

-The Greatest Leisure for All People-

TSUBURAYA FIELDS HOLDINGS

FACT BOOK 1
FY2025 Q3

Financial and corporate data

TSUBURAYA FIELDS HOLDINGS INC.

TSE, Prime market: 2767

February 12, 2026

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Financial highlights

(Unit: Millions of yen)

| FY | 2002 ^{*2} | 2003 ^{*2} | 2004 | 2005 | 2006 | 2007 |
|--|--------------------|--------------------|---------|---------|---------|----------|
| Net sales | 61,888 | 66,211 | 81,658 | 96,814 | 85,321 | 101,818 |
| | | (107.0) | (123.3) | (118.6) | (88.1) | (119.3) |
| Gross profit | 15,992 | 21,578 | 24,752 | 29,737 | 29,248 | 34,544 |
| | | (134.9) | (114.7) | (120.1) | (98.4) | (118.1) |
| SG&A expenses | 9,211 | 9,711 | 12,655 | 17,389 | 20,303 | 21,385 |
| | | (105.4) | (130.3) | (137.4) | (116.8) | (105.3) |
| Operating profit | 6,781 | 11,866 | 12,097 | 12,348 | 8,944 | 13,158 |
| | | (175.0) | (101.9) | (102.1) | (72.4) | (147.1) |
| Ordinary profit | 7,022 | 12,209 | 12,480 | 13,127 | 9,202 | 11,705 |
| | | (173.9) | (102.2) | (105.2) | (70.1) | (127.2) |
| Profit attributable to owners of parent | 3,524 | 6,620 | 6,926 | 7,085 | 3,710 | 5,296 |
| | | (187.9) | (104.6) | (102.3) | (52.4) | (142.7) |
| Capital stock | 1,295 | 1,295 | 7,948 | 7,948 | 7,948 | 7,948 |
| Net assets | 8,752 | 14,507 | 33,426 | 39,411 | 42,836 | 46,331 |
| Total assets | 17,090 | 37,115 | 72,584 | 87,556 | 66,081 | 69,168 |
| Cash flows from operating activities | 3,316 | 851 | 2,965 | 6,164 | 5,293 | 11,127 |
| Cash flows from investing activities | (2,253) | (3,190) | (5,257) | (2,224) | (4,772) | (14,604) |
| Cash flows from financing activities | (2,454) | 2,029 | 10,177 | (1,540) | 1,488 | (1,384) |
| Cash and cash equivalents at end of period | 5,739 | 5,437 | 13,326 | 15,777 | 17,819 | 12,693 |

Indicators per share

(Unit: Yen)

| | | | | | | |
|--|---------|--------|--------|---------|---------|---------|
| Net assets per share | 268,600 | 89,305 | 96,026 | 113,275 | 118,487 | 128,201 |
| Annual dividend per share | 10,000 | 24,000 | 4,000 | 4,000 | 4,000 | 4,500 |
| Commemorative | - | 10,000 | - | - | - | 500 |
| Interim | - | 10,000 | 2,000 | 2,000 | 2,000 | 2,000 |
| Year-end | - | 4,000 | 2,000 | 2,000 | 2,000 | 2,000 |
| Total cash dividends (millions of yen) | 323 | 1,292 | 1,388 | 1,388 | 1,388 | 1,561 |
| Profit per share | 117,233 | 40,465 | 19,888 | 20,118 | 10,692 | 15,263 |

Management indicators

(Unit: %)

| | | | | | | |
|----------------------------|------|------|------|------|------|------|
| Shareholders' equity ratio | 51.2 | 39.1 | 46.0 | 45.0 | 62.2 | 64.3 |
| Return on equity (ROE) | 55.9 | 56.9 | 28.9 | 19.5 | 9.2 | 12.4 |
| Return on assets (ROA) | 39.3 | 45.0 | 22.8 | 16.4 | 12.0 | 17.3 |
| Payout ratio *1 | 7.9 | 20.1 | 20.7 | 20.3 | 37.4 | 29.5 |

Other

| | | | | | | |
|--|---------------|---------------|---------|---------|---------|---------|
| Total number of shares issued and outstanding (shares) | 32,300 | 161,500 | 347,000 | 347,000 | 347,000 | 347,000 |
| | ^{*2} | ^{*2} | | | | |
| Treasury shares | - | - | - | - | - | - |
| Number of employees (people) | 460 | 651 | 758 | 901 | 1,022 | 1,077 |

*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.

Financial highlights

(Unit: Millions of yen)

| FY | 2008 | 2009 | 2010 | 2011 | 2012*2 | 2013 |
|--|-------------------|-------------------|--------------------|-------------------|--------------------|--------------------|
| Net sales | (71.7) 73,035 | (90.8) 66,342 | (156.1) 103,593 | (89.0) 92,195 | (117.3) 108,141 | (106.3) 114,904 |
| Gross profit | (69.5) 24,024 | (111.9) 26,889 | (130.6) 35,129 | (89.2) 31,330 | (106.2) 33,279 | (101.6) 33,812 |
| SG&A expenses | (103.2) 22,063 | (85.0) 18,764 | (117.2) 21,993 | (103.7) 22,803 | (100.7) 22,964 | (104.6) 24,020 |
| Operating profit | (14.9) 1,960 | (414.5) 8,124 | (161.7) 13,136 | (64.9) 8,527 | (121.0) 10,314 | (94.9) 9,791 |
| Ordinary profit | (8.5) 991 | (783.1) 7,761 | (176.3) 13,684 | (63.3) 8,661 | (118.6) 10,268 | (95.1) 9,765 |
| Profit attributable to owners of parent | (-) (1,481) | (-) 3,289 | (228.6) 7,520 | (79.7) 5,991 | (78.8) 4,720 | (113.8) 5,370 |
| Capital stock | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 |
| Net assets | 39,496 | 41,187 | 47,021 | 51,555 | 55,098 | 58,753 |
| Total assets | 52,064 | 81,329 | 78,971 | 93,601 | 106,628 | 104,869 |
| Cash flows from operating activities | 4,147 | 8,429 | 8,005 | 10,015 | 13,570 | 16,322 |
| Cash flows from investing activities | (6,182) | (1,011) | (4,356) | (4,798) | (6,263) | (8,018) |
| Cash flows from financing activities | 602 | (2,687) | (3,915) | (2,565) | (2,277) | (2,018) |
| Cash and cash equivalents at end of period | 11,181 | 15,906 | 15,632 | 18,284 | 23,309 | 29,583 |

Indicators per share

(Unit: Yen)

| | | | | | | |
|--|---------|---------|---------|---------|----------|----------|
| Net assets per share | 117,326 | 123,645 | 140,853 | 153,904 | 1,644.15 | 1,756.27 |
| Annual dividend per share | 4,500 | 4,500 | 5,000 | 5,000 | 50 | 50 |
| Commemorative | - | - | - | - | - | - |
| Interim | 2,000 | 2,000 | 2,500 | 2,500 | 25 | 25 |
| Year-end | 2,500 | 2,500 | 2,500 | 2,500 | 25 | 25 |
| Total cash dividends (millions of yen) | 1,534 | 1,503 | 1,660 | 1,659 | 1,659 | 1,659 |
| Profit per share | (4,271) | 9,796 | 22,643 | 18,044 | 142.27 | 161.83 |

Management indicators

(Unit: %)

| | | | | | | |
|----------------------------|-------|------|------|------|------|------|
| Shareholders' equity ratio | 75.8 | 50.5 | 59.2 | 54.6 | 51.2 | 55.6 |
| Return on equity (ROE) | (3.5) | 8.2 | 17.1 | 12.2 | 8.9 | 9.5 |
| Return on assets (ROA) | 1.6 | 11.6 | 17.1 | 10.0 | 10.3 | 9.2 |
| Payout ratio *1 | - | 45.9 | 22.1 | 27.7 | 35.1 | 30.9 |

Other

| | | | | | | |
|--|---------|---------|---------|---------|------------|------------|
| Total number of shares issued and outstanding (shares) | 347,000 | 347,000 | 347,000 | 347,000 | 34,700,000 | 34,700,000 |
| Treasury shares | 10,643 | 14,885 | 14,885 | 15,162 | 1,516,200 | 1,516,200 |
| Number of employees (people) | 827 | 909 | 1,149 | 1,324 | 1,416 | 1,588 |

*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 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.

Financial highlights

(Unit: Millions of yen)

| FY | 2014 | 2015 | 2016 | 2017 | 2018*2 | 2019 |
|--|------------------|-------------------|------------------|------------------|------------------|-------------------|
| Net sales | (86.6) 99,554 | (94.9) 94,476 | (81.2) 76,668 | (79.6) 61,055 | (83.1) 50,755 | (131.2) 66,587 |
| Gross profit | (84.2) 28,468 | (89.5) 25,480 | (69.2) 17,641 | (76.0) 13,400 | (99.3) 13,300 | (111.3) 14,809 |
| SG&A expenses | (98.7) 23,707 | (101.5) 24,069 | (95.6) 23,015 | (83.2) 19,138 | (79.1) 15,132 | (93.1) 14,095 |
| Operating profit | (48.4) 4,743 | (29.6) 1,411 | (-) (5,374) | (-) (5,738) | (-) (1,832) | (-) 713 |
| Ordinary profit | (56.2) 5,491 | (25.1) 1,380 | (-) (9,068) | (-) (5,204) | (-) (1,864) | (-) 939 |
| Profit attributable to owners of parent | (56.2) 3,018 | (3.9) 118 | (-) (12,483) | (-) (7,691) | (-) (614) | (-) 490 |
| Capital stock | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 |
| Net assets | 60,246 | 58,291 | 43,227 | 35,509 | 34,638 | 34,279 |
| Total assets | 110,316 | 92,478 | 80,397 | 72,336 | 67,450 | 64,317 |
| Cash flows from operating activities | (9,086) | 13,353 | (7,319) | (1,094) | 2,178 | (2,427) |
| Cash flows from investing activities | (6,297) | (2,191) | (3,927) | 4,399 | 3,217 | 876 |
| Cash flows from financing activities | 1,624 | 5,214 | 2,136 | (2,021) | (962) | (2,537) |
| Cash and cash equivalents at end of period | 15,823 | 32,200 | 23,090 | 24,373 | 28,807 | 24,725 |

Indicators per share

(Unit: Yen)

| | | | | | | |
|--|----------|----------|----------|----------|----------|----------|
| Net assets per share | 1,792.83 | 1,726.88 | 1,272.48 | 1,054.99 | 1,031.63 | 1,018.63 |
| Annual dividend per share | 60 | 50 | 50 | 30 | 10 | 10 |
| Commemorative | 10 | - | - | - | - | - |
| Interim | 25 | 25 | 25 | 25 | - | - |
| Year-end | 25 | 25 | 25 | 5 | 10 | 10 |
| Total cash dividends (millions of yen) | 1,991 | 1,659 | 1,659 | 995 | 331 | 331 |
| Profit per share | 90.97 | 3.58 | (376.19) | (231.77) | (18.52) | 14.79 |

Management indicators

(Unit: %)

| | | | | | | |
|----------------------------|------|--------|--------|--------|-------|------|
| Shareholders' equity ratio | 53.9 | 62.0 | 52.5 | 48.4 | 50.8 | 52.6 |
| Return on equity (ROE) | 5.1 | 0.2 | (25.1) | (19.9) | (1.8) | 1.4 |
| Return on assets (ROA) | 5.1 | 1.4 | (10.5) | (6.8) | (2.7) | 1.4 |
| Payout ratio *1 | 66.0 | 1398.1 | - | - | - | 67.6 |

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 |
| Treasury shares | 1,516,200 | 1,516,200 | 1,516,300 | 1,516,300 | 1,516,300 | 1,516,300 |
| Number of employees (people) | 1,716 | 1,845 | 1,713 | 1,514 | 1,342 | 1,341 |

*The figures in upper parentheses indicate YoY.

*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).

Financial highlights

(Unit: Millions of yen)

| FY | 2020 | 2021 | 2022* ² | 2023* ³ | 2024 | Q1 - Q3 2025* ⁴ |
|--|------------------|-------------------|--------------------|--------------------|-------------------|-------------------------------|
| Net sales | (58.3) 38,796 | (244.6) 94,900 | (123.4) 117,125 | (121.2) 141,923 | (99.1) 140,581 | (158.2) 154,617 |
| Gross profit | (67.0) 9,927 | (159.0) 15,784 | (160.5) 25,326 | (104.5) 26,459 | (133.3) 35,263 | (144.5) 34,257 |
| SG&A expenses | (86.3) 12,169 | (101.4) 12,339 | (116.5) 14,376 | (101.8) 14,631 | (136.5) 19,967 | (109.8) 15,726 |
| Operating profit | (-) (2,241) | (-) 3,444 | (317.9) 10,950 | (108.0) 11,827 | (129.3) 15,295 | (197.3) 18,531 |
| Ordinary profit | (-) (2,032) | (-) 3,634 | (308.7) 11,218 | (115.4) 12,947 | (127.1) 16,462 | (176.0) 18,937 |
| Profit attributable to owners of parent | (-) (3,452) | (-) 2,471 | (332.7) 8,221 | (142.3) 11,695 | (95.4) 11,158 | (209.2) 13,439 |
| Capital stock | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 |
| Net assets | 30,443 | 31,551 | 41,817 | 55,993 | 56,247 | 67,121 |
| Total assets | 52,370 | 70,001 | 80,893 | 98,392 | 98,953 | 141,766 |
| Cash flows from operating activities | 3,692 | 7,980 | 12,561 | 5,563 | 7,779 | - |
| Cash flows from investing activities | (1,072) | (1,586) | (7,642) | (4,101) | 1,100 | - |
| Cash flows from financing activities | (2,835) | 1,385 | (725) | (3,145) | (13,520) | - |
| Cash and cash equivalents at end of period | 24,510 | 32,304 | 36,497 | 34,814 | 30,854 | - |

Indicators per share

(Unit: Yen)

| | | | | | | |
|---------------------------------------|----------|--------|--------|--------|--------|--------|
| Net assets per share | 921.80 | 939.42 | 598.18 | 729.51 | 820.43 | 992.50 |
| Annual dividend per share | 10 | 20 | 30 | 40 | 50 | 50 |
| Commemorative | - | - | - | - | - | - |
| Interim | - | - | - | - | - | - |
| Year-end | 10 | 20 | 30 | 40 | 50 | 50 |
| Total cashdividends (millions of yen) | 323 | 646 | 1,961 | 2,617 | 3,110 | - |
| Profit per share | (105.78) | 76.43 | 126.70 | 178.77 | 178.78 | 215.97 |

Management indicators

(Unit: %)

| | | | | | | |
|----------------------------|--------|------|------|------|------|------|
| Shareholders' equity ratio | 56.9 | 43.4 | 48.4 | 48.5 | 51.6 | 43.6 |
| Return on equity (ROE) | (10.9) | 8.2 | 23.7 | 26.9 | 22.6 | 23.8 |
| Return on assets (ROA) | (3.5) | 5.9 | 14.9 | 14.4 | 16.7 | 15.7 |
| Payout ratio *1 | - | 26.2 | 23.7 | 22.4 | 28.0 | - |

Other

| | | | | | | |
|--|------------|------------|--------------------------|------------|------------|------------|
| Total number of shares issued and outstanding (shares) | 34,700,000 | 34,700,000 | ^{*2} 69,400,000 | 69,400,000 | 65,429,150 | 65,429,150 |
| Treasury shares | 2,368,300 | 2,368,300 | 4,001,382 | 3,970,850 | 3,212,700 | 3,188,105 |
| Number of employees (people) | 1,266 | 1,193 | 1,259 | 1,423 | 1,664 | 1,780 |

*The figures in upper parentheses indicate YoY.

*2 The company conducted a 2-for-1 stock split on March 22, 2023.

*3 Figures for the FY2023 reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.

Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

*4 Since we have not prepared the consolidated statement of cash flows for the Q1 and Q3 since FY2025, the figures are omitted.

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

[Cumulative]

(Unit: Millions of yen)

| FY | 2023 | | | | 2024 | | | | 2025 | | | |
|--|--------|--------|---------|----------------|--------|--------|--------|----------------|--------|--------|----------------|-----------|
| | Q1 | Q2 | Q3 | Full-Year | Q1 | Q2 | Q3 | Full-Year | Q1 | Q2 | Q3 | Full-Year |
| Net sales | 30,335 | 67,015 | 123,206 | 141,923 | 26,176 | 45,760 | 97,764 | 140,581 | 55,555 | 95,953 | 154,617 | |
| Gross profit | 5,392 | 12,348 | 23,001 | 26,459 | 6,604 | 12,492 | 23,712 | 35,263 | 13,018 | 24,383 | 34,257 | |
| SG & A expenses | 3,367 | 6,977 | 10,681 | 14,631 | 4,085 | 8,421 | 14,322 | 19,967 | 5,208 | 10,788 | 15,726 | |
| Operating profit (loss) | 2,025 | 5,370 | 12,320 | 11,827 | 2,519 | 4,071 | 9,390 | 15,295 | 7,809 | 13,595 | 18,531 | |
| Ordinary profit (loss) | 2,185 | 5,907 | 13,456 | 12,947 | 3,328 | 5,330 | 10,759 | 16,462 | 8,001 | 13,904 | 18,937 | |
| Profit (loss) attributable to owners of parent | 1,384 | 4,123 | 9,532 | 11,695 | 1,696 | 2,823 | 6,424 | 11,158 | 5,575 | 9,552 | 13,439 | |

(Unit: Machines)

| | | | | | | | | | | | | |
|--------------------|--------|---------|---------|----------------|--------|--------|---------|----------------|--------|---------|----------------|--|
| Pachinko machines | 42,900 | 85,700 | 162,000 | 187,400 | 8,600 | 20,900 | 69,400 | 92,500 | 39,600 | 69,500 | 128,200 | |
| Pachislot machines | 17,400 | 40,200 | 66,300 | 72,700 | 20,600 | 27,600 | 62,400 | 113,100 | 55,500 | 90,200 | 127,500 | |
| Total | 60,300 | 126,000 | 228,400 | 260,200 | 29,200 | 48,600 | 131,900 | 205,700 | 95,200 | 159,800 | 255,700 | |

(Unit: Millions of yen)

| FY | 2020 | | | | 2021 | | | | 2022 | | | |
|--|---------|---------|---------|----------------|--------|--------|--------|---------------|-------|--------|--------|----------------|
| | Q1 | Q2 | Q3 | Full-Year | Q1 | Q2 | Q3 | Full-Year | Q1 | Q2 | Q3 | Full-Year |
| Net sales | 2,341 | 10,591 | 29,182 | 38,796 | 22,930 | 37,348 | 72,531 | 94,900 | 8,243 | 42,230 | 89,607 | 117,125 |
| Gross profit | 340 | 2,568 | 7,154 | 9,927 | 3,378 | 6,128 | 11,375 | 15,784 | 3,277 | 9,687 | 19,099 | 25,326 |
| SG & A expenses | 2,744 | 5,896 | 9,019 | 12,169 | 3,000 | 5,770 | 9,009 | 12,339 | 3,090 | 6,153 | 9,622 | 14,376 |
| Operating profit (loss) | (2,403) | (3,327) | (1,865) | (2,241) | 378 | 358 | 2,366 | 3,444 | 186 | 3,534 | 9,476 | 10,950 |
| Ordinary profit (loss) | (2,383) | (3,247) | (1,690) | (2,032) | 559 | 597 | 2,590 | 3,634 | 291 | 3,753 | 9,749 | 11,218 |
| Profit (loss) attributable to owners of parent | (2,910) | (3,923) | (2,677) | (3,452) | 338 | 315 | 1,787 | 2,471 | (209) | 2,536 | 5,646 | 8,221 |

(Unit: Machines)

(Unit: Machines)

| | | | | | | | | | | | | |
|--------------------|-------|--------|--------|---------------|--------|--------|---------|----------------|--------|--------|---------|----------------|
| Pachinko machines | 2,800 | 4,000 | 30,600 | 50,100 | 43,900 | 65,100 | 110,500 | 139,900 | 2,700 | 56,800 | 122,500 | 151,600 |
| Pachislot machines | 400 | 12,400 | 37,900 | 45,700 | 6,400 | 12,700 | 31,700 | 51,200 | 8,600 | 27,500 | 40,400 | 68,100 |
| Total | 3,300 | 16,500 | 68,600 | 95,900 | 50,400 | 77,900 | 142,200 | 191,100 | 11,300 | 84,300 | 163,000 | 219,800 |

*The number of units sold is rounded down to the nearest 100.

* Figures for the FY2023 (full-year) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.

Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

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

[Non-cumulative]

(Unit: Millions of yen)

| FY | 2023 | | | | 2024 | | | | 2025 | | | |
|--|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|---------------|----|
| | Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 |
| Net sales | 30,335 | 36,680 | 56,191 | 18,717 | 26,176 | 19,584 | 52,004 | 42,817 | 55,555 | 40,398 | 58,664 | |
| Gross profit | 5,392 | 6,956 | 10,653 | 3,458 | 6,604 | 5,888 | 11,220 | 11,551 | 13,018 | 11,365 | 9,874 | |
| SG & A expenses | 3,367 | 3,610 | 3,704 | 3,950 | 4,085 | 4,336 | 5,901 | 5,645 | 5,208 | 5,580 | 4,938 | |
| Operating profit (loss) | 2,025 | 3,345 | 6,950 | (493) | 2,519 | 1,552 | 5,319 | 5,905 | 7,809 | 5,786 | 4,936 | |
| Ordinary profit (loss) | 2,185 | 3,722 | 7,549 | (509) | 3,328 | 2,002 | 5,429 | 5,703 | 8,001 | 5,903 | 5,033 | |
| Profit (loss) attributable to owners of parent | 1,384 | 2,739 | 5,409 | 2,163 | 1,696 | 1,127 | 3,601 | 4,734 | 5,575 | 3,977 | 3,887 | |

(Unit: Machines)

| | | | | | | | | | | | | |
|--------------------|--------|--------|---------|--------|--------|--------|--------|--------|--------|--------|---------------|--|
| Pachinko machines | 42,900 | 42,800 | 76,300 | 25,400 | 8,600 | 12,300 | 48,500 | 23,000 | 39,600 | 29,800 | 58,600 | |
| Pachislot machines | 17,400 | 22,800 | 26,100 | 6,400 | 20,600 | 6,900 | 34,700 | 50,600 | 55,500 | 34,600 | 37,300 | |
| Total | 60,300 | 65,700 | 102,400 | 31,800 | 29,200 | 19,300 | 83,300 | 73,700 | 95,200 | 64,500 | 95,900 | |

(Unit: Millions of yen)

| FY | 2020 | | | | 2021 | | | | 2022 | | | |
|--|---------|---------|--------|-------|--------|--------|--------|--------|-------|--------|--------|--------|
| | Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 |
| Net sales | 2,341 | 8,250 | 18,591 | 9,614 | 22,930 | 14,418 | 35,183 | 22,369 | 8,243 | 33,987 | 47,377 | 27,518 |
| Gross profit | 340 | 2,228 | 4,586 | 2,773 | 3,378 | 2,750 | 5,247 | 4,409 | 3,277 | 6,410 | 9,412 | 6,227 |
| SG & A expenses | 2,744 | 3,152 | 3,123 | 3,150 | 3,000 | 2,770 | 3,239 | 3,330 | 3,090 | 3,063 | 3,469 | 4,754 |
| Operating profit (loss) | (2,403) | (924) | 1,462 | (376) | 378 | (20) | 2,008 | 1,078 | 186 | 3,348 | 5,942 | 1,474 |
| Ordinary profit (loss) | (2,383) | (864) | 1,557 | (342) | 559 | 38 | 1,993 | 1,044 | 291 | 3,462 | 5,996 | 1,469 |
| Profit (loss) attributable to owners of parent | (2,910) | (1,013) | 1,246 | (775) | 338 | (23) | 1,472 | 684 | (209) | 2,745 | 3,110 | 2,575 |

(Unit: Machines)

| | | | | | | | | | | | | |
|--------------------|-------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| Pachinko machines | 2,800 | 1,200 | 26,600 | 19,500 | 43,900 | 21,200 | 45,400 | 29,400 | 2,700 | 54,100 | 65,700 | 29,100 |
| Pachislot machines | 400 | 12,000 | 25,500 | 7,800 | 6,400 | 6,300 | 19,000 | 19,500 | 8,600 | 18,900 | 12,900 | 27,700 |
| Total | 3,300 | 13,200 | 52,100 | 27,300 | 50,400 | 27,500 | 64,300 | 48,900 | 11,300 | 73,000 | 78,700 | 56,800 |

*Quarterly figures for each Q2 to Q4 are calculated on the table. (excluding unit sales)

*The number of units sold is rounded down to the nearest 100.

* Figures for the FY2023 (Q4) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.

Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

Performance by business segment

[Content and digital business]

(Unit: millions of yen)

| | FY2021 | | | | FY2022 | | | |
|--|--------|-------|---------------|-----------|--------|-------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | 1,699 | 4,176 | 6,522 | 9,105 | 2,911 | 6,046 | 10,665 | 14,532 |
| Operating profit | 239 | 760 | 1,220 | 1,465 | 1,038 | 1,623 | 3,805 | 4,378 |
| Tsuburaya Productions Co., Ltd. | - | - | - | - | - | - | - | - |
| Total MD and license revenue | 604 | 1,409 | 2,425 | 3,473 | 1,215 | 2,061 | 5,205 | 7,411 |
| Domestic MD and license revenue | 325 | 737 | 1,129 | 1,386 | 361 | 767 | 1,075 | 1,334 |
| Overseas MD and license revenue | 278 | 672 | 1,295 | 2,087 | 853 | 1,294 | 4,130 | 6,076 |
| Imaging and event revenue | 219 | 751 | 1,040 | 1,429 | 659 | 1,541 | 1,919 | 2,743 |

[Amusement Equipment business]

(Unit: millions of yen)

| | FY2021 | | | | FY2022 | | | |
|------------------|--------|--------|---------------|-----------|--------|--------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | 20,712 | 32,113 | 64,356 | 83,715 | 4,858 | 35,334 | 77,619 | 100,808 |
| Operating profit | 104 | (469) | 1,050 | 1,750 | (860) | 1,933 | 6,062 | 7,714 |

Unit sales (Unit: machines)

| | | | | | | | | |
|-----------|--------|--------|---------|---------|--------|--------|---------|---------|
| Pachinko | 43,900 | 65,100 | 110,500 | 139,900 | 2,700 | 56,800 | 122,500 | 151,600 |
| Pachislot | 6,400 | 12,700 | 31,700 | 51,200 | 8,600 | 27,500 | 40,400 | 68,100 |
| Total PS | 50,400 | 77,900 | 142,200 | 191,100 | 11,300 | 84,300 | 163,000 | 219,800 |

* From the year ending March 31, 2025, the segment name previously used for the "PS business" has been changed to the "Amusement equipment business."

This change is only a change in the name of the reportable segment and has no impact on segment information.

(The reporting segments for the year ended 31 March 2024 are also presented under the new name.)

[Other business]

(Unit: millions of yen)

| | FY2021 | | | | FY2022 | | | |
|------------------|--------|----|---------------|-----------|--------|-------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | - | - | 1,817 | 2,335 | 571 | 1,127 | 1,721 | 2,305 |
| Operating profit | - | - | 102 | 92 | 17 | 33 | 56 | 75 |

[Adjusted amount]

(Unit: millions of yen)

| | FY2021 | | | | FY2022 | | | |
|------------------|--------|----|---------------|-----------|--------|-------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | - | - | (166) | (255) | (97) | (278) | (397) | (521) |
| Operating profit | - | - | (7) | 136 | (8) | (55) | (448) | (1,218) |

*The number of units sold is rounded down to the nearest hundred.

*As a result of the transition to a holding company structure implemented on October 3, 2022, from the Q3 of the FY2022, the Company has changed its financial reporting from a single segment to two reportable segments: "Content and digital" and "PS."

In accordance with this change, some figures for financial results of previous fiscal years in this document have been changed.

Segment information for the previous fiscal year and FY2021 has been prepared based on the classification of reportable segments for the fiscal year under review.

Performance by business segment

[Content and digital business]

(Unit: millions of yen)

| | FY2023 | | | | FY2024 | | | | FY2025 | | | |
|---|--------|-------|---------------|-----------|--------|-------|---------------|-----------|--------|-------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | 3,131 | 7,409 | 11,466 | 15,336 | 3,598 | 7,996 | 12,871 | 16,410 | 3,541 | 7,538 | 10,762 | |
| Operating profit | 785 | 1,980 | 3,000 | 3,781 | 1,048 | 2,117 | 2,794 | 2,835 | 443 | 749 | 922 | |
| Tsuburaya Productions Co., Ltd.* | 1,922 | 4,897 | 7,610 | 9,899 | 2,419 | 5,697 | 9,225 | 11,559 | 2,305 | 5,100 | 7,319 | |
| Total MD and license revenue | 1,413 | 3,428 | 5,089 | 6,576 | 1,845 | 3,972 | 6,716 | 8,231 | 1,747 | 3,064 | 4,439 | |
| Domestic MD and license revenue | 461 | 1,080 | 1,485 | 1,772 | 425 | 802 | 1,558 | 2,033 | 505 | 1,029 | 1,523 | |
| Overseas MD and license revenue | 952 | 2,348 | 3,603 | 4,803 | 1,420 | 3,170 | 5,158 | 6,198 | 1,241 | 2,034 | 2,916 | |
| Imaging and event revenue* | 576 | 1,550 | 2,504 | 3,264 | 615 | 1,569 | 2,179 | 2,933 | 534 | 1,726 | 2,239 | |
| categories | | | | | | | | | | | | |
| Toys and hobbies | 504 | 1,142 | 1,779 | 2,452 | 719 | 1,812 | 2,677 | 3,287 | 681 | 1,117 | 1,633 | |
| Lifestyles | 251 | 580 | 1,045 | 1,525 | 333 | 699 | 1,389 | 1,660 | 314 | 614 | 823 | |
| Fast Moving Consumer Goods | 110 | 136 | 231 | 362 | 207 | 225 | 252 | 321 | 103 | 198 | 257 | |
| Card games | 182 | 673 | 882 | 896 | 162 | 419 | 1,424 | 1,665 | 376 | 646 | 1,019 | |
| Others | 364 | 894 | 1,151 | 1,339 | 423 | 816 | 1,102 | 1,295 | 270 | 487 | 705 | |

Breakdown of Tsuburaya Productions' revenue by region

| | | | | | | | | | | | | |
|-------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|
| Overseas revenues | 1,111 | 2,722 | 4,378 | 5,780 | 1,653 | 3,648 | 5,831 | 7,030 | 1,442 | 2,531 | 3,594 | |
| Domestic revenues | 878 | 2,257 | 3,215 | 4,060 | 807 | 1,893 | 3,064 | 4,134 | 838 | 2,259 | 3,085 | |

* The figures in the above table are extracts of some of the main business revenues that comprise net sales of Tsuburaya Productions (includes revenue from overseas bases from the Q3 of the FY2024).

* MD and license revenue and imaging and event revenue are partially reviewed and reflected from Q1 FY2023.

[Amusement equipment business]

(Unit: millions of yen)

| | FY2023 | | | | FY2024 | | | | FY2025 | | | |
|-------------------|--------|---------|---------------|-----------|--------|--------|---------------|-----------|--------|---------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | 26,974 | 59,022 | 110,952 | 125,595 | 22,290 | 37,196 | 84,111 | 123,092 | 51,703 | 87,825 | 142,974 | |
| Operating profit | 1,882 | 4,506 | 10,978 | 10,412 | 2,057 | 3,122 | 8,570 | 15,277 | 8,177 | 14,673 | 20,153 | |
| Unit sales | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| Pachinko | 42,900 | 85,700 | 162,000 | 187,400 | 8,600 | 20,900 | 69,400 | 92,500 | 39,600 | 69,500 | 128,200 | |
| Pachislot | 17,400 | 40,200 | 66,300 | 72,700 | 20,600 | 27,600 | 62,400 | 113,100 | 55,500 | 90,200 | 127,500 | |
| Total PS | 60,300 | 126,000 | 228,400 | 260,200 | 29,200 | 48,600 | 131,900 | 205,700 | 95,200 | 159,800 | 255,700 | |

* From the year ending March 31, 2025, the segment name previously used for the "PS business" has been changed to the "Amusement equipment business."

This change is only a change in the name of the reportable segment and has no impact on segment information.

(The reporting segments for the year ended 31 March 2024 are also presented under the new name.)

[Other business]

(Unit: millions of yen)

| | FY2023 | | | | FY2024 | | | | FY2025 | | | |
|------------------|--------|-----|---------------|-----------|--------|-----|---------------|-----------|--------|-----|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | 403 | 805 | 1,204 | 1,607 | 413 | 835 | 1,264 | 1,682 | 447 | 901 | 1,355 | |
| Operating profit | 9 | 20 | 17 | 19 | 7 | 1 | 12 | 5 | (8) | 8 | 30 | |

[Adjusted amount]

(Unit: millions of yen)

| | FY2023 | | | | FY2024 | | | | FY2025 | | | |
|------------------|--------|---------|---------------|-----------|--------|---------|---------------|-----------|--------|---------|---------------|-----------|
| | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year | Q1 | H1 | Cumulative Q3 | Full-year |
| Net sales | (173) | (222) | (417) | (615) | (126) | (268) | (482) | (602) | (136) | (311) | (476) | |
| Operating profit | (652) | (1,136) | (1,675) | (2,386) | (594) | (1,170) | (1,986) | (2,822) | (802) | (1,836) | (2,574) | |

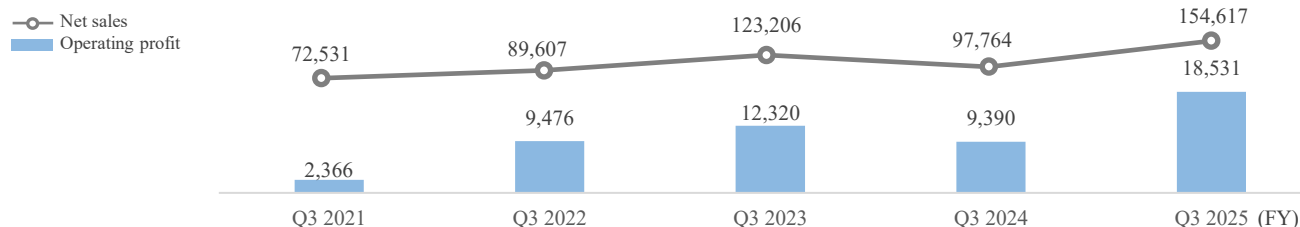
*The number of units sold is rounded down to the nearest hundred.

Consolidated P/L statement

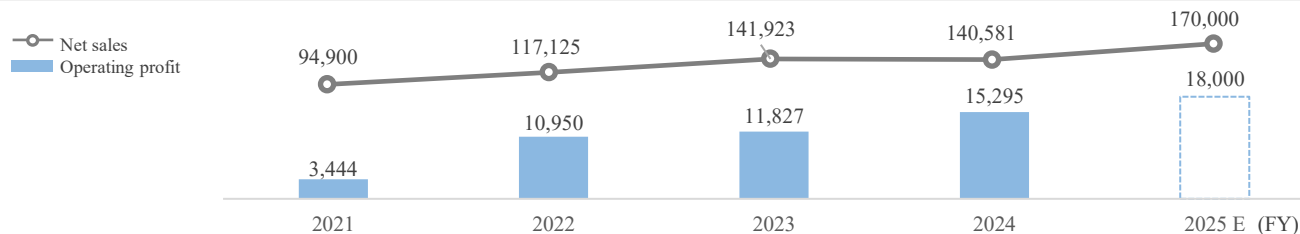
(Unit: Millions of yen)

| FY | 2021 | | 2022 | | 2023 | | 2024 | | 2025 | |
|--|-------------------------------------|-------------------------------------|-------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|------------------------------------|-------------------------------------|--------------------------------------|--|
| | Q1-Q3 | Full-year | Q1-Q3 | Full-year | Q1-Q3 | Full-year | Q1-Q3 | Full-year | Q1-Q3 | Full-year (Plan) (October 31, 2025) |
| Net sales | (248.5) 72,531 [100.0] | (244.6) 94,900 [100.0] | (123.5) 89,607 [100.0] | (123.4) 117,125 [100.0] | (137.5) 123,206 [100.0] | (121.2) 141,923 [100.0] | (79.4) 97,764 [100.0] | (99.1) 140,581 [100.0] | (158.2) 154,617 [100.0] | (120.9) 170,000 [100.0] |
| Gross profit | (159.0) 11,375 [15.7] | (159.0) 15,784 [16.6] | (167.9) 19,099 [21.3] | (160.5) 25,326 [21.6] | (120.4) 23,001 [18.7] | (104.5) 26,459 [18.6] | (103.1) 23,712 [24.3] | (133.3) 35,263 [25.1] | (144.5) 34,257 [22.2] | - |
| SG&A expenses | (99.9) 9,009 [12.4] | (101.4) 12,339 [13.0] | (106.8) 9,622 [10.7] | (116.5) 14,376 [12.3] | (111.0) 10,681 [8.7] | (101.8) 14,631 [10.3] | (134.1) 14,322 [14.6] | (136.5) 19,967 [14.2] | (109.8) 15,726 [10.2] | - |
| Advertising expenses | 761 | 1,021 | 612 | 1,191 | 847 | 1,107 | 1,891 | 2,621 | 1,906 | - |
| Salaries | 3,089 | 4,103 | 3,154 | 4,379 | 3,490 | 4,667 | 4,237 | 5,821 | 4,634 | - |
| Provision for bonuses | 54 | 135 | 99 | 200 | 65 | 193 | 54 | 240 | 187 | - |
| Provision for directors' bonuses | 9 | 46 | - | 159 | - | 216 | (80) | 151 | 137 | - |
| Outsourcing expenses | 599 | 828 | 850 | 1,465 | 680 | 937 | 1,099 | 1,540 | 1,156 | - |
| Travel and transportation | 197 | 258 | 209 | 312 | 304 | 407 | 393 | 521 | 423 | - |
| Depreciation | 310 | 415 | 310 | 415 | 348 | 484 | 421 | 571 | 679 | - |
| Rents | 908 | 1,199 | 898 | 1,202 | 773 | 1,026 | 856 | 1,146 | 835 | - |
| Provision of allowance for doubtful accounts | 9 | 15 | (17) | (63) | (8) | (6) | (16) | (18) | 13 | - |
| Retirement benefit expenses | 48 | 64 | 52 | 68 | 54 | 73 | 82 | 97 | 74 | - |
| Amortization of goodwill | 189 | 252 | 189 | 260 | 212 | 282 | 210 | 280 | 210 | - |
| Other | 2,836 | 4,003 | 3,266 | 4,788 | 3,916 | 5,245 | 5,175 | 6,997 | 5,472 | - |
| Operating profit | (-) 2,366 [3.3] | (-) 3,444 [3.6] | (400.5) 9,476 [10.6] | (317.9) 10,950 [9.3] | (130.0) 12,320 [10.0] | (108.0) 11,827 [8.3] | (76.2) 9,390 [9.6] | (129.3) 15,295 [10.9] | (197.3) 18,531 [12.0] | (117.7) 18,000 [10.6] |
| Ordinary profit | (-) 2,590 [3.6] | (-) 3,634 [3.8] | (376.3) 9,749 [10.9] | (308.7) 11,218 [9.6] | (138.0) 13,456 [10.9] | (115.4) 12,947 [9.1] | (80.0) 10,759 [11.0] | (127.1) 16,462 [11.7] | (176.0) 18,937 [12.2] | (111.2) 18,300 [10.8] |
| Profit attributable to owners of parent | (-) 1,787 [2.5] | (-) 2,471 [2.6] | (315.9) 5,646 [6.3] | (332.7) 8,221 [7.0] | (168.8) 9,532 [7.7] | (142.3) 11,695 [8.2] | (67.4) 6,424 [6.6] | (95.4) 11,158 [7.9] | (209.2) 13,439 [8.7] | (114.7) 12,800 [7.5] |

Change in first Q3 performance (graph) (Unit: millions of yen)



Change in full-year performance (graph) (Unit: millions of yen)



*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.

*Figures for the FY2023 (full-year) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.

Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

Consolidated B/S

(Unit: Millions of yen)

[Assets]

| | End of Mar. 2022 | End of Mar. 2023 | End of Mar. 2024 | End of Mar. 2025 | End of Dec. 2025 | Increase/ decrease |
|---|---------------------|---------------------|---------------------|---------------------|---------------------|-----------------------|
| Cash and deposits | 32,404 | 36,597 | 34,914 | 30,954 | 36,512 | 5,558 |
| Notes and accounts receivable - trade, and contract assets | 12,690 | 10,936 | 10,391 | 12,809 | 36,735 | 23,926 |
| Electronically recorded monetary claims- operating | 708 | 1,957 | 2,744 | 4,342 | 4,008 | (334) |
| Inventories | 8,303 | 5,973 | 12,379 | 18,714 | 26,536 | 7,822 |
| Other | 2,616 | 3,442 | 4,451 | 3,029 | 8,329 | 5,300 |
| Allowance for doubtful accounts | (23) | (37) | (31) | (7) | (11) | (4) |
| Total current assets | 56,698 | 58,868 | 64,848 | 69,841 | 112,109 | 42,268 |
| Land | 1,922 | 1,929 | 5,155 | 5,664 | 5,605 | (59) |
| Other | 2,616 | 3,366 | 3,986 | 4,566 | 4,690 | 124 |
| Total property, plant and equipment | 4,538 | 5,295 | 9,141 | 10,230 | 10,295 | 65 |
| Goodwill | 1,623 | 1,677 | 1,395 | 1,115 | 904 | (211) |
| Other | 859 | 1,211 | 1,007 | 1,001 | 1,408 | 407 |
| Total intangible assets | 2,482 | 2,888 | 2,402 | 2,116 | 2,312 | 196 |
| Investment securities | 1,429 | 7,959 | 13,542 | 7,831 | 8,148 | 317 |
| Long-term loans receivable | 215 | 681 | 1,802 | 1,354 | 1,604 | 250 |
| Other | 4,966 | 5,408 | 8,034 | 8,413 | 8,098 | (315) |
| Allowance for doubtful accounts | (328) | (207) | (1,379) | (833) | (801) | 32 |
| Total investments and other assets | 6,282 | 13,841 | 21,999 | 16,765 | 17,049 | 284 |
| Total non-current assets | 13,303 | 22,024 | 33,543 | 29,112 | 29,657 | 545 |
| Total assets | 70,001 | 80,893 | 98,392 | 98,953 | 141,766 | 42,813 |

[Liabilities]

| | | | | | | |
|---|---------------|---------------|---------------|---------------|---------------|----------------|
| Notes and accounts payable-trade | 13,128 | 12,402 | 10,961 | 13,715 | 43,105 | 29,390 |
| Short-term borrowings | 1,202 | 6,549 | 6,000 | 900 | 909 | 9 |
| Income taxes payable | 608 | 1,358 | 2,414 | 1,616 | 3,606 | 1,990 |
| Current portion of long-term borrowings | 5,030 | 2,794 | 2,400 | 2,207 | 2,028 | (179) |
| Other | 7,896 | 7,386 | 8,847 | 8,332 | 11,371 | 3,039 |
| Total current liabilities | 27,864 | 30,489 | 30,622 | 26,770 | 61,019 | 34,249 |
| Long-term borrowings | 6,530 | 3,994 | 5,503 | 8,033 | 6,565 | (1,468) |
| Other | 4,054 | 4,591 | 6,272 | 7,902 | 7,060 | (842) |
| Total non-current liabilities | 10,584 | 8,585 | 11,775 | 15,935 | 13,625 | (2,310) |
| Total liabilities | 38,449 | 39,075 | 42,398 | 42,706 | 74,645 | 31,939 |

[Net assets]

| | | | | | | |
|--|---------------|---------------|---------------|---------------|----------------|---------------|
| Share capital | 7,948 | 7,948 | 7,948 | 7,948 | 7,948 | - |
| Capital surplus | 7,576 | 7,390 | 7,390 | 9,289 | 9,306 | 17 |
| Retained earnings | 16,771 | 24,217 | 33,946 | 37,520 | 47,849 | 10,329 |
| Treasury shares | (1,946) | (1,644) | (1,631) | (3,415) | (3,389) | 26 |
| Total shareholders' equity | 30,349 | 37,912 | 47,653 | 51,342 | 61,715 | 10,373 |
| Valuation difference on available-for-sale securities | 18 | 1,194 | 38 | (356) | (9) | 347 |
| Accumulated other comprehensive income | 23 | 1,208 | 78 | (298) | 59 | 357 |
| Share acquisition rights | 28 | 45 | 203 | 306 | 309 | 3 |
| Non-controlling interests | 1,150 | 2,651 | 8,059 | 4,897 | 5,037 | 140 |
| Total net assets | 31,551 | 41,817 | 55,993 | 56,247 | 67,121 | 10,874 |
| Total liabilities and net assets | 70,001 | 80,893 | 98,392 | 98,953 | 141,766 | 42,813 |

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

* Figures for the FY2023 reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.

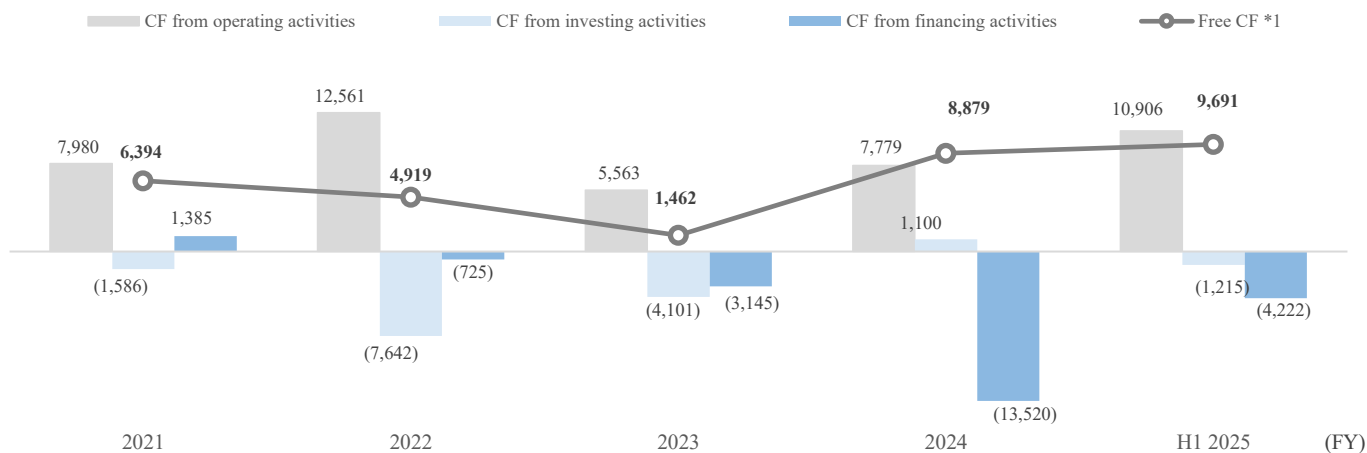
* Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

Consolidated cash flows

(Unit: Millions of yen)

| FY | 2021 | | 2022 | | 2023 | | 2024 | | 2025 |
|---|---------|-----------|---------|---------|---------|-----------|----------|--------------|--------------|
| | H1 | Full-Year | H1 | Factors | H1 | Full-Year | H1 | Full-Year | H1 |
| Cash flows from operating activities | 1,006 | 7,980 | (2,083) | 12,561 | (2,448) | 5,563 | (1,269) | 7,779 | 10,906 |
| Cash flows from investing activities | (493) | (1,586) | (1,462) | (7,642) | (4,675) | (4,101) | (1,334) | 1,100 | (1,215) |
| Cash flows from financing activities | (2,214) | 1,385 | (4,291) | (725) | (1,443) | (3,145) | (10,953) | (13,520) | (4,222) |
| Effect of exchange rate change on cash and cash equivalents | (0) | 0 | 0 | (0) | (0) | 0 | 1 | (18) | 7 |
| Net increase (decrease) in cash and cash equivalents | (1,701) | 7,779 | (7,836) | 4,193 | (8,567) | (1,683) | (13,555) | (4,660) | 5,477 |
| Cash and cash equivalents at beginning of period | 24,510 | 24,510 | 32,304 | 32,304 | 36,497 | 36,497 | 34,814 | 34,814 | 30,854 |
| Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation | 14 | 14 | - | - | - | - | - | 700 | - |
| Cash and cash equivalents at end of period | 22,822 | 32,304 | 24,467 | 36,497 | 27,929 | 34,814 | 21,258 | 30,854 | 36,332 |
| Free Cash flows ^{※1} | 513 | 6,394 | △ 3,545 | 4,919 | △ 7,123 | 1,462 | △ 2,603 | 8,879 | 9,691 |

Change in free cash flows (graph) (Unit: millions of yen)



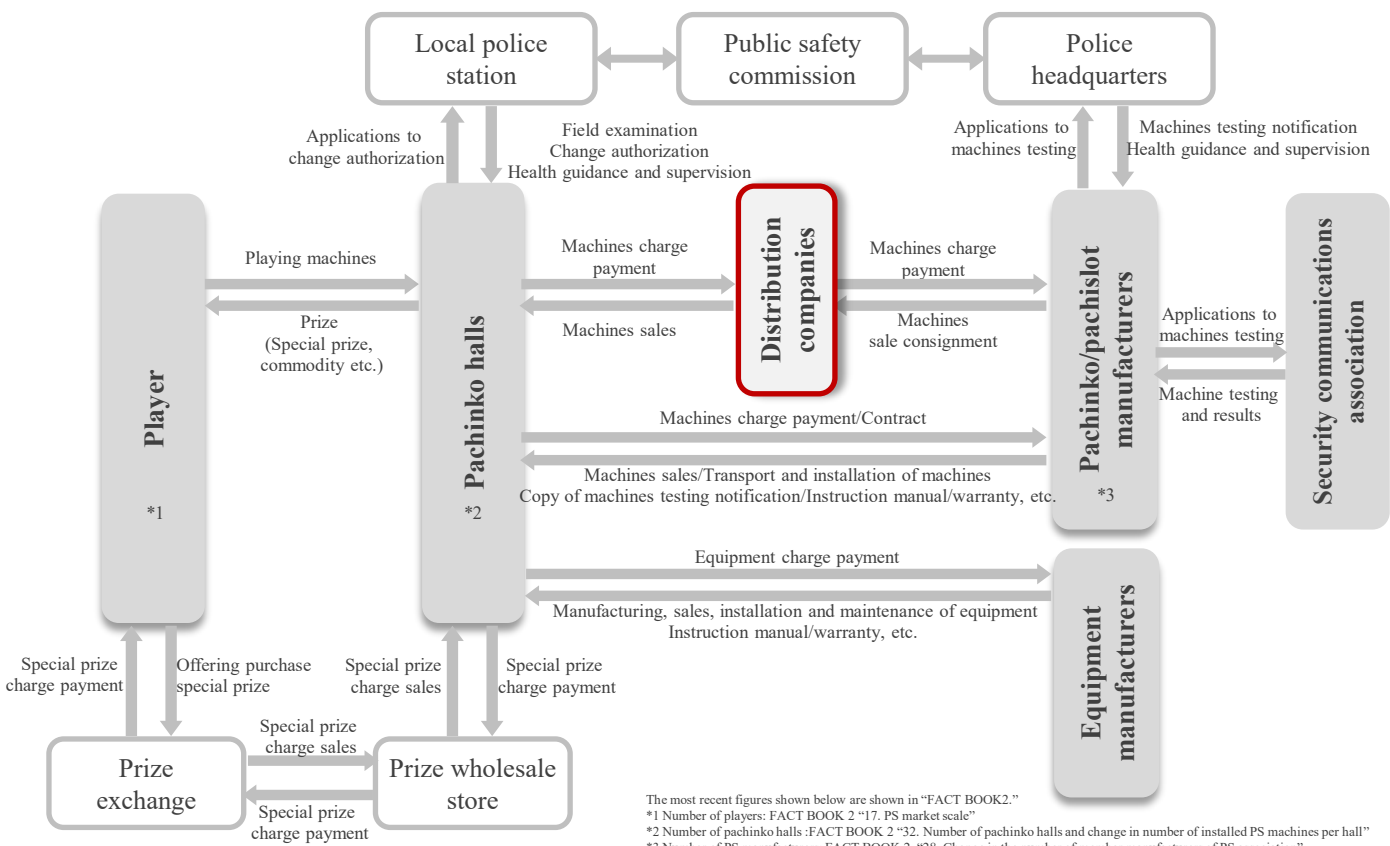
* Since we have not prepared the consolidated statement of cash flows for the Q1 and Q3 since FY2025, the figures are omitted.

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

2. Amusement Equipment business data

- P.16 Players in PS industry
PS machine sales bases (distribution)
- P.17 Recording method of net sales and price of PS machine collection method of PS machines for which our group is the sole distributor (image)
Business flow of merchandising rights in products planning and development for which our group is the sole distributor
- P.18 Main affiliated manufacturers and group companies
- P.19 Main PS machines titles from FY2024 to FY2026
- P.20 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2026)
- P.22 Change in pachinko unit sales by title (FY2003 to FY2026)
- P.26 Change in pachislot unit sales by title (FY2000 to FY2026)
- P.30 Change of *Evangelion* series

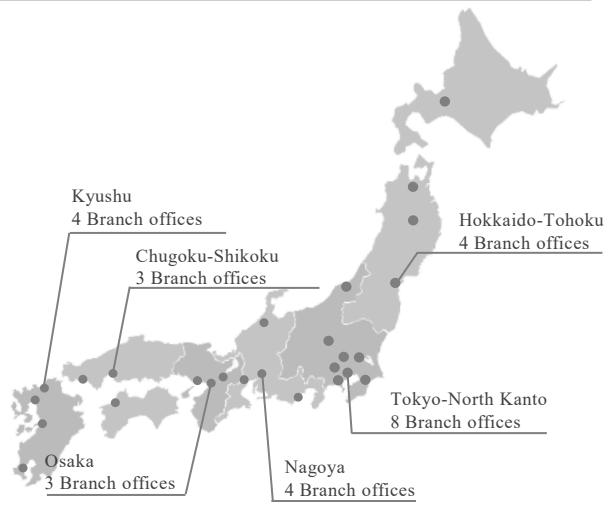
Players in PS industry



PS machine sales offices (distribution)

FIELDS CORPORATION's sales offices

- <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



| Classification | Details |
|------------------------------------|---|
| PS machine sales | Planning, development, and sales of PS machine |
| Other than PS machine sales | <p>Media for pachinko halls</p> <ul style="list-style-type: none"> •Distribution of content such as video •Gathering information, Providing information services, etc. <p>Customer attraction support services for PS halls</p> <ul style="list-style-type: none"> •Development of <i>Optimize</i>, a web advertising distribution service <p>Media for PS machine businesses</p> <ul style="list-style-type: none"> •PS machine's secondary distribution promotion website to revitalize the market |
| Other | <ul style="list-style-type: none"> •Product sales, etc. •Manufacturing, sales, construction, and maintenance of pachinko hall peripheral facilities |

Recording method of net sales for PS sales

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 our group is the “sole distributor” are accounted for as follows regardless of the sales method (distributor/agency sales).

Net sales:

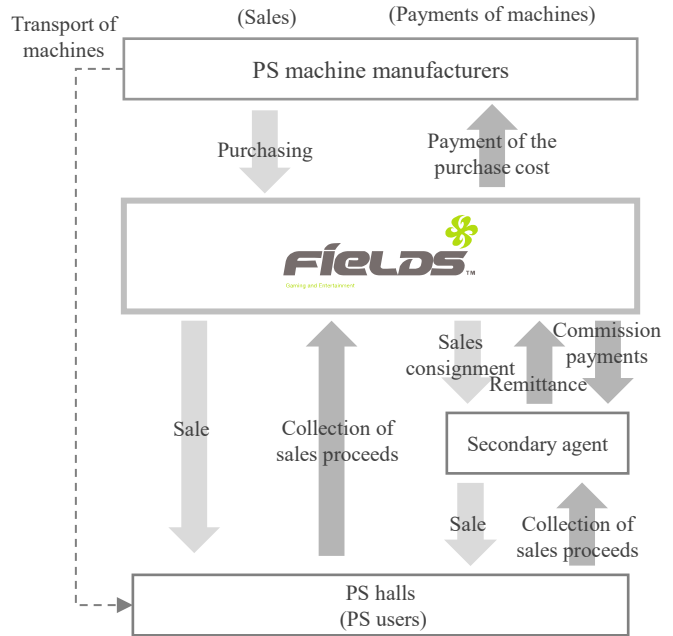
Record the price of PS machines that we sell to pachinko halls (criterion for recording sales: at the time of shipment of the PS machines)

Cost of sales:

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

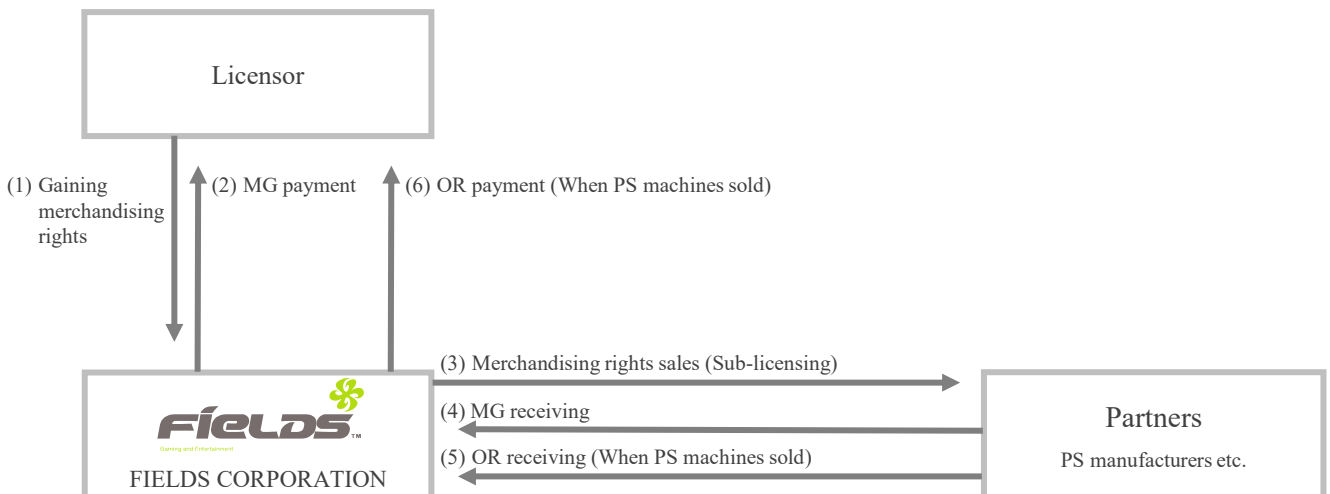
*We have a contract that stipulates that we will exclusively sell PS machines.

Price of PS machine collection method (image)



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











*Profits and losses related to the license is recorded when the PS machine is sold.



(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

Main affiliated manufactures and group companies

(As of December 31, 2025)

| | Manufacturer | Cumulative unit sales of manufacturer | History of alliance |
|-------------------------|---|---|--|
| Alliance Manufacturer | SANKYO Group Bisty  | P : 2,962,800 machines S : 894,200 machines Total : 3,857,100 machines | <ul style="list-style-type: none"> • 2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd. |
| | KYORAKU SANGYO Group OK  | P : 437,700 machines S : 19,900 machines Total : 457,700 machines | <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. |
| | CAPCOM Group Enterrise  | P : S : 453,200 machines Total : 453,200 machines | <ul style="list-style-type: none"> • 2009 Signed a Basic Agreement with Enterrise Co., Ltd. |
| | Daiichi Shokai Group D-light  | P : 60,000 machines S : 52,400 machines Total : 112,400 machines | <ul style="list-style-type: none"> • 2013 Formed an alliance with D-light Co., Ltd. • 2015 Formed an alliance with Daiichi Shokai Co., Ltd |
| | NewGin Group EXCITE  | P : 24,900 machines S : 57,600 machines Total : 82,600 machines | <ul style="list-style-type: none"> • 2017 Sales cooperation of EXCITE brand machines began |
| Consolidated Subsidiary | SPIKY GROUP *1     | P : S : 161,700 machines Total : 161,700 machines | <ul style="list-style-type: none"> • 2015 SPIKY CORPORATION became the consolidated subsidiary |
| | NANASHOW  | P : 41,500 machines S : 68,000 machines Total : 109,500 machines | <ul style="list-style-type: none"> • 2014 Formed an alliance with NANASHOW Corporation Became the affiliated company • 2018 NANASHOW became the consolidated subsidiary |

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

(The Spiky group's unit sales include a portion of the unit sales of machines manufactured by SPIKY CORPORATION, CROSSALPHA CORPORATION, SHINNICHI TECHNOLOGY CORPORATION, and F CORPORATION.)

*The number of units sold is rounded down to the nearest 100.

*Some of the unit sales include the rental plan. *A reworking of calculation method is attempted for some titles from FY2018.

Change in pachinko unit sales by affiliated manufacturer

(As of December 31, 2025)

| | FY | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 |
|-------------------------------|-------------------|------|------|------|--------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|---------------|----------------|
| Bisty | Title | - | - | - | 1 | 4 | 5 | 5 | 5 | 4 | 4 | 2 | 2 | 1 | 3 |
| | Unit sales | - | - | - | 4,100 | 169,000 | 262,800 | 292,900 | 217,500 | 170,800 | 286,800 | 236,500 | 181,700 | 48,200 | 111,800 |
| OK!! | Title | - | - | - | - | - | - | - | - | - | - | - | - | 1 | 2 |
| | Unit sales | - | - | - | - | - | - | - | - | - | - | - | - | 32,400 | 28,700 |
| MIZUHO/ Macy | Title | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| | Unit sales | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| NANASHO W | 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 | 2 | 5 |
| | Unit sales | - | - | - | 4,100 | 169,000 | 262,800 | 292,900 | 217,500 | 170,800 | 286,800 | 236,500 | 181,700 | 80,600 | 140,600 |

Change in pachislot unit sales by affiliated manufacturer

| | FY | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 |
|-------------------------------|-------------------|---------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| RODEO | Title | 2 | 4 | 5 | 6 | 3 | 2 | 3 | 5 | 3 | 2 | 3 | 3 | 2 | 1 |
| | Unit sales | 32,900 | 155,200 | 176,400 | 153,500 | 165,100 | 159,200 | 42,800 | 86,100 | 29,800 | 28,700 | 121,600 | 81,800 | 104,500 | 26,500 |
| Bisty | Title | - | - | - | 1 | 2 | 1 | 5 | 3 | 2 | 2 | 2 | 2 | 3 | 3 |
| | Unit sales | - | - | - | 5,600 | 19,000 | 22,900 | 73,700 | 112,400 | 91,200 | 76,100 | 70,000 | 81,700 | 65,800 | 61,700 |
| OK!! | Title | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| | Unit sales | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Enterrise | Title | - | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 2 |
| | Unit sales | - | - | - | - | - | - | - | - | - | 2,400 | 16,100 | 7,200 | 47,800 | 72,000 |
| MIZUHO/ Macy | Title | - | - | - | - | - | - | - | - | - | - | - | - | - | 1 |
| | Unit sales | - | - | - | - | - | - | - | - | - | - | - | - | - | 54,100 |
| NANASHO W | Title | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| | Unit sales | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Spiky group | 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 | 6 | 7 |
| | Unit sales | 32,900 | 155,200 | 176,400 | 159,100 | 184,100 | 182,100 | 116,500 | 198,600 | 121,000 | 107,400 | 207,800 | 170,800 | 218,300 | 214,400 |

*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. (The number of units sold is rounded down to the nearest 100.)

Change in pachinko unit sales by affiliated manufacturer

(As of December 31, 2025)

| FY | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | Q1-Q3 2025 | Total | |
|-------------------------------|------------|---------|---------|---------|--------|--------|---------|--------|---------|---------|---------|---------------|---------|-----------|
| Bisty | Title | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 2 | 62 | |
| | Unit sales | 159,700 | 90,600 | 98,600 | 56,800 | 37,100 | 57,400 | 32,500 | 68,400 | 86,500 | 143,300 | 55,100 | 93,800 | 2,962,800 |
| OK!! | Title | 1 | 1 | 1 | - | 2 | 3 | 1 | 2 | 3 | - | 1 | 1 | 19 |
| | Unit sales | 114,500 | 5,000 | 22,800 | 19,100 | 24,000 | 63,000 | 12,400 | 54,100 | 32,800 | 12,900 | 9,400 | 6,000 | 437,700 |
| MIZUHO/ Macy | Title | 1 | 3 | - | 1 | - | - | - | - | - | - | - | - | 5 |
| | Unit sales | 4,800 | 39,600 | - | 6,300 | 5,300 | - | - | - | - | - | - | - | 56,200 |
| NANASHOW | Title | - | - | 2 | - | 1 | 1 | - | - | 1 | - | 1 | - | 6 |
| | Unit sales | - | - | 3,700 | 600 | 16,500 | 3,900 | - | - | 12,000 | - | 4,500 | - | 41,500 |
| Daiichi Syokai/ D-light | Title | - | 1 | 1 | - | 1 | 1 | - | - | 1 | 1 | - | 1 | 7 |
| | Unit sales | - | 8,600 | 14,000 | - | 10,200 | 4,300 | - | - | 5,000 | 10,400 | 1,500 | 5,600 | 60,000 |
| NewGin/ EXCITE | Title | - | - | - | - | - | - | - | 1 | - | 1 | 1 | 1 | 4 |
| | Unit sales | - | - | - | - | - | - | - | 10,200 | - | 3,100 | 3,400 | 8,000 | 24,900 |
| Total | Title | 4 | 7 | 6 | 3 | 6 | 7 | 3 | 5 | 7 | 5 | 6 | 5 | 103 |
| | Unit sales | 279,200 | 143,900 | 139,300 | 82,900 | 93,300 | 128,700 | 45,000 | 132,700 | 136,400 | 169,800 | 74,200 | 113,500 | 3,583,400 |

Change in pachislot unit sales by affiliated manufacturer

| FY | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | Q1-Q3 2025 | Total | |
|-------------------------------|------------|--------|---------|--------|--------|--------|--------|--------|--------|--------|--------|---------------|-----------|-----------|
| RODEO | Title | 1 | - | 1 | 2 | - | - | - | - | - | - | - | 48 | |
| | Unit sales | 42,500 | - | 4,400 | 600 | - | - | - | - | - | - | - | 1,412,200 | |
| Bisty | Title | - | 3 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 2 | 1 | 2 | 46 |
| | Unit sales | 0 | 54,300 | 12,000 | 12,200 | 13,100 | 14,800 | 7,600 | 10,000 | 14,900 | 23,600 | 19,800 | 30,800 | 894,200 |
| OK!! | Title | - | - | - | 2 | - | - | - | - | 1 | - | 2 | 1 | 6 |
| | Unit sales | - | - | - | 7,000 | - | - | - | 2,900 | 300 | - | 6,400 | 3,000 | 19,900 |
| Enterrise | Title | 1 | 2 | 3 | 2 | 3 | 1 | 1 | 2 | 2 | - | 4 | 2 | 29 |
| | Unit sales | 24,400 | 42,800 | 57,800 | 22,300 | 4,800 | 19,800 | 17,600 | 14,900 | 13,700 | 2,400 | 41,400 | 45,000 | 453,200 |
| MIZUHO/ Macy | Title | - | - | - | 2 | - | - | - | - | - | - | - | - | 3 |
| | Unit sales | 0 | - | - | 4,000 | - | - | - | - | - | - | - | - | 58,100 |
| NANASHOW | Title | 1 | 2 | 2 | 3 | 2 | 2 | 1 | - | - | - | - | - | 13 |
| | Unit sales | 20,000 | 14,900 | 6,300 | 10,900 | 7,900 | 5,100 | 2,400 | - | - | - | - | - | 68,000 |
| Spiky group | Title | - | - | - | 1 | 4 | - | 3 | 2 | 2 | 2 | 3 | 3 | 20 |
| | Unit sales | - | - | - | 7,000 | 6,600 | - | 12,600 | 15,400 | 26,300 | 24,100 | 32,800 | 36,600 | 161,700 |
| Daiichi Syokai/ D-light | Title | - | 3 | 1 | 2 | - | - | 1 | 1 | 1 | 1 | 1 | 1 | 12 |
| | Unit sales | - | 9,100 | 3,100 | 3,300 | - | - | 4,000 | 6,000 | 10,700 | 6,300 | 4,300 | 5,200 | 52,400 |
| NewGin/ EXCITE | Title | - | - | - | 1 | - | 1 | - | - | - | 1 | 1 | 1 | 5 |
| | Unit sales | - | - | - | 19,700 | - | 12,600 | - | - | - | 14,100 | 5,800 | 5,300 | 57,600 |
| Total | Title | 3 | 10 | 9 | 17 | 11 | 6 | 8 | 6 | 7 | 6 | 12 | 10 | 182 |
| | Unit sales | 87,200 | 121,200 | 83,700 | 87,400 | 32,600 | 52,500 | 44,600 | 49,300 | 66,100 | 70,500 | 110,800 | 126,100 | 3,177,800 |

*The Spiky group's unit sales include a portion of the unit sales of machines manufactured by SPIKY CORPORATION, CROSSALPHA CORPORATION, SHINNICHI TECHNOLOGY CORPORATION, and F CORPORATION.)

*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. (The number of units sold is rounded down to the nearest 100)

*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 ULTRA SEVEN* released in FY2017 and *Pachinko Onimusha: Dawn of Dreams Super Souken* released in FY2018 from KYORAKU SANGYO.

Change in pachinko unit sales by title (FY2003 to FY2025)

(As of December 31, 2025)

| Bisty | | | | | | | |
|-------|-------|--|---------|----|------|---|---------|
| FY | Title | Number of sales | | | | | |
| 1 | 2003 | CR FEVER KUNG-FU GAL | 14,000 | 26 | 2009 | CR Neon Genesis Evangelion—The Beginning and the End | 237,000 |
| 2 | 2004 | CR Kahara Tomomi to Minashigo Hatchi | 41,000 | 27 | | CR Iron Chef | - |
| 3 | | CR Neon Genesis Evangelion | 124,000 | 28 | | CR GTO | - |
| 4 | | CR Circuit e ikou! | 11,000 | 29 | | CR Neon Genesis Evangelion—The Angels Are Back Again YF | 24,000 |
| 5 | | CR FEVER TWINS | - | 30 | | CR Shimizu no Jirocho—The Bonds of Life | 11,000 |
| 6 | 2005 | CR Neon Genesis Evangelion: Second Impact | 161,000 | 31 | 2010 | CR Kung Fu Panda | 12,000 |
| 7 | | CR Ashita ga arusa Yoshimoto World | 38,000 | 32 | | CR Evangelion—Evangelical of the beginnings Light ver. | - |
| 8 | | CR Marilyn Monroe | 39,000 | 33 | | CR Shimizu no Jirocho Light ver. | - |
| 9 | | CR Iijima Naoko no Casino Bisty | 21,000 | 34 | | CR Evangelion—Evangelical of the Beginnings | 205,000 |
| 10 | | CR Daimajin | 10,000 | 35 | 2011 | CR Evangelion 7 | 100,000 |
| 11 | 2006 | CR Neon Genesis Evangelion—Kiseki no Kachiwa | 187,000 | 36 | | CR The story of ayumi hamasaki Sweet Version | 10,000 |
| 12 | | CR WINK | 11,000 | 37 | | CR The story of ayumi hamasaki Light Version | - |
| 13 | | CR Aya Matsuura | 40,000 | 38 | | CR The story of ayumi hamasaki—introduction | 72,000 |
| 14 | | CR Otoko Ippiki Gaki Daisho | - | 39 | 2020 | Evangelion 7 Smile Model | 12,000 |
| 15 | | CR Shin Sangoku Musou | 27,000 | 40 | | CR Sengoku BASARA 3—The Battle of Sekigahara | 16,000 |
| 16 | 2007 | CR Neon Genesis Evangelion—The Angels Are Back Again | 199,000 | 41 | 2012 | EVA Light III | 16,000 |
| 17 | | CR Tomb Raider | - | 42 | 2013 | CR EVANGELION 8 Premium Battle | 12,000 |
| 18 | | CRA Felix the Cat | - | 43 | | CR TEKKEN | 18,000 |
| 19 | | CR The Mask of Zorro | - | 44 | | CR EVANGELION 8 | 75,000 |
| 20 | | CR LOONEY TUNES BIA | - | 45 | | CR Beyond the Heavens | - |
| 21 | 2008 | CR Mystic Blue | - | 46 | 2014 | CR TEKKEN LIGHT VERSION | - |
| 22 | | CR King Kong | 21,000 | 47 | | CR EVANGELION 8 Extreme Battle | 20,000 |
| 23 | | CR Seven Samurai | 82,000 | 48 | | CR ayumi hamasaki 2 | 23,000 |
| 24 | | CR A Morning Musume | - | 49 | | CR EVANGELION 9 | 103,000 |
| 25 | | CR A Neon Genesis Evangelion Premium Model | 51,000 | 50 | | CR EVANGELION 9 Premium Amadigi ver. | 13,000 |
| | | | | 51 | | CR EVANGELION 9 Middle ver. | - |

*The table shows some of the titles announced as of October 31, 2025.

*The figures have been rounded down to the nearest thousand.

*Some of the unit sales include the rental plan.

*The table shows the unit sales calculated at the end of Q3 FY2025. (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.

Change in pachinko unit sales by title (FY2003 to FY2025)

(As of December 31, 2025)

| | | | | | | | |
|----|------|--|--------|-----|------|--|---------|
| 52 | 2015 | CR EVANGELION 9 Type zero ver. | - | 78 | 2020 | NEON GENESIS EVANGELION Decisive Battle -Crimson- | 14,000 |
| 53 | | CR Martian Successor NADESICO | - | 79 | | P CODE GEASS Lelouch of the Rebellion | 13,000 |
| 54 | | CR EVANGELION X | 53,000 | 80 | | NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL | - |
| 55 | | CR EVANGELION 9 Type zero 199 ver. | - | 81 | 2021 | P Uchū Senkan Yamato 2202 Ai no Senshi-tachi | - |
| 56 | | CR Martian Successor NADESICO Light ver. | - | 82 | | P CODE GEASS Lelouch of the Rebellion Light middle ver. | - |
| 57 | | CR EVANGELION X PREMIUM MODEL | 12,000 | 83 | | NEON GENESIS EVANGELION -Roar for tomorrow- | 84,000 |
| 58 | 2016 | CR TEKKEN 2 Toushin ver. | 15,000 | 84 | | P CODE GEASS Lelouch of the Rebellion Light ver. | - |
| 59 | | CR EVANGELION 9 180ver. | - | 85 | 2022 | P Uchū Senkan Yamato 2202 -ONLY ONE- | 15,000 |
| 60 | | CR EVANGELION 10 SPEED IMPACT | 12,000 | 86 | | P Uchū Senkan Yamato 2202 Ai no Senshi-tachi Light Ver. | - |
| 61 | | CR EVANGELION - Time to Rise | 57,000 | 87 | | P Godzilla vs EVANGELION -G-cells awakening- | 50,000 |
| 62 | | CR TEKKEN 2 Fujin ver. | - | 88 | | P Uchū Senkan Yamato 2202 -ONLY ONE- light Ver. | - |
| 63 | 2017 | CR EVANGELION - Time to Rise Premium Model | - | 89 | 2023 | P CODE GEASS Lelouch of the Rebellion -Rebellion to Re; surrection- | 20,000 |
| 64 | | CR EVANGELION 2018 model | 36,000 | 90 | | NEON GENESIS EVANGELION -Roar for tomorrow- SPECIAL EDITION | 10,000 |
| 65 | | CR EVANGELION - Time to Rise Start impact | - | 91 | | P Godzilla vs EVANGELION -G-cells awakening- PREMIUM MODEL | - |
| 66 | | CR CODE GEASS Lelouch of the Rebellion - Emperor Road- | 10,000 | 92 | | Pachinko EVANGELION:3.0 + 1.0 Type Rei | 56,000 |
| 67 | | CR EVANGELION 2018 model GOLD Impact | - | 93 | | Sumapachi EVANGELION:3.0 + 1.0 Type Kaworu | 12,000 |
| 68 | 2018 | CR Drum ☆ EVANGELION PINK | - | 94 | | NEON GENESIS EVANGELION -Roar for tomorrow- PREMIUM MODEL | 11,000 |
| 69 | | Mode Pachinko CODE GEASS Lelouch of the Rebellion - easy version - | - | 95 | | Sumapachi EVANGELION:3.0 + 1.0 Type Gendo | - |
| 70 | | Mode Pachinko Drum ☆ EVANGELION GOLD | - | 96 | | P CODE GEASS Lelouch of the Rebellion -Rebellion to Re; surrection- light ver. | - |
| 71 | | EVANGELION Super awakening/ Super berserk | 27,000 | 97 | 2024 | P Uchū Senkan Yamato 2202 Super Wave | 13,000 |
| 72 | 2019 | PACHINKO TEKKEN EXTREME | - | 98 | | P Godzilla vs EVANGELION Second impact G | 20,000 |
| 73 | | EVANGELION 13 Premium model | - | 99 | | e Godzilla vs EVANGELION Second impact G Awakening of destroyer | - |
| 74 | | NEON GENESIS EVANGELION Rebirth of Angels | 35,000 | 100 | | Pachinko EVANGELION:3.0 + 1.0 129 LT ver. | - |
| 75 | | PACHINKO TEKKEN EXTREME SWEET COMBO VER. | - | 101 | 2025 | e Tokyo Ghoul | 35,000 |
| 76 | | EVANGELION 13 EXTRA model | - | 102 | | P Uchū Senkan Yamato 2202 Super Wave Mori Yuki 199LT ver. | - |
| 77 | | NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL | - | 103 | | Pachinko EVANGELION:3.0 + 1.0 PREMIUM MODEL | 11,000 |
| | | | | 104 | | NEON GENESIS EVANGELION -Memories of the beginning- | 40,000 |
| | | | | 105 | | e Godzilla vs EVANGELION2 Chōdeka Gold P Godzilla vs EVANGELION2 Chōdeka Silver | On sale |

*The table shows some of the titles announced as of October 31, 2025.

*The figures have been rounded down to the nearest thousand.

*Some of the unit sales include the rental plan.

*The table shows the unit sales calculated at the end of Q3 FY2025. (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.

Change in pachinko unit sales by title (FY2003 to FY2026)

(As of December 31, 2025)

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

| | | | |
|----|------|---|---------|
| 26 | 2022 | PACHINKO GANTZ:3 LAST BATTLE | 11,000 |
| 27 | | PACHINKO ULTRAMAN TIGA 1500×84 | 20,000 |
| 28 | 2023 | PACHINKO ULTRAMAN TIGA Ultra super luminal Light ver. | - |
| 29 | | Pachinko GANTZ Awakening RUSH180 | - |
| 30 | | PACHINKO MITOKOHHMON chogokujo | - |
| 31 | 2024 | Pachinko GANTZ Awakening SWEET 2000 | - |
| 32 | | e ULTRAMAN 2400★80 | - |
| 33 | 2025 | e SHIN ULTRAMAN | - |
| 34 | | e ULTRAMAN 4500 Super Light | On sale |
| 35 | 2026 | P Ultraman Mebius Dekaheso319 | On sale |

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

*The table shows some of the titles announced as of October 31, 2025.

*The figures have been rounded down to the nearest thousand.

*Some of the unit sales include the rental plan.

*The table shows the unit sales calculated at the end of Q3 FY2025. (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.

Change in pachinko unit sales by title (FY2003 to FY2026)

(As of December 31, 2025)

| 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> | - |
| 8 | 2023 | <i>P Hyakka-Ryoran</i> | 10,000 |
| 9 | 2024 | <i>P Hyakka-Ryoran Gohoushi 129ver.</i> | - |
| 10 | 2025 | <i>e INUYASHA 3.0</i> | - |

| NANASHOW | | | |
|----------|-------|--|--------|
| FY | Title | Unit sales | |
| 1 | 2016 | <i>CR The Amazing Spider-Man</i> | - |
| 2 | | <i>THE GENIE FAMILY</i> | - |
| 3 | 2018 | <i>CR ULTIMATE JUDGEMENT</i> | 16,000 |
| 4 | 2019 | <i>PA ULTIMATE JUDGEMENT Sweet Judgement 99 ver.</i> | - |
| 5 | | <i>CR Mach GoGoGo GP7000</i> | - |
| 6 | 2022 | <i>P Gatchaman the True Velocity</i> | 12,000 |
| 7 | 2024 | <i>Sumapachi SSSS.GRIDMAN</i> | - |

| NewGin/ EXCITE | | | |
|----------------|-------|---------------------------------------|--------|
| FY | Title | Unit sales | |
| 1 | 2021 | <i>P BERSERK Musou</i> | 10,000 |
| 2 | 2023 | <i>P BERSERK Musou Vengeance ver.</i> | - |
| 3 | 2024 | <i>P Ring ni kakerol</i> | - |
| 4 | 2025 | <i>e BERSERK Musou Chapter 2</i> | - |

*The table shows some of the titles announced as of October 31, 2025.

*The figures have been rounded down to the nearest thousand.

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*The table shows the unit sales calculated at the end of Q3 FY2025. (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.

Change in pachislot unit sales by title (FY2000 to FY2026)

(As of December 31, 2025)

| RODEO | | | | | | | |
|-------|-------|----------------------------------|---------|----|------|---|--------|
| FY | Title | Unit sales | | | | | |
| 1 | 2000 | <i>INDY JAWS 2</i> | 23,000 | 26 | 2007 | <i>Virtua Fighter</i> | 10,000 |
| 2 | | <i>Gamera</i> | 29,000 | 27 | | <i>Tenka Muteki! Salaryman Kintaro</i> | 18,000 |
| 3 | 2001 | <i>Ichigeki Teio 2</i> | 17,000 | 28 | | <i>The Mask of Zorro</i> | - |
| 4 | | <i>Salaryman Kintaro</i> | 118,000 | 29 | | <i>Cream Stew</i> | - |
| 5 | | <i>DOUBLE CHALLENGE</i> | 31,000 | 30 | | <i>Devil May Cry 3</i> | 48,000 |
| 6 | | <i>Oo-Gamera</i> | 32,000 | 31 | 2008 | <i>Kaiji Act 2</i> | 18,000 |
| 7 | 2002 | <i>KAZENOYOUJINBOU</i> | 53,000 | 32 | | <i>Tenchi wo Kurau</i> | - |
| 8 | | <i>SNOW KING</i> | - | 33 | | <i>Sonic Live</i> | - |
| 9 | | <i>Salaryman Kintaro S</i> | - | 34 | 2009 | <i>Onimusha: Dawn of Dreams</i> | 90,000 |
| 10 | | <i>CLUB RODEO T</i> | 43,000 | 35 | | <i>Hono-no Nekketsu Kyoshi</i> | - |
| 11 | | <i>Ginginmaru</i> | 31,000 | 36 | 2010 | <i>Gravion</i> | - |
| 12 | 2003 | <i>Gamera -High Grade Vision</i> | 61,000 | 37 | | <i>Ore no Sora—Spirit of Young Justice</i> | 38,000 |
| 13 | | <i>WANTOUCHABLE (Sammy)</i> | - | 38 | | <i>Gamera</i> | 13,000 |
| 14 | | <i>JET SET RADIO</i> | 22,000 | 39 | 2011 | <i>Pachislot Monster Hunter</i> | 95,000 |
| 15 | | <i>Charlie's Angels FT</i> | - | 40 | | <i>Rahxephon</i> | - |
| 16 | | <i>Sloter Kintaro</i> | 52,000 | 41 | | <i>Kaze no Youjinbou—Memory of Butterflies</i> | 23,000 |
| 17 | | <i>Yajyu</i> | 14,000 | 42 | 2012 | <i>Pachislot Shin-Onimusha Sairin</i> | 41,000 |
| 18 | 2004 | <i>Onimusha 3</i> | 120,000 | 43 | | <i>SAKIGAKE OTOKOJUKU—TENCHO-GORIN THE FINAL</i> | 24,000 |
| 19 | | <i>Kaiji</i> | 29,000 | 44 | 2013 | <i>Kaiji3 (Manufactured by GINZA Corporation)</i> | 25,000 |
| 20 | | <i>Umematsu Dynamite Wave!</i> | 36,000 | 45 | 2014 | <i>Salaryman Kintaro Syusse Kaido</i> | 42,000 |
| 21 | 2005 | <i>Ore no Sora</i> | 125,000 | 46 | 2016 | <i>Pachislot INUYASHA</i> | - |
| 22 | | <i>Dokonjo Gaeru</i> | - | 47 | 2017 | <i>PACHISLOT TATAKAE! SALARY-MAN</i> | - |
| 23 | 2006 | <i>Sakigake!! Otoko Juku</i> | 17,000 | 48 | | <i>Pachislot Ys I&II</i> | - |
| 24 | | <i>PREMIUM Dynamite</i> | - | | | | |
| 25 | | <i>Dokaben</i> | - | | | | |

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*The table shows the unit sales calculated at the end of Q3 FY2025. (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.

Change in pachislot unit sales by title (FY2000 to FY2026)

(As of December 31, 2025)

| Bisty | | | |
|-------|---|------------|--|
| FY | Title | Unit sales | |
| 1 | 2003 <i>KAIZOKU</i> | - | |
| 2 | 2004 <i>Dai Yamato</i> | 12,000 | |
| 3 | <i>Fever Natsumatsuri</i> | - | |
| 4 | 2005 <i>Neon Genesis Evangelion</i> | 23,000 | |
| 5 | 2006 <i>SHERLOCK HOUND</i> | - | |
| 6 | <i>GTO</i> | - | |
| 7 | <i>ROCKY BALBOA</i> | - | |
| 8 | <i>Tomb Raider</i> | 60,000 | |
| 9 | <i>Lord of the Rings</i> | - | |
| 10 | 2007 <i>Beach Club</i> | - | |
| 11 | <i>Neon Genesis Evangelion—Magokoro wo Kimini</i> | 99,000 | |
| 12 | <i>Morning Musume</i> | - | |
| 13 | 2008 <i>KING KONG</i> | - | |
| 14 | <i>Neon Genesis Evangelion—That time has come, now they're waiting for us</i> | 90,000 | |
| 15 | 2009 <i>Saturday Night Fever</i> | - | |
| 16 | <i>Neon Genesis Evangelion—Die Spur der SEELE</i> | 84,000 | |
| 17 | 2010 <i>MOBASLO Evangelion—for your own wish</i> | 77,000 | |
| 18 | <i>Magical Shopping Arcade Abenobashi</i> | - | |
| 19 | 2011 <i>Evangelion—the Heartbeat of Life</i> | 46,000 | |
| 20 | <i>SAMURAI 7</i> | 12,000 | |
| 21 | 2012 <i>EVANGELION</i> | 57,000 | |
| 22 | <i>Yaoh</i> | - | |
| 23 | <i>GTO Limit Break</i> | - | |
| 24 | 2013 <i>Evangelion—Ketsui no Toki</i> | 13,000 | |
| 25 | <i>MOBILE SUIT GUNDAM</i> | 25,000 | |

| | | | |
|----|------|---|---------|
| 26 | 2013 | <i>PACHISLOT ULTRAMAN WARS</i> | 23,000 |
| 27 | 2015 | <i>EVANGELION—Spear of Hope</i> | 26,000 |
| 28 | | <i>EVANGELION—Tamashii wo Tsunagumono</i> | 15,000 |
| 29 | | <i>MOBILE SUIT GUNDAM Awakening—Chained battle—</i> | 12,000 |
| 30 | 2016 | <i>EVANGELION—WISH OF VICTORY</i> | - |
| 31 | | <i>PACHI-SLOT MOBILE SUIT Z GUNDAM</i> | - |
| 32 | 2017 | <i>EVANGELION 30φMODEL</i> | - |
| 33 | | <i>Neon Genesis Evangelion - to You the Sincerity 2</i> | - |
| 34 | 2018 | <i>Pachislot Evangelion AT777</i> | 14,000 |
| 35 | | <i>Neon Genesis Evangelion - berserk 400</i> | - |
| 36 | 2019 | <i>CARD BATTLE PACHI-SLOT MOBILE SUIT GUNDAM X-OVER</i> | - |
| 37 | | <i>EVANGELION FESTIVAL</i> | - |
| 38 | 2020 | <i>Pachislot for CHAR AZNABLE -RED COMET's Counterattack-</i> | - |
| 39 | | <i>PACHISLOT THE iDOLM@STER MILLION LIVE!</i> | - |
| 40 | 2021 | <i>NEON GENESIS EVANGELION -Resonance of souls-</i> | - |
| 41 | 2022 | <i>Pachislot MOBILE SUIT GUNDAM UNICORN</i> | 15,000 |
| 42 | 2023 | <i>L Evangelion -Genesis of Destiny-</i> | 17,000 |
| 43 | | <i>L Godzilla vs EVANGELION</i> | 14,000 |
| 44 | 2024 | <i>L Pachislot Evangelion: 3.0+1.0</i> | 11,000 |
| 45 | 2025 | <i>L Pachislot MOBILE SUIT GUNDAM SEED</i> | 18,000 |
| 46 | | <i>LB Pachislot Evangelion -The Door of Promises-</i> | 12,000 |
| 47 | 2026 | <i>L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE</i> | On sale |

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

Change in pachislot unit sales by title (FY2000 to FY2026)

(As of December 31, 2025)

| Enterrise/ Adelson/LEOSTAR | | | |
|----------------------------|-------|--|--------|
| 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: WORLD™ GOLD HUNTING</i> | 10,000 |
| 22 | 2022 | <i>Pachislot Gekka Miyabi</i> | - |
| 23 | | <i>Pachislot MONSTER HUNTER WORLD: ICEBORNE™</i> | 14,000 |
| 24 | 2024 | <i>Smart Slot STRIKE THE BLOOD</i> | - |
| 25 | | <i>Smart slot STREET FIGHTER V The way of the challenger</i> | - |

| | | | |
|----|------|--|--------|
| 26 | 2024 | <i>Smart pachislot MONSTER HUNTER RISE</i> | 26,000 |
| 27 | | <i>Smart Pachislot Resident Evil5</i> | 15,000 |
| 28 | 2025 | <i>Smart Pachislot Devil May Cry 5 STYLISH TRIBE</i> | 11,000 |
| 29 | | <i>SMART PACHISLOT Shin Onimusha 3</i> | 24,000 |

| 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> | - |
| 4 | 2024 | <i>L Ultraman Tiga</i> | - |
| 5 | | <i>L MASKED RIDER DEN-O</i> | - |
| 6 | 2025 | <i>L ULTRAMAN</i> | - |

| Daiichi Shokai/ D-light/ IDOL | | | |
|-------------------------------|-------|---|---------|
| 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 BOØWY</i> | 10,000 |
| 10 | 2023 | <i>L Higurashi When They Cry: GOU</i> | - |
| 11 | 2024 | <i>L SHIN IKKITOUSEN</i> | - |
| 12 | 2025 | <i>L ZETTAI SHOGEKI IV</i> | On Sale |

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

Change in pachislot unit sales by title (FY2000 to FY2026)

(As of December 31, 2025)

| 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> | - |

| 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 |
| 3 | 2023 | <i>L BERSERK Musou</i> | 14,000 |
| 4 | 2024 | <i>L Salaryman Kintaro</i> | - |
| 5 | 2025 | <i>L Mushoku Tensei: Jobless Reincarnation</i> | On sale |

| 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 GROUP | | | |
|-------------|------|---|------------|
| | 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> | 15,000 |
| 12 | | <i>Pachislot Shin Ore no Sora</i> | 10,000 |
| 13 | 2023 | <i>S The Ambition of Oda Nobuna -countywide edition-</i> | - |
| 14 | | <i>L Ring ni kakero1 V</i> | 17,000 |
| 15 | 2024 | <i>L AKAME GA KILL! 2</i> | - |
| 16 | | <i>L INUYASHA 2</i> | 10,000 |
| 17 | | <i>L Tokyo Ghoul</i> | 31,000 |
| 18 | 2025 | <i>L ZETTAI SHOGEKI - PLATONIC HEART-</i> | - |
| 19 | | <i>L DARLING in the FRANXX</i> | 13,000 |

*The table shows some of the titles announced as of October 31, 2025.














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


































Change of pachinko *Evangelion* series

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

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

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Change of pachinko *Evangelion* series

| FY | Sales title (main title) | Low gambling nature type/ reused-type machines | Unit sales of series (Booked amount) | FY | Sales title (main title) | Low gambling nature type/ reused-type machines | Unit sales of series (Booked amount) |
|------|---|---|--------------------------------------|------|---|---|--------------------------------------|
| 2014 |  EVANGELION 9 Dec. 2014 (103,000 machines) |  EVANGELION 8 Extreme Battle Jul. 2014 (20,000 machines) | <u>131,000</u> machines | 2019 |  NEON GENESIS EVANGELION Rebirth of Angels Dec. 2019 (35,000 machines) |  EVANGELION 13 Premium model Sep. 2019 | <u>51,000</u> machines |
| | |  EVANGELION 9 Premium Amadigi Ver. Feb. 2015 (13,000 machines) | | | |  EVANGELION 13 EXTRA model Feb. 2020 | |
| | |  EVANGELION 9 Middle Ver. Feb. 2015 | | | |  NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL Mar. 2020 | |
| 2015 |  EVANGELION X Sep. 2015 (53,000 machines) |  EVANGELION 9 Type zero ver. May 2015 | <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 |
| | |  EVANGELION 9 Type zero 199ver. Dec. 2015 | | | | | |
| | |  EVANGELION X PREMIUM MODEL Feb. 2016 (12,000 machines) | | | | | |
| 2016 |  Time to Rise Dec. 2016 (57,000 machines) |  EVANGELION 9 180Ver. Sep. 2016 | <u>78,000</u> machines | 2021 |  NEON GENESIS EVANGELION -Roar for tomorrow- Dec. 2021 (50,000 machines) | | <u>51,000</u> machines |
| | |  EVANGELION X SPEED IMPACT Sep. 2016 (12,000 machines) | | | | | |
| 2017 |  EVANGELION 2018 model Oct. 2017 (36,000 machines) |  EVANGELION 11 PREMIUM MODEL Jun. 2017 | <u>46,000</u> machines | 2022 |  P Godzilla vs EVANGELION -G-cells awakening- Dec. 2022 (50,000 machines) |  Resale (10,000 units) | <u>60,000</u> machines |
| | |  EVANGELION 11 Start Impact Dec. 2017 | | | | | |
| | |  EVANGELION 2018 model GOLD Impact Mar. 2018 | | | | | |
| 2018 |  EVANGELION Super awakening/ Super berserk Mar. 2019 (27,000 machines) |  CR Drum ☆ EVANGELION PINK Aug. 2018 | <u>33,000</u> machines | 2023 |  Pachinko EVANGELION: 3.0 + 1.0 Type Rei Dec. 2023 (56,000 units) |  Resale (24,000 units) | <u>120,000</u> machines |
| | |  Mode Pachinko Drum ☆ EVANGELION GOLD Jan. 2019 | | | |  Sumapachi EVANGELION: 3.0 + 1.0 Type Kaworu Dec. 2023 (12,000 units) | |
| | | | | |  P Godzilla vs EVANGELION -G-cells awakening- PREMIUM MODEL Oct. 2023 |  NEON GENESIS EVANGELION -Roar for tomorrow- PREMIUM MODEL Feb. 2024 (11,000 units) | |
| | | | | |  Sumapachi EVANGELION: 3.0 + 1.0 Type Gendo Mar. 2024 | | |






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






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Sales brand/ Bisty

Change of pachinko *Evangelion* series

| FY | Sales title (main title) | Low gambling nature type/ reused-type machines | Unit sales of series (Booked amount) | |
|------|---|--|--|---------------------------|
| 2024 |  P Godzilla vs EVANGELION Second impact G Dec. 2024 <u>(20,000 units)</u> |  e Godzilla vs EVANGELION Second impact G Dec. 2024 Awakening of destroyer Dec. 2024 |  Pachinko EVANGELION: 3.0 + 1.0 129 LT ver. Feb. 2025 | <u>41,000</u> machines |
| 2025 |  NEON GENESIS EVANGELION -Memories of the beginning- Dec. 2025 <u>(40,000 units)</u> |  Pachinko EVANGELION: 3.0 + 1.0 PREMIUM MODEL Sep. 2025 <u>(11,000 units)</u>  e Godzilla vs EVANGELION2 Chōdeka Gold Jan. 2026 On sale |  P Godzilla vs EVANGELION2 Chōdeka Silver Jan. 2026 On sale | <u>54,000</u> machines |

Change of pachislot *Evangelion* series








| FY | Sales title (main titles) | Unit sales of series (Booked amount) |
|------|---|--------------------------------------|
| 2005 |  Neon Genesis Evangelion Sep. 2005 (23,000 machines) | 22,000 machines |
| 2007 |  Neon Genesis Evangelion Magokoro wo Kimini Jul. 2007 (99,000 machines) | 99,000 machines |
| 2008 |  Neon Genesis Evangelion That time has come, they're waiting for us Sep. 2008 (90,000 machines) | 90,000 machines |
| 2009 |  Neon Genesis Evangelion —Die Spur der SEELE Mar. 2010 (84,000 machines) | 74,000 machines |
| 2010 |  MOBASLO Evangelion —for your own wish Mar. 2011 (77,000 machines) | 65,000 machines |



| FY | Sales title (main titles) | Unit sales of series (Booked amount) |
|------|---|--------------------------------------|
| 2011 |  Evangelion —the Heartbeat of Life Feb. 2012 (46,000 machines) | 69,000 machines |
| 2012 |  EVANGELION Feb. 2013 (57,000 machines) | 56,000 machines |
| 2013 |  Evangelion —Ketsui no Toki Feb. 2014 (13,000 machines) | 13,000 machines |
| 2015 |  EVANGELION —Spear of Hope EVANGELION —Tamashii wo Jun. 2015 Dec. 2015 (26,000 machines) (15,000 machines) | 41,000 machines |
| 2016 |  EVANGELION —WISH OF VICTORY Feb. 2017 | — |

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

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Change of pachislot *Evangelion* series

| F Y | Sales title (main titles) | Reuse-type machines | Unit sales of series (Booked amount) |
|------|--|--|--------------------------------------|
| 2017 |  Neon Genesis Evangelion - to You the Sincerity 2 Feb. 2018 |  EVANGELION 30qMODEL Jan. 2018 | <u>11,000 machines</u> |
| 2018 |  Pachislot Evangelion AT777 Feb. 2019 (14,000 machines) |  Neon Genesis Evangelion - berserk 400 Mar. 2019 | <u>13,000 machines</u> |
| 2019 |  EVANGELION FESTIVAL Mar. 2020 | | - |
| 2021 |  NEON GENESIS EVANGELION -Resonance of souls- Jan. 2022 | | - |
| 2023 |  L Evangelion -Genesis of Destiny- Oct. 2023 (17,000 units) | L Godzilla vs EVANGELION Feb. 2024 (14,000 units) | <u>23,000 machines</u> |

| F Y | Sales title (main titles) | Reuse-type machines | Unit sales of series (Booked amount) |
|------|--|---------------------|--------------------------------------|
| 2024 |  L Pachislot Evangelion: 3.0+1.0 Jan. 2025 (11,000 machines) | | <u>19,000 machines</u> |
| 2025 |  LB Pachislot Evangelion -The Door of Promises- Jul. 2025 (12,000 machines) | | <u>12,000 machines</u> |

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

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 Sales brand/ Bisty

3. Corporate information, etc.

P.36 Corporate profile
Stock information

P.37 Main group companies

P.38 Our history

P.40 Activity for sustainability

P.45 Reference: introduction of our IR website

Corporate profile

Corporate profile

| | |
|----------------------------|---|
| Company name | TSUBURAYA FIELDS HOLDINGS INC. https://www.tsuburaya-fields.co.jp/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: 65,429,150 (Treasury shares: 3,188,105) |
| Securities exchange | Prime Market, Tokyo Stock Exchange Code: 2767 |
| Number of employees | 1,780 (consolidated), 107 (non-consolidated) |
| Main business activities | Drafting and executing the Group's medium-term management plan Overseeing group management and business activities, etc. |

Director

(As of December 31, 2025)

| | |
|--|--------------------|
| President and Group CEO | Hidetoshi Yamamoto |
| Senior Managing Director Chief Officer of Amusement Equipment business segment | Ei Yoshida |
| Senior Managing Director Chief Officer of Content and Digital business segment | Masayuki Nagatake |
| Director and Group CFO | Kenichi Ozawa |
| Outside Director Audit and Supervisory Committee Member | Tetsuo Komori |
| Outside Director Audit and Supervisory Committee Member | Keiichi Maeda |
| Outside Director | Kimie Morishita |
| Outside Director Audit and Supervisory Committee Member | Kenichi Ikezawa |

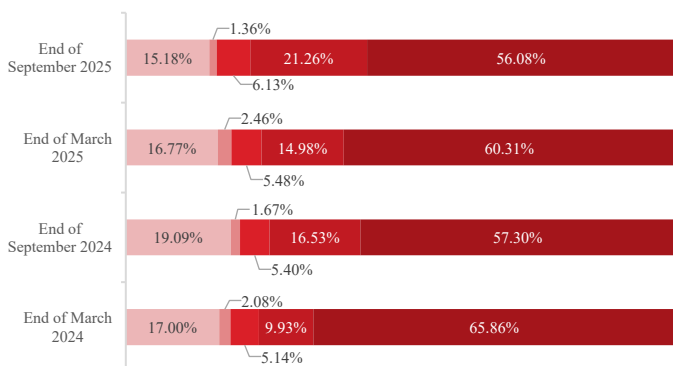
Stock information

Stock information

| | |
|-----------------------------------|-------------|
| Total number of authorized shares | 277,600,000 |
| Number of shares issued | 65,429,150 |
| Treasury shares | 3,198,305 |
| Shareholders | 15,515 |

By type of shareholder

■ Financial institutions
■ Other Japanese companies
■ Individuals and others
■ Securities companies
■ Foreign companies and others



Major shareholders

(As of September 30, 2025)

| Shareholders | Number of shares held | Percentage of total shares held* (excluding treasury shares) |
|--|-----------------------|--|
| Hidetoshi Yamamoto | 15,250,000 | 24.51% |
| Takashi Yamamoto | 7,225,600 | 11.61% |
| STATE STREET BANK AND TRUST COMPANY 505001 | 5,222,150 | 8.39% |
| Custody Bank of Japan, Ltd. (Trust Account) | 5,130,400 | 8.24% |
| Master Trust Bank of Japan, Ltd. (Trust Account) | 3,368,000 | 5.41% |
| Mint Co. | 3,200,000 | 5.14% |
| Hideyuki Kayamori | 1,962,800 | 3.15% |
| BBH BOSTON CUSTODIAN FOR JAPAN VALUE EQUITY CONCENTRATED FUND A SERIES OF 620135 | 1,139,900 | 1.83% |
| The Nomura Trust and Banking Co., Ltd. (Trust Account) | 1,127,900 | 1.81% |
| THE BANK OF NEW YORK MELLON 140044 | 976,730 | 1.57% |

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

Main group companies

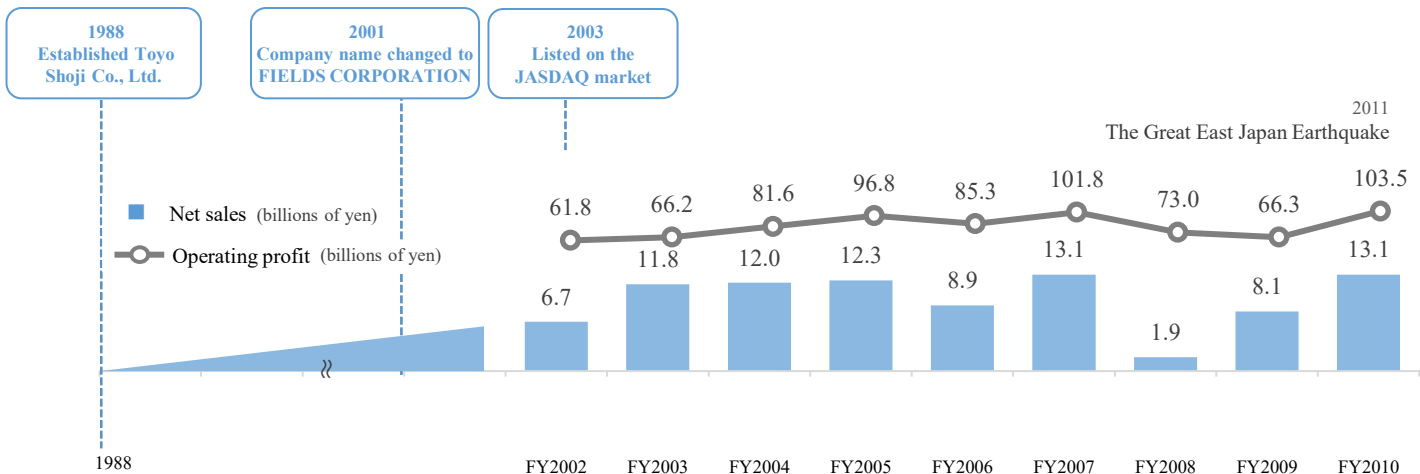
(As of December 31, 2025)

| Company name | Holding ratio of voting rights | Paid-in capital (Million yen) | Address | Business activities | Group participation month and year |
|--|--------------------------------|-------------------------------|---------------------|--|------------------------------------|
| <input type="radio"/> Digital Frontier Inc. | 100 | 31 | Shibuya-ku, Tokyo | Planning and production of CG etc. | Apr. 2010 |
| <input type="radio"/> DIGITAL FRONTIER (TAIWAN) INC. | 100 | 5 million TWD | Taiwan | Production and provision of CG visual | Jul. 2011 |
| <input type="radio"/> Optimize Company, Limited | 100 | 60 | Shibuya-ku, Tokyo | Information distribution services through the Internet | Oct. 2006 |
| <input type="radio"/> Tsuburaya Productions Co., Ltd. | 51.00 | 310 | Shibuya-ku, Tokyo | Planning and production of movie/TV Planning, production and sales of character goods | Apr. 2010 |
| <input type="radio"/> TSUBURAYA FIELDS MEDIA & PICTURES ENTERTAINMENT, INC. | 100 | 2.5 million USD | USA | Acquisition and distribution of entertainment content, Licensing business and trading card business | May 2023 |
| <input type="radio"/> TSUBURAYA FIELDS ENTERTAINMENT INTERNATIONAL PTE. LTD. | 100 | 1.9 million SGD | Singapore | Acquisition and distribution of entertainment content, Licensing business and trading card business | Aug. 2023 |
| <input type="radio"/> TSUBURAYA FIELDS ENTERTAINMENT KOREA INC. | 100 | 900 million KRW | Korea | Acquisition and distribution of entertainment content, Licensing business and trading card business | Aug. 2024 |
| <input type="radio"/> FIELDS CORPORATION | 100 | 100 | Shibuya-ku, Tokyo | Planning, development and sales of PS machines | Oct. 2022 |
| <input type="radio"/> BOOOM Corporation | 100 | 10 | Shibuya-ku, Tokyo | Planning and development of PS machines | May 2009 |
| <input type="radio"/> MICROCABIN CORP. | 100 | 10 | Yokkaichi-shi, Mie | Planning and development of software for PS machines | Jan. 2011 |
| <input type="radio"/> SEPTTECH CORPORATION | 100 | 10 | Shibuya-ku, Tokyo | Procurement and manufacturing of components related to PS machines Logistics management | Oct. 2022 |
| <input type="radio"/> CROSSALPHA CORPORATION | 100 | 10 | Shibuya-ku, Tokyo | Development and manufacturing of PS machines | May 2015 |
| <input type="radio"/> SPIKY CORPORATION | 100 | 100 | Shibuya-ku, Tokyo | Development and manufacturing of PS machines | May 2015 |
| <input type="radio"/> SHINNICHI TECHNOLOGY CORPORATION | 100 | 10 | Shibuya-ku, Tokyo | Development and manufacturing of PS machines | Jan. 2008 |
| <input type="radio"/> F CORPORATION | 100 | 5 | Shibuya-ku, Tokyo | Development and manufacturing of PS machines | Aug. 2016 |
| <input type="radio"/> NANASHOW CORPORATION | 83.33 | 40 | Shibuya-ku, Tokyo | Development and manufacturing of PS machines | Jan. 2014 |
| <input type="radio"/> Sophia Co., Ltd. | 100 | 100 | Kiryu-shi, Gunma | Development and manufacturing of PS machines | Mar. 2024 |
| <input type="radio"/> ACE DENKEN Co., Ltd. | 100 | 95 | Taito-ku, Tokyo | Development, manufacturing and sales of pachinko hall facilities Development and manufacturing of PS machines | Mar. 2024 |
| <input type="radio"/> Shinko MechatroTech Co., Ltd. | 100 | 100 | Hanamaki-shi, Iwate | Development, manufacturing and sale of information and mechatronics equipment, medical and nursing care equipment, and PS machines | Mar. 2024 |
| <input type="radio"/> Fields Jr. Corporation | 100 | 10 | Shibuya-ku, Tokyo | Maintenance of PS machines, etc. | Mar. 2002 |
| <input type="radio"/> LUCENT, INC. | 99.89 | 10 | Shibuya-ku, Tokyo | Leasing, management, trading and asset management of real estate | Jan. 2003 |
| <input type="radio"/> LUCENT REALTY, INC. | 99.89 | 10 | Shibuya-ku, Tokyo | Real estate leasing, management, sales, and consulting services | Dec. 2025 |
| <input type="radio"/> PachinkoPachislot Information Station, Inc. | 70.00 | 10 | Shibuya-ku, Tokyo | Operation of information distribution services | Feb. 2018 |
| <input type="radio"/> Total Workout premium management Inc. | 100 | 5 | Shibuya-ku, Tokyo | Management and operation of fitness gym | May 2011 |
| <input type="checkbox"/> SOUGOU MEDIA INC. | 35.00 | 10 | Shibuya-ku, Tokyo | Planning and production regarding sales promotions | Mar. 2010 |
| <input type="checkbox"/> SPO Entertainment Inc. | 31.81 | 100 | Chuo-ku, Tokyo | Acquisition, import/export, and sales of video content rights Operation of movie theaters and video distribution services 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.

[Net sale and operating profit]



1988~

Start-up period:
PS distribution innovation

1998~

Full-fledged launch of PS machine
as a media

2003~

Entry into a wide range of entertainment fields for multiple expansion of IP
Accelerate alliances with PS manufacturer under strategic alliances

In 1988, Toyo Shoji Co., Ltd., was established. The company focused first on revitalizing the pachinko industry and making it sounder, with the aim of making it easier for many more people to enjoy the inherent entertainment value of pachinko machines as an ordinary part of life. Thereafter, the scale of Japan's pachinko market expanded to ¥30 trillion. We also grew into the industry's largest distributor with a nationwide sales network, as we continued to anticipate and meet the diverse needs of pachinko halls and fans.

In the 1990s PS machines mounted with LCD screens brought the same appeal to these machines as media such as movies and television. The advent of larger LCD screens with higher resolutions, meanwhile, led to the emergence of a host of original intellectual property (IP) unique to the industry.

Viewing PS machines as media in their own right, we moved to create more fans of the genre. To this end, we used our nationwide sales network to identify needs, and began taking steps to create PS machines that utilize outstanding IP known widely throughout the public domain.

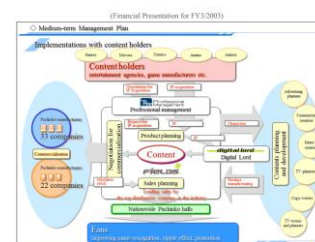
Together with building a structure for acquiring IP and relationships with talented planners, we entered a business alliance with machine manufacturer Sammy Corporation. These and other efforts formed our single-minded focus on measures to enhance both the gaming and entertainment value of PS machines. PS changes into a media. With this in mind, we have begun a full-fledged approach to IP.

Utilizing funds from our public offering and other opportunities afforded by our 2003 stock market listing, we focused on obtaining many merchandising rights to develop high-quality IP into products from companies that possess such IP in areas such as comics, animations, movies, TV dramas, music, games, and sports.

In addition, we formed alliances with outstanding creative production companies and companies with talented human resources and cutting-edge technology, taking new steps to develop the merchandising rights we obtained in PS and other media as well.

The start of the 21st century saw the use of characters and other IP across the full spectrum of media formats. For pachinko machines, roughly 70% featured IP of some kind. Recognizing that this trend could lead to IP exhaustion in the future, we made it our mission to eliminate this looming concern.

Business model in 2003



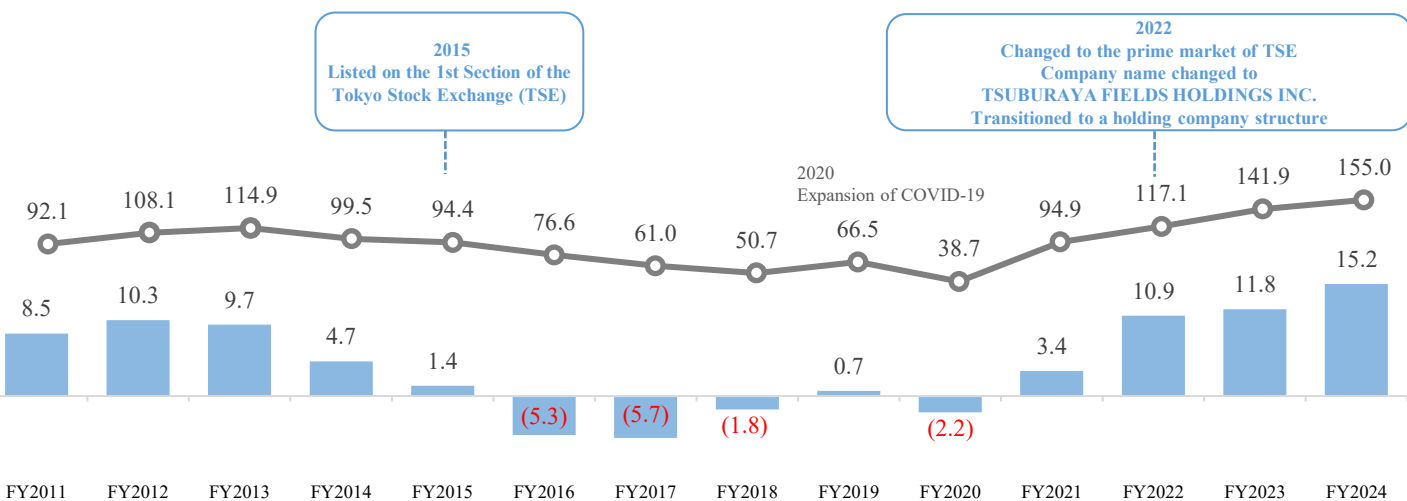
Initiatives of our group

- 1988 : PS machine proposal and sales activities for pachinko halls.
- 1992 : Acquired Leisure Nippon News Company.
Launched *Hall TV*.
- 1994 : Launched Pachinko Information Station
Expand sales offices nationwide.

- 2000 : Business alliance with Sammy Corporation
Started exclusive sales of RODEO brand.
- 2001 : Established Total Workout Corporation.
- 2003 : Business alliance with SANKYO Co., Ltd.
Started exclusive sales of Bisty-brand.
- 2004 : Launched *EVANGELION* series.
- 2005 : Made D3 Publisher Inc. a subsidiary.
* Sold in 2009
- 2006 : Made FutureScope Corporation a subsidiary.
(Currently, Optimize Company, Limited)
- 2008 : Business alliance with KYORAKU SANGYO.
Started exclusive sales of OK!!-brand.

- 2009 : Tie-up with Enterrise Co., Ltd.
(Capcom's subsidiary)
Began sales of the brand.
- 2010 : Made Tsuburaya Productions Co., Ltd. a subsidiary.
Made Digital Frontier Inc. a subsidiary.
- 2011 : HERO'S Monthly magazine was launched.
- 2013 : Business alliance with D-Light Co., Ltd.
(Daichi Shokai Co., Ltd.'s subsidiary)

Our history



2015
Listed on the 1st Section of the Tokyo Stock Exchange (TSE)

2022
Changed to the prime market of TSE
Company name changed to TSUBURAYA FIELDS HOLDINGS INC.
Transitioned to a holding company structure

2020
Expansion of COVID-19



From our beginnings as an independent distributor of PS machines, we have now achieved substantial growth in the PS field driven by IP. Along the way, we have brought companies with high-quality IP rights like Tsuburaya Productions Co., Ltd. under our umbrella, and sought out higher-added value for our IP by building a more robust network of prominent companies and talented partners in every field. In parallel, the Fields Group has also welcomed companies skilled in comics, animation, video and other specialized areas. During this time, the exhaustion of characters and other high-quality IP in the PS industry worsened. In light of the situation, we opted to make a strategic shift to a collective of business models centered on the continuous acquisition, creation and cultivation of IP.

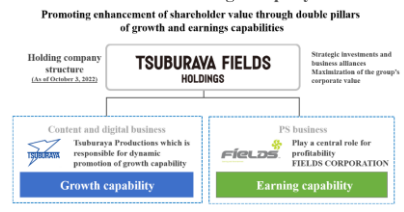
In June 2018, we celebrated our 30th anniversary and announced that we will reorganize our group and shift to a 4-in-house company system for new growth over the next 30 years. Each of the In-house companies has been designated as a PS distribution company with FIELDS CORPORATION at its core, a PS developing company with BOOOM Corporation at its core, an IP & MD company with Tsuburaya Production Co., Ltd. at its core, and a video production company with Digital Frontier Inc. at its core, and has started to strengthen its earnings and management base through selection and concentration in the group.

In October 2022, we shifted to a holding company structure and changed our corporate name to TSUBURAYA FIELDS HOLDINGS. In order to realize the corporate philosophy of "The Greatest Leisure for All People" as a group company, we are developing our business globally with the two pillars of the content and digital business segment and the Amusement Equipment business segment (formerly PS business segment). In the content and digital business segment, we have formulated and are promoting a new 5-year medium-term management plan. This plan aims to increase the recognition and favorability of Ultraman and further grow it with a view to the global market. In March 2024, the Amusement Equipment business segment welcomed Sophia Group, including ACE DENKEN Co., Ltd., a leading provider of facilities to pachinko halls, and is accelerating its efforts to make pachinko halls a "healthy entertainment space that satisfies everyone in the community."

Announced business model in 2012



2022 Transitioned to a holding company structure



- 2014 : Business alliance with NANASHOW CORPORATION. (Made a consolidated subsidiary in 2018)
- 2015 : Made K.K. Aristocrat Technologies (currently CROSSALPHA CORPORATION) a subsidiary. Made SPIKY CORPORATION a subsidiary. Entered into a business alliance with Daiichi Shokai Co., Ltd.
- 2017 : New Gin group's EXCITE brand. Started sales cooperation of PS machine.

- 2018 : Winning U.S. lawsuits of rights to use *Ultraman series* outside Japan. (2020 judgment finalized)
- 2019 : Global simultaneous distribution *ULTRAMAN* on Netflix
- 2020 : Launched Marvel Comics *THE RISE OF ULTRAMAN*. Established VIRTUAL LINE STUDIOS CORPORATION. (Joint investment of 3 companies, DF/ NIKKATSU CORPORATION/AOI TYO Holdings Co., Ltd)
- 2021 : Digital Frontier Inc. and Netflix entered into a business outsourcing contract.

- 2022 : Film *SHIN ULTRAMAN* released. "Ultraman Area" opened in the Chinese theme park.
- 2023 : Established overseas subsidiaries in Los Angeles and Singapore.
- 2024 : Film *Ultraman: Rising* released simultaneously worldwide on Netflix. Established an overseas subsidiary in South Korea. "Ultraman Card Game" released simultaneously around the world. Made Sophia Co., Ltd. group a subsidiary. Business alliance with DAIKOKU DENKI Co., Ltd.

1. Basic policy

Our group’s mission is to realize *The Greatest Leisure for All People*, which is our group-wide corporate philosophy. The importance of leisure time in people's lives is increasing as society matures, and the Group wishes to enrich people's entertainment and leisure time by providing new products and services to lead to happiness across society.

Sustainability across all of human society is an indispensable condition for the Group to achieve sustainable growth. We believe that addressing various social issues is our obligation as a company and it also promotes value creation at the same time. For this reason, the Group has positioned sustainability issues as an important management topic. Our goal is to appropriately identify and evaluate related risks and opportunities, control them with an integrated approach, and incorporate them in our management strategies to create further value.

We will work hard for all our stakeholders to realize *The Greatest Leisure for All People* in our sustainability management.

Strategy and Materiality

Our group has identified 5 materialities: “Contribute to improving the lives and hearts of people by providing content and entertainment,” “Globalization of business,” “Securing and fostering human capital,” “Socially and environmentally friendly business operations” and “Strengthening governance system.” Please refer to our IR website for more information.

Strategy and Materiality: <https://www.tsuburaya-fields.co.jp/ir/e/csr/materiality/>



Environmental Policy, Human Rights Policy and Sustainable Procurement Policy

Our group has formulated the following policies for promoting sustainability management across the organization, with the aim of achieving sustainable growth; the *Environmental Policy*, the *Human Rights Policy*, the *Sustainable Procurement Policy*. In addition, we have developed a *Policy on Fair Economic Transactions*. Please refer to our IR website (news) for more information.

Sustainability - *Environmental Policy, Human Rights Policy, Sustainable Procurement Policy*:

<https://www.tsuburaya-fields.co.jp/ir/e/csr/>

Sustainability - *Policy on Fair Economic Transactions*:

<https://www.tsuburaya-fields.co.jp/ir/e/csr/governance/>



2. Main 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 (TSUBURAYA FIELDS HOLDINGS Inc. and FIELDS Corp.) |
| <ul style="list-style-type: none"> Number of vehicles introduced: 255 (97.3% of the total) Installation targets: Sales vehicles (excluding executives and four-wheel drive vehicles used in cold regions) and some head office vehicles |

| |
|---|
| GHG emissions (t-CO2) results |
| <p>FY2024 (Apr. 1, 2024 to Mar. 31, 2025) Scope 1: 724.941</p> <p><small>*Scope1 is calculated by multiplying total gasoline consumed by emission factors for vehicles used by TSUBURAYA FIELDS HOLDINGS INC., FIELDS CORPORATION and Tsuburaya Productions Co., Ltd., and by multiplying total gas consumed by emission factors for certain branches and showrooms of FIELDS CORPORATION.</small></p> <p>Scope 2: 2,446.902</p> <p><small>* Calculated on a location-based basis from the total electricity consumption of the headquarters building housing TSUBURAYA FIELDS HOLDINGS INC. and 15 other companies, four sites of Tsuburaya Productions Co., Ltd. (excluding its headquarters), the headquarters and motion capture studio of Digital Frontier Inc., the manufacturing sites, branches, and showrooms of FIELDS CORPORATION, as well as other offices.</small></p> |

(2) Activities for social

| | |
|---|--|
| Operating of quality management system | Implementing the social contribution activities |
| <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 2023 | <ul style="list-style-type: none"> 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 |
| Creating an environment that is easy for people with disabilities to work | Promoting introduction of AED (Automatic External Defibrillator) |
| <ul style="list-style-type: none"> Opened an administrative center in Okinawa and Nagoya Providing the job opportunities for people with disabilities and preparing a great work environment Business contents: data entry etc. Established date: Okinawa Working Center April 2010 Work Support Nagoya Base October 2025 | <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: 35units in 34 places (Head office, FIELDS regional offices/branches and Total Workout (gym)) |

Our group’s human capital data

| | | FY 2023 | FY 2024 |
|---|----------------------------------|--|--|
| Number of employees (persons) | Consolidated | 1,423 | 1,664 |
| | TSUBURAYA FIELDS HOLDINGS | 104 | 117 |
| Average age (years old) | TSUBURAYA FIELDS HOLDINGS | 43.8 | 43.6 |
| Average length of service (years) | TSUBURAYA FIELDS HOLDINGS | 12.3 years | 12.5 |
| Average annual salary (yen) | TSUBURAYA FIELDS HOLDINGS | 7,287,000 | 7,280,000 |
| Percentage of women workers in managerial positions (%) | TSUBURAYA FIELDS HOLDINGS | 5.0 | 7.1 |
| | Total Workout premium management | 16.7 | 16.7 |
| Percentage of male employees taking childcare leave (%) | TSUBURAYA FIELDS HOLDINGS | | 50.0 |
| | FIELDS | | 23.1 |
| Wages differences between men and women workers (%) | FIELDS | <ul style="list-style-type: none"> Total laborer: 60.2 Regular workers: 65.3* Part-time employees/ fixed-term workers: 46.1 | <ul style="list-style-type: none"> Total laborer: 62.9 Regular workers: 65.8* Part-time employees/ fixed-term workers: 42.4 |

*The Workers’ Labor Standards regulation Article 2, page 1 prohibits women from working in jobs that continuously handle goods weighing 30 kilograms or more. Therefore, it is difficult to assign women to sales positions where the handling of such heavy goods (PS machine) is essential, and there is no business allowance or incentive payment to be paid to such sales positions.

For more details, please refer to our IR website.
Sustainability – Society – 6. Related data (status of employees):
<https://www.tsuburaya-fields.co.jp/ir/e/csr/social/>





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.

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



| | |
|----------------|---|
| 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. |

| Activities | |
|------------|--|
| 2011 | <p>Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesennuma, 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>Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku 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>The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014 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>Tohoku Caravan 2015 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> |
| 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 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> |

Activity for sustainability

| Activities | |
|------------|--|
| 2017 | ULTRA DREAM PROJECT Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan |
| | Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu (Fukuoka prefecture: Asakura, Toho) |
| | 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) |
| 2018 | Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki) |
| 2019 | Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburu Earthquake (Hokkaido: Atsuma, Abira, Mukawa) |
| | Visits to hospitals (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital) |
| | Implement of the fund-raising (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i>) |
| 2020 | 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) |
| | 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 |
| 2021 | Program for supporting staying at home as 10th years remembrance of the Foundation's establishment: A Special Spring Campaign "Ultra Selection 10" 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.) |
| | 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.) |
| | 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) |
| 2022 | Implement of the fund-raising (Tokyo: On the event <i>Super GUTS Special night to commemorate the 25th anniversary of Ultraman 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.) |
| | Ultra Kids Project On-line events were held on September 27, 2022 to connect <i>Ultraman</i> and children battling illness Streamed the Ultraman Hero show and more to children continue to treat intractable diseases in 30 hospitals and facilities across Japan |
| 2023 | Visits to provide support to regions affected by Typhoon No. 15 from September 23 to 24, 2022 (Shizuoka prefecture: Shimizu, Suruga and Aoi in Shizuoka city) |
| | Implement of the fund-raising We have initiated a collaboration with BOOKOFF CORPORATION LIMITED, utilizing their "Kimochi to." home collection appraisal and donation service. Through this partnership, the assessed value of unwanted books, CDs, DVDs, and more can be donated to the Foundation. |
| | Visits to provide support to regions affected by heavy rain in July 2023 (Akita prefecture: Akita city) |
| | Visits to provide support to regions affected by seasonal rain front 2023 (Fukuoka prefecture: Kurume city, Asakura city, Chikushino city, Mii-gun) |
| 2024 | Visits (March) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Wajima, Suzu, Nanao, and Kanazawa city) |
| | Implement of charity events (Tokyo: As part of our support activities for the area affected by the Noto Peninsula Earthquake, we set up a charity message wall within the event venue held by Tsuburaya Productions and solicited a message of support for the affected area (participation fee: 500 yen per unit)) |
| | Ultra Kids Project On-line events were held on November 15, 2024 to connect <i>Ultraman</i> and children battling illness Streamed the Ultraman Hero show and more to children continue to treat intractable diseases in 39 hospitals and facilities across Japan |
| 2025 | Visits (December) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Noto-cho, Suzu City, Anamizu-machi, Wajima City and Shiga-cho) |
| | Going-out support project for children undergoing treatment for intractable diseases to Expo 2025 Osaka, Kansai, Japan ULTRAMAN FOUNDATION cooperated with the Project (sponsored by the Sukoyaka Oyako Shien Kyokai), which aims to create society where children with intractable diseases and their families can go out with ease. Children and their families invited to the Expo 2025 Osaka, Kansai, Japan enjoyed the Expo and sightseeing in Osaka. And then, a greeting session with Ultra Heroes was held at their accommodations. |
| | Implement of charity activities Announced the donation of all proceeds from the Ultra Series 60th Anniversary Song "with U" to the ULTRAMAN FOUNDATION |
| | Visits to provide support to regions affected by seasonal rain front in August 2025 (Kagoshima and Kumamoto prefecture) |

For details, please refer to the website.

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



▲ 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.tsuburaya-fields.co.jp/ir/e/csr/governance/outline/>



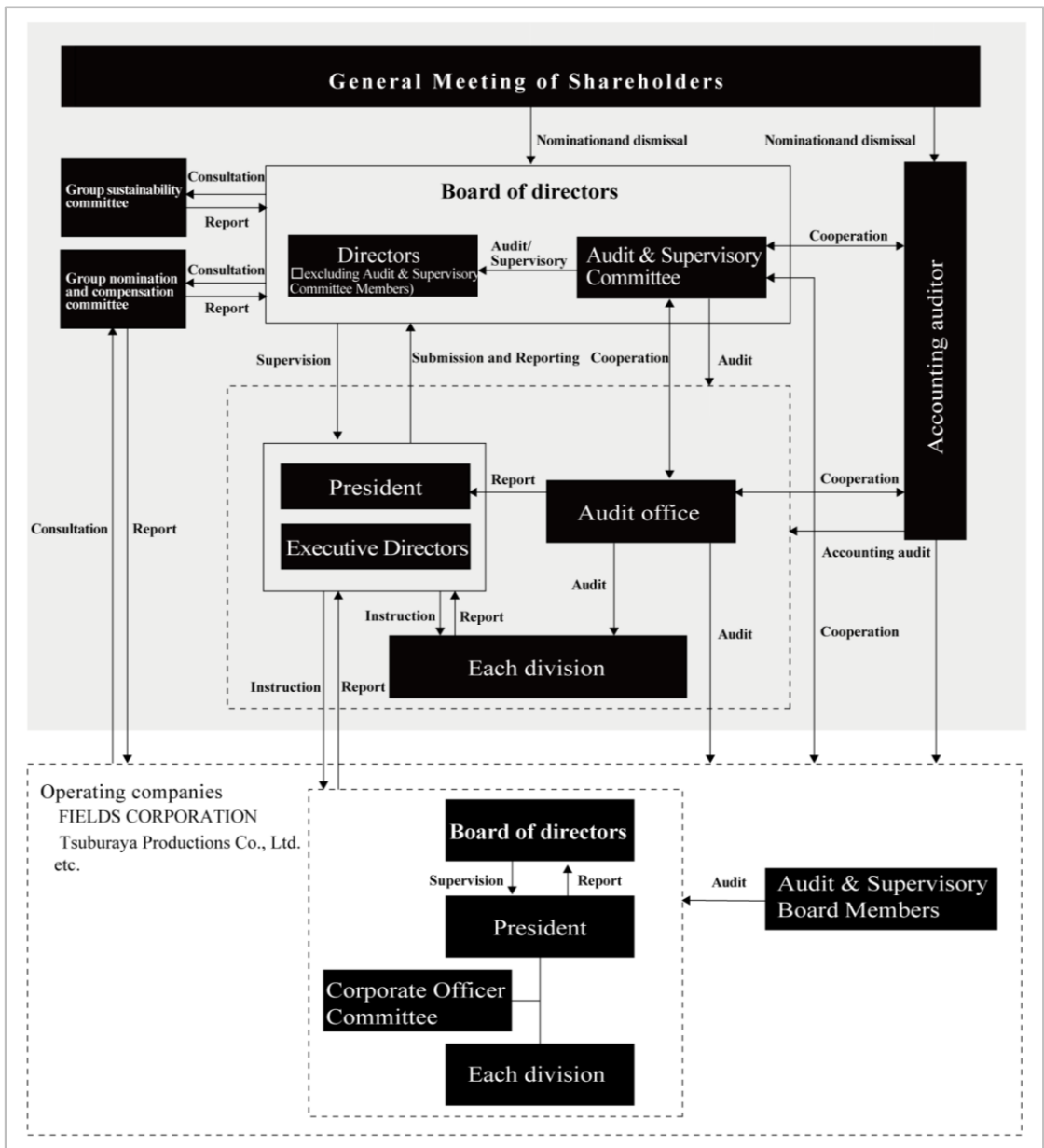
(1) Basic policy

TSUBURAYA FIELDS HOLDINGS INC. 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

In June 2025, we shifted to a “Company with an Audit and Supervisory Committee” to separate supervision and execution functions as part of measures to strengthen corporate governance.

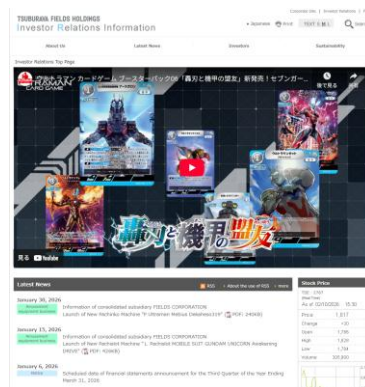


IR Pages

URL: <https://www.tsuburaya-fields.co.jp/ir/e/>

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

IR site



[Nikko IR]

General ranking
Excellent Corporate Website award



[Gomez]

General ranking
Bronze Prize



Disclaimer

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

Potential risks and uncertainties include, but are not limited to, the economic environment surrounding our business, competitive conditions in the marketplace, and our handling merchandise.

-The Greatest Leisure for All People-
TSUBURAYA FIELDS HOLDINGS

FACT BOOK
Q3 FY2025 **2**
M a r k e t D a t a

TSUBURAYA FIELDS HOLDINGS INC.
TSE, Prime Market: 2767
February 12, 2026

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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.

Consumer Trends Data

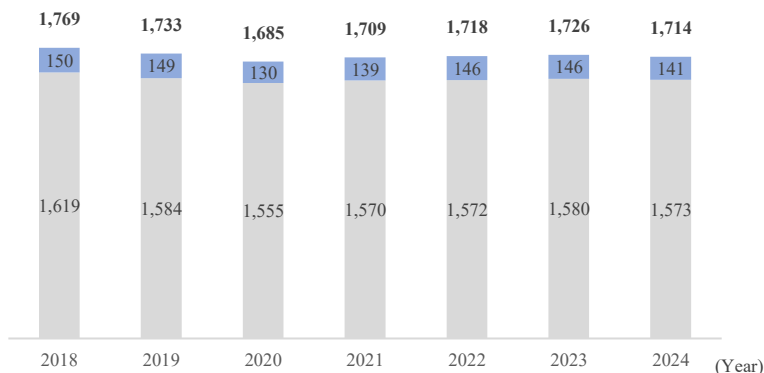
- P.4 1. Change in working hours
- 2. Trends in household consumption

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)

■ Official working hours ■ Overtime working hours



According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2024 were 1,714 hours (99.3% YoY), decreased for the first time in four years.

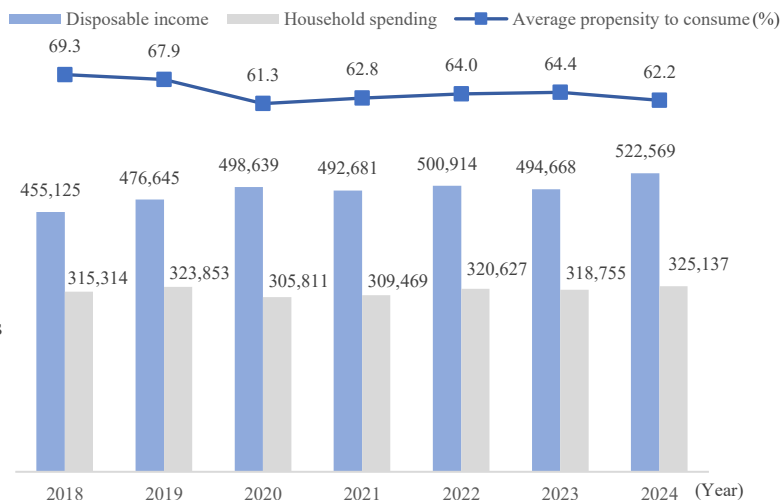
Official working hours were 1,573 hours (99.6% YoY).

In addition, overtime working hours were 141 hours (96.6% YoY). The number of working hours decreased as a whole.

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 2024 was ¥522,569 (105.6% YoY). Household spending under the same condition was ¥325,137 (102.0% YoY).

Average propensity to consume (the household spending ratio to the disposable income) was 62.2% (down 2.0 points YoY).

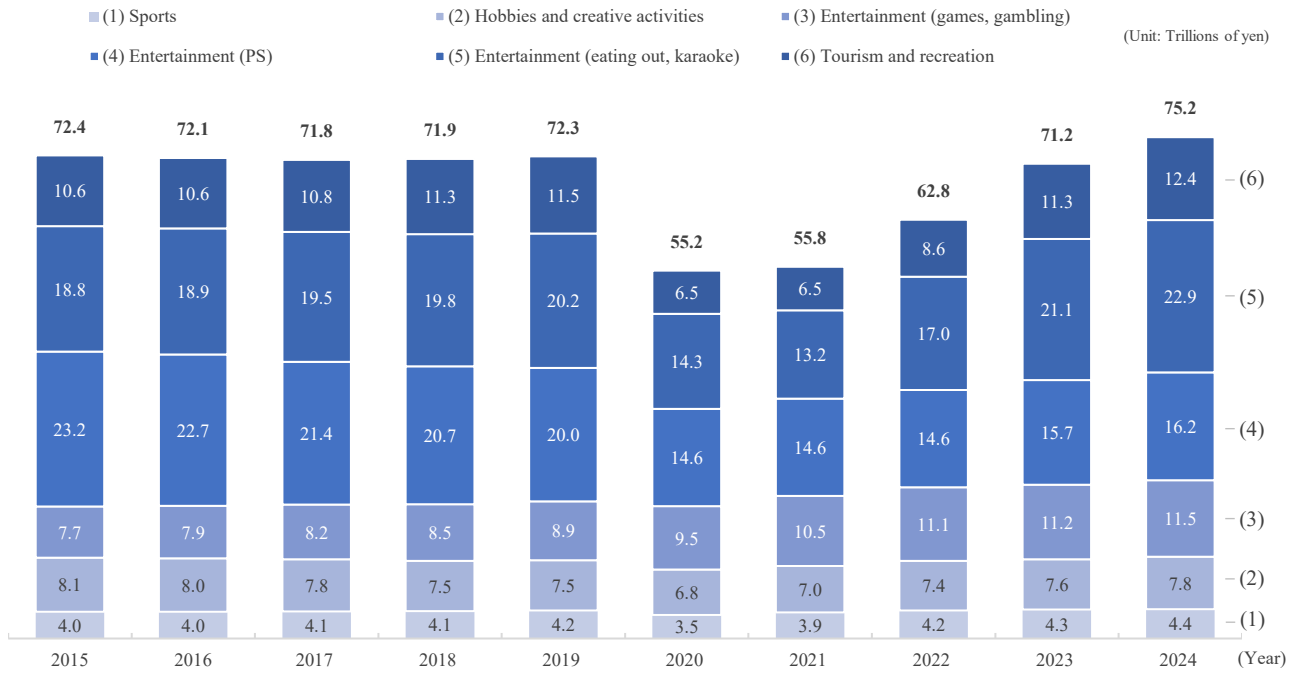
* The Statistics Bureau of the Ministry of Internal Affairs and Communications revised the household budget ledger used in the survey conducted in January 2018. Figures published by the Ministry of Internal Affairs and Communications are shown for various figures.

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- P.12
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 - 16. [Healthcare/ Sports] Change in number of player in health industry ^[updated]

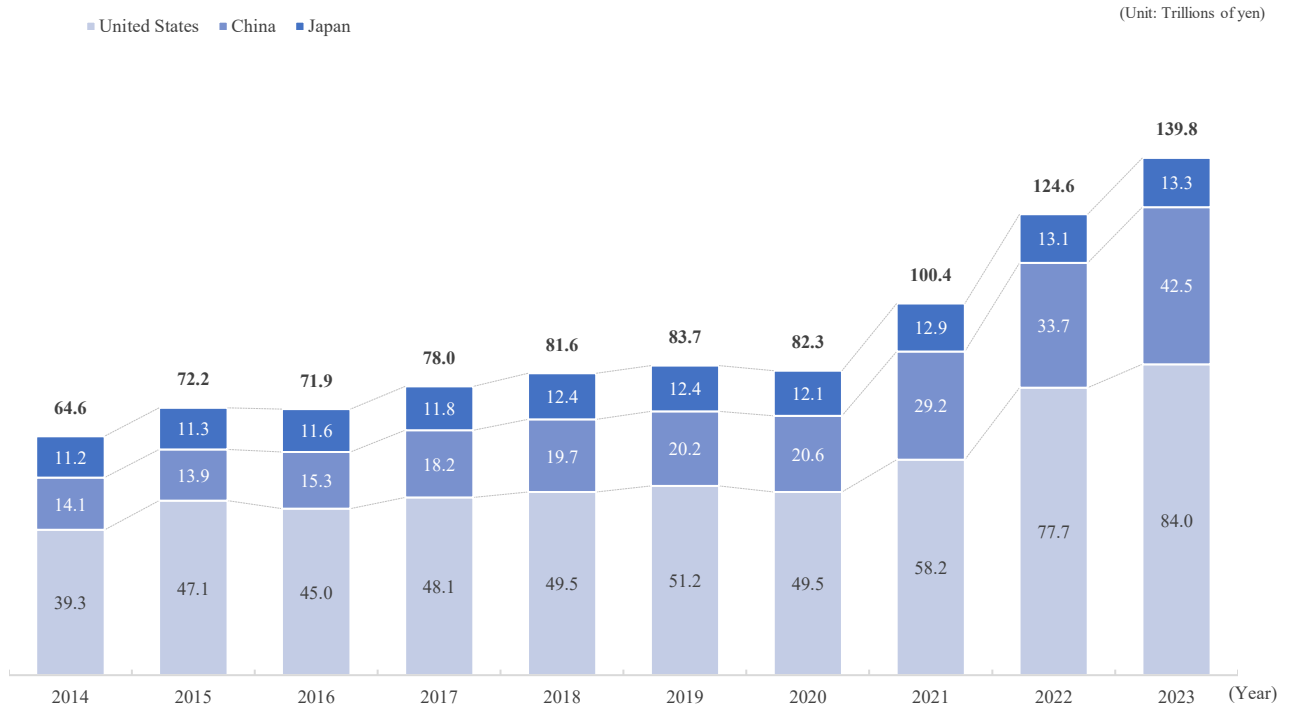
3. Trends in leisure market

The data is based on the *White Paper on Leisure 2025 by Japan Productivity Center*, updated every November



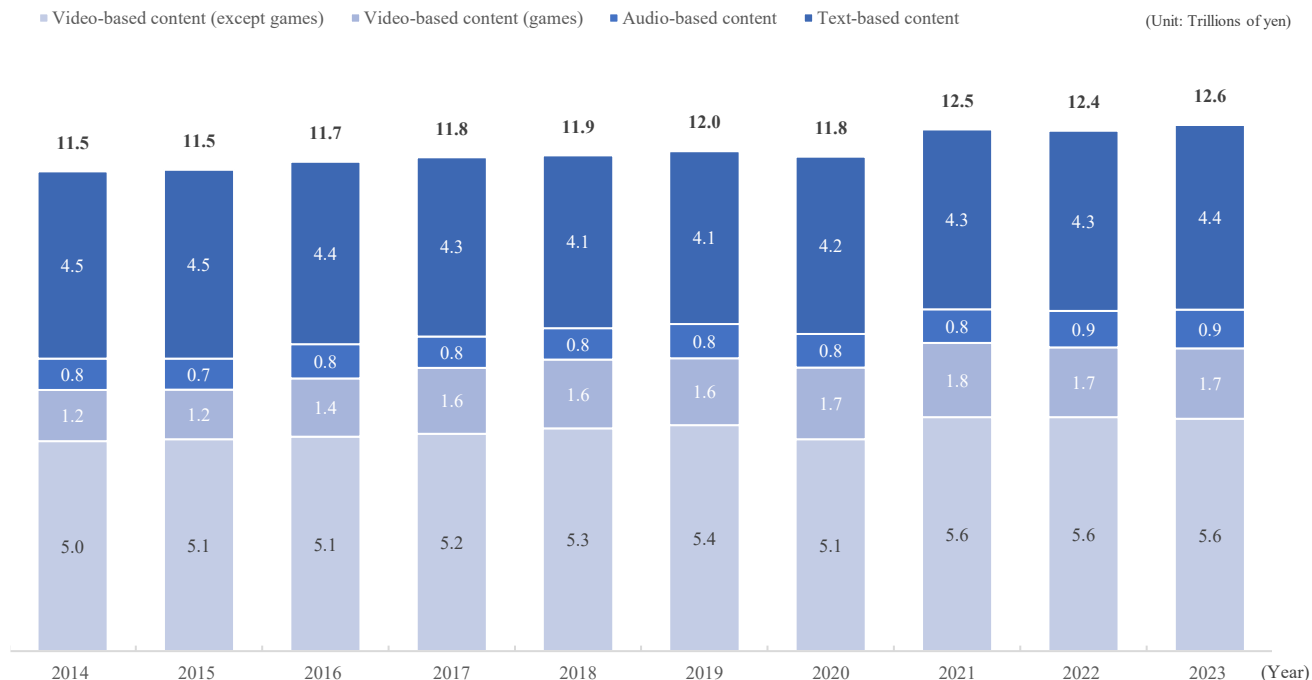
4. Trends in content market of three main countries

The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.17 (flash report) 2024* by HUMANMEDIA INC., updated every May



5. Trends in content market

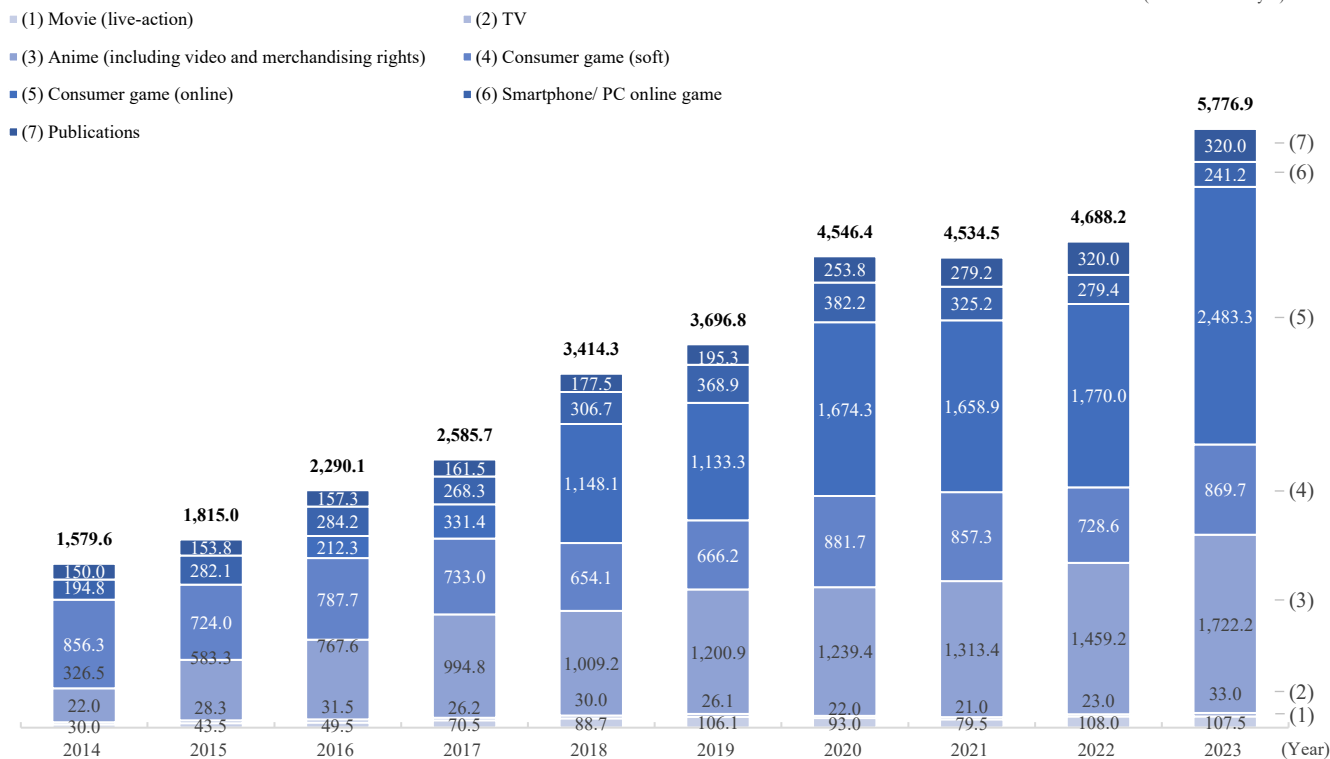
The data is based on the *Survey on the Production and Distribution of Media Content* by Institute for Information and Communications Policy, MIC, updated every June



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.17 (flash report) 2024* by HUMANMEDIA INC., updated every May

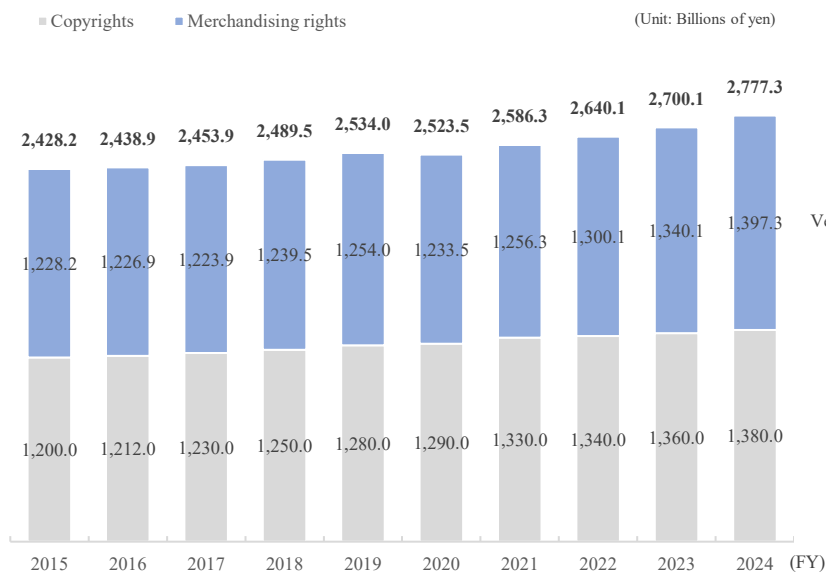
(Unit: Billions of yen)



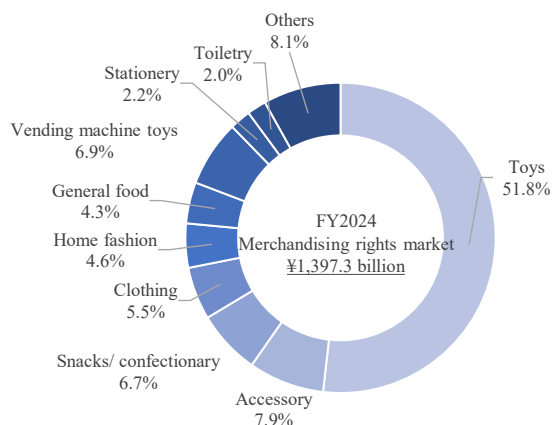
7. Trends in domestic character business market

The data is based on the *Character Business in Japan: Key Research Findings 2025* by Yano Research Institute, Ltd., updated every June

Transition of character business market size



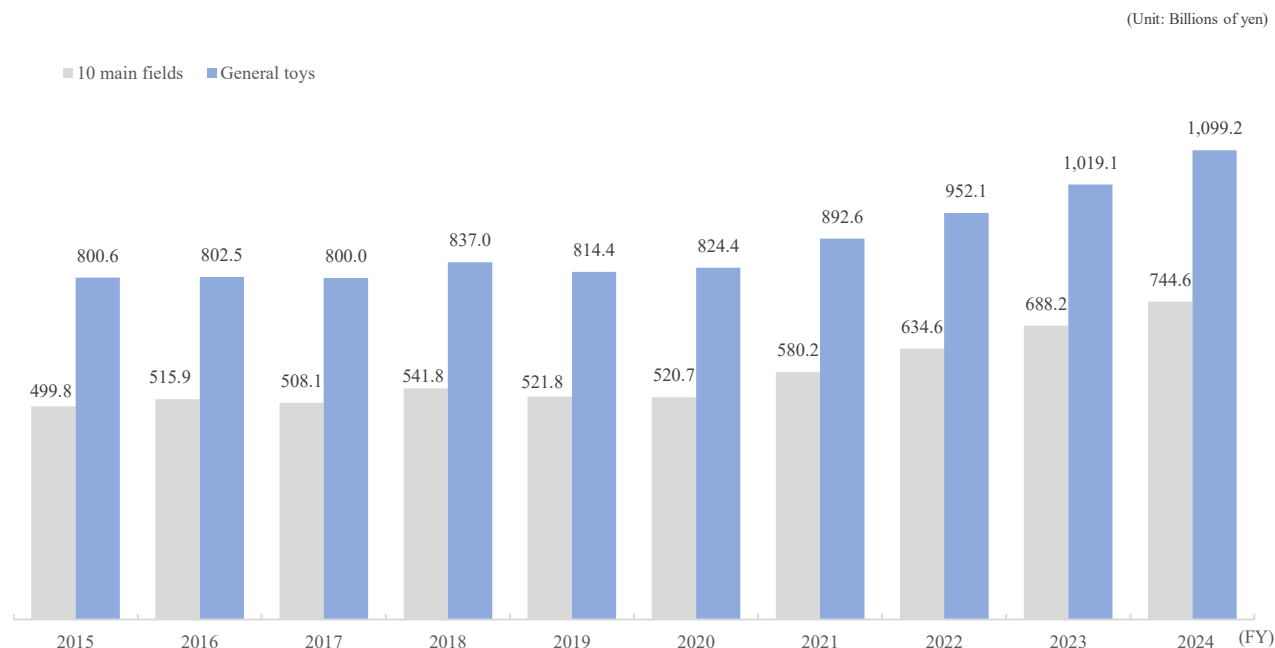
FY2024 Character business merchandising market: composition ratio by segment



* Figures for FY 2022 and 2023 have been revised.

8. [Merchandising] Trends in domestic toy market

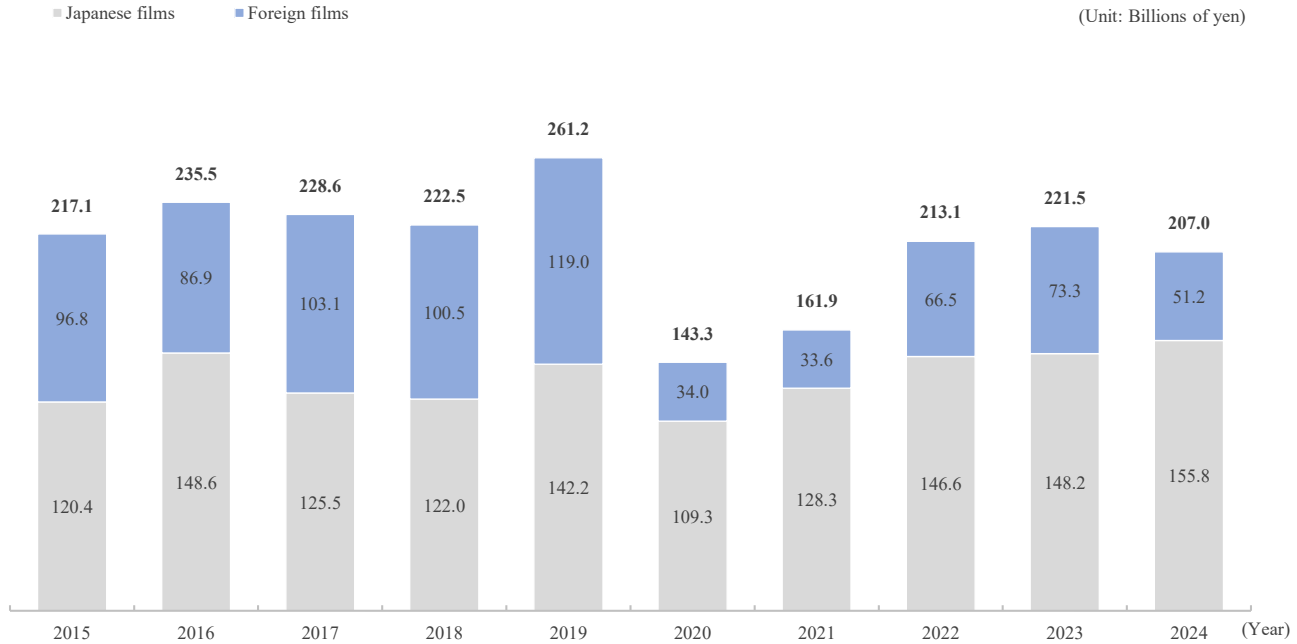
The data is based on the *Japanese toy market scale data in FY2024* by The Japan Toy Association, updated every July



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

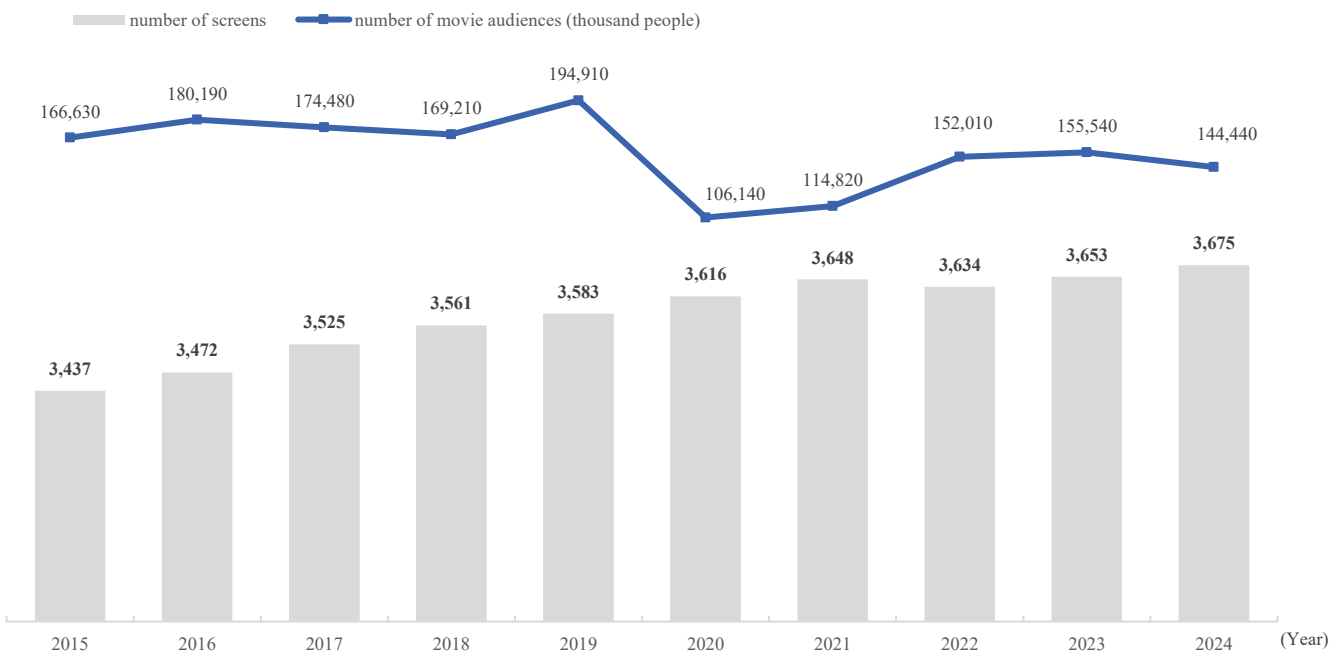
9. [Video] Box office revenue of domestic movie theaters

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



10. Change in number of screens and attendance at domestic movie theaters

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



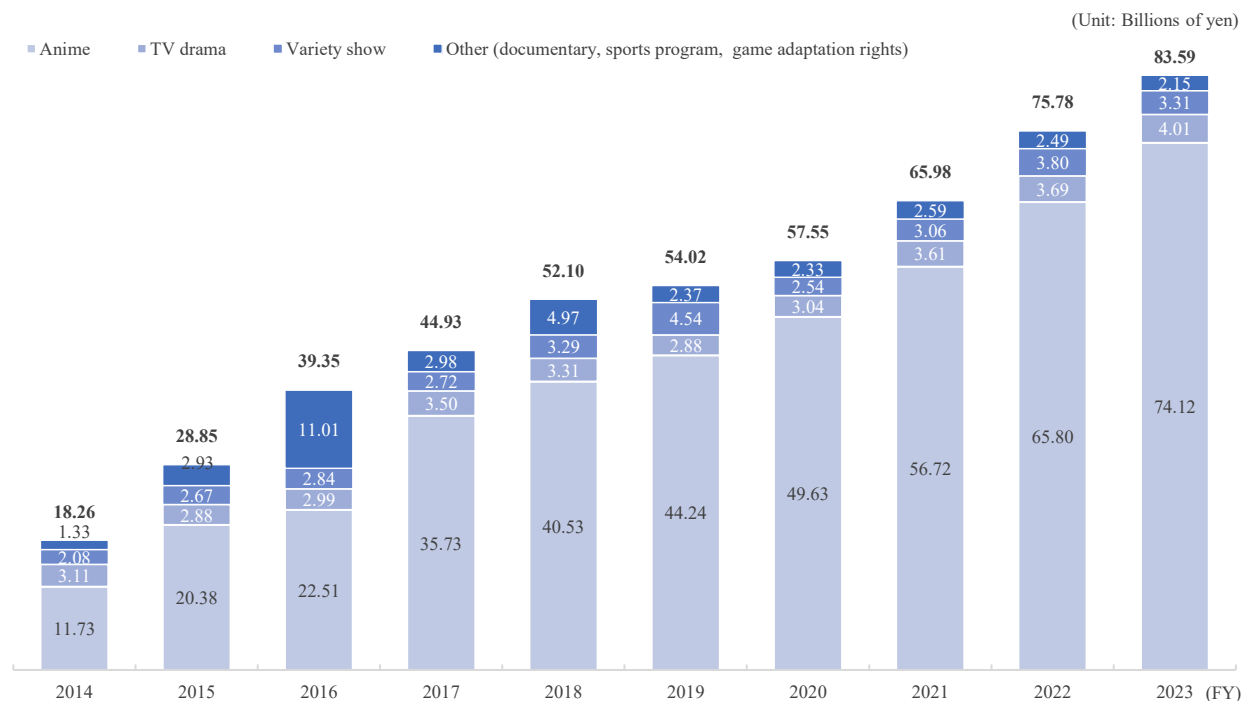
11. [Video] Change in amount of export of broadcast content

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 June



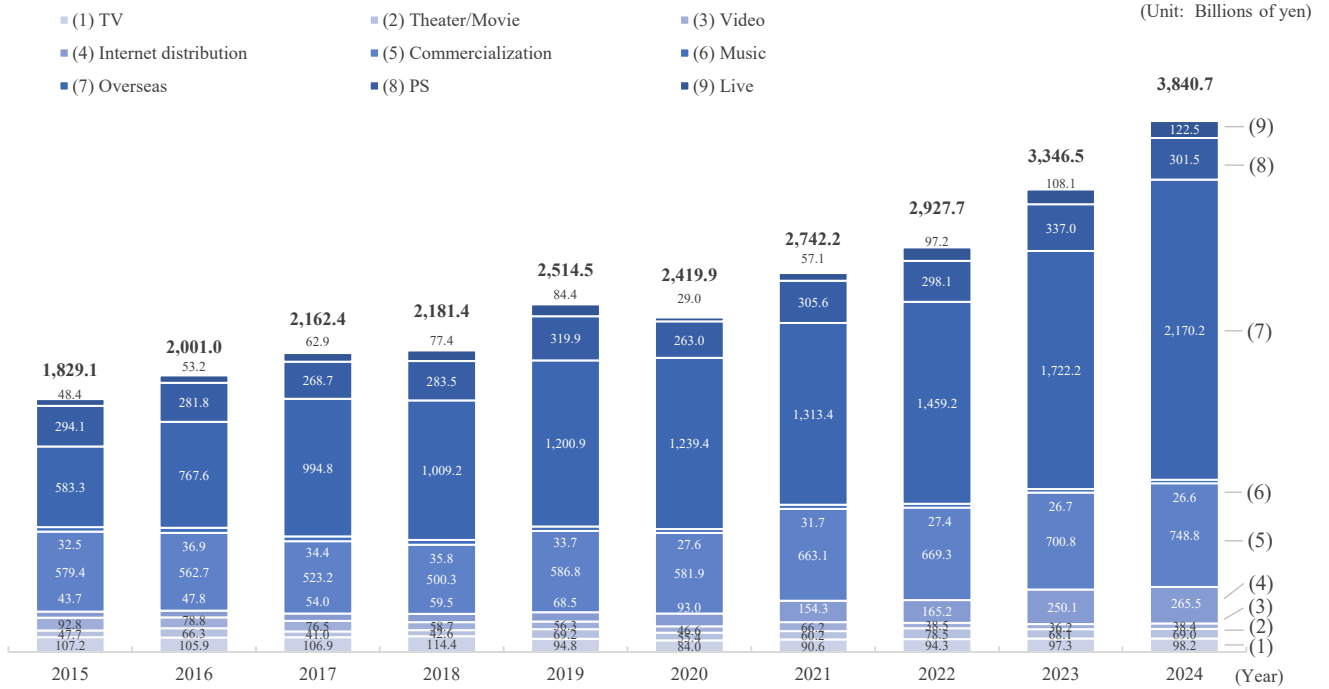
12. [Video] Amount of export of broadcast content (by genre)

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 June



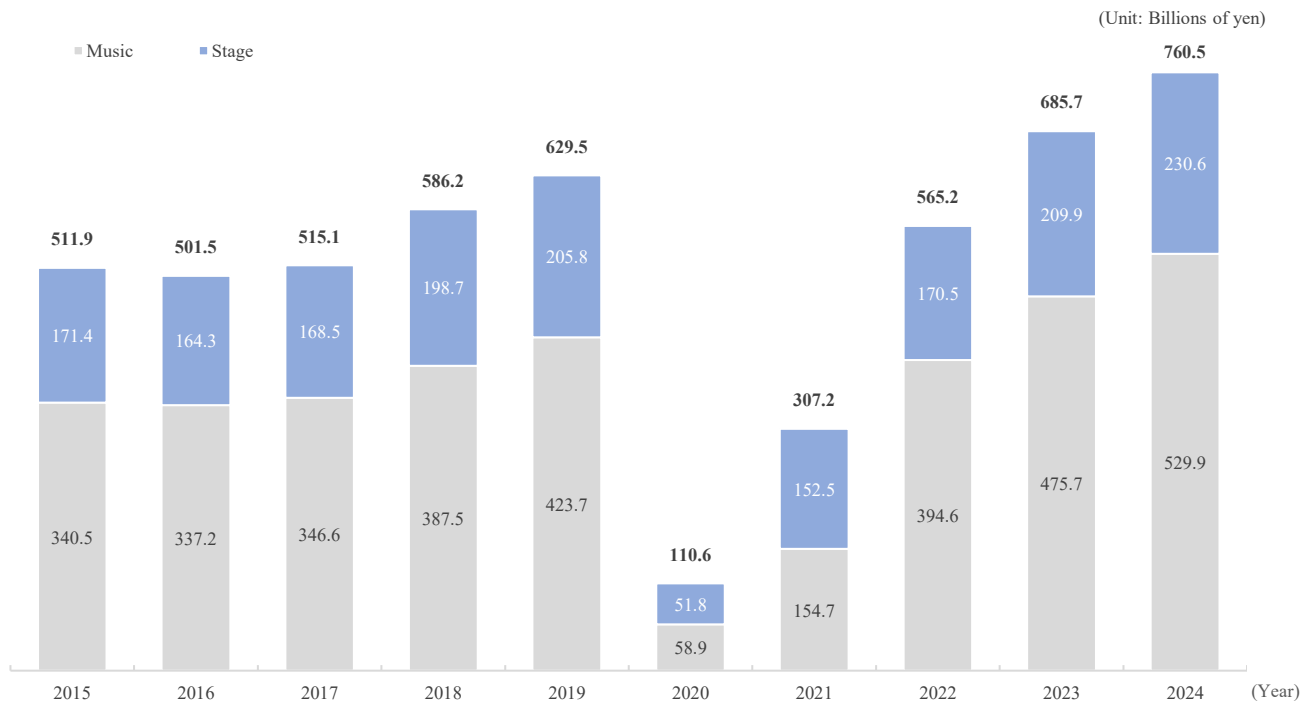
13. [Video] Market scale of animation industry

The data is based on the *Anime Industry Report 2025* by The Association of Japanese Animation, updated every December
 (Estimated figure for PS is calculated from shipments of PS that utilize anime IP (Intellectual Property), and the other figures are calculated based on the amount paid by users)



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

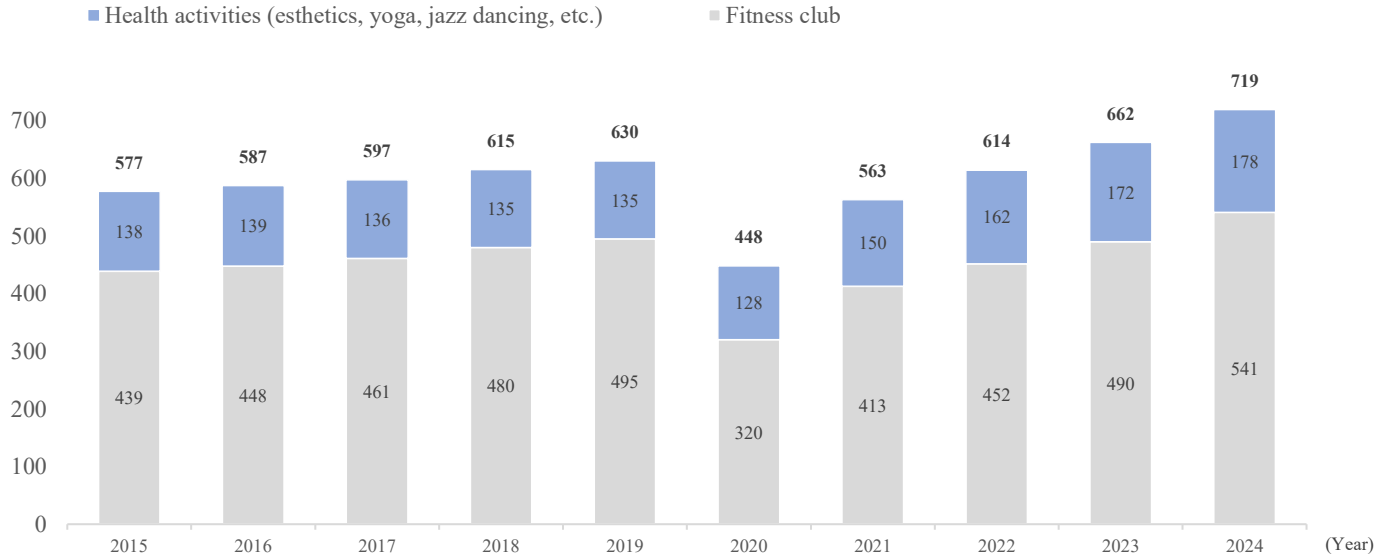
The data is based on the *White Paper on Live Entertainment 2025* by the PIA Research Institute, updated every December



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

The data is based on the *White Paper on Leisure 2025* by Japan Productivity Center, updated every November

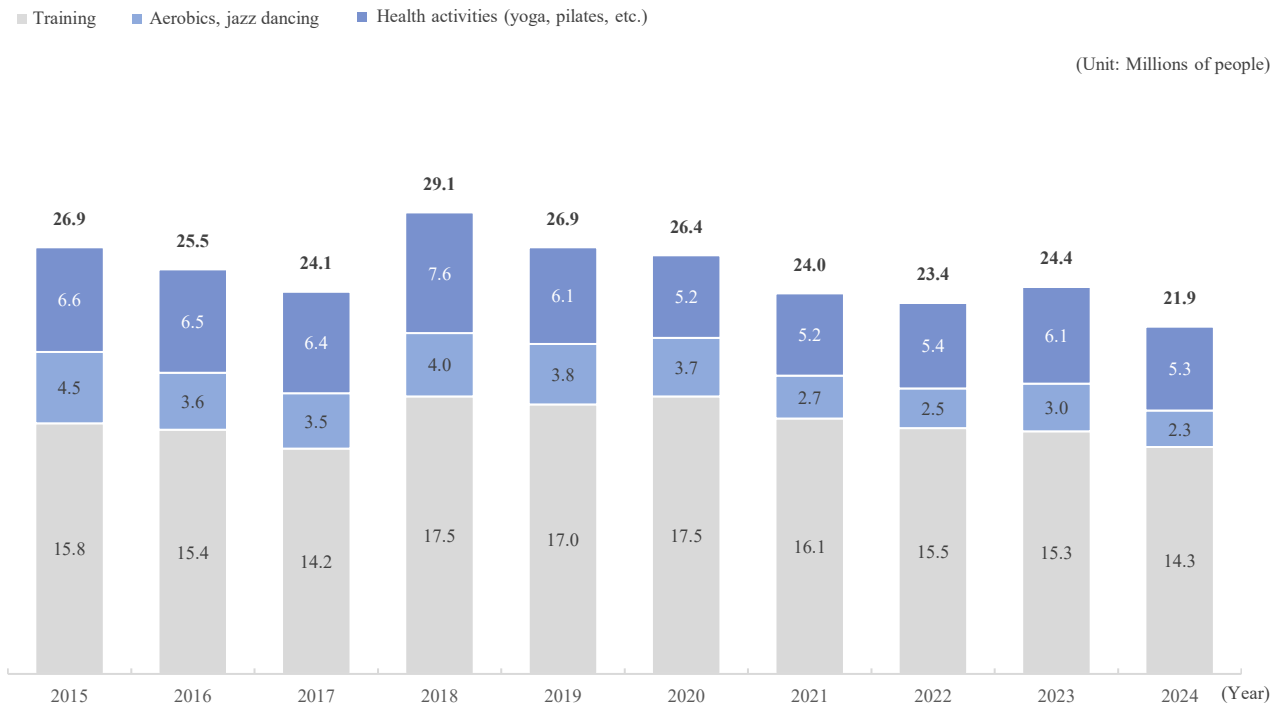
(Unit: Billions of yen)



16. [Healthcare/ Sports] Change in number of player in health industry

The data is based on the *White Paper on Leisure 2025* by Japan Productivity Center, updated every November

(Unit: Millions of people)

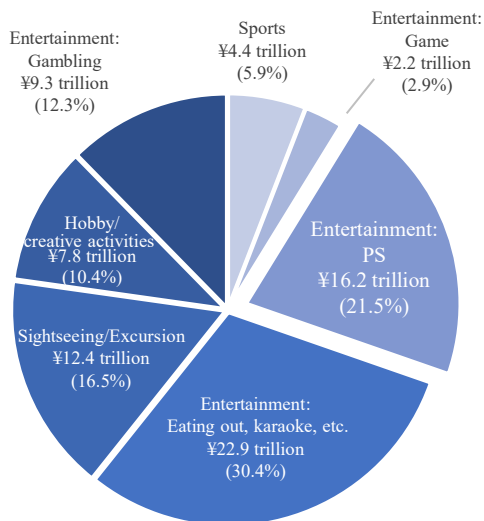


PS Market Data

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- P.29 45. Change in PS industry

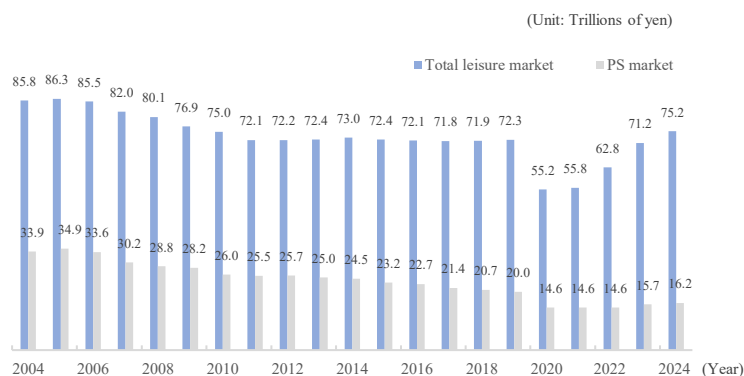
PS market scale

2024 Japanese Leisure Market ¥75.2 trillion

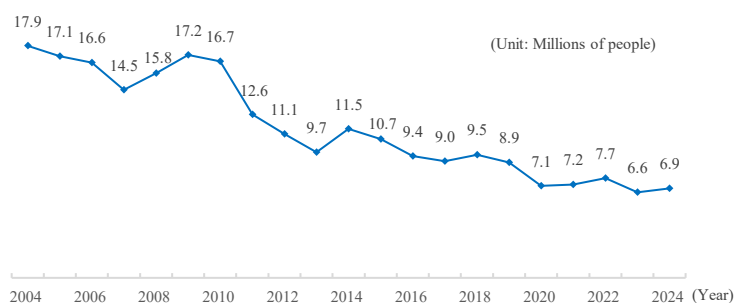


PS is one of the leading forms of leisure in Japan, 6.9 million people playing in 6,706 pachinko halls.

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

PS market scale: ¥16.2 trillion (total amount of dispensed pachinko balls)

Premiums: ¥13.7 trillion (returned to players)

Gross profit: ¥2.5 trillion

Gross profit: ¥2.5 trillion

Investment for customer expansion

New machine installment costs
(Purchase cost of new machines)
Pachinko machines: ¥380.4 billion
Pachislot machines: ¥310.4 billion

- Costs for constructing new halls and refurbishing existing halls
- Advertising, marketing and service expenses
- Other expenses related to equipment
- Other expenses
- Net income

PS machine market: ¥690.8 billion

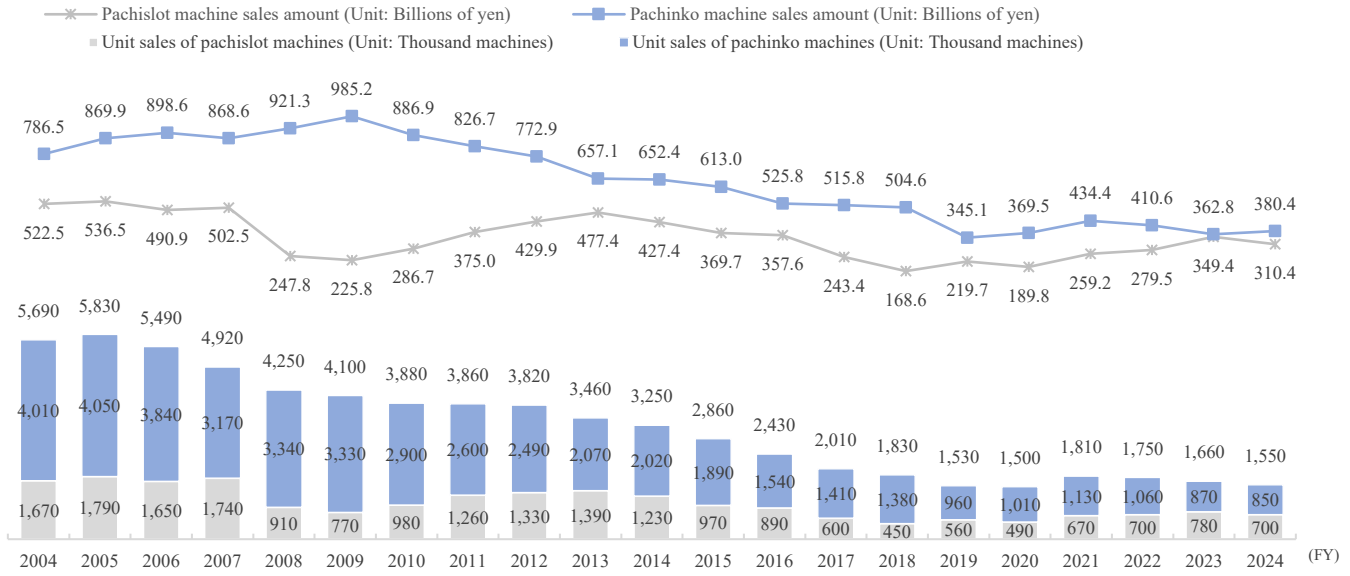
Hall-related businesses

Net income

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 September



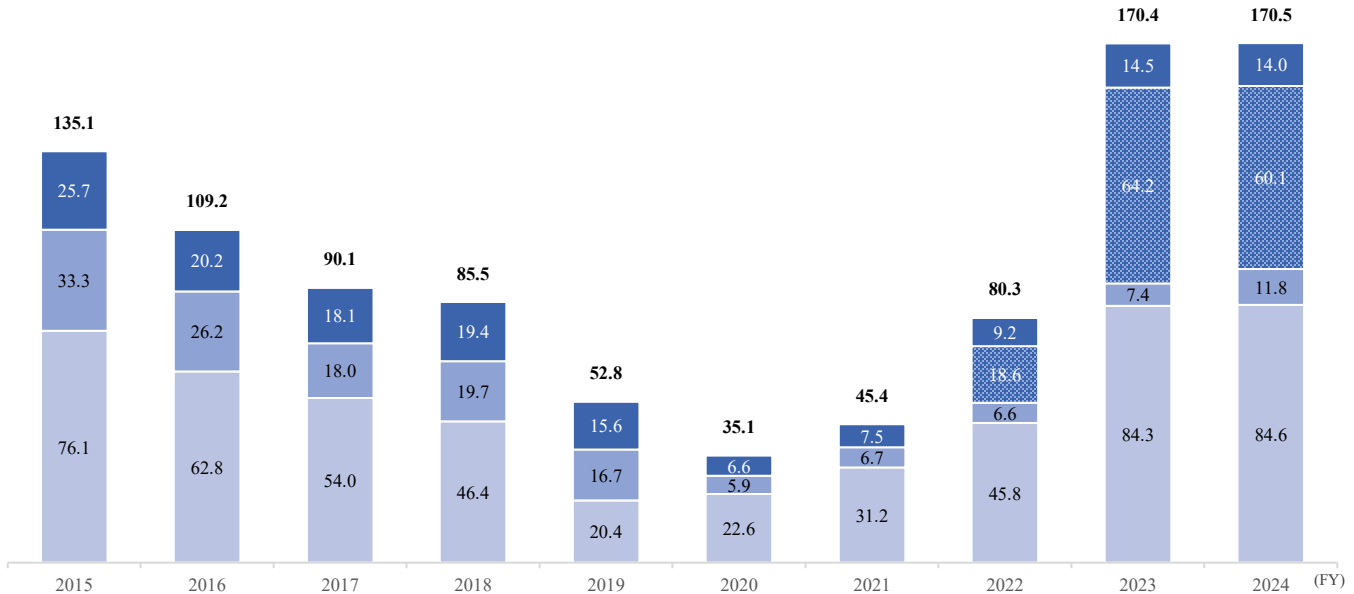
Market scale of PS machines (Unit: Billions of yen)

| FY | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 |
|--------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Market scale | 1,309.0 | 1,406.4 | 1,389.5 | 1,371.1 | 1,169.1 | 1,211.0 | 1,173.6 | 1,201.7 | 1,202.8 | 1,134.5 | 1,079.8 | 982.7 | 883.4 | 759.2 | 673.2 | 564.8 | 559.3 | 693.6 | 690.1 | 712.2 | 690.8 |

19. Market scale of facilities and equipment of PS

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

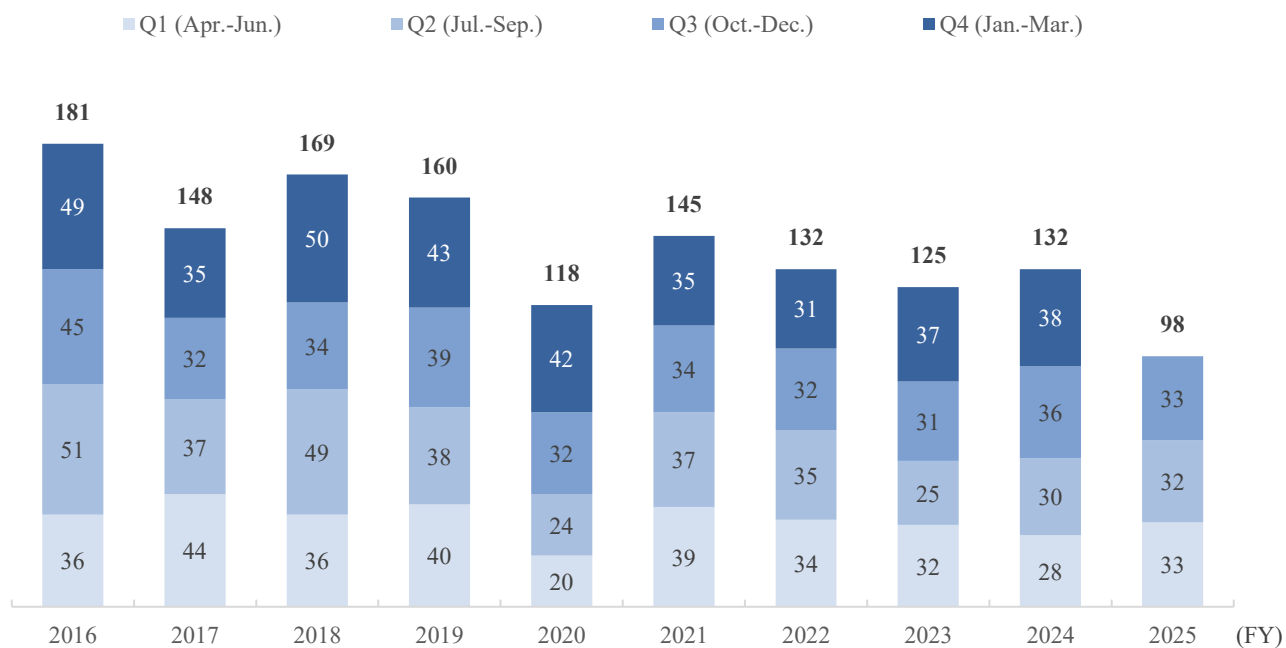
(Unit: Billions of yen)



20. Number of pachinko machine titles sold

updated

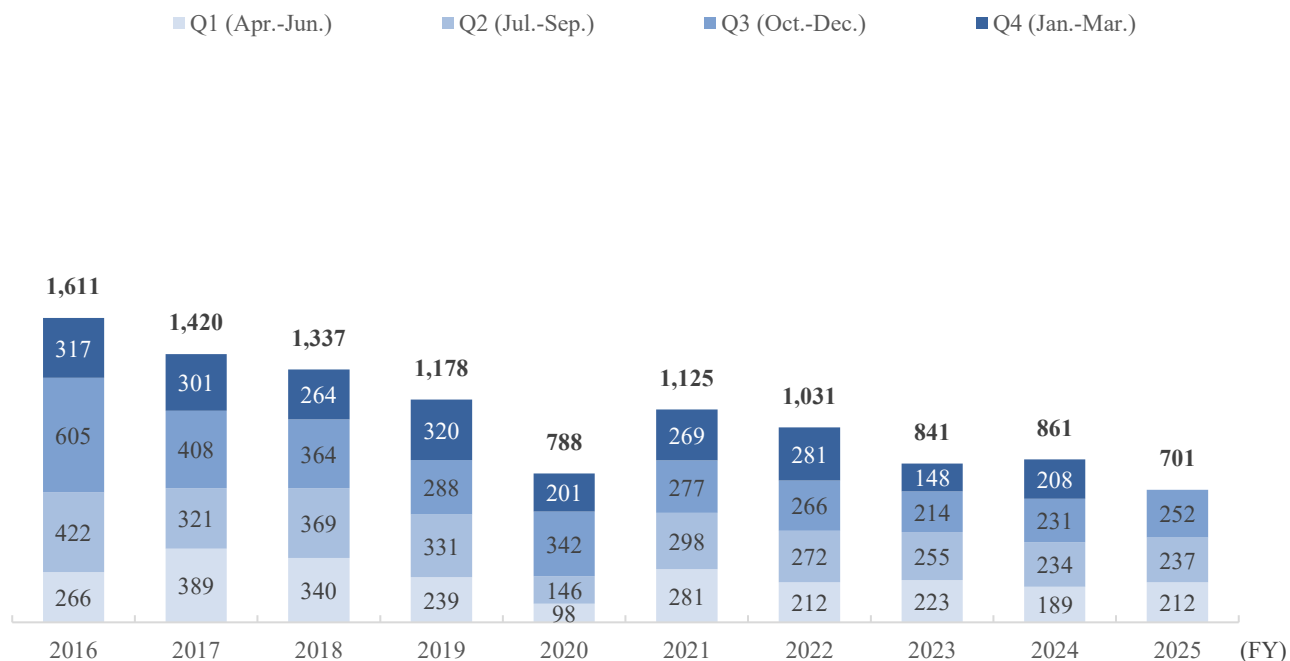
(Unit: Title)



21. Unit sales of pachinko machines

updated

(Unit: Thousand machines)

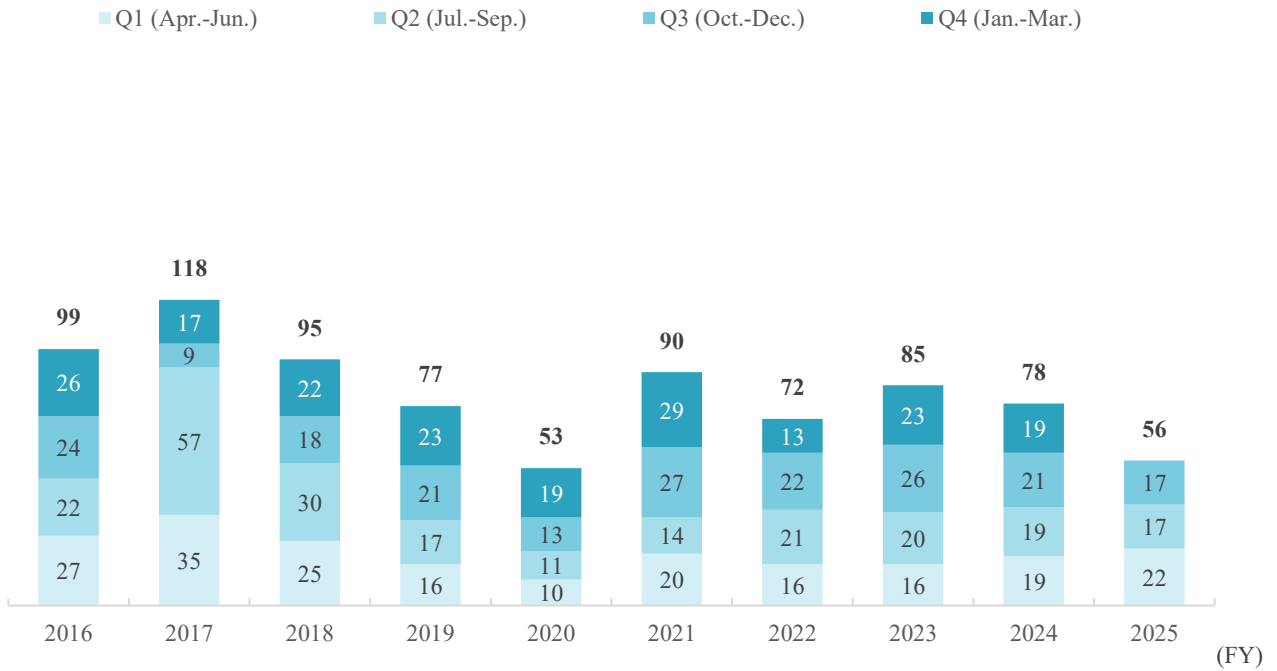


*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

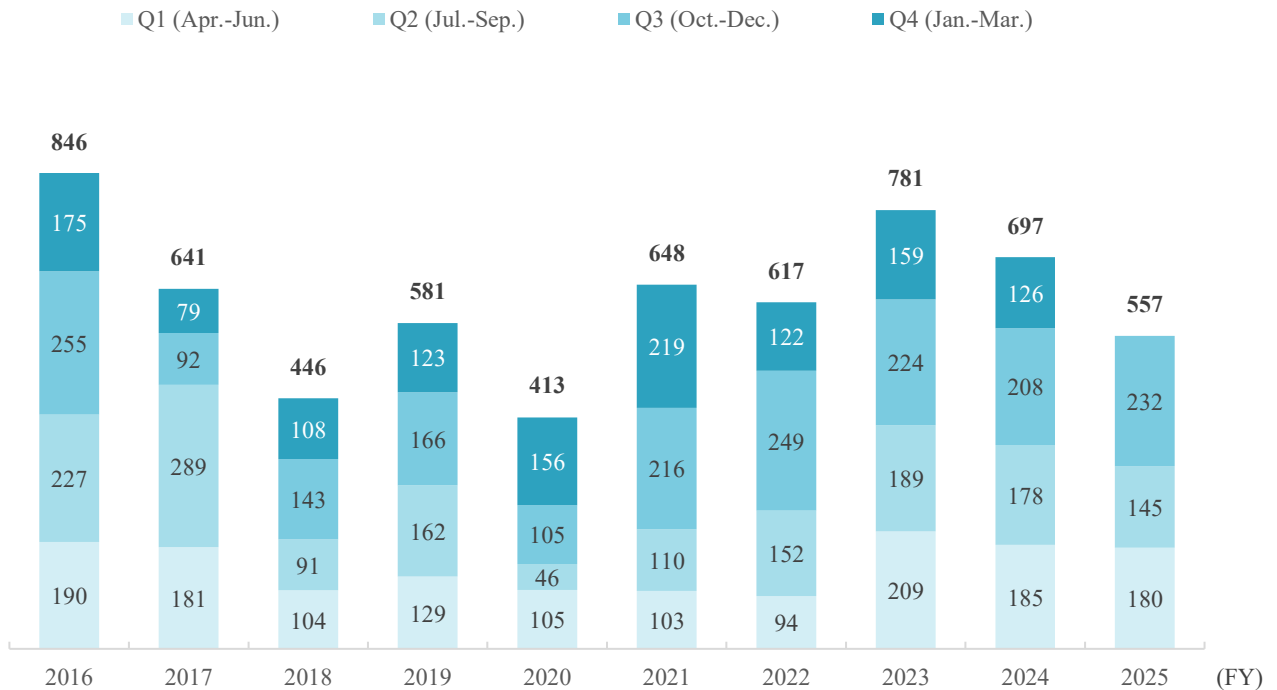
22. Number of pachislot machine titles sold

(Unit: Title)



23. Unit sales of pachislot machines

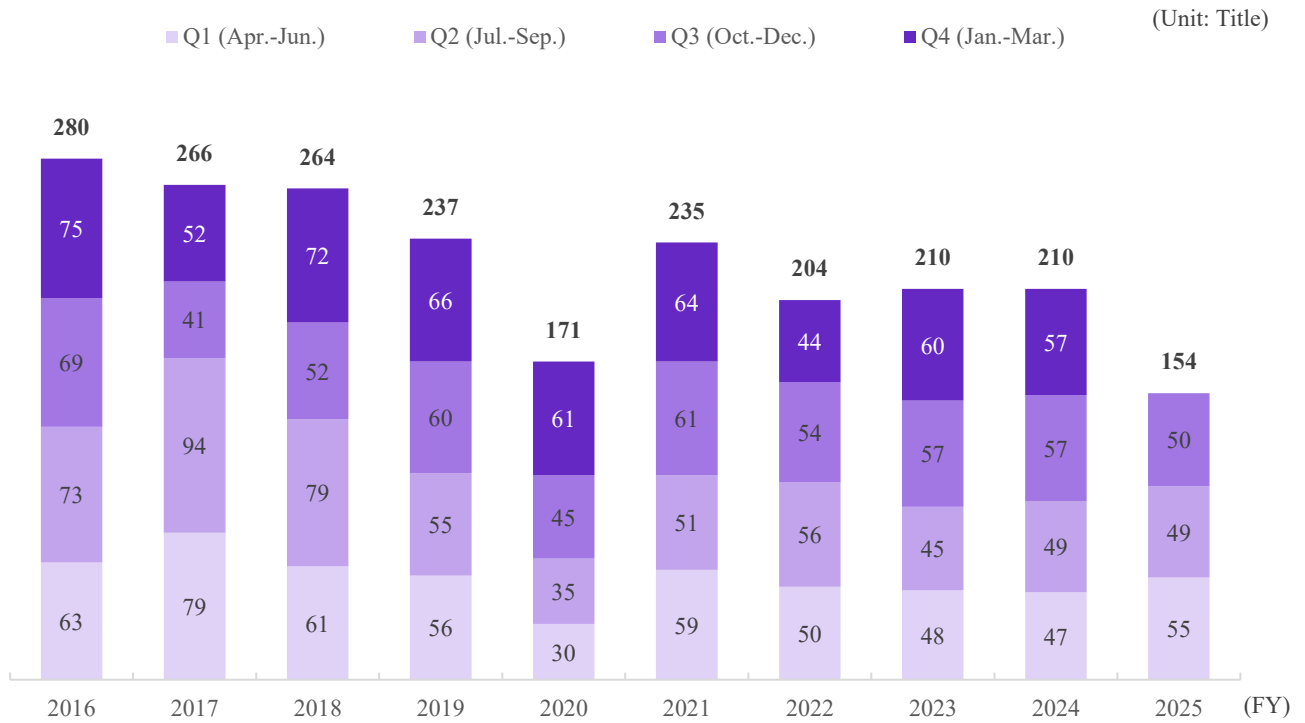
(Unit: Thousand machines)



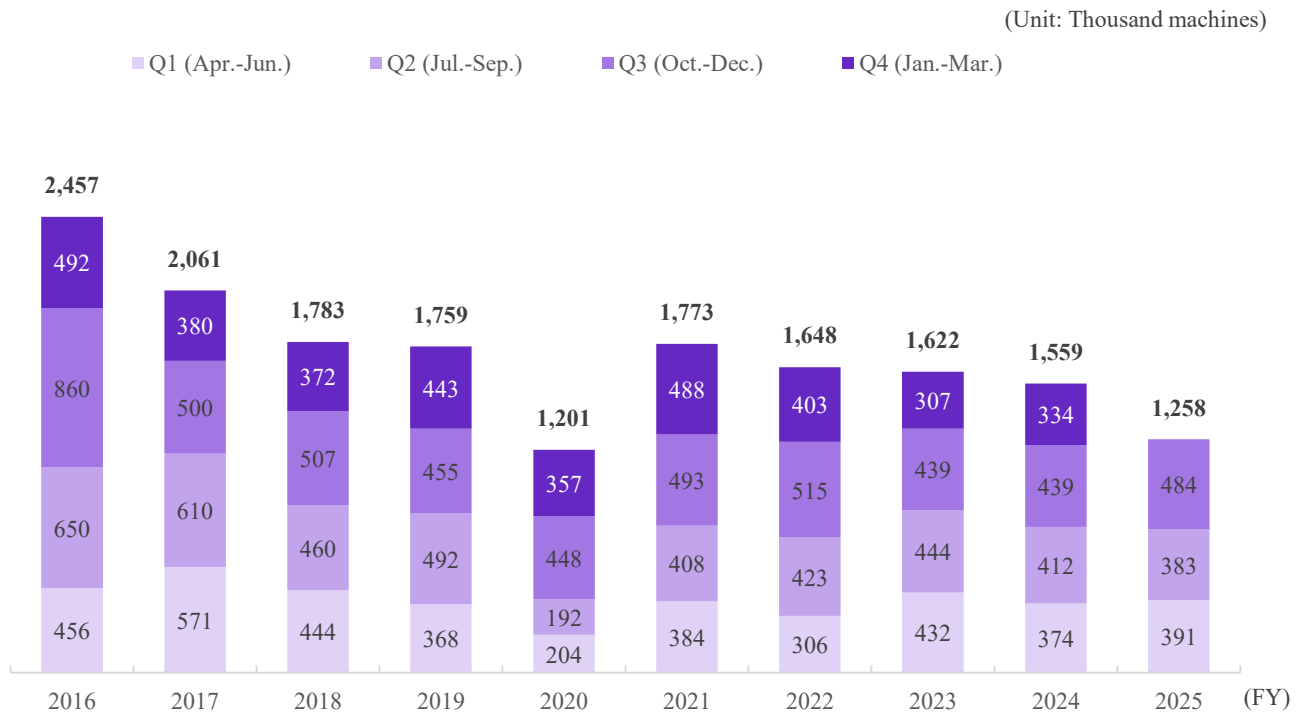
*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

24. Total number of PS machine titles sold



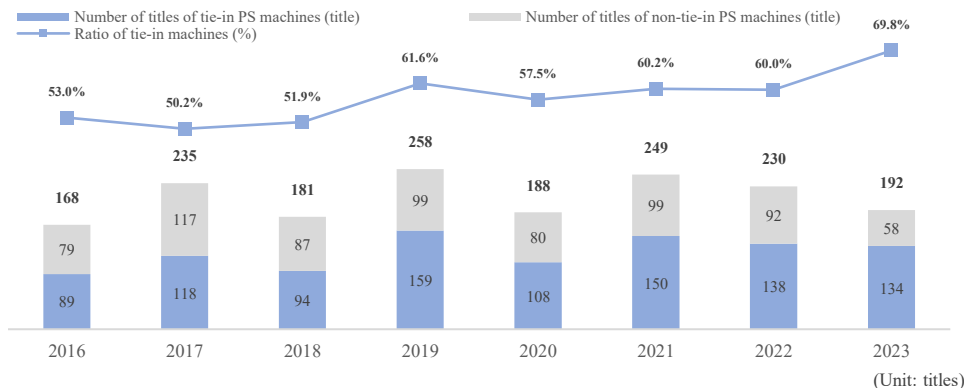
25. Total unit sales of PS machines



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

26. Change in titles of PS machines tie in with contents

The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.18 (flash report) 2025* by HUMANMEDIA INC., updated every May



| year | | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 |
|-----------|-----------------------------------|-------|-------|-------|-------|-------|-------|-------|-------|
| PS | Number of unit of new machines | 168 | 235 | 181 | 258 | 188 | 249 | 230 | 192 |
| | Number of unit of tie-in machines | 89 | 118 | 94 | 159 | 108 | 150 | 138 | 134 |
| | Ratio of tie-in machines | 53.0% | 50.2% | 51.9% | 61.6% | 57.5% | 60.2% | 60.0% | 69.8% |
| Pachinko | Number of unit of new machines | 80 | 115 | 92 | 189 | 131 | 171 | 141 | 119 |
| | Number of unit of tie-in machines | 48 | 48 | 60 | 129 | 80 | 114 | 100 | 92 |
| | Ratio of tie-in machines | 60.0% | 41.7% | 65.2% | 68.3% | 61.1% | 66.7% | 70.9% | 77.3% |
| Pachislot | Number of unit of new machines | 88 | 120 | 89 | 69 | 57 | 78 | 89 | 73 |
| | Number of unit of tie-in machines | 41 | 70 | 34 | 30 | 28 | 36 | 38 | 42 |
| | Ratio of tie-in machines | 46.6% | 58.3% | 38.2% | 43.5% | 49.1% | 46.2% | 42.7% | 57.5% |

27. Change in titles of PS machines tie in with contents (by genre)

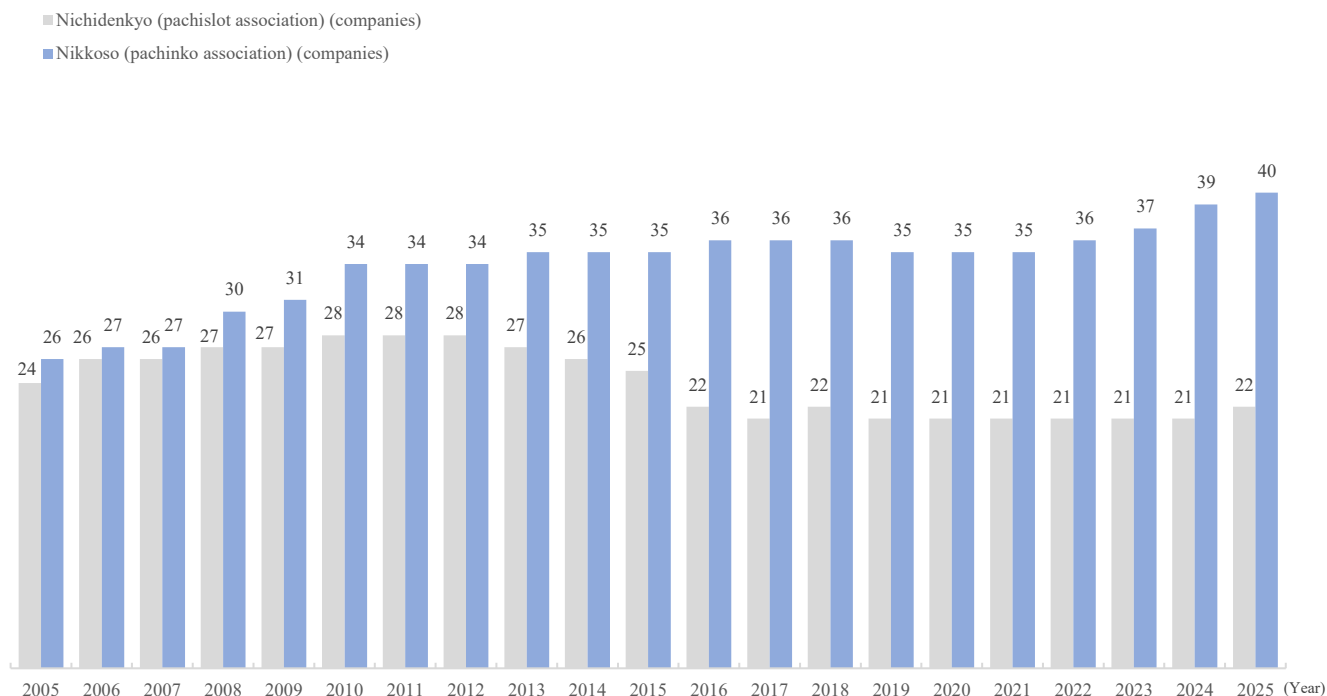
The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.18 (flash report) 2025* by HUMANMEDIA INC., updated every May

| year | | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 |
|-----------------|-----------------|-----------|------------|-----------|------------|------------|------------|------------|------------|
| PS | Anime | 50 | 68 | 57 | 94 | 59 | 91 | 82 | 92 |
| | Comics | 4 | 8 | 8 | 16 | 11 | 10 | 12 | 8 |
| | Gmaes | 21 | 20 | 16 | 12 | 18 | 17 | 17 | 16 |
| | Special-effects | 5 | 4 | 4 | 12 | 8 | 6 | 10 | 3 |
| | Entertainment | 9 | 17 | 9 | 22 | 12 | 23 | 17 | 15 |
| | Others | 0 | 1 | 0 | 3 | 0 | 3 | 0 | 0 |
| | Total | 89 | 118 | 94 | 159 | 108 | 150 | 138 | 134 |
| | Pachinko | Anime | 24 | 28 | 36 | 73 | 40 | 68 | 57 |
| Comics | | 4 | 4 | 5 | 14 | 10 | 8 | 9 | 7 |
| Gmaes | | 10 | 3 | 8 | 9 | 12 | 10 | 9 | 7 |
| Special-effects | | 3 | 1 | 4 | 12 | 8 | 5 | 9 | 3 |
| Entertainment | | 7 | 11 | 7 | 19 | 10 | 21 | 16 | 14 |
| Others | | 0 | 1 | 0 | 2 | 0 | 2 | 0 | 0 |
| Total | | 48 | 48 | 60 | 129 | 80 | 114 | 100 | 92 |
| Pachislot | | Anime | 26 | 40 | 21 | 21 | 19 | 23 | 25 |
| | Comics | 0 | 4 | 3 | 2 | 1 | 2 | 3 | 1 |
| | Gmaes | 11 | 17 | 8 | 3 | 6 | 7 | 8 | 9 |
| | Special-effects | 2 | 3 | 0 | 0 | 0 | 1 | 1 | 0 |
| | Entertainment | 2 | 6 | 2 | 3 | 2 | 2 | 1 | 1 |
| | Others | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 |
| | Total | 41 | 70 | 34 | 30 | 28 | 36 | 38 | 42 |

28. 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 September

*The figures represent the numbers as of the end of July each year.



29. Market share

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

Unit sales share of pachinko machine

| Ranking | FY 2020 | | FY 2021 | | FY 2022 | | FY 2023 | | FY 2024 | |
|---------|----------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|----------------|--------------|
| | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share |
| 1 | SANYO | 23.0% | SANYO | 29.6% | SANKYO | 25.4% | SANKYO | 34.1% | SANKYO | 26.5% |
| 2 | KYORAKU SANGYO | 15.5% | SANKYO | 14.5% | SANYO | 12.3% | SANYO | 15.5% | Sammy | 11.8% |
| 3 | SANKYO | 14.6% | Sansei R&D | 10.0% | Newgin | 9.9% | Sammy | 10.1% | KYORAKU SANGYO | 11.1% |
| 4 | Newgin | 10.6% | Sammy | 8.6% | Sammy | 9.8% | Newgin | 7.8% | SANYO | 8.9% |
| 5 | FIJISHOJI | 8.1% | Newgin | 8.2% | Sansei R&D | 9.3% | FIJISHOJI | 7.0% | FIJISHOJI | 8.8% |

*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

| Ranking | FY 2020 | | FY 2021 | | FY 2022 | | FY 2023 | | FY 2024 | |
|---------|---------------|--------------|--------------|--------------|--------------|--------------|---------------|--------------|--------------|--------------|
| | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share | Manufacturer | Market share |
| 1 | UNIVERSAL | 26.4% | KITA DENSHI | 24.7% | UNIVERSAL | 19.2% | Sammy | 23.0% | SANKYO | 18.8% |
| 2 | DAITO | 16.4% | UNIVERSAL | 15.2% | Sammy | 13.6% | UNIVERSAL | 18.0% | Sammy | 12.4% |
| 3 | KITA DENSHI | 14.2% | Sammy | 11.6% | DAITO | 10.0% | SANKYO | 9.0% | DAITO | 10.2% |
| 4 | HEIWA/OLYMPIA | 7.3% | DAITO | 8.9% | SANKYO | 7.4% | HEIWA/OLYMPIA | 8.4% | UNIVERSAL | 9.8% |
| 5 | Sammy | 7.2% | YAMASA | 5.8% | KITA DENSHI | 7.0% | DAITO | 7.0% | Yamasa Next | 8.0% |

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

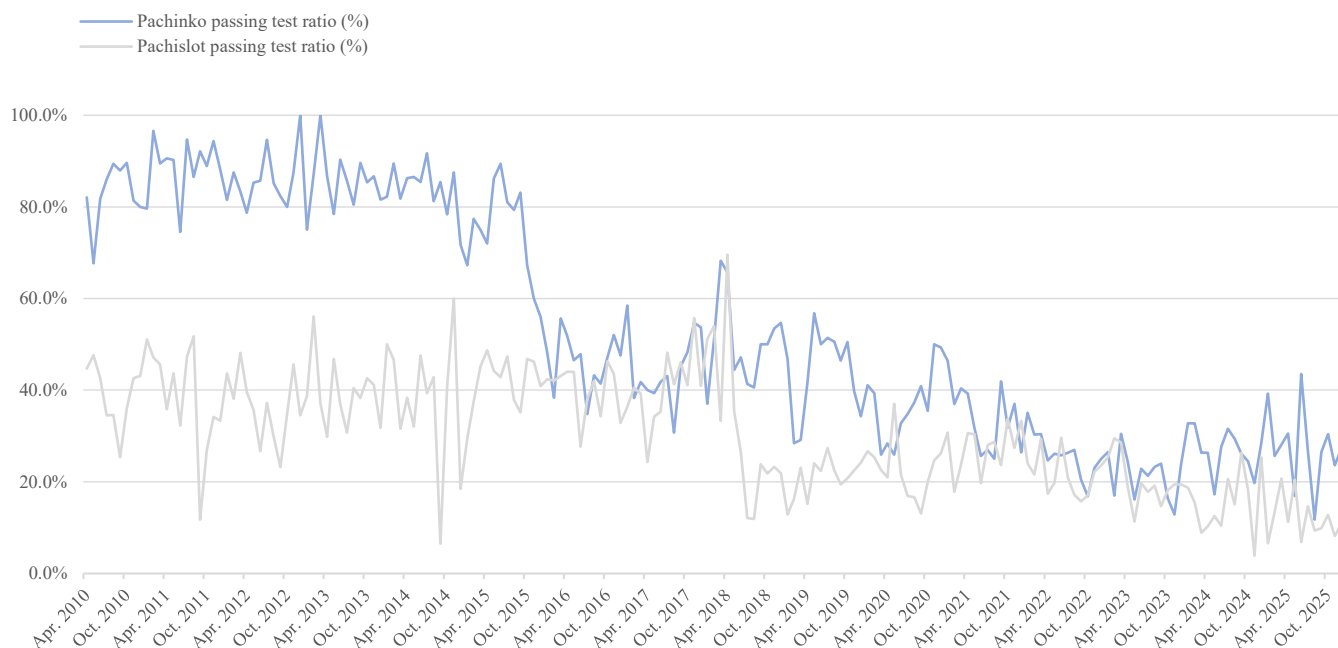
*OLYMPIA's sales includes HEIWA's sales; Total sales of all OLYMPIA and HEIWA brands is shown.

*SANKYO's sales share includes Bisty.

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

30. Results of model certification tests (graph)

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



31. 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 (Hotsukyo), updated every month

Pachinko machine

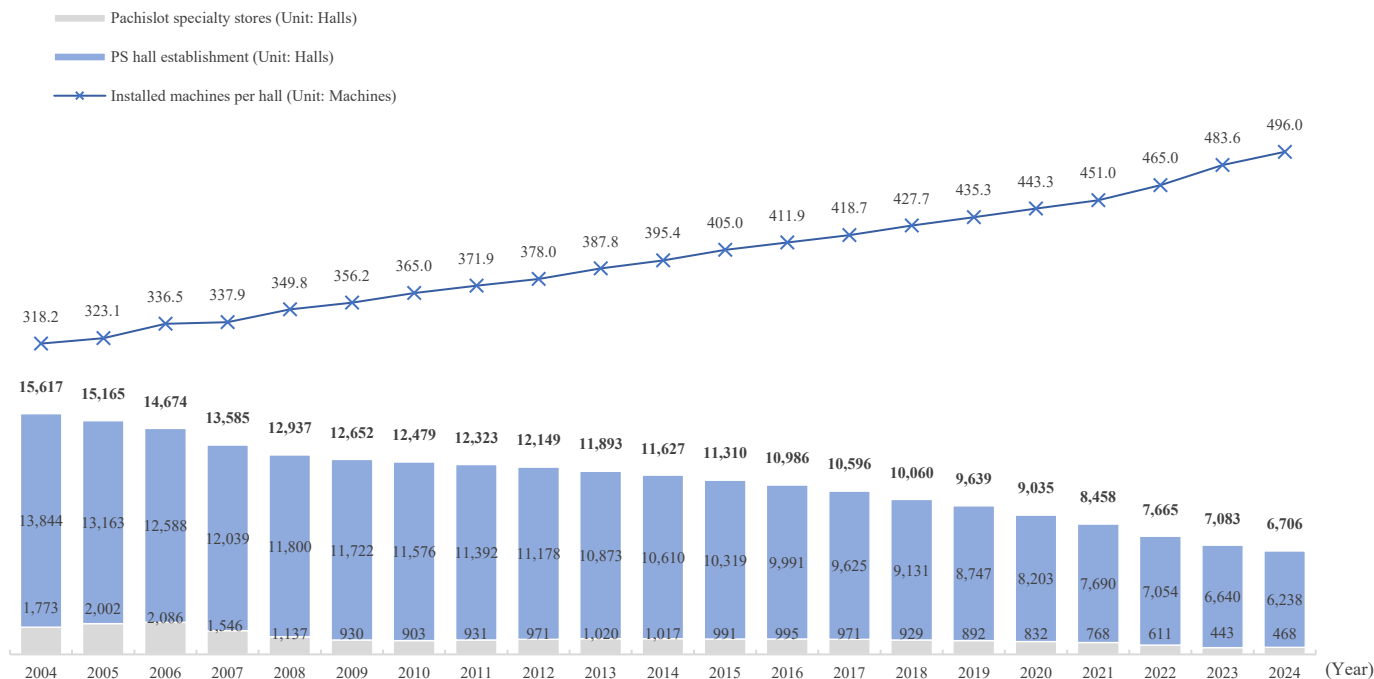
| | | Jan. | Feb. | Mar. | Apr. | May | Jun. | Jul. | Aug. | Sep. | Oct. | Nov. | Dec. | Total |
|------|--------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 2022 | Application | 57 | 56 | 79 | 69 | 65 | 93 | 76 | 89 | 83 | 83 | 65 | 84 | 899 |
| | Pass | 20 | 17 | 24 | 17 | 17 | 24 | 20 | 24 | 17 | 14 | 15 | 21 | 230 |
| | Passing test ratio | 35.1% | 30.4% | 30.4% | 24.6% | 26.2% | 25.8% | 26.3% | 27.0% | 20.5% | 16.9% | 23.1% | 25.0% | 25.6% |
| 2023 | Application | 68 | 53 | 69 | 86 | 62 | 92 | 61 | 86 | 71 | 67 | 62 | 71 | 848 |
| | Pass | 18 | 9 | 21 | 21 | 10 | 21 | 13 | 20 | 17 | 11 | 8 | 17 | 186 |
| | Passing test ratio | 26.5% | 17.0% | 30.4% | 24.4% | 16.1% | 22.8% | 21.3% | 23.3% | 23.9% | 16.4% | 12.9% | 23.9% | 21.9% |
| 2024 | Application | 58 | 58 | 76 | 57 | 87 | 76 | 76 | 68 | 65 | 90 | 76 | 53 | 840 |
| | Pass | 19 | 19 | 20 | 15 | 15 | 21 | 24 | 20 | 17 | 22 | 15 | 15 | 222 |
| | Passing test ratio | 32.8% | 32.8% | 26.3% | 26.3% | 17.2% | 27.6% | 31.6% | 29.4% | 26.2% | 24.4% | 19.7% | 28.3% | 26.4% |
| 2025 | Application | 56 | 78 | 64 | 72 | 71 | 85 | 75 | 68 | 68 | 79 | 55 | 77 | 848 |
| | Pass | 22 | 20 | 18 | 22 | 12 | 37 | 20 | 8 | 18 | 24 | 13 | 21 | 235 |
| | Passing test ratio | 39.3% | 25.6% | 28.1% | 30.6% | 16.9% | 43.5% | 26.7% | 11.8% | 26.5% | 30.4% | 23.6% | 27.3% | 27.7% |

Pachislot machine

| | | Jan. | Feb. | Mar. | Apr. | May | Jun. | Jul. | Aug. | Sep. | Oct. | Nov. | Dec. | Total |
|------|--------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 2022 | Application | 54 | 51 | 75 | 92 | 86 | 81 | 67 | 99 | 89 | 82 | 72 | 68 | 916 |
| | Pass | 13 | 11 | 22 | 16 | 17 | 24 | 14 | 17 | 14 | 14 | 16 | 16 | 194 |
| | Passing test ratio | 24.1% | 21.6% | 29.3% | 17.4% | 19.8% | 29.6% | 20.9% | 17.2% | 15.7% | 17.1% | 22.2% | 23.5% | 21.2% |
| 2023 | Application | 75 | 78 | 81 | 95 | 88 | 76 | 73 | 94 | 75 | 88 | 67 | 72 | 962 |
| | Pass | 19 | 23 | 26 | 18 | 10 | 15 | 13 | 18 | 11 | 16 | 13 | 14 | 196 |
| | Passing test ratio | 25.3% | 29.5% | 32.1% | 18.9% | 11.4% | 19.7% | 17.8% | 19.1% | 14.7% | 18.2% | 19.4% | 19.4% | 20.4% |
| 2024 | Application | 80 | 71 | 79 | 78 | 88 | 67 | 92 | 73 | 95 | 99 | 77 | 71 | 970 |
| | Pass | 15 | 11 | 7 | 8 | 11 | 7 | 19 | 11 | 25 | 18 | 3 | 18 | 153 |
| | Passing test ratio | 18.8% | 15.5% | 8.9% | 10.3% | 12.5% | 10.4% | 20.7% | 15.1% | 26.3% | 18.2% | 3.9% | 25.4% | 15.8% |
| 2025 | Application | 61 | 67 | 87 | 73 | 101 | 72 | 102 | 85 | 91 | 86 | 73 | 92 | 990 |
| | Pass | 4 | 9 | 18 | 10 | 18 | 6 | 15 | 8 | 9 | 11 | 6 | 10 | 124 |
| | Passing test ratio | 6.6% | 13.4% | 20.7% | 13.7% | 17.8% | 8.3% | 14.7% | 9.4% | 9.9% | 12.8% | 8.2% | 10.9% | 12.5% |

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

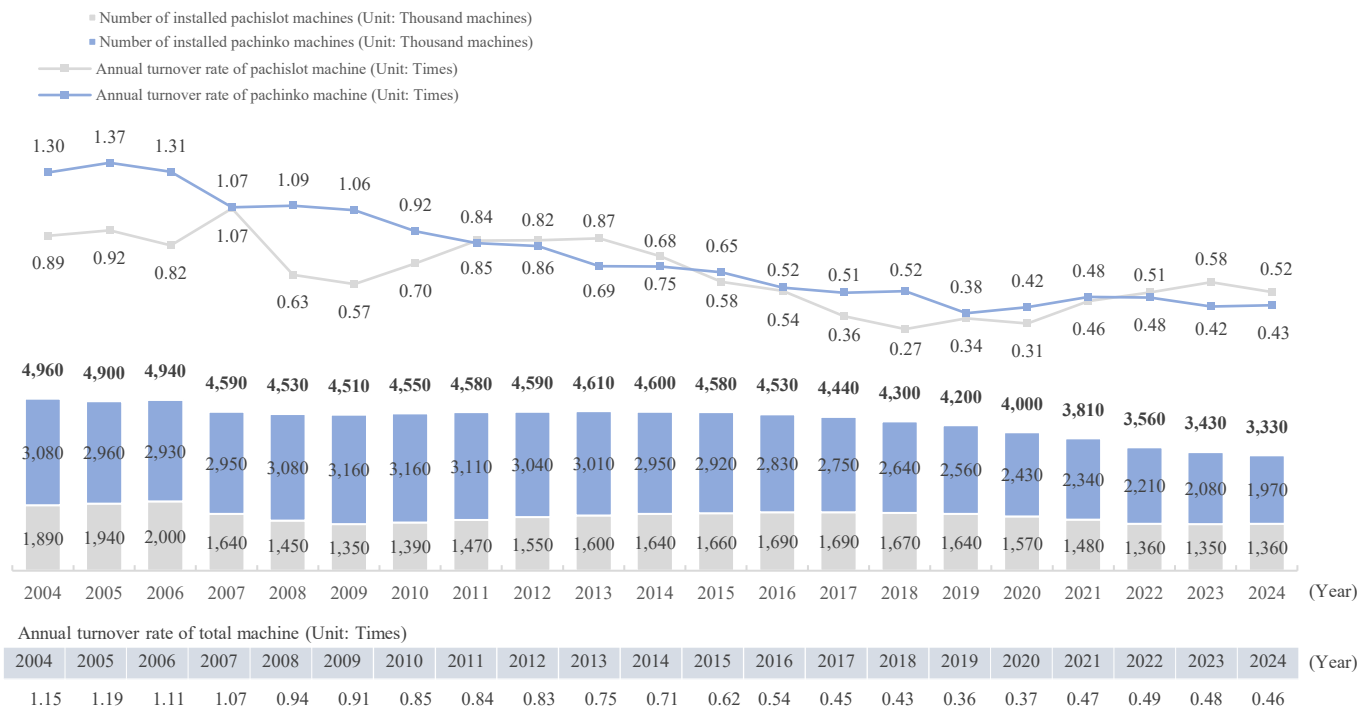
The data is based on the *Statistics Data* by National Police Agency, updated every April



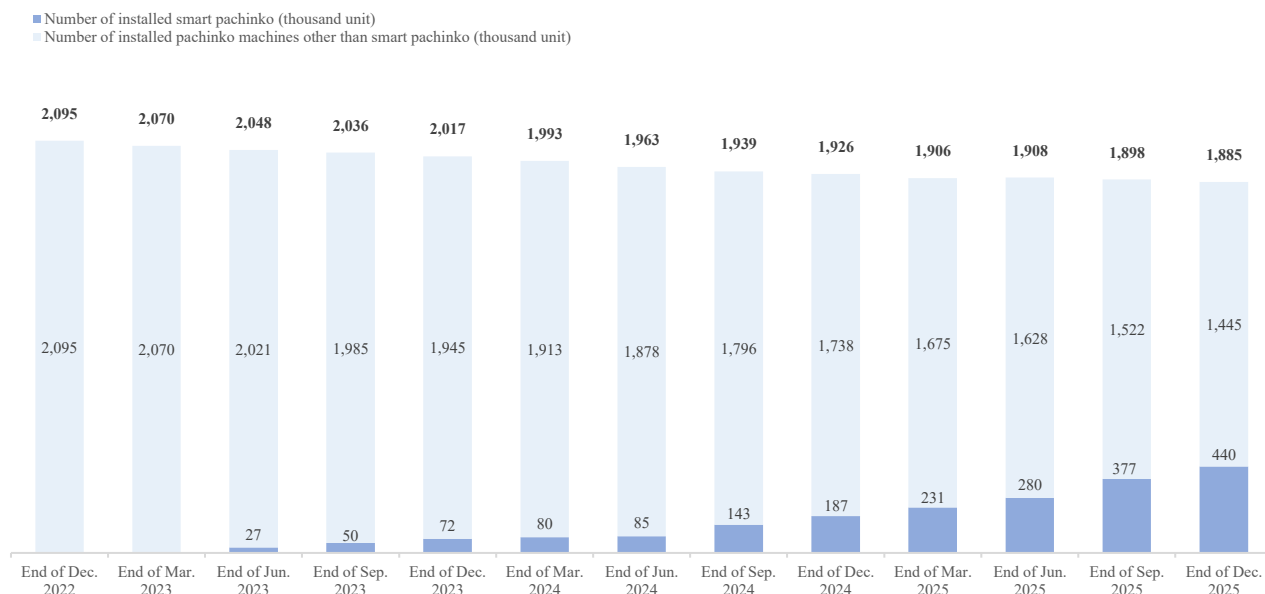
33. Number of installed PS machines and annual turnover rate

The data of number of installed PS machines is based on *The Current Situation of the Amusement Business and the Control of Crimes Related to Amusement Business in 2023* by National Police Agency, updated every April

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



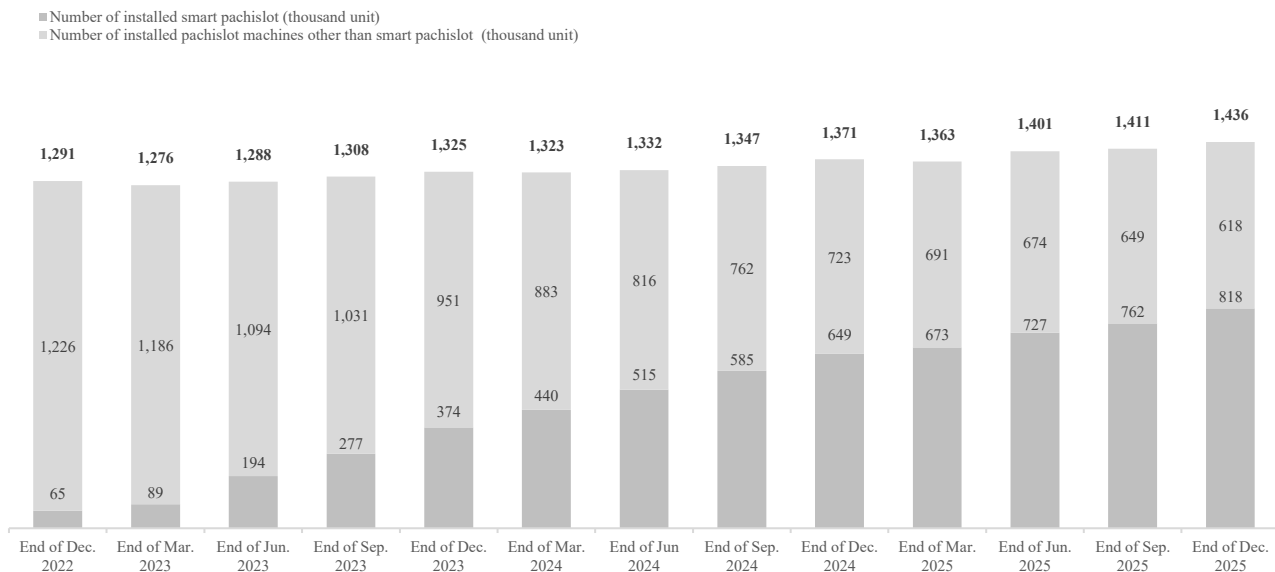
34. Change of installation of smart pachinko



Installation ratio of smart pachinko (%)

| 2022 | 2023 | | | | 2024 | | | | 2025 | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. |
| - | - | 1.3% | 2.5% | 3.5% | 4.0% | 4.3% | 7.4% | 9.7% | 12.1% | 14.7% | 19.8% | 23.3% |

35. Change of installation of smart pachislot

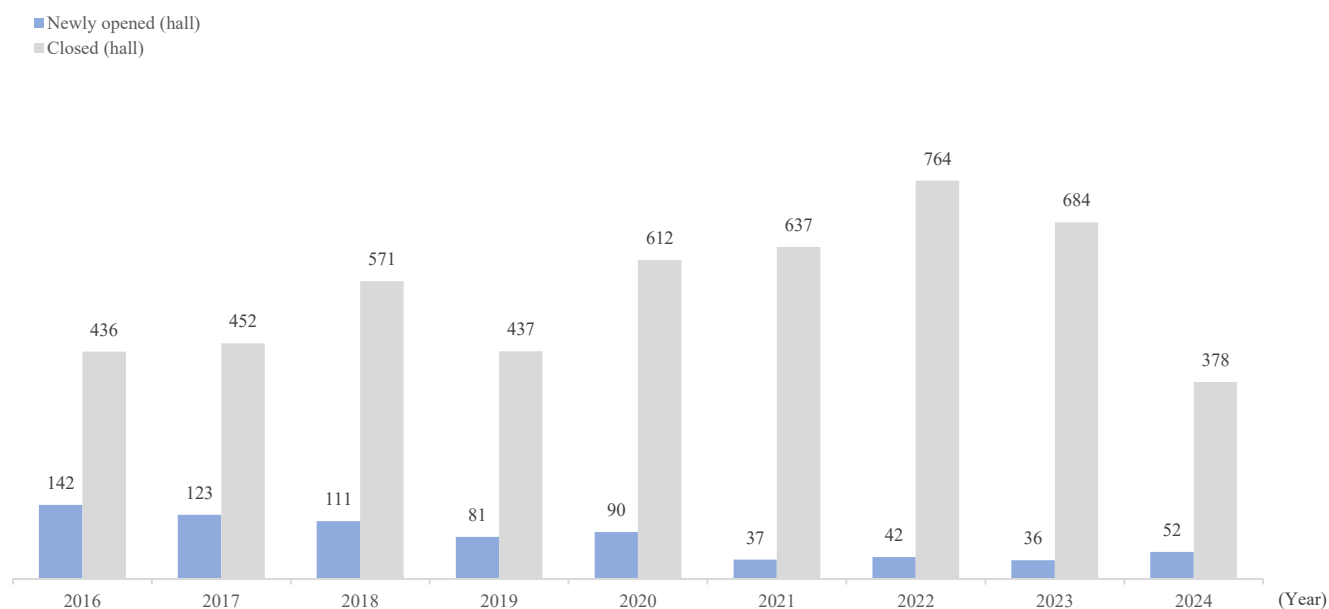


Installation ratio of smart pachislot (%)

| 2022 | 2023 | | | | 2024 | | | | 2025 | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. | End of Mar. | End of Jun. | End of Sep. | End of Dec. |
| 5.0% | 7.0% | 15.0% | 21.2% | 28.3% | 33.2% | 38.7% | 43.4% | 47.3% | 49.3% | 51.9% | 54.0% | 57.0% |

36. 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



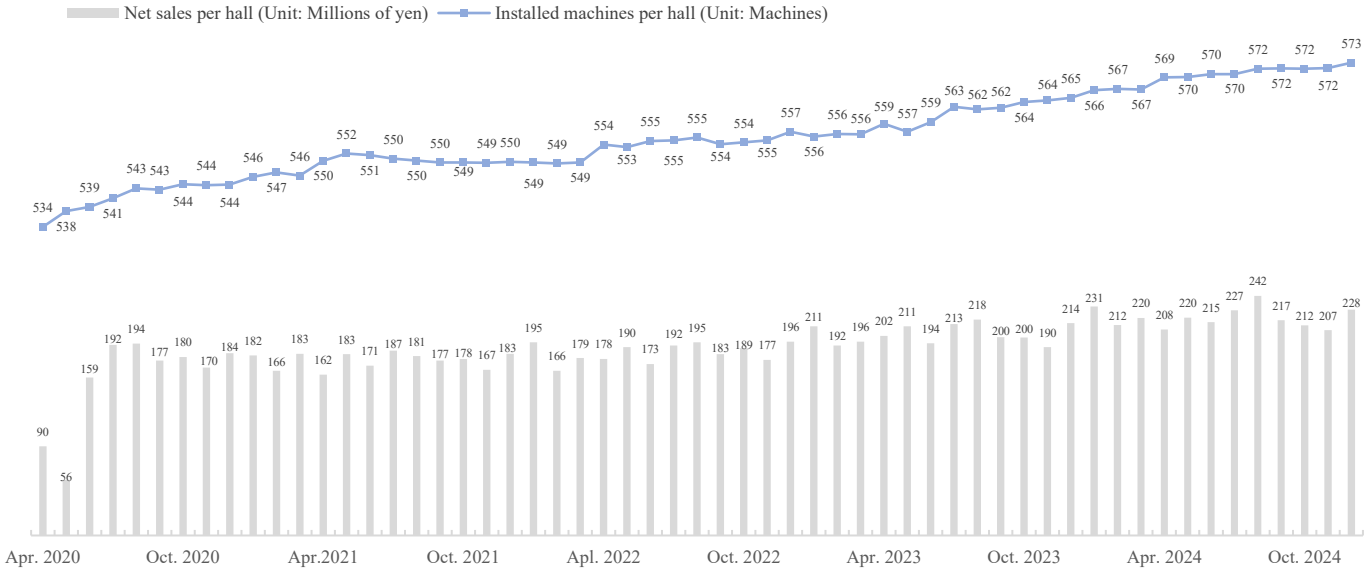
37. Change in number of newly opened/ closed halls (by months)

updated

| | | Jan. | Feb. | Mar. | Apr. | May | Jun. | Jul. | Aug. | Sep. | Oct. | Nov. | Dec. | Total |
|------|--------------|------|------|-------|------|------|------|------|------|------|------|------|------|-------|
| 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) | (30) | (37) | (31) | (27) | (28) |
| 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 | 3 | 3 | 4 | 0 | 1 | 11 | 42 |
| | Closed | 73 | 87 | 110 | 47 | 67 | 58 | 40 | 88 | 59 | 46 | 46 | 43 | 764 |
| | Change | (70) | (84) | (107) | (41) | (67) | (53) | (37) | (85) | (55) | (46) | (45) | (32) | (722) |
| 2023 | Newly opened | 1 | 3 | 2 | 8 | 2 | 2 | 5 | 0 | 1 | 1 | 1 | 10 | 36 |
| | Closed | 45 | 59 | 86 | 43 | 49 | 40 | 45 | 69 | 68 | 65 | 55 | 60 | 684 |
| | Change | (44) | (56) | (84) | (35) | (47) | (38) | (40) | (69) | (67) | (64) | (54) | (50) | (648) |
| 2024 | Newly opened | 10 | 10 | 1 | 6 | 4 | 3 | 0 | 4 | 2 | 3 | 0 | 9 | 52 |
| | Closed | 40 | 34 | 60 | 28 | 29 | 32 | 43 | 30 | 17 | 21 | 25 | 19 | 378 |
| | Change | (30) | (24) | (59) | (22) | (25) | (29) | (43) | (26) | (15) | (18) | (25) | (10) | (326) |
| 2025 | Newly opened | 0 | 0 | 1 | 4 | 2 | 0 | 7 | 11 | 0 | 3 | 0 | | |
| | Closed | 21 | 29 | 24 | 24 | 22 | 20 | 20 | 14 | 23 | 15 | 4 | | |
| | Change | (21) | (29) | (23) | (20) | (20) | (20) | (13) | (3) | (23) | (12) | (4) | | |

38. 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)

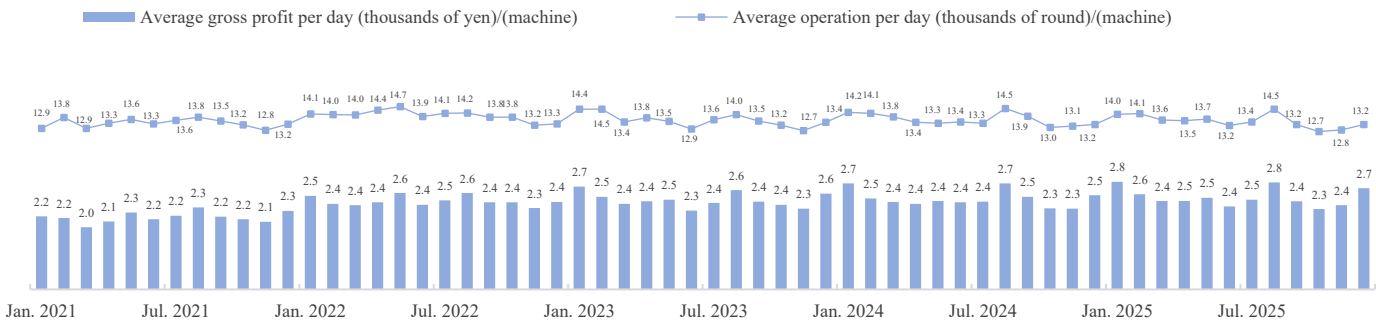


* METI outsources the pachinko halls for survey to the Zennichiyuren, and the halls are selected from all over Japan.
 * The figures have been revised by METI.
 * The figures of "Installed machines per hall" are rounded off the first decimal place, and those of "Net sales per hall" are rounded off the third decimal place.
 * The data up to December 2024 is shown as the Current Survey of Selected Service Industries ended in December 2024.

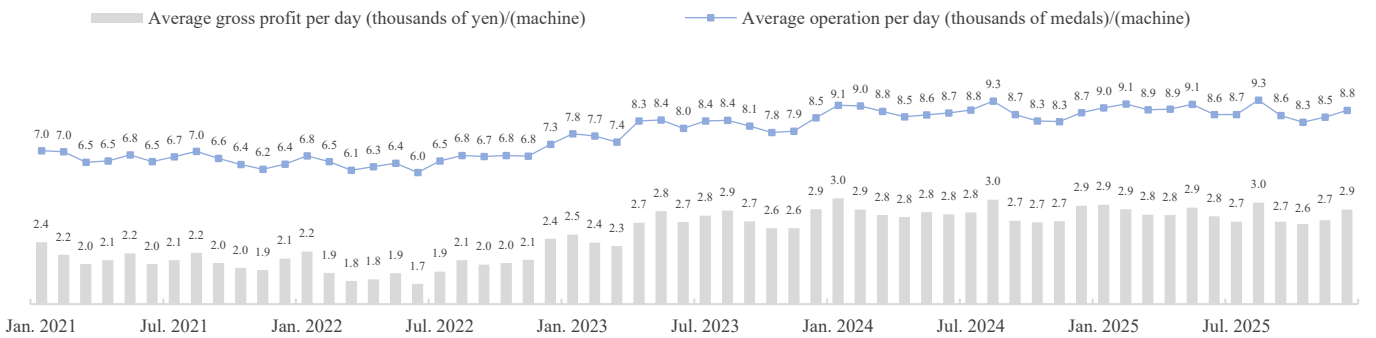
updated

39. PS average operation and gross profit

【 Pachinko machines 】



【 Pachislot machines 】

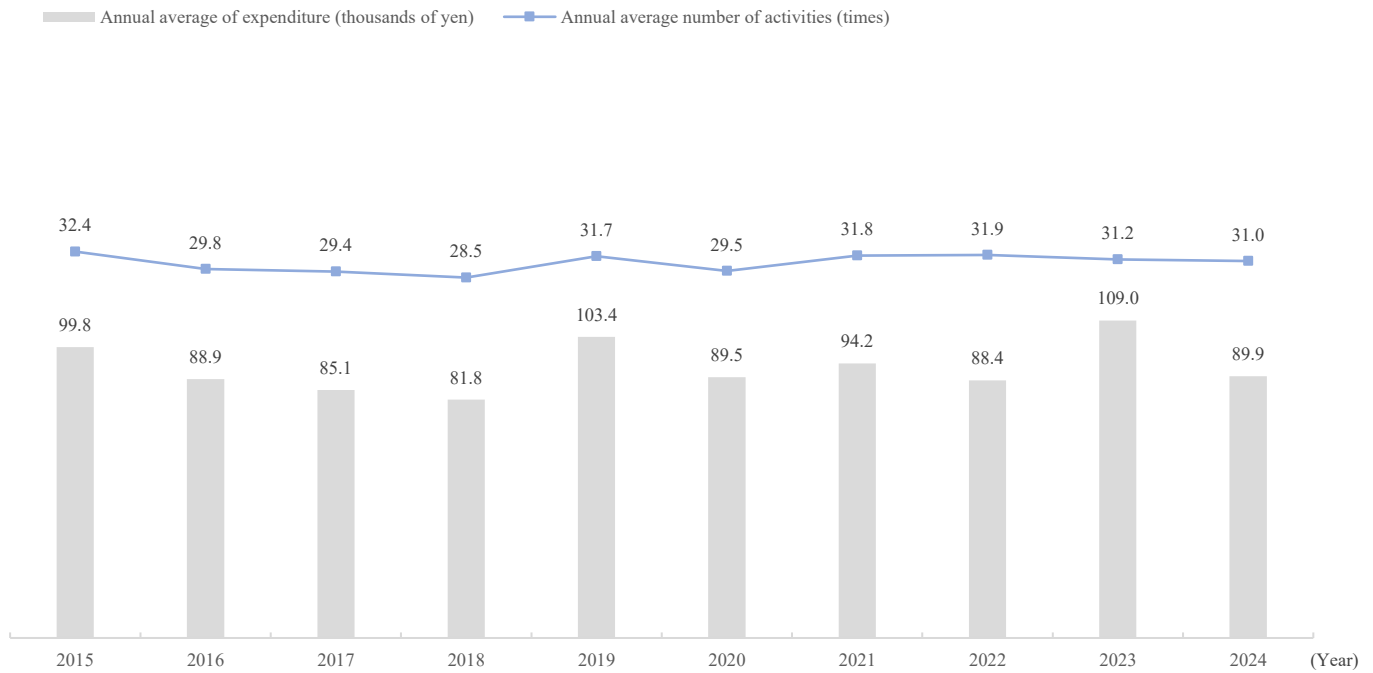


Source: TSUBURAYA FIELDS HOLDINGS

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

updated

The data is based on the *White Paper on Leisure 2025 by Japan Productivity Center*, updated every November

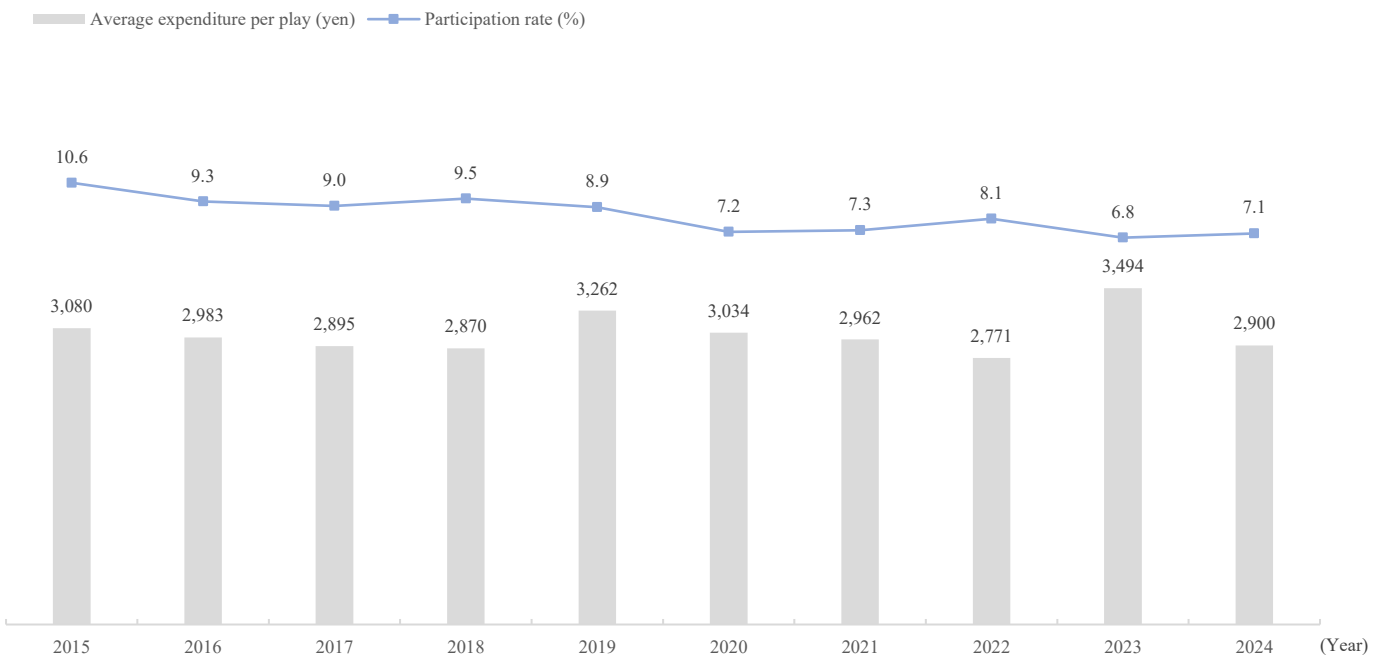


41. Participation rate and average expenditure per play in PS

updated

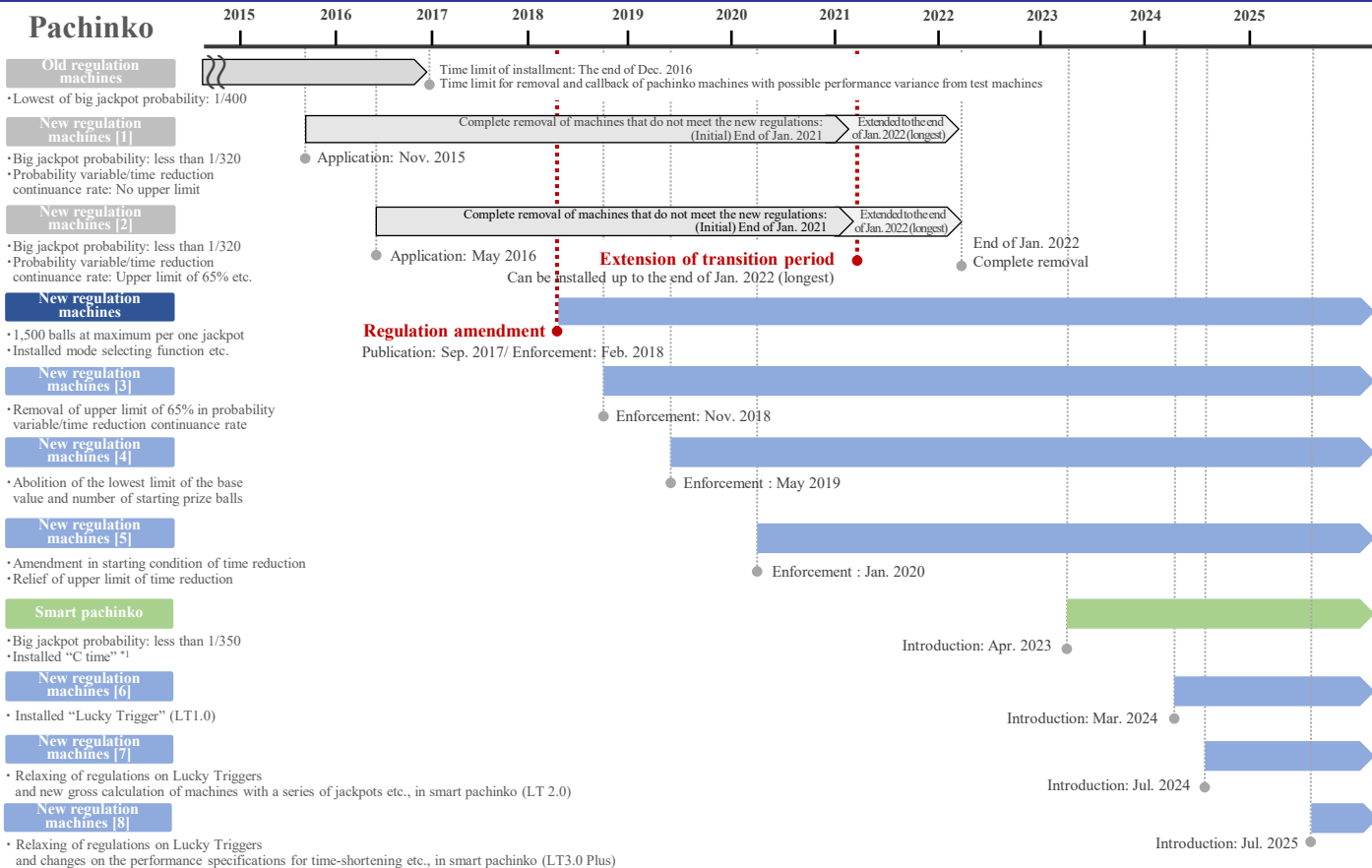
The data is based on the *White Paper on Leisure 2025 by Japan Productivity Center*, updated every November

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

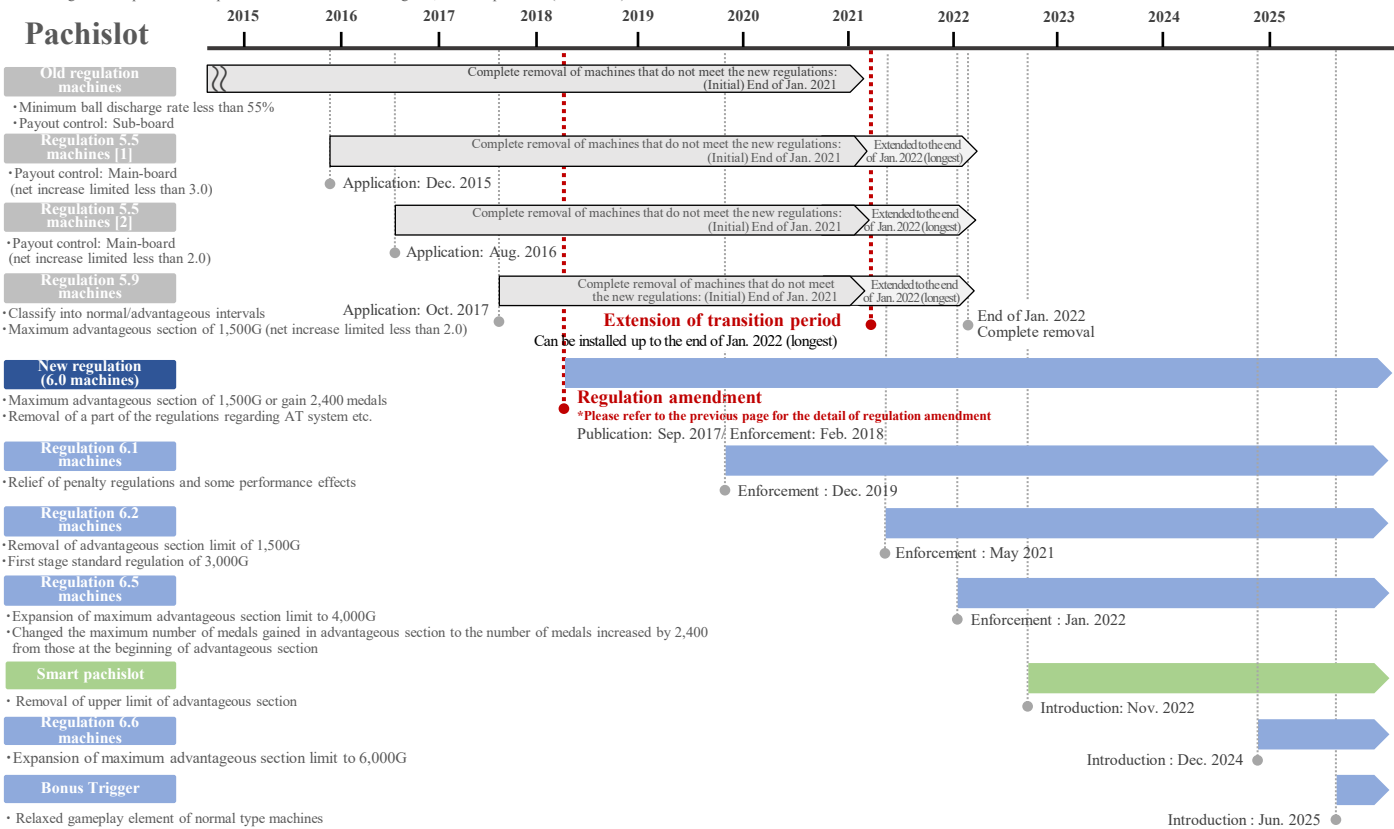


42. Trends in PS regulations

Pachinko



Pachislot



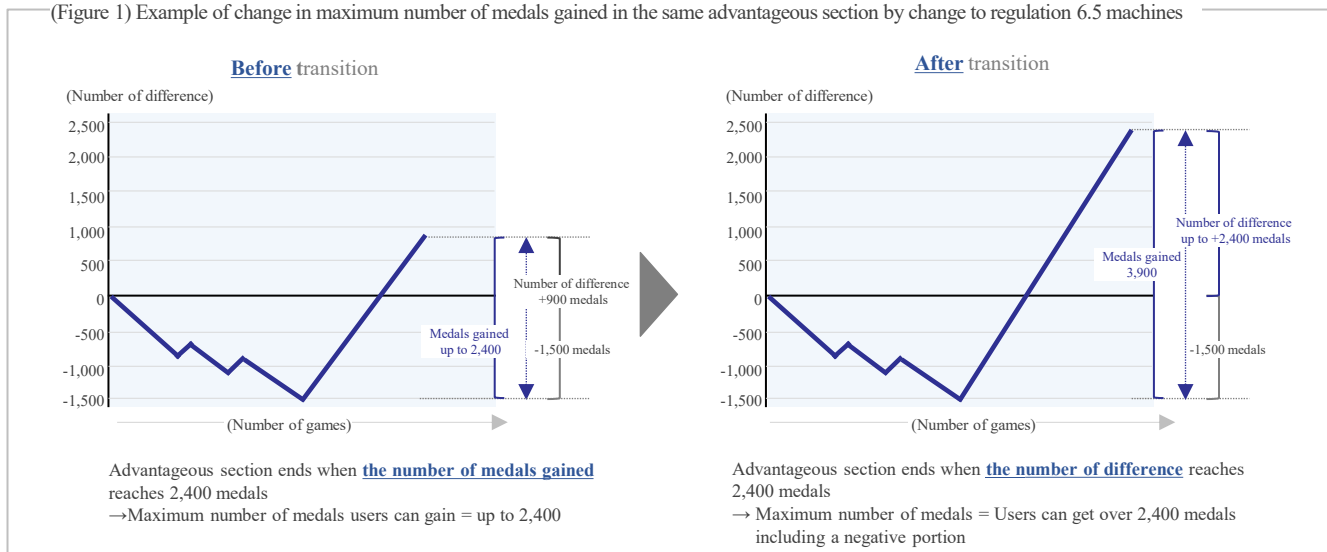
*1 C time: A function of lottery that is installed on Smart pachinko. The lottery occurs mainly when the situation of a higher chance of a win outcome ends.

Source: TSUBURAYA FIELDS HOLDINGS, National Police Agency

43. [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 | Regulation 6.6 machines |
|--|---------------------------|---|---|---|-------------------------|
| Upper limit of number of games in advantageous section | 1,500 games | 1,500 games | 3,000 games | 4,000 games | 6,000 games |
| Maximum number of medals gained in same advantageous section | 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

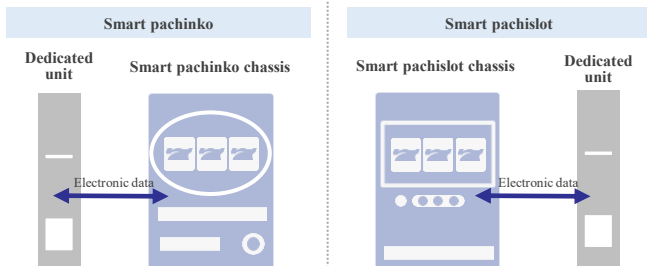


Source: TSUBURAYA FIELDS HOLDINGS, Greenbelt

44. [Reference] Overview of smart pachinko/ smart pachislot

◆ Features of smart pachinko/ smart pachislot

| | |
|--|---|
| Improving game functions | Games become more efficient by eliminating actions such as ball/ medal input |
| Improving environment | Improving noise problem through erasing the sounds of each ball/ medal |
| Infection disease prevention | Reducing risks for infection diseases through removing touch to balls/ medals |
| Countermeasures for gambling addiction | Countermeasures for gambling addiction by managing medal payout information |
| Fraud prevention | Countermeasures for fraudulent at such as bringing medals |



Electronic balls are accumulated on the medal number displaying device, and when the game is completed, the information is transferred to the dedicated unit by pressing the counting button. The pachinko balls circulates inside the chassis.

Electronic medals are accumulated on the medal number displaying device, and when the game is completed, the information is transferred to the dedicated unit by pressing the counting button.

◆ Game functions

[Smart pachinko]

| Content | Machines under current regulations | Smart pachinko |
|-------------------------|---|--|
| Big jackpot probability | 1/320 | 1/350 The range of spec designs has expanded, enabling manufacturers to develop a diverse range of machines |
| New function | - | Installed C time Can be equipped with an unprecedented game function that takes advantage of the C-time reduction |
| Complete function | Can gain up to 95,000 balls in different number | Can gain up to 95,000 balls in different number |

[Smart pachislot]

| Content | Machines under current regulations (Regulation 6.6 machine) | Smart pachislot |
|--|---|--|
| Advantageous section | 2,400 medals in difference number method | 2,400 medals in difference number method |
| Upper limit of number of games in advantageous section | 6,000 games | Limitless |
| Complete function | Gained up to 19,000 medals in different number | Gained up to 19,000 medals in different number |

Source: Pachinko pachislot higher living committee, TSUBURAYA FIELDS HOLDINGS

45. Change in PS industry

| FY | Primary events | Industry overall | Total PS unit sales | Number of halls | Hall |
|------|--|--|---------------------|-----------------|---|
| 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 halls ■ 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 | |
| 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 |
| 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 | |
| 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) |
| 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 |
| 2013 | | | 3,460,000 machines | 11,893 halls | |
| 2014 | <ul style="list-style-type: none"> ■ Apr. Consumption tax rate increased | | 3,250,000 machines | 11,627 halls | |
| 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 |
| 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. ■ 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 |
| 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 |
| 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 Iburi Earthquake | | 1,830,000 machines | 10,060 Halls | |
| 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 | |
| 2020 | <ul style="list-style-type: none"> ■ Apr. First state of emergency issued▶ lifted (May) ■ Jul. Torrential rains in July 2020 ■ Jan. Second state of emergency issued▶ lifted (Apr.) | | 1,500,000 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 |
| 2021 | <ul style="list-style-type: none"> ■ Apr. Third state of emergency issued▶ lifted (Jun.) ■ Jul. Fourth state of emergency issued▶ lifted (Sep.) ■ Jul. Tokyo Olympics held ■ Aug. Tokyo Paralympics held | | 1,810,000 machines | 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 |
| 2022 | | <ul style="list-style-type: none"> ■ Dec. The National Police Agency released the "Handling of advertising in pachinko sales (notification)." | 1,750,000 machines | 7,665 Halls | <ul style="list-style-type: none"> ■ Nov. Smart pachislot introduced ■ Feb. Four pachinko hall-related organizations (Zennichiuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (first edition)" |
| 2023 | <ul style="list-style-type: none"> ■ Jan. 2024 Noto Peninsula Earthquake ■ Feb. Nikkei share average reached new highs after the bubble economy | | 1,660,000 machines | 7,083 Halls | <ul style="list-style-type: none"> ■ Apr. Smart pachinko introduced ■ Feb. Four pachinko hall-related organizations (Zennichiuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (second edition)" |
| 2024 | <ul style="list-style-type: none"> ■ Jul. New banknotes issued | | 1,550,000 machines | 6,706 Halls | |
| 2025 | | | | | <ul style="list-style-type: none"> ■ May Four pachinko hall-related organizations (Zennichiuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (third edition)" |

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

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

Disclaimer

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

Potential risks and uncertainties include, but are not limited to, the economic environment surrounding our business, competitive conditions in the marketplace, and our handling merchandise.