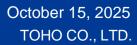


Financial Results Presentation

2Q FY2/26 (semi-annual period) (March 1, 2025 - August 31, 2025)



Stock Code:9602

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Executive Summary

Executive Summary



Financial Results for 2Q FY2/26 (Semi-annual period)

- Recorded operating revenue of ¥191.6 billion and operating profit of ¥41.1 billion. The film business
 remained strong as a result of box office hits such as *Demon Slayer* and *KOKUHO*. Operating revenue
 and profit increased year on year despite factors such as the absence of strong streaming revenue from
 GODZILLA MINUS ONE and the temporary closure of the Imperial Theatre.
- Profit attributable to owners of parent significantly increased due to the sale of cross-shareholdings.

Business Forecast for FY2/26

- Due to the record-breaking hits of *Demon Slayer* and *KOKUHO*, the film business significantly exceeded initial forecast. Combined with steady performance in the IP & Anime business, Theatrical business, and Real Estate business, the full-year earnings forecast has been revised upward.
- The year-end dividend forecast is under consideration based on our shareholder return policy.

Topics

- TOHO Group's domestic distribution film breaks annual box office record at the fastest pace in history.
- Agreement reached to handle domestic theatrical distribution of Warner Bros. foreign films in Japan.
- Renewed the TOHO Group's philosophy framework and group slogan.
- · Announced treasury shares acquisition and commencement of tender offer.

TOHO

Film Business Topics

TOHO Group's domestic distribution film breaks annual box office record at the fastest pace in history







For the period from January to September 2025, the cumulative box office revenue of the TOHO Group totaled ¥132.8 billion (TOHO: ¥116.8 billion; TOHO-TOWA and TOWA PICTURES: ¥15.9 billion), marking a new record for the highest annual box office revenue.

Agreement reached to handle domestic theatrical distribution of Warner Bros. foreign films in Japan

- TOHO-TOWA reached an agreement with Warner Bros. regarding the theatrical distribution of Warner Bros.' foreign films in Japan.
- In 2026, TOHO-TOWA will begin domestic distribution of Warner Bros. films through its subsidiary TOWA PICTURES CO., LTD. Warner Bros. Pictures' 2026 release calendar kicks off with Emerald Fennell's Wuthering Heights.
- Towa Pictures Co., Ltd. is to handle the marketing activities, while TOHO CO., LTD. is set to undertake the sales operations.

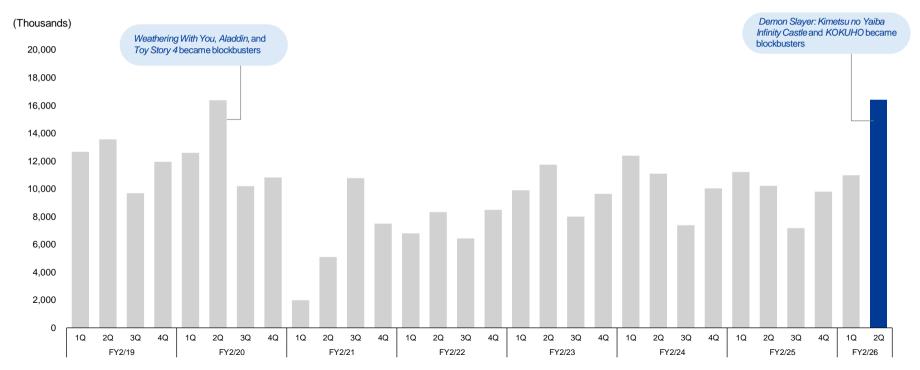
GKIDS acquired the North American distribution rights for the film *KOKUHO*

TOHO and Sony Pictures Entertainment Inc to codistribute *Scarlet* in Japan and worldwide



TOHO Group Movie Theater Business: Attendance Trends

TOHO Group's movie theater attendance for the 2Q (June-August) of FY2/26 exceeded the previous peak recorded in the 2Q (June-August) of FY2/20.





TOHO Group's New Philosophy Framework and Group Slogan

GROUP SLOGAN

Moments for Life

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"

In October 2025, the TOHO Group established a new Group Philosophy Framework.

Our new Group Slogan, "Moments for Life," serves as our guiding principle for the future and unites us as one organization, while underpinning our commitment to realizing our Purpose: "Creating moments to move hearts and enrich lives."





Announcement of Treasury Shares Acquisition and Commencement of Tender Offer

To achieve appropriate capital allocation and enhancement of EPS and ROE through share buyback tender offer.

Summary:

- · Announced on Oct.15th
- Purchase period: Oct.15th to Nov.13th
- Purchase price: ¥8,782 per share
- Treasury shares acquisition: upper limit at 2,000,000 shares (1.18% of issued shares), total acquisition up to ¥17.56 billion

Background:

- Received an intention to sell from H2O RETAILING, and examined various methods.
- Concluded that acquiring treasury shares would have relatively limited market impact, contribute to improvements in EPS and capital efficiency such as ROE, and thereby return benefits to shareholders.

Capital Allocation of TOHO Mid-Term Plan 2028 Cash in Cash out Operating CF + Gain on sale of owned assets: Approx. ¥160–170 billion Use of interestDividends

Status of Major Shareholders (As of Aug. 2025)

Shareholder Name	Number of Shares held (thousands)	Shares held to total number of shares issued (%)
Hankyu Hanshin Holdings, Inc.	22,807	13.45%
The Master Trust Bank of Japan, Ltd. (Trust Account)	18,615	10.97%
Hankyu Hanshin Properties Corp.	15,150	8.93%
Custody Bank of Japan, Ltd. (Trust Account)	10,004	5.90%
H2O RETAILING CORPORATION	8,797	5.18%
FUJI MEDIA HOLDINGS, INC.	4,940	2.91%
TOKYO BROADCASTING SYSTEM TELEVISION, INC.	4,521	2.66%
TAKENAKA CORPORATION	3,785	2.23%
MARUI GROUP CO., LTD.	2,578	1.52%
STATE STREET BANK WEST CLIENT – TREATY 505234	2,430	1.43%

*Number of shares is rounded down to the nearest thousand; percentage figures are truncated below two decimal places. Excludes treasury stock.





^{*} EPS of FY2/26 (forecast) is before considering this acquisition of treasury shares.



2 — Operating Results for 2Q FY2/26 (Semi-annual period)



(millions of yon)

Business Highlights (Semi-annual period)

The film business remained strong as a result of box office hits such as *Demon Slayer* and *KOKUHO*. Revenue and profit increased year on year despite factors such as the absence of strong streaming revenue from *GODZILLA MINUS ONE* and the temporary closure of the Imperial Theatre.

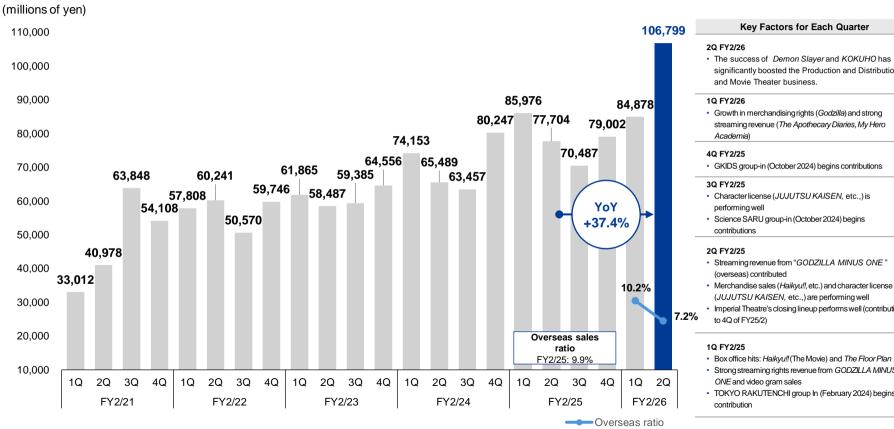
				(millions of yen)
	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Percentage change
Operating revenue	163,681	191,677	27,996	17.1%
Operating profit	40,915	41,146	230	0.6%
Ordinary profit	39,781	42,192	2,411	6.1%
Profit attributable to owners of parent	26,485	33,450	6,964	26.3%



Operating Results by Segment (Semi-annual period)

						(millions of yen	
		2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Change Factors (Operating revenue)	Change Factors (Operating profit)	
	Operating revenue	79,608	103,709	+24,100	Even with the absence of streaming		
	Operating profit	20,446	23,193	+2,747	revenue from GODZILLA MINUS ONE, significant revenue growth was achieved thanks to the hits Demon	 Increased profit in line with increased revenue. 	
Film business	Operating profit margin	25.7%	22.4%	-3.3 Point	Slayer and KOKUHO.		
	Operating revenue	34,244	37,313	+3,069	Science SARU and GKIDS contributed	Decrease in profit primarily due to the	
IP & Anime	Operating profit	13,290	10,698	-2,591	Revenue increase driven by expanded utilization of Godzilla merchandising	increase in goodwill amortization and a decline in sales of absence of home entertainment sales for and	
business	Operating profit margin	38.8%	28.7%	rights. -10.1 Point	merchandise, among other factors.		
	Operating revenue	9,974	10,698	+723	Revenue increase achieved by	Decreased profit due to increased in expenses related to performances such as building rental fees and other performance-related costs.	
Theatrical	Operating profit	1,241	997	-243	maintaining the number of our own hosted performances, even during the temporary closure of the Imperial		
business	Operating profit margin	12.4%	9.3%	-3.1 point	Theatre.		
	Operating revenue	39,198	39,314	+115	Revenue increase in the Building	Profit increased due to decrease in	
Real Estate	Operating profit	8,844	10,463	+1,619	Maintenance business, driven by factors including the successful	major repair and maintenance costs, as well as price adjustment for rising raw materials and other items in Road	
business	Operating profit margin	22.6%	26.6%	+4.1 point	acquisition of large-scale projects.	business.	
	Operating revenue	653	641	-12			
Other business	Operating profit	91	71	-20	_	_	
DUSINGSS -	Operating profit margin	14.1%	11.2%	-2.9 point			
Adjustments	Operating profit	-2,998	-4,278	-1,279	_	_	

Operating Revenue (Quarterly)



• The success of Demon Slayer and KOKUHO has significantly boosted the Production and Distribution

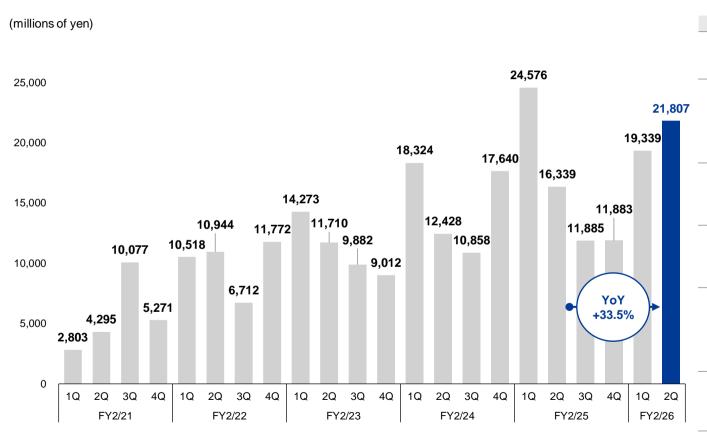
· Growth in merchandising rights (Godzilla) and strong streaming revenue (The Apothecary Diaries, My Hero

GKIDS group-in (October 2024) begins contributions

- · Character license (JUJUTSU KAISEN, etc.,) is
- Streaming revenue from "GODZILLA MINUS ONE"
- (JUJUTSU KAISEN, etc.,) are performing well
- Imperial Theatre's closing lineup performs well (contributing
- · Strong streaming rights revenue from GODZILLA MINUS
- · TOKYO RAKUTENCHI group In (February 2024) begins

TOHO

Operating Profit (Quarterly)



Key Factors for Each Quarter

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 (May 2024)

2Q FY2/25

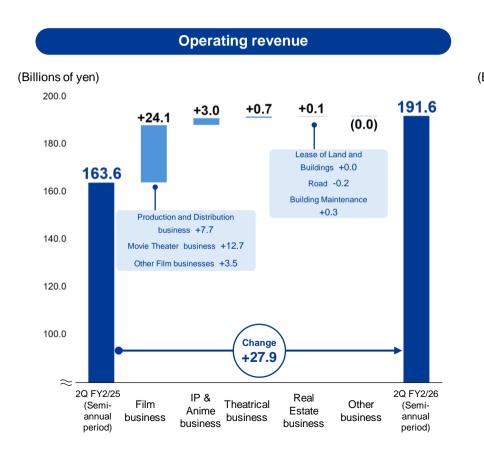
- Streaming revenue from "GODZILLA MINUS ONE" (overseas) contributed
- Merchandise sales (Haikyu!!, etc.) and character license (JUJUTSU KAISEN, etc.,) are performing well
- Imperial Theatre's closing lineup performs well (contributing to 4Q of FY25/2)

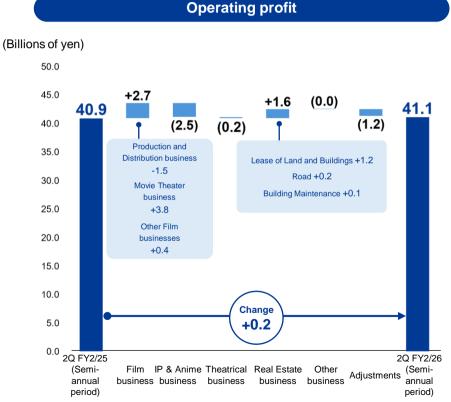
1Q FY2/25

- Box office hits: Haikyu!! (The Movie) and The Floor Plan
- Strong streaming rights revenue from GODZILLA MINUS ONE and video gram sales
- Large-scale repair expenses were incurred in 1Q FY2/25

TOHC

Trends in Operating Revenue and Operating Profit (Semi-annual period)







Film Business Segment (Semi-annual period)

Other Film

businesses

YoY

The film business performed well due to hits such as *Demon Slayer* and *KOKUHO* achieving increased revenue and profits

compared to the same period last year.

79,608 Other Film businesses 7,496 Movie Theater business 41,126	20,446 Other Film businesses 678 Movie Theater business 6,860	Other Film businesses 11,081 Movie Theater business 53,850	23,193 Other Film businesses 1,140 Movie Theater business 10,721
Production and Distribution business 30,985	Production and Distribution business 12,908	Production and Distribution business 38,777	Production and Distribution business 11,331
Operating revenue 2Q FY2/25(Ser	Operating profit mi-annual period)	Operating revenue 2Q FY2/26(Ser	Operating profit

				FY2/	25			FY2/2	26	
			1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Production ar		Operating revenue	17,673	13,311			12,992	25,784		
	iness	Operating profit	8,416	4,491			4,185	7,145		
Movie Theater business	Operating revenue	21,372	19,754	14,930	19,576	22,143	31,707			
	Operating profit	3,805	3,054	709	2,202	3,972	6,749			
Othe	er Film	Operating revenue	3,892	3,604			5,138	5,942		
busir	nesses	Operating profit	617	60			888	252		
	Distribut	tion revenue	13,951	8,351			10,638	23,260		
Refer	Producti of video	ion & licensing content	3,441	4,581			2,063	2,016		
ence	Box offic	ce revenue	17,077	15,601	11,991	15,457	17,627	25,503		
		nber of movie	11,220	10,223	7,163	9,793	10,969	16,401		

Performance Analysis (Change Factors)

Production and Distribution business

Despite significant revenue growth driven by hits such as Demon Slayer, KOKUHO and various foreign films, operating profit decreased due to the absence of streaming rights revenue from GODZILLA MINUS ONE which was a major contributor in the previous fiscal year.

Movie Theater business

YoY

Significant revenue growth driven by hits such as Demon Slayer, KOKUHO and various foreign films, operating profit decreased due to the absence of streaming rights revenue from GODZILLA MINUS ONE which was a major contributor in the previous fiscal year.

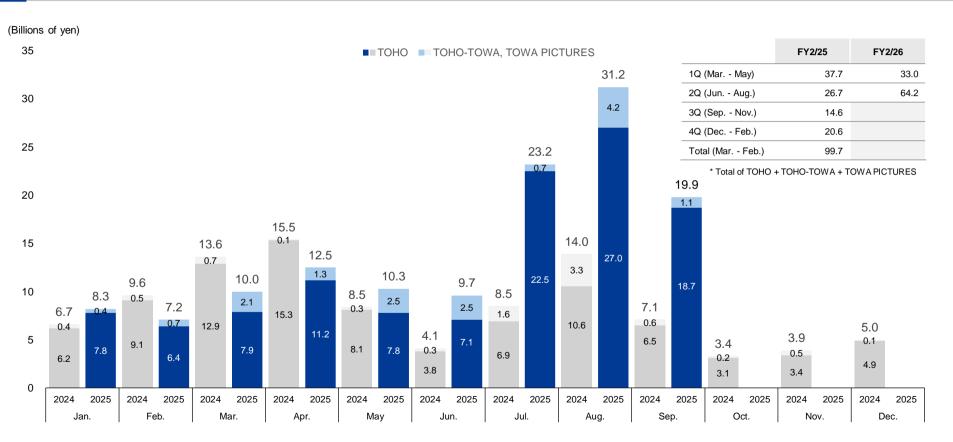
YoY

Significant revenue growth driven by hits such as Demon Slayer, KOKUHO and various foreign films, operating profit decreased due to the absence of streaming rights revenue from GODZILLA MINUS ONE which was a major contributor in the previous fiscal year.

Revenue and profit increased due to orders for stage and art production for films, TV programs, and live events, as well as orders for the production and maintenance of exhibits at theme parks and other related services.



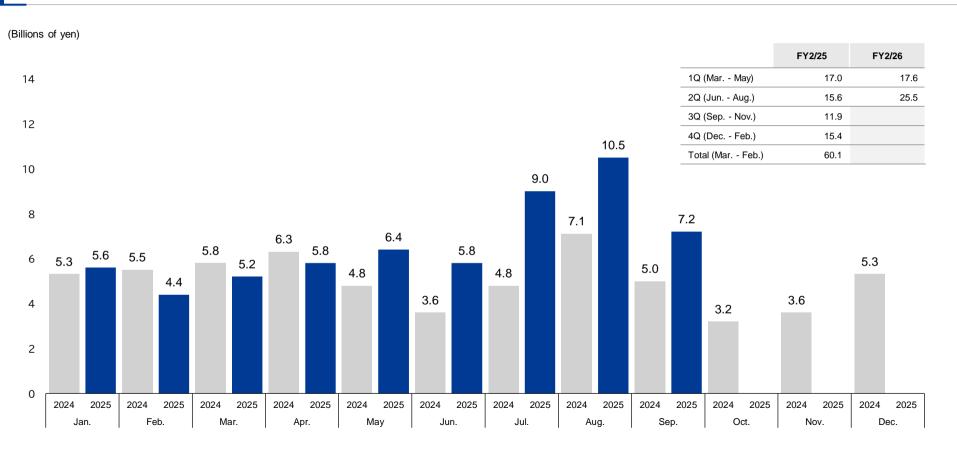
Box Office Revenue Trends – TOHO Group Domestic Distribution



^{*}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.



Box Office Revenue Trends – Movie Theater Business

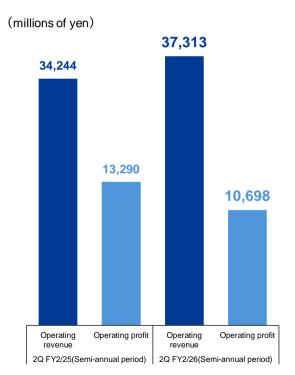




IP & Anime Business Segment (Semi-annual period)

YoY

Revenue increased compared to the same period last year due to contributions from Science SARU and GKIDS, as well as income from Godzilla merchandising rights. However, profit decreased due to the occurrence of goodwill amortization and declines in home entertainment and merchandise sales.



			FY2	/25			FY2	2/26	
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
IP & Anime	Operating revenue	17,063	17,181			18,999	18,314		
Busines	S Operating profit	7,289	6,000			6,335	4,363		
	Production and licensing of video content	7,232	5,857			9,065	6,584		
Refer ence	Licensing of merchandising rights	2,933	3,445			4,286	3,805		
	Sales and merchandising	5,943	6,374			3,973	5,673		

Performance Analysis (Change Factors)

Revenue increased from the contributions of Science SARU and GKIDS, the merchandising rights of TOHO Monster Series characters, including Godzilla, as well as from domestic and international streaming rights of TOHO animation titles, such as *The Apothecary Diaries*, *JUJUTSU KAISEN and Haikyu!!*.

Additionally, revenue of our distributed theatrical titles, including *Demon Slayer: Kimetsu no Yaiba Infinity Castle* and *Detective Conan:One-eyed Flashback* performed well in theater pamphlets and character goods. Sales of "Godzilla" merchandise, such as card games, also performed well.

However, profit declined due to the increase in amortization of goodwill, and the absence of home entertainment sales for tites including GODZILLA MINUS ONE and Frieren: Beyond Journey's End, which had performed strongly in 1Q FY2/25.



TOHO Animation's Operating Revenue by Source and Sales Composition in Japan and Overseas (Semi-annual period)

Operating Revenue by Sales Source

(millions of ven)

	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Percentage change	Major factors of changes	Composition ratio
Streaming	10,919	11,431	512	4.7%	The Apothecary Diaries, JUJUTSU KAISEN, and Haikyu!!, etc., performed well both domestically and internationally.	53.3%
Character license	4,881	5,050	169	3.5%	Overseas, JUJUTSU KAISEN, etc., contributed to revenue.	23.5%
Merchandise sales	4,980	1,727	-3,253	-65.3%	Sales of character goods of Haikyu !!, JUJUTSU KAISEN, etc., increased in 2Q FY2/25.	8.0%
Home entertainment	1,789	576	-1,213	-67.8%	Frieren: Beyond Journey's End, Umamusume: Pretty Derby, etc., showed favorable performance in 2Q FY2/25.	2.7%
Royalty and others*1	1,558	2,677	1,119	71.8%	Royalty revenues from <i>Haikyu!!</i> , <i>Dr.STONE</i> , <i>Frieren: Beyond Journey's End</i> , etc., contributed to the performance.	12.5%
Total	24,129	21,463	-2,666	-11.0%		
Reference: Theater release (Japan)	6,546	504	-6,042	-92.3%	Haikyu!!: The Dumpster Battle, My Hero Academia: You're Next became a hit in 2Q	FY2/25.

Sales Composition in Japan and Overseas*2

(millions of yen)

	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Percentage change	Change Factors	Composition ratio
Japan	16,743	13,432	-3,311	-19.8%	Sales of character goods of <i>Haikyu</i> !!, <i>JUJUTSU KAISEN</i> , etc., increased in 2Q FY2/25.	62.6%
Overseas	7,385	8,030	645	8.7%	Strong performance in streaming and character licensing for titles such as JUJUTSU KAISEN and My Hero Academia.	37.4%

The scope of this table covers works under the label of TOHO animation and equivalents.

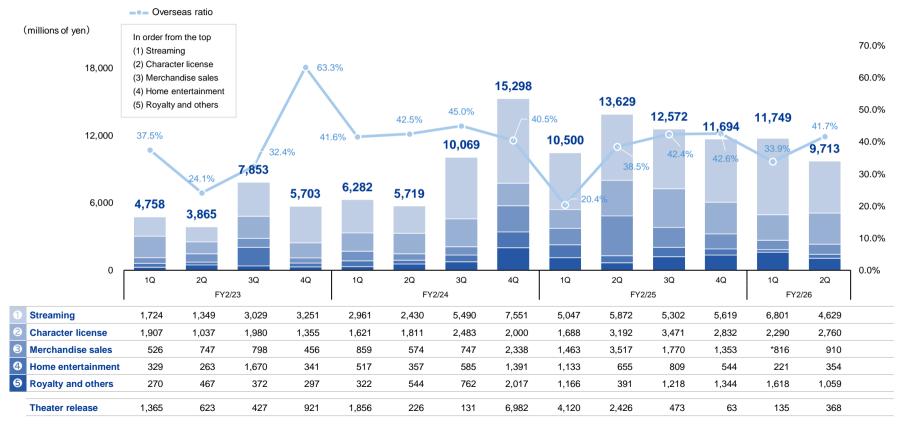
^{*}This material was independently prepared from the viewpoint of enhancing information on the anime business, and may not be consistent with the figures in other financial materials.

[•] 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)

^{*1} Includes games, *2 Excludes theater release in Japan.



TOHO Animation: Revenue by Source (Quarterly)

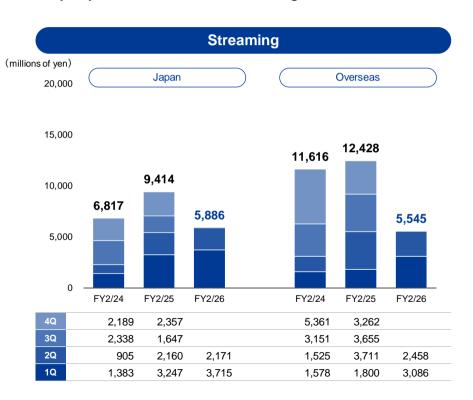


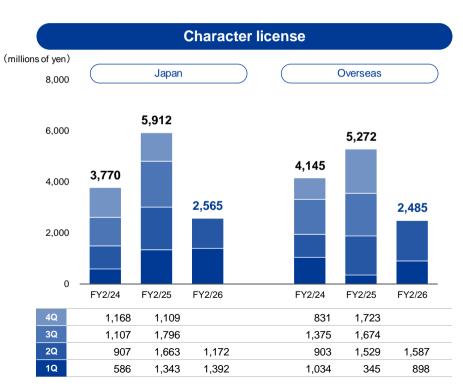
^{*}Retroactive adjustment of merchandise sales figures for the 1Q FY2/26.



TOHO Animation: Royalty Revenue from Streaming and Character License (Quarterly)

Royalty revenue from streaming and character licenses drove strong growth in the Anime Business.



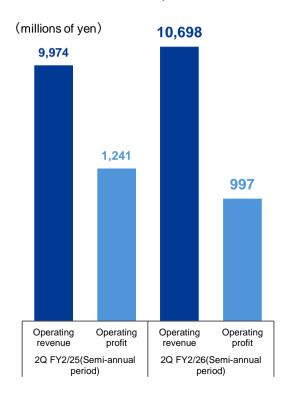




Theatrical Business Segment (Semi-annual period)

YoY

Despite the Imperial Theatre's closure, we worked to maintain the number of our own productions, resulting in increased revenue. However, profits declined due to increased performance-related expenses, such as venue rental fees in 1Q.



			FY2	/25		FY2/26			
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Theatrical Business	Operating revenue	5,246	4,728	6,273	6,642	5,117	5,580		
	Operating profit	1,009	231	1,293	1,595	70	926		
Reference	Number of performances	234	174	270	268	254	176		

Performance Analysis (Change Factors)

Even during the temporary closure of the Imperial Theatre, we strived to secure the number of self-produced performances by utilizing Theatre Creation (featuring productions such as "BONNIE &CLYDE," "BLITHE SPIRIT," "Nostalgic Cabaret," "Only 1, NOT No.1," and "Jersey Boys") and other external venues. Our co-produced performance, "Knights' Tale ARENA LIVE" (at TOKYO GARDEN THEATRE), was a resounding success, and we also expanded our activities to include external performances like "Les Misérables" and the Performance of Spirited Away in Shanghai, all contributing to increased revenue.

However, operating profit decreased due to an increase in performance-related expenses, such as venue rental fees.



Real Estate Business Segment (Semi-annual period)

Maintenance

Operating revenue remained steady. Profit increased due to factors such as a decrease in major repair expenses

nillions of ye	n)		
39,198		39,314	
Building Maintenance 5,407		Building Maintenance 5,768	10,463
Road 14,948	8,844 Building Maintenance 604	Road 14,651	Building Maintenance 738
	Road 2,523		Road 2,779
Lease of Land and Buildings 18,842	Lease of Land and Buildings 5,716	Lease of Land and Buildings 18,894	Lease of Land and Buildings 6,945
Operating revenue	Operating profit	Operating revenue	Operating profit
2Q FY2/25(Se	mi-annual period)	2Q FY2/26(Se	mi-annual period)

			FY2	/25		FY2/26			
		1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Lease of Land and	Operating revenue	9,419	9,422	9,502	9,603	9,474	9,419		
Buildings	Operating profit	2,835	2,880	3,042	1,982	3,767	3,177		
Road	Operating revenue	8,062	6,885	6,885	8,439	7,830	6,821		
Rodu	Operating profit	1,551	971	1,014	1,267	1,801	977		
Building	Operating revenue	2,908	2,499	3,072	2,949	2,843	2,924		
Maintenance	Operating profit	352	252	381	295	391	347		

Revenue increased due to steady performance of properties owned nationwide. Profit rose Lease of Land YoY compared to the same period last year due to factors including a decrease in major repair and Buildings expenses. Although there was a decline in large-scale construction projects, profit increased despite YoY Road lower revenue, due in part to price adjustment for rising raw materials and other items. Despite a decline in revenue, profit increased as TOHO BUILDING MANAGEMENT Co., Ltd. **Building** YoY

and Toho Facilities Co., Ltd. worked to win large orders and renegotiate contract amounts.

Performance Analysis (Change Factors)

Balance Sheet



				(millions of yen)
	As of Feb. 28, 2025	As of Aug. 31, 2025	Change	Change Factors
Current assets	202,050	258,896	56,845	Securities: +29,492, Notes receivable, Accounts receivable-trade, and Contract assets: +15,654, etc. (Reference) Inventory balance*1: 20,854
Non-current assets	451,017	456,828	5,811	
Property, plant and equipment	243,502	245,133	1,631	Land: +2,139, Construction in progress: +1,119, Buildings and structures: -2,109, etc.
Intangible assets	30,751	28,989	-1,761	Software: +2,193, Goodwill: -1,619, Other: -2,336
Investments and other assets	176,764	182,706	5,941	Investment securities: +5,550, etc.
Total assets	653,068	715,724	62,656	
Current liabilities	90,941	115,549	24,608	Accounts payable-trade: +19,422, etc. (Reference) Balance of short-term borrowings: 32, Balance of current portion of long-term borrowings: 305,
Non-current liabilities	67,311	72,681	5,369	Other: +4,967, etc. (Reference) Balance of long-term borrowings: 1,425
Total liabilities	158,253	188,231	29,978	
Total Shareholders' equity	425,608	450,696	25,088	Treasury shares: +40,341 ⁻² , Retained earnings: -12,074, etc.
Total Accumulated other comprehensive income	52,781	59,674	6,893	Valuation difference on available-for-sale securities: +10,813, Foreign currency translation adjustment: -3,898, etc.
Non-controlling interests	16,425	17,123	697	_
Total net assets	494,815	527,493	32,678	
Total liabilities and net assets	653,068	715,724	62,656	
Equity ratio	73.3%	71.3%	-2.0 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 Cancelled 10,490,633 shares on April 30,2025 in order to eliminate concerns about dilution from future potential treasury stock disposals.

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Cash Flows Statement (Semi-annual period)

(millions of yen)

		(millions of year)
	2Q FY2/26 (Semi-annual period)	Main components
Cash flows from operating activities	47,755	Profit before income taxes: 50,416, Increase (decrease) in trade payables: 20,106, Depreciation: 6,760 Decrease (increase) in trade receivables and contract assets: -16,599, Income taxes paid: -13,028
Cash flows from investing activities	-18,470	Proceeds from sale of securities: 13,510, Proceeds from sale of investment securities: 10,555 Purchase of securities: -30,945, Purchase of property, plant and equipment: -8,239
Cash flows from financing activities	-8,875	Dividends paid: -8,460
Effect of exchange rate change on cash and cash equivalents	-409	
Net increase (decrease) in cash and cash equivalents	19,999	
Cash and cash equivalents at beginning of period	76,608	
Cash and cash equivalents at end of period	96,607	



Business Outlook / **Shareholder Returns**



FY2/26 Financial Forecasts (Revised on October 15, 2025)

Due to the record-breaking hits of Demon Slayer: Kimetsu no Yaiba Infinity Castle and *KOKUHO*. The film business significantly exceeded initial forecast. Combined with steady performance in the IP & Anime business, Theatrical business, and Real Estate business, the full-year earnings forecast has been revised upward.

(millions of yen)

	FY2/26 (July 15 forecast)	FY2/26 (revised forecast)	Change July 15 f		FY2/25	FY2/25 v.s. Revised forecast	
Operating revenue	300,000	360,000	60,000	20.0%	313,171	46,828	15.0%
Operating profit	57,000	65,000	8,000	14.0%	64,684	315	0.5%
Ordinary profit	55,000	65,500	10,500	19.1%	64,455	1,044	1.6%
Profit attributable to owners of parent	43,500	47,500	4,000	9.2%	43,357	4,142	9.6%



FY2/26 Operating Revenue Forecasts by Segment (Revised on October 15, 2025)

(millions of yen)

					(minorio or you)
	FY2/26 (initial forecast)	FY2/26 (revised forecast)	Changes from initial forecast	Changes from initial forecast	FY2/25* (Previous Disclosure Standard)
Film business	132,200	179,000	46,800	35.4%	209,253
Production and Distribution business	40,900	66,200	25,300	61.9%	55,958
Movie Theater business	76,700	93,800	17,100	22.3%	75,633
Other Film businesses	14,600	19,000	4,400	30.1%	77,661
IP & Anime business	69,800	75,900	6,100	8.7%	_
Theatrical business	18,600	22,500	3,900	21.0%	22,890
Real Estate business	78,000	81,300	3,300	4.2%	79,653
Lease of Land and Buildings business	37,300	40,200	2,900	7.8%	37,949
Road business	29,300	29,300	_	_	30,274
Building Maintenance business	11,400	11,800	400	3.5%	11,430
Other business	1,400	1,300	-100	-7.1%	1,372

^{*}The results for FY2/25 are the figures before the segment change.

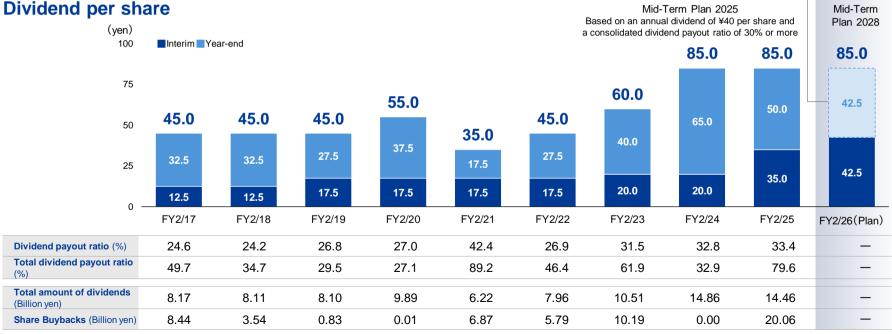
TOHO

Shareholder Returns

Shareholder returns policy for the TOHO Mid-Term Plan 2028 (FY2/2026 - FY2/2028)

Achieve a dividend payout ratio of 35% or more* with a minimum annual dividend of ¥85 per share and implement flexible share buybacks.

The year-end dividend forecast is under consideration based on our shareholder return policy



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



Our Lineup Is Extensive from the 2nd Half of FY2/26 Through FY2/27

Film













Please see pages 33 to 37 for details

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Anime

















Appendix 1 Lineup



Box-office Revenues of One Billion Yen or More for FY2/26



(As of Sep. 30, 2025)

* Representation/Co-rep titles. Underline indicates update from July 2025 Financial Results Presentation material.

Films distributed by TOHO CO.,LTD (Box office revenue of one billion yen or more)

(Rillions of ven)

	(Dilli)	ons or yen)
Title	Release date	Box office revenue
Demon Slayer: Kimetsu no Yaiba Infinity Castle	Jul.18, 2025	<u>35.20</u>
KOKUHO	Jun.6, 2025	<u>15.52</u>
Detective Conan: One-eyed Flashback	Apr.18, 2025	<u>14.67</u>
TOKYO MER: Mobile Emergency Room - "Nankai Mission" (Tentative Title)	Aug.1, 2025	<u>5.13</u>
Doraemon the Movie: Nobita's Art World Tales	Mar.7, 2025	4.57
<u>Exit 8</u> *	Aug.29, 2025	<u>4.31</u>
Chainsaw Man – The Movie: Reze Arc	Sep.19, 2025	<u>3.24</u>
<u>Crayon Shinchan the Movie: Super Hot! The Spicy</u> <u>Kasukabe Dancers</u>	Aug.8, 2025	<u>2.27</u>
#Iwilltellyouthetruth	Apr.25, 2025	2.09
Dollhouse *	Jun.13, 2025	<u>1.88</u>
Black Showman	Sep.12, 2025	<u>1.80</u>

Films distributed by TOHO-TOWA CO.,LTD. etc. (Box office revenue of one billion yen or more)

(Billions of ven)

Title	Release date	Box office revenue
Mission: Impossible – The Final Reckoning	May 23, 2025	<u>5.72</u>
Jurassic World: Rebirth	Aug.8, 2025	<u>4.84</u>
Wicked	Mar.7, 2025	<u>3.53</u>



Box-office Revenues of One Billion Yen or More for FY2/25



(As of Sep. 30, 2025)

* Representation/Co-rep titles.

Underline indicates update from July 2025 Financial Results Presentation material.

Films distributed by TOHO CO. LTD.

Films distributed by TOHO CO.,LTD	(Billi	ons of yen)
Title	Release date	Box office revenue
Detective Conan: The Million-dollar Pentagram	Apr.12, 2024	15.80
KINGDOM: Return of The Great General	Jul.12, 2024	8.03
LAST MILE	Aug.23, 2024	5.96
The Floor Plan *	Mar.15, 2024	5.07
Doraemon the Movie: Nobita's Earth Symphony	Mar.1, 2024	4.31
Grand Maison Paris	Dec.30, 2024	<u>4.20</u>
My Hero Academia:You're Next *	Aug.2, 2024	3.60
Mobile Suit Gundam GQuuuuuuX -Beginning-	Jan.17, 2025	<u>3.60</u>
Doctor-X the movie	Dec.6, 2024	3.28
1ST KISS *	Feb.7, 2025	2.88
Crayon Shinchan the Movie: Our Dinosaur Diary	Aug.9, 2024	2.69
HYPNOSISMIC -Division Rap Battle-	Feb.21, 2025	2.38
Trillion Game the Movie	Feb.14, 2025	2.05

Title	Release date	Box office revenue
MUROI SHINJI NOT DEFEATED	Oct.11, 2024	<u>1.92</u>
ALL ABOUT SUOMI	Sep.13, 2024	1.77
Godzilla x Kong: The New Empire	Apr.26, 2024	1.74
MUROI SHINJI STAY ALIVE	Nov.15, 2024	<u>1.73</u>
UNDER NINJA	Jan.24, 2025	<u>1.59</u>
Dear Family *	Jun.14, 2024	1.47
Umamusume: Pretty Derby – Beginning of a New Era	May 24, 2024	1.41
What if SHOGUN leyasu Tokugawa was to become the Prime Minister *	Jul.26, 2024	1.20
April Come She Will *	Mar.22, 2024	1.19
Solitary Gourmet	Jan.10, 2025	<u>1.03</u>

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

(Billions of yen)

Title	Release date	Box office revenue
Despicable Me 4	Jul.19, 2024	4.53



Distribution Lineup for FY2/26 and Beyond (Toho Co., Ltd.)



(As of Oct. 15, 2025)

Films distributed by TOHO CO..LTD

FY2/26 titles	Release date	(1)	(2)
Doraemon the Movie: Nobita's Art World Tales	Mar. 7		/
A Girl & Her Guard Dog	Mar. 14	/	
The Boy and The Dog	Mar. 20		
Detective Conan: One-eyed Flashback	Apr. 18		/
#lwilltellyouthetruth	Apr. 25		/
KOKUHO	Jun. 6		/
Dollhouse	Jun. 13	/	/
Demon Slayer: Kimetsu no Yaiba Infinity Castle	Jul. 18		/
TOKYO MER: Mobile Emergency Room - "Nankai Mission"	Aug. 1		/
Crayon Shinchan the Movie: Super Hot! The Spicy Kasukabe Dancers	Aug. 8		/
Gazing at the Star Next Door	Aug. 22		
Exit 8	Aug. 29	/	/
Black Showman	Sep. 12		/
Chainsaw Man – The Movie: Reze Arc	Sep. 19		/
The Silent Service: The Battle of Arctic Ocean	Sep. 26		
5 Centimeters Per Second	Oct. 10		
"JUJUTSU KAISEN 0" Revival Screening	Oct. 17	/	
Princess Mononoke (4K Digital Remaster)	Oct. 24		
JUJUTSU KAISEN: Execution Shibuya Incident x The Culling Game Begins	<u>Nov. 7</u>	✓	
A Moon in the Ordinary	Nov. 14		
Scarlet	Nov. 21		
Romantic Killer	Dec. 12	/	
The Untold Tale of End of Shogunate (Tentative Title)	Dec. 19		
Emergency Interrogation Room THE FINAL	Dec. 26		
Mr.Osomatsu2 (Tentative Title)	Jan. 9, 2026		
LOVE ON TRIAL	Jan. 23, 2026	/	
Until We Meet Again	Feb. 6, 2026	/	
Kyojo Movie Project	Feb. 20 2026		
Doraemon the Movie: New Nobita and the Castle of the Undersea Devil	Feb. 27 2026		

(1) Representation/Co-rep titles. (2) Box-office revenues of one billion yen or more as of Sep.2025. Underline indicates update from July 2025 Financial Results Presentation material.

FY2/27 titles or release date unannounced titles	Release date	(1)
GODLEN KAMUY - THE ABASHIRI PRISON RAID	Mar. 13, 2026	
KIMIGASAIGONINOKOSHITAUTA (Tentative Title)	Mar. 20, 2026	/
Poupelle of Chimney Town 2 (Tenrative Title)	Spring 2026	
Kingdom 5 (Tentative Title)	Summer 2026	
Bayside Shakedown N.E.W. (Tentative Title)	2026	
SUKIYAKI (Tentative Title)	2026	
You, Like a Star(Tentative Title)	<u>2026</u>	/
AARO -All-domain Anomaly Resolution Office	2026	
<u>DETECTIVE CONAN</u>	2026 Golden Week	
SAKAMOTO DAYS	2026 Golden Week	
BLUE LOCK	Summer 2026	
New Godzilla Film (Tentative Title)	TBD	/
Haikyu!! The Second Theatrical Film	Production decided	/

TOHO NEXT Label

Release date	(1)
Mar. 14	
Mar. 19	
Mar. 28	✓
Apr. 4	
May 30	✓
Jun. 20	
Jun. 27	
Jul. 4	✓
Oct. 24	
Oct. 31	✓
Nov. 14	
Nov. 28	
Nov. 28	
	Mar. 14 Mar. 19 Mar. 28 Apr. 4 May 30 Jun. 20 Jun. 27 Jul. 4 Oct. 24 Oct. 31 Nov. 14 Nov. 28

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



Distribution Lineup for FY2/26 and Beyond (TOHO-TOWA, TOWA PICTURES, GKIDS)



(As of Oct. 15, 2025)

Distributed by TOHO-TOWA COMPANY, LIMITED.

Titles	Release date
Wicked	Mar. 7
Bridget Jones: Mad About the Boy	Apr. 11
BTS ARMY:FOREVER WE ARE YOUNG	Jul. 30
Jurassic World: Rebirth	Aug. 8
How to Train Your Dragon	Sep. 5
NOBODY 2	Oct. 24
BLACK PHONE 2	Nov. 21
Five Nights at Freddy's 2	<u>Jan. 23, 2026</u>
Gabby's Dollhouse: The Movie	Mar. 13, 2026
Wicked: For Good	<u>Mar. 2026</u>
The Super Mario Galaxy Movie	Apr. 2026

Distributed by TOWA PICTURES CO., LTD.

Titles	Release date
Better Man	Mar. 28
Mission: Impossible – The Final Reckoning	May 23
Novocaine	Jun. 20
Smurfs	Sep. 19
PRINCE - SIGN O¥' THE TIMES	<u>Nov. 14</u>
Un p'tit truc en plus	<u>Dec. 26</u>
The Running Man	Jan. 30, 2026

Underline indicates update from July 2025 Financial Results Presentation material.

Distributed by GKIDS, INC.

Titles	Release date
WITCH WATCH	Mar. 16
PRINCESS MONONOKE 4K IMAX	Mar. 26
COLORFUL STAGE! The Movie: A Miku Who Can't Sing	Apr. 17
WOLF CHILDREN	May 11
DAN DA DAN: Evil Eye	Jun. 6
JUJUTSU KAISEN: Hidden Inventory / Premature Death	Jul. 16
SUMMER WARS	Jul. 27
SHIN GODZILLA	Aug. 14
THE LEGEND OF HEI 2	<u>Sep. 5</u>
<u>LINDA LINDA LINDA 4K</u>	<u>Sep. 19</u>
THE GIRL WHO LEAPT THROUGH TIME	Sep. 28
100 METERS	<u>*1</u>
<u>KOKUHO</u>	Early 2026 *2
ANGEL'S EGG 4K	Nov. 19
JUJUTSU KAISEN : EXECUTION	<u>Dec. 5</u>

*1 October 10, 12-14 only in theaters *2 Limited theatrical release in November

TOHO-TOWA distribution lineup (https://tohotowa.co.ip/) (Japanese only) TOWA PICTURES distribution lineup (https://towapictures.co.jp/) (Japanese only) GKIDS distribution lineup (https://gkids.com/films-series/)

[·]Starting in 2026, Warner Bros. titles will also join the lineup.

IP & Anime business

Anime Lineup for 2025 and Beyond



(As of Oct. 15, 2025)

TOUO enimation

TOHO animation		
Titles	Schedule	Production company
The Apothecary Diaries Season 2	Jan.–Jun. 2025	TOHO animation STUDIO×OLM
Kaiju No.8 Season 1 Compilation / Hoshina's Day Off	Released at theaters on Mar. 28, 2025 (for 3 weeks only)	Production I.G
My Hero Academia: Vigilantes	AprJun. 2025	bones film
Kaiju No.8 Season 2	JulSep. 2025	Production I.G
Dr.STONE SCIENCE FUTURE 2nd Cour	JulSep. 2025	TMS ENTERTAINMENT CO.,LTD
Puniru Is a Cute Slime (Tentative Title) Season 2	JulSep. 2025	TOHO animation STUDIO
SPY x FAMILY Season 3	From Oct. 2025	WITSTUDIO× CloverWorks
My Hero Academia FINAL SEASON	From Oct. 2025	bones film
Frieren: Beyond Journey's End Season 2	From Jan. 2026	MADHOUSE Inc.
The Darwin Incident	From Jan. 2026	BELLNOX FILMS
JUJUTSU KAISEN The Culling Game Part 1	From Jan. 2026	MAPPA
My Hero Academia: Vigilantes Season 2	From Jan. 2026	bones film
TRIGUN STARGAZE (Series Finales)	From Jan. 2026	Orange
The Angel Next Door Spoils Me Rotten Season 2	From Apr. 2026	Project No.9
Sequel to Dorohedoro	Spring 2026	MAPPA

Underline indicates update from July 2025 Financial Results Presentation material.

Schedule	Production company
2026	StudioBind Co., Ltd.
2026	Orange
<u>2026</u>	Studio KAI
2026	TMS ENTERTAINMENT CO.,LTD
To be aired on TV	Production I.G
Production decided	Doga Kobo inc.
Production decided	Passione
	2026 2026 2026 2026 To be aired on TV Production decided

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

Science SARU

Titles	Schedule
DAN DA DAN Season 2 (TV series)	JulSep. 2025
SANDA (TV series)	From Oct. 2025
THE GHOST IN THE SHELL (TV series)	2026
Jaadugar: A Witch in Mongolia (TV series)	2026
DAN DA DAN Season 3 (TV series)	Production decided

Science SARU's lineup (https://sciencesaru.com/en/works)

IP & Anime business

Game Lineup



(As of Oct. 15, 2025)

Underline indicates update from July 2025 Financial Results Presentation material.

Game title currently delivered

Titles	Release	Remarks				
GODZILLA BATTLE LINE	• Jun. 2021 (Smartphone)	 For smartphones Planning, production, development, and operation: TOHO CO., LTD. Service launched on Jun. 15, 2021 Cumulative total downloads exceeds 4 million 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. 				
Jujutsu Kaisen Phantom Parade	 Domestic Version: Nov. 2023 (Smartphone) Global Version: Nov. 2024 (Smartphone) Apr. 2024 (PC) 					
KAIJU NO. 8 THE GAME	 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. 				

Game titles scheduled for delivery

Title	Remarks
Sakuna: Of Rice and Ruin – Hinuka Chronicles	 For smartphones Planning, production, development, and operation: TOHO CO., LTD.

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



Theatrical Plays Lineup for FY2/26 and Beyond



(As of Oct. 15, 2025)

Theatre Creation

Theatre oreation	
Titles	Schedule
HERO THE MUSICAL	Feb Mar. 2025
BONNIE & CLYDE	Mar. – Apr.
BLITHE SPIRIT	May
Nostalgic Cabaret	Jun.
"ever" Naoto Kaiho Stage Entertainment Activities 30th Concert	Jun. – Jul.
4U meets Umebou "Only 1, NOT No.1"	Jul. – Aug.
Jersey Boys	Aug. – Sep.
Enoken	Oct.
BAGDAD CAFÉ THE MUSICAL	Nov.
Yuichiro & Friends -Singing! Talking! Not Dancing!	Nov. – Dec.
Daddy Long Legs	Dec.
<u>Piaf</u>	<u>Jan. 2026</u>
2:22 A Ghost Story	Feb Mar. 2026
REBECCA	May - Jun. 2026
Blood Brothers	Mar. 2026
10th Anniversary VOICARION	Apr. 2026
RENT	Autumn 2026

Other TOHO-hosted Performance

Titles	Schedule	Main theaters
FIDDLER ON THE ROOF	Mar. 2025	Meijiza
1789 Les Amants De La Bastille	Apr.	Meijiza
WAITRESS	Apr.	Nissay Theatre
Frankenstein	Apr.	Tokyo Tatemono Brillia HALL
TANZ DER VAMPIRE	May	Tokyo Tatemono Brillia HALL
A Tale of Two Cities	May	Meijiza
Itaewon Class	Jun.	Tokyo Tatemono Brillia HALL
Knights' Tale ARENA LIVE	Aug.	TOKYO GARDEN THEATER

Underline indicates update from July 2025 Financial Results Presentation material.

Titles	Schedule	Main theaters
Les Misérables WORLD TOUR SPECTACULAR	Aug.	TOKYU THEATRE Orb
Your Lie in April	Aug Sep.	SWU Hitomi Memorial Hall
musical Once	Sep.	Nissay Theatre
Nodame Cantabile Symphonic Concert!	Sep.	TOKYO GARDEN THEATER
Musical SPY x FAMILY	Sep. – Oct.	Nissay Theatre
CLUB SEVEN another place II	Oct.	YURAKUCHO YOMIURI HALL
Elisabeth	Oct. – Nov.	TOKYU THEATRE Orb
MATA HARI	Oct. – Nov.	Tokyo Tatemono Brillia HALL
Cash on Delivery	Dec.	THEATER MILANO-Za
The Twelve Kingdoms: Shadow of The Moon, Shadow of The Sea	Dec.	Nissay Theatre
<u>Daichi no Ko</u>	Feb Mar. 2026	<u>Meijiza</u>
Lady Bess	Feb Mar. 2026	Nissay Theatre
Roald Dahl's Charlie and the Chocolate Factory	Mar Apr. 2026	Nissay Theatre
Jekyll & Hyde	Mar. 2026	Tokyo International Forum, Hall C
Sister Act	Mar. – Apr. 2026	TOKYU THEATRE Orb
Mary Poppins	Mar May 2026	TOKYU THEATRE Orb
Musical SPY×FAMILY 2	Sep. – Oct. 2026	(TBD)
Miss Saigon	2026	(TBD)

Overseas Performances

Titles	Schedule	Theater
Performance of Spirited Away in Shanghai	Jul. – Aug. 2025	Shanghai Culture Square
Performance of Spirited Away in Korea	Jan Mar. 2026	Seoul Arts Center

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



Appendix 2 Financial Results



Operating Profit Margin by Segment

(0/)

																												(%
			FY2/2	1				FY2/2	2				FY2/2	3				FY2/2	4				FY2/2	5			FY2/26	;
	1Q	2Q	3Q	4Q	Total	I 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	8.5	10.5	15.8	9.7	11.7	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	21.5
Film business	_	6.5	15.5	7.5	8.9	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	22.4
Production and Distribution business *1	2.4	33.7	19.0	3.7	16.3	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	29.2
Movie Theater business	_	_	12.9	1.0	_	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	19.9
Other Film businesses*1	14.2	12.2	14.5	23.6	16.5	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	10.3
IP & Anime business*1																										33.3	23.8	28.7
Theatrical business	_	_	3.8	_	_	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	9.3
Real Estate business	29.6	27.0	25.6	22.5	26.2	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	26.6
Lease of Land and Buildings	47.6	44.5	44.6	39.9	44.2	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	36.8
Road	21.7	14.2	11.7	10.5	14.7	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	19.0
Building Maintenance	3.3	8.3	8.1	8.6	7.0	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	12.8

^{*1} Effective from the fiscal year ending February 2026, some operations from the Production and Distribution and Other Film businesses (formerly the Production and Licensing business) have been transferred to the newly established IP and 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.



Non-operating Income/Expenses and Depreciation

(millions of von)

				(millions of yen)
	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Change Factors
Interest income	142	344	201	-
Dividend income	1,136	1,229	93	_
Foreign exchange gains	9	_	-9	_
Other	_	573	312	_
Total non-operating income	1,549	2,147	598	
Interest expenses	38	8	-30	-
Share of loss of entities accounted for using equity Method	2,623	972	-1,651	Decreased amortization of goodwill compared to 2Q FY2/25
Foreign exchange Losses	_	118	118	_
Other	21	2	-18	_
Total non-operating expenses	2,683	1,102	-1,581	

(millions of yen)	(mil	lions	of	yen')
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		FY2	/25	FY2/26					
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	
Interest income	56	85	94	399	107	237			
Dividend income	27	1,109	355	1,005	21	1,208			
Foreign exchange gains	217	-207	283	20	_	_			
Other	142	118	160	219	342	231			
Total non-operating income	443	1,105	894	1,644	470	1,677			
Interest expenses	13	25	17	2	3	5			
Share of loss of entities accounted for using equity Method	1,644	979	981	605	757	214			
Foreign exchange Losses	_	_	_	_	115	3			
Other	11	10	8	17	5	-2			
Total non-operating expenses	1,668	1,015	1,008	624	881	221			



Depreciation Expense by Segment

(millions of yen)

								(millions of yen)			
		FY2/2 (Previous Disclose			FY2/26						
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q			
Film business	918	913	951	1,868	8	944					
IP & Anime business					30	51 381					
Theatrical business	81	77	79	70		50 38					
Real Estate business	1,964	2,116	2,037	3,043	1,90)3 1,872					
Other business	13	13	13	14		9 10					
Adjustments	42	43	40	59	1:	58 160					
Total	3,020	3,164	3,122	5,056	3,3	52 3,408					

^{*}The results for FY2/25 are the figures before the segment change.

^{*}Excluding amortization of goodwill



Extraordinary Income/Losses

(millions	of	yen)

				(millions of yen)
	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	Change	Change Factors
Gain on sale of investment securities	-	8,913	8,913	Sale of cross- shareholdings (MARUI GROUP CO., LTD. and IMAGICA GROUP Inc.)
Insurance claim income	20	-	-20	_
Total extraordinary income	20	8,913	8,892	-
Loss on tax purpose reduction entry of non- current assets	9	_	-9	-
Compensation loss on eviction	150	-	-150	-
Demolition cost of non- Current assets	_	689	689	Demolition costs in the Real Estate business (Chofu city, etc.)
Total extraordinary losses	159	689	529	

- 1	mil	lions	∩f	vonl	
١.		110115	OI	VEI I	

		E\/0	10 F		FY2/26			s or yen
		FY2	/25					
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
Gain on sale of non- current assets	_	_	76	219	_	_		
Gain on sale of investment securities	_	_	_	2,859	_	8,913		
Other	20	_	300	_	_	_		
Total extraordinary income	20	-	376	3,078	_	8,913		
Impairment losses	_	_	_	1,631	_	_		
Loss on tax purpose reduction entry of non- current assets	9	_	_	_	_	_		
Demolition cost of non- Current assets	_	_	-	_	574	115		
Compensation loss on eviction	_	150	_	74	_	_		
Total extraordinary losses	9	150	_	1,705	574	115		



Breakdown of Revenue from Contracts with Customers (Semi-annual period)

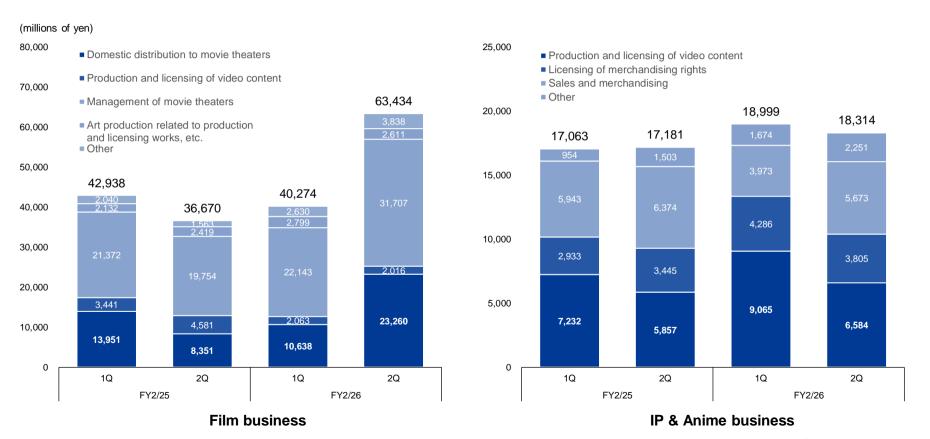
(millions of ven)

Other	Total
Other	
1000	Total
	33,898
	19,729
	53,850
	5,410
	8,09
	9,64
	10,69
- E22 –	13,52
['] 68 –	5,76
641	11,67
25 641	172,28
889 —	19,389
641	191,677
,	

^{*} Other revenue includes rental income based on ASBJ Statement No. 13 "Accounting Standard for Lease Transactions."



Breakdown of Revenue (Film business and IP & anime business) (Quarterly)



Appendix 2 Financial Results



Comparison of Breakdown of Revenue from Contracts with Customers before and after Segment Change

Breakdown of revenue from contracts with customers (Consolidated Financial Results for the Six Months Ended Aug. 31, 2025, p.15-16) comprises the following main elements for each item (items with the same number indicate the same components):

■ Before Segment Change (Until FY2/25)

Film business	Main components	Relevant former segment
Distribution to movie theaters	(1) Distribution *Including domestic distribution of Godzilla films and TOHO animation anime films.	Production and Distribution
Domestic streaming of theatrical films	(2) Domestic streaming of films	Production and Distribution
Management of movie Theaters	(3) Movie Theater	Movie Theater business
Use of animation contents	(4) Secondary use of anime titles, both domestically and internationally (program sales (e.g., streaming services, in-flight screenings)) (5) Merchandising rights for animation and live-action movie (movie titles, etc.) (6) Revenue from production investment in animation	•Other Film businesses
Sale of home entertainment	(7) Sale of home entertainment(e.g., DVD)	Other Film businesses
Art production related to production and licensing works, etc.	(8) Production of art sets for movies, etc.	Other Film businesses
Other	(9) Domestic secondary use of live-action movie (movie titles, etc.) excluding streaming, international secondary use (titles for which TG and TEA act as sales agents) (10) Revenue from TI,GKIDS (11) Revenue from production investment in live-action movie (movie titles, etc.) (12) Goods, pamphlets, Godzilla Store, and EC site (13) Merchandising rights of Godzilla (14) Live-action production (movie titles, etc.), studio operations, advertising business (15) Anime production (e.g., Science SARU), games, music	Production and Distribution (9)(11) Other Film businesses (10)(12)(13) (14)(15)

■ After Segment Change (from FY2/26)

		Film business		IP & Anime
	Production and Distribution	Movie Theater business	Other Film businesses	business
Domestic distribution to movie theaters	(1)	Buomese	Duemiesee	
Production and licensing of video Content	(2)(9)(11)			(4)(6)(10)
Management of movie Theaters		(3)		
Art production related to production and licensing works, etc.			(8)	
Licensing of merchandising rights				(5)(13)
Sales and Merchandising				(7)(12)
Other			(14)	(15)



Operating Revenue: Comparison with Previous Disclosure Standards

FY2/26 Operating Revenue

FY2/26 Operating Revenue (Previous Disclosure Standard)

		(millions of yen)			(millions of yen)
	1Q	2Q		1Q	2Q
Film business	40,274	63,434	Film business	59,273	81,749
Production and Distribution business	12,992	25,784	Production and Distribution	14,805	27,996
Movie Theater business	22,143	31,707	business Movie Theater business	22,143	31,707
Other Film businesses	5,138	5,942	Production and Licensing business	22,324	22,045
IP & Anime business	18,999	18,314			

^{*}For details on the segment changes, please refer to pages 60-63.

^{*}Figures under the previous disclosure standard have not been audited by the accounting auditor and are provided for reference only.

*Includes games.



Relation Between TOHO animation Operating Revenue by Source and **Breakdown of Revenue from Contracts with Customers**

- The relation between "TOHO animation operating revenue by source" (p.18) and "breakdown of revenue from contracts with customers" (p.43) is as follows:
- The difference between the total value of TOHO animation's source-specific operating revenue and the IP & Anime Business Segment revenue breakdown information represents the revenue from organizations and subsidiaries other than TOHO animation (e.g., Godzilla-related revenue, revenue from live-action film packaged media, goods, pamphlets, etc., GKIDS, Science SARU, etc.), as shown on p.63.

IP & Anime business segment TOHO's Products & Licensing Dept.* TOHO Animation's Operating TOHO Global group* Revenue by Source Toho International, Inc. Theater Streaming TOHO Entertainment Asia Pte. Ltd.* Character license release GKIDS INC. Merchandise sales TOHO animation STUDIO Home entertainment Science SARU Inc. Royalty and others TOHO STELLA Co., Ltd. TOHO MUSIC CORPORATION

*TOHO Animation's operating revenues are also partially included in the same source category.

TOHO animation's Operating Revenue by Source

(millions of ven) 2Q FY2/25 2Q FY2/26 (Semi-annual (Semi-annual YoY change period) period) Streaming 10.919 11,431 512 4.881 5.050 169 Character license Merchandise sales 4.980 1.727 -3.253Home entertainment 1.789 576 -1.213 Royalty and others* 1.558 1.119 2.677 24,129 21,463 -2,666 Total

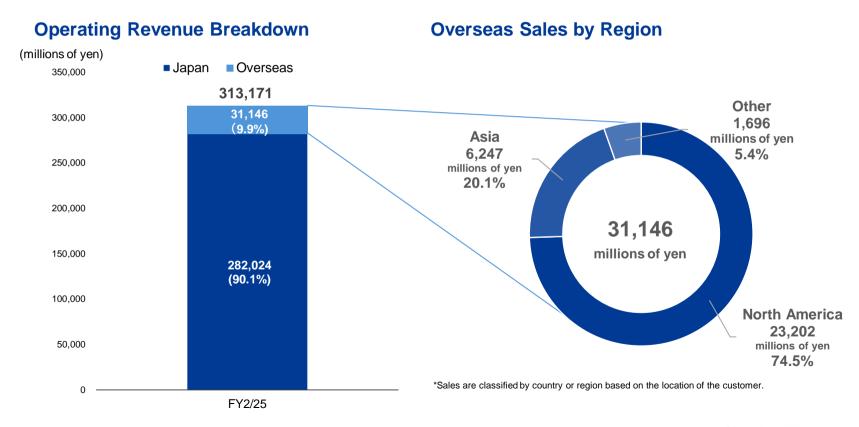
IP & Anime business: breakdown of revenue from contracts with customers

	2Q FY2/25 (Semi-annual period)	2Q FY2/26 (Semi-annual period)	YoY change			
Production and licensing of video content	13,089	15,649	2,560			
Licensing of merchandising rights	6,379	8,092	1,712			
→ Sales and merchandising	12,317	9,646	-2,670			
Other*	2,458	3,925	1,466			
Total	34,244	37,313	1,935			

*Includes games.

FY2/25 Overseas Sales by Region

Reiteration of Jul. 2025 Financial Results Presentation material





Appendix 3 Business



Film business TOHO Mid-Term Plan 2028 and Progress



- We will further reinforce the Cinema business by further increasing its profitability through promoting production of films glanned 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.

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.

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-TOWA and TOWA PICTURES), to connect with new customers.

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

• In FY2/26, 18 titles are planned for production (including 7 titles under representation by TOHO).

Point 2 Promote Development of Live-Action Film Projects Targeted at the Global Market

- Established the Content Business Development Office in October 2025.
- KOKUHO was selected as the Japanese submission title for the Best International Feature Film category at the 98th Academy Awards.

Point 3 Further Expand Distribution portfolio

• For FY2/26, a total of 59 titles* are planned for distribution across the Group (44 from TOHO and 15 from TOHO-TOWA/TOWA PICTURES) TOHO-TOWA Enters Agreement with Warner Bros. Motion Picture Group for Theatrical Distribution in Japan, with TOHO to Handle Distribution Sales Operations.

Point 4 Making TOHO Cinemas the Preferred Destination for Moviegoers

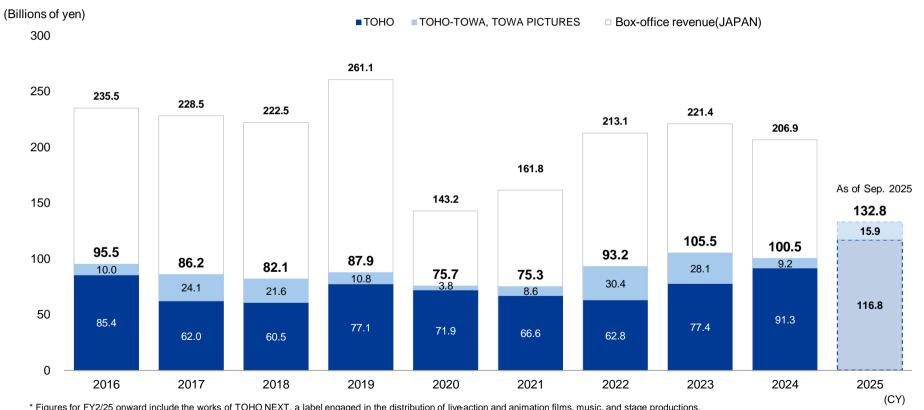
- Dolby Cinema® will be installed at TOHO CINEMAS OIMACHI, scheduled to open in March 28, 2026.
- Introduced a self-service mobile ordering system at TOHO CINEMAS UENO and TOHO CINEMAS TACHIKAWA TACHIHI, with plans for progressive rollout to other TOHO CINEMAS locations.





Trends in Annual Domestic Box Office Revenue of the **TOHO Group**





^{*} 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 Segment: Allocation by Commercial **Distribution**



Allocation by Commercial Distribution for *Demon Slayer: Kimetsu no Yaiba Infinity Castle* and *KOKUHO* is as follows.

(1) Demon Slayer: Kimetsu no Yaiba Infinity Castle

		· · · · · · · · · · · · · · · · · · ·			
	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Merchandising, etc.*3
Sales in Japan		Production and Distribution*1	Movie Theatre	_	IP & Anime
Overseas sales	_	_	_	_	ii & Ailine

(2) KOKUHO



Note: In the tables above, items not present are shown as "-" (dash).

^{*1:} Joint distribution with Aniplex Inc. *2: Recorded under IP & Anime because GKIDS, INC. handles North American distribution and streaming. *3: Sales of pamphlets and similar materials.



TOHO Mid-Term Plan 2028 and Progress



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 and Anime business by 200%^{*1} or more by further increasing revenues from overseas business and games, which are growth areas.

*1 Compared to that for FY2/25

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. Number of season*2

> **TOHO** animation targets for 2032



Number of employees*3 Approx. 60

*2 Number of broadcasts per year, 1 season lasts 3 months

*3 Employees at TOHO CO., LTD.

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.

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.

Promote Game Development

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



Point 1 Increase Production

• TOHO animation staff: 68 (as of August 2025)

Point 2 Put More Effort into Overseas Business

Progress

- · GKIDS signed an exclusive streaming agreement with HBO Max for 20 Japanese anime and live-action films.
- GKIDS to distribute the film KOKUHO in North America (early 2026)
- TOHO and Sony Pictures Entertainment Inc to co-distribute Scarlet in Japan and worldwide.

Point 3 Pursue Fan Business

 TOHO entertainment STORE (Hibiva Chanter) renovated to offer a wide range of TOHO-related merchandise, including stage productions, TOHO animation, and GODZILLA.



· Launched the new integrated e-commerce site TOHO entertainment ONLINE (Japanese only) on September 16.

Point 4 Promote Game Development

- Released the new smartphone and PC RPG KAIJU NO. 8 THE GAME simultaneously worldwide for iOS and Android.
- Surpassed 5 million downloads worldwide within one month of release.
- PC (Steam) version released on October 1, 2025.

IP & Anime business

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



GODZILLA will evolve from a visual content business into a broader IP-driven brand, strengthening its market presence. We will allocate approx. ¥15 billion over the next three years to expand GODZILLA's presence across multiple platforms and consumer touchpoints. By enhancing the brand value of GODZILLA and linking it with a new membership service, we will connect more with fans and further expand the fan base.

Merchandise	Expand licensing opportunities and in-house product development				
and events	Launch more amusement rides	Launch new amusement rides that allow a wider range of people to experience GODZILLA			
Retail Stores	More GODZILLA retail store location	Open new GODZILLA stores in Daiba and Shibuya, following Tokyo and Osaka			
Games	Develop console games	Develop console games to attract gaming fans around the world by making significant investments			
Digital	Develop mobile games	Develop mobile games to attract casual fans			
Visual	Develop visual content	Develop content for TV, digital distribution, and other platforms			
content	Produce a theatrical film	Produce a new GODZILLA movie written, directed, and VFX supervised by Takashi Yamazaki			

Progress

Established the Godzilla Dept. in October (see p. 79 for details)

Merchandise and events

GODZILLA FEST 2025

 GODZILLA FEST 2025, an event celebrating the anniversary of GODZILLA's birth, is scheduled to be held on November 3.

GODZILLA CARD GAME

- Provided across Japan, North America, Asia, Europe, and Oceania.
- Hosted GODZILLA CARD GAME FEST 2025 SUMMER on August 31.
- Booster Pack Vol. 2 "Counterattack: Monster All-Out Battle 'G" release on October 4.

Retail Stores

- Opened the first overseas permanent store, GODZILLA STORE Taipei, on September 26.
- GODZILLA STORE has five stores in Japan and one overseas.



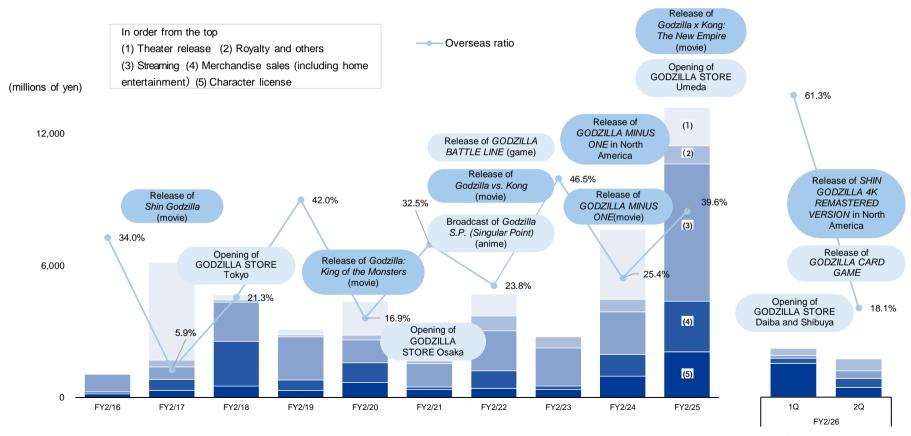
TM & © TOHO CO., LTD.



IP & Anime business

Godzilla Series: Revenue by Source

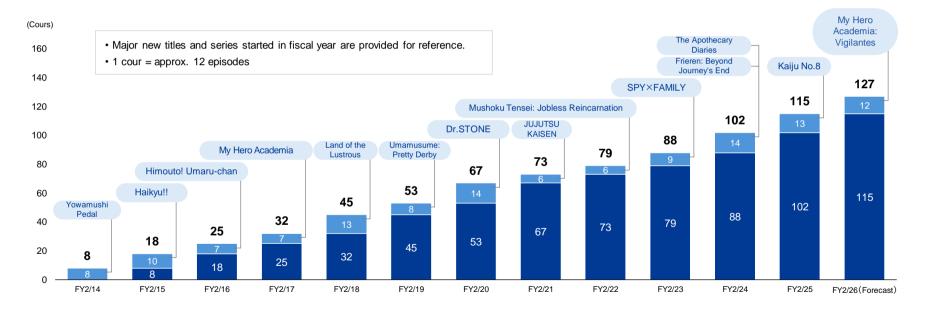




TOHO Animation: Cour Count

Reiteration of Jul. 2025 Financial Results Presentation material (Cour count of new titles for FY2/26 (Forecast) added)

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.



[■] Total number of cours for past titles

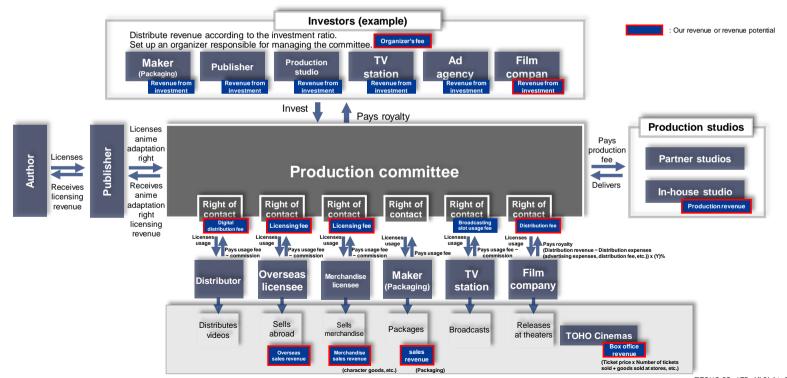
IP & Anime business

Animation Production Committee Structure and TOHO's Business



Reiteration of Dec. 2024 Anime Business Presentation material for investors

- 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**.



Strengths: Maximizing the Value of Our IP in Each Area Along the Value Chain Reiteration of Dec. 2024 Anime Busine



Reiteration of Dec. 2024 Anime Business Presentation material for investors

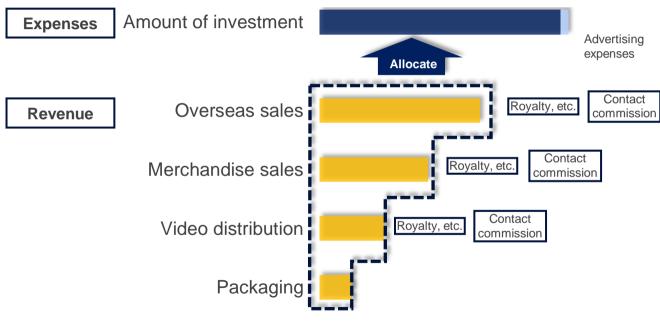


^{*1:} TOHO Global Inc., *2: Toho Entertainment Asia Pte. Ltd., *3: TOHO International, Inc.

Overview of Revenue/Expenses of the Animation Production Committee



Reiteration of Dec. 2024 Anime Business Presentation material for investors



- It is important for the production committee to promote secondary use.
 The committee seeks to recover the amount of investment by accumulating its share of revenue paid by each point of contact ().
- If an investing company has a point of contact, the committee can gain a contact commission.

IP & Anime Business Segment: By Business Reiteration of April 2025 Financial Results Presentation material



We separated IP business and anime-related business from the Production and Distribution business and the Production and Licensing business. In FY2/26 and beyond, they are independent reportable segment.

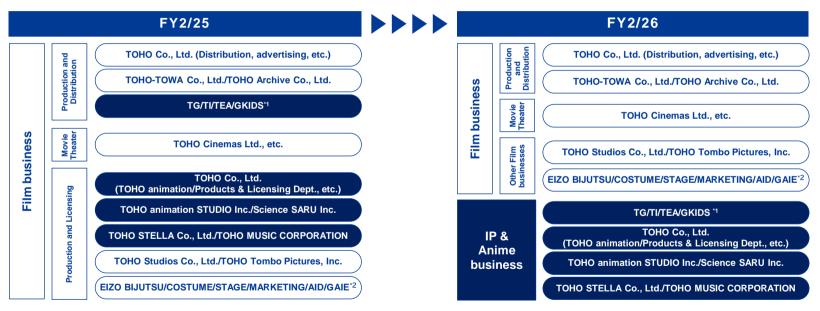
Before change		After change]	
Reportable Segment		Reportable Segment	Main Businesses
Film business		Film business	
Production and Distribution business -	— I	Production and Distribution business	Business related to film creative development, production, and distribution.
Movie Theater business		Movie Theater business	Business related to the management of movie theaters.
Production and Licensing business	·	Other Film businesses	Business related to other video production, art production, marketing, and the etc.
	Ц,	IP and Anime business	Business related to the creative development, production, and rights management by TOHO animation, and Godzilla's licensing business.
Theatrical business		Theatrical business	Businesses related to the production and exhibition of theatrical performances.
Real Estate business		Real Estate business	Business related to real estate leasing, roads, real estate maintenance/management, etc.
Other business		Other business	Businesses related to the management of sports facilities, etc., and merchandising.

%The "Other business" segment is a business segment not included in the reportable segments.

IP & Anime Business Segment: Changes by Subsidiary

Reiteration of April 2025 Financial Results Presentation material

We separated consolidated subsidiaries by company and shifted some Film business companies to the IP & Anime business.



(Notes)

- Subsidiaries under the umbrella of the above subsidiaries are included. Due to space limitations, multiple companies are listed together, but this is not based on any specific criteria or intent.
- Approx. 30% and 40% of operating revenue and segment profit, respectively, in the Film business segment for FY2/25 are to be shifted to the IP & Anime business.
- Godzilla-related revenues account for more than 10% of IP & Anime Business (estimated based on FY2/25 results, mainly IP, product sales, and theatrical distribution in North America. Operating revenues from streaming are recorded in Production and Distribution business)
- *1: TOHO Global Inc., Toho International, Inc., TOHO Entertainment Asia Pte. Ltd., and GKIDS, INC.
- *2: TOHO EIZO BIJUTSU Co., Ltd., TOHO-COSTUME Co., Ltd., TOHO STAGE CRAFT Co., Ltd., TOHO MARKETING Co., Ltd., AID-DCC Inc., and gaie Inc.,

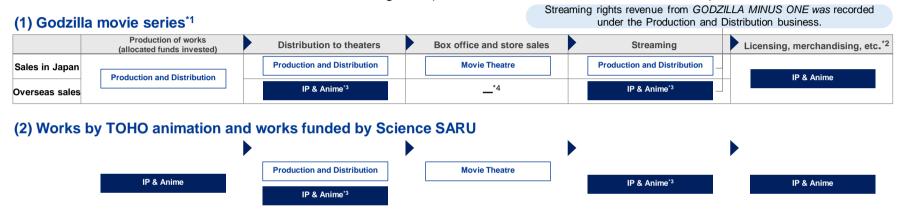
IP & Anime business

IP & Anime Business Segment: Allocation by Commercial Distribution Reiteration of An



Reiteration of April 2025 Financial Results Presentation material

The following is the list of allocation destinations for major titles by commercial distribution. Godzilla and some anime-related operating revenues continue to be allocated to the Film business segment (Production and Distribution/Movie Theatre).



(3) 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.*2
Sales in Jap	pan *5	Production and Distribution	Movie Theatre	*6	IP & Anime
Overseas sa	ales	*3, *7	*5	_*3	ir & Amme

Notes: In the table, figures with low or no operating revenue are indicated with "- (bar),"

*1: (1): TOHO Great Monster series films including the Godzilla series

- *2: Including IP use of Godzilla characters, games, music, packaged media, pamphlets, etc.
- *3: Films licensed to Toho International Inc. and GKIDS, INC. are allocated to "IP & Anime." However, those consigned to TOHO Global Inc. and TOHO Entertainment Asia Pte. Ltd. are allocated to "Production and Distribution."

*4: There are no revenues from overseas box office and store sales in (1) through (3).

- *5: In (3), TOHO's Film Sales Dept. has invested in some anime film productions, and the related revenue and expenses are recorded in "Production and Distribution."
- *6: In (3), although not many films are distributed in Japan, when operating revenue is generated, it is recorded in "Production and Distribution."
- *7: In (3), TOHO distributes certain anime film productions to overseas markets. In principle, operating revenue from such distributed films is recorded in accordance with *3.

IP & Anime business

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

TOHO

Reiteration of Jul. 2025 Financial Results Presentation material

Names of organizations and subsidiaries included in the IP & Anime Business segment	Fiscal	Region*1		Main business	
	period	Japan	Over- seas		Points to note ²
TOHO animation, TOHO CO., LTD.	Feb.	~	~	Sales of distribution rights and overseas merchandising rights for TOHO animation titles; games, production investment	-
Products & Licensing Dept., 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."3
Toho International, Inc.	Dec.	-	✓	Sales of distribution rights and merchandising rights for Godzilla, 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.
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
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 Godzilla in North America and sells distribution rights, packaging rights, 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.

^{*1:} It is based on operating revenue recorded in FY2/25

^{*2:} The items described in the "Points to note" are also recorded as operating revenue from external customers in the IP & Anime Business segment (except for *3).

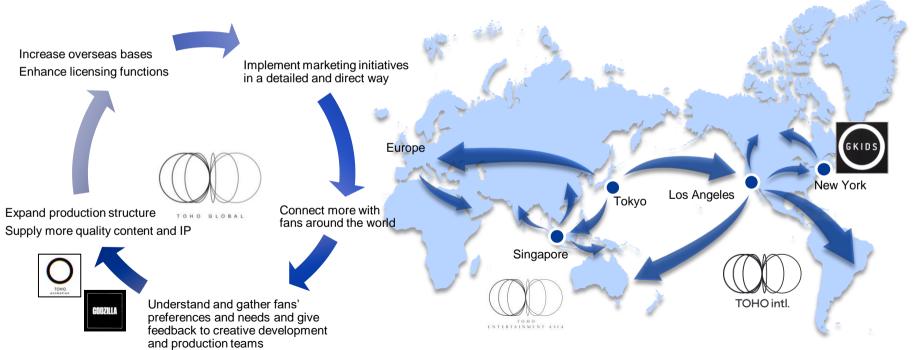
^{*3:} There is no operating revenue from external customers because it records commission income from TOHO CO., LTD.

Overseas Strategy



Reiteration of April 2025 TOHO Mid-Term Plan 2028

• We will expand our overseas presence and deliver more high-quality content and IP to global audiences, fostering deeper connections with fans, as we work toward increasing our overseas net operating revenue ratio to 30% by 2032.



IP & Anime business





Asia

Toho Entertainment Asia

- Opened the first overseas permanent store GODZILLA STORE Taipei (September 2025)
- Established a strategic partnership with Shanghai Xinchuanghua
 Cultural Development Co., Ltd. ("SCLA") to expand "Godzilla" licensing and brand development in Mainland China. (July 2025)

IGLOO STUDIO

 "70 Years of Godzilla: A New Roar in Southeast Asia," a collaborative project between IGLOO Studio and TOHO Entertainment Asia, won Best VFX in Advertising award at BIDC 2025 (September 2025)

Europe · Considering establishment of a local base Europe (considering establishment of a local base New Tokyo Los York **Angeles** Singapore

North America

GKIDS

- The film "KOKUHO" is scheduled for North American distribution in early 2026 (September 2025)
- Signed an exclusive streaming agreement with HBO MAX for 20 Japanese anime and live-action films (August 2025)

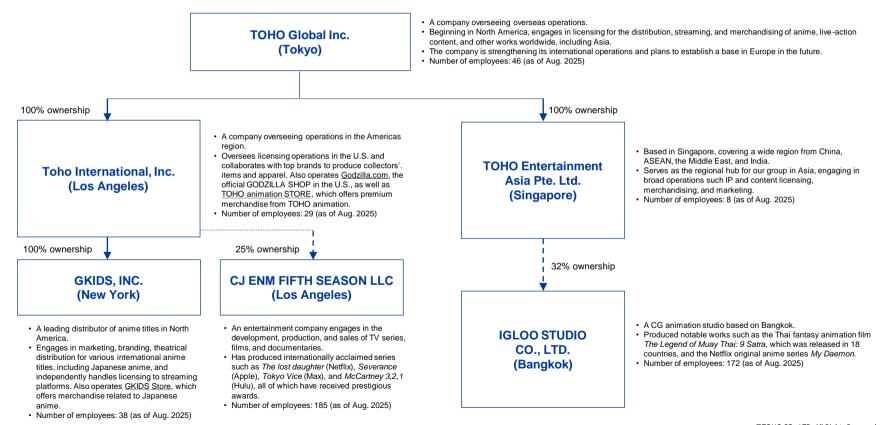
Toho International, Inc.

- Launched the operation of <u>TOHO</u> <u>animation STORE</u> in North America, offering a range of merchandise related to TOHO animation titles.(June 2025)
- The company has entered into a licensing agreement with Alamo Drafthouse Cinema, a popular movie theater chain in the U.S. (June 2025)

^{*}The month of publication is indicated in parentheses.

Major Overseas Group Companies





Theatrical business

TOHO Mid-Term Plan 2028 and Recent Progress



- 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 :

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 our ability to procure plays

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

 Conducted 176 performances in 2Q(June-August) FY2/26 (174 performances in 2Q FY2/25).

Point 2 Implement Marketing Initiatives to Attract More Theatergoers

 As part of the third phase of the Teigeki Legacy Collection, a special sales event was held for premium furnishings and fixtures actually used inside the Imperial Theatre — including items from the lobby, audience seating, café, VIP room, dressing rooms, and even the stage.

Point 3 Increase Our Presence Abroad and Ability to Procure Play

- The stage production Spirited Away will be performed at the Opera House of the Seoul Arts Center from January to March 2026
- This is the largest Japanese-language production featuring a Japanese cast ever presented in Korea's theatrical history.
- The same production ran at the London Coliseum from April to August 2024 (135 performances, approx. 300,000 audiences) and Shanghai Culture Square from July to August 2025 (42 performances).



TOHO Mid-Term Plan 2028 and Recent Progress



· 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 71 for details)
- Progress of the real estate strategy review committee (In-house team)
 The real estate strategy review committee has formulated a policy for reviewing the property list portfolio. The sale of properties is currently under consideration.

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. Interior demolition work was proceeding on schedule as of the end of August.

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.

Real Estate business

TOHO's Real Estate Portfolio

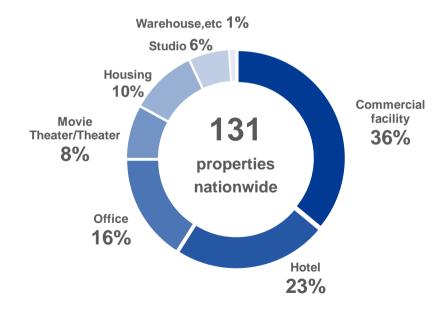


(As of Aug. 31, 2025)

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

Major properties owned by TOHO	Property use
[Tokyo] 61 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] 4 properties	
ANGEL Bldg.	Commercial facility
[Others] 56 properties	

Portfolio of properties owned by the Company (% of leased area)



Real Estate business

Representative Examples of Synergy with Entertainment





SHINJUKU TOHO BLDG. (Tokyo)
Property use: Movie theater, Hotel,
Commercial facility



Tokyo Takarazuka Bldg. (Tokyo) Property use: Theater, Movie theater. Office



Toho Theatre Creation Bldg. (Tokyo) Property use: Theater, Hotel



TEIGEKI BLDG. (Tokyo) (Joint redevelopment in progress)
Property use: Theater, Art Museum, Office, Commercial
facility



TOHO Hibiya Bldg.(Tokyo)
Property use: Movie theater, Office,
Commercial facility



Shibuto Cine-tower (Tokyo)
Property uses: Movie theater, Office,
Commercial facility



HEP NAVIO(Osaka)Property use: Movie theater,
Commercial facility



TOHO Nangai Bldg.(Osaka)Property use: Movie theater,
Commercial facility

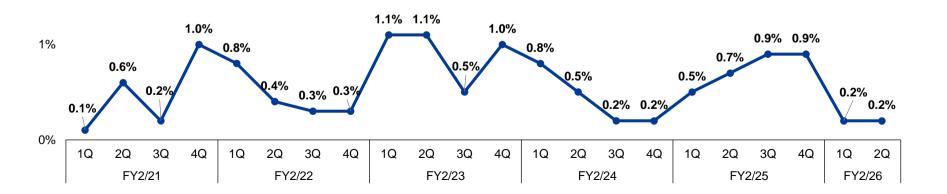


Vacancy Rate Trends for TOHO's Lease of Buildings

Vacancy rate remains low.



2%





Appendix 4 Corporate

About the TOHO Group



Corporate Philosophy

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"

Business Portfolio

Film Business

Production and Distribution business: Planning and production of films and utilization of rights including video streaming

Movie Theater business: Management of nationwide cinema complex, TOHO Cinemas I td

Other Film businesses: Other video production, art production, and advertising businesses

IP & Anime **Business**

Development, production, and rights management of TOHO animation titles, and licensing operations for Godzilla

Theatrical Business

Production / exhibition of theatrical plays, management of entertainment production

Lease of Land and Buildings: Real estate business mainly leasing office buildings and commercial facilities

Real Estate **Business**

Road: Road maintenance and cleaning businesses operated by a consolidated subsidiary, Subaru Enterprise Co., Ltd.

Building Maintenance: Building maintenance business including cleaning, facility management, and security for buildings, etc.

TOHO at a glance

Revenue

¥313.1 billion (FY2/25)

Operating profit margin

> 20.7% (FY2/25)

ROF

9.3% (FY2/25)

Film

Group Companies

57

(As of May 2025)

Employees (Consolidated)

> 3.873 (FY2/25)

Annual Box Office Revenue Exceeded

¥100 billion (films distributed by the

TOHO group)

Annual **Productions**

27 titles (including 8 titles under representation) (FY2/25)

Annual Attendance

> 38.399 thousand (FY2/25)

IP & Anime

Godzilla

71 years old (first film released in 1954) **Total Anime** cours

115 cours*1 (FY2/25)

Theatrical Annual **Attendance**

1,147 thousand**2 (FY2/25)

Real Estate

Properties TOHO owned

> 131 (FY2/25)

^{*1} One cour = approx. 12 episodes

^{*2} Only performances sponsored or cosponsored by TOHO

TOHO

Guiding Principles of TOHO Mid-Term Plan 2028

Reiteration of April 2025 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

Reiteration of April 2025 TOHO Mid-Term Plan 2028

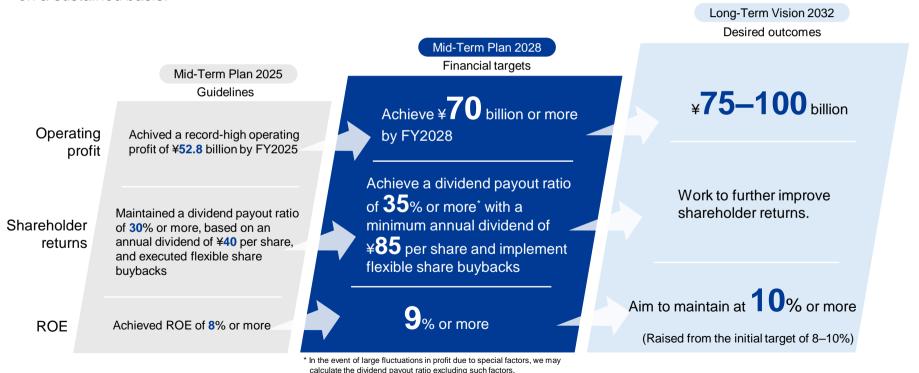
	·
	Scaling Excellence: Creating a Company-wide Network of Experts Hire approx. 200 people*1, the source of our growth, over the next three years. Focus on investing in our people and enhancing engagement with them. *1 People at TOHO CO., LTD.
Conand	• GODZILLA IP WIII DE GEVEIODEG ANG GISTIDUTEG WITH AN INVESTITIENT OF ADDIOX. #13 DINION OVER THE HEXT THEE
Digital	Invest approx. ¥5 billion in the TOHO-ONE project, which is aimed at developing the TOHO Group's customer data platform and launch a new membership service in Spring 2026 to create a seamless and unified customer experience
verseas	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

Reiteration of April 2025 TOHO Mid-Term Plan 2028

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.

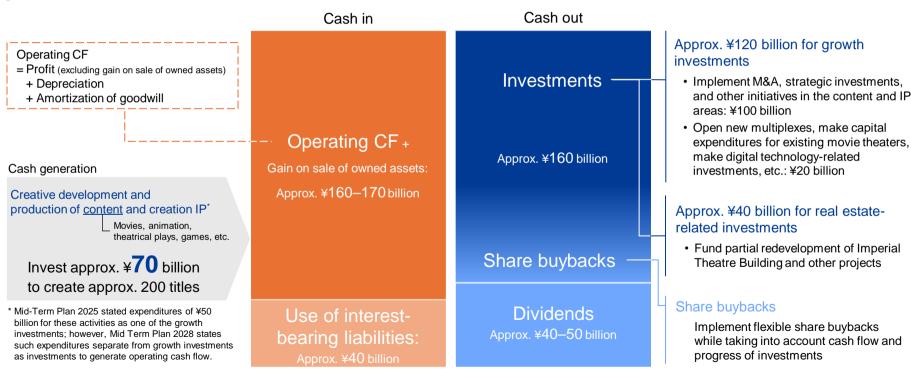


TOHO

Capital Allocation of TOHO Mid-Term Plan 2028

Reiteration of April 2025 TOHO Mid-Term Plan 2028

Our policy for the next three years is to utilize operating cash flow and consider raising funds through borrowing, bond issuance, and other means, such as potential sales of cross-held shares and real estate holdings, allocating the funds generated to growth investments and shareholder returns.



^{*}A shelf registration for corporate bonds of up to ¥50 billion was filed on July 3, 2025.

Status of Shares



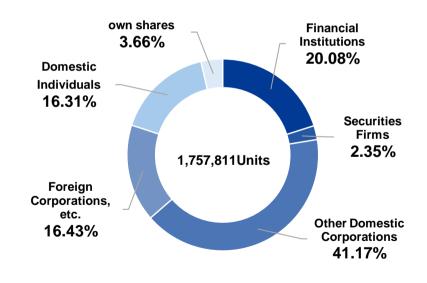
(As of Aug. 2025)

Status of Major Shareholders

Shareholder Name	Number of Shares held (thousands)	Ratio of shares held to total number of shares issued (excluding treasury stock) (%)
Hankyu Hanshin Holdings, Inc.	22,807	13.45%
The Master Trust Bank of Japan, Ltd. (Trust Account)	18,615	10.97%
Hankyu Hanshin Properties Corp.	15,150	8.93%
Custody Bank of Japan, Ltd. (Trust Account)	10,004	5.90%
H2O RETAILING CORPORATION	8,797	5.18%
FUJI MEDIA HOLDINGS, INC.	4,940	2.91%
TOKYO BROADCASTING SYSTEM TELEVISION, INC.	4,521	2.66%
TAKENAKA CORPORATION	3,785	2.23%
MARUI GROUP CO., LTD.	2,578	1.52%
STATE STREET BANK WEST CLIENT – TREATY 505234	2,430	1.43%

^{*}Number of shares is rounded down to the nearest thousand; percentage figures are truncated below two decimal places

Classification of Shareholders(Units)



^{*}Percentage of shares per units

^{*} TOHO holds 6,428,271 shares of treasury stock

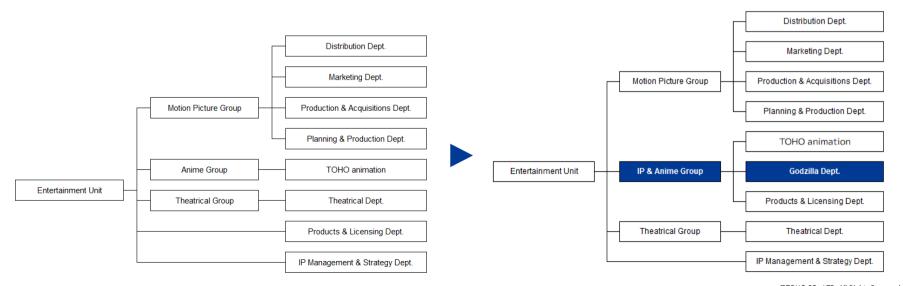


Renaming to IP & Anime Group and Establishment of Godzilla Dept. (Organizational Restructuring, October 2025)

- In line with the newly established IP & Anime Business Segment effective from FY2/26, the name of the Anime Group was changed to IP & Anime Group.
- Within the IP & Anime Group, the Godzilla Dept, was newly established by upgrading the former Godzilla Room to divisional status, aiming to maximize the value of this core IP.
- The Godzilla Dept. aims to strengthen branding, diversify business domains, and accelerate global expansion, thereby attracting new fan segments and contributing to business performance.

Entertainment Unit Organizational Chart (Before Change)

Entertainment Unit Organizational Chart (After Change)

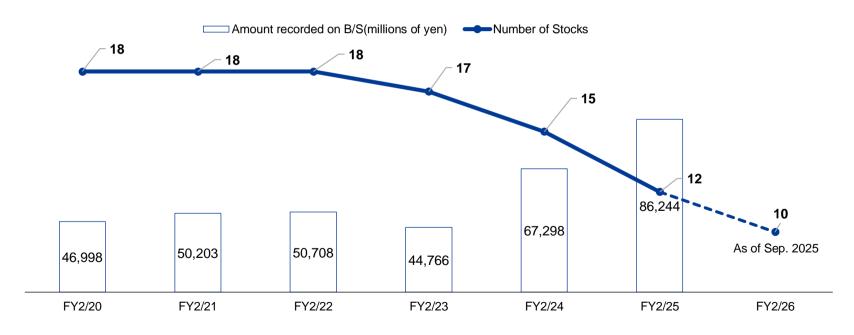




Cross-shareholdings

During FY2/25, three cross-shareholdings stocks were sold. However, the amount of cross-shareholdings recorded on B/S increased due to the rise in the share prices of the companies held.

One holding was sold in June, another holding was sold in July 2025.



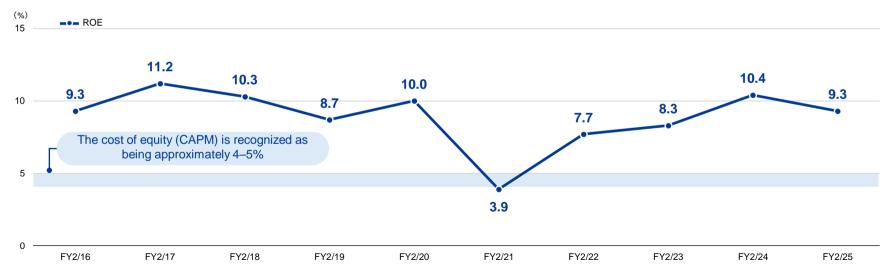
ROE and Cost of Equity



ROE has hovered around 8–10%, consistently exceeding the cost of equity (CAPM)*, except during FY2/21 amid the COVID-19 pandemic.

We will continue to strive to understand the cost of equity through dialogue with shareholders and investors.

Comparison of ROE and cost of equity (CAPM)



^{*}Assumptions for the Company's cost of equity (approximately 4-5%): Risk-free interest rate: 1.0%, Beta: around 0.5 to 0.7, Market risk premium: 6.0% (as disclosed in Dec. 2024)

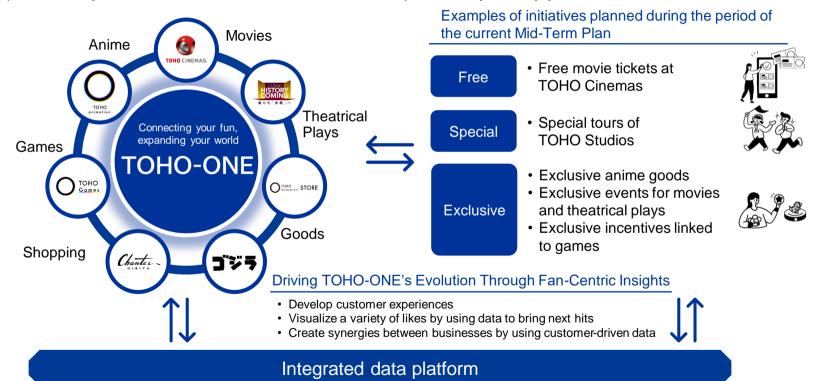
^{*}Evaluation by Plutus Consulting co., Ltd

TOHO

TOHO-ONE Project

Reiteration of April 2025 TOHO Mid-Term Plan 2028

The TOHO Group plans to launch TOHO-ONE, a new membership service, in Japan in Spring 2026 for fans of its content and IP. We will support a variety of likes of fans in accordance with their respective ways of enjoyment.





Major Press Releases

From March 1, 2025 to October 15, 2025		
Mar. 24, 2025	Notice Regarding Changes of Officers	
Mar. 24	Notice of Revision to Dividend Forecast for the Fiscal Year Ended February 28, 2025 (136th Period)	
Apr. 14	Notice Regarding the establishment of TOHO Mid-Term Plan 2028	
Apr. 14	Announcement Regarding Changes to Reporting Segments	
Apr. 14	Our View, Policy, Concerning Reduction of Investment Unit	
Apr. 14	Notice Regarding Cancellation of Treasury Stock (In accordance with Article 178 of the Companies Act)	
Apr. 14	Matters Concerning Controlling Shareholder, etc.	
Apr. 14	Notice Relating to Introduction of Performance-Linked Share Remuneration Plan	
Apr. 30	Notice Concerning Completion of Cancellation of Treasury Stock (In accordance with Article 178 of the Companies Act)	
May 20	Notice Concerning Dissolution of Consolidated Subsidiary	
May 29	Notice Regarding Change of Executive Structures	
May 29	Notice Relating to Disposition of Treasury Shares as Restricted Share Remuneration for Directors and Executive Officers	
Jun. 27	Notice Relating to the Completion of Payment for Disposition of Treasury Shares as Restricted Share Remuneration	
Jul. 7	Notice Regarding Sale of Investment Securities	
Jul. 15	TOHO Announces Strategic Partnership with Shanghai Xinchuanghua Cultural Development (SCLA) to Expand "Godzilla" Licensing and Brand Development in Mainland China	
Jul. 15	Notice Concerning Gain on Sale of Investment Securities (Extraordinary Income) and Revision to Earnings Forecasts	
Sep. 16	Notice Concerning Distribution of Dividends from Surplus	
Sep. 18	TOHO-TOWA Enters Agreement with Warner Bros. Motion Picture Group for Theatrical Distribution in Japan, with TOHO to Handle Distribution Sales Operations	
Sep. 26	TOHO and Dolby Laboratories to Launch Dolby Vision and Dolby Atmos Facilities for Premium Movie Production	
Oct. 2	TOHO Group Unveils New Group Philosophy Framework	
Oct. 15	Notice Regarding Revisions to the Full-year Consolidated Earnings Forecasts for the Fiscal Year Ending February 2026	
Oct. 15	Notice Concerning Acquisition of Treasury Shares and Commencement of Tender Offer	

IR Schedule



	Major Disclosures and Events	Note
2025		
Oct.2	TOHO GROUP INTEGRATED REPORT 2025	_
Oct.15	Announcement of Financial Results for 2Q FY2/26	-
Oct.16	Financial Results Briefing for 2Q FY2/26	For institutional investors and sell-side analysts
Dec.	TOHO Studios (Seijo) Tour	For sell-side analysts
Dec.	IP & Anime Business Briefing	For institutional investors and sell-side analysts
2026		
Jan. 14	Announcement of Financial Results for 3Q FY2/26 (scheduled)	_
April	FY2/26 Financial Results Announcement and Briefing	_
May	The 137th Annual General Meeting of Shareholders	_

(Reference) Events TOHO attend hosted by security companies			
	Sep.	Conference (Roppongi, Tokyo)	
	Sep.	Conference (Otemachi, Tokyo)	
	Sep.	Overseas Conference (New York, USA)	
	Nov.	Overseas Conference (Singapore)	
	Nov.	Conference (Kyoto)	
	Dec.	Conference (Kyoto)	
	Dec.	Conference (Roppongi, Tokyo) *Partly includes a TOHO Studios (Seijo) tour	

IR Activities



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

Strengthening disclosure and enhancing dialogue to establish a feedback loop connecting management and capital markets

Internal feedback of capital market opinions

Internal feedback	Frequency
Board of Directors Meetings / Management Committee	Five times a year (quarterly and annually)
Individual meetings with relevant departments and the IR team	Quarterly



50

Strengthening disclosure

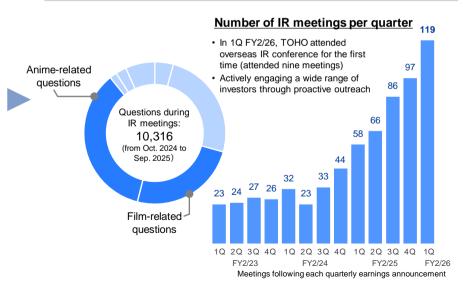
Number of pages in financial results presentation slides In FY2/26, we significantly enhanced our presentation materials to provide clearer explanations, in conjunction with the announcement of the Mid-Term Plan 2028 and the establishment of the IP & Anime Business Segment





Enhancing dialogue

IR events	Main correspondents
Financial Results Briefing	President & CEO, Director & Executive Vice President
Business Briefing	Executive Director in charge
IR Meetings	Director & Executive Vice President, IR Team







Forward-looking statements are contained in these materials, but please note that actual results may differ significantly from the statements due to changing circumstances and various factors and therefore no guarantees are given. No part of these materials may be reproduced or duplicated in any form or by any means without permission.

