FY2027 1Q Financial Results Briefing Material

Bushiroad Inc.

Securities code: 7803

November 12, 2026

Notice:
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- FY27 1Q Financial Results Summary
- Topics
- Upward Revision of Consolidated Performance Forecasts for FY27
- Appendix

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FY27 1Q Financial Results Summary

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Consolidated Income Statement Summary

Quarter (Unit：million yen)	FY27 1Q ①	FY26 1Q ②	+ / -amount ①-②
Net sales	16,948	13,766	+3,182
Gross profit	5,905	5,216	+689
SG&A expenses	4,359	3,548	+811
Advertising expenses +Promotion expenses	1,904	1,245	+659
R&D expenses	68	175	▲107
Operating profit	1,546	1,668	▲122
Operating profit margin	9.1%	12.1%	▲3.0 Pt
Ordinary profit	1,441	1,932	▲491
Ordinary profit margin	8.5%	14.0%	▲5.5 Pt
Net profit attributable to owners of parent	1,091	1,663	▲572

・TCG grew significantly and performed well, driven by the contribution of the "Palworld OFFICIAL CARD GAME".
・Advertising expenses increased due to the launch of the TCG "Palworld OFFICIAL CARD GAME" and the digital game "BanG Dream! Our Notes".
・In MD, rising energy and other costs due to global conditions put downward pressure on profit margins, but countermeasures such as price revisions are being implemented.
・Recorded a foreign exchange loss of 261 million yen under non-operating expenses due to exchange rate fluctuations. (End of June 2026: USD = 162.39 yen, End of September 2026: USD = 157.35 yen)

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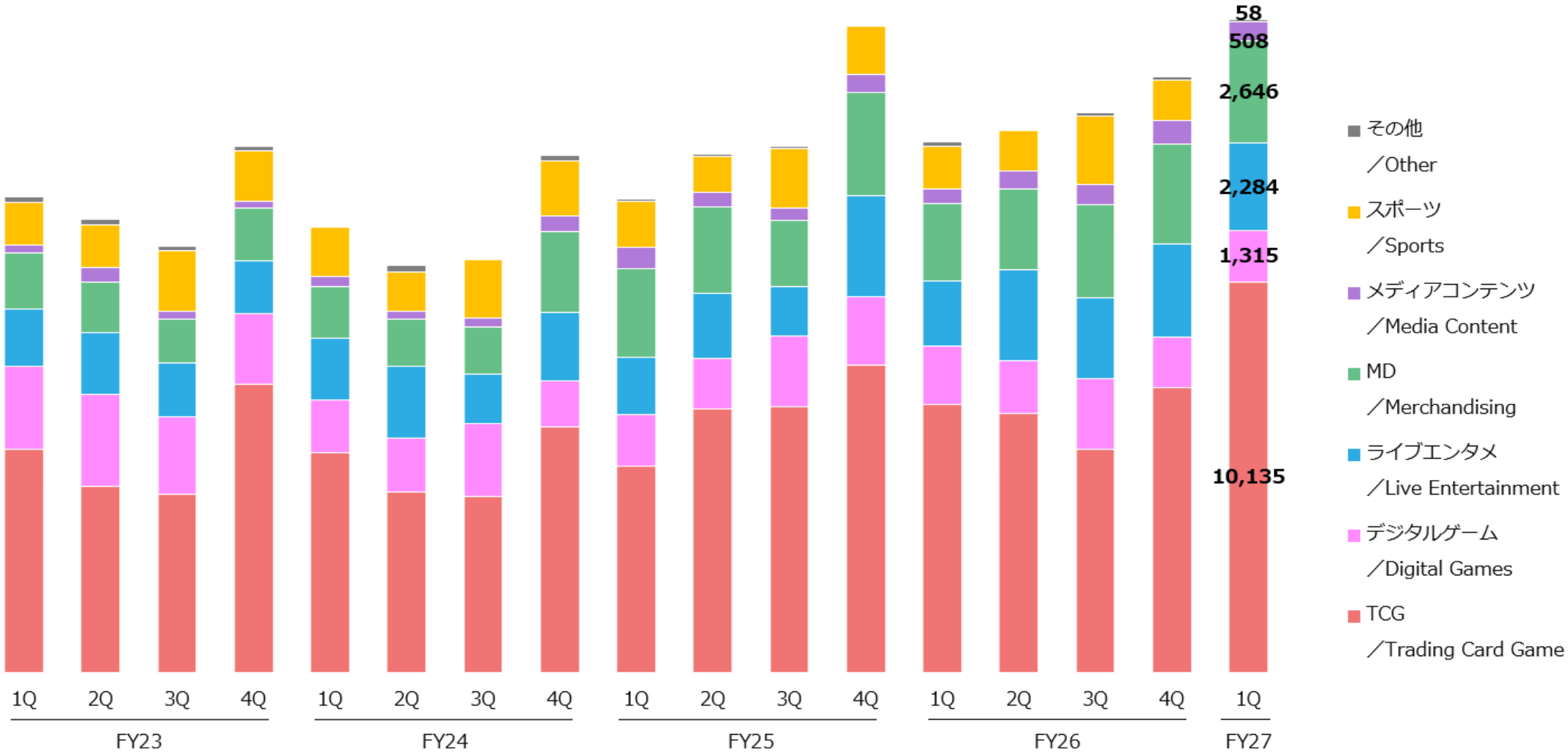
Quarterly Net sales

(百万円 / million yen)



*Due to the transition to the new unit structure, figures for the fiscal years ended June 2023 to June 2026 have been reclassified.

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Highlights

(百万円 / million yen)

	Quarterly Net sales YoY	Topics
TCG	10,135 +3,174	・The "Palworld OFFICIAL CARD GAME" was released simultaneously worldwide in three language editions—Japanese, English, and Simplified Chinese—getting off to a strong start. ・Weiß Schwarz : strong performance. ・Cardfight!! Vanguard : solid. ・hololive OFFICIAL CARD GAME : strong performance. *Includes shipments of TCG products as well as related revenues such as royalties.
Digital Games	1,315 ▲178	・ On September 24, 2026, "BanG Dream! Our Notes" launched simultaneously worldwide. Featuring five bands in total—including two new additions—the title drives momentum across the entire "BanG Dream!" project in coordination with CD releases, new tracks, and live events. *Due to the impact of unauthorized access that occurred at launch, full-scale contribution to earnings is expected from the second quarter onward. ・"BanG Dream! Girls Band Party!" continues to perform solidly. The game is launched to be enjoyed alongside "BanG Dream! Our Notes." ・"HUNTER×HUNTER NEN×SURVIVOR" trended softly.
Live Entertainment	2,284 +593	Effective from FY27 , STARDOM was integrated into the Live Entertainment Unit. ・Revenue increased YoY, demonstrating steady performance. ・Within the "BanG Dream!" project, both live events and CD products performed strongly. ・STARDOM saw growth in event attendance YoY, maintaining solid progress.
MD	2,646 +624	・Revenue increased both YoY and QoQ. Performance progressed solidly. ・The figure brand "PalVerse" continued its strong performance from the previous period. The total number of "PalVerse" figures produced exceeded 6 million pieces as of November 2026. ・Capsule toys and box toys performed strongly. In particular, the box toy brand "BUSHIROAD THE BOX" drove sales, primarily through overseas shipments. ・Prize items also progressed solidly, driven mainly by the "Puchish!" plush toys.
Media Content	508 +139	・In the publishing business, despite a QoQ decrease in the number of publications due to the rebound from FY26 4Q, e-books continued to grow, resulting in steady performance. ・In the advertising agency business, it continued to contribute to promotions across the Group's overall businesses.

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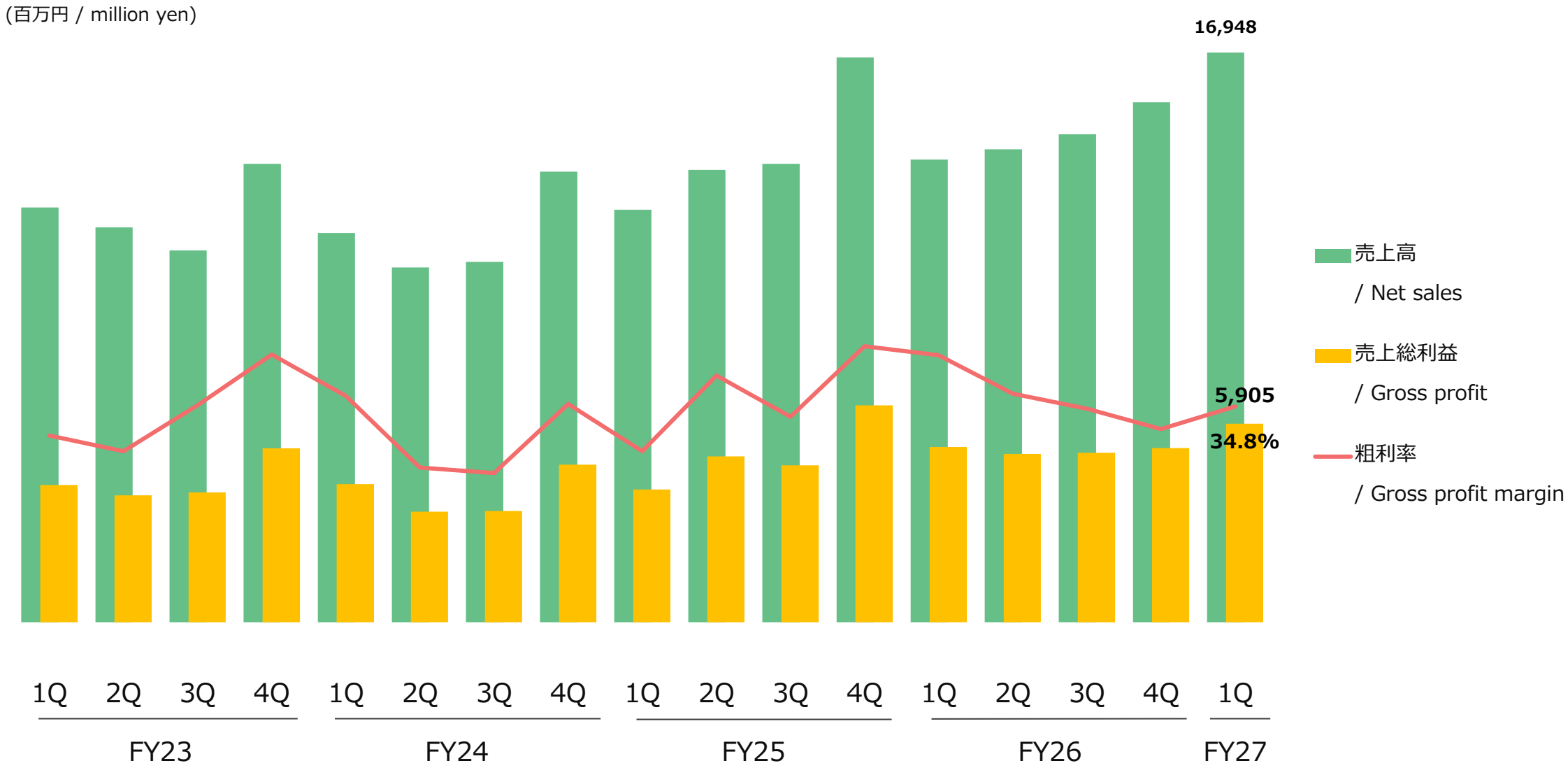
Quarterly Consolidated Performance: Net sales/Gross profit/Gross profit margin



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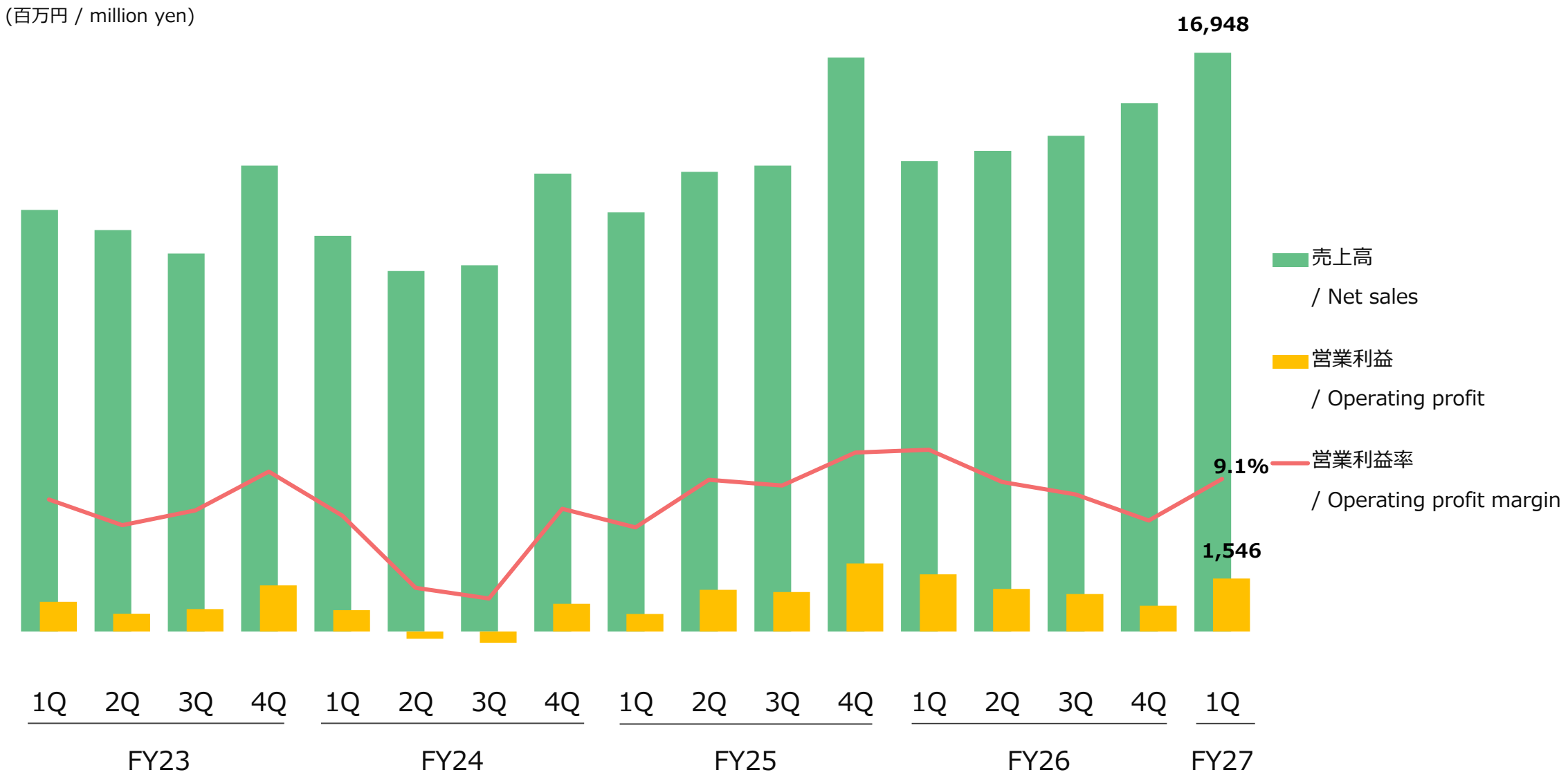
Quarterly Consolidated Performance: Net sales/Operating profit/Operating profit margin



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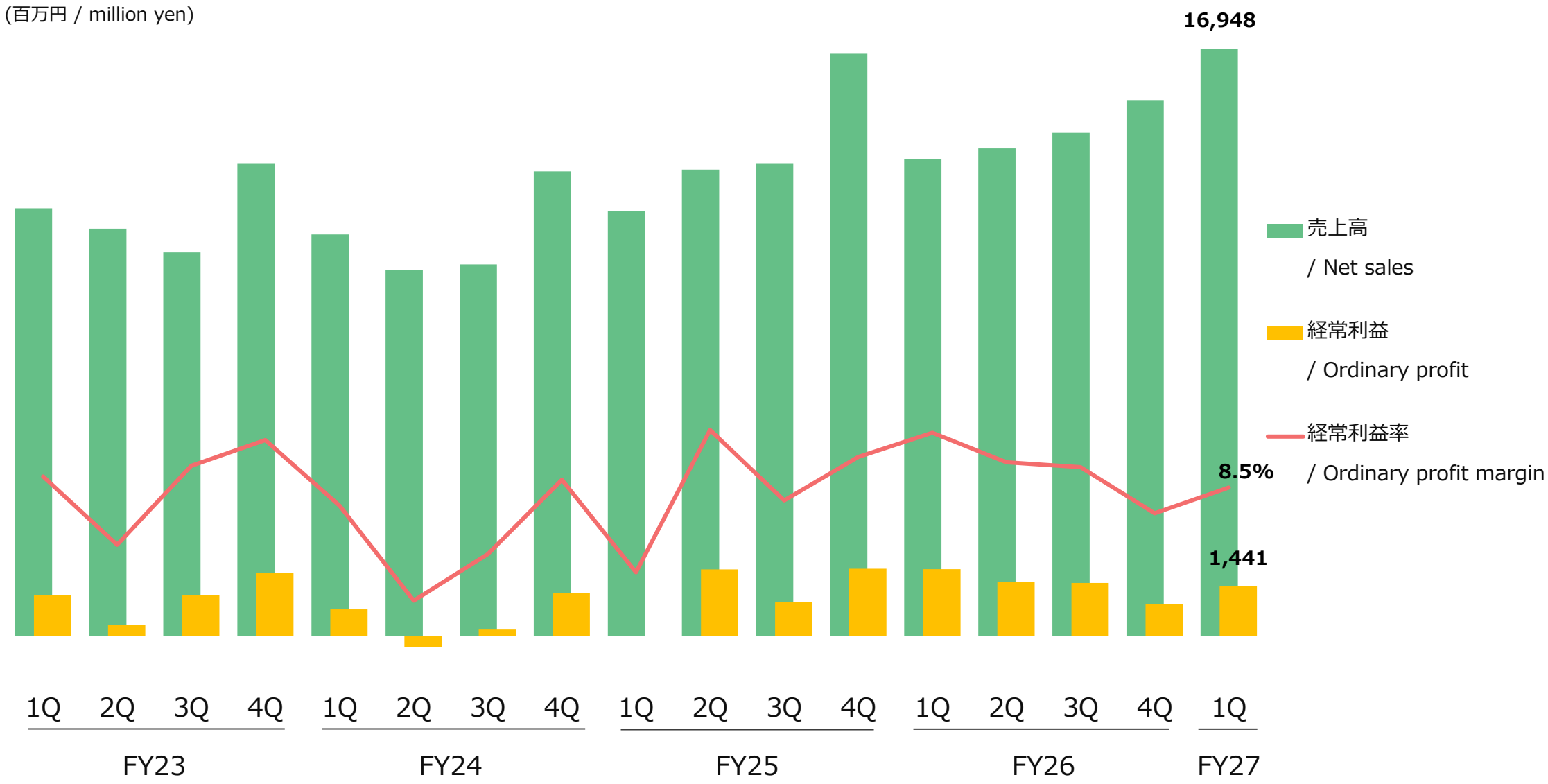
Quarterly Consolidated Performance: Net sales/Ordinary profit/Ordinary profit margin



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Topics

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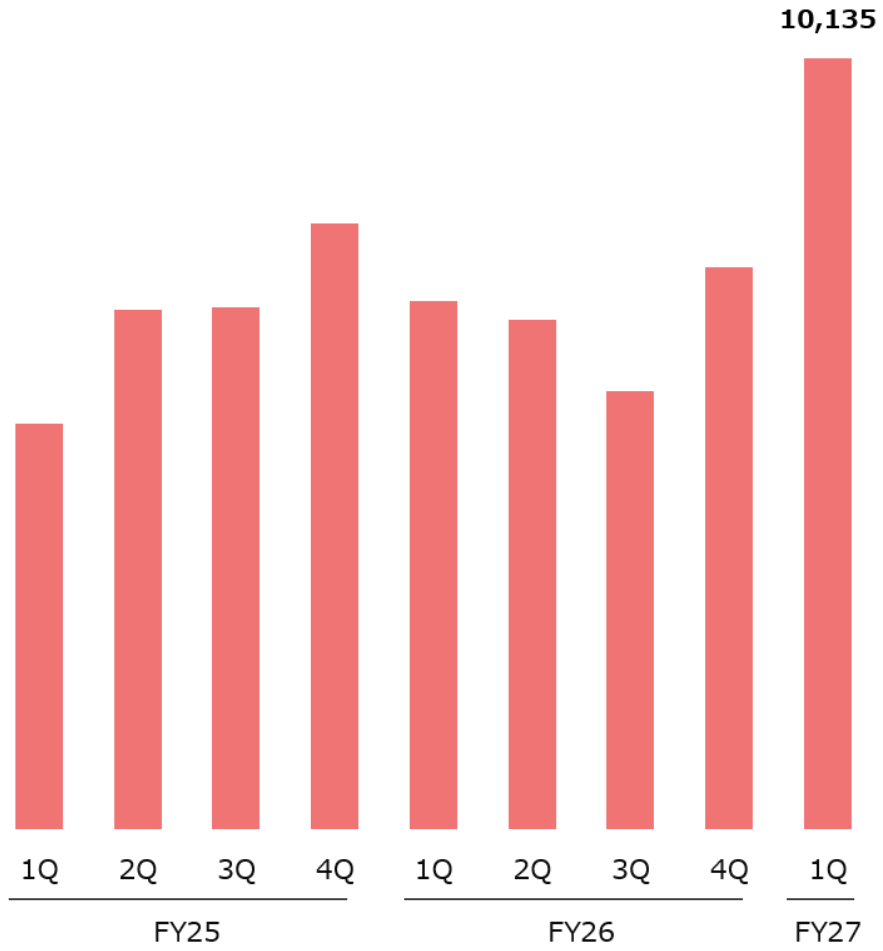
Topics in FY27 1Q

(百万円 / million yen)
売上高 / Net sales



*Includes shipments of TCG products as well as related revenues such as royalties.

Net sales **10,135** million yen YoY **+3,174** million yen

・The "Palworld OFFICIAL CARD GAME" was released simultaneously worldwide in three language editions—Japanese, English, and Simplified Chinese—getting off to a strong start.

・Weiß Schwarz：strong performance.

・Cardfight!! Vanguard ：solid.

・hololive OFFICIAL CARD GAME：strong performance.



July 30, 2026
"Palworld OFFICIAL CARD GAME"
Booster Pack
"Dawn of Palpagos"



September 19, 2026
Weiß Schwarz
Booster Pack
"GODDESS OF VICTORY: NIKKE Vol.2"



August 7, 2026
Cardfight!! Vanguard
Booster Pack
「幻真覚醒(げんまかくせい)」



August 21, 2026
hololive OFFICIAL CARD GAME
Extra Booster Pack
"Summer Hologram"

- Planning and development: COVER Corp.
- Sales and co-management: Bushiroad Inc.

©PALWORLD ©SHIFT UP CORP. © COVER ©Bushiroad

Weiß Schwarz（Japanese Edition）

商品発売スケジュール

2026	11月	11/13[Fri.]	ブースターパック	BanG Dream! [夢限大みゅーたいぷ]
		11/27[Fri.]	ブースターパック	Persona 30th Anniversary
	12月	12/11[Fri.]	トライアルデッキ	魔法少女ノ魔女裁判
		12/18[Fri.]	プレミアムブースター	超かぐや姫！
		12/25[Fri.]	ブースターパック	アズールレーン Vol.3
2027	1月	1/15 [Fri.]	ブースターパック	新日本プロレス×AEW：Forbidden Door
		1/15 [Fri.]	トライアルデッキ	新日本プロレス：Forbidden Door
		1/15 [Fri.]	トライアルデッキ	AEW：Forbidden Door
		1/22 [Fri.]	プレミアムブースター	お兄ちゃんはおしまい！
		1/29 [Fri.]	ブースターパック	魔法少女リリカルなのは EXCEEDS Gun Blaze Vengeance
	2月	2/12 [Fri.]	ブースターパック	魔法少女ノ魔女裁判
		2/26 [Fri.]	ブースターパック	MyGO!!!!! × Ave Mujica Vol.2
	3月	3/12 [Fri.]	ブースターパック	あおぎり高校 Vol.2
		3/26 [Fri.]	トライアルデッキ＆ブースターパック	楽園追放 NEW
	4月	4/30 [Fri.]	トライアルデッキ＆ブースターパック	プリンセスコネクト！Re:Dive

2027.1.4 (イッテンヨン) 先行販売



illust.西あすか

Future Outlook②

"Palworld OFFICIAL CARD GAME"

Cumulative Worldwide Shipments for Volumes 1 & 2 Exceed 11 Million Packs

Cumulative global shipments for the "Palworld OFFICIAL CARD GAME" across Booster Pack Vol. 1 "Dawn of Palpagos" (released July 30, 2026) and Booster Pack Vol. 2 "Legends Awaken" (released October 30, 2026) have surpassed 11 million packs as of early November, marking a strong initial start that exceeded expectations.

In addition, official demo sessions allowing players to experience the "Palworld OFFICIAL CARD GAME" have been held at events and card shops across Japan and worldwide, with cumulative global attendance reaching 24,123 participants.

As the third wave of products, two types of Trial Decks are scheduled to be released on December 18, 2026, followed by Booster Pack Vol. 3 "Eternal Ascent" on January 30, 2027. We will continue to foster customer retention by conducting workshops and organizing tournaments, including hosting world championships, while aiming to establish a medium- to long-term revenue base.





Cardfight!! Vanguard

【Cardfight!! Vanguard Divinez 運命星戦編】

The "Divinez" series, which launched in January 2024, will reach its grand conclusion with "Cardfight!! Vanguard Divinez 運命星戦編".
The theatrical advance screening began on October 2, 2026, followed by the TV anime broadcast scheduled to begin on November 7, 2026.
Furthermore, Booster Pack "運命星戦", tied directly to the anime broadcast, was released on October 9.
*Advance sales began on October 2 at screening theaters.



【TV anime series "カードファイト!! ヴァンガード ベールリフト"】

To commemorate the 15th anniversary of "Cardfight!! Vanguard", a completely new TV anime series, "カードファイト!! ヴァンガード ベールリフト", is scheduled to broadcast in 2027. An anime production presentation will be held on December 7. Alongside the rollout of the anime, we will strive to acquire new users.

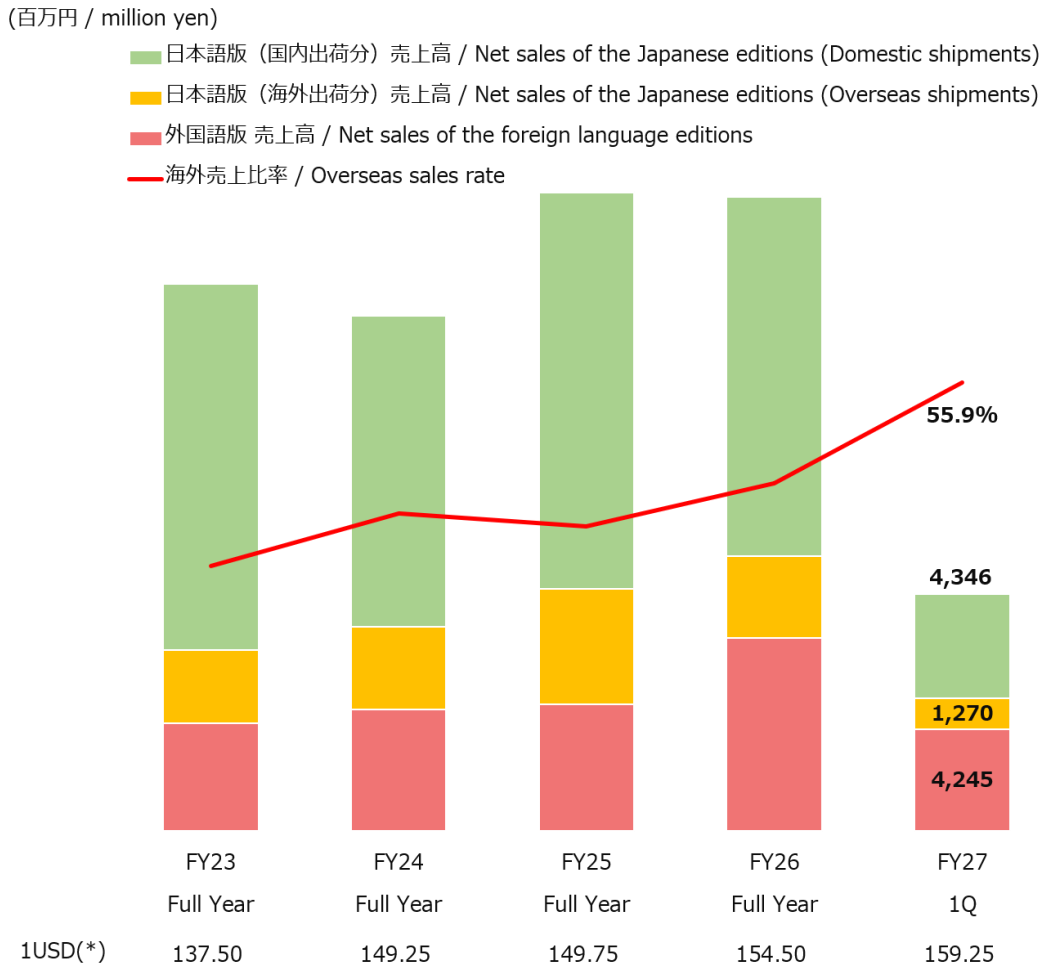
【Simultaneous release of the Japanese and English editions of the Booster Pack】

Starting with the new 2027 series, flagship Booster Packs will be released simultaneously in both Japanese and English.



©PALWORLD ©VANGUARD Divinez Character Design ©2021-2026 CLAMP・ST ©Vanguard VeilLift ©Bushiroad

(Reference) TCG domestic and overseas sales



* Includes only shipments of TCG products.
* Foreign language version is the total of English and Chinese version. Overseas net sales is the total of Japanese version (overseas shipments) and foreign language versions.
* The average rate during the period is listed for reference.

Domestic sales (1Q)	**4,346**	million yen	YoY	+554	million yen
Overseas sales (1Q)	**5,515**	million yen	YoY	+2,477	million yen
Overseas sales ratio (1Q)	**55.9**	%	YoY	+11.4	Pt

The English edition of the "Palworld OFFICIAL CARD GAME" significantly drove overseas sales. The English editions of "Weiß Schwarz" and "Cardfight!! Vanguard" also performed steadily.

In particular, to meet the demand for the "Palworld OFFICIAL CARD GAME," we have decided to expand the production line at our group company's manufacturing plant in Malaysia, and we will strive to ensure a stable supply of products.

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Topics in FY27 1Q

(百万円 / million yen)

売上高 / Net sales



Net sales **1,315 million yen** **YoY** **▲178 million yen**

・ On September 24, 2026, "BanG Dream! Our Notes" launched simultaneously worldwide. Featuring five bands in total—including two new additions—the title drives momentum across the entire "BanG Dream!" project in coordination with CD releases, new tracks, and live events.
*Due to the impact of unauthorized access that occurred at launch, full-scale contribution to earnings is expected from the second quarter onward.

・"BanG Dream! Girls Band Party!" continues to perform solidly. The game is launched to be enjoyed alongside "BanG Dream! Our Notes."

・"HUNTER×HUNTER NEN×SURVIVOR" trended softly.

Mobile Games (BanG Dream!)

Offering two rhythm game titles featuring the music and stories of 12 all-girl bands in total.



Released in March 2017
"BanG Dream! Girls Band Party!"

- Poppin'Party
- Afterglow
- Pastel＊Palettes
- Roselia
- Hello, Happy World!
- Morfonica
- RAISE A SUILEN
- MyGO!!!!!



Released in September 2026
"BanG Dream! Our Notes"

- MyGO!!!!!
- Ave Mujica
- Mugendai MewType
- millsage
- Ikka Dumb Rock!

* Only the master version development costs for mobile games are subject to straight-line amortization over 12 months from the release.
* Development costs for Console games are recognized as R&D expenses at the stage they are incurred.

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"BanG Dream! Our Notes"

Following the release of "BanG Dream! Our Notes" on September 24, 2026, initial connectivity issues caused by unauthorized overseas access have now been fully resolved.

In addition to "MyGO!!!!!," "Ave Mujica," and "Mugendai MewType," new bands "millsage" and "Ikka Dumb Rock!" are making their debut. The first singles from both new bands, released around the game's launch, are performing strongly. Alongside live events and other initiatives, they will continue to drive excitement across the entire "BanG Dream!" project.

Starting in October, we will further drive engagement through in-game events featuring "millsage" and "Ikka Dumb Rock!," seasonal campaigns, and new content such as "GEKISO Arena".





"Weiß Schwarz Online"

"Weiß Schwarz Online" is scheduled for release on March 25, 2027, on Nintendo Switch, Nintendo Switch 2, and PC (Steam), allowing players to enjoy "Weiß Schwarz" in a digital format.

Featuring cards from various popular titles—such as anime, games, and VTubers—the title allows players to collect cards and build customized decks.Supporting online battles against players worldwide, the game will be available in Japanese, English, Simplified Chinese, Korean, and Spanish.

Designed for both existing "Weiß Schwarz" fans and beginners, players can learn rules at their own pace via tutorials and CPU battles. We continue development to deliver the appeal of TCGs to an even wider audience.





*Nintendo Switch is a trademark of Nintendo.
*Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.

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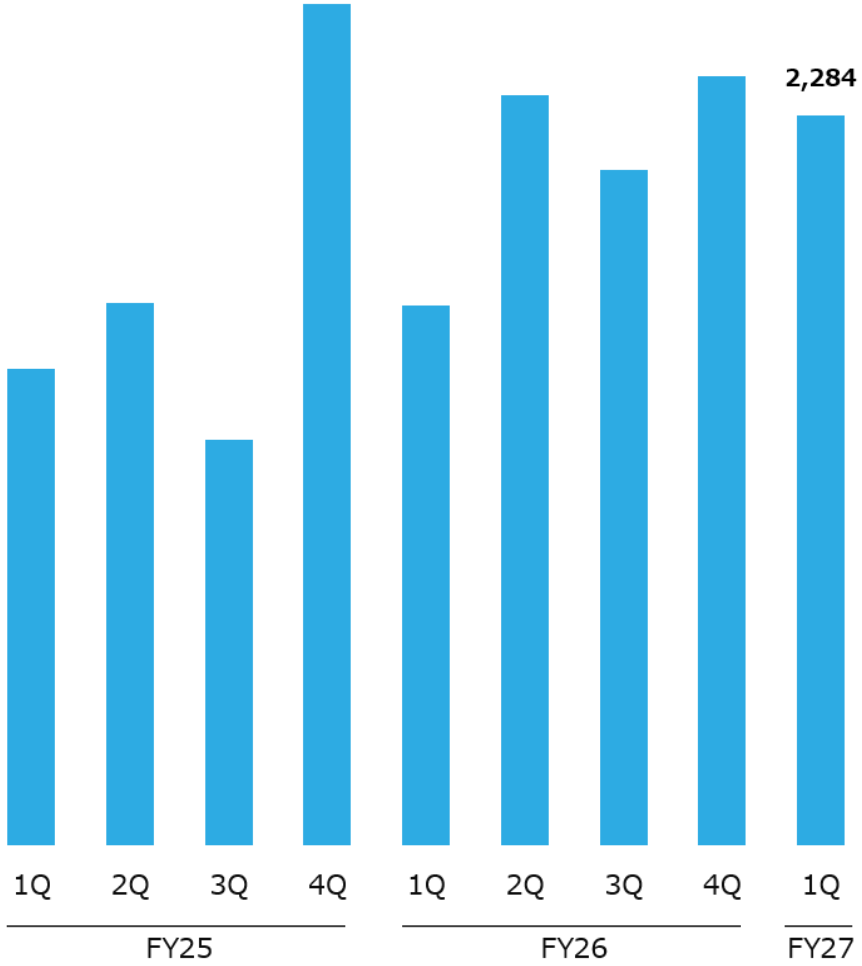
Topics in FY27 1Q ①

(百万円 / million yen)
売上高 / Net sales



Net sales	2,284 million yen	YoY	+593 million yen

Effective from FY27 , STARDOM was integrated into the Live Entertainment Unit.

・Revenue increased YoY, demonstrating steady performance.

・Within the "BanG Dream!" project, both live events and CD products performed strongly.

・STARDOM saw growth in event attendance YoY, maintaining solid progress.



August 8–9, 2026
Ave Mujica LIVE TOUR 2026 "Exitus" in TAIPEI



August 14–15, 2026
RAISE A SUILEN LIVE 2026 "Boot IGNITION" in HONG KONG

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Topics in FY27 1Q ②

MyGO!!!!! 9th LIVE "つなぎ目の向こうに"



On July 18 and 19, MyGO!!!!! 9th LIVE “つなぎ目の向こうに” was held at Pia Arena MM. Venue tickets for both days were completely sold out, marking the highest attendance ever for a MyGO!!!!! solo live.

Additionally, the vocal cast members of the new bands "millsage" and "Ikka Dumb Rock!" featured in "BanG Dream! Our Notes" appeared as opening acts and performed their new songs for the first time.

Roselia "Lehre der Rose"



On August 29 and 30, 2026, Roselia held the "Lehre der Rose" at Ariake Arena. Serving as a kickoff to their 10th anniversary year, the two-day concert concluded with tremendous success.

"Sammy presents STARDOM 5★STAR GP 2026 ~Championship Match~"



On August 23, 2026, "Sammy presents STARDOM 5★STAR GP 2026 ~Championship Match~" was held at Ryogoku Kokugikan, drawing 5,004 attendees and significantly surpassing attendance from the previous year.

millsage / Ikka Dumb Rock! 1st Single

September 30, 2026
millsage 1st Single: "鳴らす"
Ikka Dumb Rock! 1st Single: "ピースフル・ピーシーズ！"





Released the debut singles of the new bands "millsage" and "Ikka Dumb Rock!" featured in "BanG Dream! Our Notes."

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Future Outlook

October 2026 "BanG Dream! 13th☆LIVE"







DAY1: Poppin'Party
"Now Roading♪♪"

DAY2: Mugendai MewType
"DIMENSIONAL OVERLAP"

DAY3: RAISE A SUILEN
"EXTREME EXPRESS"

We held "BanG Dream! 13th☆LIVE" at Tokyo Garden Theater from October 10 to 12, 2026. The event featured performances by Poppin'Party, Mugendai Mewtype, and RAISE A SUILEN.

December 2026 "STARDOM DREAM QUEENDOM 2026" at Ryogoku Kokugikan



On December 29, 2026, "STARDOM DREAM QUEENDOM 2026" will be held at Ryogoku Kokugikan.

It is the final big match of the year to conclude 2026.

October 2026 "Bushiroad Fashion Journey"



On October 25, 2026, "Bushiroad Fashion Journey" was held at Hikarie Hall in Shibuya Hikarie.

This was Bushiroad's first event themed around "fashion." A total of 37 cast members appeared, highlighting the appeal of Bushiroad's diverse content through the lens of fashion. By expanding beyond our existing domains, we are actively cultivating new customer touchpoints, including apparel.

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Appendix: BanG Dream! Project Roadmap

	FY27 2Q (2026/10～2026/12)	FY27 3Q (2027/1～2027/3)	FY27 4Q (2027/4～2027/6)
Mobile Game	Rhythm & Adventure Game "BanG Dream! Girls Band Party!" New Mobile Game "BanG Dream! Our Notes"		
Animation	In Theaters October 16, 2026 Movie BanG Dream! Ave Mujica prima aurora 	Broadcast Starts January 8, 2027 Sequel TV anime series "BanG Dream! MyGO!!!!! // Ave Mujica" 	
Live Events (Selected)	October 10-12 Tokyo Garden Theater BanG Dream! 13th☆LIVE DAY1: Poppin'Party "Now Roading♪♪" DAY2: Mugendai MewType"DIMENSIONAL OVERLAP" DAY3: RAISE A SUILEN "EXTREME EXPRESS" October 24–25 Keio Arena TOKYO Ave Mujica 7th LIVE "Virtus" November 14–15 WORLD HALL MyGO!!!!! 9th LIVE ”つなぎ目の向こうに” - 神戸再景編 -	January 3, 2027 AsiaWorld-Expo, Hall 5 MyGO!!!!! 9th LIVE「つなぎ目の向こうに」- 香港還想編 - January 9, 2027 Kanadevia Hall Morfonica LIVE "eleganza" January 11, 2027 Kanadevia Hall millsage × Ikka Dumb Rock! SPECIAL LIVE January 30, 2027 - Live Tour: Tokyo, Aichi, Miyagi, Fukuoka Roselia 10th Anniversary LIVE TOUR "Rosen-Dekade: Zueignung" January 31, 2027 - Live Tour: Fukuoka, Miyagi, Hokkaido, Osaka, Tokyo, Aichi Mugendai MewType LIVE TOUR 2027 "YMMTric COUNTER POINT"	April 4, 2027 - Live Tour: Miyagi, Hokkaido, Tokyo, Osaka, Aichi RAISE A SUILEN LIVE TOUR 2027 May 29–30, 2027 K-Arena Yokohama Ave Mujica 8th LIVE "Discrimen Fati"

*Only events announced as of Nov 12, 2026, are listed.

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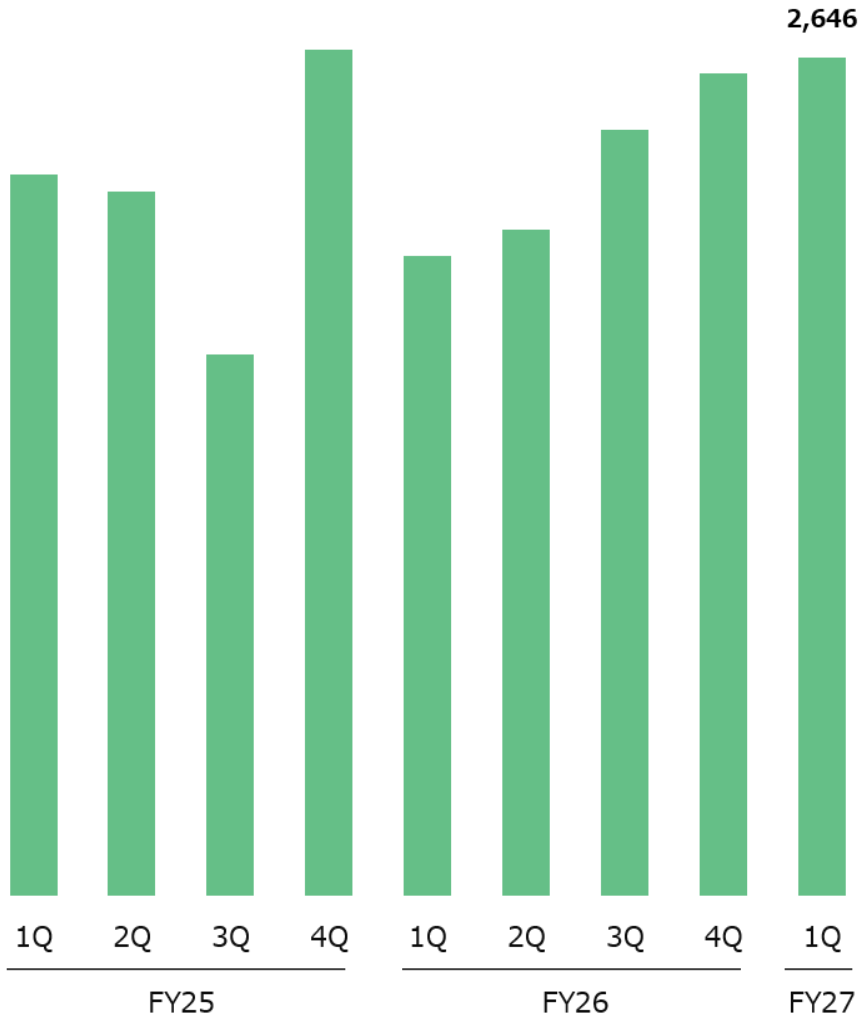
Topics in FY27 1Q

(百万円 / million yen)
売上高 / Net sales



Net sales	2,646 million yen	YoY	+624 million yen

・Revenue increased both YoY and QoQ. Performance progressed solidly.

・The figure brand "PalVerse" continued its strong performance from the previous period. The total number of "PalVerse" figures produced exceeded 6 million pieces as of November 2026.

・Capsule toys and box toys performed strongly. In particular, the box toy brand "BUSHIROAD THE BOX" drove sales, primarily through overseas shipments.

・Prize items also progressed solidly, driven mainly by the "Puchish!" plush toys.





PalVerse BanG Dream! Afterglow



ぷちっしゅ！　夢限大みゅーたいぷ

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Accelerating Global Expansion and Cultivating New Markets

We continue to exhibit at "Bushiroad EXPO" and local trade shows across a wide range of regions, including North America, Europe, and East Asia. New market cultivation is progressing smoothly, with positive responses and numerous inquiries in Kazakhstan, our first entry into Central Asia. Furthermore, we are steadily increasing our global presence by directly appealing to major local retailers at large-scale trade shows in North America. We will continue to focus on overseas expansion to increase our market share globally.





Strengthening Physical Touchpoints Linked with In-House IP



At our directly operated "BanG Dream! STORE," we consistently run band-specific fairs and promotions linked with our anime, games, and live events. We will continue to position the store as a "physical hub" that creates synergy with our IP expansions, striving to further enliven the entire content.

Rollout of the New Plush Toy Brand "Tekutomo"



We launched a new plush box toy brand, "Tekutomo," based on the concept of "walking together," and unveiled it at the TOKYO Toy Show 2026. In response to growing market demand, we will continue to focus on physical products such as plush toys and figures. The first product lineup, scheduled for release in January 2027, is off to a very strong start, driven primarily by overseas orders.

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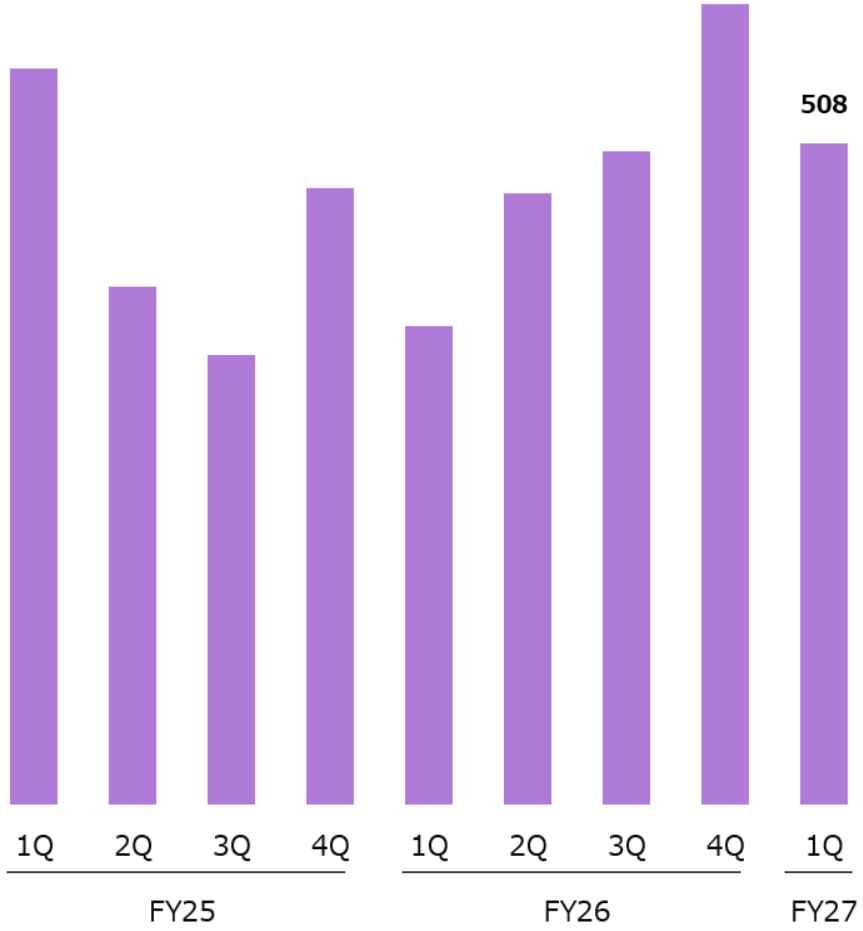
Topics in FY27 1Q

(百万円 / million yen)

売上高 / Net sales



Net sales	508 million yen	YoY	+139 million yen

This unit is responsible for the creation and expansion of IP, centered on the publishing, anime investment, and advertising agency businesses.

・In the publishing business, despite a QoQ decrease in the number of publications due to the rebound from FY26 4Q, e-books continued to grow, resulting in steady performance.

・In the advertising agency business, it continued to contribute to promotions across the Group's overall businesses.



August 2026: Release of Volume 5 (Comic)
「公爵令嬢は我が道を場当たり的に行く」



August 2026: Release of Volume 1 (Novel)
「現代忍者は万能ゆえに異世界迷宮を
一人でどこまでも深く潜る」

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Upward Revision of Consolidated Performance Forecasts for FY27

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Upward Revision of Consolidated Performance Forecasts for FY27

	FY2027 Q1 Cumulative Results	Previous performance forecast (Full year) Progress rate	Revised Forecast (Full year) Progress rate	+/- Amount Compared to the previous forecast
Net Sales	16,948 million yen	58,000 million yen 29.2%	**71,000** million yen **23.9%**	+13,000 million yen 122.4%
Operating profit	1,546 million yen	5,300 million yen 29.2%	**6,600** million yen **23.4%**	+1,300 million yen 124.5%
Ordinary profit	1,441 million yen	6,000 million yen 24.0%	**7,100** million yen **20.3%**	+1,100 million yen 118.3%
Net profit attributable to owners of parent	1,091 million Yen	4,200 million yen 26.0%	**5,100** million yen **21.4%**	+900 million Yen 121.4%

・Regarding the TCG "Palworld OFFICIAL CARD GAME," it has seen a strong start exceeding expectations immediately following its release in July 2026. We have reflected these actual results, revised our future shipment forecasts, and incorporated them into our current earnings forecast.

・As for the digital game "BanG Dream! Our Notes," the launch fell short of initial expectations due to the impact of unauthorized access that occurred upon its release in September 2026. Currently, we are able to stably hold new in-game events, and we expect it to make a full-scale contribution to earnings from the second quarter onward.

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Revision of Dividend Forecast for FY27 (Dividend Increase)

Record Date	End of Q2	End of fiscal year	Total
Previous forecast	0.00 yen	3.00 yen	3.00 yen
Revised forecast	**0.00 yen**	**4.00 yen (Ordinary dividend: 3.00 yen) (Commemorative dividend: 1.00 yen)**	**4.00 yen (Ordinary dividend: 3.00 yen) (Commemorative dividend: 1.00 yen)**
Previous fiscal year results (Fiscal year ended June 30, 2026)	0.00 yen	2.50 yen	2.50 yen

In line with the revision of our financial results forecast, we have revised our year-end dividend forecast for the fiscal year ending June 30, 2027, to **4.00 yen per share**. This consists of an ordinary dividend of 3.00 yen (unchanged from the previous forecast) and a commemorative dividend of 1.00 yen to celebrate the 20th anniversary of our founding.

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September 2, 2026 Notice Concerning Establishment of a Subsidiary (Bushiroad Mirai Inc.)

We hereby announces that its Board of Directors resolved at a meeting held on August 27, 2026, to establish a new subsidiary, Bushiroad Mirai Inc.

1. Background and Purpose of Establishment

To achieve further business growth, the Group has been promoting digital transformation (DX) and operational efficiency across the entire organization, ranging from frontline operations to back-office functions. In order to address the diverse operational challenges faced by various departments and build a flexible and continuous improvement framework, we have established a new group company as an independent entity not tied to any specific business division. This entity will strengthen cross-company promotion, advance initiatives from a medium- to long-term perspective, and ensure agility to respond promptly to changes.

2. Business Activities

With the aim of "supporting operations with AI, primarily focusing on routine processes previously performed manually," Bushiroad Mirai Inc. will drive DX promotion, operational efficiency, and sophistication across the Group. Delineating roles with the existing IT department that oversees core company-wide systems, the new subsidiary will be responsible for implementing and operating specialized tools closely tailored to operational challenges. Furthermore, we also plan to explore offering external services based on the expertise and tools cultivated through in-house operations in the future. Through these efforts, we will reduce the burden of routine tasks and human error, establishing an environment where creators and on-site staff can focus even more on creative and planning activities.

3. Overview of the Company to be Established

(1) Company Name	Bushiroad Mirai Inc.
(2) Representative	Tetsuya Ezaki, President and Representative Director
(3) Head Office Location	Sumitomo Nakanosakaue Bldg., 1-38-1 Chuo, Nakano-ku, Tokyo
(4) Business Activities	DX promotion and operational efficiency support within the Group
(5) Capital	10 million JPY
(6) Date of Establishment	December 2026 (Scheduled)
(7) Ownership Ratio	Bushiroad Inc. 100%

4. Future Outlook

The impact of this matter on our financial results is expected to be minor at this time; however, we believe that it will contribute to enhancing the corporate value of the Group over the medium to long term. If any matters requiring disclosure arise in the future, we will promptly announce them.

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November 12, 2026
Notice Concerning Status of Repurchase of Treasury Stock and Termination of Repurchase

(Repurchase of Treasury Stock Pursuant to the Provisions of the Articles of Incorporation in Accordance with Article 165, Paragraph 2 of the Companies Act)

We hereby announce that our Board of Directors, at a meeting held on November 12, 2026, resolved to terminate, effective as of today, November 12, 2026, the repurchase of our treasury stock resolved at the Board of Directors meeting held on June 30, 2026 (pursuant to the provisions of Article 156 of the Companies Act as applied pursuant to Article 165, Paragraph 3 of the same Act). In addition, we hereby announce the recent status of the repurchase of our treasury stock as follows:

1. Reason for Terminating the Repurchase of Treasury Stock

After comprehensively considering stock market conditions and other relevant factors, we have decided to terminate the repurchase of our treasury stock effective as of November 12, 2026.

(Reference)

1. Details of the resolution approved at the Board of Directors meeting held on June 30, 2026

(1) Class of shares to be repurchased	Common stock of the Company
(2) Total number of shares to be repurchased	Up to 8,000,000 shares (5.89% of total number of issued shares, excluding treasury shares)
(3) Total amount of repurchase price	Up to 2.0 billion yen
(4) Repurchase period	From July 1, 2026 to December 31, 2026

2. Cumulative total of treasury stock repurchased pursuant to the resolution of the Board of Directors mentioned above (as of November 12, 2026)

(1) Total number of shares repurchased	2,845,700 shares
(2) Total repurchase amount	1,170,597,600 yen

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Appendix

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LIVE-MIXED ENTERTAINMENT

Continuously develop "Entertainment" that's integrated with "Live Experiences".

The Bushiroad Group possesses diverse functions within the Group, enabling one-stop, speedy execution from IP creation to multifaceted content rollouts, including anime, games, music, and merchandising (MD).

Among these, what we particularly value and consider our core strength is exemplified by our founding Trading Card Game (TCG) tournament operations and playing environments, live music concerts, and professional wrestling tours—this is our **"power to create live experiences where real human connections generate immense passion"**. In an era where the content environment is undergoing significant changes and technology allows for the easy delivery of diverse experiences, we believe the enthusiasm generated by people sharing the same physical space and time holds greater value than ever before.

The accumulation of these live experiences we develop brings our content closer to fans and delivers a more vivid sensation.

This is our solid strength, and as something we will continue to develop, we have named this concept "LIVE-MIXED ENTERTAINMENT" and uphold it as our corporate vision.



TCG operations that produce the very venues for play



IP expansion merging music concerts and stage plays



Creating daily touchpoints through retail stores, events, and prize promotions



Pro-Wrestling tours delivering heat and power directly to various regions

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LIVE-MIXED ENTERTAINMENT ~An example of BanG Dream! Project~

Project Concept

The novelty and uniqueness of combining voice actresses with a girls' band, along with the energy generated by live music performances.





Expand across multiple channels to maximize engagement and excitement



TCG



Digital Game



TV Anime



Publication



Live events



CD・Blu-ray





Merchandise

Promotional strategies leveraging the group's expertise and strategic alliances

TVCM | SNS | Video Streaming | Transit Advertising

Customers around the world

One-stop creation of "LIVE-MIXED ENTERTAINMENT," turning in-person connections into energy and excitement.

©BanG Dream! Project ©Bushiroad

Bushiroad Group's Strengths ② "TCG Value Chain and Operational Capabilities"

Planning & Development

Planned by Bushiroad and developed in collaboration with Yuhodo Inc. (capital and business alliance) and other partner development companies. Localization for overseas expansion is handled by Bushiroad International and Bushiroad (Shanghai) Co., Ltd.
*Bushiroad local subsidiaries

Manufacturing

Japanese & Simplified Chinese Versions
- Partner factories

English Version
- GTIM* (Malaysia) *Bushiroad local subsidiary

Sales & Operations

Developing business tailored to the market environment of each region with bases around the world
- Bushiroad (Japan)
- Bushiroad Asia (South Korea)
- Bushiroad Malaysia (Malaysia)
- Bushiroad International (Singapore)
- Bushiroad USA (USA)
- Bushiroad (Shanghai) Co., Ltd.

Japan / East Asia / North America / South east Asia / Other Regions

*GTIM=GORIN TECHNICAL INDUSTRY (MALAYSIA) SDN. BHD.

TCGs, Bushiroad's founding business, are not a one-off sale but an "infrastructure business" where customers continue to play.

"Global Grassroots Sales" in collaboration with wholesalers and TCG shops worldwide

Bushiroad Group employees directly visit card shops around the world to hold card game workshops,deepening relationships and building cooperative partnerships through face-to-face communication with local card shops and customers. The total number of official authorized stores worldwide exceeds approximately 4,300 (approx. 1,300 in Japan, approx. 3,000 overseas), selling Bushiroad TCGs and hosting tournaments at stores in each region. *As of the end of June 2026.



Hosting numerous large-scale Bushiroad-sponsored events, including the "Card Game Festival "

"Card Game Festival 2026," held at Tokyo Big Sight on May 3 and 4, 2026, welcomed a total of 23,652 customers from Japan and abroad. In August 2026, it was also held in Singapore and South Korea. Going forward, we aim to make this a global, open-platform event where we can generate synergistic excitement together with other manufacturers.



Connecting with card game users worldwide through the official TCG tool "Bushi Navi"

"Bushi Navi" is an app that supports searching for stores hosting various TCG events, entering events and tournaments, and managing operations on the day of the tournament. Launched in Japan in 2021, it is currently available in 6 languages*. By connecting Bushiroad, customers, and card shops, we will continue to advance the networking of card game users around the world.
*The Simplified Chinese version is deployed on the WeChat app.



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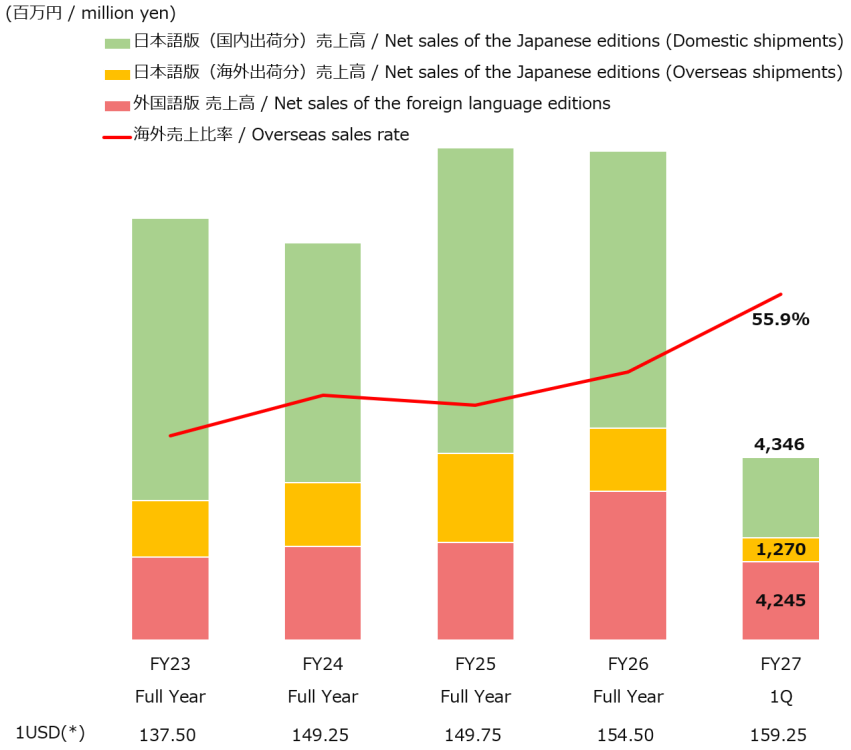
Bushiroad Group's Strengths ③ "Global Expansion"

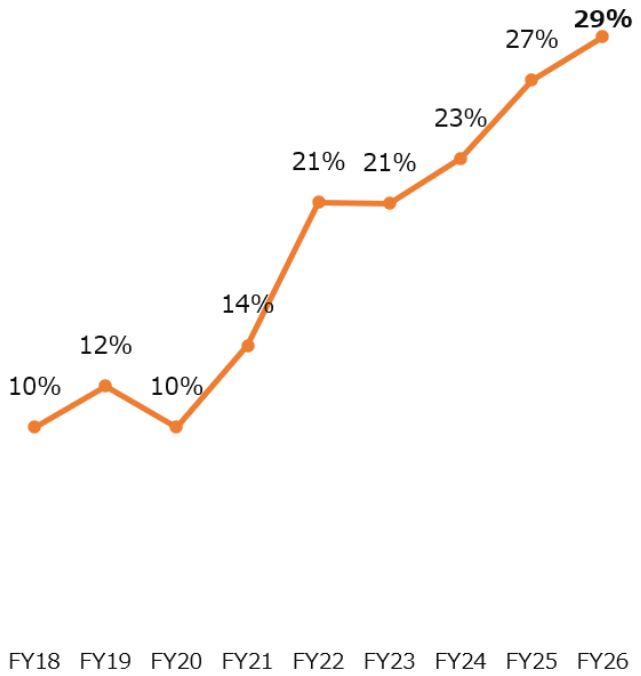
The overseas sales ratio of the entire group is steadily increasing, and we aim to raise it to 50% in the medium to long term. Ahead of this, the overseas sales ratio for TCG in Q1 of FY27 reached **55.9%** (see P.14). We will continue to focus on global expansion by continuing to hold the "Bushiroad EXPO," an exhibition that delivers Bushiroad content—such as TCG, anime, games, live music, and merchandise (MD)—directly to the world.

Ratio of Domestic and Overseas TCG Sales



* Foreign language version is the total of English and Chinese version. Overseas net sales is the total of Japanese version (overseas shipments) and foreign language versions.
* The average rate during the period is listed for reference.

Group Overseas Indicators



FY26	
Number of corporate bases	7 locations
Number of expatriate bases	1 location
Number of countries of origin of employees	11 countries and regions
Ratio of foreign and English-speaking personnel	44.2%

The overseas ratio for the entire Bushiroad Group in FY26 reached 29.1% (+1.9 pt year-on-year), driven by factors such as the strong performance of the English versions of TCG and an increase in the number of live events held overseas.

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Disclaimer

This material has been prepared based on the information available to the Company at the time of its preparation. The Company offers no guarantee of its realization. Furthermore, please note that the materials include financial information based on past financial statements or the like that has not been audited by an independent certified public accountant or audit corporation, or management figures not based on financial statements or the like.

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