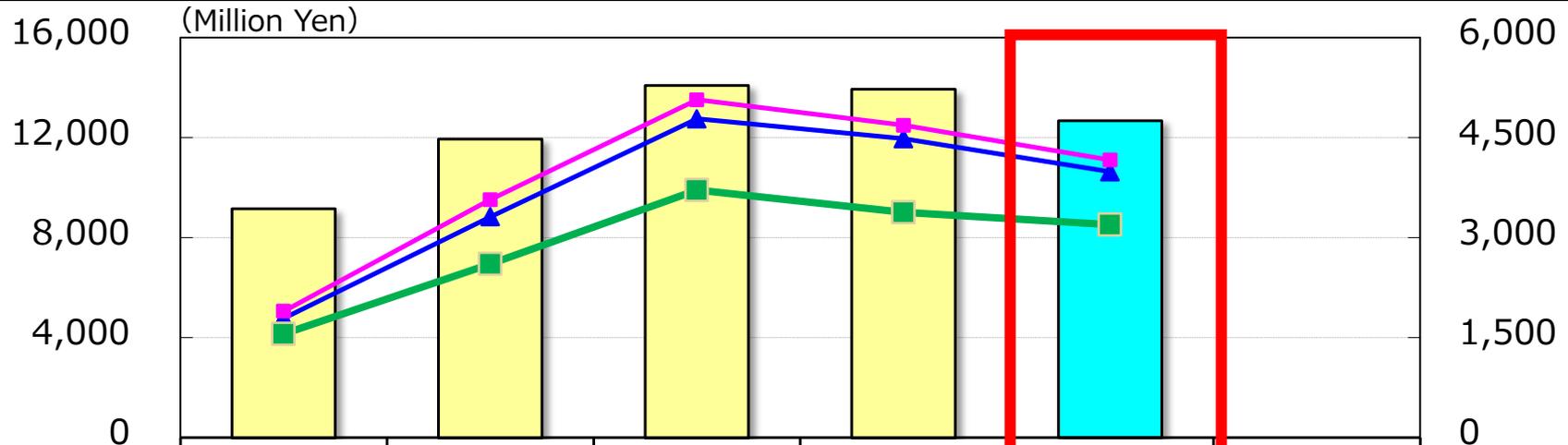


FY2021.3 First Quarter Results – Consolidated

- Net sales and each income decreased year on year.
- Sales were significantly affected by the postponement of movie releases, the pause of the broadcasting of TV Anime, voluntary closure of character goods sales store and the cancellation of events associated with the coronavirus pandemic.
- In Film Overseas, quarterly sales hit a record high due to the delivery of theatrical movies for Saudi Arabia and strong sales of the theatrical screening rights of *DRAGON BALL SUPER:BROLY*.



Net Sales

Income

	2017.3 1Q	2018.3 1Q	2019.3 1Q	2020.3 1Q	2021.3 1Q	% v.s. prior year
Net Sales	9,154	11,948	14,092	13,935	12,676	-9.0%
Cost of Sales	5,929	7,237	7,534	7,683	6,855	-10.8%
SG&A	1,433	1,398	1,775	1,769	1,834	3.7%
Operating Income	1,791	3,312	4,781	4,482	3,986	-11.0%
Ordinary Income	1,897	3,569	5,067	4,684	4,163	-11.1%
Net Income	1,555	2,606	3,711	3,379	3,192	-5.5%

FY2021.3 1Q Results Segment Breakdown –Consolidated

(Million Yen)		FY2020.3 1Q	FY2021.3 1Q	% v.s. prior year
FILM	Net Sales	4,407	5,133	16.5%
	Segment Income	1,285	1,509	17.5%
Licensing	Net Sales	8,205	7,000	-14.7%
	Segment Income	3,883	3,390	-12.7%
Sales of Goods	Net Sales	1,143	412	-63.9%
	Segment Income	22	-75	-
Others	Net Sales	222	143	-35.6%
	Segment Income	9	-34	-
TOTAL	Net Sales	13,935	12,676	-9.0%
	Operating Income	4,482	3,986	-11.0%

*Numbers for each segment includes intra-company sales.

FY2021.3 1Q Results Segment Analysis (1) (Film)

(Million Yen)		FY20.3 1Q	FY21.3 1Q
Net Sales		13,935	12,676
Film		4,407	5,133
	Movies	194	274
	TVs	834	359
	DVDs	144	161
	Overseas	2,428	3,655
	Others	806	681
Licensing		8,205	7,000
	Japan	4,613	3,457
	Overseas	3,591	3,542
Sales of Goods		1,143	412
Others		222	143

* The figures for each segment include intra-company sales.

Film (↑ 16.5% year on year)

- In movies, revenues increased significantly year on year due to the production revenue for some of the movies such as *Sailor Moon Eternal* to be released during the current fiscal year.
- In TV Anime, revenues declined sharply due to a decrease in the number of new stories delivered associated with measures to address the coronavirus pandemic.
- In DVDs, revenues increased substantially due to strong sales of Blu-ray/DVD of *ONE PIECE STAMPEDE*.
- In the Overseas segment, despite the posting of net sales of large online distribution rights for China being postponed into the second quarter, revenues increased significantly due to strong sales of the theatrical screening rights of *DRAGON BALL SUPER: BROLY* in North America, in addition to the delivery of theatrical movies for Saudi Arabia.
- In the Others segment, revenues fell sharply due to the effect of terminating the service for the social game *SAINT SEIYA Galaxy Spirits*.

FY2021.3 1Q Results Segment Analysis (2)

(Licensing/Sales of Goods/Others)

(Million Yen)		FY20.3 1Q	FY21.3 1Q
Net Sales		13,935	12,676
Film		4,407	5,133
	Movies	194	274
	TVs	834	359
	DVDs	144	161
	Overseas	2,428	3,655
	Others	806	681
Licensing		8,205	7,000
	Japan	4,613	3,457
	Overseas	3,591	3,542
Sales of Goods		1,143	412
Others		222	143

* The figures for each segment include intra-company sales.

Licensing (↓ 14.7% year on year)

- In domestic licensing, revenues fell sharply due to the slowdown of sales of game development rights of app game *DRAGON BALL* series compared to the strong sales from the previous fiscal year and due to the reactionary decline in the sales of the merchandising rights linked to the movie *ONE PIECE STAMPEDE* in the previous term.
- In overseas licensing, revenues decreased slightly due to a reactionary fall from renewal contracts for app games and new licensing contracts, despite strong sales of *Slum Dunk* app game for China and the home-use game *DRAGON BALL Z KAKAROT*.

Sales of Goods (↓ 63.9% year on year)

- Revenues declined sharply due to voluntary closure of character goods sales store arisen from the spread of the coronavirus and etc. in addition to a reactionary decline in goods sales related to the movie *ONE PIECE STAMPEDE*, which were strong in the previous term.

Others (↓ 35.6% year on year)

- Revenues substantially decreased due to the impact of the postponement/cancellation of events associated with the coronavirus pandemic.

FY2021.3 First Quarter Results Review

(Million Yen)	FY20.3 1Q	FY21.3 1Q	+ -	% v.s. prior year
Net Sales	13,935	12,676	-1,258	-9.0%
Costs of Sales	7,683	6,855	-828	-10.8%
Gross Profit	6,251	5,821	-430	-6.9%
SG & A	1,769	1,834	64	3.7%
Operating Income	4,482	3,986	-495	-11.0%
Non-Operating Income	246	226	-19	-7.9%
Non-Operating Expense	43	50	6	15.7%
Ordinary Income	4,684	4,163	-521	-11.1%
Extraordinary Gain and Loss	-17	-	17	-
Net Income before tax	4,666	4,163	-503	-10.8%
Income Taxes	1,128	798	-329	-29.2%
Income Taxes Adjustment	158	171	13	8.2%
Minority Interest	-	-	-	-
Net Income	3,379	3,192	-186	-5.5%

Net Sales

- Businesses with sharp increases in revenues
1)Film Overseas[1,226] ⇒ 2)Movies[80]
⇒ 3)DVDs[17]
- Businesses with significant declines in revenues
1)Licensing Japan[-1,155] ⇒ 2)Sales of Goods[-730] ⇒ 3)TV[-474]

Cost of Sales / Gross Profit

- Gross profit to net sales: 45.9%
(Gross profit to net sales last year: 44.9%)
Gross profit to net sales improved as a result of an increase in the ratio of sales in the profitable overseas business.

SG&A

- SG&A[+64]
1)Personnel expenses[+43] (from 442 in the previous FY to 485 in the current FY)
2)Bonuses[+29](from 195 in the previous FY to 224 in the current FY)

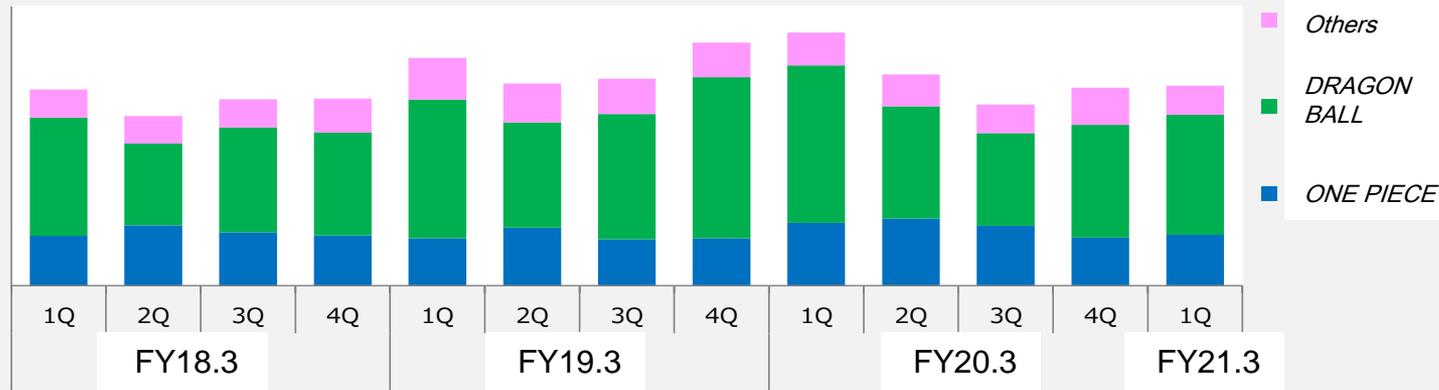
Non-operating Income and Expense

- Non-operating income[-19]
Interest income[-12]
- Non-operating expense[+6]
Equity loss of affiliated companies[+29]

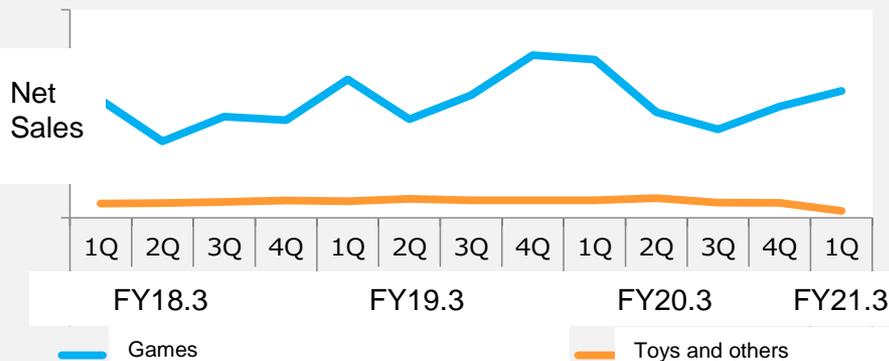
Trends in Domestic Licensing for Major Titles

- Sales of *DRAGON BALL* series did not reach the strong sales from a year earlier.
- There was a reactionary fall in the sales of the merchandising rights linked to the movie *ONE PIECE STAMPEDE* in the previous term.
- Overall, revenues significantly fell year on year due to a reactionary fall from large contracts for game machines.

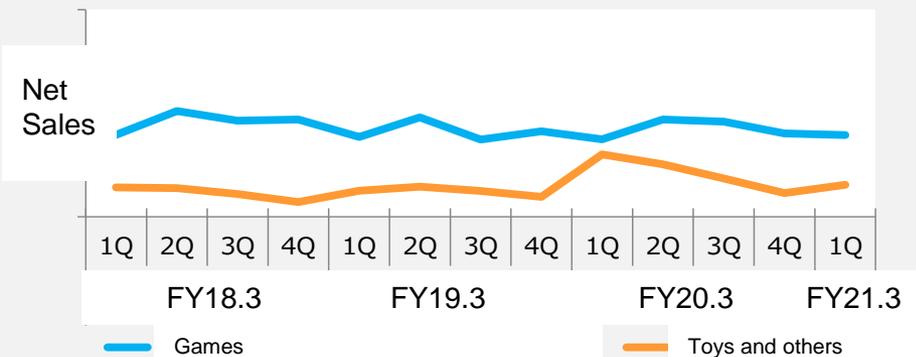
Trends in Domestic Licensing Revenues



Trends in Domestic Licensing Revenues for *DRAGON BALL*



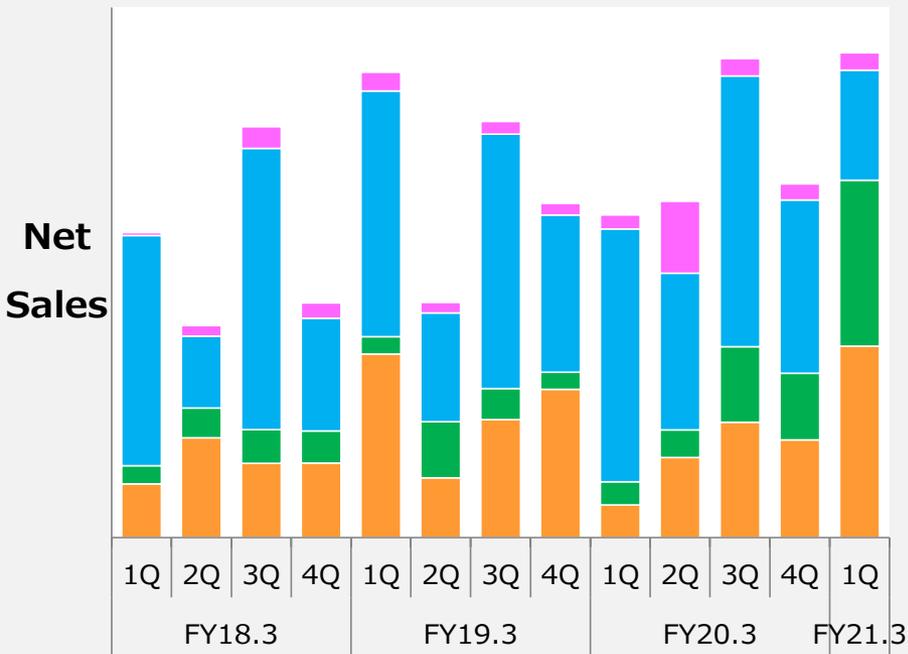
Trends in Domestic Licensing Revenues for *ONE PIECE*



Trends in Film Overseas

- Revenues increased significantly due to strong sales of the delivery of theatrical movies for Saudi Arabia.
- There was a posting of net sales of large online distribution rights for China being postponed into the second quarter.
- Sales of the theatrical screening rights of *DRAGON BALL SUPER: BROLY* and the online distribution rights of multiple works in North America were strong.

Trends in Net Sales of Film Overseas



Breakdown of Net Sales by Business



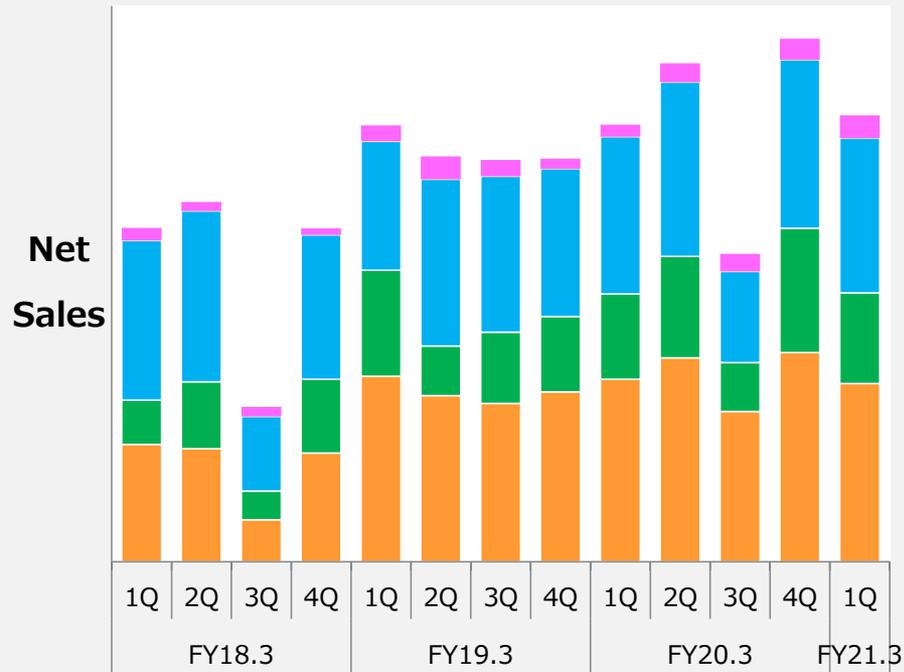
■ North America
 ■ Europe
 ■ Asia
 ■ Latin America

■ Online Distribution(except China)
 ■ Online Distribution(China)
 ■ Other Film

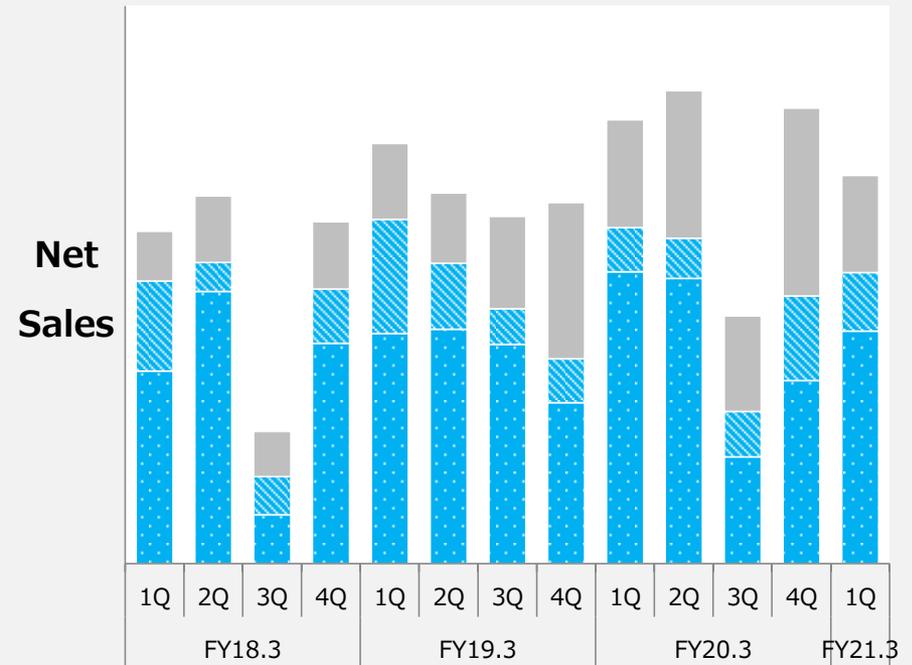
Trends in Licensing Overseas

- Revenues decreased due to a reactionary fall in the sales of multiple cases of minimum guarantees for new and renewed contracts for app games in the previous year.
- Sales of the home-use game *DRAGON BALL Z KAKAROT* performed strongly.
- Renewal contracts for existing app games and new contracts are expected from the second quarter onwards.

Trends in Net Sales of Licensing Overseas



Breakdown of Net Sales by Business



■ North America
 ■ Europe
 ■ Asia
 ■ Latin America

■ Game(app and online)
 ■ Game(home-use and others)
 ■ Other Licensing

Progress toward Earnings Estimates for FY2021.3

(Million Yen)	FY21.3 1Q	FY21.3 Estimates	Progress
Net Sales	12,676	50,000	25.4%
Operating Income	3,986	10,000	39.9%
Ordinary Income	4,163	10,300	40.4%
Net Income	3,192	7,000	45.6%
Film	5,133	20,500	25.0%
Movies	274	2,800	9.8%
TVs	359	3,600	10.0%
DVDs	161	500	32.4%
Overseas	3,655	11,000	33.2%
Others	681	2,600	26.2%
Licensing	7,000	24,350	28.7%
Japan	3,457	12,000	28.8%
Overseas	3,542	12,350	28.7%
Sales of Goods	412	4,400	9.4%
Others	143	750	19.1%

※Estimates are disclosed on May 14, 2020.

※The figures for each segment include intra-company sales.

Movies

- The release of three movies that were to be released in 1Q has been postponed due to the impact of the coronavirus, etc.
 - Pretty Cure Miracle Leap* (March 20 → October 31)
 - Toei Manga Matsuri* (April 24 → August 14)
 - Looking for Magical DoReMi* (May 15 → in the fall of 2020)
- Multiple titles set for release from 2Q onwards.

TV

- Broadcasting stoppage as a measure to address the coronavirus, resume broadcasting new titles during 1Q.
 - ⇒A decrease in the number of TV Anime delivered contributed to lowering costs of sales.
- Since the broadcasting pace of one story a week for each title remains unchanged even after the resumption, it is difficult to deliver the planned number of stories.

Film Overseas

- There was a posting of net sales of large online distribution rights for China being postponed into 2Q.
- Revenues increased due to the delivery of movies for Saudi Arabia and strong sales of the theatrical screening rights/distribution rights in North America despite a delay in the recording of distribution for China.

Sales of Goods/Others

- The large impact of the coronavirus pandemic.

Initiatives Aimed for Medium and Long-Term Growth (Development of the titles)

2020

2021

Challenges
for
New Titles



Survival (tentative)

Film adaptation of a science comic that boasts over 30 million copies printed around the world
Released on July 31, 2020



Fushigi Dagashiya Zenitendo (tentative)

Turn the children's novel which is hugely popular among elementary schoolchildren into a TV Anime
Scheduled to start broadcasting from September 8, 2020



Tokyo 7th Sisters

Fostering popular idols
Film adaptation of a smartphone game
To be released soon



The Journey

Collaborative work with MANGA PRODUCTIONS in Saudi Arabia



KAIJU DECODE

Collaborative work of original CG animation from Japan to the world with TSUBURAYA PRODUCTIONS



The Monkey Prince (tentative)

Collaborative work between Japan, China and the U.S. in animation for families, eyeing the global market

Activation of
existing
content



Digimon Adventure: The Adventure of Dai

Started broadcast on April 5, 2020



Dragon Quest: The Adventure of Dai

Scheduled to start broadcasting from October, 2020



Looking for Magical DoReMi

20th project of Magical DoReMi
Scheduled to be released in the fall of 2020



Sailor Moon Eternal

Prequel/sequel is going to be released on January 8/February 11, 2021



World Trigger

New TV series goes into production

New works of the leading titles are ongoing

Base

- Organizational change (Establishment of Planning Dept.)
 - Change from a function-specific organization to title-oriented organization

- Expansion of production capabilities
 - Human resource development
 - Promotion of digital drawing and AI development
 - Reinforcement of cooperation with external studios

- Acquisition of new business partners and new business development
 - Tie-up with *Analyze Log*
 - Overseas business development

Reference (1) Lineup of Titles Being Broadcast



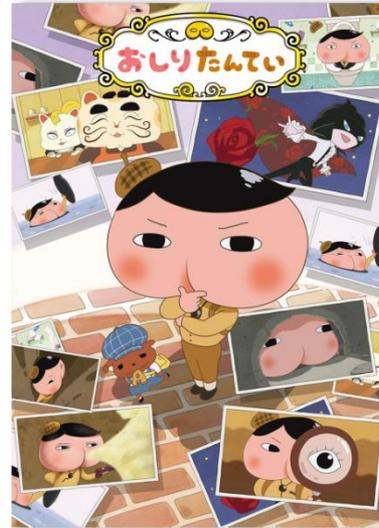
SUN at 8:30am on
ABC/TV Asahi Network
Healin' Good ♡ Pretty Cure



SUN at 9:00am on
Fuji TV et al.
Digimon Adventure



SUN at 9:30am on
Fuji TV et al.
ONE PIECE



SAT at 9:00am on
NHK Educational TV
BUTT DETECTIVE

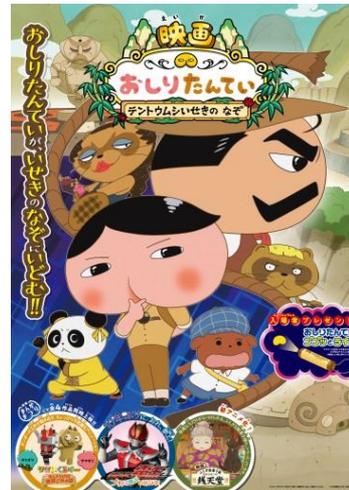


On Netflix
*SAINT SEIYA:
KNIGHTS OF THE ZODIAC*

Reference (2) Lineup of New Titles in FY2021.3



Survival (tentative)
Released on July 31, 2020



Toei Manga Matsuri
Released on August 14, 2020



Fushigi Dagashiya Zenitendo (tentative)
Start broadcasting on NHK Educational TV from September 8, 2020



Pretty Cure Miracle Leap
To be released on October 31, 2020



**Dragon Quest:
The Adventure of Dai**
Start broadcasting on TV Tokyo et al.
from October, 2020



Looking for Magical DoReMi
To be released in the fall of 2020

Reference (3) Lineup of New Titles from FY2021.3~



Sailor Moon Eternal

Prequel: to be released on January 8, 2021
Sequel: to be released on February 11, 2021



Tokyo 7th Sisters
To be released soon



World Trigger
New TV series goes into production



TOEI ANIMATION

Since 1956

[Precautions regarding outlook]

The contents described in this material are based on judgments and assumptions made with reference to information available as of the time of writing.

The Company does not warrant that estimated figures, strategies or measures will necessarily be achieved.