

※Note: This document consists of selected slides from the presentation used for the earnings call.

## TSUBURAYA FIELDS HOLDINGS

### Financial Presentation

for the Fiscal Year Ended March 31<sup>st</sup>, 2026

TSUBURAYA FIELDS HOLDINGS INC.

Tokyo Stock Exchange Prime Market  
Securities code: 2767

May 2026

#### Overview of FY2025 Results

TSUBURAYA FIELDS HOLDINGS

##### Consolidated Results

- Results: Net sales of ¥174,142 million (up 23.9%), operating profit of ¥17,455 million (up 14.1%).
- Summary: Strong sales of new pachinko/pachislot (PS) machines featuring major IP (intellectual property) and increased production of machines in response to market demand in the amusement equipment business drove significant growth for the Group as a whole.

##### Content and Digital Business Segment

- Net sales ¥13,874 million (down 15.4% YoY) and operating profit ¥934 million (down 67.0% YoY).
- Summary: Commemorative initiatives for the *Ultraman* Series 60th Anniversary Project and strategic collaborations drove steady domestic revenue growth by enhancing IP value, while geopolitical risks and product cycle adjustments led to a decline in overseas revenue.

##### Amusement Equipment Business Segment

- Net sales ¥159,069 million (up 29.2% YoY) and operating profit ¥19,881 million (up 30.1% YoY).
- Summary: Strong sales of machines featuring major IPs, along with flexible responses to increased production demand for PB (private brand) pachislot machines sold in the previous fiscal year.
- Market Share: Unit sales reached approx. 274,000 (+33.6% YoY), expanding our presence with a market share of approx. 18.2% (based on our research).

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Consolidated net sales for the fiscal year under review was ¥174,142 million, an increase of 23.9% year on year. Consolidated operating profit was ¥17,455 million, an increase of 14.1%. This was due to robust sales of pachinko/pachislot (PS) machines equipped with leading IP in the amusement equipment business segment, as well as to successful efforts to increase production in line with market demand. As a result, the Group as a whole achieved significant increases in both sales and profits.

Next, the content and digital business segment will be explained. Net sales was ¥13,874 million, down 15.4% year on year, and operating profit was ¥934 million, down 67.0% year on year. In Japan, the Company worked to increase IP value through measures to commemorate the *Ultraman* series 60th anniversary. Through strategic collaborations, the company achieved a steady increase in sales. Overseas, however, sales and profits declined due to geopolitical risks and the impact of adjusting merchandise cycles.

Next, the amusement equipment business segment will be explained. Net sales was ¥159,069 million, up 29.2% year on year, and operating profit was ¥19,881 million, up 30.1% year on year. In addition to robust sales of PS machines equipped with leading IP, contributions were made by flexibly responding to demand for increased production of PB, private brand pachislot machines sold in the previous fiscal year throughout this full fiscal year. The number of units sold increased 33.6% year on year to approximately 274,000 units, and our market share expanded to about 18.2%.

As described above, while the content and digital business segment saw lower sales and profits, the significant growth in the amusement equipment business segment drove overall results, resulting in higher sales and profits for the Group.

## FY2025 [Consolidated P/L]

TSUBURAYA FIELDS HOLDINGS

- Achieved sales and profits that exceeded both initial and revised forecasts, with the scale of business steadily expanding. (Unit: 100 million yen)

	FY2024	FY2025	YoY change	Initial plan (May 13)	Revised plan (Oct. 31)
<b>Net sales</b>	1,405.8	<b>1,741.4</b>	+335.6 [+23.9%]	1,500	1,700
<b>Gross profit</b>	352.6	<b>383.8</b>	+31.1 [+8.8%]	-	-
SG&A expenses	199.6	<b>209.2</b>	+9.5 [+4.8%]	-	-
<b>Operating profit</b>	152.9	<b>174.5</b>	+21.6	160	180
[Operating profit margin]	[10.9%]	[10.0%]	[+14.1%]	[10.7%]	[10.6%]
<b>Ordinary profit</b>	164.6	<b>177.5</b>	+12.8 [+7.8%]	161	183
<b>Profit attributable to owners of parent</b>	111.5	<b>130.5</b>	+18.9 [+17.0%]	112	128

\* Figures less than 100 million are rounded down.

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Net sales was ¥174.14 billion, an increase of ¥33.56 billion year on year at an increase rate of 23.9%.

The results exceeded both the initial forecast of ¥15.00 billion and the revised forecast of ¥17.00 billion.

Gross profit was ¥38.38 billion, up 8.8% year on year. As a result, operating profit was ¥17.45 billion, up 14.1% year on year. Operating profit was ¥16.00 billion in the initial forecast and ¥18.00 billion in the revised forecast, resulting in the results surpassing the initial forecast. Ordinary income was ¥17.75 billion, up 7.8% year on year. Net income attributable to owners of the parent was ¥13.05 billion, up 17.0% year on year. This also exceeded the forecast.

## FY2025 [Consolidated P/L by Business Segment]

TSUBURAYA FIELDS HOLDINGS

- Amusement equipment business drove significant growth in both sales and profits, underpinning the overall expansion of the Group. (Unit: 100 million yen)

	FY2024	FY2025	YoY change (%)	Initial plan (May 13)
<b>Content and digital business segment</b>	<b>Net sales</b>	164.1	<b>138.7</b>	(25.3) [(15.4)%]
	<b>Operating profit</b>	28.3	<b>9.3</b>	19.0 [67.0%]
	[Operating profit margin]	[17.3%]	[6.7%]	[16.8%]
<b>Amusement equipment business segment</b>	<b>Net sales</b>	1,230.9	<b>1,590.6</b>	+359.7 [+29.2%]
	<b>Operating profit</b>	152.7	<b>198.8</b>	+46.0 [+30.1%]
	[Operating profit margin]	[12.4%]	[12.5%]	[12.0%]
<b>Other business segment</b>	<b>Net sales</b>	16.8	<b>17.8</b>	+1.0 [+6.0%]
	<b>Operating profit</b>	0.0	<b>0.3</b>	+0.3 [+656.1%]
<b>Adjusted amount</b>	<b>Net sales</b>	(6.0)	<b>(5.8)</b>	+0.1
	<b>Operating profit</b>	(28.2)	<b>(33.9)</b>	(5.7)

\* Figures less than 100 million are rounded down.

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In the content and digital business segment, net sales was ¥13.87 billion, down 15.4% year on year.

Operating profit was ¥930 million, down 67.0% year on year. The results failed to meet initial forecasts.

In the amusement equipment business segment, net sales was ¥159.06 billion, up 29.2% year on year.

Operating profit grew significantly to ¥19.88 billion, up 30.1% year on year. Both results were significantly higher than initial forecasts of net sales of ¥130.00 billion and operating profit of ¥15.60 billion. As described above, while the content and digital business segment saw lower sales and profits, strong growth in the amusement equipment business segment significantly boosted overall earnings, providing a structure that supports the Group's earnings expansion.

## FY2026 Full-year Consolidated Earnings Forecast

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

	FY2025	FY2026 Forecast	YoY change	YoY change (%)
<b>Net sales (consolidated)</b>	<b>1,741.4</b>	<b>1,870.0</b>	+128.5	+7.4%
Content and digital business	138.7	153.0	+14.2	+10.3%
Amusement equipment business	1590.6	1,700.0	+109.3	+6.9%
Other business & adjusted amount	12.0	15.0	+3.0	+25.3%
<b>Operating profit (consolidated)</b>	<b>174.5</b>	<b>190.0</b>	+15.4	+8.8%
Content and digital business	9.3	30.0	+20.6	+220.9%
Amusement equipment business	198.8	200.0	+1.1	+0.6%
Other business & adjusted amount	(33.6)	(40.0)	(6.3)	-
<b>Ordinary profit</b>	<b>177.5</b>	<b>191.5</b>	+13.9	+7.9%
<b>Profit</b>	<b>130.5</b>	<b>135.0</b>	+4.4	+3.4%

\*Figures less than 100 million are rounded down.

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For the fiscal year ending March 2027, the Company forecasts consolidated net sales of ¥187.00 billion, up 7.4% year on year. By segment, the content and digital business segment is forecast to be ¥15.30 billion, up 10.3% year on year. In the amusement equipment business segment, the company plans to increase net sales 6.9% year on year to ¥170.00 billion.

Operating profit is expected to recover significantly, at ¥19.00 billion consolidated, up 8.8% year on year, and ¥3.00 billion for the contents and digital business segment, up 20.9% year on year. The operating profit forecast for the amusement equipment business segment is ¥20.00 billion, up 0.6% year on year. Ordinary profit is forecast to be ¥19.15 billion, up 7.9% year on year, and net income to be ¥13.50 billion, up 3.4% year on year. As described above, the Company plans to steadily increase sales and profits as a whole by maintaining a stable earnings base in the amusement equipment business segment while factoring in the recovery and growth of the contents and digital business segment.

TSUBURAYA FIELDS HOLDINGS

Content and Digital Business Segment

In the content and digital business segment, net sales was ¥13.87 billion, down 15.4% year on year, and operating profit was ¥930 million, down 67.0% year on year.

Looking at the breakdown of business revenues for Tsuburaya Productions as a whole, revenues in the Japanese business increased 6.4% year on year to ¥5.00 billion, with each category performing soundly. Meanwhile, sales overseas decreased by 36.6% to ¥4.34 billion, and overall sales decreased by 19.1% to ¥9.35 billion. By category, licensing revenue was ¥4.15 billion, down 39.2% year on year. In particular, the impact of the decline in China was significant, and sales in China declined 51.6%. On the other hand, licensing in Japan has secured an increase in sales. MD (product sales) rose 10.7% to ¥1.54 billion, with both Japan and overseas sales trending strongly.

Imaging and events sales was ¥2.96 billion, roughly unchanged from the previous year. Both Japan and overseas sales have been stable. In terms of measures, the company promoted initiatives in licensing, MD (product sales), videos, and events, related to the *Ultraman* series 60th anniversary project. In the Japanese market, IP value was enhanced through anniversary measures and collaborative efforts. Overseas, although licensing revenues declined in the Chinese market, there were contributions from video distribution, events, and paid stage performances, and sales were up in the imaging and events category. In addition, the *Ultraman Card Game*, which celebrated its first anniversary, has made significant progress in global brand recognition and community building through strategic product rollouts and the world championship.

As described above, while Japan sales were robust, the decline in licensing revenues overseas, particularly in the Chinese market, was a factor behind the overall decline in sales and profits, but medium- to long-term growth potential has been maintained, and going forward, the Company plans to recover by strengthening collaboration with reliable partners.

FY2025 [Content and Digital Business Segment]

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

	FY2024	FY2025	YoY change (%)
Net sales	164.1	138.7	(15.5)%
Operating profit	28.3	9.3	(67.0)%
<i>(Operating profit margin)</i>	<i>[17.3%]</i>	<i>[6.7%]</i>	

<Business revenue in TPD>

Revenue Breakdown by Region(Domestic and Overseas)

	FY2024	FY2025	YoY change (%)
Japan	47.0	50.0	+6.4%
Overseas	68.5	43.4	(36.6)%
Total	115.5	93.5	(19.1)%

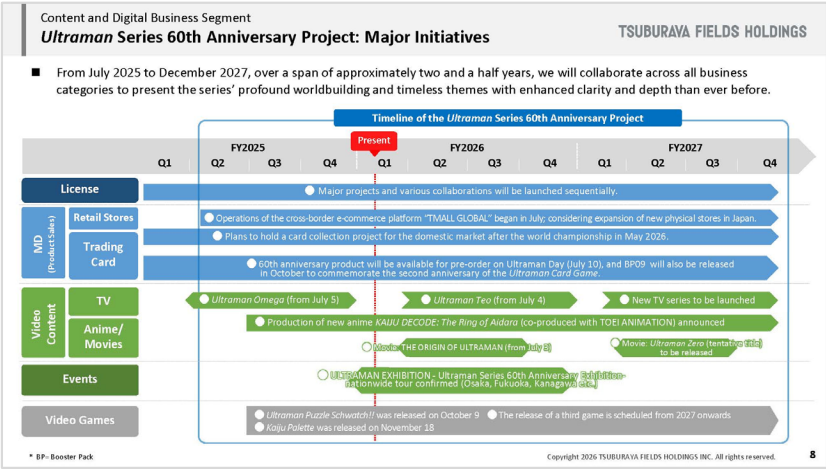
The breakdown by category

	FY2024	FY2025	YoY change (%)
License	68.3	41.5	(39.2)%
Japan	9.6	10.3	+3.6%
China	52.8	25.5	(51.6)%
North America, Asia and others	5.8	5.9	+3.2%
MD (product sales)	13.9	15.4	+10.7%
Japan	10.6	10.9	+3.4%
Overseas	3.3	4.4	+34.1%
Imaging and events	29.3	29.6	+1.0%
Japan	21.0	21.3	+1.4%
Overseas	8.3	8.3	+0.2%
Total	115.5	93.5	(19.1)%

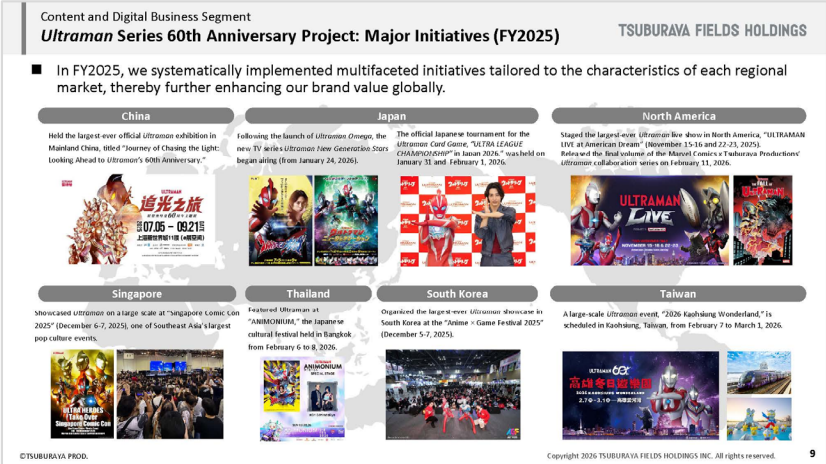
Tsuburaya Productions Co., Ltd. (TPD)

- ◆ Japan: Revenue increased year-on-year, with performance trending steadily across all categories.
- ◆ Overseas: Revenue and profit declined year-on-year. However, as *Ultraman* continues to maintain high brand recognition and a solid fan base in the Chinese market, there is no change to its mid-to-long-term growth potential. We will strengthen strategic partnerships with our most trusted licensees.
- <License>
  - Japan: Initiatives related to the *Ultraman* Series 60th Anniversary Project have made steady progress. Moving forward, as the anniversary period moves into full swing, we will accelerate multidimensional exposure through diverse partnerships, aiming to further enhance the added value of *Ultraman*.
  - Overseas: In the Chinese market, licensing revenue declined. However, the imaging and event segment recorded revenue growth, driven by robust performance in streaming distribution and the success of events and new ticketed stage performances in Shanghai.
- <MD (Product Sales)>
  - The *Ultraman Card Game*, which celebrated its first anniversary at the end of October 2025, has made significant progress in global brand recognition and community building through strategic product rollouts and the world championship held on May 9.
- <Imaging and Event Business>
  - Revenue from imaging and event operations was roughly in line with the previous year during the fiscal year, primarily due to increase in audience attendance at the biennial "TSUBURAYA CONVENTION 2025" held in fall and the annual "Ultra Heroes EXPO2025" (held in summer and winter).

\*Figures include consolidated subsidiaries. \*All numbers in Japanese yen.  
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The *Ultraman* series 60th anniversary project consists of medium- to long-term initiatives which will be rolled out over approximately 2 and a half years from July 2025. Linked to initiatives in the various business categories of license, MD (product sales), imaging and events, and games, the commemorative initiatives aim to communicate the worldview and values of the *Ultraman* series in a clearer way. Currently, the new TV series *Ultraman Teo* and the movie *THE ORIGIN OF ULTRAMAN* is scheduled to be released. In addition, a new movie is slated for the future, with the aim of continuously creating buzz. Regarding events, the Company will promote the expansion of physical touchpoints by rolling out large-scale events in various regions, including a nationwide tour of the "ULTRAMAN EXHIBITION -Ultraman Series 60th Anniversary Exhibition-". As described above, this anniversary project seeks to increase touchpoints with fans through integrated measures across the various businesses categories, which will lead to the maximization of the value of the *Ultraman* IP and medium- to long-term growth.



In the fiscal year under review, the Company systematically developed multifaceted measures tailored to the market characteristics of each region to improve its brand value globally.

In the fiscal year ended March 2026, the Company contributed to enhancing the *Ultraman* IP's global brand value through multifaceted initiatives that combine real-world events, content development, and merchandise measures around the globe.

Content and Digital Business Segment  
**Ultraman Series 60th Anniversary Project: Major Initiatives (FY2026)** TSUBURAYA FIELDS HOLDINGS

■ Various initiatives are being steadily rolled out toward "Ultraman Day" on July 10, 2026.


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For *Ultraman Day* held on July 10, 2026, the company is rolling out a series of multifaceted measures in various areas, including video, content, events, MD (product sales), and collaborative projects.

In the fiscal year ending 2027, the company will continue to develop measures that combine a diverse range of merchandise, experiences and content, thereby expanding the exposure of the *Ultraman* IP and enhancing brand value, and further strengthening its fan base both in Japan and overseas.

Content and Digital Business Segment  
**MD (Product Sales): Ultraman Card Game** TSUBURAYA FIELDS HOLDINGS

■ Held World Championship on May 9, 2026; accelerated global community building and brand awareness.

Event	<b>ULTRA LEAGUE SHOP QUALIFIER 2026</b> Aug. – Oct. 2025 • Held at authorized stores nationwide • Top-ranked players from each store qualify for regional preliminaries	<b>ULTRA LEAGUE CHAMPIONSHIP 2026</b> Nov. – Dec. 2025 • Regional preliminaries for the World Championship held in six major cities in Japan (Sapporo, Sendai, Tokyo, Nagoya, Osaka, Fukuoka) and around the world.	<b>ULTRA LEAGUE CHAMPIONSHIP in Japan 2026</b> Jan. – Feb. 2026 • The last competition for players to earn a spot at the world championships held.	<b>ULTRA LEAGUE WORLD CHAMPIONSHIP 2026</b> May 9, 2026 (Ikebukuro, Japan) • Ultraman Card Game's first world championship to be held • First-ever World Champion to be decided among contestants from all over the world.				
Merchandising								

Cards distributed globally: Approx. 137 million (as of the end of April)  
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Since the launch of the *Ultraman Card Game* in 2024, the Company has been promoting the formation of a fan community and the expansion of brand awareness both in Japan and overseas by combining the phased introduction of new products and event-related measures. On the event front, the Company has established a championship system that connects players from competitions at authorized stores nationwide to area preliminary competitions, the Japan Games, and then the world championship. On May 9, 2026, the first world championship was held in Ikebukuro, the "ULTRA LEAGUE WORLD CHAMPIONSHIP 2026," and the first world champion was selected from participants from countries and regions around the world. This further accelerated community formation and brand recognition on a global scale. The Company will steadily expand its fan base through a strategy that links championship events with product release.

Content and Digital Business Segment  
**New TV series commemorating the 60th Anniversary of Ultraman series** TSUBURAYA FIELDS HOLDINGS



**New TV series commemorating the 60th Anniversary of Ultraman series**  
**Ultraman Teo: Global Broadcast and Streaming Launch on July 4, 2026**

In addition to domestic broadcasts on the TV Tokyo Network's six channels, the series is expanding its overseas reach and the languages it supports, driven by the surging popularity of the *Ultraman* series in China and other parts of Asia.


- Simultaneous worldwide broadcast and streaming of multilingual dubbed versions (scheduled for release in local languages of English, Hong Kong, Taiwan, Thailand, Indonesia, Vietnam, Malay, and Hindi)
- Simultaneous distribution with subtitles in 14 languages (distribution websites including YouTube, etc.) (languages scheduled to include English, Korean, Indonesian, Malay, Vietnamese, Tagalog, Spanish, Portuguese, Hindi, Thai, etc.)

Outline of the work	
• Title	: <i>Ultraman Teo</i>
• Production	: Tsuburaya Productions, TV Tokyo, Dentsu
• Domestic broadcasting stations	: TV Tokyo Network's six channels
• Domestic distribution websites	: Tver・Net-mo-Tele-Tokyo・TSUBURAYA IMAGINATION YouTube Ultraman Official Channel, etc.
• Formal HP	: <a href="https://ani.tv/ultraman_teo/">https://ani.tv/ultraman_teo/</a>

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The new TV series, *Ultraman Teo*, is scheduled to launch simultaneously on broadcast and streaming platforms in Japan and overseas from July 4, 2026, as part of the visual media projects celebrating the *Ultraman* series 60th anniversary. In addition to domestic broadcasts in Japan on the TV Tokyo Network's six channels, the series will also be streamed on a variety of platforms, including TVer and the official YouTube channel. As for the overseas market, the Company has significantly expanded its regions and languages for video distribution, against the backdrop of the growing popularity of *Ultraman* in China and other Asian countries. The Company plans to maximize its global reach by distributing the TV series with subtitles in 14 languages in addition to dubbed versions in multiple languages.

Content and Digital Business Segment  
**Ultraman 60th Anniversary Documentaries** TSUBURAYA FIELDS HOLDINGS



**Ultraman 60th Anniversary Documentary**  
**THE ORIGIN OF ULTRAMAN in theaters on Friday, July 3, 2026**

By visualizing the unique philosophy and artfulness that other IP do not have, by interviewing celebrities, we will reaffirm our potential as a IP and increase our recognition, thereby maximizing our brand value.

The film is planned by director Hirokazu Koreeda, known for his work on *Shoplifters*, as well as leading filmmakers and creators in Japan and abroad, including Guillermo del Toro, Hideo Kojima, Hideaki Anno, and Shinji Higuchi, who speak from their own unique perspectives. The film explores the question of what Ultraman is.

Outline of the work	
• Title	: <i>THE ORIGIN OF ULTRAMAN</i>
• Director	: Yutaka Nakamura, Kazuki Yoshida
• Cast	: Guillermo del Toro, Hirokazu Koreeda, Hideo Kojima, Hideaki Anno, Shinji Higuchi, Nicolas Winding Refn, Shannong Tindle, John Aoshima, etc.
• Production	: SlowHand
• Production and copyright	: Tsuburaya Productions
• Distribution	: TOHO NEXT, Tsuburaya Productions

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Next, the documentary movie, *THE ORIGIN OF ULTRAMAN*, is scheduled to be released on July 3, 2026. This work aims to redefine the intrinsic value of the *Ultraman* IP by visualizing its unique philosophy and artfulness that other IP do not have, through interviews with prominent creators. The movie is planned by a renown director and is structured so that leading filmmakers and creators from Japan and abroad can explore the question of what *Ultraman* is from their respective perspectives. As described above, the Company plans to acquire new fans and increase the excitement of existing fans by continuously introducing video content through the release of TV series and movies, which will lead to the maximization of the *Ultraman* IP's brand value.

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Amusement Equipment Business Segment

In the amusement equipment business segment, net sales was ¥159.06 billion, up 29.2% year on year, and operating profit was ¥19.88 billion, up 30.1% year on year. The operating profit margin was 12.5%, an improvement from 12.4% in the previous fiscal year, and the improvement in profitability can be confirmed.

In terms of sales results, pachinko sales were approximately 142,000 units, a significant increase of 54.0% year on year. Pachislot sales also rose 16.9% to approximately 132,000 units, and total unit sales increased 33.6% to approximately 274,000 units. Our market share has also expanded to 18.2%. Regarding market conditions, the pachislot market maintains high utilization following the successful establishment of “Smart Pachislot”, and sales have also remained firm. On the other hand, the pachinko market has shown a slight downward trend due to shifting market conditions, leading to a visible performance gap between the two segments. Under these circumstances, the utilization of leading IP to attract new fans and invigorate the marketplace has become a key issue.

In FIELDS CORPORATION, sales of NEON GENESIS EVANGELION -Memories of the beginning- and several other major IP titles were strong. In addition, our ability to flexibly respond to increased production demand for PB (private brand) pachislot machines released in the previous fiscal year also contributed to the growth in unit sales. Furthermore, Ace Denken has been steadily acquiring new customers by leveraging FIELDS’ strong sales capabilities. As described above, this segment expanded sales by leveraging its leading IP and strengthening its supply structure while adapting to changes in the market environment, thereby serving as a strong driver of the Group’s overall earnings growth.

FY2025 [Amusement Equipment Business Segment]

TSUBURAYA FIELDS HOLDINGS

	FY 2024		FY 2025		YoY change (%)
Net sales	1,230.9	1,590.6			+29.2%
Operating profit	152.7	198.8			+30.1%
(Operating profit margin)	[12.4%]	[12.5%]			

Sales Results

Pachinko sales	92,540 units	142,479 units			+54.0%
Pachislot sales	113,161 units	132,293 units			+16.9%
Total (market share)	205,701 units (8.8%)	274,772 units (18.2%)			+33.6%

\* Figures less than ¥100 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 only affects the name of the reportable segment and has no impact on segment information.  
 \* Market share in unit sales are our estimates.

Market Overview

- The pachislot market maintains high utilization rates following the successful establishment of “Smart Pachislot”, with sales remaining firm. In contrast, the pachinko market has shown a slight downward trend due to shifting market conditions, leading to a visible performance gap between the two segments. Under these circumstances, and considering the investment trends related to the installation of smart PS machines in parlors, key themes include acquiring new fans and revitalizing the market through the utilization of major IPs.

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 PB (Private Brand) pachislot titles sold in the previous fiscal year. As a result, annual unit sales reached approximately 274,000 units, representing a market share of about 18.2% (based on our research).

ACE DENKEN Co., Ltd.

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

FY2025 [Sales Status of Amusement Equipment Business Segment]		TSUBURAYA FIELDS HOLDINGS			
		Q1	Q2	Q3	Q4
Pachinko	e SHIN ULTRAMAN		e INUYASHA 3.0	e BERSERK Musou Chapter 2	e Godzilla vs EVANGELION2 Chōdoku Gold
	e Tokyo Ghoul		P Queen's Blade 4 UNLIMITED-Taraku	e No Game, No Life	P Godzilla vs EVANGELION2 Chōdoku Silver
	P Ultra Strike mecha 232 Super White Mori Nari 2024 ver.		NEON GENESIS EVANGELION PREMIUM MODEL	NEON GENESIS EVANGELION -Memories of the Beginning-	e ULTRAMAN 4500 Super Light
	P DD Hokuro no Ken 3 Hyakutotsubu 39ver.				P Momo Kyun Sword Solugeki 99 ver. Sunopachi 5555 GRIDMAN/MEGA START 159 ver.
	~39,000 units	~29,000 units (cumulative ~69,000 units)	~58,000 units (cumulative ~128,000 units)	~14,000 units (cumulative ~142,000 units)	
Pachislot	L Pachislot MOBILE SUIT GUNDAM SEED		LB Pachislot Evangelion -The Door of Promises-	SMART PACHISLOT Shin Onimusha 3	L Tokyo Ghoul (increased production)
	L ULTRAMAN		L DARLING in the FRANXX	L ZETTAI SHOGEKI II	
	Smart Pachislot Devil May Cry 5 REVENGE TRIBE			L Mushoku Tensei: Jobless Reincarnation	
	L ZETTAI SHOGEKI - PLATONIC HEART				
	L Tokyo Ghoul (increased production)				
	Smart Pachislot MONSTER HUNTER Rise (increased production)				
Smart Pachislot Resident Evil (increased production)					
	~55,000 units	~34,000 units (cumulative ~90,000 units)	~37,000 units (cumulative ~127,000 units)	~4,000 units (cumulative 132,000 units)	
Total	~95,000 units	~64,000 units (cumulative ~159,000 units)	~95,000 units (cumulative ~255,000 units)	~18,000 units (cumulative ~274,000 units)	

In addition to strong sales of multiple models featuring major IP such as *NEON GENESIS EVANGELION - Memories of the beginning-*, the Company responded to increased production demand for *L Tokyo Ghoul* throughout the fiscal year, resulting in total unit sales of approximately 274,000 units.

\* Private brands are shown in blue boxes. Copyright 2026 TSUBURAYA FIELDS HOLDINGS INC. All rights reserved. 16

## TSUBURAYA FIELDS HOLDINGS

## Appendix

Financial Results for the Fiscal Year Ended March 31st, 2026

- Consolidated B/S
- Consolidated C/F

Total assets of the consolidated B/S was ¥103.36 billion, up ¥4.40 billion from the end of the previous fiscal year. Breaking this down, current assets was ¥74.08 billion, an increase of ¥4.24 billion, and non-current assets was ¥29.27 billion, an increase of ¥160 million. For liabilities, current liabilities was ¥24.81 billion, a decrease of ¥1.95 billion, and non-current liabilities was ¥12.35 billion, a decrease of ¥3.57 billion. Total liabilities was ¥37.17 billion, a decrease of ¥5.53 billion from the end of the previous fiscal year. On the other hand, net assets was ¥66.18 billion, an increase of ¥9.93 billion. As a result, the financial base has been further strengthened through the accumulation of shareholders' equity. Regarding consolidated cash flows, net cash provided by operating activities was ¥7.47 billion. Although this represents a decrease of ¥300 million year on year, we continue to maintain stable cash generation. Net cash used in investing activities amounted to ¥2.31 billion, shifting to a net outflow from the ¥1.10 billion inflow recorded in the previous fiscal year. This was primarily due to the acquisition of fixed assets. Net cash used in financing activities was ¥5.19 billion. The scale of expenditures decreased compared to the previous fiscal year, which saw an outflow of ¥13.52 billion. As a result, the cash and cash equivalents at the end of the fiscal year was ¥30.83 billion, which was basically unchanged from the end of the previous fiscal year. As described above, the Company improved its financial soundness in the fiscal year under review by reducing liabilities and accumulating net assets while maintaining stable generation of operating cash.

## FY2025 [Consolidated B/S, Consolidated C/F]

## TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)			
Consolidated B/S	End of Mar. 2025	End of Mar. 2026	YoY change
Current assets	698.4	740.8	+42.4
Non-current assets	291.1	292.7	+1.6
<b>Total assets</b>	<b>989.5</b>	<b>1,033.6</b>	<b>+44.0</b>
Current liabilities	267.7	248.1	(19.5)
Non-current liabilities	159.3	123.5	(35.7)
<b>Total liabilities</b>	<b>427.0</b>	<b>371.7</b>	<b>(55.3)</b>
<b>Total net assets</b>	<b>562.4</b>	<b>661.8</b>	<b>+99.3</b>
<b>Total liabilities and net assets</b>	<b>989.5</b>	<b>1,033.6</b>	<b>+44.0</b>

Consolidated C/F	FY2024	FY2025	YoY change
Cash flows from operating activities	77.7	74.7	(3.0)
Cash flows from investing activities	11.0	(23.1)	(34.1)
Cash flows from financing activities	(135.2)	(51.9)	+83.2
Increase (decrease) in cash and cash equivalents	(46.6)	(0.1)	+46.4
Cash and cash equivalents at beginning of period	348.1	308.5	(39.5)
Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation	7.0	-	(7.0)
Cash and cash equivalents at end of period	308.5	308.3	(0.1)

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