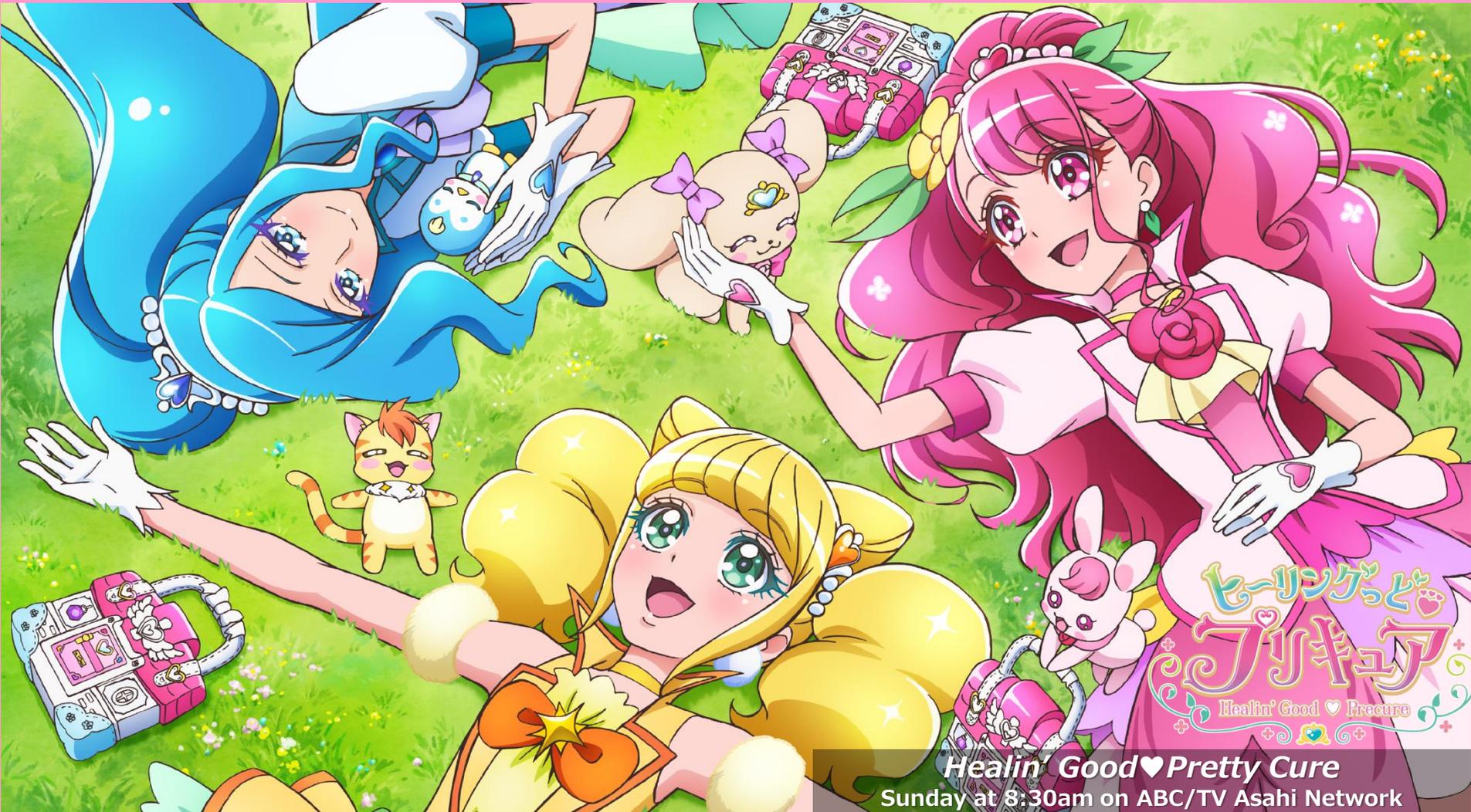


TOEI ANIMATION CO., LTD

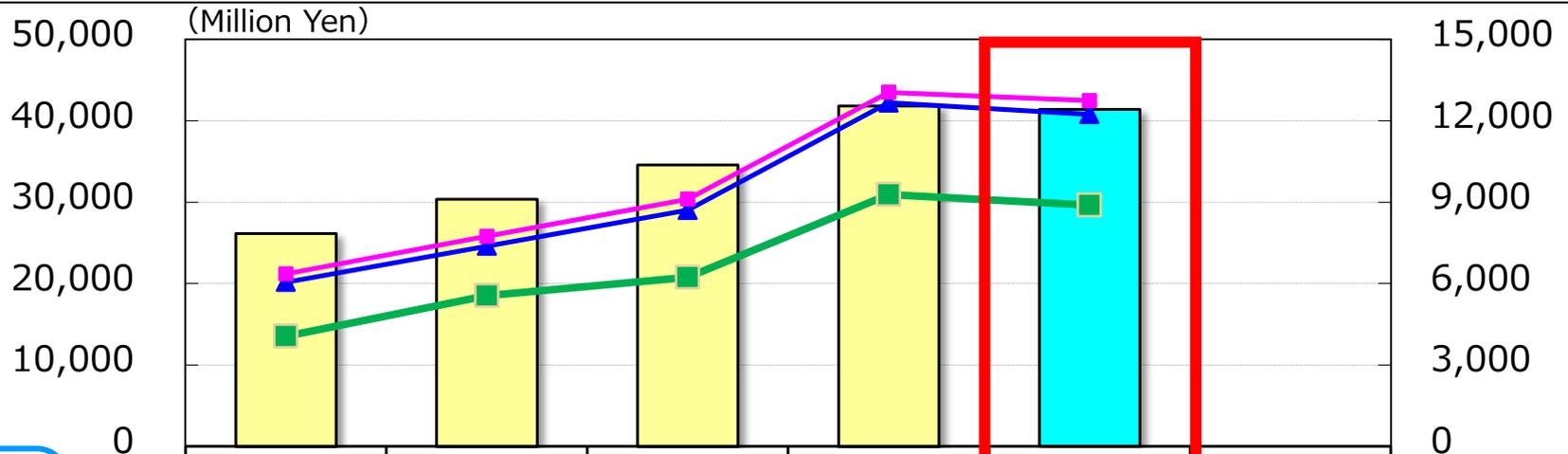
For FY Ended December 31, 2019 (April 1, 2019 to December 31, 2019)



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

FY2020.3 Third Quarter Results – Consolidated

- Net sales and each income decreased year on year.
- The movie *ONE PIECE STAMPEDE* was a major hit. Sales of the theatrical screening rights of *DRAGON BALL SUPER: BROLY* remained strong in North, Central and South America.
- Sales of game development rights, particularly those of app games, did not reach the level of the same period of the previous year in Japan and overseas.



Net Sales

Income

Net Sales	26,144	30,339	34,557	41,821	41,393	-1.0%
Cost of Sales	16,128	18,920	21,375	24,049	23,798	-1.0%
SG&A	3,965	4,040	4,477	5,112	5,360	4.8%
Operating Income	6,050	7,377	8,704	12,659	12,235	-3.3%
Ordinary Income	6,354	7,739	9,108	13,044	12,740	-2.3%
Net Income	4,054	5,551	6,233	9,276	8,890	-4.2%

FY2020.3 3Q Results Segment Breakdown –Consolidated

(Million Yen)		FY2019.3 3Q	FY2020.3 3Q	% v.s. prior year
FILM	Net Sales	14,615	15,660	7.2%
	Segment Income	4,087	3,849	-5.8%
Licensing	Net Sales	22,637	21,743	-3.9%
	Segment Income	10,617	10,491	-1.2%
Sales of Goods	Net Sales	4,016	3,438	-14.4%
	Segment Income	116	63	-46.0%
Others	Net Sales	674	668	-0.9%
	Segment Income	-41	-14	-
TOTAL	Net Sales	41,821	41,393	-1.0%
	Operating Income	12,659	12,235	-3.3%

*Numbers for each segment includes intra-company sales.

FY2020.3 3Q Results Segment Analysis (1) (Film)

(Million Yen)		FY19.3 3Q	FY20.3 3Q
Net Sales		41,821	41,393
Film		14,615	15,660
	Movies	1,295	1,440
	TVs	1,926	2,344
	DVDs	494	406
	Overseas	8,446	8,567
	Others	2,452	2,900
Licensing		22,637	21,743
	Japan	12,252	11,702
	Overseas	10,384	10,040
Sales of Goods		4,016	3,438
Others		674	668

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

Film (↗ 7.2% year on year)

- In Movies, revenues rose sharply backed by the hit movie *ONE PIECE STAMPEDE*.
- In TV Anime, revenues rose substantially thanks to strong results, particularly of sound production for games and film production for events.
- In DVDs, revenues fell sharply with the absence of strong sales of Blu-ray/DVD equivalent to *ONE PIECE* in the same period of the previous fiscal year.
- In the Overseas segment, revenues increased slightly due to strong sales of the theatrical screening rights of *DRAGON BALL SUPER: BROLY*, new delivery of TV series for Saudi Arabia, and an increase in the number of large online distribution rights for China.
- In the Others segment, revenues increased sharply due to strong sales of the online distribution rights.

FY2020.3 3Q Results Segment Analysis (2)

(Licensing/Sales of Goods/Others)

(Million Yen)		FY19.3 3Q	FY20.3 3Q
Net Sales		41,821	41,393
Film		14,615	15,660
	Movies	1,295	1,440
	TVs	1,926	2,344
	DVDs	494	406
	Overseas	8,446	8,567
	Others	2,452	2,900
Licensing		22,637	21,743
	Japan	12,252	11,702
	Overseas	10,384	10,040
Sales of Goods		4,016	3,438
Others		674	668

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

Licensing (↘ 3.9% year on year)

- In domestic licensing, revenues fell with the absence of large licensing deals for game machines in multiple works and the slowdown of app game *DRAGON BALL Z DOKKAN BATTLE* compared to the strong sales from the previous fiscal year.
- In overseas licensing, revenues fell slightly with a reactionary fall from the licensing of *DRAGON BALL FIGHTERZ* which performed well in the same period of the previous year.

Sales of Goods (↘ 14.4% year on year)

- Revenues decreased significantly because of the slowdown of *Pretty Cure Store*, which showed a strong performance in the same period of previous fiscal year, and a reactionary fall from the sales of tie-up campaign related products for *DRAGON BALL SUPER: BROLY*.

Others (→ 0.9% year on year)

- Revenues remained mostly unchanged year on year due to the absence of an event equivalent to the large event for *ONE PIECE* which was held in the same period of the previous fiscal year, which offset strong results of *BUTT DETECTIVE*'s character shows.

FY2020.3 Third Quarter Results Review

(Million Yen)	FY19.3 3Q	FY20.3 3Q	+ -	% v.s. prior year
Net Sales	41,821	41,393	-427	-1.0%
Costs of Sales	24,049	23,798	-251	-1.0%
Gross Profit	17,771	17,595	-175	-1.0%
SG & A	5,112	5,360	247	4.8%
Operating Income	12,659	12,235	-423	-3.3%
Non-Operating Income	413	532	118	28.5%
Non-Operating Expense	29	27	-2	-7.0%
Ordinary Income	13,044	12,740	-303	-2.3%
Extraordinary Gain and Loss	29	-25	-54	-
Net Income before tax	13,073	12,714	-358	-2.7%
Income Taxes	3,689	3,724	34	0.9%
Income Taxes Adjustment	107	100	-7	-7.2%
Minority Interest	-	-	-	-
Net Income	9,276	8,890	-385	-4.2%

Net Sales

- Businesses with sharp increases in revenues
1)Film Others[447] ⇒2)TV[418] ⇒
3)Movies[145]
- Businesses with significant declines in revenues
1)Sales of Goods[-578] ⇒2)Licensing Japan
[-549] ⇒ 3)Licensing Overseas[-344]

Cost of Sales / Gross Profit

- Gross profit to net sales:42.5%
(Gross profit to net sales last year:42.5%)
Gross profit to net sales remained unchanged
due to the decrease of cost rate because of the
hit movies, which offset weakened revenues of
overseas business and licensing business.

SG&A

- SG&A[+247]
1)Advertising expense[+127] (from 484 in the
previous FY to 612 in the current FY)
2)Outsourcing expense[+50] (from 304 in the
previous FY to 355 in the current FY)

Non-Operating Income and Expense

- Non-operating income [+118]
foreign exchange gain[+63] (from 0 in the
previous FY to 63 in the current FY)

Extraordinary Gain and Loss

- Extraordinary loss[+25]
Loss on revaluation of investments in securities
(Previous FY:Gain on sales of investment
securities [29])

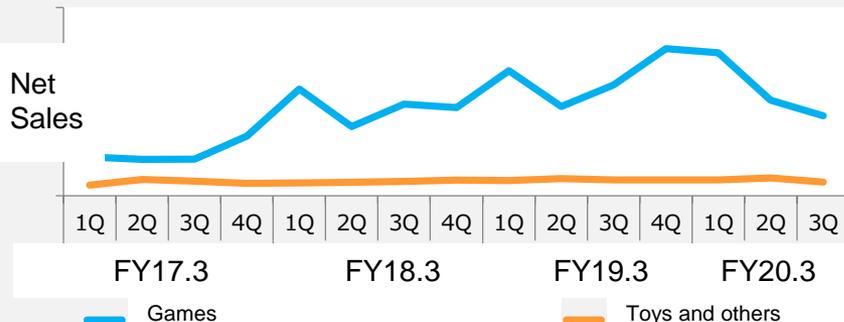
Trends in Domestic Licensing for Major Titles

- There was a reactionary fall from large contracts for game machines using multiple titles which performed well in the same period of the previous year.
- Sales of *DRAGON BALL Z DOKKAN BATTLE* did not reach the strong sales from a year earlier.
- Sales of *ONE PIECE* grew substantially after the release of the movie.

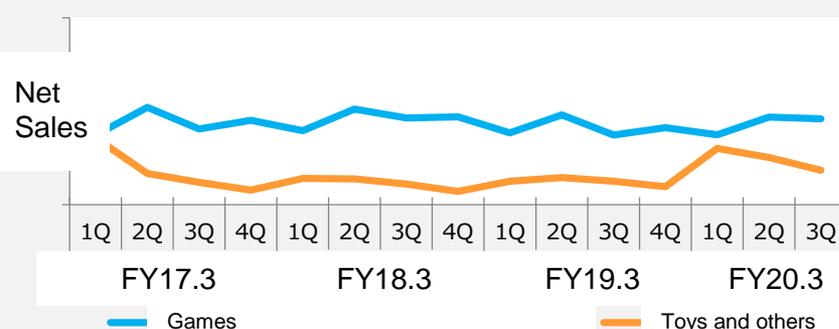
Trends in Domestic Licensing Revenues



Trends in Domestic Licensing Revenues for *DRAGON BALL*



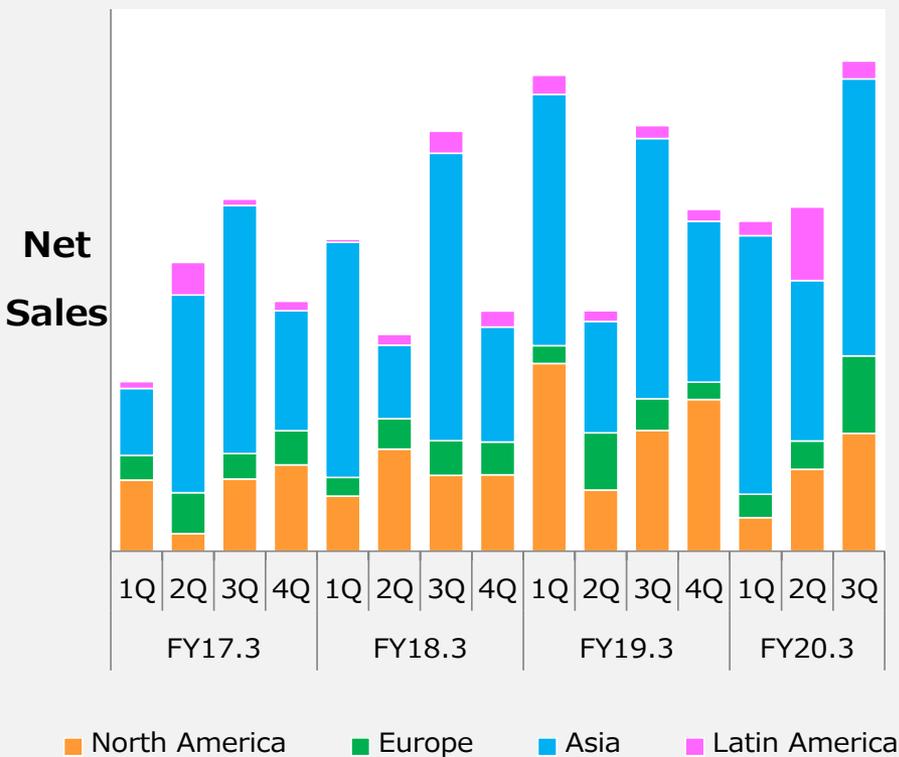
Trends in Domestic Licensing Revenues for *ONE PIECE*



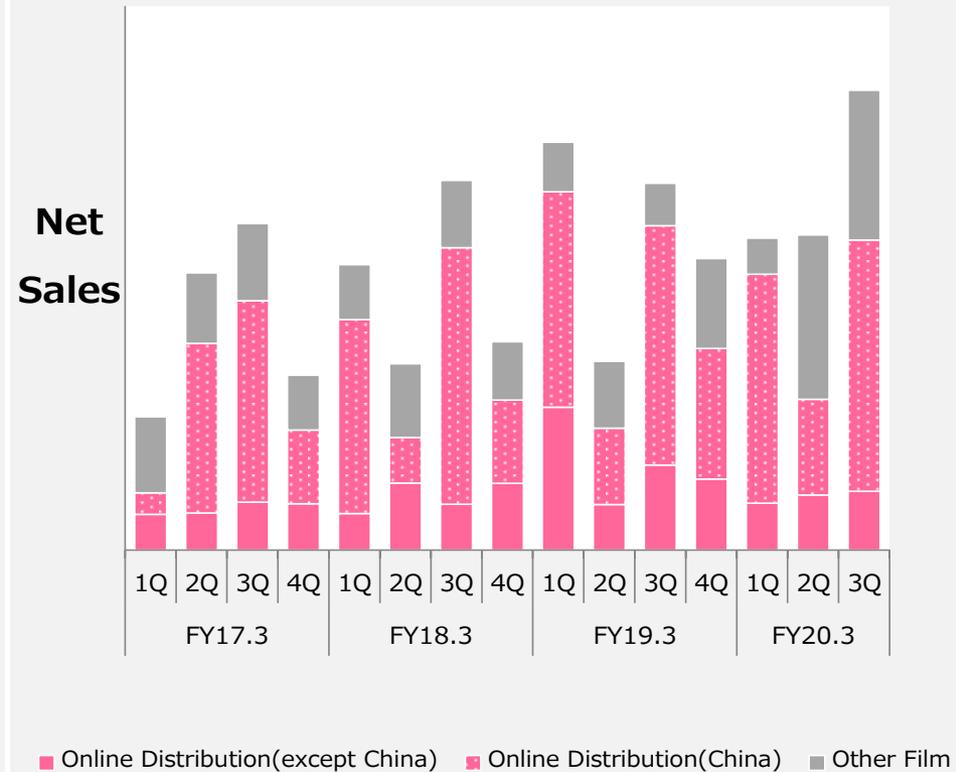
Trends in Film Overseas

- Delivery of TV series titles intended for Saudi Arabia was mostly completed.
- Total sales of theatrical screening rights for *DRAGON BALL SUPER: BROLY* was good in North, Central and South America.
- A reactionary decline due to a downturn in multi-year contracts for film distribution rights intended for North America.

Trends in Net Sales of Film Overseas



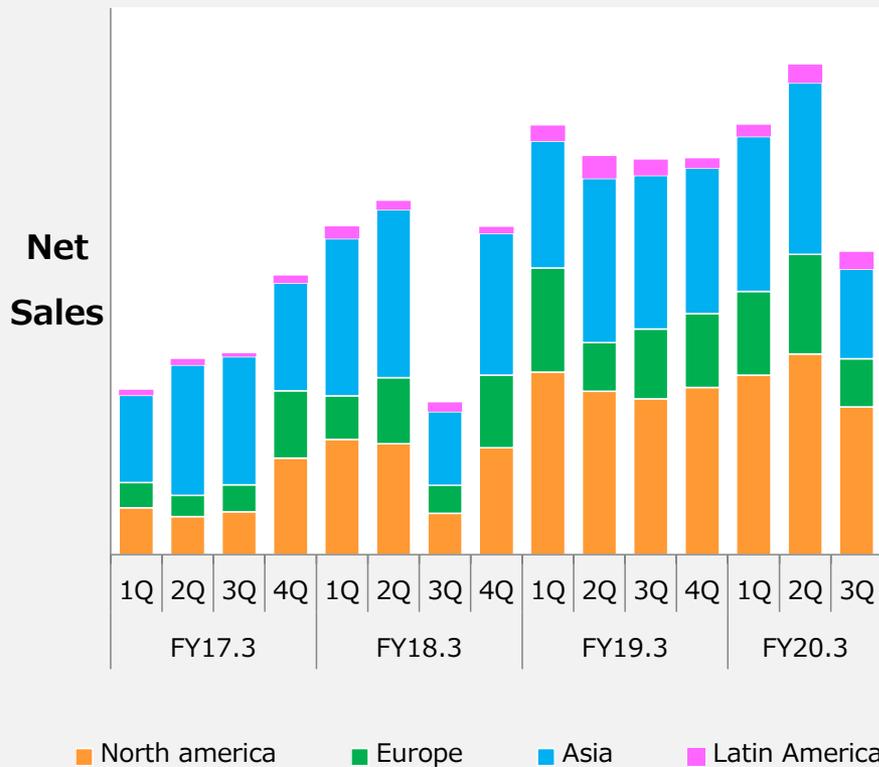
Breakdown of Net Sales by Business



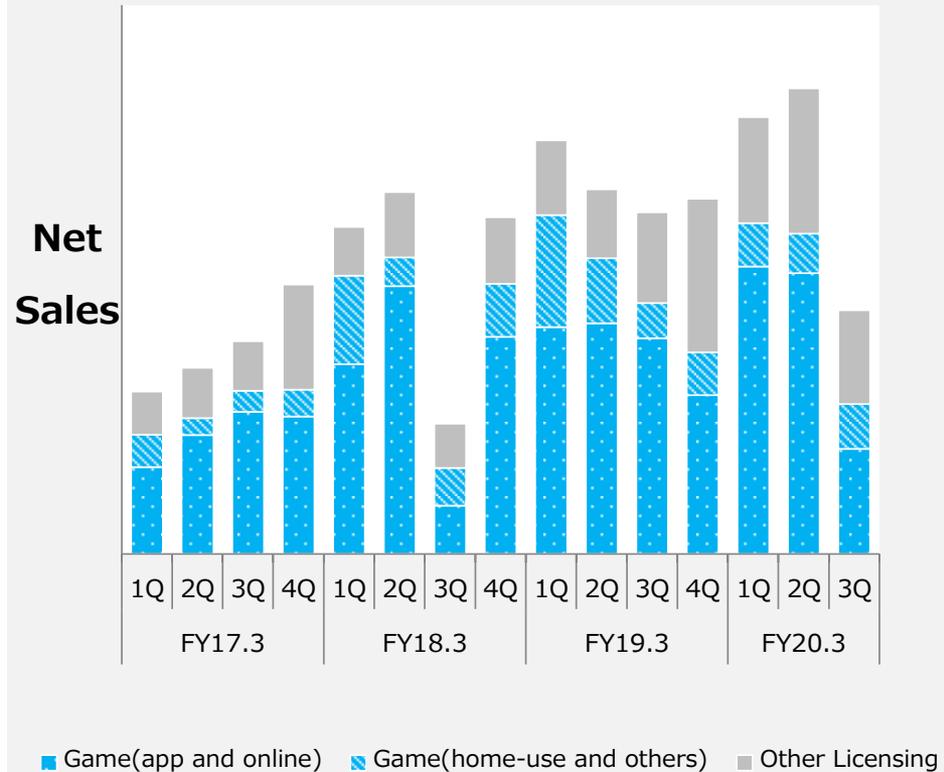
Trends in Licensing Overseas

- A reactionary decline from the licensing of home-use game *DRAGON BALL FIGHTERZ* which performed well in the same period of the previous year.
- For MG which was posted due to renewal contracts for app games, part of sales from the 3rd quarter was received in advance in the first half.
- Sales of the merchandising rights of *DRAGON BALL* performed strongly worldwide.

Trends in Net Sales of Licensing Overseas



Breakdown of Net Sales by Business



Progress toward Earnings Estimates for FY2020.3

(Million Yen)	FY19.3 3Q	FY20.3 3Q	Previous Estimates	Revised Estimates (Oct.23, 2019)	Progress
Net Sales	41,821	41,393	46,200	55,000	75.3%
Operating Income	12,659	12,235	12,000	15,000	81.6%
Ordinary Income	13,044	12,740	12,300	15,300	83.3%
Net Income	9,276	8,890	8,500	10,700	83.1%
Film	14,615	15,660			
Movies	1,295	1,440			
TVs	1,926	2,344			
DVDs	494	406			
Overseas	8,446	8,567			
Others	2,452	2,900			
Licensing	22,637	21,743			
Japan	12,252	11,702			
Overseas	10,384	10,040			
Sales of Goods	4,016	3,438			
Others	674	668			

- Progress was in line with the forecast. However, uncertainties remain, such as the slowdown in the momentum for app games and the possibility of a delay in large projects from the 4th quarter to the next period.

Initiatives Aimed for Medium and Long-Term Growth

Promoting 2-part Content Development to Become a Stronger Animation Production Company

Challenges for new titles



The Monkey Prince (tentative)

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



KAIJU DECODE

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



100-year Anime Project

Our first experiment advertising for anime planners and creators.

The award-winning works are scheduled to be announced on April 23.



Capital and business alliance with AnalyzeLog Inc.

The alliance aims to develop new anime titles and business models using video platforms such as YouTube.

Challenge for global product development/creation of new hit titles

Activation of existing content



Looking for Magical DoReMi (tentative)

20th project of *Magical DoReMi*

Scheduled to be released on May 15, 2020



Digimon Adventure LAST EVOLUTION (tentative)

Scheduled to be released on February 21, 2020



Sailor Moon Eternal

Prequel is going to be released on September 11, 2020



Digimon Adventure: (tentative)

Scheduled broadcast on April, 2020



World Trigger

New TV series goes into production



Dragon Quest: The Adventure of Dai

Scheduled animation production in the fall of 2020

Robot Girls

Carried out the sales of digital artworks which utilized block chain

Securing profits through holding on to existing fans and taking in new fans

Future Initiatives

Schedule

Film Licensing
Sales of Goods Others

FY20.3 3Q	Release of <i>ONE PIECE STAMPEDE</i> in China [Oct.18]
	Release of <i>Star Twinkle Pretty Cure the Movie</i> [Oct.19]
	Distribution of <i>DRAGON BALL</i> app game for China [Nov.5]
	Distribution of <i>Slum Dunk</i> app game for China [Dec.5]
	Worldwide home-use game <i>DRAGON BALL Z KAKAROT</i> [Jan.16]
FY20.3 4Q	Release of <i>Digimon Adventure LAST EVOLUTION</i> (tentative) [Feb.21]
	Release of <i>Digimon Adventure LAST EVOLUTION</i> (tentative) in North America [Mar.12]
	Release of <i>Pretty Cure Miracle Leap</i> (tentative) [Mar.20]
	Release of <i>ONE PIECE: Pirate Warriors 4</i> (PS4/Switch/Xbox) [Mar.26]
	Release of <i>Toei Manga Matsuri</i> [Apr.24]
	Release of <i>Looking for Magical DoReMi</i> (tentative) [May.15]
	Scheduled distribution of <i>ONE PIECE BON! BON! JOURNEY!!</i> app game [2020 spring]
FY21.3 1Q~	Scheduled distribution of <i>SAINT SEIYA SHINING SOLDIERS</i> app game worldwide [2020 spring]
	Release of <i>Sailor Moon Eternal</i> prequel [Sep.11]
	Release of <i>Digimon Survive</i> (PS4/Switch) [2020]
	Release of <i>Sailor Moon Eternal</i> sequel [2020]
	Scheduled distribution of <i>Digimon</i> app game for China [TBA]
	Release of internationally co-produce movie <i>The Monkey Prince</i> (tentative) [TBA]
Scheduled distribution of <i>ONE PIECE</i> app game for China [TBA]	

Topics

Development of New Titles

- **Movie *Digimon Adventure LAST EVOLUTION* (tentative)**
-Scheduled to be released on February 21, 2020
- **Movie *Toei Manga Matsuri***
-Scheduled to be released on April 24, 2020
- **Movie *Looking for Magical DoReMi* (tentative)**
-Scheduled to be released on May 15, 2020
- **Movie *Sailor Moon Eternal***
-Decision to release prequel and sequel in 2020.
-Prequel is going to be released on September 11, 2020.
- **Movie *The Monkey Prince* (tentative)**
-Decision to internationally co-produce a full-scale animation film was finalized
- **TV *World Trigger***
-New TV series goes into production
- **TV *Dragon Quest: The Adventure of Dai***
-Scheduled brand-new animation production in the fall of 2020

Development of Games for China

- **App Game *DRAGON BALL***
-Started distribution from November 5, 2019.
-Ranked first in App Store free game download ranking.
- **App Game *Slum Dunk***
-Started distribution from December 5, 2019.
- Ranked second in App Store free game download ranking.
- **App Game *Digimon* is scheduled to be distributed**
- **App Game *ONE PIECE* is scheduled to be distributed**

About Dividend

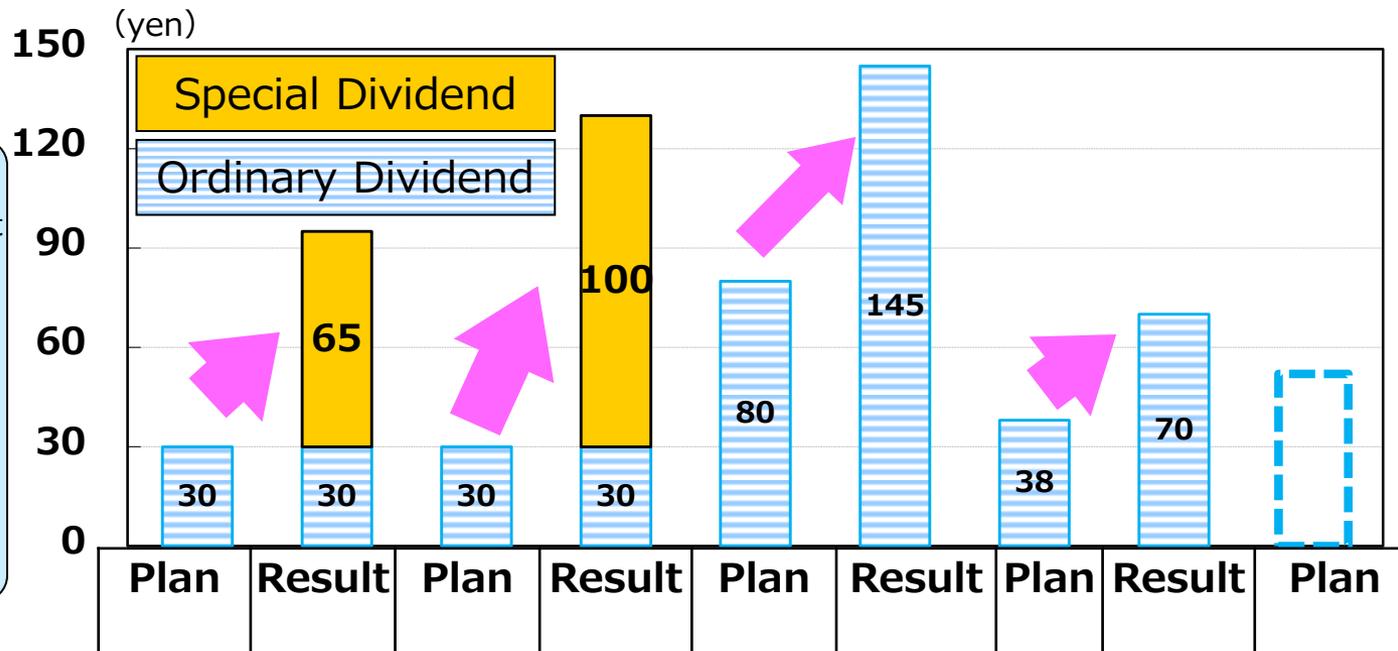
Plan for year-end Dividend

FY2019.3 ¥70 per share

FY2020.3 payout ratio will be approximately 25%, depending on the consolidated financial results.

Dividend Policy

Based on sustained and stable dividends, we decide the amount of dividend each year with comprehensive consideration of the financial results and securing internal funds for aggressive business development in the medium-to long-term. we expect the dividend payout ratio to be approximately 25%, depending on the consolidated financial results.



Fiscal year	FY16.3	FY17.3	FY18.3	FY19.3	FY20.3
※Dividend per share	95(31.7)yen	130(43.3)yen	145(48.3)yen	70 yen	52 yen
Payout ratio	25.2%	24.6%	25.2%	25.2%	25%

*The company conducted a share split on April 1, 2018. The dividend prior to the fiscal year ending March 2018 was calculated based on the assumption that shares are split at the beginning of each term, as described in parenthesis, in addition to the actual dividend. For the fiscal year ending March 2019, the dividend is described considering the influence of the share split.

Reference (1) Lineup of Titles Being Broadcast



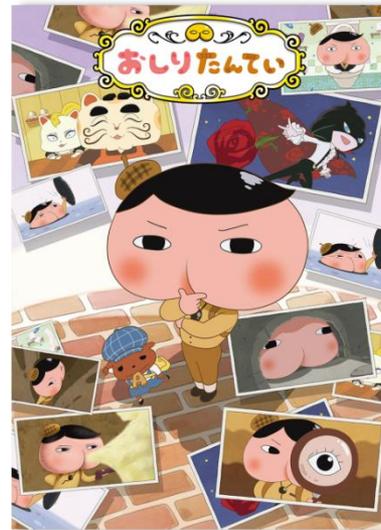
SUN at 8:30am on
ABC/TV Asahi Network
Healin' Good ♥ Pretty Cure



SUN at 9:00am on
Fuji TV et al.
Ge-Ge-Ge no Kitaro



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

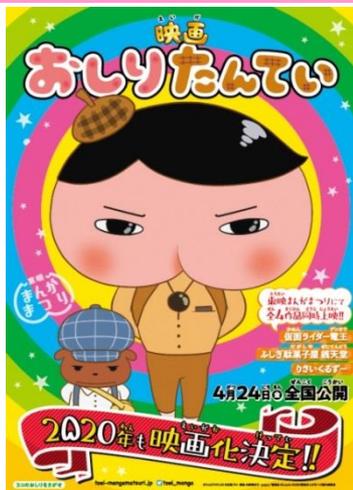


SAT at 9:00am on
NHK Educational TV
BUTT DETECTIVE



On Netflix
*SAINT SEIYA:
KNIGHTS OF THE ZODIAC*

Reference (3) Lineup of New Titles from FY2020.3~



Toei Manga Matsuri

To be released on April 24, 2020



Looking for Magical DoReMi (tentative)

To be released on May 15, 2020



Digimon Adventure: (tentative)

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

To be aired from April, 2020



Sailor Moon Eternal prequel

To be released on
September 11, 2020



Dragon Quest: The Adventure of Dai

Animation production in the fall of 2020



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.