

# TSUBURAYA FIELDS HOLDINGS

# FACT BOOK 1

(Q2 of FY2023)

Financial, Corporate-related Data etc.

**The Greatest Leisure for All People**

TSUBURAYA FIELDS HOLDINGS INC.<sup>\*1</sup>

TSE, Prime Market: 2767

November 14, 2023

\*1 FIELDS CORPORATION changed its name to TSUBURAYA FIELDS HOLDINGS INC. effective from October 3, 2022.

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# 1. Consolidated business results for the Q2 FY2023

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# Financial highlights

(Unit: Millions of yen)

FY	2002 <sup>*2</sup>	2003 <sup>*2</sup>	2004	2005	2006	2007	2008	2009	2010	2011	2012 <sup>*3</sup>	2013
Net sales	61,888	(107.0) 66,211	(123.3) 81,658	(118.6) 96,814	(88.1) 85,321	(119.3) 101,818	(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	15,992	(134.9) 21,578	(114.7) 24,752	(120.1) 29,737	(98.4) 29,248	(118.1) 34,544	(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	9,211	(105.4) 9,711	(130.3) 12,655	(137.4) 17,389	(116.8) 20,303	(105.3) 21,385	(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	6,781	(175.0) 11,866	(101.9) 12,097	(102.1) 12,348	(72.4) 8,944	(147.1) 13,158	(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	7,022	(173.9) 12,209	(102.2) 12,480	(105.2) 13,127	(70.1) 9,202	(127.2) 11,705	(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	3,524	(187.9) 6,620	(104.6) 6,926	(102.3) 7,085	(52.4) 3,710	(142.7) 5,296	(-) (1,481)	(-) 3,289	(228.6) 7,520	(79.7) 5,991	(78.8) 4,720	(113.8) 5,370
Capital stock	1,295	1,295	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948	7,948
Net assets	8,752	14,507	33,426	39,411	42,836	46,331	39,496	41,187	47,021	51,555	55,098	58,753
Total assets	17,090	37,115	72,584	87,556	66,081	69,168	52,064	81,329	78,971	93,601	106,628	104,869
Cash flows from operating activities	3,316	851	2,965	6,164	5,293	11,127	4,147	8,429	8,005	10,015	13,570	16,322
Cash flows from investing activities	(2,253)	(3,190)	(5,257)	(2,224)	(4,772)	(14,604)	(6,182)	(1,011)	(4,356)	(4,798)	(6,263)	(8,018)
Cash flows from financing activities	(2,454)	2,029	10,177	(1,540)	1,488	(1,384)	602	(2,687)	(3,915)	(2,565)	(2,277)	(2,018)
Cash and cash equivalents at end of period	5,739	5,437	13,326	15,777	17,819	12,693	11,181	15,906	15,632	18,284	23,309	29,583

## Indicators per share

(Unit: Yen)

Net assets per share	268,600	89,305	96,026	113,275	118,487	128,201	117,326	123,645	140,853	153,904	1,644.15	1,756.27
Annual dividend per share	10,000	24,000	4,000	4,000	4,000	4,500	4,500	4,500	5,000	5,000	50	50
Commemorative	-	10,000	-	-	-	500	-	-	-	-	-	-
Interim	-	10,000	2,000	2,000	2,000	2,000	2,000	2,000	2,500	2,500	25	25
Year-end	-	4,000	2,000	2,000	2,000	2,000	2,500	2,500	2,500	2,500	25	25
Profit per share	117,233	40,465	19,888	20,118	10,692	15,263	(4,271)	9,796	22,643	18,044	142.27	161.83

## Management indicators

(Unit: %)

Shareholders' equity ratio	51.2	39.1	46.0	45.0	62.2	64.3	75.8	50.5	59.2	54.6	51.2	55.6
Return on equity (ROE)	55.9	56.9	28.9	19.5	9.2	12.4	(3.5)	8.2	17.1	12.2	8.9	9.5
Return on assets (ROA)	39.3	45.0	22.8	16.4	12.0	17.3	1.6	11.6	17.1	10.0	10.3	9.2
Payout ratio *1	7.9	20.1	20.7	20.3	37.4	29.5	-	45.9	22.1	27.7	35.1	30.9

## Other

Total number of shares issued and outstanding (shares)	<sup>*2</sup> 32,300	<sup>*2</sup> 161,500	347,000	347,000	347,000	347,000	347,000	347,000	347,000	347,000	<sup>*3</sup> 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)	460	651	758	901	1,022	1,077	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 The FY2002 1:5 stock split/ the FY2003 1:2 stock split.

\*3 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.

# Financial highlights

(Unit: Millions of yen)

FY	2014	2015	2016	2017	2018 *2	2019	2020	2021	2022 *3	H1 2023
Net sales	(86.6)	(94.9)	(81.2)	(79.6)	(83.1)	(131.2)	(58.3)	(244.6)	(123.4)	(158.7)
	99,554	94,476	76,668	61,055	50,755	66,587	38,796	94,900	117,125	67,015
Gross profit	(84.2)	(89.5)	(69.2)	(76.0)	(99.3)	(111.3)	(67.0)	(159.0)	(160.5)	(127.5)
	28,468	25,480	17,641	13,400	13,300	14,809	9,927	15,784	25,326	12,348
SG&A expenses	(98.7)	(101.5)	(95.6)	(83.2)	(79.1)	(93.1)	(86.3)	(101.4)	(116.5)	(113.4)
	23,707	24,069	23,015	19,138	15,132	14,095	12,169	12,339	14,376	6,977
Operating profit	(48.4)	(29.6)	(-)	(-)	(-)	(-)	(-)	(-)	(317.9)	(152.0)
	4,743	1,411	(5,374)	(5,738)	(1,832)	713	(2,241)	3,444	10,950	5,370
Ordinary profit	(56.2)	(25.1)	(-)	(-)	(-)	(-)	(-)	(-)	(308.7)	(157.4)
	5,491	1,380	(9,068)	(5,204)	(1,864)	939	(2,032)	3,634	11,218	5,907
Profit attributable to owners of parent	(56.2)	(3.9)	(-)	(-)	(-)	(-)	(-)	(-)	(332.7)	(162.6)
	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	2,471	8,221	4,123
Capital stock	7,948	7,948	7,948	7,948	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	30,443	31,551	41,817	43,581
Total assets	110,316	92,478	80,397	72,336	67,450	64,317	52,370	70,001	80,893	95,841
Cash flows from operating activities	(9,086)	13,353	(7,319)	(1,094)	2,178	(2,427)	3,692	7,980	12,561	(2,448)
Cash flows from investing activities	(6,297)	(2,191)	(3,927)	4,399	3,217	876	(1,072)	(1,586)	(7,642)	(4,675)
Cash flows from financing activities	1,624	5,214	2,136	(2,021)	(962)	(2,537)	(2,835)	1,385	(725)	(1,443)
Cash and cash equivalents at end of period	15,823	32,200	23,090	24,373	28,807	24,725	24,510	32,304	36,497	27,929

## 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	921.80	939.42	598.18	613.14
Annual dividend per share	60	50	50	30	10	10	10	20	30	30
Commemorative	10	-	-	-	-	-	-	-	-	-
Interim	25	25	25	25	-	-	-	-	-	-
Year-end	25	25	25	5	10	10	10	20	30	30
Profit per share	90.97	3.58	(376.19)	(231.77)	(18.52)	14.79	(105.78)	76.43	126.70	63.03

## Management indicators

(Unit: %)

Shareholders' equity ratio	53.9	62.0	52.5	48.4	50.8	52.6	56.9	43.4	48.4	41.9
Return on equity (ROE)	5.1	0.2	(25.1)	(19.9)	(1.8)	1.4	(10.9)	8.2	23.7	10.4
Return on assets (ROA)	5.1	1.4	(10.5)	(6.8)	(2.7)	1.4	(3.5)	5.9	14.9	6.7
Payout ratio *1	66.0	1,398.1	-	-	-	67.6	-	26.2	23.7	-

## 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	34,700,000	34,700,000	69,400,000	69,400,000
Treasury shares	1,516,200	1,516,200	1,516,300	1,516,300	1,516,300	1,516,300	2,368,300	2,368,300	4,001,382	3,972,849
Number of employees (people)	1,716	1,845	1,713	1,514	1,342	1,341	1,266	1,193	1,259	1,309

\*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).

\*3 The company conducted a 2-for-1 stock split on March 22, 2023.

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

## [ Cumulative ]

(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	<b>94,900</b>	8,243	42,230	89,607	<b>117,125</b>	30,335	<b>67,015</b>		
Gross profit	3,378	6,128	11,375	<b>15,784</b>	3,277	9,687	19,099	<b>25,326</b>	5,392	<b>12,348</b>		
SG & A expenses	3,000	5,770	9,009	<b>12,339</b>	3,090	6,153	9,622	<b>14,376</b>	3,367	<b>6,977</b>		
Operating profit (loss)	378	358	2,366	<b>3,444</b>	186	3,534	9,476	<b>10,950</b>	2,025	<b>5,370</b>		
Ordinary profit (loss)	559	597	2,590	<b>3,634</b>	291	3,753	9,749	<b>11,218</b>	2,185	<b>5,907</b>		
Profit (loss) attributable to owners of parent	338	315	1,787	<b>2,471</b>	(209)	2,536	5,646	<b>8,221</b>	1,384	<b>4,123</b>		

(Unit: Machines)

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

(Unit: Millions of yen)

FY	2018				2019				2020			
	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year	Q1	Q2	Q3	Full-Year
Net sales	8,930	18,041	37,615	<b>50,755</b>	19,164	27,772	37,165	<b>66,587</b>	2,341	10,591	29,182	<b>38,796</b>
Gross profit	1,421	3,852	10,175	<b>13,300</b>	2,798	4,151	6,336	<b>14,809</b>	340	2,568	7,154	<b>9,927</b>
SG & A expenses	4,155	7,759	11,437	<b>15,132</b>	3,397	6,902	10,449	<b>14,095</b>	2,744	5,896	9,019	<b>12,169</b>
Operating profit (loss)	(2,733)	(3,906)	(1,261)	<b>(1,832)</b>	(599)	(2,750)	(4,113)	<b>713</b>	(2,403)	(3,327)	(1,865)	<b>(2,241)</b>
Ordinary profit (loss)	(2,755)	(4,062)	(1,314)	<b>(1,864)</b>	(546)	(2,534)	(3,970)	<b>939</b>	(2,383)	(3,247)	(1,690)	<b>(2,032)</b>
Profit (loss) attributable to owners of parent	(2,957)	(3,251)	(14)	<b>(614)</b>	(607)	(2,756)	(4,287)	<b>490</b>	(2,910)	(3,923)	(2,677)	<b>(3,452)</b>

(Unit: Machines)

Pachinko machines	19,800	32,800	69,800	<b>103,700</b>	37,400	55,900	72,900	<b>136,400</b>	2,800	4,000	30,600	<b>50,100</b>
Pachislot machines	3,300	10,200	20,100	<b>34,200</b>	4,400	8,600	26,000	<b>54,800</b>	400	12,400	37,900	<b>45,700</b>
Total	23,200	43,000	90,000	<b>138,000</b>	41,900	64,500	98,900	<b>191,300</b>	3,300	16,500	68,600	<b>95,900</b>

\*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.

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

## [ Non-cumulative ]

(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	27,518	30,335	<b>36,680</b>		
Gross profit	3,378	2,750	5,247	4,409	3,277	6,410	9,412	6,227	5,392	<b>6,956</b>		
SG& A expenses	3,000	2,770	3,239	3,330	3,090	3,063	3,469	4,754	3,367	<b>3,610</b>		
Operating profit (loss)	378	(20)	2,008	1,078	186	3,348	5,942	1,474	2,025	<b>3,345</b>		
Ordinary profit (loss)	559	38	1,993	1,044	291	3,462	5,996	1,469	2,185	<b>3,722</b>		
Profit (loss) attributable to owners of parent	338	(23)	1,472	684	(209)	2,745	3,110	2,575	1,384	<b>2,739</b>		

(Unit: Machines)

Pachinko machines	43,900	21,200	45,300	29,300	2,700	54,000	65,700	29,100	42,900	<b>42,800</b>		
Pachislot machines	6,400	6,200	18,900	19,500	8,600	18,900	12,900	27,700	17,400	<b>22,700</b>		
Total	50,400	27,400	64,300	48,900	11,300	72,900	78,600	56,800	60,300	<b>65,600</b>		

(Unit: Millions of yen)

FY	2018				2019				2020			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Net sales	8,930	9,111	19,574	13,140	19,164	8,608	9,393	29,422	2,341	8,250	18,591	9,614
Gross profit	1,421	2,431	6,323	3,125	2,798	1,353	2,185	8,473	340	2,228	4,586	2,773
SG& A expenses	4,155	3,604	3,678	3,695	3,397	3,505	3,547	3,646	2,744	3,152	3,123	3,150
Operating profit (loss)	(2,733)	(1,173)	2,645	(571)	(599)	(2,151)	(1,363)	4,826	(2,403)	(924)	1,462	(376)
Ordinary profit (loss)	(2,755)	(1,307)	2,748	(550)	(546)	(1,988)	(1,436)	4,909	(2,383)	(864)	1,557	(342)
Profit (loss) attributable to owners of parent	(2,957)	(294)	3,237	(600)	(607)	(2,149)	(1,531)	4,777	(2,910)	(1,013)	1,246	(775)

(Unit: Machines)

Pachinko machines	19,800	12,900	37,000	33,900	37,400	18,400	17,000	63,400	2,800	1,200	26,600	19,500
Pachislot machines	3,300	6,800	9,900	14,000	4,400	4,100	17,300	28,800	400	12,000	25,500	7,800
Total	23,200	19,700	47,000	47,900	41,900	22,600	34,400	92,300	3,300	13,200	52,100	27,300

\*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.

# Consolidated P/L statement

(Unit: Millions of yen)

FY	2021		2022		2023	
	H1	Full-year	H1	Full-year	H1	Full-year forecast
Net sales	(352.6)	(244.6)	(113.1)	(123.4)	(158.7)	(105.0)
	<b>37,348</b>	<b>94,900</b>	<b>42,230</b>	<b>117,125</b>	<b>67,015</b>	<b>123,000</b>
	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]	[100.0]
Gross profit	(238.6)	(159.0)	(158.1)	(160.5)	(127.5)	-
	<b>6,128</b>	<b>15,784</b>	<b>9,687</b>	<b>25,326</b>	<b>12,348</b>	-
	[16.4]	[16.6]	[22.9]	[21.6]	[18.4]	-
SG&A expenses	(97.8)	(101.4)	(106.6)	(116.5)	(113.4)	-
	<b>5,770</b>	<b>12,339</b>	<b>6,153</b>	<b>14,376</b>	<b>6,977</b>	-
	[15.4]	[13.0]	[14.6]	[12.3]	[10.4]	-
Advertising expenses	299	1,021	282	1,191	417	-
Salaries	2,075	4,103	2,114	4,379	2,294	-
Business consignment expenses	381	828	556	1,465	446	-
Depreciation	211	415	208	415	215	-
Rents	613	1,199	594	1,202	516	-
Amortization of goodwill	126	252	126	260	142	-
Other	2,065	4,521	2,273	5,464	2,947	-
Operating profit	(-)	(-)	(985.9)	(317.9)	(152.0)	(109.6)
	<b>358</b>	<b>3,444</b>	<b>3,534</b>	<b>10,950</b>	<b>5,370</b>	<b>12,000</b>
	[1.0]	[3.6]	[8.4]	[9.3]	[8.0]	[9.8]
Ordinary profit	(-)	(-)	(628.4)	(308.7)	(157.4)	(108.7)
	<b>597</b>	<b>3,634</b>	<b>3,753</b>	<b>11,218</b>	<b>5,907</b>	<b>12,200</b>
	[1.6]	[3.8]	[8.9]	[9.6]	[8.8]	[9.9]
Profit attributable to owners of parent	(-)	(-)	(802.7)	(332.7)	(162.6)	(103.4)
	<b>315</b>	<b>2,471</b>	<b>2,536</b>	<b>8,221</b>	<b>4,123</b>	<b>8,500</b>
	[0.8]	[2.6]	[6.0]	[7.0]	[6.2]	[6.9]

\*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.



# Performance by business segment

## [Content and digital business]

(Unit: millions of yen)

	FY2021				FY2022				FY2023		
	Q1	H1	Cumulative Q3	Full-year	Q1	H1	Cumulative Q3	Full-year	Q1	H1	YoY change
Net sales	1,699	4,176	6,522	9,105	2,911	6,046	10,665	14,532	3,131	<b>7,409</b>	+22.5%
Operating profit	239	760	1,220	1,465	1,038	1,623	3,805	4,378	785	<b>1,980</b>	+22.1%

### Tsuburaya Productions Co., Ltd.

#### Revenues from business

Domestic MD and license revenue	325	737	1,129	1,386	495	1,009	1,412	1,765	541	<b>1,085</b>	+7.5%
Overseas MD and license revenue	278	672	1,295	2,087	853	1,294	4,130	6,076	952	<b>2,348</b>	+81.4%
China	198	447	908	1,547	741	1,026	3,753	5,472	857	<b>2,103</b>	+104.9%
Total MD and license revenue	604	1,409	2,425	3,473	1,349	2,304	5,542	7,842	1,494	<b>3,434</b>	+49.0%
Imaging business revenue	219	751	1,040	1,429	525	1,299	1,582	2,312	430	<b>1,279</b>	(1.5)%

## [PS business]

(Unit: millions of yen)

	FY2021				FY2022				FY2023		
	Q1	H1	Cumulative Q3	Full-year	Q1	H1	Cumulative Q3	Full-year	Q1	H1	YoY change
Net sales	20,712	32,113	64,356	83,715	4,858	35,334	77,619	100,808	26,974	<b>59,022</b>	+67.0%
Operating profit	104	(469)	1,050	1,750	(860)	1,933	6,062	7,714	1,882	<b>4,506</b>	+133.1%

#### Unit sales

(Unit: machines)

Pachinko	43,900	65,100	110,500	139,900	2,700	56,800	122,500	151,600	42,900	<b>85,700</b>	(+28,900)
Pachislot	6,400	12,700	31,700	51,200	8,600	27,500	40,400	68,100	17,400	<b>40,200</b>	(+12,700)
Total PS	50,400	77,900	142,200	191,100	11,300	84,300	163,000	219,800	60,300	<b>126,000</b>	(+41,600)

## [Other business]

(Unit: millions of yen)

	FY2021				FY2022				FY2023		
	Q1	H1	Cumulative Q3	Full-year	Q1	H1	Cumulative Q3	Full-year	Q1	H1	YoY change
Net sales	-	-	1,817	2,335	571	1,127	1,712	2,305	403	<b>805</b>	(28.6)%
Operating profit	-	-	102	92	17	33	56	75	9	<b>20</b>	(39.8)%

## [Adjusted amount]

(Unit: millions of yen)

	FY2021				FY2022				FY2023		
	Q1	H1	Cumulative Q3	Full-year	Q1	H1	Cumulative Q3	Full-year	Q1	H1	YoY change
Net sales	-	-	(166)	(255)	(97)	(278)	(397)	(521)	(173)	<b>(222)</b>	-
Operating profit	-	-	(7)	(136)	(8)	(55)	(448)	(1,218)	(652)	<b>(1,136)</b>	-

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

\*As a result of the transition to a holding company structure implemented on October 3, 2022, from the Q3 of the FY2022, the Company has changed its financial reporting from a single segment to two reportable segments: "Content and digital" and "PS."

In accordance with this change, some figures for financial results of previous fiscal years in this document have been changed.

Segment information for the previous fiscal year and FY2021 has been prepared based on the classification of reportable segments for the fiscal year under review.

# Consolidated B/S

## [ Assets ]

(Unit: Millions of yen)

	End of Mar. 2022	End of Mar. 2023	End of Sep. 2023	Increase/ decrease	Factors
Cash and deposits	32,404	36,597	28,029	(8,568)	
Notes and accounts receivable-trade	-	-	-	-	
Notes and accounts receivable - trade, and contract assets	12,690	10,936	27,891	16,955	
Electronically recorded monetary claims-operating	708	1,957	523	(1,434)	
Inventories* <sup>1</sup>	8,303	5,973	9,963	3,990	
Other* <sup>1</sup>	2,616	3,442	4,852	1,410	
Allowance for doubtful accounts	(23)	(37)	(22)	15	
Total current assets	56,698	58,868	71,236	12,368	Increase in trade receivables
Land	1,922	1,929	1,929	-	
Other	2,616	3,366	3,631	265	
Total property, plant and equipment	4,538	5,295	5,560	265	Increase in buildings and structures
Goodwill	1,623	1,677	1,535	(142)	
Other	859	1,211	1,182	(29)	
Total intangible assets	2,482	2,888	2,717	(171)	Decrease in goodwill
Investment securities	1,429	7,959	10,499	2,540	
Long-term loans receivable	215	681	998	317	
Other	4,966	5,408	5,028	(380)	
Allowance for doubtful accounts	(328)	(207)	(199)	8	
Total investments and other assets	6,282	13,841	16,326	2,485	Increase in investment securities
Total non-current assets	13,303	22,024	24,605	2,581	
Total assets	70,001	80,893	95,841	14,948	

## [ Liabilities ]

Notes and accounts payable-trade	13,128	12,402	27,388	14,986	
Short-term borrowings	1,202	6,549	6,000	(549)	
Income taxes payable	608	1,358	280	(1,078)	
Current portion of long-term borrowings	5,030	2,794	2,767	(27)	
Other	7,896	7,386	6,174	(1,212)	
Total current liabilities	27,864	30,489	42,609	12,120	Increase in trade payables
Long-term borrowings	6,530	3,994	5,093	1,099	
Other	4,054	4,591	4,557	(34)	
Total non-current liabilities	10,584	8,585	9,650	1,065	Increase in long-term borrowings
Total liabilities	38,449	39,075	52,260	13,185	

## [ Net assets ]

Share capital	7,948	7,948	7,948	-	
Capital surplus	7,576	7,390	7,390	-	
Retained earnings	16,771	24,217	26,373	2,156	
Treasury shares	(1,946)	(1,644)	(1,632)	12	
Total shareholders' equity	30,349	37,912	40,079	2,167	
Valuation difference on available- for-sale securities	18	1,194	26	(1,168)	
Accumulated other comprehensive	23	1,208	36	(1,172)	
Share acquisition rights	28	45	115	70	
Non-controlling interests	1,150	2,651	3,350	699	
Total net assets	31,551	41,817	43,581	1,764	Increase in retained earnings, decrease in valuation difference on available-for-sale securities and increase in non-controlling interests
Total liabilities and net assets	70,001	80,893	95,841	14,948	

\*1 *Merchandising rights advances*, which had been included in *Other* of current assets prior to the fiscal year ended March 31, 2021, has been renamed as *Merchandise rights* from the fiscal year ended March 31, 2022 and included in *Inventories* to provide a more realistic indication.

\* The *Other* and the *Increase/decrease* are calculated on this sheet above.

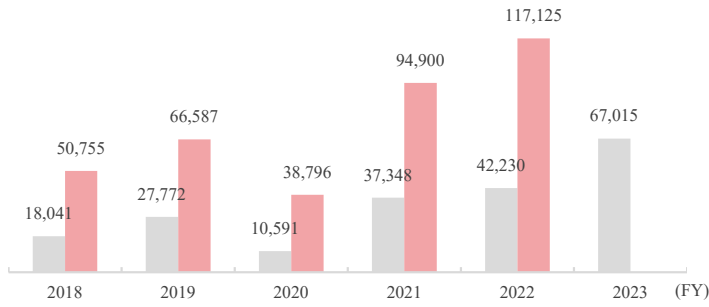
# Consolidated cash flows

(Unit: Millions of yen)

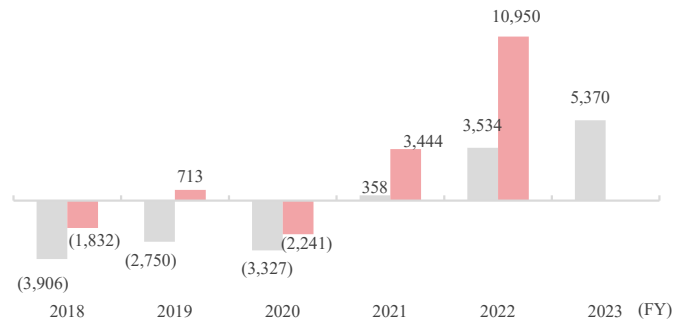
FY	2022		2023		
	H1	Full-Year	H1	Factors	
Cash flows from operating activities	(2,083)	12,561	<b>(2,448)</b>	Profit before income taxes	5,886
				Increase in trade receivables	(15,522)
				Increase in trade payables	14,985
				Increase in inventories	(4,078)
				Increase in accounts receivable - other	(2,098)
				Income taxes paid	(1,587)
Cash flows from investing activities	(1,462)	(7,642)	<b>(4,675)</b>	Purchase of shares of entities accounted for using equity method	(3,167)
				Purchase of non-current assets	(744)
				Purchase of investment securities	(411)
				Loan advances	(320)
Cash flows from financing activities	(4,291)	(725)	<b>(1,443)</b>	Dividends paid	(1,959)
				Repayments of long-term borrowings	(1,877)
				Proceeds from long-term borrowings	2,950
				Decrease in short-term borrowings payments	(549)
Effect of exchange rate change on cash and cash equivalents	0	(0)	<b>(0)</b>		
Net increase (decrease) in cash and cash equivalents	(7,836)	4,193	<b>(8,567)</b>		
Cash and cash equivalents at beginning of period	32,304	32,304	<b>36,497</b>		
Cash and cash equivalents at end of period	24,467	36,497	<b>27,929</b>		

# Change in financial results (graph)

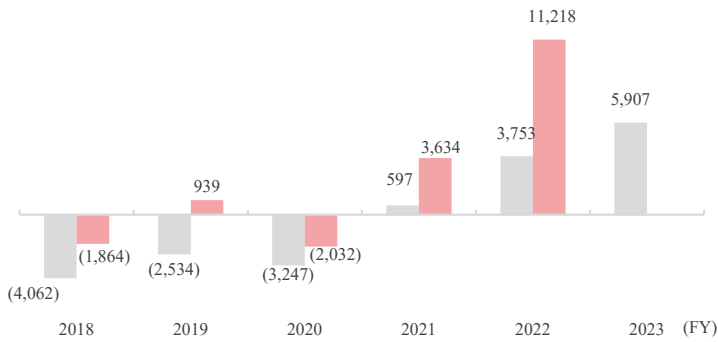
## Net sales



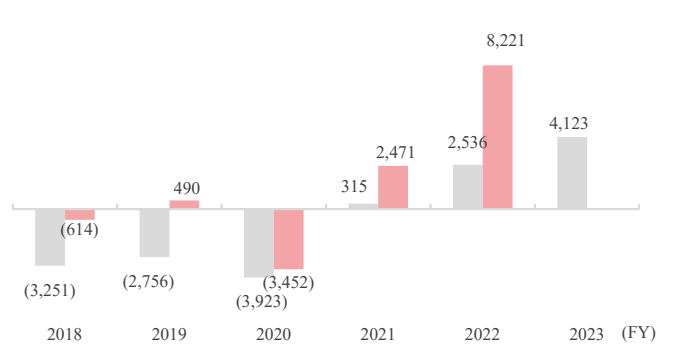
## Operating profit (loss)



## Ordinary profit (loss)



## Profit (loss) attributable to owners of parent

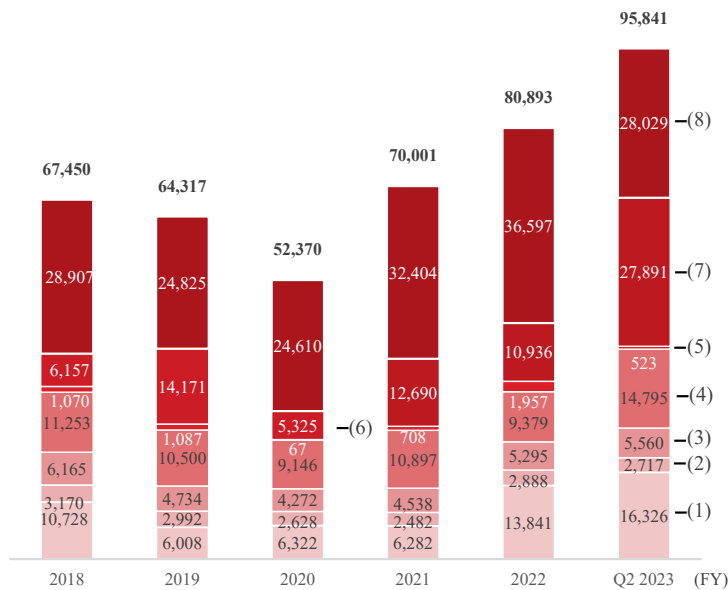


\*Figures for the FY2018 and H1 FY2019 reflect revisions to past financial results (announced May 15, 2020).

# Change in assets/liabilities, net assets (graph)

## Change in assets

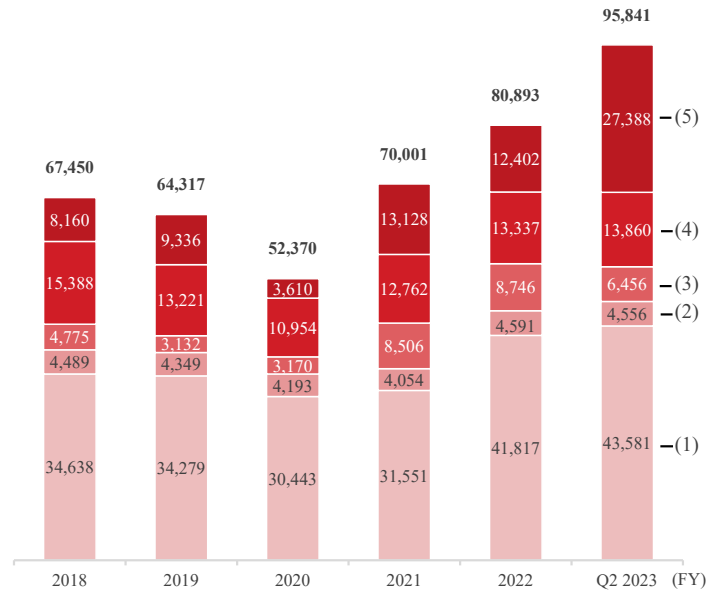
- (1) Investments and other assets
- (2) Intangible assets
- (3) Property, plant and equipment
- (4) Other current assets
- (5) Electronically recorded monetary claims – operating
- (6) Notes and accounts receivable - trade
- (7) Notes and accounts receivable - trade, and contract assets
- (8) Cash and deposits



## Change in liabilities/net assets

(Unit: Millions of yen)

- (1) Net assets
- (2) Other non-current liabilities
- (3) Other current liabilities
- (4) Interest-bearing liabilities
- (5) Notes and accounts payable-trade



\*The *Other current assets* and the *Other current liabilities* are calculated on this sheet above.

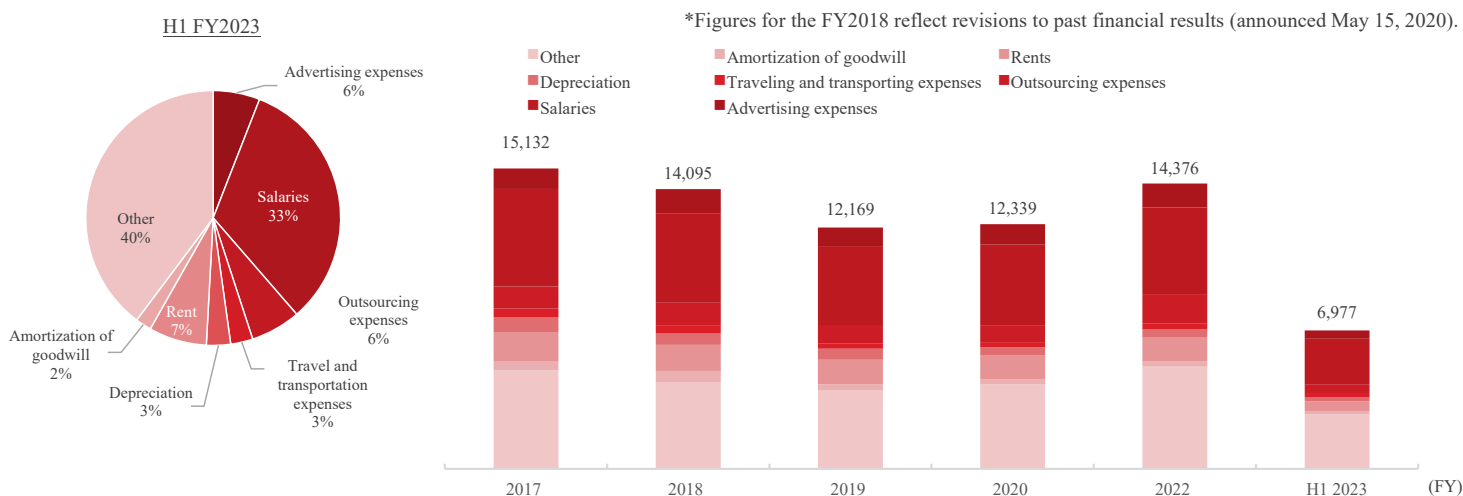
\*Figures for the FY2018 reflect revisions to past financial results (announced May 15, 2020).

## Change in SG&A expenses (graph)

(Unit: Millions of yen)

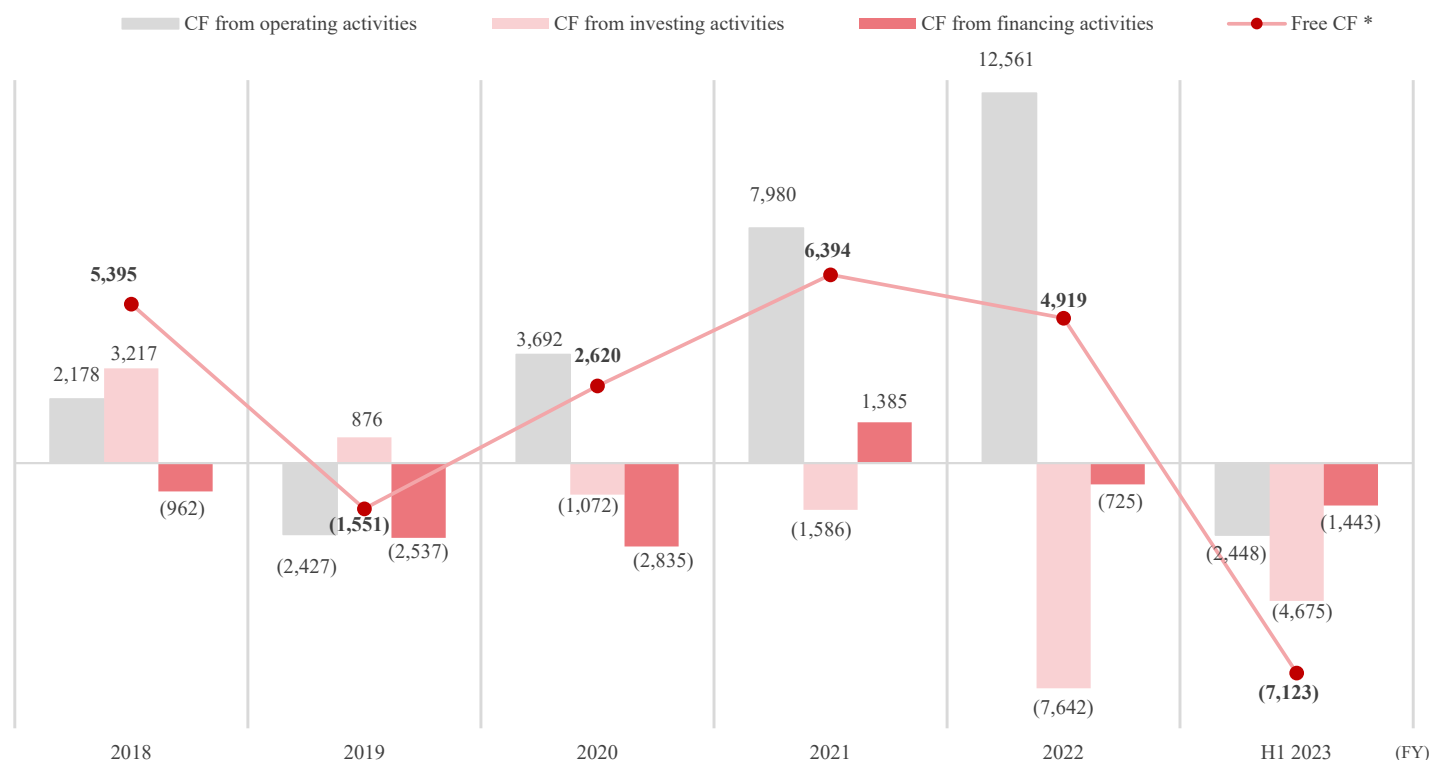
FY	2018	2019	2020	2021	2022	H1 2023
Advertising expenses	1,034	1,233	940	1,021	1,191	417
Salaries	4,900	4,486	3,978	4,103	4,379	2,294
Provision for bonuses	118	139	165	135	200	156
Provision for directors' bonuses	10	14	14	46	159	-
Outsourcing expenses	1,108	1,162	946	828	1,465	446
Travel and transportation expenses	432	364	247	258	312	198
Depreciation	761	595	554	415	415	215
Rents	1,494	1,318	1,247	1,199	1,202	516
Provision of allowance for doubtful accounts	47	(68)	47	15	(63)	(13)
Retirement benefit expenses	135	76	73	64	68	32
Amortization of goodwill	435	559	280	252	260	142
Other	4,658	4,217	3,678	4,003	4,788	2,574
Total SG&A expenses	15,132	14,095	12,169	12,339	14,376	6,977

\*Other is calculated on this sheet above.



## Change in free cash flows (graph)

(Unit: Millions of yen)



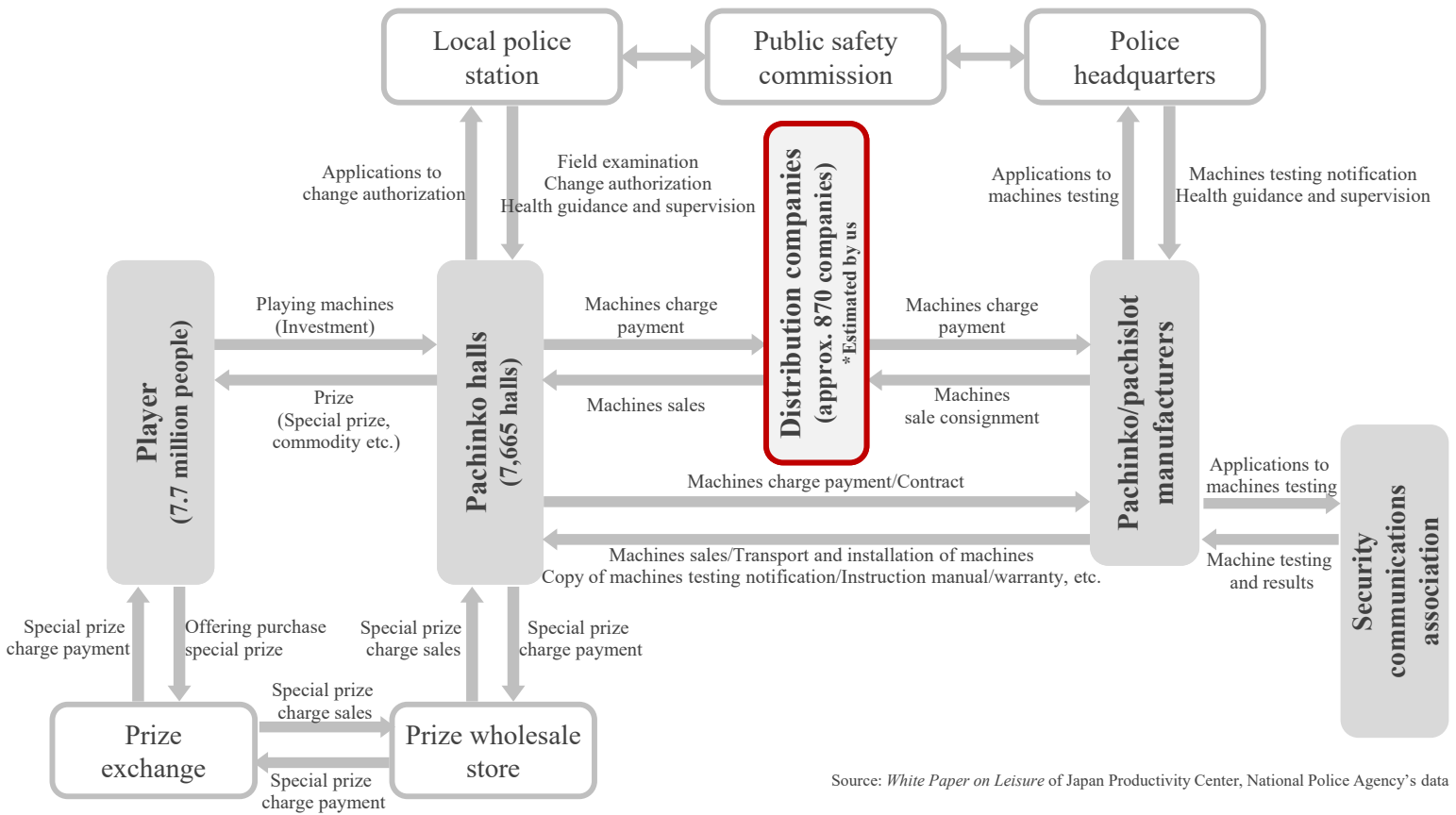
\*Free CF: Cash flows from operating activities and investing activities, calculated on this sheet above

## 2. PS business data

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- P.15 Players in PS industry  
PS business (providing solutions)
- P.16 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 distributor
- P.17 Main affiliated manufacturers and group companies
- P.18 Main PS machines titles from FY2022 to FY2023
- P.19 Change in PS unit sales by affiliated manufacturer (FY2000 to FY2023)
- P.21 Change in pachinko unit sales by title (FY2003 to FY2023)
- P.25 Change in pachislot unit sales by title (FY2000 to FY2023)
- P.29 Change of *Evangelion* series
- P.32 Unit sales of PS machines (quarterly)  
Unit sales of PS machines (H1 and H2)

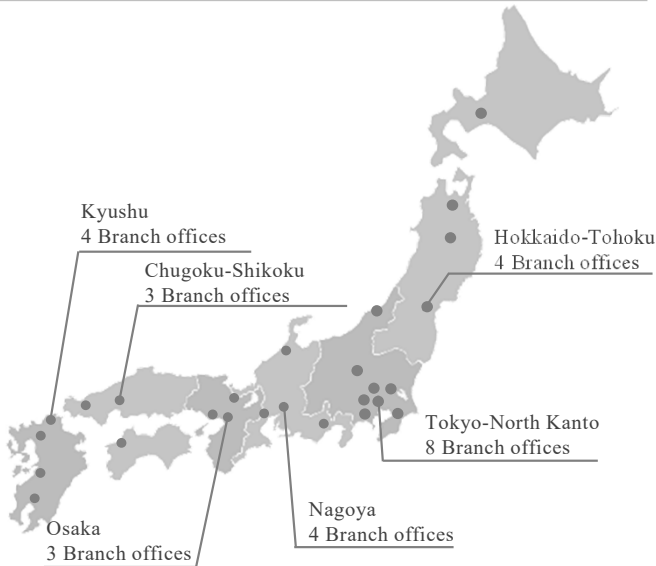
# Players in PS industry






# PS business (providing solutions)

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	<b>Media for pachinko halls</b> • Distribution of content such as video • Gathering information, Providing information services, etc. 
	<b>Customer attraction support services for PS halls</b> • Development of <i>Optimize</i> , a web advertising distribution service 
	<b>Media for PS machine businesses</b> • PS machine's secondary distribution promotion website to revitalize the market 
Other	• Product sales, etc.

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:

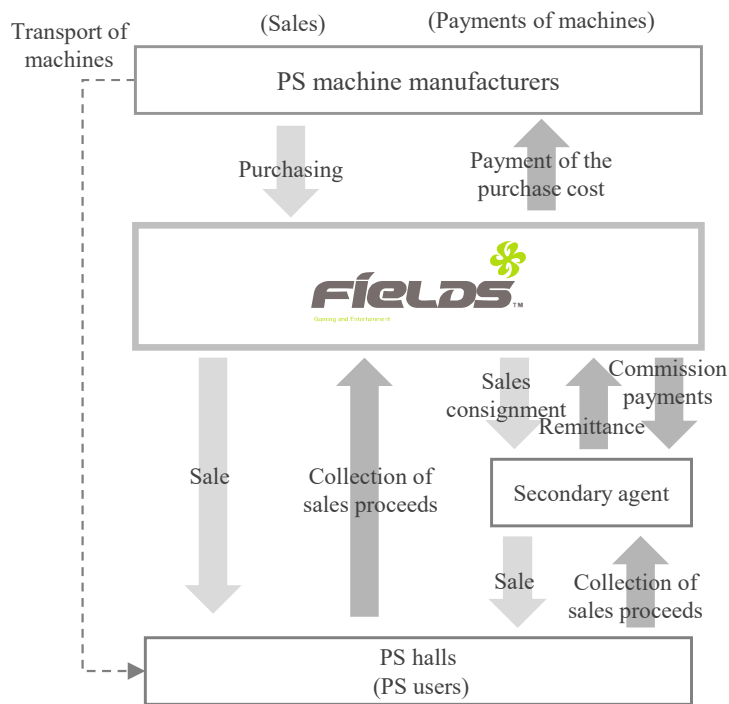
Record the price of PS machines that we sell to pachinko halls (criterion for recording sales: at the time of shipment of the PS machines)

Cost of sales:

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

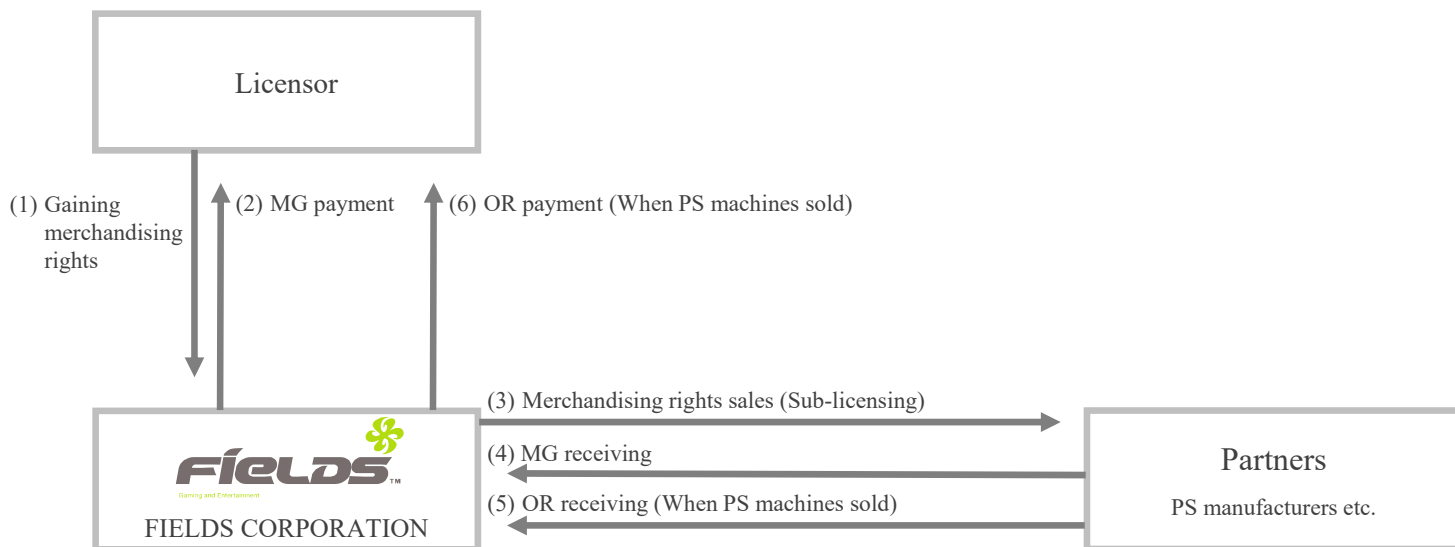
\*We have a contract that stipulates that we will exclusively sell PS machines.

Price of PS machine collection method (image)



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

\*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



# Main affiliated manufactures and group companies

(As of September 30, 2023)

	Manufacturer	Cumulative unit sales of manufacturer	History of alliance
Alliance Manufacturer	SANKYO Group <b>Bisty</b> 	P : 2,724,900 machines  S : 836,300 machines  Total : <b>3,561,300 machines</b>	<ul style="list-style-type: none"> <li>• 2003 Signed a Basic Sales and Purchase Agreement with Bisty Co., Ltd.</li> </ul>
	KYORAKU SANGYO Group <b>OK</b> 	P : 416,400 machines  S : 10,300 machines  Total : <b>426,800 machines</b>	<ul style="list-style-type: none"> <li>• 2008 Formed alliance with KYORAKU SANGYO</li> <li>• 2012 Exclusive sales of OK!! brand machines began</li> <li>• 2015 Signed a Basic Agreement with OK Co., Ltd.</li> </ul>
	Daiichi Shokai Group <b>D-light</b> 	P : 52,800 machines  S : 36,500 machines  Total : <b>89,300 machines</b>	<ul style="list-style-type: none"> <li>• 2013 Formed an alliance with D-light Co., Ltd.</li> <li>• 2015 Formed an alliance with Daiichi Shokai Co., Ltd</li> </ul>
	CAPCOM Group <b>Enterrise</b> 	P :  S : 366,400 machines  Total : <b>366,400 machines</b>	<ul style="list-style-type: none"> <li>• 2009 Signed a Basic Agreement with Enterrise Co., Ltd.</li> </ul>
	NewGin Group <b>EXCITE</b> 	P : 13,300 machines  S : 46,400 machines  Total : <b>59,800 machines</b>	<ul style="list-style-type: none"> <li>• 2017 Sales cooperation of EXCITE brand machines began</li> </ul>
Consolidated Subsidiary	<b>NANASHOW</b> 	P : 36,900 machines  S : 68,000 machines  Total : <b>104,900 machines</b>	<ul style="list-style-type: none"> <li>• 2014 Formed an alliance with NANASHOW Corporation Became the affiliated company</li> <li>• 2018 NANASHOW became the consolidated subsidiary</li> </ul>
	<b>SPIKY GROUP *1</b>    	P :  S : 74,500 machines  Total : <b>74,500 machines</b>	<ul style="list-style-type: none"> <li>• 2015 SPIKY CORPORATION became the consolidated subsidiary</li> </ul>

\*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.

# Main PS machines from FY2022 to FY2023

(As of September 30, 2023)

## Pachinko machines

<Q1-Q2>

**April**  
KYORAKU SANGYO  
**PACHINKO KAMEN RIDER**  
*Dark rider ver.*  
12,000 machines



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KYORAKU

**July**  
Bisty  
**P Uchū Senkan Yamato 2202**  
*-ONLY ONE-*  
15,000 machines



©西岡義展/宇宙戦艦ヤマト2202制作委員会  
Sales brand: Bisty

**July**  
OK!!  
**PACHINKO GANTZ:3**  
*LAST BATTLE*  
11,000 machines



©HIROYA OKU/SHEISHA ©OK!!

**September**  
D-light  
**P INUYASHA 2**



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

<Q3-Q4>

**October**  
OK!!  
**PACHINKO ULTRAMAN TIGA**  
*1500x84*  
20,000 machines




©TSUBURAYA PROD. ©OK!!  
Manufactured by KYORAKU SANGYO

**December**  
Bisty  
**P Godzilla vs EVANGELION -**  
*G-cells awakening-*  
50,000 machines



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

**February**  
NANASHOW  
**P Gatchaman the True Velocity**  
12,000 machines



© Tatsunoko Production  
© Tatsunoko Production/Infiniti-T Force Production Committee  
©NANASHOW

<Q1>

**May**  
Bisty  
**P CODE GEASS**  
*Lelouch of the Rebellion*  
*-Rebellion to Re; surrection-*  
20,000 machines



©SUNRISE/PROJECT L-GEASS Character Design ©2006-2017 CLAMP-ST  
©SUNRISE/PROJECT L-GEASS Character Design ©2006-2018 CLAMP-ST  
©Bandai Namco Seven Inc.  
Sales brand: Bisty


**June**  
NewGin  
**P BERSERK Musou**  
*Vengeance ver.*



©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(YOUNG ANIMAL)  
©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(BERSERK FILM PARTNERS  
©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(BERSERK PARTNERSHIP  
©KOEI TECMO GAMES CO., LTD.  
Manufactured by NewGin Co., Ltd.

<Q2>


**September**  
D-light  
**P Hyakka-Ryoran**  
10,000 machines



©2010 宇すああから・NBB・ホビージャパン/百花繚乱PARTNERS  
©2013 宇すああから・NBB・ホビージャパン/百花繚乱PARTNERS  
Manufactured by D-light Co., Ltd.

<Q3>

**December**  
Bisty  
**Pachinko**  
**EVANGELION:3.0 + 1.0**  
*Type Rei*  
On Sale



©Khara Sales brand: Bisty

**December**  
Bisty  
**Sumapachi**  
**EVANGELION:3.0 + 1.0**  
*Type Kaworu*  
On Sale



©Khara Sales brand: Bisty

FY	Pachinko unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2022	2,700	54,000	65,700	29,100	151,600
2023	42,900	42,800			

\*The table shows the titles which are announced as of October 31, 2023. 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 by the end of Q2 FY2023.  
 \*The unit sales less than 10,000 are not disclosed. \*Please refer to the page through 21-28 for details on titles launched from FY2000. \*Date in the table is on a delivery month basis.

FY

<Q1-Q2>

**April**  
OK!!  
**PACHI-SLOT ULTRAMAN**  
*TARO Tyrant SPEC*



©TSUBURAYA PROD. ©OK!!

**April**  
Enterrise  
**Pachislot Gekka Miyabi**



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**July**  
SPIKY  
**PACHISLOT INUYASHA**  
15,000 machines



©高橋留美子/小学館・販売テレビ・サンライズ2000&2009  
©CROSSALPHA ©SPIKY

**September**  
D-light  
**PACHISLOT BOOWY**  
10,000 machines



©1982 by Be-KikakuShitsu, Inc.  
©1985,1986,1987 by YUI SONGS, INC.  
©YUI MUSIC, INC. Licensed by USM JAPAN,  
A UNIVERSAL MUSIC COMPANY  
Manufactured by D-light Co., Ltd.

<Q3-Q4>

**December**  
SPIKY  
**Pachislot Shin Ore no Sora**  
10,000 machines



©Hiroshi Motomiya/SHEISHA/FIELDS  
©SPIKY

**January**  
Enterrise  
**Pachislot MONSTER HUNTER**  
**WORLD: ICEBORNE™**  
14,000 machines



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**March**  
Bisty  
**Pachislot MOBILE SUIT**  
**GUNDAM UNICORN**  
15,000 machines



©SOTSU・SUNRISE  
Sales brand: Bisty

<Q1>


**June**  
EXCITE  
**L BERSERK Musou**  
14,000 machines



©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(YOUNG ANIMAL)  
©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(BERSERK FILM PARTNERS  
©KENTAROU MIURA(STUDIO GAGA) HAKUSENSHA(BERSERK PARTNERSHIP  
©KOEI TECMO GAMES CO., LTD.  
Manufactured by EXCITE Co., Ltd.

<Q2>

**July**  
SPIKY  
**S The Ambition of**  
**Oda Nobuna -countywide**  
*edition-*



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©SPIKY  
©SHINNICHII TECHNOLOGY

<Q3>

**October**  
Bisty  
**L Evangelion**  
*-Genesis of Destiny-*  
On Sale



©Khara Sales brand: Bisty

**November**  
D-light  
**L Higurashi When They Cry:**  
**GOU**  
On Sale



©電騎士 0707h Expansion  
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©2007 電騎士 07/藤沢洋平  
©2008 電騎士 07/藤沢洋平  
©2011 電騎士 07/藤沢洋平  
©2020 電騎士 07/1255.0256の制作委員会  
Manufactured by D-light Co., Ltd.

**December**  
CROSSALPHA  
**L Ring ni kakero I V**  
On Sale



©車田正美/集英社・東映アニメーション  
©CROSSALPHA ©F  
Manufactured by F CORPORATION

FY	Pachislot unit sales				
	Q1	Q2	Q3	Q4	Full-Year
2022	8,600	18,900	12,900	27,700	68,100
2023	17,400	22,700			

## Change in pachinko unit sales by affiliated manufacturer

(As of September 30, 2023)

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

## Change in pachislot unit sales by affiliated manufacturer

FY		2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012
RODEO	Title	2	4	5	6	3	2	3	5	3	2	3	3	2
	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
Bisty	Title	-	-	-	1	2	1	5	3	2	2	2	2	3
	Unit sales	-	-	-	5,600	19,000	22,900	73,700	112,400	91,200	76,100	70,000	81,700	65,800
OK!!	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
Enterrise	Title	-	-	-	-	-	-	-	-	-	1	1	1	1
	Unit sales	-	-	-	-	-	-	-	-	-	2,400	16,100	7,200	47,800
MIZUHO/ Macy	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
NANASHOW	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
Spiky GROUP*1	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
Daichi Syokai/ D-light	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	-	-	-	-	-
	Unit sales	-	-	-	-	-	-	-	-	-	-	-	-	-
<b>Total</b>	<b>Title</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>7</b>	<b>5</b>	<b>3</b>	<b>8</b>	<b>8</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>6</b>	<b>6</b>
	<b>Unit sales</b>	<b>32,900</b>	<b>155,200</b>	<b>176,400</b>	<b>159,100</b>	<b>184,100</b>	<b>182,100</b>	<b>116,500</b>	<b>198,600</b>	<b>121,000</b>	<b>107,400</b>	<b>207,800</b>	<b>170,800</b>	<b>218,300</b>

\*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.)

# Change in pachinko unit sales by affiliated manufacturer

(As of September 30, 2023)

	FY	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	HI 2023	Total
Bisty	Title	3	2	2	2	2	2	2	2	2	2	1	55
	Unit sales	111,800	159,700	90,600	98,600	56,800	37,100	57,400	32,500	68,400	86,500	54,300	2,724,900
OK!!	Title	2	1	1	1	-	2	3	1	2	3	-	17
	Unit sales	28,700	114,500	5,000	22,800	19,100	24,000	63,000	12,400	54,100	32,800	7,000	416,400
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	-	5
	Unit sales	-	-	-	3,700	600	16,500	3,900	-	-	12,000	-	36,900
Daiichi Syokai/ D-light	Title	-	-	1	1	-	1	1	-	-	1	1	6
	Unit sales	-	-	8,600	14,000	-	10,200	4,300	-	-	5,000	10,400	52,800
NewGin/ EXCITE	Title	-	-	-	-	-	-	-	-	1	-	1	2
	Unit sales	-	-	-	-	-	-	-	-	10,200	-	3,100	13,300
<b>Total</b>	<b>Title</b>	<b>5</b>	<b>4</b>	<b>7</b>	<b>6</b>	<b>3</b>	<b>6</b>	<b>7</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>3</b>	<b>90</b>
	<b>Unit sales</b>	<b>140,600</b>	<b>279,200</b>	<b>143,900</b>	<b>139,300</b>	<b>82,900</b>	<b>93,300</b>	<b>128,700</b>	<b>45,000</b>	<b>132,700</b>	<b>136,400</b>	<b>75,000</b>	<b>3,300,800</b>

# Change in pachislot unit sales by affiliated manufacturer

	FY	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	HI 2023	Total
RODEO	Title	1	1	-	1	2	-	-	-	-	-	-	48
	Unit sales	26,500	42,500	-	4,400	600	-	-	-	-	-	-	1,412,200
Bisty	Title	3	-	3	2	2	2	2	2	1	1	-	41
	Unit sales	61,700	0	54,300	12,000	12,200	13,100	14,800	7,600	10,000	14,900	16,300	836,300
OK!!	Title	-	-	-	-	2	-	-	-	-	1	-	3
	Unit sales	-	-	-	-	7,000	-	-	-	2,900	300	-	10,300
Enterrise	Title	2	1	2	3	2	3	1	1	2	2	-	23
	Unit sales	72,000	24,400	42,800	57,800	22,300	4,800	19,800	17,600	14,900	13,700	2,000	366,400
MIZUHO/ Macy	Title	1	-	-	-	2	-	-	-	-	-	-	3
	Unit sales	54,100	0	-	-	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*1	Title	-	-	-	-	1	4	-	3	2	2	1	13
	Unit sales	-	-	-	-	7,000	6,600	-	12,600	15,400	26,300	6,300	74,500
Daiichi Syokai/ D-light	Title	-	-	3	1	2	-	-	1	1	1	-	9
	Unit sales	-	-	9,100	3,100	3,300	-	-	4,000	6,000	10,700	-	36,500
NewGin/ EXCITE	Title	-	-	-	-	1	-	1	-	-	-	1	3
	Unit sales	-	-	-	-	19,700	-	12,600	-	-	-	14,100	46,400
<b>Total</b>	<b>Title</b>	<b>7</b>	<b>3</b>	<b>10</b>	<b>9</b>	<b>17</b>	<b>11</b>	<b>6</b>	<b>8</b>	<b>6</b>	<b>7</b>	<b>2</b>	<b>156</b>
	<b>Unit sales</b>	<b>214,400</b>	<b>87,200</b>	<b>121,200</b>	<b>83,700</b>	<b>87,400</b>	<b>32,600</b>	<b>52,500</b>	<b>44,600</b>	<b>49,300</b>	<b>66,100</b>	<b>38,800</b>	<b>2,909,100</b>

\*1 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 *Kajji 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.

# Change in pachinko unit sales by title (FY2003 to FY2023)

(As of September 30, 2023)

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

\*The table shows some of the titles announced as of October 31, 2023.

\*The table shows the unit sales calculated at the end of Q2 FY2023. (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.

\*The figures have been rounded down to the nearest thousand.

\*Some of the unit sales include the rental plan.

# Change in pachinko unit sales by title (FY2003 to FY2023)

(As of September 30, 2023)

52	2015	CR EVANGELION 9 Type zero ver.	-	78	2020	NEON GENESIS EVANGELION Decisive Battle -Crimson-	14,000
53		CR Martian Successor NADESICO	-	79		P CODE GEASS Lelouch of the Rebellion	13,000
54		CR EVANGELION X	53,000	80		NEON GENESIS EVANGELION Decisive Battle PREMIUM MODEL	-
55		CR EVANGELION 9 Type zero 199 ver.	-	81	2021	P Uchū Senkan Yamato 2202 Ai no Senshi-tachi	-
56		CR Martian Successor NADESICO Light ver.	-	82		P CODE GEASS Lelouch of the Rebellion Light middle ver.	-
57		CR EVANGELION X PREMIUM MODEL	12,000	83		NEON GENESIS EVANGELION -Roar for tomorrow-	84,000
58	2016	CR TEKKEN 2 Toushin ver.	15,000	84		P CODE GEASS Lelouch of the Rebellion Light ver.	-
59		CR EVANGELION 9 180ver.	-	85	2022	P Uchū Senkan Yamato 2202 -ONLY ONE-	15,000
60		CR EVANGELION 10 SPEED IMPACT	12,000	86		P Uchū Senkan Yamato 2202 Ai no Senshi-tachi Light Ver.	-
61		CR EVANGELION – Time to Rise	57,000	87		P Godzilla vs EVANGELION-G-cells awakening-	50,000
62		CR TEKKEN 2 Fujin ver.	-	88		P Uchū Senkan Yamato 2202 -ONLY ONE- light Ver.	-
63	2017	CR EVANGELION – Time to Rise Premium Model	-	89	2023	P CODE GEASS Lelouch of the Rebellion -Rebellion to Re; surrection-	20,000
64		CR EVANGELION 2018 model	36,000	90		NEON GENESIS EVANGELION -Roar for tomorrow- SPECIAL EDITION	-
65		CR EVANGELION – Time to Rise Start impact	-	91		P Godzilla vs EVANGELION-G-cells awakening- PREMIUM MODEL	On sale
66		CR CODE GEASS Lelouch of the Rebellion - Emperor Road-	10,000	92		Pachinko EVANGELION:3.0 + 1.0 Type Rei	On sale
67		CR EVANGELION 2018 model GOLD Impact	-	93		Sumapachi EVANGELION:3.0 + 1.0 Type Kaworu	On sale
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	-				

\*The table shows some of the titles announced as of October 31, 2023.

\*The table shows the unit sales calculated at the end of Q2 FY2023. (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.

\*The figures have been rounded down to the nearest thousand.

\*Some of the unit sales include the rental plan.

# Change in pachinko unit sales by title (FY2003 to FY2023)

(As of September 30, 2023)

OK!!			
FY	Title	Unit sales	
1	2012	<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX MAX type</i>	-
2		<i>New-century Pachinko GHOST IN THE SHELL: STAND ALONE COMPLEX Middle type</i>	25,000
3	2013	<i>Pachinko Onimusha: Dawn of Dreams</i>	33,000
4		<i>New-century Pachinko BERSERK</i>	23,000
5	2014	<i>Pachinko Onimusha: Dawn of Dreams Light Version</i>	-
6		<i>Pachinko Ultra Battle Retsuden</i>	80,000
7	2015	<i>Pachinko Marvel's Avengers</i>	-
8	2016	<i>Pachinko GANTZ</i>	31,000
9	2017	<i>Pachinko Ultra Battle Retsuden Light Edition</i>	-
10		<i>Pachinko Marvel's Avengers Type196</i>	-
11		<i>Pachinko Marvel's Avengers Light Version</i>	-
12		<i>Pachinko GANTZ EXTRA</i>	-
13	2018	<i>Pachinko Onimusha: Dawn of Dreams Super Souken (Manufactured by KYORAKU SANGYO)</i>	15,000
14		<i>Pachinko GEKIJOUREI</i>	10,000
15	2019	<i>Pachinko GANTZ:2</i>	25,000
16		<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu (Manufactured by KYORAKU SANGYO)</i>	10,000
17		<i>Pachinko Onimusha: Dawn of Dreams Kyouki Ranbu Light Verion (Manufactured by KYORAKU SANGYO)</i>	-
18		<i>PACHINKO 6 ULTRAMAN BROTHERS (Manufactured by KYORAKU SANGYO)</i>	20,000
19	2020	<i>Pachinko ULTRASEVEN Cho Rambu (Manufactured by KYORAKU SANGYO)</i>	10,000
20		<i>Pachinko GANTZ:2 Sweet ver.</i>	-
21	2021	<i>PACHINKO GANTZ KIWAMI</i>	-
22		<i>PACHINKO ULTRAMAN TARO 2 (Manufactured by KYORAKU SANGYO)</i>	25,000
23		<i>PACHINKO 6 ULTRAMAN BROTHERS Light version (Manufactured by KYORAKU SANGYO)</i>	-
24		<i>PACHINKO ULTRAMAN TARO 2 Super decisive battle LIGHT ver. (Manufactured by KYORAKU SANGYO)</i>	-
25	2022	<i>PACHINKO KAMEN RIDER Dark rider ver. (Manufactured by KYORAKU SANGYO)</i>	12,000

26	2022	<i>PACHINKO GANTZ:3 LAST BATTLE</i>	11,000
27		<i>PACHINKO ULTRAMAN TIGA 1500×84</i>	20,000
28	2023	<i>PACHINKO ULTRAMAN TIGA Ultra super luminal Light ver.</i>	-
29		<i>Pachinko GANTZ Awakening RUSH180</i>	On sale
30		<i>PACHINKO MITOKOHMON chogokujo</i>	On sale

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

\*The table shows some of the titles announced as of October 31, 2023.

\*The table shows the unit sales calculated at the end of Q2 FY2023. (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.

\*The figures have been rounded down to the nearest thousand.

\*Some of the unit sales include the rental plan.

# Change in pachinko unit sales by title (FY2003 to FY2023)

(As of September 30, 2023)

Daiichi Shokai/ D-light			
FY	Title	Unit sales	
1	2015	<i>CR Sakigake Otokojuku</i>	-
2		<i>CR Sakigake Otokojuku Light Ver.</i>	-
3	2016	<i>CR MAJESTIC PRINCE</i>	13,000
4	2018	<i>CR INUYASHA JUDGEMENT<math>\infty</math>(infinity)</i>	-
5		<i>P INUYASHA JUDGEMENT<math>\infty</math> PREMIUM</i>	-
6	2019	<i>ayumi hamasaki -LIVE in CASINO-</i>	-
7	2022	<i>P INUYASHA 2</i>	-
8	2023	<i>P Hyakka-Ryoran</i>	10,000

NewGin/ EXCITE			
FY	Title	Unit sales	
1	2021	<i>P BERSERK Musou</i>	10,000
2	2023	<i>P BERSERK Musou Vengeance ver.</i>	-

NANASHOW			
FY	Title	Unit sales	
1	2016	<i>CR The Amazing Spider-Man</i>	-
2		<i>THE GENIE FAMILY</i>	-
3	2018	<i>CR ULTIMATE JUDGEMENT</i>	16,000
4	2019	<i>PA ULTIMATE JUDGEMENT Sweet Judgement 99 ver.</i>	-
5		<i>CR Mach GoGoGo GP7000</i>	-
6	2022	<i>P Gatchaman the True Velocity</i>	12,000

\*The table shows some of the titles announced as of October 31, 2023.

\*The table shows the unit sales calculated at the end of Q2 FY2023. (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.

\*The figures have been rounded down to the nearest thousand.

\*Some of the unit sales include the rental plan.



# Change in pachislot unit sales by title (FY2000 to FY2023)

(As of September 30, 2023)

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

\*The table shows some of the titles announced as of October 31, 2023.

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# Change in pachislot unit sales by title (FY2000 to FY2023)

(As of September 30, 2023)

Bisty			
FY	Title	Unit sales	
1	2003	<i>KAIZOKU</i>	-
2	2004	<i>Dai Yamato</i>	12,000
3		<i>Fever Natsumatsuri</i>	-
4	2005	<i>Neon Genesis Evangelion</i>	23,000
5	2006	<i>SHERLOCK HOUND</i>	-
6		<i>GTO</i>	-
7		<i>ROCKY BALBOA</i>	-
8		<i>Tomb Raider</i>	60,000
9		<i>Lord of the Rings</i>	-
10	2007	<i>Beach Club</i>	-
11		<i>Neon Genesis Evangelion—Magokoro wo Kimini</i>	99,000
12		<i>Morning Musume</i>	-
13	2008	<i>KING KONG</i>	-
14		<i>Neon Genesis Evangelion—That time has come, now they're waiting for us</i>	90,000
15	2009	<i>Saturday Night Fever</i>	-
16		<i>Neon Genesis Evangelion—Die Spur der SEELE</i>	84,000
17	2010	<i>MOBASLO Evangelion—for your own wish</i>	77,000
18		<i>Magical Shopping Arcade Abenobashi</i>	-
19	2011	<i>Evangelion—the Heartbeat of Life</i>	46,000
20		<i>SAMURAI 7</i>	12,000
21	2012	<i>EVANGELION</i>	57,000
22		<i>Yaoh</i>	-
23		<i>GTO Limit Break</i>	-
24	2013	<i>Evangelion—Ketsui no Toki</i>	13,000
25		<i>MOBILE SUIT GUNDAM</i>	25,000

26	2013	<i>PACHISLOT ULTRAMAN WARS</i>	23,000
27	2015	<i>EVANGELION—Spear of Hope</i>	26,000
28		<i>EVANGELION—Tamashii wo Tsunagumono</i>	15,000
29		<i>MOBILE SUIT GUNDAM Awakening—Chained battle—</i>	12,000
30	2016	<i>EVANGELION—WISH OF VICTORY</i>	-
31		<i>PACHI-SLOT MOBILE SUIT Z GUNDAM</i>	-
32	2017	<i>EVANGELION 30φMODEL</i>	-
33		<i>Neon Genesis Evangelion - to You the Sincerity 2</i>	-
34	2018	<i>Pachislot Evangelion AT777</i>	14,000
35		<i>Neon Genesis Evangelion - berserk 400</i>	-
36	2019	<i>CARD BATTLE PACHI-SLOT MOBILE SUIT GUNDAM X-OVER</i>	-
37		<i>EVANGELION FESTIVAL</i>	-
38	2020	<i>Pachislot for CHAR AZNABLE -RED COMET's Counterattack-</i>	-
39		<i>PACHISLOT THE iDOLM@STER MILLION LIVE!</i>	-
40	2021	<i>NEON GENESIS EVANGELION -Resonance of souls-</i>	-
41	2022	<i>Pachislot MOBILE SUIT GUNDAM UNICORN</i>	15,000
42	2023	<i>L Evangelion -Genesis of Destiny-</i>	On sale

\*The table shows some of the titles announced as of October 31, 2023.

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# Change in pachislot unit sales by title (FY2000 to FY2023)

(As of September 30, 2023)

Enterrise			
FY	Title	Unit sales	
1	2009	<i>VIEWTIFUL JOE</i>	-
2	2010	<i>Sengoku BASARA 2</i>	16,000
3	2011	<i>Street Fighter IV</i>	-
4	2012	<i>Resident Evil 5</i>	49,000
5	2013	<i>Monster Hunter: Gekka Raimei</i>	50,000
6		<i>Devil May Cry 4</i>	25,000
7	2014	<i>Pachislo Sengoku BASARA 3</i>	20,000
8	2015	<i>Resident Evil 6</i>	37,000
9		<i>Asura's Wrath</i>	-
10	2016	<i>Super Street Fighter IV</i>	-
11		<i>Devil May Cry X (Cross)</i>	15,000
12		<i>Monster Hunter Kyoryu Sensen</i>	37,000
13	2017	<i>Pachislo Machine Ace Attorney</i>	-
14		<i>Resident Evil Revelations</i>	18,000
15	2018	<i>Pachislo Okami</i>	-
16		<i>STREET FIGHTER V PACHISLOT EDITION</i>	-
17		<i>Pachislot Sengoku BASARA HEROES PARTY</i>	-
18	2019	<i>PACHI SLOT Onimusha: Dawn of Dreams</i>	20,000
19	2020	<i>Pachislot MONSTER HUNTER: WORLD</i>	17,000
20	2021	<i>PACHISLOT Hyakkaryouran SAMURAI GIRLS</i>	-
21		<i>Pachislot MONSTER HUNTER: WORLD™ GOLD HUNTING</i>	10,000
22	2022	<i>Pachislot Gekka Miyabi</i>	-
23		<i>Pachislot MONSTER HUNTER WORLD: ICEBORNE™</i>	14,000

MIZUHO			
FY	Title	Unit sales	
1	2013	<i>ANOTHER GOD HADES</i>	54,000
2	2017	<i>Kai-Dou-Sei Million Arthur</i>	-
3		<i>THE AMAZING SPIDER-MAN</i>	-
OK!!			
FY	Title	Unit sales	
1	2017	<i>Pachi-Slot Marvel's The Avengers</i>	-
2		<i>PACHI-SLOT ULTRASEVEN (Manufactured by KYORAKU SANGYO)</i>	-
3	2022	<i>PACHI-SLOT ULTRAMAN TARO Tyrant SPEC</i>	-
Daiichi Shokai/ D-light			
FY	Title	Unit sales	
1	2015	<i>MAJESTIC PRINCE</i>	-
2		<i>HIGURASHI NO NAKUKORONI—KIZUNA</i>	-
3		<i>Oh My Goddess!</i>	-
4	2016	<i>Pachislot GARGANTIA ON THE VERDUROUS PLANET</i>	-
5	2017	<i>Pachislot Osomatsu-kun</i>	-
6		<i>Pachislot The Ambition of Oda Nobuna</i>	-
7	2020	<i>PACHISLOT TETSUYA -Destiny and real ability-</i>	-
8	2021	<i>S Ushio &amp;TORA -A flash of thunder spear-</i>	-
9	2022	<i>PACHISLOT BOØWY</i>	10,000
10	2023	<i>L Higurashi When They Cry: GOU</i>	On sale

\*The table shows some of the titles announced as of October 31, 2023.

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\*The figures have been rounded down to the nearest thousand.

\*Some of the unit sales include the rental plan.

# Change in pachislot unit sales by title (FY2000 to FY2023)

(As of September 30, 2023)

NewGin/ EXCITE			
FY	Title	Unit sales	
1	2017	<i>Sengoku Pachislot Hana no Keiji - Ten wo Ugatsu Ikusayari -</i> (Sales cooperation)	19,000
2	2019	<i>Pachislot Salaryman Kintaro -MAX-</i>	12,000
3	2023	<i>L BERSERK Musou</i>	14,000

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

Spiky GROUP			
FY	Title	Unit sales	
1	2017	<i>PACHISLOT Super GANTZ</i> (Developed by NANASHOW Corporation)	-
2	2018	<i>PACHISLOT Tengen Toppa Gurren Lagann - KIWAME-</i> (Developed by NANASHOW Corporation)	-
3		<i>Pachislot Hananchu</i> (Developed by NANASHOW Corporation)	-
4		<i>PACHISLOT ROCKMAN Ability</i> (Developed by Enterrise Co., Ltd. )	-
5		<i>Resident Evil INTO THE PANIC</i> (Developed by Enterrise Co., Ltd.)	-
6	2020	<i>BLACK LAGOON4</i> (Developed by NANASHOW Corporation)	-
7		<i>PACHISLOT Ring-ni-kakero I -World champion carnival version-</i> (Developed by Enterrise Co., Ltd.)	-
8		<i>ZETTAI SHOGEKI III</i> (Developed by NANASHOW Corporation)	-
9	2021	<i>PACHISLOT GANTZ KIWAMI THE SURVIVAL GAME</i>	-
10		<i>BLACK LAGOON ZERO bullet MAX</i>	-
11	2022	<i>PACHISLOT INUYASHA</i>	15,000
12		<i>Pachislot Shin Ore no Sora</i>	10,000
13	2023	<i>S The Ambition of Oda Nobuna -countywide edition-</i>	-
14		<i>L Ring ni kakero I V</i>	On sale

\*The table shows some of the titles announced as of October 31, 2023.














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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)	FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2004	 <p><b>Neon Genesis Evangelion</b> Dec. 2004 (124,000 machines)</p>		98,000 machines	2009	 <p><b>The Beginning and the End</b> Apr. 2009 (237,000 machines)</p>	 <p><b>The Angels Are Back Again YF</b> Jan. 2010 (24,000 machines)</p>	259,000 machines
2005	 <p><b>Second Impact</b> Feb. 2006 (161,000 machines)</p>		150,000 machines	2010	 <p><b>Evangelical of the Beginnings</b> Jun. 2010 (205,000 machines)</p>	 <p><b>Evangelical of the Beginnings Light ver.</b> Nov. 2010</p>	215,000 machines
2006	 <p><b>Kiseki no Kachiwa</b> Feb. 2007 (187,000 machines)</p>		206,000 machines	2011	 <p><b>Evangelion 7</b> Jan. 2012 (100,000 machines)</p>		97,000 machines
2007	 <p><b>The Angels Are Back Again</b> Jan. 2008 (199,000 machines)</p>		206,000 machines	2012		 <p><b>(Evangelion 7) EVA Light III</b> May 2012 (16,000 machines)</p>	31,000 machines
2008		 <p><b>Neon Genesis Evangelion Premium Model</b> May 2008 (51,000 machines)</p>	63,000 machines	2013	 <p><b>EVANGELION 8</b> Jul. 2013 (75,000 machines)</p>	 <p><b>EVANGELION 8 Premium Battle</b> Jan. 2014 (12,000 machines)</p>	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)	FY	Sales title (main title)	Low gambling nature type/ reused-type machines	Unit sales of series (Booked amount)
2014	 <b>EVANGELION 9</b> Dec. 2014 <u>(103,000 machines)</u>	 <b>EVANGELION 8</b> <i>Extreme Battle</i> Jul. 2014 <u>(20,000 machines)</u>  <b>EVANGELION 9</b> <i>Premium Amadigi Ver.</i> Feb. 2015 <u>(13,000 machines)</u>  <b>EVANGELION 9</b> <i>Middle Ver.</i> Feb. 2015	<u>131,000</u> machines	2019	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Rebirth of Angels</i> Dec. 2019 <u>(35,000 machines)</u>  <b>EVANGELION 13</b> <i>Premium model</i> Sep. 2019  <b>EVANGELION 13</b> <i>EXTRA model</i> Feb. 2020  <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Rebirth of Angels</i> <b>PREMIUM MODEL</b> Mar. 2020	<u>51,000</u> machines	
2015	 <b>EVANGELION X</b> Sep. 2015 <u>(53,000 machines)</u>	 <b>EVANGELION 9</b> <i>Type zero ver.</i> May 2015  <b>EVANGELION 9</b> <i>Type zero 199ver.</i> Dec. 2015  <b>EVANGELION X</b> <b>PREMIUM MODEL</b> Feb. 2016 <u>(12,000 machines)</u>	<u>84,000</u> machines	2020	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Decisive Battle -Crimson-</i> Oct. 2020 <u>(14,000 machines)</u>  <b>NEON GENESIS</b> <b>EVANGELION</b> <i>Decisive Battle</i> <b>PREMIUM MODEL</b> Feb. 2021	<u>18,000</u> machines	
2016	 <b>Time to Rise</b> Dec. 2016 <u>(57,000 machines)</u>	 <b>EVANGELION 9</b> <i>180Ver.</i> Sep. 2016  <b>EVANGELION X</b> <b>SPEED IMPACT</b> Sep. 2016 <u>(12,000 machines)</u>	<u>78,000</u> machines	2021	 <b>NEON GENESIS</b> <b>EVANGELION</b> <i>-Roar for tomorrow-</i> Dec. 2021 <u>(50,000 machines)</u>	<u>51,000</u> machines	
2017	 <b>EVANGELION</b> <i>2018 model</i> Oct. 2017 <u>(36,000 machines)</u>	 <b>EVANGELION 11</b> <b>PREMIUM MODEL</b> Jun. 2017  <b>EVANGELION 11</b> <i>Start Impact</i> Dec. 2017  <b>EVANGELION</b> <i>2018 model</i> <b>GOLD Impact</b> Mar. 2018	<u>46,000</u> machines	2022	 <b>P Godzilla vs</b> <b>EVANGELION</b> <i>-G-cells awakening-</i> Dec. 2022 <u>(50,000 machines)</u>  Resale <u>(10,000 units)</u>	<u>60,000</u> machines	
2018	 <b>EVANGELION</b> <i>Super awakening/ Super berserk</i> Mar. 2019 <u>(27,000 machines)</u>	 <b>CR Drum ☆</b> <b>EVANGELION PINK</b> Aug. 2018  <b>Mode Pachinko Drum ☆</b> <b>EVANGELION GOLD</b> Jan. 2019	<u>33,000</u> machines	2023	 <b>Pachinko</b> <b>EVANGELION:</b> <i>3.0 + 1.0</i> <i>Type Rei</i> Dec. 2023 On sale  <b>Sumapachi</b> <b>EVANGELION:</b> <i>3.0 + 1.0</i> <i>Type Kaworu</i> Dec. 2023 On sale  Resale <u>(24,000 units)</u>  <b>NEON GENESIS</b> <b>EVANGELION</b> <i>-Roar for tomorrow-</i> <b>SPECIAL EDITION</b> Sep. 2023  <b>P Godzilla vs</b> <b>EVANGELION</b> <i>-G-cells awakening-</i> <b>PREMIUM MODEL</b> Nov. 2023 On sale	<u>34,000</u> 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 pachislot *Evangelion* series

F Y	Sales title (main titles)	Unit sales of series (Booked amount)	F Y	Sales title (main titles)	Unit sales of series (Booked amount)	F Y	Sales title (main titles)	Reuse-type machines	Unit sales of series (Booked amount)
2005	 <i>Neon Genesis Evangelion</i> Sep. 2005 (23,000 machines)	<u>22,000</u> machines	2011	 <i>Evangelion —the Heartbeat of Life</i> Feb. 2012 (46,000 machines)	<u>69,000</u> machines	2017	 <i>Neon Genesis Evangelion -to You the Sincerity 2</i> Feb. 2018	 <i>EVANGELION 30φMODEL</i> Jan. 2018	<u>11,000</u> machines
2007	 <i>Neon Genesis Evangelion Magokoro wo Kimini</i> Jul. 2007 (99,000 machines)	<u>99,000</u> machines	2012	 <i>EVANGELION</i> Feb. 2013 (57,000 machines)	<u>56,000</u> machines	2018	 <i>Pachislot Evangelion AT777</i> Feb. 2019 (14,000 machines)	 <i>Neon Genesis Evangelion -berserk 400</i> Mar. 2019	<u>13,000</u> machines
2008	 <i>Neon Genesis Evangelion That time has come, they're waiting for us</i> Sep. 2008 (90,000 machines)	<u>90,000</u> machines	2013	 <i>Evangelion —Ketsui no Toki</i> Feb. 2014 (13,000 machines)	<u>13,000</u> machines	2019	 <i>EVANGELION FESTIVAL</i> Mar. 2020		—
2009	 <i>Neon Genesis Evangelion —Die Spur der SEELE</i> Mar. 2010 (84,000 machines)	<u>74,000</u> machines	2015	 <i>EVANGELION —Spear of Hope</i> Jun. 2015 (26,000 machines)	<u>41,000</u> machines	2021	 <i>NEON GENESIS EVANGELION -Resonance of souls-</i> Jan. 2022		—
2010	 <i>MOBASLO Evangelion —for your own wish</i> Mar. 2011 (77,000 machines)	<u>65,000</u> machines	2016	 <i>EVANGELION —WISH OF VICTORY</i> Feb. 2017	—	2023	 <i>L Evangelion -Genesis of Destiny-</i> Oct. 2023 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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## Unit sales of PS machines (quarterly)

(Unit: Machines)

FY	2021					2022					2023				
	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year	Q1	Q2	Q3	Q4	Full-Year
Total unit sales	50,400	27,400	64,300	48,900	191,100	60,300	23,900	78,600	56,800	219,800	60,300	<b>65,600</b>			
Pachinko	43,900	21,200	45,300	29,300	139,900	42,900	13,900	65,700	29,100	151,600	42,900	<b>42,800</b>			
	87.2%	77.3%	70.5%	60.0%	73.2%	71.0%	58.0%	83.6%	51.2%	69.0%	71.0%	<b>65.3%</b>			
Pachislot	6,400	6,200	18,900	19,500	51,200	17,400	10,000	12,900	27,700	68,100	17,400	<b>22,700</b>			
	12.8%	22.7%	29.5%	40.0%	26.8%	29.0%	42.0%	16.4%	48.8%	31.0%	29.0%	<b>34.7%</b>			
Agency sales	8,800	21,600	44,300	17,200	92,000	53,900	-15,700	63,500	17,800	119,500	53,900	<b>40,200</b>			
	17.6%	78.8%	68.9%	35.2%	48.2%	89.3%	-65.8%	80.8%	31.4%	54.4%	89.3%	<b>61.3%</b>			
Distribution sales	41,500	5,800	20,000	31,700	99,100	6,400	39,700	15,100	38,900	100,300	6,400	<b>25,300</b>			
	82.4%	21.2%	31.1%	64.8%	51.8%	10.7%	165.8%	19.2%	68.6%	45.6%	10.7%	<b>38.7%</b>			
Direct sales	39,900	21,500	49,600	38,100	149,300	46,600	19,600	61,300	43,900	171,400	46,600	<b>49,200</b>			
	79.2%	78.4%	77.2%	78.0%	78.1%	77.2%	81.8%	77.9%	77.2%	78.0%	77.2%	<b>75.0%</b>			
Indirect sales	10,500	5,900	14,600	10,700	41,800	13,700	4,300	17,300	12,900	48,400	13,700	<b>16,300</b>			
	20.8%	21.6%	22.8%	22.0%	21.9%	22.8%	18.2%	22.1%	22.8%	22.0%	22.8%	<b>25.0%</b>			

\*Some of the unit sales include the rental plan.

## Unit sales of PS machines (H1 and H2)

(Unit: Machines)

FY	2019			2020			2021			2022			2023		
	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full	H1	H2	Full
Total unit sales	64,500	126,700	191,300	16,500	79,400	95,900	77,900	113,200	191,100	84,300	135,500	219,800	<b>126,000</b>		
Pachinko	55,900	80,500	136,400	4,000	46,000	50,100	65,100	74,700	139,900	56,800	94,800	151,600	<b>85,700</b>		
	86.6%	63.5%	71.3%	24.7%	58.0%	52.3%	83.7%	66.0%	73.2%	67.3%	70.0%	69.0%	<b>68.0%</b>		
Pachislot	8,600	46,200	54,800	12,400	33,300	45,700	12,700	38,500	51,200	27,500	40,600	68,100	<b>40,200</b>		
	13.4%	36.5%	28.7%	75.3%	42.0%	47.7%	16.3%	34.0%	26.8%	32.7%	30.0%	31.0%	<b>32.0%</b>		
Agency sales	17,400	65,800	83,200	4,200	33,800	38,000	30,500	61,500	92,000	38,100	81,400	119,500	<b>94,100</b>		
	27.0%	51.9%	43.5%	26.0%	42.6%	39.7%	39.2%	54.3%	48.2%	45.3%	60.1%	54.4%	<b>74.7%</b>		
Distribution sales	47,100	60,900	108,000	12,200	45,600	57,800	47,300	51,700	99,100	46,100	54,100	100,300	<b>31,800</b>		
	73.0%	48.1%	56.5%	74.0%	57.4%	60.3%	60.8%	45.7%	51.8%	54.7%	39.9%	45.6%	<b>25.3%</b>		
Direct sales	51,800	99,600	151,400	13,000	62,500	75,500	61,400	87,800	149,300	66,200	105,200	171,400	<b>95,800</b>		
	80.3%	78.6%	79.2%	79.0%	78.7%	78.8%	78.9%	77.6%	78.1%	78.5%	77.6%	78.0%	<b>76.1%</b>		
Indirect sales	12,700	27,100	39,800	3,400	16,900	20,300	16,400	25,400	41,800	18,100	30,300	48,400	<b>30,100</b>		
	19.7%	21.4%	20.8%	21.0%	21.3%	21.2%	21.1%	22.4%	21.9%	21.5%	22.4%	22.0%	<b>23.9%</b>		

\*Some of the unit sales include the rental plan.

\*The number of units sold is rounded down to the nearest 100.



### 3. Corporate information, etc.

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Stock information

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P.42 Reference: introduction of our IR website

# 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: 69,400,000 (Treasury shares: 3,972,849)
Securities exchange	Prime Market, Tokyo Stock Exchange Code: 2767
Number of employees	1,309 (consolidated), 99 (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, 2023)

President and Group CEO	Hidetoshi Yamamoto
Senior Managing Director	Takayuki Tsukagoshi
Director and Group CFO	Kenichi Ozawa
Director and In charge of Group business planning	Takashi Yamamoto
Director (part-time)	Ei Yoshida
Director (part-time)	Masayuki Nagatake
Director (part-time)	Yusaku Toyoshima
Director (part-time)	Hiroyuki Yamanaka
Outside Director	Yoriko Aelvoet
Outside Director	Shigesato Itoi
Outside Director	Katsuya Shirai
Outside Director	Tetsuo Komori
Outside Director	Keiichi Maeda
Outside Director	Goeun Kim

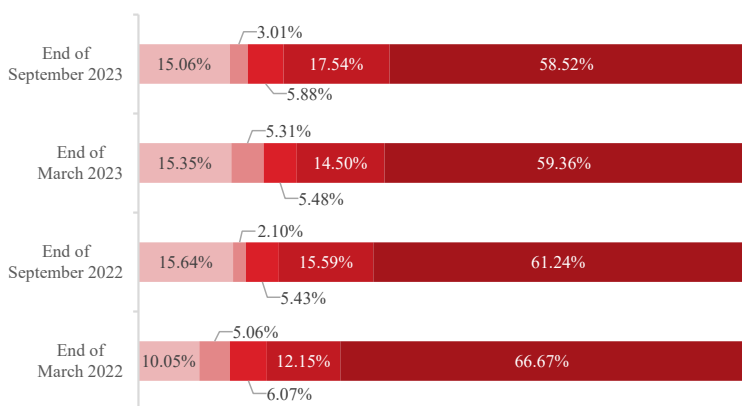
# Stock information

## Stock Information

Total number of authorized shares	277,600,000
Number of shares issued	69,400,000
Treasury shares	3,972,849
Shareholders	13,590

## By type of shareholder

■ Financial institutions  
■ Other Japanese companies  
■ Individuals and others  
■ Securities companies  
■ Foreign companies and others



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

## Major shareholders

(As of September 30, 2023)

Shareholders	Number of shares held	Percentage of total shares held* (excluding treasury shares)
Hidetoshi Yamamoto	17,750,000	27.13%
Takashi Yamamoto	7,225,600	11.04%
Master Trust Bank of Japan, Ltd. (Trust Account)	5,074,600	7.76%
Custody Bank of Japan, Ltd. (Trust Account)	4,755,600	7.27%
Mint Co.	3,200,000	4.89%
SSBTC CLIENT OMNIBUS ACCOUNT	2,462,940	3.76%
Hideyuki Kayamori	2,081,900	3.18%
SBI SECURITIES Co.,Ltd.	895,077	1.37%
STATE STREET BANK AND TRUST COMPANY 505001	742,800	1.14%
BNY GCM CLIENT ACCOUNT JPRD AC ISG(FE-AC)	709,972	1.09%

# Main group companies

(As of September 30, 2023)

Company name	Holding ratio of voting rights	Paid-in capital (Million yen)	Address	Business activities	Group participation month and year
○ 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
○ Digital Frontier Inc.	100	31	Shibuya-ku, Tokyo	Planning and production of CG etc.	Apr. 2010
○ Optimize Company, Limited	100	60	Shibuya-ku, Tokyo	Providing of various content and information distribution services through the Internet	Oct. 2006
○ 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
○ NANASHOW CORPORATION	83.33	40	Shibuya-ku, Tokyo	Development and manufacturing of PS machines	Jan. 2014
○ MICROCABIN CORP.	100	10	Yokkaichi-shi, Mie	Planning and development of software for PS machines	Jan. 2011
○ 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
○ SEPTTECH CORPORATION	100	10	Shibuya-ku, Tokyo	Procurement and manufacturing of components related to PS machines Logistics management	Oct. 2022
○ 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	Management of movie theaters Import/ export and sales of right of films, TV dramas and others 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.

## Management

## Content & digital

## PS

- **1988** With the aim of conducting PS business in Aichi,  
**Established Toyo Shoji Co., Ltd.**
- **2001** **Company name changed to FIELDS CORPORATION**
  - Acquire IP and Growth by becoming the sole distributor of PS
  - Switch to ISO9001
- **2003** **Listed on the JASDAQ market**
  - Announced a business model based on IP
  - Share capital increased to ¥7,948 million
  - Acquired ISO27001 (Information Systems Division)
- **2009** Ownership and creation of IP and cross-media development
- **2015** **Listed on the 1<sup>st</sup> Section of the Tokyo Stock Exchange (TSE)**
- **2018** **Group reorganization four-company system**
  - Strengthen earnings base by returning to PS distribution
  - Integrated into Tsuburaya Productions Co., Ltd. (TPC) and Digital Frontier Inc. (DF) as cross-media functions
- **2022** **Changed to the prime market of TSE**  
**Mid-term management plan (2023/3-2025/3)**
  - Based on the content and digital business and PS Business Promoting businesses to create new corporate value
- Transitioned to a holding company structure**  
**Company name changed to TSUBURAYA FIELDS HOLDINGS INC.**

### ● Initiatives for multi-source deployment of IP

Expanding into a wide range of fields, including sports, games, movies, online services, and comics

[Major initiatives]

- 2001 ● Established Total Workout Corporation (sports)
- 2006 ● Invested in FutureScope Corporation (online service)
- 2008 ● Invested in SPO Entertainment Inc. (movie), etc.

### ● Ownership, development, and commercialization of IP

**2010 Made two companies of Tsuburaya Productions Co., Ltd. (TPC) and Digital Frontier, Inc. (DF) subsidiaries**

**DF (possesses 3DCG production techniques)**

[Major initiatives]

- 2016 ● Full 3DCG anime *GANTZ:O* release
- 2020 ● Established VIRTUAL LINE STUDIOS CORPORATION (Joint investment of 3 companies, DF/NIKKATSU CORPORATION/AOI TYO Holdings Co., Ltd)
- 2021 ● Concluded an outsourcing contract with Netflix (Resources are provided for Netflix original works)

**TPC (holds national IP *Ultraman* series)**

[Major initiatives]

- 2013 ● TV series resumed
- 2018 ● Winning U.S. lawsuits of rights to use *Ultraman* series outside Japan (2020 judgment finalized)
- 2019 ● Global simultaneous distribution *ULTRAMAN* in the Netflix
- 2020 ● Launched Marvel Comics *THE RISE OF ULTRAMAN*
- 2022 ● Announced *Ultraman* (original title), a long movie CG anime through joint production with Netflix
- Film *SHIN ULTRAMAN* released
- Ultraman are opened in chinese government-authorized entertainment facility in Shanghai
- 2023 ● Ultraman areas opened in chinese entertainment facilities: “Dalian Discovery Land” and “Chengdu Happy Valley”

### ● Toward the creation of entertainment that enriches mind

[Major initiatives]

- 1992 ● Launched pachinko hall management support system *Hall TV*
- 1994 ● Expand sales offices nationwide
- Launched CS broadcasting *Pachinko Information Station*

### ● Alliance with major PS machine manufacturers

[Major initiatives]

- 2000 ● Business alliance with Sammy Corporation  
Started exclusive sales of RODEO brand
- 2003 ● Business alliance with SANKYO Co., Ltd.  
Started exclusive sales of Bisty-brand  
Launched *EVANGELION* series in 2004
- 2008 ● Business alliance with KYORAKU SANGYO  
Started exclusive sales of OK!!-brand
- 2009 ● Tie-up with Enterrise Co., Ltd. (Capcom’s subsidiary)  
Began sales of the brand
- 2013 ● Business alliance with D-Light Co., Ltd.
- 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  
(100% subsidiary of K.K. Aristocrat Technologies)
- Entered into a business alliance with Daiichi Shokai Co., Ltd.
- 2017 ● New Gin group’s EXCITE brand  
Started sales cooperation of PS machine

### ● Promoting businesses other than PS machine sales

[Major initiatives]

- 2018 ● Launched advertising services *Fields Ad Network*
- 2019 ● Launched information distribution services *Pachinko Pachislot Information Station*
- 2020 ● Launched advertising platform services, *Optimize*
- 2022 ● Launched secondary distribution promotion site *Pachinko.com*

## 1. Basic policy

Our group’s mission is to realize “The Greatest Leisure for All People,” a corporate philosophy shared by the group.

We believe that enhancing leisure through the provision of new merchandise and services by continuously pursuing the type of entertainment and leisure that people demand while sincerely facing solutions to social issues in a maturing society will enrich people’s lives, and in turn lead to the happiness of society as a whole.

We believe that business activities based on this idea are our responsibility to all of our stakeholders, and we will strive to create new value and realize a sustainable society.

### “Sustainable Development Goals” set by United Nations (UN)

We believe that a society in which the United Nations aims to “end poverty in all its forms everywhere and leave no one behind” is one in which all people can live healthy, safe, and fulfilling lives. And we think there is the greatest leisure through various kinds of entertainment.

Toward that goal, we will achieve the United Nations “Sustainable Development Goals (SDGs)” and continue our business activities to provide the best leisure. Through these efforts, we will contribute to the development of a sustainable society.



## 2. Main activities

Please refer to the page of the URL below regarding our activities for sustainability  
<https://www.tsuburaya-fields.co.jp/ir/e/csr/activities/>



### (1) Activities for environment

#### Power reduction with energy conservation measures

- Room temperature set at 28°C during summer/ room temperature set at 20°C 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: 218 (86.5% of the total)
- Installation targets: Sales vehicles (excluding executives and four-wheel drive vehicles used in cold regions) and some head office vehicles

#### Related SDGs



# Activity for sustainability

## 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 2022

## Established Okinawa working center

- Providing the job opportunities for people with disabilities and preparing a great work environment in Okinawa
- Established date: April 1, 2010
- Business operates: data entry etc.

## 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/>

## 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: head office, FIELDS’ regional offices/branches, development locations and Total Workout (gym): a total of 36 places

## TOPICS : Enlightenment activities of SDGs by Tsuburaya Productions, collaborating companies and organizations

*KAIJU STEP SDGs Daisakusen* - a project for introducing “Sustainable Development Goals (SDGs)” to children

Tsuburaya Productions Co., Ltd. (hereinafter, “TPD”) has collaborated with TOKYO SHOSEKI CO., LTD. and KIDS PROJECT Inc. to implement initiatives to introduce SDGs to children through the characters of a TV anime *KAIJU STEP Wandabada*.

Short animations about the “background of problems” and “things we can do” of SDGs 17 goals are published on YouTube and other media. In addition, we promote exhibitions and events where children can learn about SDGs through hands-on experience, creating picture books, on-site classes at elementary schools, and collaborations with a variety of companies working on SDGs.

In September 2022, we collaborated with Uokuni Food Services Co.,Ltd., a company involved in school lunch services, to hold a food education event called “KAIJU STEP SDGs Daisakusen Meal Service Week for Future” in kindergartens and childcare centers in the Kansai region. During this week, approximately 20,000 children enjoyed special school lunch menus with an SDGs theme and learned about the SDGs through anime and picture books.

Due to the positive response, we expanded the scale nationally in October 2023, hosting the second edition of the “KAIJU STEP SDGs Daisakusen Meal Service Week for Future” for approximately 50,000 children.

During this period, special school lunch menus featuring sweets made with Fair Trade sesame and Rainforest Alliance-certified bananas, as well as menus incorporating soy-based meat and chicken from a circular agriculture and livestock production system, were offered. Children had fun while learning about the SDGs.

### Overview of KAIJU STEP SDGs Daisakusen Meal Service Week for Future:

- Duration: October 23rd (Monday) to October 27th (Friday), 2023
- Target Audience: Nationwide kindergartens, childcare centers, and children’s facilities (approximately 50,000 participants)
- Organized by: Tsuburaya Productions, Uokuni Food Services
- Sponsored by: YANMAR HOLDINGS, ANA FOODS, Kuki Sangyo

The photos show a food education program held as part of “Future School Lunch Week” at a kindergarten in Osaka Prefecture.

The character “Pig-chan” from *KAIJU STEP SDGs Daisakusen* made an appearance. Children in the 5-year-old class (41 students) deepened their understanding of the SDGs by trying school lunch menus that included rarely used shark meat and by watching an anime about ocean plastic waste issues.



Tsuburaya Productions and other collaborating companies hope to support the “taking of the first step” of children by creating content that will enable children to enjoy and understand “SDGs.”

### Related SDGs



## ULTRAMAN FOUNDATION

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



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.

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.

## TOPICS

### Visiting the areas affected by heavy rain in July 2023

The ULTRAMAN FOUNDATION conducted a support visit to six locations in Akita City, Akita Prefecture, on October 23rd (Monday) and 24th (Tuesday), 2023, to child-related facilities that had been affected by heavy rainfall since July 15, 2023, resulting in flooding and damage to the buildings.

Ultraman Zero, accompanied by the children, engaged in activities such as "Ultraman exercises" and fingerplays. They also took commemorative photographs, creating a time filled with continuous smiles. Interaction with the children, including high-fives, was a delightful part of the visit. In addition, the ULTRAMAN FOUNDATION presented each facility with the "ULTRAMAN FOUNDATION Family Certificate," a symbol of the bond between Ultra heroes and children, along with an original DVD and various Ultraman series-related merchandise, including books and clothes.

#### Visiting Targets:

Facilities affected by the aforementioned disasters: 8 facilities / Number of children at the facilities: 498

\*Some events were held jointly.

We would like to express our sincere gratitude to all of those who cooperated in the activity.

We will continue our activities in the belief that the safe and happy time spent with Ultra Heroes with smiles on their faces will provide an opportunity for many children to dream and hope for the future.

\*Videos of *Ultraman Exercises* and a fingerplay song are available on ULTRAMAN FOUNDATION official website.

ULTRAMAN FOUNDATION official website- Video:

<https://www.ultraman-kikin.jp/en/movie/>



### Related SDGs



©TSUBURAYA PRODUCTIONS

# Activity for sustainability

Activities	
2011	<p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Ishinomaki, Minamisanriku, Kesennuma, Higashimatsushima, Onagawa/ Fukushima prefecture: Sukagawa, Koriyama, Iwaki, Fukushima/ Iwate prefecture: Miyako, Otsuchi/ Chiba prefecture: Asahi)</p> <p><b>Gifts of donations and other</b> 30 million yen to Miyagi prefecture/ 20 million yen to Fukushima prefecture/ 20 million yen and a microbus to Iwate prefectural office</p>
2012	<p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Ishinomaki, Onagawa/ Fukushima prefecture: Koriyama, Sukagawa)</p>
2013	<p><b>Hero Caravan: Bringing Light to Children's Hearts – 78 Places in Tohoku</b> Visited 79 nurseries and kindergartens from March 2013 to March 2014, and contacted with over 7,200 children</p> <p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> (Miyagi prefecture: Higashimatsushima/ Fukushima prefecture: Tomioka/ Iwate prefecture: Miyako)</p> <p><b>Gifts of donations and other</b> 25 million yen and a microbus each donated to Iwate, Miyagi and Fukushima prefectures</p>
2014	<p><b>The Great East Japan Earthquake Recovery Charity Event Genki Festival 2014</b> Held in collaboration with Antonio Inoki, the Ultraman Foundation held Ultra Hero Shows at eight venues in the Tohoku region</p> <p><b>Visits to provide support to regions affected by the Great East Japan Earthquake</b> Supported the Fukushima Pref. Police -Kids Police School event organized by the Fukushima prefectural police</p>
2015	<p><b>Expanding scope of activities for children needing support throughout Japan, including regions affected by the earthquake</b> 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</p> <p><b>Tohoku Caravan 2015</b> 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 <i>Ultra League</i> (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.</p> <p><b>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</b> (Ibaraki prefecture: Joso)</p>
2016	<p><b>Visits to provide support to regions affected by Kanto-Tohoku Heavy Rainfall Disaster</b> (Ibaraki prefecture: Joso)</p> <p><b>Visits to provide support to regions affected by 2016 Kumamoto Earthquake</b> (Kumamoto prefecture: Kumamoto, Aso, otsu)</p> <p><b>Visits to provide support to regions affected by Central Tottori Earthquake</b> (Tottori prefecture: Kurayoshi)</p> <p><b>Visits to orphanages and hospitals</b> (Tokyo: a children's ward of Tokyo Women's Medical University Hospital)</p> <p><b>Implement of the fund-raising</b> (Tokyo: Charity auction in the <i>Ultraman Festival 2016</i>)</p>
2017	<p><b>ULTRA DREAM PROJECT</b> Started visiting together with Ultraman approximately 600 children's nursing homes nationwide to bring courage and smiles to children throughout Japan</p> <p><b>Visits to provide support to regions affected by Heavy Rainfall Disaster in Northern Kyushu</b> (Fukuoka prefecture: Asakura, Toho)</p> <p><b>Visits to hospitals and childcare facilities</b> (Miyagi prefecture: Tohoku University Hospital, Miyagi Children's Hospital, Ronald McDonald House Sendai/ Fukushima prefecture: Kusano Itoi kindergarten, Katsurao kindergarten)</p>
2018	<p><b>Visits to provide support to regions affected by 2018 Heavy Rainfall Disaster</b> (Ehime prefecture: Uwajima, Ozu/ Hiroshima prefecture: Aki, Kure/ Okayama prefecture: Kurashiki)</p>
2019	<p><b>Visits to provide support to regions affected by 2018 Hokkaido Eastern Iburu Earthquake</b> (Hokkaido: Atsuma, Abira, Mukawa)</p> <p><b>Visits to hospitals</b> (Hokkaido: Sapporo Medical University Hospital, Hokkaido Medical Center for Child Health and Rehabilitation, Hokkaido University Hospital)</p> <p><b>Implement of the fund-raising</b> (Tokyo: Charity night event in the <i>Ultraman Festival 2019</i>)</p>
2020	<p><b>Visits to provide support to regions affected by Typhoon No. 15 (Faxai) and Typhoon No. 19 (Hagibis)</b> (Miyagi prefecture: Marumori/ Fukushima prefecture: Koriyama, Soma, Fukushima, Iwaki/ Tochigi prefecture: Sano, Tochigi/ Chiba prefecture: Minamiboso, Tateyama)</p> <p><b>Support related to coronavirus disease (COVID-19)</b> Free-video contents distribution for children to support staying at home/ Messages from <i>Ultraman</i> Performers and other</p>
2021	<p><b>Program for supporting staying at home as 10th years remembrance of the Foundation's establishment: A Special Spring Campaign "Ultra Selection 10"</b> Free-video contents distribution for children to support staying at home (10 specially selected <i>Ultraman</i> series episodes was released for free for a limited time of 2 weeks.)</p> <p><b>Implement of the fund-raising</b> (Tokyo: On <i>Ultraman Cosmos night -20th Anniversary something you can do-</i> at the <i>ULTRA HEROES EXPO 2021 Sumer Festival in Ikebukuro Sunshine City</i>, a portion of the event's revenue such as the 100 yen per ticket is donated to the Foundation. )</p> <p><b>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</b> (Saga prefecture: Takeo and Omachi/ Fukuoka prefecture: Omuta)</p>
2022	<p><b>Implement of the fund-raising</b> (Tokyo: On the event <i>Super GUTS Special night to commemorate the 25th anniversary of Ultrama Dyna</i> at the <i>ULTRA HEROES EXPO EXPO2022 Summer Festival IN Ikebukuro Sunshine City</i>, a portion of the event's revenue (¥100 per ticket) was donated to the Foundation.)</p> <p><b>Ultra Kids Project</b> On-line events were held on September 27, 2022 to connect <i>Ultraman</i> and children battling illness Streamed the <i>Ultraman Hero show</i> and more to children continue to treat intractable diseases in 30 hospitals and facilities across Japan</p>
2023	<p><b>Visits to provide support to regions affected by Typhoon No. 15 from September 23 to 24, 2022</b> (Shizuoka prefecture: Shimizu, Suruga and Aoi in Shizuoka city)</p> <p><b>Implement of the fund-raising</b> 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.</p> <p><b>Visits to provide support to regions affected by heavy rain in July 2023</b> (Akita prefecture: Akita city)</p>

For details, please refer to the website.

ULTRAMAN FOUNDATION official website- Activities Report: <https://www.ultraman-kikin.jp/en/report/date/2022/>



▲ Activity report (by years)



## 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/>

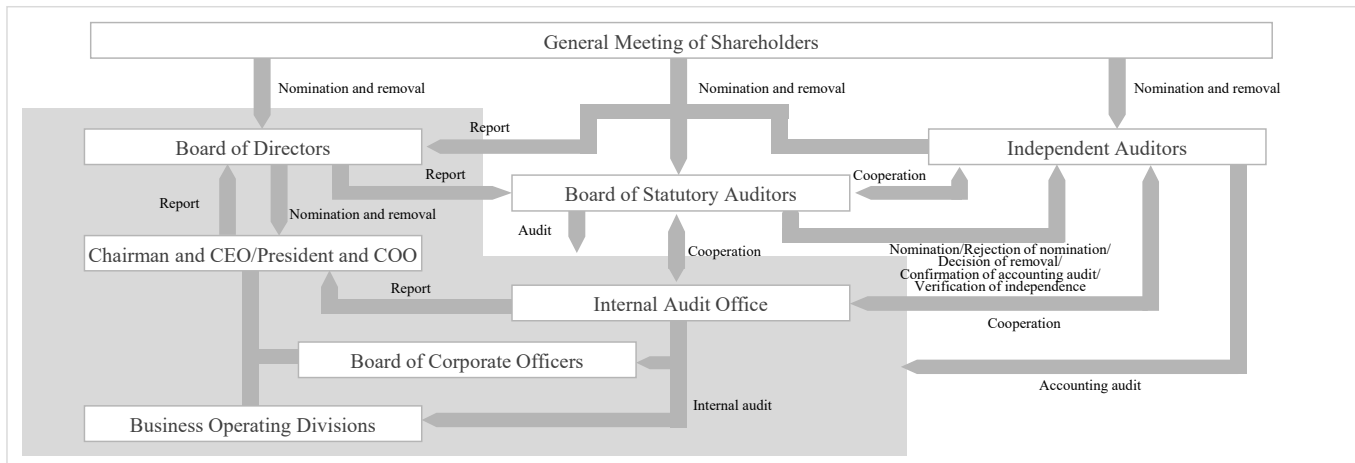


### (1) Basic policy

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



### (3) Main activities

#### I. Strengthening of promotion system

To continue increasing our corporate value, we focus on strengthening our internal governance systems such as clarification of directors’ duties, and enhancing our internal governance framework in line with the Corporate Governance Code.

#### II. Profit return policy

Profit return policy is to position the improvement of corporate value as an important management issue, and to pay appropriate dividends in line with profits.

(Unit: Millions of yen)

FY	2014	2015	2016	2017	2018 *1	2019	2020	2021	2022 *2	2023 E
Net income attributable to owners of parent	3,018	118	(12,483)	(7,691)	(614)	490	(3,452)	2,471	8,221	8,500
Total dividend	1,991	1,659	1,659	995	331	331	323	646	1,961	-
Payout ratio (%)	66.0	1,398.1	-	-	-	67.6	-	26.2	23.7	-
As of HI										
Total number of outstanding common shares	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	69,400,000
(excluding treasury shares)	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	32,331,700	32,331,620	65,427,151
As of Full-Year										
Total number of outstanding common shares	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	34,700,000	69,400,000	-
(excluding treasury shares)	33,183,800	33,183,800	33,183,700	33,183,700	33,183,700	33,183,700	32,331,700	32,331,700	65,398,618	-
Dividend per share (yen)										
Commemorative	10	-	-	-	-	-	-	-	-	-
Interim	25	25	25	25	-	-	-	-	-	-
Year-end	25	25	25	5	10	10	10	20	30	30
Annual	60	50	50	30	10	10	10	20	30	30

\*1 The figures of FY2018 are partly revised.

\*2 The company conducted a 2-for-1 stock split on March 21, 2023.

Related SDGs



# Reference: introduction of our IR website

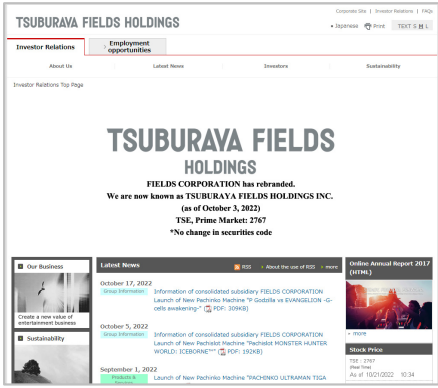
## IR Pages

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

IR site



- 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



<p>[ Nikko IR ]</p> <p>General ranking <i>Excellent Corporate Website award</i></p> 	<p>[ Gomez ]</p> <p>General ranking <i>Bronze Prize</i></p> 
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# TSUBURAYA FIELDS HOLDINGS

# FACT BOOK 2

(Q2 of FY2023)

Market Data etc.

**The Greatest Leisure for All People**

TSUBURAYA FIELDS HOLDINGS INC.<sup>\*1</sup>

TSE, Prime Market: 2767

November 14, 2023

\*1 FIELDS CORPORATION changed its name to TSUBURAYA FIELDS HOLDINGS INC. effective from October 3, 2022.

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4. Trends in content market of three main countries
- P.7 5. Trends in content market  
6. Change in scale of domestic content in overseas market
- P.8 7. Trends in domestic character business market  
8. [Merchandising] Trends in domestic toy market
- P.9 9. [Video] Box office revenue of domestic movie theaters  
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16. [Healthcare/ Sports] Change in number of player in health industry <sup>[updated]</sup>

## PS Market Data

- P.14 17. PS market scale <sup>[updated]</sup>
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19. Number of issued certificate stamp for used PS machines <sup>[updated]</sup>
- P.16 20. Change in the number of member manufacturers of PS association <sup>[updated]</sup>  
21. Market share <sup>[updated]</sup>
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23. Unit sales of pachinko machines <sup>[updated]</sup>
- P.18 24. Number of pachislot machine titles sold <sup>[updated]</sup>  
25. Unit sales of pachislot machines <sup>[updated]</sup>
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33. Change in number of newly opened/ closed halls (by month) <sup>[updated]</sup>
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35. Results of model certification tests (detail) <sup>[updated]</sup>
- P.24 36. Annual average of number of activities and expenditure for PS activities <sup>[updated]</sup>  
37. Participation rate and average expenditure per play in PS <sup>[updated]</sup>
- P.25 38. Trends in PS regulations
- P.26 39. [Reference] Change in self-imposed restrictions of pachislot regulation 6.0 machines  
40. [Reference] Overview of smart pachislot
- P.27 41. Change in PS industry <sup>[updated]</sup>

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.

# 1. Consumer Trends Data

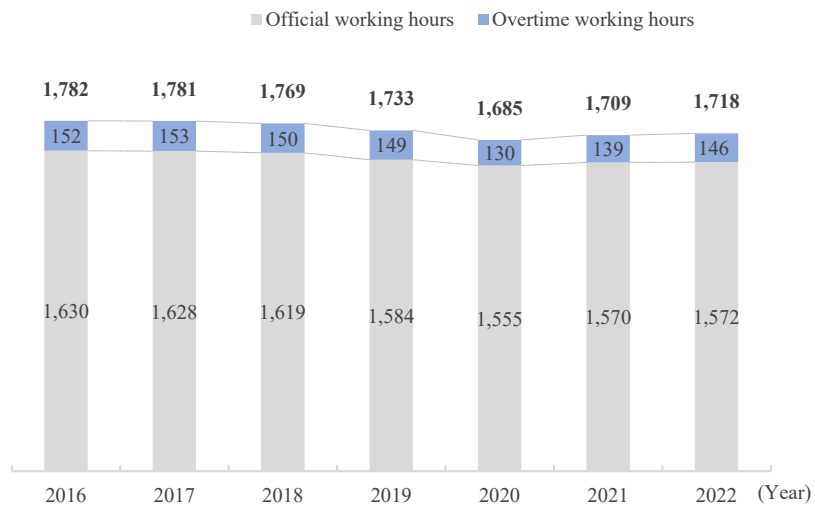
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- P.4
  - 1. Change in working hours
  - 2. Trends in household consumption

# 1. Change in working hours

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

(Unit: Hour)



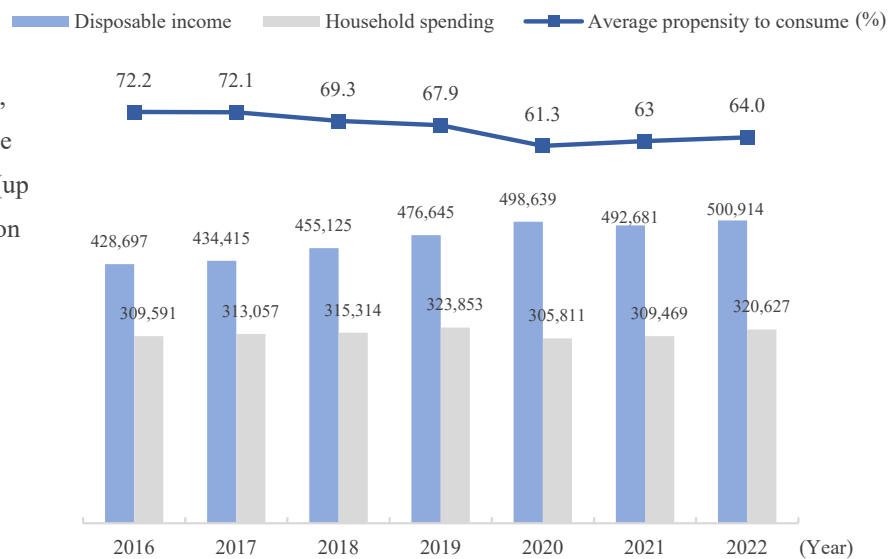
According to the *Monthly Labor Survey*, Japan's annual total actual working hours (business establishment with more than 30 people) in 2022 were 1,718 hours (up 0.5% YoY), marking the second consecutive year of increase. Official working hours were 1,572 hours (up 0.1% YoY). In addition, overtime working hours were 146 hours (up 5.0% YoY). The number of working hours increased as a whole.

\*The Ministry of Health, Labour and Welfare announced the survey had not been carried out accurately from 2004 to 2017. The figure from 2016 to 2017 shows the recounted data.

# 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

(Unit: Yen)



According to the *Family Income and Expenditure Survey*, disposable income per household of more than two people for employees (monthly average) in 2022 was ¥500,914 (up 1.7% YoY). Household spending under the same condition was ¥320,627 (up 3.6% YoY).

Average propensity to consume (the household spending ratio to the disposable income) was 64.0% (up 1.2 points YoY).

## 2. Entertainment Market Data

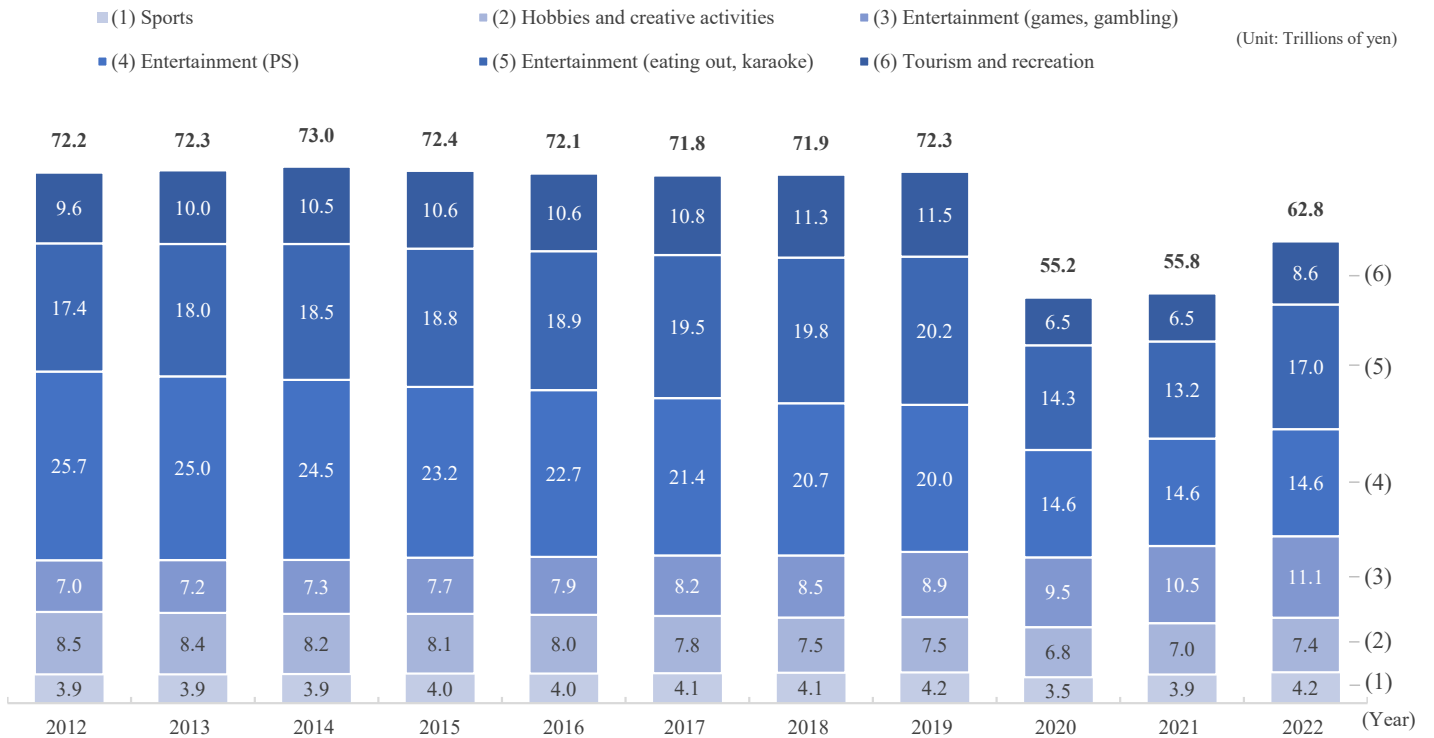
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- P.6
  - 3. Trends in leisure market <sup>[updated]</sup>
  - 4. Trends in content market of three main countries
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  - 16. [Healthcare/ Sports] Change in number of player in health industry <sup>[updated]</sup>

### 3. Trends in leisure market

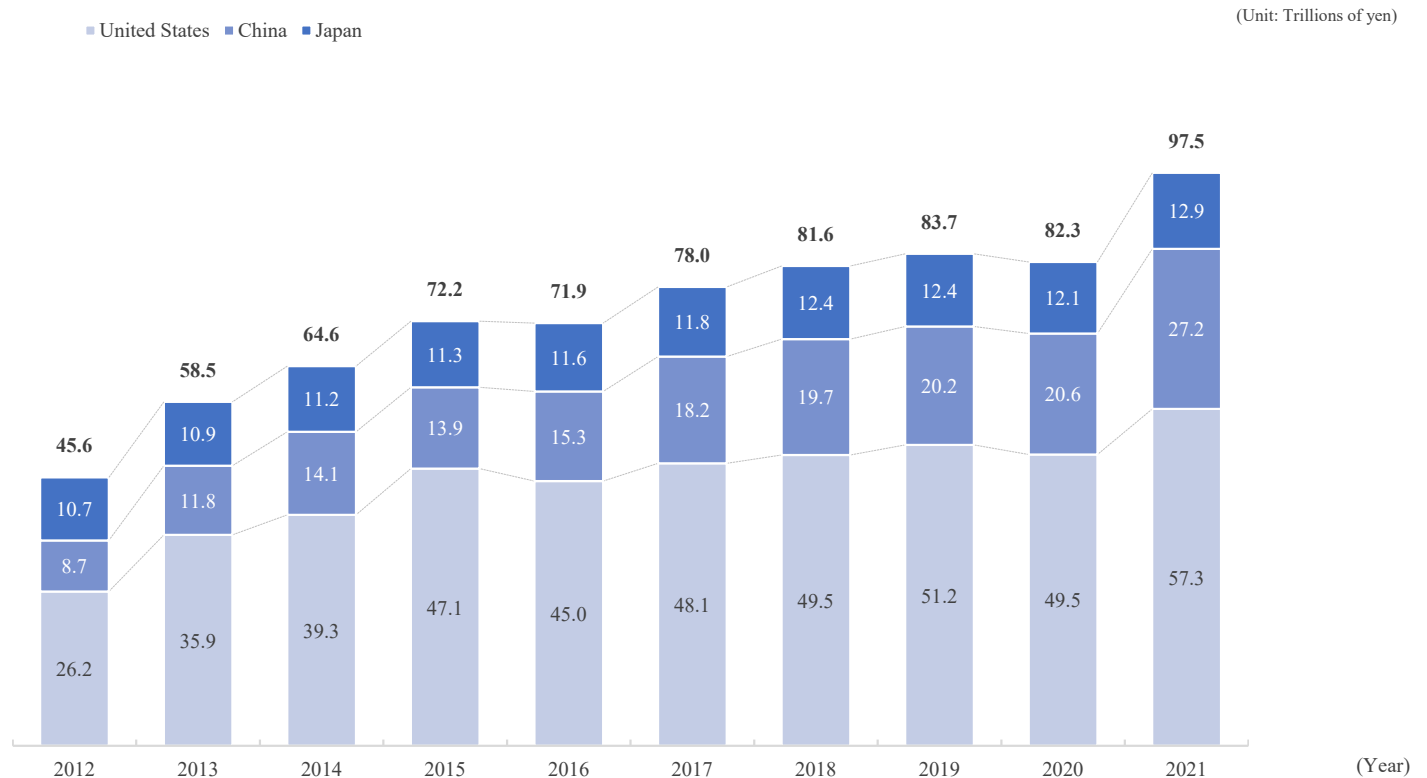
updated

The data is based on the *White Paper on Leisure 2023* by Japan Productivity Center, updated every November



### 4. Trends in content market of three main countries

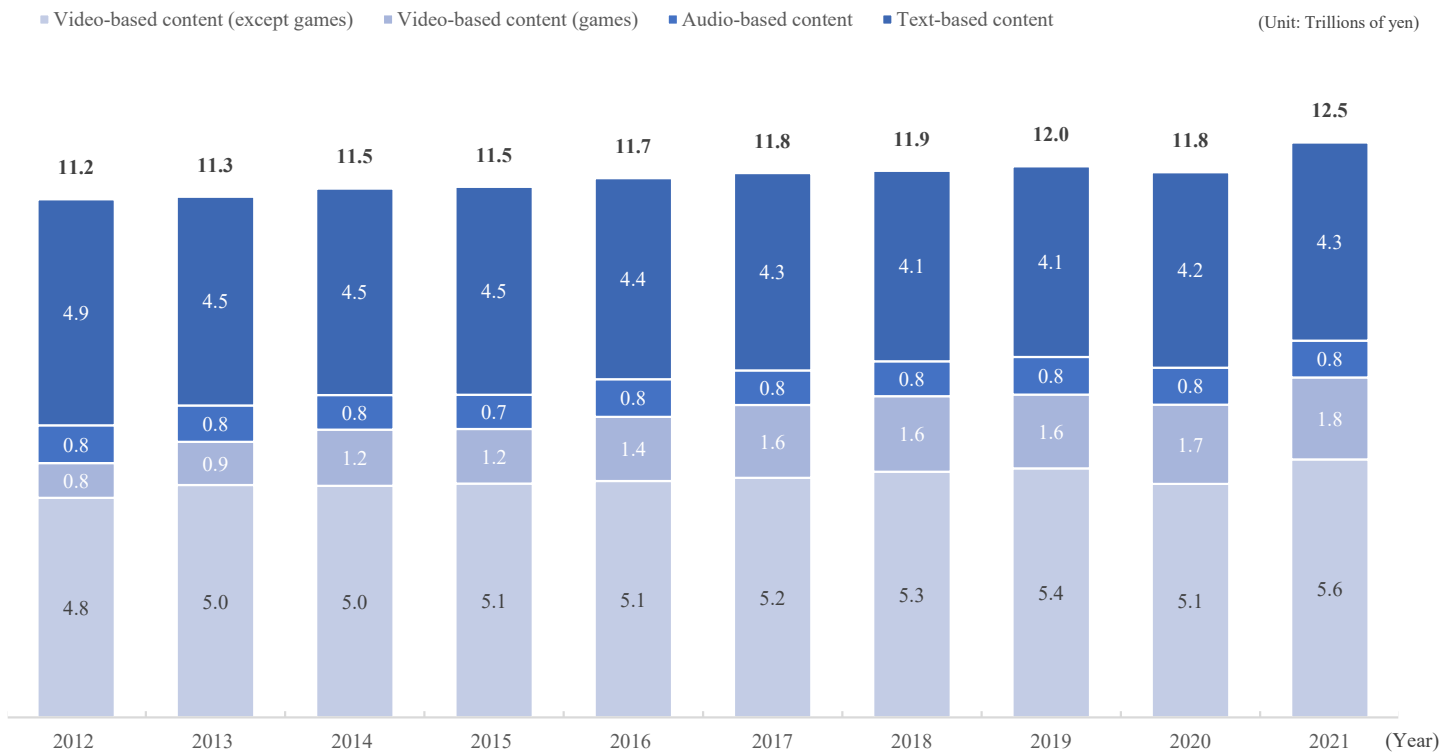
The data is based on the *Market Data Base on Japanese and Worldwide Media × Content Vol.16 (flash report) 2023* by HUMANMEDIA INC., updated every February





## 5. Trends in content market

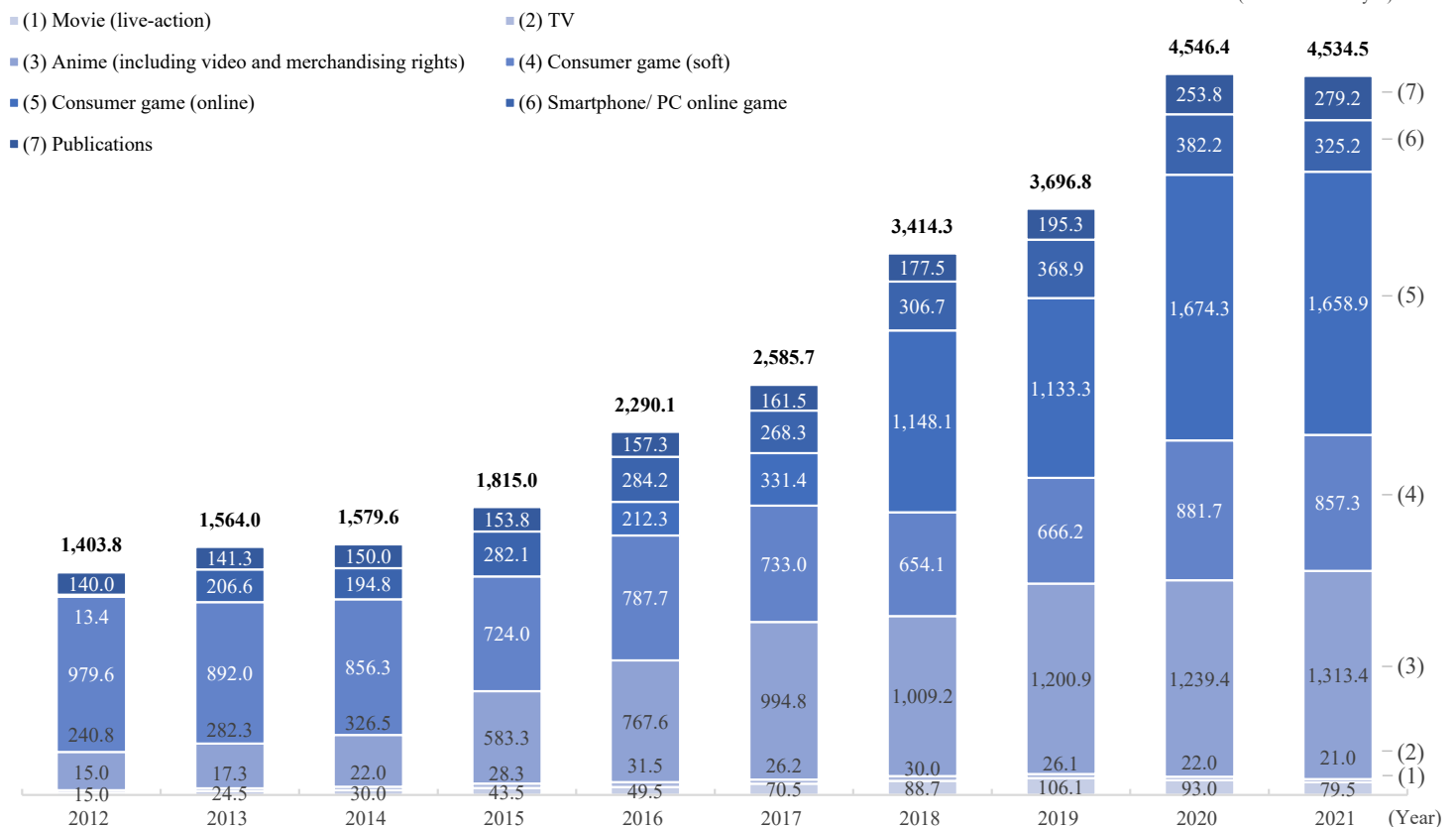
The data is based on the *Survey on the Production and Distribution of Media Content* by Institute for Information and Communications Policy, MIC, updated every June



## 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.16 (flash report) 2023* by HUMANMEDIA INC., updated every February

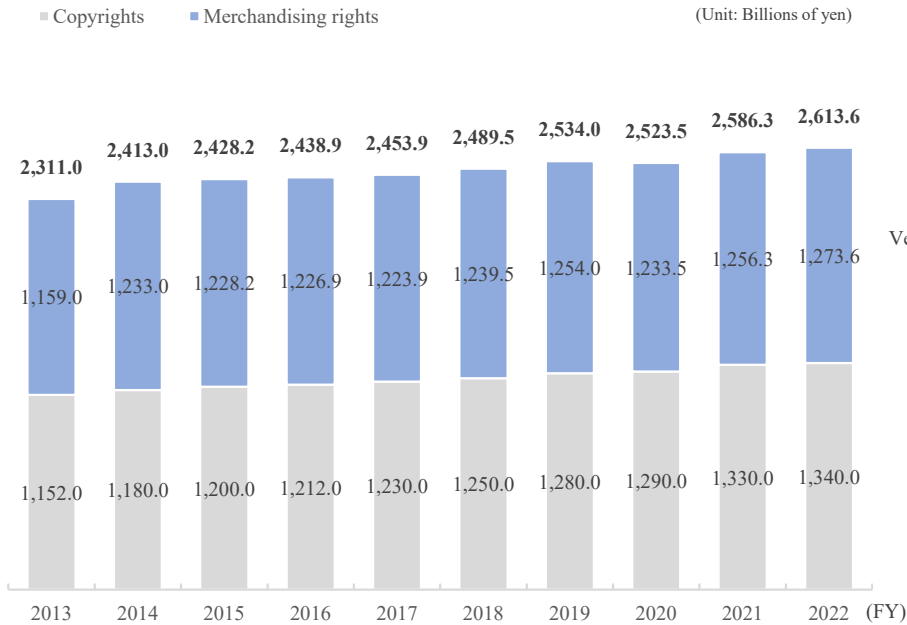
(Unit: Billions of yen)



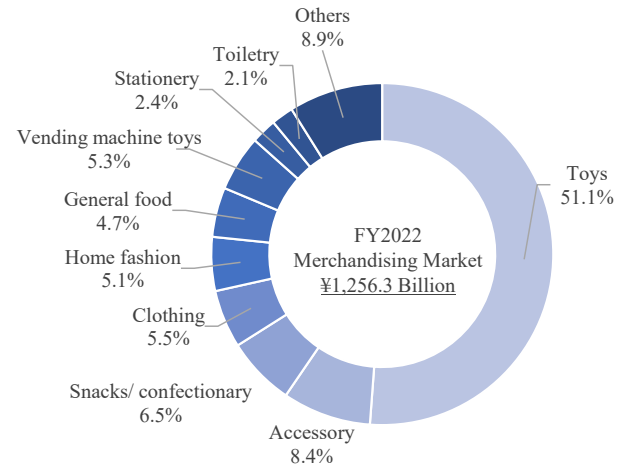
## 7. Trends in domestic character business market

The data is based on the *Character Business in Japan: Key Research Findings 2023* by Yano Research Institute, Ltd., updated every August

Transition of character business market size



FY2021 Character business merchandising market: composition ratio by segment

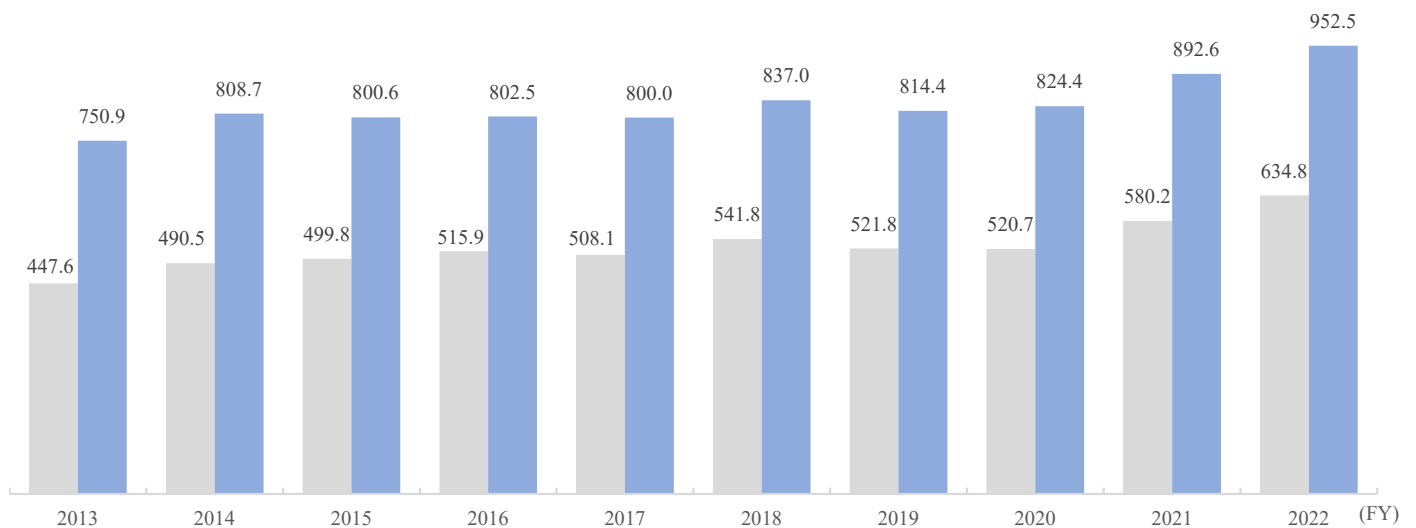


## 8. [Merchandising] Trends in domestic toy market

The data is based on the *Japanese toy market scale data in FY2022* by The Japan Toy Association, updated every June

(Unit: Billions of yen)

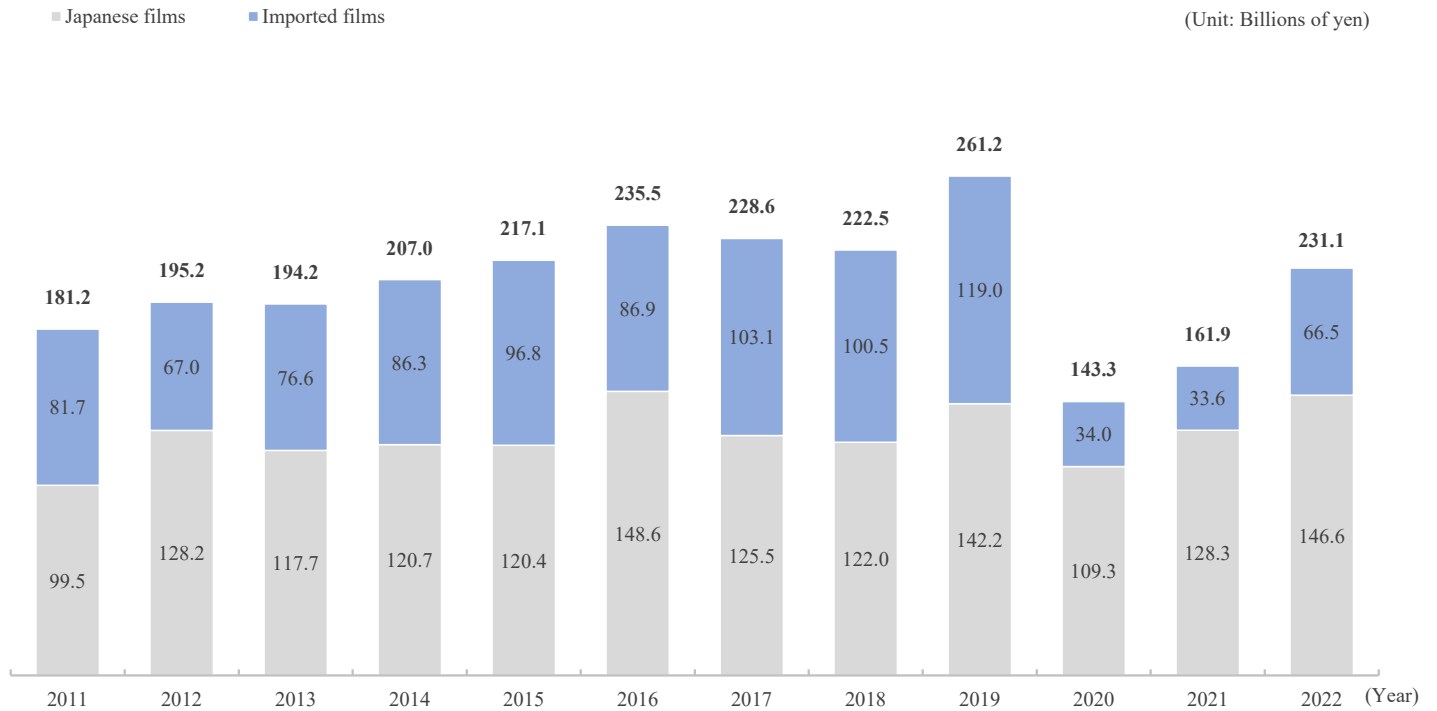
■ 10 main fields ■ General toys



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

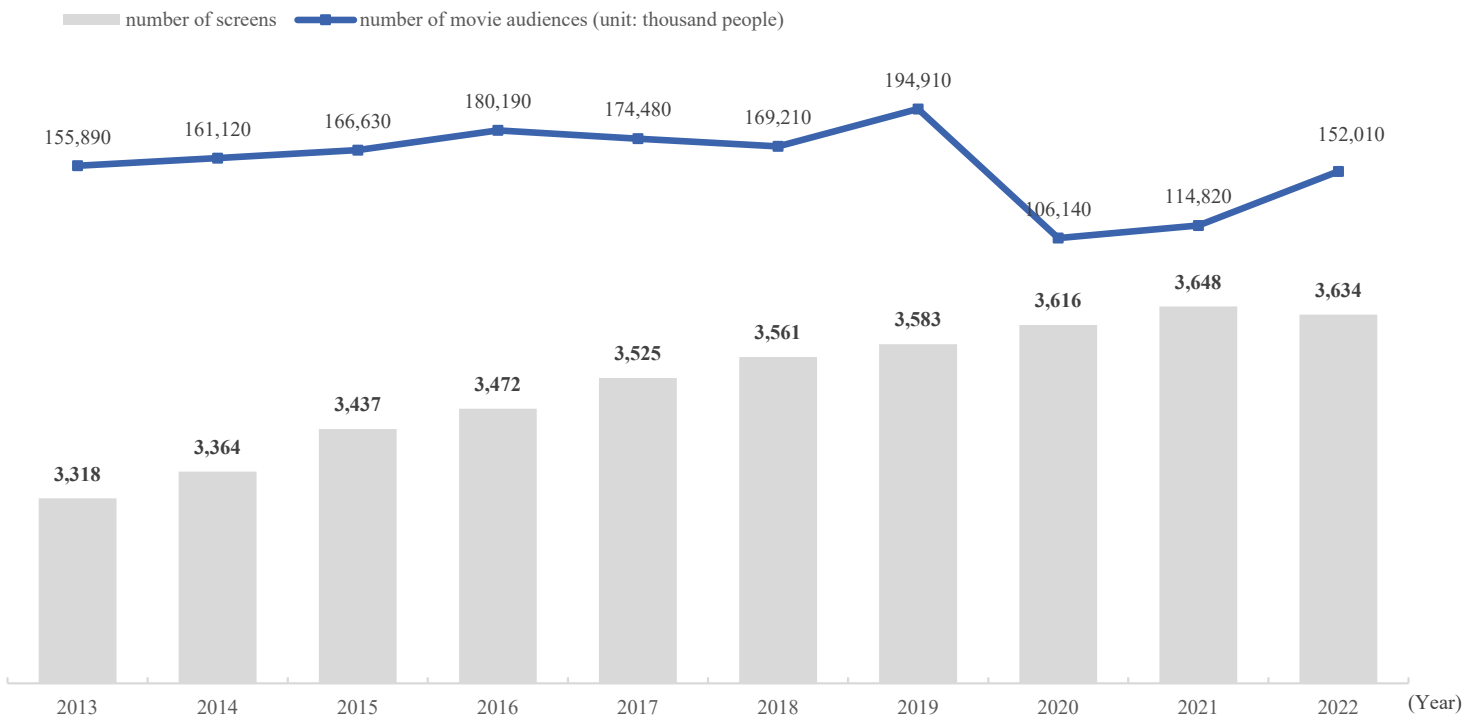
# 9. [Video] Box office revenue of domestic movie theaters

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



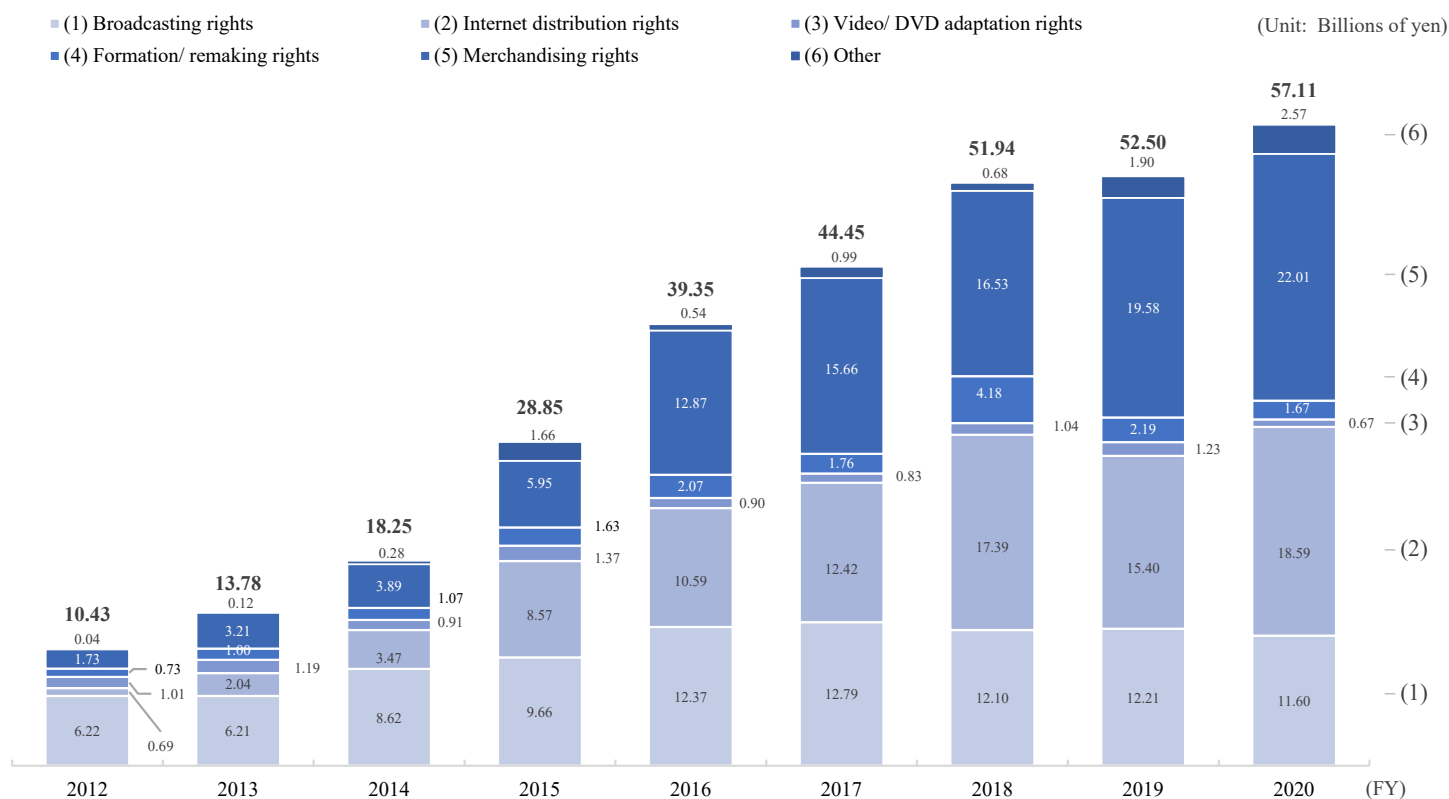
# 10. Change in number of screens and attendance at domestic movie theaters

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



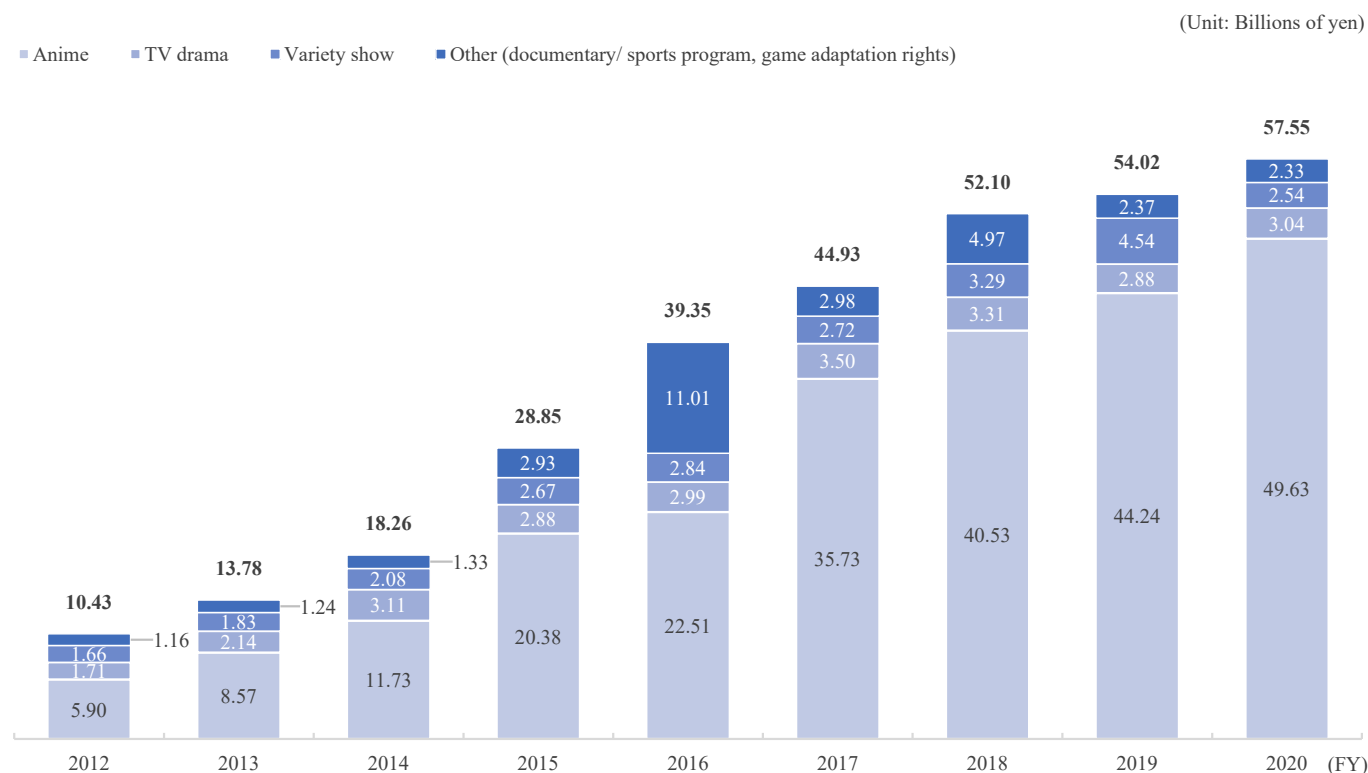
# 11. [Video] Change in amount of export of broadcast content

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 May



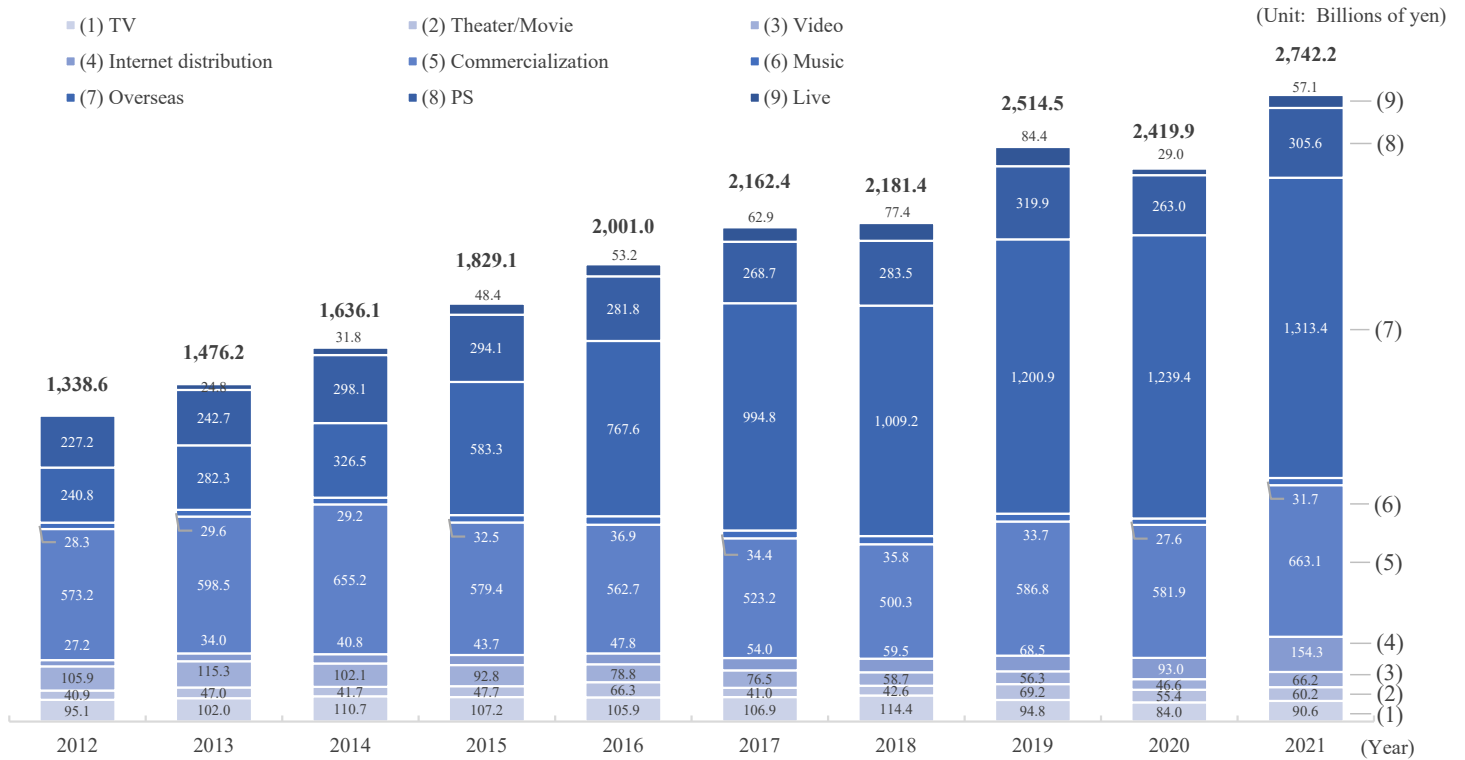
# 12. [Video] Amount of export of broadcast content (by genre)

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 May



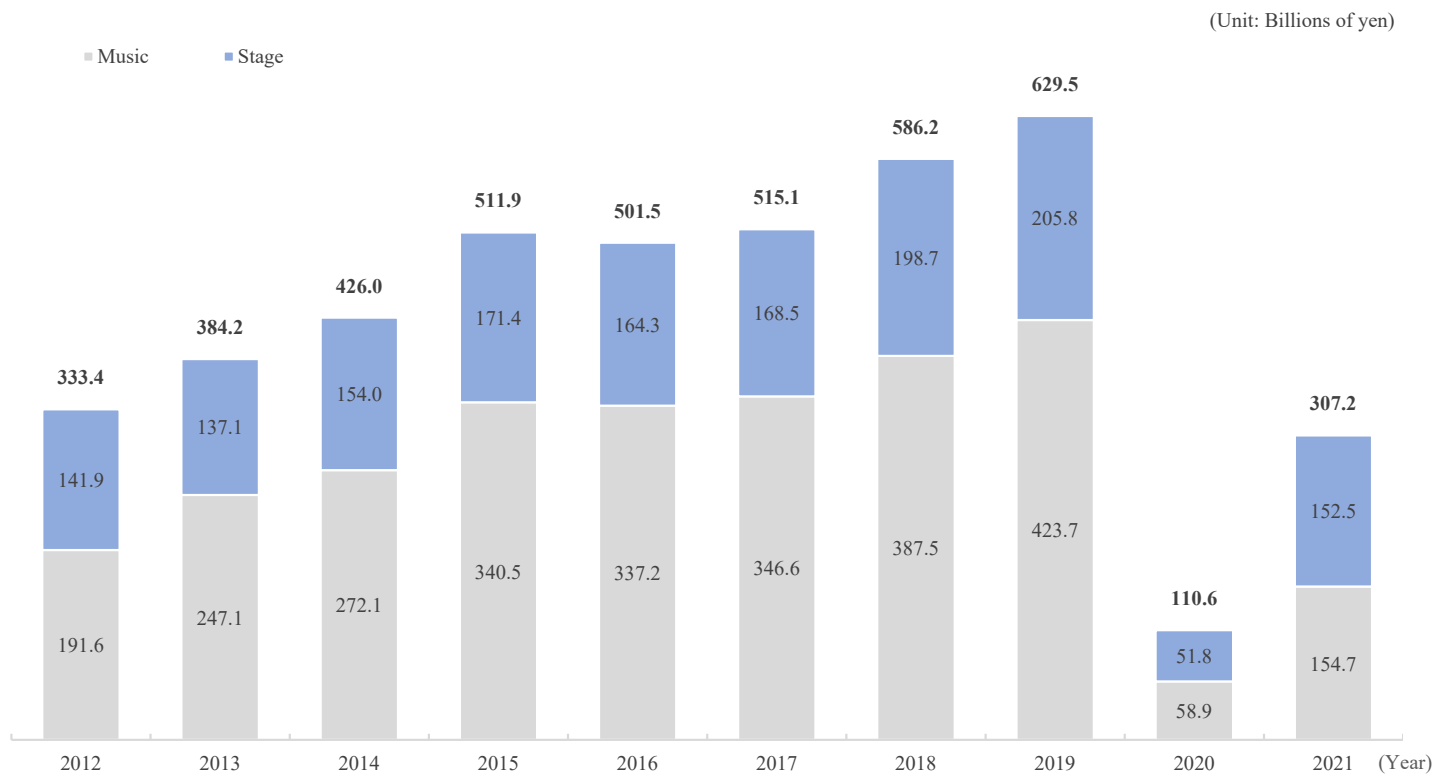
### 13. [Video] Market scale of animation industry

The data is based on the *Anime Industry Report 2022* by The Association of Japanese Animation, updated every November  
 (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

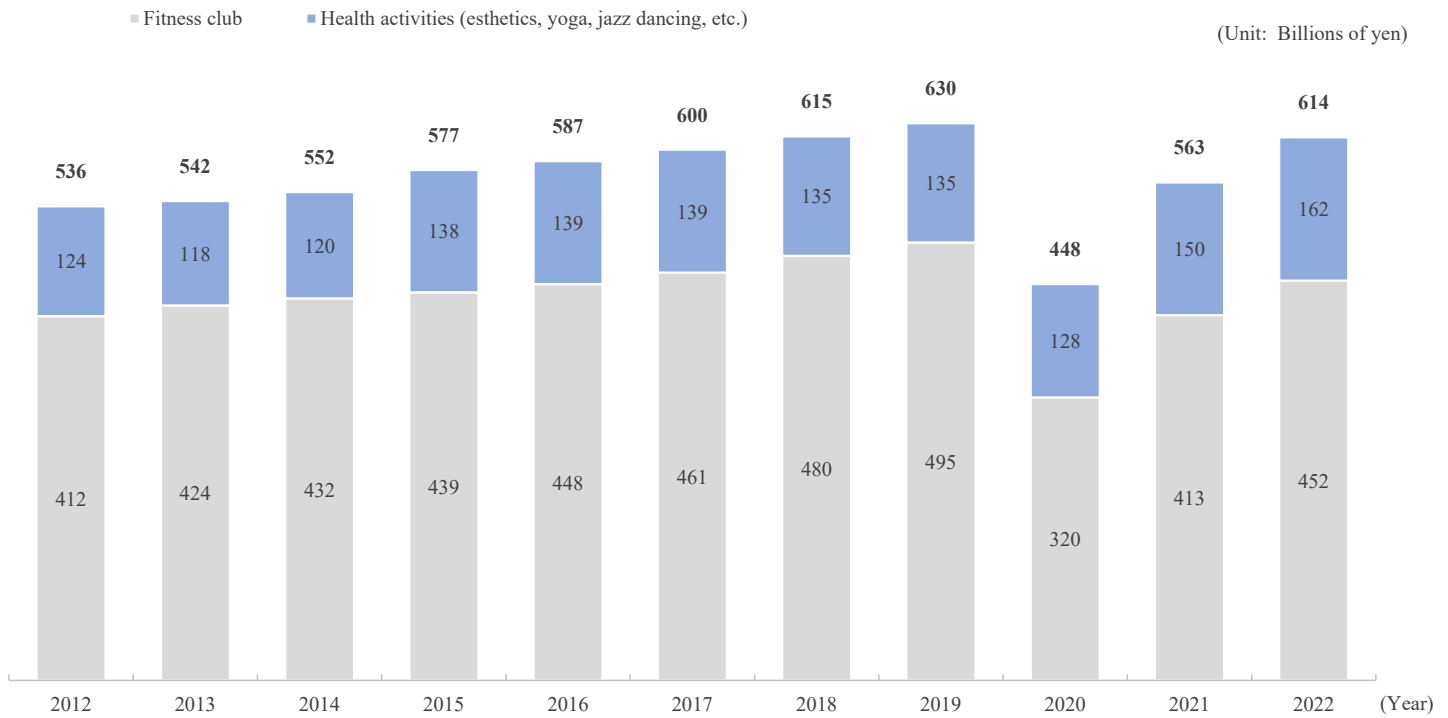
The data is based on the *White Paper on Live Entertainment 2021* by the PIA Research Institute, updated every September



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

updated

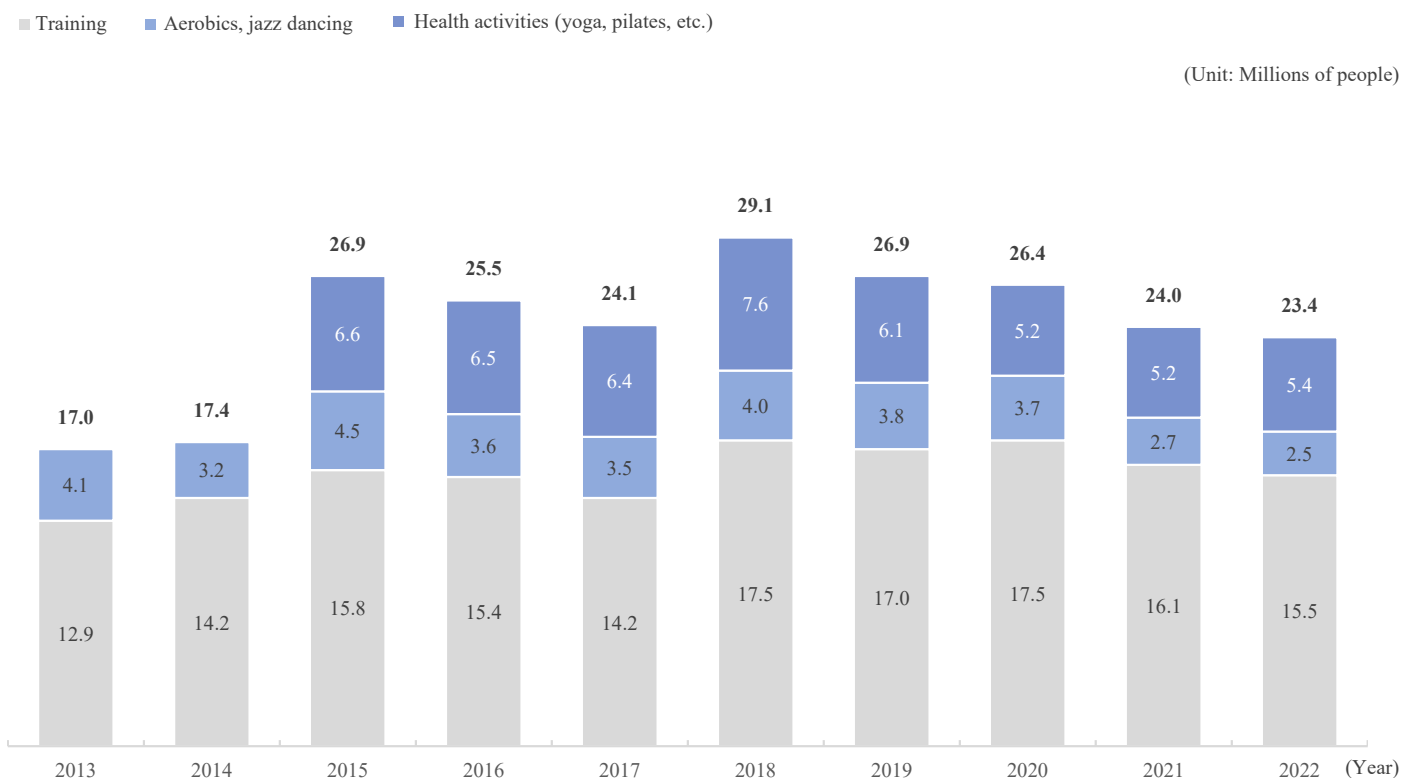
The data is based on the *White Paper on Leisure 2023* by Japan Productivity Center, updated every November



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

updated

The data is based on the *White Paper on Leisure 2023* by Japan Productivity Center, updated every November



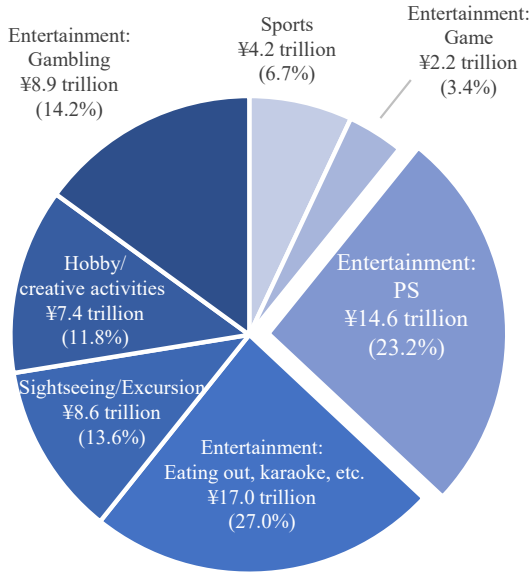
### 3. PS Market Data

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- P.14 17. PS market scale <sup>[updated]</sup>
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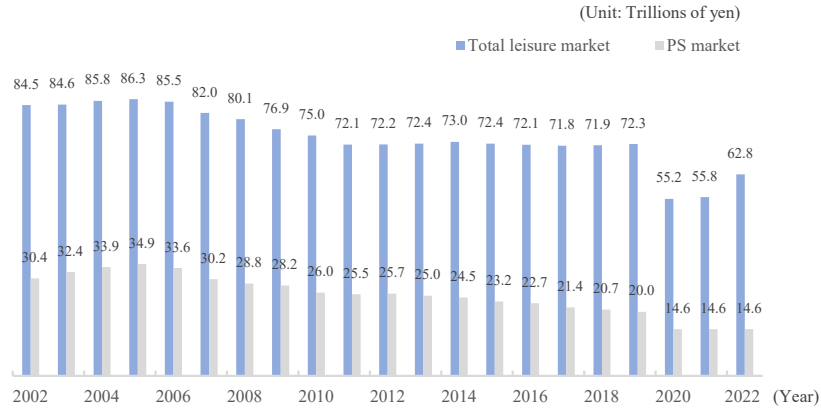
## PS market scale

### 2022 Japanese Leisure Market ¥62.8 trillion

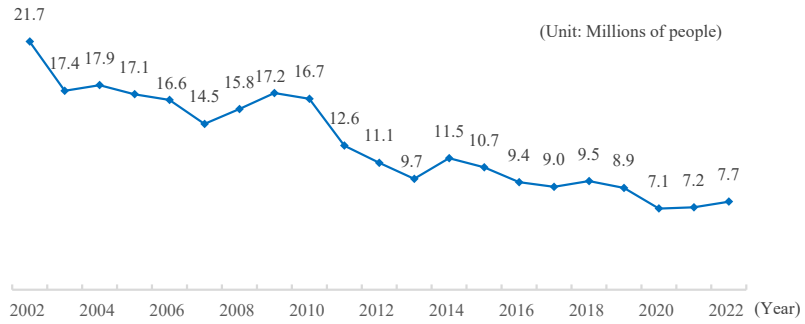


PS is one of the leading forms of leisure in Japan, about 7.7 million people playing in 7,665 pachinko halls.

## Change in PS market scale



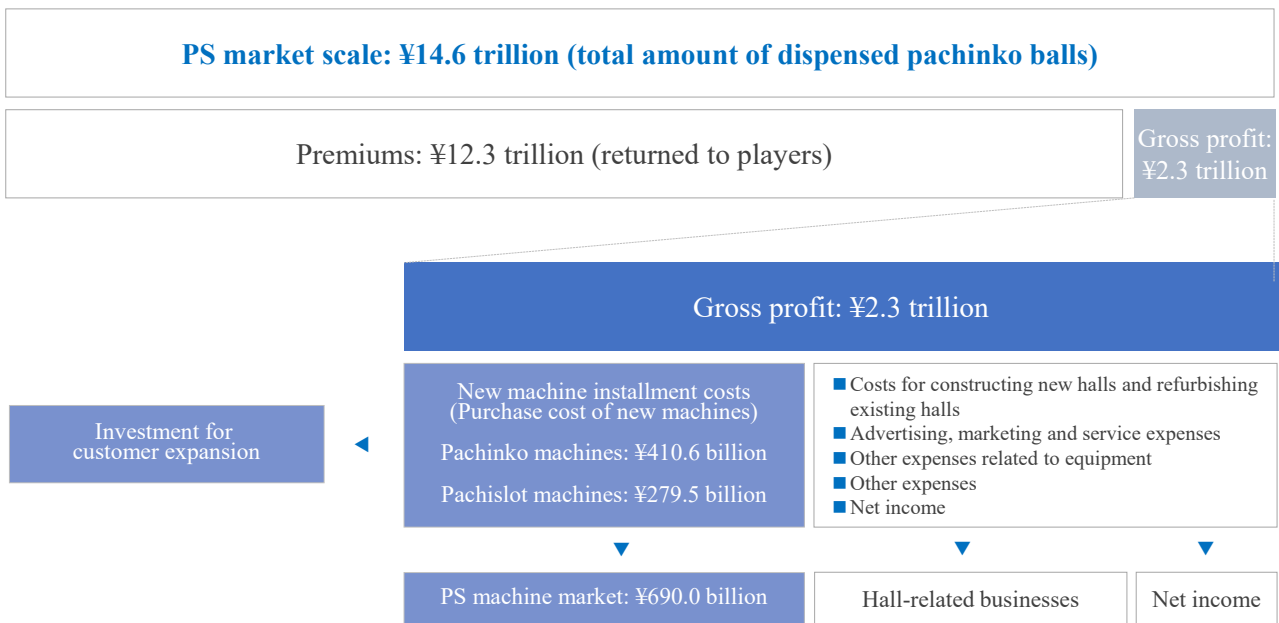
## Change in number of PS players



\*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



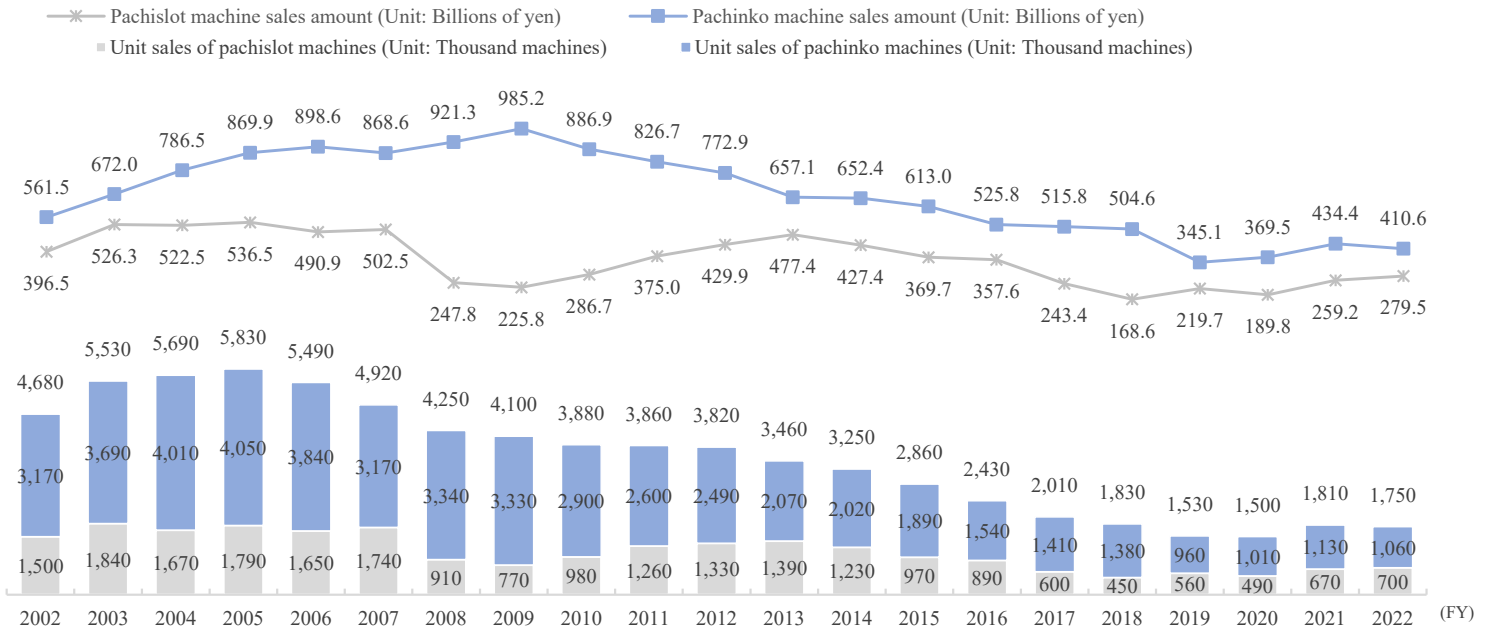
Source: White Paper on Leisure by Japan Productivity Center, Pachinko Maker Trends by Yano Research Institute, Ltd. and White Paper DK-SIS, by DAIKOKU DENKI Co., Ltd.



# 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



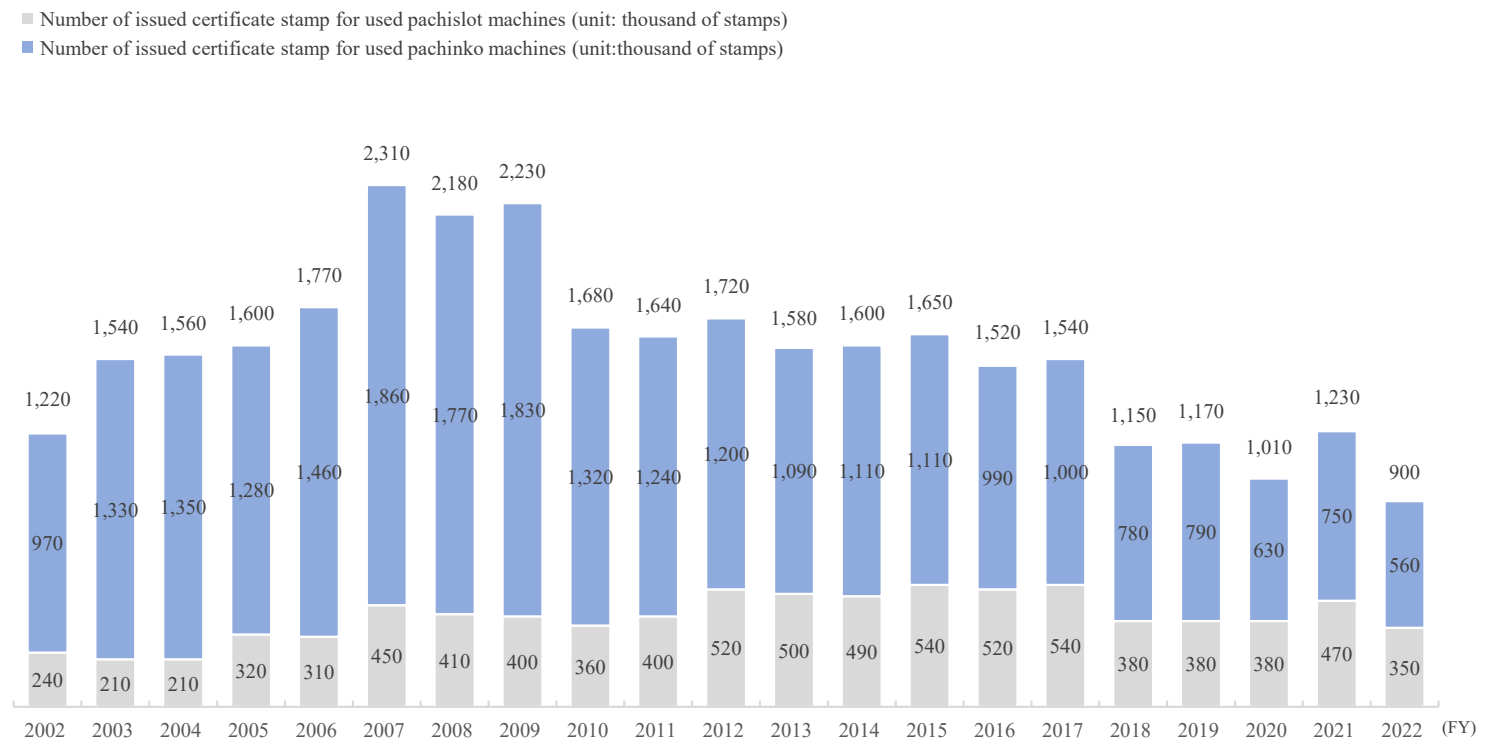
Market scale of PS machines (Unit: Billions of yen)

FY	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022
Market Scale (Bil. Yen)	958.0	1,198.3	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

updated

# 19. Number of issued certificate stamp for used PS machines

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

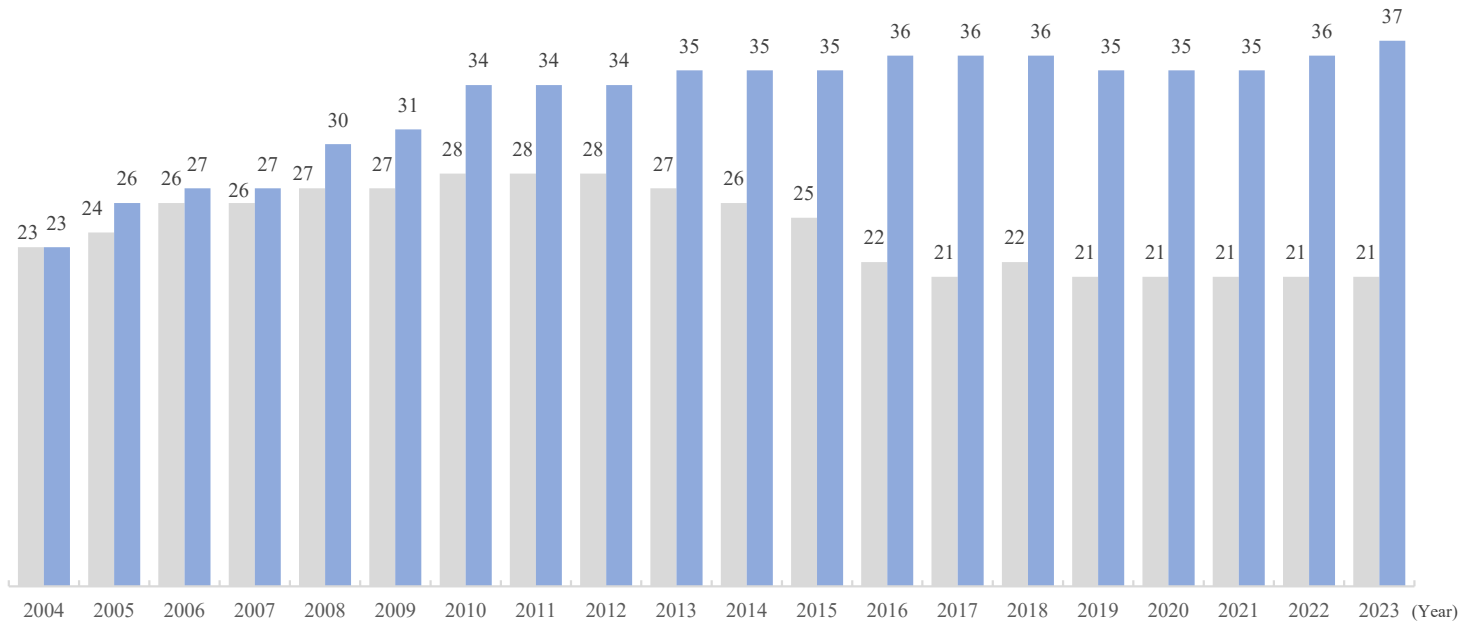


## 20. Change in the number of member manufacturers of PS associations

updated

The data is based on the *Pachinko Maker Trends* by Yano Research Institute, Ltd., updated every September  
\*The figure as of the end of July is shown

- Nichidenkyo (pachislot association) (unit: companies)
- Nikkoso (pachinko association) (unit: companies)



## 21. 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

Ranking	FY 2018		FY 2019		FY 2020		FY 2021		FY 2022	
	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	SANYO	18.2%	SANKYO	15.5%	SANYO	23.0%	SANYO	29.6%	SANKYO	25.4%
2	SANKYO	14.2%	Newgin	12.5%	KYORAKU SANGYO	15.5%	SANKYO	14.5%	SANYO	12.3%
3	KYORAKU SANGYO	14.0%	KYORAKU SANGYO	11.0%	SANKYO	14.6%	Sansei R&D	10.0%	Newgin	9.9%
4	Sammy	11.6%	SANYO	11.0%	Newgin	10.6%	Sammy	8.6%	Sammy	9.8%
5	HEIWA/OLYMPIA	8.6%	Sammy	10.9%	FIJISHOJI	8.1%	Newgin	8.2%	Sansei R&D	9.3%

\*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

Ranking	FY 2018		FY 2019		FY 2020		FY 2021		FY 2022	
	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share	Manufacturer	Market share
1	DAITO	17.7%	Sammy	21.9%	UNIVERSAL	26.4%	KITA DENSHI	24.7%	UNIVERSAL	19.2%
2	KITA DENSHI	15.0%	DAITO	13.0%	DAITO	16.4%	UNIVERSAL	15.2%	Sammy	13.6%
3	Sammy	14.8%	HEIWA/OLYMPIA	12.3%	KITA DENSHI	14.2%	Sammy	11.6%	DAITO	10.0%
4	HEIWA/OLYMPIA	10.4%	UNIVERSAL	10.5%	HEIWA/OLYMPIA	7.3%	DAITO	8.9%	SANKYO	7.4%
5	UNIVERSAL	8.3%	KITA DENSHI	8.5%	Sammy	7.2%	YAMASA	5.8%	KITA DENSHI	7.0%

\*Sammy's sales share includes RODEO, IGT Japan, TRIVY, and TAIYO ELEC.

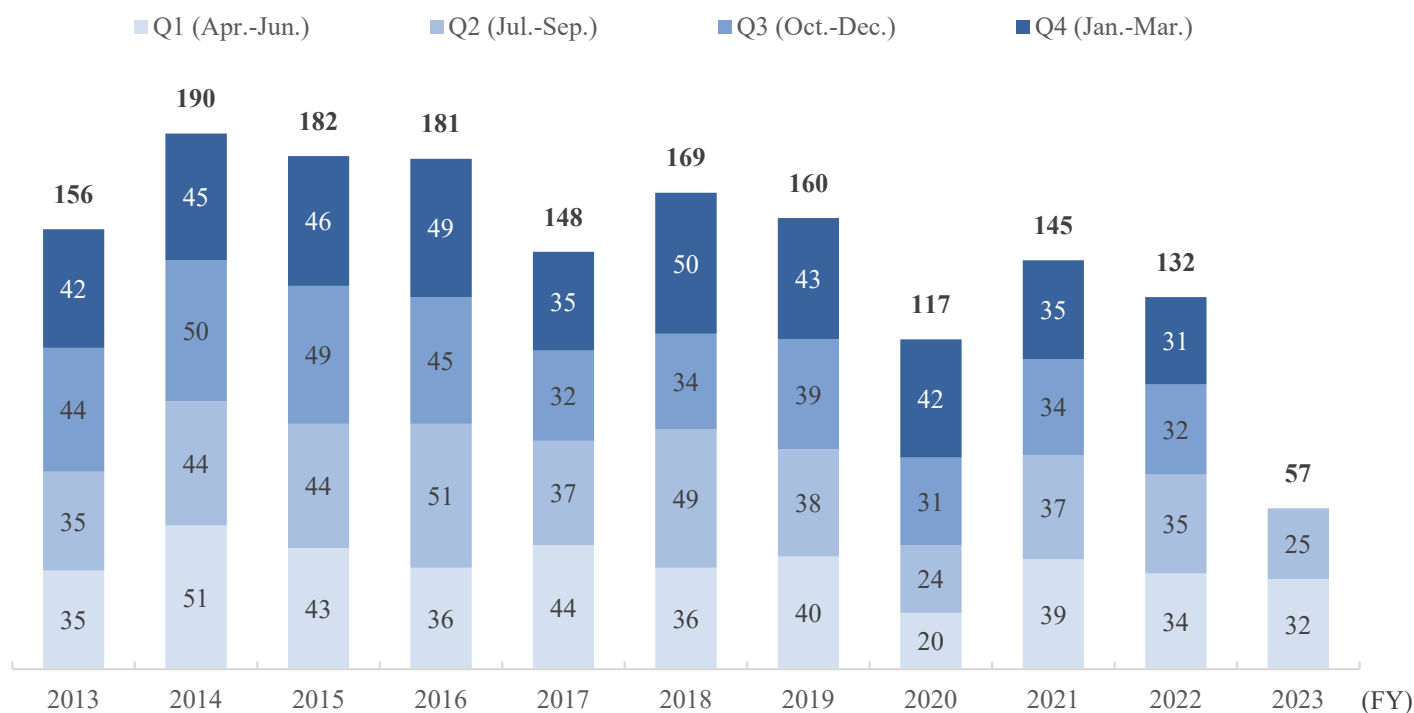
\*OLYMPIA's sales includes HEIWA's sales; Total sales of all OLYMPIA and HEIWA brands is shown.

\*SANKYO's sales share includes Bisty.

\*UNIVERSAL's sales share includes Eleco, MIZUHO and Macy.

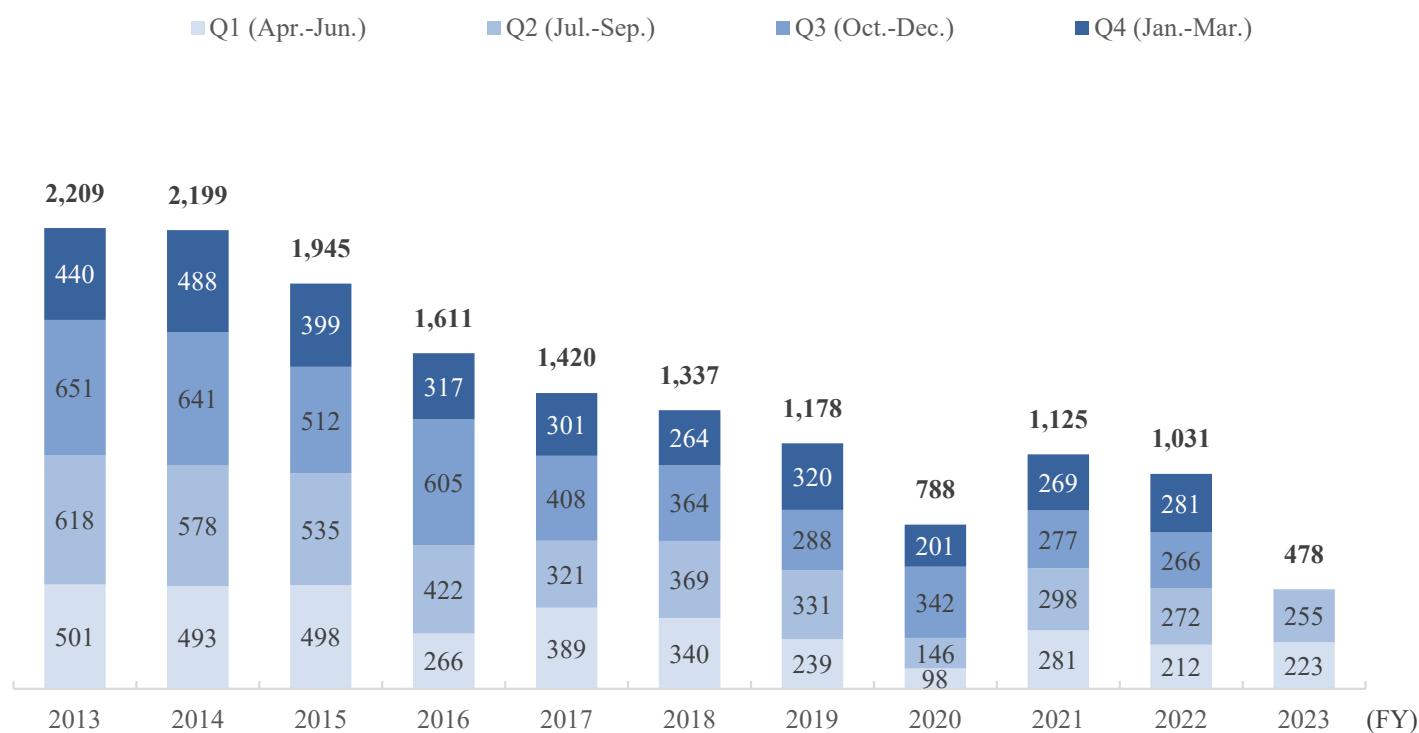
## 22. Number of pachinko machine titles sold

(Unit: Title)



## 23. Unit sales of pachinko machines

(Unit: Thousand machines)

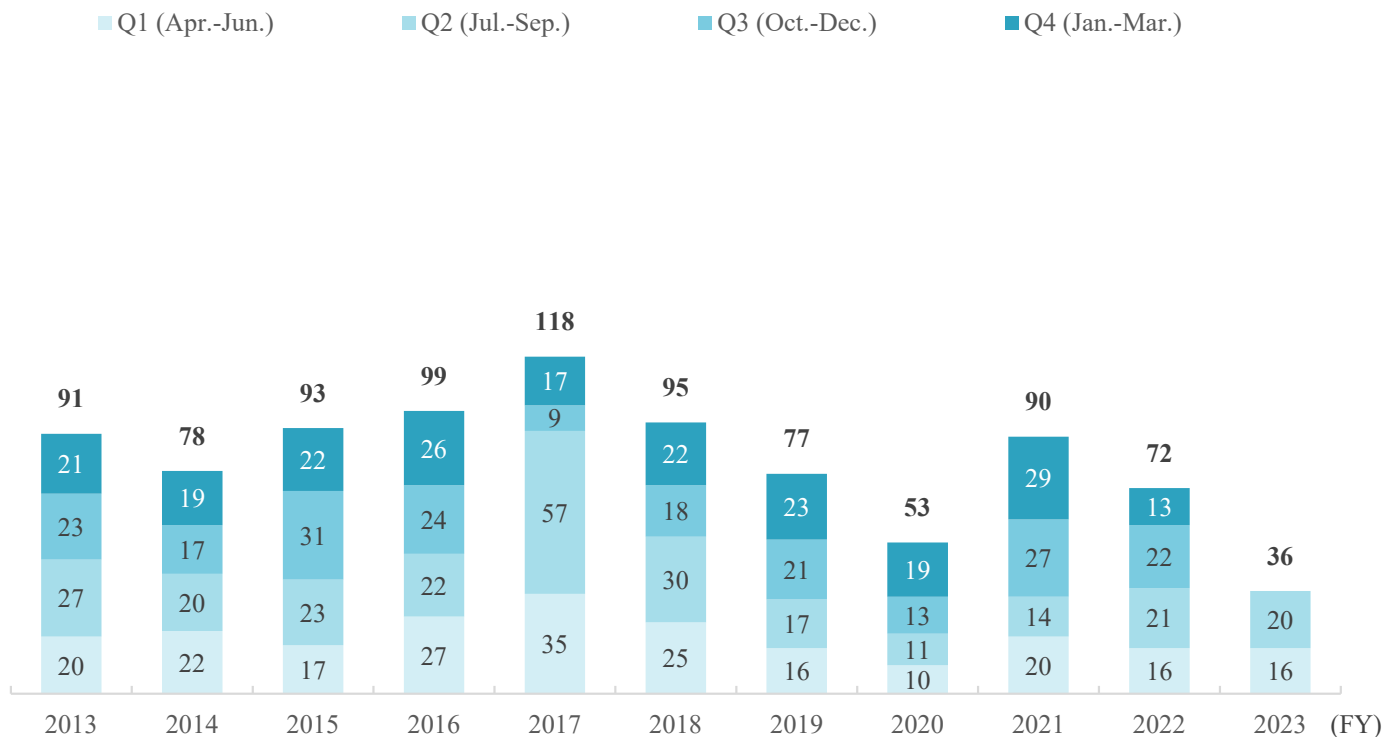


\*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

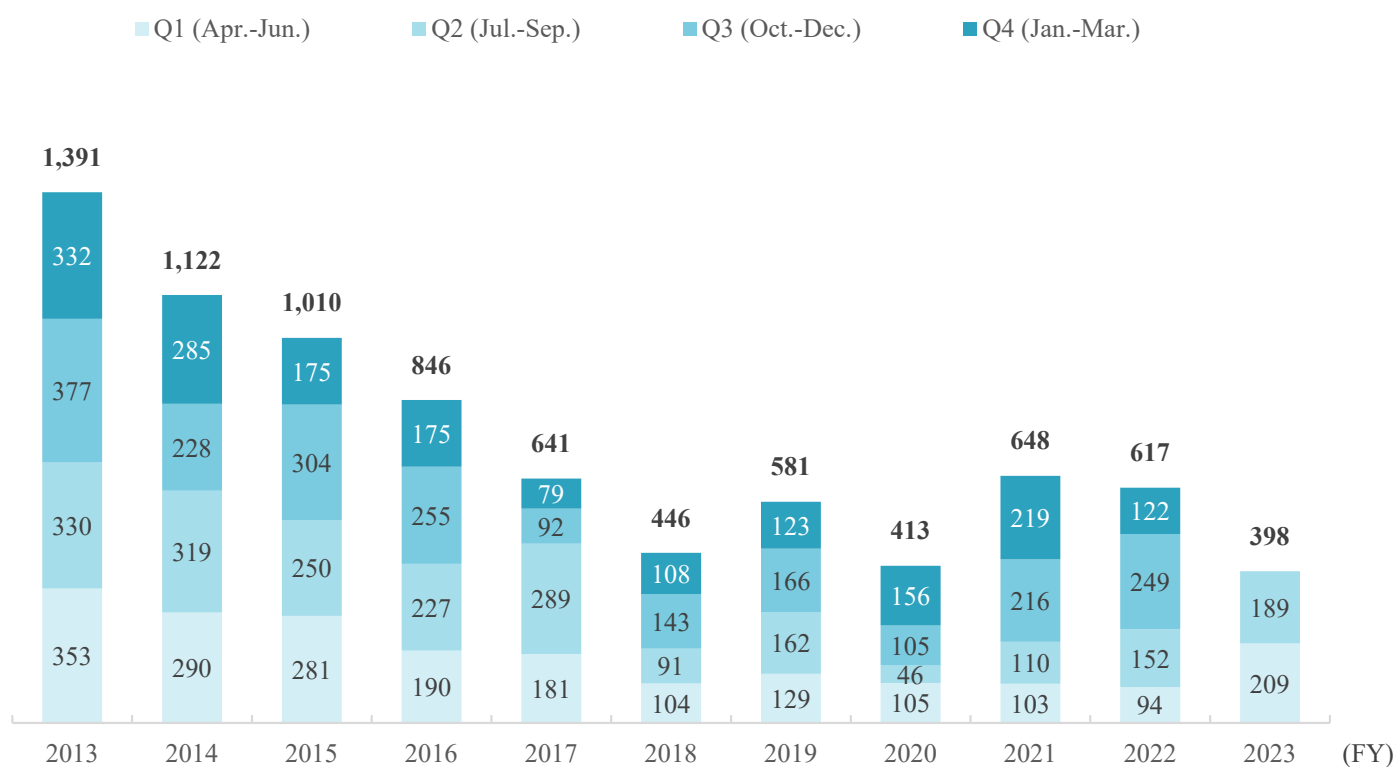
## 24. Number of pachislot machine titles sold

(Unit: Title)



## 25. Unit sales of pachislot machines

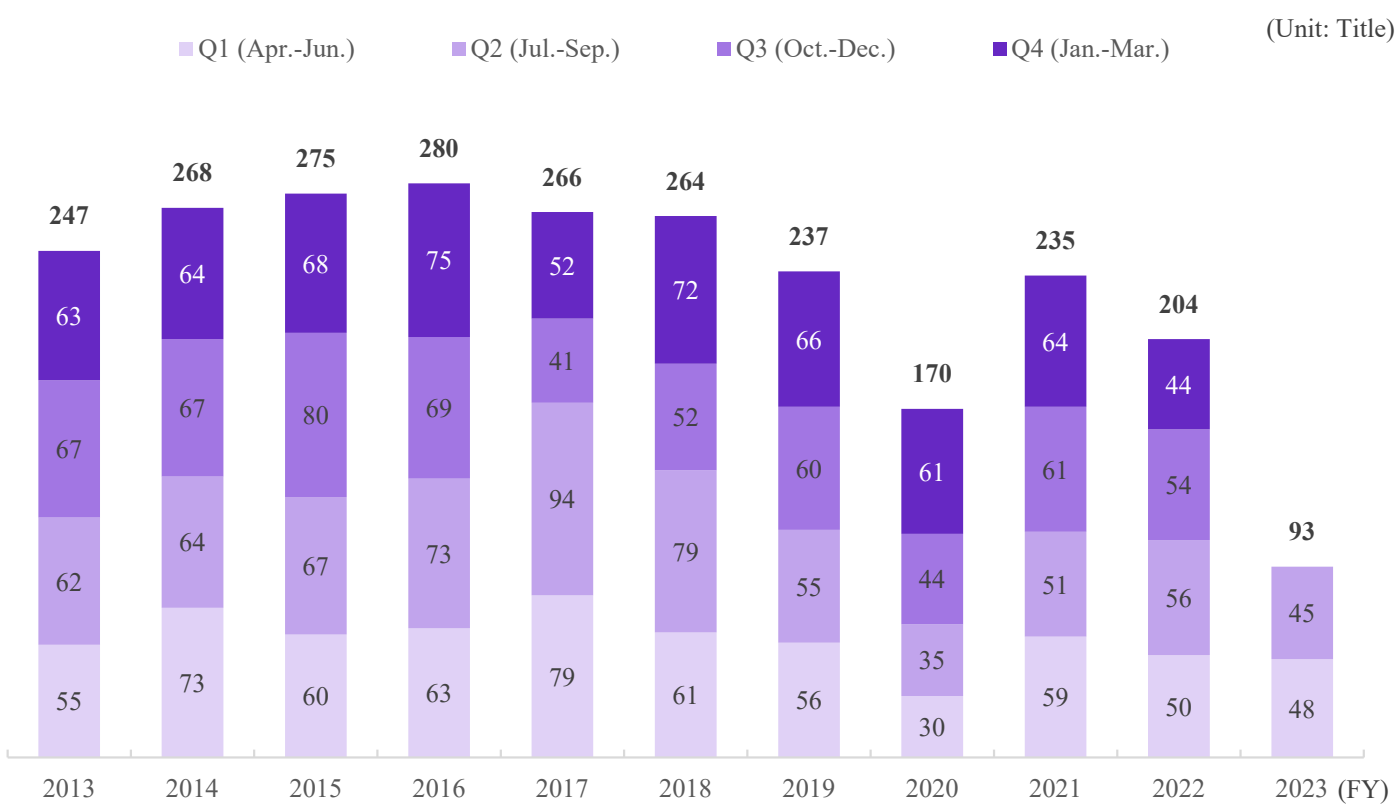
(Unit: Thousand machines)



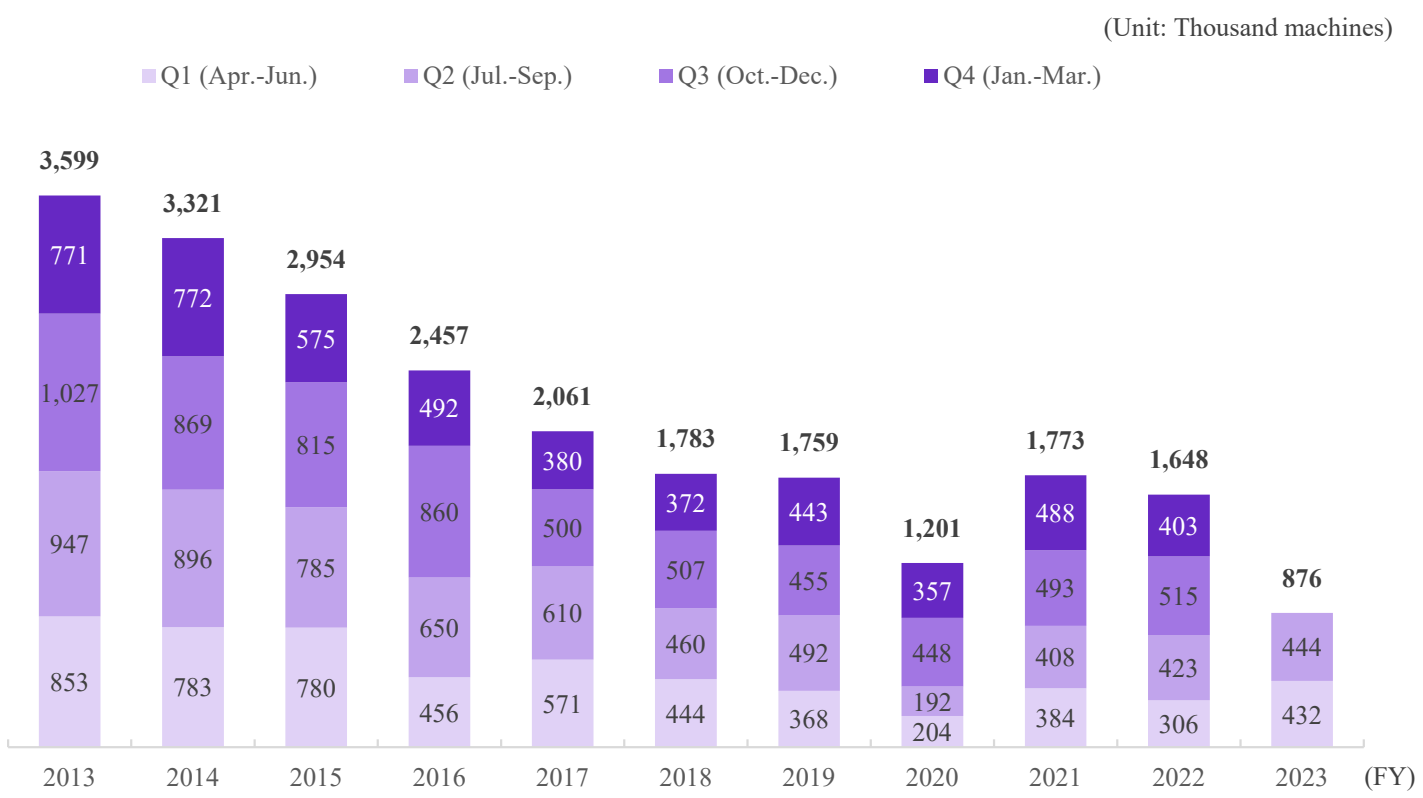
\*Number of machines and titles sold are reviewed once a year.

Source: TSUBURAYA FIELDS HOLDINGS

## 26. Total number of PS machine titles sold



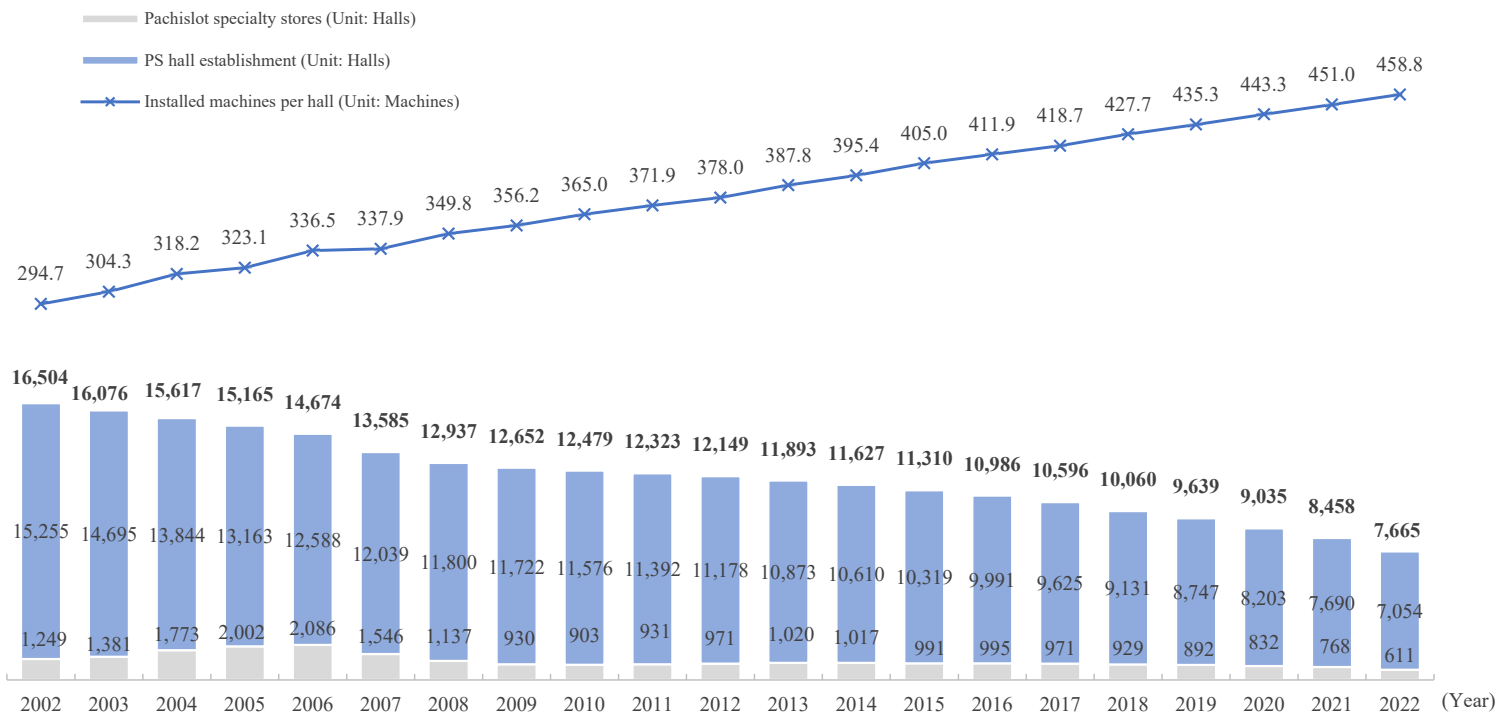
## 27. Total unit sales of PS machines



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

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

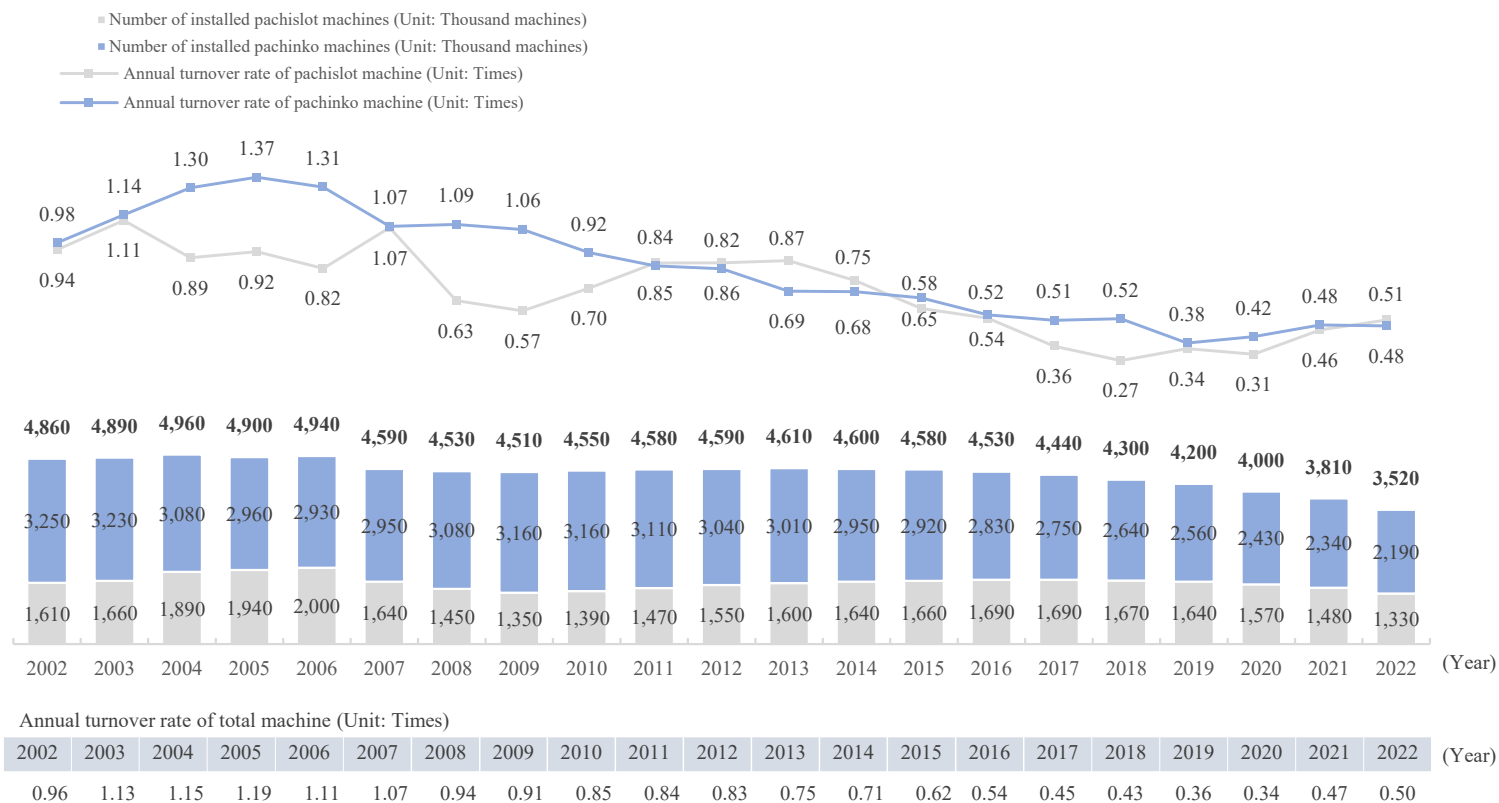
The data is based on the *Statistics Data* by National Police Agency, updated every April



## 29. Number of installed PS machines and annual turnover rate

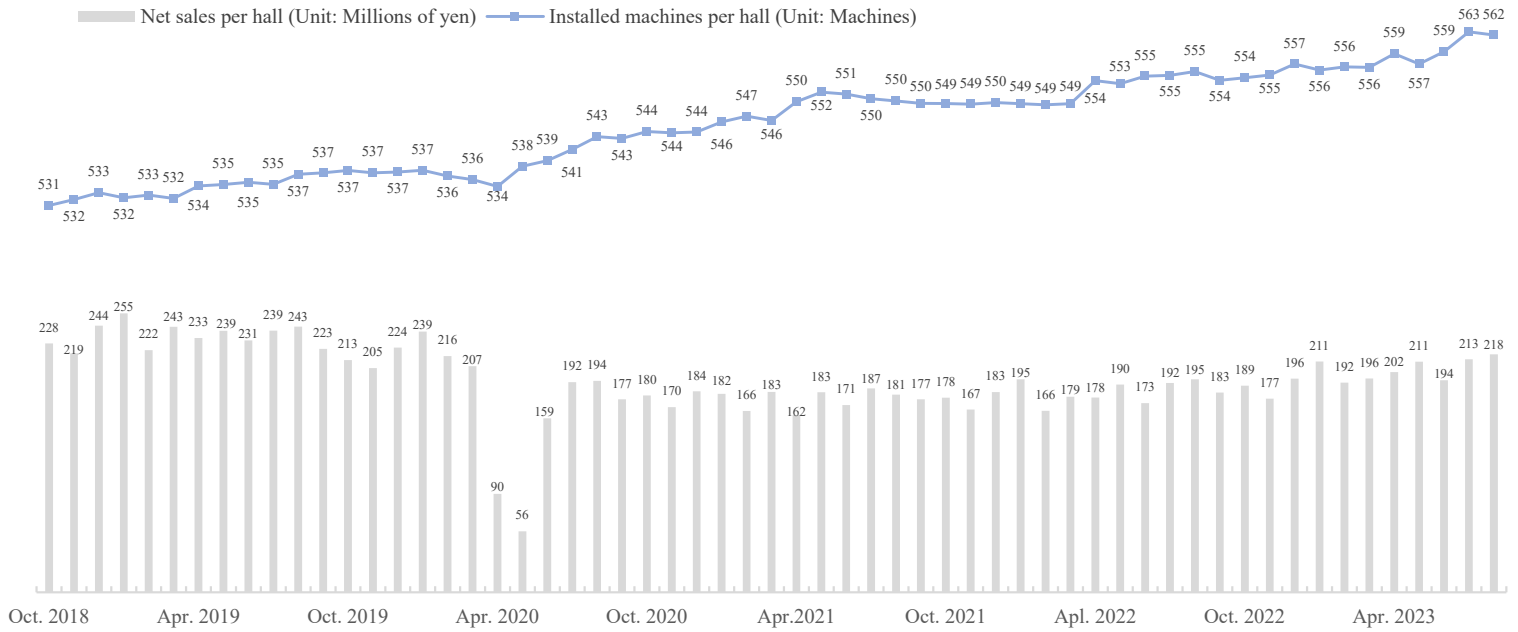
updated

The data of number of installed PS machines is based on the *Statistics Data* 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



# 30. Monthly trends of pachinko halls

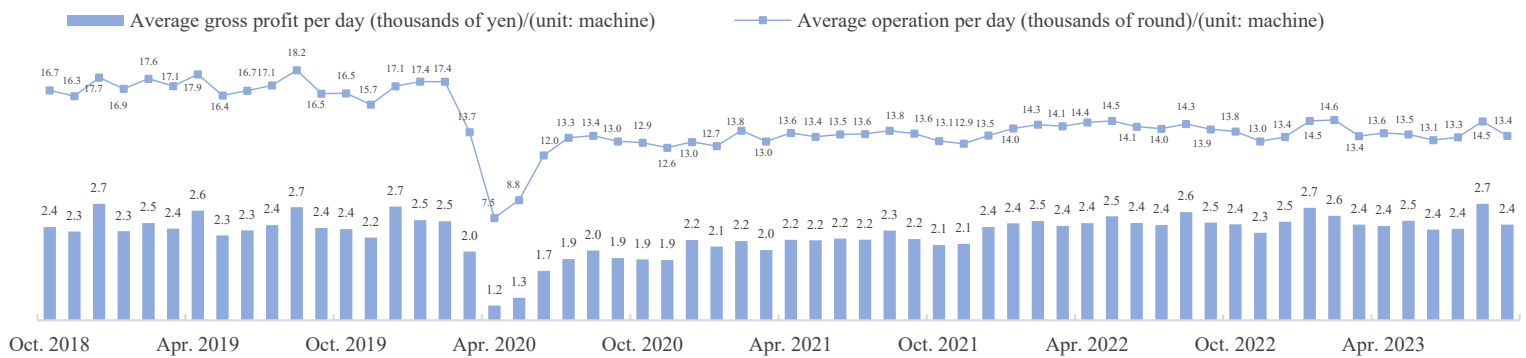
The data is based on the *Current Survey of Selected Service Industries* by Ministry of Economy, Trade and Industry (METI), updated every month



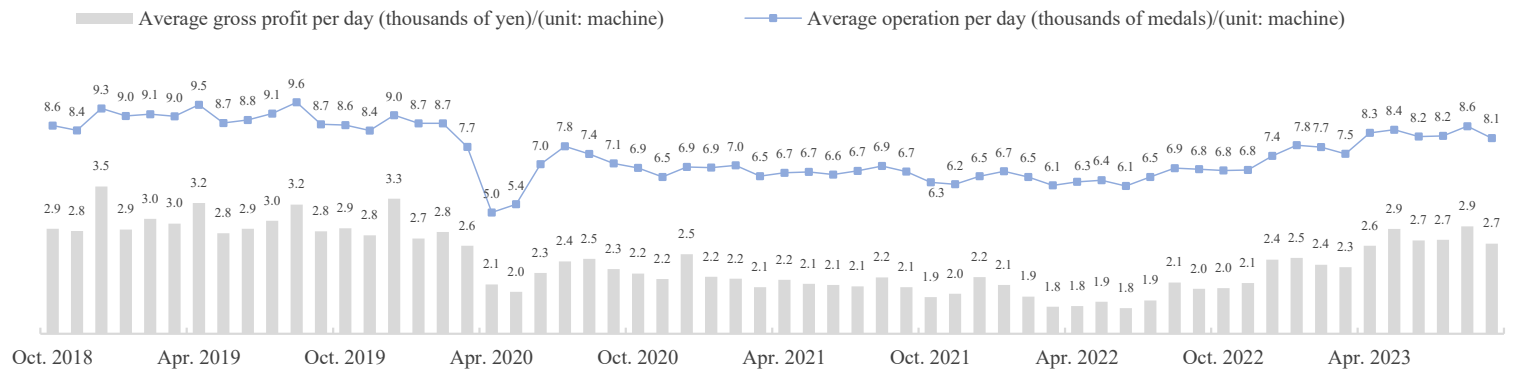
\* METI outsources the pachinko halls for survey to the Zennichiyuren, and the halls are selected from all over Japan.  
 \* The figures have been revised by METI.  
 \* The figures of "Net sales per hall" are rounded off the first decimal place, and those of "Installed machines per hall" are rounded off the third decimal place.

# 31. PS average operation and gross profit

## 【 Pachinko machines 】



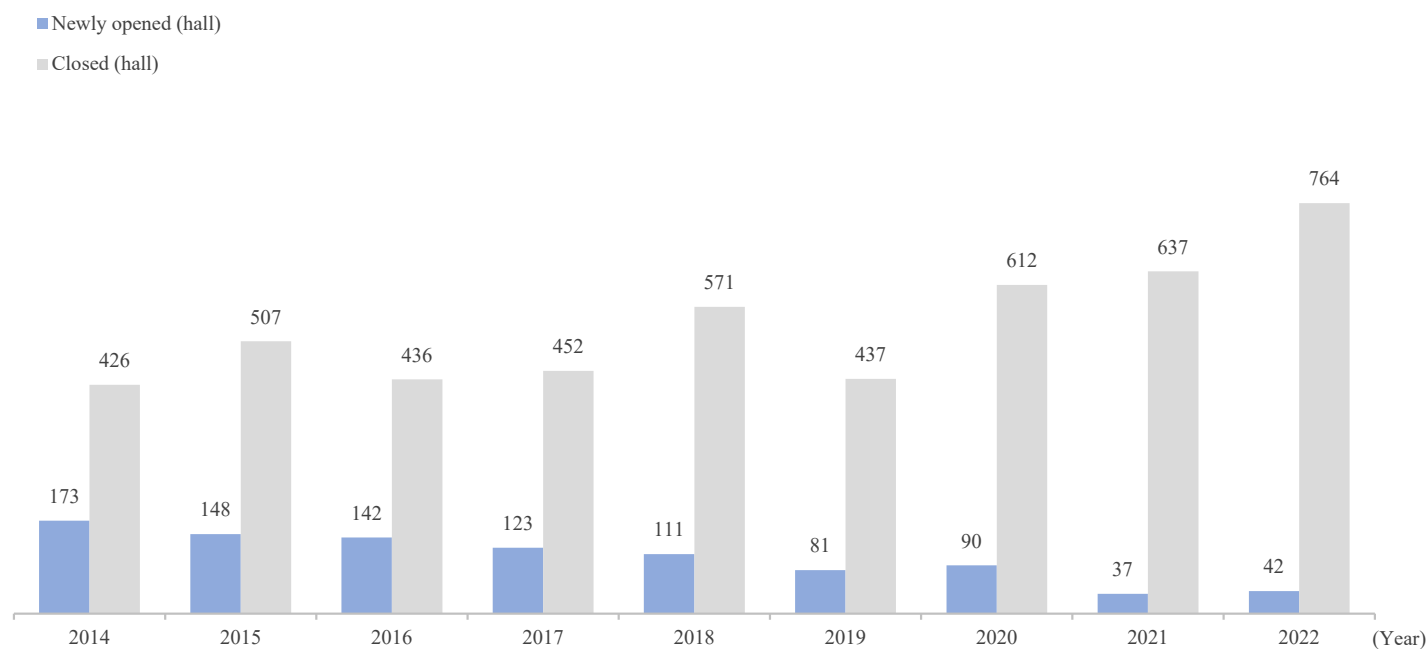
## 【 Pachislot machines 】



Source: TSUBURAYA FIELDS HOLDINGS

## 32. 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



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

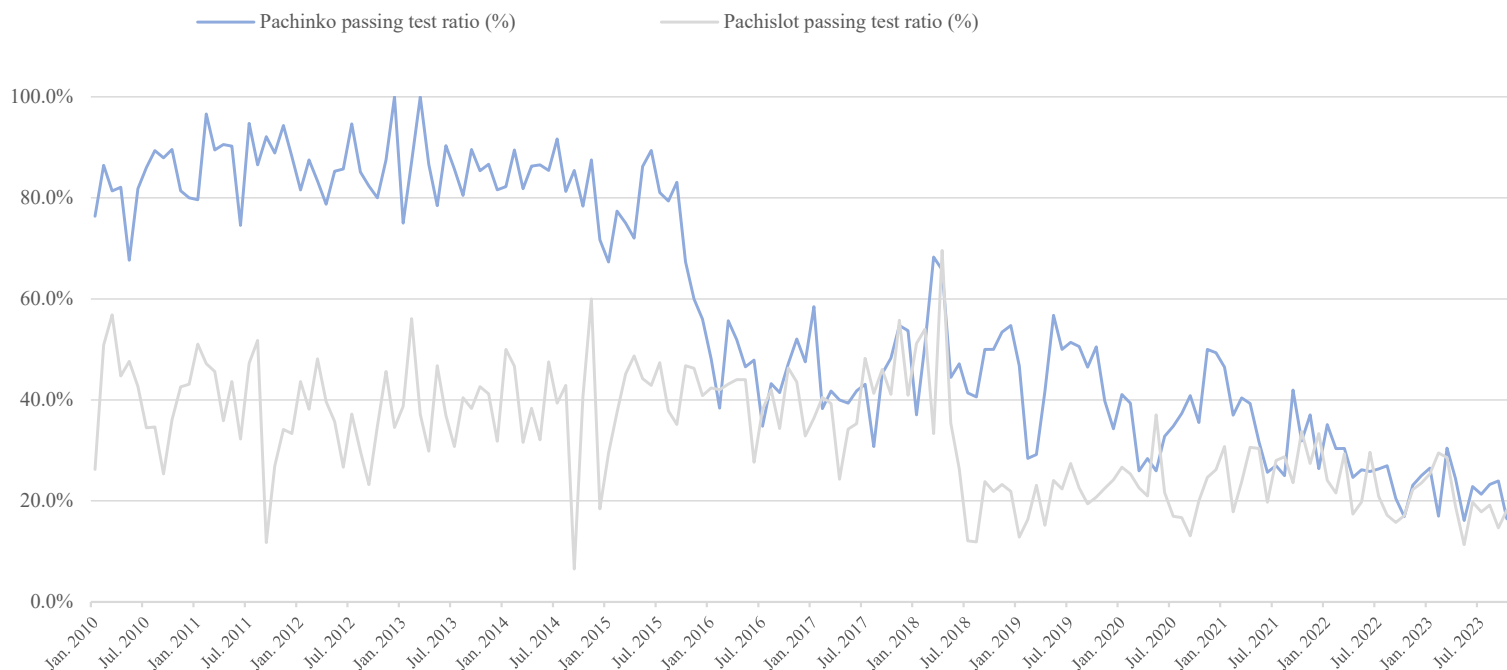
updated

	Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total	
2015	Newly opened	13	9	5	23	3	5	7	16	10	12	12	33	148
	Closed	33	39	51	51	78	61	40	25	40	28	33	28	507
	Change	(20)	(30)	(46)	(28)	(75)	(56)	(33)	(9)	(30)	(16)	(21)	5	(359)
2016	Newly opened	10	9	7	13	9	15	6	11	5	3	8	46	142
	Closed	23	37	61	40	34	28	37	34	45	27	37	33	436
	Change	(13)	(28)	(54)	(27)	(25)	(13)	(31)	(23)	(40)	(24)	(29)	13	(294)
2017	Newly opened	9	8	10	20	7	22	4	8	4	4	6	21	123
	Closed	46	31	47	18	38	41	35	38	41	35	33	49	452
	Change	(37)	(23)	(37)	2	(31)	(19)	(31)	(30)	(37)	(31)	(27)	(28)	(329)
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					
	Closed	45	59	86	43	49	40	45	69					
	Change	(44)	(56)	(84)	(35)	(47)	(38)	(40)	(69)					



## 34. Results of model certification tests (graph)

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



## 35. Results of model certification tests (detail)

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

### Pachinko machine

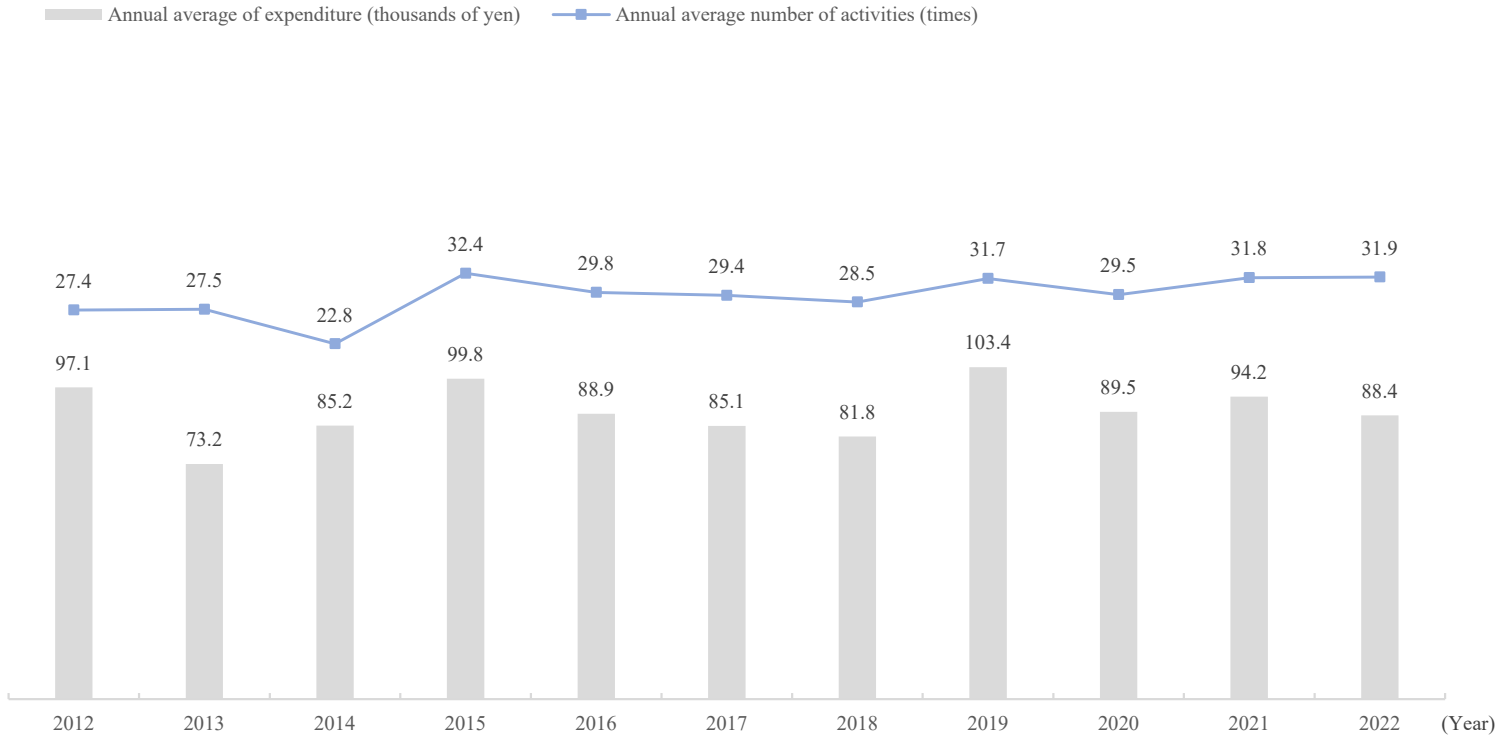
		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2020	Application	56	61	81	74	27	61	69	75	71	76	64	77	792
	Pass	23	24	21	21	7	20	24	28	29	27	32	38	294
	Passing test ratio	41.1%	39.3%	25.9%	28.4%	25.9%	32.8%	34.8%	37.3%	40.8%	35.5%	50.0%	49.4%	37.1%
2021	Application	71	73	104	84	63	78	63	68	62	91	81	72	910
	Pass	33	27	42	33	20	20	17	17	26	29	30	19	313
	Passing test ratio	46.5%	37.0%	40.4%	39.3%	31.7%	25.6%	27.0%	25.0%	41.9%	31.9%	37.0%	26.4%	34.4%
2022	Application	57	56	79	69	65	93	76	89	83	83	65	84	899
	Pass	20	17	24	17	17	24	20	24	17	14	15	21	230
	Passing test ratio	35.1%	30.4%	30.4%	24.6%	26.2%	25.8%	26.3%	27.0%	20.5%	16.9%	23.1%	25.0%	25.6%
2023	Application	68	53	69	86	62	92	61	86	71	67			
	Pass	18	9	21	21	10	21	13	20	17	11			
	Passing test ratio	26.5%	17.0%	30.4%	24.4%	16.1%	22.8%	21.3%	23.3%	23.9%	16.4%			

### Pachislot machine

		Jan.	Feb.	Mar.	Apr.	May	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Total
2020	Application	75	75	62	62	27	74	65	84	84	90	69	84	851
	Pass	20	19	14	13	10	16	11	14	11	18	17	22	185
	Passing test ratio	26.7%	25.3%	22.6%	21.0%	37.0%	21.6%	16.9%	16.7%	13.1%	20.0%	24.6%	26.2%	21.7%
2021	Application	65	73	80	85	79	76	75	94	89	80	73	90	959
	Pass	20	13	19	26	24	15	21	27	21	27	20	30	263
	Passing test ratio	30.8%	17.8%	23.8%	30.6%	30.4%	19.7%	28.0%	28.7%	23.6%	33.8%	27.4%	33.3%	27.4%
2022	Application	54	51	75	92	86	81	67	99	89	82	72	68	916
	Pass	13	11	22	16	17	24	14	17	14	14	16	16	194
	Passing test ratio	24.1%	21.6%	29.3%	17.4%	19.8%	29.6%	20.9%	17.2%	15.7%	17.1%	22.2%	23.5%	21.2%
2023	Application	75	78	81	95	88	76	73	94	75	88			
	Pass	19	23	26	18	10	15	13	18	11	16			
	Passing test ratio	25.3%	29.5%	32.1%	18.9%	11.4%	19.7%	17.8%	19.1%	14.7%	18.2%			

## 36. Annual average of number of activities and expenditure for PS activities updated

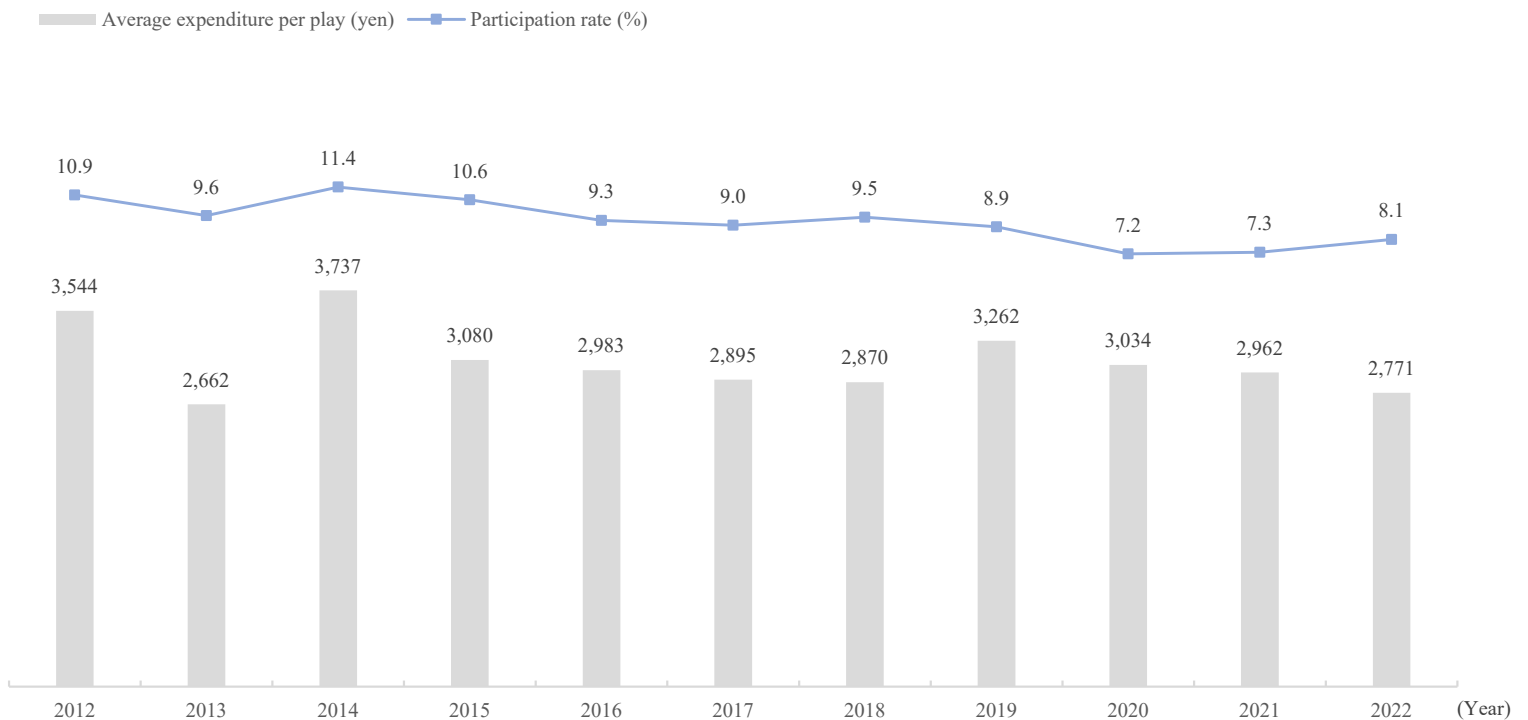
The data is based on the *White Paper on Leisure 2023* by Japan Productivity Center, updated every November



## 37. Participation rate and average expenditure per play in PS updated

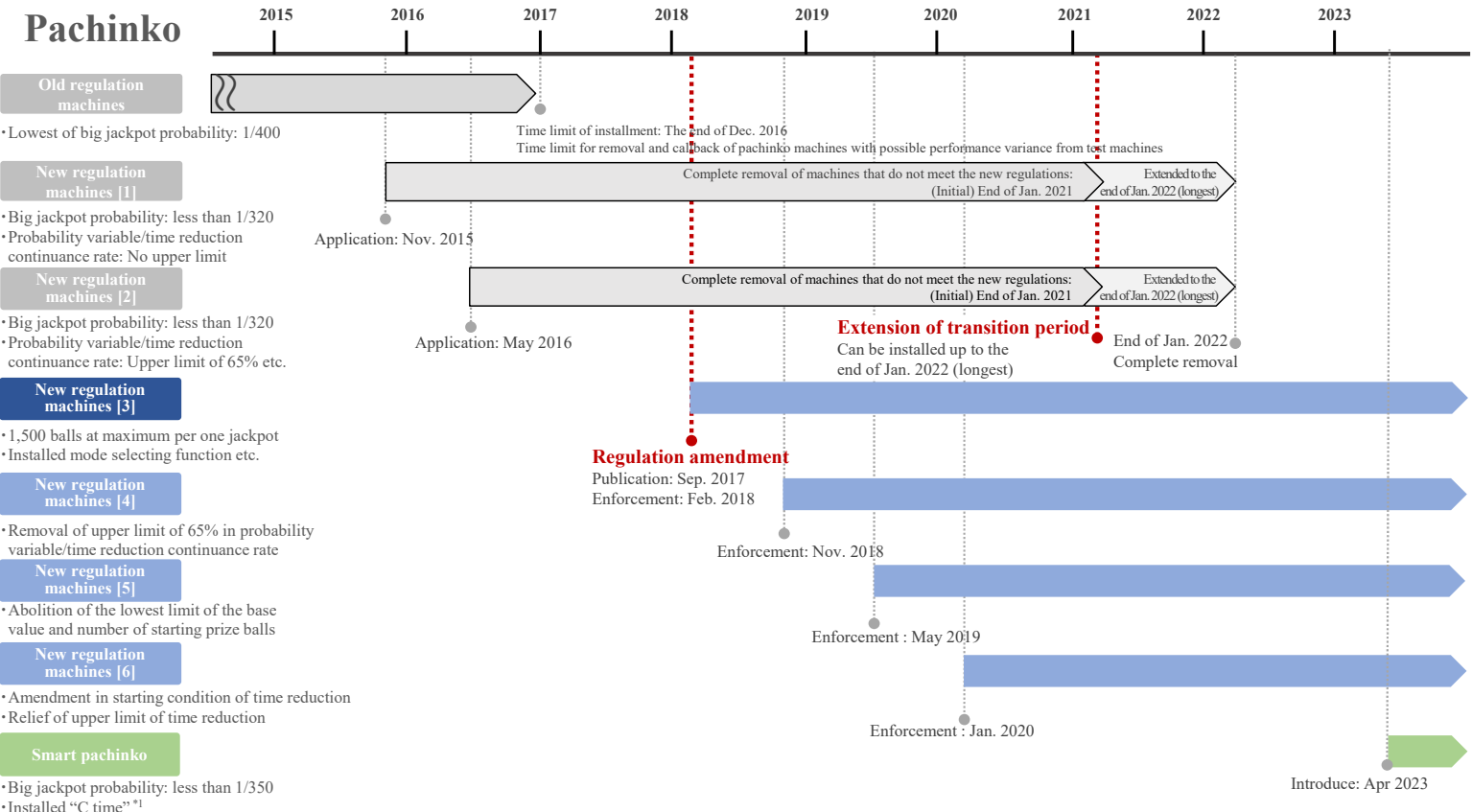
The data is based on the *White Paper on Leisure 2023* by Japan Productivity Center, updated every November

\* "Average expenditure per play" is calculated from "Annual average number of activities" and "Annual average of expenditure"

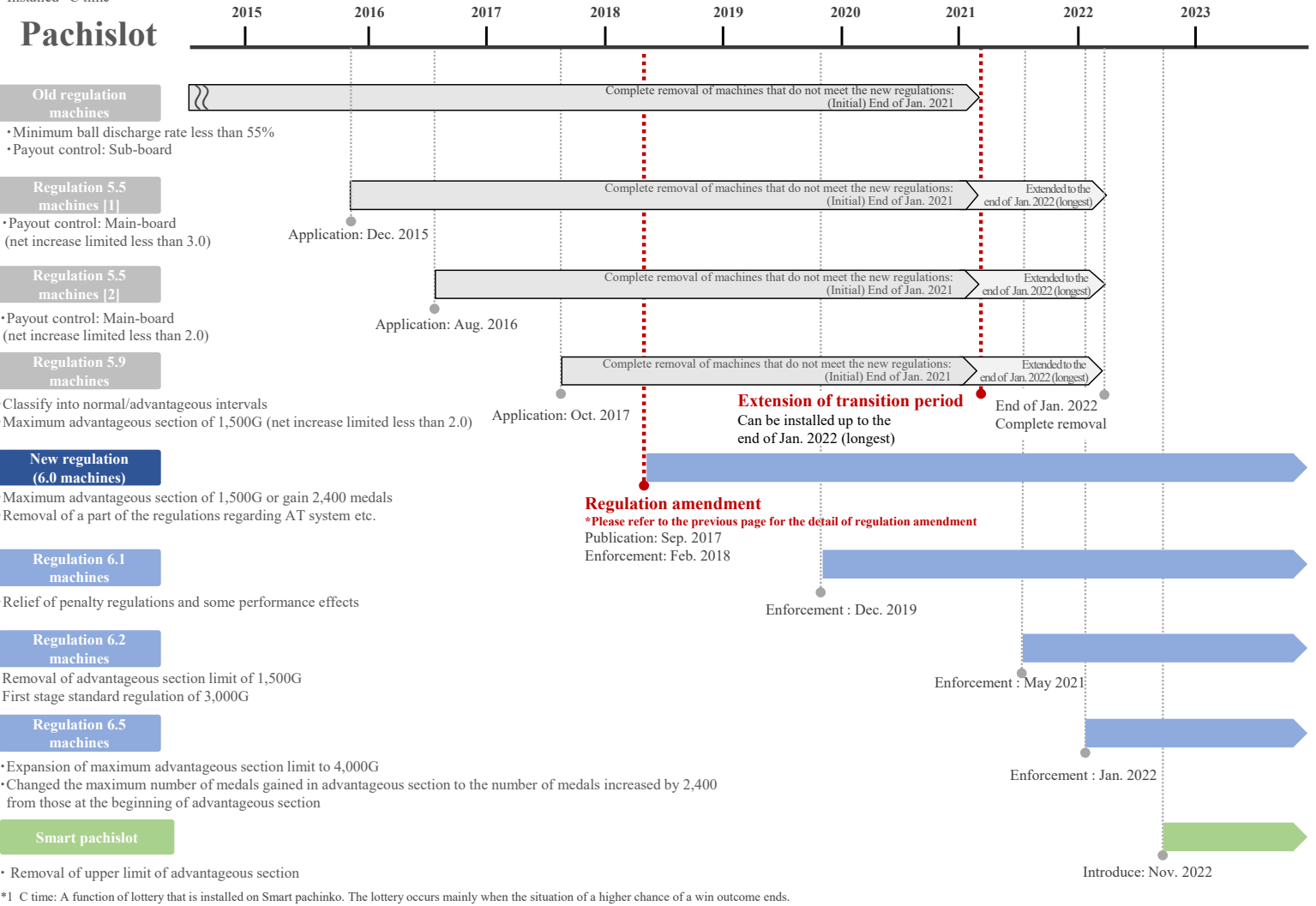


# 38. Trends in PS regulations

## Pachinko



## Pachislot

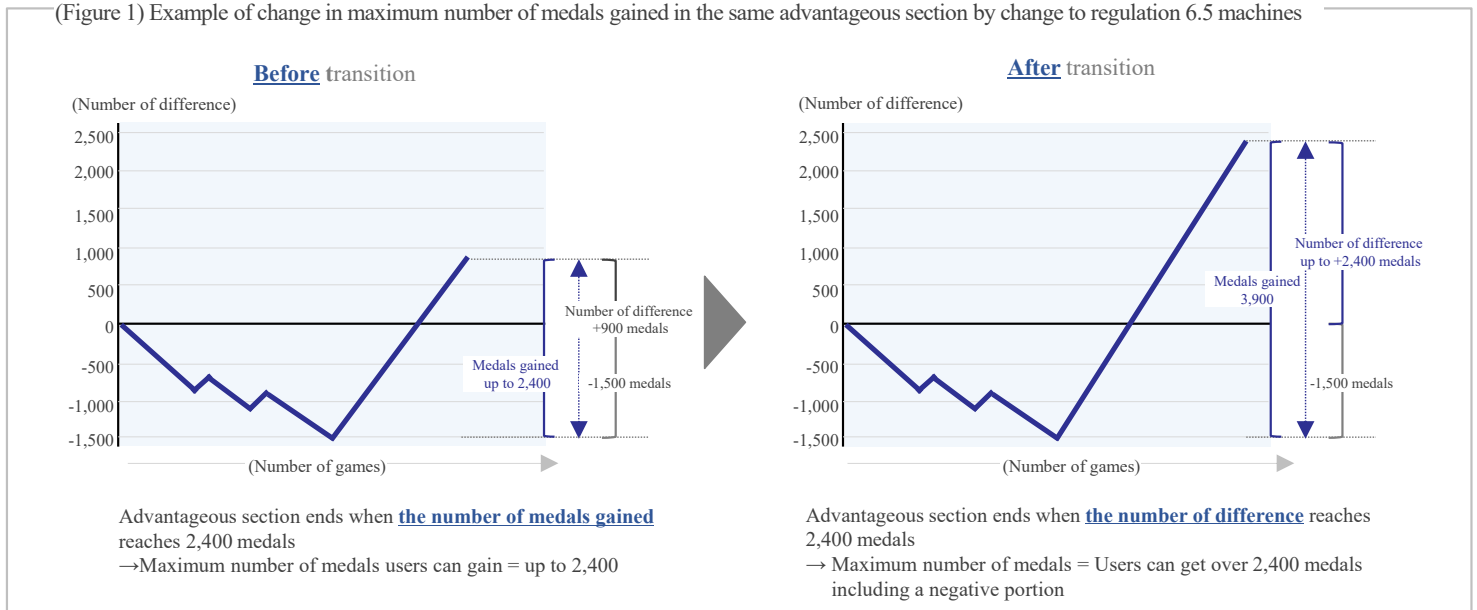


\*1 C time: A function of lottery that is installed on Smart pachinko. The lottery occurs mainly when the situation of a higher chance of a win outcome ends.  
 Source: TSUBURAYA FIELDS HOLDINGS, *New/old comparative table* by National Police Agency announced on September 4, 2017

### 39. [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
Upper limit of number of games in advantageous section	1,500 games	1,500 games	3,000 games	4,000 games
Maximum number of medals gained in same advantageous section	Gained up to 2,400 medals	Gained up to 2,400 medals	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

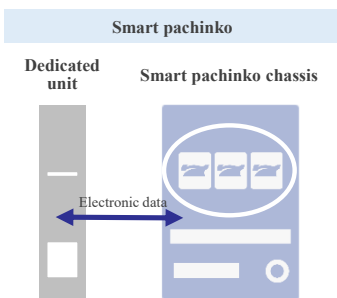


Source: TSUBURAYA FIELDS HOLDINGS, Greenbelt

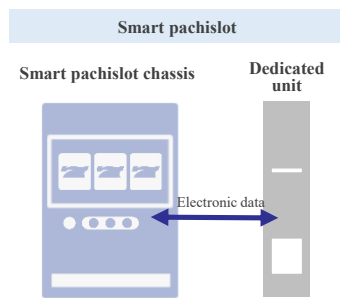
### 40. [Reference] Overview of smart pachinko/ smart pachislot

#### ◆ 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



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.



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 (Applied for machines requested after November 2022)	Can gain up to 95,000 balls in different number

##### [Smart pachislot]

Content	Machines under current regulations	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	4,000 games	Limitless
Complete function	Gained up to 19,000 medals in different number (Applied for machines requested after July 2022)	Gained up to 19,000 medals in different number

Source: Pachinko pachislot higher living committee, TSUBURAYA FIELDS HOLDINGS

# 41. Change in PS industry

updated

FY	Primary events	Industry overall	Total PS unit sales	Number of halls	Hall
2004	<ul style="list-style-type: none"> <li>Oct. Mid Niigata Earthquake</li> <li>Dec. Sumatra-Andaman Earthquake</li> </ul>	<ul style="list-style-type: none"> <li>Jul. Revisions to PS machine regulations go into effect</li> </ul>	5,690,000 machines	15,617 halls	
2005	<ul style="list-style-type: none"> <li>Jan. Livedoor incident</li> </ul>		5,830,000 machines	15,165 halls	
2006			5,490,000 machines	14,674 halls	<ul style="list-style-type: none"> <li>May Enforcement of revised Amusement Businesses Law</li> <li>*Stricter operations of halls (reinforced penalties), such as thorough no-entry of under 18 years old and payout security at closing time.</li> </ul>
2007	<ul style="list-style-type: none"> <li>Aug. Sub-prime loan problem in US</li> </ul>		4,920,000 machines	13,585 halls	<ul style="list-style-type: none"> <li>Increase in closures of dedicated pachislot specialty halls</li> <li>Full-scale introduction of pachinko with low playing cost</li> </ul>
2008	<ul style="list-style-type: none"> <li>Jul. G8 Hokkaido Toyako Summit</li> <li>Sep. US-based Lehman Brothers collapses</li> </ul>	<ul style="list-style-type: none"> <li>Jul. Voluntary ban on replacement of machines with the opening of G8 Summit</li> </ul>	4,250,000 machines	12,937 halls	
2009	<ul style="list-style-type: none"> <li>Sep. Established Democratic Party administration</li> <li>Nov. Opening of APEC Economic Leaders' Meeting</li> </ul>	<ul style="list-style-type: none"> <li>Nov. Voluntary ban on replacement of machines with the opening of APEC Economic Leaders' Meeting</li> </ul>	4,100,000 machines	12,652 halls	<ul style="list-style-type: none"> <li>Rise of ART type pachislot machines</li> <li>Full-scale introduction of pachislot with low playing cost</li> </ul>
2010	<ul style="list-style-type: none"> <li>Mar. Great East Japan Earthquake occurs</li> <li>Jul. Major flooding in Thailand</li> </ul>	<ul style="list-style-type: none"> <li>Mar. Voluntary constraints on marketing and advertising after the Great East Japan Earthquake</li> </ul>	3,880,000 machines	12,479 halls	
2011	<ul style="list-style-type: none"> <li>Oct. Yen strengthens to highest level since WWII</li> </ul>		3,860,000 machines	12,323 halls	<ul style="list-style-type: none"> <li>Aug. Strictly restricted PS advertisement (event)</li> </ul>
2012	<ul style="list-style-type: none"> <li>Dec. LDP takes power with Abe cabinet</li> <li>Mar. Haruhiko Kuroda appointed as BOJ governor</li> </ul>		3,820,000 machines	12,149 halls	<ul style="list-style-type: none"> <li>Aug. DYNAM listed in Hong Kong market</li> <li>Rise of AT type pachislot machines</li> </ul>
2013			3,460,000 machines	11,893 halls	
2014	<ul style="list-style-type: none"> <li>Apr. Consumption tax rate increased</li> </ul>		3,250,000 machines	11,627 halls	
2015			2,860,000 machines	11,310 halls	<ul style="list-style-type: none"> <li>Apr. NIRAKU listed in Hong Kong market</li> <li>Jun. Revised Businesses Affecting Public Morals Regulation Law passed, and PS industry made from category 7 to 4 business</li> </ul>
2016	<ul style="list-style-type: none"> <li>Apr. 2016 Kumamoto Earthquake</li> <li>May G7 Japan 2016 Ise-Shima Summit</li> <li>Jun. U.K. referendum on withdrawal from the EU.</li> <li>Nov. Presidential election in U.S.</li> <li>Dec. Enactment of the IR promotion law</li> </ul>	<ul style="list-style-type: none"> <li>May Moratorium on replacement of machines for the duration of Summit</li> </ul>	2,430,000 machines	10,986 halls	<ul style="list-style-type: none"> <li>Jan. Build a consensus with JASRAC regarding playing music with installation machines</li> </ul>
2017		<ul style="list-style-type: none"> <li>Feb. Amendment of the Regulation for Enforcement of the Amusement Businesses Law</li> </ul>	2,010,000 machines	10,596 halls	<ul style="list-style-type: none"> <li>May Okura Holdings Limited listed in Hong Kong Market</li> </ul>
2018	<ul style="list-style-type: none"> <li>Jun. 2018 North Korea-United States summit</li> <li>Jul. Problem Gambling Basic Countermeasure Act established</li> <li>Jul. Torrential rains in western Japan in July 2018</li> <li>Oct. Typhoon No. 21 (Jebi)</li> <li>Oct. 2018 Hokkaido Eastern Iburu Earthquake</li> </ul>		1,830,000 machines	10,060 Halls	
2019	<ul style="list-style-type: none"> <li>May Enthronement of the Emperor</li> <li>Jun. G20 summit held</li> <li>Sep. Typhoon No. 15 (Faxai)</li> <li>Sep.-Nov. Rugby World Cup</li> <li>Oct. Typhoon No. 19 (Hagibis)</li> <li>Mar. WHO described the COVID-19 a pandemic</li> </ul>		1,530,000 machines	9,639 Halls	
2020	<ul style="list-style-type: none"> <li>Apr. First state of emergency issued</li> <li>Jul. Torrential rains in July 2020</li> <li>Jan. Second state of emergency issued</li> </ul>		1,500,000 machines	9,035 Halls	<ul style="list-style-type: none"> <li>Apr. Requested suspension of halls in the target areas (95% executed)</li> <li>Late May- Halls resumed business</li> </ul>
2021	<ul style="list-style-type: none"> <li>Apr. Third state of emergency issued</li> <li>Jul. Fourth state of emergency issued</li> <li>Jul. Tokyo Olympics held</li> <li>Aug. Tokyo Paralympics held</li> </ul>		1,810,000 machines	8,458 Halls	<ul style="list-style-type: none"> <li>Apr. Lifted the ban of self-restraint of TV, radio and newspaper commercials</li> <li>Requested suspension of halls in the target areas</li> <li>Jul. Requested suspension or reduced business hours of halls in the target areas</li> </ul>
2022		<ul style="list-style-type: none"> <li>Dec. The National Police Agency released the "Handling of advertising in pachinko sales (notification)."</li> </ul>	1,750,000 machines	7,665 Halls	<ul style="list-style-type: none"> <li>Nov. Smart pachislot introduced</li> <li>Feb. Four pachinko hall-related organizations (Zennichiyuren, Nichiyukyo, MIRAI, and Yokashin) established the "Advertising guidelines (first edition)"</li> </ul>
2023					<ul style="list-style-type: none"> <li>Apr. Smart pachinko introduced</li> </ul>

\*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.

# TSUBURAYA FIELDS HOLDINGS

## 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 surrounding our business, competitive conditions in the marketplace, and our handling merchandise.