TSUBURAYA FIELDS HOLDINGS

# Financial Presentation

## for the first quarter of the fiscal year ending March 31, 2027

**TSUBURAYA FIELDS HOLDINGS INC.**

**Tokyo Stock Exchange Prime Market**
**Securities code: 2767**

**July 2026**

# Overview of the Q1 FY2026

TSUBURAYA FIELDS HOLDINGS

**Consolidated results**

- Overview: In this first year of the "Group Medium-Term Management Plan FY2026-2028," announced in May 2026, we worked on the steady execution of growth strategies and the further reinforcement of its business foundation. As a result of driving the speedy execution of initiatives across each business, operating performance progressed ahead of the initial plan, successfully establishing a solid foothold toward achieving the Group Medium-Term Management Plan.
- Results: Net sales of ¥43,710 million (down 21.3% YoY), operating profit of ¥6,880 million (down 11.9% YoY).

**Content and digital business segment**

- Overview: At Tsuburaya Productions Co., Ltd., net sales came to ¥2,120 million (up 5.0% YoY) and operating profit was ¥770 million (up 227.7% YoY), driven by solid performance in overseas sales centered on China as well as domestic merchandising licensing.
- Results: Net sales of ¥3,360 million (down 4.9% YoY), operating profit of ¥920 million (up 107.5% YoY).

**Amusement business segment ***

- Overview: At FIELDS CORPORATION, the supply structure for competitive products from partner manufacturers (Layer 2) and in-house developed products (Layer 3) functioned smoothly, built upon the industry's sole sales and distribution platform (Layer 1) backed by strong relationships of trust with major pachinko parlors nationwide.
- Results: Net sales of ¥40,010 million (down 22.6% YoY), operating profit of ¥6,960 million (down 14.9% YoY).

* Renamed from "Amusement Equipment Business" starting in the current fiscal year.

## Q1 FY2026 [Consolidated P/L]

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

| | Q1 FY2025 | Q1 FY2026 | YoY change | Initial plan (May 12th) | Revised plan (Jul. 27th) |
|---|---|---|---|---|---|
| **Net sales** | 555.5 | **437.1** | (118.3) [(21.3)%] | 1,870.0 | **2,053.0** |
| **Gross profit** | 130.1 | **117.5** | (12.6) [(9.7)%] | - | **-** |
| SG&A expenses | 52.0 | **48.7** | (3.3) [(6.5)%] | - | **-** |
| **Operating profit** | 78.0 | **68.8** | (9.2) [(11.9)%] | 190.0 | **225.0** |
| [Operating profit margin] | [14.1%] | [15.7%] | | [10.2%] | **[11.0%]** |
| **Ordinary profit** | 80.0 | **70.7** | (9.2) [(11.6)%] | 191.5 | **226.5** |
| **Profit attributable to owners of parent** | 55.7 | **47.4** | (8.3) [(15.0)%] | 135.0 | **150.0** |

* Figures less than ¥10 million are rounded down.

# Q1 FY2026 [P/L by business segment]

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

| | | Q1 FY2025 | Q1 FY2026 | YoY change | Initial plan (May 12th) | Revised plan (Jul. 27th) |
|---|---|---|---|---|---|---|
| **Content and digital business segment** | **Net sales** | 35.4 | **33.6** | (1.7) [(4.9)%] | 153.0 | **190.0** |
| | **Operating profit** | 4.4 | **9.2** | +4.7 | 30.0 | **45.0** |
| | **[Operating profit margin]** | [12.5%] | [27.3%] | [+107.5%] | [19.6%] | **(23.7%)** |
| **Amusement business segment** | **Net sales** | 517.0 | **400.1** | (116.9) [(22.6)%] | 1,700.0 | **1,850.0** |
| | **Operating profit** | 81.7 | **69.6** | (12.1) | 200.0 | **220.0** |
| | **[Operating profit margin]** | [15.8%] | [17.4%] | [(14.9)%] | [11.8%] | **(11.9%)** |
| Other business segment | Net sales | 4.4 | **4.4** | (0.0) [(1.4)%] | | |
| | Operating profit | (0.0) | **(0.1)** | (0.0) | | |
| Adjusted amount | Net sales | (1.3) | **(1.0)** | +0.3 | | |
| | Operating profit | (8.0) | **(9.9)** | (1.8) | | |

* Figures less than ¥10 million are rounded down.

# Q1 Results by Business Segment

# FY2026 Q1 Results



## Content and digital business segment

(Unit: 100 million yen)

| | | Q1 FY2025 | Q1 FY2026 | YoY change |
|---|---|---|---|---|
| Tsuburaya Productions | Net sales | 20.2 | 21.2 | +5.0% |
| | Operating profit | 2.3 | 7.7 | +227.7% |
| Other Businesses (Digital Frontier, etc.) | Net sales | 15.1 | 12.3 | (18.2)% |
| | Operating profit | 2.0 | 1.4 | (31.2)% |
| Total | Net sales | 35.4 | 33.6 | (4.9)% |
| | Operating profit | 4.4 | 9.2 | +107.5% |

## Results in Tsuburaya Productions

| Results by Region | | Q1 FY2025 | Q1 FY2026 | YoY change |
|---|---|---|---|---|
| Japan | Net sales | 8.1 | **9.0** | +11.6% |
| | Operating profit | (1.8) | **1.5** | - |
| China | Net sales | 9.9 | **10.3** | +3.8% |
| | Operating profit | 7.8 | **8.8** | +12.0% |
| Asia | Net sales | 1.0 | **0.5** | (44.4)% |
| | Operating profit | (1.0) | **(0.6)** | - |
| Others (*1) | Net sales | 0.3 | **0.8** | +117.1% |
| | Operating profit | (0.7) | **(0.2)** | - |
| Global Marketing (*2) | Net sales | 0.7 | **0.4** | (39.8)% |
| | Operating profit | (1.8) | **(1.6)** | - |
| **Total** | Net sales | 20.2 | **21.2** | +5.0% |
| | Operating profit | 2.3 | **7.7** | +227.7% |

## Tsuburaya Productions Co., Ltd. (TPD)

### <Japan>

- Performance remained solid overall across the licensing and imaging and event businesses, resulting in year-on-year increases in both revenue and profit. As part of initiatives aimed at the proactive expansion of the in-house MD business set forth in the Group Medium-Term Management Plan, we promoted collaborations with prominent IP holders, which generated a response far exceeding our initial expectations.

### <Overseas>

- China: Delivered year-on-year growth in both revenue and profit, owing to successful sales initiatives by master licensees, the acquisition of new licensees, and increased licensing revenue from major existing sublicensees.

* Figures less than ¥10 million are rounded down.
(*1) Others: North America & Europe, and other regions
(*2) Global Marketing: Video production expenses, amortization of investments in production committees, etc.

# Tsuburaya Productions Co., Ltd. (TPD)



(Unit: 100 million yen)

| Results by Segment | | Q1 FY2025 | Q1 FY2026 | YoY change |
|---|---|---|---|---|
| License | Net sales | 11.4 | **12.5** | +9.6% |
| | Operating profit | 7.6 | **9.6** | +25.1% |
| MD（in-house merchandise） | Net sales | 2.9 | **1.9** | (34.2)% |
| | Operating profit | (2.0) | **(1.1)** | - |
| Imaging and events | Net sales | 5.1 | **6.3** | +23.6% |
| | Operating profit | (1.4) | **0.9** | - |
| Global marketing | Net sales | 0.7 | **0.4** | (39.8)% |
| | Operating profit | (1.8) | **(1.6)** | - |
| **Total** | Net sales | 20.2 | **21.2** | +5.0% |
| | Operating profit | 2.3 | **7.7** | +227.7% |

## Tsuburaya Productions Co., Ltd. (TPD)

### <Licensing>

- Domestic market: As a result of advancing sales reforms in the licensing business under the Medium-Term Management Plan, deeper engagement with existing customers and the acquisition of new customers paid off, delivering higher revenue and profit that surpassed the same period of the previous fiscal year.
- Chinese market: We further strengthened our strategic partnership with the master licensee. Strong sales of new products in core categories resulted in higher revenue and profit that surpassed the same period of the previous fiscal year.

### <Imaging and events>

- Amid our proactive push to expand live events, an increase in the number of events held drove higher revenue and profit, surpassing the same period of the previous fiscal year.

# Tsuburaya Productions: China Business

TSUBURAYA FIELDS HOLDINGS

## Revenue Breakdown in China Business

(Unit: million yen)

| | Q1 FY2025 | Q1 FY2026 | YoY change |
|---|---|---|---|
| Toys and hobbies | 337 | **505** | +49.7% |
| Lifestyles | 247 | **250** | +1.1% |
| Publishing | 7 | **7** | (4.3)% |
| FMCG | 94 | **0** | (99.4)% |
| Card games | 90 | **8** | (90.5)% |
| Others (game, advertisement, etc.) | 60 | **74** | +23.3% |
| Subtotal | 839 | **847** | +1.0% |
| Elimination of other companies' revenue etc. | 6 | **(29)** | - |
| **Total in license** | 845 | **818** | (3.1)% |
| **Total in MD (in-house merchandise)** | 0 | **6** | - |
| **Total in imaging and events** | 154 | **212** | +37.9% |
| **Total in China** | 999 | **1,037** | +3.8% |

## Licensing Revenue in China

Performance is on a recovery track, centered on toys and hobbies (block-toys).

**License**

- Toys and hobbies: Strong sales of new building block products from key sub-licensees led to a substantial 49.7% YoY revenue increase, driving overall performance recovery.
- New licensees acquisition: Acquisition of new licensees in toys and hobbies and lifestyles (kids' apparel, etc.) remained on track.
- Promotions: Strategic SNS promotions and buzz-building initiatives succeeded in supporting sales growth.

**Imaging and events**

- Contributed by media content revenues from major digital content companies.

# FY2026 Q1 Results



(Unit: 100 million yen)

| | Q1 FY2025 | Q1 FY2026 | YoY change |
|---|---|---|---|
| **Net sales** | 517.0 | **400.1** | (22.6)% |
| **Operating profit** | 81.7 | **69.6** | (14.9)% |

Sales results

| | | | |
|---|---|---|---|
| Pachinko sales | 39,000 units | **42,000 units** | +7.1% |
| Pachislot sales | 55,000 units | **25,000 units** | (55.0)% |
| Total | 95,000 units | **67,000 units** | (29.1)% |

* Figures less than ¥10 million are rounded down.

* Figures less than thousand units are rounded down.

## FIELDS CORPORATION

- Unit sales reached approximately 67,000 units (down 29.1% YoY), supported by sales of several major IP titles and meeting additional production demand for *L Tokyo Ghoul*, which maintains strong market popularity.
- Although both the number of titles sold and unit sales declined compared with the same period of the previous fiscal year—which had a concentration of major launches and re-orders—operating profit progressed strongly at approximately 35% against the full-year plan.

# Q1 FY2026 [Sales Results]

TSUBURAYA FIELDS HOLDINGS

| | Q1 |
|---|---|
| Pachinko | ***P Ultraman Mebius Dekaheso319*** |
| | ***e Resident Evil6*** |
| | ***e Tokyo Ghoul Chōdeka Chō Ichigeki ver.*** |
| | *e Tokyo Ghoul* (Continued sales from the previous fiscal year) |
| | *NEON GENESIS EVANGELION -Memories of the beginning-* (Continued sales from the previous fiscal year) |
| | *e Revelation of school HIGHSCHOOL OF THE DEAD 3* |
| | *P Queen's Blade Naraku: Nanael 79 ver.* |
| | *e INUYASHA 3.0 Oiri Amadigi SPEC* |
| | **42,000 units** |
| Pachislot | ***Ｌ Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE*** |
| | *Ｌ Tokyo Ghoul* (Continued sales from the previous fiscal year) |
| | **25,000 units** |
| total | **67,000 units** |

* Private brands are shown in blue boxes.



**Pachinko**

*P Ultraman Mebius Dekaheso319*


*e Resident Evil6*

*e Tokyo Ghoul Chōdeka Chō Ichigeki ver.*

increased production

*e Tokyo Ghoul*

*NEON GENESIS EVANGELION -Memories of the beginning-*

**Pachislot**

*Ｌ Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE*

increased production

*Ｌ Tokyo Ghoul*

# Main Sales Titles from Q2 FY2026

TSUBURAYA FIELDS HOLDINGS

| | Q2 | Q3 |
|---|---|---|
| Pachinko | *e Mushoku Tensei: Jobless Reincarnation*<br>*e EDENS ZERO ~Ultimate LT~*<br>*P Haruichiban: Ama-Deji* | *e Assault Lily*<br>*SMART-PACHINKO GANTZ*<br>*NEON GENESIS EVANGELION -319 RED-*<br>*e SHIN ULTRAMAN 79ver.* |
| Pachislot | *L ULTRAMAN The Final Showdown*<br>*Smart Pachislot STREET FIGHTER 6* | *Smart Pachislot Monster Hunter Rise: Sunbreak*<br>*L Pachislot Godzilla vs EVANGELION 2* |
| total | | |

* Private brands are shown in blue boxes.



<Q2>

**Pachinko**

*e Mushoku Tensei: Jobless Reincarnation*

*e EDENS ZERO ~Ultimate LT~*

**Pachislot**

*L ULTRAMAN The Final Showdown*

*Smart Pachislot STREET FIGHTER 6*

<Q3 onwards>

**Pachinko**

*e Assault Lily*

*NEON GENESIS EVANGELION -319 RED-*

*SMART-PACHINKO GANTZ*

**Pachislot**

*Smart Pachislot Monster Hunter Rise: Sunbreak*

*L Pachislot Godzilla vs. Evangelion 2*

# Upward Revisions to Full-Year Earnings Forecasts and the Group Medium-Term Management Plan

# FY2027 Full-Year Financial Forecast

TSUBURAYA FIELDS HOLDINGS

■ Recent operating performance across each business segment progressed steadily, and results are expected to exceed initial forecasts.

(Unit: 100 million yen)

| | Q1 FY2025 (A) | FY2026 | | | |
|---|---|---|---|---|---|
| | | Initial plan (B) (May 12th) | Revised plan (C) (Jul. 27th) | Change vs. Initial Forecast (C/B) | YoY change (C/A) |
| **Consolidated Net Sales** | 1,741.4 | 1,870.0 | **2,053.0** | +9.8% | +17.9% |
| **Content and digital business segment** | 138.7 | 153.0 | **190.0** | +24.2% | +36.9% |
| **Amusement business segment** | 1,590.6 | 1,700.0 | **1,850.0** | +8.8% | +16.3% |
| Other business segment &Adjusted amount | 11.9 | 15.0 | **13.0** | (13.3)% | +8.6% |
| **Consolidated Operating Income** | 174.5 | 190.0 | **225.0** | +18.4% | +28.9% |
| **Content and digital business segment** | 9.3 | 30.0 | **45.0** | +50.0% | +381.4% |
| **Amusement business segment** | 198.8 | 200.0 | **220.0** | +10.0% | +10.7% |
| Other business segment &Adjusted amount | (33.6) | (40.0) | **(40.0)** | - | - |
| **Ordinary profit** | 177.5 | 191.5 | **226.5** | +18.3% | +27.6% |
| **Profit attributable to owners of parent** | 130.5 | 135.0 | **150.0** | +11.1% | +14.9% |

* Figures less than ¥10 million are rounded down.

# Reasons for Revisions to Earnings Forecast for FY2026

## Content and digital business segment

- Structural reforms launched late last fiscal year are steadily taking hold across all business areas. In Japan, the MD and licensing businesses progressed strongly and advertising revenue beat initial expectations, while the Chinese market is on a recovery trend. Going forward, we will pursue sustainable earnings growth by steadily executing each key initiative of the Group Medium-Term Management Plan.

## Amusement business segment

- Products scheduled for delivery in the cumulative second quarter have already sold out, and orders for main titles scheduled for delivery in the third quarter are progressing extremely strongly. This reflects not a one-off hit but a structural improvement in profitability, driven by the combined strength of the Group’s established assets: a robust sales network and strong trust with pachinko parlors, superior product procurement and proposal capabilities, and in-house development capabilities.

# Results of structural reforms are steadily taking effect across all business areas

| Domestic MD | Licensing | Advertising revenue | Chinese market |
|---|---|---|---|
| Performing strongly | Performing strongly | Progress exceeding initial expectations | On a recovery trend |

**Structural Reforms** | **Initiatives implemented since the end of the previous fiscal year have driven improvements across business areas**

**Steadily executing key initiatives of the Group Medium-Term Management Plan**

**Sustainable earnings expansion**

# Reasons for Upward Revisions to Earnings Forecast for FY2026

TSUBURAYA FIELDS HOLDINGS

- Titles scheduled for delivery in the cumulative second quarter have already sold out, and orders for main titles scheduled for delivery in the third quarter are progressing extremely strongly.
- This is not due to a one-off factor driven by strong sales of a single title, but rather a structural improvement in profitability resulting from the combined strengths we have built: our robust sales network and trust with pachinko parlors, superior product procurement and proposal capabilities, and in-house development capabilities.

## Reasons for Upward Revision (Operating profit results and forecast)

| FY | Q1 | Q2 | Q3 | Q4 | Total |
|---|---|---|---|---|---|
| **FY 2025 Result** | ¥8.17 billion | ¥6.49 billion | ¥5.48 billion | ¥(0.27) billion | **¥19.88 billion** |
| **FY2026 Result & Forecast** | **Titles scheduled for delivery in the cumulative second quarter are already sold out<br>+<br>Strong sales of the Tokyo Ghoul series<br>Continued sales of Evangelion 17 from the previous fiscal year** | | **Order intake for main titles scheduled for delivery is progressing extremely strongly** | **Plan to introduce main titles** | **Previous forecast**<br>¥20.00 billion |
| | Result<br>**¥6.98 billion** | Forecast<br>**Progress exceeding expectations** | Forecast<br>**Progress favorably** | Forecast<br>**Expected to remain solid** | **Revised forecast**<br>**¥22.00 billion** |

**Progress exceeding expectations**

## Revisions of Group Medium-Term Management Plan (FY2026-2028)

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

| | FY2025 (Results) | Group Medium-Term Management Plan (FY2026-2028) | | | | | |
|---|---|---|---|---|---|---|---|
| | | FY2026 | | FY2027 | | FY2028 | |
| | | Initial plan | Revised plan | Initial plan | Revised plan | Initial plan | Revised plan |
| **Net sales** | **1,741.4** | 1,870.0 | **2,053.0** | 1,930.0 | **2,153.0** | 2,020.0 | **2,303.0** |
| **Content and digital business segment** | 138.7 | 153.0 | **190.0** | 205.0 | **240.0** | 240.0 | **290.0** |
| **Amusement business segment** | 1,590.6 | 1,700.0 | **1,850.0** | 1,710.0 | **1,900.0** | 1,760.0 | **2,000.0** |
| Other business segment &Adjusted amount | 11.9 | 15.0 | **13.0** | 15.0 | **13.0** | 15.0 | **13.0** |
| **Operating profit** | **174.5** | 190.0 | **225.0** | 217.0 | **255.0** | 250.0 | **285.0** |
| **Content and digital business segment** | 9.3 | 30.0 | **45.0** | 37.0 | **55.0** | 50.0 | **65.0** |
| **Amusement business segment** | 198.8 | 200.0 | **220.0** | 220.0 | **240.0** | 240.0 | **260.0** |
| Other business segment &Adjusted amount | (33.6) | (40.0) | **(40.0)** | (40.0) | **(40.0)** | (40.0) | **(40.0)** |
| **Ordinary profit** | **177.5** | 191.5 | **226.5** | 218.5 | **256.5** | 251.5 | **286.5** |
| **Profit attributable to owners of parent** | **130.5** | 135.0 | **150.0** | 138.0 | **160.0** | 155.0 | **180.0** |

* Figures less than ¥10 million are rounded down.

# "10 Initiatives" to achieve the Medium-Term Management Plan

TSUBURAYA FIELDS HOLDINGS

■ Driving 10 initiatives built on the dual pillars of "Monetization" and "Value Creation" to achieve the Medium-Term Management Plan.

## 1 Monetization of IP Potential

### Strengthening of licensing business

**Initiative 1**
Implementation of sales reforms

**Initiative 2**
Strengthening partner relations

### Development of in-house merchandise

**Initiative 3**
Development of in-house merchandise

**Initiative 4**
Establishment of AI supply chain

**Initiative 5**
Upgrading business processes through AI utilization

## 2 Strengthening and Expansion of IP Value

### Development of products that generate buzz

**Initiative 6**
Developing a continuous storyline

**Initiative 7**
Strengthening video content deployment

### Expansion of daily touchpoints

**Initiative 8**
Strengthening digital marketing

**Initiative 9**
Deployment of live events

**Initiative 10**
Planning and development of IP reboots and collaborations

* P13 (Overall: We Will Proceed With "10 Initiatives" to Achieve Our Targets Over the Next 3 Years) of "Group Medium-Term Management Plan Fiscal Year 2026-2028"

# Progress of Initiatives for Achieving the Medium-Term Plan (1)



## 1 Monetization of IP Potential

**Strengthening of licensing business**

**Development of in-house merchandise**

**Initiative 1**
**Implementation of sales reforms**

**Initiative 3**
**Development of in-house merchandise**

**Initiative 2**
**Strengthening partner relations**

**Initiative 4**
**Establishment of AI supply chain**

**Initiative 5**
**Upgrading business processes through AI utilization**

## Strengthening of licensing business

### Implementation of sales reforms

- Shift to account-based sales: Focus on key clients/categories with year-round, large-scale proposals.
- Composite proposals for major clients: Move beyond single ad or character deals by combining media, in-house MD, events, digital rollouts, and employee initiatives to increase unit price per account and contract continuity.

### Strengthening partner relations

- Further strengthening collaboration with the master licensee in China
- While the trading card market has peaked amid an overall market slowdown, other product categories are showing signs of recovery
- Enhancing social media-driven digital marketing and expanding high-margin proprietary MD products

## Development of in-house merchandise

### Development of in-house merchandise

- New profit pillar: Grow in-house MD to drive domestic business expansion.
- Store rollouts & data usage: Launched in-house MD target for Gen Z (Harajuku store opened in Jul; 10 stores targeted this FY).
  → Analyze purchase and customer data from stores to enhance licensing proposals and growth.

# Progress of Initiatives for Achieving the Medium-Term Plan (2)



## 2 Strengthening and Expansion of IP Value

| Development of products that generate buzz | Expansion of daily touchpoints |
|---|---|
| Initiative 6<br>Developing a continuous storyline | Initiative 8<br>Strengthening digital marketing |
| Initiative 7<br>Strengthening video content deployment | Initiative 9<br>Deployment of live events |
| Initiative 10<br>Planning and development of IP reboots and collaborations | |

## Development of products that generate buzz &Expansion of daily touchpoints

**Strengthening digital marketing**

- Drive engagement & buzz: Leverage original SNS content and influencer and Vtuber partnerships for store launches (e.g., ULTRA MART TOKYO).

**Deployment of live events**

- Steady progress in collaborations with major partners to reboot IP value.
- Further expansion of fan touchpoints driven by steady growth in attendance.
- Synergistic growth: Boost overall brand awareness to fuel licensing and in-house MD businesses.

**Planning and development of IP reboots and collaborations**

- Prominent IP collaborations: Roll out major cross-IP projects (starting with mofusand x ULTRAMAN) to expand into new fan demographics.

# Growth-Driving Initiatives for the Amusement Business



**As a one-of-a-kind distributor in the industry, FIELDS CORPORATION provides comprehensive operational proposals—including sales consulting, capital investments, and promotions—to support store operations.**

### 01 Sales consulting

Providing comprehensive support to all stores through consulting, information sharing, and strategic advice.

### 02 Sales of Partner Manufacturers' Products

Proposing IP to partner manufacturers to supply high-performing machines to the nationwide market.

### 03 Sales of In-House Products

Expanding investments in IP, human resources, and development capability to supply high-value in-house products across the nationwide market and drive profitability

### 04 Parlor Space Production

Supporting pachinko parlors in multiple areas through ACE DENKEN's parlor production proposals.

### 05 Promotions

Delivering diverse proposals not only in machine sales and parlor space production, but also in promotions.

### 06 Sales of IP-Related Products

Developing IP products including Tokyo Ghoul and Evangelion, enhancing IP value while driving customer traffic to pachinko parlors.

# Capital Allocation

## Distribution of Special Dividend (Ultraman series 60th Anniversary Special Dividend)



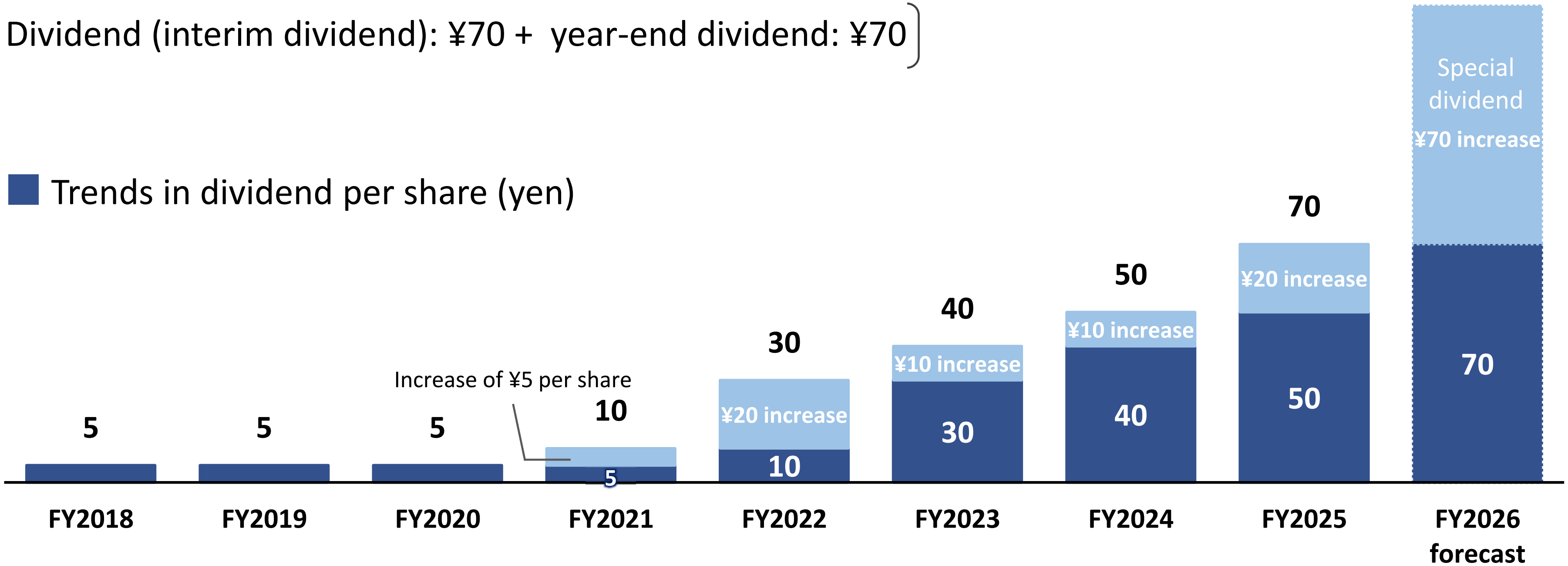
■ Execute the largest special dividend since our founding as an interim dividend. The framework will be transitioned into a regular interim dividend from the next fiscal year onward.

**Distribution of Special Dividend (interim dividend): ¥70**

FY2027 Annual dividend forecast: ¥70 → ¥140

(Special Dividend (interim dividend): ¥70 + year-end dividend: ¥70)

■ Trends in dividend per share (yen)



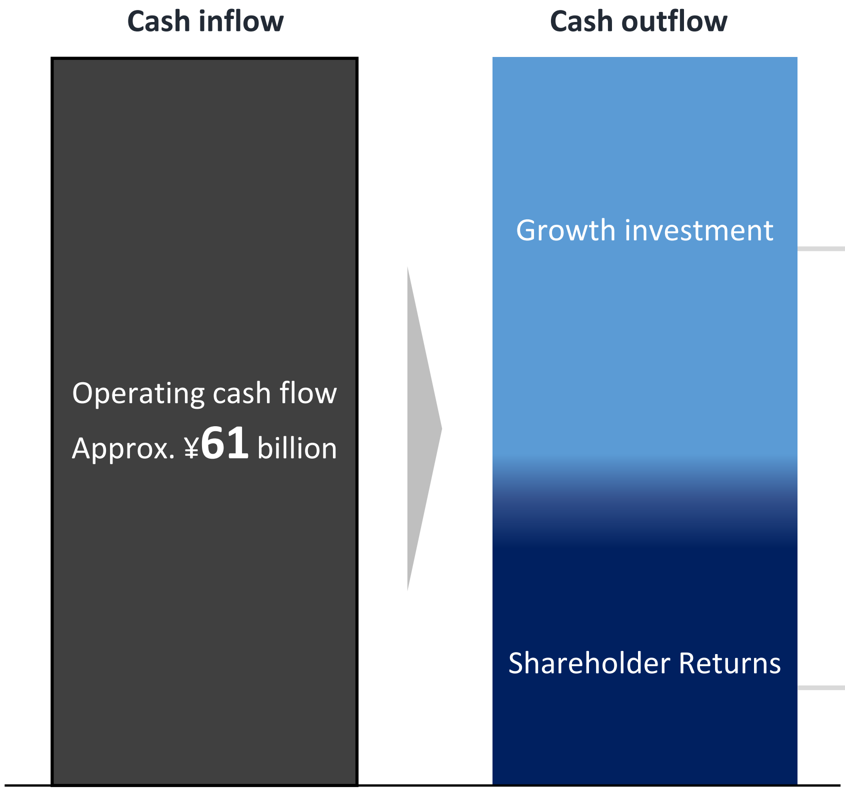

| Profit (billion yen) | (0.61) | 0.49 | (3.45) | 2.47 | 8.22 | 11.69 | 11.15 | 13.05 | 15.00 |
|---|---|---|---|---|---|---|---|---|---|

* The Company executed a 2-for-1 stock split of its common stock on March 22, 2023. Dividend per share for the fiscal year ended March 31, 2022 and prior is calculated on a post-split basis.

# Capital Allocation

■ Cash flow generated from steady profit growth in the Amusement Segment will be allocated to significantly enhancing shareholder returns and investing in IP Business growth.

**FY2026-2028**




**Capital Allocation Policies**

Investments to strengthen capabilities

**(1) Strengthen IP Business Earning Power (Core Investments)**
Expand Sales Channels (Direct Stores/e-commerce)
Merchandise Product Planning and Development
Digital Content

**(2) Upgrade the IP Business Platform (Capabilities/Infrastructure)**
AI/Digital Investment
Merchandise Supply Chain Establishment
Digital Marketing Capability Development
Human Capital Investment

Shareholder Returns

**Continue Expanding Shareholder Returns through Profit Growth**

# Appendix

# Q1 FY2026 [Consolidated B/S]

TSUBURAYA FIELDS HOLDINGS

(Unit: 100 million yen)

| Consolidated B/S | End of Mar. 2026 | End of Jun. 2026 | YoY change |
|---|---|---|---|
| Current assets | 740.8 | 815.7 | +74.8 |
| Non-current assets | 292.7 | 288.6 | (4.1) |
| **Total assets** | 1,033.6 | 1,104.3 | +70.7 |
| Current liabilities | 248.1 | 317.8 | +69.7 |
| Non-current liabilities | 123.5 | 120.7 | (2.8) |
| **Total liabilities** | 371.7 | 438.6 | +66.8 |
| **Total net assets** | 661.8 | 665.7 | +3.8 |
| **Total liabilities and net assets** | 1,033.6 | 1,104.3 | +70.7 |

* 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.