



Financial Results Briefing for the fiscal year ended March 31, 2021

FIELDS CORPORATION
Tokyo Stock Exchange First Section 2767
May 14, 2021

Consolidated P/L for the Fiscal Year Ended March 31, 2021 (Summary)

(Billions of yen)

	Year ended March 31, 2020	Year ended March 31, 2021	Increase/decrease	(Reference) Effective February 10, 2021 Revised forecast
Net sales	66.58	38.79	(27.79)	
Gross profit	14.80	9.92	(4.88)	
SG&A expenses	14.09	12.16	(1.92)	
Operating profit (loss)	0.71	(2.24)	(2.95)	(2.20)
Ordinary profit (loss)	0.93	(2.03)	(2.97)	(2.00)
Profit (loss) attributable to owners of parent	0.49	(3.45)	(3.94)	(3.30)
			(Units)	
Pachinko sales	136,452	50,124	(86,328)	
Pachislot sales	54,883	45,787	(9,096)	
Total	191,335	95,911	(95,424)	
			(People)	
Number of employees	1,341	1,266	(875)	

Note: Amounts less than ¥10 million have been omitted.

Consolidated B/S for the Fiscal Year Ended March 31, 2021 (Summary)

(Unit: billions of yen)

	End of March 2020	End of March 2021	Change	Main change factors
Current assets	50.58	39.14	(11.43)	Decrease in trade receivable
Non-current assets	13.73	13.22	(0.51)	
Total assets	64.31	52.37	(11.94)	
Current liabilities	17.99	10.89	(7.10)	Decrease in trade payables
Non-current liabilities	12.04	11.03	(1.00)	Decline in long-term borrowings
Total liabilities	30.03	21.92	(8.11)	
Total net assets	34.27	30.44	(3.83)	
Total liabilities and net assets	64.31	52.37	(11.94)	

Note: Amounts less than ¥10 million have been omitted.

Pachinko/Pachislot Sales for the FY2020

In Q1 and Q4, sales scheduling was changed due to the declaration of a state of emergency, etc.

FY2020					
	Q1	Q2	Q3	Q4	Full year
	State of emergency declared			State of emergency declared	
Pachinko			<i>NEON GENESIS EVANGELION Decisive Battle -Crimson-</i> <i>Pachinko ULTRASEVEN Cho Rambu</i> 2 titles/26,000 units	<i>P CODE GEASS Lelouch of the Rebellion</i> <i>PACHINKO ULTRAMAN TARO 2</i> <i>Pachinko GANTZ KIWAMI</i> 3 titles → 1 title/19,000 units	3 titles 50,000 units
Pachislot		<i>BLACK LAGOON4</i> <i>Pachislot for CHAR AZNABLE -RED</i> <i>COMET's Counterattack-</i> <i>PACHISLOT Ring-ni-kakero1 -World champion carnival version</i> 3 titles/11,000 units	<i>AKAME GA KILL!</i> <i>Pachislot MONSTER HUNTER: WORLD</i> <i>PACHISLOT TETSUYA -Destiny and real ability-</i> 3 titles/25,000 units	<i>PACHISLOT THE iDOLM@STER MILLION LIVE!</i> <i>ZETTAI SHOGEKI III</i> <i>PACHISLOT Hyakkaryouran</i> <i>SAMURAI GIRLS</i> 3 titles → 2 titles/7,000 units	8 titles 45,000 units
Total	3,000 units	3 titles/13,000 units	5 titles/52,000 units	3 titles/27,000 units	11 titles 95,000 units

Status of Group Businesses

IP Businesses

Based on the Group's medium-term business strategy, our plan has been to first develop the two companies, Tsuburaya Productions Co., Ltd. and Digital Frontier Inc. as global IP companies, and then expand and horizontally deploy the knowledge and systems gained there. The strategic initiatives that had been underway at both companies produced tangible results in FY2020.

Status of Group Businesses: Tsuburaya Productions

Responsible for IP businesses as a driver for group growth

Collaboration with NTT DOCOMO

Launched *TSUBURAYA IMAGINATION*
(subscription-based digital platform service)



- Standard : ¥500/ month (¥550 tax included)
- Premium : ¥19,800/ year (¥21,780 tax included)

Users can experience further services inc.:

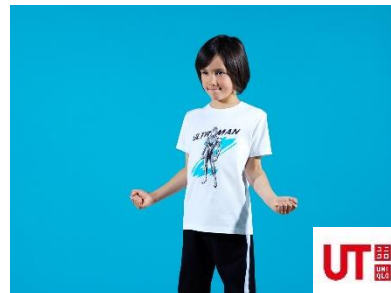
priority purchasing for pre-sale tickets, exclusive merchandise, online events, etc.

- Free members (trial)

Licensing business area

- Acquired new partnerships with major companies in apparel and food area
 - Major Contribution to profits in overseas business domains, particularly in the Chinese market

UNIQLO CO., LTD., UT



Nichirei Foods Inc.



Status of Group Businesses: Digital Frontier

Became a core player in the CG video field of the PS and IP businesses

Released in August 2020

Establishment of a joint venture
VIRTUAL LINE STUDIOS
(Joint investment with NIKKATSU and AOI TYO Holdings)

Proactively undertaking TV commercial production,
product launch press conferences, and more.



Shooting of promotional videos



Promotional videos

Released in March 2021

Concluded outsourcing agreement with
Netflix for VFX video production etc.,
over multi-year period.

First project in this contract was production of
VFX video for *Alice in Borderland Season 1*.



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Outlook for the Next Fiscal Year: Future business development of our Group

Under our corporate philosophy of *The Greatest Leisure for All People*,
we will reorganize our business domains into two major pillars, the PS business and IP business

PS business

Building a foundation for a stable PS business
in a mature market

Promotion of DX in activity processes



We will efficiently secure earnings and
build a business foundation that can achieve
sustainable growth

IP business

Shifting to an IP company

Focus on developing Tsuburaya Productions and Digital Frontier
into global IP companies



Expand and horizontally deploy acquired knowledge and systems

Tsuburaya Productions

Steady progress based on medium-term business plan (2018)

- ✓ Develop and franchise large-scale new IP
- ✓ Shift to digital domains
- ✓ Overseas expansion focused on China, Asia, and North America

Outlook for the Next Fiscal Year: Q1 Results

PS business

- *PACHINKO GANTZ KIWAMI*
- *PACHINKO ULTRAMAN TARO 2*
- *P BERSERK Musou*
- *PACHISLOT Hyakkaryouran SAMURAI GIRLS*
- *P Uchū Senkan Yamato 2202 Ai no Senshi-tachi*

Delivery started in April to sell total of 35,000 units

On sale

Sales announced (to be delivered in Q2)

IP business

Steady growth in both Tsuburaya Productions and Digital Frontier
In particular, Tsuburaya Productions plans to release projects that will realize “global expansion” in the near future

Announcement of the Outlook for the Next Fiscal Year and the medium-term management plan

Outlook for the next fiscal year

As stated in the summary of the financial results, it will be set as “undetermined.”
We will announce it promptly when it becomes possible to make a rational calculation.

Medium-term business plan

We will incorporate concrete strategies for “building a foundation for a stable PS business in a mature market” and “shifting to an IP company,” and announce the plan when we are able to announce results forecasts for the next fiscal year.

Disclaimer

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 PS market in which the Company operates, market competition and the products handled by the Company.