

TSUBURAYA FIELDS HOLDINGS



Financial Presentation

for the Nine Months Ended December 31st, 2025

TSUBURAYA FIELDS HOLDINGS INC.

Tokyo Stock Exchange Prime Market
Securities code: 2767

February 2026

Consolidated Results

- Results: Net sales of ¥154,617 million (up 58.2% YoY), operating profit of ¥18,531 million (up 97.3% YoY).
- Sales and profits rose mainly due to strong pachinko/pachislot (PS) machine sales and a response to demand for increased production in the amusement equipment business.

Content and Digital Business Segment

- Despite continued strong support for the *Ultraman* intellectual property (IP) in the Chinese market, sales and profits declined due to the continued decline in licensing revenue for mainstay merchandise such as block toys and trading card-related items. In non-licensing business categories, we are developing various initiatives to commemorate the *Ultraman* series 60th anniversary, and it is maintaining solid performance.
- Net sales totaled ¥10,762 million (down 16.4% YoY) and operating profit was ¥922 million (down 67.0% YoY).

Amusement Equipment Business Segment

- Due to strong sales of several titles featuring major IPs and our response to increased production demand for titles sold in the previous fiscal year, unit sales of PS machines totaled approximately 255,000 units (+93.8% YoY). As a result, our share of total market unit sales was approximately 20.3% (based on our research).
- Net sales totaled ¥142,974 million (up 70.0% YoY) and operating profit was ¥20,153 million (up 135.1% YoY).

(Unit: 100 million yen)

Consolidated P/L	FY2024		FY2025			
	Q3 YTD	Full-year	Q3 YTD	YoY change (%)	Initial plan (May 13)	Revised plan (Oct 31)
Net sales	977.6	1,405.8	1,546.1	+58.2%	1,500	1,700
Gross profit	237.1	352.6	342.5	+44.5%	-	-
SG&A expenses	143.2	199.6	157.2	+9.8%	-	-
Operating profit	93.9	152.9	185.3	+97.3%	160	180
[Operating profit margin]	[9.6%]	[10.9%]	[12.0%]		[10.7%]	[10.6%]
Ordinary profit	107.5	164.6	189.3	+76.0%	161	183
Profit attributable to owners of parent	64.2	111.5	134.3	+109.2%	112	128

* Figures less than ¥10 million are rounded down.

(Unit: 100 million yen)

P/L by business segment		FY2024		FY2025	
		Q3 YTD	Full-year	Q3 YTD	YoY change (%)
Content and digital business segment	Net sales	128.7	164.1	107.6	(16.4)%
	Operating profit	27.9	28.3	9.2	(67.0)%
	[Operating profit margin]	[21.7%]	[17.3%]	[8.6%]	
Amusement equipment business segment	Net sales	841.1	1,230.9	1,429.7	+70.0%
	Operating profit	85.7	152.7	201.5	+135.1%
	[Operating profit margin]	[10.2%]	[12.4%]	[14.1%]	
Other business segment	Net sales	12.6	16.8	13.5	+7.2%
	Operating profit	0.1	0.0	0.3	+152.4%
Adjusted amount	Net sales	(4.8)	(6.0)	(4.7)	–
	Operating profit	(19.8)	(28.2)	(25.7)	–

* Figures less than ¥10 million are rounded down.

FY2025 Full-year Consolidated Earnings Forecast

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

Consolidated	FY2024	FY2025					
	Full-year	Q3 YTD	Initial plan (May 13)	Revised plan (Oct 31)	YoY change	YoY change (%)	Progress vs. plan
Net sales	1,405.8	1,546.1	1,500.0	1,700.0	+294.1	+20.9%	91.0%
Operating profit	152.9	185.3	160.0	180.0	+27.0	+17.7%	103.0%
Ordinary profit	164.6	189.3	161.0	183.0	+18.3	+11.2%	103.5%
Profit attributable to owners of parent	111.5	134.3	112.0	128.0	+16.4	+14.7%	105.0%

* Figures less than ¥10 million are rounded down.

Content and Digital Business Segment

(Unit: 100 million yen)

	FY2024		FY2025	
	Q3 YTD	Full-year	Q3 YTD	YoY change(%)
Net sales	128.7	164.1	107.6	(16.4)%
Operating profit	27.9	28.3	9.2	(67.0)%
[Operating profit margin]	[21.7%]	[17.3%]	[8.6%]	

Business revenue in TPD

	FY2024		FY2025	
	Q3 YTD	Full-year	Q3 YTD	YoY change (%)
Total	92.2	115.5	73.1	(20.7)%
License	57.1	68.3	33.1	(42.0)%
Overseas	49.1	58.6	25.8	(47.4)%
China	44.0	52.7	20.7	(53.0)%
North America, Asia and others	5.1	5.9	5.1	+0.5%
Japan	7.9	9.6	7.2	(8.6)%
MD (product sales)	10.1	13.9	11.2	+12.4%
Overseas	2.3	3.3	3.2	+37.7%
Japan	7.6	10.6	7.9	+4.5%
Imaging and events	21.7	29.3	22.3	+2.8%
Overseas	6.7	8.3	6.7	+0.8%
Japan	15.0	21.0	15.6	+3.7%

* Figures less than ¥10 million are rounded down. * MD: Merchandising

Tsuburaya Productions Co., Ltd. (TPD)

<License>

- Overseas: Licensing revenue from China declined year on year. Although the peak demand for certain hit products has passed and we are now in product transition phase, we are working to better meet market needs by launching new products and refreshing our product lineup, particularly for trading cards and block toys.
- Japan: Licensing revenue declined, primarily because of a decrease in *GRIDMAN*-related income recorded last year. Currently, various initiatives related to the *Ultraman* Series 60th Anniversary Project are in progress. New collaborations with more than 20 IPs and companies are being formalized.

<MD (Product Sales)>

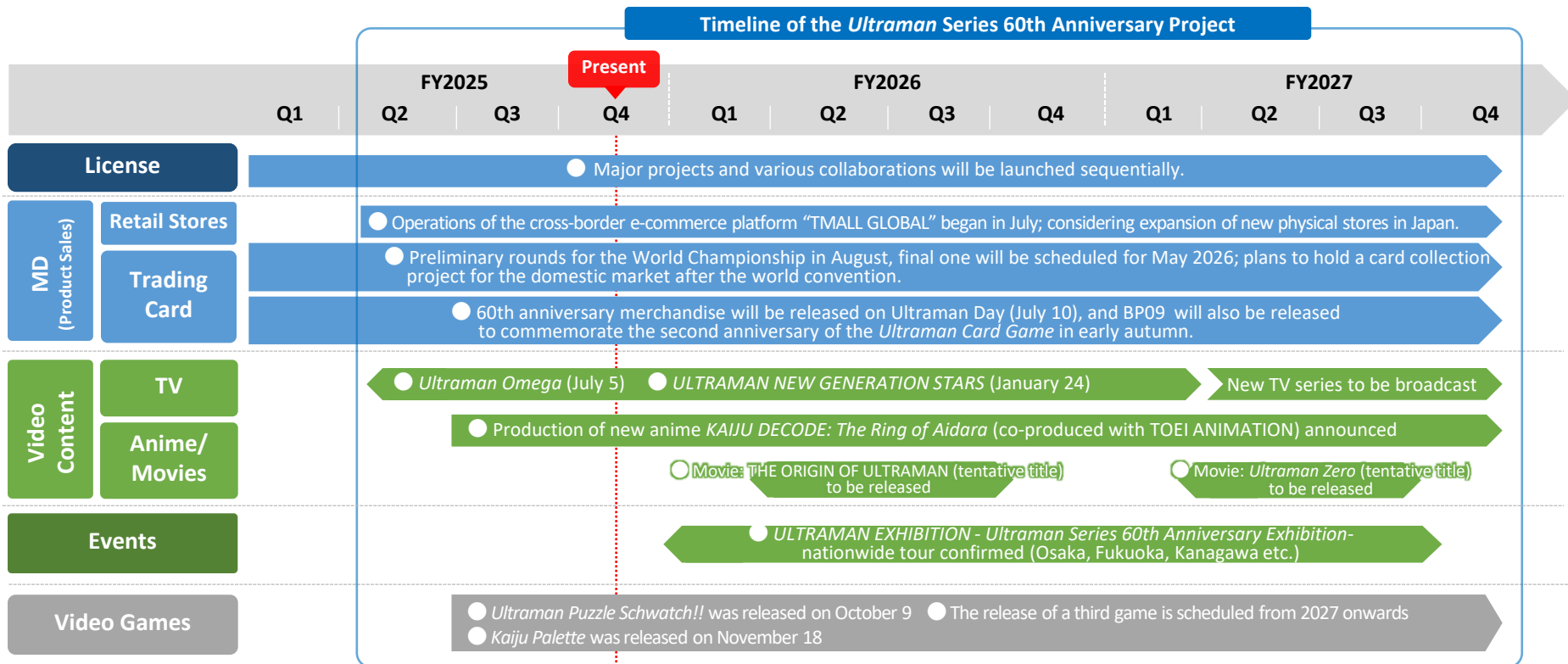
- The *Ultraman Card Game*, which celebrated its first anniversary, saw increased MD (product sales) revenues in both Japan and overseas due to the strengthening of the product lineup. To mark the milestone, the fifth booster pack, “Heroes of the Radiant Dawn”, was released at the end of October and recorded strong sales.

<Imaging and Event Business>

- Revenue from imaging and events increased year-on-year, driven mainly by higher attendance at the biennial “TSUBURAYA CONVENTION 2025” held during the autumn season and the annual “Ultra Heroes EXPO2025” (held in summer and winter).

Ultraman Series 60th Anniversary Project: Major Initiatives

- From July 2025 to December 2027, over a span of approximately two and a half years, we will collaborate across all business categories to present the series' profound worldbuilding and timeless themes with enhanced clarity and depth than ever before.



Ultraman Series 60th Anniversary Project: Major Initiatives

- We will continue to systematically implement multifaceted initiatives tailored to the characteristics of each regional market, thereby further enhancing our brand value globally.

China

Held the largest-ever official *Ultraman* exhibition in Mainland China, titled “Journey of Chasing the Light: Looking Ahead to *Ultraman*’s 60th Anniversary.”



Japan

Following the launch of *Ultraman Omega*, the new TV series *Ultraman New Generation Stars* began airing (from January 24, 2026).



The official Japanese tournament for the *Ultraman Card Game*, “ULTRA LEAGUE CHAMPIONSHIP” in Japan 2026,” was held on January 31 and February 1, 2026.



North America

Staged the largest-ever *Ultraman* live show in North America, “ULTRAMAN LIVE at American Dream” (November 15-16 and 22-23, 2025). Released the final volume of the Marvel Comics x Tsuburaya Productions’ *Ultraman* collaboration series on February 11, 2026.



Singapore

Showcased *Ultraman* on a large scale at “Singapore Comic Con 2025” (December 6-7, 2025), one of Southeast Asia’s largest pop culture events.



Thailand

Featured Ultraman at “ANIMONIUM,” the Japanese cultural festival held in Bangkok from February 6 to 8, 2026.



South Korea

Organized the largest-ever *Ultraman* showcase in South Korea at the “Anime x Game Festival 2025” (December 5-7, 2025).

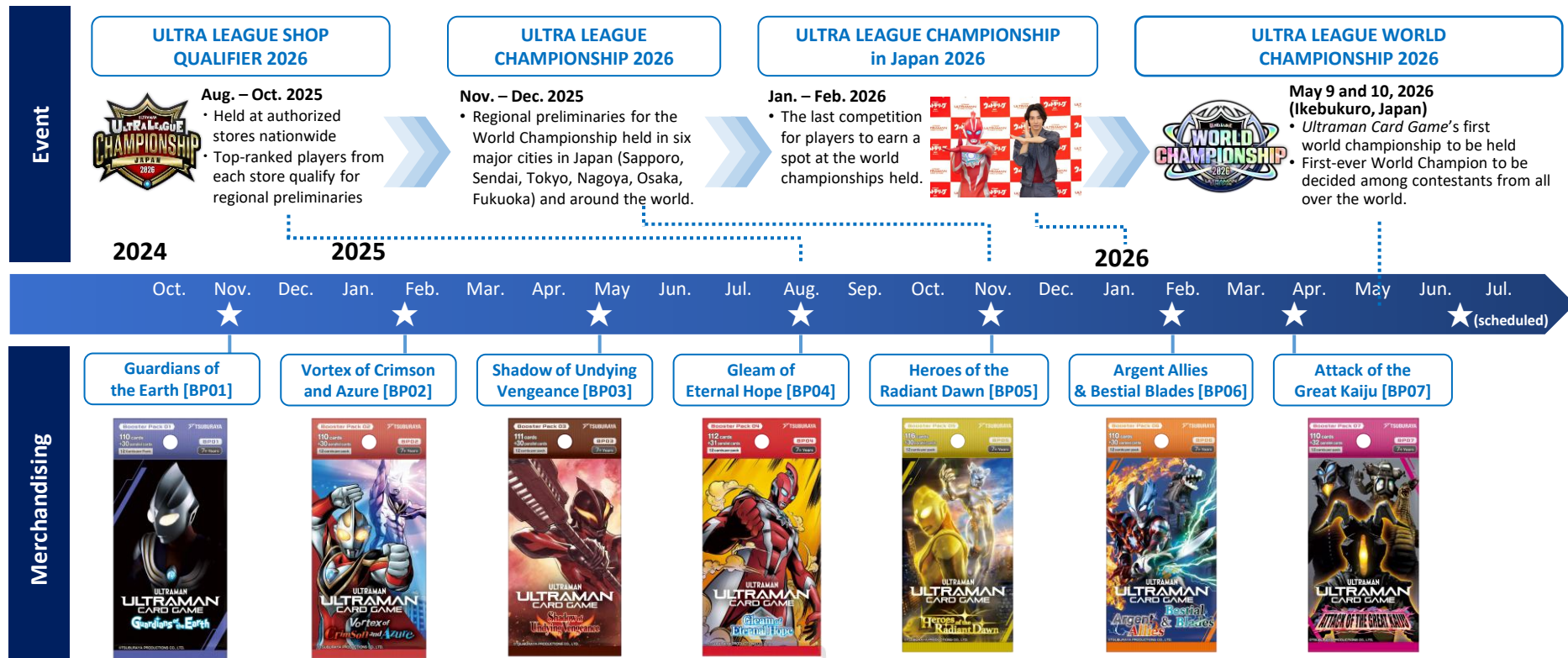


Taiwan

A large-scale *Ultraman* event, “2026 Kaohsiung Wonderland,” is scheduled in Kaohsiung, Taiwan, from February 7 to March 1, 2026.



■ Implementing various events and competitions in Japan and overseas in preparation for the world championship scheduled for May 2026



Cards distributed globally: Approx. 128 million (as of the end of January)

- The first collaboration between *Ultraman* and *mofusand*, adorable and slightly surreal cats.

mofusand
X
ULTRAMAN



©mofusand
©TSUBURAYA PRODUCTIONS

“mofusand × Ultraman” *Kiramekko*

- At “AnimeJapan 2026,” where our group will be a sponsor and exhibitor, we will be conducting a pre-sale of a limited quantity of *mofusand* cats dressed as “Ultraman,” to celebrates the *Ultraman* series’ 60th anniversary. (Official release scheduled for summer 2026)

* AnimeJapan 2026 official website (<https://anime-japan.jp/en/>)

Introduction to *mofusand*

Created by Juno, a popular illustrator known for their work on social media including Instagram and X (formerly Twitter), *mofusand* is a series featuring adorable and slightly surreal cats—such as the fluffy “Shark Meow” who wears a shark costume.

(Unit: followers)	
Juno Official X	~499K
<i>mofusand</i> Goods Official X	~121K
Juno Official Instagram	~757K
Juno Official TikTok	~47K
<i>mofusand</i> Official LINE	~3,142K

Gained high popularity especially on social media

* Social media follower numbers as of February 2026

Amusement Equipment Business Segment

(Unit: 100 million yen)

	FY 2024		FY 2025	
	Q3 YTD	Full-year	Q3 YTD	YoY change(%)
Net sales	841.1	1,230.9	1,429.7	+70.0%
Operating profit [Operating profit margin]	85.7 [10.2%]	152.7 [12.4%]	201.5 [14.1%]	+135.1%

Sales Results

Pachinko sales	69,484 units	92,540 units	128,209 units	+84.5%
Pachislot sales	62,468 units	113,161 units	127,534 units	+104.2%
Total	131,952 units	205,701 units	255,743 units	+93.8%

* Figures less than ¥10 million are rounded down.

* From the fiscal year ending March 31, 2025, the segment previously named "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.

* Market share in unit sales and average playtime during the New Year period are our estimates (average playtime is based on actual results for 4-yen pachinko and 20-yen pachislot).

Market Overview

- The average playtime of pachinko for the New Year period (Dec. 27 to Jan. 4) was the highest in the last five years. Average playtime of pachislot during the same period also exceeded the previous year.

Amusement Equipment Business Segment

FIELDS CORPORATION

- In addition to strong sales of "NEON GENESIS EVANGELION -Memories of the beginning-" and several other major IP titles, we also met increased production demand for titles sold in the previous fiscal year. As a result, cumulative Q3 unit sales reached approximately 255,000 units, representing a market share of about 20.3% (based on our research).

ACE DENKEN Co., Ltd.

- ACE DENKEN has been steadily acquiring new customers by leveraging FIELDS' strong sales capabilities.

■ In Q3, we sold 2 pachinko and 3 pachislot titles as main titles. Cumulative unit sales in Q3 was approximately 255,000 units.

	Q3
Pachinko	e <i>BERSERK Musou Chapter 2</i>
	e <i>No Game, No Life</i>
	NEON GENESIS EVANGELION -Memories of the beginning-
	~58,000 units (cumulative ~128,000 units)
Pachislot	SMART PACHISLOT Shin Onimusha 3
	L ZETTAI SHOGEKI IV
	L Mushoku Tensei: Jobless Reincarnation
	~37,000 units (cumulative ~127,000 units)
Total	~95,000 units (cumulative ~255,000 units)



e *BERSERK Musou Chapter 2*



SMART PACHISLOT Shin Onimusha 3



NEON GENESIS EVANGELION -Memories of the beginning-



L ZETTAI SHOGEKI IV



L Mushoku Tensei: Jobless Reincarnation

NEON GENESIS EVANGELION -Memories of the beginning-

- English subtitles provided to accommodate inbound tourists
- Promotional campaigns conducted utilizing TV commercials, web commercials, social media, and other media channels to support long-term operation
- Created dedicated prize corners in 2,000 halls that deployed the machine

* Private brands are shown in blue boxes.

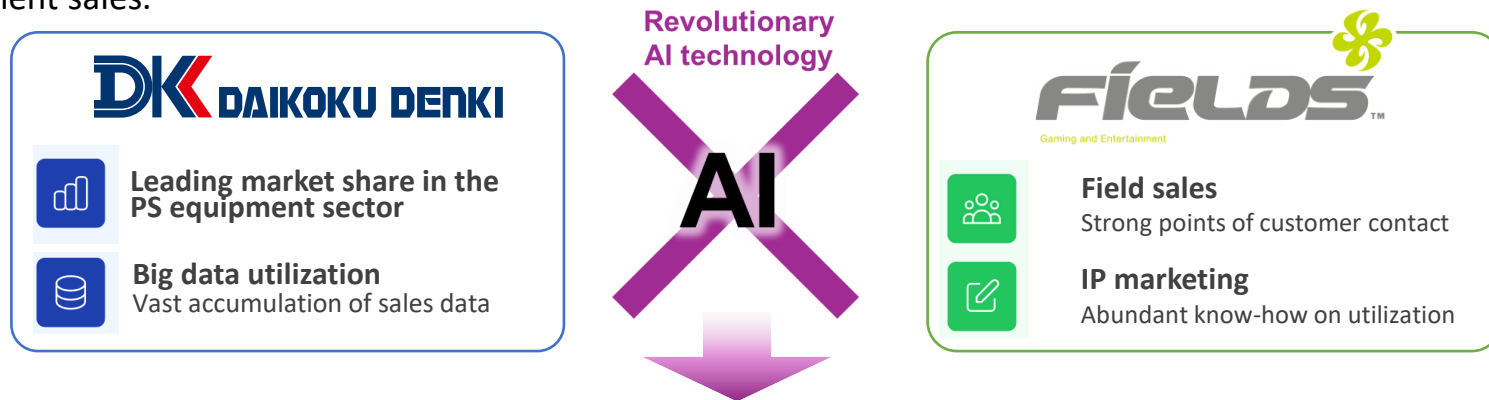
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 ©CAPCOM Manufactured by UDSTAR Co., Ltd.
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 ©Rufinamagagote/MFBOOKS/Mushoku Tensei II Production Committee Manufactured by newgin Co., Ltd.

■ Sales are trending steadily toward Q4.

	Q1	Q2	Q3	Q4
Pachinko	<div>e SHIN ULTRAMAN</div> <div>e Tokyo Ghoul</div> <div>P Uchū Senkan Yamato 2202 Super Wave Mori Yuki 199LT ver.</div> <div>P DD Hokuto no Ken 3 Hyakutotsu 99ver.</div> <div>~39,000 units</div>	<div>e INUYASHA 3.0</div> <div>P Queen's Blade 4 UNLIMITED Naraku</div> <div>NEON GENESIS EVANGELION PREMIUM MODEL</div> <div>~29,000 units (cumulative ~69,000 units)</div>	<div>e BERSERK Musou Chapter 2</div> <div>e No Game, No Life</div> <div>NEON GENESIS EVANGELION -Memories of the beginning-</div> <div>~58,000 units (cumulative ~128,000 units)</div>	<div>e Godzilla vs EVANGELION2 Chōdeka Gold</div> <div>P Godzilla vs EVANGELION2 Chōdeka Silver</div> <div>e ULTRAMAN 4500 Super Light</div> <div>P Momo Kyun Sword Sokugeki 99 ver.</div> <div>Sumapachi SSSS.GRIDMAN MEGA START 159 ver.</div>
Pachislot	<div>L Pachislot MOBILE SUIT GUNDAM SEED</div> <div>L ULTRAMAN</div> <div>Smart Pachislot Devil May Cry 5 STYLISH TRIBE</div> <div>L ZETTAI SHOGEKI - PLATONIC HEART-</div> <div>L Tokyo Ghoul (increased production)</div> <div>Smart pachislot MONSTER HUNTER RISE (increased production)</div> <div>Smart Pachislot Resident Evil5 (increased production)</div> <div>~55,000 units</div>	<div>LB Pachislot Evangelion -The Door of Promises-</div> <div>L DARLING in the FRANXX</div> <div>~34,000 units (cumulative ~90,000 units)</div>	<div>SMART PACHISLOT Shin Onimusha 3</div> <div>L ZETTAI SHOGEKI IV</div> <div>L Mushoku Tensei: Jobless Reincarnation</div> <div>~37,000 units (cumulative ~127,000units)</div>	<div>L Tokyo Ghoul (increased production)</div>
Total	~95,000 units	~64,000 units (cumulative ~159,000 units)	~95,000 units (cumulative ~255,000 units)	

* Private brands are shown in blue boxes.

- Aiming to advance hall management support, we have commenced a partnership covering AI-based sales support, strengthened integration of advertising distribution and digital marketing initiatives, and the expansion of hall equipment sales.



Developing New Services

● AI-based Hall Operation Support Services

- A new service is being prepared that utilizes operating data from pachinko halls to conduct AI-driven analysis and optimization support.

● New Targeted Advertising Distribution Services

- The parties are constructing a new advertising solution designed to deliver personalized advertisements based on user attributes.

● Inbound Customer Attraction Services

- Initiatives are being advanced to communicate the appeal and enjoyment of pachinko to inbound visitors and to encourage hall visits.

Enhancing Existing Businesses

● Joint Development and Sales of PS Machines through Mutual Utilization of IP

- We are jointly developing and selling new PS machines by mutually leveraging their respective IP portfolios.

● Strengthening Sales of DAIKOKU DENKI Hall Equipment

- Through enhanced collaboration with our group, efforts are being undertaken to expand sales of DAIKOKU DENKI hall equipment and to reinforce support structures for pachinko halls.

Appendix

Financial Results for the Nine Months Ended December 31st, 2025

➤ Consolidated B/S


(Unit: 100 million yen)

Consolidated B/S	FY2024 Q4-end	FY2025 Q3-end	YoY change
Current assets	698.4	1,121.0	+422.6
Non-current assets	291.1	296.5	+5.4
Total assets	989.5	1,417.6	+428.1
Current liabilities	267.7	610.1	+342.4
Non-current liabilities	159.3	136.2	(23.1)
Total liabilities	427.0	746.4	+319.3
Total net assets	562.4	671.2	+108.7
Total liabilities and net assets	989.5	1,417.6	+428.1

* Figures less than ¥10 million are rounded down.

TSUBURAYA FIELDS HOLDINGS

Disclaimer



The Company's plans, strategies, forecasts, and other statements contained in this document, except for facts that have already been determined, are subject to potential risks and uncertainties and are not guarantees of their accuracy.

Potential risks and uncertainties include, but are not limited to, the economic environment in which our group operates, competition in the market, and the products we handle.