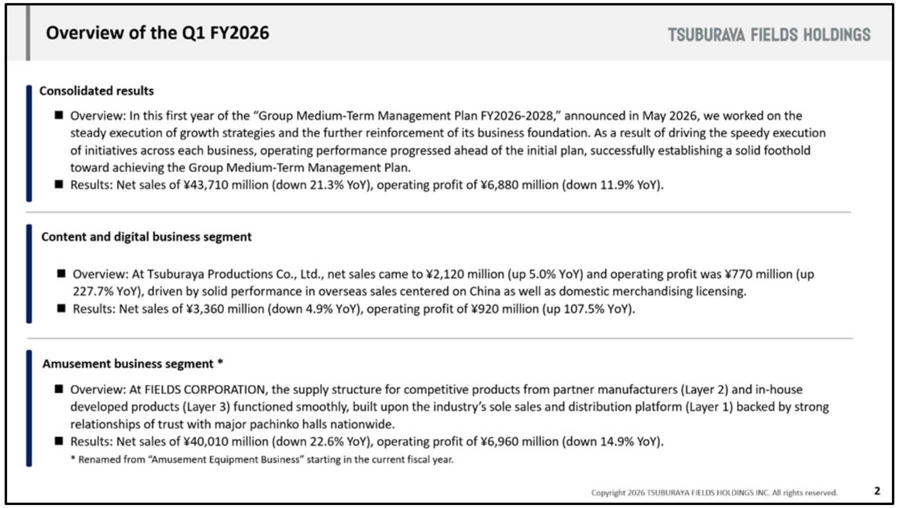
*Note: This document consists of selected slides from the presentation used for the earnings call.



For consolidated financial results in the first quarter, as the initial year of the "Group Medium-Term Management Plan FY2026-2028" announced in May 2026, we drove the steady execution of growth strategies and the further reinforcement of our business foundation. As a result of swiftly promoting key initiatives across each business line, performance progressed ahead of the initial plan, enabling us to build a solid foundation toward achieving our Group Medium-Term Management Plan.

Consolidated performance recorded net sales of ¥43,710 million (down 21.3% YoY) and operating profit of ¥6,880 million (down 11.9% YoY).

In the contents and digital business segment, core subsidiary Tsuburaya Productions Co., Ltd. saw strong performance driven by overseas sales—primarily in China—and domestic merchandising licenses. Consequently, Tsuburaya Productions on a stand-alone basis achieved substantial profit growth, posting net sales of ¥2,120 million (up 5.0% YoY) and operating profit of ¥770 million (up 227.7% YoY). Total performance for this segment was net sales of ¥3,360 million (down 4.9% YoY) and operating profit of ¥920 million (up 107.5% YoY).

In the amusement business segment (renamed from the former "Amusement Equipment Business" starting this period), FIELDS CORPORATION leveraged its foundation as the industry's sole sales and distribution platform backed by strong, trusted relationships with pachinko halls nationwide (Layer 1). Based on this, the supply structure for promising products from partner manufacturers (Layer 2) and in-house developed products (Layer 3) operated smoothly. Performance for this segment resulted in net sales of ¥40,010 million (down 22.6% YoY) and operating profit of ¥6,960 million (down 14.9% YoY).

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.

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For consolidated financial results in the first quarter, gross profit reached ¥11,750 million against net sales of ¥43,710 million. By keeping selling, general and administrative (SG&A) expenses to ¥4,870 million, the operating margin improved from 14.1% in the same period of the previous fiscal year to 15.7%. Ordinary profit was ¥7,070 million and profit attributable to owners of parent for the quarter stood at ¥4,740 million. Based on this favorable progress, on July 27, we revised our full-year earnings forecasts upward to net sales of ¥205,300 million and operating profit of ¥22,500 million.

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.

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These are the performance details by business segment. In the contents and digital business, net sales reached ¥3,360 million (down 4.9% YoY), while operating profit stood at ¥920 million (up 107.5% YoY), representing more than double the profit compared to the same period of the previous fiscal year. The amusement business recorded net sales of ¥40,010 million (down 22.6% YoY) and operating profit of ¥6,960 million (down 14.9% YoY), showing steady progress toward the revised full-year operating profit forecast of ¥22,000 million.

Content and Digital Business Segment

FY2026 Q1 Results

TSUBURAYA FIELDS HOLDINGS

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.

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Looking at overall performance for Tsuburaya Productions, the core of the contents and digital business, domestic licensing and video content performed steadily, while collaborations with major IP generated a stronger response than expected. Oversea initiatives—primarily centered on China—also proved successful. Consequently, Tsuburaya Productions on a stand-alone basis drove segment profit growth, recording net sales of ¥2,120 million (up 5.0% YoY) and operating profit of ¥770 million (up 227.7% YoY).

By region, Tsuburaya Productions saw strong growth in its key markets, with domestic net sales reaching ¥900 million (up 11.6% YoY) and net sales in China reaching ¥1,030 million (up 3.8% YoY). Although sales in other Asian markets fell below the previous year's levels, robust performance in Japan and China offset this shortfall, directly contributing to Tsuburaya Productions' overall performance of ¥2,120 million in net sales and significant profit growth with ¥770 million in operating profit.

Tsuburaya Productions Co., Ltd. (TPD)

TSUBURAYA FIELDS HOLDINGS

(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.

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Looking at performance by segment for Tsuburaya Productions, sales transformation initiatives aimed at deepening relationships with existing clients and acquiring new accounts proved successful. As a result, licensing sales expanded to ¥1,250 million (up 9.6% YoY) with an operating profit of ¥960 million. Although merchandising (MD) sales declined, Imaging and events sales grew to ¥630 million (up 23.6% YoY) due to the proactive rollout of live events and other initiatives, contributing to overall growth in both revenue and profit.

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.

This is the breakdown of sales in the Chinese market. Strong sales of new building block toys from major sub-licensees drove a rapid recovery in the toys and hobbies category, with sales reaching ¥505 million (up 49.7% YoY). Additionally, driven by active social media utilization, the acquisition of new accounts in kids' apparel, and revenue contributions from video content provided to major corporations, sales in imaging and events grew to ¥212 million. As a result, total sales in China reached ¥1,037 million (up 3.8% YoY).

Amusement Business Segment

FY2026 Q1 Results

TSUBURAYA FIELDS HOLDINGS

(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

	Q1 FY2025	Q1 FY2026	YoY change
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.
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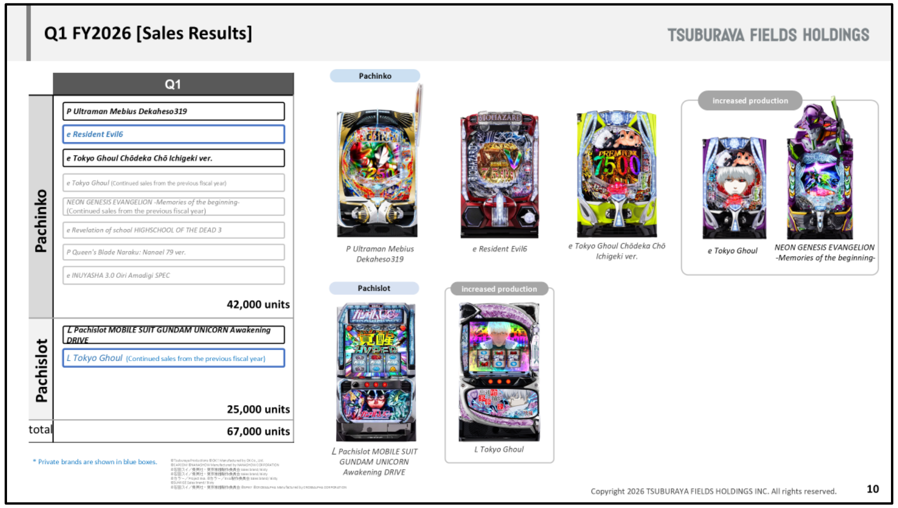
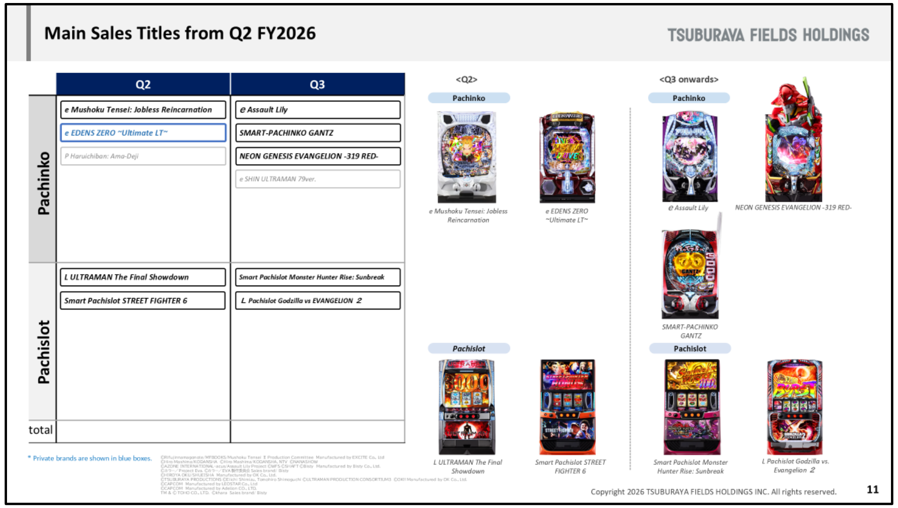
FIELDS CORPORATION

- 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.

These are the sales results for the amusement business. In the first quarter, total sales volume reached 67,000 units (down 29.1% YoY), comprising 42,000 pachinko machines and 25,000 pachislot machines. While unit sales decreased compared to the same period of the previous fiscal year—which benefited from a concentration of multiple model launches and production increases—performance is progressing smoothly. By meeting additional production demand for the highly popular *L Tokyo Ghoul*, the progress rate against the initial full-year operating profit forecast reached approximately 35%.



Key pachinko machine titles sold during Q1 included *P Ultraman Mebius Dekaheso319*, *e Resident Evil6*, and *e Tokyo Ghoul Chōdeka Chō Ichigeki ver.*. In the pachislot segment, we launched *L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE* into the market. Furthermore, meeting additional production demand for the highly acclaimed *L Tokyo Ghoul* and continuing sales of titles such as *e Tokyo Ghoul* and *e NEON GENESIS EVANGELION -Memories of the beginning-* contributed to securing stable revenues and maintaining market share.



From the second quarter onward, we plan to sequentially introduce new pachinko titles leveraging prominent IP into the market, including *e Mushoku Tensei: Jobless Reincarnation*, *e EDENS ZERO ~Ultimate LT~*, *e Assault Lily*, and *SMART-PACHINKO GANTZ*. In the pachislot segment as well, we aim to revitalize the market with a robust lineup, launching titles such as *Smart Pachislot STREET FIGHTER 6*, *Smart Pachislot Monster Hunter Rise: Sunbreak*, and *L Pachislot Godzilla vs. EVANGELION 2*.

FY2026 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.

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Driven by strong performance across all business segments, results are expected to exceed initial plans, leading us to raise our full-year guidance. The revised plans stand at net sales of ¥205,300 million, consolidated operating profit of ¥22,500 million, ordinary profit of ¥22,650 million, and profit attributable to owners of parent of ¥15,000 million. By segment, consolidated operating profit forecasts were revised upward by 50.0% for the contents and digital business and 10.0% for the amusement business compared to initial plans.

Reasons for Revisions to Earnings Forecast for FY2026

TSUBURAYA FIELDS HOLDINGS

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.

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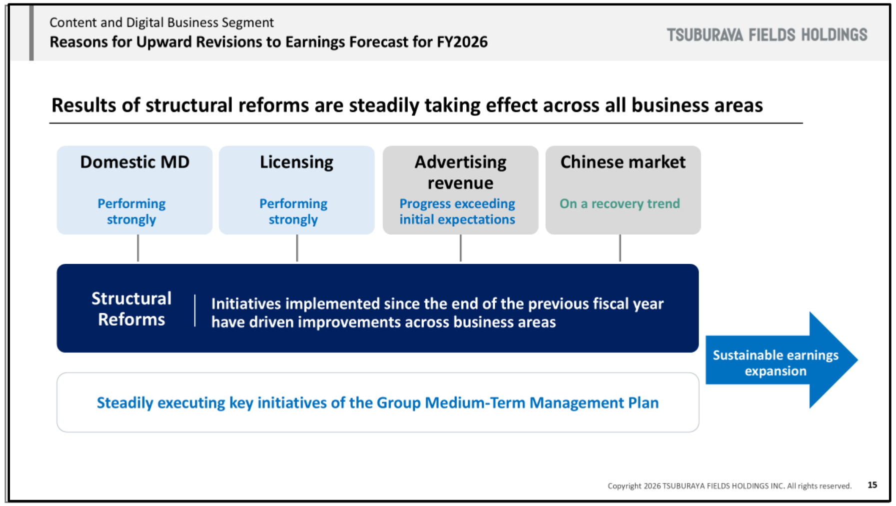
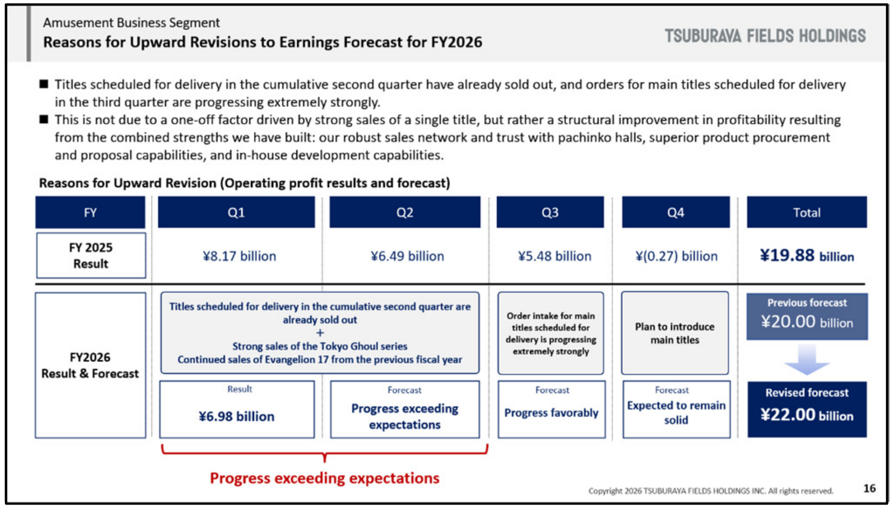
In the contents and digital business, the benefits of structural reforms launched at the end of the last fiscal year are steadily materializing. Domestic merchandising (MD) and licensing businesses, as well as advertising revenues, performed strongly, while the Chinese market is also on a recovery trend. Furthermore, in the amusement business, machine models scheduled for delivery in the second quarter have already sold out, and orders for main titles in the third quarter remain exceptionally strong. These achievements are driven not by temporary factors, but by a structural enhancement in profitability anchored by our robust sales network and R&D capabilities. Based on these developments, we have revised our full-year earnings forecast upward.



In the contents and digital business, the benefits of structural reforms initiated at the end of the previous fiscal year are spreading across various business areas. Specifically, both domestic merchandising (MD) and licensing businesses are performing strongly. Additionally, advertising revenues are progressing ahead of expectations, and the Chinese market remains on a recovery trend, giving us firm confidence in achieving sustainable full-year earnings growth.



In the amusement business, the upward revision is backed by machine models scheduled for Q2 delivery being completely sold out and exceptionally strong order momentum for key titles in Q3. This outcome is not driven by temporary hits, but rather reflects a structural improvement in profitability resulting from the combined strength of our robust sales network, trusted relationships with pachinko halls, superior product procurement and proposal capabilities, and in-house development capabilities.

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.

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Reflecting the upside performance in the initial fiscal year, we raised our financial targets for the final fiscal year ending March 31, 2029 (FY2028) to net sales of ¥230,300 million and operating profit of ¥ 28,500 million. By segment, we target operating profit of ¥6,500 million in the content and digital business and ¥26,000 million in the amusement business, pursuing sustainable growth in overall Group performance.

Content and Digital Business Segment

"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"

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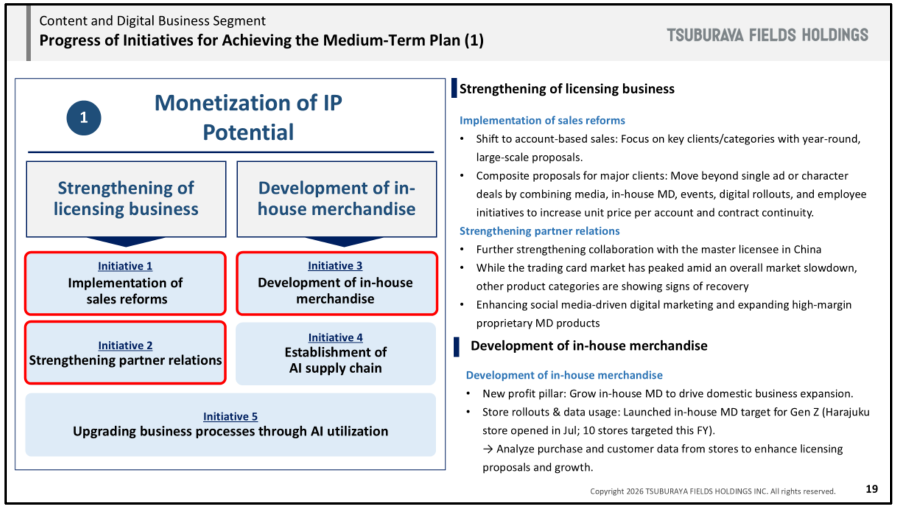
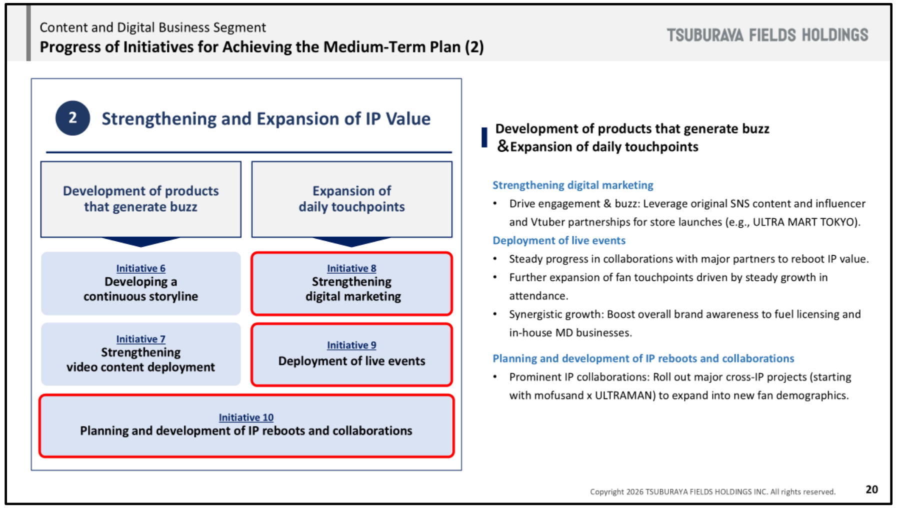
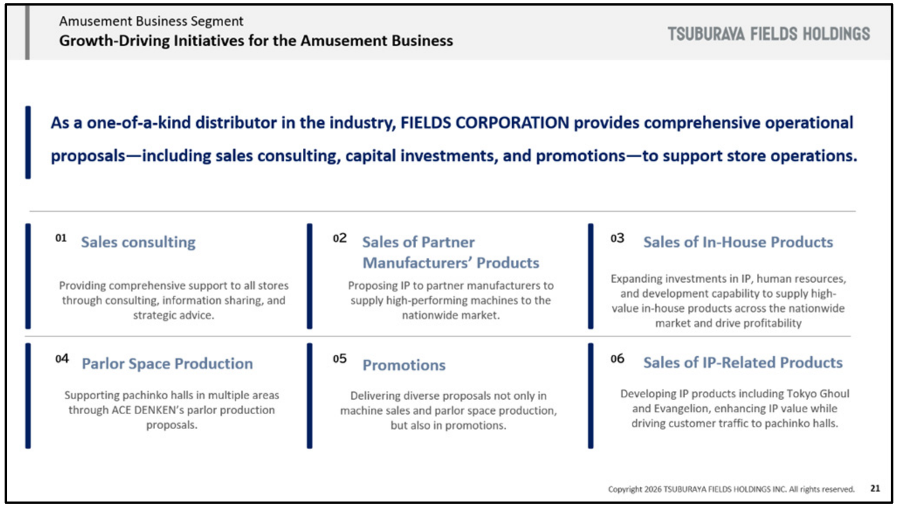
These are the "10 Initiatives" to achieve the content and digital business goals announced in the Group Medium-Term Management Plan (May 2026). To achieve monetization of IP potential, we are implementing sales reforms and developing in-house merchandise (MD). Simultaneously, to strengthen and expand IP value, we are developing a continuous storyline, live events and collaborative projects. By effectively operating these dual pillars, we will ensure the achievement of our revised upward targets over the three-year period.



In sales reform, we are transitioning from a traditional deal-by-deal model to an account-based sales organization that focuses on key clients and strategic categories. This shift allows us to move beyond single advertising or character deals to deliver comprehensive, year-round proposals combining media, in-house MD, events, digital rollouts, and employee initiatives, thereby increasing unit price per account and contract continuity. To strengthen partner relations, we have strengthened our collaboration with the master licensee in China, leading to a steady recovery in performance led by building block toys. Furthermore, as a new revenue driver, we launched our full-scale in-house MD business targeting Gen Z. In July, we opened a directly managed flagship store, ULTRA MART TOKYO, in Harajuku, with a target to open 10 stores within the current fiscal year. By accumulating and analyzing purchasing data, customer demographics, and product sell-through rates gathered here, we plan to refine our product offerings and further expand our licensing business.

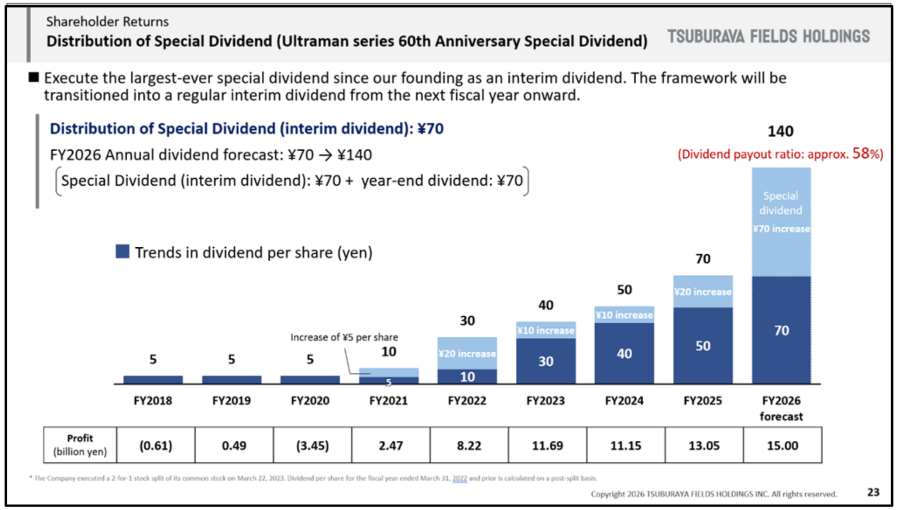


Regarding progress in strengthening and expansion of IP value, as part of our digital marketing enhancement initiatives, we are actively generating buzz by leveraging original SNS content and collaborating with influencers and VTubers for the flagship store launches. In live events, we are expanding everyday fan touchpoints through a steady increase in attendance. Collaborations with various major partners are also progressing smoothly. By continuously enhancing awareness and popularity of *Ultraman*, we are steadily creating synergies for both our licensing and in-house merchandising (MD) businesses. Furthermore, as part of our IP reboots and collaborative project developments, starting with the mofusand × ULTRAMAN collaboration, we are sequentially announcing partnerships with major IP. Through these efforts, we aim to attract new fanbases beyond traditional demographics and drive further enhancement of IP value.



As a one-of-a-kind distributor in the industry, we go beyond simple machine sales to deliver comprehensive operational proposals that support parlor operations, including sales consulting, capital investment, and promotions to support store operations.

While offering comprehensive support to all parlors through consulting, information sharing, and advisory services, we also provide parlor space design and engineering solutions through ACE DENKEN Co., Ltd. Regarding product supply, we offer compelling IP proposals to partner manufacturers to bring high-performing machines to the nationwide market. At the same time, we are increasing our investments in IP, talent, and R&D resources to supply high-value in-house products, thereby enhancing our own profitability. Furthermore, by expanding our lineup of products tied to major IP such as *Tokyo Ghoul* and *Evangelion*, we aim to elevate IP value and drive customer traffic to pachinko halls.

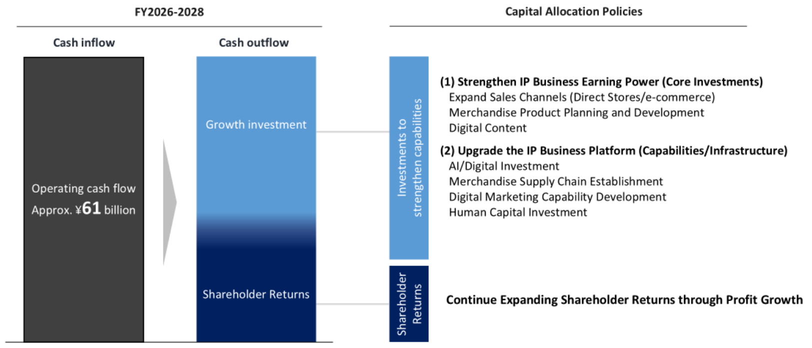


To link profit growth directly to shareholder returns, we have decided to pay an interim dividend of ¥70 per share as an "Ultraman series 60th Anniversary Special Dividend." This is the largest-ever special dividend in our history. Combined with the year-end dividend forecast of ¥70 per share, this will bring our total expected annual dividend for the current fiscal year to ¥140 per share (a dividend payout ratio of approximately 58%), representing a significant dividend increase.

Capital Allocation

TSUBURAYA FIELDS HOLDINGS

■ 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.



Under our future capital allocation policy, operating cash flow of approximately ¥61.0 billion, generated over the period from FY2026 to FY2028 (fiscal years ending March 31, 2027 to 2029), will serve as the primary source of funds. We will allocate these funds toward a significant enhancement of shareholder returns, as well as growth investments in the IP business.

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.

As of the end of June 2026, current assets stood at ¥81,570 million and non-current assets at ¥28,860 million, bringing total assets to ¥110,430 million (an increase of ¥707 million compared to the end of the previous fiscal year). Total liabilities were ¥43,860 million (up ¥668 million), and total net assets reached ¥66,570 million (up ¥38 million), maintaining a continuously robust financial foundation.