# Financial Presentation (3rd Quarter of the Year Ending March 31, 2013)

#### FIELDS CORPORATION

(Code: 2767)

February 6, 2013





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## 1. Year Ending March 31, 2013 Summary of Results for Q1-Q3 and Full-Year Forecast

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(Unit: Billion yen)

	Year Ended M	Iarch 31, 2012	Year Ending M	March 31, 2013
	Q1-Q3	Full Year	Q1-Q3	YoY
Net sales	43.06	92.19	47.74	110.9%
Gross profit margin	16.32	31.33	15.06	92.3%
SG&A expenses	16.30	22.80	16.21	99.5%
Operating income	0.02	8.52	(1.15)	-
Ordinary income	0.10	8.66	(0.97)	-
Net income	1.13	5.99	(0.67)	-

#### Machine sales for Q1-Q3

Pachinko machines: 79,000 (down 46,000 over previous year)

Pachislot machines: 92,000 (up 19,000 over previous year)

#### << Lineup of titles>>

	Year Ending March 31, 2013			
	Q1	Q2	Q3	Q4 (Already-released titles)
Pachinko machines	EVA Light III	Sengoku BASARA	GHOST IN EVANGELION THE SHELL Smile Model	GHOST IN THE SHELL: STAND AIONE COMPLEX GHOST VERSION
Pachislot machines	GTO	Yaoh	Resident Evil 5	Otoko Juku EVANGELION

Source: Fields

(Unit: Billion yen)

	Released May 9, 2012		Released February 1, 2013		
	Forecast (I)	YoY	Forecast (II)	Increase/ Decrease (II) - (I)	YoY
Net sales	115.0	124.7%	107.0	(8.0)	116.1%
Operating income	14.0	164.2%	9.0	(5.0)	105.5%
Ordinary income	14.5	167.4%	9.0	(5.5)	103.9%
Net income	7.3	121.8%	4.5	(2.8)	75.1%

### Topics for Q3 of the Year Ending March 31, 2013 and Factors behind Revisions to Performance Forecasts

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#### Pachinko/Pachislot Machine Markets

- ✓ Pachinko: Demand focused on a few specific pachinko models.
- ✓ Pachislot: Major titles tend to be released in the second half.

#### Countermeasures

- The Company has decided on additional development of three major titles to improve its product appeal.
  - ⇒ Several pachislot models with strong product appeal will be released in the second half.

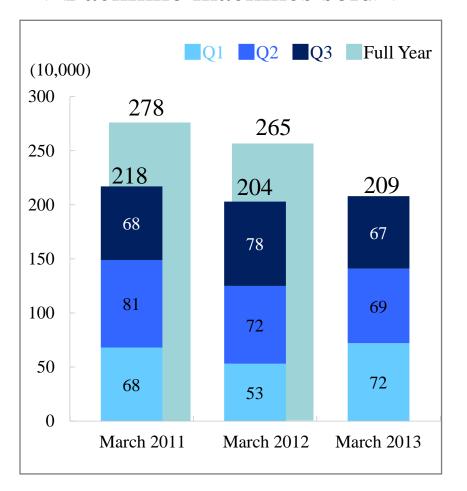
#### Factors behind revisions to performance forecast

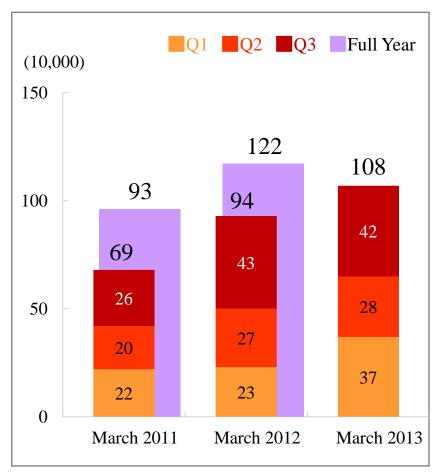
- (1) Resident Evil 5: Received a record number of inquiries as an Enterise brand. ⇒Unable to meet demand in full.
- (2) Evangelion : Major titles released at the end of 2012 and start of 2013 were poor performers.
  - ⇒Momentum was lost for a large-scale introduction to pachinko halls.

#### Backdrop to Pachinko/Pachislot Machine Sales Market

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#### << Pachinko machines sold>> << Pachislot machines sold>>





(Company research)

#### 2. Progress with Initiatives to Enhance IP Value

Developing Business Model	P.10
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Case 2: Manga Title B	P.12
"HERO'S"	P.13
"GINGA KIKOTAI: Majestic Prince"	P.14
"BERSERK"	P.15
"Ultraman"	P.16

#### Pursuing business model centered on IP

#### Comics

Acquire and create original works, stories and characters

#### Animations

Enhance the added value of stories and characters with cutting-edge technology such as CG

Maximize value of intellectual property Turn into a series

#### Merchandising

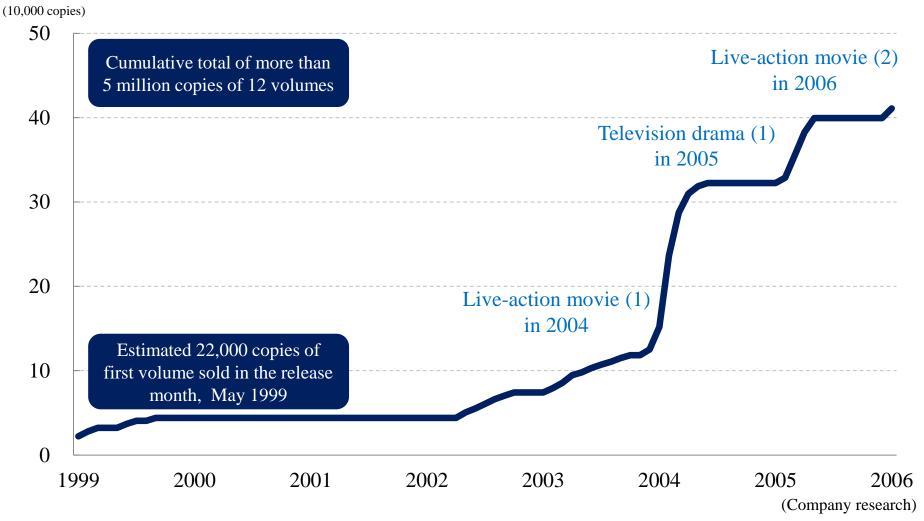
Interactive media, consumer products, pachinko/pachislot machines

Utilize the different media to generate revenue

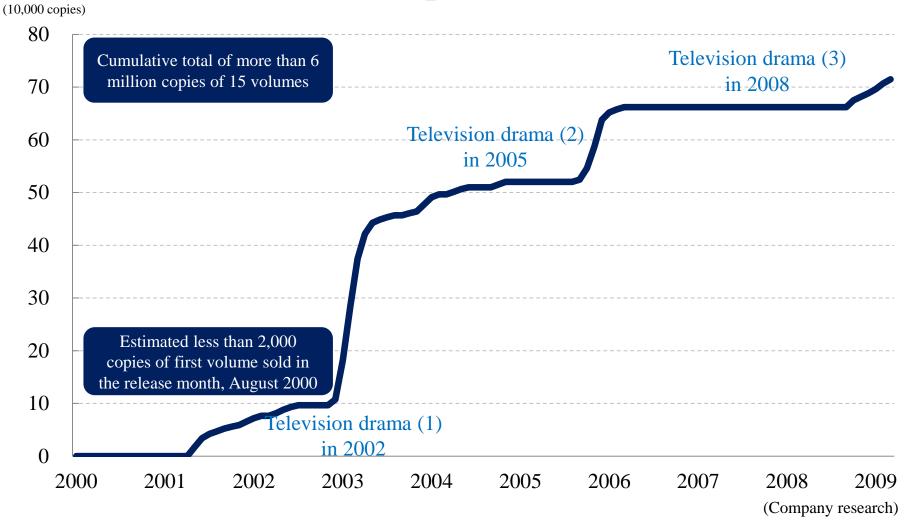
#### Movies/TV

Deliver animated content to broaden the fan base

#### Trends in number of copies sold of first volume of comic

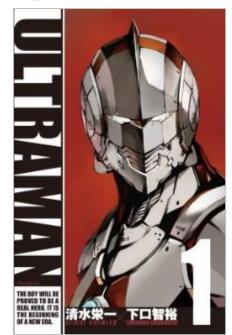


#### Trends in number of copies sold of first volume of comic



#### IP creation: Total of 18 works Comics: 13 works

#### 《HERO'S comics》



























"HERO'S monthly" official website http://www.heros-web.com/en/

#### Scheduled to be broadcast on TV from April 2013

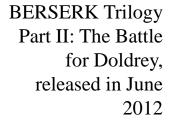


Animation "GINGA KIKOTAI Majestic Prince" official website http://mjp-anime.jp/

#### Part three in movie series: Released on February 1, 2013



BERSERK Trilogy Part 1: Egg of the Supreme King, released in February 2012





Movie "BERSERK" official website http://www.berserkfilm.com/



BERSERK Trilogy Part III: Descent, released in February 2013

#### Initiatives to regenerate and recreate Ultraman





#### 3. <<Merchandising Field>> Interactive Media

Social Game Topics	P.18
Purpose of Acquisition	P.19
Major Titles Released in Q3 of the Year Ending March 31, 2013	P.20

#### Acquisition of social game business from Spicysoft Corporation

#### <<KIDATSU! Dungeons Lord>>



#### Strengthen Development Basis

Acquisition of game engine	Shorten development time, reduce costs and raise quality
Acquisition of talented development staff	Promote overall expansion of interactive media business
Acquisition of intellectual property	Contribute to revenue through acquisition of popular social game business

#### Major Titles Released in Q3 of the Year Ending March 31, 2013

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#### Utilizing Pachinko/Pachislot machine aspects

#### Utilizing comic series in monthly "HERO'S"

#### Utilizing external IP

#### Beyond the Heavens



Multiple titles are currently being planned

#### **Battle Vixens**



KIDATSU! Dungeons Lord



The plans, strategies and estimates of the Company indicated in these documents, other than actual results and established facts, include potential risks and uncertainties and cannot be guaranteed.

Potential risks and uncertainties include, but are not limited to, the economic environment of the pachinko/pachislot market in which the Company mainly operates, market competition and the products handled by the Company.

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> > <Reference materials>

These materials were prepared for a presentation.

Please refer to the separate

Supplementary Financial Document

for the Nine Months Ended December 31, 2012

for more detailed data.

