

-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

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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
Gross profit	15,992	21,578	24,752	29,737	29,248	34,544
SG&A expenses	9,211	9,711	12,655	17,389	20,303	21,385
Operating profit	6,781	11,866	12,097	12,348	8,944	13,158
Ordinary profit	7,022	12,209	12,480	13,127	9,202	11,705
Profit attributable to owners of parent	3,524	6,620	6,926	7,085	3,710	5,296
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 cashdividends (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)	^{*2} 32,300	^{*2} 161,500	347,000	347,000	347,000	347,000
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 cashdividends (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)	(244.6)	(123.4)	(121.2)	(99.1)	(158.2)
	38,796	94,900	117,125	141,923	140,581	154,617
Gross profit	(67.0)	(159.0)	(160.5)	(104.5)	(133.3)	(144.5)
	9,927	15,784	25,326	26,459	35,263	34,257
SG&A expenses	(86.3)	(101.4)	(116.5)	(101.8)	(136.5)	(109.8)
	12,169	12,339	14,376	14,631	19,967	15,726
Operating profit	(-)	(-)	(317.9)	(108.0)	(129.3)	(197.3)
	(2,241)	3,444	10,950	11,827	15,295	18,531
Ordinary profit	(-)	(-)	(308.7)	(115.4)	(127.1)	(176.0)
	(2,032)	3,634	11,218	12,947	16,462	18,937
Profit attributable to owners of parent	(-)	(-)	(332.7)	(142.3)	(95.4)	(209.2)
	(3,452)	2,471	8,221	11,695	11,158	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	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	4,423	1,653	3,648	5,831	6,855	1,442	2,531	3,594	
Domestic revenues	878	2,257	3,215	9,899	807	1,893	3,064	4,703	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												(Unit: machines)
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)	

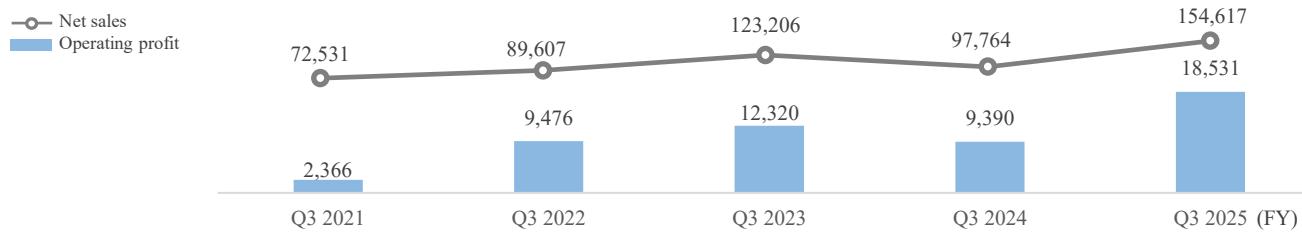
*The number of units sold is rounded down to the nearest hundred.

Consolidated P/L statement

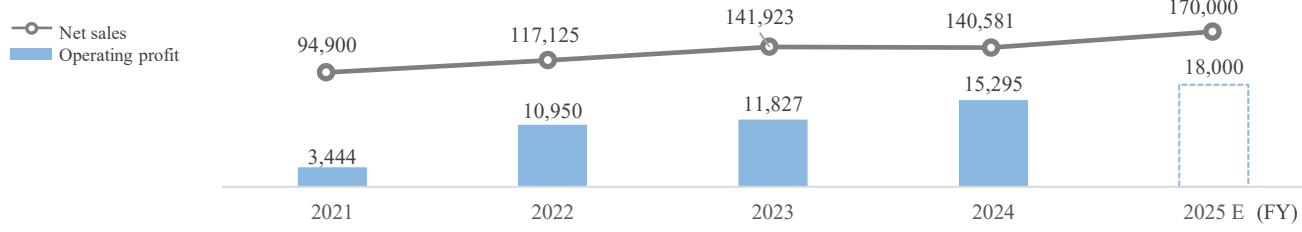
(Unit: Millions of yen)

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)	(244.6)	(123.5)	(123.4)	(137.5)	(121.2)	(79.4)	(99.1)	(158.2)	(120.9)
	72,531	94,900	89,607	117,125	123,206	141,923	97,764	140,581	154,617	170,000
[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]
Gross profit	(159.0)	(159.0)	(167.9)	(160.5)	(120.4)	(104.5)	(103.1)	(133.3)	(144.5)	-
	11,375	15,784	19,099	25,326	23,001	26,459	23,712	35,263	34,257	-
[15.7]	[16.6]	[21.3]	[21.6]	[18.7]	[18.6]	[24.3]	[25.1]	[22.2]	[22.2]	-
SG&A expenses	(99.9)	(101.4)	(106.8)	(116.5)	(111.0)	(101.8)	(134.1)	(136.5)	(109.8)	-
	9,009	12,339	9,622	14,376	10,681	14,631	14,322	19,967	15,726	-
[12.4]	[13.0]	[10.7]	[12.3]	[8.7]	[10.3]	[14.6]	[14.2]	[10.2]	[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	-
	(-)	(-)	(400.5)	(317.9)	(130.0)	(108.0)	(76.2)	(129.3)	(197.3)	(117.7)
Operating profit	2,366	3,444	9,476	10,950	12,320	11,827	9,390	15,295	18,531	18,000
[3.3]	[3.6]	[10.6]	[9.3]	[10.0]	[8.3]	[9.6]	[10.9]	[12.0]	[10.6]	-
	(-)	(-)	(376.3)	(308.7)	(138.0)	(115.4)	(80.0)	(127.1)	(176.0)	(111.2)
Ordinary profit	2,590	3,634	9,749	11,218	13,456	12,947	10,759	16,462	18,937	18,300
[3.6]	[3.8]	[10.9]	[9.6]	[10.9]	[9.1]	[11.0]	[11.7]	[12.2]	[10.8]	-
Profit attributable to owners of parent	1,787	2,471	5,646	8,221	9,532	11,695	6,424	11,158	13,439	12,800
[2.5]	[2.6]	[6.3]	[7.0]	[7.7]	[8.2]	[6.6]	[7.9]	[8.7]	[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

[Assets]						(Unit: Millions of yen)
	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.

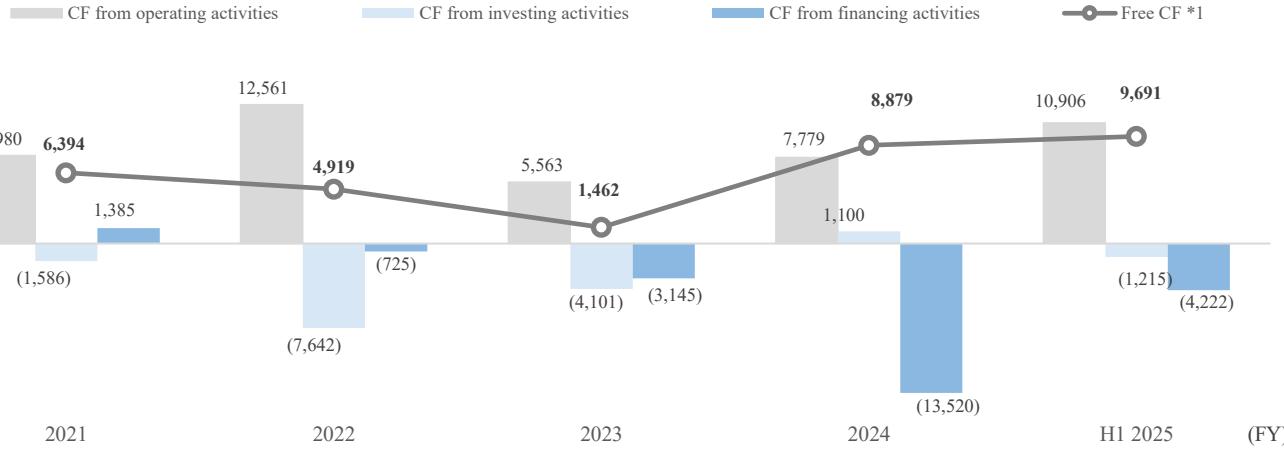
* Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

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)



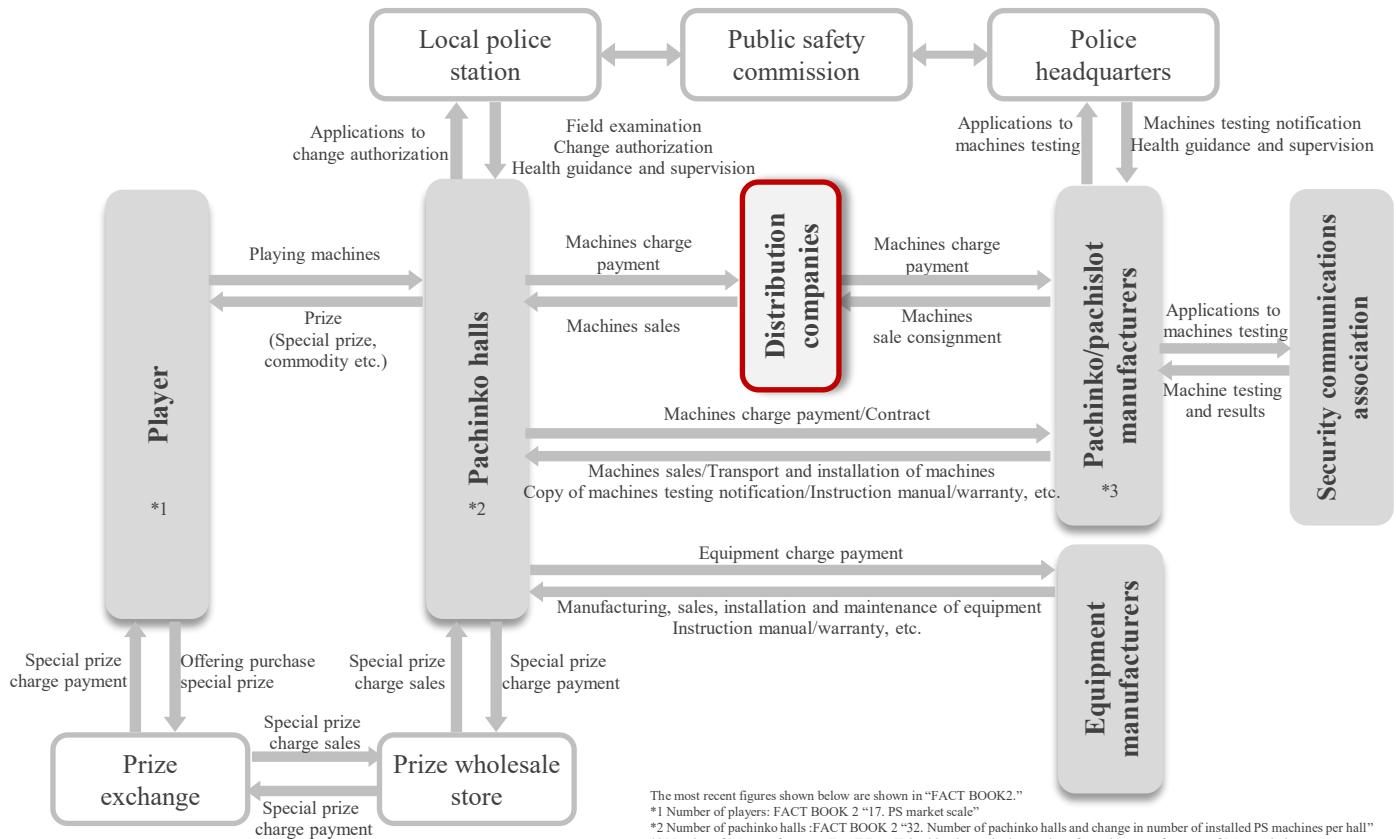
* Since we have not prepared the consolidated statement of cash flows for the Q1 and Q3 since FY2025, the figures are omitted.

*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



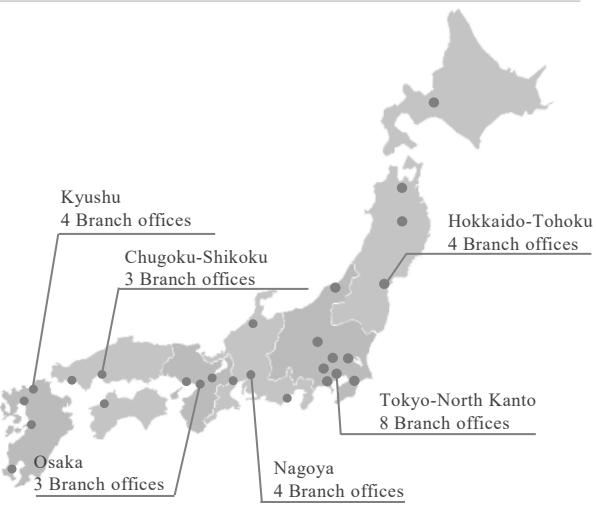
PS machine sales offices (distribution)

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	Media for pachinko halls • Distribution of content such as video • Gathering information, Providing information services, etc.
Other	Customer attraction support services for PS halls • Development of <i>Optimize</i> , a web advertising distribution service
Media for PS machine businesses	• PS machine's secondary distribution promotion website to revitalize the market
Other	• 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:

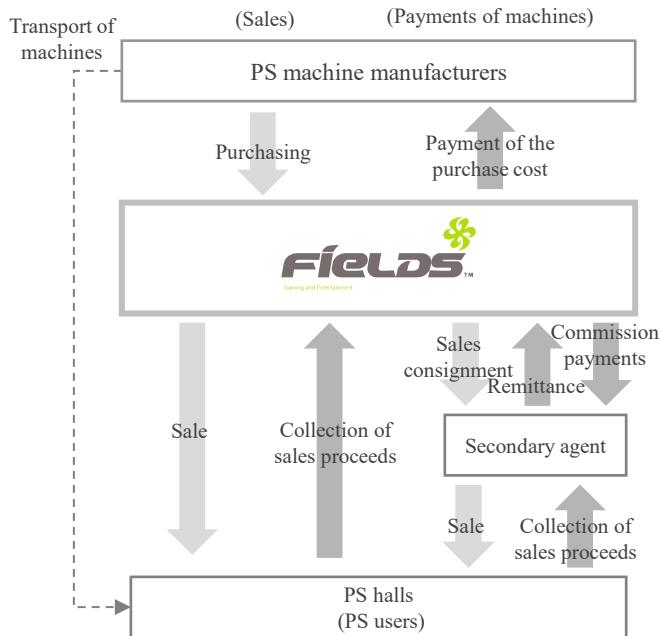
Record the price of PS machines that we sell to pachinko halls (criterion for recording sales: at the time of shipment of the PS machines)

Cost of sales:

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

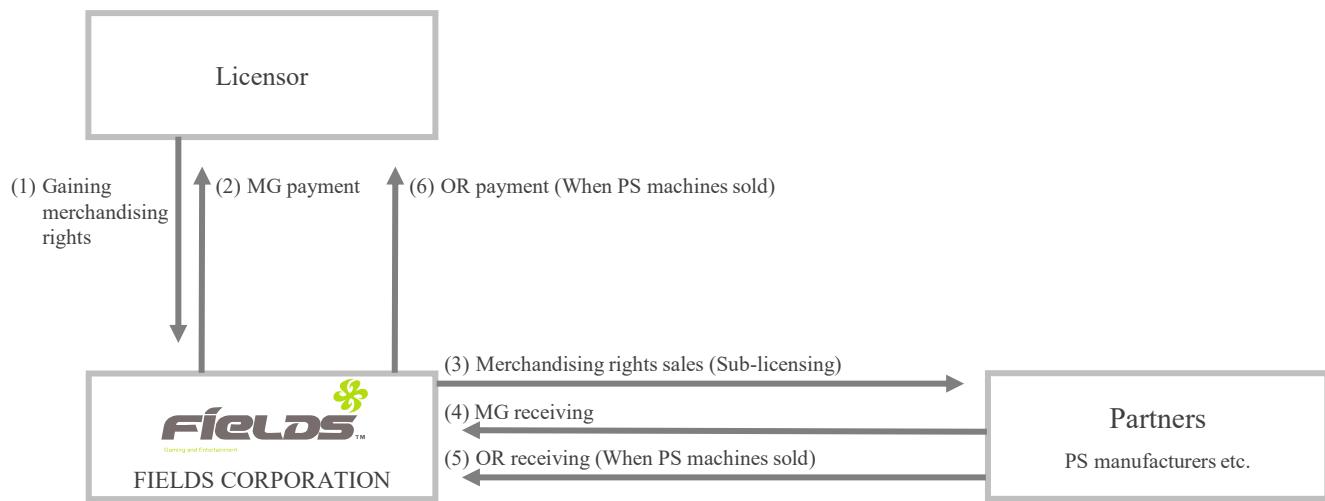
*We have a contract that stipulates that we will exclusively sell PS machines.

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
	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.
Alliance Manufacturer	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.

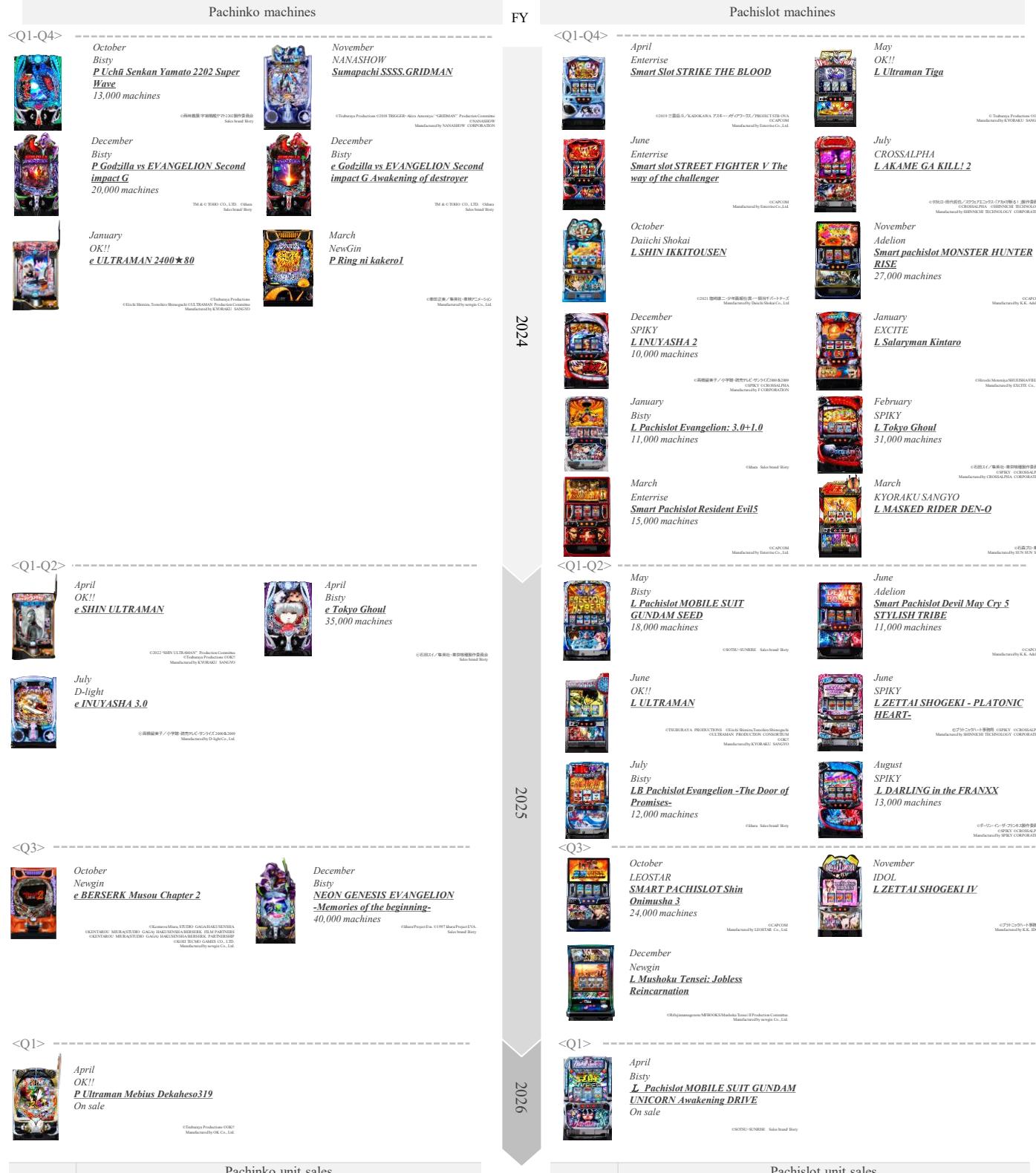
(The Spiky group's unit sales include a portion of the unit sales of machines manufactured by SPIKY CORPORATION, CROSSALPHA CORPORATION, SHINNICHII TECHNOLOGY CORPORATION, and F CORPORATION.)

*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.

Main PS machines from FY2024 to FY2026

(As of December 31, 2025)



*The table shows the titles which are announced as of December 31, 2025. The information of the Amadigi-type and reuse-type machines are omitted.

*The number of units sold is rounded down to the nearest 100 (the number of units sold for each individual title is rounded down to the nearest thousand).

*The table shows the unit sales which the number of machines sold is calculated at the end of the Q3 of FY2025.

*The unit sales less than 10,000 are not disclosed. *Please refer to the page through 22-29 for details on titles launched from FY2000. *Date in the table is on a delivery month basis.

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
	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	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

														(As of December 31, 2025)	
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, SHINNICHII 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 *Kaiji 3* released in FY2013 from GINZA Corporation.

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

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

(As of December 31, 2025)

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

*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 Touhin 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!!			2022	PACHINKO GANTZ:3 LAST BATTLE	11,000
FY	Title	Unit sales	27	PACHINKO ULTRAMAN TIGA 1500×84	20,000
1 2012	<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type</i>	-	28	<i>PACHINKO ULTRAMAN TIGA Ultra super luminal Light ver.</i>	-
2	<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type</i>	25,000	29	<i>Pachinko GANTZ Awakening RUSH180</i>	-
3 2013	<i>Pachinko Onimusha: Dawn of Dreams</i>	33,000	30	<i>PACHINKO MITOKOHMON chogokujo</i>	-
4	<i>New-century Pachinko BERSERK</i>	23,000	31 2024	<i>Pachinko GANTZ Awakening SWEET 2000</i>	-
5 2014	<i>Pachinko Onimusha: Dawn of Dreams Light Version</i>	-	32	<i>e ULTRAMAN 2400★80</i>	-
6	<i>Pachinko Ultra Battle Retsuden</i>	80,000	33 2025	<i>e SHIN ULTRAMAN</i>	-
7 2015	<i>Pachinko Marvel's Avengers</i>	-	34	<i>e ULTRAMAN 4500 Super Light</i>	On sale
8 2016	<i>Pachinko GANTZ</i>	31,000	35 2026	<i>P Ultraman Mebius Dekaheso319</i>	On sale
9 2017	<i>Pachinko Ultra Battle Retsuden Light Edition</i>	-	MIZUHO/ Macy		
10	<i>Pachinko Marvel's Avengers Type196</i>	-	FY		
11	<i>Pachinko Marvel's Avengers Light Version</i>	-	Title		
12	<i>Pachinko GANTZ EXTRA</i>	-	Unit sales		
13 2018	<i>Pachinko Onimusha: Dawn of Dreams Super Souken (Manufactured by KYORAKU SANGYO)</i>	15,000	1 2014	<i>CR BATMAN</i>	-
14	<i>Pachinko GEKIJOUREI</i>	10,000	2 2015	<i>CR Million GOD RISING</i>	22,000
15 2019	<i>Pachinko GANTZ:2</i>	25,000	3	<i>CR Midoridon Hanabi DE Buon giorno</i>	10,000
16	<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu (Manufactured by KYORAKU SANGYO)</i>	10,000	4	<i>CR Million GOD RISING—ZEUS Returns—</i>	-
17	<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu Light Verion (Manufactured by KYORAKU SANGYO)</i>	-	5	<i>CR Tengen Toppa Gurren Lagann</i>	-
18	<i>PACHINKO 6 ULTRAMAN BROTHERS (Manufactured by KYORAKU SANGYO)</i>	20,000	6	<i>CR Midoridon Hanabi DE Buon giorno 1/99ver.</i>	-
19 2020	<i>Pachinko ULTRASEVEN Cho Rambu (Manufactured by KYORAKU SANGYO)</i>	10,000	7 2017	<i>CR Yu-Gi-Sei Million Arthur</i>	-
20	<i>Pachinko GANTZ:2 Sweet ver.</i>	-	8 2018	<i>CR Tengen Toppa Gurren Lagann 199 ver.</i>	-
21 2021	<i>PACHINKO GANTZ KIWAMI</i>	-	9	<i>CR Tengen Toppa Gurren Lagann 99 ver.</i>	-
22	<i>PACHINKO ULTRAMAN TARO 2 (Manufactured by KYORAKU SANGYO)</i>	25,000	10	<i>CR Yu-Gi-Sei Million Arthur 199ver</i>	-
23	<i>PACHINKO 6 ULTRAMAN BROTHERS Light version (Manufactured by KYORAKU SANGYO)</i>	-			
24	<i>PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver. (Manufactured by KYORAKU SANGYO)</i>	-			
25 2022	<i>PACHINKO KAMEN RIDER Dark rider ver. (Manufactured by KYORAKU SANGYO)</i>	12,000			

*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 kakero I</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.

*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 pachislot unit sales by title (FY2000 to FY2026)

(As of December 31, 2025)

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

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

(As of December 31, 2025)

Bisty					
FY	Title	Unit sales			
1 2003	<i>KAIZOKU</i>	-	26 2013	<i>PACHISLOT ULTRAMAN WARS</i>	23,000
2 2004	<i>Dai Yamato</i>	12,000	27 2015	<i>EVANGELION—Spear of Hope</i>	26,000
3	<i>Fever Natsumatsuri</i>	-	28	<i>EVANGELION—Tsunashii wo Tsunagumono</i>	15,000
4 2005	<i>Neon Genesis Evangelion</i>	23,000	29	<i>MOBILE SUIT GUNDAM Awakening—Chained battle—</i>	12,000
5 2006	<i>SHERLOCK HOUND</i>	-	30 2016	<i>EVANGELION—WISH OF VICTORY</i>	-
6	<i>GTO</i>	-	31	<i>PACHI-SLOT MOBILE SUIT Z GUNDAM</i>	-
7	<i>ROCKY BALBOA</i>	-	32 2017	<i>EVANGELION 30φMODEL</i>	-
8	<i>Tomb Raider</i>	60,000	33	<i>Neon Genesis Evangelion - to You the Sincerity 2</i>	-
9	<i>Lord of the Rings</i>	-	34 2018	<i>Pachislot Evangelion AT777</i>	14,000
10 2007	<i>Beach Club</i>	-	35	<i>Neon Genesis Evangelion - berserk 400</i>	-
11	<i>Neon Genesis Evangelion—Magokoro wo Kimini</i>	99,000	36 2019	<i>CARD BATTLE PACHI-SLOT MOBILE SUIT GUNDAM X-OVER</i>	-
12	<i>Morning Musume</i>	-	37	<i>EVANGELION FESTIVAL</i>	-
13 2008	<i>KING KONG</i>	-	38 2020	<i>Pachislot for CHAR AZNABLE -RED COMET's Counterattack-</i>	-
14	<i>Neon Genesis Evangelion—That time has come, now they're waiting for us</i>	90,000	39	<i>PACHISLOT THE iDOLM@STER MILLION LIVE!</i>	-
15 2009	<i>Saturday Night Fever</i>	-	40 2021	<i>NEON GENESIS EVANGELION -Resonance of souls-</i>	-
16	<i>Neon Genesis Evangelion—Die Spur der SEELE</i>	84,000	41 2022	<i>Pachislot MOBILE SUIT GUNDAM UNICORN</i>	15,000
17 2010	<i>MOBASLO Evangelion—for your own wish</i>	77,000	42 2023	<i>L Evangelion -Genesis of Destiny-</i>	17,000
18	<i>Magical Shopping Arcade Abenobashi</i>	-	43	<i>L Godzilla vs EVANGELION</i>	14,000
19 2011	<i>Evangelion—the Heartbeat of Life</i>	46,000	44 2024	<i>L Pachislot Evangelion: 3.0+1.0</i>	11,000
20	<i>SAMURAI 7</i>	12,000	45 2025	<i>L Pachislot MOBILE SUIT GUNDAM SEED</i>	18,000
21 2012	<i>EVANGELION</i>	57,000	46	<i>LB Pachislot Evangelion -The Door of Promises-</i>	12,000
22	<i>Yaooh</i>	-	47 2026	<i>L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE</i>	On sale
23	<i>GTO Limit Break</i>	-			
24 2013	<i>Evangelion—Ketsui no Toki</i>	13,000			
25	<i>MOBILE SUIT GUNDAM</i>	25,000			

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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)

Enterprise/ Adelion/LEOSTAR			2024	Smart pachislot MONSTER HUNTER RISE	26,000
FY	Title	Unit sales	27	Smart Pachislot Resident Evil 5	15,000
1 2009	<i>VIEWTIFUL JOE</i>	-	28	Smart Pachislot Devil May Cry 5 STYLISH TRIBE	11,000
2 2010	<i>Sengoku BASARA 2</i>	16,000	29	SMART PACHISLOT <i>Shin Onimusha 3</i>	24,000
3 2011	<i>Street Fighter IV</i>	-	OK!!		
4 2012	<i>Resident Evil 5</i>	49,000	FY		
5 2013	<i>Monster Hunter: Gekka Raimei</i>	50,000	1 2017	<i>Pachi-Slot Marvel's The Avengers</i>	-
6	<i>Devil May Cry 4</i>	25,000	2	<i>PACHI-SLOT ULTRASEVEN</i> (Manufactured by KYORAKU SANGYO)	-
7 2014	<i>Pachislot Sengoku BASARA 3</i>	20,000	3 2022	<i>PACHI-SLOT ULTRAMAN TARO Tyrant SPEC</i>	-
8 2015	<i>Resident Evil 6</i>	37,000	4 2024	<i>L Ultraman Tiga</i>	-
9	<i>Asura's Wrath</i>	-	5	<i>L MASKED RIDER DEN-O</i>	-
10 2016	<i>Super Street Fighter IV</i>	-	6 2025	<i>L ULTRAMAN</i>	-
11	<i>Devil May Cry X (Cross)</i>	15,000	Daiichi Shokai/ D-light/ IDOL		
12	<i>Monster Hunter Kyoryu Sensen</i>	37,000	FY		
13 2017	<i>Pachislot Machine Ace Attorney</i>	-	1 2015	<i>MAJESTIC PRINCE</i>	-
14	<i>Resident Evil Revelations</i>	18,000	2	<i>HIGURASHI NO NAKUKORONI—KIZUNA</i>	-
15 2018	<i>Pachislot Okami</i>	-	3	<i>Oh My Goddess!</i>	-
16	<i>STREET FIGHTER V PACHISLOT EDITION</i>	-	4 2016	<i>Pachislot GARGANTIA ON THE VERDUIROUS PLANET</i>	-
17	<i>Pachislot Sengoku BASARA HEROES PARTY</i>	-	5 2017	<i>Pachislot Osomatsu-kun</i>	-
18 2019	<i>PACHI SLOT Onimusha: Dawn of Dreams</i>	20,000	6	<i>Pachislot The Ambition of Oda Nobuna</i>	-
19 2020	<i>Pachislot MONSTER HUNTER: WORLD</i>	17,000	7 2020	<i>PACHISLOT TETSUYA -Destiny and real ability-</i>	-
20 2021	<i>PACHISLOT Hyakkaryouran SAMURAI GIRLS</i>	-	8 2021	<i>S Ushio & TORA -A flash of thunder spear-</i>	-
21	<i>Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING</i>	10,000	9 2022	<i>PACHISLOT BOØWY</i>	10,000
22 2022	<i>Pachislot Gekka Miyabi</i>	-	10 2023	<i>L Higurashi When They Cry: GOU</i>	-
23	<i>Pachislot MONSTER HUNTER WORLD: ICEBORNE™</i>	14,000	11 2024	<i>L SHIN IKKITUUSEN</i>	-
24 2024	<i>Smart Slot STRIKE THE BLOOD</i>	-	12 2025	<i>L ZETTAI SHOGEKI IV</i>	On Sale
25	<i>Smart slot STREET FIGHTER V The way of the challenger</i>	-			

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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>	-

11	2019	<i>Super AT Chu la Oki</i>	-
12		<i>PACHISLOT Tengen Toppa Gurren Lagann</i>	-
13	2020	<i>AKAME GA KILL!</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

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-kakero! -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 kakero! 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

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*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).

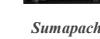
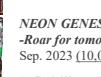
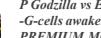
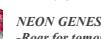
Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

Change 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 Light ver.</i> Nov. 2010	 <i>Evangelical of the Beginnings</i> Jun. 2010 (205,000 machines)	<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 Premium Battle</i> Jan. 2014 (12,000 machines)	 <i>EVANGELION 8 Smile Model</i> Dec. 2012 (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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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)	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)		 EVANGELION 13 Premium model Sep. 2019	 EVANGELION 13 EXTRA model Feb. 2020		
2015	 EVANGELION X Sep. 2015 (53,000 machines)	 EVANGELION 9 Type zero ver. May 2015		 NEON GENESIS EVANGELION Rebirth of Angels Dec. 2019 (35,000 machines)	 NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL Mar. 2020		
2016	 Time to Rise Dec. 2016 (57,000 machines)	 EVANGELION 9 180Ver. Sep. 2016		 NEON GENESIS EVANGELION Decisive Battle -Crimson- Oct. 2020 (14,000 machines)	 NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL Feb. 2021		
2017	 EVANGELION 2018 model Oct. 2017 (36,000 machines)	 EVANGELION 11 PREMIUM MODEL Jun. 2017		 NEON GENESIS EVANGELION -Roar for tomorrow- Dec. 2021 (50,000 machines)	 Resale (10,000 units)		
2018	 EVANGELION Super awakening/ Super berserk Mar. 2019 (27,000 machines)	 CR Drum ☆ EVANGELION PINK Aug. 2018		 P Godzillla vs EVANGELION -G-cells awakening- Dec. 2022 (50,000 machines)	 Resale (24,000 units)		
2019		 Mode Pachinko Drum ☆ EVANGELION GOLD Jan. 2019		 Pachinko EVANGELION: 3.0 + 1.0 Type Rei Dec. 2023 (56,000 units)	 Sumapachi EVANGELION: 3.0 + 1.0 Type Kaworu Dec. 2023 (12,000 units)	 NEON GENESIS EVANGELION -Roar for tomorrow- SPECIAL EDITION Sep. 2023 (10,000 units)	
2020				 P Godzillla vs EVANGELION -G-cells awakening- PREMIUM MODEL Oct. 2023		 NEON GENESIS EVANGELION -Roar for tomorrow- PREMIUM MODEL Feb. 2024 (11,000 units)	
2021				 Sumapachi EVANGELION: 3.0 + 1.0 Type Gendo Mar. 2024			
2022							
2023							
2024							

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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)
2024	 <i>P Godzilla vs EVANGELION Second Impact G</i> Dec. 2024 (20,000 units)  <i>e Godzilla vs EVANGELION Second Impact G</i> <i>Awakening of destroyer</i> Dec. 2024	 <i>Pachinko EVANGELION: 3.0 + 1.0 129 LT ver.</i> Feb. 2025	<u>41,000</u> machines
2025	 <i>NEON GENESIS EVANGELION -Memories of the beginning-</i> Dec. 2025 (40,000 units)	 <i>Pachinko EVANGELION: 3.0 + 1.0 PREMIUM MODEL</i> Sep. 2025 (11,000 units)  <i>e Godzilla vs EVANGELION2 Chōdeka Gold</i> Jan. 2026 On sale  <i>P Godzilla vs EVANGELION2 Chōdeka Silver</i> 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)	FY	Sales title (main titles)	Unit sales of series (Booked amount)
2005	 Neon Genesis Evangelion Sep. 2005 (23,000 machines)	<u>22,000</u> machines	2011	 Evangelion <i>—the Heartbeat of Life</i> Feb. 2012 (46,000 machines)	<u>69,000</u> machines
2007	 Neon Genesis Evangelion <i>Magokoro wo Kimini</i> Jul. 2007 (99,000 machines)	<u>99,000</u> machines	2012	 EVANGELION Feb. 2013 (57,000 machines)	<u>56,000</u> machines
2008	 Neon Genesis Evangelion <i>That time has come, they're waiting for us</i> Sep. 2008 (90,000 machines)	<u>90,000</u> machines	2013	 Evangelion <i>—Ketsui no Toki</i> Feb. 2014 (13,000 machines)	<u>13,000</u> machines
2009	 Neon Genesis Evangelion <i>— Die Spur der SEELE</i> Mar. 2010 (84,000 machines)	<u>74,000</u> machines	2015	 EVANGELION EVANGELION <i>—Spear of Hope</i> <i>—Tsunagumono</i> Jun. 2015 Dec. 2015 (26,000 machines) (15,000 machines)	<u>41,000</u> machines
2010	 MOBASLO Evangelion <i>—for your own wish</i> Mar. 2011 (77,000 machines)	<u>65,000</u> machines	2016	 EVANGELION <i>—WISH OF VICTORY</i> Feb. 2017	—

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Change of pachislot *Evangelion* series

F Y	Sales title (main titles)	Reuse-type machines	Unit sales of series (Booked amount)	F Y	Sales title (main titles)	Reuse-type machines	Unit sales of series (Booked amount)
2017			<u>11,000</u> machines	2024		<i>L Pachislot Evangelion: 3.0+1.0</i> Jan. 2025 (11,000 machines)	<u>19,000</u> machines
2018			<u>13,000</u> machines	2025		<i>LB Pachislot Evangelion -The Door of Promises-</i> Jul. 2025 (12,000 machines)	<u>12,000</u> machines
2019			—				
2021			—				
2023	 		<u>23,000</u> machines				

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3. Corporate information, etc.

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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

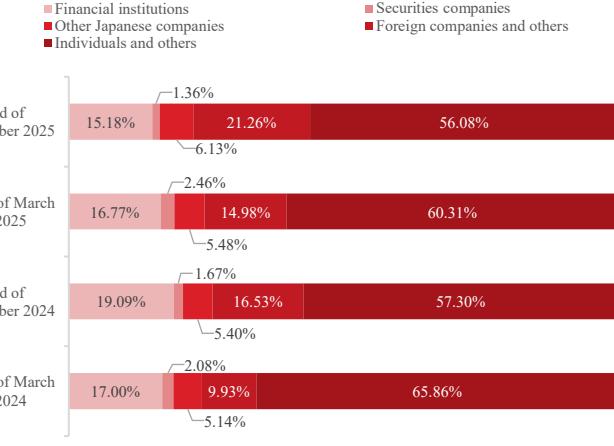
Total number of authorized shares	277,600,000
Number of shares issued	65,429,150
Treasury shares	3,198,305
Shareholders	15,515

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%

By type of shareholder



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

Main group companies

(As of December 31, 2025)

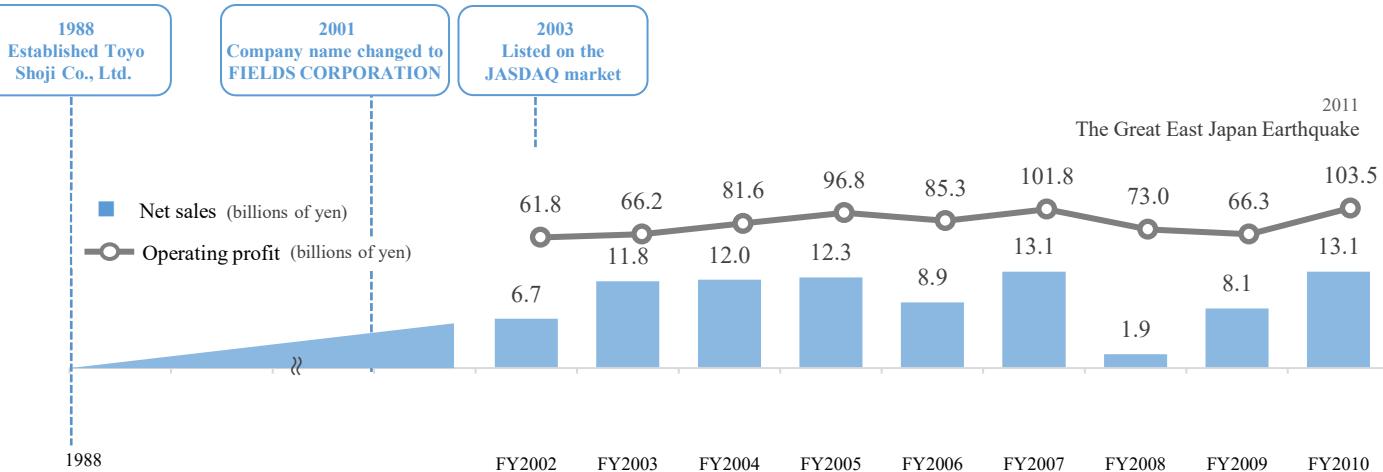
Company name	Holding ratio of voting rights	Paid-in capital (Million yen)	Address	Business activities	Group participation month and year
○ Digital Frontier Inc.	100	31	Shibuya-ku, Tokyo	Planning and production of CG etc.	Apr. 2010
○ DIGITAL FRONTIER (TAIWAN) INC.	100	5 million TWD	Taiwan	Production and provision of CG visual	Jul. 2011
○ Optimize Company, Limited	100	60	Shibuya-ku, Tokyo	Information distribution services through the Internet	Oct. 2006
○ 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
○ 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
○ 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
○ TSUBURAYA FIELDS ENTERTAINMENT KOREA INC.	100	900 million KRW	Korea	Acquisition and distribution of entertainment content, Licensing business and trading card business	Aug. 2024
○ FIELDS CORPORATION	100	100	Shibuya-ku, Tokyo	Planning, development and sales of PS machines	Oct. 2022
○ BOOOM Corporation	100	10	Shibuya-ku, Tokyo	Planning and development of PS machines	May 2009
○ MICRO CABIN CORP.	100	10	Yokkaichi-shi, Mie	Planning and development of software for PS machines	Jan. 2011
○ SEPTECH CORPORATION	100	10	Shibuya-ku, Tokyo	Procurement and manufacturing of components related to PS machines Logistics management	Oct. 2022
○ CROSSALPHA CORPORATION	100	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ SPIKY CORPORATION	100	100	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ SHINNICHII TECHNOLOGY CORPORATION	100	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2008
○ F CORPORATION	100	5	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Aug. 2016
○ NANASHOW CORPORATION	83.33	40	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2014
○ Sophia Co., Ltd.	100	100	Kiryu-shi, Gunma	Development and manufacturing of PS machines	Mar. 2024
○ 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
○ 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
○ Fields Jr. Corporation	100	10	Shibuya-ku, Tokyo	Maintenance of PS machines, etc.	Mar. 2002
○ LUCENT, INC.	99.89	10	Shibuya-ku, Tokyo	Leasing, management, trading and asset management of real estate	Jan. 2003
○ LUCENT REALTY, INC.	99.89	10	Shibuya-ku, Tokyo	Real estate leasing, management, sales, and consulting services	Dec. 2025
○ PachinkoPachislot Information Station, Inc.	70.00	10	Shibuya-ku, Tokyo	Operation of information distribution services	Feb. 2018
○ Total Workout premium management Inc.	100	5	Shibuya-ku, Tokyo	Management and operation of fitness gym	May 2011
□ SOUGOU MEDIA INC.	35.00	10	Shibuya-ku, Tokyo	Planning and production regarding sales promotions	Mar. 2010
□ SPO Entertainment Inc.	31.81	100	Chuo-ku, Tokyo	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.

Our history

[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



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 Enterprise Co., Ltd.
(Capcom's subsidiary)

Began sales of the brand.

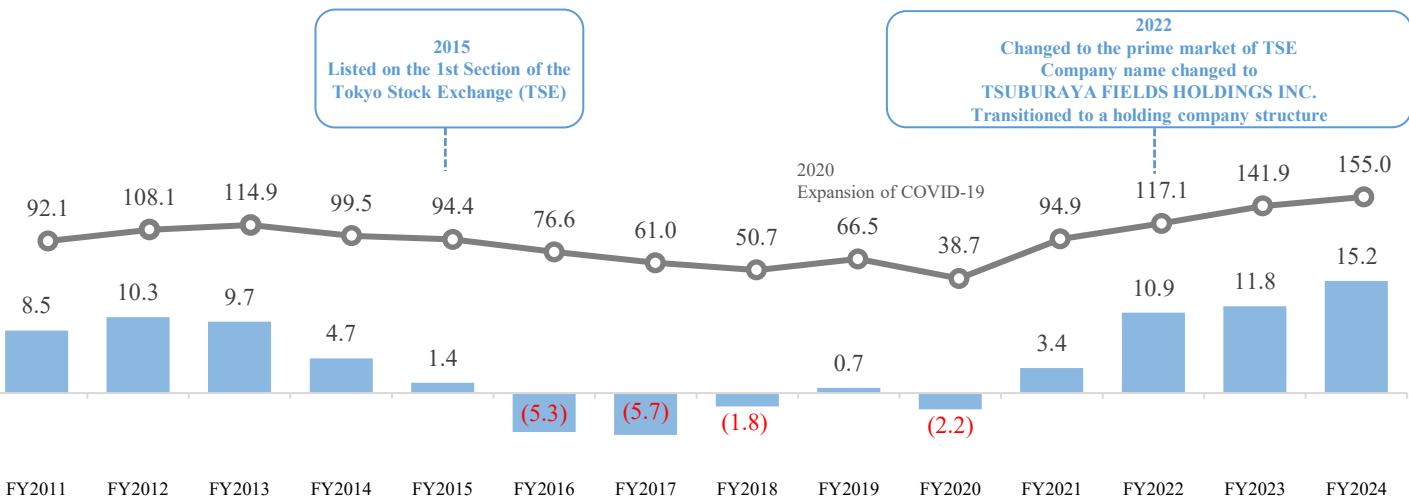
2010 : Made Tsuburaya Productions Co., Ltd. a subsidiary.
Made Digital Frontier Inc. a subsidiary.

2011 : HERO'S Monthly magazine was launched.

2013 : Business alliance with D-Light Co., Ltd.

(Daiichi Shokai Co., Ltd.'s subsidiary)

Our history



2012~

Promoting a circular business model centered on IP
Announced developing business model centered on IP in 2012

2018~

Moving toward the best group management
Strengthen management base through selection and concentration

2022~

Becoming a global content business company

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



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	GHG emissions (t-CO ₂) results
<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	<p>FY2024 (Apr. 1, 2024 to Mar. 31, 2025)</p> <p>Scope 1: 724.941</p> <p>*Scope 1 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.</p>
<p>Promotion of green procurement (purchase of products and services which have a lesser impact on the environment)</p> <ul style="list-style-type: none">• Promotion of the procurement of products with environmental labels/marks	<p>Scope 2: 2,446.902</p> <p>* 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.</p>
<p>Environmental awareness and introduction of hybrid cars (TSUBURAYA FIELDS HOLDINGS Inc. and FIELDS Corp.)</p> <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	

Activity for sustainability

(As of December 31, 2025)

(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 volunteersEnlightenment 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 NagoyaProviding the job opportunities for people with disabilities and preparing a great work environmentBusiness 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 useEmployees took instruction course of AEDInstallation date: from January 7, 2011Installation 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: 60.2Regular workers: 65.3*Part-time employees/ fixed-term workers: 46.1	<ul style="list-style-type: none">Total laborer: 62.9Regular 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.tsburaya-fields.co.jp/ir/e/csr/social/>



Activity for sustainability



ウルトラマン基金

ULTRAMAN FOUNDATION



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) 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 Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako) 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 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 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) Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster (Ibaraki prefecture: Joso) Visits to provide support to regions affected by 2016 Kumamoto Earthquake (Kumamoto prefecture: Kumamoto, Aso, otsu) Visits to provide support to regions affected by Central Tottori Earthquake (Tottori prefecture: Kurayoshi) Visits to orphanages and hospitals (Tokyo: a children's ward of Tokyo Women's Medical University Hospital) Implement of the fund-raising (Tokyo: Charity auction in the <i>Ultraman Festival 2016</i>)</p>

Activity for sustainability

Activities	
2017	<p>ULTRA DREAM PROJECT Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan</p> <p>Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu (Fukuoka prefecture: Asakura, Toho)</p> <p>Visits to hospitals and childcare facilities (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Itoi kindergarten, Katsurao kindergarten)</p>
2018	<p>Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)</p>
2019	<p>Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburi Earthquake (Hokkaido: Atsuma, Abira, Mukawa)</p> <p>Visits to hospitals (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)</p> <p>Implement of the fund-raising (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i>)</p>
2020	<p>Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis) (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)</p> <p>Support related to coronavirus disease (COVID-19) Free-video contents distribution for children to support staying at home/ Messages from <i>Ultraman</i> Performers and other</p>
2021	<p>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.)</p> <p>Implement of the fund-raising (Tokyo: On <i>Ultraman Cosmos night -20th Anniversary something you can do-</i> at the <i>ULTRA HEROES EXPO 2021 Summer Festival in Ikebukuro Sunshine City</i>, a portion of the event's revenue such as the 100 yen per ticket is donated to the Foundation.)</p> <p>Visits to provide support to regions affected by heavy rainfall due to the torrential seasonal rains, floods etc. in 2020 and excessive rain in August 2021 (Saga prefecture: Takeo and Omachi/ Fukuoka prefecture: Omuta)</p>
2022	<p>Implement of the fund-raising (Tokyo: On the event <i>Super GUTS Special night to commemorate the 25th anniversary of 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.)</p> <p>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</p>
2023	<p>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)</p> <p>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.</p> <p>Visits to provide support to regions affected by heavy rain in July 2023 (Akita prefecture: Akita city)</p> <p>Visits to provide support to regions affected by seasonal rain front 2023 (Fukuoka prefecture: Kurume city, Asakura city, Chikushino city, Mii-gun)</p>
2024	<p>Visits (March) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Wajima, Suza, Nanao, and Kanazawa city)</p> <p>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))</p> <p>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</p> <p>Visits (December) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Noto-cho, Suza City, Anamizu-machi, Wajima City and Shiga-cho)</p>
2025	<p>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.</p> <p>Implement of charity activities Announced the donation of all proceeds from the Ultra Series 60th Anniversary Song "with U" to the ULTRAMAN FOUNDATION</p> <p>Visits to provide support to regions affected by seasonal rain front in August 2025 (Kagoshima and Kumamoto prefecture)</p>

For details, please refer to the website.

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



▲ Activity report (by years)

Activity for sustainability

3. Activities for Corporate Governance

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



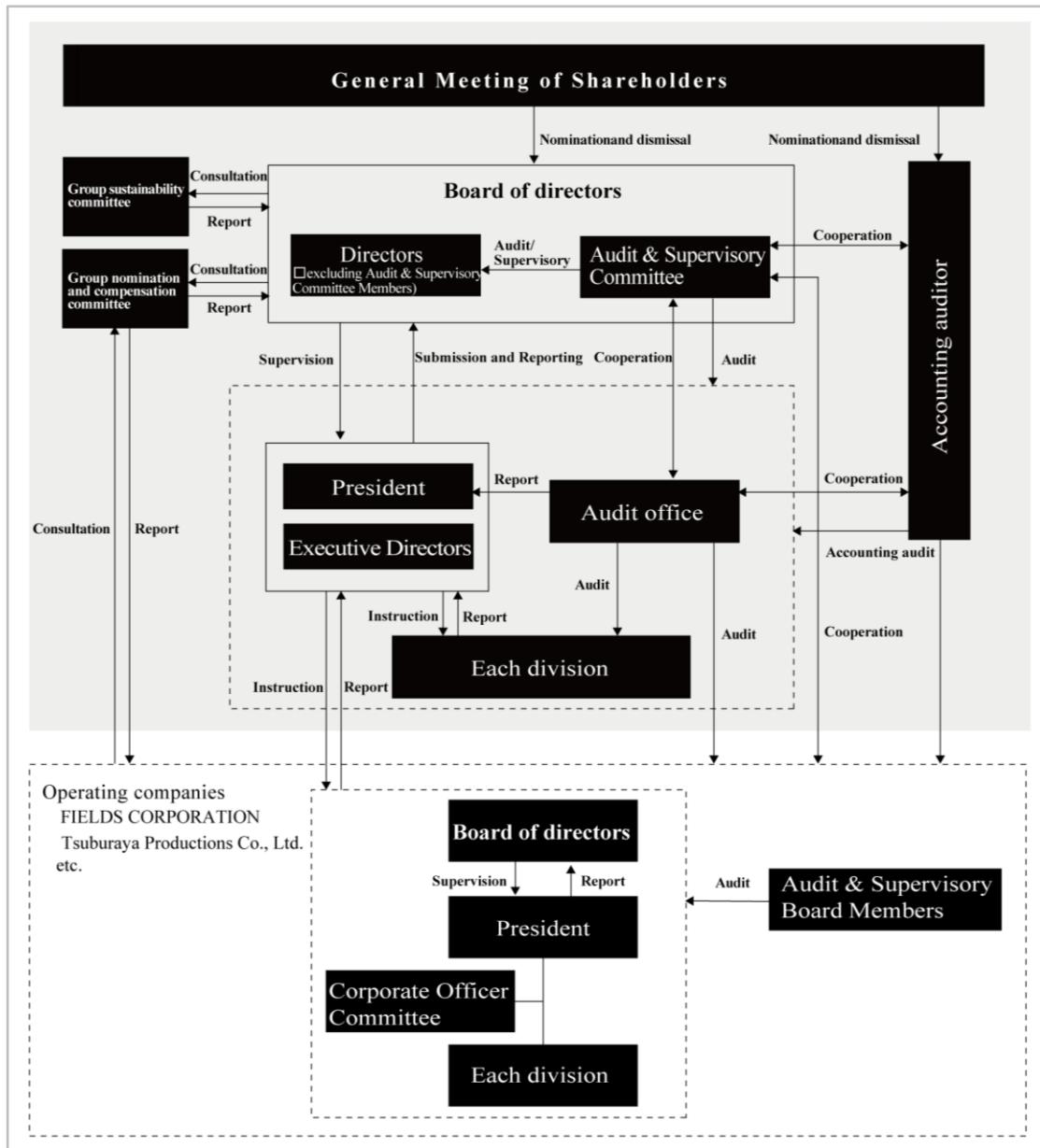
(1) Basic policy

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.

TSUBURAYA FIELDS HOLDINGS

-The Greatest Leisure for All People-

TSUBURAYA FIELDS HOLDINGS

FACT BOOK
Q3 FY2025 **2**

Market Data

TSUBURAYA FIELDS HOLDINGS INC.

TSE, Prime Market: 2767

February 12, 2026

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PS Market Data

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P.15 18. Market scale of PS machines sales (sales amount-based)
19. Market scale of facilities and equipment of PS

P.16 20. Number of pachinko machine titles sold [updated]
21. Unit sales of pachinko machines [updated]

P.17 22. Number of pachislot machine titles sold [updated]
23. Unit sales of pachislot machines [updated]

P.18 24. Total number of PS machine titles sold [updated]
25. Total unit sales of PS machines [updated]

P.19 26. Change in number of unit of PS machines tie in with contents
27. Change in number of unit of PS machines tie in with contents (by genre)

P.20 28. Change in the number of member manufacturers of PS association
29. Market share

P.21 30. Results of model certification tests (graph) [updated]
31. Results of model certification tests (detail) [updated]

P.22 32. Number of pachinko halls and change in number of installed PS machines per hall
33. Number of installed PS machines and annual turnover rate

P.23 34. Change of installation of smart pachinko [updated]
35. Change of installation of smart pachislot [updated]

P.24 36. Change in number of newly opened/ closed halls (by year)
37. Change in number of newly opened/ closed halls (by month) [updated]

P.25 38. Monthly trends of pachinko halls
39. PS average operation and gross profit [updated]

P.26 40. Annual average of number of activities and expenditure for PS activities [updated]
41. Participation rate and average expenditure per play in PS [updated]

P.27 42. Trends in PS regulations

P.28 43. [Reference] Change in self-imposed restrictions of pachislot regulation 6.0 machines
44. [Reference] Overview of smart pachinko/ pachislot

P.29 45. Change in PS industry

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.

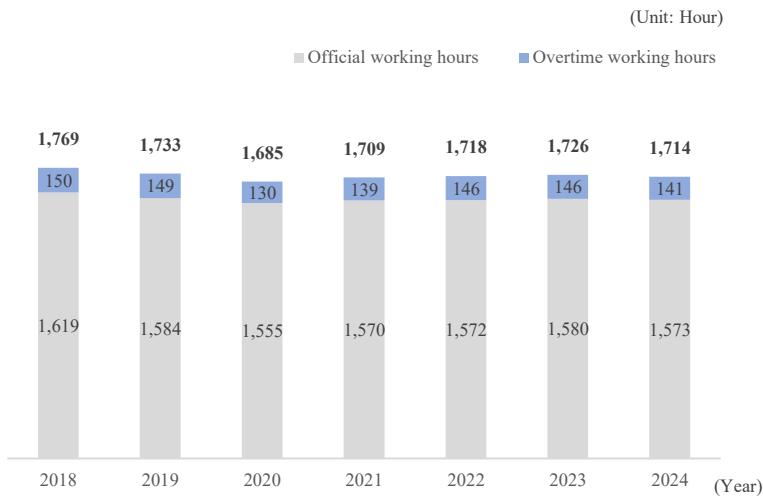
Consumer Trends Data

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



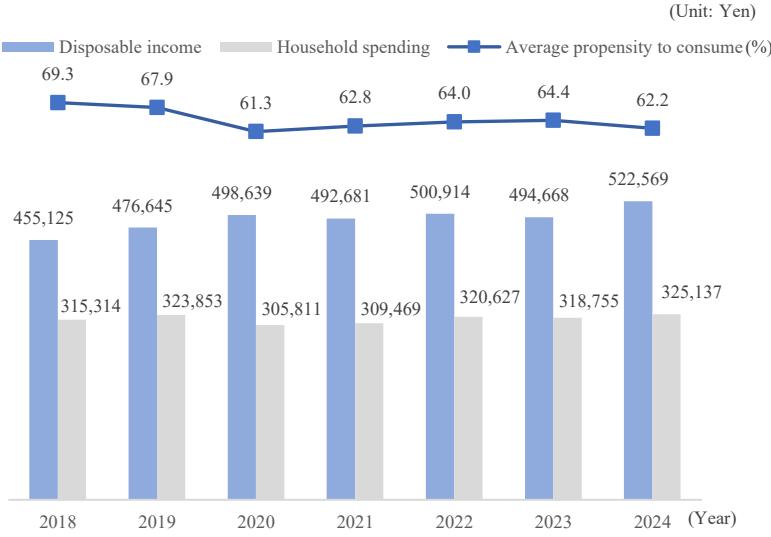
According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2024 were 1,714 hours (99.3% YoY), decreased for the first time in four years.

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



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.

Entertainment Market Data

- P.6 3. Trends in leisure market [updated]
 4. Trends in content market of three main countries

- P.7 5. Trends in content market
 6. Change in scale of domestic content in overseas market

- P.8 7. Trends in domestic character business market
 8. [Merchandising] Trends in domestic toy market

- P.9 9. [Video] Box office revenue of domestic movie theaters
 10. [Video] Change in number of screens and attendance at domestic movie theaters

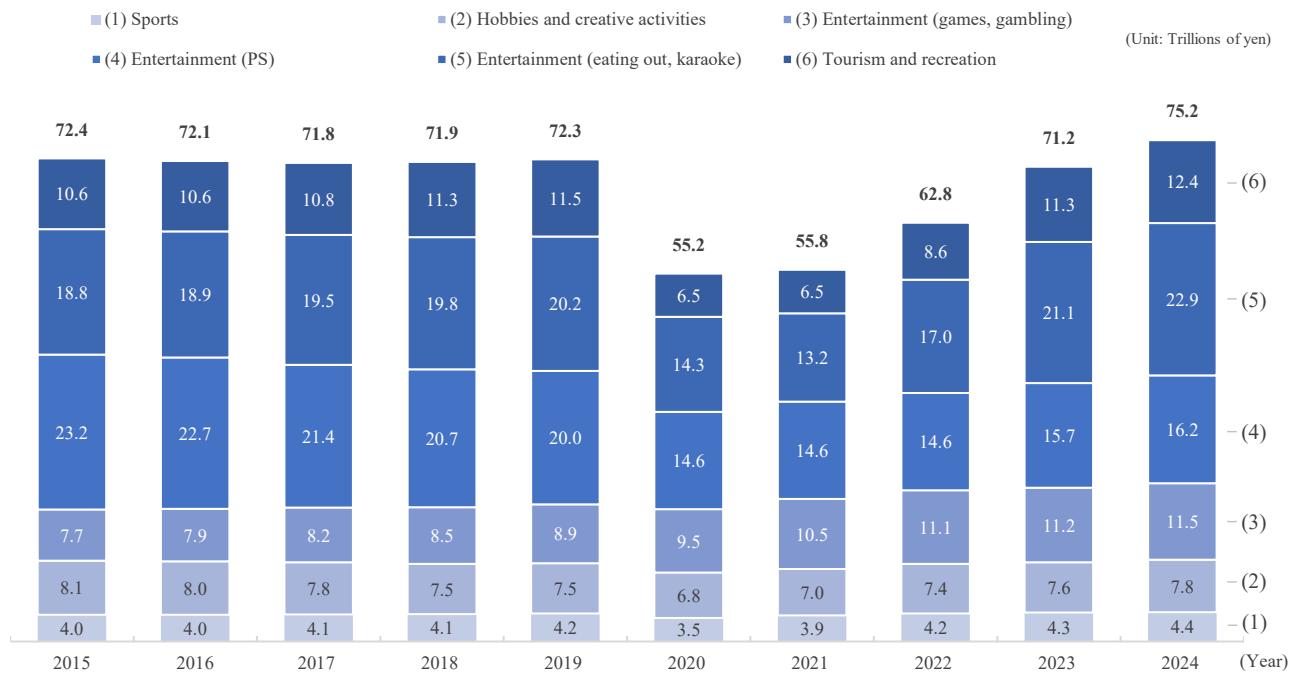
- P.10 11. [Video] Change in amount of export of broadcast content
 12. [Video] Amount of export of broadcast content (by genre)

- P.11 13. [Video] Market scale of animation industry [updated]
 14. [Live entertainment] Market scale of domestic live entertainment [updated]

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

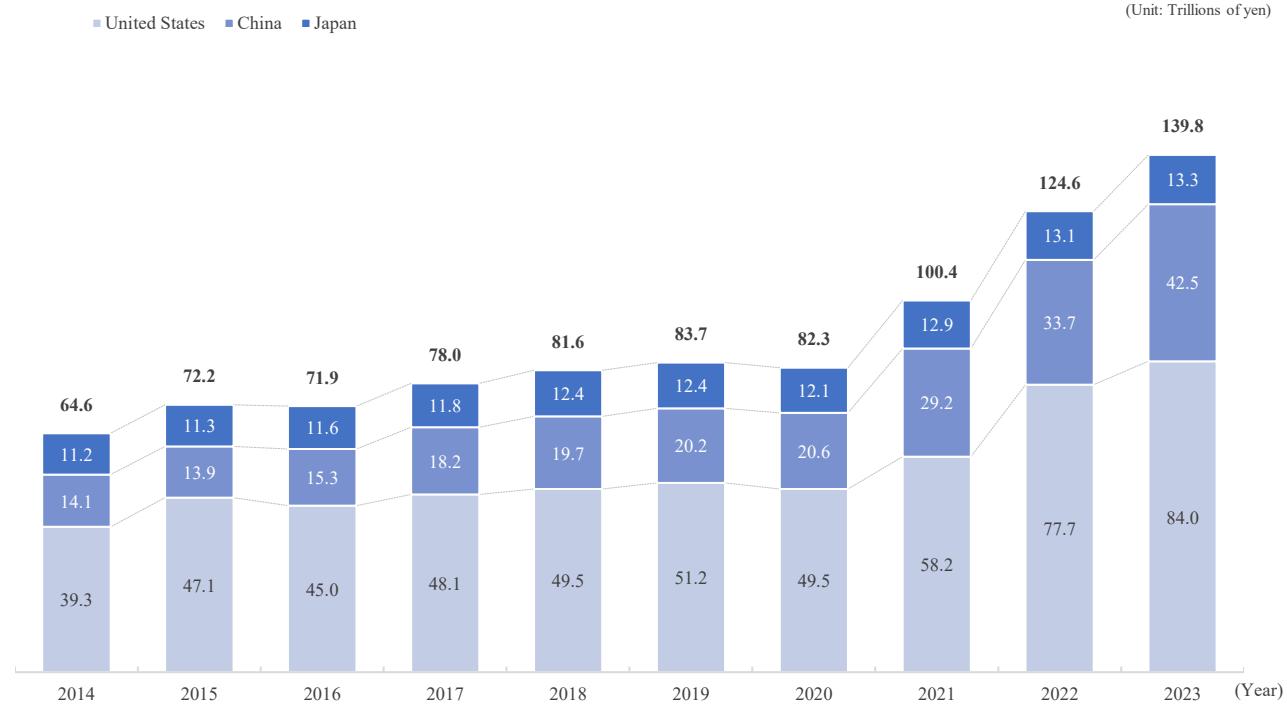
3. Trends in leisure market

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



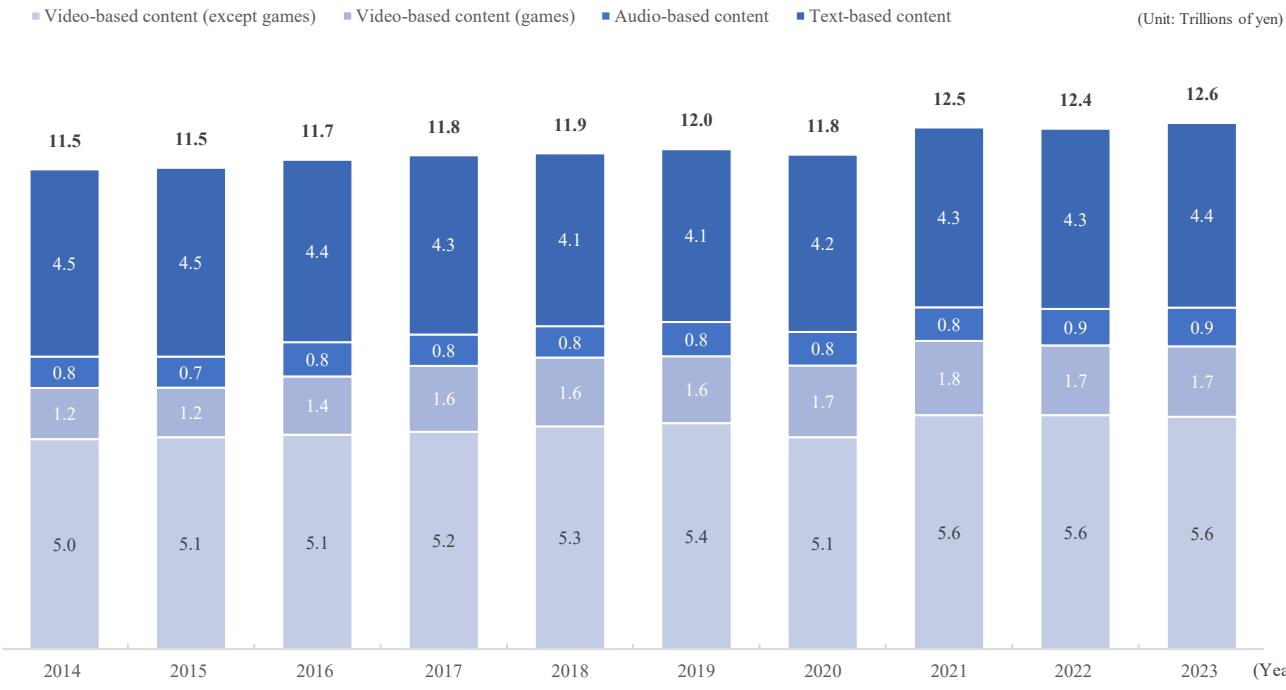
4. Trends in content market of three main countries

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



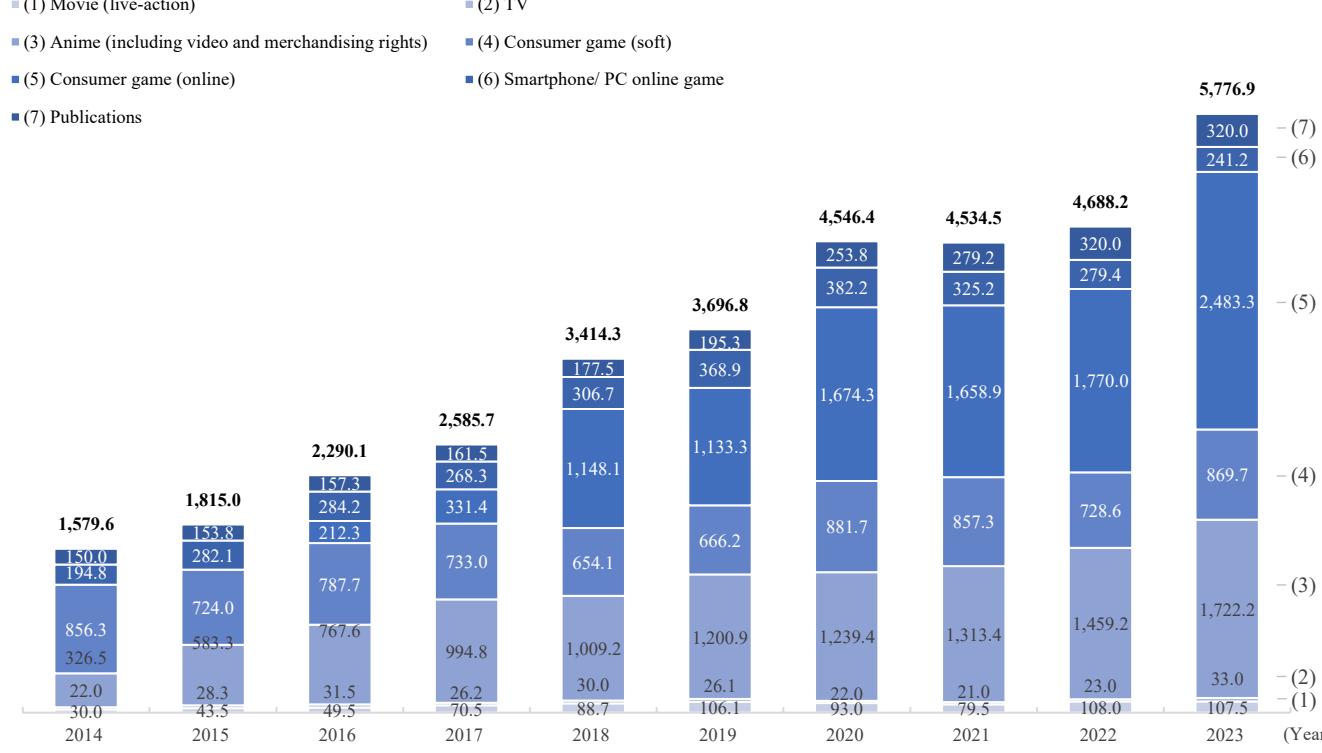
5. Trends in content market

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



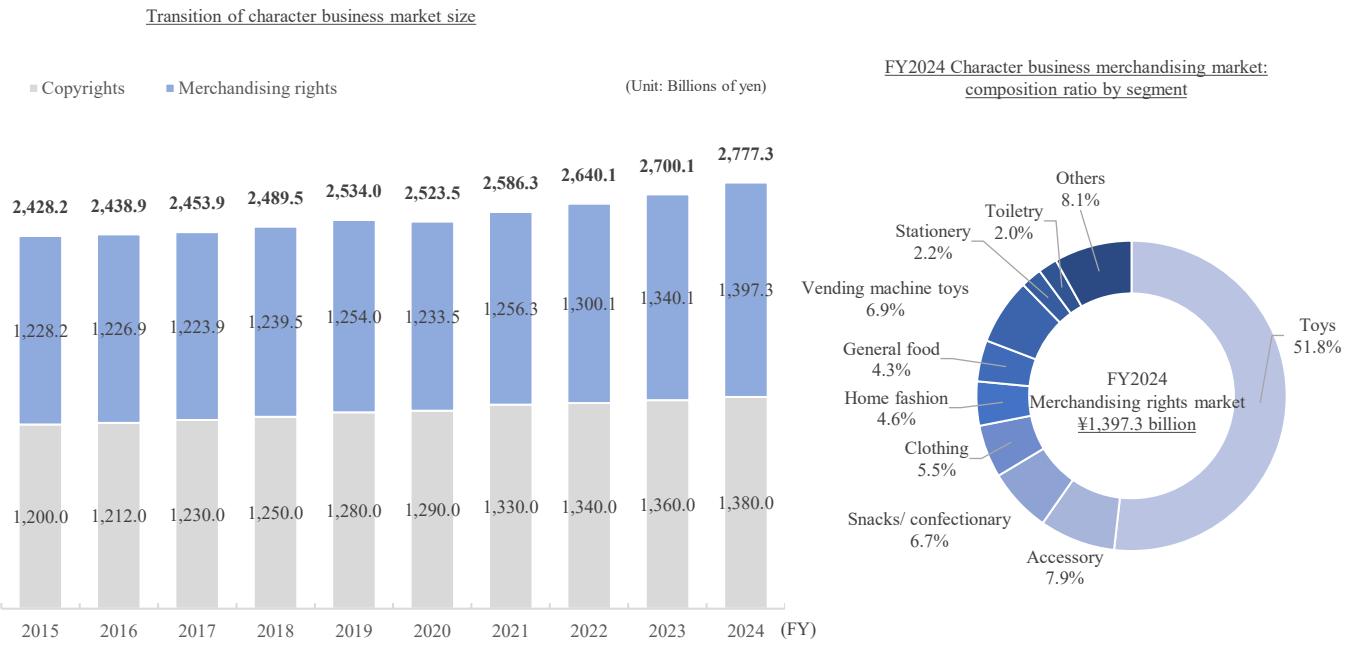
6. Change in scale of domestic content in overseas market

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



* Figures for FY 2022 and 2023 have been revised.

8. [Merchandising] Trends in domestic toy market

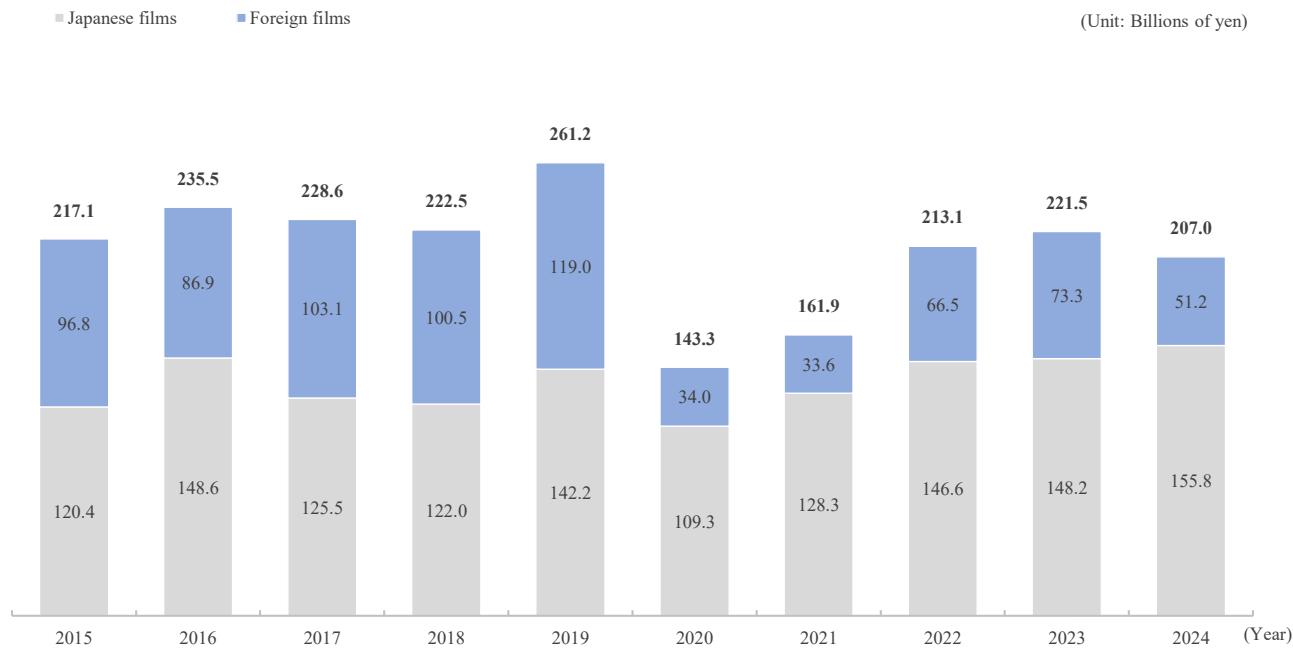
The data is based on the *Japanese toy market scale data in FY2024* by The Japan Toy Association, updated every July



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

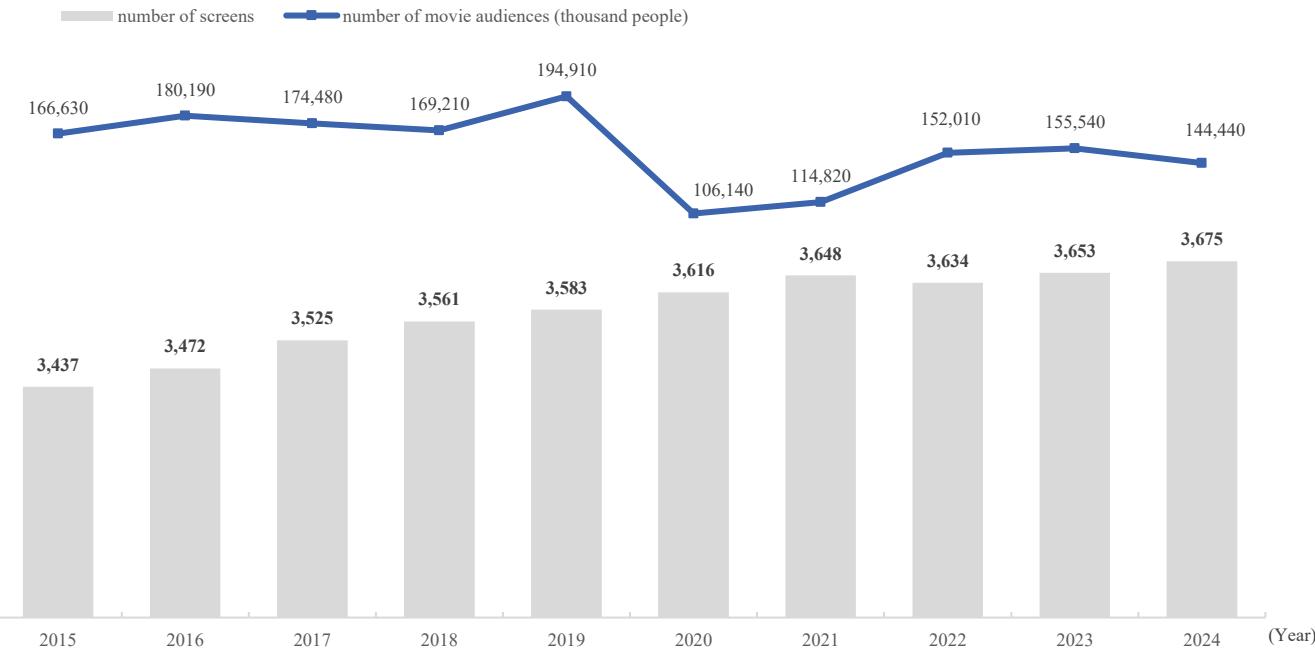
9. [Video] Box office revenue of domestic movie theaters

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



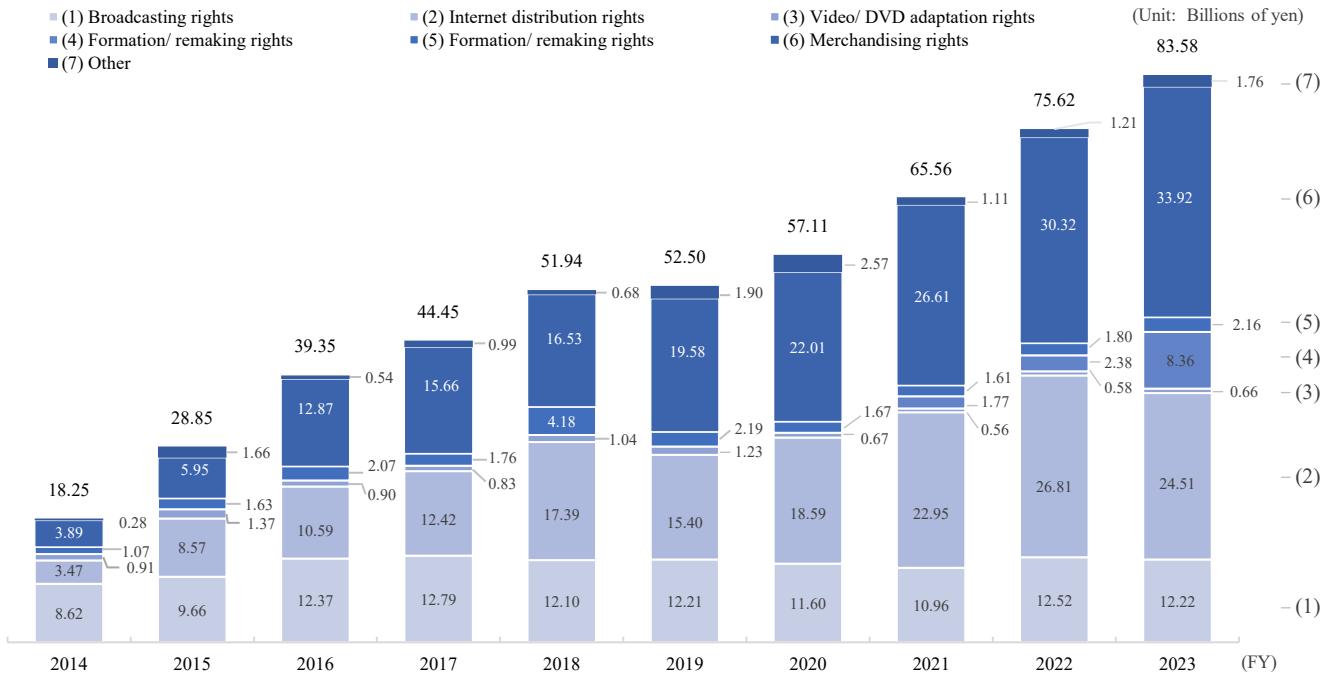
10. Change in number of screens and attendance at domestic movie theaters

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



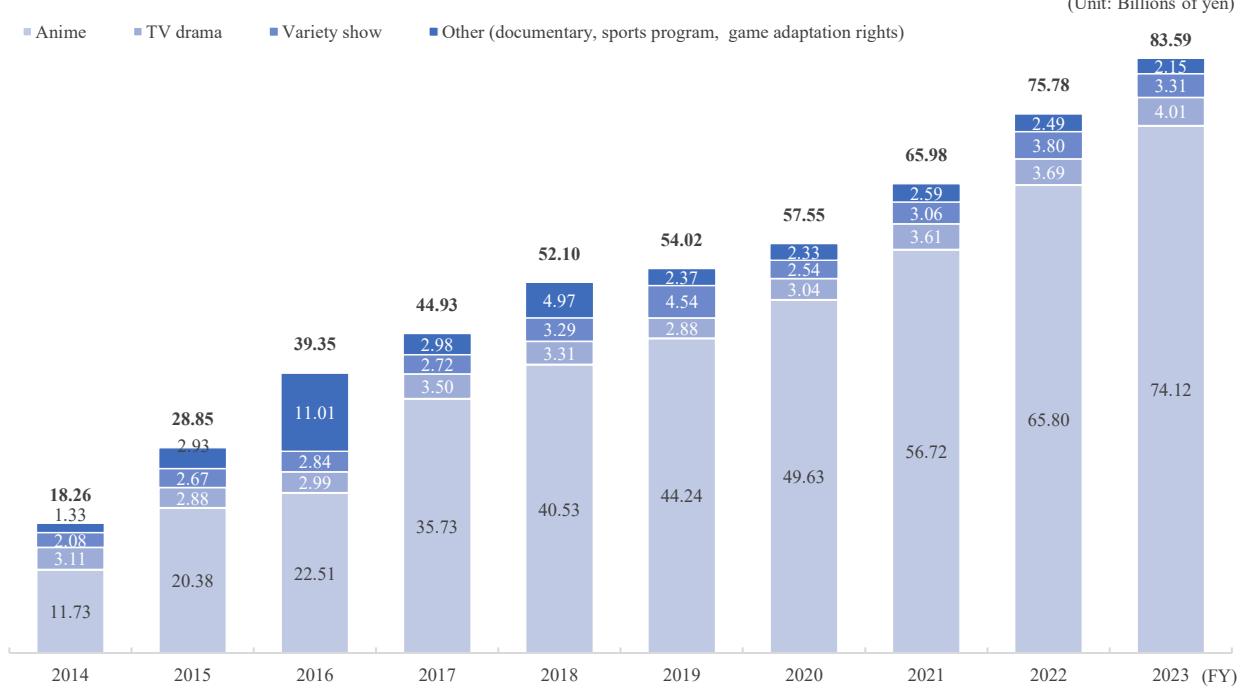
11. [Video] Change in amount of export of broadcast content

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)

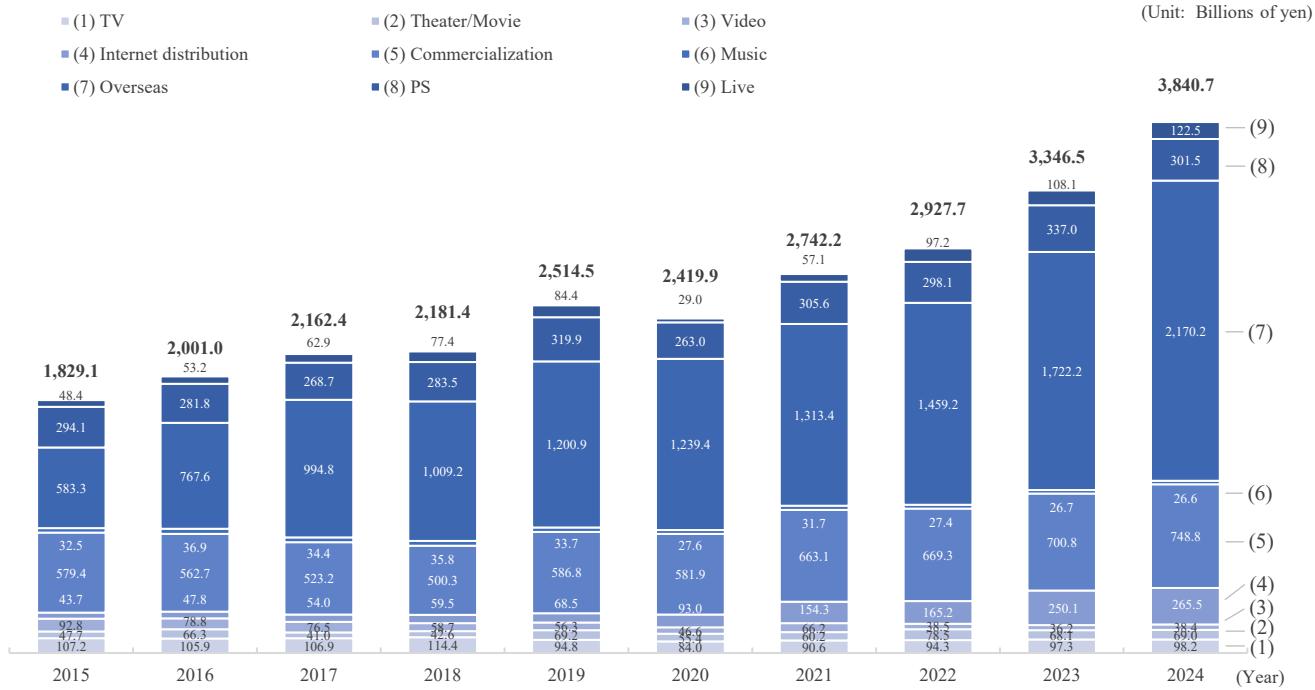
The data is based on the *Current state analyses of the overseas development of the broadcast content* by the Information and Communications Bureau, Ministry of Internal Affairs and Communications, updated every June



13. [Video] Market scale of animation industry

updated

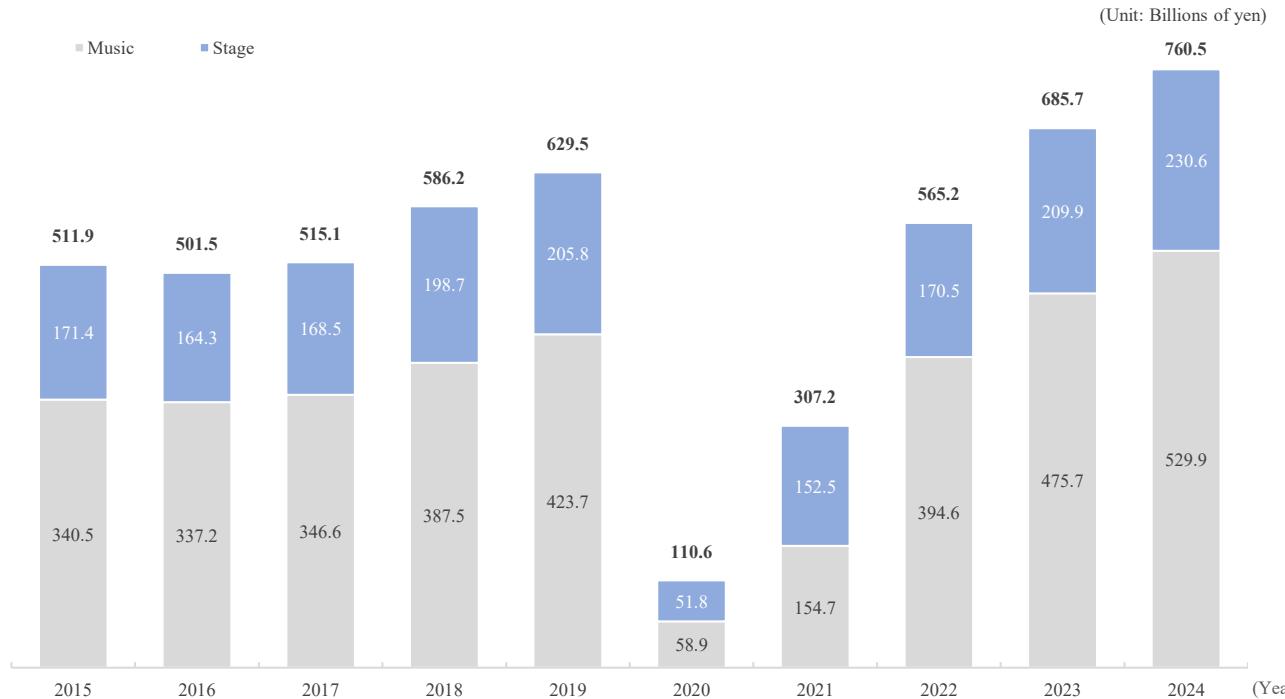
The data is based on the *Anime Industry Report 2025* by The Association of Japanese Animation, updated every December
(Estimated figure for PS is calculated from shipments of PS that utilize anime IP (Intellectual Property), and the other figures are calculated based on the amount paid by users)



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

updated

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



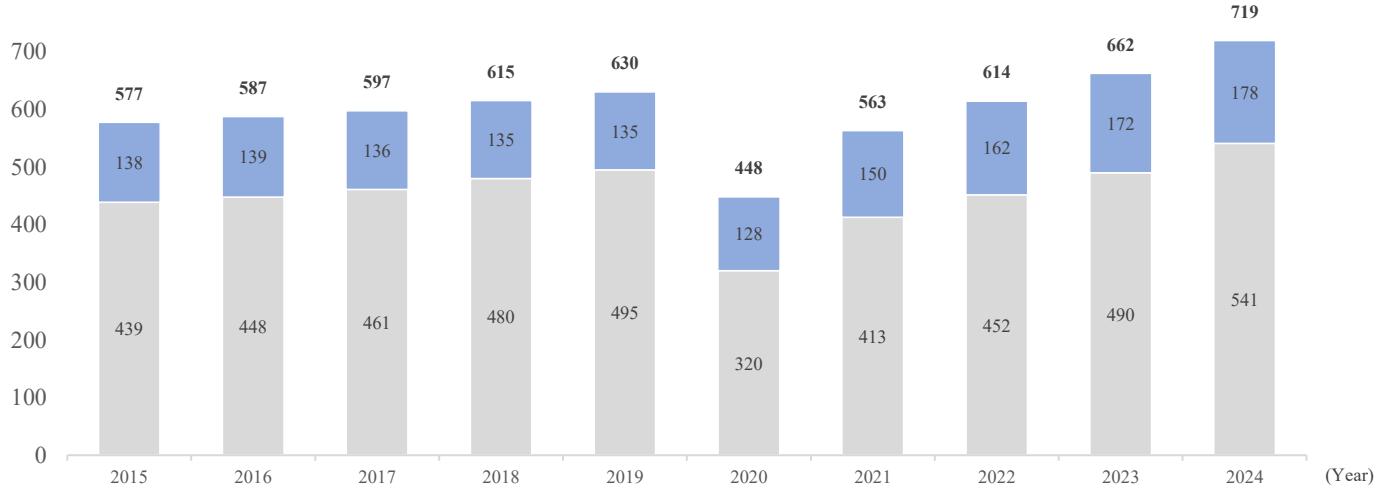
15. [Healthcare/ Sports] Market scale of health industry

updated

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

(Unit: Billions of yen)

■ Health activities (esthetics, yoga, jazz dancing, etc.) ■ Fitness club



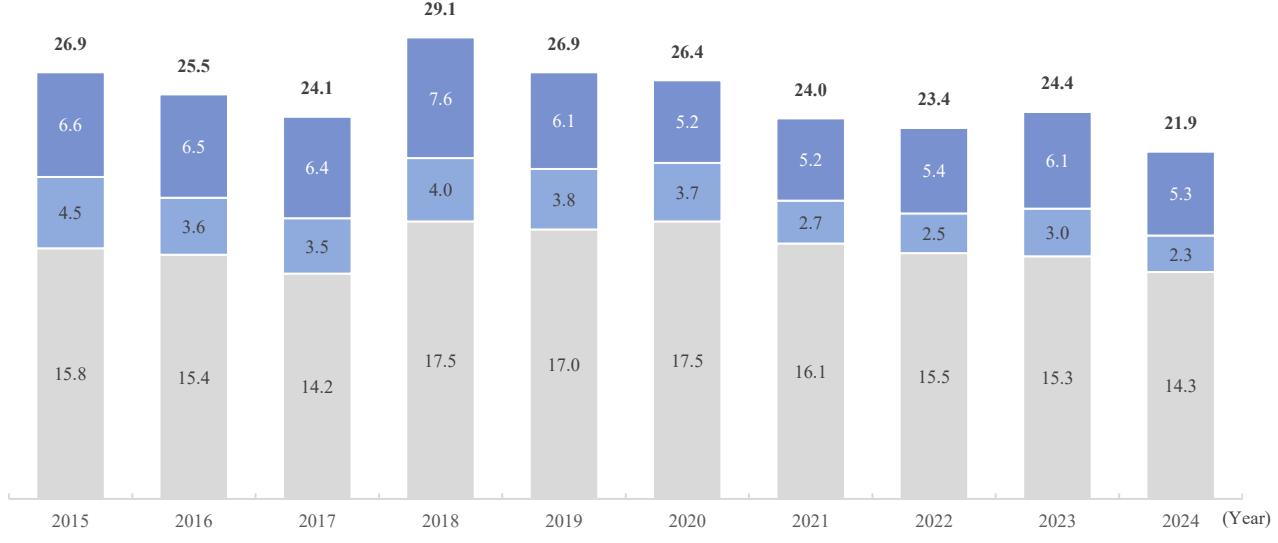
16. [Healthcare/ Sports] Change in number of player in health industry

updated

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

■ Training ■ Aerobics, jazz dancing ■ Health activities (yoga, pilates, etc.)

(Unit: Millions of people)



PS Market Data

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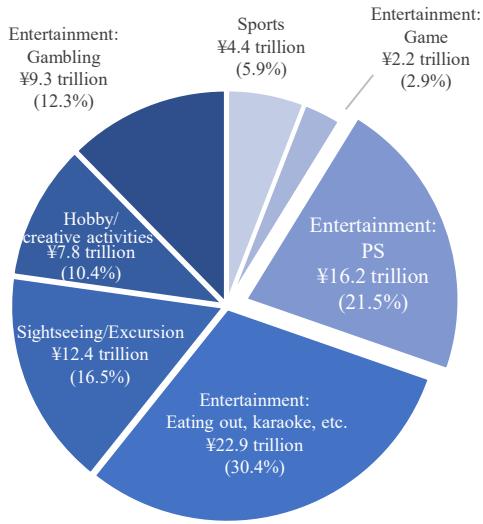
P.27 42. Trends in PS regulations

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regulation 6.0 machines
44. [Reference] Overview of smart pachinko/ pachislot

P.29 45. Change in PS industry

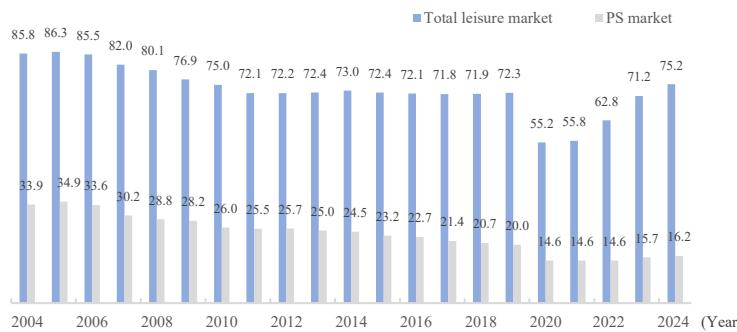
PS market scale

Change in PS market scale

2024 Japanese Leisure Market
¥75.2 trillion


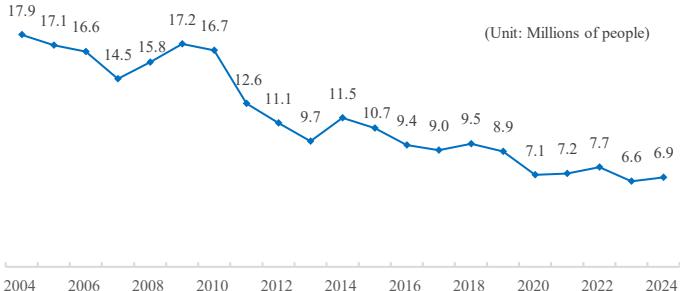
PS is one of the leading forms of leisure in Japan,
6.9 million people playing in 6,706 pachinko halls.

(Unit: Trillions of yen)



Change in number of PS players

(Unit: Millions of people)



*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

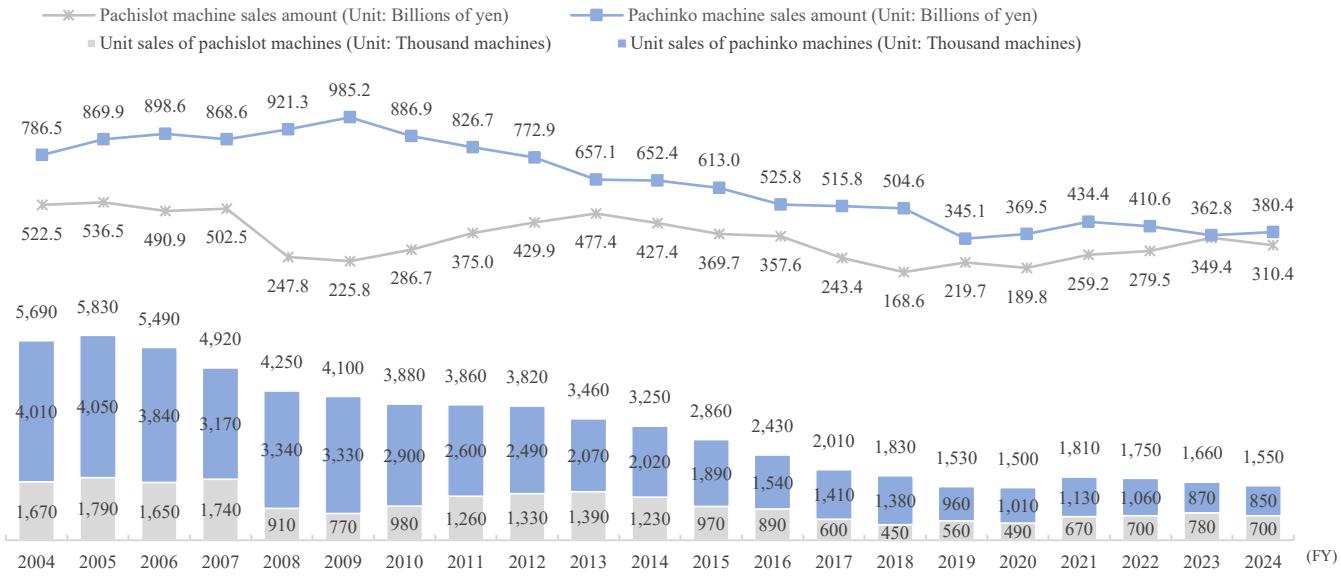
Hall-related businesses

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



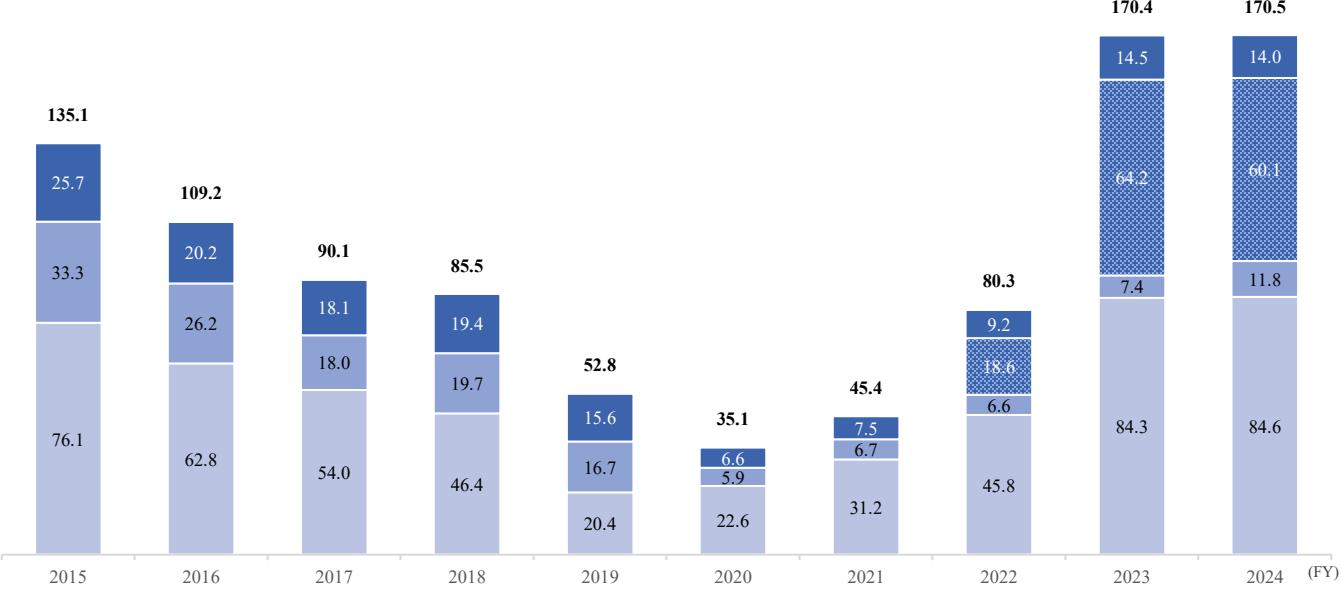
Market scale of PS machines (Unit: Billions of yen)

Year	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	(FY)
	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

(1) Balls/ medals supply systems (2) Balls/ medals lending units (3) Smart PS units (4) Other
(Unit: Billions of yen)

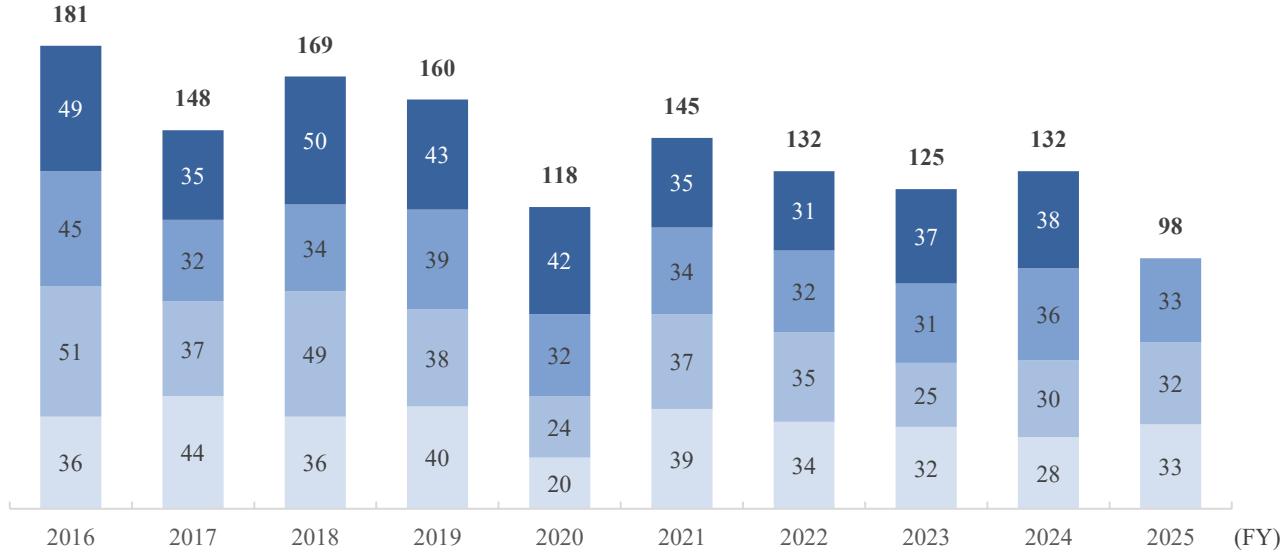


20. Number of pachinko machine titles sold

updated

(Unit: Title)

■ Q1 (Apr.-Jun.) ■ Q2 (Jul.-Sep.) ■ Q3 (Oct.-Dec.) ■ Q4 (Jan.-Mar.)

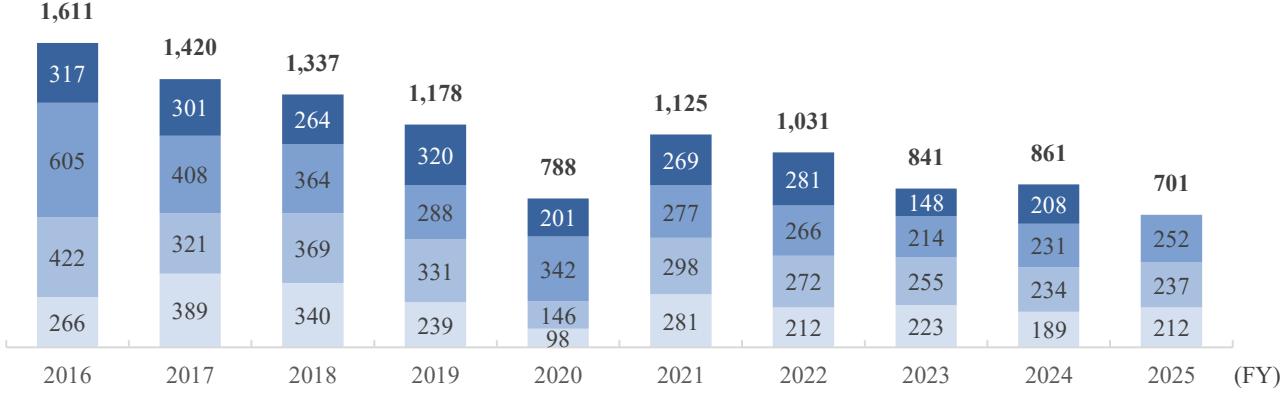


21. Unit sales of pachinko machines

updated

(Unit: Thousand machines)

■ Q1 (Apr.-Jun.) ■ Q2 (Jul.-Sep.) ■ Q3 (Oct.-Dec.) ■ Q4 (Jan.-Mar.)



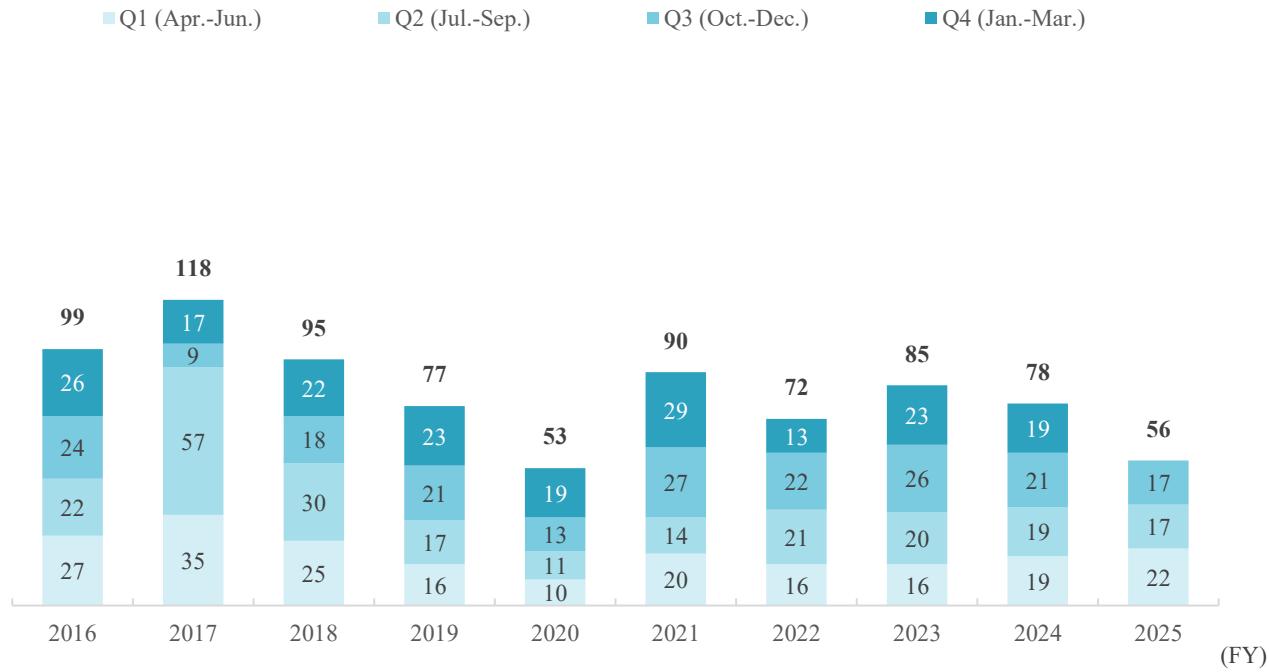
*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

22. Number of pachislot machine titles sold

updated

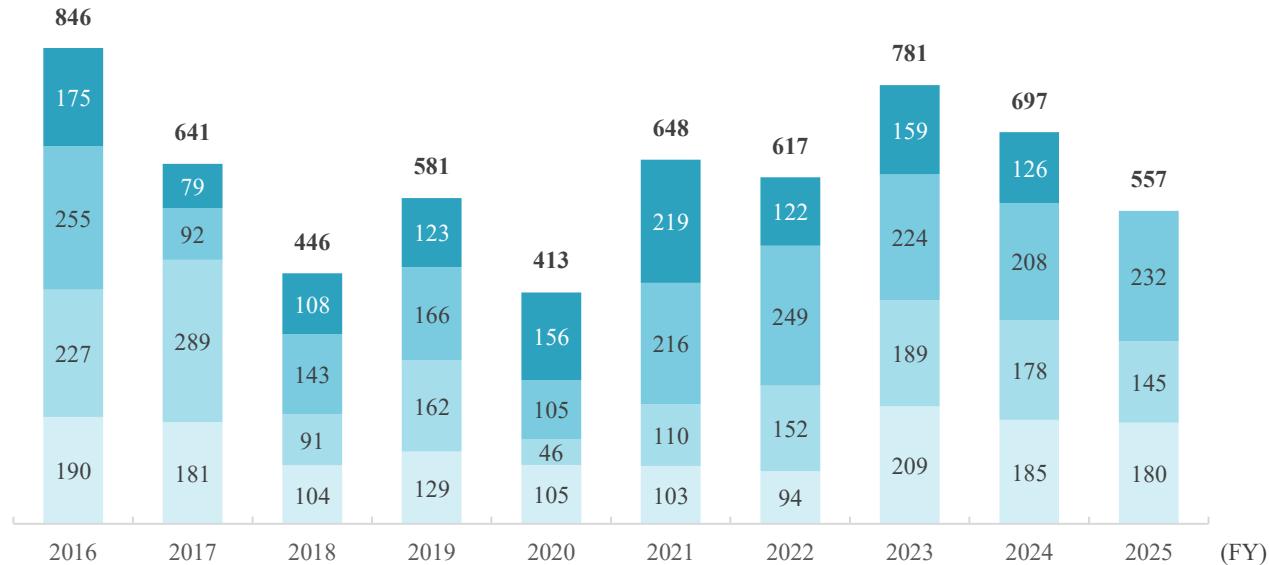
(Unit: Title)



23. Unit sales of pachislot machines

updated

(Unit: Thousand machines)

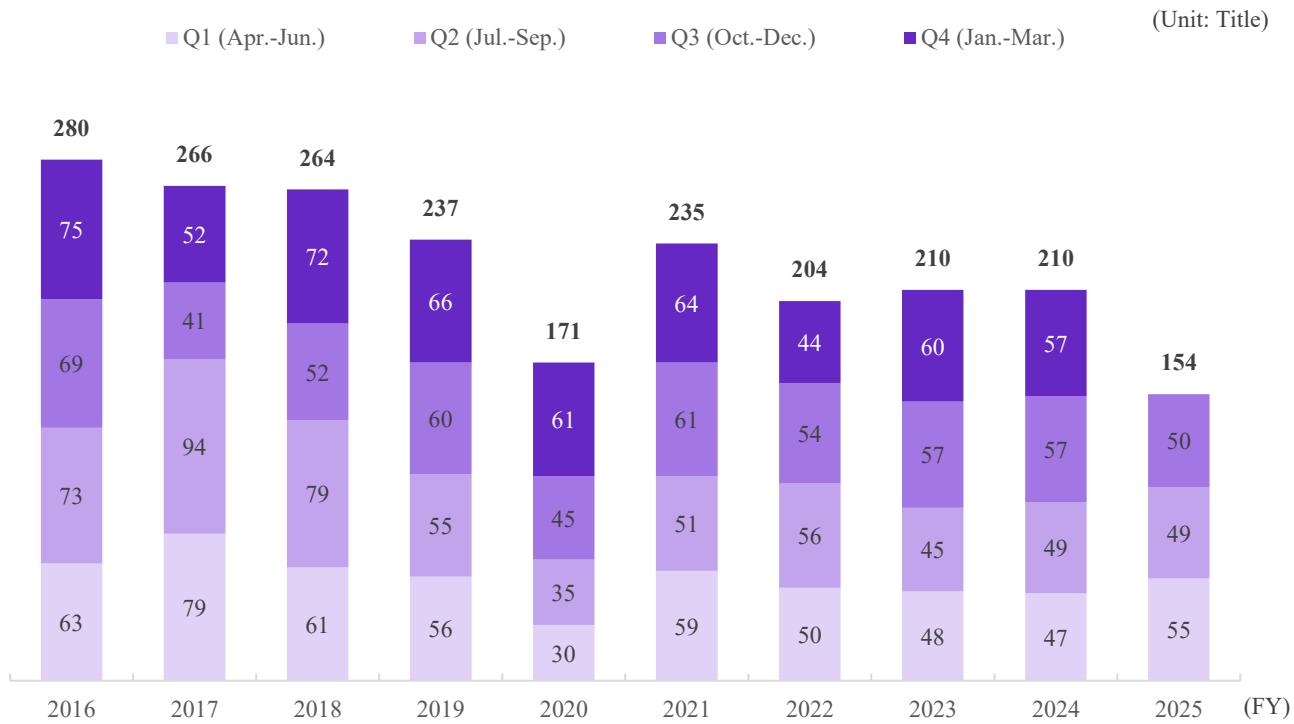


*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

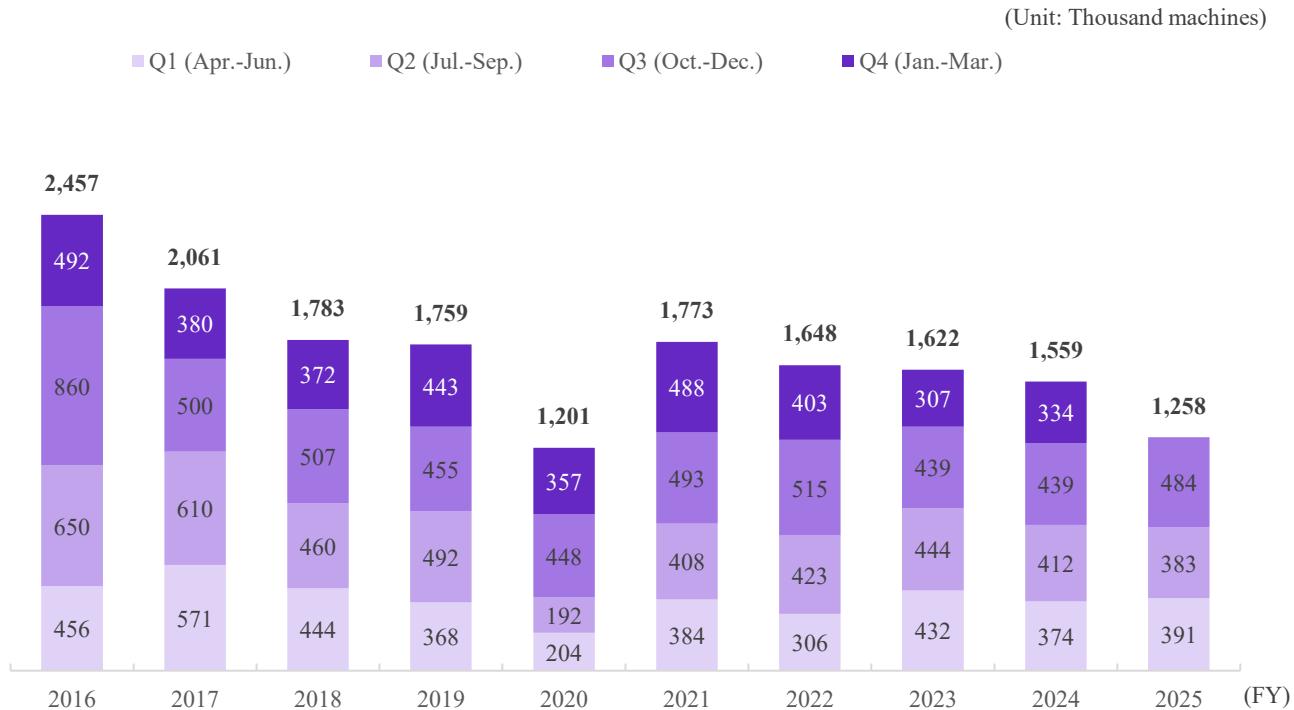
24. Total number of PS machine titles sold

updated



25. Total unit sales of PS machines

updated

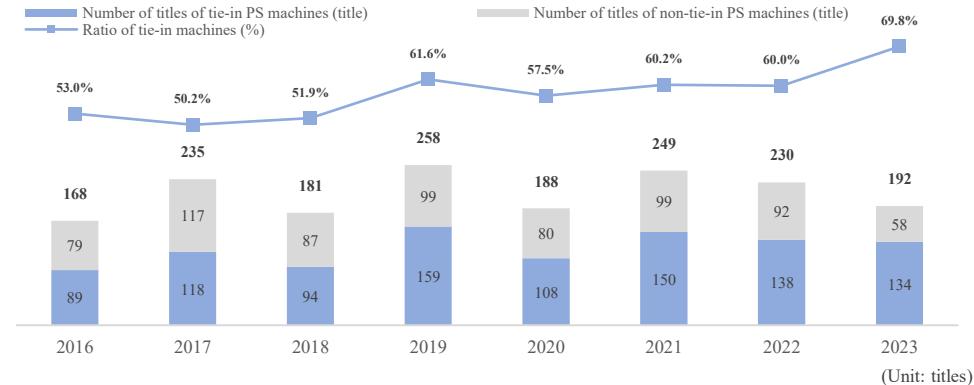


*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

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

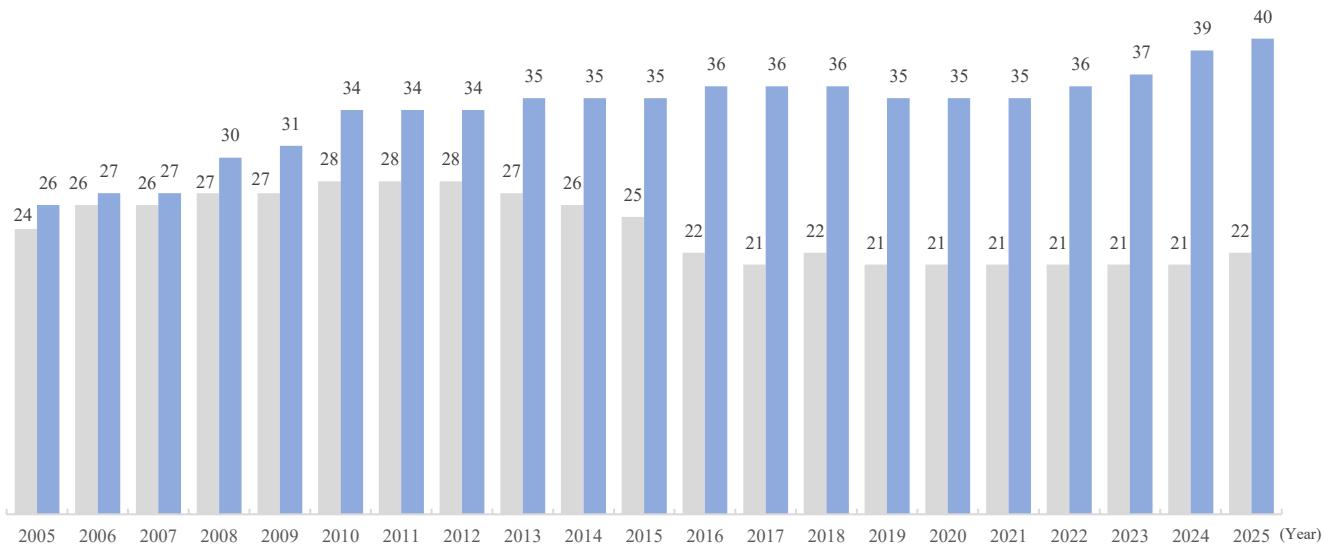
year		2016	2017	2018	2019	2020	2021	2022	2023
PS	Anime	50	68	57	94	59	91	82	92
	Comics	4	8	8	16	11	10	12	8
	Gmaes	21	20	16	12	18	17	17	16
	Special-effects	5	4	4	12	8	6	10	3
	Entertainment	9	17	9	22	12	23	17	15
	Others	0	1	0	3	0	3	0	0
	Total	89	118	94	159	108	150	138	134
Pachinko	Anime	24	28	36	73	40	68	57	61
	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	31
	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.

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



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

FY		2020		2021		2022		2023		2024	
Ranking	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.

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

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

Unit sales share of pachislot machine

FY		2020		2021		2022		2023		2024	
Ranking	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.

*SANKYO's sales share includes Bisty.

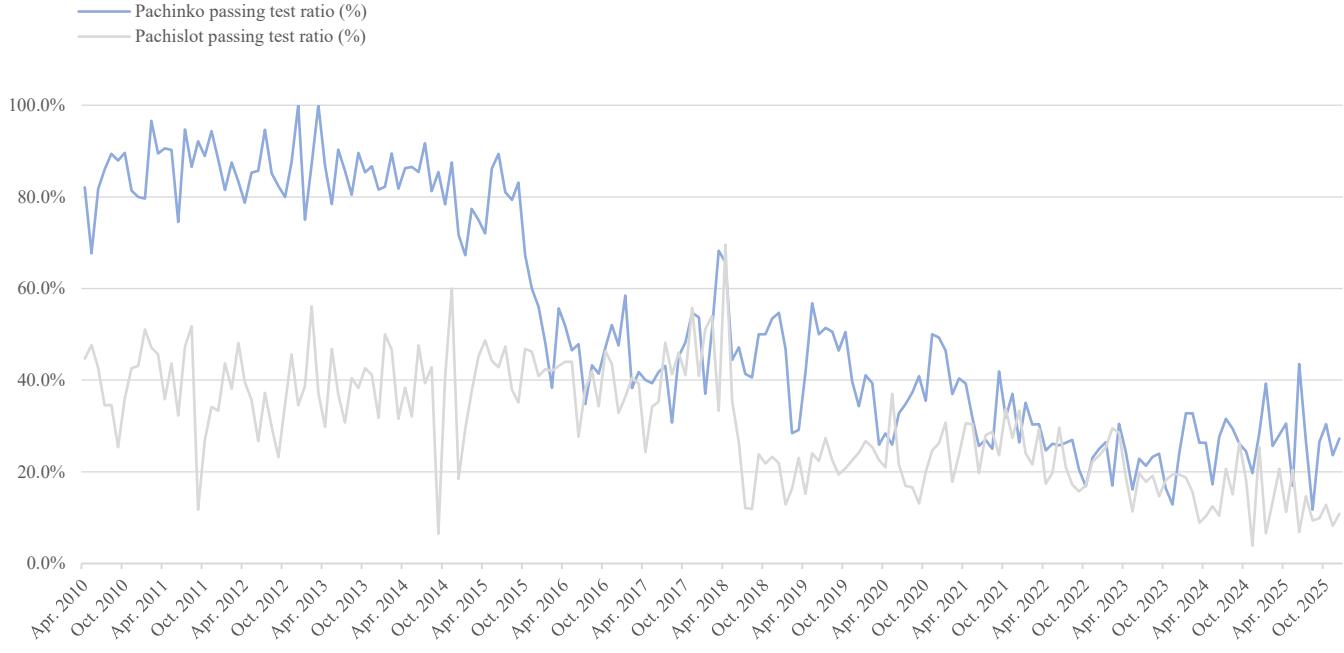
*UNIVERSAL's sales share includes Eleco, MIZUHO and Macy.

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

30. Results of model certification tests (graph)

updated

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)

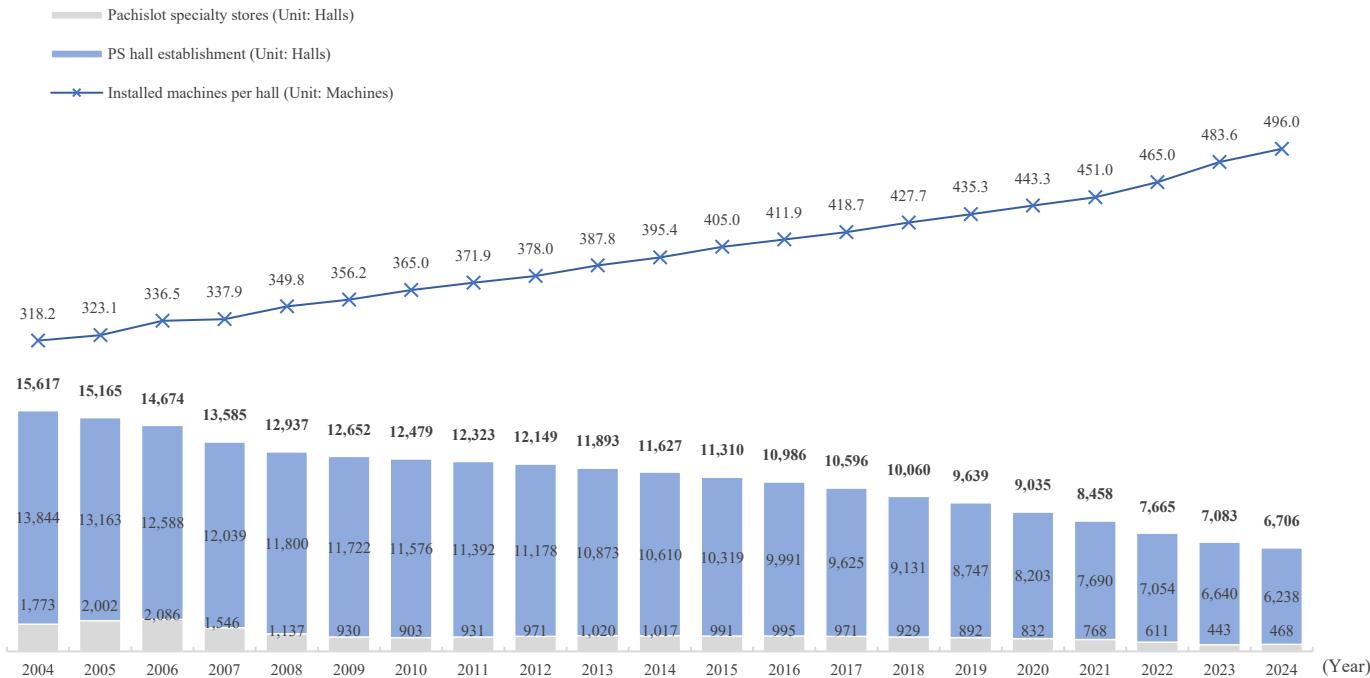
updated

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.

Pachislot machine

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

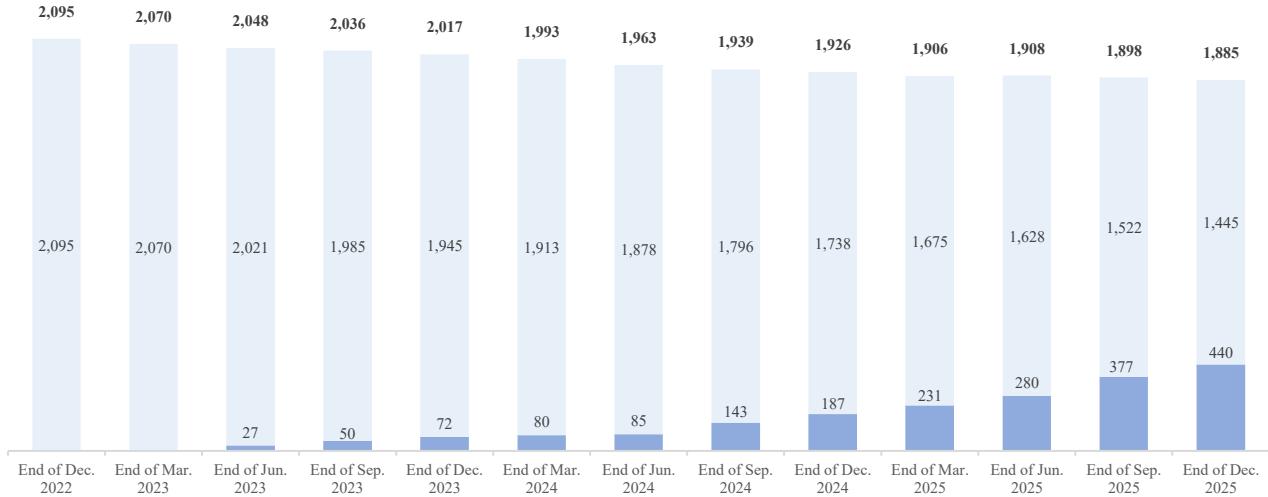
The data of number of installed PS machines is based on *The Current Situation of the Amusement Business and the Control of Crimes Related to Amusement Business* in 2023 by National Police Agency, updated every April

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

■ Number of installed smart pachinko (thousand unit)
 □ Number of installed pachinko machines other than smart pachinko (thousand unit)

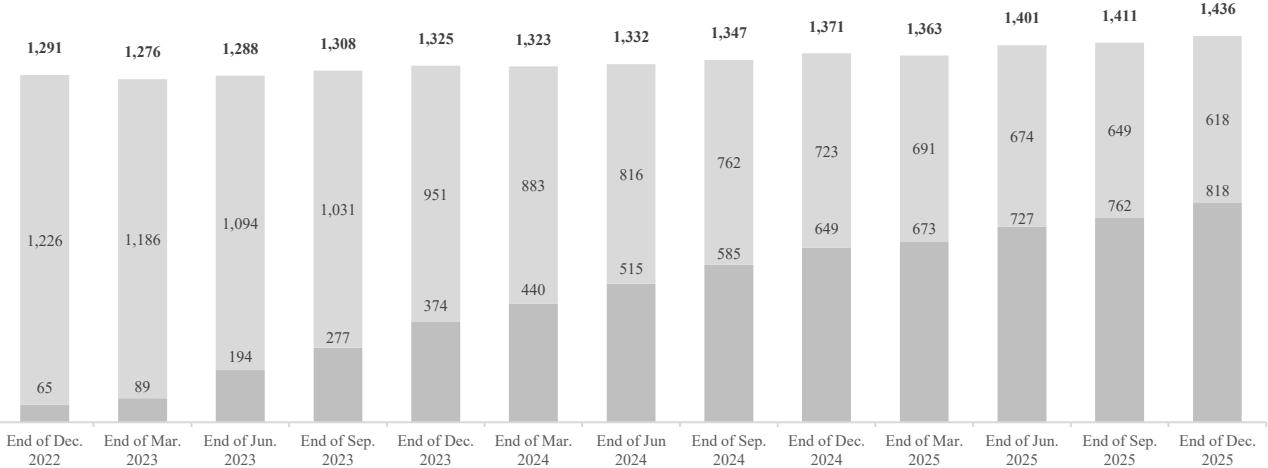


Installation ratio of smart pachinko (%)

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.	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

■ Number of installed smart pachislot (thousand unit)
 □ Number of installed pachislot machines other than smart pachislot (thousand unit)



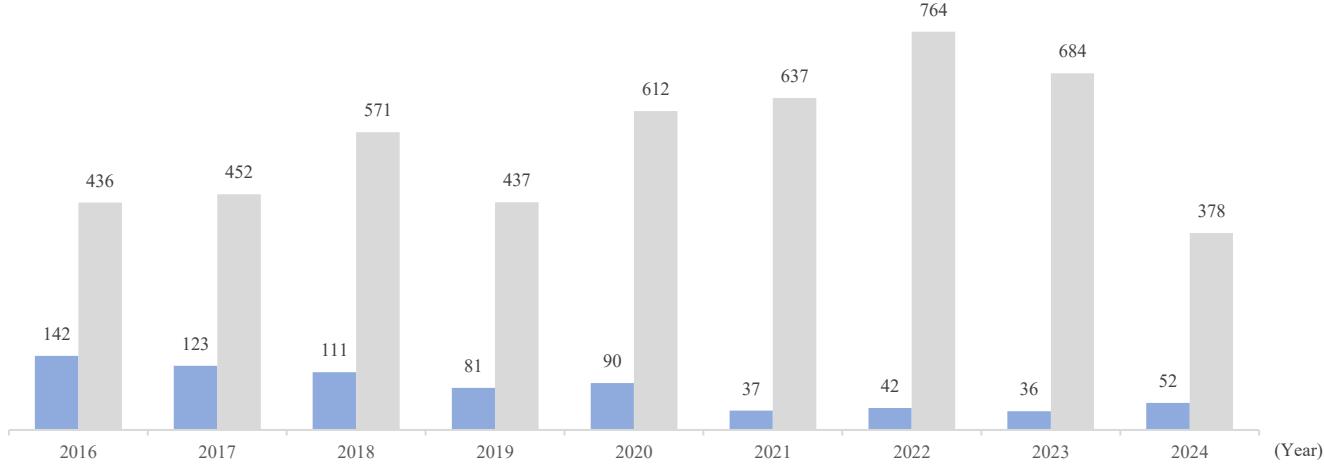
Installation ratio of smart pachislot (%)

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.	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

■ Newly opened (hall)
■ Closed (hall)



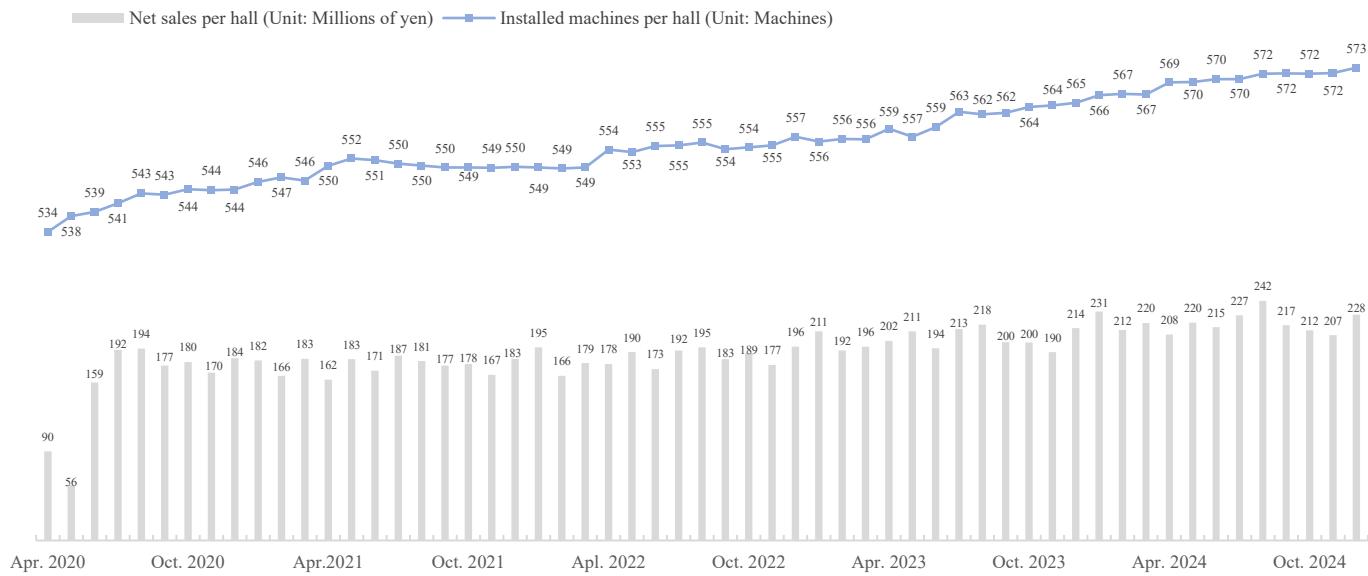
37. Change in number of newly opened/ closed halls (by months)

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)	(37)	(31)	(27)	(28)	(329)
2018	Newly opened	26	9	4	29	9	5	7	6	6	0	2	8	111
	Closed	62	56	69	43	49	41	55	38	33	46	35	44	571
	Change	(36)	(47)	(65)	(14)	(40)	(36)	(48)	(32)	(27)	(46)	(33)	(36)	(460)
2019	Newly opened	23	3	8	12	5	0	1	2	5	0	4	18	81
	Closed	53	33	42	46	32	33	31	32	42	23	35	35	437
	Change	(30)	(30)	(34)	(34)	(27)	(33)	(30)	(30)	(37)	(23)	(31)	(17)	(356)
2020	Newly opened	3	6	0	2	4	31	9	8	6	1	11	9	90
	Closed	58	34	66	68	61	78	49	32	47	52	30	37	612
	Change	(55)	(28)	(66)	(66)	(57)	(47)	(40)	(24)	(41)	(51)	(19)	(28)	(522)
2021	Newly opened	2	2	6	6	2	1	1	0	4	2	1	10	37
	Closed	62	53	127	49	44	44	21	46	65	38	36	52	637
	Change	(60)	(51)	(121)	(43)	(42)	(43)	(20)	(46)	(61)	(36)	(35)	(42)	(600)
2022	Newly opened	3	3	3	6	0	5	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.

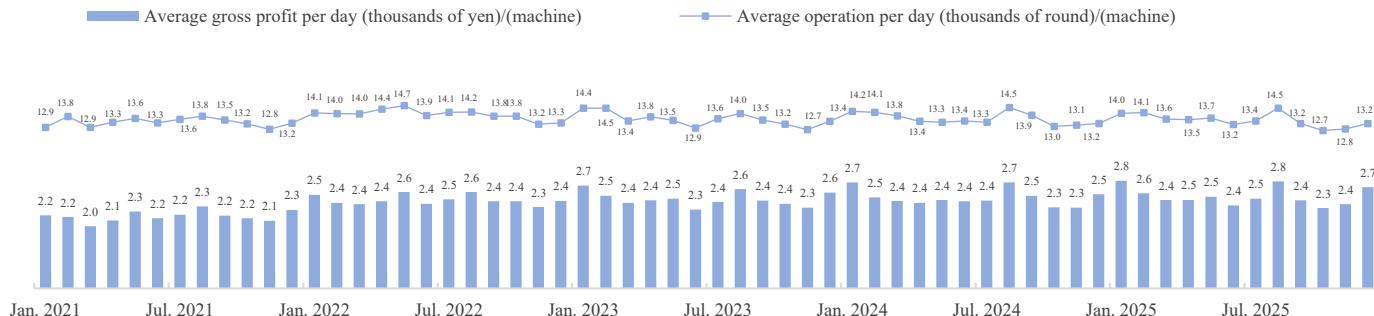
* The figures of "Installed machines per hall" are rounded off the first decimal place, and those of "Net sales per hall" are rounded off the third decimal place.

* 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

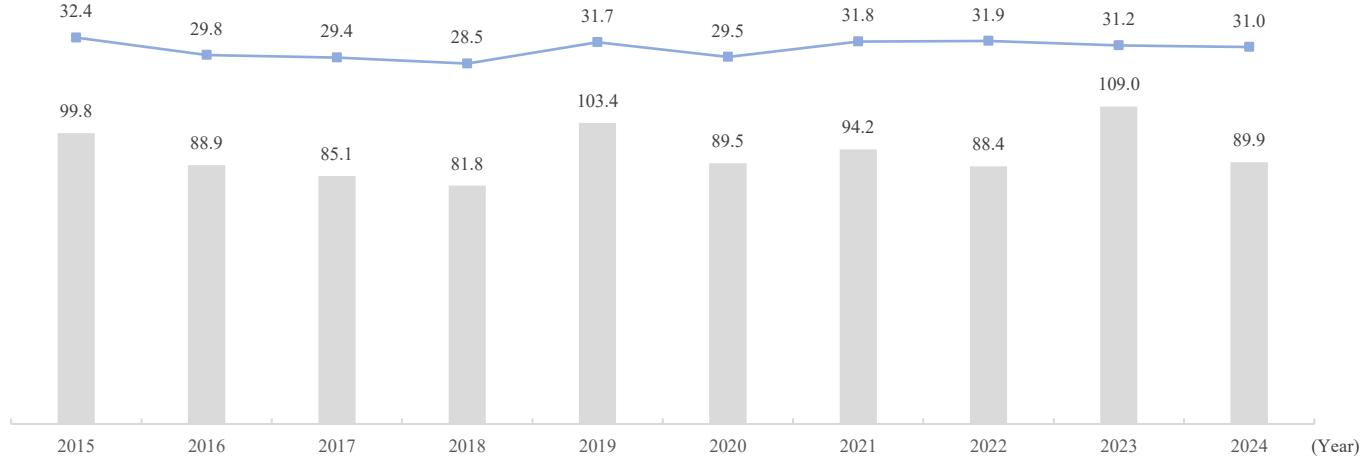
【 Pachinko machines 】



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

■ Annual average of expenditure (thousands of yen) ■ Annual average number of activities (times)

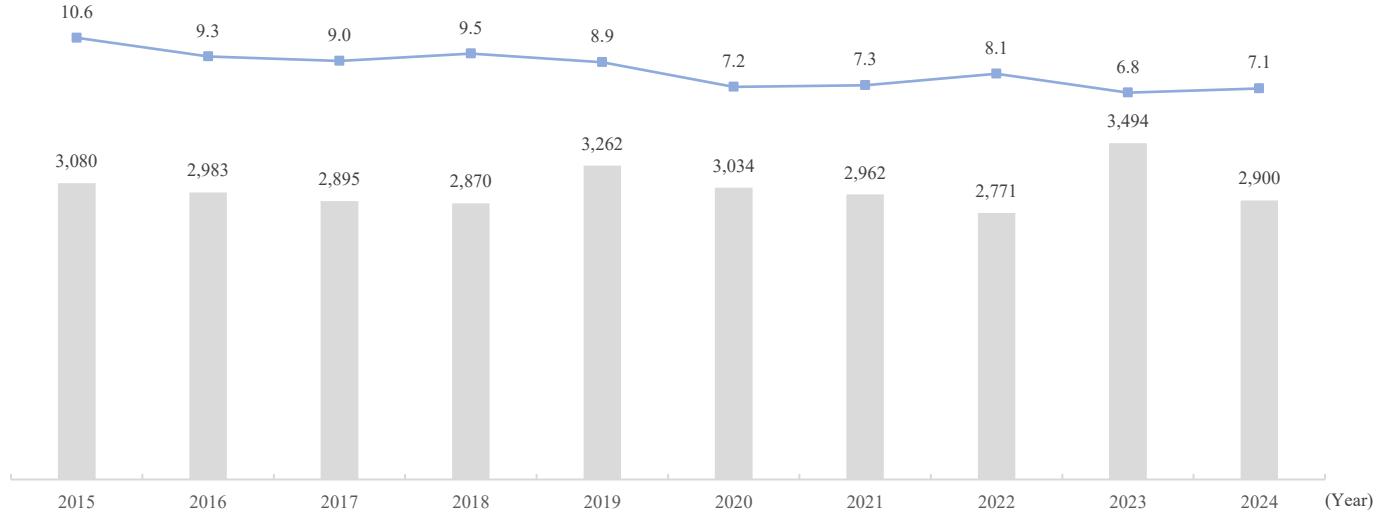


41. Participation rate and average expenditure per play in PS updated

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

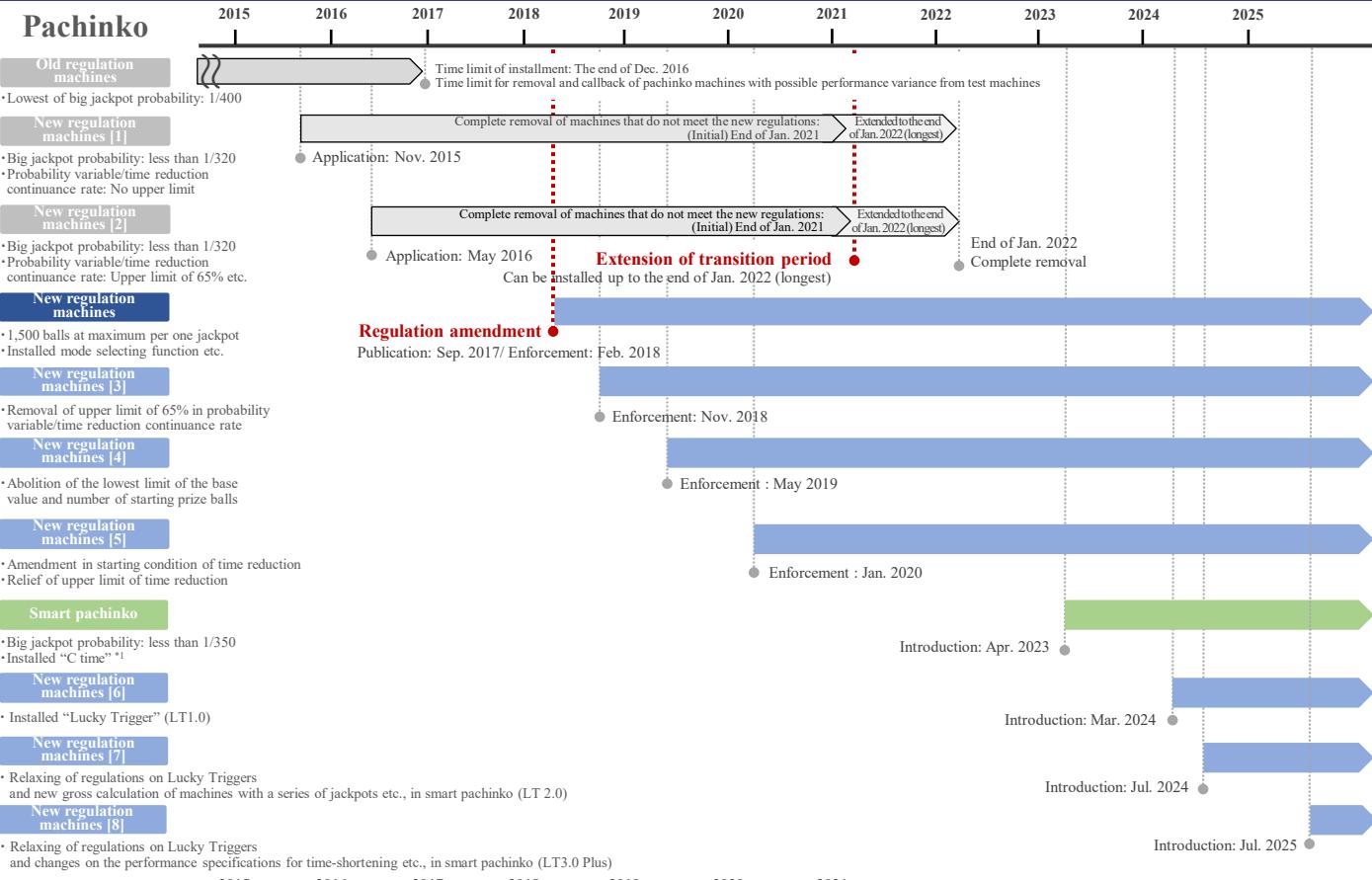
* "Average expenditure per play" is calculated from "Annual average number of activities" and "Annual average of expenditure"

■ Average expenditure per play (yen) ■ Participation rate (%)

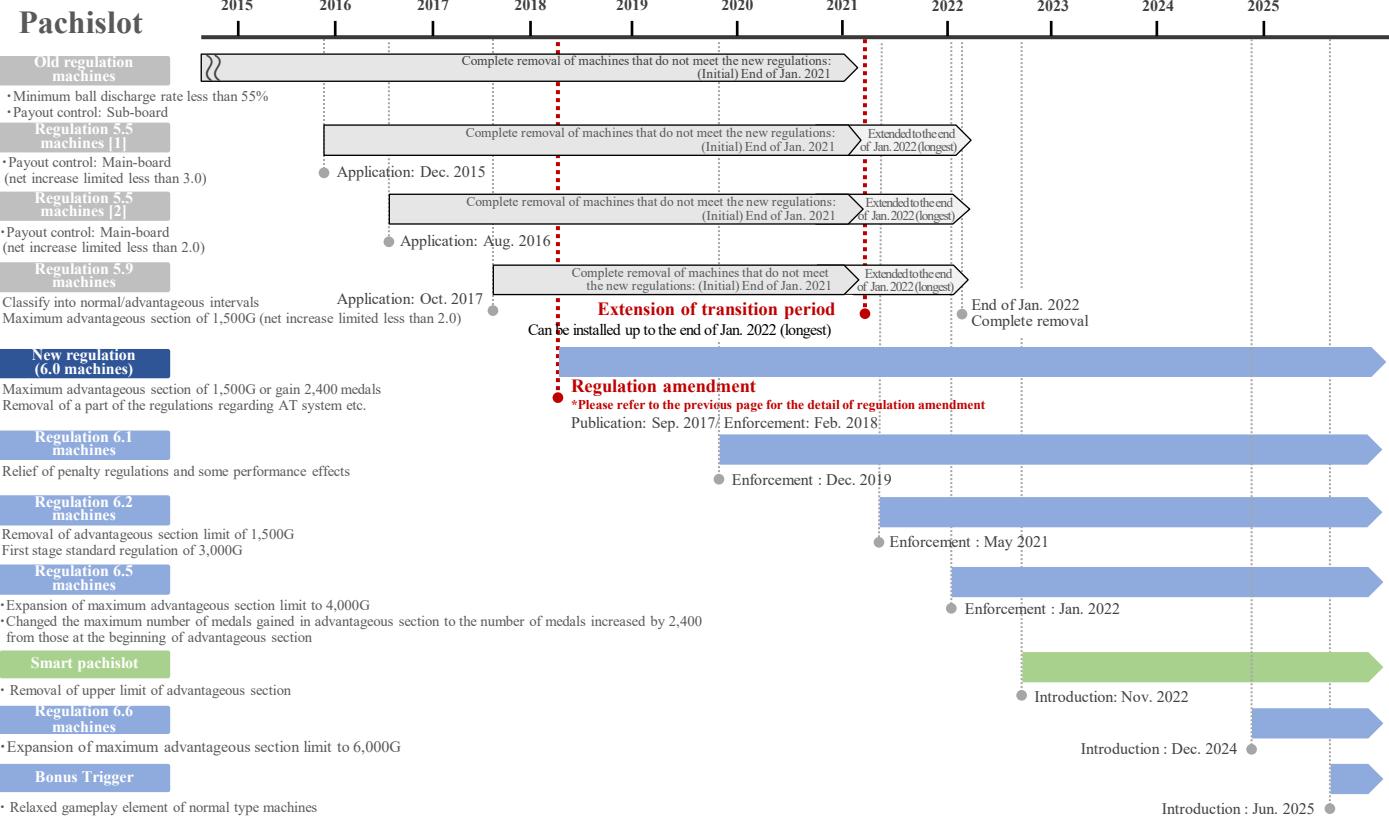


42. Trends in PS regulations

Pachinko



Pachislot



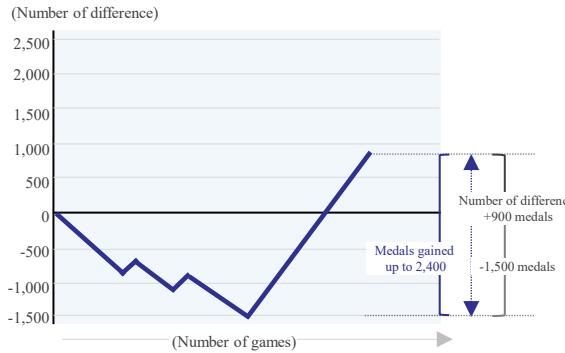
¹⁾ C time: A function of lottery that is installed on Smart pachinko. The lottery occurs mainly when the situation of a higher chance of a win outcome ends.

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	-	-

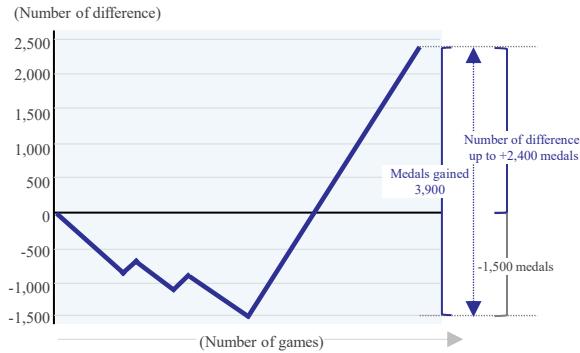
(Figure 1) Example of change in maximum number of medals gained in the same advantageous section by change to regulation 6.5 machines

Before transition



Advantageous section ends when [the number of medals gained](#) reaches 2,400 medals
→ Maximum number of medals users can gain = up to 2,400

After transition



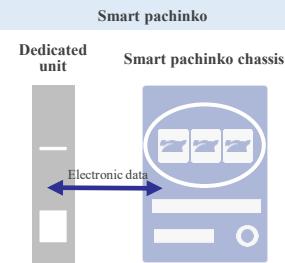
Advantageous section ends when [the number of difference](#) reaches 2,400 medals
→ Maximum number of medals = Users can get over 2,400 medals including a negative portion

Source: TSUBURAYA FIELDS HOLDINGS, Greenbelt

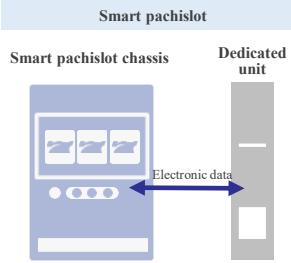
44. [Reference] Overview of smart pachinko/ smart pachislot

◇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	■ Oct. Mid Niigata Earthquake ■ Dec. Sumatra-Andaman Earthquake	■ Jul. Revisions to PS machine regulations go into effect	5,690,000 machines	15,617 halls	
2005	■ Jan. Livedoor incident		5,830,000 machines	15,165 halls	
2006			5,490,000 machines	14,674 halls	■ 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	■ Aug. Sub-prime loan problem in US		4,920,000 machines	13,585 halls	■ Increase in closures of dedicated pachislot specialty halls ■ Full-scale introduction of pachinko with low playing cost
2008	■ Jul. G8 Hokkaido Toyako Summit ■ Sep. US-based Lehman Brothers collapses	■ Jul. Voluntary ban on replacement of machines with the opening of G8 Summit	4,250,000 machines	12,937 halls	
2009	■ Sep. Established Democratic Party administration ■ Nov. Opening of APEC Economic Leaders' Meeting	■ Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders' Meeting	4,100,000 machines	12,652 halls	■ Rise of ART type pachislot machines ■ Full-scale introduction of pachislot with low playing cost
2010	■ Mar. Great East Japan Earthquake occurs ■ Jul. Major flooding in Thailand	■ Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake	3,880,000 machines	12,479 halls	
2011	■ Oct. Yen strengthens to highest level since WWII		3,860,000 machines	12,323 halls	■ Aug. Strictly restricted PS advertisement (event)
2012	■ Dec. LDP takes power with Abe cabinet ■ Mar. Haruhiko Kuroda appointed as BOJ governor		3,820,000 machines	12,149 halls	■ Aug. DYNAM listed in Hong Kong market ■ Rise of AT type pachislot machines
2013			3,460,000 machines	11,893 halls	
2014	■ Apr. Consumption tax rate increased		3,250,000 machines	11,627 halls	
2015			2,860,000 machines	11,310 halls	■ 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	■ 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	■ May Moratorium on replacement of machines for the duration of Summit	2,430,000 machines	10,986 halls	■ Jan. Build a consensus with JASRAC regarding playing music with installation machines
2017		■ Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law	2,010,000 machines	10,596 halls	■ May Okura Holdings Limited listed in Hong Kong Market
2018	■ 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	■ 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	■ 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	► ■ Apr. Requested suspension of halls in the target areas (95% executed) ■ Late May- Halls resumed business
2021	■ 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	► ■ 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		■ Dec. The National Police Agency released the "Handling of advertising in pachinko sales (notification)."	1,750,000 machines	7,665 Halls	■ Nov. Smart pachislot introduced ■ Feb. Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (first edition)"
2023	■ Jan. 2024 Noto Peninsula Earthquake ■ Feb. Nikkei share average reached new highs after the bubble economy		1,660,000 machines	7,083 Halls	■ Apr. Smart pachinko introduced ■ Feb. Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (second edition)"
2024	■ Jul. New banknotes issued		1,550,000 machines	6,706 Halls	■ May Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (third edition)"
2025					

*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.

TSUBURAYA FIELDS HOLDINGS