-The Greatest Leisure for All People-

TSUBURAYA FIELDS HOLDINGS

FACT BOOK 1
Q2 FY2026

Financial and corporate data

TSUBURAYA FIELDS HOLDINGS INC.

TSE, Prime market: 2767

November 6, 2026

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* PS: pachinko and pachislot
* The segment name that was previously classed as the “Amusement equipment business” has been changed to the “Amusement business” from FY2026. This change was only a change in the name of the reportable segment and had no impact on segment information. Segment information for FY2026 and prior are also presented under the new name.

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Financial highlights

(Unit: Millions of yen)

FY	2002*2	2003*2	2004	2005	2006	2007
Net sales	61,888	(107.0) 66,211	(123.3) 81,658	(118.6) 96,814	(88.1) 85,321	(119.3) 101,818
Gross profit	15,992	(134.9) 21,578	(114.7) 24,752	(120.1) 29,737	(98.4) 29,248	(118.1) 34,544
SG&A expenses	9,211	(105.4) 9,711	(130.3) 12,655	(137.4) 17,389	(116.8) 20,303	(105.3) 21,385
Operating profit	6,781	(175.0) 11,866	(101.9) 12,097	(102.1) 12,348	(72.4) 8,944	(147.1) 13,158
Ordinary profit	7,022	(173.9) 12,209	(102.2) 12,480	(105.2) 13,127	(70.1) 9,202	(127.2) 11,705
Profit attributable to owners of parent	3,524	(187.9) 6,620	(104.6) 6,926	(102.3) 7,085	(52.4) 3,710	(142.7) 5,296
Capital stock	1,295	1,295	7,948	7,948	7,948	7,948
Net assets	8,752	14,507	33,426	39,411	42,836	46,331
Total assets	17,090	37,115	72,584	87,556	66,081	69,168
Cash flows from operating activities	3,316	851	2,965	6,164	5,293	11,127
Cash flows from investing activities	(2,253)	(3,190)	(5,257)	(2,224)	(4,772)	(14,604)
Cash flows from financing activities	(2,454)	2,029	10,177	(1,540)	1,488	(1,384)
Cash and cash equivalents at end of period	5,739	5,437	13,326	15,777	17,819	12,693

Indicators per share

(Unit: Yen)

Net assets per share	268,600	89,305	96,026	113,275	118,487	128,201
Annual dividend per share	10,000	24,000	4,000	4,000	4,000	4,500
Commemorative	-	10,000	-	-	-	500
Interim	-	10,000	2,000	2,000	2,000	2,000
Year-end	-	4,000	2,000	2,000	2,000	2,000
Total cashdividends (millions of yen)	323	1,292	1,388	1,388	1,388	1,561
Profit per share	117,233	40,465	19,888	20,118	10,692	15,263

Management indicators

(Unit: %)

Shareholders' equity ratio	51.2	39.1	46.0	45.0	62.2	64.3
Return on equity (ROE)	55.9	56.9	28.9	19.5	9.2	12.4
Return on assets (ROA)	39.3	45.0	22.8	16.4	12.0	17.3
Payout ratio *1	7.9	20.1	20.7	20.3	37.4	29.5

Other

Total number of shares issued and outstanding (shares)	*2 32,300	*2 161,500	347,000	347,000	347,000	347,000
Treasury shares	-	-	-	-	-	-
Number of employees (people)	460	651	758	901	1,022	1,077

*The figures in upper parentheses indicate YoY.
*1 The Consolidated payout ratio after the FY2006. The payout ratio is computed including a commemorative dividend.
*2 The FY2002 1:5 stock split/ the FY2003 1:2 stock split.

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Financial highlights

(Unit: Millions of yen)

FY	2008	2009	2010	2011	2012*2	2013
Net sales	(71.7) 73,035	(90.8) 66,342	(156.1) 103,593	(89.0) 92,195	(117.3) 108,141	(106.3) 114,904
Gross profit	(69.5) 24,024	(111.9) 26,889	(130.6) 35,129	(89.2) 31,330	(106.2) 33,279	(101.6) 33,812
SG&A expenses	(103.2) 22,063	(85.0) 18,764	(117.2) 21,993	(103.7) 22,803	(100.7) 22,964	(104.6) 24,020
Operating profit	(14.9) 1,960	(414.5) 8,124	(161.7) 13,136	(64.9) 8,527	(121.0) 10,314	(94.9) 9,791
Ordinary profit	(8.5) 991	(783.1) 7,761	(176.3) 13,684	(63.3) 8,661	(118.6) 10,268	(95.1) 9,765
Profit attributable to owners of parent	(-) (1,481)	(-) 3,289	(228.6) 7,520	(79.7) 5,991	(78.8) 4,720	(113.8) 5,370
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	39,496	41,187	47,021	51,555	55,098	58,753
Total assets	52,064	81,329	78,971	93,601	106,628	104,869
Cash flows from operating activities	4,147	8,429	8,005	10,015	13,570	16,322
Cash flows from investing activities	(6,182)	(1,011)	(4,356)	(4,798)	(6,263)	(8,018)
Cash flows from financing activities	602	(2,687)	(3,915)	(2,565)	(2,277)	(2,018)
Cash and cash equivalents at end of period	11,181	15,906	15,632	18,284	23,309	29,583

Indicators per share

(Unit: Yen)

Net assets per share	117,326	123,645	140,853	153,904	1,644.15	1,756.27
Annual dividend per share	4,500	4,500	5,000	5,000	50	50
Commemorative	-	-	-	-	-	-
Interim	2,000	2,000	2,500	2,500	25	25
Year-end	2,500	2,500	2,500	2,500	25	25
Total cashdividends (millions of yen)	1,534	1,503	1,660	1,659	1,659	1,659
Profit per share	(4,271)	9,796	22,643	18,044	142.27	161.83

Management indicators

(Unit: %)

Shareholders' equity ratio	75.8	50.5	59.2	54.6	51.2	55.6
Return on equity (ROE)	(3.5)	8.2	17.1	12.2	8.9	9.5
Return on assets (ROA)	1.6	11.6	17.1	10.0	10.3	9.2
Payout ratio *1	-	45.9	22.1	27.7	35.1	30.9

Other

Total number of shares issued and outstanding (shares)	347,000	347,000	347,000	347,000	34,700,000	34,700,000
Treasury shares	10,643	14,885	14,885	15,162	1,516,200	1,516,200
Number of employees (people)	827	909	1,149	1,324	1,416	1,588

*The figures in upper parentheses indicate YoY.
*1 The Consolidated payout ratio after the FY2006. The payout ratio is computed including a commemorative dividend.
*2 A share-trading unit was changed to 100 shares in October 2012. The figure of the interim dividend for FY2012 was taken into account a stock split.

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Financial highlights

(Unit: Millions of yen)

FY	2014	2015	2016	2017	2018*2	2019
Net sales	(86.6) 99,554	(94.9) 94,476	(81.2) 76,668	(79.6) 61,055	(83.1) 50,755	(131.2) 66,587
Gross profit	(84.2) 28,468	(89.5) 25,480	(69.2) 17,641	(76.0) 13,400	(99.3) 13,300	(111.3) 14,809
SG&A expenses	(98.7) 23,707	(101.5) 24,069	(95.6) 23,015	(83.2) 19,138	(79.1) 15,132	(93.1) 14,095
Operating profit	(48.4) 4,743	(29.6) 1,411	(-) (5,374)	(-) (5,738)	(-) (1,832)	(-) 713
Ordinary profit	(56.2) 5,491	(25.1) 1,380	(-) (9,068)	(-) (5,204)	(-) (1,864)	(-) 939
Profit attributable to owners of parent	(56.2) 3,018	(3.9) 118	(-) (12,483)	(-) (7,691)	(-) (614)	(-) 490
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	60,246	58,291	43,227	35,509	34,638	34,279
Total assets	110,316	92,478	80,397	72,336	67,450	64,317
Cash flows from operating activities	(9,086)	13,353	(7,319)	(1,094)	2,178	(2,427)
Cash flows from investing activities	(6,297)	(2,191)	(3,927)	4,399	3,217	876
Cash flows from financing activities	1,624	5,214	2,136	(2,021)	(962)	(2,537)
Cash and cash equivalents at end of period	15,823	32,200	23,090	24,373	28,807	24,725

Indicators per share

(Unit: Yen)

Net assets per share	1,792.83	1,726.88	1,272.48	1,054.99	1,031.63	1,018.63
Annual dividend per share	60	50	50	30	10	10
Commemorative	10	-	-	-	-	-
Interim	25	25	25	25	-	-
Year-end	25	25	25	5	10	10
Total cashdividends (millions of yen)	1,991	1,659	1,659	995	331	331
Profit per share	90.97	3.58	(376.19)	(231.77)	(18.52)	14.79

Management indicators

(Unit: %)

Shareholders' equity ratio	53.9	62.0	52.5	48.4	50.8	52.6
Return on equity (ROE)	5.1	0.2	(25.1)	(19.9)	(1.8)	1.4
Return on assets (ROA)	5.1	1.4	(10.5)	(6.8)	(2.7)	1.4
Payout ratio *1	66.0	1,398.1	-	-	-	67.6

Other

Total number of shares issued and outstanding (shares)	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000
Treasury shares	1,516,200	1,516,200	1,516,300	1,516,300	1,516,300	1,516,300
Number of employees (people)	1,716	1,845	1,713	1,514	1,342	1,341

*The figures in upper parentheses indicate YoY.
*1 The Consolidated payout ratio after the FY2006. The Payout ratio was computed including a commemorative dividend.
*2 Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).

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Financial highlights

(Unit: Millions of yen)

FY	2020	2021	2022*2	2023*3	2024	2025	**H1 2026*4**
Net sales	(58.3) 38,796	(244.6) 94,900	(123.4) 117,125	(121.2) 141,923	(99.1) 140,581	(123.9) 174,142	**(93.4)** **89,624**
Gross profit	(67.0) 9,927	(159.0) 15,784	(160.5) 25,326	(104.5) 26,459	(133.3) 35,263	(108.8) 38,381	**(88.6)** **21,592**
SG&A expenses	(86.3) 12,169	(101.4) 12,339	(116.5) 14,376	(101.8) 14,631	(136.5) 19,967	(104.8) 20,926	**(91.3)** **9,848**
Operating profit	**(-)** (2,241)	**(-)** 3,444	**(317.9)** 10,950	**(108.0)** 11,827	**(129.3)** 15,295	(114.1) 17,455	**(86.4)** **11,744**
Ordinary profit	(-) (2,032)	(-) 3,634	(308.7) 11,218	(115.4) 12,947	(127.1) 16,462	(107.8) 17,751	**(86.0)** **11,954**
Profit attributable to owners of parent	(-) (3,452)	(-) 2,471	(332.7) 8,221	(142.3) 11,695	(95.4) 11,158	(117.0) 13,050	**(86.0)** **8,216**
Capital stock	7,948	7,948	7,948	7,948	7,948	7,948	**7,948**
Net assets	30,443	31,551	41,817	55,993	56,247	66,187	**70,699**
Total assets	52,370	70,001	80,893	98,392	98,953	103,360	**116,483**
Cash flows from operating activities	3,692	7,980	12,561	5,563	7,779	7,477	**3,772**
Cash flows from investing activities	(1,072)	(1,586)	(7,642)	(4,101)	1,100	(2,315)	**(2,450)**
Cash flows from financing activities	(2,835)	1,385	(725)	(3,145)	(13,520)	(5,195)	**(3,945)**
Cash and cash equivalents at end of period	24,510	32,304	36,497	34,814	30,854	30,835	**28,208**

Indicators per share

(Unit: Yen)

Net assets per share	921.80	939.42	598.18	729.51	820.43	977.58	**1,039.33**
Annual dividend per share	10	20	30	40	50	70	**140**
Commemorative	-	-	-	-	-	-	**70**
Interim	-	-	-	-	-	-	**-**
Year-end	10	20	30	40	50	70	**70**
Total cashdividends (millions of yen)	323	646	1,961	2,617	3,110	4,357	**-**
Profit per share	(105.78)	76.43	126.70	178.77	178.78	209.70	**131.96**

Management indicators

(Unit: %)

Shareholders' equity ratio	56.9	43.4	48.4	48.5	51.6	58.9	**55.6**
Return on equity (ROE)	(10.9)	8.2	23.7	26.9	22.6	23.3	**13.1**
Return on assets (ROA)	(3.5)	5.9	14.9	14.4	16.7	17.5	**10.9**
Payout ratio *1	-	26.2	23.7	22.4	28.0	33.4	**-**

Other

Total number of shares issued and outstanding (shares)	34,700,000	34,700,000	*2 69,400,000	69,400,000	65,429,150	65,429,150	**65,429,150**
Treasury shares	2,368,300	2,368,300	4,001,382	3,970,850	3,212,700	3,176,705	**3,125,972**
Number of employees (people)	1,266	1,193	1,259	1,423	1,664	1,774	**1,808**

*The figures in upper parentheses indicate YoY.
*2 The company conducted a 2-for-1 stock split on March 22, 2023.
*3 Figures for the FY2023 reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.
Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.
*4 Since we have not prepared the consolidated statement of cash flows for the Q1 and Q3 since FY2025, the figures are omitted.

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Quarterly consolidated P/L trends (cumulative, non-cumulative)

[Cumulative]

(Unit: Millions of yen)

FY	2024				2025				2026			
	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year
Net sales	26,176	45,760	97,764	**140,581**	55,555	95,953	154,617	**174,142**	43,715	**89,624**		
Gross profit	6,604	12,492	23,712	**35,263**	13,018	24,383	34,257	**38,381**	11,753	**21,592**		
SG&A expenses	4,085	8,421	14,322	**19,967**	5,208	10,788	15,726	**20,926**	4,871	**9,848**		
Operating profit (loss)	2,519	4,071	9,390	**15,295**	7,809	13,595	18,531	**17,455**	6,881	**11,744**		
Ordinary profit (loss)	3,328	5,330	10,759	**16,462**	8,001	13,904	18,937	**17,751**	7,074	**11,954**		
Profit (loss) attributable to owners of parent	1,696	2,823	6,424	**11,158**	5,575	9,552	13,439	**13,050**	4,740	**8,216**		

(Unit: Machines)

Pachinko machines	8,600	20,900	69,400	**92,500**	39,600	69,500	128,200	**142,400**	42,500	**87,100**		
Pachislot machines	20,600	27,600	62,400	**113,100**	55,500	90,200	127,500	**132,200**	25,000	**50,600**		
Total	29,200	48,600	131,900	**205,700**	95,200	159,800	255,700	**274,700**	67,500	**137,800**		

(Unit: Millions of yen)

FY	2021				2022				2023			
	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year
Net sales	22,930	37,348	72,531	**94,900**	8,243	42,230	89,607	**117,125**	30,335	67,015	123,206	**141,923**
Gross profit	3,378	6,128	11,375	**15,784**	3,277	9,687	19,099	**25,326**	5,392	12,348	23,001	**26,459**
SG&A expenses	3,000	5,770	9,009	**12,339**	3,090	6,153	9,622	**14,376**	3,367	6,977	10,681	**14,631**
Operating profit (loss)	378	358	2,366	**3,444**	186	3,534	9,476	**10,950**	2,025	5,370	12,320	**11,827**
Ordinary profit (loss)	559	597	2,590	**3,634**	291	3,753	9,749	**11,218**	2,185	5,907	13,456	**12,947**
Profit (loss) attributable to owners of parent	338	315	1,787	**2,471**	(209)	2,536	5,646	**8,221**	1,384	4,123	9,532	**11,695**

(Unit: Machines)

Pachinko machines	43,900	65,100	110,500	**139,900**	2,700	56,800	122,500	**151,600**	42,900	85,700	162,000	**187,400**
Pachislot machines	6,400	12,700	31,700	**51,200**	8,600	27,500	40,400	**68,100**	17,400	40,200	66,300	**72,700**
Total	50,400	77,900	142,200	**191,100**	11,300	84,300	163,000	**219,800**	60,300	126,000	228,400	**260,200**

*The number of units sold is rounded down to the nearest 100.
* Figures for the FY2023 (full-year) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.
Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

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Quarterly consolidated P/L trends (cumulative, non-cumulative)

[Non-cumulative]

(Unit: Millions of yen)

FY	2024				2025				2026			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	**Q2**	Q3	Q4
Net sales	26,176	19,584	52,004	42,817	55,555	40,398	58,664	19,525	43,715	**45,909**		
Gross profit	6,604	5,888	11,220	11,551	13,018	11,365	9,874	4,124	11,753	**9,839**		
SG & A expenses	4,085	4,336	5,901	5,645	5,208	5,580	4,938	5,200	4,871	**4,977**		
Operating profit (loss)	2,519	1,552	5,319	5,905	7,809	5,786	4,936	(1,076)	6,881	**4,863**		
Ordinary profit (loss)	3,328	2,002	5,429	5,703	8,001	5,903	5,033	(1,186)	7,074	**4,880**		
Profit (loss) attributable to owners of parent	1,696	1,127	3,601	4,734	5,575	3,977	3,887	(389)	4,740	**3,476**		

(Unit: Machines)

Pachinko machines	8,600	12,300	48,500	23,000	39,600	29,800	58,600	14,200	42,500	**44,600**		
Pachislot machines	20,600	6,900	34,700	50,600	55,500	34,600	37,300	4,700	25,000	**25,600**		
Total	29,200	19,300	83,300	73,700	95,200	64,500	95,900	19,000	67,500	**70,200**		

(Unit: Millions of yen)

FY	2021				2022				2023			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Net sales	22,930	14,418	35,183	22,369	8,243	33,987	47,377	30,335	30,335	36,680	56,191	18,717
Gross profit	3,378	2,750	5,247	4,409	3,277	6,410	9,412	6,227	5,392	6,956	10,653	3,458
SG & A expenses	3,000	2,770	3,239	3,330	3,090	3,063	3,469	4,754	3,367	3,610	3,704	3,950
Operating profit (loss)	378	(20)	2,008	1,078	186	3,348	5,942	1,474	2,025	3,345	6,950	(493)
Ordinary profit (loss)	559	38	1,993	1,044	291	3,462	5,996	1,469	2,185	3,722	7,549	(509)
Profit (loss) attributable to owners of parent	338	(23)	1,472	684	(209)	2,745	3,110	2,575	1,384	2,739	5,409	2,163

(Unit: Machines)

Pachinko machines	43,900	21,200	45,400	29,400	2,700	54,100	65,700	29,100	42,900	42,800	76,300	25,400
Pachislot machines	6,400	6,300	19,000	19,500	8,600	18,900	12,900	27,700	17,400	22,800	26,100	6,400
Total	50,400	27,500	64,300	48,900	11,300	73,000	78,700	56,800	60,300	65,700	102,400	31,800

*Quarterly figures for each Q2 to Q4 are calculated on the table. (excluding unit sales)
*The number of units sold is rounded down to the nearest 100.
* Figures for the FY2023 (Q4) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.
Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

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Performance by business segment

[Content and digital business segment]

(Unit: millions of yen)

		FY2025		FY2026	
		Q1	H1	Q1	H1
Tsuburaya Productions	Net sales	2,028	4,740	2,129	4,749
	Operating profit	237	362	778	1,560
Others *1	Net sales	1,512	2,797	1,237	2,418
	Operating profit	205	387	141	198
Total	Net sales	3,541	7,538	3,366	7,167
	Operating profit	443	749	920	1,759

*1 Others: TSUBURAYA FIELDS ENTERTAINMENT INTERNATIONAL PTE. LTD., Digital Frontier Inc., Optimize Company, Limited, and MD business in FIELDS CORPORATION

Regional breakdown of the result in Tsuburaya Productions

(Unit: millions of yen)

		FY2025		FY2026	
		Q1	H1	Q1	H1
Japan	Net sales	812	2,166	906	2,427
	Operating profit	(181)	(240)	153	517
China	Net sales	999	1,773	1,037	1,761
	Operating profit	789	1,410	884	1,494
Asia	Net sales	102	233	56	157
	Operating profit	(108)	(254)	(67)	(35)
Other *2	Net sales	37	99	82	191
	Operating profit	(76)	(193)	(29)	(28)
Global marketing *3	Net sales	75	467	45	211
	Operating profit	(186)	(359)	(161)	(387)
Total	Net sales	2,028	4,740	2,129	4,749
	Operating profit	237	362	778	1,560

Breakdown by business for Tsuburaya Productions

(Unit: millions of yen)

		FY2025		FY2026	
		Q1	H1	Q1	H1
License	Net sales	1,146	1,981	1,256	2,203
	Operating profit	769	1,164	962	1,659
MD (in-house merchandise)	Net sales	291	618	191	609
	Operating profit	(202)	(380)	(119)	(142)
Imaging and Event	Net sales	514	1,672	635	1,725
	Operating profit	(143)	(62)	98	431
Global marketing *3	Net sales	75	467	45	211
	Operating profit	(186)	(359)	(161)	(387)
Total	Net sales	2,028	4,740	2,129	4,749
	Operating profit	237	362	778	1,560

*2 Other: Europe and America, and other regions
*3 Global marketing: Video production costs and amortization of investments in production committees, etc.

[Amusement business]

(Unit: millions of yen)

	FY2025		FY2026	
	Q1	H1	Q1	H1
Net sales	51,703	87,825	40,011	81,739
Operating profit	8,177	14,673	6,962	12,079
Unit sales				(Unit: machines)
Pachinko	39,600	69,500	42,500	87,100
Pachislot	55,500	90,200	25,000	50,600
Total PS	95,200	159,800	67,500	137,800

* The segment name that was previously classed as the “Amusement equipment business” has been changed to the “Amusement business” from FY2026. This change was only a change in the name of the reportable segment and had no impact on segment information. Segment information for FY2026 and prior are also presented under the new name.

[Other business]

(Unit: millions of yen)

	FY2025		FY2026	
	Q1	H1	Q1	H1
Net sales	447	901	440	875
Operating profit	(8)	8	(10)	(17)

[Adjusted amount]

(Unit: millions of yen)

	FY2025		FY2026	
	Q1	H1	Q1	H1
Net sales	(136)	(311)	(104)	(158)
Operating profit	(802)	(1,836)	(990)	(2,076)

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

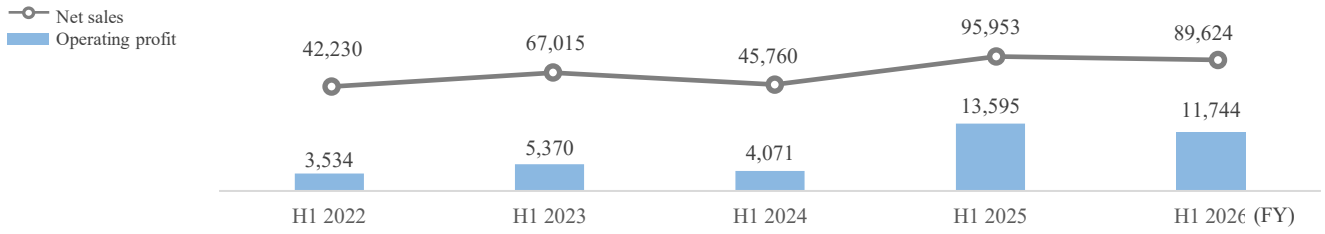
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Consolidated P/L statement

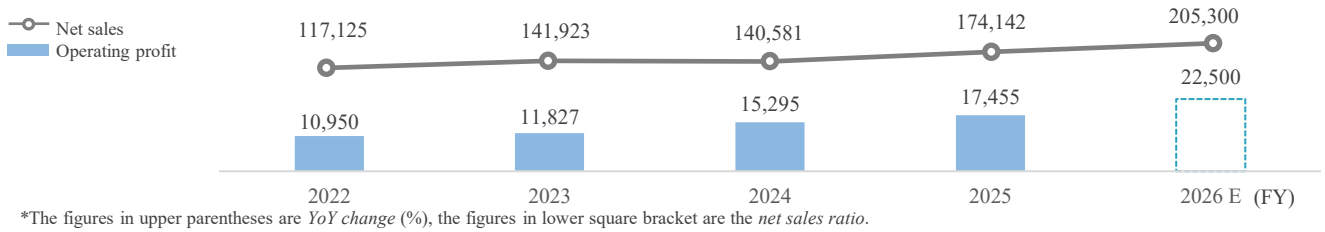
(Unit: Millions of yen)

FY	2022 H1	2022 Full-year	2023 H1	2023 Full-year	2024 H1	2024 Full-year	2025 H1	2025 Full-year	2026 H1	2026 Full-year (Plan) (July 27, 2026)
Net sales	(113.1) **42,230** [100.0]	(123.4) **117,125** [100.0]	(158.7) **67,015** [100.0]	(121.2) **141,923** [100.0]	(68.3) **45,760** [100.0]	(99.1) **140,581** [100.0]	(209.7) **95,953** [100.0]	(123.9) **174,142** [100.0]	(93.4) **89,624** [100.0]	(117.9) **205,300** [100.0]
Gross profit	(158.1) **9,687** [22.9]	(160.5) **25,326** [21.6]	(127.5) **12,348** [18.4]	(104.5) **26,459** [18.6]	(101.2) **12,492** [27.3]	(133.3) **35,263** [25.1]	(195.2) **24,383** [25.4]	(108.8) **38,381** [22.0]	(88.6) **21,592** [24.1]	- - -
SG&A expenses	(106.6) **6,153** [14.6]	(116.5) **14,376** [12.3]	(113.4) **6,977** [10.4]	(101.8) **14,631** [10.3]	(120.7) **8,421** [18.4]	(136.5) **19,967** [14.2]	(128.1) **10,788** [11.2]	(104.8) **20,926** [12.0]	(91.3) **9,848** [11.0]	- - -
Advertising expenses	282	1,191	417	1,107	660	2,621	1,424	2,482	**738**	-
Salaries	2,114	4,379	2,294	4,667	2,749	5,821	3,082	6,189	**3,033**	-
Provision for bonuses	145	200	156	193	117	240	302	362	**217**	-
Provision for directors' bonuses	-	159	-	216	(80)	151	91	183	**83**	-
Outsourcing expenses	556	1,465	446	937	586	1,540	724	1,699	**912**	-
Travel and	141	312	198	407	246	521	260	560	**259**	-
Depreciation	208	415	215	484	266	571	520	845	**301**	-
Rents	594	1,202	516	1,026	561	1,146	558	1,110	**594**	-
Provision of allowance for doubtful accounts	(1)	(63)	(13)	(6)	7	(18)	23	18	**(2)**	-
Retirement benefit expenses	36	68	32	73	54	97	56	100	**37**	-
Amortization of goodwill	126	260	142	282	140	280	140	280	**140**	-
Other	1,952	4,788	2,574	5,245	3,115	6,997	3,608	7,098	**3,536**	-
Operating profit	(985.9) **3,534** [8.4]	(317.9) **10,950** [9.3]	(152.0) **5,370** [8.0]	(108.0) **11,827** [8.3]	(75.8) **4,071** [8.9]	(129.3) **15,295** [10.9]	(333.9) **13,595** [14.2]	(114.1) **17,455** [10.0]	(86.4) **11,744** [13.1]	(128.9) **22,500** [11.0]
Ordinary profit	(628.4) **3,753** [8.9]	(308.7) **11,218** [9.6]	(157.4) **5,907** [8.8]	(115.4) **12,947** [9.1]	(90.2) **5,330** [11.6]	(127.1) **16,462** [11.7]	(260.8) **13,904** [14.5]	(107.8) **17,751** [10.2]	(86.0) **11,954** [13.3]	(127.6) **22,650** [11.0]
Profit attributable to owners of parent	(802.7) **2,536** [6.0]	(332.7) **8,221** [7.0]	(162.6) **4,123** [6.2]	(142.3) **11,695** [8.2]	(68.5) **2,823** [6.2]	(95.4) **11,158** [7.9]	(338.3) **9,552** [10.0]	(117.0) **13,050** [7.5]	(86.0) **8,216** [9.2]	(114.9) **15,000** [7.3]

Change in first half performance (graph) (Unit: millions of yen)



Change in full-year performance (graph) (Unit: millions of yen)



*The figures in upper parentheses are *YoY change* (%), the figures in lower square bracket are the *net sales ratio*.
*The *net sales ratio* and the *other* of *SG&A expenses* are calculated on this sheet above.
*Figures for the FY2023 (full-year) reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.
Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

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Consolidated B/S

[Assets]

(Unit: Millions of yen)

	End of Mar. 2023	End of Mar. 2024	End of Mar. 2025	End of Mar. 2026	End of Sep. 2026	Increase/ decrease
Cash and deposits	36,597	34,914	30,954	30,935	**28,308**	(2,627)
Notes and accounts receivable - trade, and contract assets	10,936	10,391	12,809	7,151	**16,560**	9,409
Electronically recorded monetary claims-operating	1,957	2,744	4,342	1,593	**3,630**	2,037
Inventories	5,973	12,379	18,714	31,209	**33,775**	2,566
Other	3,442	4,451	3,029	3,211	**3,628**	417
Allowance for doubtful accounts	(37)	(31)	(7)	(16)	**(15)**	1
Total current assets	58,868	64,848	69,841	74,083	**85,886**	11,803
Land	1,929	5,155	5,664	5,605	**5,605**	-
Other	3,366	3,986	4,566	5,261	**6,270**	1,009
Total property, plant and equipment	5,295	9,141	10,230	10,866	**11,875**	1,009
Goodwill	1,677	1,395	1,115	834	**694**	(140)
Other	1,211	1,007	1,001	979	**1,009**	30
Total intangible assets	2,888	2,402	2,116	1,813	**1,703**	(110)
Investment securities	7,959	13,542	7,831	7,387	**7,382**	(5)
Long-term loans receivable	681	1,802	1,354	1,586	**1,782**	196
Other	5,408	8,034	8,413	8,546	**8,741**	195
Allowance for doubtful accounts	(207)	(1,379)	(833)	(923)	**(887)**	36
Total investments and other assets	13,841	21,999	16,765	16,596	**17,018**	422
Total non-current assets	22,024	33,543	29,112	29,276	**30,596**	1,320
Total assets	80,893	98,392	98,953	103,360	**116,483**	13,123

[Liabilities]

Notes and accounts payable-trade	12,402	10,961	13,715	6,346	**16,226**	9,880
Short-term borrowings	6,549	6,000	900	1,059	**1,053**	(6)
Income taxes payable	1,358	2,414	1,616	2,718	**3,164**	446
Current portion of long-term borrowings	2,794	2,400	2,207	3,380	**3,268**	(112)
Other	7,386	8,847	8,332	11,312	**9,236**	(2,076)
Total current liabilities	30,489	30,622	26,770	24,815	**32,947**	8,132
Long-term borrowings	3,994	5,503	8,033	4,653	**5,156**	503
Other	4,591	6,272	7,902	7,704	**7,681**	(23)
Total non-current liabilities	8,585	11,775	15,935	12,357	**12,837**	480
Total liabilities	39,075	42,398	42,706	37,173	**45,784**	8,611

[Net assets]

Share capital	7,948	7,948	7,948	7,948	**7,948**	-
Capital surplus	7,390	7,390	9,289	9,314	**9,350**	36
Retained earnings	24,217	33,946	37,520	47,460	**51,319**	3,859
Treasury shares	(1,644)	(1,631)	(3,415)	(3,377)	**(3,323)**	54
Total shareholders' equity	37,912	47,653	51,342	61,345	**65,293**	3,948
Valuation difference on available-for-sale securities	1,194	38	(356)	(617)	**(650)**	(33)
Accumulated other comprehensive income	1,208	78	(298)	(489)	**(540)**	(51)
Share acquisition rights	45	203	306	303	**274**	(29)
Non-controlling interests	2,651	8,059	4,897	5,026	**5,671**	645
Total net assets	41,817	55,993	56,247	66,187	**70,699**	4,512
Total liabilities and net assets	80,893	98,392	98,953	103,360	**116,483**	13,123

* The *Other* and the *Increase/decrease* are calculated on this sheet above.
* Figures for the FY2023 reflect the "Accounting Standard for Current Income Taxes (ASBJ Statement No. 27, October 28, 2022)" and others.
* Furthermore, the Company has finalized the provisional accounting for the business combination, and the figures for the fiscal year ended March 31, 2024 have been adjusted to reflect this finalization.

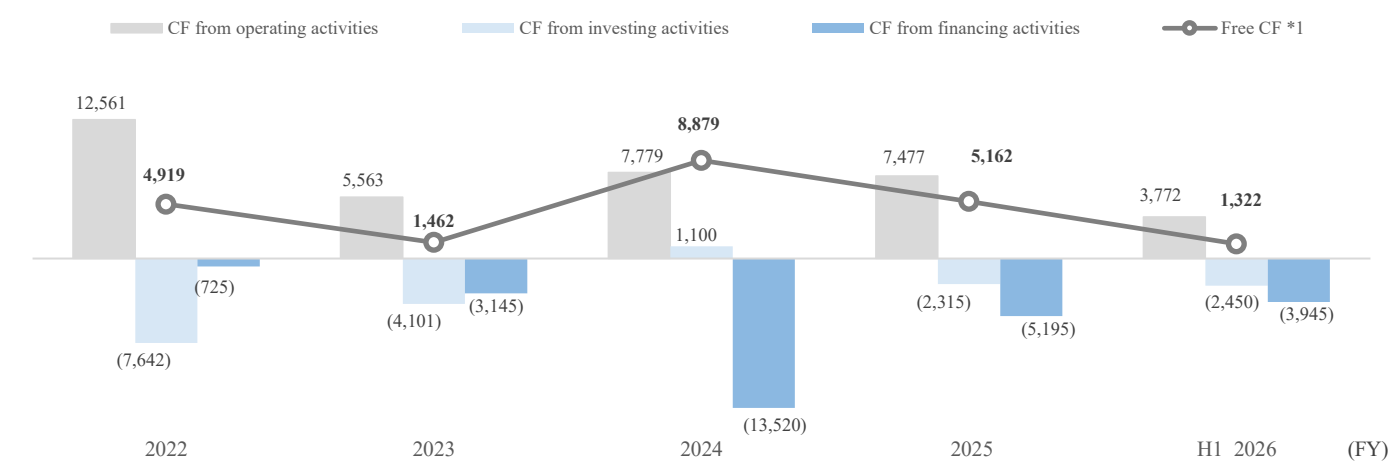
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Consolidated cash flows

(Unit: Millions of yen)

FY	2022		2023		2024		2025		2026
	H1	Full-Year	H1	Factors	H1	Full-Year	H1	Full-Year	H1
Cash flows from operating activities	(2,083)	12,561	(2,448)	5,563	(1,269)	7,779	10,906	7,477	**3,772**
Cash flows from investing activities	(1,462)	(7,642)	(4,675)	(4,101)	(1,334)	1,100	(1,215)	(2,315)	**(2,450)**
Cash flows from financing activities	(4,291)	(725)	(1,443)	(3,145)	(10,953)	(13,520)	(4,222)	(5,195)	**(3,945)**
Effect of exchange rate change on cash and cash equivalents	0	(0)	(0)	0	1	(18)	7	14	**(4)**
Net increase (decrease) in cash and cash equivalents	(7,836)	4,193	(8,567)	(1,683)	(13,555)	(4,660)	5,477	(18)	**(2,627)**
Cash and cash equivalents at beginning of period	32,304	32,304	36,497	36,497	34,814	34,814	30,854	30,854	**30,835**
Increase in cash and cash equivalents resulting from inclusion of subsidiaries in consolidation	-	-	-	-	-	700	-	-	**-**
Cash and cash equivalents at end of period	24,467	36,497	27,929	34,814	21,258	30,854	36,332	30,835	**28,208**
Free Cash flows *1	(3,545)	4,919	(7,123)	1,462	(2,603)	8,879	9,691	5,162	**1,322**

Change in free cash flows (graph) (Unit: millions of yen)



* Since we have not prepared the consolidated statement of cash flows for the Q1 and Q3 since FY2025, the figures are omitted.
*1 Free CF: Cash flows from operating activities and investing activities, calculated on this sheet above

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2. Amusement business data

P.16 Players in PS industry
PS machine sales bases (distribution)

P.17 Recording method of net sales and price of PS machine collection method of PS machines for which our group is the sole distributor (image)
Business flow of merchandising rights in products planning and development for which our group is the sole distributer

P.18 Main affiliated manufacturers and group companies

P.19 Main PS machines titles from FY2025 to FY2026

P.20 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2026)

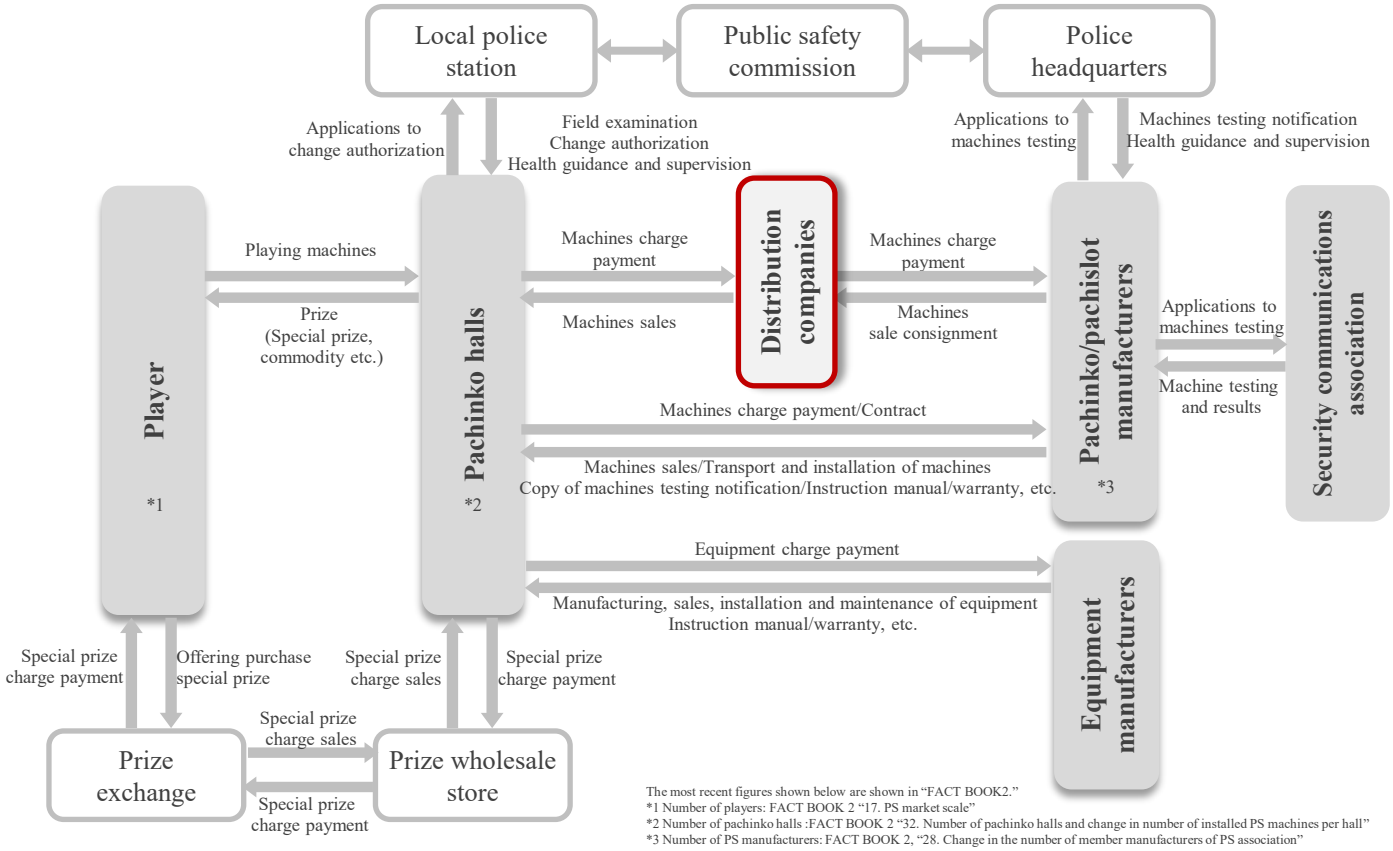
P.22 Change in pachinko unit sales by title (FY2003 to FY2026)

P.26 Change in pachislot unit sales by title (FY2000 to FY2026)

P.30 Change of *Evangelion* series

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Players in PS industry

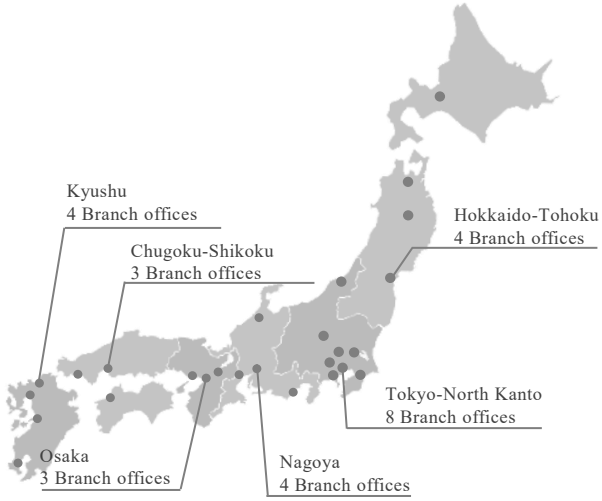


The most recent figures shown below are shown in "FACT BOOK2."
*1 Number of players: FACT BOOK 2 "17. PS market scale"
*2 Number of pachinko halls :FACT BOOK 2 "32. Number of pachinko halls and change in number of installed PS machines per hall"
*3 Number of PS manufacturers: FACT BOOK 2, "28. Change in the number of member manufacturers of PS association"

PS machine sales offices (distribution)

FIELDS CORPORATION's sales offices

Regional offices, Branch offices and Showrooms	<Regional offices: 6 > Hokkaido-Tohoku, Tokyo-North Kanto, Nagoya, Osaka, Chugoku-Shikoku, Kyushu
	<Branch offices: 26 > Sapporo, Sendai, Aomori, Morioka, Tokyo, Takasaki, Niigata, West Tokyo, Chiba, Saitama, Yokohama, Tsukuba, Nagoya, Mie, Shizuoka, Kanazawa, Osaka, Kyoto, Kobe, Hiroshima, Yamaguchi, Matsuyama, Fukuoka, Saga, Kumamoto, Kagoshima
	<Showrooms: 9> Akita, Koriyama, Utsunomiya, Nagano, Ueno, Takamatsu, Okayama, Oita, Miyazaki



Classification	Details
PS machine sales	**Planning, development, and sales of PS machine**
Other than PS machine sales	**Media for pachinko halls** ・Distribution of content such as video ・Gathering information, Providing information services, etc.
	Customer attraction support services for PS halls ・Development of *Optimize*, a web advertising distribution service
	Media for PS machine businesses ・PS machine's secondary distribution promotion website to revitalize the market
Other	・Product sales, etc. ・Manufacturing, sales, construction, and maintenance of pachinko hall peripheral facilities

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Recording method of net sales and price of PS machine collection method of PS machines for which our group is the sole distributor (image)

Recording method of net sales for PS sales

Effective on April 2021, the Company adopted the “Accounting Standard for Revenue Recognition” (ASBJ Statement No. 29, March 31, 2020). As a result, transactions* in which our group is the “sole distributor” are accounted for as follows regardless of the sales method (distributor/agency sales).

Net sales:

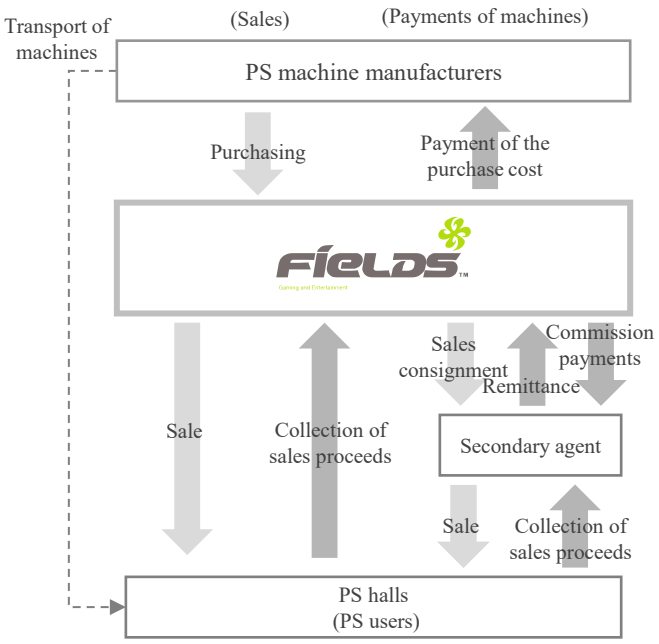
Record the price of PS machines that we sell to pachinko halls (criterion for recording sales: at the time of shipment of the PS machines)

Cost of sales:

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

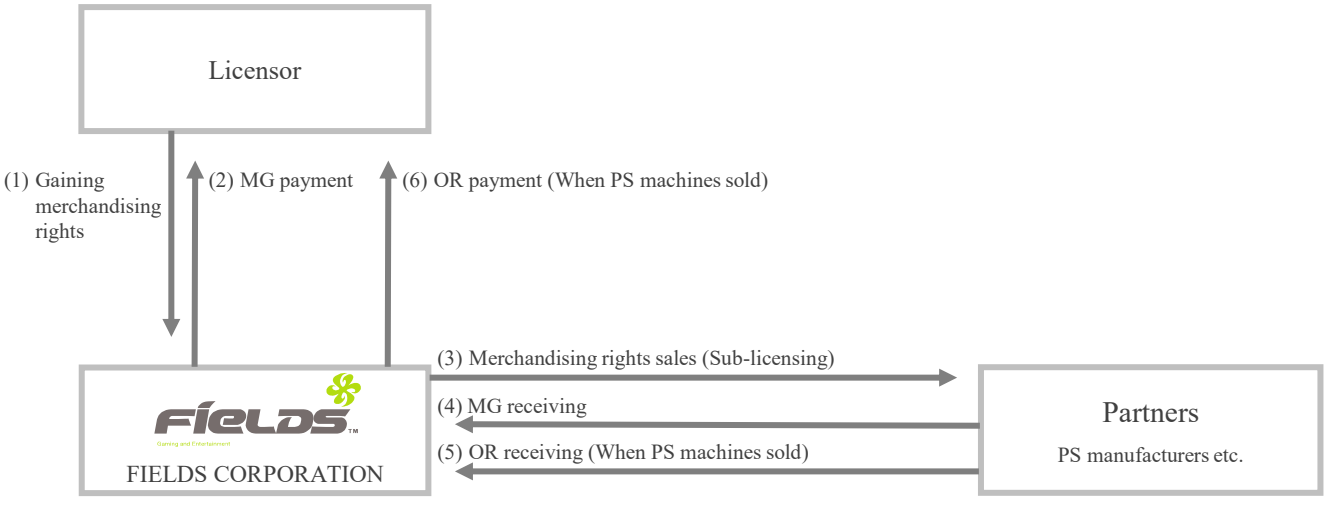
*We have a contract that stipulates that we will exclusively sell PS machines.

Price of PS machine collection method (image)



Business flow of merchandising rights in products planning and development for which our group is the sole distributer

*Profits and losses related to the license is recorded when the PS machine is sold.



(2) (4) MG (Minimum Guarantee): Minimum guarantee fee paid by the licensee to the licensor when concluding a license business contract

(5) (6) OR (Over Royalty): Type of royalty paid as reward when the usage of rights authorized for use, such as copyrights and industrial property rights, exceeds a certain level, and whose amount fluctuates according to the usage of such rights

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Main affiliated manufactures and group companies

(As of September 30, 2026)

	Manufacturer	Cumulative unit sales of manufacturer	History of alliance
Alliance Manufacturer	SANKYO Group **Bisty**	P : 3,016,900 machines S : 904,700 machines Total : **3,921,600 machines**	・2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd.
	KYORAKU SANGYO Group **OK**	P : 443,700 machines S : 22,000 machines Total : **465,700 machines**	・2008 Formed alliance with KYORAKU SANGYO ・2012 Exclusive sales of OK!! brand machines began ・2015 Signed a Basic Agreement with OK Co., Ltd.
	CAPCOM Group **Enterrise**	P : S : 470,600 machines Total : **470,600 machines**	・2009 Signed a Basic Agreement with Enterrise Co., Ltd.
	Daiichi Shokai Group **D-light**	P : 61,000 machines S : 52,400 machines Total : **113,400 machines**	・2013 Formed an alliance with D-light Co., Ltd. ・2015 Formed an alliance with Daiichi Shokai Co., Ltd
	NewGin Group **EXCITE**	P : 37,500 machines S : 59,000 machines Total : **96,600 machines**	・2017 Sales cooperation of EXCITE brand machines began
Consolidated Subsidiary	**SPIKY GROUP** *1	P : S : 184,000 machines Total : **184,000 machines**	・2015 SPIKY CORPORATION became the consolidated subsidiary
	NANASHOW	P : 57,700 machines S : 68,000 machines Total : **125,800 machines**	・2014 Formed an alliance with NANASHOW Corporation Became the affiliated company ・2018 NANASHOW became the consolidated subsidiary

*1 As a result of the subsidiary acquisition of CROSSALPHA CORPORATION (formerly known as K.K. Aristocrat Technologies), its subsidiary SPIKY was made a wholly owned subsidiary.
(The Spiky group's unit sales include a portion of the unit sales of machines manufactured by SPIKY CORPORATION, CROSSALPHA CORPORATION, SHINNICHI TECHNOLOGY CORPORATION, and F CORPORATION.)
*The number of units sold is rounded down to the nearest 100.
*Some of the unit sales include the rental plan. *A reworking of calculation method is attempted for some titles from FY2018.

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Main PS machines from FY2025 to FY2026

(As of September 30, 2026)

Pachinko machines

<Q1-Q2>



April
OK!!
e SHIN ULTRAMAN

©2022 "SHIN ULTRAMAN" Production Committee
©Tsuburaya Productions ©OK!
Manufactured by KYORAKU SANGYO



April
Bisty
e Tokyo Ghoul
45,000 machines

©石田スイ/集英社・東京喰種製作委員会
Sales brand: Bisty



July
D-light
e INUYASHA 3.0

©高橋留美子／小学館・読売テレビ・サンライズ 2000&2009
Manufactured by D-light Co., Ltd.

<Q3>



October
Newgin
e BERSERK Musou Chapter 2

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©KENTAROU MIURA/STUDIO GAGA) HAKUSENSHA/BERSERK FILM PARTNERS
©KENTAROU MIURA/STUDIO GAGA) HAKUSENSHA/BERSERK PARTNERSHIP
©SOJI TECMO GAMES CO., LTD.
Manufactured by newgin Co., Ltd.



December
Bisty
NEON GENESIS EVANGELION -Memories of the beginning-
44,000 machines

©Khara/Project Eva. ©1997 khara/Project EVA.
Sales brand: Bisty

<Q1>



April
OK!!
P Ultraman Mebius Dekaheso319

©Tsuburaya Productions ©OK!
Manufactured by OK Co., Ltd.



May
NANASHOW
e Resident Evil6

©CAPCOM
©NANASHOW Manufactured by NANASHOW CORPORATION

<Q2>



July
EXCITE
e Mushoku Tensei: Jobless Reincarnation
12,000 machines

©Rifujinmangaseisi/MFBOOKS/Mushoku Tensei:II Production Committee
Manufactured by EXCITE Co., Ltd.



August
NANASHOW
e EDENS ZERO ~Ultimate LT~

©Hiro Mashima/KODANSHA ©Hiro Mashima/KODANSHA, NTV
©NANASHOW Manufactured by NANASHOW CORPORATION



September
Bisty
e Assault Lily
12,000 machines

©AZONE INTERNATIONAL/sacas/Assault Lily Project ©WFS/C&FACT
©Bisty Manufactured by Bisty Co., Ltd.

<Q3>



October
OK!!
SMART-PACHINKO GANTZ
On sale

©HIROYA OKU/SHUEISHA
©OK! Manufactured by OK Co., Ltd.

coming soon

December
Bisty
GODZILLA VS EVANGELION -WIND BURST-
On sale

TM & © TOHO CO., LTD. ©khara
Sales brand: Bisty

<Q4>

FY

2025

2026

Pachislot machines

<Q1-Q2>



May
Bisty
L Pachislot MOBILE SUIT GUNDAM SEED
18,000 machines

©SUNRISE Sales brand: Bisty



June
Adelion
Smart Pachislot Devil May Cry 5 STYLISH TRIBE
11,000 machines

©CAPCOM
Manufactured by Adelion CO., LTD.



June
OK!!
L ULTRAMAN

©TSUBURAYA PRODUCTIONS ©Eiichi Shimizu,Tomohiro Shimoguchi
©ULTRAMAN PRODUCTION CONSORTIUM
©OK!
Manufactured by KYORAKU SANGYO



June
SPIKY
L ZETTAI SHOGEKI - PLATONIC HEART-

©プラトニックハート事務局 ©SPIKY ©CROSSALPHA
Manufactured by SHINNICHI TECHNOLOGY CORPORATION



July
Bisty
LB Pachislot Evangelion -The Door of Promises-
12,000 machines

©khara Sales brand: Bisty



August
SPIKY
L DARLING in the FRANXX
13,000 machines

©ダーリン・イン・ザ・フランキス製作委員会
©SPIKY ©CROSSALPHA
Manufactured by SPIKY CORPORATION

<Q3>



October
LEOSTAR
SMART PACHISLOT Shin Onimusha 3
24,000 machines

©CAPCOM
Manufactured by LEOSTAR Co., Ltd.



November
IDOL
L ZETTAI SHOGEKI IV

©プラトニックハート事務局
Manufactured by K.K. IDOL



December
Newgin
L Mushoku Tensei: Jobless Reincarnation

©Rifujinmangaseisi/MFBOOKS/Mushoku Tensei:II Production Committee
Manufactured by newgin Co., Ltd.

<Q1>



April
Bisty
L Pachislot MOBILE SUIT GUNDAM UNICORN Awakening DRIVE
10,000 machines

©SUNRISE Sales brand: Bisty

<Q2>



July
OK!!
L ULTRAMAN The Final Showdown

©TSUBURAYA PRODUCTIONS ©Eiichi Shimizu, Tomohiro Shimoguchi
©ULTRAMAN PRODUCTION CONSORTIUM
©OK! Manufactured by OK Co., Ltd.



August
LEOSTAR
Smart Pachislot STREET FIGHTER 6

©CAPCOM
Manufactured by LEOSTAR Co., Ltd.

<Q3>



October
Adelion
Smart Pachislot Monster Hunter Rise: Sunbreak
On sale

©CAPCOM
Manufactured by Adelion CO., LTD.



November
Bisty
L Pachislot Godzilla vs EVANGELION 2
On sale

TM & © TOHO CO., LTD. ©khara
Sales brand: Bisty



December
SPIKY
L Assault Lily
On sale

©AZONE INTERNATIONAL/sacas/Assault Lily Project
©WFS ©SHAFT ©SPIKY ©CROSSALPHA ©NANASHOW
Manufactured by NANASHOW CORPORATION

<Q4>



January
SPIKY
L SYNDUALITY Noir
On sale

©SYNDUALITY Noir Committee
©Bandai Namco Arcade Inc.
©SPIKY ©CROSSALPHA
Manufactured by F.CORPORATION

FY	Pachinko unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2025	39,600	29,800	58,600	14,200	142,400
2026	42,500	44,600			

FY	Pachislot unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2025	55,500	34,600	37,300	4,700	132,200
2026	25,000	25,600			

*The table shows the titles which are announced as of November 6, 2026. The information of the Amadigi-type and reuse-type machines are omitted.
*The number of units sold is rounded down to the nearest 100 (the number of units sold for each individual title is rounded down to the nearest thousand).
*The table shows the unit sales which the number of machines sold is calculated at the end of the Q2 of FY2026.
*The unit sales less than 10,000 are not disclosed. *Please refer to the page through 22-29 for details on titles launched from FY2000. *Date in the table is on a delivery month basis.

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Change in pachinko unit sales by affiliated manufacturer

(As of September 30, 2026)

	FY	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013
Bisty	Title	-	-	-	1	4	5	5	5	4	4	2	2	1	3
	Unit sales	-	-	-	4,100	169,000	262,800	292,900	217,500	170,800	286,800	236,500	181,700	48,200	111,800
OK!!	Title	-	-	-	-	-	-	-	-	-	-	-	-	1	2
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	32,400	28,700
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Daiichi Syokai/ D-light	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Total	**Title**	**-**	**-**	**-**	**1**	**4**	**5**	**5**	**5**	**4**	**4**	**2**	**2**	**2**	**5**
	Unit sales	-	-	-	**4,100**	**169,000**	**262,800**	**292,900**	**217,500**	**170,800**	**286,800**	**236,500**	**181,700**	**80,600**	**140,600**

Change in pachislot unit sales by affiliated manufacturer

	FY	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013
RODEO	Title	2	4	5	6	3	2	3	5	3	2	3	3	2	1
	Unit sales	32,900	155,200	176,400	153,500	165,100	159,200	42,800	86,100	29,800	28,700	121,600	81,800	104,500	26,500
Bisty	Title	-	-	-	1	2	1	5	3	2	2	2	2	3	3
	Unit sales	-	-	-	5,600	19,000	22,900	73,700	112,400	91,200	76,100	70,000	81,700	65,800	61,700
OK!!	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Enterrise	Title	-	-	-	-	-	-	-	-	-	1	1	1	1	2
	Unit sales	-	-	-	-	-	-	-	-	-	2,400	16,100	7,200	47,800	72,000
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	1
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	54,100
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Spiky group	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Daiichi Syokai/ D-light	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Total	**Title**	**2**	**4**	**5**	**7**	**5**	**3**	**8**	**8**	**5**	**5**	**6**	**6**	**6**	**7**
	Unit sales	**32,900**	**155,200**	**176,400**	**159,100**	**184,100**	**182,100**	**116,500**	**198,600**	**121,000**	**107,400**	**207,800**	**170,800**	**218,300**	**214,400**

*Number of titles sold includes only major titles for pachinko.
*Unit sales are the cumulative number of machines sold by each manufacturer and some of the unit sales include the rental plan. (The number of units sold is rounded down to the nearest 100.)

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Change in pachinko unit sales by affiliated manufacturer

(As of September 30, 2026)

FY		2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	H1 2026	Total
Bisty	Title	2	2	2	2	2	2	2	2	2	3	3	2	1	**63**
	Unit sales	159,700	90,600	98,600	56,800	37,100	57,400	32,500	68,400	86,500	143,300	55,100	102,500	45,300	**3,016,900**
OK!!	Title	1	1	1	-	2	3	1	2	3	-	1	1	1	**20**
	Unit sales	114,500	5,000	22,800	19,100	24,000	63,000	12,400	54,100	32,800	12,900	9,400	8,600	3,200	**443,700**
MIZUHO/ Macy	Title	1	3	-	1	-	-	-	-	-	-	-	-	-	**5**
	Unit sales	4,800	39,600	-	6,300	5,300	-	-	-	-	-	-	-	-	**56,200**
NANASHOW	Title	-	-	2	-	1	1	-	-	1	-	1	-	2	**8**
	Unit sales	-	-	3,700	600	16,500	3,900	-	-	12,000	-	4,500	1,000	15,200	**57,700**
Daiichi Syokai/ D-light	Title	-	1	1	-	1	1	-	-	1	1	-	1	-	**7**
	Unit sales	-	8,600	14,000	-	10,200	4,300	-	-	5,000	10,400	1,500	5,600	900	**61,000**
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	1	-	1	1	1	1	**5**
	Unit sales	-	-	-	-	-	-	-	10,200	-	3,100	3,400	8,000	12,600	**37,500**
Total	**Title**	**4**	**7**	**6**	**3**	**6**	**7**	**3**	**5**	**7**	**5**	**6**	**5**	**5**	**108**
	Unit sales	**279,200**	**143,900**	**139,300**	**82,900**	**93,300**	**128,700**	**45,000**	**132,700**	**136,400**	**169,800**	**74,200**	**125,900**	**77,400**	**3,673,300**

Change in pachislot unit sales by affiliated manufacturer

FY		2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	H1 2026	Total
RODEO	Title	1	-	1	2	-	-	-	-	-	-	-	-	-	**48**
	Unit sales	42,500	-	4,400	600	-	-	-	-	-	-	-	-	-	**1,412,200**
Bisty	Title	-	3	2	2	2	2	2	1	1	2	1	2	1	**47**
	Unit sales	-	54,300	12,000	12,200	13,100	14,800	7,600	10,000	14,900	23,600	19,800	30,800	10,400	**904,700**
OK!!	Title	-	-	-	2	-	-	-	-	1	-	2	1	1	**7**
	Unit sales	-	-	-	7,000	-	-	-	2,900	300	-	6,400	3,000	2,100	**22,000**
Enterrise	Title	1	2	3	2	3	1	1	2	2	-	4	2	1	**30**
	Unit sales	24,400	42,800	57,800	22,300	4,800	19,800	17,600	14,900	13,700	2,400	41,400	45,000	17,400	**470,600**
MIZUHO/ Macy	Title	-	-	-	2	-	-	-	-	-	-	-	-	-	**3**
	Unit sales	-	-	-	4,000	-	-	-	-	-	-	-	-	-	**58,100**
NANASHOW	Title	1	2	2	3	2	2	1	-	-	-	-	-	-	**13**
	Unit sales	20,000	14,900	6,300	10,900	7,900	5,100	2,400	-	-	-	-	-	-	**68,000**
Spiky group	Title	-	-	-	1	4	-	3	2	2	2	3	3	-	**20**
	Unit sales	-	-	-	7,000	6,600	-	12,600	15,400	26,300	24,100	32,800	39,200	19,600	**184,000**
Daiichi Syokai/ D-light	Title	-	3	1	2	-	-	1	1	1	1	1	1	-	**12**
	Unit sales	-	9,100	3,100	3,300	-	-	4,000	6,000	10,700	6,300	4,300	5,200	-	**52,400**
NewGin/ EXCITE	Title	-	-	-	1	-	1	-	-	-	1	1	1	-	**5**
	Unit sales	-	-	-	19,700	-	12,600	-	-	-	14,100	5,800	6,600	-	**59,000**
Total	**Title**	**3**	**10**	**9**	**17**	**11**	**6**	**8**	**6**	**7**	**6**	**12**	**10**	**3**	**185**
	Unit sales	**87,200**	**121,200**	**83,700**	**87,400**	**32,600**	**52,500**	**44,600**	**49,300**	**66,100**	**70,500**	**110,800**	**130,000**	**49,700**	**3,231,500**

*The Spiky group's unit sales include a portion of the unit sales of machines manufactured by SPIKY CORPORATION, CROSSALPHA CORPORATION, SHINNICHI TECHNOLOGY CORPORATION, and F CORPORATION.)
*Number of titles for pachinko only includes the major titles. *Unit sales are the cumulative number of machines sold by each manufacturer and some of the unit sales include the rental plan. (The number of units sold is rounded down to the nearest 100)
*A revision of calculation method is attempted for some titles from FY2018. *The unit sales of RODEO includes that of *Kaiji 3* released in FY2013 from GINZA Corporation.
*The unit sales of OK!! includes that of *PACHI-SLOT ULTRASEVEN* released in FY2017 and *Pachinko Onimusha: Dawn of Dreams Super Souken* released in FY2018 from KYORAKU SANGYO.

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

(As of September 30, 2026)

Bisty			
	FY	Title	Number of sales
1	2003	*CR FEVER KUNG-FU GAL*	14,000
2	2004	*CR Kahara Tomomi to Minashigo Hatchi*	41,000
3		*CR Neon Genesis Evangelion*	124,000
4		*CR Circuit e ikou!*	11,000
5		*CR FEVER TWINS*	-
6	2005	*CR Neon Genesis Evangelion: Second Impact*	161,000
7		*CR Ashita ga arusa Yoshimoto World*	38,000
8		*CR Marilyn Monroe*	39,000
9		*CR Iijima Naoko no Casino Bisty*	21,000
10		*CR Daimajin*	10,000
11	2006	*CR Neon Genesis Evangelion—Kiseki no Kachiwa*	187,000
12		*CR WINK*	11,000
13		*CR Aya Matsuura*	40,000
14		*CR Otoko Ippiki Gaki Daisho*	-
15		*CR Shin Sangoku Musou*	27,000
16	2007	*CR Neon Genesis Evangelion —The Angels Are Back Again*	199,000
17		*CR Tomb Raider*	-
18		*CRA Felix the Cat*	-
19		*CR The Mask of Zorro*	-
20		*CR LOONEY TUNES BIA*	-
21	2008	*CR Mystic Blue*	-
22		*CR King Kong*	21,000
23		*CR Seven Samurai*	82,000
24		*CR A Morning Musume*	-
25		*CR A Neon Genesis Evangelion Premium Model*	51,000
26	2009	*CR Neon Genesis Evangelion—The Beginning and the End*	237,000
27		*CR Iron Chef*	-
28		*CR GTO*	-
29		*CR Neon Genesis Evangelion —The Angels Are Back Again YF*	24,000
30		*CR Shimizu no Jirocho—The Bonds of Life*	11,000
31	2010	*CR Kung Fu Panda*	12,000
32		*CR Evangelion —Evangelical of the beginnings Light ver.*	-
33		*CR Shimizu no Jirocho Light ver.*	-
34		*CR Evangelion —Evangelical of the Beginnings*	205,000
35	2011	*CR Evangelion 7*	100,000
36		*CR The story of ayumi hamasaki Sweet Version*	10,000
37		*CR The story of ayumi hamasaki Light Version*	-
38		*CR The story of ayumi hamasaki —introduction*	72,000
39	2020	*Evangelion 7 Smile Model*	12,000
40		*CR Sengoku BASARA 3 —The Battle of Sekigahara*	16,000
41	2012	*EVA Light III*	16,000
42	2013	*CR EVANGELION 8 Premium Battle*	12,000
43		*CR TEKKEN*	18,000
44		*CR EVANGELION 8*	75,000
45		*CR Beyond the Heavens*	-
46	2014	*CR TEKKEN LIGHT VERSION*	-
47		*CR EVANGELION 8 Extreme Battle*	20,000
48		*CR ayumi hamasaki 2*	23,000
49		*CR EVANGELION 9*	103,000
50		*CR EVANGELION 9 Premium Amadigi ver.*	13,000
51		*CR EVANGELION 9 Middle ver.*	-

*The table shows some of the titles announced as of November 6, 2026.
*The figures have been rounded down to the nearest thousand.
*Some of the unit sales include the rental plan.
*The table shows the unit sales calculated at the end of Q2 FY2026. (the information of the amadigi-type and reuse-type machines are omitted).
Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

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Change in pachinko unit sales by title (FY2003 to FY2026)

(As of September 30, 2026)

52	2015	*CR EVANGELION 9 Type zero ver.*	-
53		*CR Martian Successor NADESICO*	-
54		*CR EVANGELION X*	53,000
55		*CR EVANGELION 9 Type zero 199 ver.*	-
56		*CR Martian Successor NADESICO Light ver.*	-
57		*CR EVANGELION X PREMIUM MODEL*	12,000
58	2016	*CR TEKKEN 2 Toushin ver.*	15,000
59		*CR EVANGELION 9 180ver.*	-
60		*CR EVANGELION 10 SPEED IMPACT*	12,000
61		*CR EVANGELION－Time to Rise*	57,000
62		*CR TEKKEN 2 Fujin ver.*	-
63	2017	*CR EVANGELION－Time to Rise Premium Model*	-
64		*CR EVANGELION 2018 model*	36,000
65		*CR EVANGELION －Time to Rise Start impact*	-
66		*CR CODE GEASS Lelouch of the Rebellion - Emperor Road-*	10,000
67		*CR EVANGELION 2018 model GOLD Impact*	-
68	2018	*CR Drum ☆ EVANGELION PINK*	-
69		*Mode Pachinko CODE GEASS Lelouch of the Rebellion - easy version -*	-
70		*Mode Pachinko Drum ☆ EVANGELION GOLD*	-
71		*EVANGELION Super awakening/ Super berserk*	27,000
72	2019	*PACHINKO TEKKEN EXTREME*	-
73		*EVANGELION 13 Premium model*	-
74		*NEON GENESIS EVANGELION Rebirth of Angels*	35,000
75		*PACHINKO TEKKEN EXTREME SWEET COMBO VER.*	-
76		*EVANGELION 13 EXTRA model*	-
77		*NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL*	-
78	2020	*NEON GENESIS EVANGELION Decisive Battle -Crimson-*	14,000
79		*P CODE GEASS Lelouch of the Rebellion*	13,000
80		*NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL*	-
81	2021	*P Uchū Senkan Yamato 2202 Ai no Senshi-tachi*	-
82		*P CODE GEASS Lelouch of the Rebellion Light middle ver.*	-
83		*NEON GENESIS EVANGELION -Roar for tomorrow-*	84,000
84		*P CODE GEASS Lelouch of the Rebellion Light ver.*	-
85	2022	*P Uchū Senkan Yamato 2202 -ONLY ONE-*	15,000
86		*P Uchū Senkan Yamato 2202 Ai no Senshi-tachi Light Ver.*	-
87		*P Godzilla vs EVANGELION -G-cells awakening-*	50,000
88		*P Uchū Senkan Yamato 2202 -ONLY ONE- light Ver.*	-
89	2023	*P CODE GEASS Lelouch of the Rebellion -Rebellion to Re; surrection-*	20,000
90		*NEON GENESIS EVANGELION -Roar for tomorrow- SPECIAL EDITION*	10,000
91		*P Godzilla vs EVANGELION -G-cells awakening- PREMIUM MODEL*	-
92		*Pachinko EVANGELION:3.0 + 1.0 Type Rei*	56,000
93		*Sumapachi EVANGELION:3.0 + 1.0 Type Kaworu*	12,000
94		*NEON GENESIS EVANGELION -Roar for tomorrow- PREMIUM MODEL*	11,000
95		*Sumapachi EVANGELION:3.0 + 1.0 Type Gendo*	-
96		*P CODE GEASS Lelouch of the Rebellion -Rebellion to Re; surrection- light ver.*	-
97	2024	*P Uchū Senkan Yamato 2202 Super Wave*	13,000
98		*P Godzilla vs EVANGELION Second impact G*	20,000
99		*e Godzilla vs EVANGELION Second impact G Awakening of destroyer*	-
100		*Pachinko EVANGELION:3.0 + 1.0 129 LT ver.*	-
101	2025	*e Tokyo Ghoul*	45,000
102		*P Uchū Senkan Yamato 2202 Super Wave Mori Yuki 199LT ver.*	-
103		*Pachinko EVANGELION:3.0 + 1.0 PREMIUM MODEL*	11,000
104		*NEON GENESIS EVANGELION -Memories of the beginning-*	44,000
105		*e Godzilla vs EVANGELION2 Chōdeka Gold P Godzilla vs EVANGELION2 Chōdeka Silver*	-
106	2026	*e Tokyo Ghoul Chōdeka Chō Ichigeki ver.*	21,000
107		*e Assault Lily*	12,000
108		*NEON GENESIS EVANGELION -319 RED-*	On sale
109		*GODZILLA VS EVANGELION -WIND BURST-*	On sale

*The table shows some of the titles announced as of November 6, 2026.
*The figures have been rounded down to the nearest thousand.
*Some of the unit sales include the rental plan.
*The table shows the unit sales calculated at the end of Q2 FY2026. (the information of the amadigi-type and reuse-type machines are omitted).
Regarding the titles which unit sales were less than 10,000, the figures are not disclosed.

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Change in pachinko unit sales by title (FY2003 to FY2026)

(As of September 30, 2026)

OK!!			
	FY	Title	Unit sales
1	2012	*New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type*	-
2		*New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type*	25,000
3	2013	*Pachinko Onimusha: Dawn of Dreams*	33,000
4		*New-century Pachinko BERSERK*	23,000
5	2014	*Pachinko Onimusha: Dawn of Dreams Light Version*	-
6		*Pachinko Ultra Battle Retsuden*	80,000
7	2015	*Pachinko Marvel's Avengers*	-
8	2016	*Pachinko GANTZ*	31,000
9	2017	*Pachinko Ultra Battle Retsuden Light Edition*	-
10		*Pachinko Marvel's Avengers Type196*	-
11		*Pachinko Marvel's Avengers Light Version*	-
12		*Pachinko GANTZ EXTRA*	-
13	2018	*Pachinko Onimusha: Dawn of Dreams Super Souken (Manufactured by KYORAKU SANGYO)*	15,000
14		*Pachinko GEKIJOUREI*	10,000
15	2019	*Pachinko GANTZ:2*	25,000
16		*Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu (Manufactured by KYORAKU SANGYO)*	10,000
17		*Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu Light Verion (Manufactured by KYORAKU SANGYO)*	-
18		*PACHINKO 6 ULTRAMAN BROTHERS (Manufactured by KYORAKU SANGYO)*	20,000
19	2020	*Pachinko ULTRASEVEN Cho Rambu (Manufactured by KYORAKU SANGYO)*	10,000
20		*Pachinko GANTZ:2 Sweet ver.*	-
21	2021	*PACHINKO GANTZ KIWAMI*	-
22		*PACHINKO ULTRAMAN TARO 2 (Manufactured by KYORAKU SANGYO)*	25,000
23		*PACHINKO 6 ULTRAMAN BROTHERS Light version (Manufactured by KYORAKU SANGYO)*	-
24		*PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver. (Manufactured by KYORAKU SANGYO)*	-
25	2022	*PACHINKO KAMEN RIDER Dark rider ver. (Manufactured by KYORAKU SANGYO)*	12,000
26	2022	*PACHINKO GANTZ:3 LAST BATTLE*	11,000
27		*PACHINKO ULTRAMAN TIGA 1500×84*	20,000
28	2023	*PACHINKO ULTRAMAN TIGA Ultra super luminal Light ver.*	-
29		*Pachinko GANTZ Awakening RUSH180*	-
30		*PACHINKO MITOKOHMON chogokujo*	-
31	2024	*Pachinko GANTZ Awakening SWEET 2000*	-
32		*e ULTRAMAN 2400★80*	-
33	2025	*e SHIN ULTRAMAN*	-
34		*e ULTRAMAN 4500 Super Light*	-
35	2026	*P Ultraman Mebius Dekaheso319*	-
36		*e SHIN ULTRAMAN 79 ver.*	-
37		*SMART-PACHINKO GANTZ*	On sale

MIZUHO/ Macy			
	FY	Title	Unit sales
1	2014	*CR BATMAN*	-
2	2015	*CR Million GOD RISING*	22,000
3		*CR Midoridon Hanabi DE Buon giorno*	10,000
4		*CR Million GOD RISING—ZEUS Returns—*	-
5		*CR Tengen Toppa Gurren Lagann*	-
6		*CR Midoridon Hanabi DE Buon giorno 1/99ver.*	-
7	2017	*CR Yu-Gi-Sei Million Arthur*	-
8	2018	*CR Tengen Toppa Gurren Lagann 199 ver.*	-
9		*CR Tengen Toppa Gurren Lagann 99 ver.*	-
10		*CR Yu-Gi-Sei Million Arthur 199ver*	-

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

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Change in pachinko unit sales by title (FY2003 to FY2026)

(As of September 30, 2026)

Daiichi Shokai/ D-light			
	FY	Title	Unit sales
1	2015	*CR Sakigake Otokojuku*	-
2		*CR Sakigake Otokojuku Light Ver.*	-
3	2016	*CR MAJESTIC PRINCE*	13,000
4	2018	*CR INUYASHA JUDGEMENT∞(infinity)*	-
5		*P INUYASHA JUDGEMENT∞ PREMIUM*	-
6	2019	*ayumi hamasaki -LIVE in CASINO-*	-
7	2022	*P INUYASHA 2*	-
8	2023	*P Hyakka-Ryoran*	10,000
9	2024	*P Hyakka-Ryoran Gohoushi 129ver.*	-
10	2025	*e INUYASHA 3.0*	-
11	2026	*e INUYASHA 3.0 Oiri Amadigi SPEC*	-

NANASHOW			
	FY	Title	Unit sales
1	2016	*CR The Amazing Spider-Man*	-
2		*THE GENIE FAMILY*	-
3	2018	*CR ULTIMATE JUDGEMENT*	16,000
4	2019	*PA ULTIMATE JUDGEMENT Sweet Judgement 99 ver.*	-
5		*CR Mach GoGoGo GP7000*	-
6	2022	*P Gatchaman the True Velocity*	12,000
7	2024	*Sumapachi SSSS.GRIDMAN*	-
8	2026	*e Resident Evil6*	-
9		*Sumapachi SSSS.GRIDMAN MEGA START 159 ver.*	-
10		*e EDENS ZERO ~Ultimate LT~*	-

NewGin/ EXCITE			
	FY	Title	Unit sales
1	2021	*P BERSERK Musou*	10,000
2	2023	*P BERSERK Musou Vengeance ver.*	-
3	2024	*P Ring ni kakero1*	-
4	2025	*e BERSERK Musou Chapter 2*	-
5	2026	*e Mushoku Tensei: Jobless Reincarnation*	12,000

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

(As of September 30, 2026)

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

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

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

(As of September 30, 2026)

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

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

(As of September 30, 2026)

Enterrise/ Adelion/LEOSTAR			
	FY	Title	Unit sales
1	2009	*VIEWTIFUL JOE*	-
2	2010	*Sengoku BASARA 2*	16,000
3	2011	*Street Fighter IV*	-
4	2012	*Resident Evil 5*	49,000
5	2013	*Monster Hunter: Gekka Raimei*	50,000
6		*Devil May Cry 4*	25,000
7	2014	*Pachislo Sengoku BASARA 3*	20,000
8	2015	*Resident Evil 6*	37,000
9		*Asura's Wrath*	-
10	2016	*Super Street Fighter IV*	-
11		*Devil May Cry X (Cross)*	15,000
12		*Monster Hunter Kyoryu Sensen*	37,000
13	2017	*Pachislo Machine Ace Attorney*	-
14		*Resident Evil Revelations*	18,000
15	2018	*Pachislo Okami*	-
16		*STREET FIGHTER V PACHISLOT EDITION*	-
17		*Pachislot Sengoku BASARA HEROES PARTY*	-
18	2019	*PACHI SLOT Onimusha: Dawn of Dreams*	20,000
19	2020	*Pachislot MONSTER HUNTER: WORLD*	17,000
20	2021	*PACHISLOT Hyakkaryouran SAMURAI GIRLS*	-
21		*Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING*	10,000
22	2022	*Pachislot Gekka Miyabi*	-
23		*Pachislot MONSTER HUNTER WORLD: ICEBORNE™*	14,000
24	2024	*Smart Slot STRIKE THE BLOOD*	-
25		*Smart slot STREET FIGHTER V The way of the challenger*	-
26		*Smart pachislot MONSTER HUNTER RISE*	26,000
27		*Smart Pachislot Resident Evil5*	15,000
28	2025	*Smart Pachislot Devil May Cry 5 STYLISH TRIBE*	11,000
29		*SMART PACHISLOT Shin Onimusha 3*	24,000
30	2026	*Smart Pachislot STREET FIGHTER 6*	-
31		*Smart Pachislot Monster Hunter Rise: Sunbreak*	On sale
32		*Smart Pachislot Dragon's Dogma 2*	On sale

OK!!			
	FY	Title	Unit sales
1	2017	*Pachi-Slot Marvel's The Avengers*	-
2		*PACHI-SLOT ULTRASEVEN* (Manufactured by KYORAKU SANGYO)	-
3	2022	*PACHI-SLOT ULTRAMAN TARO Tyrant SPEC*	-
4	2024	*L Ultraman Tiga*	-
5		*L MASKED RIDER DEN-O*	-
6	2025	*L ULTRAMAN*	-
7	2026	*L ULTRAMAN The Final Showdown*	On sale

Daiichi Shokai/ D-light/ IDOL			
	FY	Title	Unit sales
1	2015	*MAJESTIC PRINCE*	-
2		*HIGURASHI NO NAKUKORONI—KIZUNA*	-
3		*Oh My Goddess!*	-
4	2016	*Pachislot GARGANTIA ON THE VERDUROUS PLANET*	-
5	2017	*Pachislot Osomatsu-kun*	-
6		*Pachislot The Ambition of Oda Nobuna*	-
7	2020	*PACHISLOT TETSUYA -Destiny and real ability-*	-
8	2021	*S Ushio &TORA -A flash of thunder spear-*	-
9	2022	*PACHISLOT BOØWY*	10,000
10	2023	*L Higurashi When They Cry: GOU*	-
11	2024	*L SHIN IKKITOUSEN*	-
12	2025	*L ZETTAI SHOGEKI IV*	-

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

(As of September 30, 2026)

MIZUHO			
	FY	Title	Unit sales
1	2013	*ANOTHER GOD HADES*	54,000
2	2017	*Kai-Dou-Sei Million Arthur*	-
3		*THE AMAZING SPIDER-MAN*	-

NewGin/ EXCITE			
	FY	Title	Unit sales
1	2017	*Sengoku Pachislot Hana no Keiji - Ten wo Ugatsu Ikusayari -* (Sales cooperation)	19,000
2	2019	*Pachislot Salaryman Kintaro -MAX-*	12,000
3	2023	*L BERSERK Musou*	14,000
4	2024	*L Salaryman Kintaro*	-
5	2025	*L Mushoku Tensei: Jobless Reincarnation*	On sale

NANASHOW			
	FY	Title	Unit sales
1	2014	*Pachislot BERSERK*	20,000
2	2015	*PACHISLOT NINJA GAIDEN*	12,000
3		*Pachislot Ultraman*	-
4	2016	*Pachislot ALIEN BALTAN*	-
5		*Pachislot LOAD of VERMILION*	-
6	2017	*PACHISLOT GRAPPLER BAKI*	-
7		*PACHISLOT TOUKIDEN*	-
8		*PACHISLOT BLACK LAGOON3*	-
9	2018	*Pachislot Mach GoGoGo*	-
10		*Pachislot LORD of VERMILION Re:*	-
11	2019	*Super AT Chu la Oki*	-
12		*PACHISLOT Tengen Toppa Gurren Lagann*	-
13	2020	*AKAME GA KILL!*	-

Spiky GROUP			
	FY	Title	Unit sales
1	2017	*PACHISLOT Super GANTZ* (Developed by NANASHOW Corporation)	-
2	2018	*PACHISLOT Tengen Toppa Gurren Lagann -KIWAME-* (Developed by NANASHOW Corporation)	-
3		*Pachislot Hananchu* (Developed by NANASHOW Corporation)	-
4		*PACHISLOT ROCKMAN Ability* (Developed by Enterrise Co., Ltd.)	-
5		*Resident Evil INTO THE PANIC* (Developed by Enterrise Co., Ltd.)	-
6	2020	*BLACK LAGOON4* (Developed by NANASHOW Corporation)	-
7		*PACHISLOT Ring-ni-kakero1 -World champion carnival version-* (Developed by Enterrise Co., Ltd.)	-
8		*ZETTAI SHOGEKI III* (Developed by NANASHOW Corporation)	-
9	2021	*PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME*	-
10		*BLACK LAGOON ZERO bullet MAX*	-
11	2022	*PACHISLOT INUYASHA*	15,000
12		*Pachislot Shin Ore no Sora*	10,000
13	2023	*S The Ambition of Oda Nobuna -countywide edition-*	-
14		*L Ring ni kakero1 V*	17,000
15	2024	*L AKAME GA KILL! 2*	-
16		*L INUYASHA 2*	10,000
17		*L Tokyo Ghoul*	54,000
18	2025	*L ZETTAI SHOGEKI - PLATONIC HEART-*	-
19		*L DARLING in the FRANXX*	13,000
20	2026	*L Assault Lily*	On sale
21		*L SYNDUALITY Noir*	On sale

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Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2004	 ***Neon Genesis Evangelion*** Dec. 2004 (124,000 machines)		98,000 machines
2005	 ***Second Impact*** Feb. 2006 (161,000 machines)		150,000 machines
2006	 ***Kiseki no Kachiwa*** Feb. 2007 (187,000 machines)		206,000 machines
2007	 ***The Angels Are Back Again*** Jan. 2008 (199,000 machines)		206,000 machines
2008		 ***Neon Genesis Evangelion Premium Model*** May 2008 (51,000 machines)	63,000 machines

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2009	 ***The Beginning and the End*** Apr. 2009 (237,000 machines)	 ***The Angels Are Back Again YF*** Jan. 2010 (24,000 machines)	259,000 machines
2010	 ***Evangelical of the Beginnings*** Jun. 2010 (205,000 machines)	 ***Evangelical of the Beginnings Light ver.*** Nov. 2010	215,000 machines
2011	 ***Evangelion 7*** Jan. 2012 (100,000 machines)		97,000 machines
2012		 ***(Evangelion 7) EVA Light III*** May 2012 (16,000 machines)  ***Evangelion 7 Smile Model*** Dec. 2012 (12,000 machines)	31,000 machines
2013	 ***EVANGELION 8*** Jul. 2013 (75,000 machines)	 ***EVANGELION 8 Premium Battle*** Jan. 2014 (12,000 machines)	88,000 machines

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

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Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2014	 ***EVANGELION 9*** Dec. 2014 (103,000 machines)	 ***EVANGELION 8 Extreme Battle*** Jul. 2014 (20,000 machines)  ***EVANGELION 9 Premium Amadigi Ver.*** Feb. 2015 (13,000 machines)  ***EVANGELION 9*** Middle Ver. Feb. 2015	131,000 machines
2015	 ***EVANGELION X*** Sep. 2015 (53,000 machines)	 ***EVANGELION 9 Type zero ver.*** May 2015  ***EVANGELION 9 Type zero 199ver.*** Dec. 2015  ***EVANGELION X PREMIUM MODEL*** Feb. 2016 (12,000 machines)	84,000 machines
2016	 ***Time to Rise*** Dec. 2016 (57,000 machines)	 ***EVANGELION 9 180Ver.*** Sep. 2016  ***EVANGELION X SPEED IMPACT*** Sep. 2016 (12,000 machines)	78,000 machines
2017	 ***EVANGELION 2018 model*** Oct. 2017 (36,000 machines)	 ***EVANGELION 11 PREMIUM MODEL*** Jun. 2017  ***EVANGELION 11 Start Impact*** Dec. 2017  ***EVANGELION 2018 model GOLD Impact*** Mar. 2018	46,000 machines
2018	  ***EVANGELION Super awakening/ Super berserk*** Mar. 2019 (27,000 machines)	 ***CR Drum ☆ EVANGELION PINK*** Aug. 2018  ***Mode Pachinko Drum ☆ EVANGELION GOLD*** Jan. 2019	33,000 machines

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2019	 ***NEON GENESIS EVANGELION Rebirth of Angels*** Dec. 2019 (35,000 machines)	 ***EVANGELION 13 Premium model*** Sep. 2019  ***EVANGELION 13 EXTRA model*** Feb. 2020  ***NEON GENESIS EVANGELION Rebirth of Angels PREMIUM MODEL*** Mar. 2020	51,000 machines
2020	 ***NEON GENESIS EVANGELION Decisive Battle -Crimson-*** Oct. 2020 (14,000 machines)	 ***NEON GENESIS EVANGEzLION Decisive Battle PREMIUM MODEL*** Feb. 2021	18,000 machines
2021	 ***NEON GENESIS EVANGELION -Roar for tomorrow-*** Dec. 2021 (50,000 machines)		51,000 machines
2022	 ***P Godzilla vs EVANGELION -G-cells awakening-*** Dec. 2022 (50,000 machines)	 Resale (10,000 units)	60,000 machines
2023	 ***Pachinko EVANGELION: 3.0 + 1.0 Type Rei*** Dec. 2023 (56,000 units)  ***Sumapachi EVANGELION: 3.0 + 1.0 Type Kaworu*** Dec. 2023 (12,000 units)	 Resale (24,000 units)  ***NEON GENESIS EVANGELION -Roar for tomorrow- SPECIAL EDITION*** Sep. 2023 (10,000 units)  ***P Godzilla vs EVANGELION -G-cells awakening- PREMIUM MODEL*** Oct. 2023  ***NEON GENESIS EVANGELION -Roar for tomorrow- PREMIUM MODEL*** Feb. 2024 (11,000 units)  ***Sumapachi EVANGELION: 3.0 + 1.0 Type Gendo*** Mar. 2024	120,000 machines

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

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Change of pachinko *Evangelion* series

FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2024	  ***P Godzilla vs EVANGELION Second impact G*** Dec. 2024 (20,000 units) ***e Godzilla vs EVANGELION Second impact G Awakening of destroyer*** Dec. 2024	 ***Pachinko EVANGELION: 3.0 + 1.0 129 LT ver.*** Feb. 2025	41,000 machines
2025	 ***NEON GENESIS EVANGELION -Memories of the beginning-*** Dec. 2025 (44,000 units)	 ***Pachinko EVANGELION: 3.0 + 1.0 PREMIUM MODEL*** Sep. 2025 (11,000 units)  ***e Godzilla vs EVANGELION2 Chōdeka Gold*** Jan. 2026  ***P Godzilla vs EVANGELION2 Chōdeka Silver*** Jan. 2026	59,000 machines
2026	coming soon ***GODZILLA VS EVANGELION -WIND BURST-*** Dec. 2026 On sale	 ***P NEON GENESIS EVANGELION -319 RED-*** Oct. 2026 On sale	

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Change of pachislot *Evangelion* series

FY	Sales title (main titles)	Unit sales of series (Booked amount)
2005	 ***Neon Genesis Evangelion*** Sep. 2005 (23,000 machines)	22,000 machines
2007	 ***Neon Genesis Evangelion Magokoro wo Kimini*** Jul. 2007 (99,000 machines)	99,000 machines
2008	 ***Neon Genesis Evangelion That time has come, they're waiting for us*** Sep. 2008 (90,000 machines)	90,000 machines
2009	 ***Neon Genesis Evangelion — Die Spur der SEELE*** Mar. 2010 (84,000 machines)	74,000 machines
2010	 ***MOBASLO Evangelion —for your own wish*** Mar. 2011 (77,000 machines)	65,000 machines

FY	Sales title (main titles)	Unit sales of series (Booked amount)
2011	 ***Evangelion —the Heartbeat of Life*** Feb. 2012 (46,000 machines)	69,000 machines
2012	 ***EVANGELION*** Feb. 2013 (57,000 machines)	56,000 machines
2013	 ***Evangelion —Ketsui no Toki*** Feb. 2014 (13,000 machines)	13,000 machines
2015	  ***EVANGELION —Spear of Hope*** Jun. 2015 (26,000 machines) ***EVANGELION —Tamashii wo Tsunagumono*** Dec. 2015 (15,000 machines)	41,000 machines
2016	 ***EVANGELION —WISH OF VICTORY*** Feb. 2017	–

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

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Sales brand/ Bisty

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Change of pachislot *Evangelion* series

FY	Sales title (main titles)	Reuse-type machines	Unit sales of series (Booked amount)
2017	 ***Neon Genesis Evangelion - to You the Sincerity 2*** Feb. 2018	 ***EVANGELION 30φMODEL*** Jan. 2018	11,000 machines
2018	 ***Pachislot Evangelion AT777*** Feb. 2019 (14,000 machines)	 ***Neon Genesis Evangelion - berserk 400*** Mar. 2019	13,000 machines
2019	 ***EVANGELION FESTIVAL*** Mar. 2020		–
2021	 ***NEON GENESIS EVANGELION -Resonance of souls-*** Jan. 2022		–
2023	  ***L Evangelion -Genesis of Destiny-*** Oct. 2023 (17,000 units) ***L Godzilla vs EVANGELION*** Feb. 2024 (14,000 units)		23,000 machines

FY	Sales title (main titles)	Reuse-type machines	Unit sales of series (Booked amount)
2024	 ***L Pachislot Evangelion: 3.0+1.0*** Jan. 2025 (11,000 machines)		19,000 machines
2025	 ***LB Pachislot Evangelion -The Door of Promises-*** Jul. 2025 (12,000 machines)		12,000 machines
2026	 ***L Pachislot Godzilla vs EVANGELION 2*** Nov. 2026 On sale		

*The figures in parentheses indicate unit sales per title (sales of less than 10,000 machines are not disclosed).

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3. Corporate information, etc.

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Corporate profile

Corporate profile

Company name	TSUBURAYA FIELDS HOLDINGS INC. https://www.tsuburaya-fields.co.jp/e/
Establishment	June 1988 (Started business as Toyo Shoji Co., Ltd. in 1983)
Address of the head office	Shibuya Garden Tower, 16-17 Nampeidai-cho, Shibuya-ku, Tokyo 150-0036, Japan
Capital stock	¥7,948 million
Stock information	Total number of shares issued and outstanding: 65,429,150 (Treasury shares: 3,125,972)
Securities exchange	Prime Market, Tokyo Stock Exchange Code: 2767
Number of employees	1,808(consolidated), 151 (non-consolidated)
Main business activities	Drafting and executing the Group's medium-term management plan Overseeing group management and business activities, etc.

Director

(As of September 30, 2026)

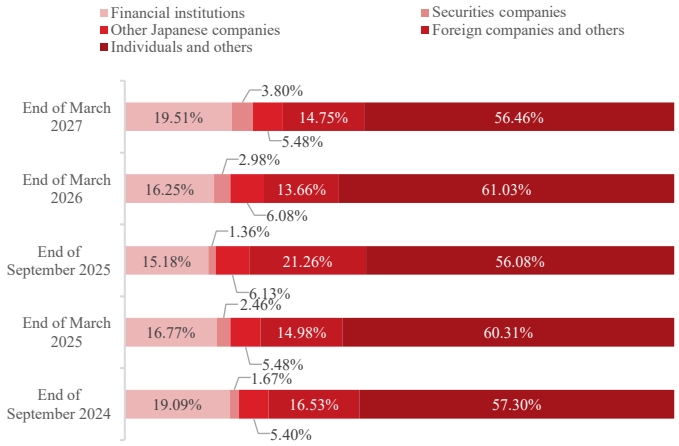
President and Group CEO	Hidetoshi Yamamoto
Senior Managing Director Chief Officer of Amusement business segment	Ei Yoshida
Senior Managing Director Chief Officer of Content and Digital business segment	Masayuki Nagatake
Director and Group CFO	Kenichi Ozawa
Outside Director Audit and Supervisory Committee Member	Tetsuo Komori
Outside Director Audit and Supervisory Committee Member	Keiichi Maeda
Outside Director	Kimie Morishita
Outside Director Audit and Supervisory Committee Member	Kenichi Ikezawa

Stock information

Stock information

Total number of authorized shares	277,600,000
Number of shares issued	65,429,150
Treasury shares	3,125,972
Shareholders	21,232

By type of shareholder



Major shareholders

(As of September 30, 2026)

Shareholders	Number of shares held	Percentage of total shares held* (excluding treasury shares)
Hidetoshi Yamamoto	15,250,000	24.48%
Takashi Yamamoto	7,225,600	11.60%
Master Trust Bank of Japan, Ltd. (Trust Account)	6,600,200	10.59%
Custody Bank of Japan, Ltd. (Trust Account)	4,795,800	7.70%
Mint Co.	3,200,000	5.14%
Hideyuki Kayamori	1,962,700	3.15%
The Nomura Trust and Banking Co., Ltd. (Trust Account)	1,064,600	1.71%
Morgan Stanley MUFG Securities Co., Ltd.	812,001	1.30%
BBH BOSTON CUSTODIAN FOR JAPAN VALUE EQUITY CONCENTRATED FUND A SERIES OF 620135	754,100	1.21%
STATE STREET BANK AND TRUST COMPANY 505001	662,768	1.06%

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

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Main group companies

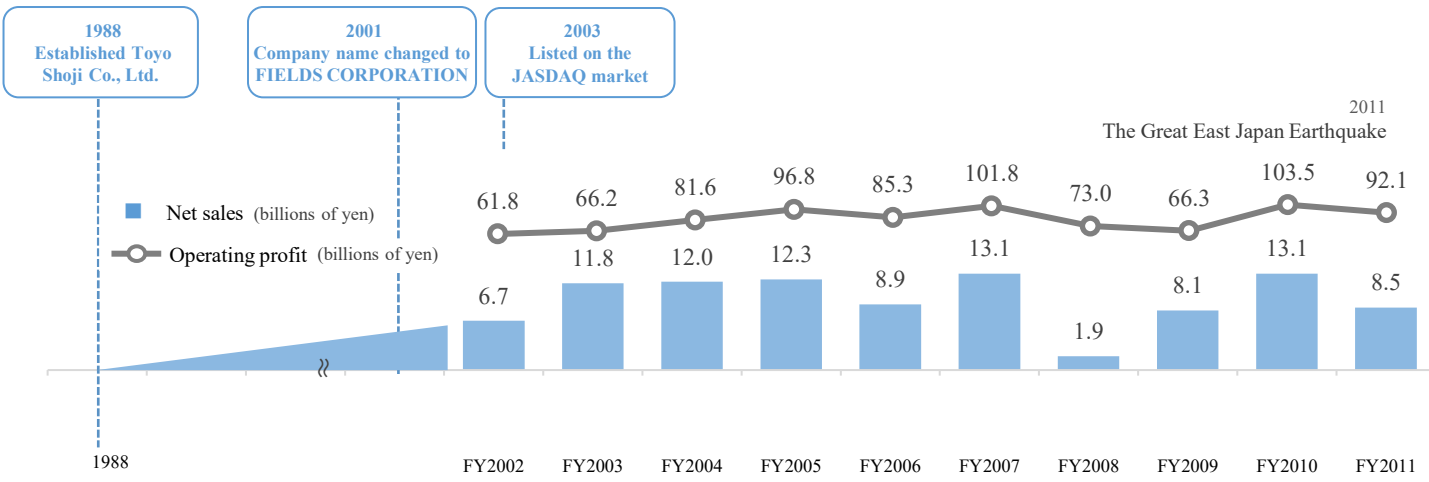
(As of September 30, 2026)

Company name	Holding ratio of voting rights	Paid-in capital (Million yen)	Address	Business activities	Group participation month and year
○ Digital Frontier Inc.	100	31	Shibuya-ku, Tokyo	Planning and production of CG etc.	Apr. 2010
○ DIGITAL FRONTIER (TAIWAN) INC.	100	5 million TWD	Taiwan	Production and provision of CG visual	Jul. 2011
○ Optimize Company, Limited	100	60	Shibuya-ku, Tokyo	Information distribution services through the Internet	Oct. 2006
○ Tsuburaya Productions Co., Ltd.	51.00	310	Shibuya-ku, Tokyo	Planning and production of movie/TV Planning, production and sales of character goods	Apr. 2010
○ TSUBURAYA FIELDS MEDIA & PICTURES ENTERTAINMENT, INC.	100	2.5 million USD	USA	Acquisition and distribution of entertainment content, Licensing business and trading card business	May 2023
○ TSUBURAYA FIELDS ENTERTAINMENT INTERNATIONAL PTE. LTD.	100	1.9 million SGD	Singapore	Acquisition and distribution of entertainment content, Licensing business and trading card business	Aug. 2023
○ TSUBURAYA FIELDS ENTERTAINMENT KOREA INC.	100	900 million KRW	Korea	Acquisition and distribution of entertainment content, Licensing business and trading card business	Aug. 2024
○ FIELDS CORPORATION	100	100	Shibuya-ku, Tokyo	Planning, development and sales of PS machines	Oct. 2022
○ BOOOM Corporation	100	10	Shibuya-ku, Tokyo	Planning and development of PS machines	May 2009
○ MICROCABIN CORP.	100	10	Yokkaichi-shi, Mie	Planning and development of software for PS machines	Jan. 2011
○ SEPTECH CORPORATION	100	10	Shibuya-ku, Tokyo	Procurement and manufacturing of components related to PS machines Logistics management	Oct. 2022
○ CROSSALPHA CORPORATION	100	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ SPIKY CORPORATION	100	100	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	May 2015
○ SHINNICHI TECHNOLOGY CORPORATION	100	10	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2008
○ F CORPORATION	100	5	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Aug. 2016
○ NANASHOW CORPORATION	83.33	40	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2014
○ Sophia Co., Ltd.	100	100	Kiryu-shi, Gunma	Development and manufacturing of PS machines	Mar. 2024
○ ACE DENKEN Co., Ltd.	100	95	Taito-ku, Tokyo	Development, manufacturing and sales of pachinko hall facilities Development and manufacturing of PS machines	Mar. 2024
○ Shinko MechatroTech Co., Ltd.	100	100	Hanamaki-shi, Iwate	Development, manufacturing and sale of information and mechatronics equipment, medical and nursing care equipment, and PS machines	Mar. 2024
○ Fields Jr. Corporation	100	10	Shibuya-ku, Tokyo	Maintenance of PS machines, etc.	Mar. 2002
○ LUCENT, INC.	99.89	10	Shibuya-ku, Tokyo	Leasing, management, trading and asset management of real estate	Jan. 2003
○ PachinkoPachislot Information Station, Inc.	70.00	10	Shibuya-ku, Tokyo	Operation of information distribution services	Feb. 2018
○ Total Workout premium management Inc.	100	5	Shibuya-ku, Tokyo	Management and operation of fitness gym	May 2011
□ SOUGOU MEDIA INC.	35.00	10	Shibuya-ku, Tokyo	Planning and production regarding sales promotions	Mar. 2010
□ SPO Entertainment Inc.	31.81	100	Chuo-ku, Tokyo	Acquisition, import/export, and sales of video content rights Operation of movie theaters and video distribution services Planning, developing and operating media services etc.	Mar. 2008

*○The consolidated subsidiary □The subsidiaries and affiliates accounted for using the equity method
*The percentage of indirect ownership is indicated in parenthesis after the Company's voting rights ratio.

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［Net sale and operating profit］



1988～ Start-up period: PS distribution innovation

In 1988, Toyo Shoji Co., Ltd., was established. The company focused first on revitalizing the pachinko industry and making it sounder, with the aim of making it easier for many more people to enjoy the inherent entertainment value of pachinko machines as an ordinary part of life. Thereafter, the scale of Japan's pachinko market expanded to ¥30 trillion. We also grew into the industry's largest distributor with a nationwide sales network, as we continued to anticipate and meet the diverse needs of pachinko halls and fans.

1988：PS machine proposal and sales activities for pachinko halls.
1992：Acquired Leisure Nippon News Company.
Launched *Hall TV*.
1994：Launched Pachinko Information Station
Expand sales offices nationwide.

1998～ Full-fledged launch of PS machine as a media

In the 1990s PS machines mounted with LCD screens brought the same appeal to these machines as media such as movies and television. The advent of larger LCD screens with higher resolutions, meanwhile, led to the emergence of a host of original intellectual property (IP) unique to the industry.

Viewing PS machines as media in their own right, we moved to create more fans of the genre.

To this end, we used our nationwide sales network to identify needs, and began taking steps to create PS machines that utilize outstanding IP known widely throughout the public domain.

Together with building a structure for acquiring IP and relationships with talented planners, we entered a business alliance with machine manufacturer Sammy Corporation. These and other efforts formed our single-minded focus on measures to enhance both the gaming and entertainment value of PS machines.

PS changes into a media. With this in mind, we have begun a full-fledged approach to IP.

2000： Business alliance with Sammy Corporation
Started exclusive sales of RODEO brand.
2001：Established Total Workout Corporation.
2003：Business alliance with SANKYO Co., Ltd.
Started exclusive sales of Bisty-brand.
2004：Launched *EVENGELION* series.
2005：Made D3 Publisher Inc. a subsidiary.
* Sold in 2009
2006：Made FutureScope Corporation a subsidiary.
(Currently, Optimize Company, Limited)
2008：Business alliance with KYORAKU SANGYO.
Started exclusive sales of OK!!-brand.

2003～ Entry into a wide range of entertainment fields for multiple expansion of IP

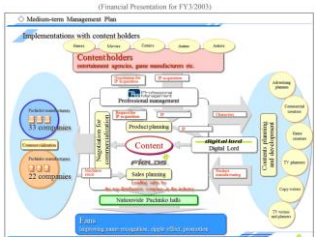
Accelerate alliances with PS manufacturer under strategic alliances

Utilizing funds from our public offering and other opportunities afforded by our 2003 stock market listing, we focused on obtaining many merchandising rights to develop high-quality IP into products from companies that possess such IP in areas such as comics, animations, movies, TV dramas, music, games, and sports.

In addition, we formed alliances with outstanding creative production companies and companies with talented human resources and cutting-edge technology, taking new steps to develop the merchandising rights we obtained in PS and other media as well.

The start of the 21st century saw the use of characters and other IP across the full spectrum of media formats. For pachinko machines, roughly 70 % featured IP of some kind. Recognizing that this trend could lead to IP exhaustion in the future, we made it our mission to eliminate this looming concern.

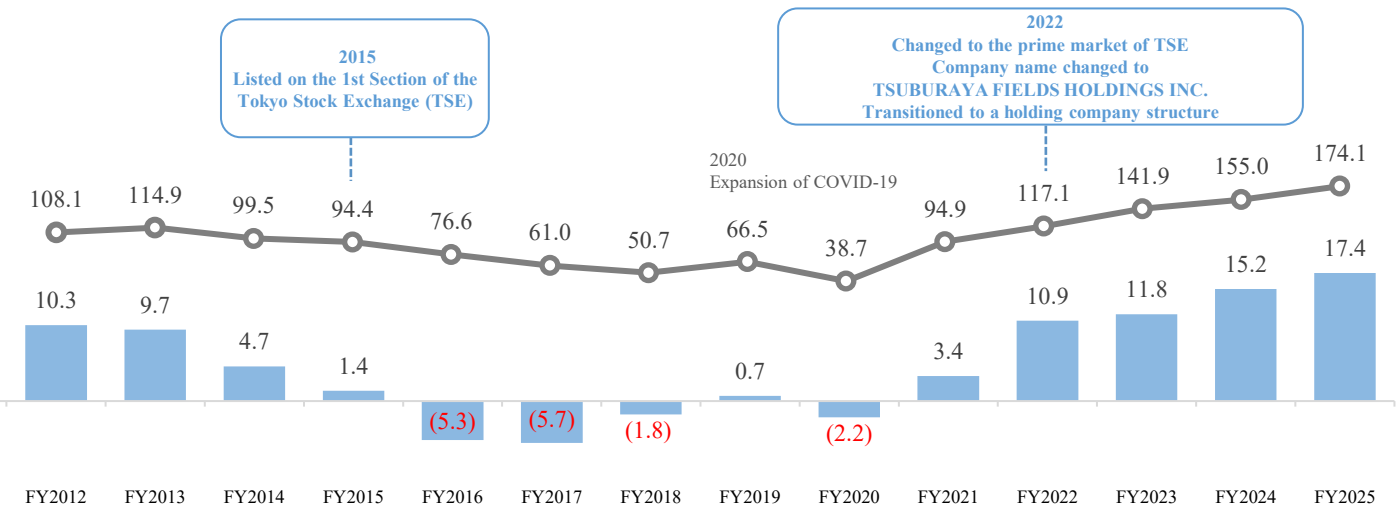
Business model in 2003



2009： Tie-up with Enterrise Co., Ltd.
(Capcom's subsidiary)
Began sales of the brand.
2010：Made Tsuburaya Productions Co., Ltd. a subsidiary.
Made Digital Frontier Inc. a subsidiary.
2011：HERO'S Monthly magazine was launched.
2013：Business alliance with D-Light Co., Ltd.
(Daiichi Shokai Co., Ltd.'s subsidiary)

Initiatives of our group

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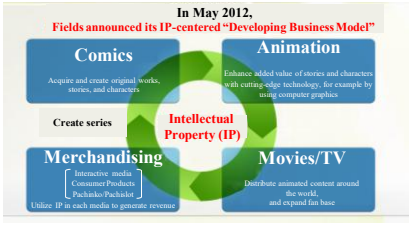
2012~

Promoting a circular business model centered on IP

Announced developing business model centered on IP in 2012

From our beginnings as an independent distributor of PS machines, we have now achieved substantial growth in the PS field driven by IP. Along the way, we have brought companies with high-quality IP rights like Tsuburaya Productions Co., Ltd. under our umbrella, and sought out higher-added value for our IP by building a more robust network of prominent companies and talented partners in every field. In parallel, the Fields Group has also welcomed companies skilled in comics, animation, video and other specialized areas. During this time, the exhaustion of characters and other high-quality IP in the PS industry worsened. In light of the situation, we opted to make a strategic shift to a collective of business models centered on the continuous acquisition, creation and cultivation of IP.

Announced business model in 2012



2014：Business alliance with NANASHOW CORPORATION.
(Made a consolidated subsidiary in 2018)
2015：Made K.K. Aristocrat Technologies (currently CROSSALPHA CORPORATION) a subsidiary.
Made SPIKY CORPORATION a subsidiary.
Entered into a business alliance with Daiichi Shokai Co., Ltd.
2017：New Gin group's EXCITE brand.
Started sales cooperation of PS machine.

2018~

Moving toward the best group management

Strengthen management base through selection and concentration

In June 2018, we celebrated our 30th anniversary and announced that we will reorganize our group and shift to a 4-in-house company system for new growth over the next 30 years. Each of the In-house companies has been designated as a PS distribution company with FIELDS CORPORATION at its core, a PS developing company with BOOOM Corporation at its core, an IP & MD company with Tsuburaya Production Co., Ltd. at its core, and a video production company with Digital Frontier Inc. at its core, and has started to strengthen its earnings and management base through selection and concentration in the group.

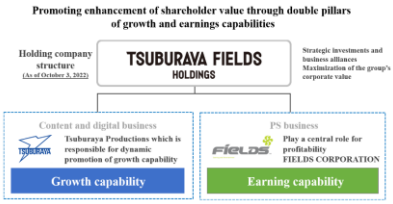
2018：Winning U.S. lawsuits of rights to use *Ultraman series* outside Japan. (2020 judgment finalized)
2019：Global simultaneous distribution *ULTRAMAN* on Netflix
2020：Launched Marvel Comics *THE RISE OF ULTRAMAN.*
Established VIRTUAL LINE STUDIOS CORPORATION. (Joint investment of 3 companies, DF/ NIKKATSU CORPORATION/AOI TYO Holdings Co., Ltd)
2021：Digital Frontier Inc. and Netflix entered into a business outsourcing contract.

2022~

Becoming a global content business company

In October 2022, we shifted to a holding company structure and changed our corporate name to TSUBURAYA FIELDS HOLDINGS. In order to realize the corporate philosophy of "The Greatest Leisure for All People" as a group company, we are developing our business globally with the two pillars of the content and digital business segment and the Amusement business segment (formerly Amusement equipment (formerly PS business segment)). In the content and digital business segment, we have formulated and are promoting a new 5-year medium-term management plan. This plan aims to increase the recognition and favorability of Ultraman and further grow it with a view to the global market. In March 2024, the Amusement business segment welcomed Sophia Group, including ACE DENKEN Co., Ltd., a leading provider of facilities to pachinko halls, and is accelerating its efforts to make pachinko halls a "healthy entertainment space that satisfies everyone in the community."

2022 Transitioned to a holding company structure



2022：Film *SHIN ULTRAMAN* released.
"Ultraman Area" opened in the Chinese theme park.
2023：Established overseas subsidiaries in Los Angeles and Singapore.
2024：Film *Ultraman: Rising* released simultaneously worldwide on Netflix.
Established an overseas subsidiary in South Korea.
"Ultraman Card Game" released simultaneously around the world.
Made Sophia Co., Ltd. group a subsidiary.
Business alliance with DAIKOKU DENKI Co., Ltd.

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(As of September 30, 2026)

1. Basic policy

Our mission is to realize *The Greatest Leisure for All People*, which is our group-wide corporate philosophy. The importance of leisure time in people's lives is increasing as society matures, and the Group wishes to enrich people's entertainment and leisure time by providing new products and services to lead to happiness across society.

Sustainability across all of human society is an indispensable condition for the Group to achieve sustainable growth. We believe that addressing various social issues is our obligation as a company and it also promotes value creation at the same time. For this reason, the Group has positioned sustainability issues as an important management topic. Our goal is to appropriately identify and evaluate related risks and opportunities, control them with an integrated approach, and incorporate them in our management strategies to create further value.

We will work hard for all our stakeholders to realize *The Greatest Leisure for All People* in our sustainability management.

Strategy and Materiality

Our group has identified 5 materialities: "Contribute to improving the lives and hearts of people by providing content and entertainment," "Globalization of business," "Securing and fostering human capital," "Socially and environmentally friendly business operations" and "Strengthening governance system." Please refer to our IR website for more information.

Strategy and Materiality: https://www.tsuburaya-fields.co.jp/ir/e/csr/materiality/

Environmental Policy, Human Rights Policy and Sustainable Procurement Policy

Our group has formulated the following policies for promoting sustainability management across the organization, with the aim of achieving sustainable growth; the *Environmental Policy*, the *Human Rights Policy*, the *Sustainable Procurement Policy*. In addition, we have developed a *Policy on Fair Economic Transactions*. Please refer to our IR website (news) for more information.

Sustainability - *Environmental Policy*, *Human Rights Policy*, *Sustainable Procurement Policy*:
https://www.tsuburaya-fields.co.jp/ir/e/csr/

Sustainability - *Policy on Fair Economic Transactions*:
https://www.tsuburaya-fields.co.jp/ir/e/csr/governance/

2. Main activities

(1) Activities for environment

Power reduction with energy conservation measures

- Room temperature set at 28ºC during summer/ room temperature set at 20ºC during winter
- Reduced use of lighting/ changed light bulbs to LED
- Energy-saving multi-function machines adopted

Promotion of green procurement (purchase of products and services which have a lesser impact on the environment)

- Promotion of the procurement of products with environmental labels/marks

Environmental awareness and introduction of hybrid cars (TSUBURAYA FIELDS HOLDINGS Inc. and FIELDS Corp.)

- Number of vehicles introduced: 255 (97.0% of the total)
- Installation targets: Sales vehicles (excluding executives and four-wheel drive vehicles used in cold regions) and some head office vehicles

GHG emissions (t-CO2) results

FY2025
(Apr. 1, 2025 to Mar. 31, 2026)
Scope 1: 2,272 t-CO2
*Scope1 is calculated by multiplying the total gasoline consumption of vehicles used, as well as the total consumption of fuels such as gas, kerosene, and heavy oil for heating and cooling purposes (including estimated values), by the emission factors specified in the Ministry of the Environment's "List of Calculation Methods and Emission Factors in the Calculation, Reporting, and Publication System" available at the end of the fiscal year under review.

Scope 2: 3,312 t-CO2
* Scope 2 is calculated using an estimation method under the location-based method, by multiplying the electricity consumption of each location by the national average factor specified in the Ministry of the Environment's "Emission Factors by Electricity Utility" available at the end of the fiscal year under review.

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(As of September 30, 2026)

(2) Activities for social

Operating of quality management system

- Implementing continuing improvement as the policy, "Enduringly providing high quality services for contributing pachinko hall's prosperity"
- System renewed continuously in August 2026

Implementing the social contribution activities

- Carrying out regular cleanup activities around the head office by employee volunteers
- Enlightenment activities of SDGs by Tsuburaya Productions and collaborating companies: distribution of short animation *KAIJU STEP SDGs Daisakusen*
  Distribution site: https://sdgs-kaijustep.com

Creating an environment that is easy for people with disabilities to work

- Opened an administrative center in Okinawa and Nagoya
- Providing the job opportunities for people with disabilities and preparing a great work environment
- Business contents: data entry etc.
- Established date:
  Okinawa Working Center April 2010
  Work Support Nagoya Base October 2025

Promoting introduction of AED (Automatic External Defibrillator)

- Installed AED at visible places in the office building such as near entrances to enable visitors and neighborhood to use
- Employees took instruction course of AED
- Installation date: from January 7, 2011
- Installation site: 35units in 35 places (Head office, FIELDS regional offices/branches and Total Workout (gym)

Human Capital Indicators and Targets
The scope of data collection for the following metrics is as described below. In addition, metrics have been revised from those disclosed last year, based on the Medium-Term Management Plan starting from the fiscal year ending March 31, 2027.

I) Items Related to Human Resource Development Policy
The data below was collected from consolidated companies

	FY 2023	FY 2024	FY 2025
Number of Group employees (persons)	1,423	1,664	1,774
In-house MD Development Division (persons) *In the Content and Digital Business	-	-	17
IP and Products Management Division (persons) *In the Amusement Business	173	220	324
Number of new graduate hires	5	21	31
Average Annual Salary for IP and Product Management Division Personnel (thousands of yen)	7,077	6,731	6,270
Net sales per employee (millions of yen)	99	84	98
Operating profit per employee (millions of yen)	8	9	9
Education and training expenses (millions of yen)	54	89	141

II) Items Related to the Development of the Corporate Environment
The data below was collected from TSUBURAYA FIELDS HOLDINGS INC, FIELDS CORPORATION, Tsuburaya Productions Co., Ltd. and Digital Frontier Inc.

	FY 2023	FY 2024	FY 2025
Ratio of female managers (%)	5.9	6.3	6.6
Ratio of males who have taken childcare leave (%)	25.0	36.4	50.0
Employment Rate of People with Disabilities (%)	1.9	2.0	2.2

For more details, please refer to our IR website.
Sustainability – Society – 6. Related data (status of employees):
https://www.tsuburaya-fields.co.jp/ir/e/csr/social/

Source: TSUBURAYA FIELDS HOLDINGS INC.

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ウルトラマン基金 ULTRAMAN FOUNDATION



Tsuburaya Productions Co., Ltd. and other sponsoring corporate group companies established ULTRAMAN FOUNDATION immediately after the Great East Japan Earthquake in March 2011.

The Foundation gives children, who are the hope for the future, a heartfelt yale, and develop perpetual support activities for the future of children.

Please refer to official website for more information
https://www.ultraman-kikin.jp/en/

Name	ULTRAMAN FOUNDATION
Representative	Hidetoshi Yamamoto
Establishment	March 2011
Organizer	Tsuburaya Productions Co., Ltd.
Slogan	A Foundation to support the present and future of the children
About the fund	The ULTRAMAN FOUNDATION gives heartfelt cheer and supplies to children, the light of hope for the future. And it is a fund that will continue to develop support activities for the future of children.

Activities	
2011	Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesennuma, Higashimatsushima, Onagawa/ Fukushima prefecture: Sukagawa, Koriyama, Iwaki, Fukushima/ Iwate prefecture: Miyako, Otsuchi/ Chiba prefecture: Asahi) Gifts of donations and other 30 million yen to Miyagi prefecture/ 20 million yen to Fukushima prefecture/ 20 million yen and a microbus to Iwate prefectural office
2012	Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Ishinomaki, Onagawa/ Fukushima prefecture: Koriyama, Sukagawa)
2013	*Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku* Visited 79 nurseries and kindergartens from March 2013 to March 2014, and contacted with over 7,200 children
	Visits to provide support to regions affected by the Great East Japan Earthquake (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako) Gifts of donations and other 25 million yen and a microbus each donated to Iwate, Miyagi and Fukushima prefectures
2014	*The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014* Held in collaboration with Antonio Inoki, the Ultraman Foundation held Ultra Hero Shows at eight venues in the Tohoku region
	Visits to provide support to regions affected by the Great East Japan Earthquake Supported the Fukushima Pref. Police -Kids Police School event organized by the Fukushima prefectural police
2015	**Expanding scope of activities for children needing support throughout Japan, including regions affected by the earthquake** Redesigned donation collection boxes to expand the scope of our aid and created five types of donation collection boxes with a monster motif. An Ultraman Foundation page for donations has been started on the Yahoo! Fundraising website
	Tohoku Caravan 2015 Visited orphanages, children's hospitals, and kindergartens in Iwate and Miyagi prefectures on September 21–24. The Ultra Heroes also participated in the summer camp of the *Ultra League* (participation by 6 schools from areas affected by the Great East Japan Earthquake), a junior high school girl's volleyball interchange tournament held at the same time, resulting in a total of approximately 800 people coming into contact with the Ultra heroes.
	Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster (Ibaraki prefecture: Joso)
2016	Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster (Ibaraki prefecture: Joso)
	Visits to provide support to regions affected by 2016 Kumamoto Earthquake (Kumamoto prefecture: Kumamoto, Aso, otsu)
	Visits to provide support to regions affected by Central Tottori Earthquake (Tottori prefecture: Kurayoshi)
	Visits to orphanages and hospitals (Tokyo: a children's ward of Tokyo Women's Medical University Hospital)
	Implement of the fund-raising (Tokyo: Charity auction in the *Ultraman Festival 2016*)

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Activity for sustainability

Activities	
2017	*ULTRA DREAM PROJECT* Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan
	Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu (Fukuoka prefecture: Asakura, Toho)
	Visits to hospitals and childcare facilities (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Iitoi kindergarten, Katsurao kindergarten)
2018	Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)
2019	Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburi Earthquake (Hokkaido: Atsuma, Abira, Mukawa)
	Visits to hospitals (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)
	Implement of the fund-raising (Tokyo: Charity night event in the *Ultraman Festival 2019*)
2020	Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis) (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)
	Support related to coronavirus disease (COVID-19) Free-video contents distribution for children to support staying at home/ Messages from *Ultraman* Performers and other
2021	*Program for supporting staying at home as 10th years remembrance of the Foundation's establishment: A Special Spring Campaign "Ultra Selection 10"* Free-video contents distribution for children to support staying at home (10 specially selected *Ultraman* series episodes was released for free for a limited time of 2 weeks.)
	Implement of the fund-raising (Tokyo: On *Ultraman Cosmos night -20th Anniversary something you can do-* at the *ULTRA HEROES EXPO 2021 Sumer Festival in Ikebukuro Sunshine City,* a portion of the event's revenue such as the 100 yen per ticket is donated to the Foundation.)
	Visits to provide support to regions affected by heavy rainfall due to the torrential seasonal rains, floods etc. in 2020 and excessive rain in August 2021 (Saga prefecture: Takeo and Omachi/ Fukuoka prefecture: Omuta)
2022	Implement of the fund-raising (Tokyo: On the event *Super GUTS Special night to commemorate the 25th anniversary of Ultraman Dyna* at the *ULTRA HEROES EXPO EXPO2022 Summer Festival IN Ikebukuro Sunshine City*, a portion of the event's revenue (¥100 per ticket) was donated to the Foundation.)
	Ultra Kids Project On-line events were held on September 27, 2022 to connect *Ultraman* and children battling illness Streamed the Ultraman Hero show and more to children continue to treat intractable diseases in 30 hospitals and facilities across Japan
2023	Visits to provide support to regions affected by Typhoon No. 15 from September 23 to 24, 2022 (Shizuoka prefecture: Shimizu, Suruga and Aoi in Shizuoka city)
	Implement of the fund-raising We have initiated a collaboration with BOOKOFF CORPORATION LIMITED, utilizing their "Kimochi to." home collection appraisal and donation service. Through this partnership, the assessed value of unwanted books, CDs, DVDs, and more can be donated to the Foundation.
	Visits to provide support to regions affected by heavy rain in July 2023 (Akita prefecture: Akita city)
	Visits to provide support to regions affected by seasonal rain front 2023 (Fukuoka prefecture: Kurume city, Asakura city, Chikushino city, Mii-gun)
2024	Visits (March) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Wajima, Suzu, Nanao, and Kanazawa city)
	Implement of charity events (Tokyo: As part of our support activities for the area affected by the Noto Peninsula Earthquake, we set up a charity message wall within the event venue held by Tsuburaya Productions and solicited a message of support for the affected area (participation fee: 500 yen per unit))
	Ultra Kids Project On-line events were held on November 15, 2024 to connect *Ultraman* and children battling illness Streamed the Ultraman Hero show and more to children continue to treat intractable diseases in 39 hospitals and facilities across Japan
	Visits (December) to provide support to regions affected by 2024 Noto Peninsula Earthquake (Ishikawa prefecture: Noto-cho, Suzu City, Anamizu-machi, Wajima City and Shiga-cho)
2025	*Going-out support project for children undergoing treatment for intractable diseases to Expo 2025 Osaka, Kansai, Japan* ULTRAMAN FOUNDATION cooperated with the Project (sponsored by the Sukoyaka Oyako Shien Kyokai), which aims to create society where children with intractable diseases and their families can go out with ease. Children and their families invited to the Expo 2025 Osaka, Kansai, Japan enjoyed the Expo and sightseeing in Osaka. And then, a greeting session with Ultra Heroes was held at their accommodations.
	Implement of charity activities Announced the donation of all proceeds from the Ultra Series 60th Anniversary Song "with U" to the ULTRAMAN FOUNDATION
	Visits to provide support to regions affected by seasonal rain front in August 2025 (Kagoshima and Kumamoto prefecture)
2026	Visits to provide support to regions affected by Typhoon No. 22 and 23 (Tokyo: Hachijo-machi)
	Visits to hospitals (Kyoto: University Hospital, Kyoto Prefectural University of Medicine, Osaka: Osaka Women's and Children's Hospital, The University of Osaka Hospital, Nara prefecture: Nara Medical University Hospital, Hyogo prefecture: Hyogo Prefectural Kobe Children's Hospital)
	Visits to provide support to regions affected by 2026 Kumamoto Earthquake (12 kindergartens and nursery schools across disaster-designated areas (Kumamoto prefecture: Hikawa Town, Misato Town, Kashima Town, and Uki City))

For details, please refer to the website.
ULTRAMAN FOUNDATION official website- Activities Report: https://www.ultraman-kikin.jp/en/report/

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3. Activities for Corporate Governance

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

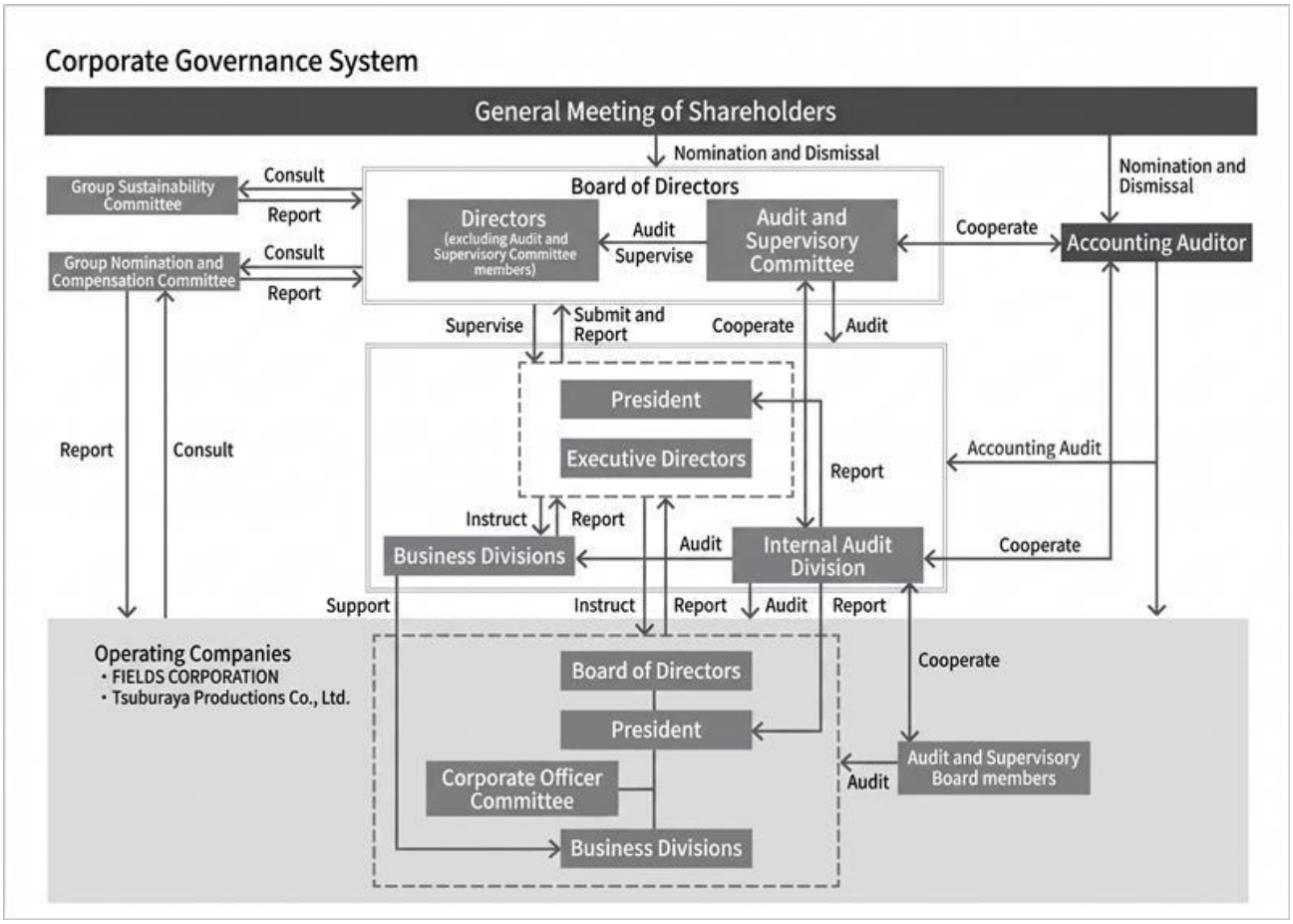
(1) Basic policy

TSUBURAYA FIELDS HOLDINGS INC. has identified its corporate philosophy as providing “The Greatest Leisure for All People”, and has established a basic management policy of continuously enhancing corporate value. We think one of our key management issues is to enable corporate governance system to function.

We operate efficient management by constructing system for prompt and flexible response to business climate and by improving corporate governance, to enrich healthiness, visibility and compliance of management. We have provided the corporate governance guidelines which shows basic items in corporate governance.

(2) Promotion system

In June 2025, we shifted to a “Company with an Audit and Supervisory Committee” to separate supervision and execution functions as part of measures to strengthen corporate governance.



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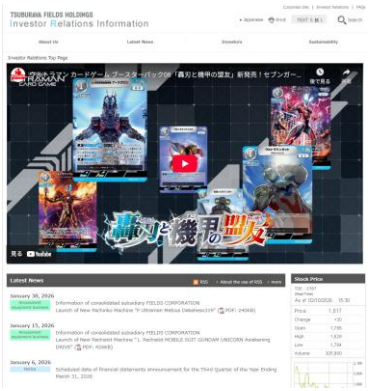
Reference: introduction of our IR website

IR Pages

URL: https://www.tsuburaya-fields.co.jp/ir/e/

-Company profile
-Data related to financial statements
-Financial presentation
(Summary of Company Briefing/
Question & Answer Session)
-IR press releases
-Corporate governance/Sustainability information
-Shareholder and share information

IR site



[Nikko IR]

General ranking
Excellent Corporate Website award

WITH GRADE AA Corporate Websites 2025
Nikko Investor Relations Co.,Ltd
All Markets Ranking in Japan

[Gomez]

General ranking
Bronze Prize

Gomez IR Site Ranking
IR Site Ranking BRONZE 2025

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-The Greatest Leisure for All People-

TSUBURAYA FIELDS HOLDINGS

FACT BOOK 2
Q2 FY2026

Market Data

TSUBURAYA FIELDS HOLDINGS INC.
TSE, Prime Market: 2767
November 6, 2026

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PS: Pachinko and pachislot
The “updated” mark is shown on each page which the document or figure is changed from previous documents.
Figures written in this material are basically rounded to the nearest unit. The total of breakdown and the sum total do not necessarily coincide.

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Consumer Trends Data

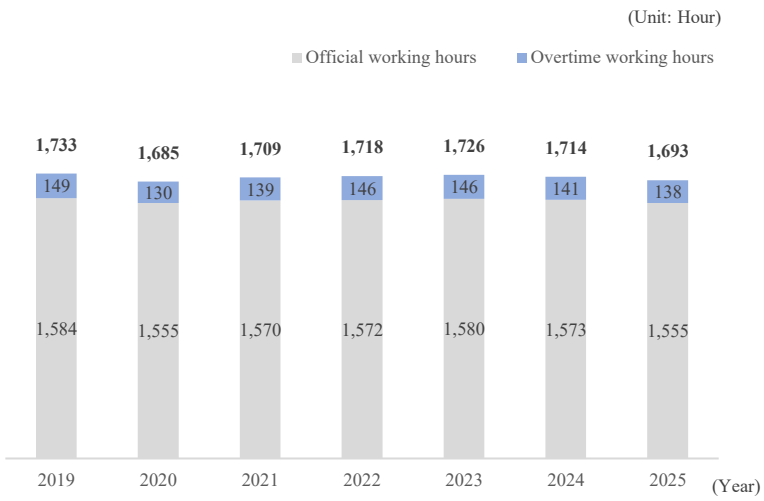
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2. Trends in household consumption

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1. Change in working hours

The data is based on the *Monthly Labour Survey* by Ministry of Health, Labour and Welfare, updated every April

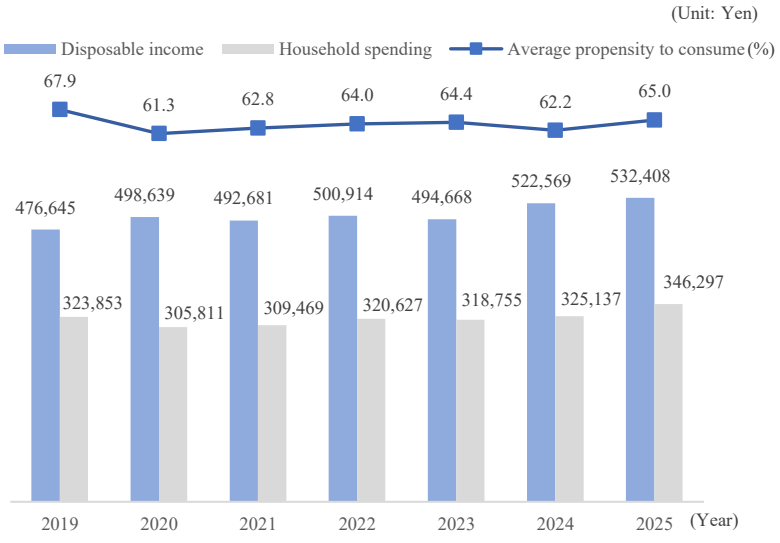
According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2025 were 1,693 hours (98.8% YoY), marking the second consecutive year of decrease.
Official working hours were 1,555 hours (98.9% YoY).
In addition, overtime working hours were 138 hours (97.9% YoY). The number of working hours decreased as a whole.



2. Trends in household consumption

The data is based on the *Family Income and Expenditure Survey (Family budget balance edition)* by Statistics Bureau, Ministry of Internal Affairs and Communications, updated every April

According to the *Family Income and Expenditure Survey*, disposable income per household of more than two people for employees (monthly average) in 2025 was ¥532,408 (101.9% YoY). Household spending under the same condition was ¥346,297 (106.5% YoY).
Average propensity to consume (the household spending ratio to the disposable income) was 65.0% (up 2.8 points YoY).



* The Statistics Bureau of the Ministry of Internal Affairs and Communications revised the household budget ledger used in the survey conducted in January 2018. Figures published by the Ministry of Internal Affairs and Communications are shown for various figures.

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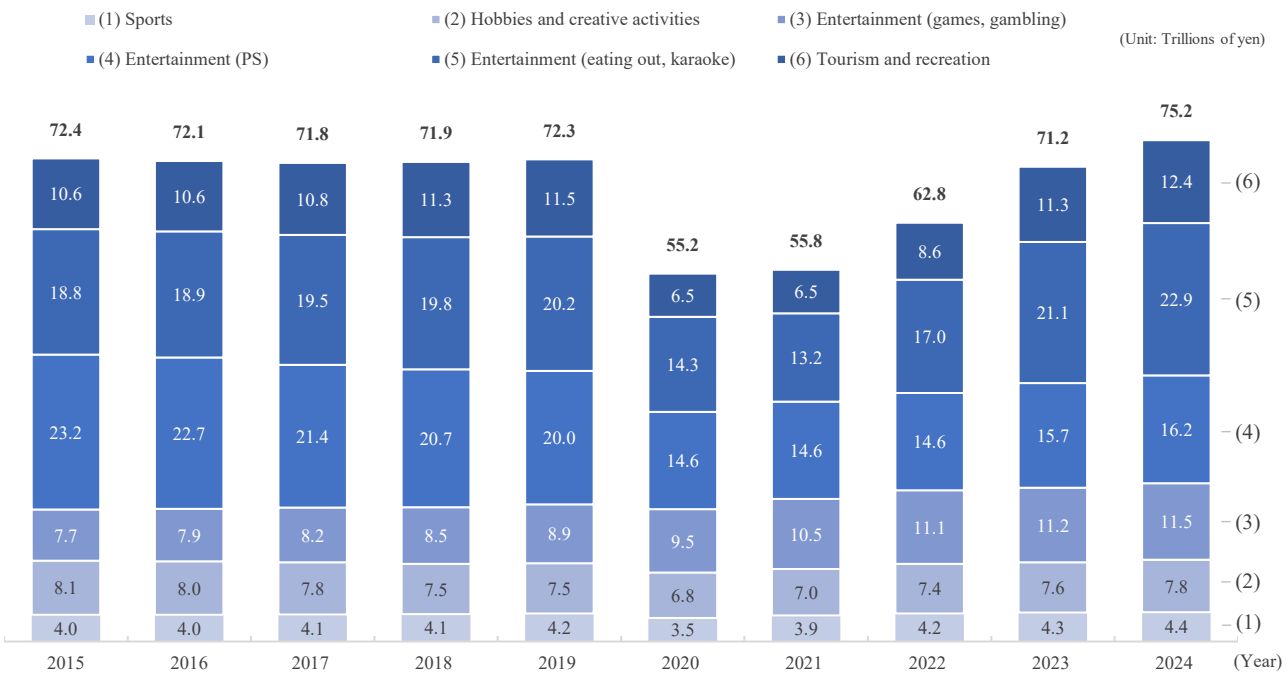
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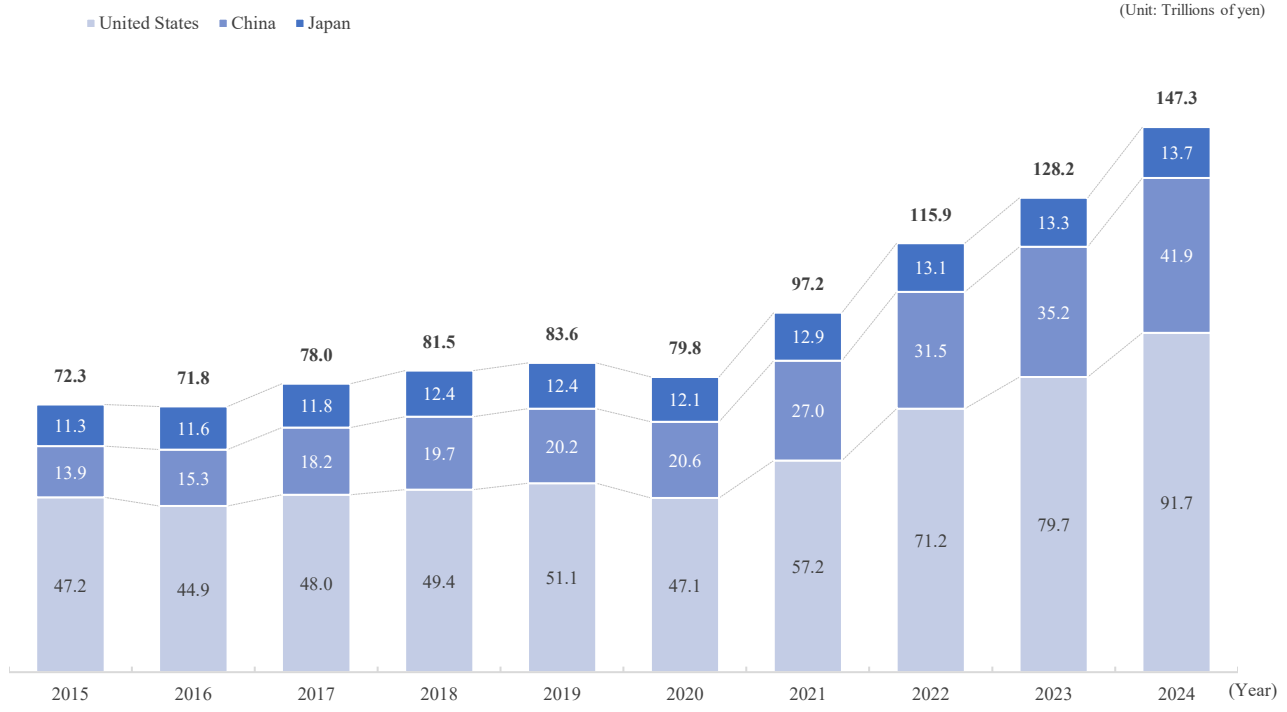
3. Trends in leisure market

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



4. Trends in content market of three main countries

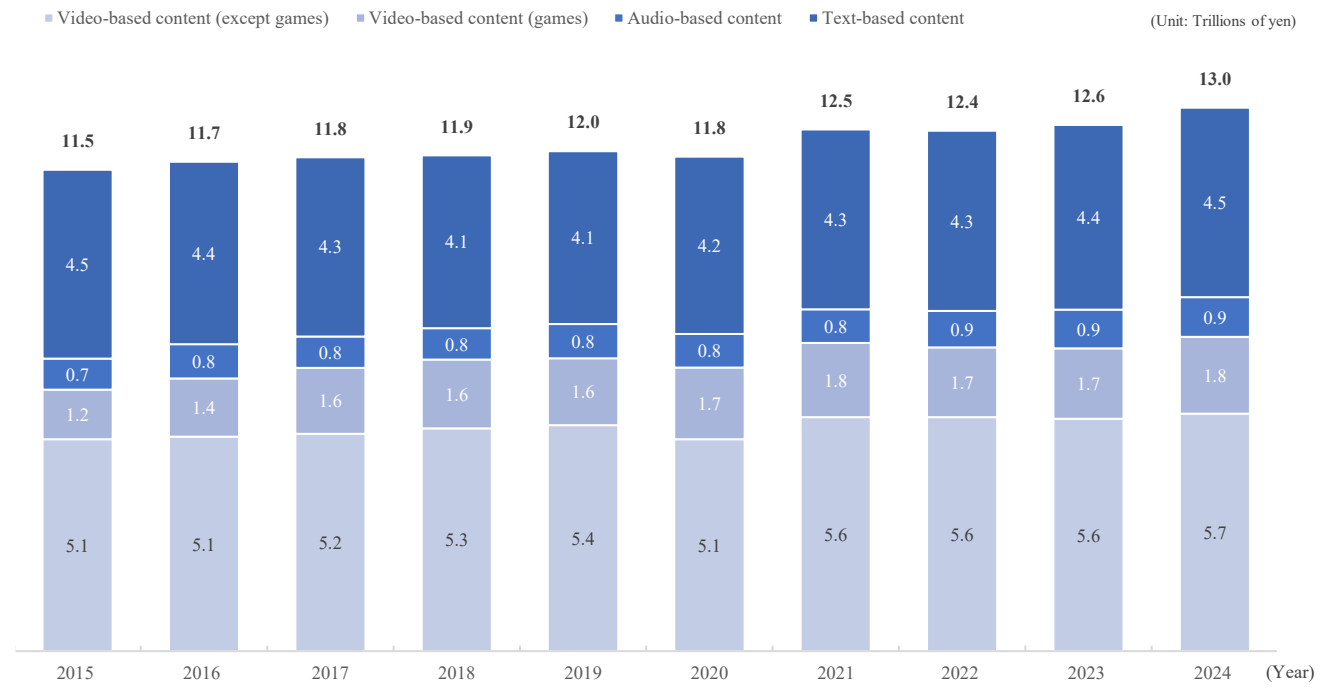
The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.19 (flash report) 2026* by HUMANMEDIA INC., updated every May



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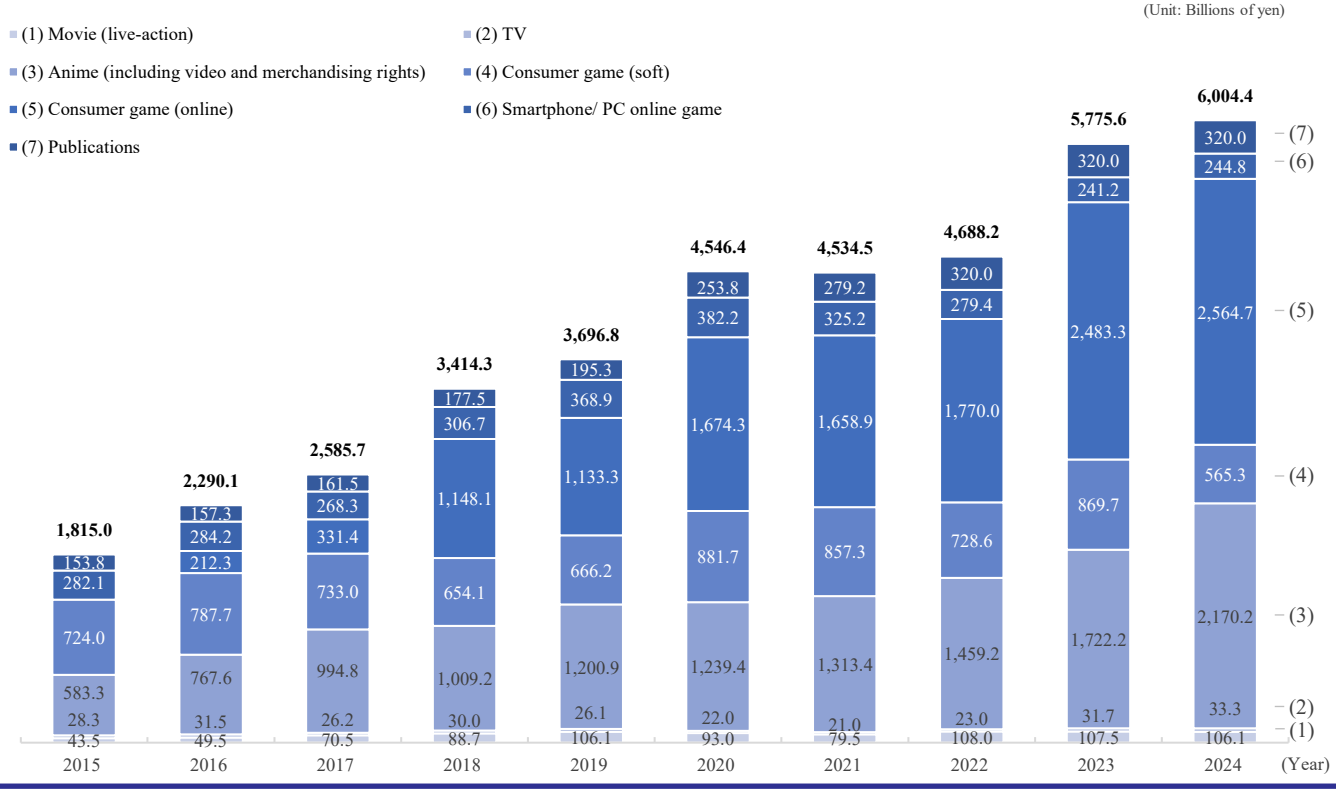
5. Trends in content market

The data is based on the *Survey on the Production and Distribution of Media Content* by Institute for Information and Communications Policy, MIC, updated every June



6. Change in scale of domestic content in overseas market

The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.19 (flash report) 2026* by HUMANMEDIA INC., updated every May

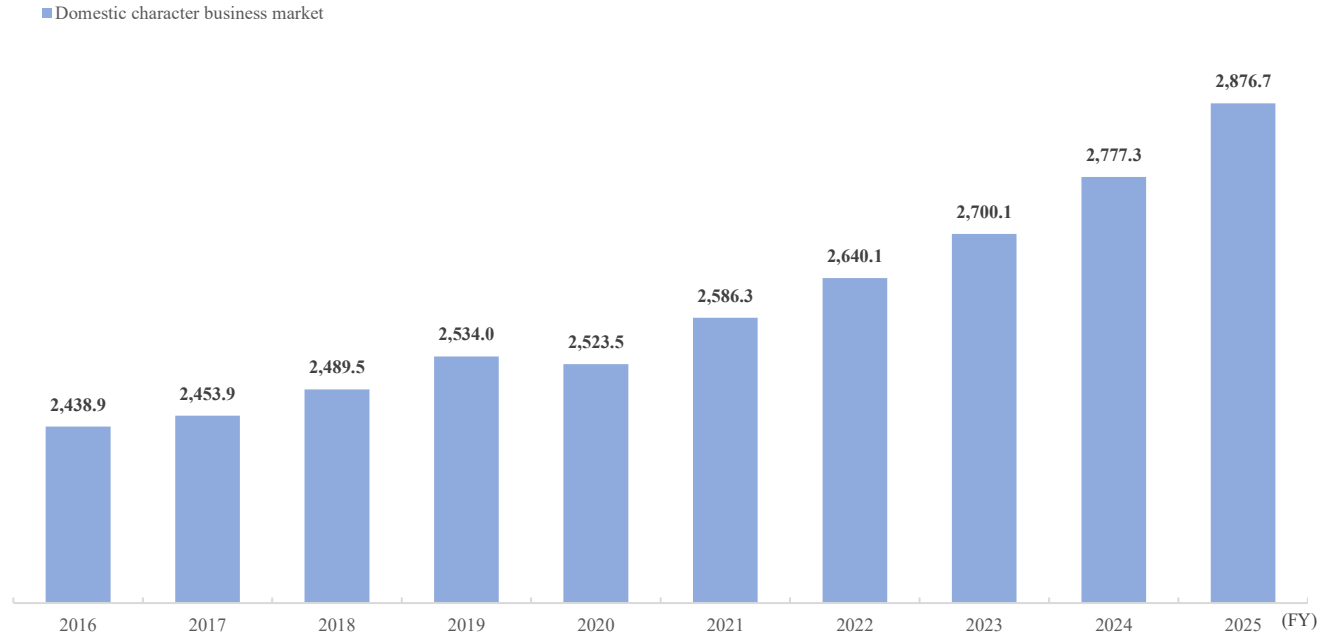


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7. Trends in domestic character business market

The data is based on the *Character Business in Japan: Key Research Findings 2026* by Yano Research Institute, Ltd., updated every June

(Unit: Billions of yen)

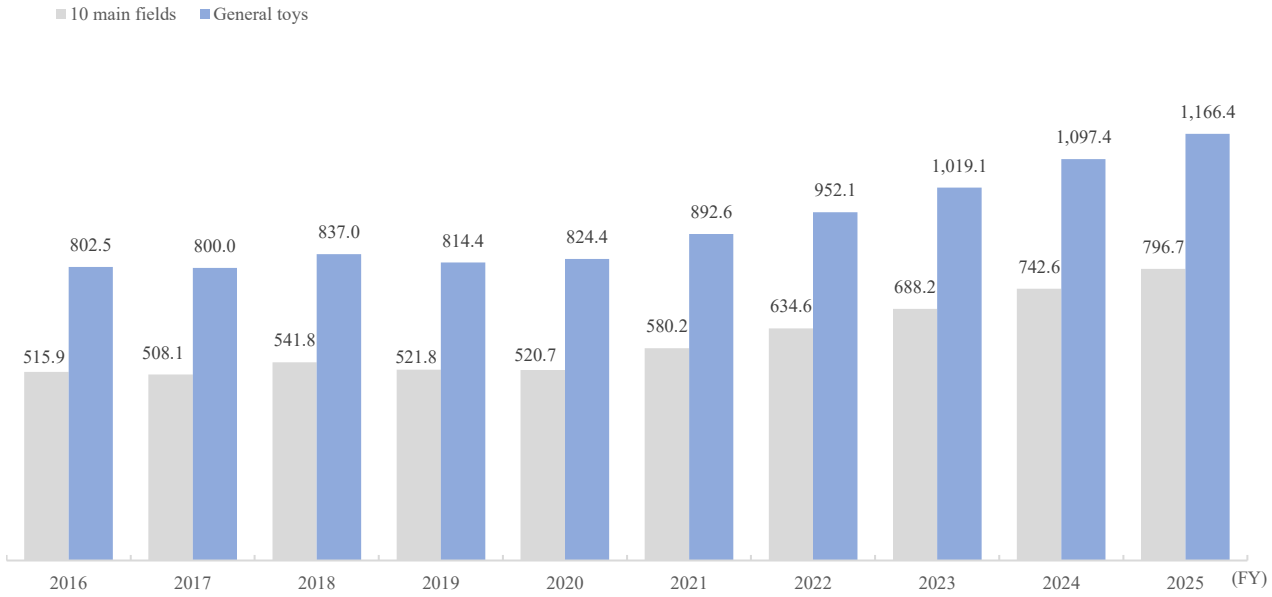


* Figures for FY 2022 and 2023 have been revised.

8. [Merchandising] Trends in domestic toy market

The data is based on the *Japanese toy market scale data in FY2025* by The Japan Toy Association, updated every June

(Unit: Billions of yen)

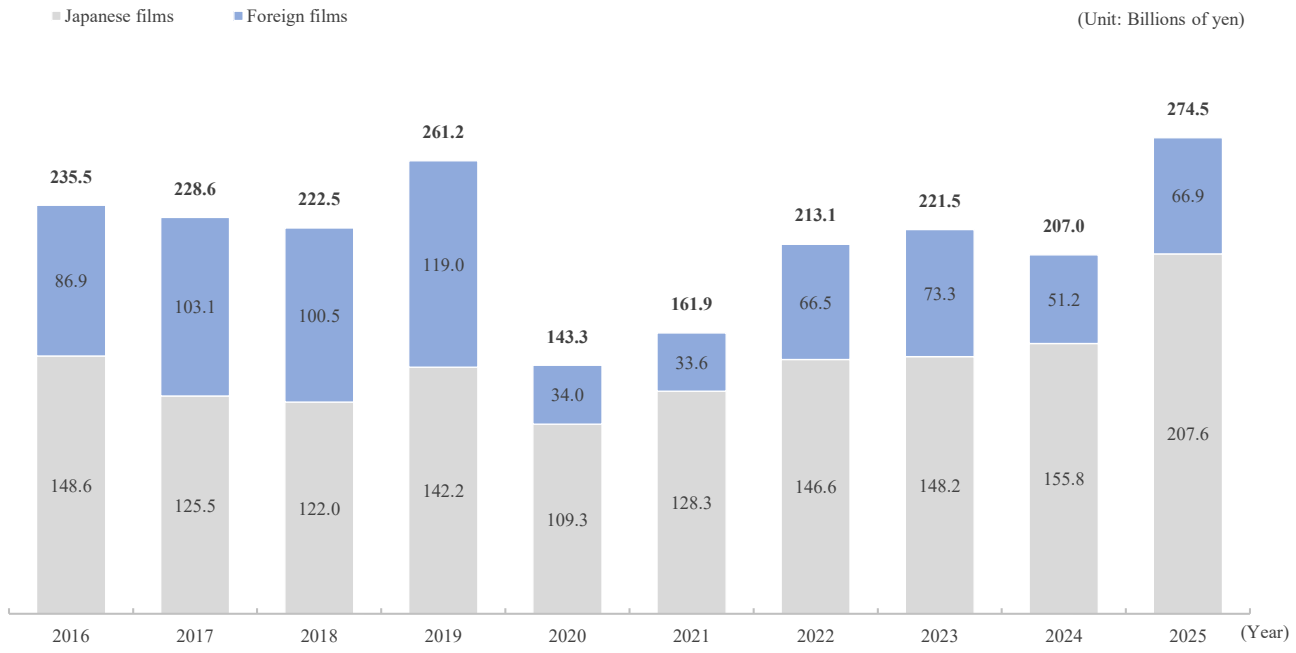


*The 10 main fields are the entire market excluding passenger-related items such as strollers, child seats and tricycles, and sundries and hobbies.

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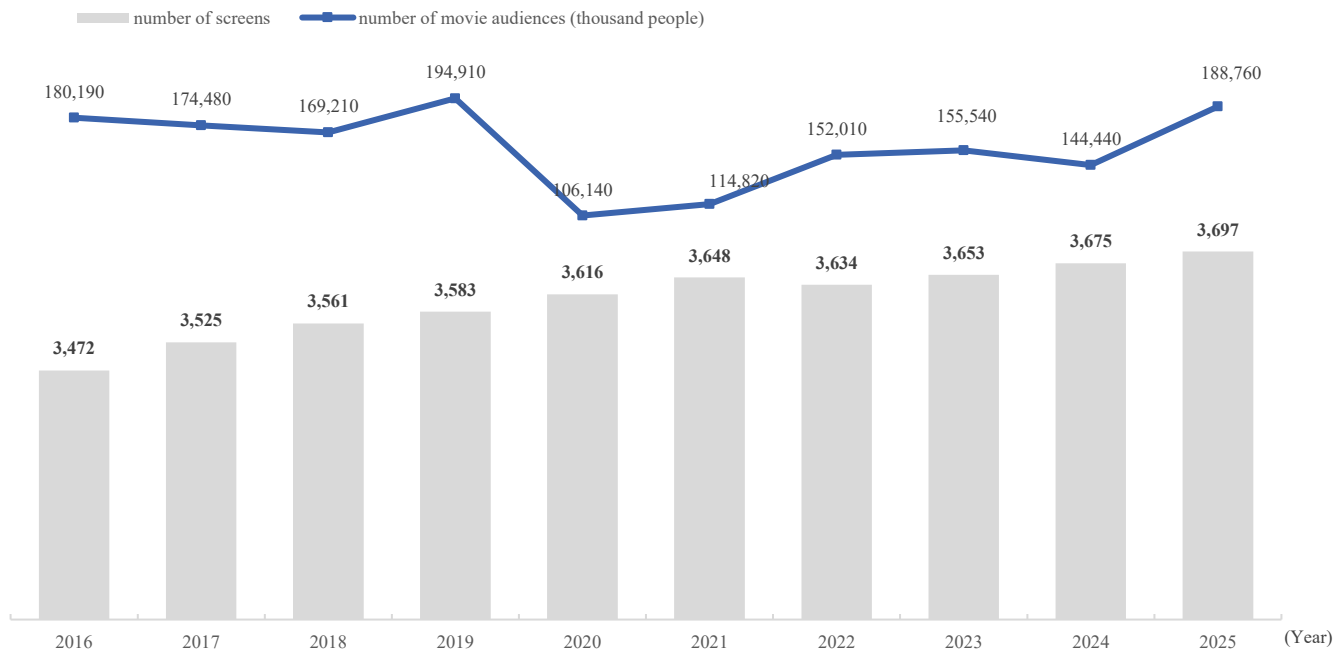
9. [Video] Box office revenue of domestic movie theaters

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



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

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

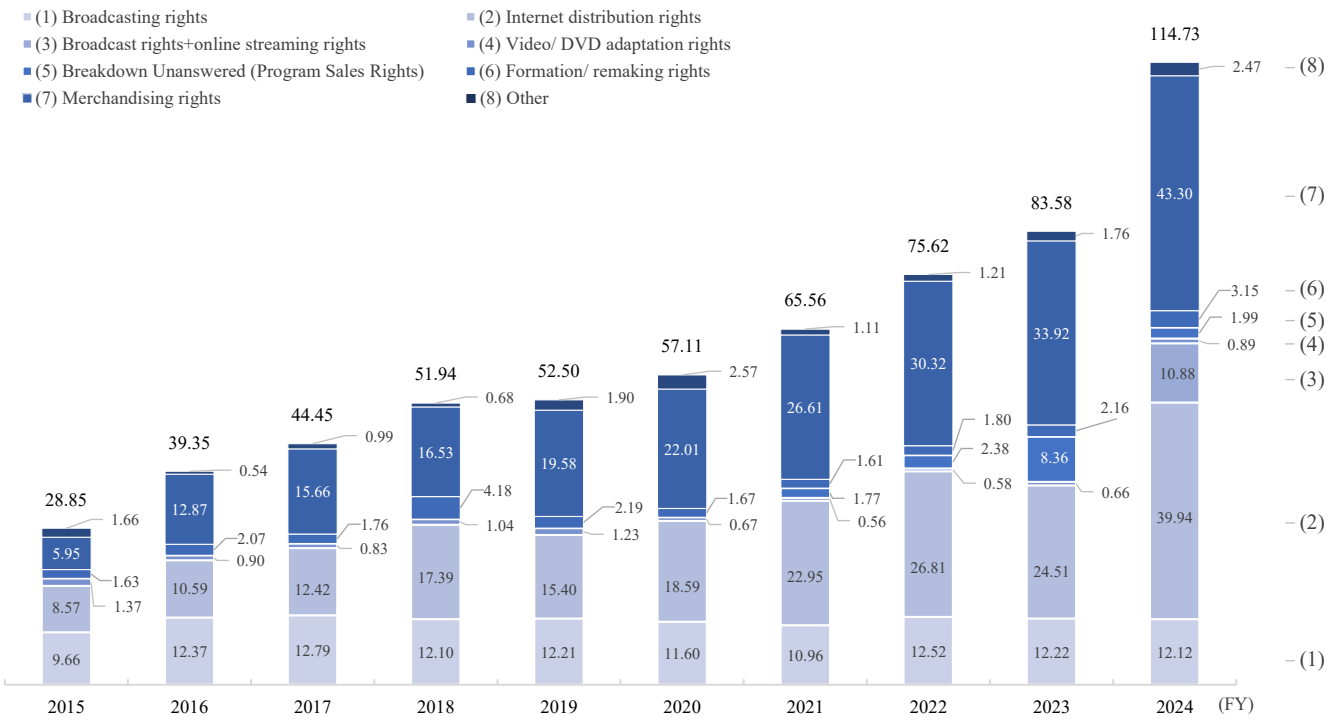


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11. [Video] Change in the amount of Japanese broadcast content exported

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

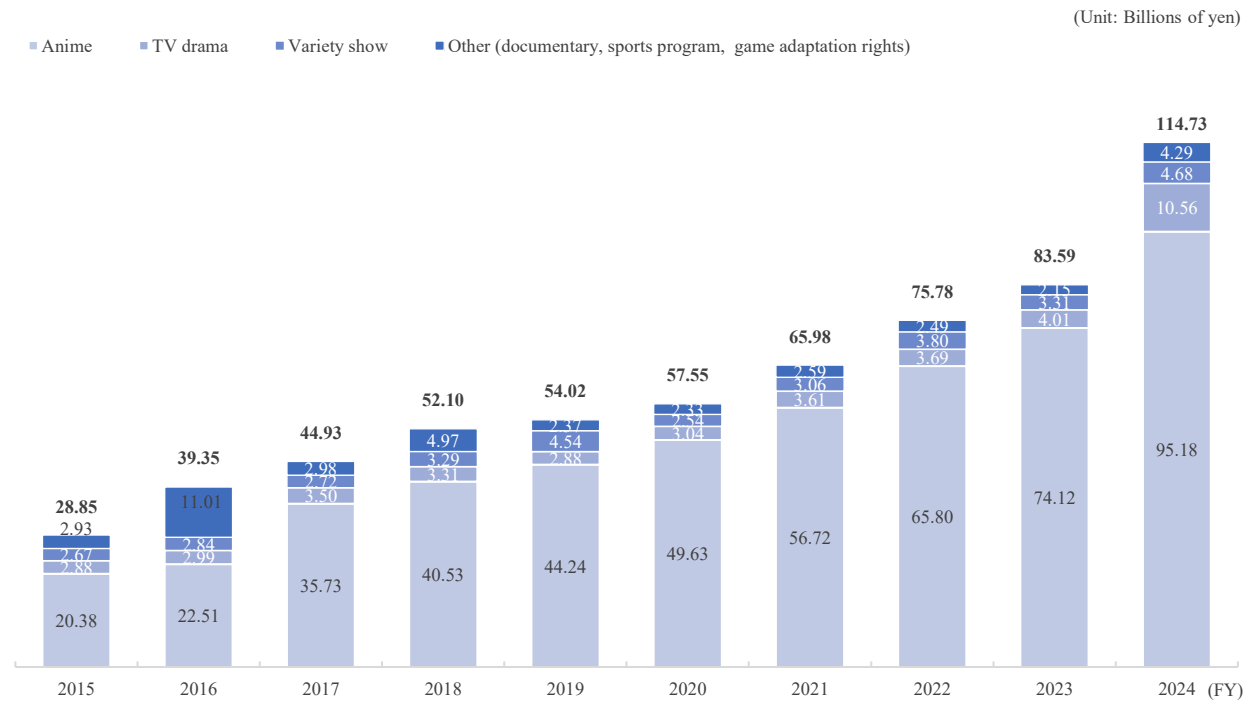
(Unit: Billions of yen)



12. [Video] Amount of Japanese broadcast content exported (by genre)

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

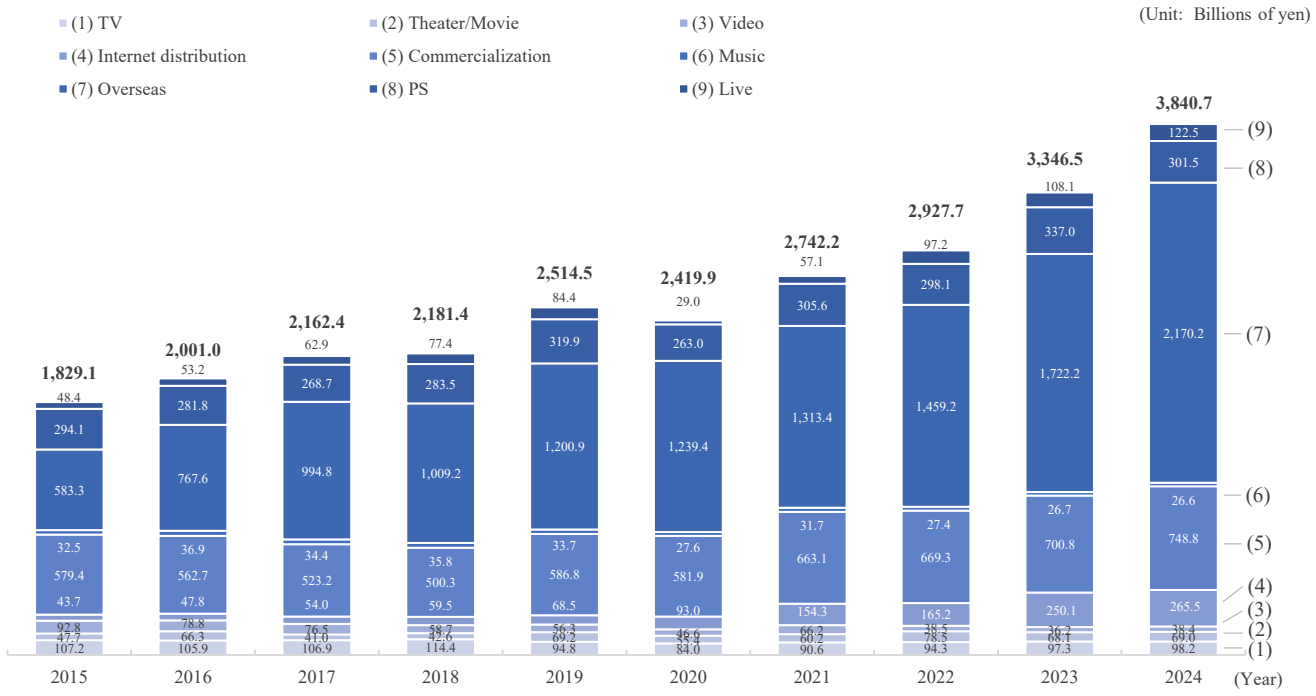
(Unit: Billions of yen)



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13. [Video] Market scale of animation industry

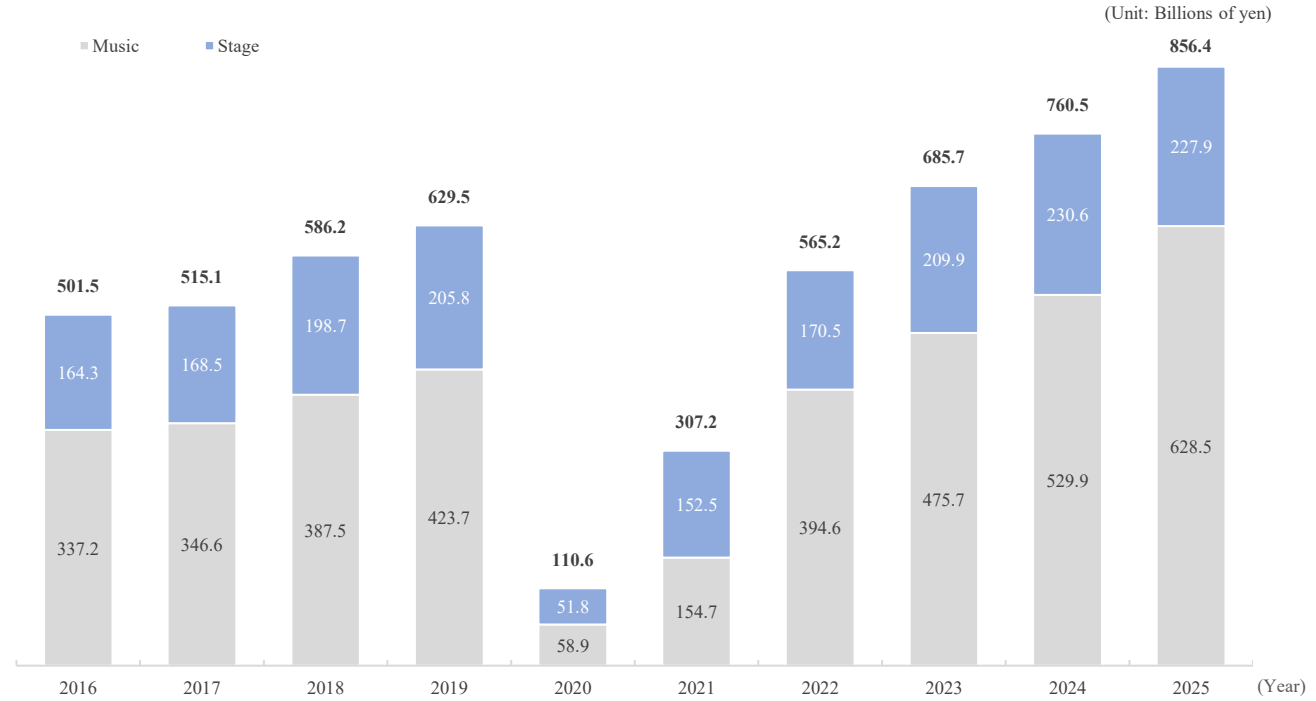
The data is based on the *Anime Industry Report 2025* by The Association of Japanese Animation, updated every December
(Estimated figure for PS is calculated from shipments of PS that utilize anime IP (Intellectual Property), and the other figures are calculated based on the amount paid by users)



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

updated

The data is based on the *White Paper on Live Entertainment 2026* by the PIA Research Institute, updated every September

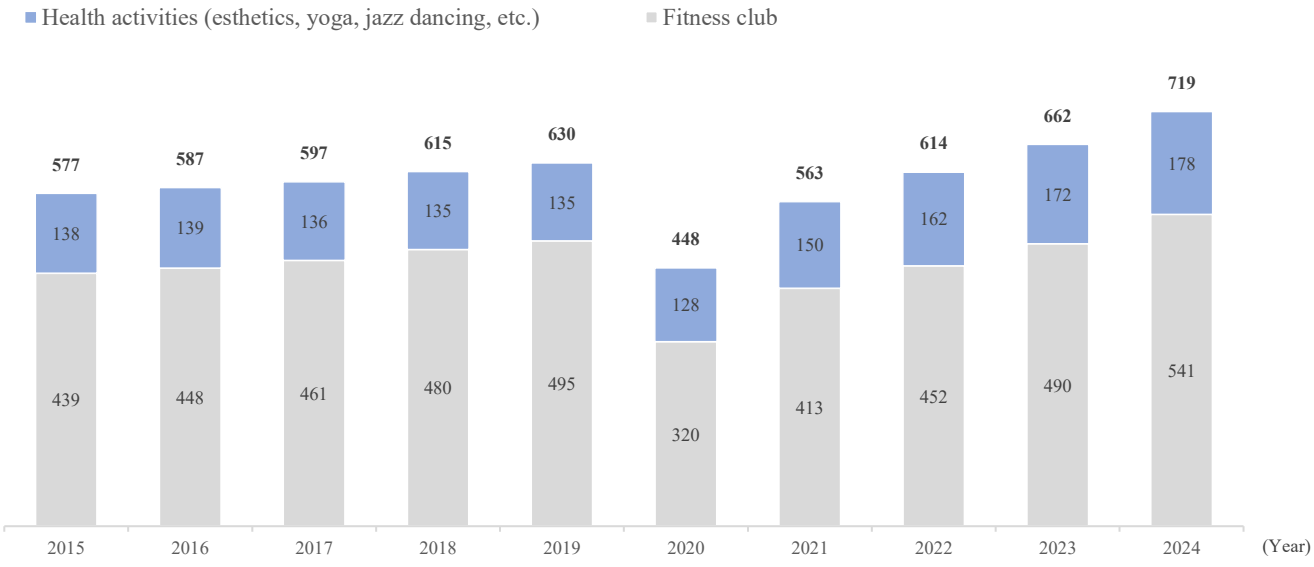


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15. [Healthcare/ Sports] Market scale of health industry

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

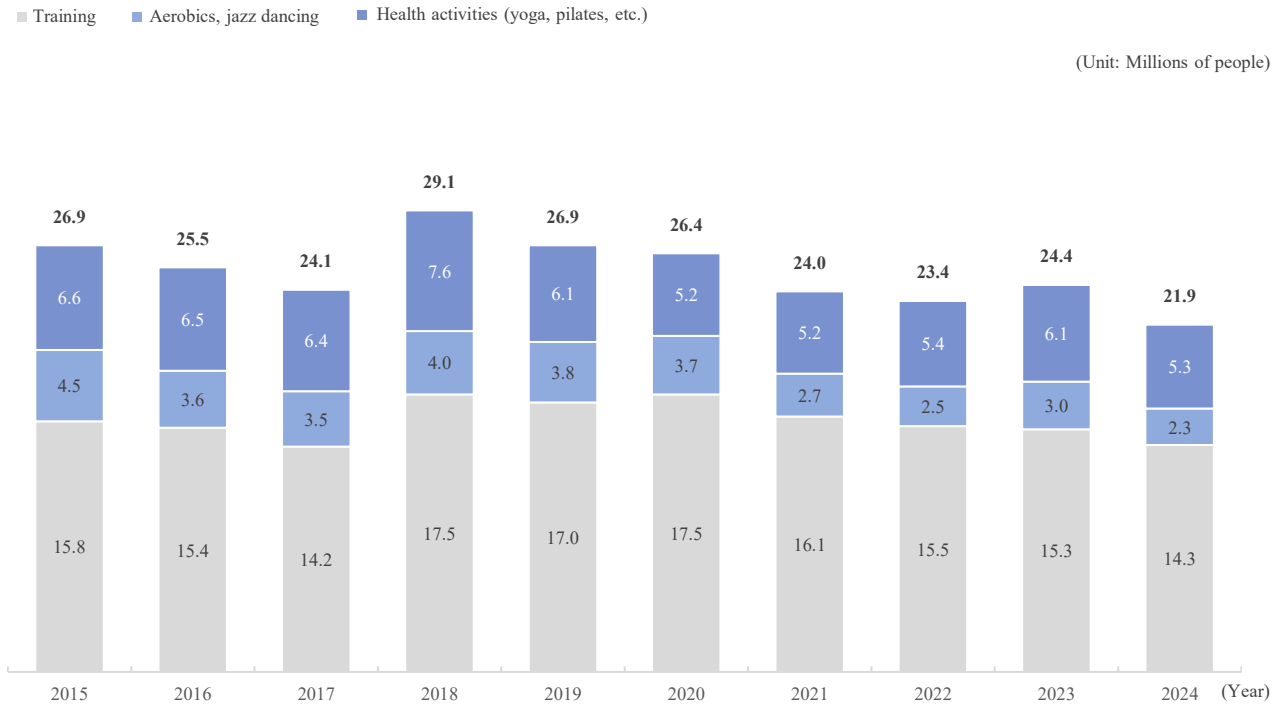
(Unit: Billions of yen)



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

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

(Unit: Millions of people)



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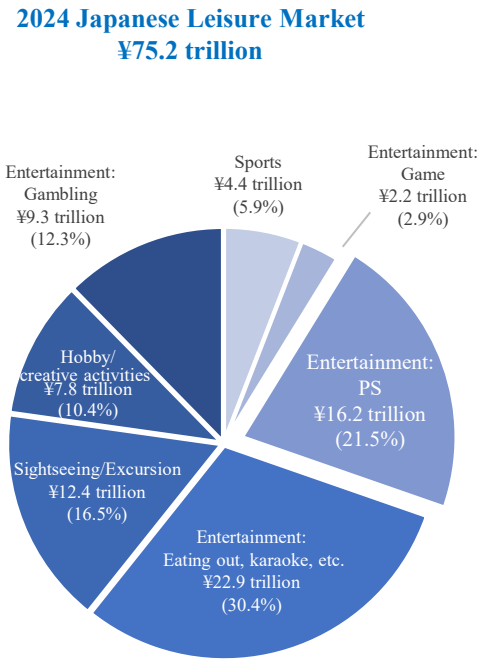
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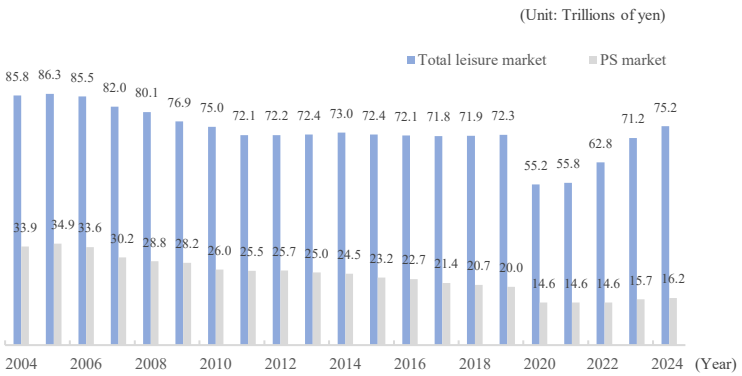
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17. PS market scale

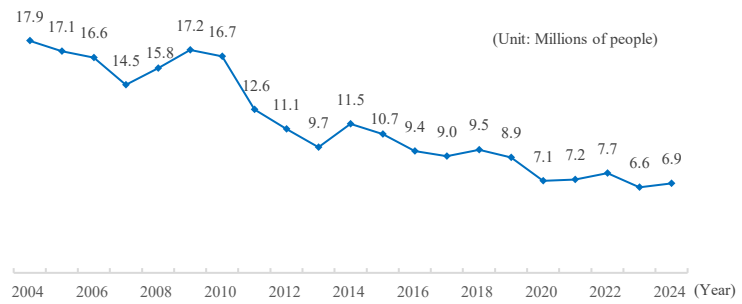
PS market scale



Change in PS market scale



Change in number of PS players



**White Paper on Leisure* has changed its survey method from detention survey to Internet survey from 2009.

Source: *White Paper on Leisure* by Japan Productivity Center, the Statistics Data by National Police Agency

Income structure of pachinko halls

PS market scale: ¥16.2 trillion (total amount of dispensed pachinko balls)

Premiums: ¥13.7 trillion (returned to players)

Gross profit: ¥2.5 trillion

Gross profit: ¥2.5 trillion

Investment for customer expansion

New machine installment costs (Purchase cost of new machines)
Pachinko machines: ¥380.4 billion
Pachislot machines: ¥310.4 billion

- Costs for constructing new halls and refurbishing existing halls
- Advertising, marketing and service expenses
- Other expenses related to equipment
- Other expenses
- Net income

PS machine market: ¥690.8 billion

Hall-related businesses

Net income

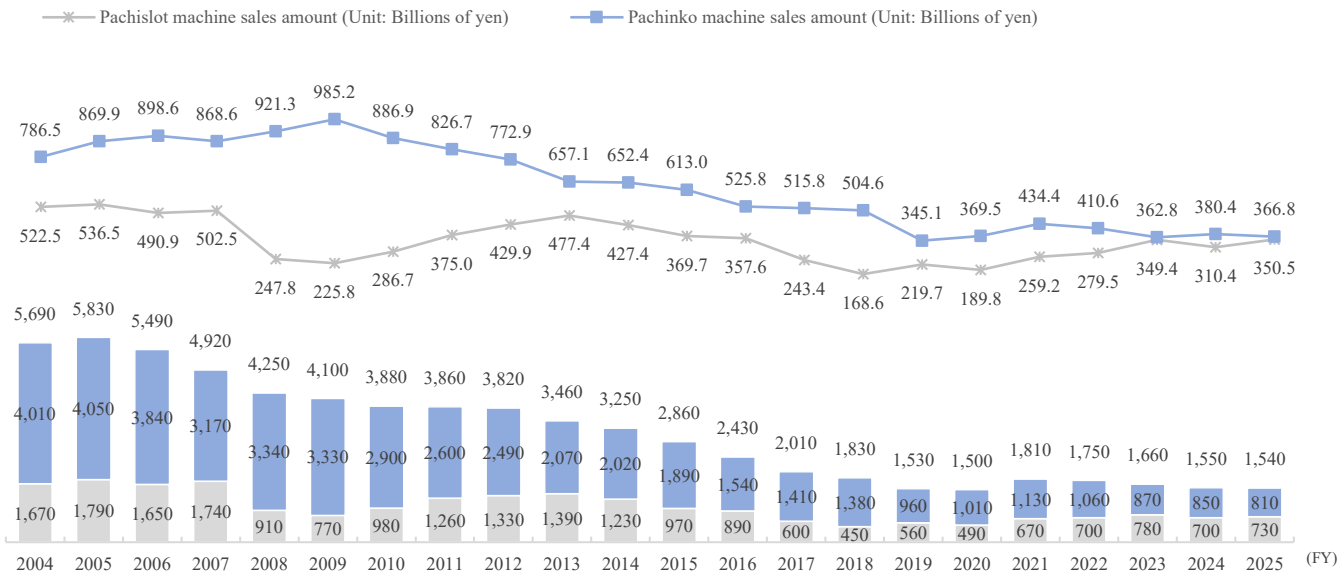
Source: *White Paper on Leisure* by Japan Productivity Center, *Pachinko Maker Trends* by Yano Research Institute, Ltd. and *White Paper DK-SIS*, by DAIKOKU DENKI Co., Ltd.

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18. Market scale of PS machines sales (sales amount-based)

updated

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September



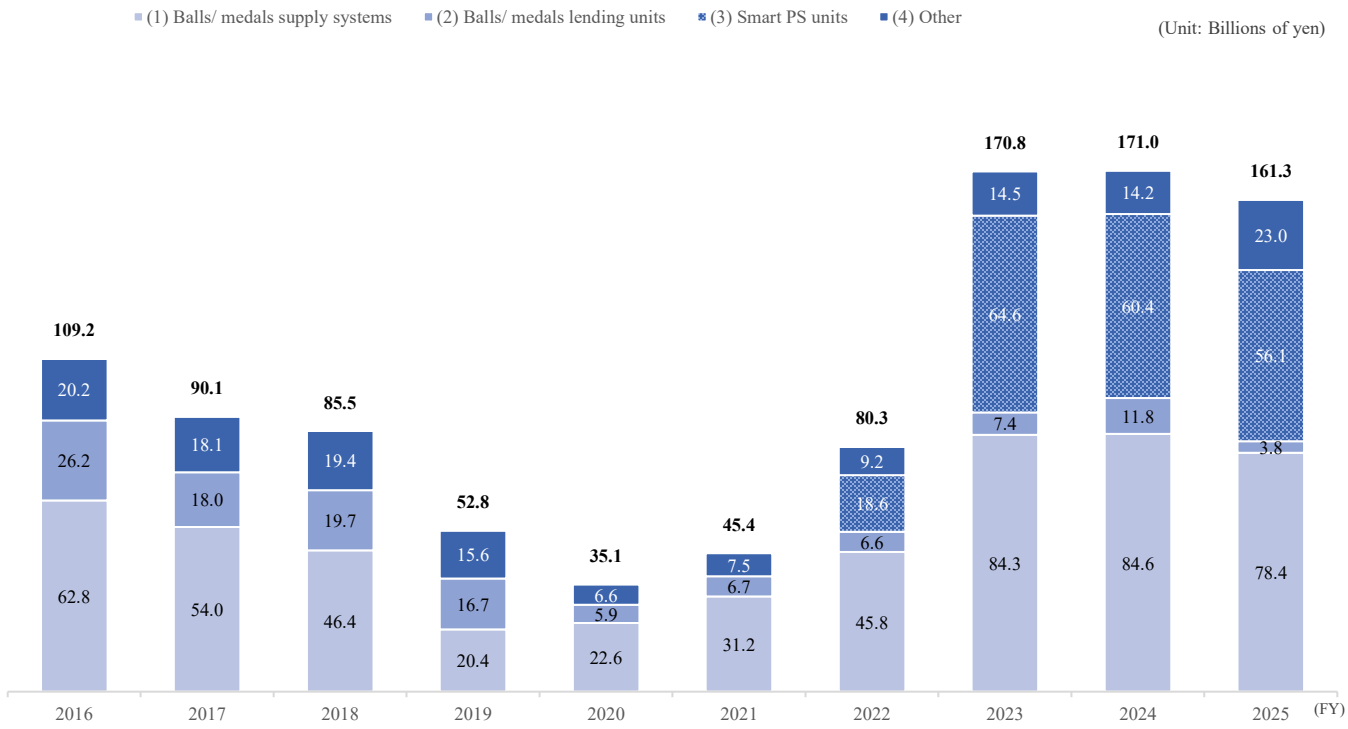
Market scale of PS machines (Unit: Billions of yen)

2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	(FY)
1,309.0	1,406.4	1,389.5	1,371.1	1,169.1	1,211.0	1,173.6	1,201.7	1,202.8	1,134.5	1,079.8	982.7	883.4	759.2	673.2	564.8	559.3	693.6	690.1	712.2	690.8	717.3	

19. Market scale of facilities and equipment of PS

updated

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September

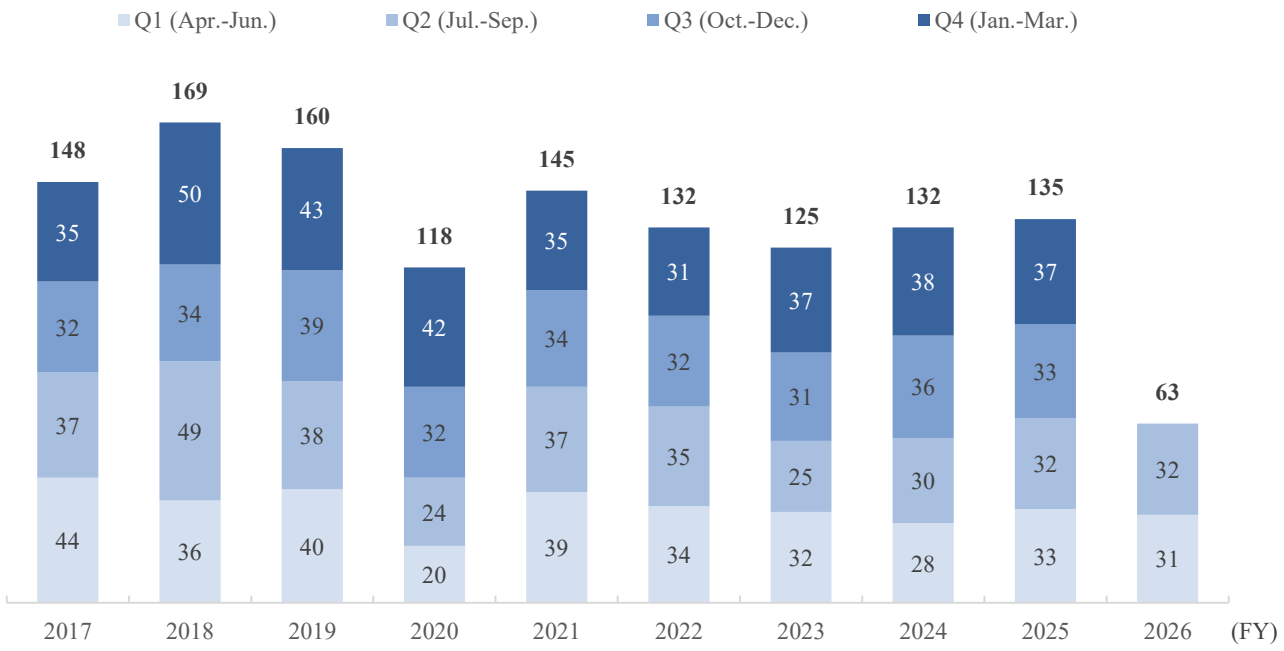


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20. Number of pachinko machine titles sold

updated

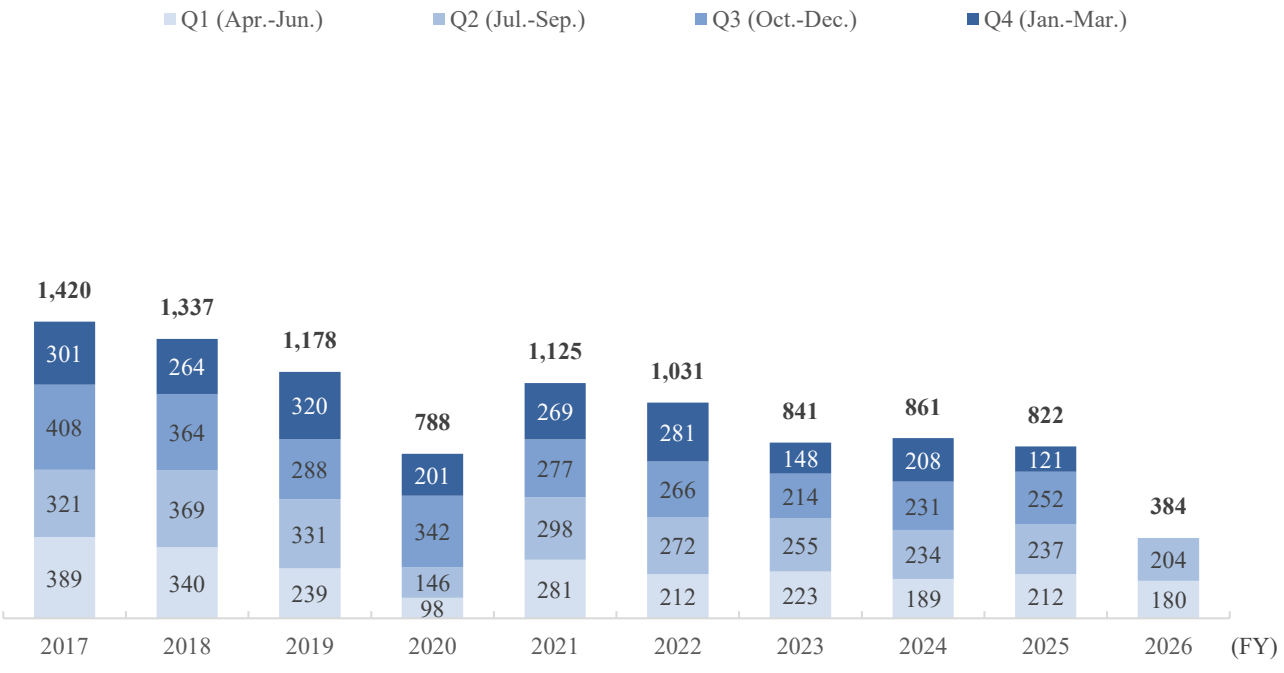
(Unit: Title)



21. Unit sales of pachinko machines

updated

(Unit: Thousand machines)



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

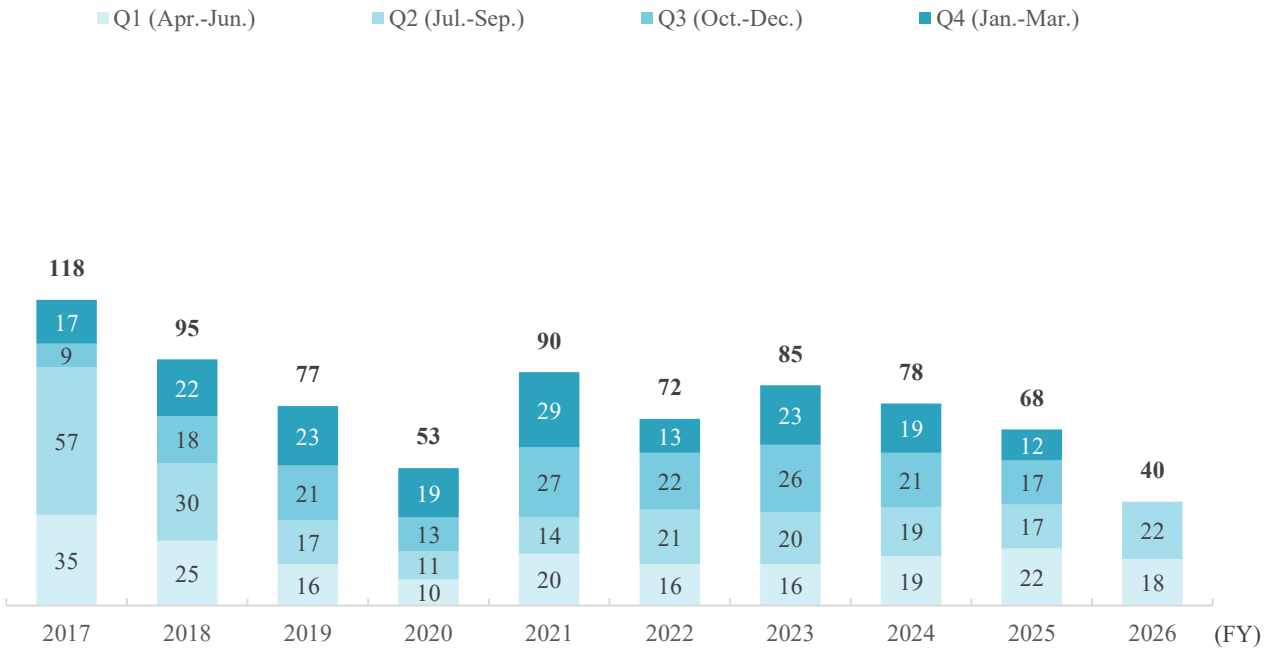
Source: TSUBURAYA FIELDS HOLDINGS

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22. Number of pachislot machine titles sold

updated

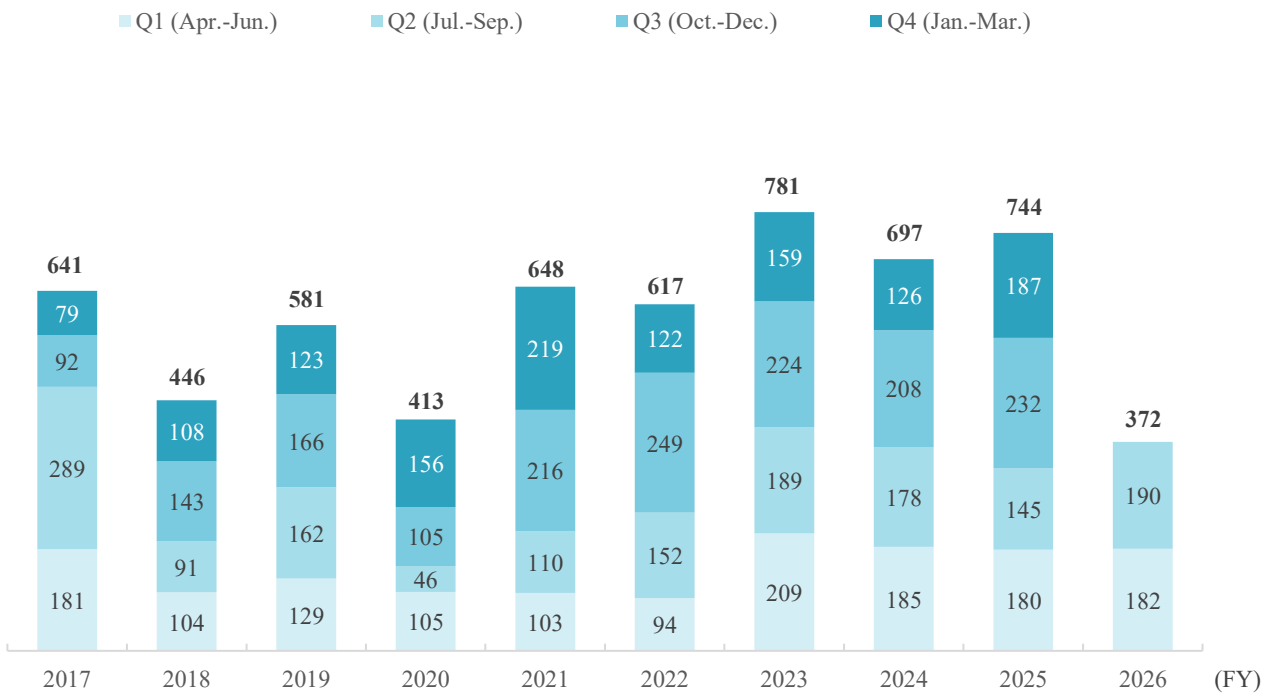
(Unit: Title)



23. Unit sales of pachislot machines

updated

(Unit: Thousand machines)



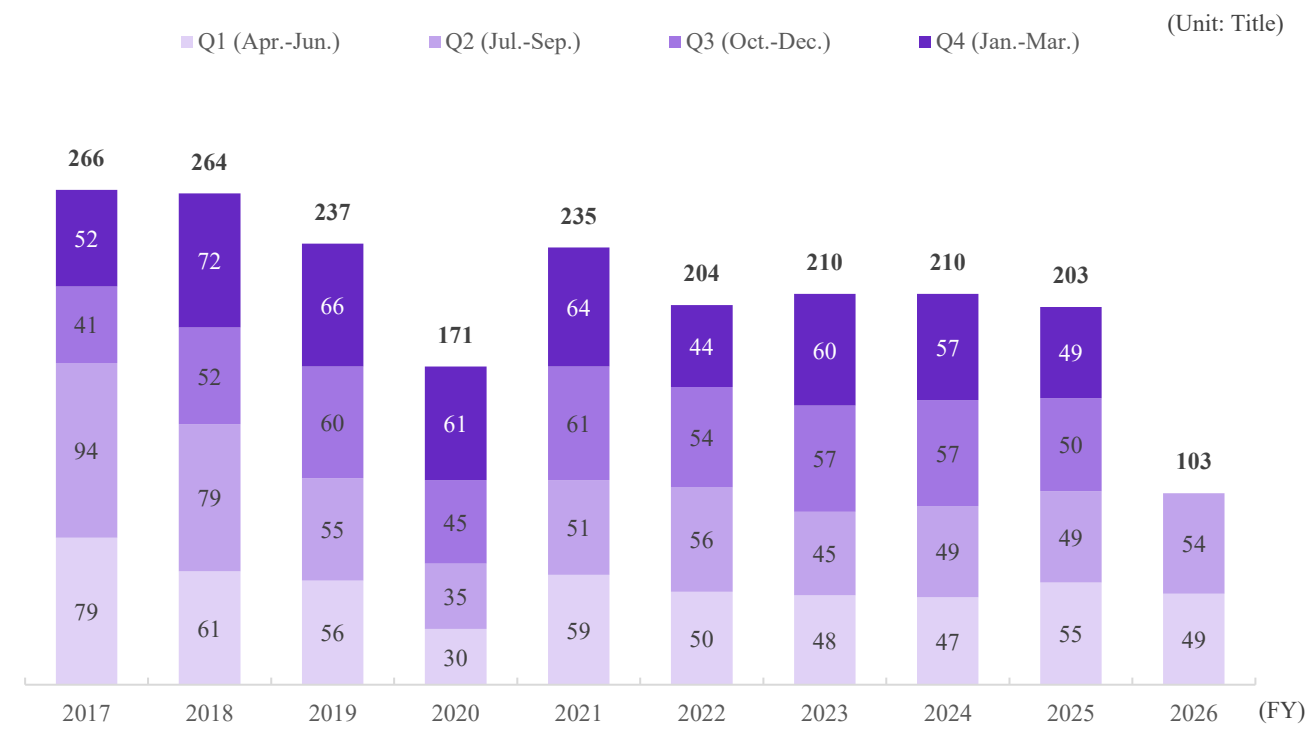
*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

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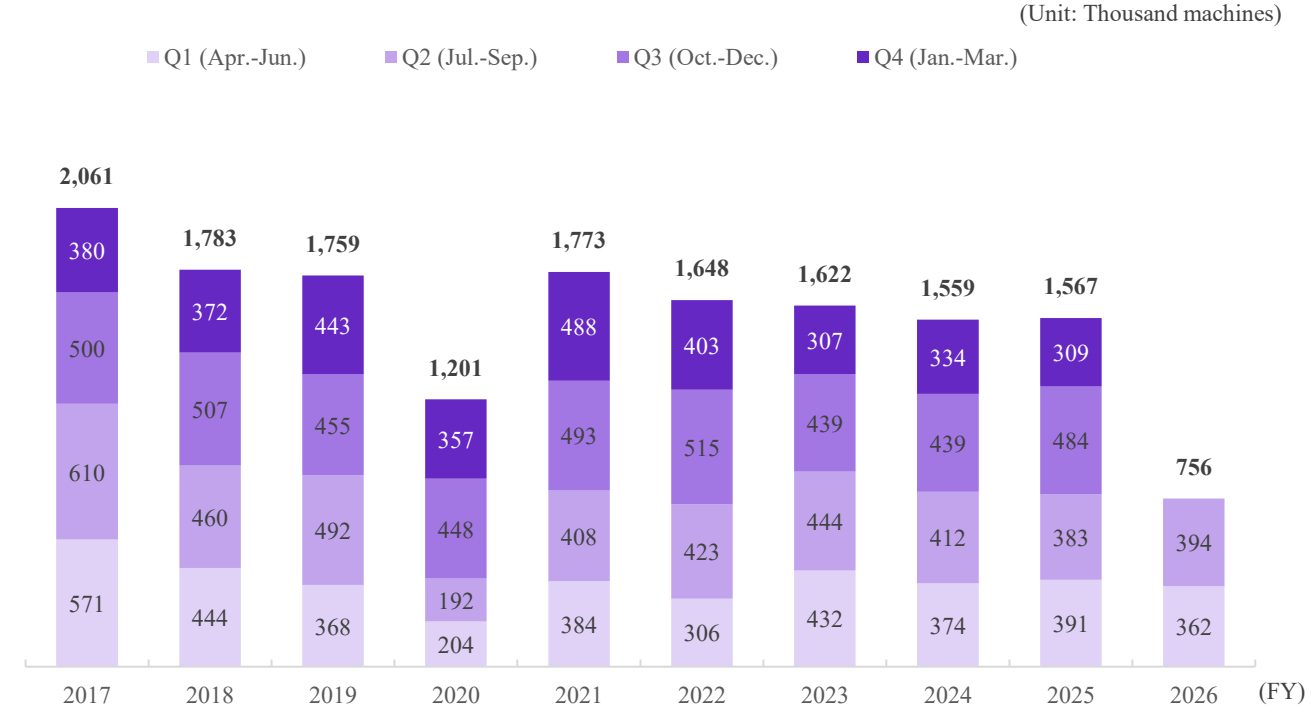
24. Total number of PS machine titles sold

updated



25. Total unit sales of PS machines

updated



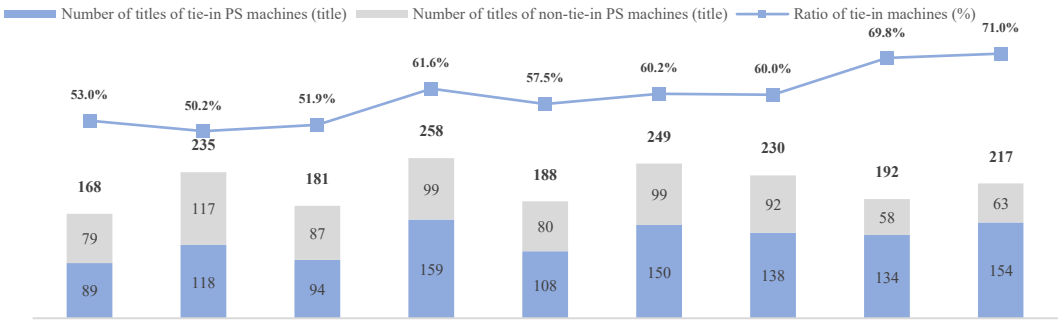
*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

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26. Change in titles of PS machines tie in with contents

The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.19 (flash report) 2026* by HUMANMEDIA INC., updated every May



(Unit: titles)

	year	2016	2017	2018	2019	2020	2021	2022	2023	2024
PS	Number of unit of new machines	168	235	181	258	188	249	230	192	217
	Number of unit of tie-in machines	89	118	94	159	108	150	138	134	154
	Ratio of tie-in machines	53.0%	50.2%	51.9%	61.6%	57.5%	60.2%	60.0%	69.8%	71.0%
Pachinko	Number of unit of new machines	80	115	92	189	131	171	141	119	136
	Number of unit of tie-in machines	48	48	60	129	80	114	100	92	106
	Ratio of tie-in machines	60.0%	41.7%	65.2%	68.3%	61.1%	66.7%	70.9%	77.3%	77.9%
Pachislot	Number of unit of new machines	88	120	89	69	57	78	89	73	81
	Number of unit of tie-in machines	41	70	34	30	28	36	38	42	48
	Ratio of tie-in machines	46.6%	58.3%	38.2%	43.5%	49.1%	46.2%	42.7%	57.5%	59.3%

27. Change in titles of PS machines tie in with contents (by genre)

The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.19 (flash report) 2026* by HUMANMEDIA INC., updated every May

(Unit: titles)

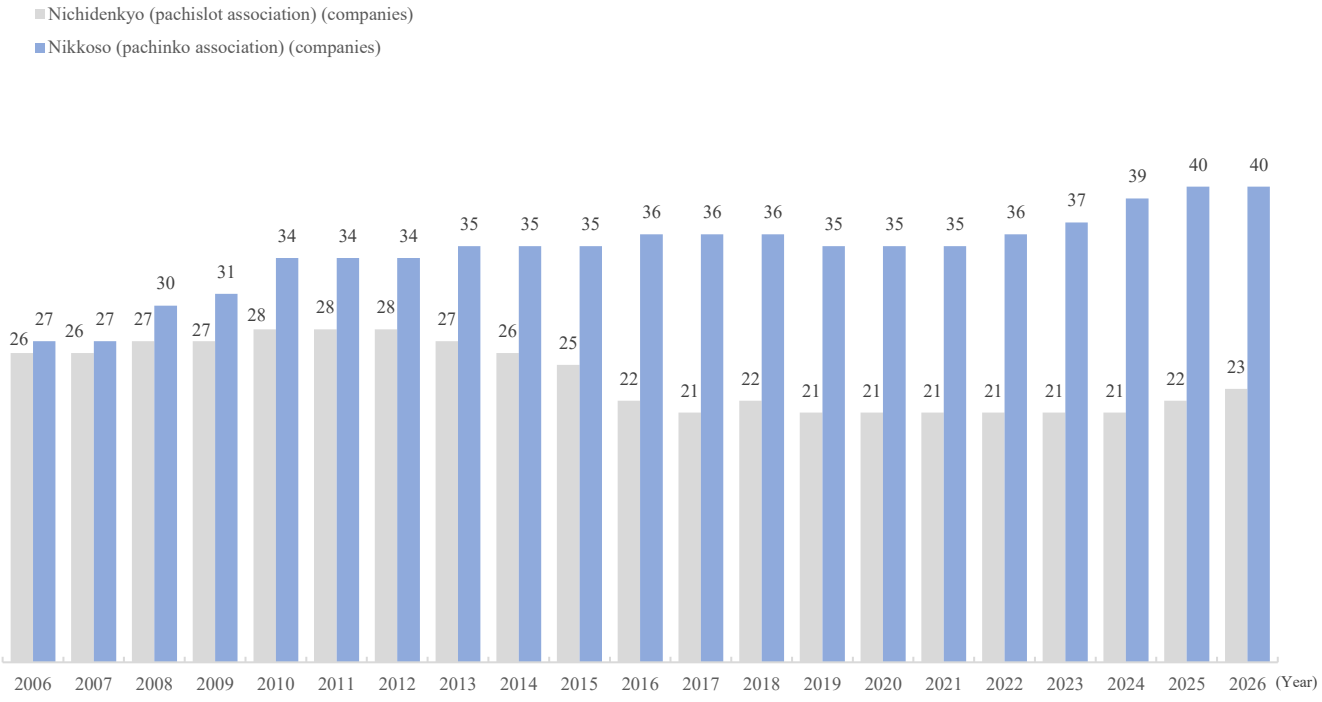
	year	2016	2017	2018	2019	2020	2021	2022	2023	2024
PS	Anime	50	68	57	94	59	91	82	92	107
	Comics	4	8	8	16	11	10	12	8	10
	Gmaes	21	20	16	12	18	17	17	16	15
	Special-effects	5	4	4	12	8	6	10	3	6
	Entertainment	9	17	9	22	12	23	17	15	16
	Others	0	1	0	3	0	3	0	0	0
	Total	**89**	**118**	**94**	**159**	**108**	**150**	**138**	**134**	**154**
Pachinko	Anime	24	28	36	73	40	68	57	61	75
	Comics	4	4	5	14	10	8	9	7	8
	Gmaes	10	3	8	9	12	10	9	7	6
	Special-effects	3	1	4	12	8	5	9	3	3
	Entertainment	7	11	7	19	10	21	16	14	14
	Others	0	1	0	2	0	2	0	0	0
	Total	**48**	**48**	**60**	**129**	**80**	**114**	**100**	**92**	**106**
Pachislot	Anime	26	40	21	21	19	23	25	31	32
	Comics	0	4	3	2	1	2	3	1	2
	Gmaes	11	17	8	3	6	7	8	9	9
	Special-effects	2	3	0	0	0	1	1	0	3
	Entertainment	2	6	2	3	2	2	1	1	2
	Others	0	0	0	1	0	1	0	0	0
	Total	**41**	**70**	**34**	**30**	**28**	**36**	**38**	**42**	**48**

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28. Change in the number of member manufacturers of PS associations

updated

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September
*The figures represent the numbers as of the end of July each year.



29. Market share

updated

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September

Unit sales share of pachinko machine

FY	2021		2022		2023		2024		2025	
Ranking	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	SANYO	29.6%	SANKYO	25.4%	SANKYO	34.1%	SANKYO	26.5%	SANKYO	30.9%
2	SANKYO	14.5%	SANYO	12.3%	SANYO	15.5%	Sammy	11.8%	SANYO	12.3%
3	Sansei R&D	10.0%	Newgin	9.9%	Sammy	10.1%	KYORAKU SANGYO	11.1%	Sammy	12.0%
4	Sammy	8.6%	Sammy	9.8%	Newgin	7.8%	SANYO	8.9%	KYORAKU SANGYO	7.4%
5	Newgin	8.2%	Sansei R&D	9.3%	FIJISHOJI	7.0%	FIJISHOJI	8.8%	Newgin	7.4%

*SANKYO's sales share includes Bisty and JB. *Sammy's sales share includes GINZA and TAIYO ELEC.
*KYORAKU SANGYO's sales share includes OK!!.

Unit sales share of pachislot machine

FY	2021		2022		2023		2024		2025	
Ranking	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	KITA DENSHI	24.7%	UNIVERSAL	19.2%	Sammy	23.0%	SANKYO	18.8%	Sammy	18.6%
2	UNIVERSAL	15.2%	Sammy	13.6%	UNIVERSAL	18.0%	Sammy	12.4%	SANKYO	12.4%
3	Sammy	11.6%	DAITO	10.0%	SANKYO	9.0%	DAITO	10.2%	KITA DENSHI	11.8%
4	DAITO	8.9%	SANKYO	7.4%	HEIWA/OLYMPIA	8.4%	UNIVERSAL	9.8%	UNIVERSAL	11.4%
5	YAMASA	5.8%	KITA DENSHI	7.0%	DAITO	7.0%	Yamasa Next	8.0%	DAITO	7.8%

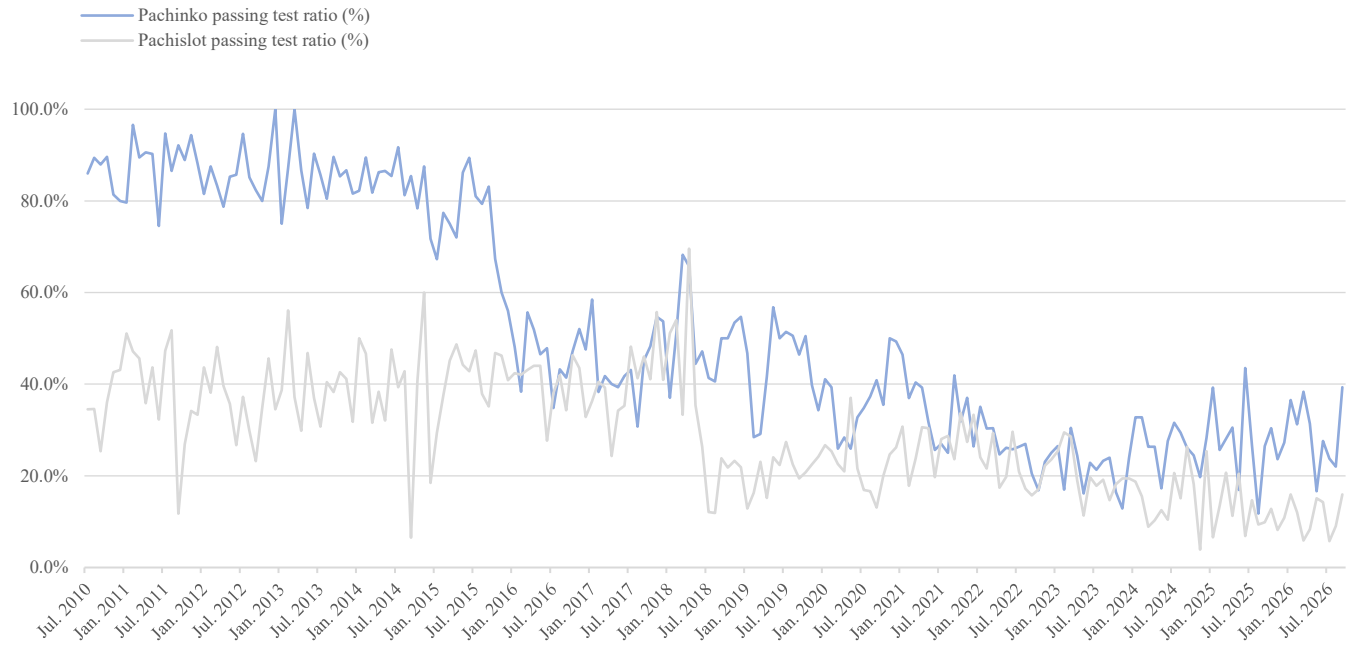
*Sammy's sales share includes RODEO, IGT Japan, TRIVY, and TAIYO ELEC. *OLYMPIA's sales includes HEIWA's sales; Total sales of all OLYMPIA and HEIWA brands is shown.
*SANKYO's sales share includes Bisty.
*UNIVERSAL's sales share includes Eleco, MIZUHO and Macy.

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30. Results of model certification tests (graph)

updated

The data is based on the *Model certification test operations for PS machines; statistical data* by Security Electronics and Communications Technology Association (Hotsukyo), updated every month



31. Results of model certification tests (detail)

updated

The data is based on the *Model certification test operations for PS machines; statistical data* by Security Electronics and Communications Technology Association (Hotsukyo), updated every month

Pachinko machine

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2023	Application	68	53	69	86	62	92	61	86	71	67	62	71	848
	Pass	18	9	21	21	10	21	13	20	17	11	8	17	186
	Passing test ratio	26.5%	17.0%	30.4%	24.4%	16.1%	22.8%	21.3%	23.3%	23.9%	16.4%	12.9%	23.9%	21.9%
2024	Application	58	58	76	57	87	76	76	68	65	90	76	53	840
	Pass	19	19	20	15	15	21	24	20	17	22	15	15	222
	Passing test ratio	32.8%	32.8%	26.3%	26.3%	17.2%	27.6%	31.6%	29.4%	26.2%	24.4%	19.7%	28.3%	26.4%
2025	Application	56	78	64	72	71	85	75	68	68	79	55	77	848
	Pass	22	20	18	22	12	37	20	8	18	24	13	21	235
	Passing test ratio	39.3%	25.6%	28.1%	30.6%	16.9%	43.5%	26.7%	11.8%	26.5%	30.4%	23.6%	27.3%	27.7%
2026	Application	63	48	73	51	60	76	80	59	61				
	Pass	23	15	28	16	10	21	19	13	24				
	Passing test ratio	36.5%	31.3%	38.4%	31.4%	16.7%	27.6%	23.8%	22.0%	39.3%				

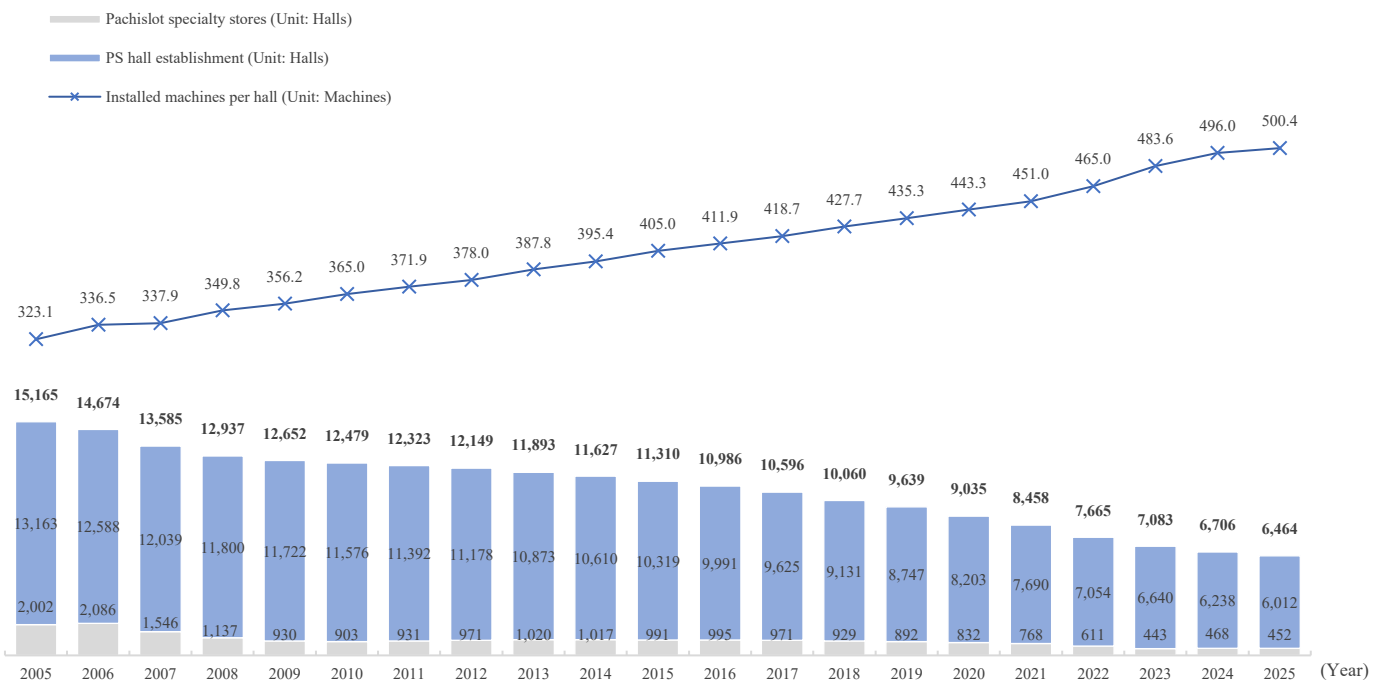
Pachislot machine

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2023	Application	75	78	81	95	88	76	73	94	75	88	67	72	962
	Pass	19	23	26	18	10	15	13	18	11	16	13	14	196
	Passing test ratio	25.3%	29.5%	32.1%	18.9%	11.4%	19.7%	17.8%	19.1%	14.7%	18.2%	19.4%	19.4%	20.4%
2024	Application	80	71	79	78	88	67	92	73	95	99	77	71	970
	Pass	15	11	7	8	11	7	19	11	25	18	3	18	153
	Passing test ratio	18.8%	15.5%	8.9%	10.3%	12.5%	10.4%	20.7%	15.1%	26.3%	18.2%	3.9%	25.4%	15.8%
2025	Application	61	67	87	73	101	72	102	85	91	86	73	92	990
	Pass	4	9	18	10	18	6	15	8	9	11	6	10	124
	Passing test ratio	6.6%	13.4%	20.7%	13.7%	17.8%	8.3%	14.7%	9.4%	9.9%	12.8%	8.2%	10.9%	12.5%
2026	Application	94	83	102	84	86	91	87	100	88				
	Pass	15	10	6	7	13	13	5	9	14				
	Passing test ratio	16.0%	12.0%	5.9%	8.3%	15.1%	14.3%	5.7%	9.0%	15.9%				

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32. Number of pachinko halls and change in number of installed PS machines per hall

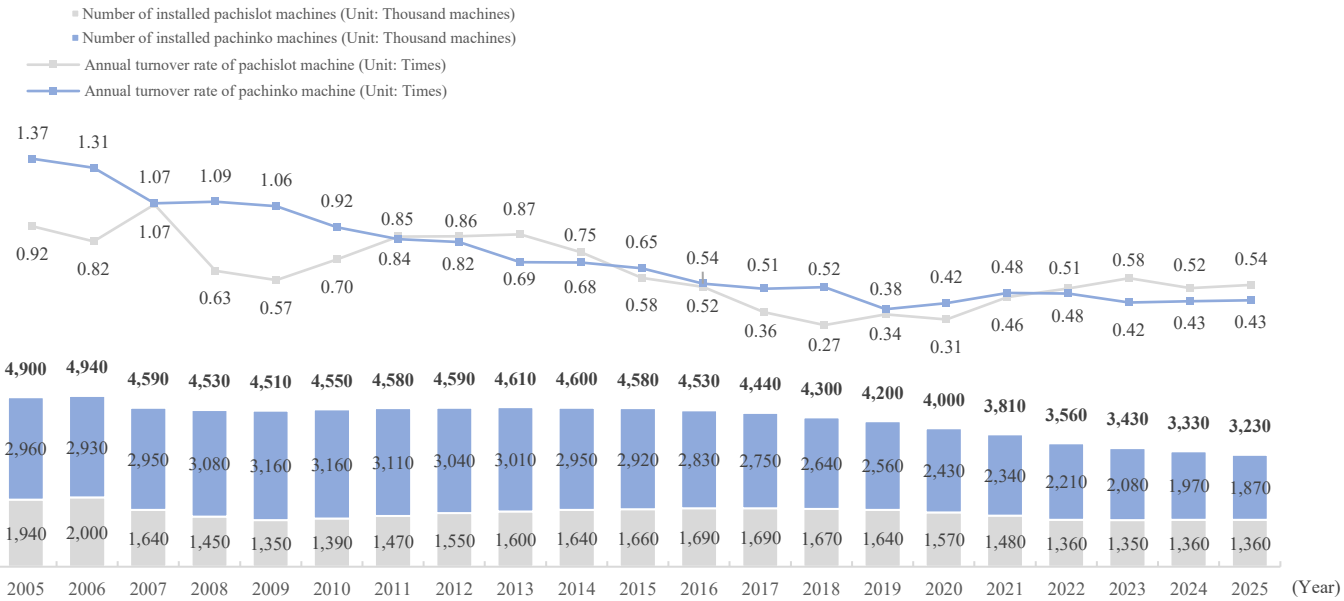
The data is based on *The Current Situation of the Amusement Business and the Control of Crimes Related to Amusement Business in 2025* by National Police Agency, updated every April



33. Number of installed PS machines and annual turnover rate

updated

The data of number of installed PS machines is based on *The Current Situation of the Amusement Business and the Control of Crimes Related to Amusement Business in 2025* by National Police Agency, updated every April
The data of annual turnover rate of PS machine is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September



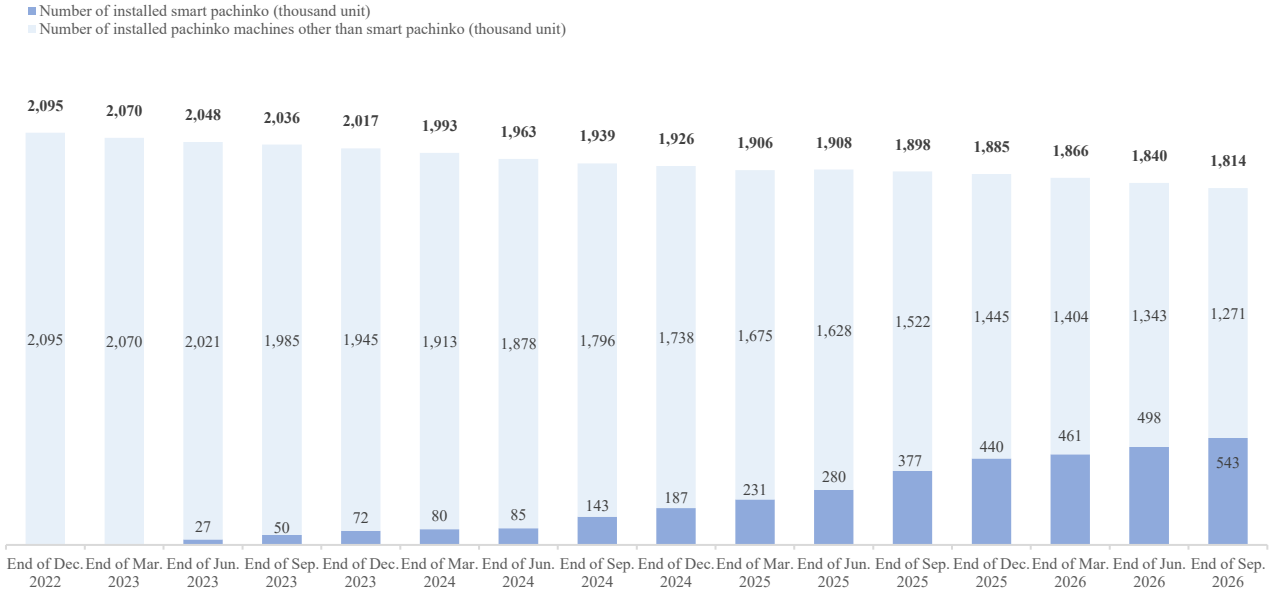
Annual turnover rate of total machine (Unit: Times)

2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	(Year)
1.19	1.11	1.07	0.94	0.91	0.85	0.84	0.83	0.75	0.71	0.62	0.54	0.45	0.43	0.36	0.37	0.47	0.49	0.48	0.46	0.48	

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34. Change of installation of smart pachinko

updated

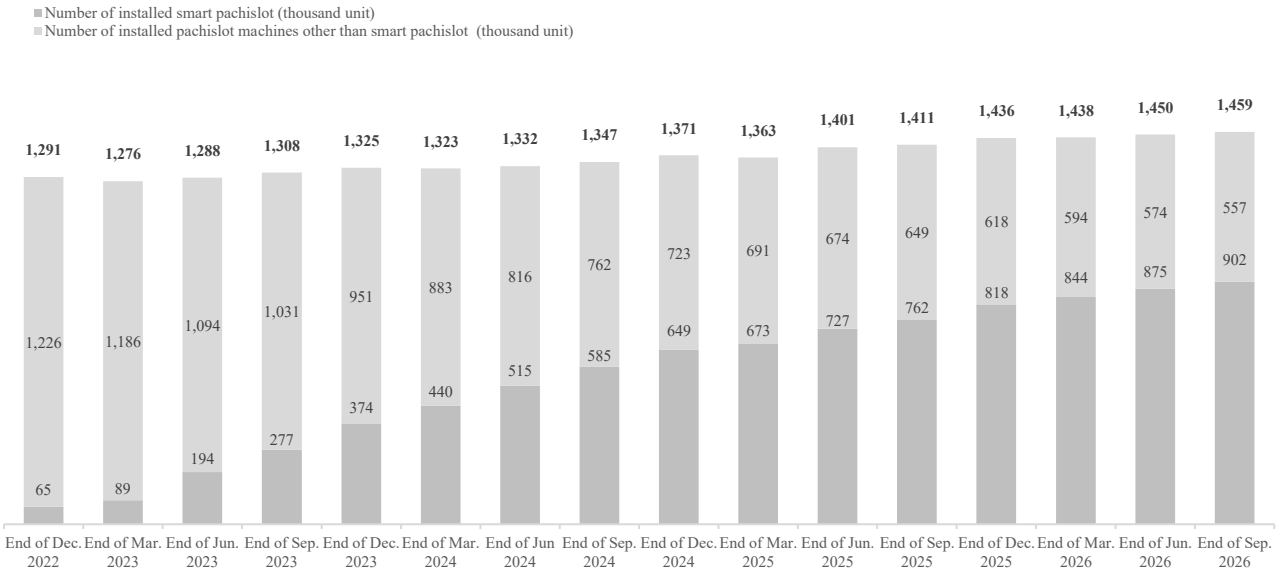


Installation ratio of smart pachinko (%)

2022	2023				2024				2025				2026		
End of Dec.	End of Mar.	End of Jun.	End of Sep.	End of Dec.	End of Mar.	End of Jun.	End of Sep.	End of Dec.	End of Mar.	End of Jun.	End of Sep.	End of Dec.	End of Mar.	End of Jun.	End of Sep.
-	-	1.3%	2.5%	3.5%	4.0%	4.3%	7.4%	9.7%	12.1%	14.7%	19.8%	23.3%	24.7%	27.1%	29.9%

35. Change of installation of smart pachislot

updated



Installation ratio of smart pachislot (%)

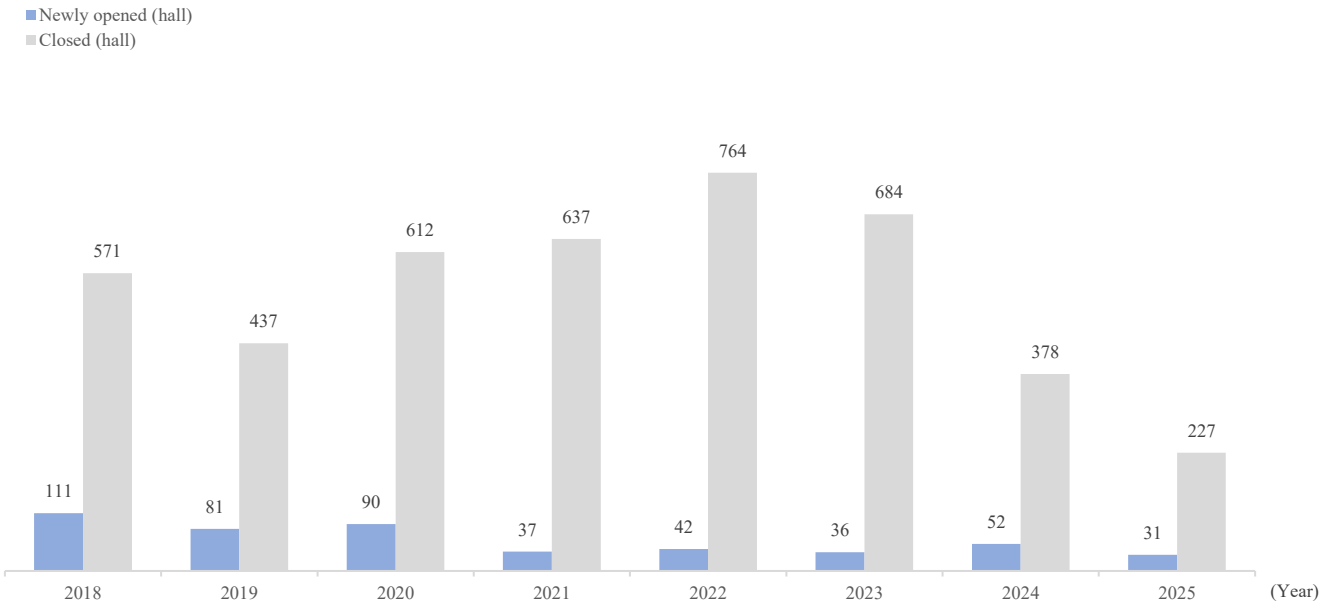
2022	2023				2024				2025				2026		
End of Dec.	End of Mar.	End of Jun.	End of Sep.	End of Dec.	End of Mar.	End of Jun.	End of Sep.	End of Dec.	End of Mar.	End of Jum.	End of Sep.	End of Dec.	End of Mar.	End of Jun.	End of Sep.
5.0%	7.0%	15.0%	21.2%	28.3%	33.2%	38.7%	43.4%	47.3%	49.3%	51.9%	54.0%	57.0%	58.7%	60.4%	61.8%

Source: TSUBURAYA FIELDS HOLDINGS

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36. Change in number of newly opened/ closed halls (by years)

The data is based on the *Results of the survey on member's halls*, by Zennichiyuren (a union for pachinko and pachislot halls), updated every month



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

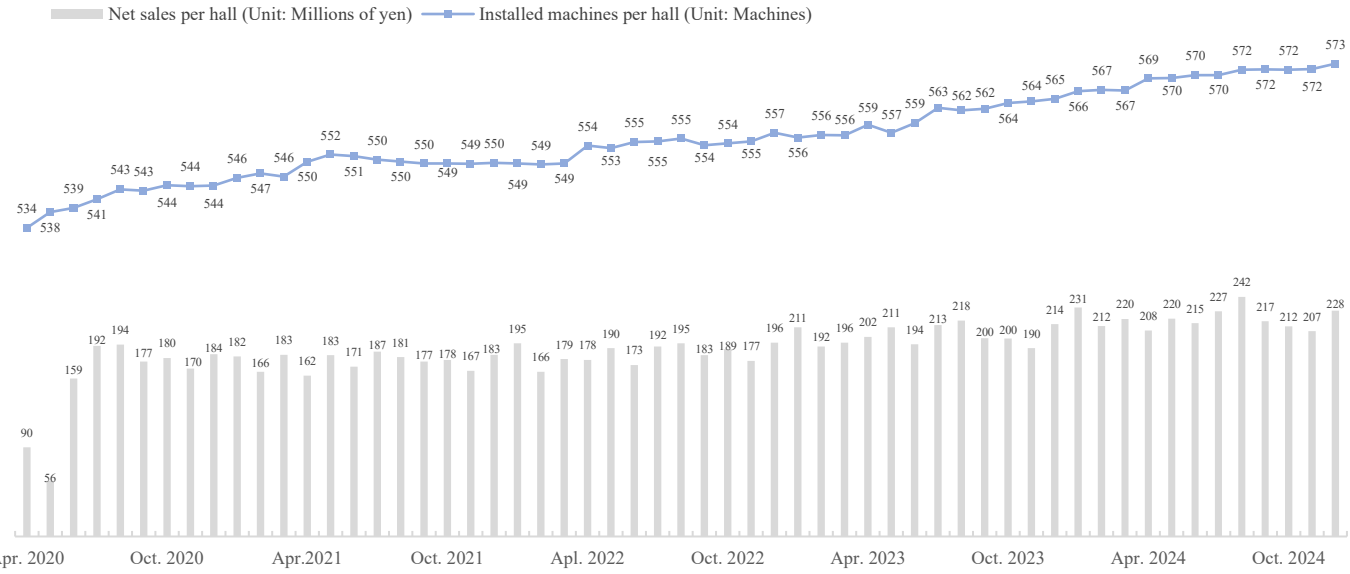
updated

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2018	Newly opened	26	9	4	29	9	5	7	6	6	0	2	8	111
	Closed	62	56	69	43	49	41	55	38	33	46	35	44	571
	Change	(36)	(47)	(65)	(14)	(40)	(36)	(48)	(32)	(27)	(46)	(33)	(36)	(460)
2019	Newly opened	23	3	8	12	5	0	1	2	5	0	4	18	81
	Closed	53	33	42	46	32	33	31	32	42	23	35	35	437
	Change	(30)	(30)	(34)	(34)	(27)	(33)	(30)	(30)	(37)	(23)	(31)	(17)	(356)
2020	Newly opened	3	6	0	2	4	31	9	8	6	1	11	9	90
	Closed	58	34	66	68	61	78	49	32	47	52	30	37	612
	Change	(55)	(28)	(66)	(66)	(57)	(47)	(40)	(24)	(41)	(51)	(19)	(28)	(522)
2021	Newly opened	2	2	6	6	2	1	1	0	4	2	1	10	37
	Closed	62	53	127	49	44	44	21	46	65	38	36	52	637
	Change	(60)	(51)	(121)	(43)	(42)	(43)	(20)	(46)	(61)	(36)	(35)	(42)	(600)
2022	Newly opened	3	3	3	6	0	5	3	3	4	0	1	11	42
	Closed	73	87	110	47	67	58	40	88	59	46	46	43	764
	Change	(70)	(84)	(107)	(41)	(67)	(53)	(37)	(85)	(55)	(46)	(45)	(32)	(722)
2023	Newly opened	1	3	2	8	2	2	5	0	1	1	1	10	36
	Closed	45	59	86	43	49	40	45	69	68	65	55	60	684
	Change	(44)	(56)	(84)	(35)	(47)	(38)	(40)	(69)	(67)	(64)	(54)	(50)	(648)
2024	Newly opened	10	10	1	6	4	3	0	4	2	3	0	9	52
	Closed	40	34	60	28	29	32	43	30	17	21	25	19	378
	Change	(30)	(24)	(59)	(22)	(25)	(29)	(43)	(26)	(15)	(18)	(25)	(10)	(326)
2025	Newly opened	0	0	1	4	2	0	7	11	0	3	0	3	31
	Closed	21	29	24	24	22	20	20	14	23	15	4	11	227
	Change	(21)	(29)	(23)	(20)	(20)	(20)	(13)	(3)	(23)	(12)	(4)	(8)	(196)
2026	Newly opened	0	0	1	2	2	12	0	1					
	Closed	12	19	27	10	19	15	8	19					
	Change	(12)	(19)	(26)	(8)	(17)	(3)	(8)	(18)					

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38. Monthly trends of pachinko halls

The data is based on the *Current Survey of Selected Service Industries* by Ministry of Economy, Trade and Industry (METI)

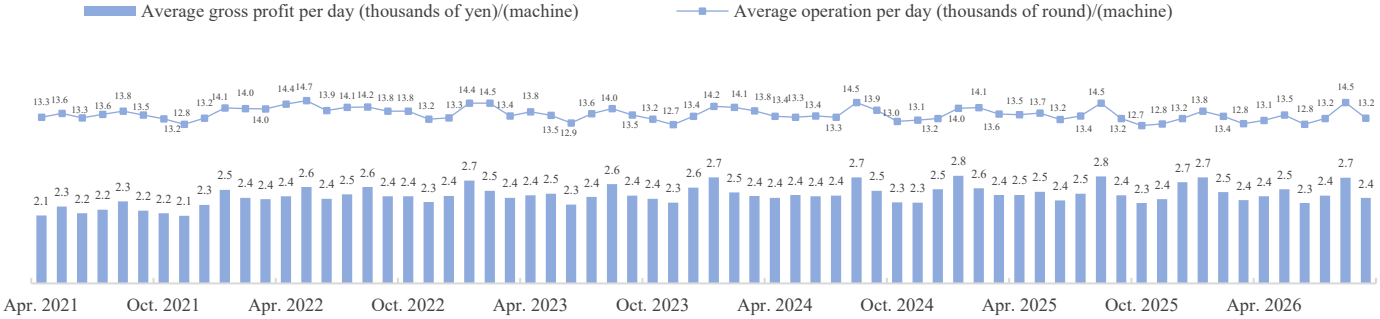


* METI outsources the pachinko halls for survey to the Zennichiyuren, and the halls are selected from all over Japan.
* The figures have been revised by METI.
* The figures of "Installed machines per hall" are rounded off the first decimal place, and those of "Net sales per hall" are rounded off the third decimal place.
* The data up to December 2024 is shown as the Current Survey of Selected Service Industries ended in December 2024.

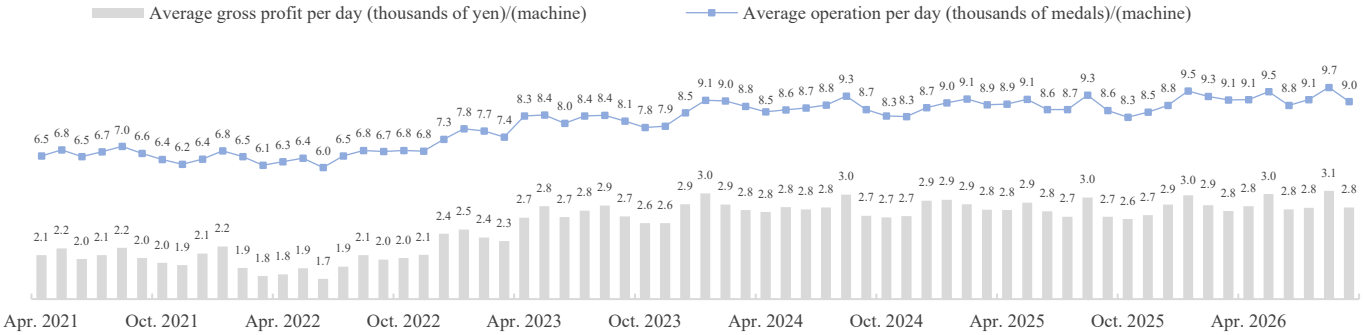
39. PS average operation and gross profit

updated

【 Pachinko machines 】



【 Pachislot machines 】

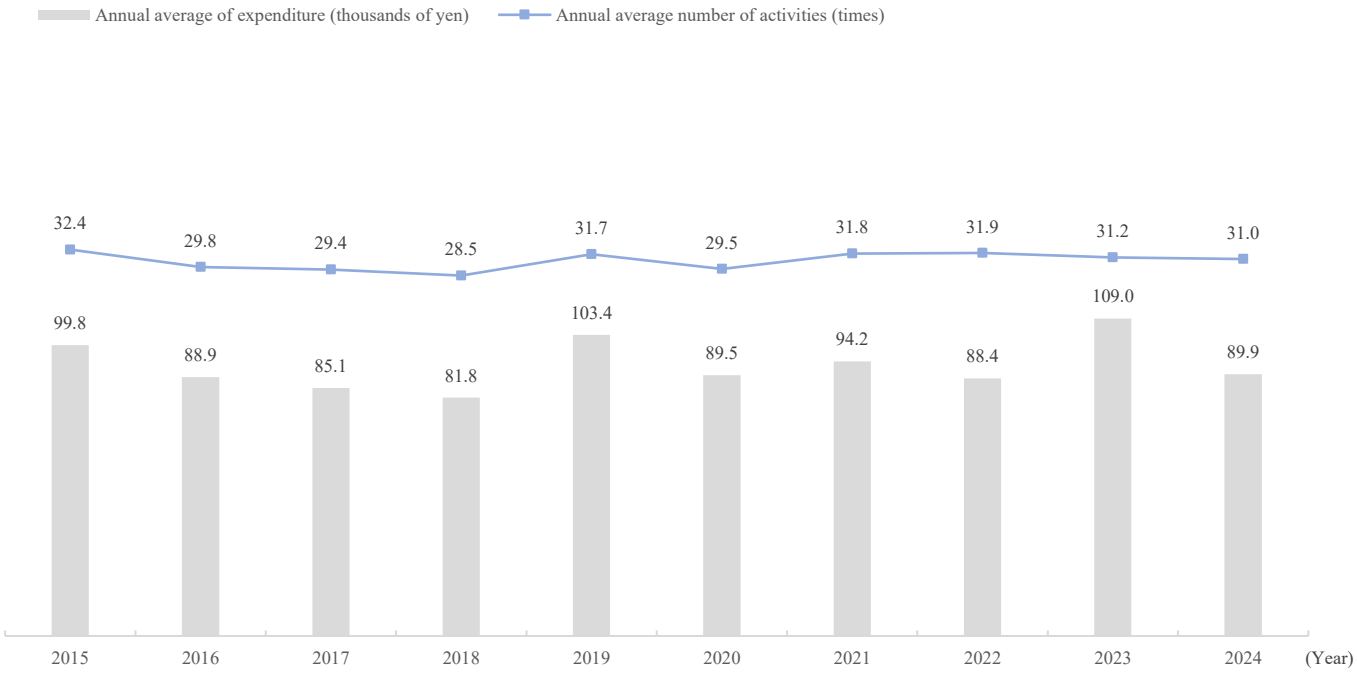


Source: TSUBURAYA FIELDS HOLDINGS

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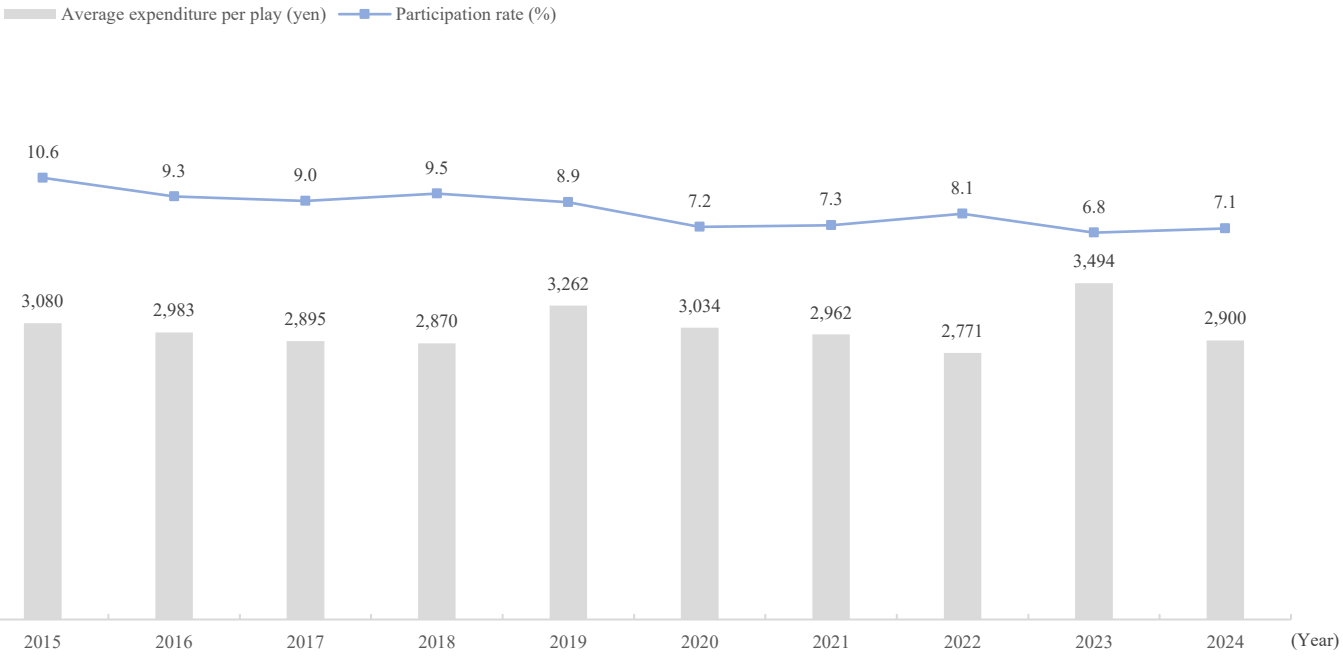
40. Annual average of number of activities and expenditure for PS activities

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



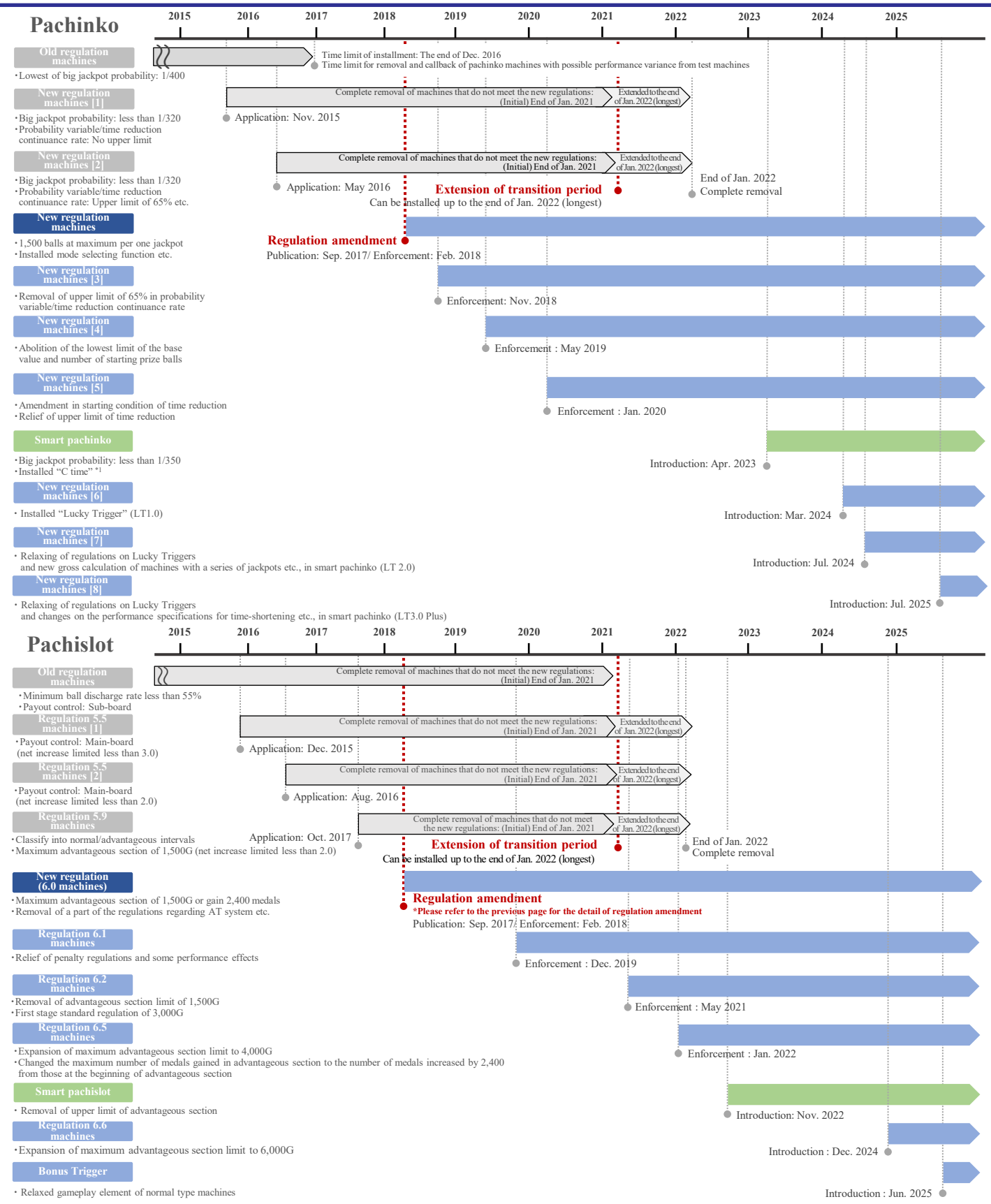
41. Participation rate and average expenditure per play in PS

The data is based on the *White Paper on Leisure 2025 by Japan Productivity Center*, updated every November
* "Average expenditure per play" is calculated from "Annual average number of activities" and "Annual average of expenditure"



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42. Trends in PS regulations



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

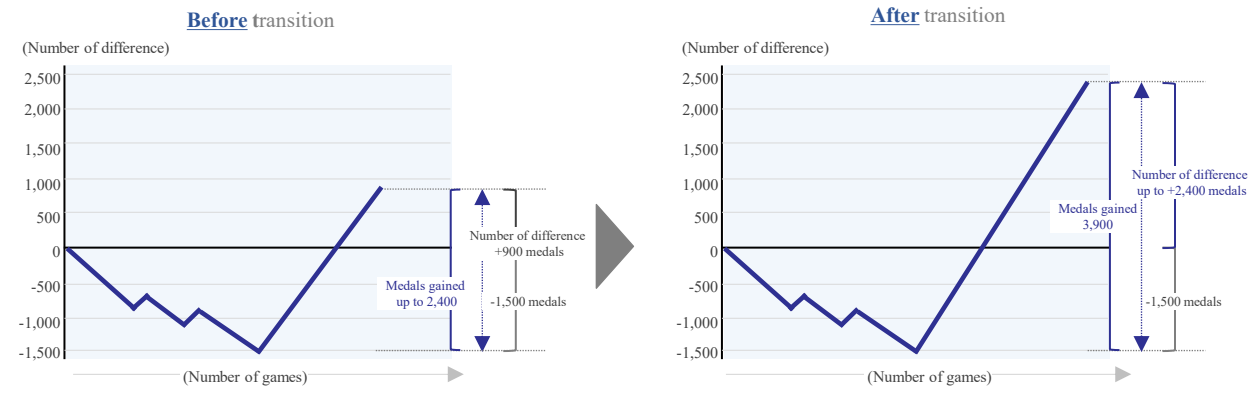
Source: TSUBURAYA FIELDS HOLDINGS, National Police Agency

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43. [Reference] Change in self-imposed restrictions of pachislot regulation 6.0 machines

	Regulation 6 machines	Regulation 6.1 machines	Regulation 6.2 machines	Regulation 6.5 machines	Regulation 6.6 machines
Upper limit of number of games in advantageous section	1,500 games	1,500 games	3,000 games	4,000 games	6,000 games
Maximum number of medals gained in same advantageous section	Gained up to 2,400 medals			Gained up to 2,400 medals in different number Please refer to the Figure 1 below	
Other main changes	-	Relief of penalty regulations	Relief of some performance effects	-	-
(Further note)	-	Manufacturers can produce PS machines that have a high probability of jackpots and are easy to play by reducing the number of games per 50 medals	Manufacturers can mount performances such as specific symbols aligned each time the lever is turned on and video reels representing reel effects on liquid crystals	-	-

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



Advantageous section ends when **the number of medals gained** reaches 2,400 medals
→Maximum number of medals users can gain = up to 2,400

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

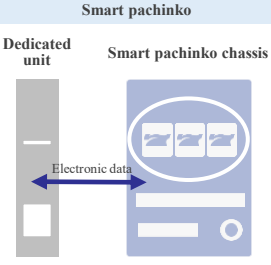
Source: TSUBURAYA FIELDS HOLDINGS, Greenbelt

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

◇Features of smart pachinko/ smart pachislot

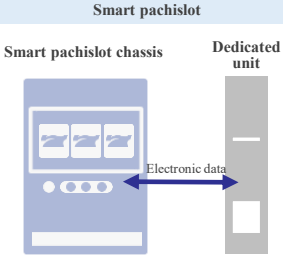
Improving game functions	Games become more efficient by eliminating actions such as ball/ medal input
Improving environment	Improving noise problem through erasing the sounds of each ball/ medal
Infection disease prevention	Reducing risks for infection diseases through removing touch to balls/ medals
Countermeasures for gambling addiction	Countermeasures for gambling addiction by managing medal payout information
Fraud prevention	Countermeasures for fraudulent at such as bringing medals

Smart pachinko



Electronic balls are accumulated on the medal number displaying device, and when the game is completed, the information is transferred to the dedicated unit by pressing the counting button. The pachinko balls circulates inside the chassis.

Smart pachislot



Electronic medals are accumulated on the medal number displaying device, and when the game is completed, the information is transferred to the dedicated unit by pressing the counting button.

◇Game functions

[Smart pachinko]

Content	Machines under current regulations	Smart pachinko
Big jackpot probability	1/320	1/350 The range of spec designs has expanded, enabling manufacturers to develop a diverse range of machines
New function	-	Installed C time Can be equipped with an unprecedented game function that takes advantage of the C-time reduction
Complete function	Can gain up to 95,000 balls in different number	Can gain up to 95,000 balls in different number

[Smart pachislot]

Content	Machines under current regulations (Regulation 6.6 machine)	Smart pachislot
Advantageous section	2,400 medals in difference number method	2,400 medals in difference number method
Upper limit of number of games in advantageous section	6,000 games	Limitless
Complete function	Gained up to 19,000 medals in different number	Gained up to 19,000 medals in different number

Source: Pachinko pachislot higher living committee, TSUBURAYA FIELDS HOLDINGS

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45. Change in PS industry

updated

FY	Primary events	Industry overall	Total PS unit sales	Number of halls	Hall
2004	■Oct. Mid Niigata Earthquake ■Dec. Sumatra-Andaman Earthquake	■Jul. Revisions to PS machine regulations go into effect	5,690,000 machines	15,617 halls	
2005	■Jan. Livedoor incident		5,830,000 machines	15,165 halls	
2006			5,490,000 machines	14,674 halls	■May Enforcement of revised Amusement Businesses Law *Stricter operations of halls (reinforced penalties), such as thorough no-entry of under 18 years old and payout security at closing time.
2007	■Aug. Sub-prime loan problem in US		4,920,000 machines	13,585 halls	■Increase in closures of dedicated pachislot specialty halls ■Full-scale introduction of pachinko with low playing cost
2008	■Jul. G8 Hokkaido Toyako Summit ■Sep. US-based Lehman Brothers collapses	■Jul. Voluntary ban on replacement of machines with the opening of G8 Summit	4,250,000 machines	12,937 halls	
2009	■Sep. Established Democratic Party administration ■Nov. Opening of APEC Economic Leaders' Meeting	■Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders' Meeting	4,100,000 machines	12,652 halls	■Rise of ART type pachislot machines ■Full-scale introduction of pachislot with low playing cost
2010	■ Mar. Great East Japan Earthquake occurs ■Jul. Major flooding in Thailand	■Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake	3,880,000 machines	12,479 halls	
2011	■Oct. Yen strengthens to highest level since WWII		3,860,000 machines	12,323 halls	■Aug. Strictly restricted PS advertisement (event)
2012	■Dec. LDP takes power with Abe cabinet ■Mar. Haruhiko Kuroda appointed as BOJ governor		3,820,000 machines	12,149 halls	■Aug. DYNAM listed in Hong Kong market ■Rise of AT type pachislot machines
2013			3,460,000 machines	11,893 halls	
2014	■Apr. Consumption tax rate increased		3,250,000 machines	11,627 halls	
2015			2,860,000 machines	11,310 halls	■Apr. NIRAKU listed in Hong Kong market ■Jun. Revised Businesses Affecting Public Morals Regulation Law passed, and PS industry made from category 7 to 4 business
2016	■Apr. 2016 Kumamoto Earthquake ■May G7 Japan 2016 Ise-Shima Summit ■Jun. U.K. referendum on withdrawal from the EU. ■ Dec. Enactment of the IR promotion law	■May Moratorium on replacement of machines for the duration of Summit	2,430,000 machines	10,986 halls	■Jan. Build a consensus with JASRAC regarding playing music with installation machines
2017		■Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law	2,010,000 machines	10,596 halls	■May Okura Holdings Limited listed in Hong Kong Market
2018	■Jun. 2018 North Korea-United States summit ■Jul. Problem Gambling Basic Countermeasure Act established ■Jul. Torrential rains in western Japan in July 2018 ■Oct. Typhoon No. 21 (Jebi) ■Oct. 2018 Hokkaido Eastern Iburi Earthquake		1,830,000 machines	10,060 Halls	
2019	■May Enthronement of the Emperor ■Jun. G20 summit held ■Sep. Typhoon No. 15 (Faxai) ■Sep.-Nov. Rugby World Cup ■Oct. Typhoon No. 19 (Hagibis) ■Mar. WHO described the COVID-19 a pandemic		1,530,000 machines	9,639 Halls	
2020	■Apr. First state of emergency issued ⋯▶ lifted (May) ■Jul. Torrential rains in July 2020 ■Jan. Second state of emergency issued ⋯▶ lifted (Apr.)		1,500,000 machines	9,035 Halls	■Apr. Requested suspension of halls in the target areas (95% executed) ■Late May- Halls resumed business
2021	■Apr. Third state of emergency issued ⋯▶ lifted (Jun.) ■Jul. Fourth state of emergency issued ⋯▶ lifted (Sep.) ■Jul. Tokyo Olympics held ■Aug. Tokyo Paralympics held		1,810,000 machines	8,458 Halls	■Apr. Lifted the ban of self-restraint of TV, radio and newspaper commercials Requested suspension of halls in the target areas ■Jul. Requested suspension or reduced business hours of halls in the target areas
2022		■Dec. The National Police Agency released the "Handling of advertising in pachinko sales (notification)."	1,750,000 machines	7,665 Halls	■ Nov. Smart pachislot introduced ■Feb. Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (first edition)"
2023	■Jan. 2024 Noto Peninsula Earthquake ■Feb. Nikkei share average reached new highs after the bubble economy		1,660,000 machines	7,083 Halls	■ Apr. Smart pachinko introduced ■ Feb. Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (second edition)"
2024	■Jul. New banknotes issued		1,550,000 machines	6,706 Halls	
2025			1,540,000 machines	6,464 Halls	■May Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (third edition)

*The number of pachinko halls are as of each year end.

Source: TSUBURAYA FIELDS HOLDINGS, National Police Agency's data, *Pachinko Maker Trends* by Yano Research Institute, Ltd.

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Potential risks and uncertainties include, but are not limited to, the economic environment surrounding our business, competitive conditions in the marketplace, and our handling merchandise.

TSUBURAYA FIELDS HOLDINGS