

Financial Results Presentation

2Q FY2/27 (semi-annual period)

(March 1, 2026 - August 31, 2026)

October 15, 2026

TOHO CO., LTD.

Stock Code:9602

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Contents

About This Presentation

- This presentation is a comprehensive, one-stop disclosure designed to give investors a complete picture of TOHO's business, alongside its financial results. For an overview, please refer primarily to the Executive Summary and Financial Highlights. For details of each business, please refer to the Appendix.
- Updates since the previous quarterly financial presentation are shown on the top right of each page.
- This presentation was prepared and edited by the Investor Relations of TOHO. Please contact ir@toho.co.jp if you have any questions.

<u>Executive Summary</u>	<u>p.2</u>
<u>Financial Highlights</u>	<u>p.17</u>
<u>Appendix 1 Financial Results/Outlook</u>	<u>p.25</u>
<u>Appendix 2 Film Business</u>	<u>p.44</u>
<u>Appendix 3 IP & Anime Business</u>	<u>p.58</u>
<u>Appendix 4 Theatrical Business</u>	<u>p.77</u>
<u>Appendix 5 Real Estate Business</u>	<u>p.81</u>
<u>Appendix 6 Others(TOHO-ONE)</u>	<u>p.85</u>
<u>Appendix 7 Business Model</u>	<u>p.88</u>
<u>Appendix 8 Corporate</u>	<u>p.98</u>

Executive Summary

Executive Summary for 2Q FY2/27 (Semi-Annual Period)

[Updated]

FY2/27 2Q Results / Full-Year Earnings Forecast

- **2Q results (semi-annual):** Recorded operating revenue of ¥185.1 billion and operating profit of ¥30.9 billion. **Despite a decline following the previous year's major hit titles and the impact of the time lag in recognition resulting from the company split of TOHO Global, Film Business and IP & Anime Business maintained solid performance.**
 - **Film business:** In 2Q (Jun–Aug), *Chiikawa* was a major hit, and sales of related merchandise were also strong. Movie Theater business **maintained solid attendance even after the revision of admission fees in July.**
 - **IP & Anime business:** The impact of the time lag in recognition has been normalized. **Operating revenue increased significantly, supported by higher streaming revenue.** One-off expense and investments were incurred.
 - In 2Q, the time lag in recognition resulting from the company split of TOHO Global (for April–May) was reflected.
 - Increased overseas investments to strengthen our products distribution. While these investments are currently pulling down the profit margin of IP & Anime Business, we aim to **deliver IP to more overseas fans** and achieve profitability early.
- **Full-year consolidated earnings forecast**
 - **Operating profit: ¥62.0 billion** (remains unchanged). **Net profit: ¥48.0 billion** (up ¥7.0 billion from the initial forecast, reflecting the sale of strategic shareholdings in September).
 - Results through 2Q were generally in line with expectations. While success from titles like *Chiikawa* and *GODZILLA MINUS Zero* was already incorporated, **the initial forecast of operating profit remains unchanged while we carefully evaluate the performance of upcoming titles in the second half.**

Topics

- *GODZILLA MINUS ZERO* to be released simultaneously worldwide in November. **Aim to make it a major hit through our own global distribution network.**
 - **High expectations for a strong lineup of movies and anime from 2027 onward**, with further announcements to follow.
 - Sold **some real estate properties** (announced on Aug. 17) and a **portion of strategic shareholdings** (sold on September 15).
- “Stability with the Power of Hits”:** Aim to further improve performance by combining the power of content with a stable business foundation.

Business Highlights for 2Q FY2/27 (Semi-Annual Period)

[Updated]

(millions of yen)	2Q FY2/26 (Semi-annual period)	2Q FY2/27 (Semi-annual period)	Change	Percentage change
Operating revenue	191,677	185,162	-6,515	-3.4%
Operating costs	107,004	102,078	-4,926	-4.6%
Gross profit	84,672	83,083	-1,589	-1.9%
SG&A	43,525	52,144	8,618	19.8%
Operating profit	41,146	30,938	-10,207	-24.8%
Non-operating income	2,147	3,497	1,349	62.8%
Non-operating expenses	1,102	1,308	206	18.7%
Ordinary profit	42,192	33,127	-9,064	-21.5%
Extraordinary income	8,913	-	-8,913	—
Extraordinary losses	689	1,256	567	82.3%
Profit attributable to owners of parent	33,450	20,019	-13,430	-40.2%

Revenue decreased, as 2Q FY2/26 benefited from major hits such as *Demon Slayer* and *KOKUHO*.

Operating profit declined due to factors including the impact of the company split, one-off expense, and upfront investments in overseas business.

Strategic-shareholdings were sold in the same period of the previous fiscal year.

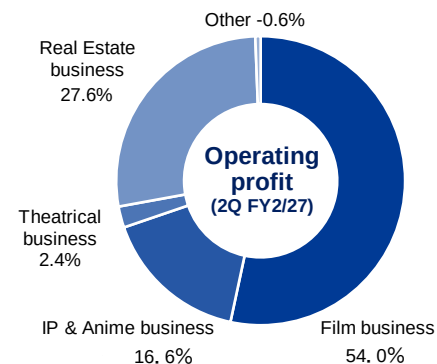
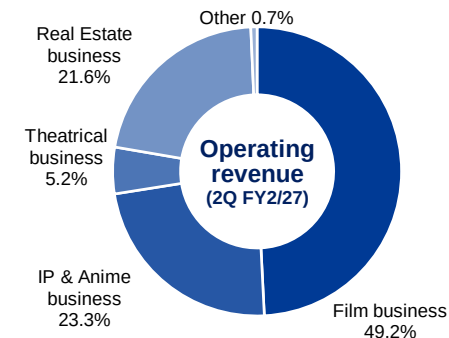
Demolition costs increased.

Operating Results by Segment for 2Q FY2/27 (Semi-Annual Period)

[Updated]

	(millions of yen)	2Q FY2/26 (Semi-annual period)	2Q FY2/27 (Semi-annual period)	Change	Change Factors (Top row: Operating revenue Bottom row: Operating profit)
 Film business	Operating revenue	103,709	91,177	-12,532	• Revenue decreased, as 2Q FY2/26 benefited from major hits such as <i>Demon Slayer</i> and <i>KOKUHO</i> .
	Operating profit	23,193	19,400	-3,793	• Profit decreased due to the factors behind the revenue decline, as well as an increase in depreciation expenses, etc.
	OP%	22.4%	21.3%	-1.1 Point	
 IP & Anime business	Operating revenue	37,313	43,132	5,818	• Revenue increased due to higher overseas streaming revenue.
	Operating profit	10,698	5,970	-4,728	• Profit decreased due to factors such as one-off expenses related to contingent consideration and an increase in personnel expenses.
	OP%	28.7%	13.8%	-14.8 Point	
 Theatrical business	Operating revenue	10,698	9,589	-1,108	• Revenue and profit decreased, as 2Q FY2/26 benefited from performances such as <i>Knights' Tale ARENA LIVE</i> and <i>Les Misérables</i> .
	Operating profit	997	845	-151	
	OP%	9.3%	8.8%	-0.5 point	
 Real Estate business	Operating revenue	39,314	40,008	693	• Revenue increased due to the smooth progress of large-scale bridge repair works (road business).
	Operating profit	10,463	9,895	-567	• Profit decreased due to the fading YoY impact of price sliding in the road business.
	OP%	26.6%	24.7%	-1.9 point	
Other business	Operating revenue	641	1,254	613	• Revenue increased mainly due to new TOHO-ONE membership fees.
	Operating profit	71	-207	-279	• Profit decreased mainly due to sales promotion expenses for the TOHO-ONE point program.
	OP%	11.2%	-16.5%	-27.7 point	
Adjustments		-4,278	-4,965	-686	• Increase in depreciation expenses, outsourcing expenses, etc.
Total	Operating revenue	191,677	185,162	-6,515	—
	Operating profit	41,146	30,938	-10,207	—

Composition by business segment
(excluding adjustments)



Film Business: Strong Performance in Film Distribution & Movie Theater

[New]

- **Film Distribution:** The overall industry performed strongly, thanks to hits such as *Detective Conan*, *Chiikawa*, and foreign films.
- **Movie Theater Business (TOHO CINEMAS):**
 - Admission fees were partially revised (from July onward)
 - TOHO CINEMAS OIMACHI (Mar) and TOHO CINEMAS NAGOYA SAKAE (Jun) opened.
 - OS CINEMAS M-INT KOBE and OS CINEMAS KOBE HARBORLAND were added to the Group's theater network (Oct).
- **Development of Live-Action Film Projects:**
Human Vapor was rebooted with Netflix. *The Apothecary Diaries* is scheduled for streaming.

	FY2/26	FY2/27	
		Assumptions at the beginning of FY2/27	Assumptions as of October 15
Domestic box office revenue *Including ODS but excluding live streaming	¥274.4 billion *Jan. to Dec., 2025	¥250.0– ¥260.0 billion	¥250.0– ¥260.0 billion
Box office revenue of TOHO Japanese Films *Including ODS (TOHO NEXT)	¥139.9 billion	¥90.0–¥100.0 billion *Excluding the overseas box-office revenue from GODZILLA MINUS ZERO	¥95.0–¥105.0 billion *Excluding the overseas box-office revenue from GODZILLA MINUS ZERO
Number of films distributed by TOHO	44 titles (Including 12 titles under representation, 13 invested titles, and 16 TOHO NEXT titles)	32 titles (Including 7 titles under representation, 13 invested titles, and 8 TOHO NEXT titles) *Includes only titles released as of Apr. 14 and including titles scheduled for the year of 2027 onwards with unconfirmed release dates.	48 titles (Including 7 titles under representation, 27 invested titles, and 12 TOHO NEXT titles) *Includes only titles released as of Oct. 15 and including titles scheduled for the year of 2027 onwards with unconfirmed release dates.



Netflix Series *Human Vapor*
(Streaming exclusively worldwide on Netflix from July 2, 2026)



The Apothecary Diaries
(Scheduled to stream on Prime Video in 2028)

GODZILLA MINUS ZERO to Be Released Worldwide in November

[New]

- *GODZILLA MINUS ZERO* to be **released simultaneously worldwide** in November.
- TOHO Global* will fully launch its own distribution network, **aiming to make the film a worldwide hit.**
*GKIDS (North America), Anime Limited (Europe), Toho Entertainment Asia (Asia)

Japan

- **Release date:** November 3 (Tue., national holiday), nationwide theatrical release. Godzilla Fest 2026 to be held on November 3
- Japan's first Filmed For IMAX title*²
- **Promotional activities:** Broadcast of the previous film, *Godzilla Minus One*, on the Friday Roadshow TV program (Oct. 30), airing of special TV programs, screening at the 39th Tokyo International Film Festival, etc. Collaborated with TOHO-ONE.
- Trailer views ([official channel](#), Japan): **Over 5 million***¹

Overseas

- Starting with its theatrical release in North America on November 6, the film will be released in approximately 80 countries worldwide.
- **Promotional activities:** Held "Godzilla Minus Zero Night," a special event in collaboration between the Los Angeles Dodgers. World premiere at the 64th New York Film Festival, etc.
- Trailer views ([official channel](#)) for overseas: **Over 13 million***¹
- Received a high rating on the film review site Rotten Tomatoes.*³

*¹ Number of views from its release on September 8 through October 15

*² A film shot with IMAX-certified high-resolution cameras and optimized for screening in IMAX theaters

*³ Based on 41 reviews with a 95% score (Tomatometer), as of October 15

(As of October 15, 2026)



Collaboration event with the Los Angeles Dodgers



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11.3 [未映]

FILMED FOR IMAX

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Comparison with the previous film, *GODZILLA MINUS ONE*

	<i>GODZILLA MINUS ONE</i>	<i>GODZILLA MINUS ZERO</i>
Release date (Japan/North America)	Nov. 3, 2023 / Dec. 1, 2023	Nov. 3, 2026 / Nov. 6, 2026
Global box office revenue (Japan/Overseas)	Approx. ¥16.0B (¥7.65B / US\$56.0M*)	-
No. of screens in Japan	377 in opening week	383 in opening week
No. of screens in North America	2,308 theaters in opening week	Aim to exceed <i>GODZILLA MINUS ONE</i>
Overseas distribution by TOHO	North America	Toho International
	Europe	GKIDS
	Asia	Anime Limited
No. of countries (film release)	Approx. 50 countries	Toho Entertainment Asia
No. of GODZILLA STORE	Japan: 2	Approx. 80 countries
		Japan: 7 and overseas: 1

*Based on an exchange rate of US\$1 = ¥150

New Anime Title *Phantom Busters* to be Aired in 2027

[New]

- **To be adapted into a TV anime in 2027.**
 - *Phantom Busters* by Neo Shoco is set to be adapted into a TV anime.
 - Currently a highly popular manga serialized in Shueisha's Jump Square.
 - Over 1.4 million copies in circulation (including digital editions).
- **A highly popular title attracting significant attention**
 - Ranked second in the "National Bookstore Employees' Recommended Comics 2025."
 - Ranked fourth in the "Manga We Want to See Animated Ranking 2025."
- *Phantom Busters* has a large fan base not only in Japan but also **overseas**.

Story

Mogari Shishikuno (Mogari), a high school student with "the power to eat ghosts," Eugene Korekishi (Koreshiki), a manga otaku with zero spiritual sensitivity, Kaoru Kanzaki (Zaki), a cool otaku who can see ghosts, and Kotaro Tamon (Tamon), who can talk to ghosts but struggles when dealing with people.

A lively, chaotic story about this unique group of four who form Phantom Busters, a club dedicated to exorcising ghosts.



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Operating Revenue by Segment: Film Business and IP & Anime Business

(Revenue Breakdown, Quarterly)

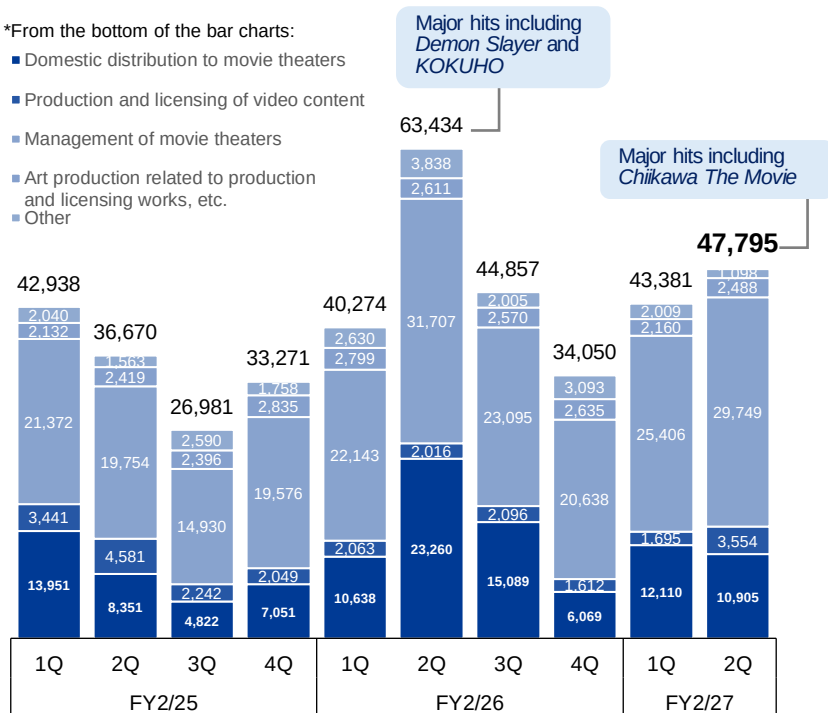
[Updated]

Film business

(millions of yen)

*From the bottom of the bar charts:

- Domestic distribution to movie theaters
- Production and licensing of video content
- Management of movie theaters
- Art production related to production and licensing works, etc.
- Other

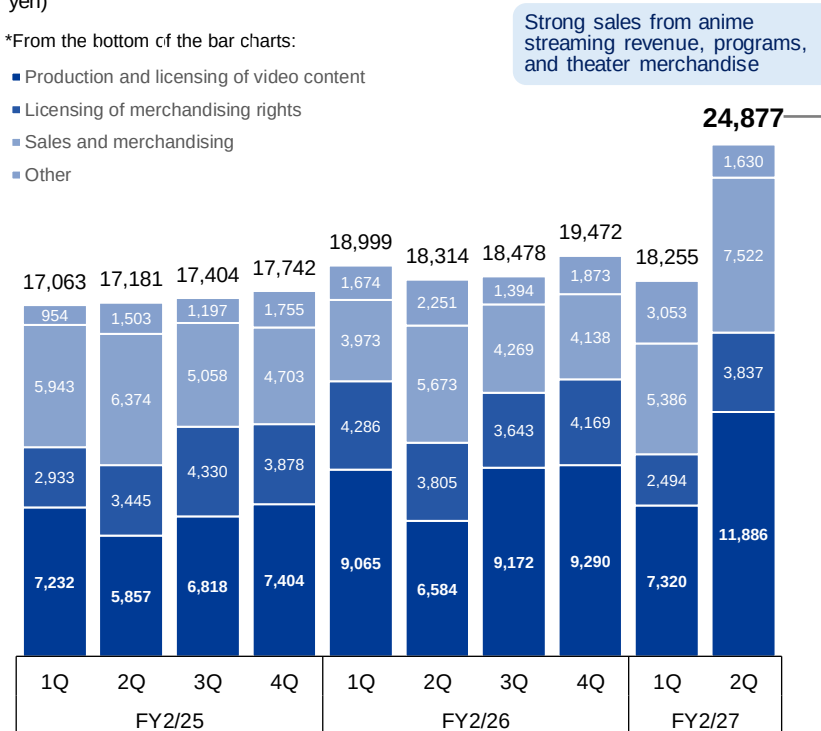


IP & Anime business

(millions of yen)

*From the bottom of the bar charts:

- Production and licensing of video content
- Licensing of merchandising rights
- Sales and merchandising
- Other



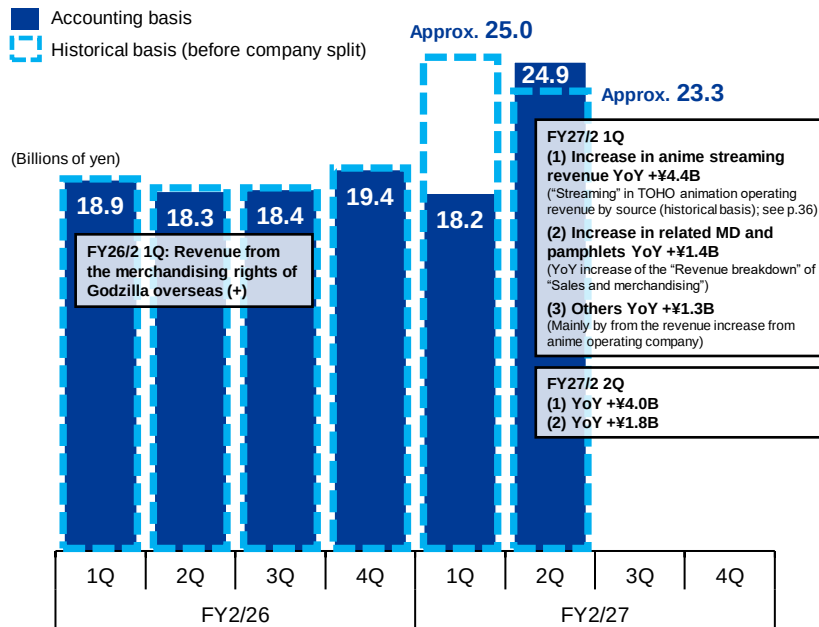
*Please refer to pages 18–19 and 96–97 for details on revenue breakdown and its relation with subsidiaries and business activities.

IP & Anime Business: Revenue Growth / Upfront Investments

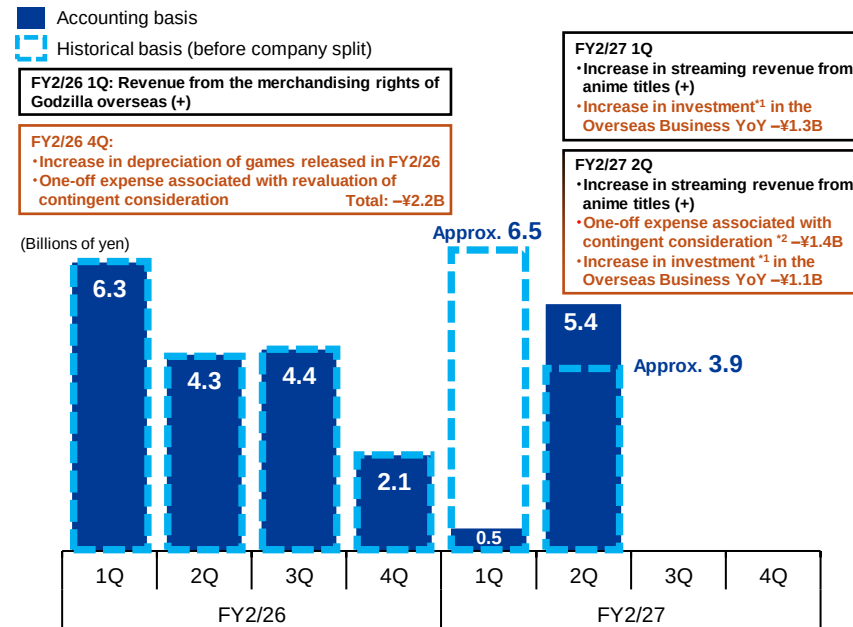
[New]

- **Operating revenue:** Increased significantly due to higher streaming revenue from anime titles other than new releases.
- **Operating profit:** Profit fell due to **one-off expense and increased SG&A expenses from upfront investments**.
- **From 3Q onward:** Expect continued streaming revenue (mainly from anime titles other than new releases) and contributions from *GODZILLA MINUS ZERO* (mainly overseas distribution, related merchandise, and pamphlets).

Operating Revenue



Operating Profit



*1 Total SG&A expenses of the following subsidiaries: TOHO Global Inc., Toho International, Inc., TOHO Entertainment Asia Pte. Ltd., GKIDS, INC., TOHO Europe Limited, and Anime Limited.

See p.75 for details on the increase in overseas personnel.

*2 One-off expense associated with contingent consideration due to steady progress in key initiatives at the acquired business. The one-off expense in 4Q FY2/26 were recorded resulting from an increase in the payment obligation for the consideration, while those in 2Q FY2/27 resulted from the final settlement. No similar expenses will be incurred from 3Q FY2/27 onward.

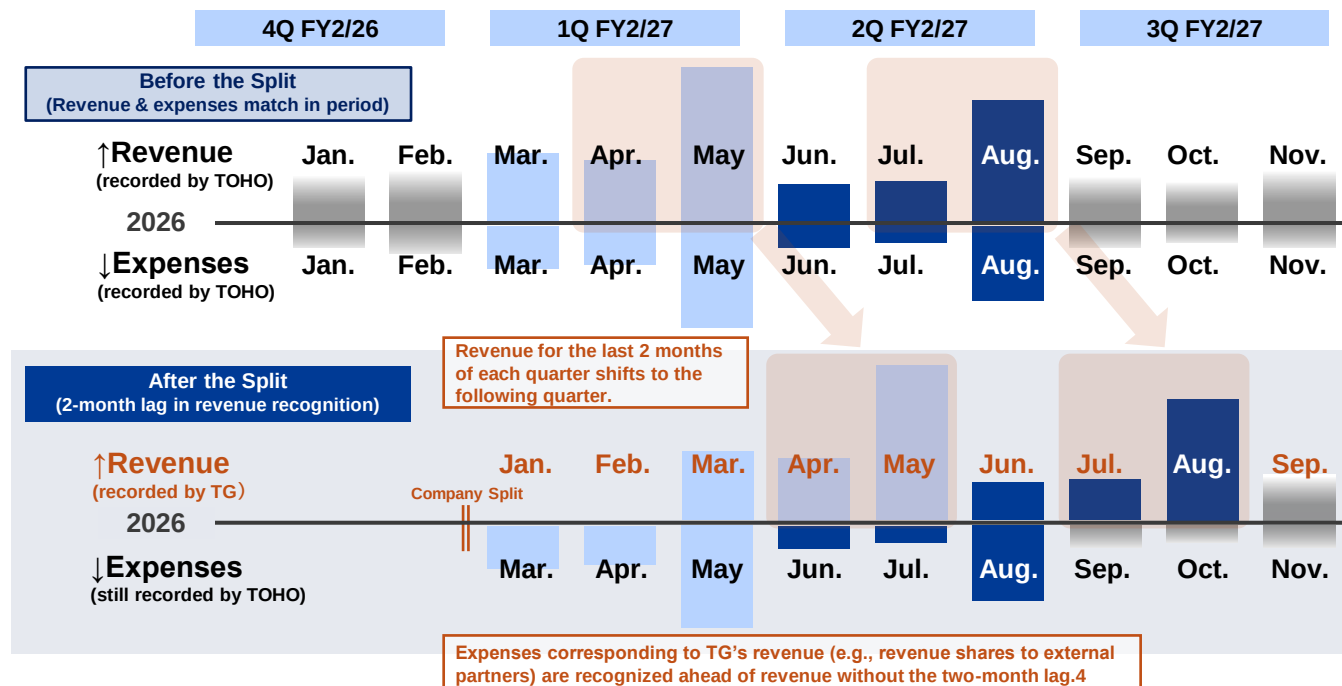
IP & Anime Business: Time Lag in Revenue Due to Company Split

[Updated]

- Company split** (executed in March 2026): **Transitioned to a structure** under which overseas subsidiary **TOHO Global (TG)** directly recognizes overseas revenue.
- Difference in fiscal year-ends:** The difference in fiscal year-ends between TOHO (February) and TG (December) **results in a consolidation adjustment (time lag)**.
- Factors behind the increased lag:** The consolidation adjustment increased due to a **significant anime streaming revenue** (particularly in May and August).

Comparison of Overseas Revenue: Before and After the Company Split

*Figures (bar heights) for Mar.–Aug. reflect TG's actual sales and cost of sales.



Comparison of Overseas Revenue Recognition Entities and Roles

	Up to Feb. 2026	From Mar. 2026
Entity	TOHO (TG is outsourced)	TOHO Global (Direct sales)
FY End	February	December
Role	TOHO outsourced overseas sales to TG.	TG directly handles overseas sales.
Revenue Recognition Method	TOHO records operating revenue. TG records outsourcing fees from TOHO.	TG records operating revenue. Toho receives revenue shares from TG and distributes them to production committees.

(Reference) ["Notice Concerning Company Split \(Simplified Absorption-type Company Split\) with Consolidated Subsidiary"](#)
(Disclosed on Jan 14, 2026)

IP & Anime Business: Overseas Strategy to Maximize the IP Value

[New]

- Strengthen our own distribution network and evolve from providing viewing experiences to **providing diverse experiences through the IP business**.
- Expand both our business areas (↓) and our own value chain (→), and **further develop the intersections between the two**.
- **Provide diverse experiences to more fans in a more targeted manner, thereby enhancing the market value of IP.**

 =Progress in development / expansion (image)

		Film distribution	Video licensing	Merchandise licensing	Game collaborations and development	In-house product manufacturing and sales	Theater and stage exhibition
		Expansion of our own value chain					
		a	b	c	d	e	f
Expansion of business areas	1	1a	1b	1c	1d	1e	1f
	2	2a	2b	2c	2d	2e	2f
	3	3a	3b	3c	3d	3e	3f
	4	4a	4b	4c	4d	4e	4f
		North America (TI ^{*1} /GKIDS: From Oct. 2024)	Asia (TEA ^{*2} : From Oct. 2024)	Europe (TU ^{*3} /AL ^{*4} : From Jan. 2026)	Other emerging markets		

- Film distribution and video licensing are growing steadily.
- We will strengthen other areas of the value chain as well.
- Going forward, we will expand our business areas into Asia, Europe, and other emerging markets in a more targeted manner.

Other Business: TOHO-ONE Reaches 3 Million Members

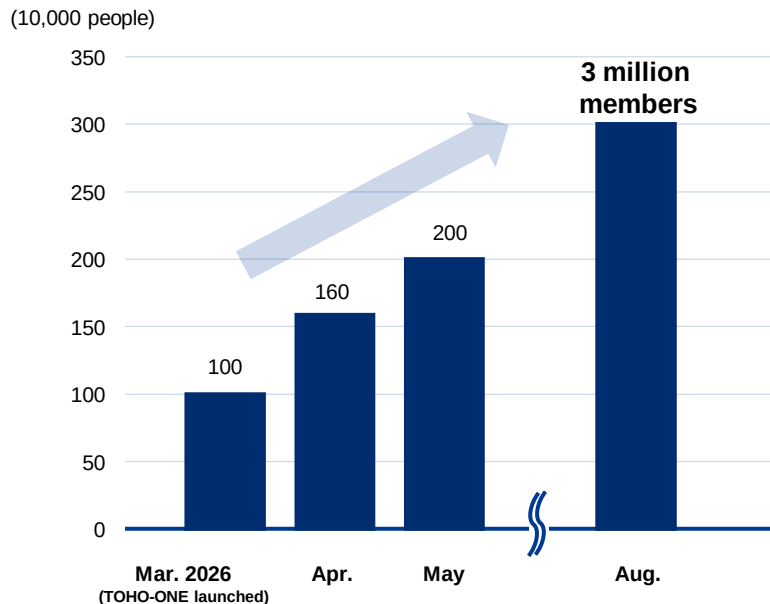
[New]

Made progress toward becoming a **fan engagement platform**. Membership reached 3 million as migration from the former Cine Mileage and other services progressed.

Expansion and stabilization of membership base

The membership base expanded to approximately **3 million members** as of the end of August 2026.

Trend in number of TOHO-ONE members



Deepening relationships with fans

Expand unique TOHO-ONE experiences and two-way touchpoints, such as studio tours, member-exclusive performances, and ONE's VOICE,* **strengthening the relationship between TOHO and its fans.**

*Submission initiative and a questionnaire channel established to broadly collect opinions and feedback from users



Exclusive performance for premium members



TOHO Studio Tour

To become a platform connecting IP and fans

- Aim to evolve into a **fan engagement platform** that further expands collaboration with diverse IP, **increases fan engagement, and maximizes IP value.** (Please see p.86 for details.)
- From 3Q onward, we plan to further expand collaboration with IP and partners, including a collaboration with *GODZILLA MINUS ZERO* (e.g., invitations to the 39th Tokyo International Film Festival).

Real Estate: Properties Sales After Holding Policy Review (Announced on August 17)

[New]

We verified the strategic value of approximately 130 properties we own from both quantitative and qualitative perspectives and, **based on the “TOHO Mid-Term Plan 2028,” began selling properties with low strategic value.**

- ✓ **Sale of seven properties:** We initiated the sale of properties in regional and suburban areas that we determined to have low strategic value due to their limited potential to contribute to future earnings.
- ✓ **Impact on financial results:** We expect to record a total of approximately ¥0.3 billion in gain on sale of non-current assets for the seven properties. (To be recorded from 2Q through 4Q FY2/27.)
- ✓ **Planned additional sales:** In addition to the seven properties, **we plan to sell several additional properties during the current fiscal year.**

Overview of the Seven Properties to be Sold (Announced on August 17)

- Tsukuba Tatemono (Tsukuba City, Ibaraki Prefecture, commercial store)
- Ushiku Tatemono A (Ushiku City, Ibaraki Prefecture, commercial store)
- Ushiku Tatemono B (Ushiku City, Ibaraki Prefecture, commercial store)
- Ushiku Tatemono C (Ushiku City, Ibaraki Prefecture, commercial store)
- Ushiku Tatemono D (Ushiku City, Ibaraki Prefecture, commercial store)
- Kofu-Showa Tatemono (Showacho, Nakakoma-gun, Yamanashi Prefecture, commercial store)
- Asahikawa Parking (Asahikawa City, Hokkaido, former parking lot site)

Total book value of the seven properties above: **¥1.43 billion** (as of the end of FY2/26)

→ **Allocate management resources generated through the sale of properties with low strategic value to maximizing rental income from core properties and creating Group synergies.**

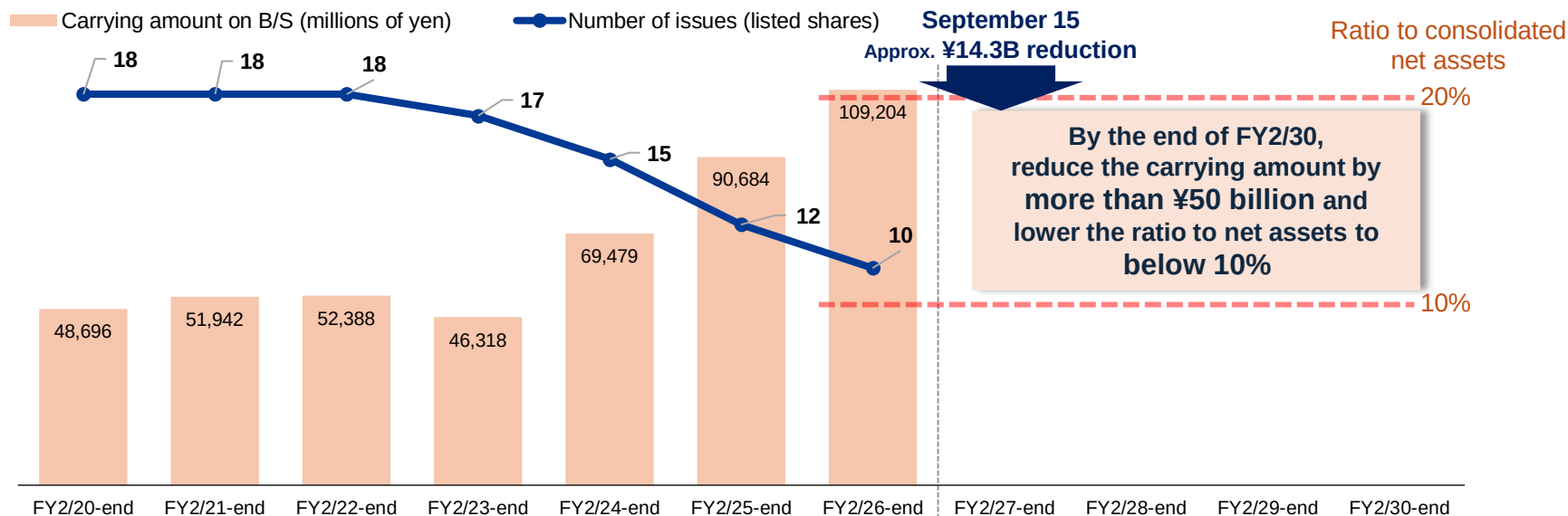
Reduction of Strategic Shareholdings: Target Announced on July 15, Partial Sale on September 15

[Updated]

Sold portion on Sep. 15, reducing the carrying amount by approx. ¥14.3B compared with the end of FY2/26(¥11.1 billion in extraordinary income to be recorded in 3Q).

Target: By the end of FY2/30, reduce the carrying amount of cross-shareholdings by more than ¥50 billion and lower the ratio to consolidated net assets to below 10%.

- Sell holdings in a phased and planned manner toward the end of FY2/30. Progress sales toward reducing the ratio to consolidated net assets to below 20% by the end of FY2/27.
- Sale proceeds will be primarily allocated to growth investments, while also being used as a source of shareholder returns to improve capital efficiency.

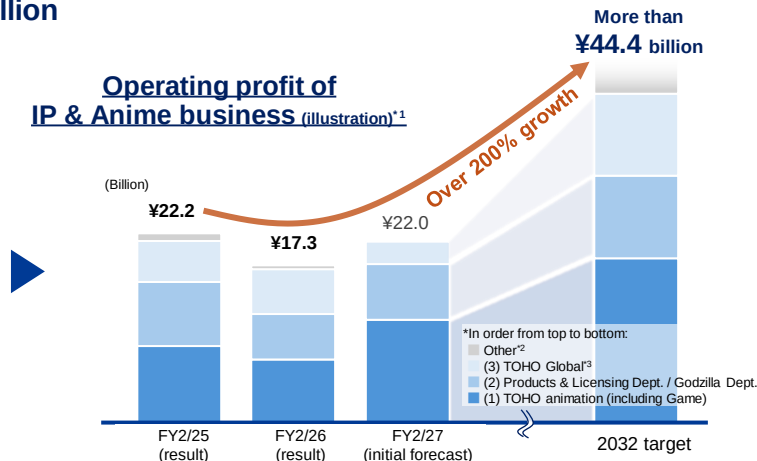
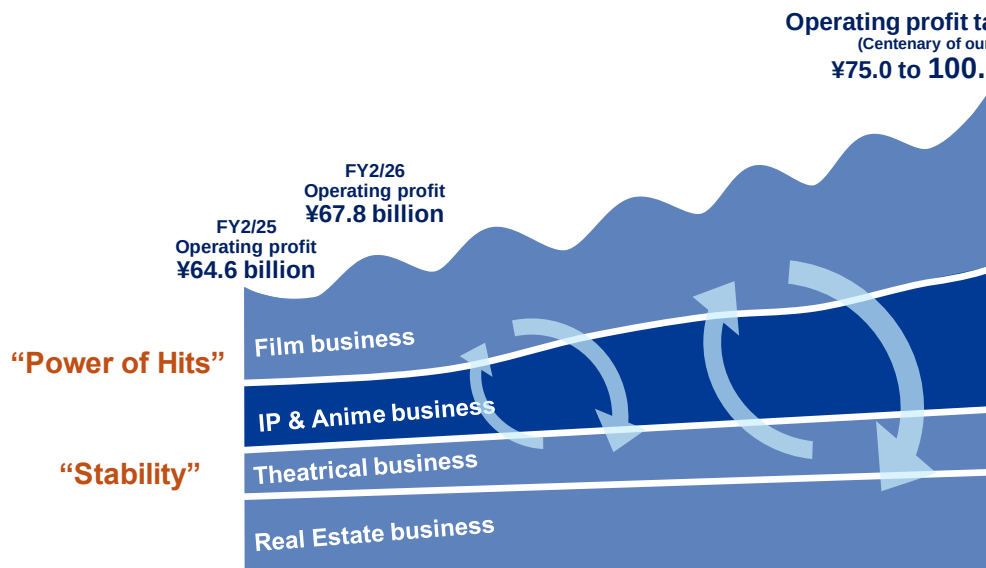


*The carrying amount on B/S represents the total of listed shares, unlisted shares, and deemed holdings.

Toward 2032: Sustainable Growth Through Stability and the Power of Hits

[Updated]

- **Control the volatility inherent in the entertainment through the stable foundation** provided by the IP & Anime, Theatrical, and Real Estate businesses.
- **Build on this stable foundation to pursue major hits** and use the expertise and capital gained through those successes to reinvest in the next work and the next IP.
- Evolve into a **robust business model** in which the interaction between stability and the power of hits **drives long-term growth**.



*1 Bar chart breakdown: Simple aggregate of businesses (pre-amortization of goodwill/intangibles and consolidation adjustments). Totals are on a consolidated basis.

*2 TOHO animation STUDIO Inc., Science SARU Inc., TOHO STELLA Co., Ltd., TOHO MUSIC CORPORATION

*3 TOHO Global Inc., Toho International, Inc., TOHO Entertainment Asia Pte. Ltd., GKIDS, INC., TOHO Europe Limited, Anime Limited

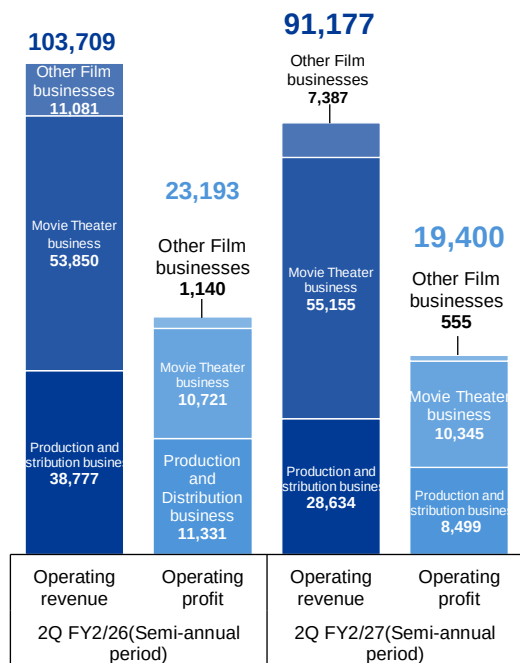
Financial Highlights

Film Business Segment

[Updated: Added 'Others' to revenue breakdown]

Revenue decreased due to the tough comparison against the major hits of *Demon Slayer* and *KOKUHO* in the same period last year. Operating income also decreased due to higher personnel and depreciation expenses.

(millions of yen)



(millions of yen)		FY2/26				FY2/27			
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Production and Distribution business	Operating revenue	12,992	25,784	17,515	8,075	14,315	14,318		
	Operating profit	4,185	7,145	6,270	1,129	4,816	3,682		
	Operating revenue	22,143	31,707	23,095	20,638	25,406	29,749		
	Operating profit	3,972	6,749	3,877	1,980	4,439	5,906		
Movie Theater business	Operating revenue	5,138	5,942	4,246	5,335	3,659	3,727		
	Operating profit	888	252	458	392	342	212		
Other Film businesses	Production and licensing of video content	10,638	23,260	15,089	6,069	12,110	10,905		
	Licensing of merchandising rights	2,063	2,016	2,096	1,612	1,695	3,554		
	Other	2,630	3,838	2,005	3,093	2,009	1,098		
Revenue Breakdown	Distribution revenue (Films distributed by TOHO and others)	17,627	25,503	18,392	15,736	19,286	23,074		
	The number of movie theater customers (thousand)	10,969	16,401	11,574	10,058	12,005	14,229		
	SG&A expenses (Film Business)	11,931	13,254	12,944	13,598	13,452	14,176		
Reference									

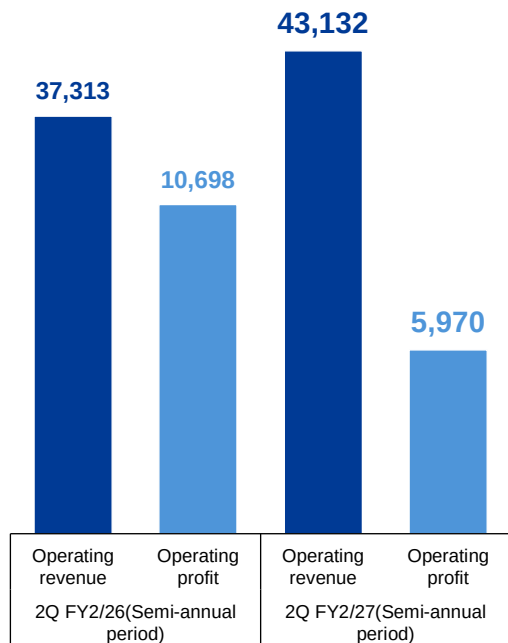
- Hits such as *Demon Slayer*, *KOKUHO*, and *Chainsaw Man* (+)
- Decreased distribution revenue and recorded film advertising expenses, etc. (-)
- Payment of year-end bonuses, etc. due to strong Movie Theater business (-)
- Decreased production investment revenue from other companies' major hits (-)
- Slight decrease due to the impact of the company split with TOHO Global (-) *Recorded to IP & Anime Business
- Streaming rights revenue for the Netflix series *Human Vapor* (+) *Recorded under Film Business
- Increases in personnel expenses (opening of the new theater), depreciation expenses (self/mobile ordering systems, new theater opening), etc. (-)

IP & Anime Business Segment

[Updated: Added 'Others' to revenue breakdown]

Revenue increased due to strong performance in overseas streaming revenue and product sales. Operating income declined due to one-off expenses and higher SG&A expenses in overseas business, among other factors (see p.10–11 for details).

(millions of yen)



		FY2/26				FY2/27				
(millions of yen)		1Q	2Q	3Q	4Q	5	1Q	2Q	3Q	4Q
IP & Anime Business	Operating revenue	18,999	18,314	18,478	19,472	3	18,255	24,877		
	Operating profit	6,335	4,363	4,490	2,106		520	5,450		
	Operating profit margin	33.3%	23.8%	24.3%	10.8%		2.8%	21.9%		
Revenue Breakdown	Production and licensing of video content	1	9,065	6,584	9,172	9,290	7,320	6	11,886	
	Licensing of merchandising rights	4,286	3,805	3,643	4,169	7	2,494	3,837		
	Sales and merchandising	3,973	2	5,673	4,269	4,138	8	5,386	7,522	
	Other	1,674	2,251	1,394	1,873	8	3,053	1,630		
Reference	Amortization of goodwill and intangible assets	532	512	519	536	9	568	577		
	SG&A expenses	3,898	4,504	4,190	4	6,347	10	5,786	4	7,064

*Full-scale goodwill/intangible amortization and increased SG&A (overseas consolidation, growth investment) since 1Q FY2/26.

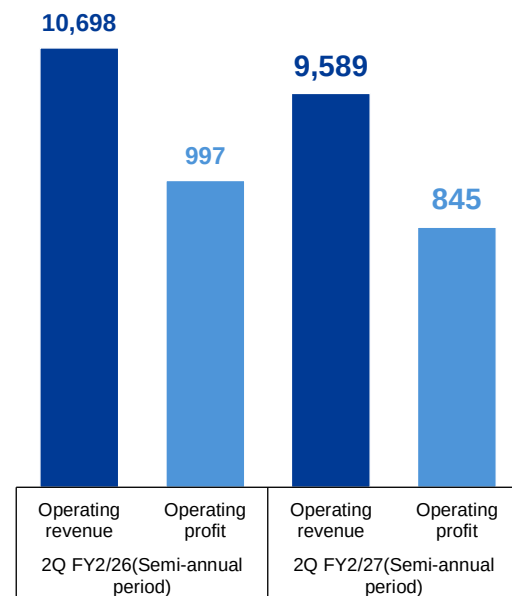
- | | | | |
|---|--|----|---|
| 1 | Revenue from the merchandising rights of Godzilla overseas (+) | 6 | Increase in anime streaming revenue, etc. (+) |
| 2 | Strong sales of theater pamphlets and goods, card games, etc. (+) | 7 | Strong sales of theater pamphlets and goods, etc. (+) |
| 3 | <ul style="list-style-type: none"> Increased depreciation of games released in FY2/26 (-) One-off expenses associated with revaluation of contingent consideration (-) | 8 | Increase in revenue from anime production companies, etc. (+) |
| 4 | Recognition of one-off expenses related to contingent consideration (-) | 9 | Slight cost increase due to start of amortization (newly consolidated Anime Limited) and yen depreciation (-) |
| 5 | Impact of TOHO Global company split (see p.10-11) (-) | 10 | Increase in upfront investments for overseas business (SG&A expenses such as personnel costs), etc. (-) |

Theatrical Business Segment

[Updated]

Revenue and profit decreased, as 2Q FY2/26 benefited from performances such as *Knights' Tale ARENA LIVE* and *Les Misérables*.

(millions of yen)



(millions of yen)		FY2/26				FY2/27			
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Theatrical Business	Operating revenue	5,117	5,580	6,654	4,957	5,908	3,680		
	Operating profit	70	926	1,576	889	475	369		
Reference	Number of performances	254	176	298	175	398	141		

Performance Analysis (YoY Change Factors)

Revenue decreased despite strong TOHO-hosted productions at Theatre Creation, including *Blood Brothers*, *10th Anniversary VOICARION*, and *REBECCA*, and at external venues, including *New HISTORY COMING ARENA LIVE -The Imperial Theatre Symphony-*, *Romantics Anonymous*, *Sister Act*, and *Roald Dahl's Charlie and the Chocolate Factory*, as 2Q FY2/26 benefited from strong attendance for *Knights' Tale ARENA LIVE* at TOKYO GARDEN THEATER as well as by external performances such as *Les Misérables*.

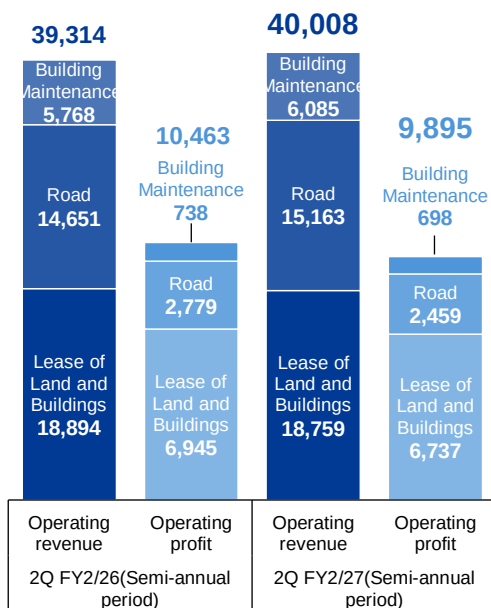
Operating profit decreased due to the factors behind the revenue decline.

Real Estate Business Segment

[Updated]

Operating revenue remained solid, but operating profit decreased mainly due to the drop-off of the price adjustment impact seen in the Road business last year.

(millions of yen)



		FY2/26				FY2/27			
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Lease of Land and Buildings	Operating revenue	9,474	9,419	9,433	9,450	9,385	9,373		
	Operating profit	3,767	3,177	3,123	2,812	3,570	3,167		
Road	Operating revenue	7,830	6,821	6,571	8,387	7,965	7,198		
	Operating profit	1,801	977	812	1,271	1,560	899		
Building Maintenance	Operating revenue	2,843	2,924	3,356	2,663	3,074	3,010		
	Operating profit	391	347	330	215	424	273		
Reference	Repair expenses*	276	249	331	660	233	478		

*Figures in Real estate leasing business (non-consolidated)

Performance Analysis (YoY Change Factors)

Lease of Land and Buildings

YoY

Operating revenue remained solid, driven by the steady operation of properties owned nationwide, while operating profit slightly decreased.

Road

YoY

Increased revenue due to the smooth progress of large-scale bridge repair works, but decreased profit affected by the absence of the price adjustment impact from the previous year.

Building Maintenance

YoY

Revenue increased and profit decreased due to the impact of rising material prices and labor costs, despite efforts to acquire new contracts, expand service scopes for existing clients, and revise contract amounts.

Other Business and Adjustments

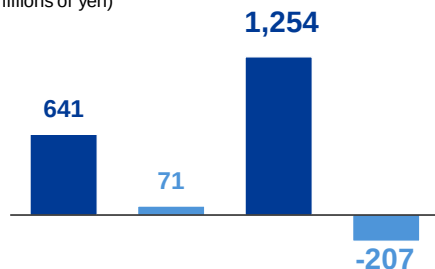
[Updated]

Other business

*Mainly from TOHO-ONE membership fee revenue. Also includes operating revenue from TOHO Kyoei Kogyo's "Toho Chofu Sports Park" and TOHO RETAIL's theater concession stands, etc.

2Q FY2/26(Semi-annual period)		2Q FY2/27(Semi-annual period)	
Operating revenue	Operating profit	Operating revenue	Operating profit
641	71	1,254	-207

(millions of yen)



Operating revenue increased, primarily due to the new recording of TOHO-ONE membership fee revenue.

Operating profit decreased, mainly due to the recording of sales promotion expenses associated with the TOHO-ONE point program.

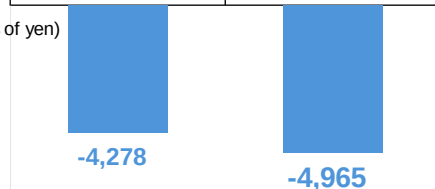
(millions of yen)	FY2/26				FY2/27			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Operating revenue	338	303	335	314	772	482		
Operating profit	45	26	57	-62	-22	-184		

Adjustments

*Adjustments in segment performance representing common corporate expenses. Includes depreciation of TOHO-ONE initial investments (5 years of amortization in principle).

2Q FY2/26(Semi-annual period)	2Q FY2/27(Semi-annual period)
Adjustments	Adjustments
-4,278	-4,965

(millions of yen)



Increase in depreciation expenses (launch of TOHO-ONE service) and outsourcing expenses primarily for IT, etc.

(millions of yen)	FY2/26				FY2/27			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Adjustments	-2,118	-2,159	-2,053	-2,938	-2,258	-2,706		

FY2/27 Financial Forecasts

(Profit attributable to owners of parent Upwardly Revised in 2Q Announcement on Oct 15)

[Updated]

Reflecting the sale of strategic-shareholdings in 3Q, net income (profit attributable to owners of parent) was revised upward by 7.0 billion yen to 48.0 billion yen. Forecasts other than net income remain unchanged, carefully monitoring the initial performance of major titles in the second half.

(millions of yen)	FY2/27 (Apr. 14 forecast)	FY2/27 (Revised Oct 15)	Change	Percentage change	(Reference) FY2/26 Result
Operating revenue	345,000	345,000	-	-	360,663
Operating profit	62,000	62,000	-	-	67,889
Ordinary profit	67,000	67,000	-	-	70,140
Profit attributable to owners of parent	41,000	48,000	7,000	17.1%	51,768

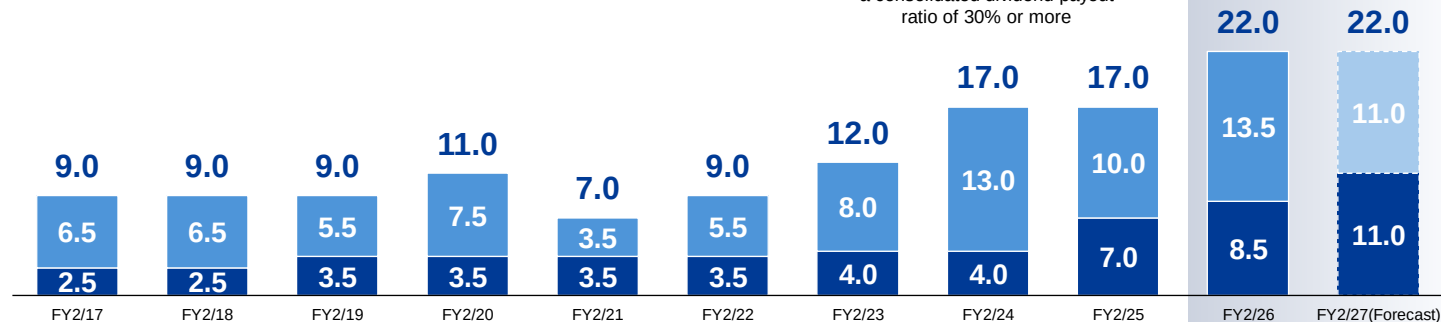
Shareholder Returns

Reposting (4Q FY2/26 Presentation)]

The dividend forecast for the fiscal year ending February 2027 will be reviewed in the future in accordance with the shareholder return policy.

Dividend per share

■ Interim ■ Year-end
(yen)



Mid-Term Plan 2025
Based on an annual dividend of
¥8 per share and
a consolidated dividend payout
ratio of 30% or more

Mid-Term Plan 2028

Achieve a dividend payout ratio of
35% or more with a minimum
annual dividend of ¥17 per share
and implement flexible share
buybacks.

	FY2/17	FY2/18	FY2/19	FY2/20	FY2/21	FY2/22	FY2/23	FY2/24	FY2/25	FY2/26	FY2/27(Forecast)
Dividend payout ratio (%)	24.6	24.2	26.8	27.0	42.4	26.9	31.5	32.8	33.4	35.9	—
Total dividend payout ratio ^{*1} (%)	49.7	34.7	29.5	27.1	89.2	46.4	61.9	32.9	79.6	64.7	—
Total amount of dividends (Billion yen)	8.17	8.11	8.10	9.89	6.22	7.96	10.51	14.86	14.46	18.53	—
Share Buybacks (Billion yen)	8.44	3.54	0.83	0.01	6.87	5.79	10.19	0.00	20.06	14.94	11.86
Treasury stock cancellation ^{*2} (million shares)	—	—	—	1,250	—	—	—	—	—	5,245	3,000

(Note) Conducted a 1-for-5 stock split for common shares with Feb. 28, 2026 as the record date. As a result, figures for past fiscal years are calculated assuming this stock split had been already conducted.

^{*1} Total dividend payout ratio = (Total amount of dividends + Share buyback amount) / Net income attributable to owners of parent x 100

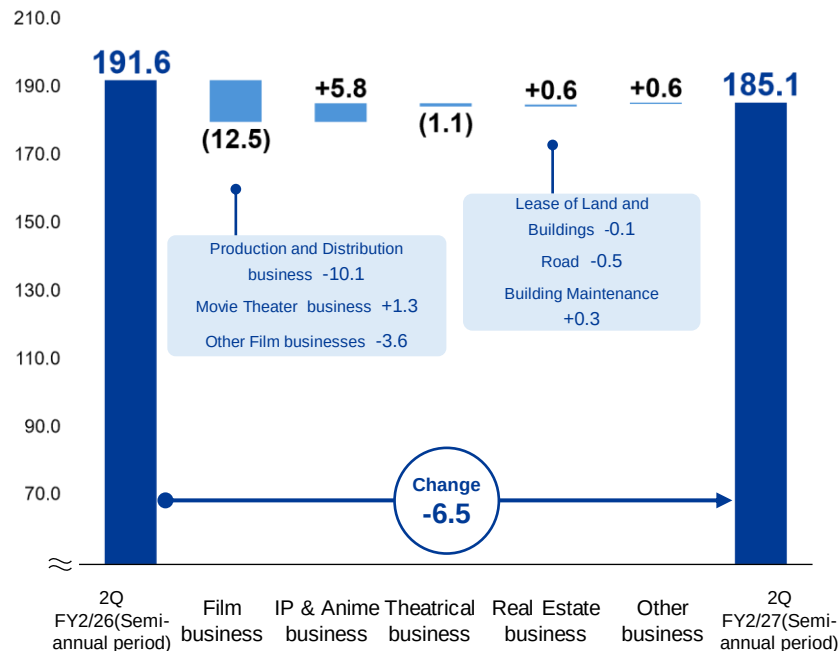
^{*2} Formulated a standard for treasury stock cancellation under which cancellation will be considered when treasury shares exceed 5% of total shares outstanding.

Appendix 1 Financial Results/Outlook

Trends in Operating Revenue and Operating Profit

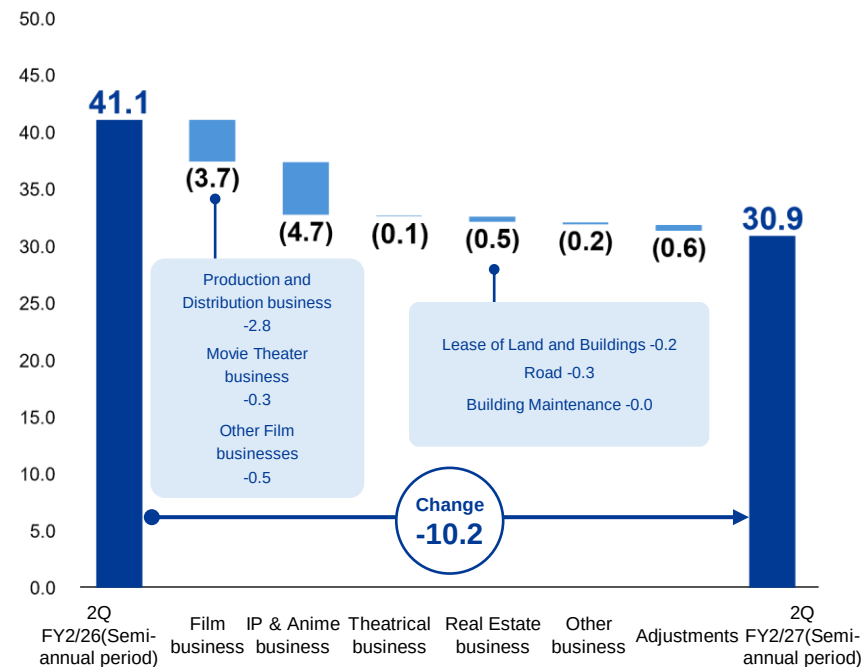
Operating revenue

(Billions of yen)



Operating profit

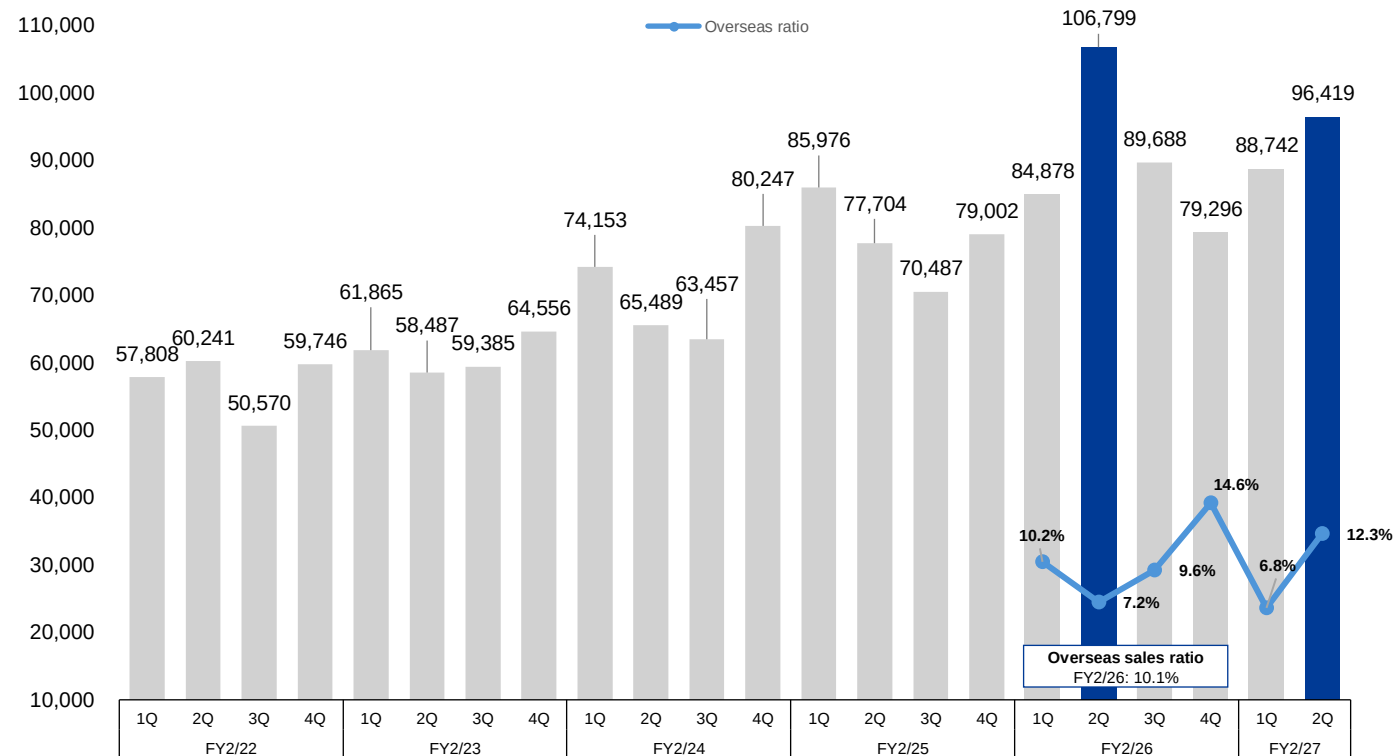
(Billions of yen)



Operating Revenue (Quarterly)

[Updated]

(millions of yen)



Key Factors for Each Quarter

2Q FY2/27

- Strong performance in anime streaming revenue, etc.

1Q FY2/27

- Movie Theater business and Production and Distribution business performed well, thanks to hits from Group and third-party distributed titles, such as *The Devil Wears Prada 2*.

4Q FY2/26

- JUJUTSU KAISEN: Execution Shibuya Incident x The Culling Game Begins* distributed by GKIDS in North America became a hit.

3Q FY2/26

- The Production and Distribution and Movie Theater business remained strong as a result of box office hits such as *Chainsaw Man – Reze Arc* and *Demon Slayer*.

2Q FY2/26

- The success of *Demon Slayer* and *KOKUHO* has significantly boosted the Production and Distribution and Movie Theater business.

1Q FY2/26

- Growth in merchandising rights (*Godzilla*) and strong streaming revenue (*The Apothecary Diaries*, *My Hero Academia*)

4Q FY2/25

- GKIDS group-in (October 2024) begins contributions

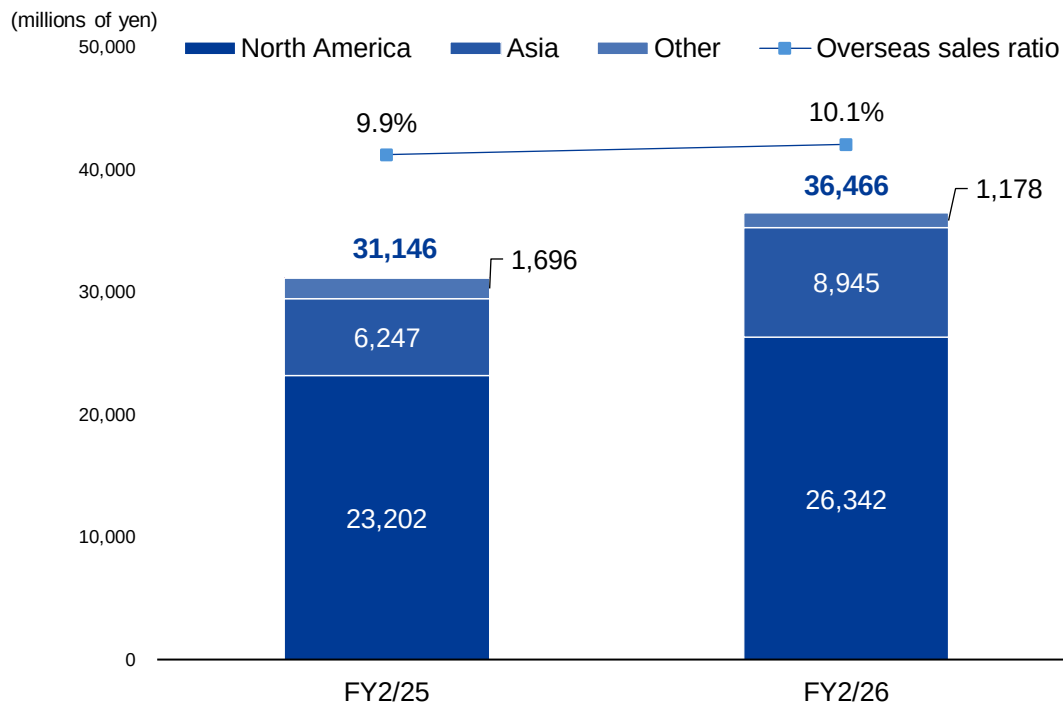
3Q FY2/25

- Character license (*JUJUTSU KAISEN*, etc.) is performing well
- Science SARU group-in (June 2024) begins contributions

FY2/26 Overseas Revenue

[Reposting (1Q FY2/27 Presentation)]

Sales Trends by Region



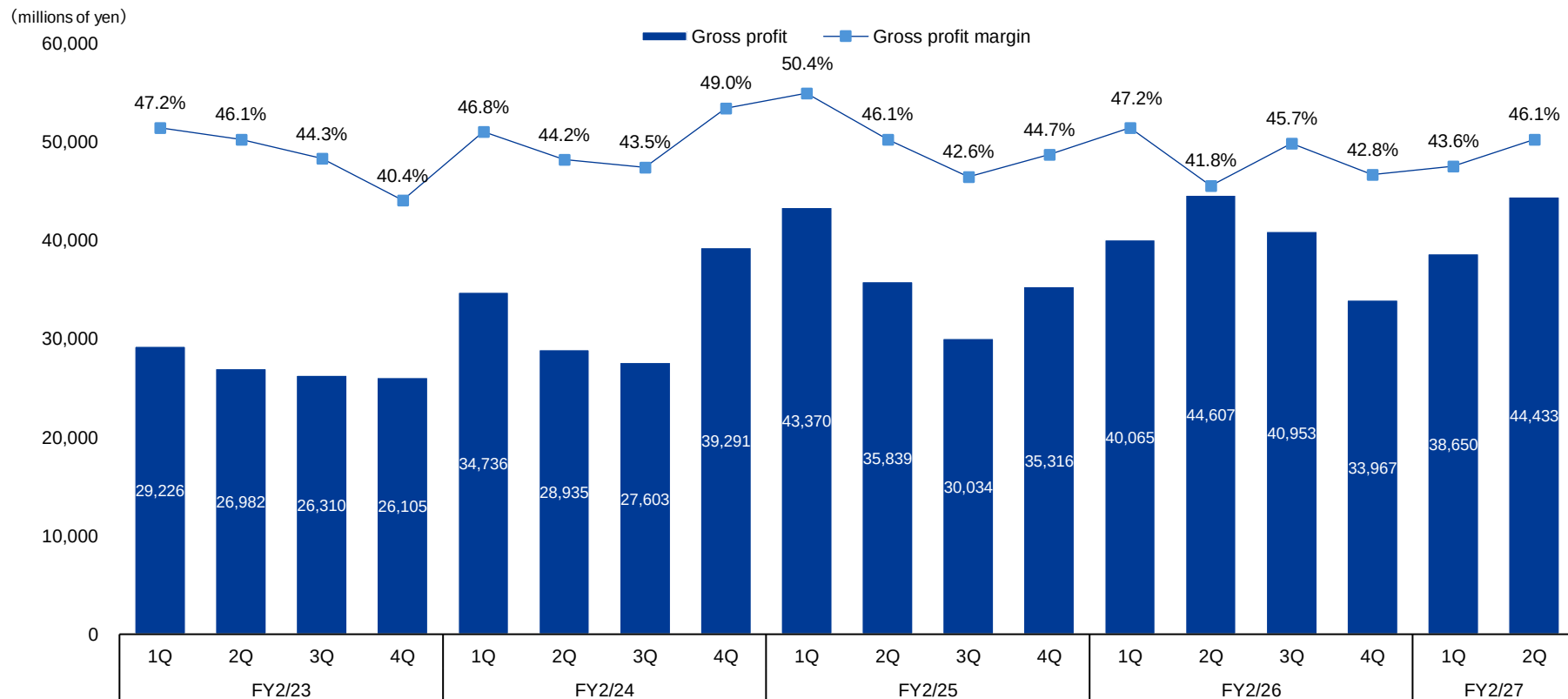
Sales Composition by Region

	FY2/25	FY2/26
North America	74.5%	72.2%
Asia	20.1%	24.5%
Other	5.4%	3.2%

*Sales are classified by country or region based on the location of the customer.

Trend in Gross Profit Margin (Quarterly)

[Updated]



Depreciation Expense by Segment

[Updated]

(millions of yen)

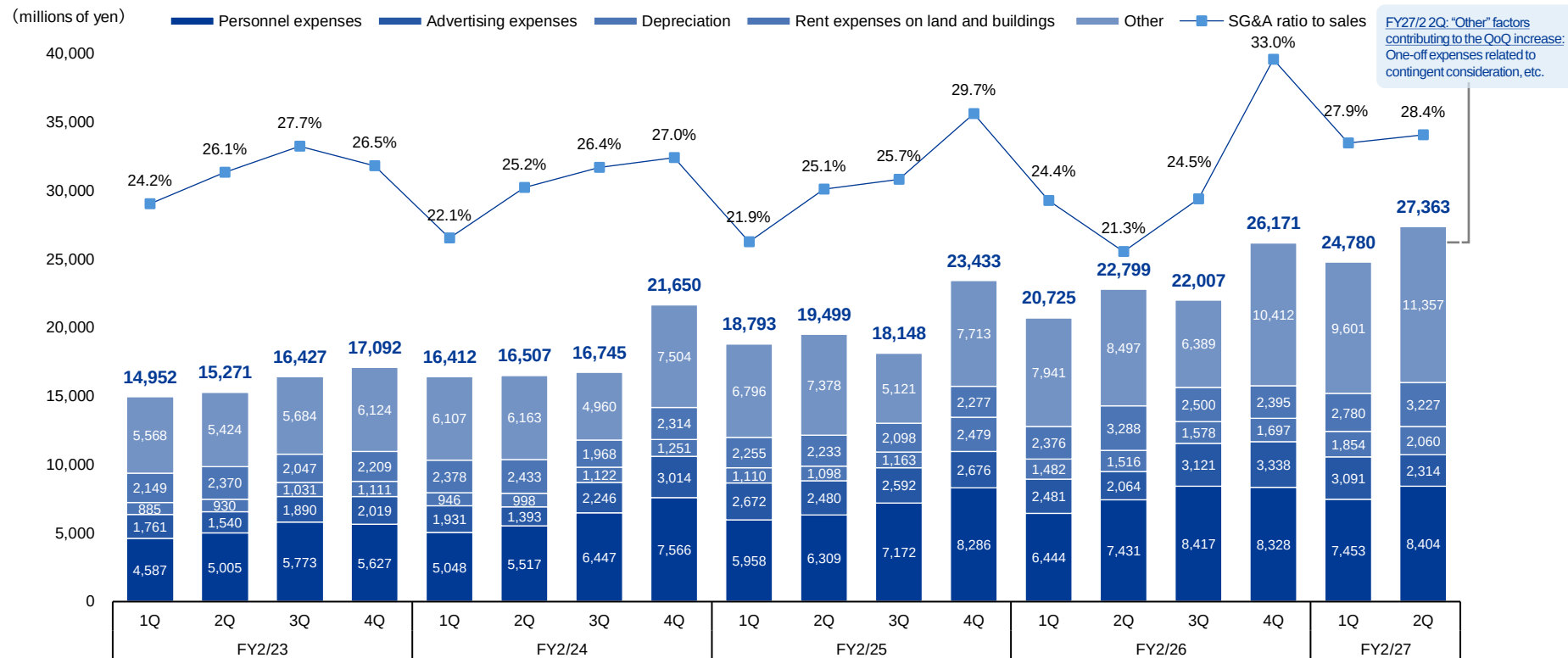
	FY2/26			
	1Q	2Q	3Q	4Q
Film business	869	944	1,017	1,130
IP & Anime business	361	381	372	412
Theatrical business	50	38	39	39
Real Estate business	1,903	1,872	1,878	1,863
Other business	9	10	10	10
Adjustments	158	160	167	168
Total	3,352	3,408	3,486	3,625

FY2/27			
1Q	2Q	3Q	4Q
1,106	1,258		
427	467		
42	44		
1,833	1,856		
9	10		
303	315		
3,722	3,953		

*Excluding amortization of goodwill

Trend in SG&A Expenses (Quarterly)

[Updated]



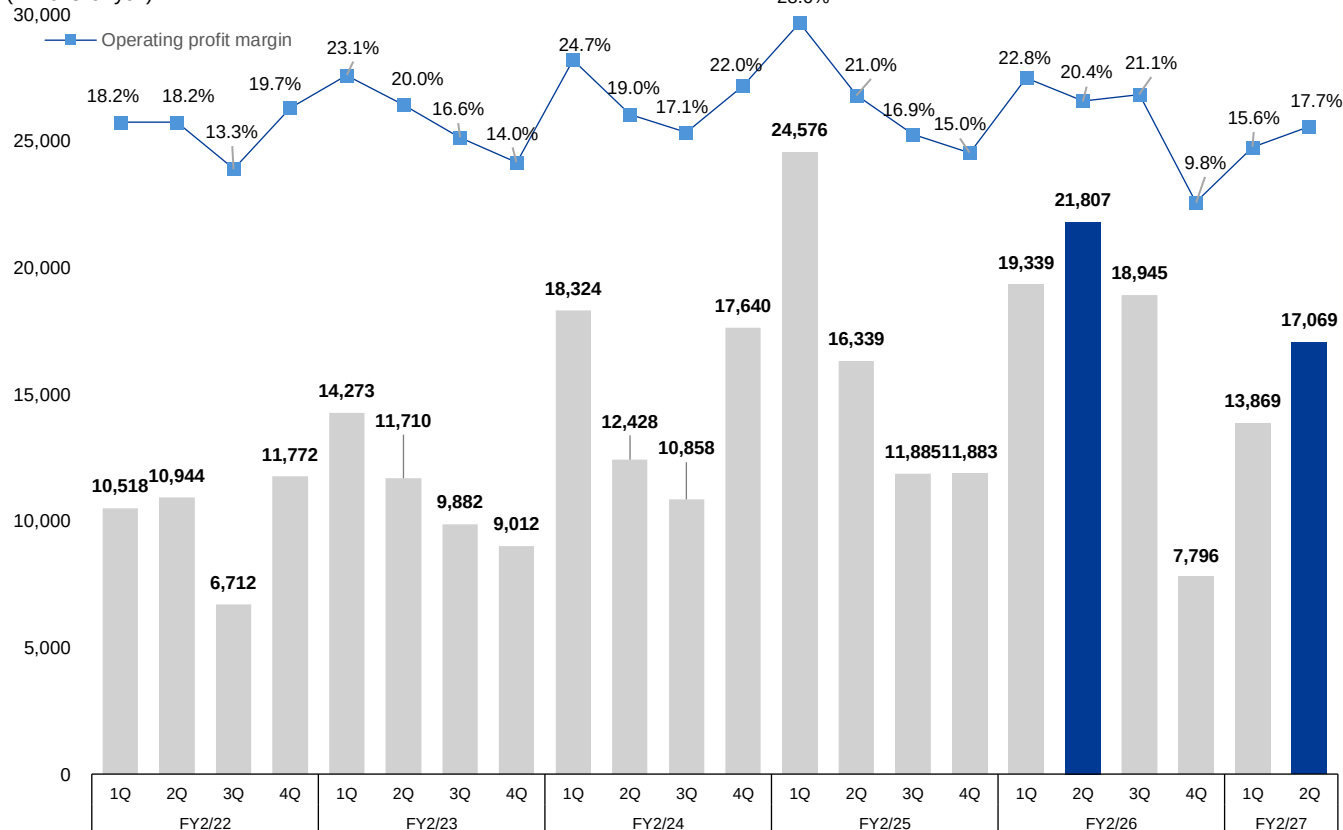
* Other: Outsourcing expenses, utilities expenses, maintenance and cleaning fees (mainly, system maintenance expenses), retirement benefit expenses, provision for bonuses, etc.

* Due to rounding fractional figures, totals may not equal the sum of individual figures.

Operating Profit (Quarterly)

[Updated]

(millions of yen)



Key Factors for Each Quarter

2Q FY2/27

- One-off expenses related to contingent consideration
- Increase in upfront investments for overseas business (SG&A expenses such as personnel costs)

1Q FY2/27

- Due to the company split implemented by TOHO Global

4Q FY2/26

- Rise in depreciation of games released in FY2/26
- One-off expenses associated with revaluation of contingent consideration

-¥2.2B

3Q FY2/26

- Box office hits such as *Exit 8* and *Chainsaw Man – Reze* contributed to the Production and Distribution and Movie Theater business.

2Q FY2/26

- The success of *Demon Slayer* and *KOKUHO* has significantly boosted the Production and Distribution and Movie Theater business.

1Q FY2/26

- Growth in merchandising rights (*Godzilla*) and strong streaming revenue (*The Apothecary Diaries*, *My Hero Academia*)
- Increase in expenses related to theatrical performances Decreased major repair and maintenance costs in Lease of Land and Buildings business

4Q FY2/25

- Recognize temporarily expenses for future demolition of the TEIGEKI BLDG.
- Commencement of amortization of goodwill and intangible assets following GKIDS's group-in (October 2024)

3Q FY2/25

- Character license (*JUJUTSU KAISEN*, etc..) is performing well
- Commencement of amortization of goodwill and intangible assets following Science SARU's group-in (June 2024)

Operating Profit Margin by Segment

[Updated]

(%)

	FY2/22					FY2/23					FY2/24					FY2/25					FY2/26					FY2/27		
	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	Total
Company-wide	18.2	18.2	13.3	19.7	17.5	23.1	20.0	16.6	14.0	18.4	24.7	19.0	17.1	22.0	20.9	28.6	21.0	16.9	15.0	20.7	22.8	20.4	21.1	9.8	18.8	15.6	17.7	16.7
Film business	16.1	18.8	9.3	22.6	17.2	23.4	20.7	15.5	14.2	18.4	25.8	22.0	16.5	26.6	23.2	33.5	25.2	17.3	18.5	24.3	22.5	22.3	23.6	10.3	20.4	22.1	20.5	21.3
Production and Distribution business *1	21.9	26.4	22.2	41.9	28.5	40.9	35.9	34.3	22.3	33.1	41.8	35.9	23.6	46.9	38.5	50.0	39.0	28.8	29.8	39.5	32.2	27.7	35.8	14.0	29.1	33.6	25.7	29.7
Movie Theater business	2.3	5.7	—	7.1	2.9	12.0	15.4	3.7	8.4	10.4	20.1	16.2	6.7	10.2	14.1	17.8	15.5	4.7	11.3	12.9	17.9	21.3	16.8	9.6	17.0	17.5	19.9	18.8
Other Film businesses*1	24.7	28.5	18.5	27.5	25.1	22.4	19.3	15.3	15.2	17.7	19.4	20.1	21.0	28.6	23.2	34.0	23.4	21.6	19.3	24.4	17.3	4.3	10.8	7.3	9.6	9.4	5.7	7.5
IP & Anime business*1																42.7	34.9	29.6	21.4	32.0	33.3	23.8	24.3	10.8	23.0	2.8	21.9	13.8
Theatrical business	16.8	18.0	24.5	0.5	25.3	16.2	9.6	20.5	12.5	15.2	22.5	1.2	20.6	15.2	15.5	19.2	4.9	20.6	24.0	18.0	1.4	16.6	23.7	17.9	15.5	8.1	10.0	8.8
Real Estate business	29.6	23.6	23.5	24.4	25.3	29.7	27.5	25.8	22.2	26.3	29.4	24.2	25.8	22.5	25.5	23.2	21.8	22.8	16.9	21.1	29.6	23.5	22.0	21.0	24.0	27.2	22.2	24.7
Lease of Land and Buildings	46.6	40.7	42.4	43.1	43.2	43.6	43.8	42.2	35.4	41.2	45.4	37.6	38.0	36.8	39.4	30.1	30.6	32.0	20.6	28.3	39.8	33.7	33.1	29.8	34.1	38.0	33.8	35.9
Road	21.0	11.0	10.8	14.3	14.5	24.1	16.5	14.7	14.2	17.6	21.0	14.6	18.7	12.6	16.8	19.2	14.1	14.7	15.0	15.9	23.0	14.3	12.4	15.2	16.4	19.6	12.5	16.2
Building Maintenance	9.0	10.7	2.7	7.2	7.4	9.0	9.0	9.6	9.5	9.3	9.0	12.8	9.9	10.7	10.7	12.1	10.1	12.4	10.0	11.2	13.8	11.9	9.8	8.1	10.9	13.8	9.1	11.5

*1 Other Film businesses were called the Production and Licensing business until the fiscal year ended February 2025. Effective from the fiscal year ending February 2026, some operations from the Production and Distribution and the Production and Licensing business have been transferred to the newly established IP&Anime business.

*2 Operating profit margin: Negative figures are indicated by “—.” *3 Accounting Standard for Revenue Recognition” is applied from the fiscal year ended February 28, 2023.

*4 Italicized figures for the fiscal year ended February 28, 2025, indicate the operating profit margin for the fiscal year ending February 2025 following the segment change.

Breakdown of IP & Anime Business (Accounting Basis)

[Updated]

IP & Anime Business by organization

Japan	Overseas
TOHO animation	TOHO Global*2
Products & Licensing Dept./ Godzilla Dept.	
Other*1	

*1 TOHO animation STUDIO Inc., Science SARU Inc., TOHO STELLA Co., Ltd., TOHO MUSIC CORPORATION

*2 TOHO Global Inc., Toho International, Inc., TOHO Entertainment Asia Pte. Ltd., GKIDS, INC., TOHO Europe Limited, Anime Limited

- A portion of overseas pre-adjustment 2Q operating revenue (July and August; conventional basis) shifted to 3Q due to the consolidation adjustment (company split, see p.10-11).
- The 2Q total of ¥24,775 million below is estimated to be ¥30,104 million on a pre-adjustment (conventional) basis.

IP & Anime Business by element

Japan	Overseas
Anime (TOHO animation/Products & Licensing Dept.)	Anime (TOHO Global*2)
Streaming	Streaming
Character license	Character license
Merchandise sales	Merchandise sales
Games	Games
Royalty and others	Royalty and others
Other than anime (Products & Licensing Dept.)	Other than anime (TOHO Global*2)
Goods, pamphlets, etc. of other companies' anime titles and live-action films	Video content sales and merchandise sales of live-action films
Godzilla (Godzilla Dept.)	Godzilla (TOHO Global*2)
Royalty and others, streaming, merchandise sales, character license	Streaming, merchandise sales, character license
Production companies	Production companies
TOHO animation STUDIO	IGLOO STUDIO CO., LTD. (Entity accounted for using equity method)
Science SARU Inc.	CJ ENM FIFTH SEASON LLC (Entity accounted for using equity method)
Other subsidiaries	Other subsidiaries
TOHO STELLA Co., Ltd.	GKIDS Inc.
TOHO MUSIC CORPORATION	Anime Limited

TOHO animation's operating revenue by source (p.35-36)

(millions of yen)	2Q FY2/26(Semi-annual period)	2Q FY2/27(Semi-annual period)	YoY change
Streaming	11,431	14,545	3,114
Character license	5,050	4,066	-984
Merchandise sales	1,727	1,715	-11
Home entertainment	576	958	381
Games	813	1,283	470
Royalty and others	1,864	2,206	342
Total	21,463	24,775	3,312

IP & Anime business: breakdown of revenue from contracts with customers (p.9)

(millions of yen)	2Q FY2/26(Semi-annual period)	2Q FY2/27(Semi-annual period)	YoY change
Production and licensing of video content	15,649	19,207	3,557
Licensing of merchandising rights	8,092	6,332	-1,760
Sales and merchandising	9,646	12,909	3,262
Other*	3,925	4,684	758
Total	37,313	43,132	5,818

TOHO animation's Operating Revenue by Source and Sales Composition in Japan and Overseas (Accounting Basis)

[Updated]

- A portion of overseas pre-adjustment 2Q operating revenue (conventional basis) shifted to 3Q due to the consolidation adjustment (company split, see p.10-11).
- The 2Q total of ¥24,775 million below is estimated to be ¥30,104 million on a pre-adjustment (conventional) basis.
- Overages from overseas streaming sales generated, but shifted to 3Q due to consolidation adjustment.

Operating Revenue by Sales Source

(millions of yen)	2Q FY2/26 (Semi-annual period)	2Q FY2/27 (Semi-annual period)	Change	Percentage change	Major factors of changes	Composition ratio
Streaming (Streaming usage fee revenue)	11,431	14,545	3,114	27.2%	JUJUTSU KAISEN, SNOWBALL EARTH, Dorohedoro, etc., performed well.	58.7%
Character license (Licensing contact revenue)	5,050	4,066	-984	-19.5%	My Hero Academia performed well, while JUJUTSU KAISEN, etc., contributed to the performance overseas in 2Q FY2/26.	16.4%
Merchandise sales (Merchandise revenue)	1,727	1,715	-11	-0.7%	JUJUTSU KAISEN and My Hero Academia performed well, while sales of Haikyu!!, etc. increased in 2Q FY2/26.	6.9%
Home entertainment (Revenue from sales of Blu-ray, etc.)	576	958	381	66.3%	The Apothecary Diaries contributed to the performance in 2Q FY2/26, while JUJUTSU KAISEN, Frieren: Beyond Journey's End, etc., performed well in 2Q FY2/27.	3.9%
Game (Royalty revenue mainly from collaborated works)	813	1,283	470	57.9%	Jujutsu Kaisen Phantom Parade, etc., contributed to the performance.	5.2%
Royalty and others (Royalty revenue from works handled by other companies)	1,864	2,206	342	18.4%	Events for My Hero Academia, etc., performed well, while the previous fiscal year benefited from Haikyu!! event, etc.	8.9%
Total	21,463	24,775	3,312	15.4%		
Reference: Theater release (Japan)	504	34	-470	-93.2%	In the previous fiscal year, we theatrically released JUJUTSU KAISEN Hidden Inventory / Premature Death.	

Sales Composition in Japan and Overseas (Excludes theater release in Japan)

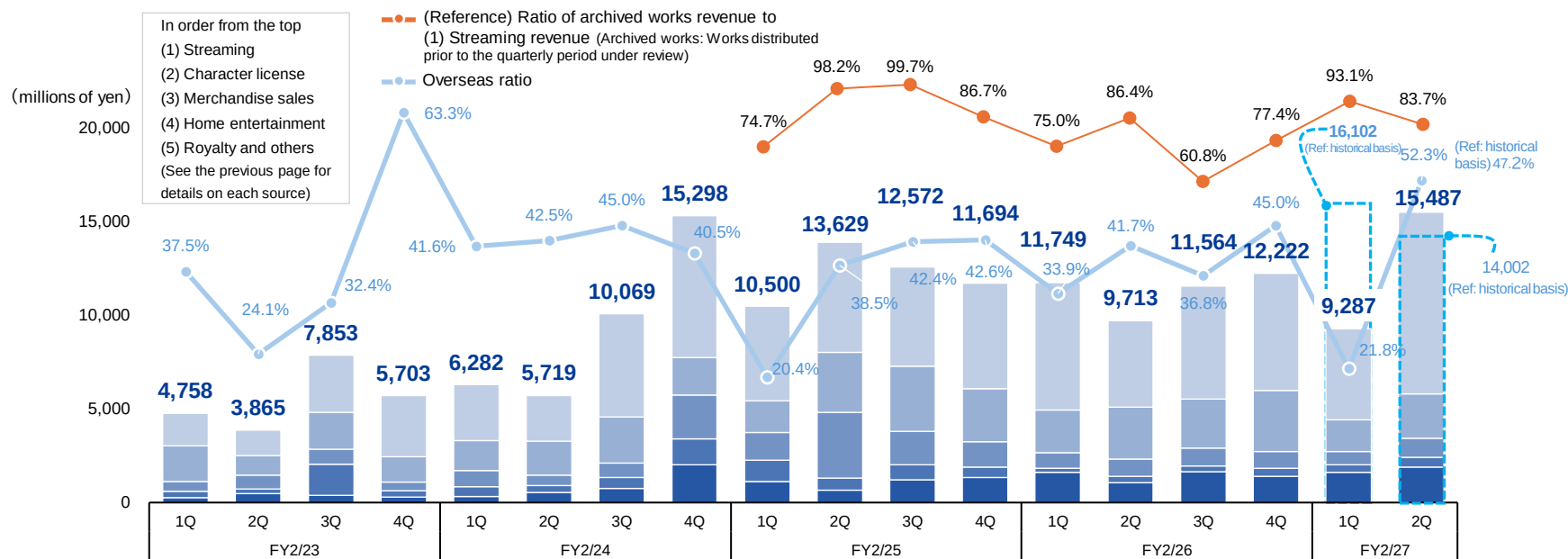
(millions of yen)	2Q FY2/26 (Semi-annual period)	2Q FY2/27 (Semi-annual period)	Change	Percentage change	Change Factors	Composition ratio
Japan	13,432	14,647	1,214	9.0%	Game and Merchandise sales performed well, while Streaming (The Apothecary Diaries, Haikyu!!, etc.) showed favorable performance in 2Q FY2/26.	59.1%
Overseas	8,030	10,128	2,097	26.1%	Streaming: JUJUTSU KAISEN, SNOWBALL EARTH, Dorohedoro, etc., performed well. Character license: JUJUTSU KAISEN, etc., performed well in 2Q FY2/26.	40.9%

• The scope of this table covers works under the label of TOHO animation and equivalents. This material was independently prepared from the viewpoint of enhancing information on the anime business, and may not be consistent with the figures in other financial materials.

• The timing of revenue recognition for each source is as follows (Streaming and Character license: At the commencement of the right-to-use license for intellectual property, Merchandise sales and Home entertainment: Upon delivery of products to customers; Royalty and Games: Upon receipt of reporting statements; Theater release: Upon exhibition of films)

TOHO animation: Revenue by Source (Quarterly, Accounting Basis)

[Updated]



(1) Streaming	1,724	1,349	3,029	3,251	2,961	2,430	5,490	7,551	5,047	5,872	5,302	5,619	6,801	4,629	6,028	6,247	4,868	9,677
(2) Character license	1,907	1,037	1,980	1,355	1,621	1,811	2,483	2,000	1,688	3,192	3,471	2,832	2,290	2,760	2,636	3,245	1,687	2,378
(3) Merchandise sales	526	747	798	456	859	574	747	2,338	1,463	3,517	1,770	1,353	816	910	950	885	699	1,016
(4) Home entertainment	329	263	1,670	341	517	357	585	1,391	1,133	655	809	544	221	354	296	454	428	529
(5) Royalty and others	270	467	372	297	322	544	762	2,017	1,166	391	1,218	1,344	1,618	1,059	1,653	1,390	1,603	1,866
(Game included in the above)													409	403	332	718	745	538
Theater release	1,365	623	427	921	1,856	226	131	6,982	4,120	2,426	473	63	135	368	965	174	19	15

* A portion of overseas pre-adjustment 2Q FY2/27 operating revenue (July and August; conventional basis) shifted to 3Q due to the consolidation adjustment (company split, see p.10-11).

* Due to changes in the management accounting system effective FY2/26, the aggregation method for past figures differs from previous practices.

* Game includes representation titles and collaboration works related to anime.

* Overseas sales include mainly at "Streaming" and "Character license."

TOHO animation: Streaming and Character License Revenue Source

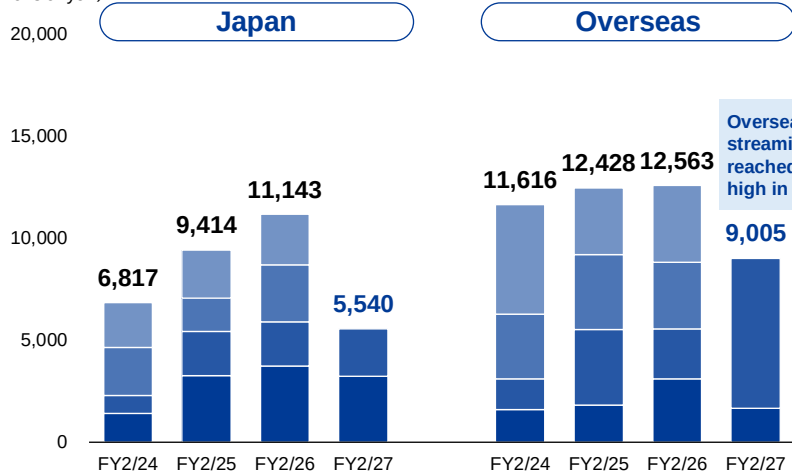
(Quarterly, Accounting Basis)

[Updated]

- Revenue from video streaming and character licensing drove steady growth in the anime business.
- A portion of overseas pre-adjustment 2Q FY2/27 operating revenue (July and August; conventional basis) shifted to 3Q** due to the consolidation adjustment (company split, see p.10-11).

Streaming

(millions of yen)

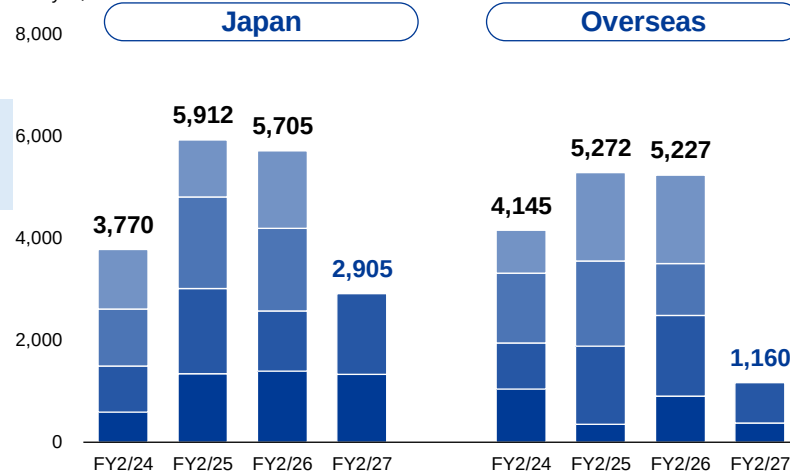


Overseas streaming revenue reached a record high in 2Q FY2/27

4Q	2,189	2,357	2,478		5,361	3,262	3,768	
3Q	2,338	1,647	2,778		3,151	3,655	3,249	
2Q	905	2,160	2,171	2,327	1,525	3,711	2,458	7,349
1Q	1,383	3,247	3,715	3,212	1,578	1,800	3,086	1,655

Character license

(millions of yen)



4Q	1,168	1,109	1,513		831	1,723	1,732	
3Q	1,107	1,796	1,627		1,375	1,674	1,009	
2Q	907	1,663	1,172	1,585	903	1,529	1,587	792
1Q	586	1,343	1,392	1,319	1,034	345	898	368

Non-operating Income/Expenses and Depreciation

[Updated]

	(millions of yen)			
	2Q FY2/26(Semi- annual period)	2Q FY2/27(Semi- annual period)	Change	Primary Change Factors
Interest income	344	389	44	—
Dividend income	1,229	2,704	1,474	Increase of dividend income
Foreign exchange gains	—	303	303	—
Other	573	100	-473	Absence of subsidy income recorded in 2Q FY2/26
Total non-operating income	2,147	3,497	1,349	—
Interest expenses	8	14	6	—
Share of loss of entities accounted for using equity Method	972	1,225	253	Increase in losses at FIFTH SEASON
Foreign exchange losses	118	—	-118	—
Other	2	68	65	—
Total non-operating expenses	1,102	1,308	206	—

	(millions of yen)							
	FY2/26				FY2/27			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Interest income	107	237	174	90	189	199		
Dividend income	21	1,208	11	780	37	2,666		
Foreign exchange gains	—	—	3	124	192	111		
Other	342	231	30	1,165	64	35		
Total non-operating income	470	1,677	219	2,160	483	3,013		
Interest expenses	3	5	1	107	11	3		
Share of loss of entities accounted for using equity Method	757	214	557	583	549	676		
Foreign exchange Losses	115	3	-118	—	—	—		
Other	5	-2	36	6	49	19		
Total non-operating expenses	881	221	476	697	609	698		

Extraordinary Income/Losses

[Updated]

	(millions of yen)			
	2Q FY2/26 (Semi-annual period)	2Q FY2/27 (Semi-annual period)	Change	Primary Change Factors
Gain on sale of investment securities	8,913	—	-8,913	2Q FY2/26: Sale of cross shareholdings (MARUI GROUP CO., LTD. and IMAGICA GROUP Inc.)
Total extraordinary income	8,913	—	-8,913	-
Impairment losses	—	56	56	-
Demolition cost of non- Current assets	689	1,177	488	Demolition costs in the Real Estate business (Chiyoda-ku)
Other	—	22	22	-
Total extraordinary losses	689	1,256	567	-

	(millions of yen)							
	FY2/26				FY2/27			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Gain on sale of investment Securities	—	8,913	—	—	—	—		
Other	—	—	200	—	—	—		
Total extraordinary income	—	8,913	200	—	—	—		
Impairment losses	—	—	—	523	—	56		
Demolition cost of non- Current assets	574	115	—	760	520	656		
Loss on valuation of investment securities	—	—	—	60	—	—		
Provision for loss on Anti-Monopoly Act	—	—	1,059	258	—	—		
Other	—	—	1,059	258	—	22		
Total extraordinary losses	574	115	1,059	1,602	520	735		

Balance Sheet

[Updated]

(millions of yen)

	As of Feb. 28, 2026	As of Aug 31, 2026	Change	Change Factors
Current assets	234,036	228,844	-5,191	Notes and accounts receivable - trade, and contract assets: +13,001, Cash and deposits: +6,803, Other: +5,386, Inventories: +5,053, Securities: -35,383, etc. (Reference) Inventory balance*1: 26,228
Non-current assets	468,897	487,797	18,899	
Property, plant and equipment	247,927	256,708	8,781	Buildings and structures: +3,462, Land: +3,419, etc.
Intangible assets	30,739	32,742	2,003	Software: +4,458, Goodwill: +1,935, Other: -4,390
Investments and other assets	190,230	198,345	8,114	Investment securities: +8,180, etc. (Reference) Breakdown of investments and other assets as of August 31, 2026 (Investment securities: 172,384, etc.)
Total assets	702,934	716,641	13,707	
Current liabilities	95,252	97,835	2,582	Accounts payable-trade: +9,559, Other: -3,378, Income taxes payable: -2,772, etc. (Reference) Balance of short-term borrowings: 30, Balance of current portion of long-term borrowings: 300
Non-current liabilities	74,691	77,171	2,479	Other: +2,084, etc. (Reference) Balance of long-term borrowings: 1,142
Total liabilities	169,943	175,006	5,062	
Total Shareholders' equity	446,986	443,896	-3,089	Profit attributable to owners of parent: +20,019, Treasury shares: -11,866*2, Retained earnings: -11,332
Total Accumulated other comprehensive income	68,381	79,883	11,501	Valuation difference on available-for-sale securities: +9,993, Foreign currency translation adjustment: +1,583, etc.
Non-controlling interests	17,622	17,856	233	-
Total net assets	532,990	541,635	8,645	
Total liabilities and net assets	702,934	716,641	13,707	
Equity ratio	73.3%	73.1%	-0.2 point	

*1 Includes films and anime works and works in progress primarily produced by the Company (for produced films, 85% amortized in the release month and the remaining 15% in the following half-year).

*2 Acquired 7,500,000 treasury shares and cancelled 30,000,000 treasury shares in Apr. 2026.

Works in Progress by Segment (including Inventories on B/S)

[Updated]

(millions of yen)

	FY2/26				FY2/27			
	1Q-end	2Q-end	3Q-end	4Q-end	1Q-end	2Q-end	3Q-end	4Q-end
Film business	6,813	5,557	6,583	6,171	8,366	8,381		
IP & Anime business	9,268	9,819	10,247	9,047	9,240	10,903		
Theatrical business	74	80	87	109	123	113		
Real Estate business	36	33	43	36	47	51		
Works in progress total	16,193	15,490	16,961	15,366	17,777	19,449		

Cash Flows Statement

[Updated]

(millions of yen)

	2Q FY2/27(Semi-annual period)	Main components
Cash flows from operating activities	19,144	Profit before income taxes: 31,871; Increase in trade payables: 9,110; Depreciation: 7,676; Income taxes paid: -14,733; Decrease in accounts receivable - trade, and contract assets: -12,245
Cash flows from investing activities	-4,489	Proceeds from sale of securities: 52,000; Purchase of securities: -25,967; Purchase of property, plant and equipment: -16,479; Payment for settlement of contingent consideration: -11,263
Cash flows from financing activities	-23,928	Purchase of treasury shares: -11,867; Dividends paid: -11,305
Effect of exchange rate change on cash and cash equivalents	382	
Net increase (decrease) in cash and cash equivalents	-8,891	
Cash and cash equivalents at beginning of period	86,683	
Cash and cash equivalents at end of period	77,792	

Financial Forecast for FY2/27 (2Q revision: Profit attributable to owners of parent only)

[Updated: Profit attributable to owners of parent figures only]

Upward revision of net income (profit attributable to owners of parent) by 7.0 billion yen to reflect the sale of policy-held shares in 3Q. Non-net income forecasts are kept unchanged to carefully assess the initial performance of major second-half releases.

(millions of yen)	FY2/26 (Results)	FY2/27 (Initial forecast revision: Net income only)	Operating revenue (millions of yen)	FY2/26 (Results)	FY2/27 (Initial forecast retained)
Operating revenue	360,663	345,000	Film business	182,617	165,800
Operating profit	67,889	62,000	Production and Distribution business	64,368	60,700
Ordinary profit	70,140	67,000	Movie Theater business	97,585	88,700
Profit attributable to owners of parent	51,768	48,000 (Revised from 41,000)	Other Film businesses	20,663	16,400
			IP & Anime business	75,265	84,100
			Theatrical business	22,310	15,300
			Real Estate business	79,179	75,700
			Lease of Land and Buildings business	37,779	36,900
			Road business	29,611	28,600
			Building Maintenance Business	11,788	10,200
			Other business	1,291	4,100
			Operating profit (millions of yen)	FY2/26 (Results)	FY2/27 (Initial forecast retained)
			Film business	37,302	33,000
			IP & Anime business	17,296	22,000
			Theatrical business	3,463	2,000
			Real Estate business	19,030	18,000
			Other business	66	-1,000
			Adjustments	-9,270	-12,000

Underlying assumptions for the initial forecast

• Not incorporated:

If realized, (+) Upside factors / (-) Downside factors to the initial forecast

- TOHO CINEMAS admission fee revision (+)
- Sales of real estate (some properties with minor profit impact) (+)
- Partial sale of strategic shareholdings (+)
- Partial impact of TOHO Global company split (-)

• **Share of profit/loss of entities accounted for using equity method:** Incorporated at an average-year level, factoring in uncertainties.

• **Extraordinary income/losses:** Incorporated 2.0 billion yen in dismantling costs of fixed assets.

Appendix 2 Film Business

Film Business: TOHO Distribution Lineup for FY2/27 and Beyond

[Updated (as of Oct. 15, 2026)]

48 titles in total (as of Oct.15) including 7 titles under representation by TOHO,
27 invested titles, and 12 TOHO NEXT titles(p.47)

Films distributed by TOHO CO.,LTD

FY2/27 titles	Release date	(1)	(2)
GOLDEN KAMUY - THE ABASHIRI PRISON RAID	Mar. 13, 2026		✓
The Last Song You Left Behind	Mar. 20	✓	
Chimney Town: Frozen in Time	Mar. 27		
Detective Conan: Fallen Angel of the Highway	Apr. 10		✓
One Last Love Letter	Apr. 17		✓
SAKAMOTO DAYS	Apr. 29		✓
Your Own Quiz	May 15		
Sheep in the Box	May 29		
Mr. Osomatsu :Project Slackers	Jun. 12		
Kiki's Delivery Service (4K Digital Remaster)	Jun. 19		
KINGDOM: THE CLASH OF SOULS	Jul. 17		✓
Chiikawa The Movie: The Secret of Mermaid Island	Jul. 24		✓
Crayon Shinchan the Movie: Spooky! My Yokai Vacation	Jul. 31		✓
BLUE LOCK	Aug. 7		✓
Bayside Shakedown NEW: Run Through Metropolis!	Sep. 18		✓
You, Like a Star	Oct. 9	✓	
The Man Who Stole The Sun (4K Digital Remaster)	Oct. 16		
In the Clear Moonlit Dusk	Oct. 23		
Whisper of the Heart (4K Digital Remaster)	Oct. 23		
The Secret World of Arrietty (4K Digital Remaster)	Oct. 23		
GODZILLA MINUS ZERO	Nov. 3		✓
Witch on the Holy Night	Nov. 20		

(1)Representation/Co-rep titles.

(2)Box-office revenues of one billion yen or more as of September-end 2026
Underline indicates update from Jul. 2026 Financial Results Presentation material.

FY2/27 titles	Release date	(1)	(2)
<u>The Apothecary Diaries: The Late Lady's Treasure</u>	Dec.11		✓
SUKIYAKI (Tentative Title)	Dec. 25		
<u>Sins of Kujo the Movie</u>	<u>Jan.8, 2027</u>		
The Tiger and Her Wings The Movie	<u>Jan.15</u>		✓
KAIJI4 (Tentative Title)	Jan. 29		
<u>Leviathan (Tentative title)</u>	<u>Feb. 11</u>		✓
The Gate of Murder	Feb. 19		

Titles scheduled for FY2/28 onward / titles with release dates yet to be determined	Release date	(1)	(2)
AARO -All-domain Anomaly Resolution Office	Spring 2027		
<u>Doraemon the Movie: Nobita's Steam-Powered Time Machine</u>	<u>Mar.5, 2027</u>		
Haikyu!! The Second Theatrical Film	2027		✓
<u>Pokémon: Wild Card</u>	<u>2027</u>		
HAHA NO MATSU SATO (Tentative title)	Fall 2027		
TOKYO MER:Mobile Emergency Room - Capital Crisis	<u>Release date to be determined.</u>		

Lineup (<https://www.toho.co.jp/movie/lineup>) (Japanese only)

Film Business: Upcoming Titles

[New]



The Man Who Stole The Sun
(4K Digital Remaster)
Scheduled for theatrical release
on October 16



In the Clear Moonlit Dusk
Scheduled for theatrical release
on October 23



Whisper of the Heart
(4K Digital Remaster)
Scheduled for theatrical release
on October 23



The Secret World of Arrietty
(4K Digital Remaster)
Scheduled for theatrical release
on October 23



GODZILLA MINUS ZERO
Scheduled for theatrical release
on November 3



Witch on the Holy Night
Scheduled for theatrical release
on November 20



**The Apothecary Diaries:
The Late Lady's Treasure**
Scheduled for theatrical release
on December 11



SUKIYAKI (Tentative Title)
Scheduled for theatrical
release on December 25



Sins of Kujo the Movie
Scheduled for theatrical release
on January 8, 2027



The Tiger and Her Wings The Movie
Scheduled for theatrical release on
January 15, 2027



KAJJI4 (Tentative Title)
Scheduled for theatrical release
on January 29, 2027



Leviathan (Tentative title)
Scheduled for theatrical release
on February 11, 2027



The Gate of Murder
Scheduled for theatrical release
on February 19, 2027

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TOHO NEXT / GKIDS Distribution Lineup for FY2/27

[Updated (as of Oct. 15, 2026)]

Underline indicates update from Jul. 2026 Financial Results Presentation material.

TOHO NEXT Label (Film business)

FY2/27 titles	Release date	(1)	(2)
<i>GEMNIBUS vol.2</i>	Mar.6,2026	✓	
<i>Touken Ranbu the Stage Live Viewing</i>	Mar. 8		
<i>Utano☆Princesama ALL STAR STAGE -Happy Celebration- Live Viewing</i>	Mar. 22		
<i>2025 INI LIVE [XQUARE - MASTERPIECE] – LIVE FILM</i>	Mar. 27		
<i>ONE OK ROCK DETOX JAPAN TOUR 2025 AT NISSAN STADIUM IN CINEMAS</i>	Apr. 17		
<i>SUPER BEAVER LIVE & DOCUMENTARY -Where We Are-</i>	May 22		
<i>Never After Dark</i>	Jun. 5		
<i>You are the Film</i>	Jun. 19		
<i>THE ORIGIN OF ULTRAMAN</i>	Jul. 3		
<i>WE ARE ALIENS</i>	Sep. 25		
<i>HANA 1st TOUR 2026 “Born to Bloom” TOUR FINAL LIVEVIEWING</i>	<u>Oct. 31</u>		
<i>10 Things I Want to Do Before I Turn 40: The Movie</i>	<u>Jan.22.2027</u>		

GKIDS major distribution titles (IP & Anime business)

titles	Release date
<i>KIKI'S DELIVERY SERVICE</i>	Mar. 13, 2026
<i>THE KILLER 4K Restoration</i>	Apr. 5
<i>Chao</i>	Apr. 10
<i>The Secret World of Arrietty</i>	Apr. 21
<i>Whisper of the Heart</i>	Apr. 21
<i>DECORADO</i>	May 15
<i>Tekkonkinkreet REMASTERED IN 4K</i>	May 31, Jun. 1
<i>ANOTHER WORLD</i>	Jun. 5
<i>STUDIO GHIBLI FEST 2026</i>	Jun. – Oct.
<i>Adolescence of UTENA</i>	Jun. 21, 22
<i>EVANGELION 30th MOVIE Fest</i>	Jul. 21, 22
<i>YOUR NAME.</i>	Aug. 14
<i>The Last Blossom</i>	<u>Aug. 30, 31</u>
<i>Cocoon – One Summer of Girlhood</i>	<u>Sep. 4</u>
<i>Shaun The Sheep: The Beast of Mossy Bottom</i>	Sep.18
<i>5 Centimeters Per Second</i>	<u>Oct. 23</u>
<i>GODZILLA MINUS ZERO</i>	Nov. 6
<i>LOOK BACK</i>	2026
<i>Vampire Hunter D: Bloodlust</i>	<u>TBD</u>

GKIDS distribution lineup (<https://gkids.com/films-series/>)

Film Business: Foreign Films / GKIDS Distribution Lineup for FY2/27

[Updated (as of Oct.15, 2026)]

Domestic distribution titles (mainly TOHO-TOWA)

Universal Pictures titles and others	Release date
<i>Wicked: For Good</i>	Mar. 6, 2026
<i>Gabby's Dollhouse: The Movie</i>	Mar. 13
<i>The Super Mario Galaxy Movie</i>	Apr. 24
<i>Minions & Monsters</i>	Aug. 7
<i>Disclosure Day</i>	<u>Oct. 1</u>
<i>Other Mommy</i>	<u>Nov. 20</u>
<i>Violent Night 2</i>	<u>Dec. 4</u>
<i>Sons of the Neon Night</i>	<u>Dec. 11</u>
<i>Heartsping: Teenieping of Love</i>	<u>Mar. 19, 2027</u>
<i>Not Alone</i>	<u>2027</u>
<i>Royal Ballet and Opera in Cinema 2026/27</i>	Scheduled for sequential release
<i>Paris Opera in Cinema 2027</i>	Scheduled for sequential release

Paramount Pictures titles	Release date
<i>The SpongeBob Movie: Search for SquarePants</i>	Apr. 1, 2026
<i>Billie Eilish: HIT ME HARD AND SOFT: THE TOUR(LIVE IN 3D)</i>	May 8
<i>TOP GUN The 40th ANNIVERSARY</i>	May 13
<i>Scream 7</i>	Jun. 19
<i>Scary Movie</i>	Jun. 26
<i>Passenger</i>	Jul. 10
<i>PAW Patrol: The Dino Movie</i>	Jul. 24
<i>Heart Of The Beast</i>	Sep. 25
<i>Street Fighter</i>	Oct. 16
<i>Ebenezer: A Christmas Carol</i>	<u>Nov. 13</u>
<i>Focker In-Law</i>	<u>Jan. 8, 2027</u>

Underline indicates update from Jul. 2026 Financial Results Presentation material.

Warner Bros. titles	Release date
<i>The Bride!</i>	Apr. 3, 2026
<i>They Will Kill You</i>	May 8
<i>Lee Cronin's The Mummy</i>	May 15
<i>Mortal Kombat II</i>	Jun. 5
<i>Supergirl</i>	Jun. 26
<i>Flowervale Street</i>	Aug. 14
<i>Harry Potter and The Sorcerer's Stone</i>	Aug. 28
<i>Digger</i>	Oct. 9
<i>Clayface</i>	Oct. 30
<i>Practical Magic 2</i>	<u>Nov. 27</u>
<i>Dune: Part Three</i>	Dec. 18
<i>The Cat in the Hat</i>	Dec. 25
<i>Remain</i>	<u>Feb. 2027</u>

TOHO-TOWA distribution lineup (<https://tohotowa.co.jp/>) (Japanese only)
 TOWA PICTURES distribution lineup (<https://towapictures.co.jp/>) (Japanese only)

Film Business: Domestic Box Office – One Billion Yen or More for FY2/27

[Updated (as of Sep. 30, 2026)]

Underline indicates update from Jul. 2026 Financial Results Presentation material.

Films distributed by TOHO CO.,LTD

Title	Release date	(Billions of yen)
		Box office revenue
<i>Chiikawa The Movie: The Secret of Mermaid Island</i>	Jul. 24, 2026	<u>16.95</u>
<i>Detective Conan: Fallen Angel of the Highway</i>	Apr. 10, 2026	<u>13.70</u>
<i>KINGDOM: THE CLASH OF SOULS</i>	Jul. 17, 2026	<u>6.84</u>
<i>Crayon Shinchan the Movie: Spooky! My Yokai Vacation</i>	Jul. 31, 2026	<u>2.84</u>
<i>SAKAMOTO DAYS</i>	Apr. 29, 2026	<u>2.81</u>
<i>Bayside Shakedown NEW: Run Through Metropolis!</i>	Sep. 18, 2026	<u>2.37</u>
<i>GOLDEN KAMUY - THE ABASHIRI PRISON RAID</i>	Mar. 13, 2026	<u>1.54</u>
<i>BLUE LOCK</i>	Aug. 7, 2026	<u>1.36</u>
<i>One Last Love Letter</i>	Apr. 17, 2026	<u>1.10</u>

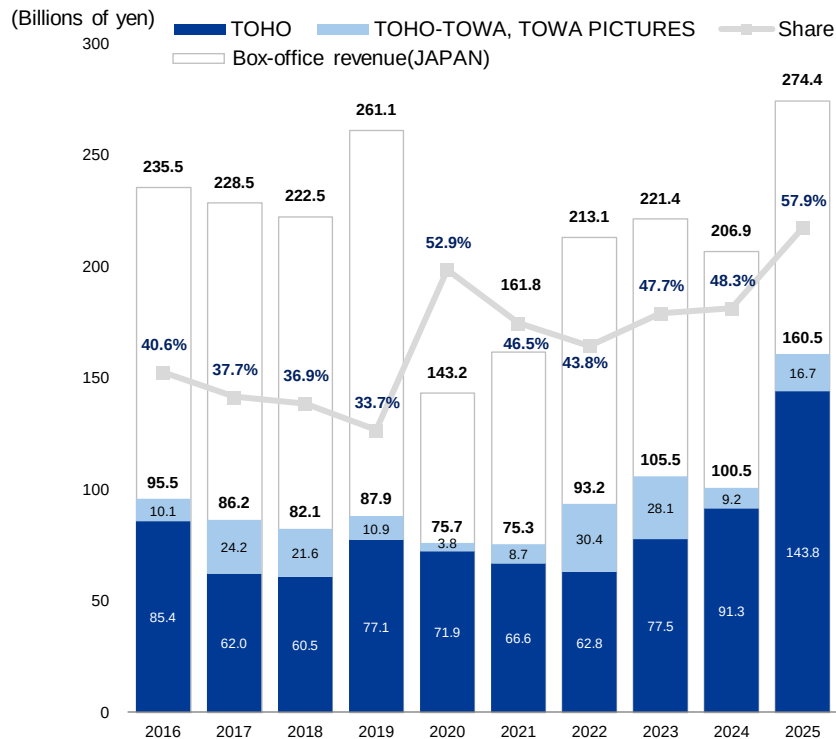
Films distributed by TOHO-TOWA CO.,LTD. etc.

Title	Release date	(Billions of yen)
		Box office revenue
<i>The Super Mario Galaxy Movie</i>	Apr. 24, 2026	<u>7.94</u>
<i>Minions & Monsters</i>	Aug. 7, 2026	<u>2.38</u>
<i>Wicked: For Good</i>	Mar. 6, 2026	<u>2.20</u>

Trends in Annual Domestic Box-Office Revenue* of the TOHO Group and Movie Theater Attendance in the Movie Theater Business

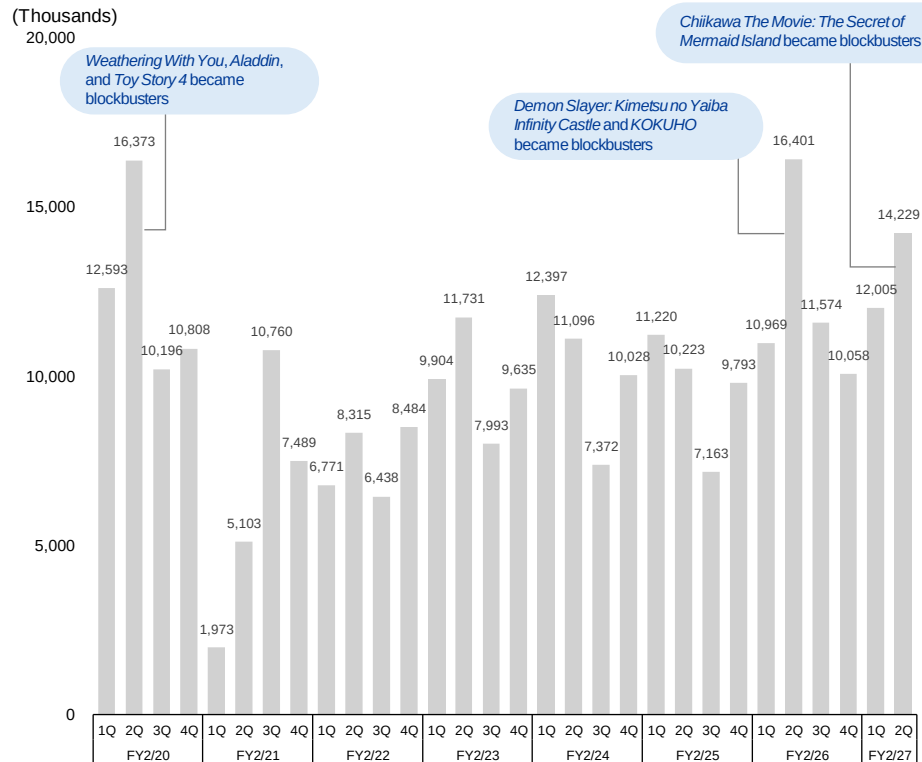
[Updated]

*Box office revenue for films distributed by Distribution Division, TOHO-TOWA and TOWA PICTURES



* Box-office revenue (JAPAN) includes ODS but excludes live streaming. Figures for TOHO box-office revenue include those of TOHO NEXT works from 2024 onward.

* Share percentages represent the ratios of total box-office revenue of TOHO, TOHO-TOWA, and TOWA PICTURES to box-office revenue (Japan). Share percentages for 2024 and 2025 are calculated excluding live streaming events, in line with the calculation method adopted by the Motion Picture Producers Association of Japan, Inc.

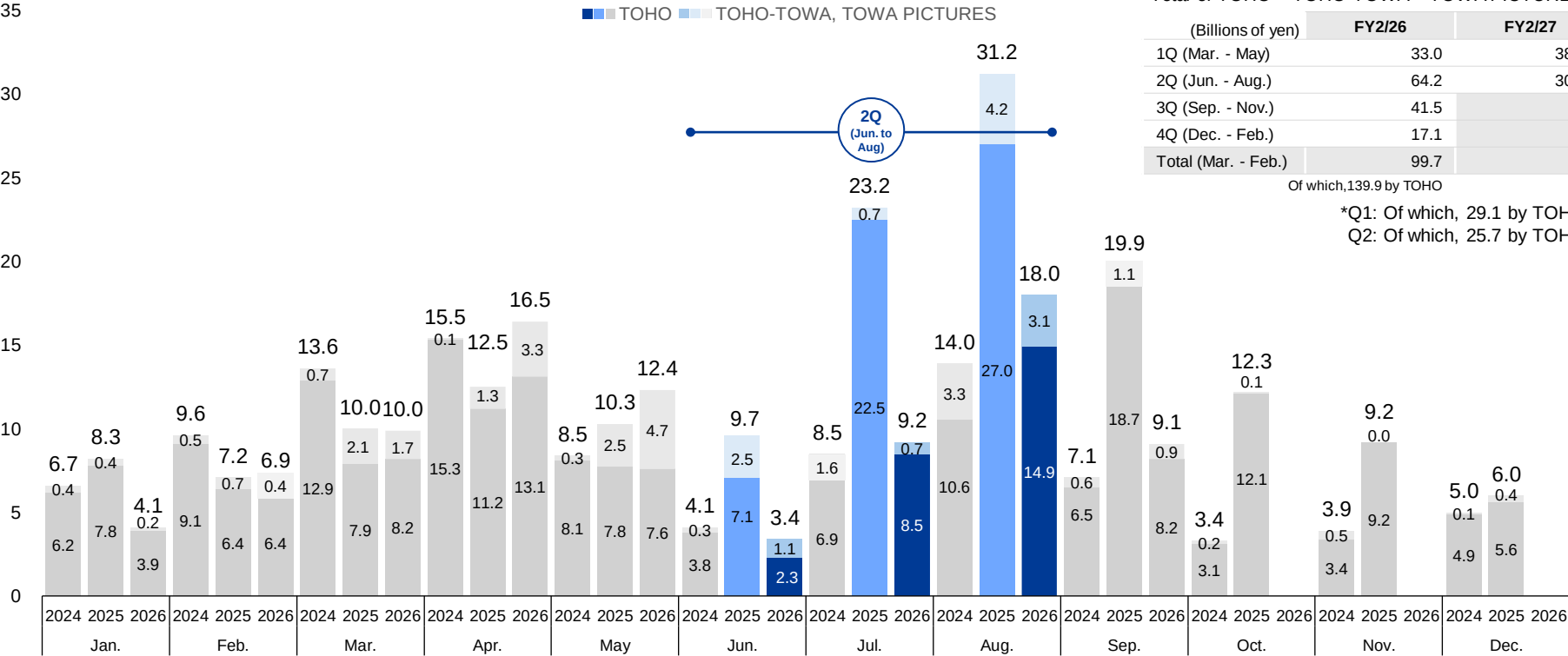


Film Business: BO Revenue Trends – TOHO Group Domestic Distribution

[Updated]

*Box office revenue for films distributed by Distribution Division, TOHO-TOWA and TOWA PICTURES

(Billions of yen)

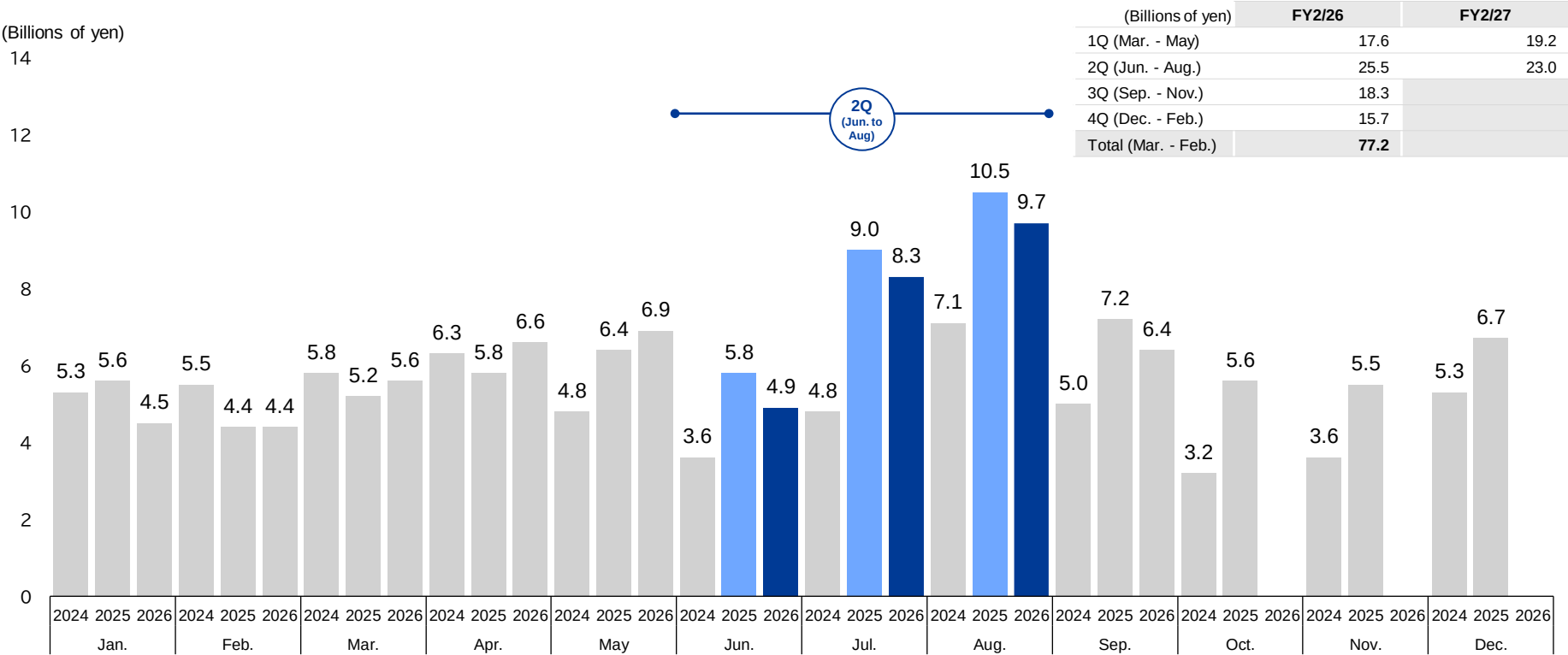


* Figures for FY2/25 onward include the works of TOHO NEXT, a label engaged in the distribution of live-action and animation films, music, and stage productions.

Film Business: BO Revenue Trends – Movie Theater business

[Updated]

*Box office revenue for the TOHO group's movie theater business division (Box office revenue for all films exhibited at TOHOCINEMAS, etc.)



Movie Theater Business: Overview of TOHO Cinemas Ltd.

[Updated]

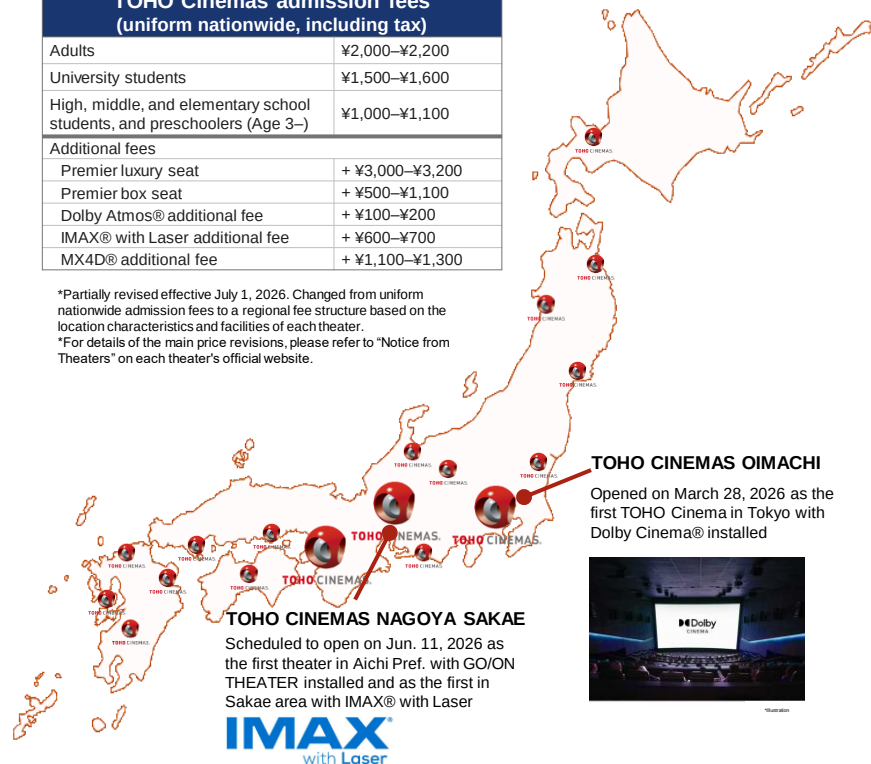
- 743 screens (SC) at 79 locations in Japan, accounting for just under a 30% share of domestic box-office revenue (in 2025). *As of November 2026 (including scheduled)
- In October 2026, OS CINEMAS M-INT KOBE and OS CINEMAS KOBE HARBORLAND newly joined the Group as a result of making OS Cine Brothers Co., Ltd. a subsidiary. Additional theaters in FY2/27

*As of Mar. 31, 2026

TOHO Cinemas admission fees (uniform nationwide, including tax)	
Adults	¥2,000–¥2,200
University students	¥1,500–¥1,600
High, middle, and elementary school students, and preschoolers (Age 3–)	¥1,000–¥1,100
Additional fees	
Premier luxury seat	+ ¥3,000–¥3,200
Premier box seat	+ ¥500–¥1,100
Dolby Atmos® additional fee	+ ¥100–¥200
IMAX® with Laser additional fee	+ ¥600–¥700
MX4D® additional fee	+ ¥1,100–¥1,300

*Partially revised effective July 1, 2026. Changed from uniform nationwide admission fees to a regional fee structure based on the location characteristics and facilities of each theater.

*For details of the main price revisions, please refer to "Notice from Theaters" on each theater's official website.



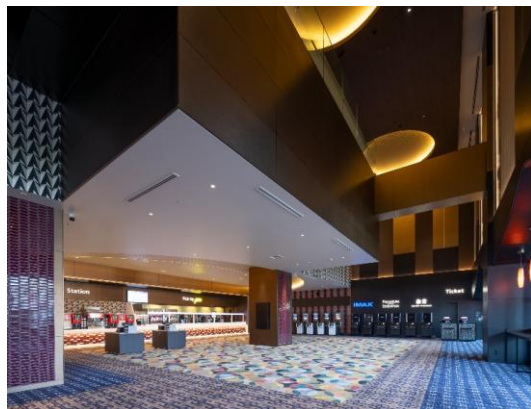
Area	Theater name	SC	No. of seats
Hokkaido / Tohoku	TOHO CINEMAS SUSUKINO	10	1,732
	*SAPPORO CINEMA FRONTIER	12	2,705
	TOHO CINEMAS OIRASE SHIMODA	7	1,446
	TOHO CINEMAS AKITA	8	1,681
	TOHO CINEMAS SENDAI	9	1,653
Tokyo	TOHO CINEMAS HIBIYA	13	2,710
	TOHO CINEMAS Chanter	3	618
	TOHO CINEMAS SHINJUKU	12	2,302
	TOHO CINEMAS IKEBUKURO	10	1,717
	TOHO CINEMAS NIHONBASHI	9	1,750
	TOHO CINEMAS UENO	8	1,391
	TOHO CINEMAS SHIBUYA	6	1,224
	TOHO CINEMAS ROPPONGI HILLS	9	1,837
	TOHO CINEMAS OIMACHI	8	1,205
	***TOHO Cinemas Kinshicho	12	2,332
	TOHO CINEMAS NISHIARAI	10	1,795
	TOHO CINEMAS MINAMI OSAWA	9	1,948
	TOHO CINEMAS TACHU	9	2,102
	TOHO CINEMAS TACHIKAWA TACHIHI	9	1,605
	*SHINJUKU WALD9	9	1,782
Kanto	TOHO CINEMAS EBINA	10	2,220
	TOHO CINEMAS ODAWARA	9	1,800
	TOHO CINEMAS KAWASAKI	9	1,859
	TOHO CINEMAS KAMIOOKA	9	1,704
	TOHO CINEMAS LALAPORT YOKOHAMA	13	2,465
	TOHO CINEMAS LALAPORT FUNABASHI	10	1,867
	TOHO CINEMAS ICHIKAWA COLTON PLAZA	9	2,150
	TOHO CINEMAS YACHIYO	10	1,927
	MIDORIGAOKA	11	1,866
	OOTAKANOMORI	10	1,558
Saitama / Tohoku	TOHO CINEMAS ICHIHARA	10	1,591
	TOHO CINEMAS KASHIWA	9	1,551
	TOHO CINEMAS LALAPORT FUJIMI	9	1,572
	TOHO CINEMAS UTSUNOMIYA	10	1,800
	TOHO CINEMAS HITACHINAKA	10	1,733
Ibaraki	TOHO CINEMAS MITOUCHIHARA	8	1,596
	TOHO CINEMAS Gifu	10	2,116
Chubu	TOHO CINEMAS MALERA Gifu	12	2,504
	TOHO CINEMAS FAVORITE TOYAMA	10	1,593
	TOHO CINEMAS TAKAOKA	8	1,753
	Nagano	8	1,034
	TOHO CINEMAS UEDA	8	1,034

*: Under joint management **: Including annexes ***= RAKUTENCHI / Olinas
*TOHO CINEMAS UKI is temporarily closed.

Area	Theater name	SC	No. of seats
Chubu	TOHO CINEMAS KOFU	9	1,750
	TOHO CINEMAS HAMAMATSU	9	1,928
	TOHO CINEMAS SUN STREET HAMAKITA	9	1,959
	TOHO CINEMAS LALAPORT IWATA	10	1,663
	TOHO CINEMAS NAGOYA SAKAE	10	1,655
Aichi	TOHO CINEMAS AKAIE	10	1,764
	TOHO CINEMAS TSUSHIMA	10	1,782
	TOHO CINEMAS HIGASHIURA	9	1,801
	TOHO CINEMAS KISOGAWA	10	1,828
	**TOHO CINEMAS UMEDA	10	2,650
Osaka	**TOHO CINEMAS NAMBA	12	2,220
	TOHO CINEMAS SENBOKU	9	2,335
	TOHO CINEMAS OTORI	10	1,950
	TOHO CINEMAS KUZUHA MALL	10	1,974
	TOHO CINEMAS SEVEN PARK AMAMI	10	1,639
Kansai	TOHO CINEMAS LALAPORT KADOMA	9	1,430
	*OSAKA STATION CITY CINEMA	12	2,564
	TOHO CINEMAS NIJO	11	1,796
	*TOHO CINEMAS NISHINOMIYA OS	12	2,095
	TOHO CINEMAS ITAMI	8	1,869
Hyogo	OS CINEMAS M-INT KOBE	8	1,631
	OS CINEMAS KOBE HARBORLAND	10	1,450
	TOHO CINEMAS KASHIHARA	9	1,630
	TOHO CINEMAS KOUNAN	10	1,629
	TOHO CINEMAS MIDORII	8	1,379
Chugoku / Shikoku	*HIROSHIMA WALD11	11	1,782
	TOHO CINEMAS NIHAMAMA	7	1,159
	TOHO CINEMAS KOCHI	9	1,597
	TOHO CINEMAS TENJIN SOLARIA PLAZA	3	438
	TOHO CINEMAS FUKUTSU	10	1,909
Fukuoka	TOHO CINEMAS NOGATA	9	1,612
	TOHO CINEMAS LALAPORT FUKUOKA	9	1,319
	TOHO CINEMAS OITA WASADA	11	1,974
	TOHO CINEMAS AMU PLAZA OITA	10	1,764
	TOHO CINEMAS NAGASAKI	9	1,936
Kyushu	TOHO CINEMAS KUMAMOTO	9	1,578
	SAKURAMACHI	9	1,578
	TOHO CINEMAS HIKARINOMORI	9	1,777
	TOHO CINEMAS HAMASEN	9	1,583
	TOHO CINEMAS UKI	8	1,518

Opened in 2026: TOHO CINEMAS OIMACHI and NAGOYA SAKAE

[New]



TOHO CINEMAS NAGOYA SAKAE (opened on June 11, 2026)

- ▶ Location: 5F–9F, The Landmark Nagoya Sakae, 3-25-1 Nishiki, Naka-ku, Nagoya-shi, Aichi, Japan
- ▶ Theater specifications: 10 screens, 1,655 seats
- ▶ First IMAX® theater (IMAX® with Laser) in the Sakae area. TOHO Cinemas' high-end theater "PREMIUM THEATER" and immersive sound theater "GO/ON THEATER" were introduced for the first time in the Tokai area.
- ▶ Perform well on weekdays, attract a high proportion of female audiences, and tend to have a high concession purchase rate.
- ▶ The target is annual attendance of 1 million.



TOHO CINEMAS OIMACHI (opened on March 28, 2026)

- ▶ Location: 3F, OIMACHI TRACKS BUSINESS TOWER, 2-1-21 Hiromachi, Shinagawa-ku Tokyo, Japan
- ▶ Theater specifications: 8 screens, 1,205 seats
- ▶ Introduced Dolby Cinema® for the first time at TOHO CINEMAS in Tokyo.
- ▶ Equipped with TOHO Cinemas' high-end theater "PREMIUM THEATER" and immersive sound theater "GO/ON THEATER."
- ▶ Attract many younger and family audiences. Late-night screenings tend to perform well, as many audiences stop by after work.
- ▶ The target is annual attendance of over 700,000.

Major success of *Chiikawa the Movie: The Secret of Mermaid Island*

[New]

Box office revenue trend as well as promotional activities and events

Simultaneous
IMAX® release

Distribution of
admission benefits

Cheer screenings featuring
synchronized, automatically
controlled light sticks

Hosting a special
collaborative fireworks
viewing event

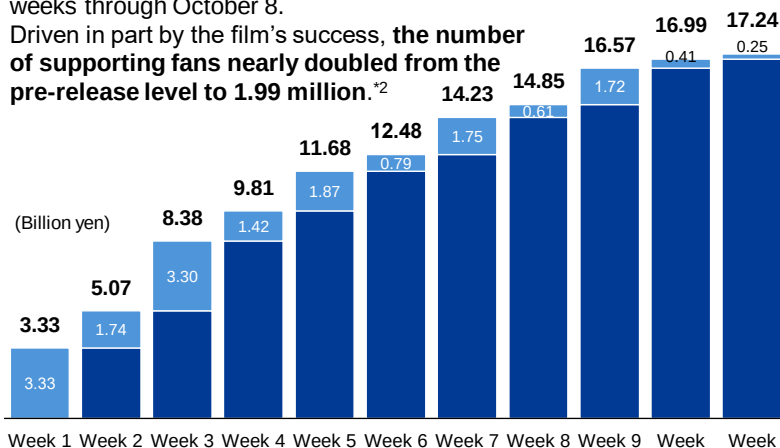
Broadcast of a special program
commemorating the film's
release

4DX screenings

Cheer screenings allowing
audience members to cheer
aloud

Until We Meet Again
farewell screening event

- Released on Friday, July 24, 2026.
- A wide range of promotional activities and events helped the film **achieve the highest box office revenue among films released in 2026**.^{*1}
- Box office revenue surpassed ¥17 billion in the 11 weeks through October 8.
- Driven in part by the film's success, **the number of supporting fans nearly doubled from the pre-release level to 1.99 million**.^{*2}



^{*1} Based on research by Kogyo Tsushinsha *a week = Friday through the following Thursday

^{*2} Source: GEM Partners, "Oshi Entertainment Brand Scope." Conduct a monthly cross-media survey of approximately 30,000 men and women aged 15–69 nationwide on the entertainment brands they currently support. The number of supporting fans (10,000 people/month) is calculated by weighting the number of respondents who say they support a particular entertainment brand based on the demographic composition of Japan's population. Survey responses are collected in an open-ended format rather than by selecting brands to support from a predefined list. The information provided by respondents is then reviewed, consolidated under the same brand, and aggregated. Survey period: February–July 2026

^{*3} Including e-commerce websites. As of the end of September 2026 ^{*4} Based on retail prices excluding tax

Strong sales of goods related to the film *Chiikawa*

- Sales of goods**^{*3}: Achieved record-high sales^{*4} among all films distributed by the Company.
- Pop-up stores**: Held at TOHO CINEMAS (25 theaters nationwide) and Hibiya Chanter store from July 10 to August 31.
- Contribution to operating revenue**: Q2 (June–August) operating revenue from sales and merchandising, a breakdown of revenue from contracts with customers for the IP&Anime business that includes related goods, was ¥1.8 billion (up 32.6% YoY).



Pop-up store

M&A: Making “Design COCO Ltd.” a Subsidiary

- **Announced in September 2026: TOHO EIZO BIJUTSU** (a wholly owned subsidiary of the Company) **acquired shares of Design COCO Ltd. (“Design COCO”), making Design COCO a subsidiary.**

Purpose of making Design COCO a subsidiary: Further strengthening of modeling capabilities and expansion of business areas.

- **Business description:** Planning, manufacturing, and sales of life-size and scale figures.
- Proven track record in producing three-dimensional models of globally popular characters, renowned artists, and more.
- Technical expertise highly regarded in Japan and overseas: Delivered multiple life-size figures to NARUTO – Konoha Land at Parc Spirou Provence, a theme park in southern France.



Key achievements in planning, manufacturing, and sales (life-size figures)

TOHO Mid-Term Plan 2028 and Progress

[Updated]

- We will further reinforce the Film business by further increasing its profitability through promoting production of films planned in-house and expanding non-film content distribution portfolio.
- We are committed to the creative development and production of Japanese live-action content with an awareness of its potential reach beyond Japan, in collaboration with overseas group companies.

Point 1	Promote In-House Creative Development and Production
	• Strengthen creative development and marketing teams and significantly boost investment to double the annual production capacity of in-house films by 2032 (to approximately 10 films per year). • Improve the production environment and the quality of films through capital expenditures in TOHO Studios.
Point 2	Promote Development of Live-Action Film Projects Targeted at the Global Market
	• Establish a global department dedicated to the creative development of projects to be delivered to the global market.
Point 3	Further Expand Distribution portfolio
	• Constantly aim to achieve an annual group box-office revenue of over ¥100 billion by expanding TOHO NEXT distribution portfolio (theatrical plays, music, sports, etc.), in addition to approx. 30 Japanese films per year (distributed by TOHO) and foreign films (distributed by TOHO, TOHO-TOWA and TOWA PICTURES), to connect with new customers.
Point 4	Making TOHO Cinemas the Preferred Destination for Moviegoers
	• Continue to invest in our theaters to deliver a world-class cinematic experience by: ✓ Expanding premium viewing options, including IMAX, Dolby Cinema, and luxury seating. ✓ Introducing mobile and self-ordering systems at concession stands. ✓ Opening two new TOHO Cinemas locations in Oimachi, Tokyo, and Sakae, Nagoya in 2026.



Progress
Point 1 Promote In-House Creative Development and Production • FY2/26 : 12 titles under representation by TOHO • FY2/27 : 6 titles under representation by TOHO (Titles released as of Oct.15)
Point 2 Promote Development of Live-Action Film Projects Targeted at the Global Market • A live-action drama film of <i>The Apothecary Diaries</i> is being co-produced with Amazon MGM Studios and is set to be exclusively distributed worldwide on Prime Video in more than 240 countries and regions starting in 2028.
Point 3 Further Expand Distribution portfolio • FY2/26 : 65 titles (including 44 films from TOHO (including TOHO NEXT) and 21 foreign films) • FY2/27 : 76 titles (including 41 films from TOHO (including TOHO NEXT) and 35 foreign films) (Titles released as of Oct.15)
Point 4 Making TOHO Cinemas the Preferred Destination for Moviegoers • OS CINEMAS M-INT KOBE and OS CINEMAS KOBE HARBORLAND newly joined the Group in October 2026 • Continuing to roll out a self-service mobile ordering system. As of Oct. 15, 2026, it has been introduced at a total of 20 theaters, including Hibiya, Shinjuku, Ikebukuro, and Oimachi.

Appendix 3 IP & Anime Business

IP & Anime Business: Anime Scheduled for Airing and Premiere from Mar. 2026 Onward (1/2)

[Updated (as of Oct.15, 2026)]

Underline indicates update from Jul. 2026 Financial Results Presentation material.

TOHO animation

Titles	Schedule	Production company
<i>BEASTARS FINAL SEASON PART 2</i>	Mar. 2026	Orange
<i>Dr. STONE SCIENCE FUTURE Season 4 Part 3</i>	Apr. 2026	TMS ENTERTAINMENT CO.,LTD
<i>The Angel Next Door Spoils Me Rotten Season 2</i>	Apr. 2026	Project No.9
<i>SNOWBALL EARTH</i>	Apr. 2026	Studio KAI
<i>Dorohedoro Season2</i>	Apr. 2026	MAPPA
<i>My Hero Academia No.170+1 "More"</i>	May 2, 2026	bones film
<i>Mushoku Tensei: Jobless Reincarnation</i>	Jul. 2026	StudioBind Co., Ltd.
<i>Though I Am an Inept Villainess</i>	Jul. 2026	Doga Kobo inc.
<i>My Hero Academia Special Short Episode "I am a hero too"</i>	Aug. 3, 2026	bones film
<i>"Kaiju No. 8" Original Short Anime "Narumi's Week at Work"</i>	<u>Sep. 2026</u>	<u>Production I.G</u>
<i>The Apothecary Diaries Season 3</i>	From Oct. 2026/ Apr. 2027	OLM
<i>Pop Pap Polters</i>	Oct. 2026	MOZU STUDIOS, Planning & production: SHIN-EI ANIMATION Co., Ltd.

TOHO animation's lineup (<https://tohoanimation.jp/portal/>) (Japanese only)

IP & Anime Business: Anime Scheduled for Airing and Premiere from Mar. 2026 Onward (2/2)

[Updated (as of Oct.15, 2026)]

TOHO animation

Underline indicates update from Jul. 2026 Financial Results Presentation material.

Titles	Schedule	Production company
<i>The Apothecary Diaries: The Late Lady's Treasure</i>	Dec. 2026	TOHO animation STUDIO
<i>Though I Am an Inept Villainess, Cour 2</i>	<u>Jan. 2027</u>	<u>Doga Kobo inc.</u>
<i>Frieren: Beyond Journey's End Season 3</i>	Oct. 2027	MADHOUSE Inc.
<i>HAIKYU!!: Where Monsters Go</i>	2027	Production I.G
<i>HAIKYU!!: VS The Little Giant</i>	2027	Production I.G
<i>Spice and Wolf: MERCHANT MEETS THE WISE WOLF Season2</i>	2027	Passione
<i>Mushoku Tensei: Jobless Reincarnation, Cour 2</i>	<u>2027</u>	<u>StudioBind Co., Ltd.</u>
<i>PHANTOM BUSTERS</i>	<u>2027</u>	<u>To be announced</u>
<i>"Godzilla" New Anime Series</i>	Production decided	Orange × IGLOO STUDIO
<i>KAIJU NO. 8 THE FINAL</i>	Production decided	Production I.G, Studio Khara
<i>Dorohedoro Season3</i>	Production decided	MAPPA
<i>JUJUTSU KAISEN The Culling Game Part 2</i>	Production decided	MAPPA
<i>Dokagui Daisuki! Mochizuki-san (tentative title)</i>	<u>Production decided</u>	<u>Passione</u>
<i>Dr. STONE TERRAFORMING</i>	<u>Production decided</u>	<u>TMS ENTERTAINMENT CO.,LTD</u>

Science SARU

Titles	Schedule
<i>Jaadugar: A Witch in Mongolia (TV series)</i>	From Jul. 2026
<i>THE GHOST IN THE SHELL (TV series)</i>	From Jul. 2026
<i>DAN DA DAN Season 3 (TV series)</i>	2027

TOHO animation's lineup (<https://tohoanimation.jp/portal/>) (Japanese only)
Science SARU's lineup (<https://sciencesaru.com/en/works>)

Anime Visual Lineup from October 2026 Onward (1/2)

[New]

The Apothecary Diaries Season 3
Airing from October 2026 / April 2027



Though I Am an Inept Villainess, Part2
Airing from January 2027



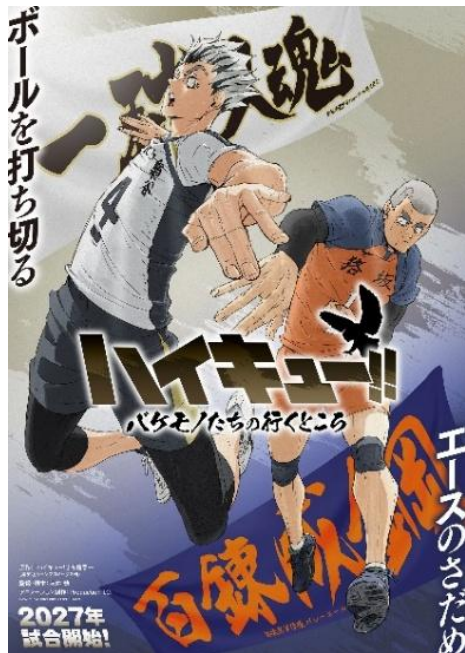
Frieren: Beyond Journey's End Season 3
Airing from October 2027



Anime Visual Lineup from October 2026 Onward (2/2)

[New]

HAIKYU!!: Where Monsters Go
Airing in 2027



Spice and Wolf: MERCHANT MEETS THE WISE WOLF Season2
Airing in 2027



KAIJU NO. 8 THE FINAL
Production decided



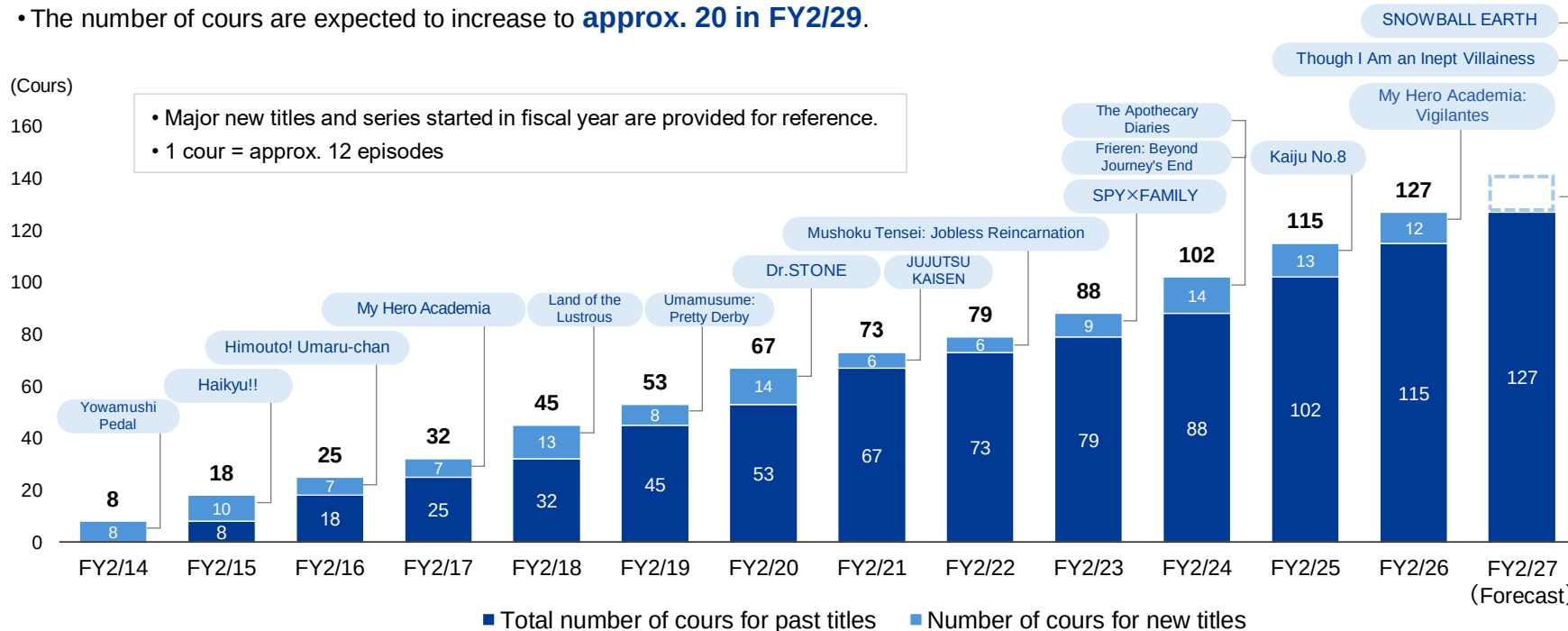
JUJUTSU KAISEN
The Culling Game Part 2
Production decided



TOHO Animation: Cour Count

[Reiterated]

- Launch new TV animations and create new series to accumulate IP rights as our revenue source and extend the life of content, leading to a continuous and stable business model.
- Currently planning and developing new IPs to be released or aired from 2027 to 2029
- The number of cours are expected to increase to **approx. 20 in FY2/29**.

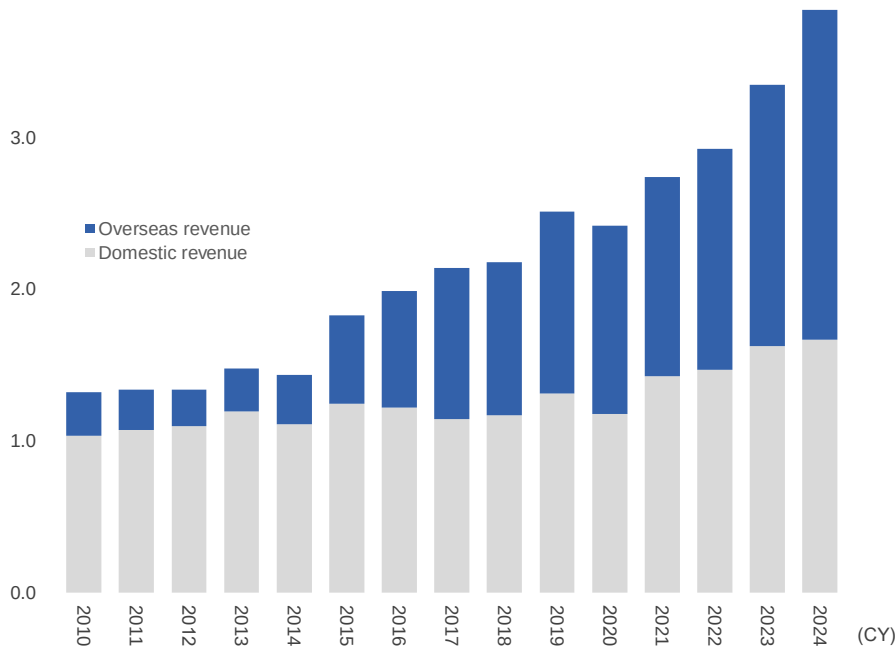


Anime Industry Market Size

[Reiteration of Dec. 2025 Business Presentation Materials]

Domestic Anime Market :The domestic anime industry has grown significantly since the mid-2010s, with its size reaching 3.8 trillion yen in 2024. Growth is accelerating especially for markets outside Japan (■).

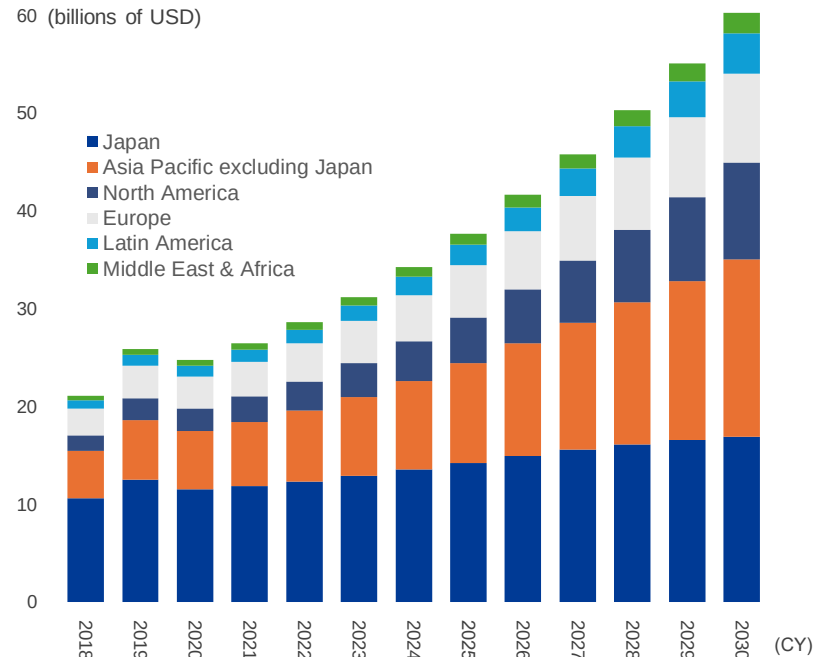
4.0 (trillions of yen)



Source: The Association of Japanese Animations

Global Anime Market :The global animation market is expected to grow from 34.3 billion USD (approx. 5 trillion yen) in 2024 to 60.3 billion USD (approx. 9 trillion yen) in 2030, with a CAGR of 9.8%.

60 (billions of USD)

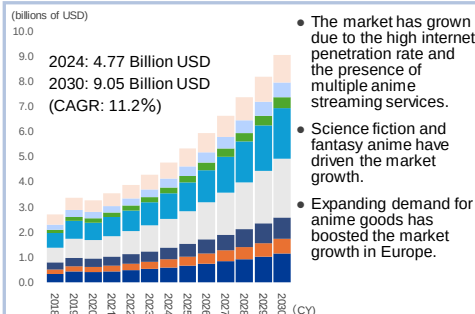


Source: Anime MARKET ANALYSIS AND SEGMENT FORECASTS TO 2030 by GRAND VIEW RESEARCH, with its estimates for 2025 and beyond.

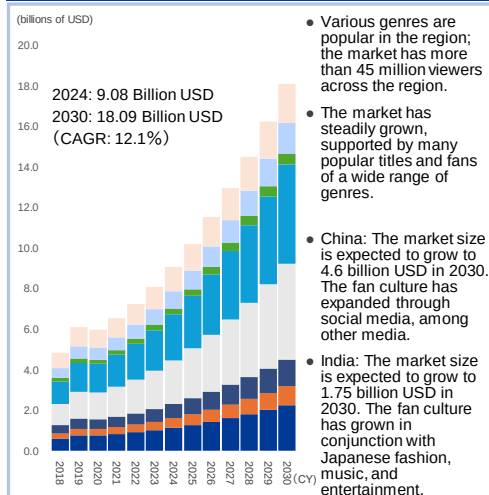
Global Anime Market: Anime Market by Region

[Reiteration of Dec. 2025 Business Presentation Materials]

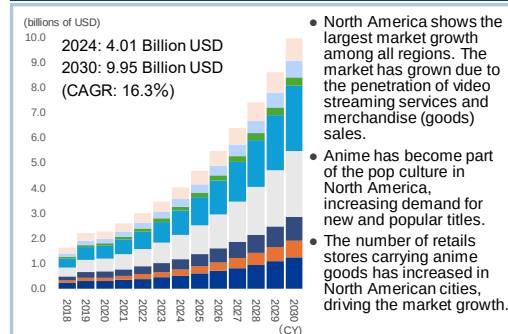
Europe



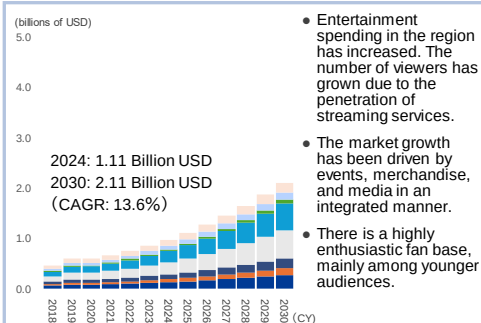
Asia Pacific ex. Japan



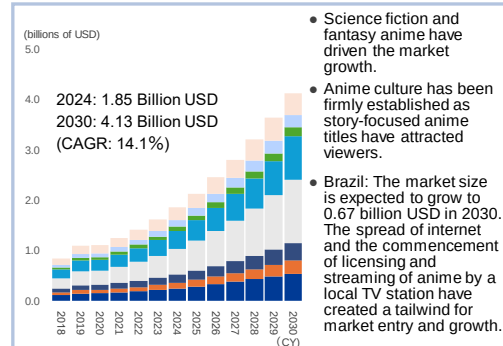
North America



Middle East & Africa



Latin America



■ T.V. ■ Movie ■ Video ■ Internet Distribution ■ Merchandising ■ Music ■ Pachinko ■ Live Entertainment

Source: Anime MARKET ANALYSIS AND SEGMENT FORECASTS TO 2030 by GRAND VIEW RESEARCH, with its estimates for 2025 and beyond.

Anime Production Studios in Japan

[Updated]

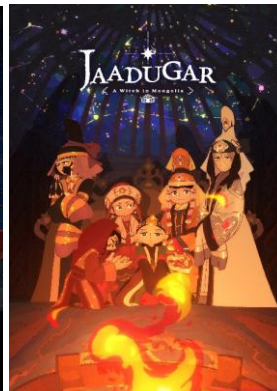
TOHO animation STUDIO

- Established by ILCA and Anima with the name I&A in Aug. 2017
- Changed its trade name to TIA in Oct. 2019
- Invested in TIA in Jan. 2020; made TIA a subsidiary and changed its trade name in Sep. 2022
- Has 41 employees (as of Aug. 2026)



Science SARU

- Established in 2013
- Has 73 employees (as of Aug. 2026).
- Highly recognized not only in Japan but also overseas with its strength in outstanding production capability
- Joined in the TOHO Group (TOHO acquired all shares in the company) in Jun. 2024



Orange Co., Ltd.

- Established in 2004
- Has 183 employees (as of Aug. 2026)
- Established a firm presence as one of the top "cel-look," fully 3D CG animation studios in Japan
- TOHO invested to acquire a 19.7% stake in the studio in Jan. 2025



Strategies of Game Business

[Updated]

About our Game business



- Launched a game label **TOHO Games** in 2021. Delivers the IP cultivated through our Cinema and Anime businesses to fans through games.
- **The Game Division (17 members*)** closely works together with each department. Sets up a project team with partners suitable for each project to develop and operate a game.
*As of Oct 15, 2026
- The Game Division is composed of Creative Development Group (planning, development and operation) and Digital Marketing Group (marketing and promotion).
- Adapt mainly TOHO animation titles and *Godzilla* into games.
- Further strengthen development by conducting detailed checks to enhance game quality.

Overview of Game Business Strategies

Planning and development

Strategies

- Enhance planning accuracy while expanding Godzilla and other hit animated IPs
- Deepen and expand the fandom of overall IPs through integration with TOHO-ONE

Strengths

- Planning, operation and promotion centered on our IP, in close cooperation with the Godzilla Department and TOHO animation
- High-precision game development based on a solid understanding of our IP

Increase in profitability and expansion

Expand business development

- Establish a firm position as an IP-driven game brand by releasing titles with a high probability of success
- Reach out to users and strengthen monetization through integration with TOHO-ONE
- Expand overall profitability of our IP, including merchandising, by making games one of the key consumer touchpoints

Strengthen publishing

- Strengthen collaboration with partners in Japan and abroad
- Strengthen operating and marketing capability in cooperation with TOHO Global and other overseas bases

IP & Anime Business: Anime Game Title Lineup

[Updated]

Game title currently delivered

Underline indicates update from Jul. 2026 Financial Results Presentation material.

Titles	Our functions	Release	Remarks
<i>GODZILLA BATTLE LINE</i>	Organizer	- Jun. 2021 (Smartphone) - Aug. 2022 (PC)	- For smartphones - Planning, production, development, and operation: TOHO CO., LTD. - Cumulative total downloads exceeds 4 million
<i>Jujutsu Kaisen Phantom Parade</i>	Collaborator	- Domestic Version: Nov. 2023 (Smartphone), Apr. 2024 (PC) - Global Version: Nov. 2024 (Smartphone), Aug. 2025 (PC)	- For smartphones and PC - Planning and production: Sumzap, Inc. and TOHO CO.,LTD - Development and operation: Sumzap, Inc. - The number of players worldwide has exceeded 25 million.
<i>KAIJU NO. 8 THE GAME</i>	Collaborator	- Domestic Version / Global Version: Aug. 2025 (Smartphone) - Oct. 2025 (PC)	- For smartphones and PC - Planning and production: Akatsuki Games Inc., TOHO CO.,LTD and Production I.G. Inc. - Development and operation: Akatsuki Games Inc. - Advertising cooperation: TOHO CO.,LTD and Production I.G. Inc. - Cumulative total downloads exceeds 5 million



Game titles scheduled for delivery and release

<i>Haikyu!! ALL Challengers (tentative title)</i>	Organizer	Delivery date TBD	- For smartphones - Planning, delivery and production by TOHO - Development and operation by G2 Studios
<i>The Apothecary Diaries: The False Imperial Brother</i>	Collaborator	- To be released in early 2027 - Nintendo Switch2 / Nintendo Switch / PlayStation®5 / Steam ® - Simultaneous worldwide release: Japanese, English, Traditional Chinese, and Simplified Chinese	- Planning and production: TOHO CO., LTD and KOEI TECMO GAMES CO., LTD. - Development and publishing: KOEI TECMO GAMES CO., LTD.



Lineup: <https://www.toho.co.jp/anime/lineup-games> (Japanese only)

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GODZILLA Strategy (TOHO Mid-Term Plan 2028 and Progress)

[Updated (number of stores only)]

Investing approx. 15 billion yen over the next three years until 2028 to strengthen our initiatives

	Mid-Term Plan 2028		Progress	Major initiatives from 2026 onward
Merchandise and events	Expand licensing opportunities and in-house product development		Expanded selling spaces at untapped general merchandise stores, electronics retail stores, convenience stores, and drug stores	Offer <i>Godzilla</i> goods at stores in all prefectures in Japan. Increase the number of overseas stores carrying <i>Godzilla</i> merchandise. Continue selling <i>GODZILLA CARD GAME</i> .
	Launch more amusement rides	Launch new amusement rides that allow a wider range of people to experience <i>GODZILLA</i>	Started the production of <i>Shin Godzilla The Ride</i> supervised by Takashi Yamazaki	Explore the feasibility of launching amusement rides in Asia, the U.S., and other countries, starting in Taiwan
Retail Stores	More <i>GODZILLA</i> retail store location	Open new <i>GODZILLA</i> stores in Daiba and Shibuya, following Tokyo and Osaka	Developed 7 stores in Japan and 1 stores abroad (as of Oct. 15, 2026)	Increase the numbers of stores in suburban areas in Japan and overseas stores in Asia
Games Digital	Develop games	Console game development targeting global core gamers, and mobile development capturing casual/light users.	Earnestly working on the development	
Visual content	Develop visual content	Develop content for TV, digital distribution, and other platforms	Currently developing platform-agnostic <i>Godzilla</i> content	
	Produce a theatrical film	Produce a new <i>GODZILLA</i> movie written, directed, and VFX supervised by Takashi Yamazaki	Release the latest film <i>GODZILLA MINUS ZERO</i> on Nov. 3, 2026 (on Nov. 6 2026 in North America)	

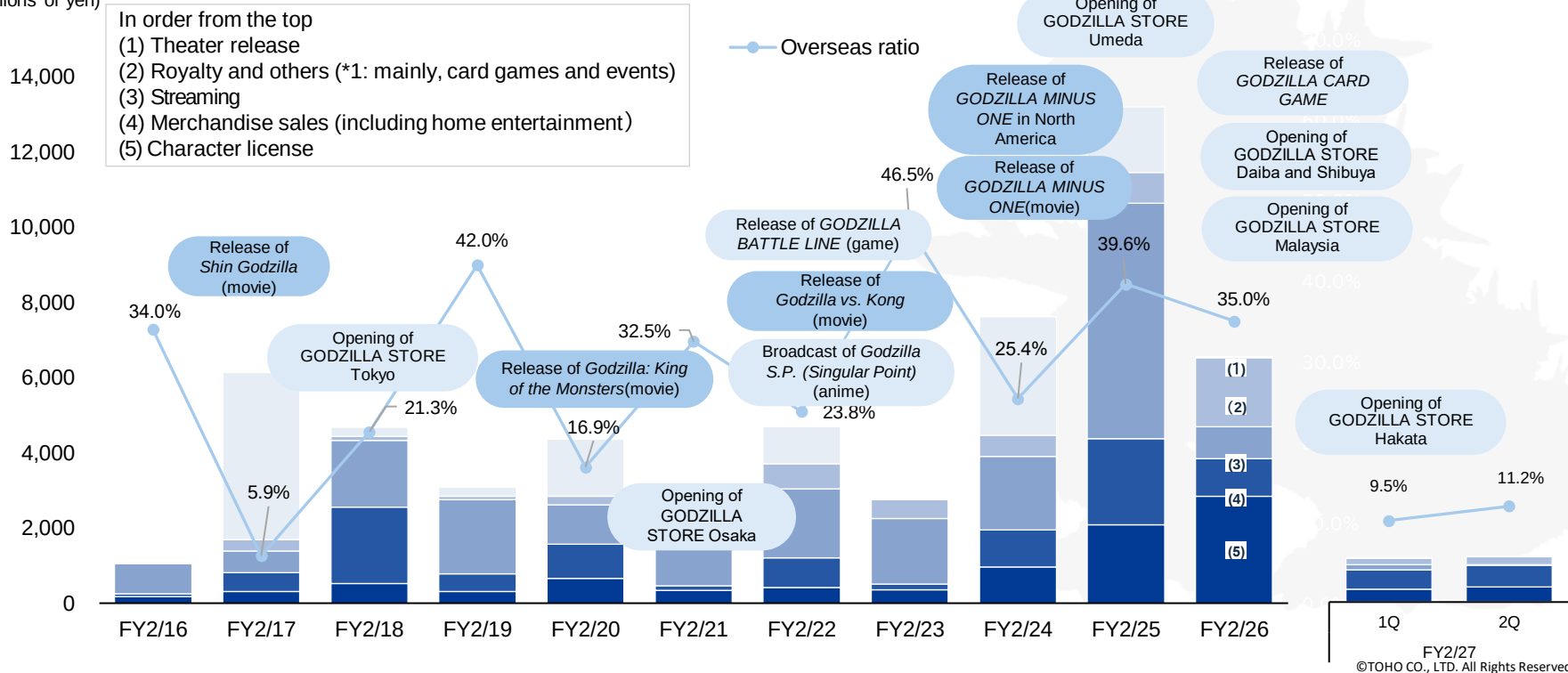
IP & Anime Business: *Godzilla* Series: Market Size and Revenue Trends (by Source)

[2Q FY27 Results Updated]

Aim for *Godzilla* IP market size of **¥80.0B*** in 2032

* A figure for licensing sales back-calculated based on *Godzilla* character licensing revenue in Japan and abroad. Approx. ¥40.0B in FY2/25 and approx. ¥55.0B in FY2/26.

(millions of yen)



GODZILLA STORE to Increase Brand Value

[Updated]

Region		Store name	Opening
Japan	Tokyo	GODZILLA STORE Tokyo	Oct. 2017
		GODZILLA STORE Daiba	Mar. 2025
		GODZILLA STORE Shibuya	Apr. 2025
	Osaka	GODZILLA STORE Osaka	Nov. 2020
		GODZILLA STORE Umeda	Apr. 2026
	Aichi	GODZILLA STORE Nagoya New	Sep. 2026
	Fukuoka	GODZILLA STORE Hakata	Apr. 2026
Overseas(Asia)		GODZILLA STORE Malaysia	Dec. 2025

*Umeda store reopened after renovation *Total floor area of all stores: Approx. 200 tsubo

Looking back on 2025

- Hakata store was opened. We accelerated the launch of physical stores in and outside Japan to increase the value of not only the video content but also the IP brand of Godzilla. With the opening of Nagoya store in September, the total number of stores increased to eight: seven in Japan and one overseas
- Monthly sales exceeded 1 million yen per tsubo (3.30579 square meters) at some stores (average monthly sales per tsubo) in Japan
- Sales from foreign (inbound) customers accounted for approx. 70% of the total sales at stores in Japan: slightly less than 30% from customers from Asia and slightly over 40% from other regions. The share of customers residing in North America increased in particular.



Nagoya



Osaka



Shibuya (Tokyo)

Multi-store Expansion of Goods Shop TOHO Entertainment STORE

[New]

- Offering TOHO movie and theater goods, TOHO animation-related merchandise, and Godzilla goods.
- Reach fans by providing a space that recreates the worlds of titles and allows customers to experience products firsthand. Award TOHO POINT for purchases to promote cross-traffic with movie theaters, etc. and strengthen customer engagement.
- Expanding the Company's own distribution network for original goods and anime titles to improve profitability and enhance brand value.

Store name	Opening date	Key feature
First store: Hibiya Chanter store in Tokyo	Opened in August 2025	Tokyo metropolitan area base
Second store: NU chayamachi store in Osaka	Opened in April 2026	Kansai base, with an experiential merchandise sales space
New Third store: HAKATA RIVERAIN MALL store in Fukuoka	Opened in October 2026	Kyushu base, with a Chibi Godzilla section



First store: Hibiya Chanter store in Tokyo

Major Overseas Group Companies

[Reiterated]



Major Overseas Group Companies: Details

[Reiterated (Updated the number of employees)]

TOHO Global

- A company overseeing overseas operations. Beginning in North America, engages in licensing for the distribution, streaming, and merchandising of anime, live-action content, and other works worldwide, including Asia.
- TOHO Global is responsible for global expansion of IPs handled by the Group through a company split with TOHO being the split company (Jan. 2026)
- Number of employees: 86 (as of Aug. 2026)

TOHO Europe Limited

- Based in London, plans to develop video and merchandising businesses broadly, as an operating and organizational hub in Europe (established in Jan. 2026)
- Number of employees: 2 (as of Aug. 2026)

TOHO Entertainment Asia

- Based in Singapore, covering a wide region from China, ASEAN, the Middle East, and India.
- Serves as the regional hub for our group in Asia, engaging in broad operations such IP and content licensing, merchandising, and marketing.
- Number of employees: 21 (as of Aug. 2026)

Toho International, Inc.

- A company overseeing operations in the Americas region.
- Oversees licensing operations in the U.S. and collaborates with top brands to produce collectors' items and apparel. Also operates *Godzilla.com*, the official *GODZILLA SHOP* in the U.S., as well as TOHO animation STORE, which offers premium merchandise from TOHO animation.
- Number of employees: 41 (as of Aug. 2026)

Anime Limited

- Engages in distribution of anime and live-action content and e-commerce of merchandise, etc. mainly in U.K. and France
- Joined the TOHO Group in Jan. 2026
- Number of employees: 12 (as of Aug. 2026)

IGLOO STUDIO CO., LTD.

- A CG animation studio based on Bangkok.
- Produced notable works such as the Thai fantasy animation film *The Legend of Muay Thai: 9 Satra*, which was released in 18 countries, and the Netflix original anime series *My Daemon*.
- Number of employees: 177 (as of Aug. 2026)

CJ ENM FIFTH SEASON LLC

- An entertainment company engages in the development, production, and sales of TV series, films, and documentaries.
- Has produced internationally acclaimed series such as *The lost daughter* (Netflix), *Severance* (Apple), *Tokyo Vice* (Max), and *McCartney 3,2,1* (Hulu), all of which have received prestigious awards.
- Number of employees: 160 (as of Aug. 2026)

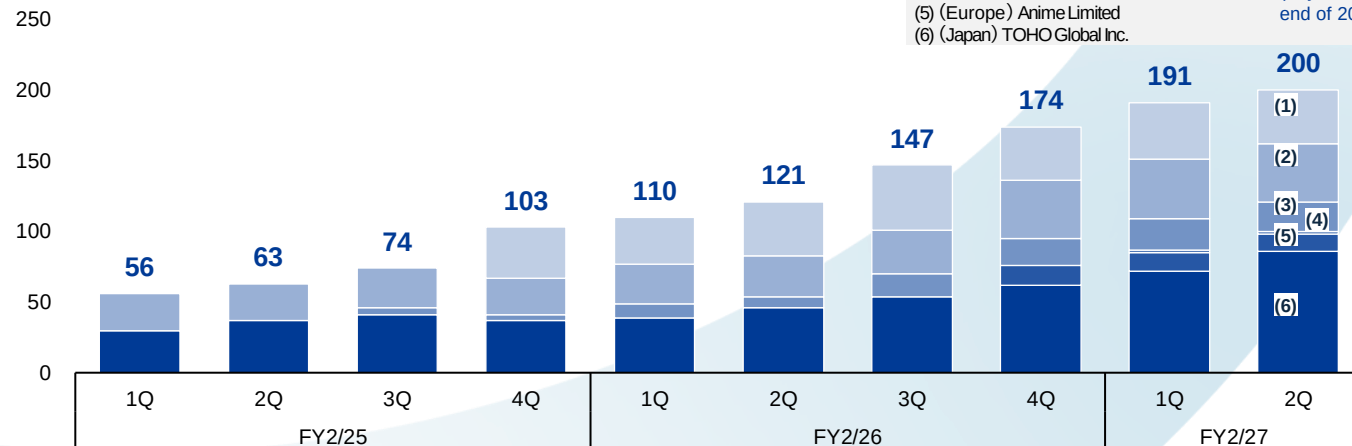
GKIDS, INC.

- A leading distributor of anime titles in North America.
- Engages in marketing, branding, theatrical distribution for various international anime titles, including Japanese anime, and independently handles licensing to streaming platforms. Also operates GKIDS Store (EC store), which offers merchandise related to Japanese anime.
- Number of employees: 38 (as of Aug. 2026)

IP & Anime Business: Headcount of Overseas Business (TOHO Global)

[Updated]

(Number of persons)



(1)	North America	GKIDS, INC					36	33	38	46	38	40	38
(2)	North America	Toho International, Inc.	26	26	28	26	28	29	31	41	42	41	41
(3)	Asia	TEA ^{*1}			5	4	10	8	16	19	22	21	21
(4)	Europe	TOHO Europe Limited								—	2	2	2
(5)	Europe	Anime Limited								14	13	12	12
(6)	Japan	TOHO Global Inc.	30	37	41	37	39	46	54	62	72	86	86
		Total	56	63	74	103	110	121	147	174	191	200	200

Note: Total of full-time and other employees (contract, temporary, etc.). Excludes employees of equity-method affiliates IGLOO STUDIO CO., LTD. and CJ ENM FIFTH SEASON LLC.

^{*1} TOHO ENTERTAINMENT ASIA PTE. LTD.

TOHO Mid-Term Plan 2028 and Progress

[Updated]

We will reinforce our organizational framework and expand our talent base, enhancing production studio capabilities to develop and distribute high-quality content and IP worldwide.

We will increase operating profit of the IP & Anime business by 200%^{*1} or more by further increasing revenues from overseas business and games, which are growth areas.

Point 1 Increase Production

- Increase the production of quality content and IP by expanding TOHO animation's creative development, production, and marketing structures and enhancing the TOHO Group production studio functions.

TOHO animation
targets for 2032

Number of Cour^{*2}

14
FY2/25

➔

30
by 2032

Number of employees^{*3}

Approx. 60
FY2/25

➔

120 (planned)
by 2032

^{*2} Number of broadcasts per year, 1 cour lasts 3 months

^{*3} Employees at TOHO CO., LTD.

Point 2 Put More Effort into Overseas Business

- Seek to strengthen the lead in managing content and IP abroad by increasing overseas offices and enhancing licensing functions in each region.

Point 3 Pursue Fan Business

- Promoting fan engagement by enhancing our e-commerce platform, integrating it with a new membership service, and introducing IP-themed cafes inspired by popular anime and characters.

Point 4 Promote Game Development

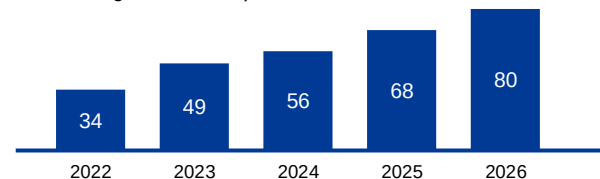
- Promote the development and release of digital games based on GODZILLA and our hit anime series.

^{*1} Compared to ¥22.2B for FY2/25

Progress

Point 1 Increase Production

- Approximately 20 cours expected by FY2/29.
- Number of TOHO animation employees : (as of Dec. 31 of each year; as of Aug. 31 for 2026)



Point 2 Put More Effort into Overseas Business

- Established bases Asia, North America, and Europe.

Point 3 Pursue Fan Business

- New membership service, TOHO-ONE®, to launch in March 2026, integrating customer IDs across movies, theater, and merchandise

Point 4 Promote Game Development

- Plan to launch a new game title *Haikyu!! ALL Challengers*.
- Plan to launch a new game title *The Apothecary Diaries: The False Imperial Brother* to be released in early 2027

Appendix 4 Theatrical Business

Theatrical Business: Theatrical Plays Lineup for FY2/27 and Beyond

[Updated (as of Oct.15, 2026)]

Theatre Creation

Titles	Schedule
<i>Blood Brothers</i>	Mar. – Apr. 2026
<i>10th Anniversary VOICARION</i>	Apr. 2026
<i>REBECCA</i>	May – Jun. 2026
<i>The World of Machida-kun</i>	Jul. 2026
<i>GHOST</i>	Aug. 2026
<i>TAMIOU</i>	Sep. – Oct. 2026
<i>RENT</i>	Oct. – Nov. 2026
<i>MAYBE HAPPY ENDING</i>	Nov. – Dec. 2026
<i>Naoto Kaiho Concert Fever after J</i>	Dec. – Jan. 2027
<i>Relatively Speaking</i>	Mar. 2027

Other TOHO-hosted Performance

Titles	Schedule	Main theaters
<i>Romantics Anonymous</i>	Mar. 2026	Tokyo Tatemono Brillia HALL
<i>Jekyll & Hyde</i>	Mar. 2026	Tokyo International Forum, Hall C
<i>Sister Act</i>	Mar. – Apr. 2026	Meijiza
<i>Roald Dahl's Charlie and the Chocolate Factory</i>	Mar. – Apr. 2026	Westa Kawagoe, Nissay Theatre
<i>Mary Poppins</i>	Mar. – May 2026	TOKYU THEATRE Orb, Umeda Arts Theater Main Hall
<i>I Love BOTCHAN</i>	May 2026	Meijiza
<i>New HISTORY COMING ARENA LIVE -The Imperial Theatre Symphony-</i>	Aug. – Sep. 2026	TOKYO GARDEN THEATER, Tokyo International Forum, Hall A
<i>KINGDOM II</i>	Aug. – Sep. 2026	Tokyo Tatemono Brillia HALL
<i>Funny Girl</i>	Sep. 2026	Nissay Theatre
<i>Musical SPY x FAMILY 2</i>	Sep. – Oct. 2026	Westa Kawagoe, Tokyo Tatemono Brillia HALL

Underline indicates update from Jul 2026 Financial Results Presentation.

Titles	Schedule	Main theaters
<i>This is the Moment! ~Frank Wildhorn JAPAN 25th anniversary concert~</i>	<u>Oct. 2026</u>	Suntory Hall
<i>Miss Saigon</i>	Oct. – Nov. 2026	TOKYU THEATRE Orb
<i>Me and My Girl</i>	Dec. 2026	EX THEATER ARIAKE
<i>La Cage aux Folles</i>	Dec. 2026	Nissay Theatre
<i>MOZART!</i>	<u>Feb. – Mar. 2027</u>	Nissay Theatre
<i>VOICE MONSTER</i>	Mar. 2027	Shibuya LOVEZ
<i>RAGTIME</i>	<u>Mar. – Apr. 2027</u>	Tokyo Metropolitan Theatre Playhouse
<i>Performance of Spirited Away</i>	Mar. – May 2027	Meijiza
<i>Moulin Rouge! The Musical</i>	May. – Aug. 2027	EX THEATER ARIAKE
<i>Les Misérables</i>	Autumn 2027	(TBD)

Overseas Performances

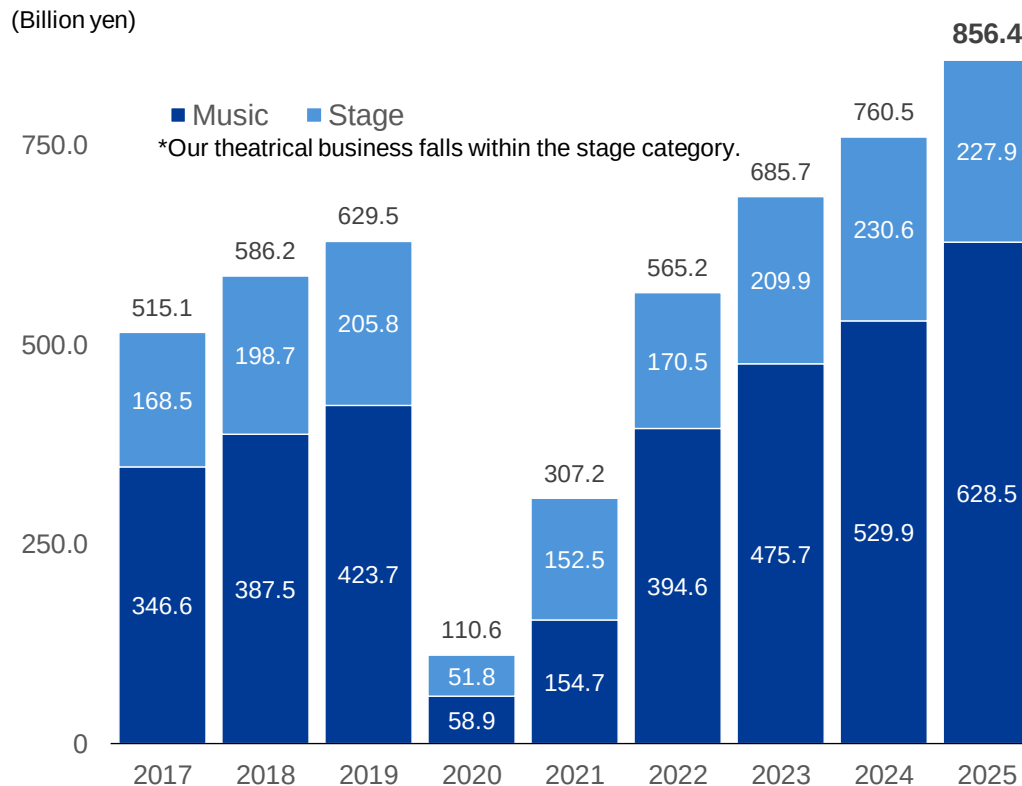
Titles	Schedule	Main theaters
<i>Performance of Spirited Away in Taiwan</i>	Dec. 2026– Jan. 2027	Taipei National Theater
<i>Performance of Spirited Away in Toronto</i>	May – Aug. 2027	The Princess of Wales Theatre
<i>Performance of Spirited Away in Los Angeles</i>	Sep. – Oct. 2027	Ahmanson Theatre
<i>Performance of Spirited Away in London</i>	Mar. – Jul. 2028	London Coliseum

Lineup : <https://www.toho.co.jp/stage/lineup> (Japanese only)

Trends in Japan's Live Entertainment Market

[New]

- Japan's live entertainment market size: **¥856.4 billion** in 2025
- New record highs for three consecutive years, with the market continuing to grow.
- Spending per attendee: **¥9,286** in 2025
- In an increasingly digital world where all kinds of content can be shared, the value of **being there** is becoming even greater.
- 2035 market size forecast: **Over ¥1 trillion** (PIA Corporation)



Source: 2026 White paper on live entertainment: report edition (published in June 2026)

TOHO Mid-Term Plan 2028 and Recent Progress

[Updated]

- We will support the bottom line of box-office revenue during the closure of the Imperial Theatre by utilizing outside theaters, launching a new membership service, and offering a variety of ticket prices and diverse sales formats.
- We will increase TOHO theatrical brand power, leading to the opening of the new Imperial Theatre, by maximizing the value of existing popular plays, developing original plays, and performing those plays abroad.

Point 1 Inherit TOHO Theatrical Brand and Make a Further Leap Forward

- Ensure the number of performances by utilizing outside theaters during the closure of the Imperial Theatre.
- Revitalize classic and popular productions with fresh casting choices and modern interpretations, while also dedicating efforts to the creation and staging of new, high-quality original works.

Point 2 Implement Marketing Initiatives to Attract More Theatergoers

- Seek to increase theatergoers by maximizing customer satisfaction with a new membership service.
- Support the bottom line of box-office revenue by offering a variety of ticket prices and diverse sales formats.
- Use theatrical plays in multiple ways including streaming and character goods development.

Point 3 Increase Our Presence Abroad and Ability to Procure Plays

- Continue overseas performances of *Spirited Away* and actively perform other plays with overseas licenses.
- Prioritize securing the rights to stage overseas produced plays in Japan by strategically investing in them to build our best play portfolio.

Win the rights to stage popular plays in Japan

Increase domestic box-office revenue



Build networks and increase our presence abroad

Invest in foreign plays

Progress

Point 1 Inherit TOHO Theatrical Brand and Make a Further Leap Forward

- The arena tour of *New HISTORY COMING ARENA LIVE -The Imperial Theatre Symphony-*, a musical concert reflecting on the past, present, and future of the Imperial Theatre, was extremely well received.
- *KINGDOM II*, a stage adaptation of the hugely popular comic and a sequel to the 2023 performances at the Imperial Theatre, was performed.
- The musical *REBECCA* returned for the first time in seven years with a new cast and performed well.

Point 2 Implement Marketing Initiatives to Attract More Theatergoers

- Performances with dynamic pricing will be held for the first time at the PIA-exclusive showings of *Miss Saigon* on November 7 and 13, 2026.

Point 3 Increase Our Presence Abroad and Ability to Procure Play

- 2026–2028 World Tour of the stage production *Spirited Away* confirmed, starting in December 2026.
- Since its premiere at the Imperial Theatre in 2022, the stage production *Spirited Away* had been performed 491 times in Japan and overseas and attracted more than 900,000 attendees through the final performance in Seoul in March 2026. During its run at the National Theater in Taipei, beginning in December 2026, the production is expected to surpass 500 cumulative performances and total attendance of 1 million.

Appendix 5 Real Estate Business

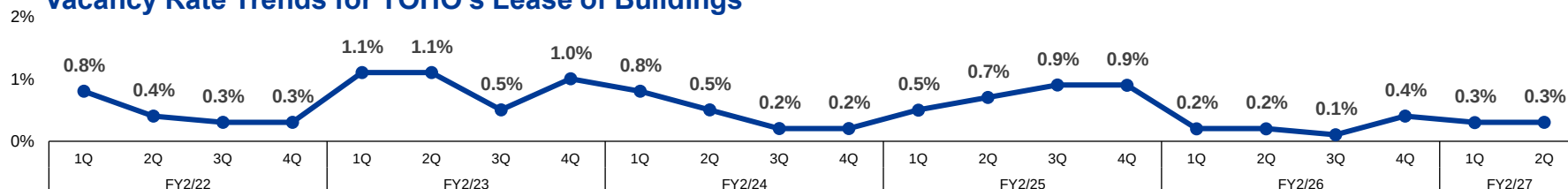
Real Estate Business: TOHO's Real Estate Portfolio

[Updated (As of Sep. 2026)]

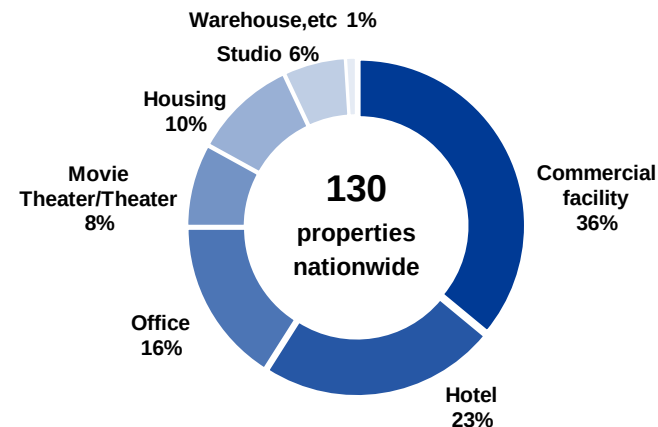
Major properties owned by TOHO

Major properties owned by TOHO	Property use
[Tokyo] 60 properties	
TOHO Hibiya Bldg.	Movie theater, Office, Commercial facility
TOHO Hibiya Promenade Bldg.	Office, Commercial facility
Tokyo Takarazuka Bldg.	Theater, Movie theater, Office
TEIGEKI BLDG.	Joint redevelopment in progress
Toho Theatre Creation Bldg.	Theater, Hotel
Yurakucho Center Bldg. (YURAKUCHO MULLION)	Commercial facility
Shibuto Cine-tower	Movie theater, Office, Commercial facility
SHINJUKU TOHO BLDG.	Movie theater, Hotel, Commercial facility
TOHO STUDIOS	Studio
[Osaka] 10 properties	
HEP NAVIO	Movie theater, Commercial facility
TOHO Nangai Bldg.	Movie theater, Commercial facility
[Aichi] 5 properties	
ANGEL Bldg.	Commercial facility
[Others] 55 properties	

Vacancy Rate Trends for TOHO's Lease of Buildings



Properties owned by TOHO (% of leased area)



➤ Continue to review the real estate business portfolio and actively evaluate options, including potential sale, for properties determined to have low strategic value.

Example of Synergies with Entertainment (SHINJUKU TOHO BLDG.)

[New]

- Built around its core movie business, the SHINJUKU TOHO BLDG. opened in 2015 as an entertainment complex centered on a cinema complex and hotel.
- Centered on the Godzilla IP, the SHINJUKU TOHO BLDG. creates a vibrant atmosphere through a wide range of initiatives and collaboration with tenants, including events on Godzilla Road and at Cine City Square, entertainment features inside and outside the building, and enhanced hotel stay experiences.

Godzilla Head



With its overwhelming visual impact, as if Godzilla were emerging from between the buildings, it attracts visitors from around the world as a new landmark for tourism in Tokyo.

TOHO CINEMAS SHINJUKU



One of Tokyo's premier cinemas, with its cinema entrance located at the front of the building. Through IMAX® and other features, it brings out the full appeal of movies, from high-profile titles to anime.

SHINJUKU TOHO BLDG. in Tokyo

Uses: Movie theater, Hotel, Commercial facility



Godzilla goods area

at Hotel Gracery Shinjuku



A permanent **Godzilla goods area** is located in the eighth-floor lobby of Hotel Gracery Shinjuku, offering T-shirts, keychains, and other merchandise.

Godzilla Room



Hotel Gracery Shinjuku is the first in the world to offer the Godzilla View Room, which overlooks Godzilla Head, and the Godzilla Room, where a strikingly realistic Godzilla awaits guests.

Godzilla vs. King Ghidorah Room



A one-of-a-kind guest room created on the top floor, the 30th floor, to commemorate the 10th anniversary of Hotel Gracery Shinjuku, offering an immersive experience in the world of *Godzilla vs. King Ghidorah*.

TOHO Mid-Term Plan 2028 and Recent Progress

[Updated]

- We will seek to improve asset efficiency while maintaining our revenue base over the medium to long term.

Point 1

Increase Revenue from Existing Properties and Review Our Property Portfolio

- Focus on increasing rents and keeping vacancy rates low for existing properties to improve property values.
- Review our property portfolio from a medium- to long-term perspective, and evaluate options, including potential sale, for properties with low strategic value.

Point 2

Promote the Redevelopment Projects

- Steadily promote the redevelopment project of Imperial Theatre Building.
- Proceed with other projects with caution after carefully examining synergies with entertainments and return on investment.

Point 3

Curb the Acquisition of New Properties

- Revise Mid-Term Plan 2025's policy and scale back new property acquisitions given persistently high property prices and a stronger focus on asset efficiency.

Progress

Point 1 Increase Revenue from Existing Properties and Review Our Property Portfolio

- Vacancy rate remains low.(Please see page 82 for details)
 - Progress of the real estate strategy review committee (In-house team)
Initiated the sale of seven properties in regional and suburban areas after determining that they had low strategic value due to their limited potential to contribute to future earnings (see p. 14 for details).
- Rent increase rate
 - > Rents for offices owned by the Company in the Hibiya area are expected to increase by approx. 10% from FY2/26 to FY2/27.

Point 2 Promote the Redevelopment Projects

- (Progress on the Marunouchi 3-1 Project (tentative name): Reconstruction of the Kokusai Building and TEIGEKI Building
>>Demolition work on the TEIGEKI Building began in April 2025. The work was

Marunouchi 3-1 Project (tentative name): Overview*

- Project Developers: MITSUBISHI ESTATE, TOHO, the Idemitsu Museum of Arts
- Site Area: Approx. 9,900 m²
- Gross Floor Area: Approx. 176,000 m²
- Number of floors and height: 29 floors with 4 floors below ground / approx. 155 m

*Details are subject to change based on coordination with relevant authorities.

Appendix 6 Others(TOHO-ONE)

Growth as a Fan Engagement Platform

Create new touchpoints with fans through continued initiatives with a diverse range of IPs. Through Q2, the focus was on the film *Chiikawa*. From Q3 onward, plan to expand collaboration with IP holders and partners, including the *GODZILLA MINUS ZERO* collaboration.

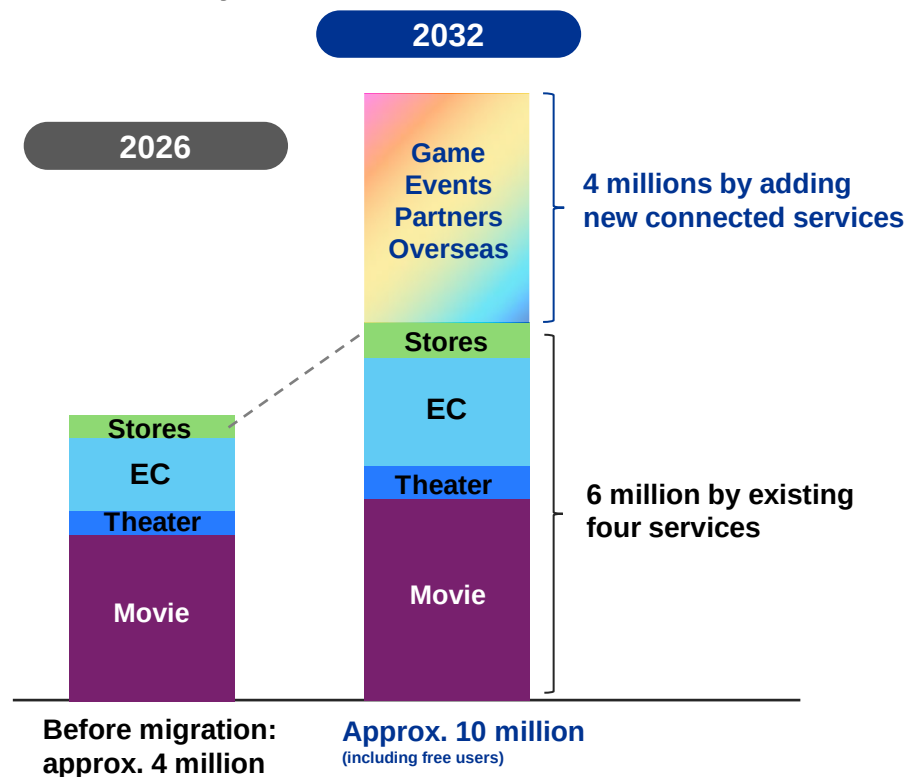


*Online Merges with Offline refers to a framework or concept that eliminates the boundaries between the internet (online) and physical stores (offline) to provide customers with a better experience.

TOHO-ONE

[Reiterated]

We will launch game integration during FY2026, and continue adding new connected services to reach 10 million users by 2032.



Membership plans	Premium	Standard	Light
Annual fee	3,000 yen	500 yen	Free
Point back rate	2%	2%	1%
Payment with points	✓	✓	✓
Point rewards (exchange) (e.g., movie ticket)	✓	✓	—
Movie special benefits (e.g., discount of movie tickets)	✓	✓	—
Theatrical play special benefits (e.g., advance ticket lottery, private performance)	✓	—	—
Online store special benefits (e.g., advance sale)	✓	—	—
Hibiya Chanter special benefits	✓	✓	—

*By limiting the membership to one account per member and introducing e-mail and SMS-based authentication, we plan to enhance the program's identity verification and security and strengthen our anti-resale measures by preventing fraudulent purchases.

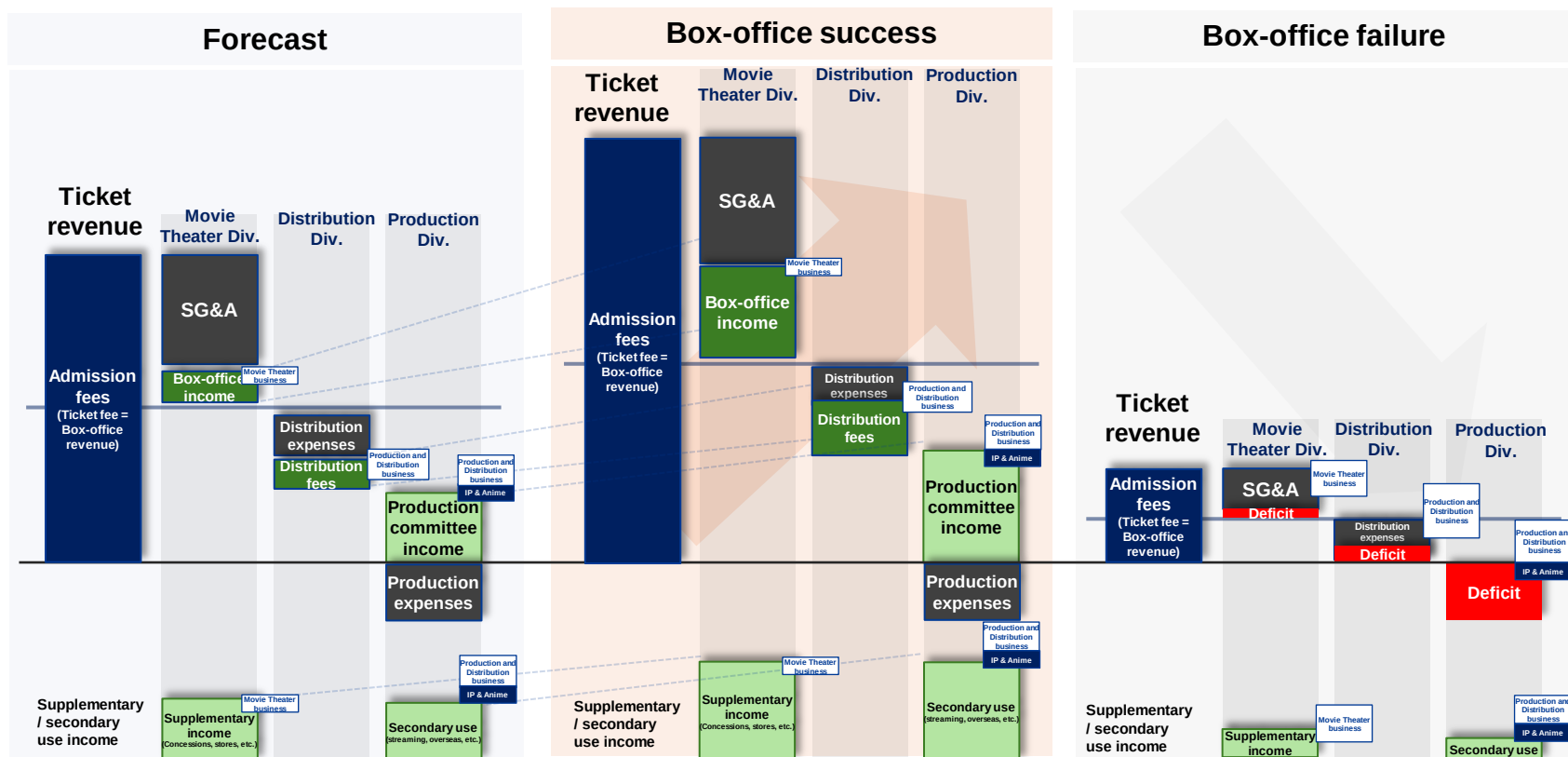
Contents	Account items	Segmentation	Remarks
Initial investment amount: approx. ¥4.1B	Depreciation for 5 years (in principle)	Corporate expenses	Mainly software
Revenue from annual fees and related income	Net sales	Other	
Source of point rewards and operating expenses	Selling, general and administrative expenses	Other	Advertising expenses, maintenance fee

Appendix 7 Business Model

Film Business (Business model of Production, Distribution, and Movie Theater Divisions)

[Updated]

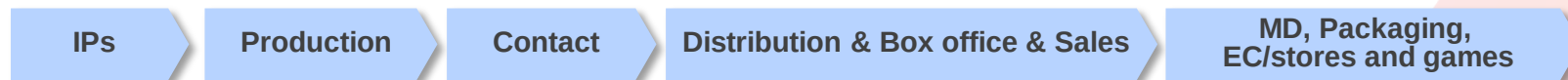
Stable base revenue from theatrical operations and distribution + capturing upside potential from major hits.



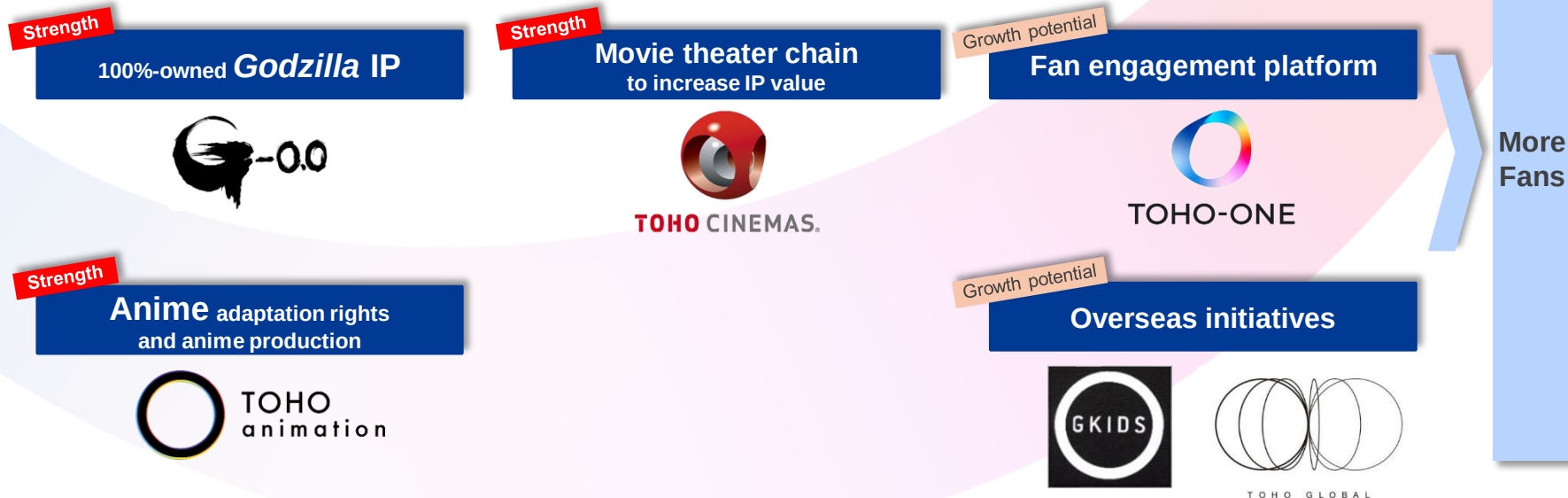
IP&Anime Business: Licensing Leverage & Tangible Touchpoints

[Reiterated]

IPs Ecosystem: Maximizing the value of our IPs in each area with TOHO Group and partners

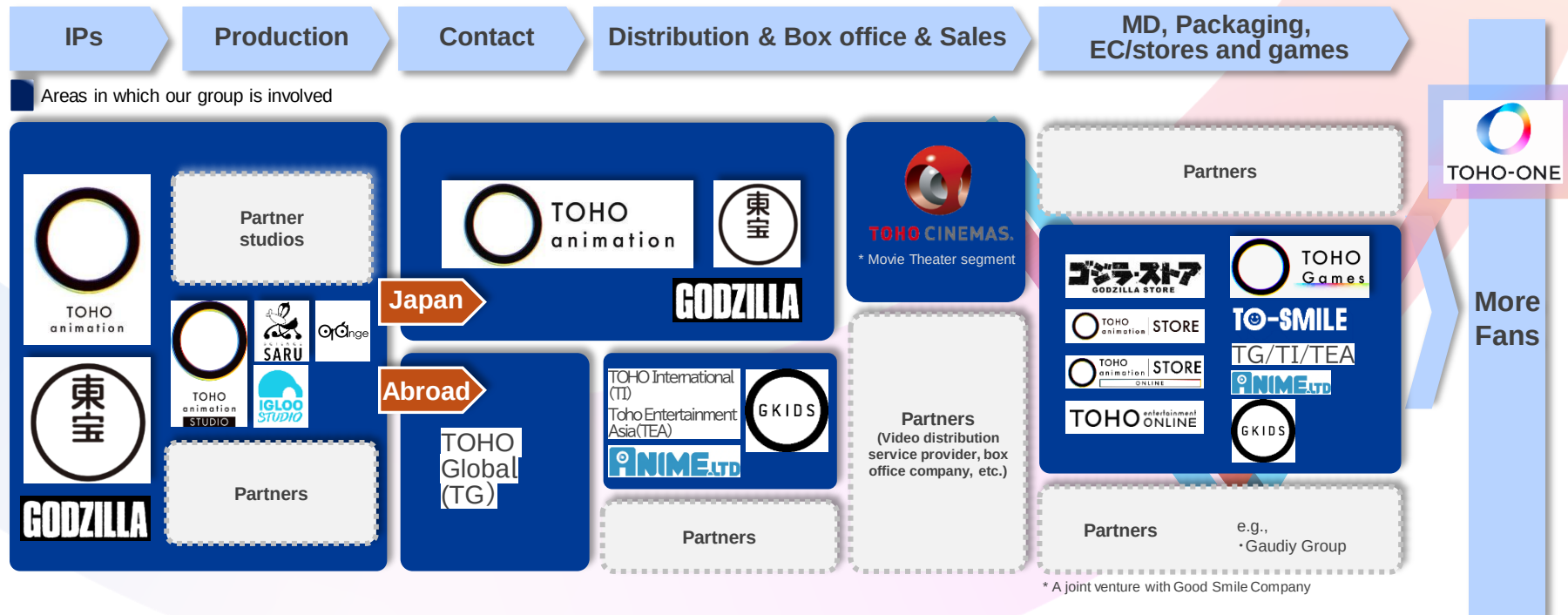


Licensing Leverage & Tangible Touchpoints



[Reiterated]

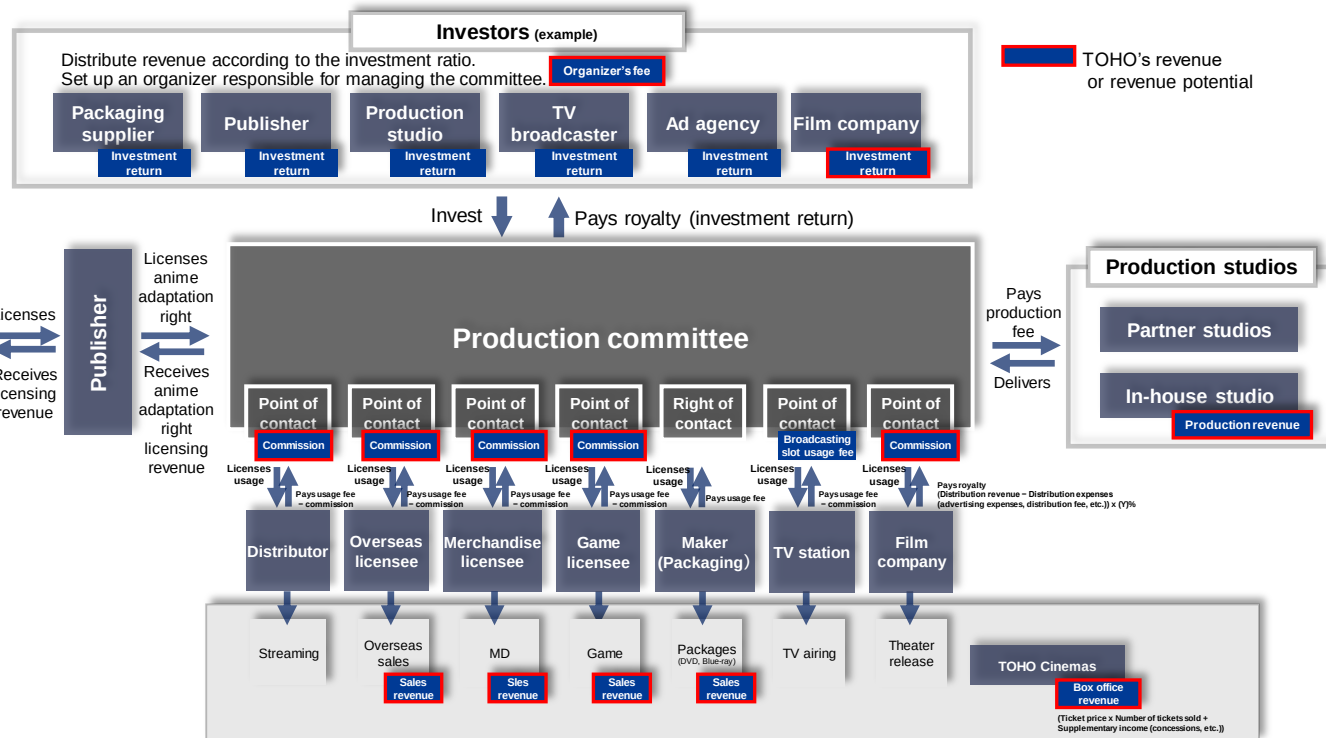
IPs Ecosystem: Maximizing the value of our IPs in each area with TOHO Group and partners



IP&Anime Business: Anime Production Committee Structure

[Reiterated]

- **Production committee** promotes secondary use in various areas to **deliver** works to fans in a **multifaceted, multilayered, and long-term manner**.
- **TOHO** is capable of **widely delivering value** to fans in such forms of film adaptations, merchandise sales, and overseas development and **maximizing the value of its IP in various areas**.



IP&Anime Business: Initiatives of Products & Licensing Dept.

(Merchandise Sales, Goods, Pamphlets, Home Entertainment)

[Updated]

Maximize fan engagement through secondary use and feed it back into new ideas

Merchandise sales

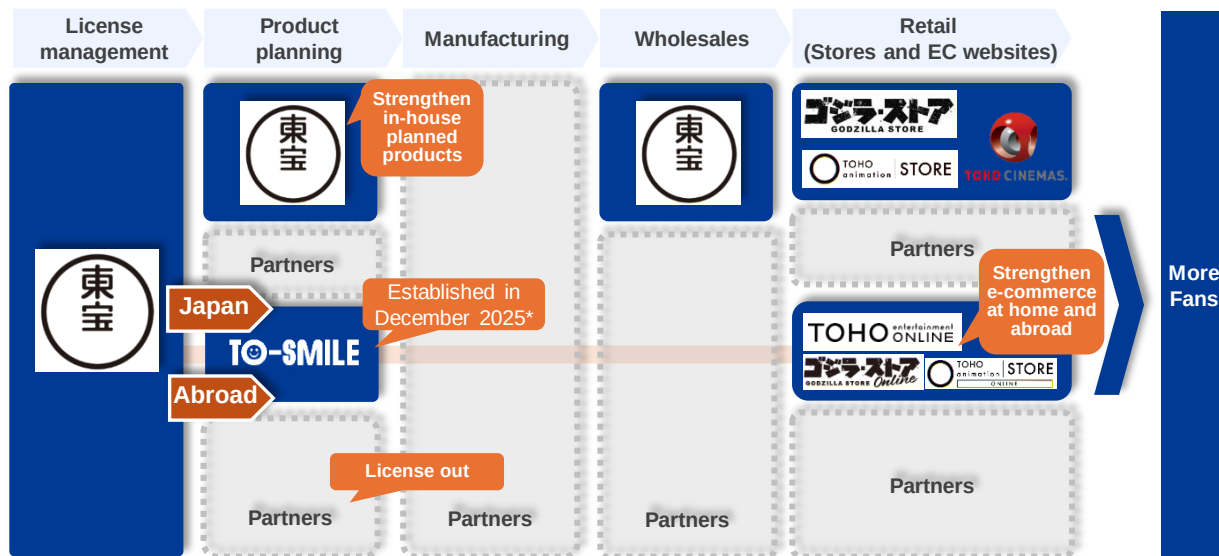
- Strengthen the merchandise sales of in-house planned products and e-commerce at home and abroad.
- Offer merchandise in multiple ways in pursuit of the fan business by expanding our sales channels, increasing the number of planned items, and integrating with TOHO-ONE.

Theater merchandise (goods, pamphlets)

- Increase sales at movie theaters other than revenue from ticket sales.
- Experiencing strong sales of goods and pamphlets related to Godzilla and anime.

Home entertainment (DVDs, Blu-rays, etc.)

- Annually release approximately 100 titles, centered on films distributed in Japan (live-action and animated) and TV anime series.
- Strong demand for collector's boxes in overseas markets. Aim to increase our market share with a strong title lineup and by enhancing the selling space of in-house products, although the domestic market is scaling down.



*Established To-Smile in December 2025 (Ownership ratio: Toho 60%, Good Smile Company 40%).

Revenue Recognition of Key Titles by Commercial Flow

[Updated (Added Chiikawa the Movie)]

Note: "-" indicates operating revenue that is negligible or non-existent.

(1) Godzilla movie series

	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Licensing, merchandising, etc.
Sales in Japan	Production and Distribution	Production and Distribution	Movie Theatre	Production and Distribution	IP & Anime
Overseas sales		IP & Anime	-	IP & Anime	

(2) Works by TOHO animation and works funded by Science SARU

	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Licensing, merchandising, etc.
Sales in Japan	IP & Anime	Production and Distribution	Movie Theatre	IP & Anime	IP & Anime
Overseas sales		IP & Anime	-		

(3) Domestic Anime films distributed by TOHO (e.g., Detective Conan and Doraemon movie series)

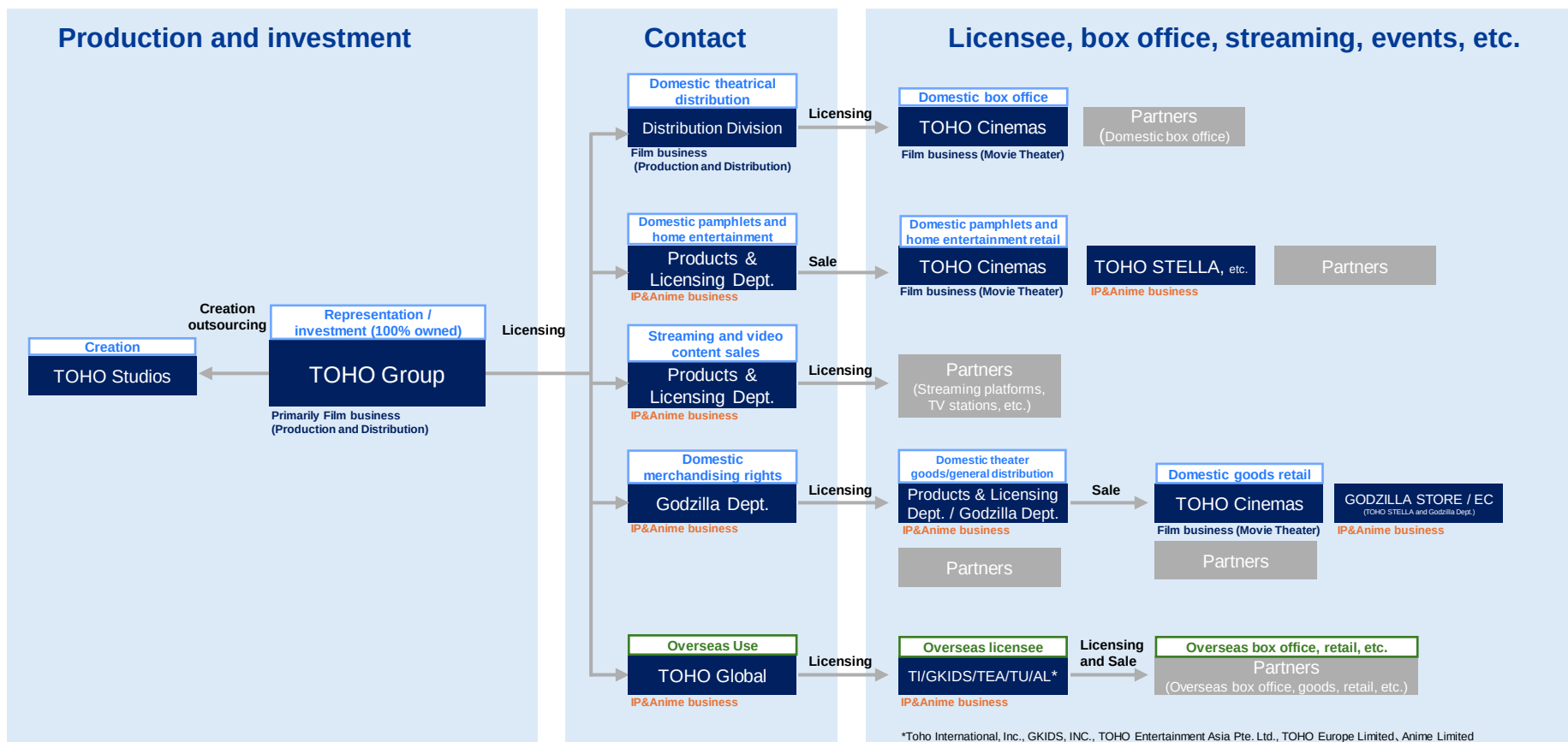
	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Licensing, merchandising, etc.
Sales in Japan	-	Production and Distribution	Movie Theatre	-	IP & Anime
Overseas sales		-	-	-	

(4) Chiikawa The Movie: The Secret of Mermaid Island

	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Merchandising, etc.
Sales in Japan	Production and Distribution	Production and Distribution	Movie Theatre	-	IP & Anime
Overseas sales		-	-	-	-

TOHO Group Business Flow and Reporting Segments for *GODZILLA MINUS ZERO*

[New]



Relation Between Business Models, Subsidiaries, Revenue Breakdown, and Segments in Film / IP & Anime

[New]

(1) Segment		(2)Major companies/subsidiaries	(3)Revenue breakdown							(4)Major components
			Domestic distribution to movie theaters	Production and licensing of video content	Management of movie theaters	Art production ¹	Licensing of merchandising rights	Sales and merchandising	Other	
Film	Production and Distribution	•TOHO Co., Ltd. (Distribution, advertising, etc.) •TOHO-TOWA Co., Ltd. •TOHO Archive Co., Ltd.	①	③⑨						① Domestic Theatrical Distribution ② Overseas Theatrical Distribution ③ Domestic Secondary Use for films (mainly program sales)
	Movie Theater business	•TOHO Cinemas Ltd., etc.			⑪					④ Anime Secondary Use (mainly program sales) ⑤ Merchandising Licensing (Anime & Live-Action Movies) ⑥ Merchandising Licensing (Godzilla)
	Other Film businesses	•TOHO Studios Co., Ltd. •Other related companies* ²				⑫			⑬	⑦ Home Entertainment Sales (e.g., DVD, Blu-ray) ⑧ Character Goods, Pamphlets, Official Stores & E-Commerce Sales
IP & Anime business		•TOHO Co., Ltd. (TOHO animation/Products & Licensing Dept./Godzilla Dept.) •TOHO STELLA Co., Ltd./To-Smile, Inc.		④(Japan) ⑩			⑤⑥ (Japan)	⑦⑧ (Japan)		⑨ Investment Returns from Live-Action Production Committees (Note: On a consolidated basis, internal transactions are eliminated; only revenues from investments in third-party-led production committees are recognized in the consolidated P/L)
		•TOHO Global* ³		④(Overseas. Including Live-Action)			⑤⑥ (Overseas)	⑦⑧ (Overseas)	②	⑩ Investment Returns from Anime Production Committees
		•TOHO animation STUDIO Inc./Science SARU Inc. •TOHO MUSIC CORPORATION							⑭	⑪ Sales from Movie Theater ⑫ Production of Film Sets & Art Direction ⑬ Live-Action Film Production & Studio Operations Income ⑭ Anime Production, Gaming & Music Revenues

*1 Art production related to production and licensing works, etc.

*2 TOHO Tombo Pictures, Inc. TOHO EIZO BIJUTSU Co., Ltd., TOHO-COSTUME Co., Ltd., TOHO STAGE CRAFT Co., Ltd., TOHO MARKETING Co., Ltd., AID-DCC Inc., and gaie Inc..

*3 Including Toho International, Inc., TOHO Entertainment Asia Pte. Ltd., GKIDS, INC., TOHO Europe Limited, Anime Limited

Organization and Subsidiaries of TOHO CO., LTD. Included in the IP & Anime Business Segment, and Their Business Activities

[Updated]

Names of organizations and subsidiaries included in the IP & Anime Business segment	Fiscal period	Region		Main business	Points to note*
		Japan	Over-seas		
TOHO animation, TOHO CO., LTD.	Feb.	✓	✓	Production investment, planning and production, advertising, and marketing of TOHO animation's anime and game titles	-
Products & Licensing Dept., / Godzilla Dept. of TOHO CO., LTD.	Feb.	✓	✓	Sales of merchandising rights and packaged media, production of goods and pamphlets, operation of GODZILLA STORE, etc.	It also sells merchandising rights and packaged media for live-action films and produces merchandise and pamphlets.
TOHO Global Inc.	Dec.	-	✓	Sales of distribution rights and merchandising rights	It also sells overseas distribution and merchandising rights for live-action films.
Toho International, Inc.	Dec.	-	✓	Sales of distribution rights and merchandising rights for <i>Godzilla</i> , operation of EC sites (GODZILLA STORE, TOHO animation STORE), etc., and sales of merchandising rights for anime titles licensed by TOHO animation	It also produces and finances live-action films.
GKIDS, INC.	Dec.	-	✓	Distribution of anime films in North America, sales of distribution rights, packaging rights, etc.	It also distributes films other than TOHO animation and <i>Godzilla</i> in North America and sells distribution rights, packaging rights, etc.
TOHO Entertainment Asia Pte. Ltd.,	Dec.	-	✓	Sales of distribution rights and merchandising rights	It also sells overseas distribution and merchandising rights for live-action films.*3
TOHO Europe Limited	Dec.	-	✓	Planning to develop video and merchandising businesses broadly	-
Anime Limited	Dec.	-	✓	Distribution of anime and live-action content and e-commerce of merchandise, etc.	-
TOHO animation STUDIO Inc.	Feb.	✓	✓	Anime production	-
Science SARU Inc.	Jan.	✓	✓	Anime production and production investment	It also produces and finances the production of anime works except TOHO animation titles.
TOHO STELLA Co., Ltd	Feb.	✓	-	Operation of EC websites (TOHO animation STORE and GODZILLA STORE)	It also operates EC websites (e.g. TOHO theater STORE) that also handle live-action film merchandise.
TOHO MUSIC CORPORATION	Feb.	✓	✓	Production and copyright use of films and anime music (e.g. soundtracks)	It also produces stage music and live-action film music and uses copyrights.
To-Smile, Inc.	Feb.	✓	✓	Development of original toys, figures, and goods	-

* The items described in the "Points to note" are also recorded as operating revenue from external customers in the IP & Anime Business segment.

Appendix 8 Corporate

TOHO: Driving Sustainable Growth through Stability & Power of Hits

[Updated]

(FY2/2026)

Moments for Life

TOHO GROUP

GROUP PURPOSE	Creating moments to move hearts and enrich lives
GROUP VALUE	Act with vivacity, modesty, fairness and grace
GROUP SPIRIT	“to widely provide inspiring entertainment to the general public” “We owe our business to the happiness of the audiences”

FY2/2026 results			
Revenue ¥360.6 billion	OP% 18.8%	ROE 10.4%	Overseas sales ratio 10.1%
Film		IP & Anime	
TOHO's domestic distribution share (CY2025) Approx. 58% See p50	Domestic box office revenue share Approx. 30% See p63	Global anime market Approx. 10% annual growth See p64	Godzilla IP & strong anime lineup
Theatrical	Real Estate	Other	Corporate
Annual number of performances: Approx. 900 Annual attendance: 1 million ^{*1}	Properties TOHO owned 130	No. of TOHO-ONE members Approx. 3 million ^{*2}	Strengthening governance measures, including sales of strategic shareholdings

*1 Only performances sponsored or cosponsored by TOHO *2 As of the end of August 2026

Business Development Combining Popular Japanese IPs with TOHO

[New]

- ✓ **TOHO works alongside many of Japan's leading IPs**, developing the IPs entrusted to us into major hits by leveraging the power of film, anime, and theatrical performances.
- ✓ Primarily through its Film business, TOHO handles distribution and provides strong support in turning titles into hits. In the IP & Anime business, TOHO animation is deeply involved from the planning, production, and investment stages.
- ✓ **TOHO also maximizes IP value by leveraging TOHO Group's integrated strengths**, including adaptations for the stage through its Theatrical business and expansion into its Products & Licensing business, such as merchandise sales.

Titles distributed by TOHO Film over the past three years (2024–2026)*²

IP division: Top 20 IPs by number of core fans*¹

Rank	IP name (entertainment brand)	Number of core fans (10,000 people) ³	Main TOHO business segment for revenue recognition ⁴
1	Detective Conan	112.6	Production and Distribution, Movie Theater
2	ONE PIECE	102.5	Production and Distribution
3	Demon Slayer	101.3	Production and Distribution, Movie Theater
4	Chiikawa	97.8	Production and Distribution, Movie Theater
5	Pocket Monsters* ²	94.2	Production and Distribution, Movie Theater
6	JUJUTSU KAISEN	84.8	Production and Distribution, Movie Theater, IP&Anime
7	Frieren	79.6	IP&Anime
8	Mobile Suit Gundam	47.4	Production and Distribution, Movie Theater
9	KINGDOM	42.9	Production and Distribution, Movie Theater, Theatrical
10	THAT TIME I GOT REINCARNATED AS A SLIME	40.7	Production and Distribution
11	The Apothecary Diaries	39.5	Production and Distribution, Movie Theater, IP&Anime
12	Dragon Ball	31.9	Production and Distribution
13	Disney	31.7	Production and Distribution
14	Haikyuu!!	31.5	Production and Distribution, Movie Theater, IP&Anime
15	Dragon Quest	29.3	Production and Distribution
16	Doraemon	25.9	Production and Distribution, Movie Theater
17	My Hero Academia	25.2	Production and Distribution, Movie Theater, IP&Anime
18	Oshi no ko	25.1	Production and Distribution
19	Umamusume: Pretty Derby	23.7	Production and Distribution, Movie Theater
20	SPY×FAMILY	23.4	Production and Distribution, Movie Theater, IP&Anime, Theatrical

*1 Source: GEM Partners, "Oshi Entertainment Brand Scope" (survey period: February–July 2026)

*2 Also includes announced films scheduled for release in 2027, such as *Pokémon: Wild Card*, as part of the distribution track record and upcoming lineup.

*3 Conduct a monthly cross-media survey of approximately 30,000 men and women aged 15–69 nationwide on the entertainment brands they currently support. The number of supporting fans (10,000 people/month) is calculated by weighting the number of respondents who say they support a particular entertainment brand based on the demographic composition of Japan's population. Survey responses are collected in an open-ended format rather than by selecting brands to support from a predefined list. The information provided by respondents is then reviewed, consolidated under the same brand, and aggregated.

*4 The Products & Licensing business within the IP & Anime business separately records merchandise sales, etc., including theater merchandise (goods, pamphlets) and home entertainment (DVDs, Blu-rays, etc.).

Guiding Principles of TOHO Mid-Term Plan 2028

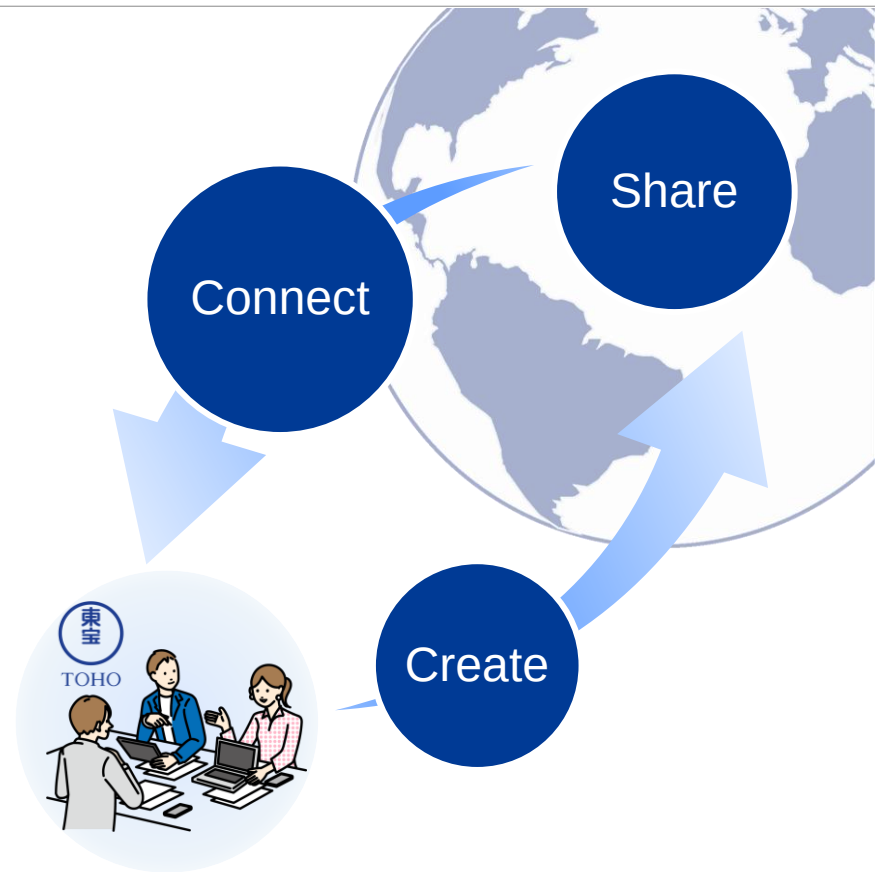
The past three years have been a defining chapter in TOHO's global success. From the U.S. Academy Award win for *GODZILLA MINUS ONE*, the worldwide phenomenon of the anime *JUJUTSU KAISEN*, to the sold-out London performances of *Spirited Away*, our entertainment has inspired audiences across the world.

At the heart of this success is a simple, unwavering truth—our people pour their passion into their creative vision, bring entertainment to life, and share it with the world. No matter how the external landscape evolves, this remains the cornerstone of TOHO's value creation.

However, lasting growth requires more than just delivering content to a global audience. To build deeper, more meaningful connections, we must go beyond distribution to truly understand what resonates with audiences worldwide. These connections can transform casual viewers into devoted fans.

**People. Stories. The World. Stronger Connections
with Audiences Everywhere.**

With this vision as our guide, the TOHO Group is on a mission to become an entertainment company loved by fans across the globe as we move forward with TOHO Mid-Term Plan 2028.



Key Points of TOHO Mid-Term Plan 2028

[Reiterated]

Human Resources

- Scaling Excellence: Creating a Company-wide Network of Experts
Hire approx. **200** people*¹, the source of our growth, over the next three years. Focus on investing in our people and enhancing engagement with them.

*1 People at TOHO CO., LTD.

Content and IP

- Deliver world-class entertainment with a diverse lineup of approximately **200** titles, captivating audiences across the globe.
- Invest approx. **¥70** billion over the next three years to plan and produce content, such as movies, animation, theatrical plays, and digital games, and create related IP.
- **GODZILLA** IP will be developed and distributed with an investment of approx. **¥15** billion over the next three years to fully scale the IP business.
- Set aside approx. **¥120** billion over the next three years for growth investments such as M&A in the content and IP areas and opening of multiplexes.
- Aim to achieve an operating profit of **200%***² or more in the IP&Anime business by doubling the number of employees at TOHO animation by 2032.

*2 Operating profit in new segments compared to 22.2 billion yen for FY2/25

Digital

- Invest approx. **¥5** billion in the TOHO-ONE project, which is aimed at developing the TOHO Group's customer data platform and launched a new membership service in Spring 2026 to create a seamless and unified customer experience

Overseas

- Create synergies with companies that newly joined the TOHO Group while accelerating the increase of our overseas offices.
- Increase our overseas net operating revenue ratio from the current 10% to **30%** by 2032.

Financial Targets of TOHO Mid-Term Plan 2028

[Reiterated]

We will increase financial targets for operating profit, shareholder returns, and ROE from those of the Mid-Term Plan 2025. We will also raise the ROE target from the 8–10% range outlined in Long-Term Vision 2032, maintaining it at 10% or higher on a sustained basis.



* In the event of large fluctuations in profit due to special factors, we may calculate the dividend payout ratio excluding such factors.

Progress of Capital Allocation in TOHO Mid-Term Plan 2028

[Reiterated]

- Over the three years of TOHO Mid-Term Plan 2028, in addition to operating cash flow, we will raise funds through borrowings and bond issuances, and will also consider and execute the sale of cross-held shares and real estate holdings, allocating these funds to growth investments and shareholder returns
- The plan is making steady progress based on the capital allocation

Invest approx. **¥70.0 billion** over three years in **content planning and production, as well as IP creation**
Amount invested in FY2/26: ¥17.7 billion

(1) Operating CF

FY2/26 Operating CF: 66.6 billion yen
(*Net income: 51.7 billion yen + Depreciation: 13.8 billion yen + Amortization of goodwill: 1.0 billion yen)
(Note: Net income above includes gains on the sale of assets, primarily from the divestment of cross-shareholdings.)

(2) Use of interest-bearing liabilities:

July 2025: A shelf registration for corporate bonds of up to ¥50 billion was filed. Considered the use of interest-bearing liabilities for real estate-related investments.

Cash in for 3 years

Operating CF+

Gain on sale of owned assets:

Approx. ¥160-¥170 billion

Use of interest-bearing liabilities:

Approx. ¥40 billion

Cash out for 3 years

Investments

Approx. ¥160 billion

(Breakdown)

Growth investments: Approx. ¥120 billion

- Implement M&A, strategic investments, and other initiatives in the content and IP areas (¥100 billion)
- Open new multiplexes, make capital expenditures for existing movie theaters, make digital technology related investments, etc. (¥20 billion)

Real estate-related investments: Approx. ¥40 billion

- Fund partial redevelopment of Imperial Theatre Building and other projects

Share buybacks

Implement flexible share buybacks while taking into account cash flow and progress of investments

Dividends

Approx. ¥40-50 billion

(3) Growth investments

- Established a base in Europe (acquired Anime Ltd)
- Established a joint venture To-Smile, Inc. to strengthen merchandising
- Introduced IMAX/Dolby and a self-service mobile ordering system

Economic rationality and investment discipline are the top priority. If there is no suitable opportunities, consider allocating the fund flexibly to shareholder returns, etc.

(4) Real estate-related investments

Focused on redevelopment of Imperial Theatre Building as part of new investments

(5) Share buybacks

Acquired treasury shares worth ¥14.9 billion in Nov. 2025. A buyback worth ¥13.0 billion (upper limit) in and after Apr. 2026 (scheduled)

(6) Dividends

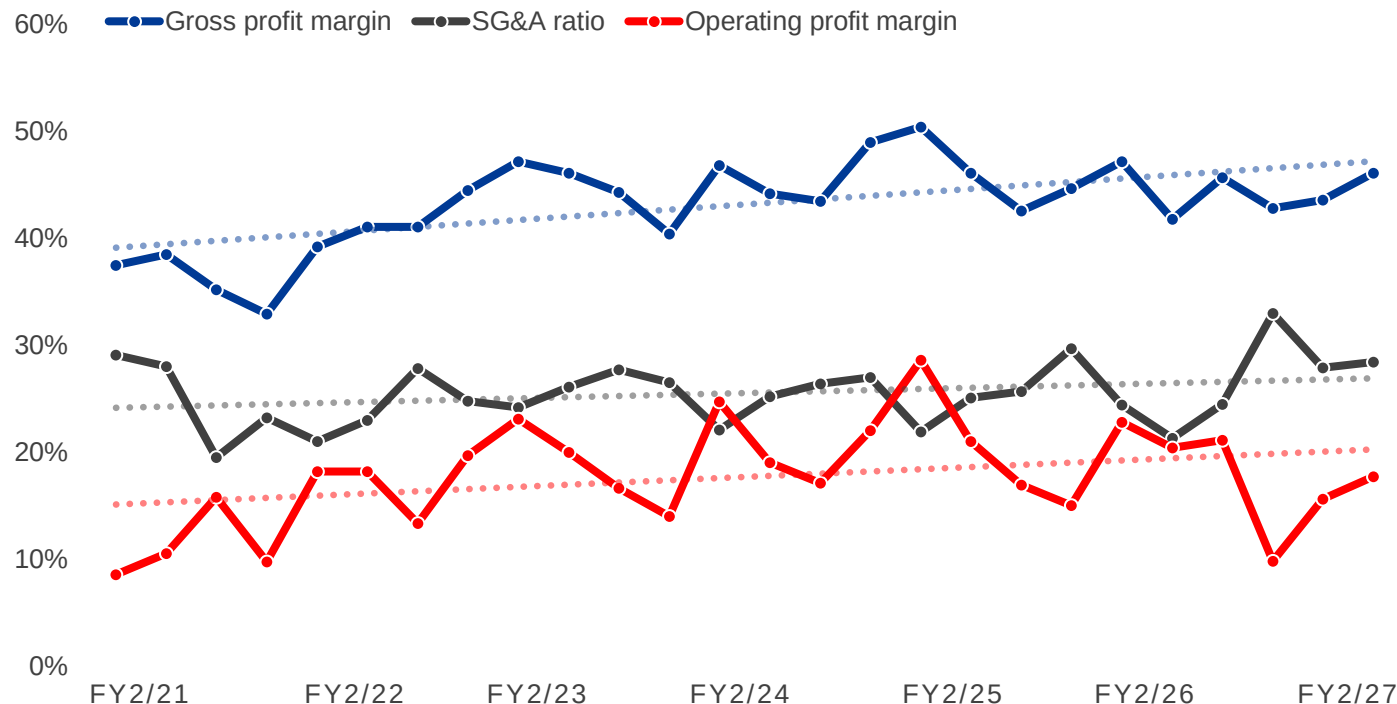
A total of ¥18.5 billion for FY2/26 and ¥18.5 billion for FY2/27 (initial forecast)

To Maintain and Expand OP Margin over the Mid to Long Term

[Updated]

From the next fiscal year onward, growth investments (SG&A expenses) will be stepped up. While profit margins may be temporarily pressured, these investments are aimed at future growth.

Quarterly trends



Outlook

Gross profit margin:
Aim to increase gross profit margin

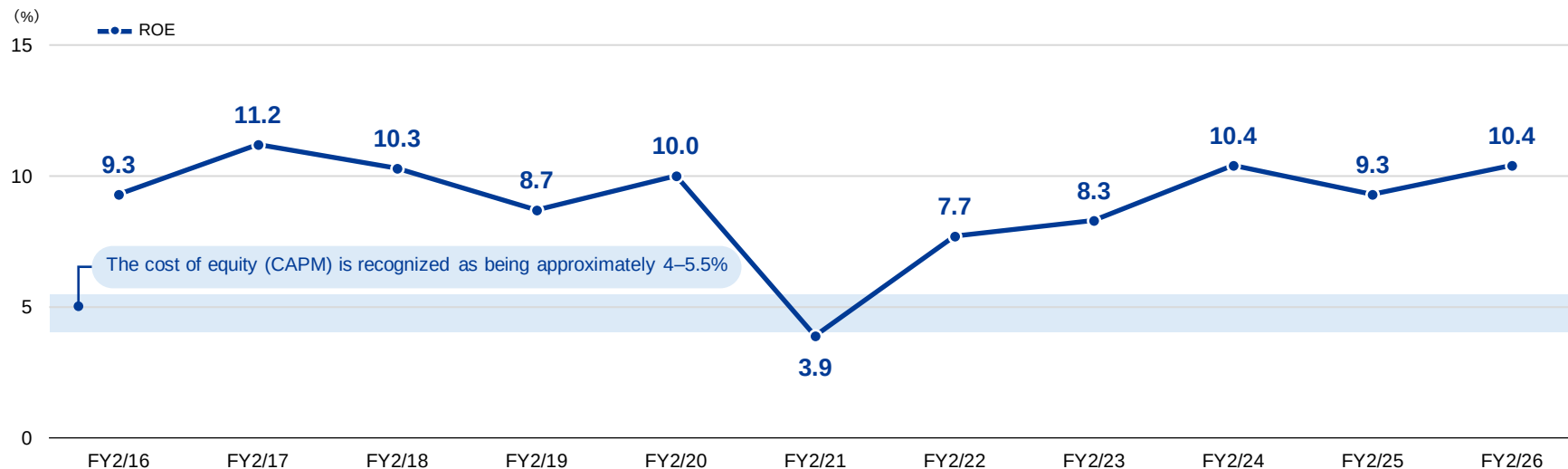
SG&A ratio:
Increase in SG&A expenses due to investment to develop infrastructures for IP & Anime business operations overseas and higher corporate expenses (Group IT governance, etc.) to support growth

Operating profit margin:
Likely to come under pressure during the investment period, followed by a recovery

ROE and Cost of Equity

- We recognize that the cost of equity (CAPM)^{*1} is approximately 4–5.5% (as of 2025).
- We also recognize that there is a gap between this figure and investors' expectations, and we work to bridge this gap through dialogue with investors.

Comparison of ROE and cost of equity (CAPM)



^{*1} Assumptions for the Company's cost of equity (evaluation by Plutus Consulting Co., Ltd): Risk-free interest rate: 1.5%, Beta: around 0.4 to 0.7, Market risk premium: 6.0%

Shares Status

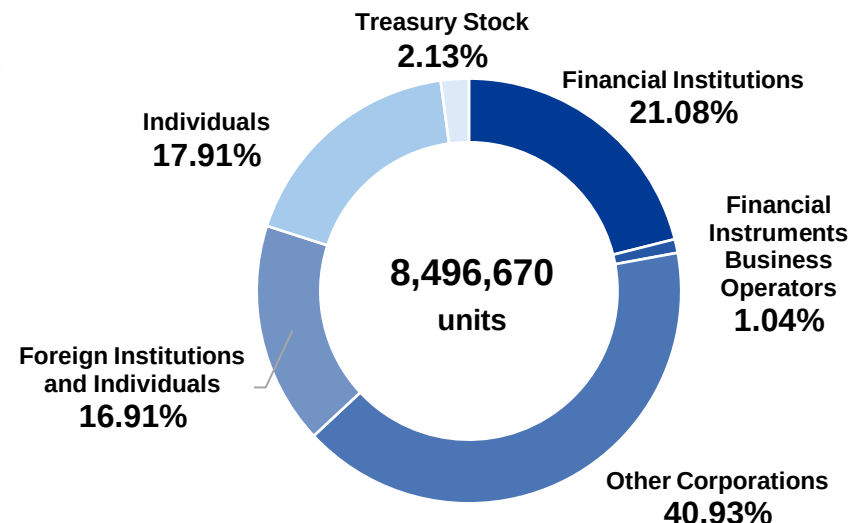
[New]

Major Shareholders

(As of Aug. 31, 2026)

Name	Number of Shares Held (Thousands)	Percentage of Shares Held to Total Number of Issued Shares (excluding treasury stock) (%)
Hankyu Hanshin Holdings, Inc.	114,039	13.70%
The Master Trust Bank of Japan, Ltd. (Trust Account)	89,378	10.74%
Hankyu Hanshin Properties Corp.	75,753	9.10%
Custody Bank of Japan, Ltd. (Trust Account)	54,238	6.51%
H2O Retailing Corporation	31,832	3.82%
Fuji Media Holdings, Inc.	24,700	2.96%
TBS Television, Inc.	22,607	2.71%
Takenaka Corporation	18,925	2.27%
MARUI GROUP CO., LTD.	12,894	1.54%
The Master Trust Bank of Japan, Ltd. (Custody trust account: 79203)	10,000	1.20%

Distribution of Shares by Shareholder Type (by unit)



*Number of shares is rounded down to the nearest thousand. Percentage of shares is rounded down to the second decimal place.*Treasury stock held by the Company is 18,075,152 shares (as of the end of Aug. 2026).

*Total number of authorized shares: 2,000,000,000 shares. Total number of issued shares: 850,000,000 shares

※Percentage to unit shares

Press Releases / Business Topics / IR Calendar

[Updated]

Major Press Releases

From March 1, 2026 to October, 2026	
Mar. 18, 2026	Notice Regarding Changes in Representative Directors and Executive Personnel
Apr. 14	Notice Regarding Acquisition and Cancellation of Treasury Shares
Apr. 14	Notice Regarding Purchase of Treasury Shares through Off-Auction Own Share Repurchase Trading (ToSTNeT-3)
Apr. 14	Notice Regarding Dividend of Surplus (Dividend Increase)
Apr. 14	Matters Concerning Controlling Shareholder, etc.
Apr. 15	Notice Regarding Results and Completion of Purchase of Treasury Shares through Off-Auction Own Share Repurchase Trading (ToSTNeT-3)
Apr. 30	Notice Concerning Completion of Cancellation of Treasury Stock
May 28	Notice Relating to Disposition of Treasury Shares as Restricted Share Remuneration for Directors and Executive Officers
May 28	Notice Regarding Change of Executive Structures
Jun. 26	Notice Relating to the Completion of Payment for Disposition of Treasury Shares as Restricted Share Remuneration
Jun. 30	Notice Concerning Acquisition of Shares of OS Cine Brothers Co., Ltd. (Japanese only)
Jul. 15	Notice Regarding the Commencement of Strategic R&D Investment (VC Fund Investment) for the Creation of Next-Generation Entertainment
Jul. 15	Notice Regarding the Formulation of a Policy for the Reduction of Strategic Shareholdings
Aug. 17	Notice Concerning Sale of Properties Associated with Review of Real Estate Holding Policy
Sep. 15	Notice Concerning Distribution of Dividends from Surplus
Sep. 15	Notice Regarding Gain on Sale of Investment Securities
Sep. 16	Notice Regarding Gain on Sale of Investment Securities (Extraordinary Income)
Sep. 30	Notice Concerning Acquisition of Shares of Design COCO Ltd. by Consolidated Subsidiary of the Company (Japanese only)
Oct. 15	Notice Regarding Revisions to the Full-year Consolidated Earnings Forecasts for the Fiscal Year Ending February 2027

Main Business Topics

From March 1, 2026 to October, 2026	
Mar. 24, 2026	Unveiled the special edition car through the collaboration of Godzillia and TGR Haas F1 Team
Mar. 28	Opened TOHO CINEMAS OIMACHI
Apr. 14	Announced partial investment in Gaudi, an operator of fan community business
Apr. 25	Release GODZILLA CARD GAME Vol. 4
Jun. 11	Opened TOHO CINEMAS NAGOYA SAKAE
Jul. 1	TOHO Cinemas revised admission fees
Jul. 22	TOHO STUDIOS COLLECTION Debuts! (Japanese only)
Sep. 4	GODZILLA STORE Nagoya, the first GODZILLA STORE in the Tokai area, to open on September 4
Sep. 8	TOHO Completely Renews Corporate Website
Sep. 10	The Apothecary Diaries adapted into its first consumer game
Oct. 1	TOHO Hibiya Bldg. (office floors) received the highest rating under the CASBEE for Real Estate Certification

IR Calendar*

Major Disclosures and Events		Note
Sep. 8, 2026	Renewal of IR website	—
Sep. 30	TOHO GROUP INTEGRATED REPORT 2026	—
Oct. 15	2Q FY2/27 Financial Results Announcement	—
Oct. 16	2Q FY2/27 Financial Results Briefing	For institutional investors and sell-side analysts
Jan. 14, 2027	3Q FY2/27 Financial Results Announcement (scheduled)	—
Apr.	FY2/27 Financial Results Announcement and Briefing	For institutional investors and sell-side analysts
May	The 138th Annual General Meeting of Shareholders	

* In addition to the above, IR events (briefings, site visits, overseas IR activities, tours, conferences, etc.) will be significantly expanded around the release dates of its major titles.

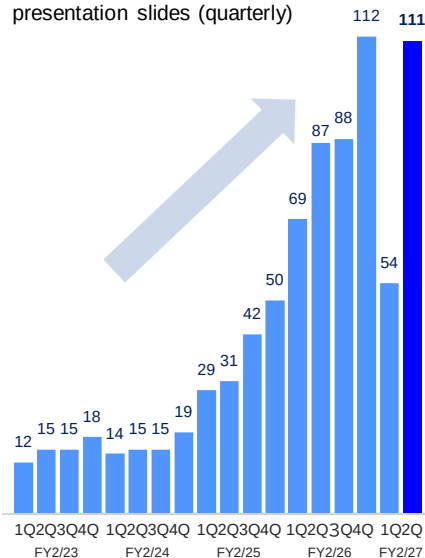
Investor Relations

Please contact ir@toho.co.jp if you have any requests for IR meeting.

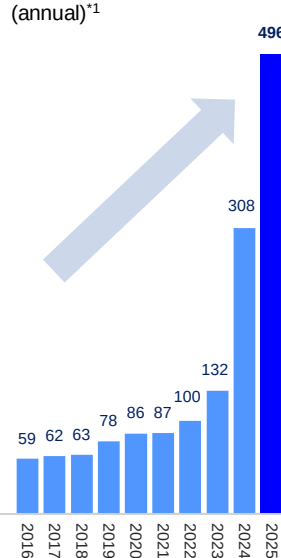
Strengthening disclosure and enhancing dialogue

- Fully revamped the corporate website in September 2026.
- Increased disclosure in financial results presentation slides and enhanced IR meetings and internal feedback.

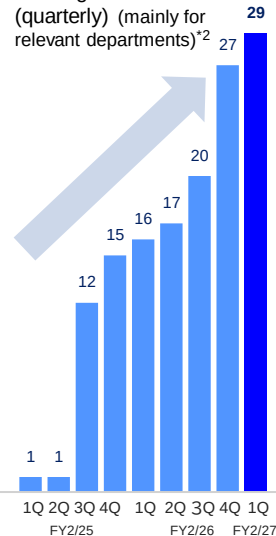
No. of pages in financial results presentation slides (quarterly)



No. of IR meetings (annual)*¹



No. of internal feedback meetings on IR activities (quarterly) (mainly for relevant departments)*²



Strong foundation supporting TOHO's IR activities

- Proactive approach to dialogue led by senior management
- An internal culture that encourages external communication and the skills of the IR team responsible for disclosure and dialogue
- Strong relationships with a wide range of market participants, including investors, securities firms, and investment banks

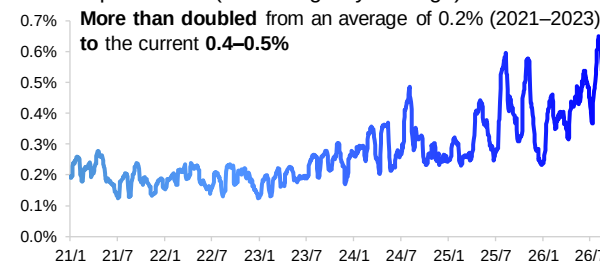
*1 Number of IR meetings held after each quarterly account closing during the fiscal year. Each IR meeting slot is counted as one meeting. SR (Shareholders Relations) meetings are included. Telephone and email inquiries are excluded.

*2 Individual meetings were held with relevant departments after each financial results announcement. The number of such meetings and the number of reports made to the Board of Directors and Management Committee are counted.

Impact of strengthened IR activities

- Improved liquidity: TOHO's trading value as a percentage of market capitalization (20-trading-day average)

More than doubled from an average of 0.2% (2021–2023) to the current 0.4–0.5%



- Improved disclosure evaluation of disclosure

	FY2021	FY2022	FY2023	FY2024	FY2025	FY2026
1						
2						
3						TOHO
4						
5						
6						
7					TOHO	
8						
9						
10						
11						
12				TOHO		
13						
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19			TOHO			
20	TOHO					
21		TOHO				
22						
23						
24						



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Forward-looking statements are contained in this presentation, but they are not intended to guarantee actual results. Please note that actual results may differ significantly from the statements due to changing circumstances and various factors. Factors subject to fluctuation include, but are not limited to, revenue from films and theatrical works, trends in distribution of our anime and other IP in Japan and abroad and trends in overseas markets, real estate market conditions and rental demand, success or failure of M&A and strategic investments, changes in customer preferences following entertainment diversification, trends in exchange rates and interest rates, fluctuations in production and construction costs and labor expenses, amendments to laws and regulations and changes in social demand, natural disasters, geopolitical risks and other unforeseeable situations. This presentation was meticulously prepared based on information available to the Company at the time of preparation, but they are not intended to guarantee the accuracy, completeness, and validity of information. The Company shall not be held liable for any damages arising from errors and omissions. No part of this presentation may be reproduced or duplicated in any form or by any means without permission.