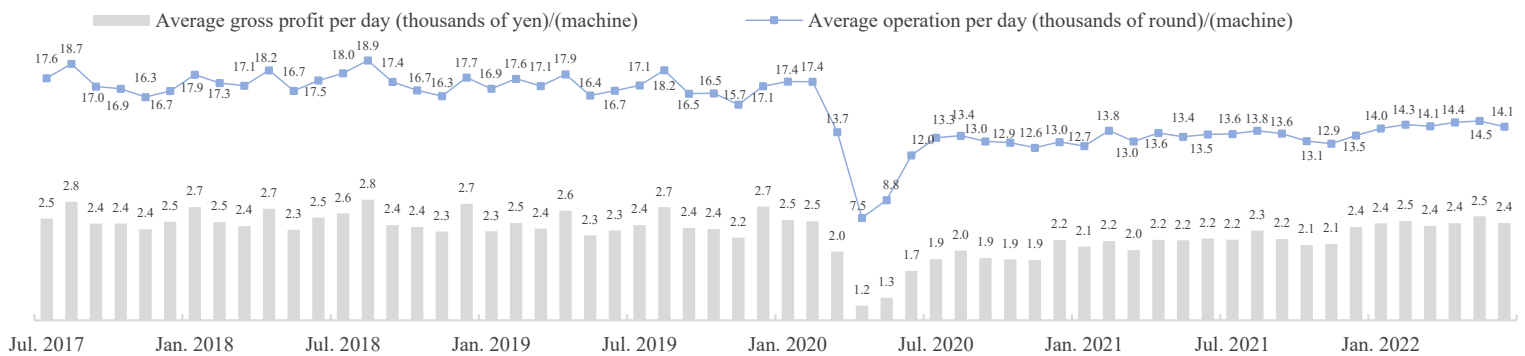
The data is based on the *Current Survey of Selected Service Industries* by Ministry of Economy, Trade and Industry (METI), updated every month



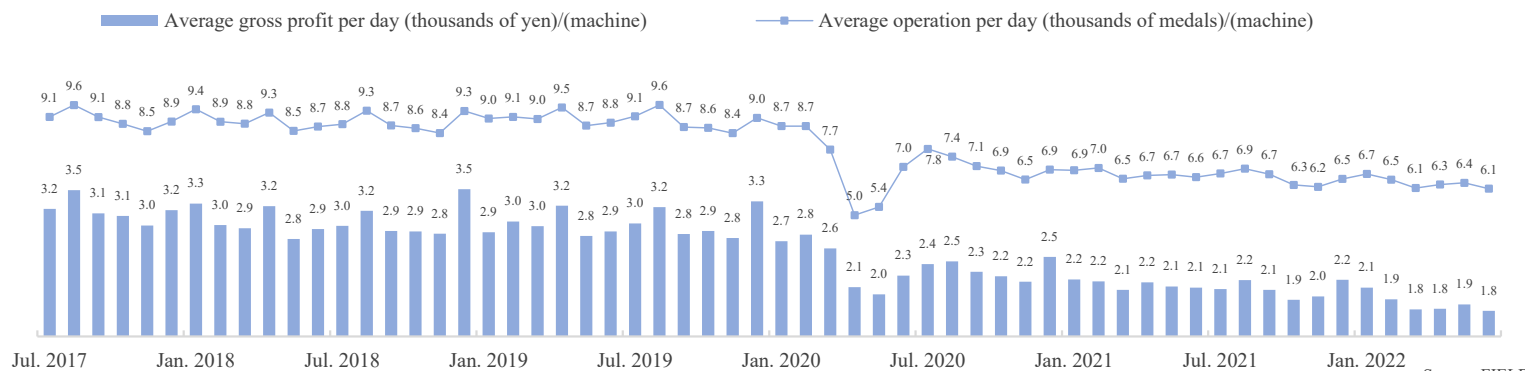
* METI outsources the pachinko halls for survey to the Zennichiyouren, and the halls are selected from all over Japan.
 * Figures have been retroactively revised in accordance with changes in sampling by the research office in January 2017. As a result, figures after January 2017 are not contiguous with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

31. PS average operation and gross profit

【 Pachinko machines 】



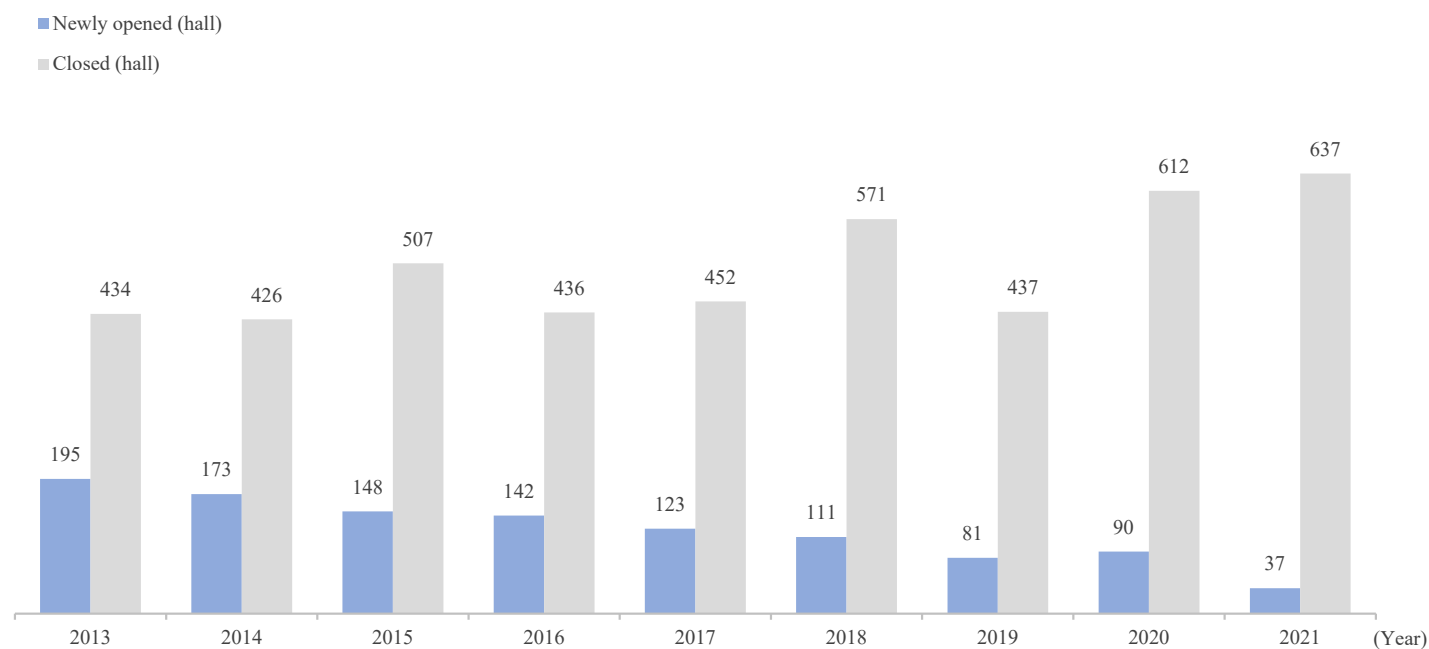
【 Pachislot machines 】



Source: FIELDS

32. 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



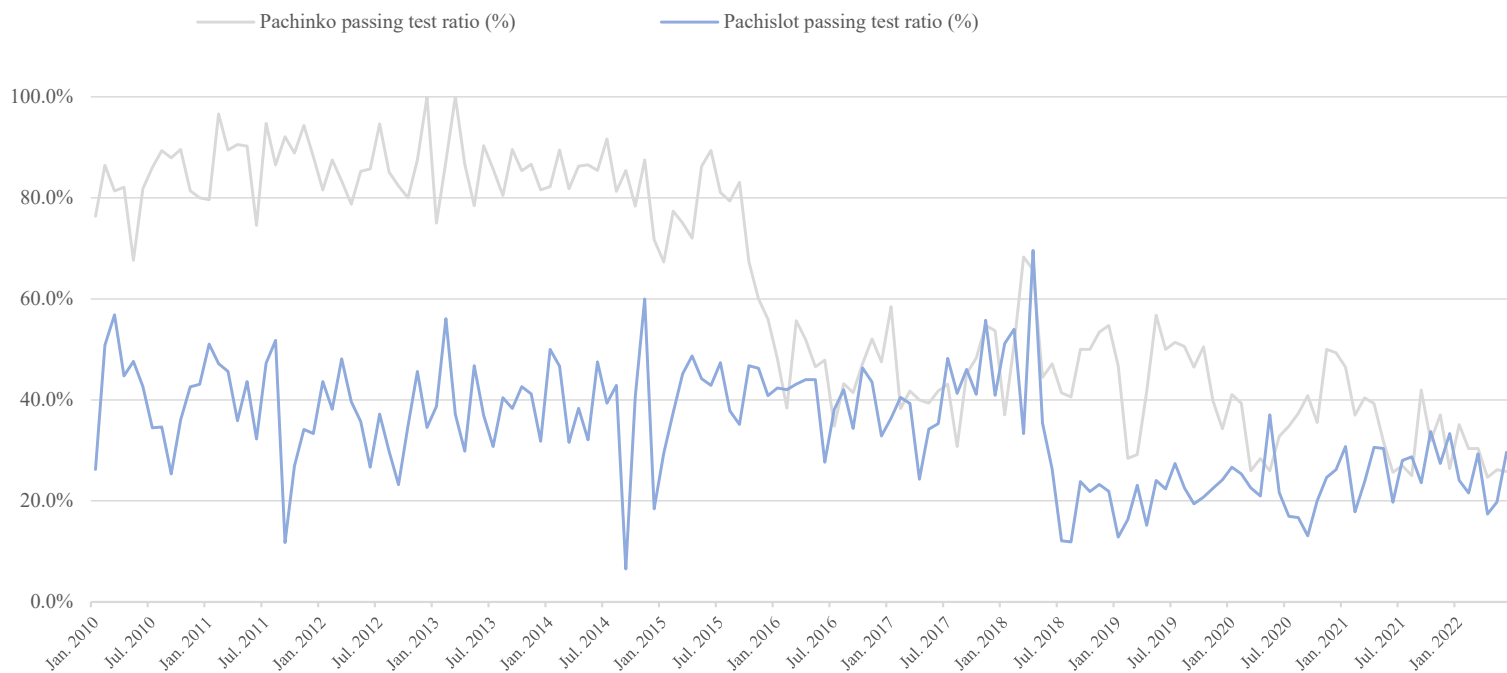
33. Change in number of newly opened/ closed halls (by months)

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	3	6	0	5							
	Closed	73	87	110	47	67	58							
	Change	(70)	(84)	(107)	(41)	(67)	(53)							

34. 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



35. 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

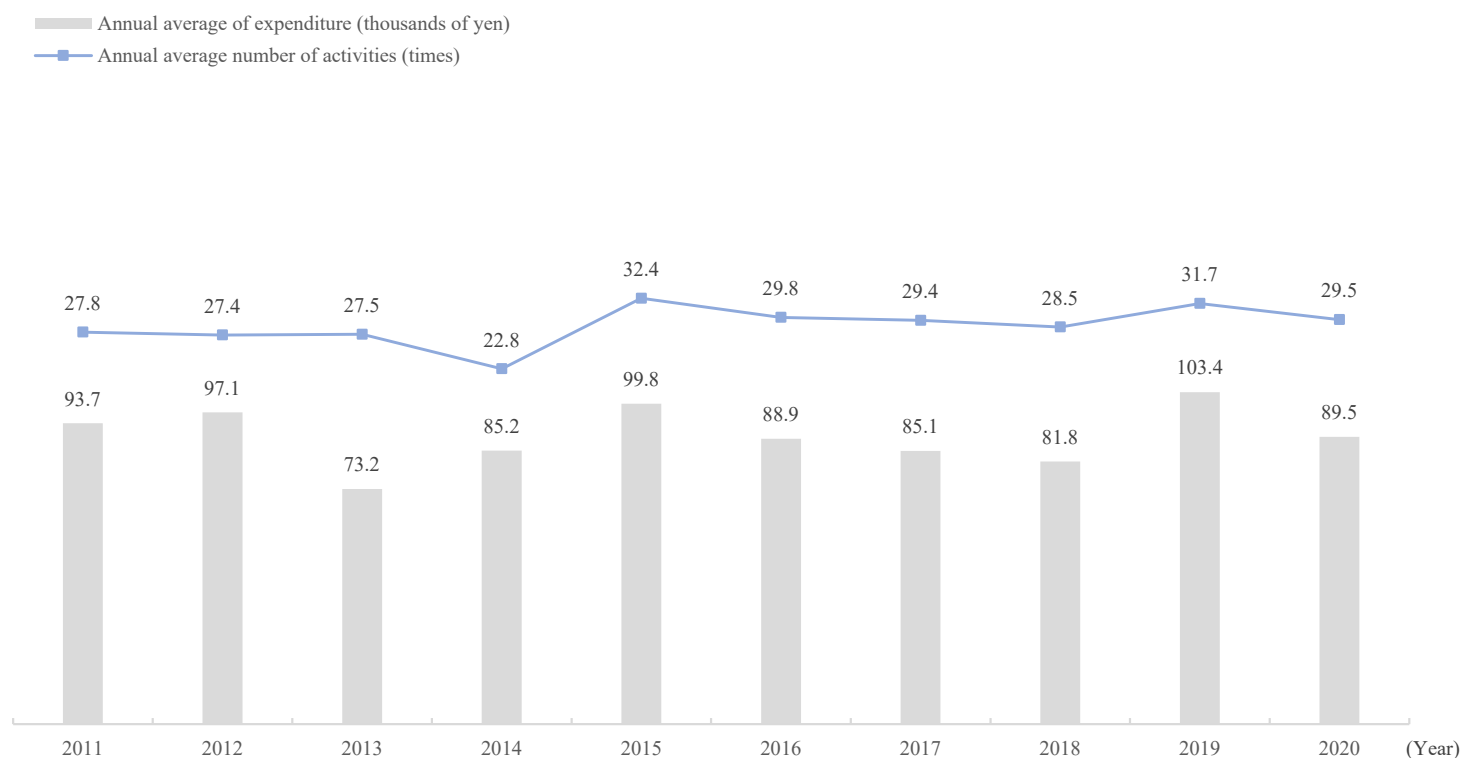
		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2019	Application	77	88	96	84	74	84	72	85	71	95	93	70	989
	Pass	36	25	28	35	42	42	37	43	33	48	37	24	430
	Passing test ratio	46.8%	28.4%	29.2%	41.7%	56.8%	50.0%	51.4%	50.6%	46.5%	50.5%	39.8%	34.3%	43.5%
2020	Application	56	61	81	74	27	61	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	69	65	93							
	Pass	20	17	24	17	17	24							
	Passing test ratio	35.1%	30.4%	30.4%	24.6%	26.2%	25.8%							

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	92	86	81							
	Pass	13	11	22	16	17	24							
	Passing test ratio	24.1%	21.6%	29.3%	17.4%	19.8%	29.6%							

36. Annual average of number of activities and expenditure for PS activities

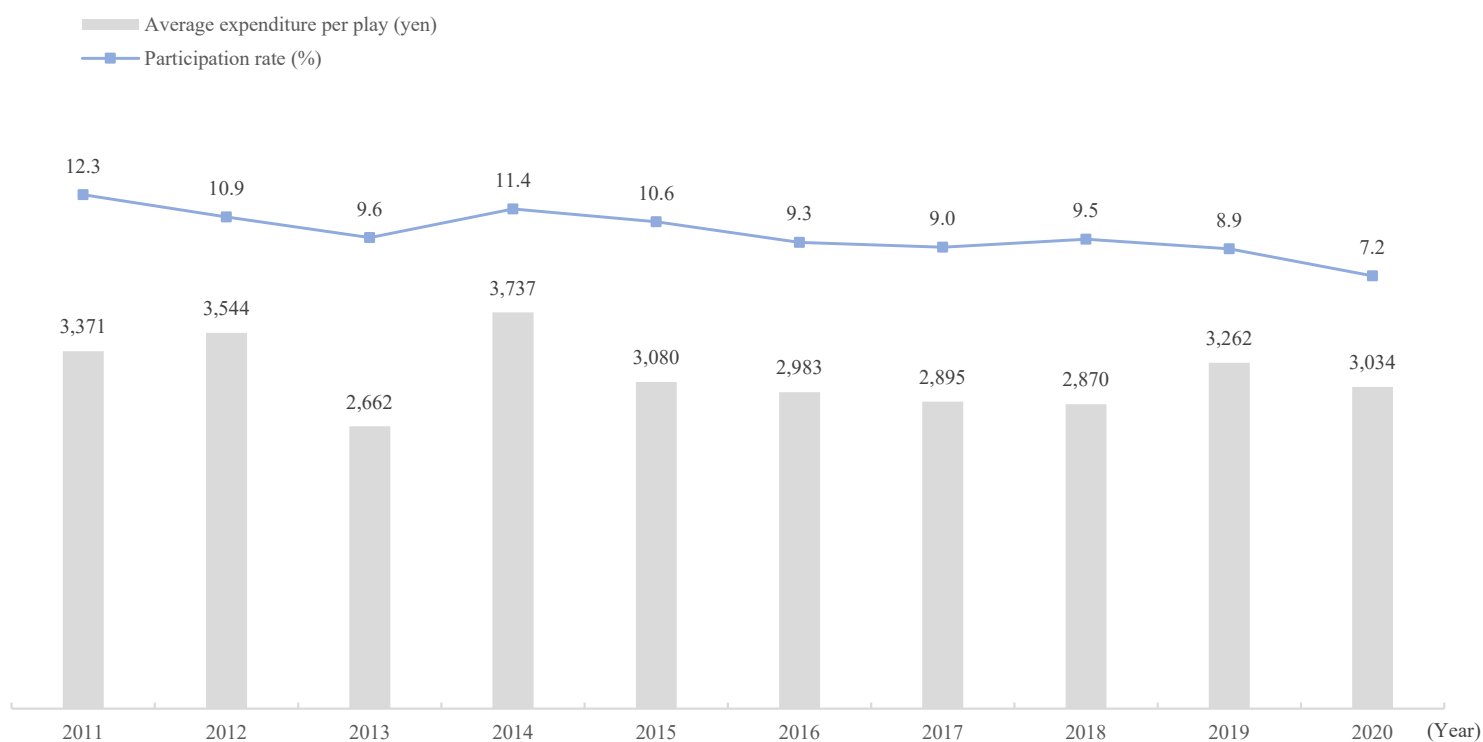
The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August



37. Participation rate and average expenditure per play in PS

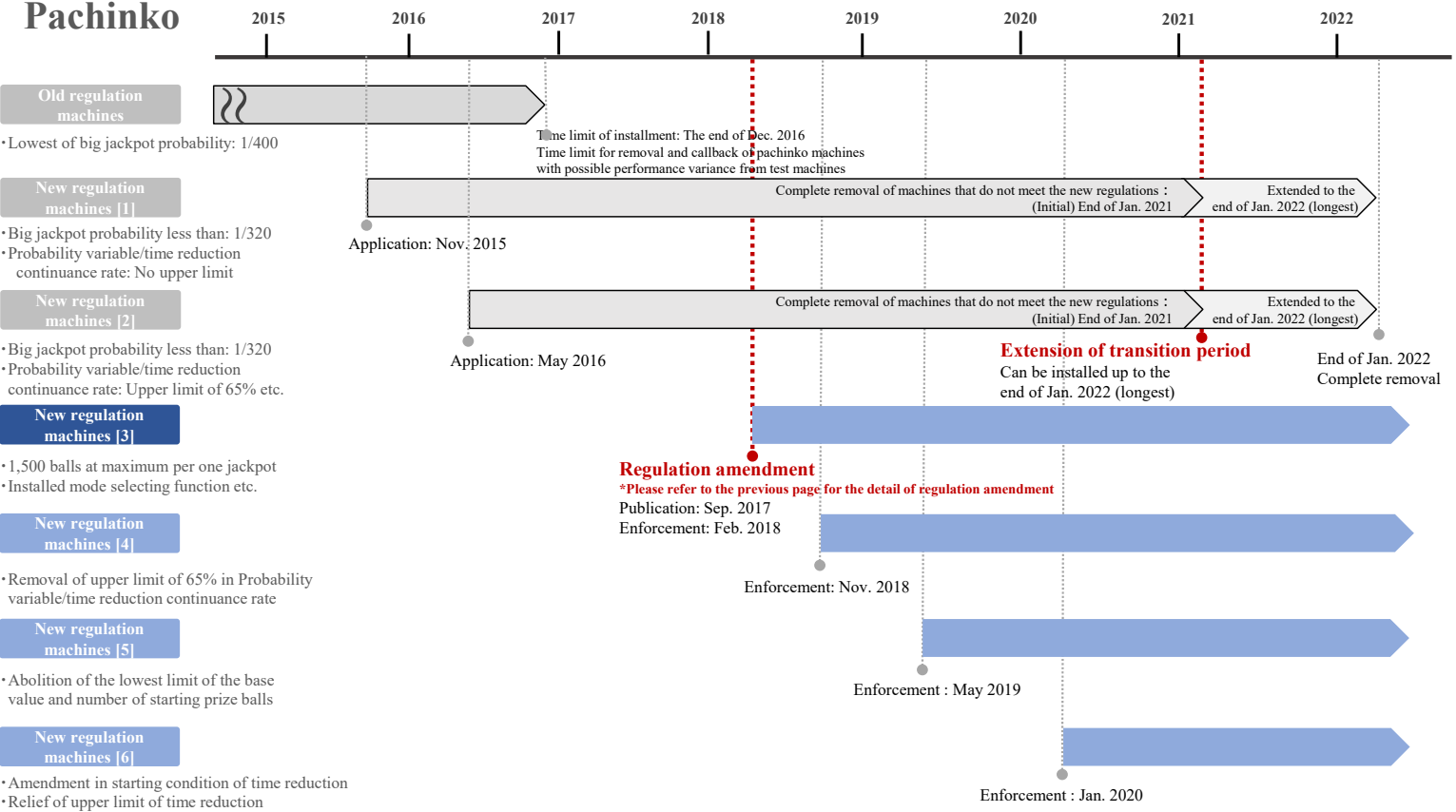
The data is based on the *White Paper on Leisure 2021* by Japan Productivity Center, updated every August

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

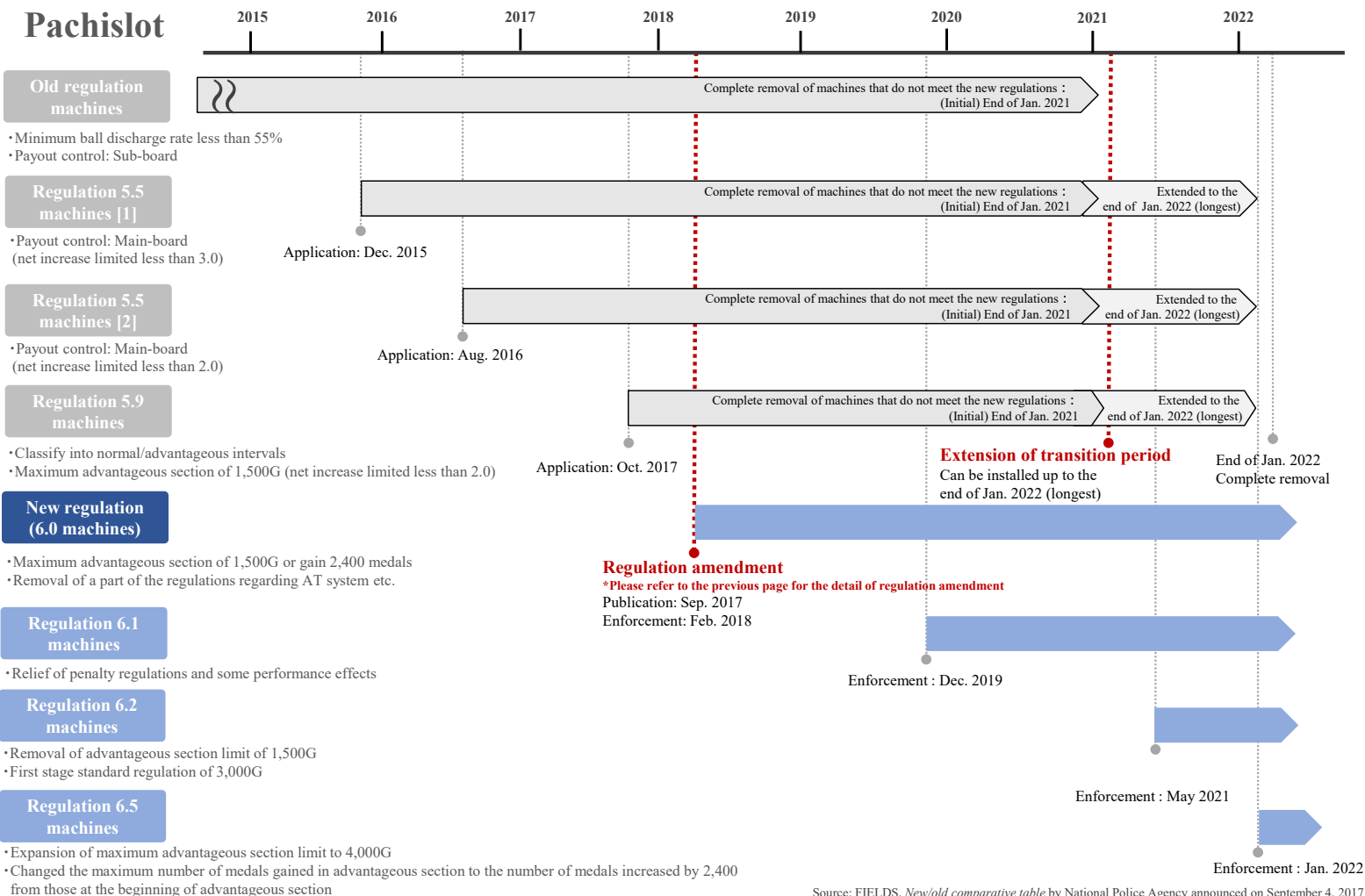


38. Trends in PS regulations

Pachinko



Pachislot

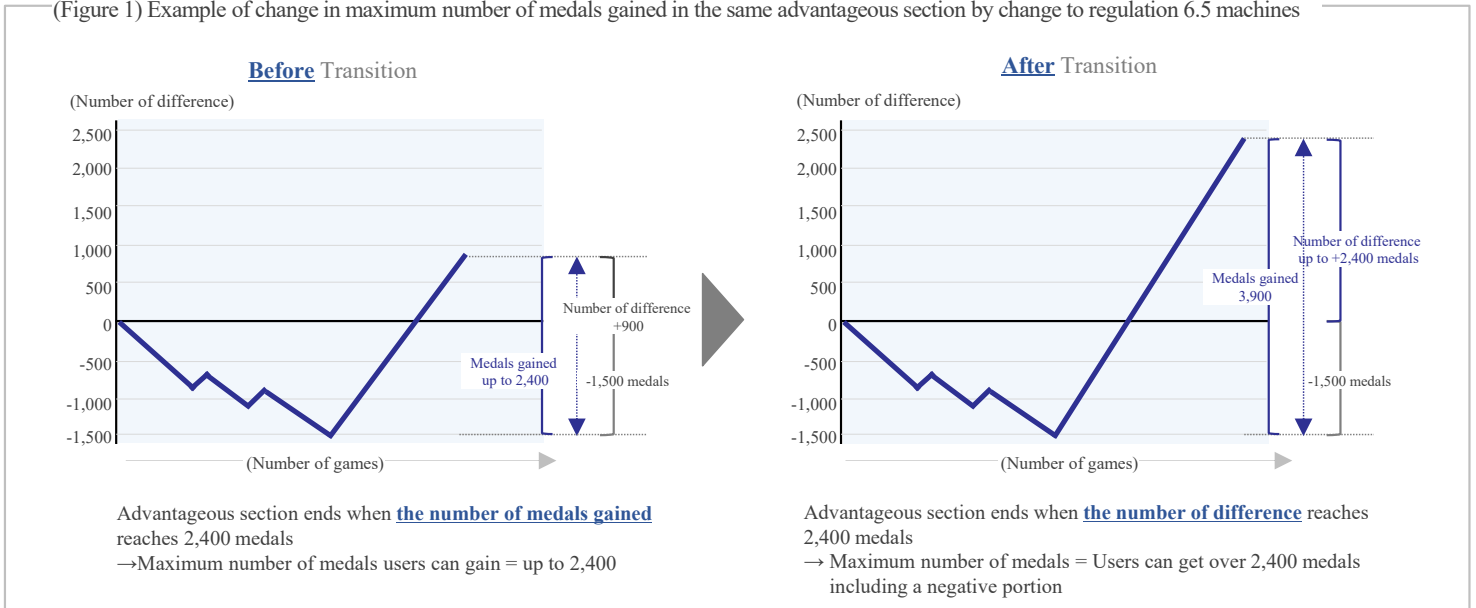


Source: FIELDs, *New/old comparative table* by National Police Agency announced on September 4, 2017

39. [Reference] Change in self-imposed restrictions of pachislot regulation 6.0 machines

	Regulation 6 machines	Regulation 6.1 machines	Regulation 6.2 machines	Regulation 6.5 machines
Upper limit of number of games in advantageous section	1,500 games	1,500 games	3,000 games	4,000 games
Maximum number of medals gained in same advantageous section	Gained up to 2,400 medals	Gained up to 2,400 medals	Gained up to 2,400 medals	Gained up to 2,400 medals in different number Please refer to the Figure 1 below
Other main changes	-	Relief of penalty regulations	Relief of some performance effects	-
(Further note)	-	Manufacturers can produce PS machines that have a high probability of jackpots and are easy to play by reducing the number of games per 50 medals	Manufacturers can mount performances such as specific symbols aligned each time the lever is turned on and video reels representing reel effects on liquid crystals	-

(Figure 1) Example of change in maximum number of medals gained in the same advantageous section by change to regulation 6.5 machines



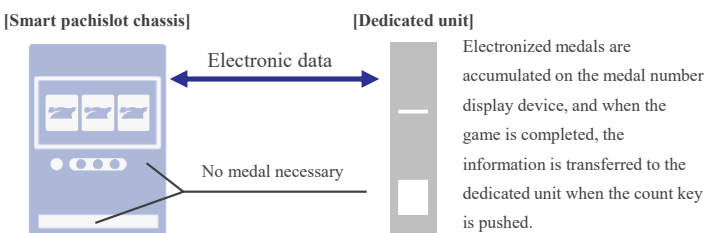
Source: FIELDS, Greenbelt

40. [Reference] Overview of smart pachislot

◇Purpose

PS related companies and organizations will cooperate to watch PS machines and aim to realize “strengthening measures against gambling addiction” and “eliminating fraudulent act” through managing medal payout information sent from smart pachinko/ pachislot

Improving game functions	Expanding game functions by removing upper limit on the number of games in advantageous section
Improving entertainment functions	Games become more efficient by eliminating actions such as medal input functions
Fraud prevention	Countermeasures for fraudulent at such as bringing medals
Improving environment	Improving noise problem through erasing the sounds of each medal
Infection disease prevention	Reducing risks for infection diseases through removing touch to medals
Countermeasures for gambling addiction	Countermeasures for gambling addiction by managing medal payout information



◇Main specs of game functions

Content	Machines under current regulations (regulation 6.5 machines)	Smart pachislot
Maximum number of medals gained in advantageous section (2,400)	2,400 medals in difference number method	
Maximum number of games in advantageous section	4,000 games	Limitless
Complete functions (the game of the day forcibly ends when the number of medals user get reaches 19,000)		Mounted

◇Other main changes

Content	Machines under current regulations (regulation 6.5 machines)	Smart pachislot
Hall facilities	•Medals	Unnecessary
Hall operations	•Medal washers, circulation system, medal counters	Unnecessary
Fraud risks	•Medal supply, medal count, machine transfer	Unnecessary
	•Risk of bringing medals	None
	•Medal payout checking in PS information center	Checkable

Source: FIELDS

41. Change in PS industry

FY	Primary events	Industry overall	Total PS unit sales	Number of halls	Hall	*Installation rate
2004	<ul style="list-style-type: none"> Oct. Mid Niigata Earthquake Dec. Sumatra-Andaman Earthquake 	<ul style="list-style-type: none"> Jul. Revisions to PS machine regulations go into effect 	5,690,000 machines	15,617 halls		
2005	<ul style="list-style-type: none"> Jan. Livedoor incident 		5,830,000 machines	15,165 halls		
2006			5,490,000 machines	14,674 halls	<ul style="list-style-type: none"> May Enforcement of revised Amusement Businesses Law *Stricter operations of halls (reinforced penalties), such as thorough no-entry of under 18 years old and payout security at closing time. 	
2007	<ul style="list-style-type: none"> Aug. Sub-prime loan problem in US 		4,920,000 machines	13,585 halls	<ul style="list-style-type: none"> Increase in closures of dedicated pachislot specialty stores Full-scale introduction of pachinko with low playing cost 	
2008	<ul style="list-style-type: none"> Jul. G8 Hokkaido Toyako Summit Sep. US-based Lehman Brothers collapses 	<ul style="list-style-type: none"> Jul. Voluntary ban on replacement of machines with the opening of G8 Summit 	4,250,000 machines	12,937 halls		14.1%
2009	<ul style="list-style-type: none"> Sep. Established Democratic Party administration Nov. Opening of APEC Economic Leaders' Meeting 	<ul style="list-style-type: none"> Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders' Meeting 	4,100,000 machines	12,652 halls	<ul style="list-style-type: none"> Rise of ART type pachislot machines Full-scale introduction of pachislot with low playing cost 	22.1%
2010	<ul style="list-style-type: none"> Mar. Great East Japan Earthquake occurs Jul. Major flooding in Thailand 	<ul style="list-style-type: none"> Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake 	3,880,000 machines	12,479 halls		9.7%
2011	<ul style="list-style-type: none"> Oct. Yen strengthens to highest level since WWII 		3,860,000 machines	12,323 halls	<ul style="list-style-type: none"> Aug. Strictly restricted PS advertisement (event) 	12.3%
2012	<ul style="list-style-type: none"> Dec. LDP takes power with Abe cabinet Mar. Haruhiko Kuroda appointed as BOJ governor 		3,820,000 machines	12,149 halls	<ul style="list-style-type: none"> Aug. DYNAM listed in Hong Kong market Rise of AT type pachislot machines 	18.7%
2013			3,460,000 machines	11,893 halls		21.1%
2014	<ul style="list-style-type: none"> Apr. Consumption tax rate increased 		3,250,000 machines	11,627 halls		23.0%
2015			2,860,000 machines	11,310 halls	<ul style="list-style-type: none"> Apr. NIRAKU listed in Hong Kong market Jun. Revised Businesses Affecting Public Morals Regulation Law passed, and PS industry made from category 7 to 4 business 	23.7%
2016	<ul style="list-style-type: none"> Apr. 2016 Kumamoto Earthquake May G7 Japan 2016 Ise-Shima Summit Jun. U.K. referendum on withdrawal from the EU. Nov. Presidential election in U.S. Dec. Enactment of the IR promotion law 	<ul style="list-style-type: none"> May Moratorium on replacement of machines for the duration of Summit 	2,430,000 machines	10,986 halls	<ul style="list-style-type: none"> Jan. Build a consensus with JASRAC regarding playing music with installation machines 	23.2%
2017		<ul style="list-style-type: none"> Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law 	2,010,000 machines	10,596 halls	<ul style="list-style-type: none"> May Okura Holdings Limited listed in Hong Kong Market 	23.0%
2018	<ul style="list-style-type: none"> Jun. 2018 North Korea-United States summit Jul. Problem Gambling Basic Countermeasure Act established Jul. Torrential rains in western Japan in July 2018 Oct. Typhoon No. 21 (Jebi) Oct. 2018 Hokkaido Eastern Iburu Earthquake 		1,830,000 machines	10,060 Halls		22.4%
2019	<ul style="list-style-type: none"> May Enthronement of the Emperor Jun. G20 summit held Sep. Typhoon No. 15 (Faxai) Sep.-Nov. Rugby World Cup Oct. Typhoon No. 19 (Hagibis) Mar. WHO described the COVID-19 a pandemic 		1,530,000 machines	9,639 Halls		22.4%
2020	<ul style="list-style-type: none"> Apr. First state of emergency issued Jul. Torrential rains in July 2020 Jan. Second state of emergency issued 		1,340,000 machines	9,035 Halls	<ul style="list-style-type: none"> Apr. Requested suspension of halls in the target areas (95% executed) Late May- Halls resumed business 	21.5%
2021	<ul style="list-style-type: none"> Apr. Third state of emergency issued Jul. Fourth state of emergency issued Jul. Tokyo Olympics held Aug. Tokyo Paralympics held 			8,458 Halls	<ul style="list-style-type: none"> Apr. Lifted the ban of self-restraint of TV, radio and newspaper commercials Requested suspension of halls in the target areas Jul. Requested suspension or reduced business hours of halls in the target areas 	

*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.

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

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