Financial Presentation (First Half of the Year Ending March 31, 2014)



FIELDS CORPORATION

(November 7, 2013)



JASDAQ Standard 2767

The Greatest Leisure for All People

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FIELDS CORPORATION

1. Summary of Results for the First Half of the Year Ending March 31, 2014 (Consolidated)

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Overview

Strong progress has been made into sales of pachinko/pachislot machines, which is our core revenue source

Development through the fostering and commercializing of Intellectual Property (IP) has continued to be promoted steadily

Earnings

- Net sales: ¥36.38 billion (up 125.0% year-over-year)
- Operating income: ¥2.17 billion (versus operating loss of ¥1.85 billion for the same period of the previous year)

⇒ 4 brands and 5 titles, the main title "CR EVANGERION 8" etc., were developed in the sales of pachinko/pachislot business The number of pachinko/pachislot machines sold increased year-over-year

Key IP Initiatives

- Sales of the comic books "HERO's Monthly" has progressed steadily
- Adapting animation series to games (including planning and development), goods and pachinko/pachislot has been operated smoothly
- Ongoing expansion of "Ultraman" series into movies/TV, games, pachislot machines (including planning and development) and comics

Consolidated P/L

Business of selling pachinko/pachislot machines contributed to operating results

The number of both pachinko/pachislot machines sold increased, especially "CR EVANGELION 8" which sold 72,000 machines

(Unit: Billion yen)

	Year ended March 31, 2013		Year e	, 2014	
	H1	Full-Year	H1	YoY(%)	Full-Year Forecast
Net sales	29.11	108.14	36.38	125.0	120.00
Gross profit margin	8.82	33.27	13.64	154.7	37.80
SG&A expenses	10.68	22.96	11.47	107.4	25.30
Operating income	(1.85)	10.31	2.17	-	12.50
Ordinary income	(1.73)	10.26	2.14	-	12.50
Net income	(0.98)	4.72	1.43	-	6.30
PS sales P : pachinko	4.6	9.9	11.0	+6.3	(Forecast)
S : pachislot (Unit: 10,000 machines)	5.4	22.8	6.1	+0.7	45.0

Number of pachinko/pachislot machines sold

(Unit: 10,000 machines)

	First half of the year ended March 31, 2013			First half of the year ending March 31, 2014		
P	Bisty	EVA Light III	1.6	Bisty	CR Beyond the Heavens	-
Pachinko machine	Bisty	CR Sengoku BASARA 3 –The Battle of Sekigahara	1.6	Bisty	CR EVANGELION 8	7.2
machi				OK!!	BERSERK	1.9
ne		Total for pachinko machines	4.6		Total for pachinko machines	11.0
Pa	RODEO	Monster Hunter (portion due to cut-off error)	3.9			
chislot	Bisty	GTO Limit Break	-	Ginza	Kaiji3	2.5
Pachislot machine	Bisty	Yaoh	-	Enterrise	Devil May Cry 4	2.4
ne		Total for pachislot machines	5.4		Total for pachislot machines	6.1
Total		Total for pachinko/pachislot machines	10.1		Total for pachinko/pachislot machines	17.1

*Regarding the titles of pachinko/pachislot machines for which the number of machines sold was less than 10,000, the number of machines sold is not disclosed.

Consolidated B/S

(Unit: Million yen)

	End of March 2013	End of September 2013	Increase /Decrease	Main factors for increase/decrease
Current assets	72,709	49,426	(23,283)	Decrease in notes and accounts receivable— trade and decrease in cash and cash equivalents
Tangible fixed assets	11,151	11,612	461	Increase by purchase of land for building a new branch office
Intangible fixed assets	4,540	4,552	11	
Investments and other assets	18,226	18,183	(42)	
Total assets	106,628	83,774	(22,853)	
Current liabilities	47,365	23,424	(23,940)	Decrease in notes and accounts payable— trade
Fixed liabilities	4,164	4,243	79	
Shareholders' equity	54,975	55,564	606	Increase in retained earnings
Net assets	55,098	56,106	1,008	
Total liabilities	106,628	83,774	(22,853)	

Consolidated Cash Flows

(Unit: Million yen)

	H1 Year ended March 31, 2013	H1 Year ending March 31, 2014	Analysis of main factors	
Operating cash flows	1,070	(4,554)	Decrease in notes and accounts receivable—trade Decrease in notes and accounts payable—trade Income taxes paid	20,429 (22,451) (3,844)
Investing cash flows	(2,625)	(1,650)	Expenditure for purchase of tangible fixed assets Expenditure for purchase of intangible fixed assets Expenditure for loans	(913) (657) (230)
Financial cash flows	(1,111)	(1,387)	Dividends paid Redemption of corporate bonds Reduction by repayment of short-term borrowings	(828) (300) (130)
Balance at beginning of period	18,284	23,309		
Balance at end of period	15,613	15,708		

2. Key IP Initiatives

2. Key IP Initiatives

IP creation, development and commercialization

"HERO'S Monthly"

Includes 20 stories

"ULTRAMAN" in book form third volume released Cumulative copies published: approximately 900,000

"Majestic Prince"



- TV series broadcasts
- Goods development and sales
- Social game development

"Ultraman" series



- TV series broadcasts/movie screening "Ultraman Ginga"
 "ULTRA MONSTERS RUSH: ULTRA FRONTIER"
 Launch of arcade game
 "ULTRA MONSTERS RUSH: ULTRA FRONTIER"
 Pachislot machine development
- "ULTRAMAN WARS"

"BERSERK"



- Social game distribution
 "BERSERK"
- Launch of pachinko machine
 "BERSERK"

Source: Fields

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2. Key IP Initiatives

IP creation, development and commercialization



Comics

Acquire and create original work, stories and characters





Animation

Enhance added value of stories and characters by utilizing CG and other cutting-edge technology

Video/Live Media

Spread content throughout the world and expand fan base





Pachinko/Pachislot

Aim for further IP popularization and revenue generation through experiences with pachinko/pachislot machines

Consumer Products

Aim for further IP popularization and revenue generation through goods and toys

Interactive Media

Aim for further IP popularization and revenue generation through Internet and games



Source: Fields

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3-1. Merchandising Field

Pachinko/Pachislot Business

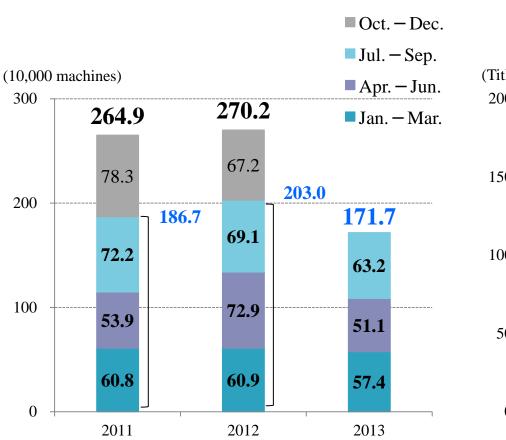
Interactive Media Business Consumer Products Business

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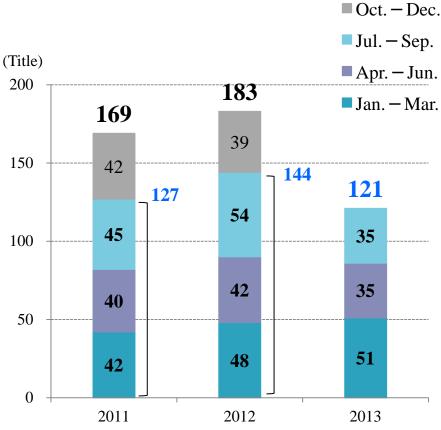
3-1. Pachinko/Pachislot Business

Number of machines sold

Status of pachinko machine sales

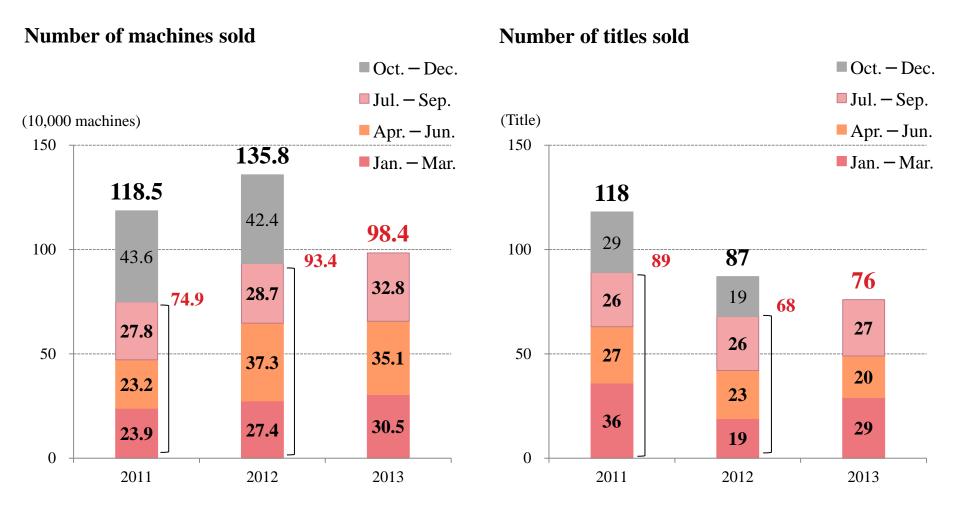


Number of titles sold



Source: Fields

Status of pachislot machine sales



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3-1. Pachinko/Pachislot Business

Product Line-up in and after Q3

PACHISLOT ULTRAMAN WARS



Bisty October

CR TEKKEN



Bisty November

MOBILE SUIT GUNDAM



Bisty January

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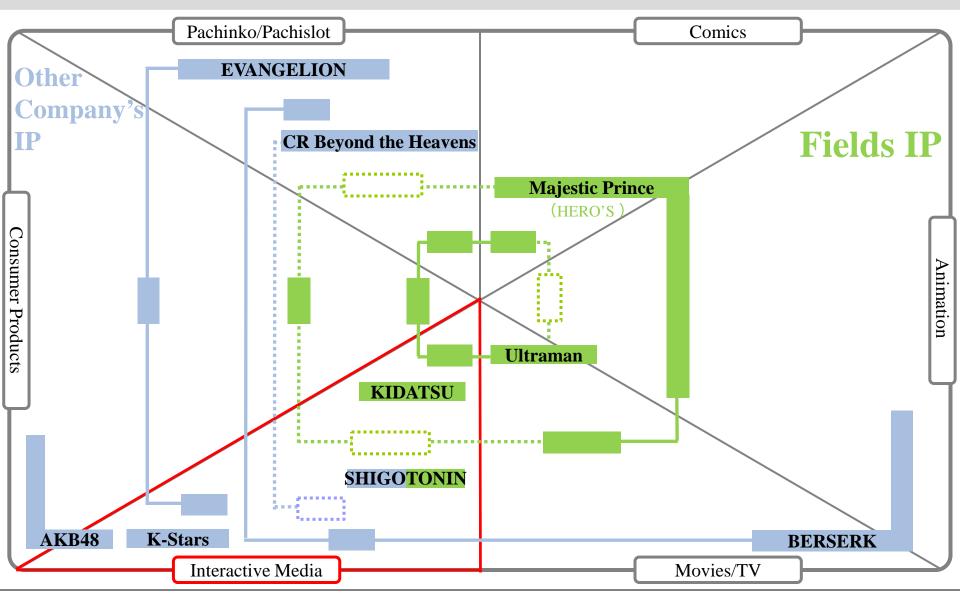
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3-2. Merchandising Field

Pachinko/Pachislot Business

Interactive Media Business Consumer Products Business 3-2. Interactive Media Business

IP Linking with Interactive Media Business



Source: Fields

Disclaimer/Contact Information

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 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 First Half of the Year Ending March 31, 2014

for more detailed data.