

Consolidated Financial Results for 1Q FY2/26  
(March 1, 2025 – May 31, 2025)

# Financial Results Presentation

July 15, 2025  
TOHO CO., LTD.

Stock Code:9602

# Contents

<u><a href="#">Executive Summary</a></u>	<u><a href="#">p.2</a></u>
<u><a href="#">1. Operating Results for 1Q FY2/26</a></u>	<u><a href="#">p.3</a></u>
<u><a href="#">2. Business Outlook / Shareholder Returns</a></u>	<u><a href="#">p.19</a></u>
<u><a href="#">Appendix 1 Lineup</a></u>	<u><a href="#">p.23</a></u>
<u><a href="#">Appendix 2 Financial Results</a></u>	<u><a href="#">p.31</a></u>
<u><a href="#">Appendix 3 Business</a></u>	<u><a href="#">p.40</a></u>
<u><a href="#">Appendix 4 Corporate</a></u>	<u><a href="#">p.57</a></u>

# Executive Summary

## Financial Results for 1Q FY2/26

- Recorded operating revenue of ¥84.8 billion and operating profit of ¥19.3 billion. Streaming rights revenues from TOHO animation titles remained strong both domestically and internationally.
- Revenue and profit declined yoy due to the absence of major contributions in 1Q FY2/25, including strong performance from films organized and distributed, as well as the recording of streaming rights revenue from *GODZILLA MINUS ONE*.

## Financial Forecast for FY2/26

- Revised profit attributable to owners of the parent upward due to the recording of extraordinary income from the sale of cross-shareholdings.

# 1 ——— Operating Results for 1Q FY2/26

## Business Highlights





While streaming rights revenues from TOHO animation titles remained strong both domestically and internationally, overall revenue and profit declined yoy due to the absence of major contributions in 1Q FY2/25, including strong performance from *Haikyuu!!: The Dumpster Battle* and *The Floor Plan*, as well as the recording of streaming rights revenue from *GODZILLA MINUS ONE*.

(millions of yen)

	1Q FY2/25	1Q FY2/26	YoY change	Percentage changes
<b>Operating revenue</b>	85,976	<b>84,878</b>	-1,098	-1.3%
<b>Operating profit</b>	24,576	<b>19,339</b>	-5,237	-21.3%
<b>Ordinary profit</b>	23,351	<b>18,929</b>	-4,422	-18.9%
<b>Profit attributable to owners of parent</b>	16,149	<b>11,565</b>	-4,583	-28.4%

# Operating Results by Segment

(millions of yen)

		1Q FY2/25	1Q FY2/26	YoY change	Change Factors (Operating revenue)	Change Factors (Operating profit)
 <b>Film business</b>	Operating revenue	42,938	<b>40,274</b>	-2,664	<ul style="list-style-type: none"> <li>Decreased revenue due to the absence of strong performance of <i>Haikyu!!: The Dumpster Battle</i> and <i>The Floor Plan</i>, as well as streaming revenue from <i>GODZILLA MINUS ONE</i>.</li> </ul>	<ul style="list-style-type: none"> <li>Decreased profit in line with decreased revenue.</li> </ul>
	Operating profit	12,840	<b>9,046</b>	-3,793		
	Operating profit margin	29.9%	22.5%	-7.4 point		
	Depreciation, etc.*		869			
 <b>IP &amp; Anime business</b>	Operating revenue	17,063	<b>18,999</b>	+1,935	<ul style="list-style-type: none"> <li>Revenue increased, merchandising rights of TOHO Monster Series characters, including Godzilla, as well as from domestic and international streaming rights of TOHO animation titles.</li> </ul>	<ul style="list-style-type: none"> <li>Decreased profits due to the absence of home entertainment sales for <i>GODZILLA MINUS ONE</i> and <i>Frieren: Beyond Journey's End</i>, as well as an increase in the amortization of goodwill.</li> </ul>
	Operating profit	7,289	<b>6,335</b>	-954		
	Operating profit margin	42.7%	33.3%	-9.4 point		
	Depreciation, etc.*		562			
 <b>Theatrical business</b>	Operating revenue	5,246	<b>5,117</b>	-129	<ul style="list-style-type: none"> <li>Decreased revenue due to the temporary closure of the Imperial Theatre.</li> </ul>	<ul style="list-style-type: none"> <li>Decreased profit due to increased in expenses related to performances such as building rental fees and other performance-related costs.</li> </ul>
	Operating profit	1,009	<b>70</b>	-939		
	Operating profit margin	19.2%	1.4%	-17.9 point		
	Depreciation, etc.*		50			
 <b>Real Estate business</b>	Operating revenue	20,390	<b>20,149</b>	-241	<ul style="list-style-type: none"> <li>Decreased revenue in the Road business due to a decrease in large-scale construction projects.</li> </ul>	<ul style="list-style-type: none"> <li>Profit increased due to decrease in major repair and maintenance costs, as well as price adjustment for rising raw materials and other items in Road business.</li> </ul>
	Operating profit	4,739	<b>5,960</b>	1,221		
	Operating profit margin	23.2%	29.6%	+6.3 point		
	Depreciation, etc.*		1,967			
<b>Other business</b>	Operating revenue	337	<b>338</b>	+0	—	—
	Operating profit	48	<b>45</b>	-3		
	Operating profit margin	14.3%	13.4%	-1.0 point		
	Depreciation, etc.*		9			
<b>Adjustments</b>	Operating profit	-1,350	-2,118	-768	—	—

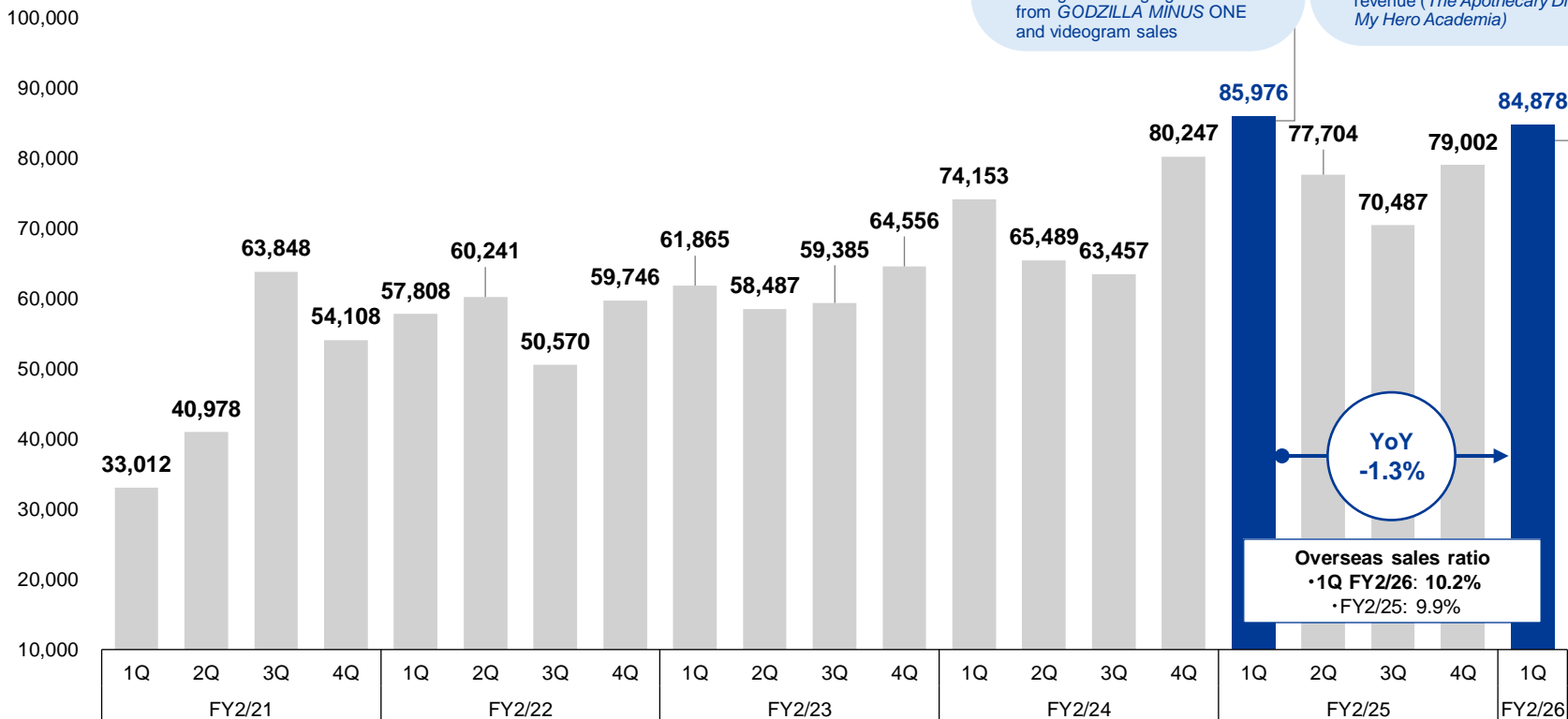
\*Amount of depreciation + amortization of goodwill (reference purpose only)

# Operating Revenue (Quarterly)

(millions of yen)

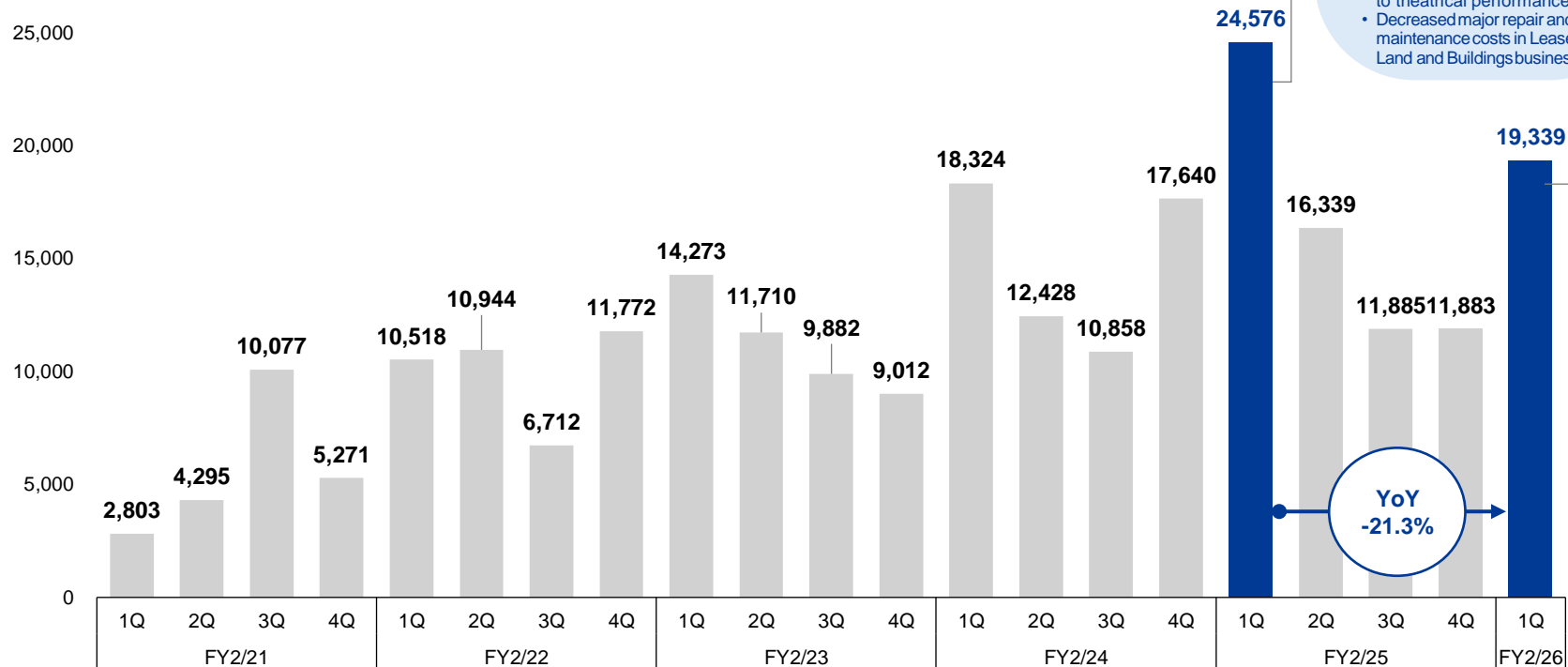
- Box office hits: *Haikyu!! (The Movie)* and *The Floor Plan*
- Strong streaming rights revenue from *GODZILLA MINUS ONE* and videogram sales

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



# Operating Profit (Quarterly)

(millions of yen)



- Box office hits: *Haikyu!! (The Movie)* and *The Floor Plan*
- Strong streaming rights revenue from *GODZILLA MINUS ONE* and videogame sales

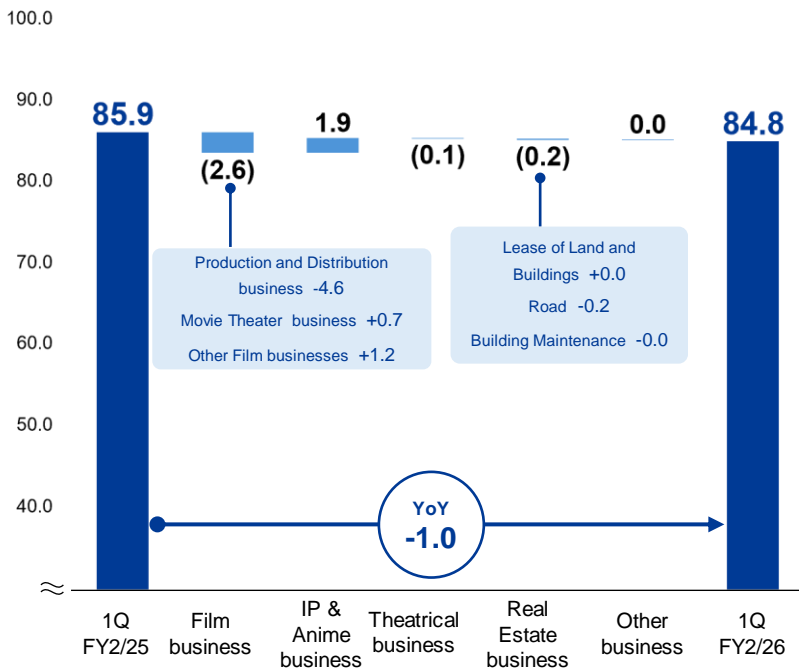
- Growth in merchandising rights (*Godzilla*) and strong streaming revenue (*The Apothecary Diaries*, *My Hero Academia*)
- Increase in expenses related to theatrical performances
- Decreased major repair and maintenance costs in Lease of Land and Buildings business



# Trends in Operating Revenue and Operating Profit

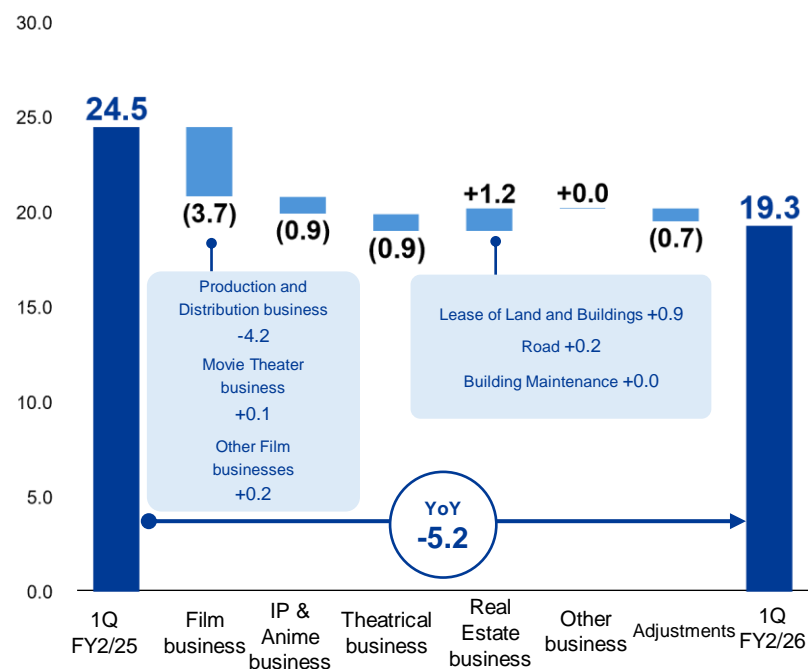
## Operating revenue

(Billions of yen)



## Operating profit

(Billions of yen)

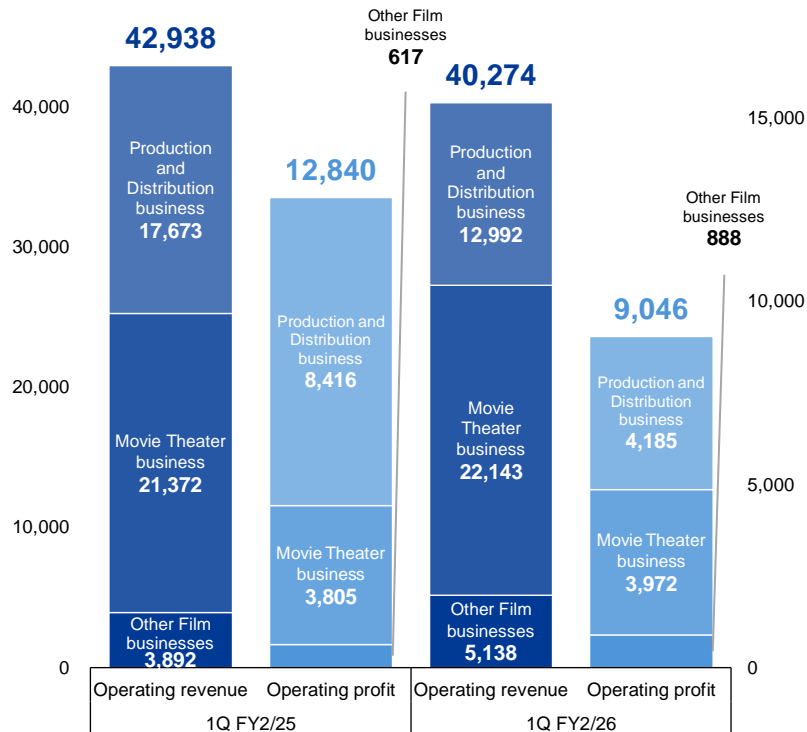


# Film Business Segment

(millions of yen)

Operating revenue

Operating profit



## Performance Analysis (Change Factors)

### Production and Distribution business

Although titles such as *#Iwillyouthe truth*, *Wicked*, and *Mission: Impossible – The Final Reckoning* performed well, revenue and profit declined due to the absence of strong performance of *Haikyu!!: The Dumpster Battle* and *The Floor Plan*, as well as significant streaming revenue from *GODZILLA MINUS ONE* in 1Q FY2/25.

(Reference): Distribution revenue: ¥10,638 million (YoY: -23.7%)

Production & licensing of video content ¥2,063 million (YoY: -40.0%)

### Movie Theater business

Revenue and profit increased driven by the strong performance of distribution titles, as well as international blockbusters such as *A MINECRAFT MOVIE*, and live-streaming events.

(Reference): Box office revenue: ¥17,627 million (1Q FY2/25: ¥17,077million)

The number of movie theater customers: 10,969 thousand (YoY: -2.2%)

### Other Film businesses

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.

\*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 Ltd.

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

# Monthly Box Office

## Production and Distribution business: Box office revenue

(millions of yen)

	1Q FY2/25	1Q FY2/26	YoY
<b>Q1</b>	36,452	<b>27,042</b>	-25.8%
Mar.	12,948	<b>7,912</b>	-38.9%
Apr.	15,354	<b>11,253</b>	-26.7%
May	8,149	<b>7,876</b>	-3.4%
<b>Q2</b>	21,479		
Jun.	3,871	<b>7,173</b>	85.3%
Jul.	6,920		
Aug.	10,687		
<b>Q3</b>	13,153		
Sep.	6,538		
Oct.	3,165		
Nov.	3,449		
<b>Q4</b>	19,232		
Dec.	4,906		
Jan.	7,853		
Feb.	6,472		
<b>Total</b>	90,318		

\*Box office revenues of films distributed by TOHO's Distribution Dept.

## Movie Theater business: Box office revenue

(millions of yen)

	1Q FY2/25	1Q FY2/26	YoY
<b>Q1</b>	17,077	<b>17,627</b>	3.2%
Mar.	5,833	<b>5,297</b>	-9.2%
Apr.	6,380	<b>5,899</b>	-7.5%
May	4,862	<b>6,429</b>	32.2%
<b>Q2</b>	15,601		
Jun.	3,600	<b>5,823</b>	61.8%
Jul.	4,862		
Aug.	7,139		
<b>Q3</b>	11,991		
Sep.	5,070		
Oct.	3,287		
Nov.	3,633		
<b>Q4</b>	15,457		
Dec.	5,350		
Jan.	5,672		
Feb.	4,434		
<b>Total</b>	60,127		

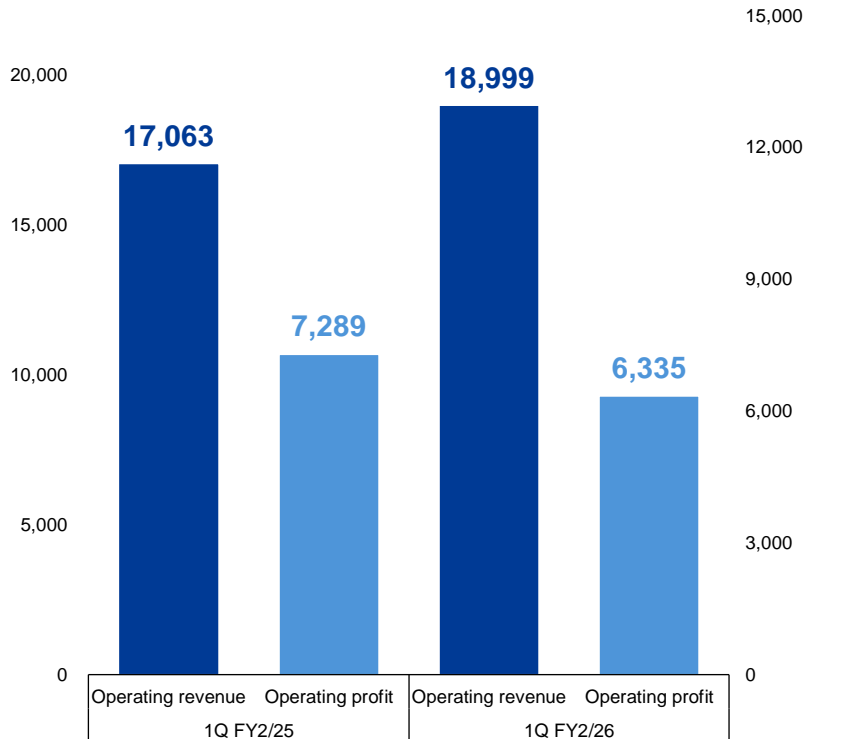
\*Box office revenues of all films screened at TOHO Cinemas and other theaters nationwide (including films distributed by TOHO)

# IP & Anime Business Segment

(millions of yen)

Operating revenue

Operating profit



## Performance Analysis (Change Factors)

Revenue increased from 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 *My Hero Academia*, *Haikyu!!*, *The Apothecary Diaries*, and *JUJUTSU KAISEN*.

Revenue were favorable for souvenir programs and character goods for works distributed by TOHO such as *Detective Conan: One-eyed Flashback* and *Doraemon the Movie: Nobita's Art World Tales*. In addition, sales of character goods and home entertainment of TOHO animation productions contributed to operating revenue.

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

(Reference) :Production and licensing of video content ¥9,065 million(YoY: +25.3%)  
 Licensing of merchandising rights ¥4,286 million(YoY: +46.1%)  
 Sales and merchandising ¥3,973 million(YoY: -33.1%)

\*IP & Anime business: Development, production, and rights management of TOHO animation titles, as well as licensing operations for Godzilla

# TOHO Animation's Operating Revenue by Source and Sales Composition in Japan and Overseas

## Operating Revenue by Sales Source

(millions of yen)

	1Q FY2/25	1Q FY2/26	YoY change	Percentage change	Major factors of changes
Streaming	5,047	6,801	1,754	34.8%	• <i>The Apothecary Diaries</i> , <i>My Hero Academia</i> , and <i>Haikyu!!</i> , etc., performed well both domestically and internationally.
Character license	1,688	2,290	602	35.7%	• Overseas, <i>JUJUTSU KAISEN</i> , etc., contributed to revenue.
Merchandise sales	1,463	576	-887	-60.6%	• Sales of character goods of <i>Haikyu !!</i> , <i>JUJUTSU KAISEN</i> , etc., increased in 1Q FY2/25.
Home entertainment	1,133	221	-912	-80.5%	• <i>Frieren: Beyond Journey's End</i> , <i>Umamusume: Pretty Derby</i> , etc., showed favorable performance in 1Q FY2/25.
Theater release	4,120	135	-3,985	-96.7%	• <i>Haikyu!!: The Dumpster Battle</i> became a hit in 1Q FY2/25.
Royalty and others	1,166	1,618	452	38.8%	• Revenue from <i>JUJUTSU KAISEN</i> game and royalty revenues from <i>Haikyu!!</i> , <i>Dr.STONE</i> , <i>Frieren: Beyond Journey's End</i> , etc., contributed to the performance.
<b>Total</b>	<b>14,621</b>	<b>11,644</b>	<b>-2,977</b>	<b>-20.4%</b>	

## Sales Composition in Japan and Overseas

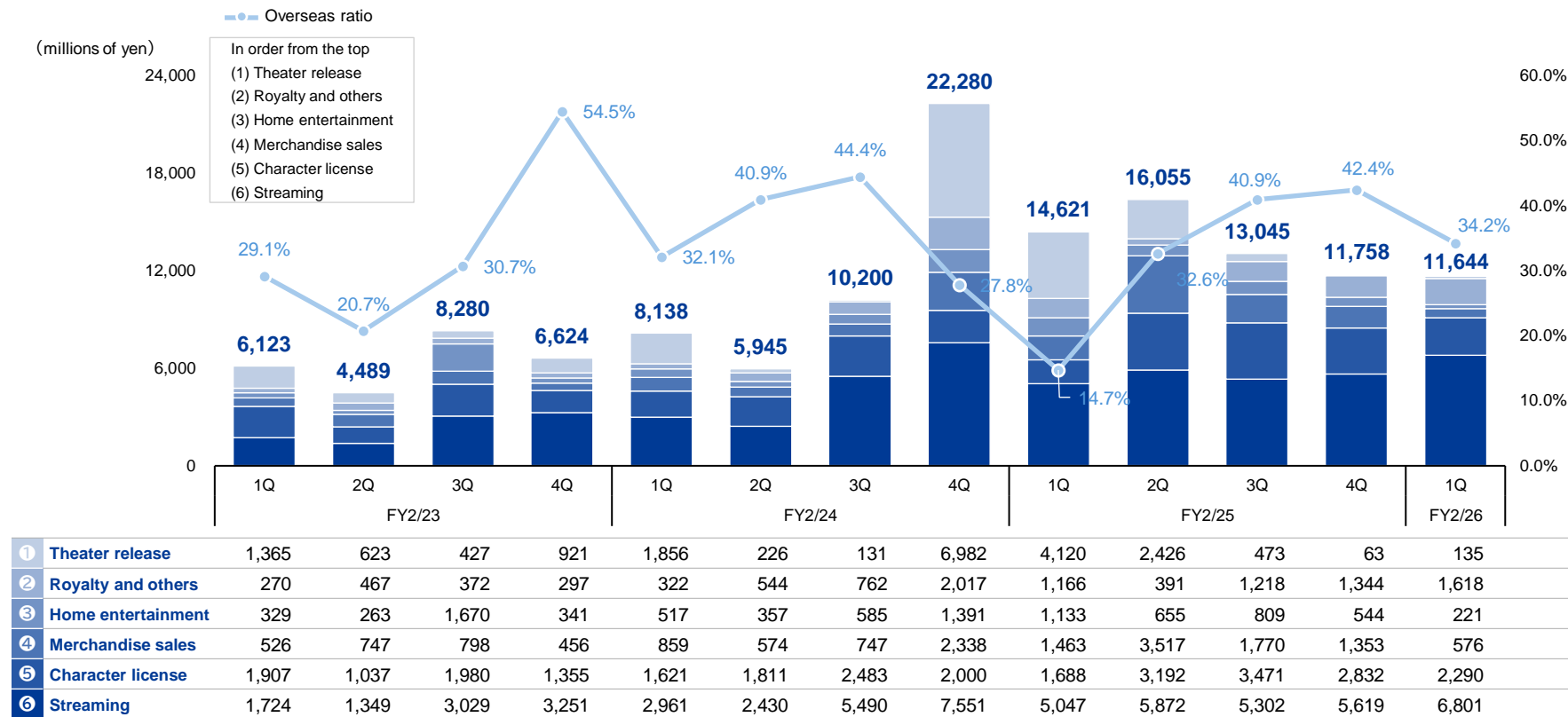
(millions of yen)

	1Q FY2/25	1Q FY2/26	YoY change	Percentage change	Change Factors	Composition ratio
Japan	12,475	7,659	-4,816	-38.6%	• Despite strong streaming of <i>The Apothecary Diaries</i> and other titles, the absence of significant contribution of theater release of <i>Haikyu!!: The Dumpster Battle</i> in 1Q FY2/25 negatively affected revenue.	65.8%
Overseas	2,145	3,984	1,839	85.7%	• Strong performance in streaming and character licensing for titles such as <i>My Hero Academia</i> and <i>JUJUTSU KAISEN</i> .	34.2%

\*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.

# TOHO Animation: Revenue by Source



\*Overseas sales include only "Streaming" and "Character license."

# TOHO Animation: Royalty Revenue from Streaming and Character License

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

## Streaming

(millions of yen)

20,000

Japan

Overseas

15,000

10,000

5,000

0

FY2/24

FY2/25

FY2/26

FY2/24

FY2/25

FY2/26

6,817

9,414

3,715

11,616

12,428

3,086

4Q	2,189	2,357		5,361	3,262	
3Q	2,338	1,647		3,151	3,655	
2Q	905	2,160		1,525	3,711	
1Q	1,383	3,247	3,715	1,578	1,800	3,086

## Character license

(millions of yen)

8,000

Japan

Overseas

6,000

4,000

2,000

0

FY2/24

FY2/25

FY2/26

FY2/24

FY2/25

FY2/26

3,770

5,912

1,392

4,145

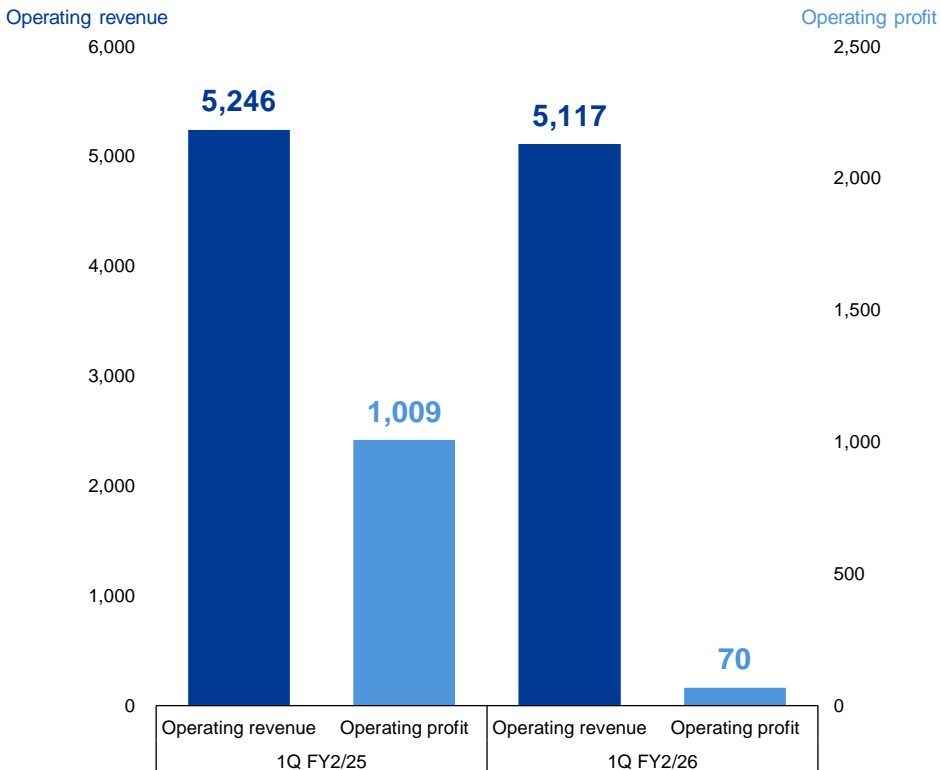
5,272

898

4Q	1,168	1,109		831	1,723	
3Q	1,107	1,796		1,375	1,674	
2Q	907	1,663		903	1,529	
1Q	586	1,343	1,392	1,034	345	898

# Theatrical Business Segment

(millions of yen)



## Performance Analysis (Change Factors)

Even during the closure of the Imperial Theatre, efforts were made to maintain the number of company-presented performances by utilizing Theatre Creation (featuring titles such as *HERO THE MUSICAL*, *BONNIE & CLYDE*, and *BLITHE SPIRIT*) as well as external venues such as the Nissay Theatre (*WAITRESS*), the Meijiza (*A Tale of Two Cities*), and the Tokyo Tatemono Brillia HALL (*TANZ DER VAMPIRE*). As a result, operating revenue remained largely flat.

However, operating profit decreased due to increased in expenses related to performances such as theater rental fees and other performance-related costs.

Toho Entertainment Co., Ltd. performed well, as it successfully cast actors for various TV commercials.

\*Theatrical business: Production and exhibition of theatrical plays, and management of entertainment production

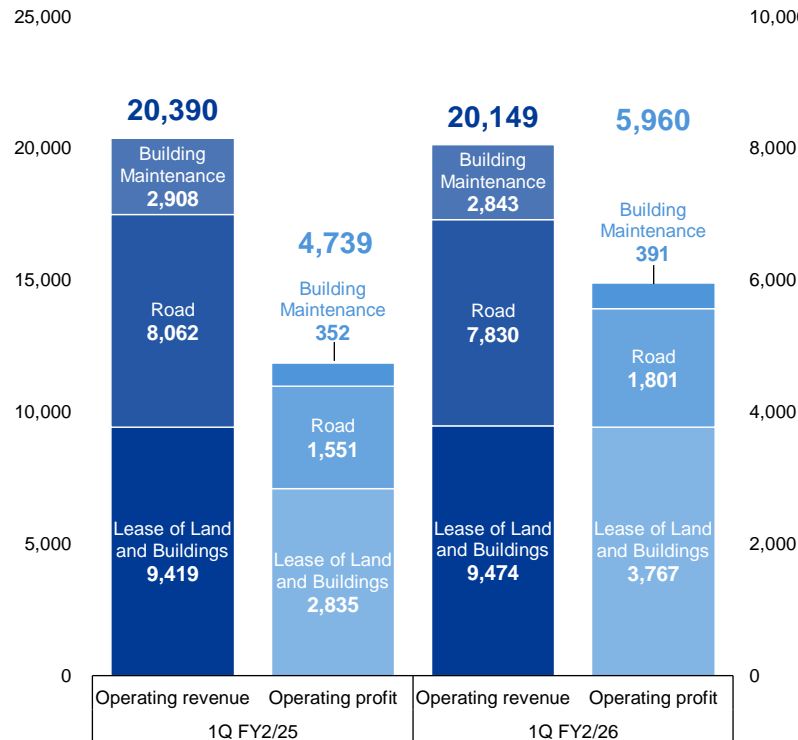


# Real Estate Business Segment

(millions of yen)

Operating revenue

Operating profit



## Performance Analysis (Change Factors)

### Lease of Land and Buildings

Revenue increased due to the steady operation of company-owned real estate nationwide. Profit increased due to decreased major repair and maintenance costs.

(Reference): The vacancy rate of real estate for leasing:  
0.2% (1Q FY2/25: 0.5%)

### Road

Although there was a decline in large-scale construction projects, profit increased despite lower revenue, due in part to price adjustment for rising raw materials and other items.

### Building Maintenance

Despite a decline in revenue, profit increased as TOHO BUILDING MANAGEMENT Co., Ltd. and Toho Facilities Co., Ltd. worked to win new orders, extend deliverables under ongoing agreements, and renegotiate contract amounts.

- \* Lease of Land and Buildings: Real estate business mainly leasing office buildings and commercial facilities
- \* 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.

# Balance Sheet

\*Cancelled 10,490,633 shares on April 30, in order to eliminate concerns about dilution from future potential treasury stock disposals.

(millions of yen)

	As of Feb. 28, 2025	As of May 31, 2025	Change	Change Factors
Current assets	202,050	210,047	7,996	Cash and deposits: +12,184, Securities: -5,505, etc.
Non-current assets	451,017	457,941	6,923	
Property, plant and equipment	243,502	245,197	1,695	Land: +1,498, etc.
Intangible assets	30,751	29,559	-1,191	Software: +2,401, Goodwill: -977, Other: -2,615
Investments and other assets	176,764	183,184	6,419	Investment securities: +6,001, etc.
<b>Total assets</b>	<b>653,068</b>	<b>667,988</b>	<b>14,920</b>	
Current liabilities	90,941	92,765	1,823	Accounts payable-trade: +1,866, etc. (Reference: Balance of short-term borrowings: 23, Balance of current portion of long-term borrowings: 308)
Non-current liabilities	67,311	72,033	4,722	Other: +4,242, etc. (Reference: Balance of long-term borrowings: 1,500)
<b>Total liabilities</b>	<b>158,253</b>	<b>164,798</b>	<b>6,545</b>	
Total Shareholders' equity	425,608	428,694	3,086	Treasury shares*: +40,286; Retained earnings: -34,023, Capital surplus: 3,176
Total Accumulated other comprehensive income	52,781	57,727	4,946	Valuation difference on available-for-sale securities: +7,616, Foreign currency translation adjustment: -2,625, etc.
Non-controlling interests	16,425	16,767	341	—
<b>Total net assets</b>	<b>494,815</b>	<b>503,189</b>	<b>8,374</b>	
<b>Total liabilities and net assets</b>	<b>653,068</b>	<b>667,988</b>	<b>14,920</b>	
<b>Equity ratio</b>	<b>73.3%</b>	<b>72.8%</b>	<b>-0.5 point</b>	

# Cash Flows Statement

(millions of yen)

	1Q FY2/26	Main components
Cash flows from operating activities	22,309	(Increases) Profit before income taxes: 18,355; Depreciation: 3,352 (Decreases) Income taxes paid: 12,691
Cash flows from investing activities	-9,514	(Increases) Proceeds from sale of securities: 6,010 (Decreases) Purchase of securities: 6,989; Purchase of property, plant and equipment: 5,373
Cash flows from financing activities	-8,589	(Decreases) Dividends paid: 8,289
Effect of exchange rate change on cash and cash equivalents	-280	
Net increase (decrease) in cash and cash equivalents	3,924	
Cash and cash equivalents at beginning of period	76,608	
Cash and cash equivalents at end of period	80,533	

## 2 — Business Outlook / Shareholder Returns

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

Revised full-year financial forecast expecting to record extraordinary income resulting from the sales of two cross-shareholdings.\*

(millions of yen)

	FY2/25 (initial forecast)	FY2/26 (revised forecast)	Changes from initial forecast	Changes from initial forecast
<b>Operating revenue</b>	300,000	300,000	—	—
<b>Operating profit</b>	57,000	57,000	—	—
<b>Ordinary profit</b>	55,000	55,000	—	—
<b>Profit attributable to owners of parent</b>	37,500	43,500	6,000	16.0%

\* MARUI GROUP CO., LTD. and IMAGICA GROUP Inc.

# FY2/26 Operating Revenue Forecasts by Segment (Initial Forecast)

(millions of yen)

	FY2/25*	FY2/26	YoY change	Percentage changes
<b>Film business</b>	209,253	132,200		
Production and Distribution business	55,958	40,900		
Movie Theater business	75,633	76,700		
Other Film businesses	77,661	14,600		
<b>IP &amp; Anime business</b>	—	69,800		
<b>Theatrical business</b>	22,890	18,600	-4,290	-18.7%
<b>Real Estate business</b>	79,653	78,000	-1,653	-2.1%
Lease of Land and Buildings business	37,949	37,300	-649	-1.7%
Road business	30,274	29,300	-974	-3.2%
Building Maintenance business	11,430	11,400	-30	-0.3%
<b>Other business</b>	1,372	1,400	27	2.0%

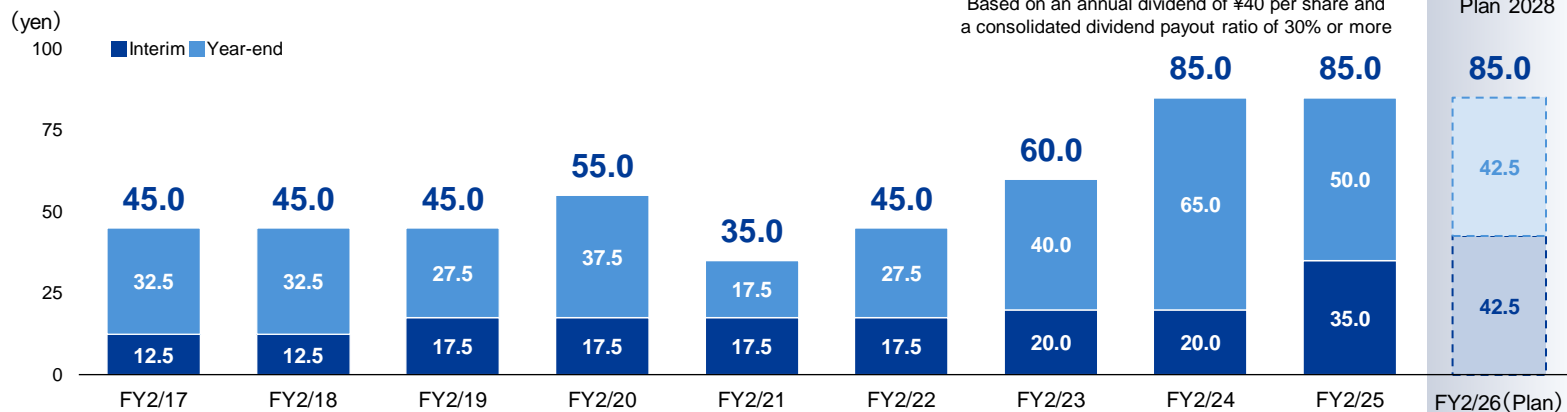
\*The results for FY2/25 are the figures before the segment change.

# Shareholder Returns

## Shareholder returns policy for the TOHO Mid-Term Plan 2028 (FY2026 - FY2028)

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

### Dividend per share



Dividend payout ratio (%)	24.6	24.2	26.8	27.0	42.4	26.9	31.5	32.8	33.4	—
Total dividend payout ratio (%)	49.7	34.7	29.5	27.1	89.2	46.4	61.9	32.9	79.6	—
Total amount of dividends (Billion yen)	8.17	8.11	8.10	9.89	6.22	7.96	10.51	14.86	14.46	—
Share Buybacks (Billion yen)	8.44	3.54	0.83	0.01	6.87	5.79	10.19	0.00	20.06	—

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

# Appendix 1 Lineup



Film business

Box-office Revenues of 1 Billion Yen or More for FY2/26

(As of June 30, 2025)

Films distributed by TOHO CO.,LTD  
(Box office revenue of ¥1 billion or more)

(Billions of yen)		
Title	Release date	Box office revenue
Detective Conan: One-eyed Flashback	Apr.18, 2025	14.31
Doraemon the Movie: Nobita's Art World Tales	Mar.7, 2025	4.57
KOKUHO	Jun.6, 2025	3.40
#Iwilltellyouthetruth	Apr.25, 2025	2.09

Films distributed by TOHO-TOWA CO.,LTD. etc.  
(Box office revenue of ¥1 billion or more)

(Billions of yen)		
Title	Release date	Box office revenue
Mission: Impossible – The Final Reckoning	May 23, 2025	3.58
Wicked	Mar.7, 2025	3.52

## Film business

## Box-office Revenues of 1 Billion Yen or More for FY2/25

(As of June 30, 2025)

**Films distributed by TOHO CO.,LTD**  
**(Box office revenue of ¥1 billion or more)**

(Billions of yen)

Title	Release date	Box office revenue
<i>Detective Conan: The Million-dollar Pentagonram</i>	Apr.12, 2024	<b>15.80</b>
<i>KINGDOM: Return of The Great General</i>	Jul.12, 2024	<b>8.03</b>
<i>LAST MILE</i>	Aug.23, 2024	<b>5.96</b>
<i>The Floor Plan *</i>	Mar.15, 2024	<b>5.07</b>
<i>Doraemon the Movie: Nobita's Earth Symphony</i>	Mar.1, 2024	<b>4.31</b>
<i>Grand Maison Paris</i>	Dec.30, 2024	<b><u>4.17</u></b>
<i>My Hero Academia: You're Next *</i>	Aug.2, 2024	<b>3.60</b>
<i>Mobile Suit Gundam GQuuuuuuX -Beginning-</i>	Jan.17, 2025	<b><u>3.40</u></b>
<i>Doctor-X the movie</i>	Dec.6, 2024	<b><u>3.26</u></b>
<i>1ST KISS *</i>	Feb.7, 2025	<b><u>2.85</u></b>
<i>Crayon Shinchan the Movie: Our Dinosaur Diary</i>	Aug.9, 2024	<b>2.69</b>
<i>Trillion Game the Movie</i>	Feb.14, 2025	<b><u>2.02</u></b>
<i>MUROI SHINJI NOT DEFEATED</i>	Oct.11, 2024	<b><u>1.90</u></b>

\* Representation/Co-rep titles.

Underline indicates update from April 2025 Financial Results Presentation material.

<i>HYPNOSISMIC -Division Rap Battle-</i>	Feb.21, 2025	<b><u>1.84</u></b>
<i>ALL ABOUT SUOMI</i>	Sep.13, 2024	<b>1.77</b>
<i>Godzilla x Kong: The New Empire</i>	Apr.26, 2024	<b>1.74</b>
<i>MUROI SHINJI STAY ALIVE</i>	Nov.15, 2024	<b>1.70</b>
<i>UNDER NINJA</i>	Jan.24, 2025	<b><u>1.57</u></b>
<i>Dear Family *</i>	Jun.14, 2024	<b>1.47</b>
<i>Umamusume: Pretty Derby – Beginning of a New Era</i>	May 24, 2024	<b>1.41</b>
<i>What if SHOGUN Ieyasu Tokugawa was to become the Prime Minister *</i>	Jul.26, 2024	<b>1.20</b>
<i>April Come She Will *</i>	Mar.22, 2024	<b>1.19</b>
<i>Solitary Gourmet</i>	Jan.10, 2025	<b>1.01</b>

**Films distributed by TOHO-TOWA CO.,LTD. etc.**  
**(Box office revenue of ¥1 billion or more)**

(Billions of yen)

Title	Release date	Box office revenue
<i>Despicable Me 4</i>	Jul.19, 2024	<b>4.53</b>

## Film business

## Films Lineup in Mar. 2025 and Later

(As of July 15, 2025)

## Films distributed by TOHO CO.,LTD

Title	Release date
<i>Doraemon the Movie: Nobita's Art World Tales</i>	Mar. 7
<i>A Girl &amp; Her Guard Dog *</i>	Mar. 14
<i>The Boy and The Dog</i>	Mar. 20
<i>Detective Conan: One-eyed Flashback</i>	Apr. 18
<i>#Iwilltellyouthetruth</i>	Apr. 25
<i>KOKUHO</i>	Jun. 6
<i>Dollhouse *</i>	Jun. 13
<i>Demon Slayer: Kimetsu no Yaiba Infinity Castle</i>	Jul. 18
<i>TOKYO MER: Mobile Emergency Room - "Nankai Mission" (Tentative Title)</i>	Aug. 1
<i>Crayon Shinchan the Movie: Super Hot! The Spicy Kasukabe Dancers</i>	Aug. 8
<i>Gazing at the Star Next Door</i>	Aug. 22
<i>Exit 8 *</i>	Aug. 29
<i>Black Showman</i>	Sep. 12
<i>Chainsaw Man – The Movie: Reze Arc</i>	Sep. 19
<i>The Silent Service: The Battle of Arctic Ocean</i>	Sep. 26
<i>5 Centimeters Per Second</i>	Oct. 10
<i>A Moon in the Ordinary</i>	Nov. 14
<i>Scarlet</i>	Nov. 21
<i>Romantic Killer *</i>	Dec. 12
<i>The Untold Tale of End of Shogunate (Tentative Title)</i>	Dec. 19
<i>LOVE ON TRIAL *</i>	Jan. 23, 2026
<i>Hodonaku Owakaredesu (Tentative Title) *</i>	Feb. 2026
<i>Poupelle of Chimney Town 2 (Tentative Title)</i>	Spring 2026

\* Representation/Co-rep titles.

Underline indicates update from April 2025 Financial Results Presentation material.

<i>Mr.Osomatsu2 (Tentative Title)</i>	<u>Spring 2026</u>
<i>Kingdom 5 (Tentative Title)</i>	<u>Summer 2026</u>
<i>SUKIYAKI (Tentative Title)</i>	2026
<i>Bayside Shakedown N.E.W. (Tentative Title)</i>	2026
<i>Kyojo Movie Project</i>	<u>2026</u>
<i>You, Like a Star (Tentative Title) *</i>	<u>2026</u>
<i>Emergency Interrogation Room THE FINAL</i>	TBD
<i>GOLDEN KAMUY 2 (Tentative Title)</i>	TBD
<i>New Godzilla Film (Tentative Title) *</i>	TBD

## TOHO NEXT Label

Title	Release date
<i>Shimajiro and the Song of Bravery</i>	Mar. 14
<i>ZEROBASEONE THE FIRST TOUR [TIMELESS WORLD] IN CINEMAS</i>	Mar. 19
<i>Kaiju No.8 Season 1 Compilation / Hoshina's Day Off *</i>	Mar. 28
<i>Love Letter</i>	Apr. 4
<i>JUJUTSU KAISEN Hidden Inventory / Premature Death *</i>	May 30
<i>CHA EUN-WOO VR CONCERT : MEMORIES</i>	<u>Jun. 20</u>
<i>LUPIN THE IIIRD THE MOVIE: The Immortal Bloodline</i>	Jun. 27
<i>JO1 THE MOVIE - Bon Voyage - *</i>	<u>Jul. 4</u>
<i>"JUJUTSU KAISEN 0" Revival Screening *</i>	<u>Oct. 17</u>
<i>INI THE MOVIE『I Need I』 *</i>	<u>Oct. 31</u>

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

## Film business

# Films Lineup in Mar. 2025 and Later

(TOHO-TOWA, TOWA PICTURES, GKIDS)

(As of July 15, 2025)

Underline indicates update from April 2025 Financial Results Presentation material.

Added GKIDS' distribution titles from July 2025 Financial Results Presentation material.

## Distributed by TOHO-TOWA COMPANY, LIMITED.

Title	Release date
<i>Wicked</i>	Mar. 7
<i>Bridget Jones: Mad About the Boy</i>	Apr. 11
<i>BTS ARMY: FOREVER WE ARE YOUNG</i>	<u>Jul. 30</u>
<i>Jurassic World: Rebirth</i>	Aug. 8
<i>How to Train Your Dragon</i>	<u>Sep. 5</u>

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

## Distributed by TOWA PICTURES CO., LTD.

Title	Release date
<i>Better Man</i>	Mar. 28
<i>Mission: Impossible – The Final Reckoning</i>	May 23
<i>Novocaine</i>	Jun. 20
<i>Smurfs</i>	<u>Sep. 19</u>
<i>The Running Man</i>	<u>Jan. 30, 2026</u>

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

## Distributed by GKIDS, INC.

Title	Release date
<i>WITCH WATCH</i>	Mar. 16
<i>PRINCESS MONONOKE 4K IMAX</i>	Mar. 26
<i>COLORFUL STAGE! The Movie: A Miku Who Can't Sing</i>	Apr. 17
<i>WOLF CHILDREN</i>	May 11
<i>DAN DA DAN: Evil Eye</i>	Jun. 6
<i>JUJUTSU KAISEN: Hidden Inventory / Premature Death</i>	Jul. 16
<i>SUMMER WARS</i>	Jul. 27
<i>SHIN GODZILLA</i>	Aug. 14
<i>THE GIRL WHO LEAPT THROUGH TIME</i>	Sep. 28

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

IP & Anime business

# Anime Lineup

## TOHO animation

Title	Schedule	Production company
<i>The Apothecary Diaries</i> Season 2	Jan.–Jun. 2025	TOHO animation STUDIO×OLM
<i>Kaiju No.8 Season 1 Compilation / Hoshina's Day Off</i>	Released at theaters on Mar. 28, 2025 (for 3 weeks only)	Production I.G
<i>My Hero Academia: Vigilantes</i>	Apr.–Jun. 2025	bones film
<i>JUUJUTSU KAISEN Hidden Inventory / Premature Death</i>	Released at theaters on May 30, 2025	MAPPA
<i>Kaiju No.8</i> Season 2	From Jul. 2025	Production I.G
<i>Dr.STONE SCIENCE FUTURE</i> 2nd Cour	From Jul. 2025	TMS ENTERTAINMENT CO.,LTD
<i>Puniru Is a Cute Slime</i> (Tentative Title) Season 2	<u>From Jul. 2025</u>	TOHO animation STUDIO
<i>SPY x FAMILY</i> Season 3	From Oct. 2025	WITSTUDIO× CloverWorks
<i>My Hero Academia FINAL SEASON</i>	From Oct. 2025	bones film
Sequel to <i>Dorohedoro</i>	2025	MAPPA
<i>Frieren: Beyond Journey's End</i> Season 2	From Jan. 2026	MADHOUSE Inc.
<i>The Darwin Incident</i>	From Jan. 2026	BELLNOX FILMS
<i>TRIGUN STARGAZE</i> (Series Finales)	2026	Orange
<i>Haikyu!!</i> TV Special Anime	To be aired on TV	Production I.G

Underline indicates update from April 2025 Financial Results Presentation material.

<i>The Angel Next Door Spoils Me Rotten</i> Season 2	<u>From Apr. 2026</u>	Project No.9
<i>Mushoku Tensei: Jobless Reincarnation</i> Season 3	<u>From Apr. 2026</u>	StudioBind Co., Ltd.
<i>BEASTARS FINAL SEASON</i> Part 1	<u>2026</u>	<u>Orange</u>
<i>My Hero Academia: Vigilantes</i> Season 2	<u>2026</u>	<u>bones film</u>
<i>JUUJUTSU KAISEN Culling Game</i> (Tentative Title)	Production decided	MAPPA
<i>Haikyu!! The Second Theatrical Film</i>	Production decided	Production I.G
<i>Though I am an inept villainess</i> (Tentative Title)	Production decided	Doga Kobo inc.
<i>Spice and Wolf: merchant meets the wise wolf</i> Season 2	<u>Production decided</u>	<u>Passione</u>

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

## Science SARU

Title	Schedule
<i>DAN DA DAN</i> Season 2 (TV series)	From Jul. 2025
<i>SANDA</i> (TV series)	<u>From Oct. 2025</u>
<i>THE GHOST IN THE SHELL</i> (TV series)	2026
<i>Jaadugar: A Witch in Mongolia</i> (TV series)	<u>2026</u>

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

Underline indicates update from April 2025 Financial Results Presentation material.

## Game title currently delivered

Title	Remarks
<i>GODZILLA BATTLE LINE</i>	For smartphones Planning, production, development, and operation: TOHO CO., LTD. Service launched on Jun. 15, 2021 Cumulative total downloads exceeds 4 million
<i>JUJUTSU KAISEN phantom parade</i>	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 15 million.

## Game titles scheduled for delivery

Title	Remarks
<i>Kaiju No.8 THE GAME</i>	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.
<u><i>Sakuna: Of Rice and Ruin</i></u>	<u>For smartphones</u> <u>Planning, production, development, and operation: TOHO CO., LTD.</u>

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

## Theatrical business

## Theatrical Plays Lineup in Mar. 2025 and Later

## Theatre Creation

Title	Schedule
<i>HERO THE MUSICAL</i>	Feb. – Mar. 2025
<i>BONNIE &amp; CLYDE</i>	Mar. – Apr.
<i>BLITHE SPIRIT</i>	May
<i>Nostalgic Cabaret</i>	Jun.
“ever” Naoto Kaiho Stage Entertainment Activities 30th Concert	Jun. – Jul.
<i>4U meets Umebou “Only 1, NOT No.1”</i>	Jul. – Aug.
<i>Jersey Boys</i>	Aug. – Sep.
<i>Enoken</i>	Oct.
<u><i>BAGDAD CAFÉ THE MUSICAL</i></u>	<u>Nov.</u>
<u><i>REBECCA</i></u>	<u>May – Jun. 2026</u>
<u><i>RENT</i></u>	<u>Autumn 2026</u>

## Other TOHO-hosted Performance

Title	Schedule	Main theaters
<i>FIDDLER ON THE ROOF</i>	Mar. 2025	Meijiza
<i>1789 Les Amants De La Bastille</i>	Apr.	Meijiza
<i>WAITRESS</i>	Apr.	Nissay Theatre
<i>Frankenstein</i>	Apr.	Tokyo Tatemono Brillia HALL
<i>TANZ DER VAMPIRE</i>	May	Tokyo Tatemono Brillia HALL
<i>A Tale of Two Cities</i>	May	Meijiza

Underline indicates update from April 2025 Financial Results Presentation material.

<i>Itaewon Class</i>	Jun.	Tokyo Tatemono Brillia HALL
<i>Knights' Tale ARENA LIVE</i>	Aug.	TOKYO GARDEN THEATER
<i>Les Misérables WORLD TOUR SPECTACULAR</i>	Aug.	TOKYU THEATRE Orb
<i>Your Lie in April</i>	Aug. – Sep.	SWU Hitomi Memorial Hall
<i>musical Once</i>	Sep.	Nissay Theatre
<i>Musical SPY x FAMILY</i>	Sep. – Oct.	Nissay Theatre
<i>CLUB SEVEN another place II</i>	Oct.	YURAKUCHO YOMIURI HALL
<i>Elisabeth</i>	Oct. – Nov.	TOKYU THEATRE Orb
<i>MATA HARI</i>	Oct. – Nov.	Tokyo Tatemono Brillia HALL
<i>The Twelve Kingdoms: Shadow of the Moon</i>	Dec.	Nissay Theatre
<u><i>Jekyll &amp; Hyde</i></u>	<u>Mar. 2026</u>	<u>Tokyo International Forum, Hall C</u>
<u><i>Miss Saigon</i></u>	<u>2026</u>	<u>(TBD)</u>

## Overseas Performances

Title	Schedule	Theater
Performance of <i>Spirited Away</i> in Shanghai	Jul. – Aug. 2025	Shanghai Culture Square

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

## Appendix 2 Financial Results



# Operating Profit Margin by Segment

(%)

	FY2/21					FY2/22					FY2/23					FY2/24					FY2/25					FY2/26	
	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	2Q	3Q	4Q	Total	1Q	Total
<b>Company-wide</b>	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	22.8
<b>Film business</b>	—	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	22.5
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	32.2
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	17.9
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	17.3
<b>IP &amp; Anime business*1</b>																										33.3	33.3
<b>Theatrical business</b>	—	—	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	1.4
<b>Real Estate business</b>	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	29.6
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	39.8
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	23.0
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	13.8

\*1 Effective from the fiscal year ending February 2026, certain operations from the Production and Distribution and Other Film businesses (formerly the Production and Licensing business) has 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 yen)

	1Q FY2/25	1Q FY2/26	Change	Change Factors
Interest income	56	107	50	—
Dividend income	27	21	-5	—
Foreign exchange gains	217	—	-217	—
Subsidy income	19	200	180	—
Other	122	142	19	—
<b>Total non-operating income</b>	443	470	27	
Interest expenses	13	3	-9	—
Share of loss of entities accounted for using equity Method	1,644	757	-887	Decreased amortization of goodwill compared to 1Q FY2/25
Foreign exchange losses	—	115	115	—
Other	11	5	-5	—
<b>Total non-operating expenses</b>	1,668	881	-787	
	1Q FY2/25	1Q FY2/26	Change	Change Factors
Depreciation	3,020	3,352	332	Increased amortization of intangible assets, etc.

# Extraordinary Income/Losses

(millions of yen)

	1Q FY2/25	1Q FY2/26	Change	Change Factors
Insurance claim income	20	—	-20	—
<b>Total extraordinary income</b>	20	—	-20	
Loss on tax purpose reduction entry of non-current assets	9	—	-9	—
Demolition cost of non-current assets	—	574	574	Demolition costs in the Real Estate business (Chofu city, etc.)
<b>Total extraordinary losses</b>	9	574	564	

# Breakdown of Revenue from Contracts with Customers

(millions of yen)

1Q FY2/26	Reportable segments				Other	Total
	Film Business	IP & Anime business	Theatrical business	Real Estate business		
Main services						
Domestic distribution to movie theaters	10,638	—	—	—	—	10,638
Production and licensing of video content	2,063	9,065	—	—	—	11,128
Management of movie theaters	22,143	—	—	—	—	22,143
Art production related to production and licensing works, etc.	2,799	—	—	—	—	2,799
Licensing of merchandising rights	—	4,286	—	—	—	4,286
Sales and merchandising	—	3,973	—	—	—	3,973
Production and exhibition of theatrical works	—	—	5,117	—	—	5,117
Road maintenance, repair and cleaning services	—	—	—	7,283	—	7,283
Building maintenance	—	—	—	2,843	—	2,843
Other	2,630	1,674	—	299	338	4,942
<b>Revenue from contracts with customers</b>	<b>40,274</b>	<b>18,999</b>	<b>5,117</b>	<b>10,427</b>	<b>338</b>	<b>75,156</b>
<b>Other revenue*</b>	<b>—</b>	<b>—</b>	<b>—</b>	<b>9,721</b>	<b>—</b>	<b>9,721</b>
<b>Sales to external customers</b>	<b>40,274</b>	<b>18,999</b>	<b>5,117</b>	<b>20,149</b>	<b>338</b>	<b>84,878</b>

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

# 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 Three Months Ended May 31, 2025, p.12-13) 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
Distribution to movie theaters	(1) Distribution *Including domestic distribution of Godzilla films and TOHO animation anime films.
Domestic streaming of theatrical films	(2) Domestic streaming of films
Management of movie Theaters	(3) Movie Theater
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
Sale of home entertainment	(7) Sale of home entertainment(e.g., DVD)
Art production related to production and licensing works, etc.	(8) Production of art sets for movies, etc.
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

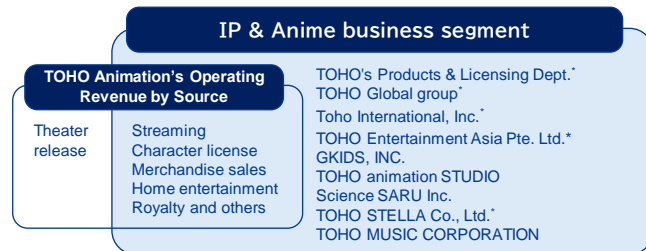


## ■ After Segment Change (from FY2/26)

	Film business	IP & Anime business
Domestic distribution to movie theaters	(1)	
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)

# 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” (slide p.12) and “breakdown of revenue from contracts with customers” (Consolidated Financial Results for the Three Months Ended May 31, 2025, p.12-13) is as follows:
- Among TOHO animation’s operating revenues by source, categories other than “Theater release” are included in each service within the “breakdown of revenue from contracts with customers” for the IP & Anime business segment.



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


## TOHO Animation's Operating Revenue by Source

 = Recorded in IP & Anime business

	1Q FY2/25	1Q FY2/26	YoY change
Streaming	5,047	6,801	1,754
Character license	1,688	2,290	602
Merchandise sales	1,463	576	-887
Home entertainment	1,133	221	-912
Theater release	4,120	135	-3,985
Royalty and others*	1,166	1,618	452
<b>Total, excluding theatrical release</b>	<b>10,500</b>	<b>11,508</b>	<b>1,008</b>

\*Includes games.

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

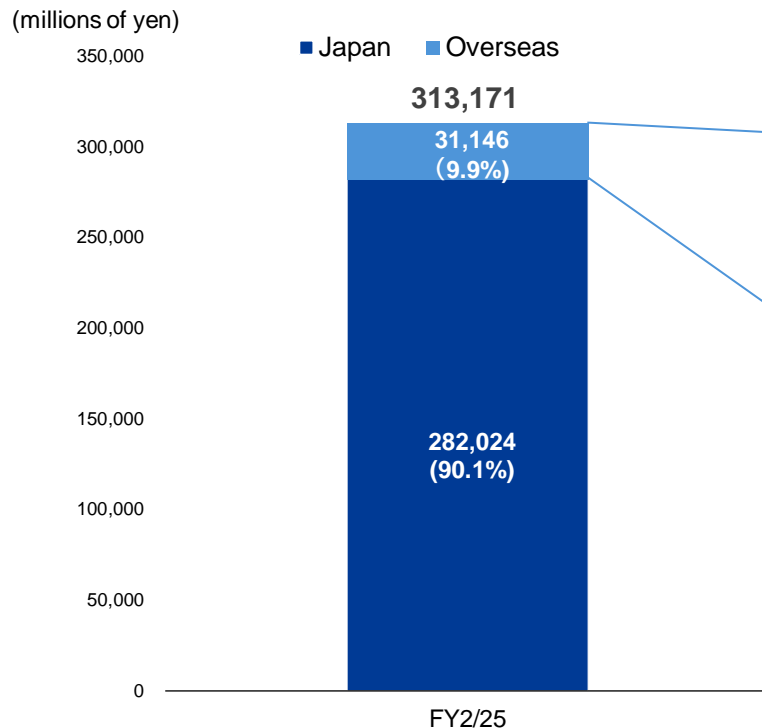
 = Recorded in IP & Anime business

	1Q FY2/25	1Q FY2/26	YoY change
Domestic distribution to movie theaters	13,951	10,638	-3,313
Production and licensing of video content	7,232	9,065	1,832
Management of movie theaters	21,372	22,143	770
Licensing of merchandising rights	2,933	4,286	1,353
Sales and merchandising	5,943	3,973	-1,969
Other*	954	1,674	719
<b>Total, excluding movie theaters</b>	<b>17,063</b>	<b>18,999</b>	<b>1,935</b>

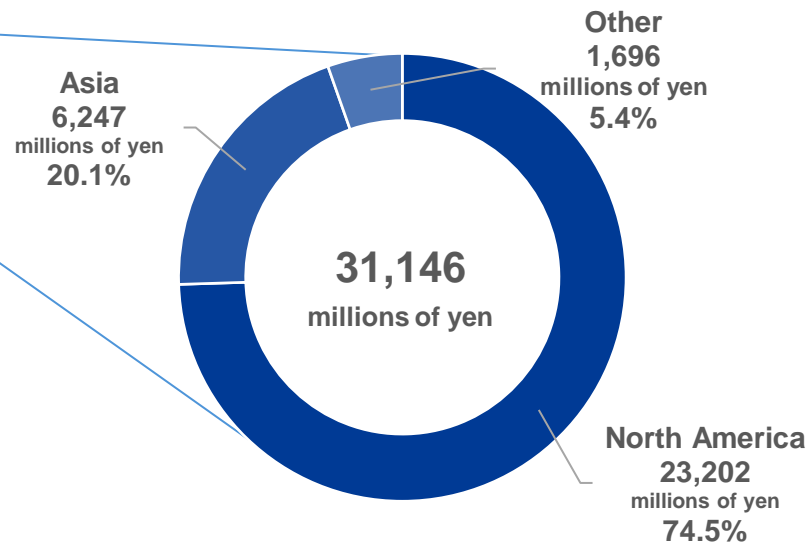
\*Includes games.

# FY2/25 Overseas Sales by Region

## Operating Revenue Breakdown



## Overseas Sales by Region



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

## Business Combinations, etc. (GKIDS)

(As of Feb 28, 2025)

### Acquisition cost of the acquired company, Amount of goodwill recognized, and the method and period of amortization, etc.

	(millions of yen)
Acquisition cost of the acquired company	¥19,200
Amount of goodwill recognized	¥12,789
Straight-line method over 20 years      Straight-line method over 20 years	
Date of business combination	October 17, 2024

### Amounts allocated to intangible assets other than goodwill, breakdown by major type, and weighted average amortization period for the total and by major type

Type	Amount	(millions of yen) Weighted average amortization period
Contract-related intangible assets	¥3,729	5 years
Other	¥929	15 years
<b>Total</b>	¥4,659	

### Amounts of assets acquired and liabilities assumed on the date of the business combination, and the major components thereof

	(millions of yen)
Current assets	14,417
Non-current assets	4,659
<b>Total assets</b>	19,076
Current liabilities	10,215
Non-current liabilities	2,449
<b>Total liabilities</b>	12,664



## Appendix 3 Business

## Film business

## TOHO Mid-Term Plan 2028 and Recent Topics

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

## Point 1 Promote In-House Creative Development and Production

- Strengthen creative development and marketing teams and significantly boost investment to double the annual production capacity of in-house films by 2032 (to approximately 10 films per year).
- Improve the production environment and the quality of films through capital expenditures in TOHO Studios.

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

- Establish a global department dedicated to the creative development of projects to be delivered to the global market.

## Point 3 Further Expand Distribution portfolio

- Constantly aim to achieve an annual group box-office revenue of over ¥100 billion by expanding TOHO NEXT distribution portfolio (theatrical plays, music, sports, etc.), in addition to approx. 30 Japanese films per year (distributed by TOHO) and foreign films (distributed by TOHO-TOWA and TOWA PICTURES), to connect with new customers.

## Point 4 Making TOHO Cinemas the Preferred Destination for Moviegoers

- Continue to invest in our theaters to deliver a world-class cinematic experience by:
  - ✓ Expanding premium viewing options, including IMAX, Dolby Cinema, and luxury seating.
  - ✓ Introducing mobile and self-ordering systems at concession stands.
  - ✓ Opening two new TOHO Cinemas locations in Oimachi, Tokyo, and Sakae, Nagoya in 2026.

## Recent topics

- Decided to install IMAX® with Laser at “TOHO Cinemas Nagoya Sakae” (tentative name), scheduled to open around summer 2026.
- Scheduled to install IMAX® with Laser at TOHO Cinemas Utsunomiya and TOHO Cinemas Akaike on July 18, 2025.
- *KOKUHO, Mission: Impossible – The Final Reckoning, Dollhouse* and other titles became hits.

## (Reference)Number of works (Distribution, Production, Representation)

## TOHO CO., LTD.\*

	FY2/24	FY2/25	FY2/26(scheduled)
Distribution	28	39	29
Production	18	27	18
Representation	8	8	7

## TOHO-TOWA Co., Ltd., and TOWA PICTURES CO., LTD.

	FY2/24	FY2/25	FY2/26(scheduled)
Distribution	17	16	7

\*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

# The Highly Anticipated *Demon Slayer: Kimetsu no Yaiba* Infinity Castle is Set for Release



***Demon Slayer: Kimetsu no Yaiba* Infinity Castle**  
 Nationwide theatrical release on July 18, 2025

- *Demon Slayer the Movie: Mugen Train*, which was released in October 2020 and became the highest-grossing film of all time in Japan, recorded a box office revenue of ¥40.43 billion.
- The special theatrical screening titled *Kimetsu Theater – Special Compilation of Demon Slayer: Kimetsu no Yaiba* began on April 4, 2025. It covers the story from the *Tanjiro Kamado: Unwavering Resolve Arc* through the *Hashira Training Arc*. In addition, a revival screening of *Demon Slayer the Movie: Mugen Train* began on May 9.
- *Demon Slayer: Kimetsu no Yaiba* Infinity Castle, which continues the story after the *Hashira Training Arc*, is being produced as a trilogy, with the first installment scheduled for release on July 18, 2025.

Release date	<i>Kimetsu Theater – Special Compilation of Demon Slayer: Kimetsu no Yaiba</i>
April 4–May 8	<i>Tanjiro Kamado, Unwavering Resolve Arc</i>
May 23–June 5	<i>Entertainment District Arc</i>
June 6–19	<i>Swordsmith Village Arc</i>
June 20–July 3	<i>Hashira Training Arc</i>
Release date	Title
May 9–June 12	<i>Demon Slayer the Movie: Mugen Train</i> Revival Screening

## IP &amp; Anime business

## TOHO Mid-Term Plan 2028 and Recent Topics

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%<sup>\*1</sup> or more by further increasing revenues from overseas business and games, which are growth areas.

<sup>\*1</sup> Compared to that for FY2/25

## Point 1 Increase Production

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

TOHO animation  
targets for 2032

Number of season<sup>\*2</sup>

14  
FY2/25

→

30  
by 2032

Number of employees<sup>\*3</sup>

Approx. 60  
FY2/25

→

120  
by 2032

<sup>\*2</sup> Number of broadcasts per year, 1 season lasts 3 months

<sup>\*3</sup> Employees at TOHO CO., LTD.

## Point 2 Put More Effort into Overseas Business

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

## Point 3 Pursue Fan Business

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

## Point 4 Promote Game Development

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

## Recent topics

## ● GKIDS INC.

- *Dan Da Dan: Evil Eye*, a theatrical early screening of Season 2 (Episodes 1–3) of the popular TV anime *DAN DA DAN* (produced by Science SARU), was distributed by GKIDS ahead of the TV broadcast.

- The release significantly outperformed the previous installment (*DAN DA DAN: First Encounter*) in box office revenue, contributing to the expansion of the fan base.

## ● Toho International, Inc.

- Launched the operation of TOHO animation STORE(<https://tohoanimationstore.us/>) in North America in June, offering a range of merchandise related to TOHO animation titles.
- The company has entered into a licensing agreement with Alamo Drafthouse Cinema, a popular movie theater chain in the United States. Leveraging the IP of TOHO Great Monster series, it aims to deliver new fan experiences and create business opportunities beyond traditional film screenings.

# GODZILLA Strategy(TOHO Mid-Term Plan 2028 and Recent Topics)

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

## Recent topics

### ● Expansion of Licensing and In-House Product Development

- The trading card game *GODZILLA CARD GAME* is scheduled for release on July 5, 2025 at trading card specialty stores and major retailers nationwide, with a simultaneous international launch.



TM & © TOHO CO., LTD.

### ● Expansion of Ride Attraction Contents

- A new Godzilla ride attraction video has been produced for the i-Ride system, which is currently installed in over 40 facilities worldwide, and a ride attraction content video distribution business has been launched.
- The world premiere of the new Godzilla ride attraction video *GODZILLA THE RIDE: GREAT CLASH*, produced by director Takashi Yamazaki, is scheduled to take place this summer at Seibuen Amusement Park.

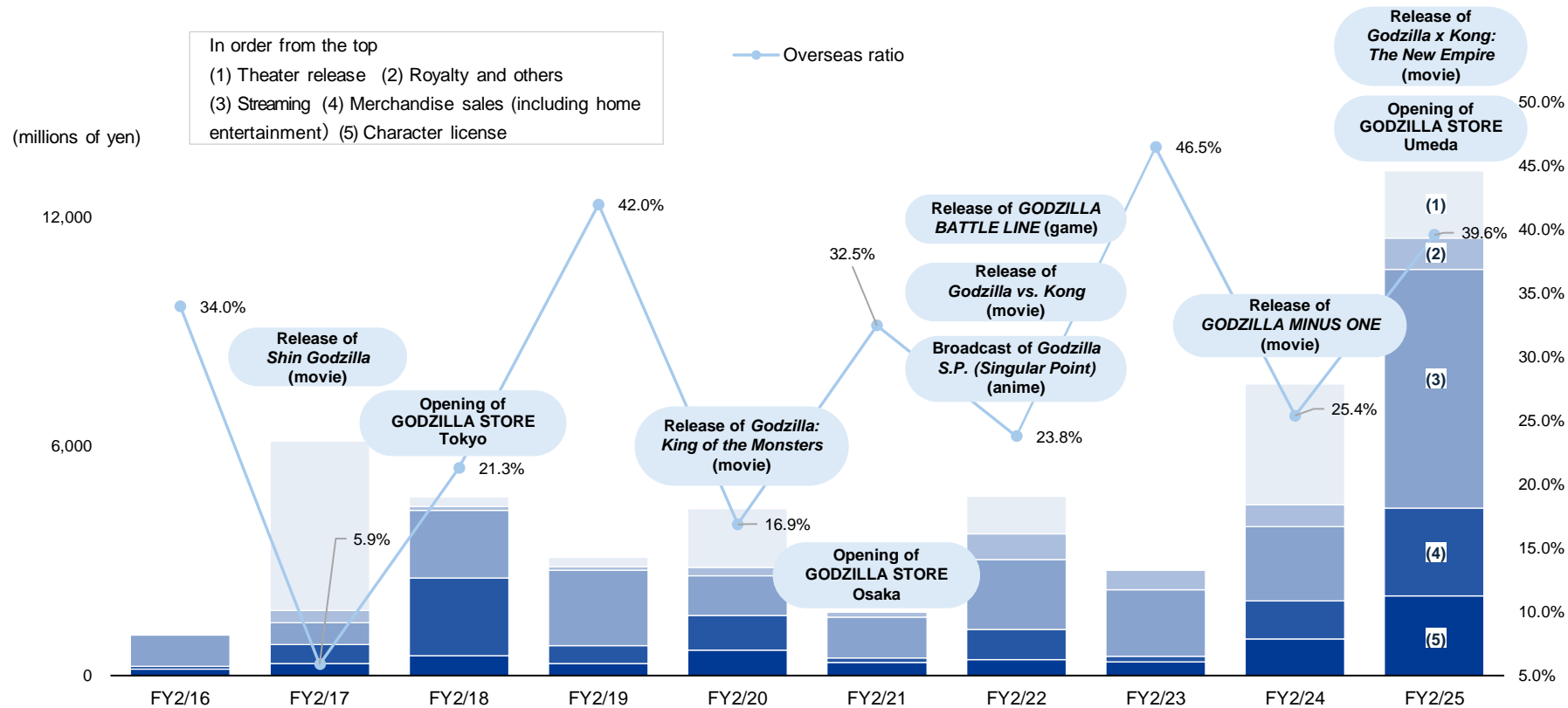


TM & © TOHO CO., LTD.

### ● Feature film

- Shin Godzilla* will be screened in North America for the first time in a 4K remastered version starting August 14, 2025 (distributed by GKIDS).

# Godzilla Series: Revenue by Source



## Leading Licensing and Brand Strategy for the Godzilla Series in Mainland China

Established a strategic partnership with Shanghai Xinchuanhua Cultural Development Co., Ltd. (“SCLA”) to expand “Godzilla” licensing and brand development in Mainland China.



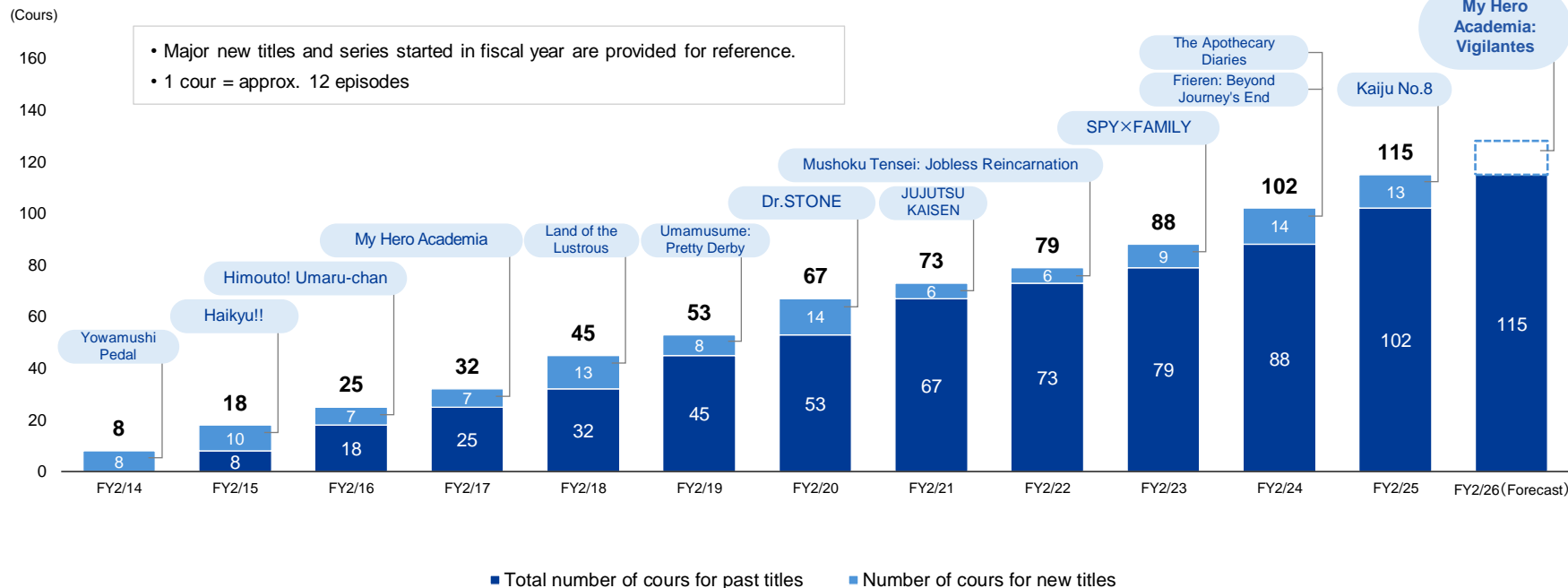
Left: SCLA company exterior, Right: Godzilla brand logo (Chinese version)

- Through this partnership, SCLA will take the lead in expanding brand recognition for the “Godzilla” series in the Mainland China market, including licensing initiatives such as merchandising, exhibitions, and marketing campaigns.
- Moving forward, TOHO Entertainment Asia Pte. Ltd. (Singapore), the strategic base in Asia, will serve as a hub for the strategic collaboration between TOHO and SCLA, overseeing the localization of IPs for the Mainland China market and facilitating smooth business operations.

# TOHO Animation: Cour Count

Reiteration of April 2025 Financial Results Presentation material

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.





# 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.

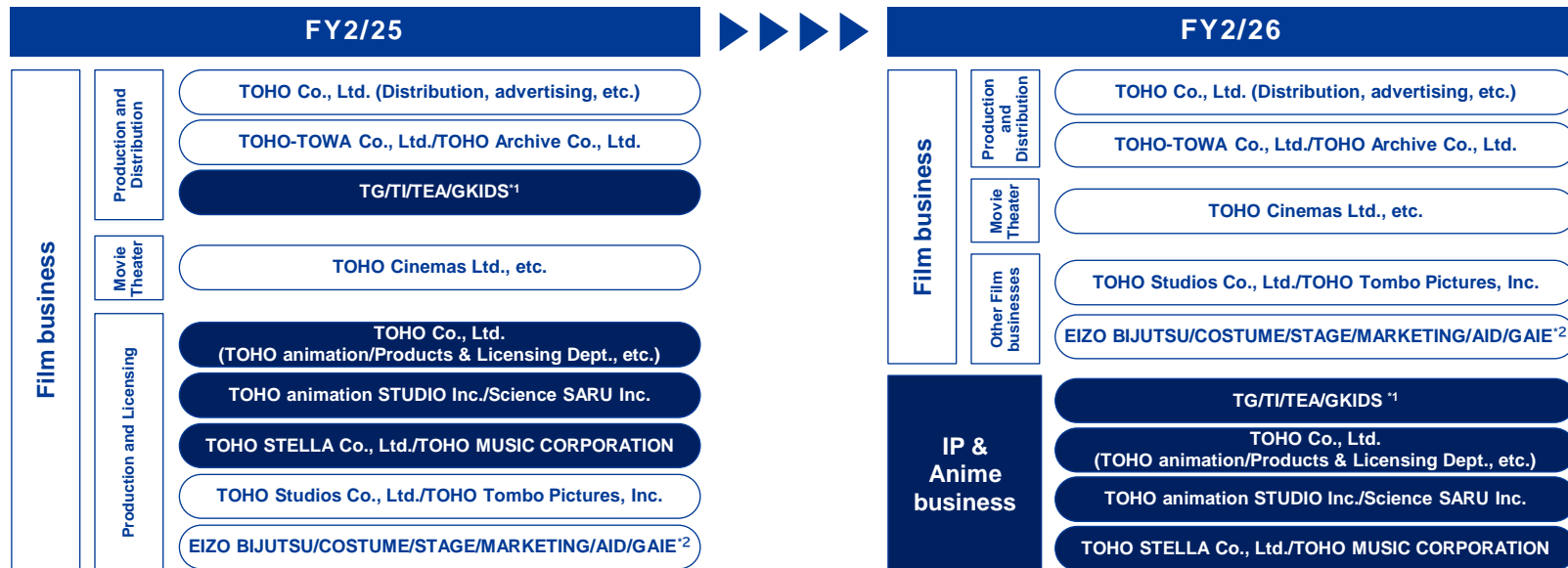
【Before change】		【After change】	
Reportable Segment		Reportable Segment	Main Businesses
Film business		Film business	
Production and Distribution business		Production and Distribution business	Business related to film creative development, production, and distribution.
Movie Theater business		Movie Theater business	Business related to the management of movie theaters.
Production and Licensing business		<u>Other Film businesses</u>	Business related to other video production, art production, marketing, and the etc.
		<u>IP and Anime business</u>	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 &amp; Anime business

# IP & Anime Business Segment: Allocation by Commercial Distribution

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).

## (1) Godzilla movie series\*1

Streaming rights revenue from *GODZILLA MINUS ONE* was recorded under the Production and Distribution business.

	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Licensing, merchandising, etc.*2
Sales in Japan	Production and Distribution	Production and Distribution	Movie Theatre	Production and Distribution	IP & Anime
Overseas sales		IP & Anime*3	—*4	IP & Anime*3	

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

	Production of works (allocated funds invested)	Distribution to theaters	Box office and store sales	Streaming	Licensing, merchandising, etc.*2
Sales in Japan	IP & Anime	Production and Distribution	Movie Theatre	IP & Anime*3	IP & Anime
Overseas sales		IP & Anime*3	—*4		

## (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 Japan	—*5	Production and Distribution	Movie Theatre	—*6	IP & Anime
Overseas sales		—*3, *7	—*5	—*3	

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 &amp; Anime business

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

Reiteration of April 2025 Financial Results Presentation material (added a column for fiscal period)

Names of organizations and subsidiaries included in the IP & Anime Business segment	Fiscal period	Region*1		Main business	Points to note*2
		Japan	Over-seas		
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

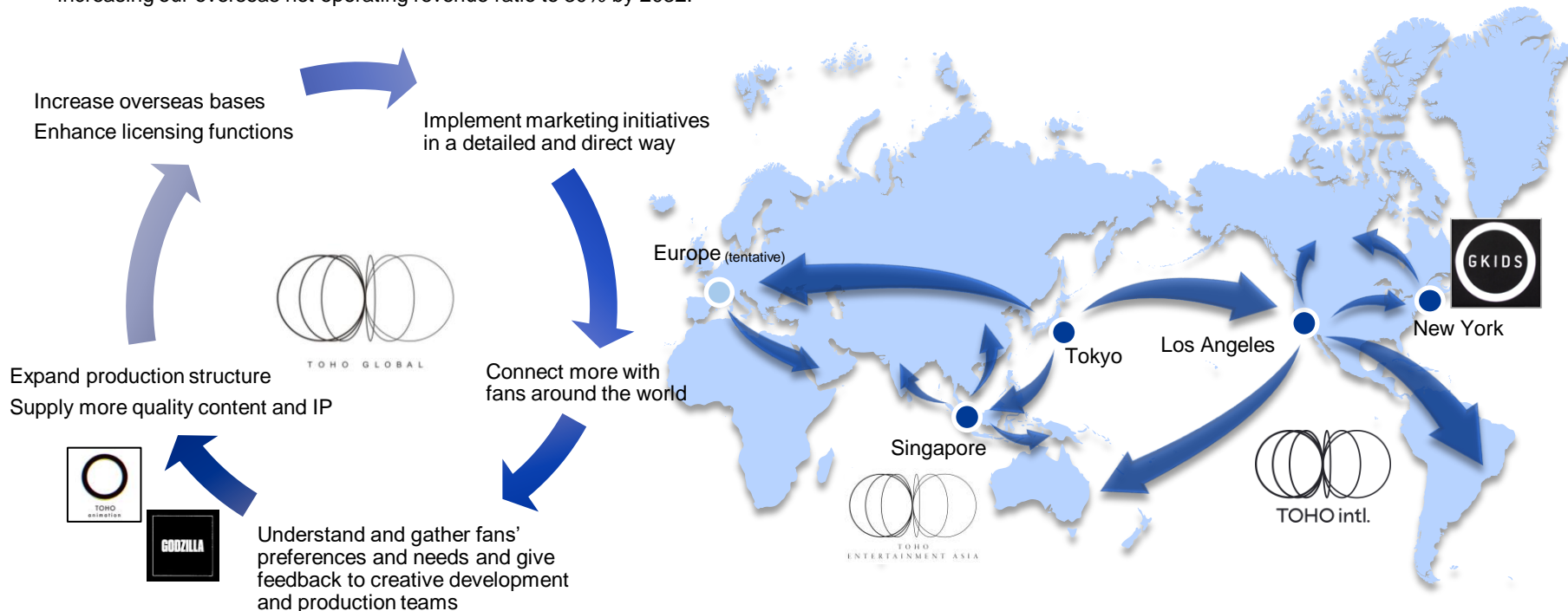
\*2: The items described in the "Points to note" are also recorded as operating revenue from external customers in the IP &amp; Anime Business segment (except for \*3).

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

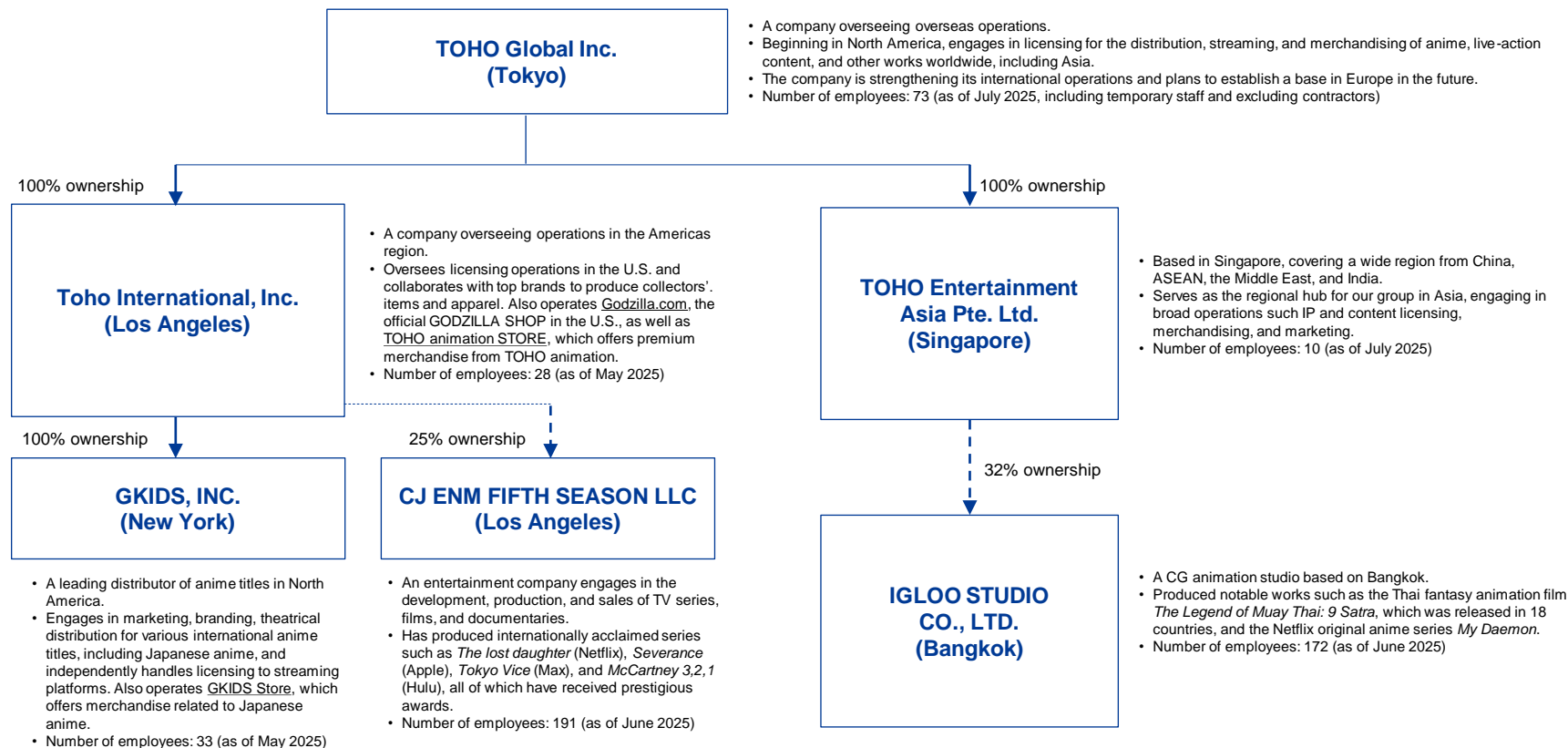
# Overseas Strategy

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.



## Major Overseas Group Companies



# TOHO Mid-Term Plan 2028 and Recent Topics

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

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

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

## Point 2 Implement Marketing Initiatives to Attract More Theatergoers

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

## Point 3 Increase Our Presence Abroad and Ability to Procure Plays

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

## Recent topics

### ● "Teigeki (Imperial Theater) Legacy Collection Project" launched

- As part of the Imperial Theater reconstruction project, various materials recovered during the demolition will be repurposed to develop original products.
- The first phase of the project is being undertaken in collaboration with furniture manufacturer Karimoku Furniture, which will produce furniture and interior items using iconic materials from the theater. These products will be sold through EC site(ZOZO VILLA) and are scheduled to be released gradually through the spring of 2026.
- In the second phase, commemorative items incorporating original seat number plates will be on sale.

Win the rights to stage popular plays in Japan

Build networks and increase our presence abroad

Increase our ability to procure plays

Increase domestic box-office revenue

Invest in foreign plays

# TOHO Mid-Term Plan 2028 and Recent Topics

- 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.

## Recent topics

### ● Review of our property portfolio

We established a Real Estate Strategy Review Committee to evaluate the value of our existing properties.

### ● Enhancing property value through IP utilization

- The "GODZILLA VS. KING GHIDORAH ROOM," second installment in the Godzilla-themed room series, opened this July at Hotel Gracery Shinjuku (SHINJUKU TOHO BLDG.). (From ¥122,400 per room for 2 guests [tax and service charge included] Prices are subject to change.)
- Since the opening of the SHINJUKU TOHO BLDG., we have continued to develop real estate projects leveraging IP, including the Godzilla Head and Godzilla Road. As we celebrate the 10th anniversary, we aim to further strengthen synergies across our businesses operations.



Godzilla vs. King Ghidorah Room

### ● 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.

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

- Project Developers: MITSUBISHI ESTATE, TOHO, and the Idemitsu Museum of Arts
  - Site Area: Approx. 9,900 m<sup>2</sup> • Gross Floor Area: Approx. 176,000 m<sup>2</sup>
  - Number of floors and height: 29 floors above ground, 4 floors below ground / approx. 155 m
- \*Details are subject to change based on coordination with relevant authorities.



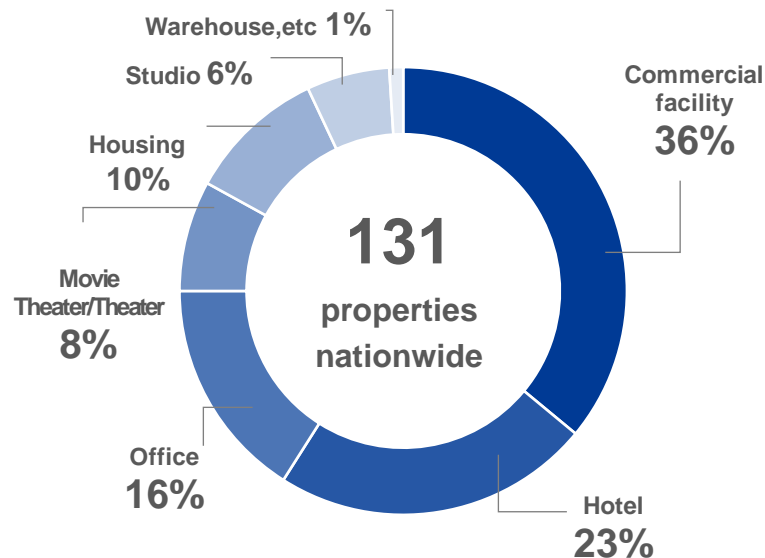
# TOHO's Real Estate Portfolio

(As of May 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	Purpose
<b>【Tokyo】 61 properties</b>	
TOHO Hibiya Bldg.	Office, Commercial facility
TOHO Hibiya Promenade Bldg.	Office, Commercial facility
Tokyo Takarazuka Bldg.	Office, Theater, Movie theater
TEIGEKI BLDG.	Under redevelopment
Toho Theatre Creation Bldg.	Hotel, Theater
Yurakucho Center Bldg. (YURAKUCHO MULLION)	Commercial facility
Shibuto Cine-tower	Office, Commercial facility, Movie theater
SHINJUKU TOHO BLDG.	Hotel, Commercial facility, Movie theater
TOHO STUDIOS	Studio
<b>【Osaka】 10 properties</b>	
HEP NAVIO	Commercial facility, Movie theater
TOHO Nangai Bldg.	Commercial facility, Movie theater
<b>【Aichi】 4 properties</b>	
ANGEL Bldg.	Commercial facility
<b>【Others】 56 properties</b>	

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



## Appendix 4 Corporate

# Guiding Principles of TOHO Mid-Term Plan 2028

Reiteration of April 2025 TOHO Mid-Term Plan 2028

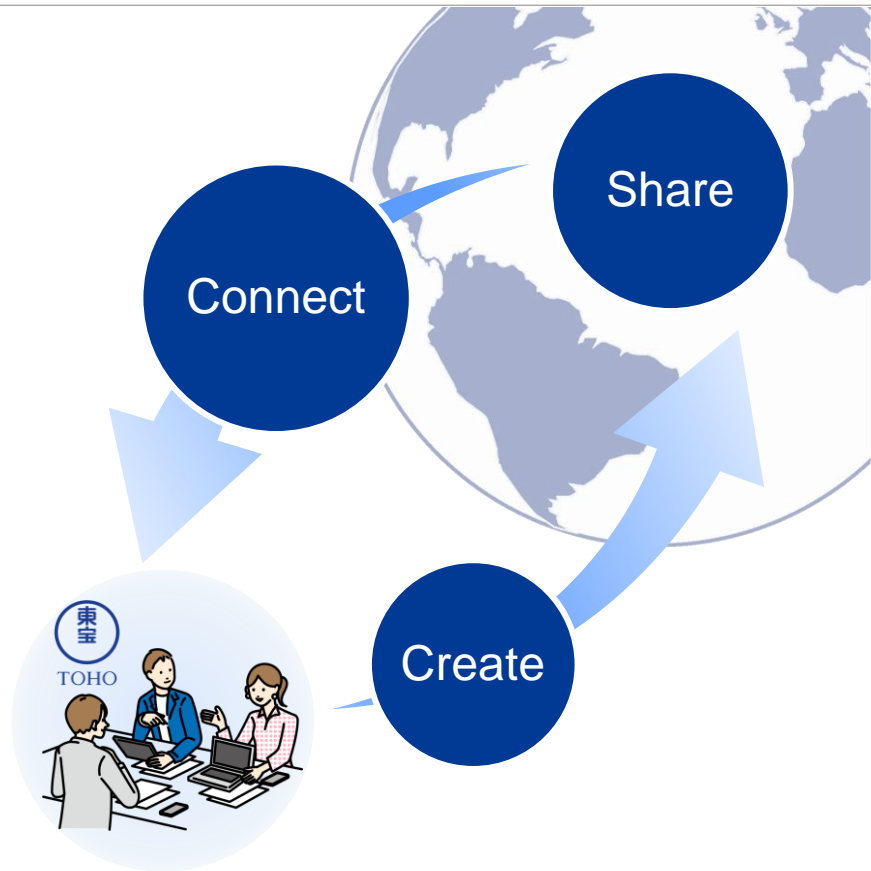
The past three years have been a defining chapter in TOHO's global success. From the U.S. Academy Award win for *GODZILLA MINUS ONE*, the worldwide phenomenon of the anime *JUJUTSU KAISEN*, to the sold-out London performances of *Spirited Away*, our entertainment has inspired audiences across the world.

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

## Human Resources

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

\*<sup>1</sup> People at TOHO CO., LTD.

## Content and IP

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

\*<sup>2</sup> Operating income in new segments compared to that for FY2/25

## Digital

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

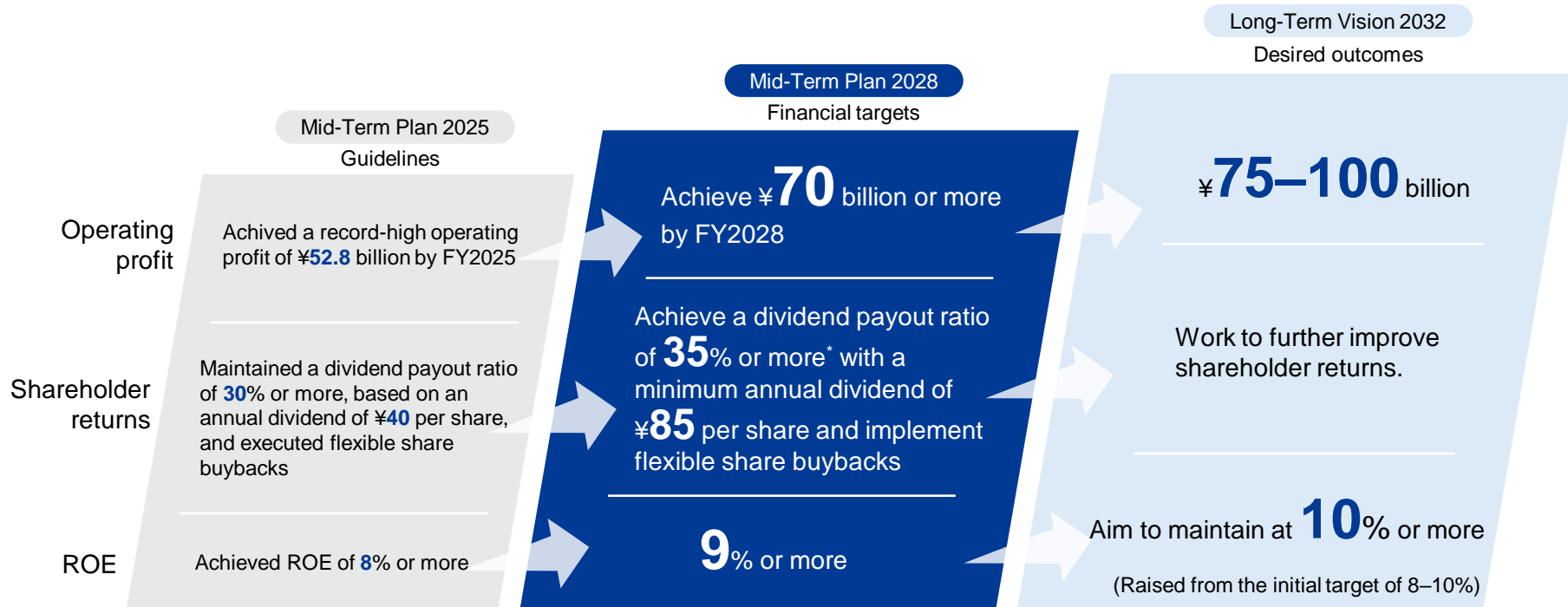
## Overseas

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

# Financial Targets of TOHO Mid-Term Plan 2028

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.

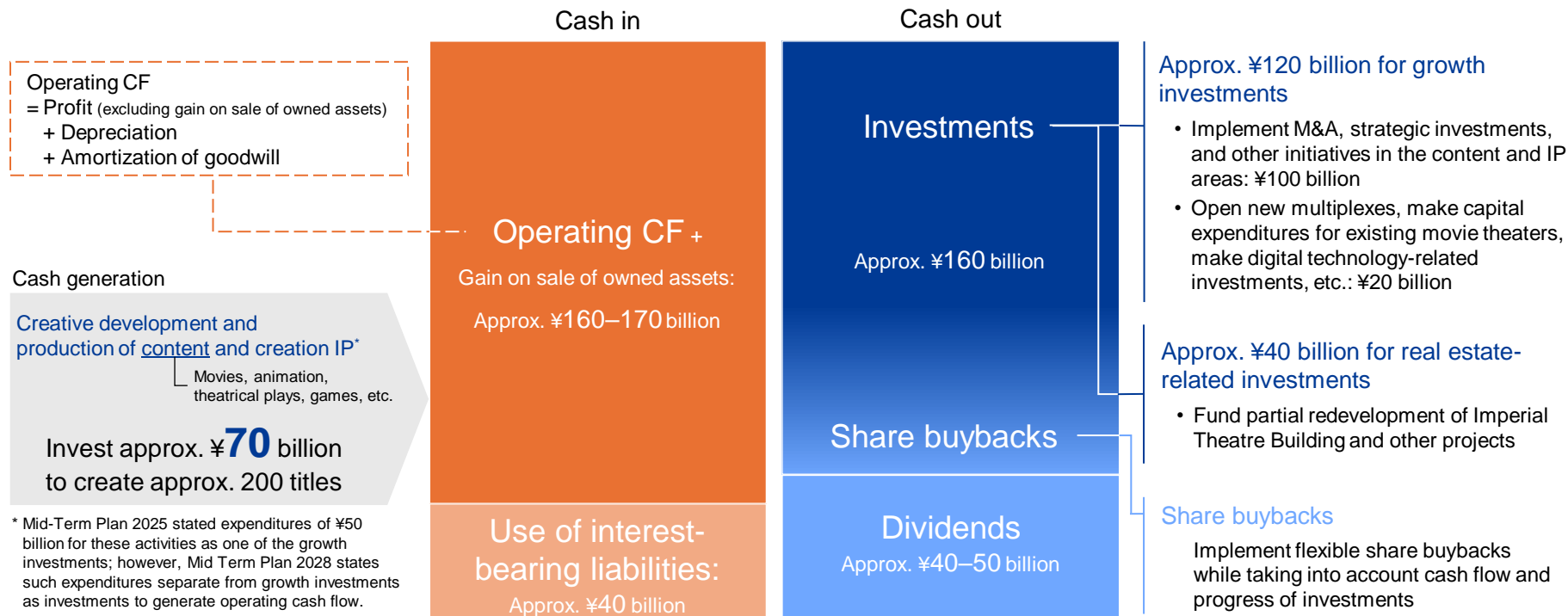


\* In the event of large fluctuations in profit due to special factors, we may calculate the dividend payout ratio excluding such factors.

# 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.



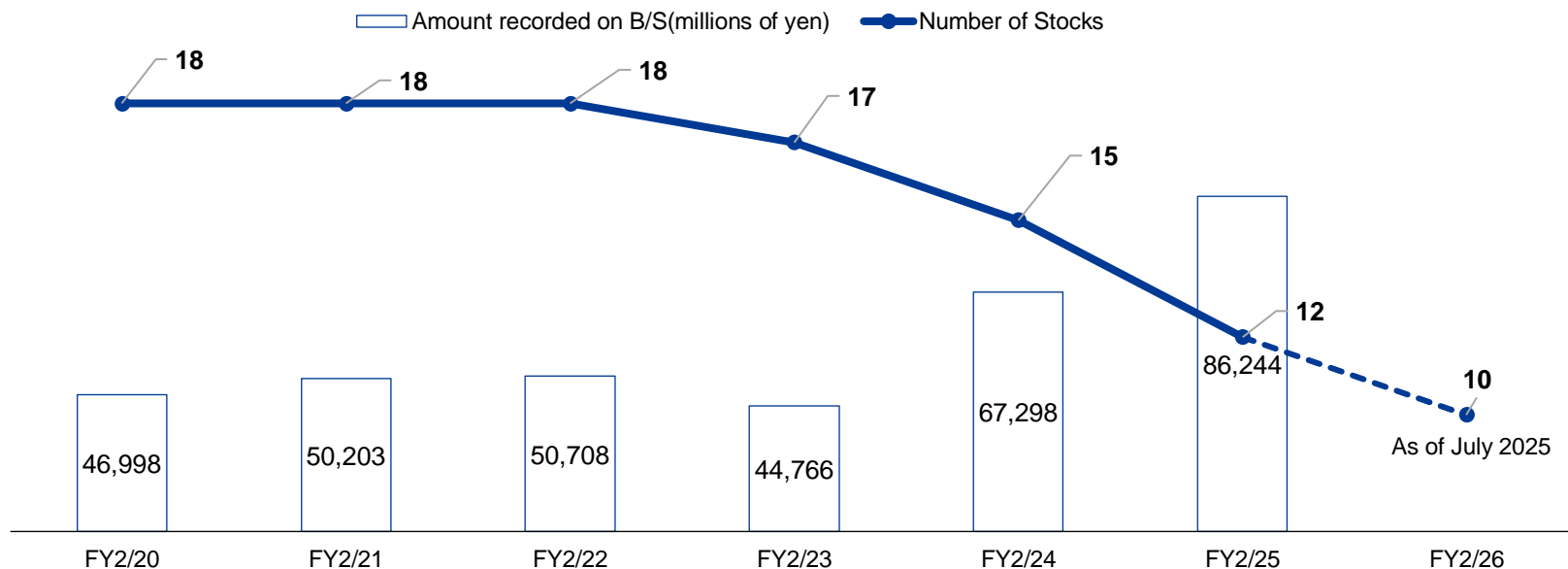
\* Mid-Term Plan 2025 stated expenditures of ¥50 billion for these activities as one of the growth investments; however, Mid Term Plan 2028 states such expenditures separate from growth investments as investments to generate operating cash flow.

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

## 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 2025, another holding will be sold in July.



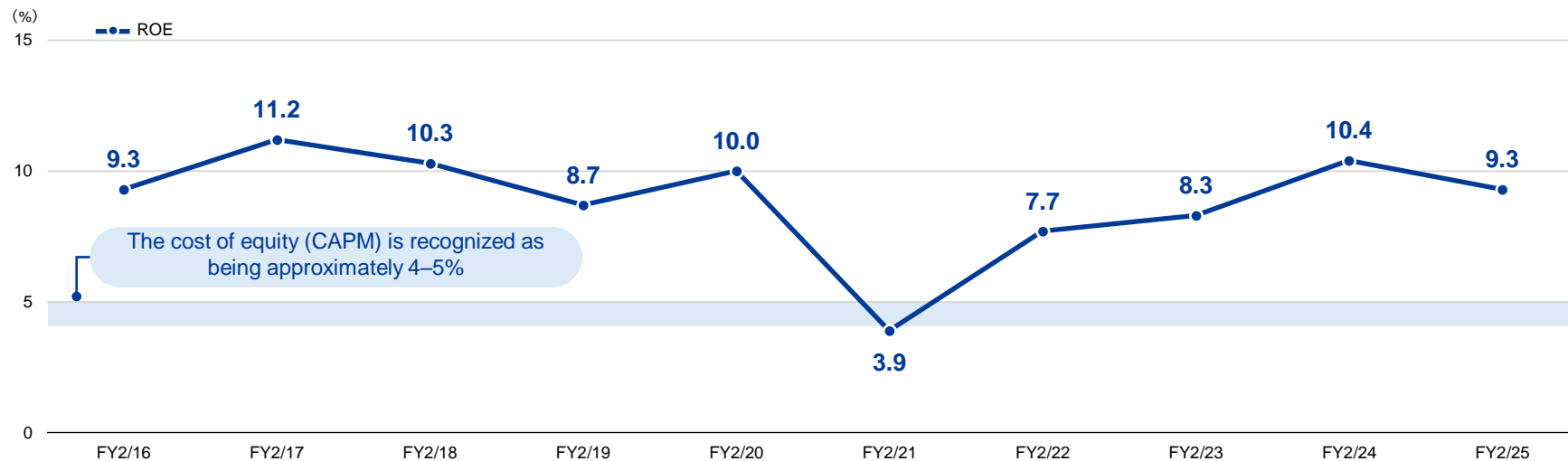
# ROE and Cost of Equity

Reiteration of April 2025 Financial Results Presentation material

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%

\*Evaluation by Plutus Consulting co., Ltd



# 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.



## Examples of initiatives planned during the period of the current Mid-Term Plan

### Free

- Free movie tickets at TOHO Cinemas



### Special

- Special tours of TOHO Studios



### Exclusive

- Exclusive anime goods
- Exclusive events for movies and theatrical plays
- Exclusive incentives linked to games



## Driving TOHO-ONE's Evolution Through Fan-Centric Insights

- Develop customer experiences
- Visualize a variety of likes by using data to bring next hits
- Create synergies between businesses by using customer-driven data

Integrated data platform

# Past Press Releases

## From March 1, 2025 to July 15, 2025

Mar. 24, 2025	<u>Notice Regarding Changes of Officers</u>
Mar. 24	<u>Notice of Revision to Dividend Forecast for the Fiscal Year Ended February 28, 2025 (136th Period)</u>
Apr. 14	<u>Notice Regarding the establishment of TOHO Mid-Term Plan 2028</u>
Apr. 14	<u>Announcement Regarding Changes to Reporting Segments</u>
Apr. 14	<u>Our View, Policy, Concerning Reduction of Investment Unit</u>
Apr. 14	<u>Notice Regarding Cancellation of Treasury Stock (In accordance with Article 178 of the Companies Act)</u>
Apr. 14	<u>Matters Concerning Controlling Shareholder, etc.</u>
Apr. 14	<u>Notice Relating to Introduction of Performance-Linked Share Remuneration Plan</u>
Apr. 30	<u>Notice Concerning Completion of Cancellation of Treasury Stock (In accordance with Article 178 of the Companies Act)</u>
May 20	<u>Notice Concerning Dissolution of Consolidated Subsidiary</u>
May 29	<u>Notice Regarding Change of Executive Structures</u>
May 29	<u>Notice Relating to Disposition of Treasury Shares as Restricted Share Remuneration for Directors and Executive Officers</u>
Jun. 27	<u>Notice Relating to the Completion of Payment for Disposition of Treasury Shares as Restricted Share Remuneration</u>
Jul. 7	<u>Notice Regarding Sale of Investment Securities</u>
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

# Investor Relations Schedule

Major Schedule		Note
May 29, 2025	The 136th Annual General Meeting of Shareholders	—
May 29	FACT BOOK for FY2/25	—
May 29	Annual Securities Report -136th term (from March 1, 2024 to February 28, 2025)	—
Jul.15	Announcement of Financial Results for 1Q FY2/26	—
Sep.	TOHO GROUP INTEGRATED REPORT 2025 (scheduled)	—
Oct.15	Announcement of Financial Results for 2Q FY2/26 (scheduled)	—
Oct.16	Financial Results Briefing for 2Q FY2/26 (scheduled)	For institutional investors and analysts

# Investor Relations Activities

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

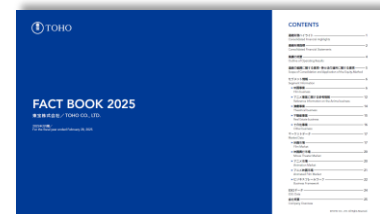
## Internal feedback of capital market opinions

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

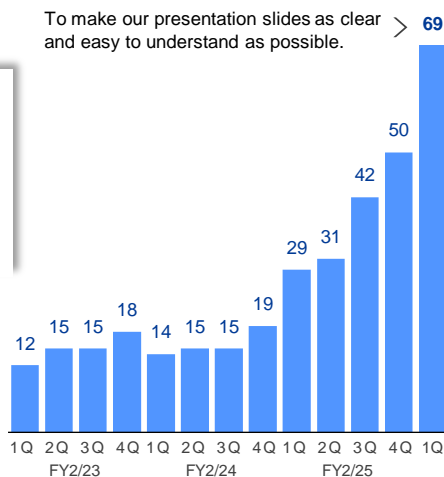
### Number of pages in financial results presentation slides

To make our presentation slides as clear and easy to understand as possible. > 69

## Strengthening disclosure



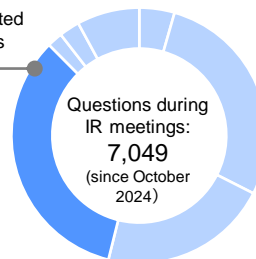
FACT BOOK 2025 (May 2025)



## 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

Anime-related questions

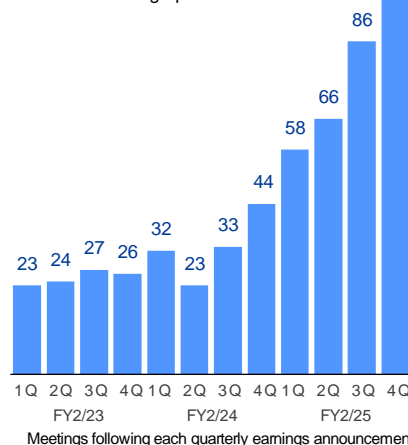


Keyword mentions in investors' questions (since October 2024)

- "Godzilla" 290 times
- "GKIDS" 189 times
- "ROE" 48 times

### Number of IR meetings per quarter

Actively engaging a wide range of investors through proactive outreach > 97



Please contact [pr\\_ir@toho.co.jp](mailto:pr_ir@toho.co.jp) if you have any requests for IR meetings or feedback.

# Entertainment for YOU

—Inspiring People around the World—

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