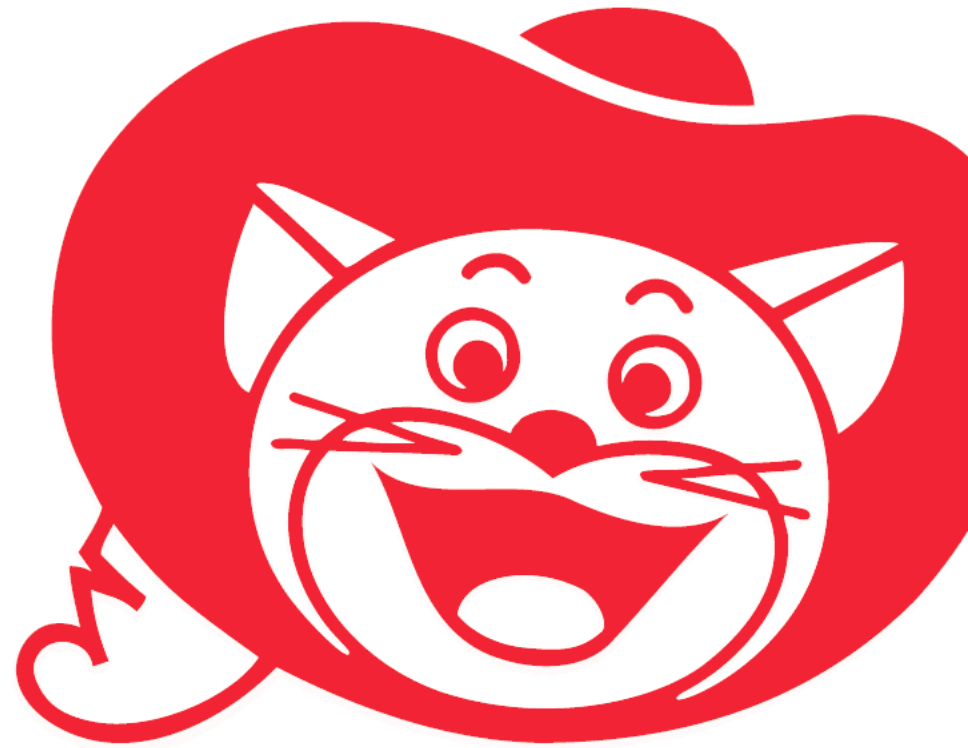


Financial Results Briefing Material

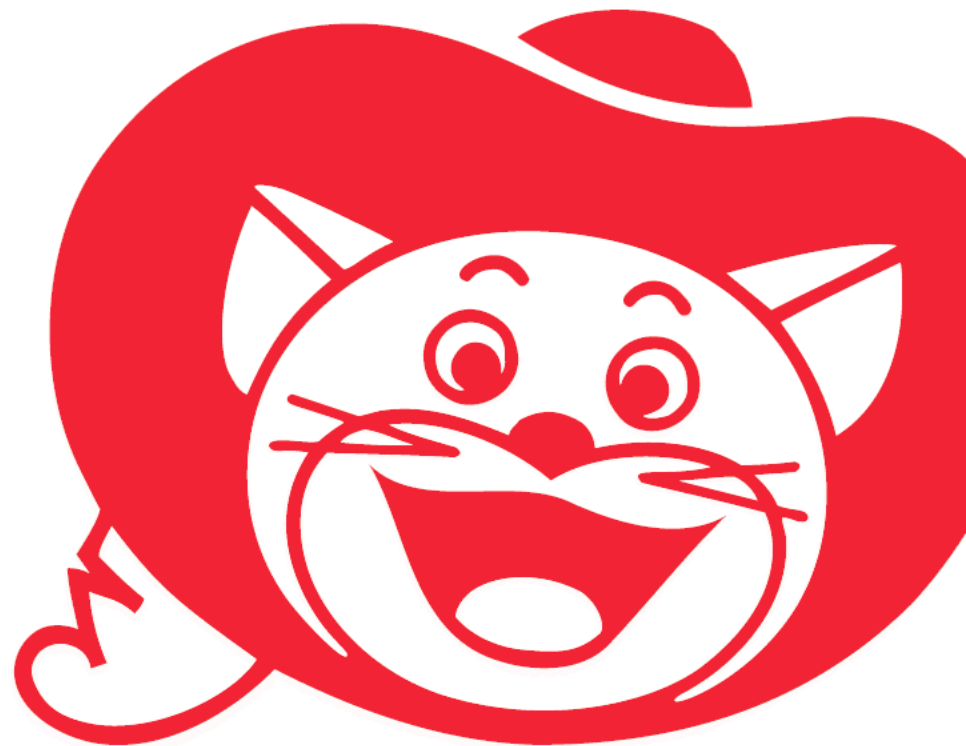


For Fiscal Year Ended March 31, 2025 (April 1, 2024, to March 31, 2025)
Toei Animation Co., Ltd.

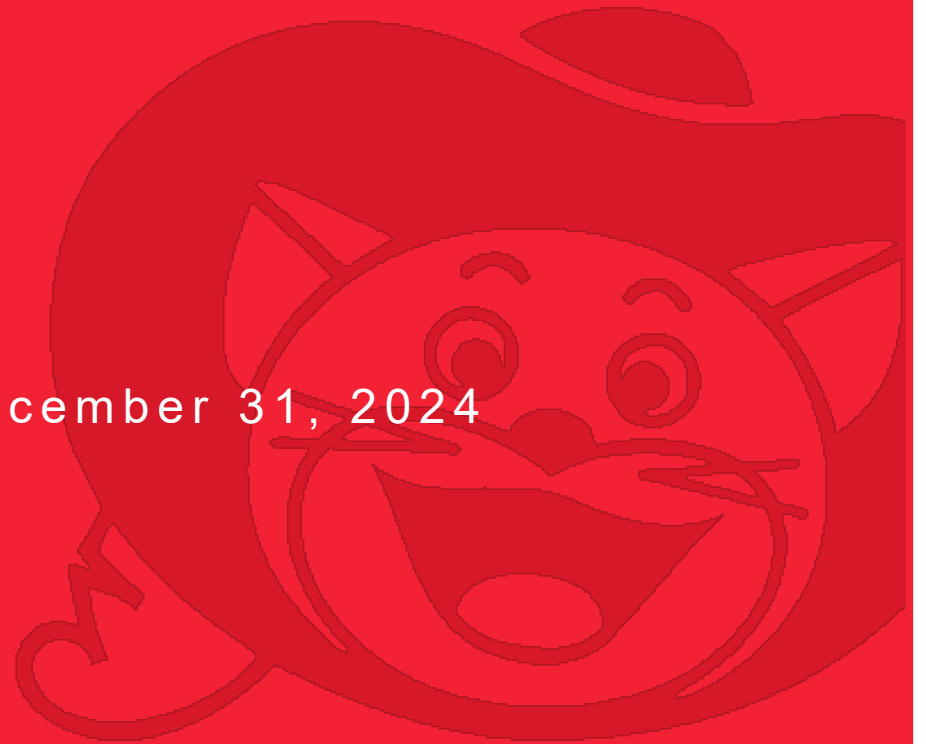
TOEI ANIMATION CO.,LTD.

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- 01. Financial Results for
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- 02. Outlook for FY2025.3
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01. Financial Results for
Third Quarter Ended December 31, 2024



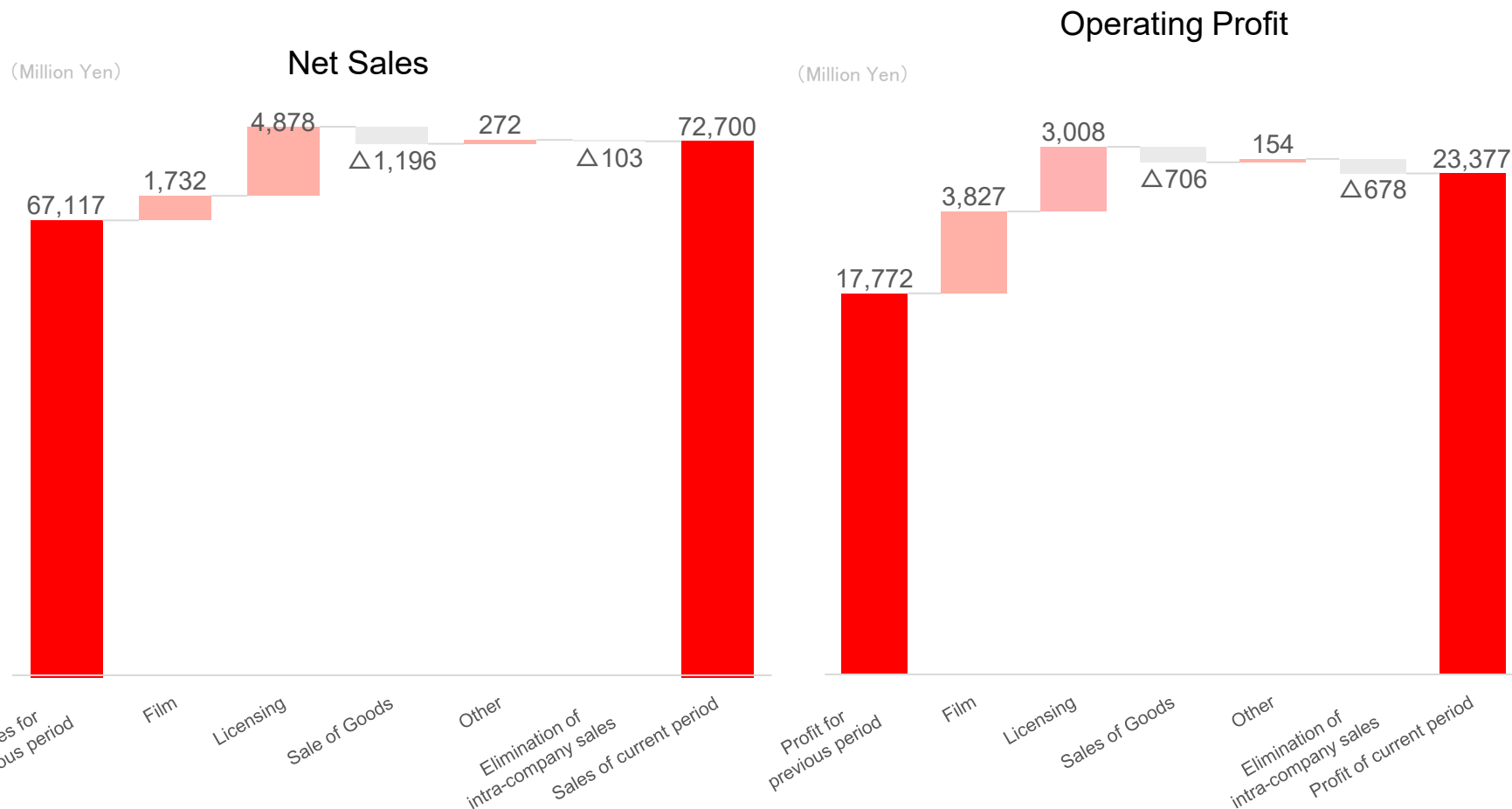
Financial Results Summary

- Increase in both sales and profit compared with the same period of the previous fiscal year. Net sales and each profit reached the highest level for the third quarter.
- Domestic streaming rights sales for “SLAM DUNK“ “GEGEGE no KITARO” and overseas streaming rights sales and Licensing for the “ONE PIECE”, and “DRAGON BALL” series has maintained strength. The yen's depreciation also contributed to boosting performance.
- The operating profit margin recovered to the level of FY2023 due to the strong performance of the highly profitable streaming rights sales and Licensing, in addition to the dissipation of the impact of evaluation losses on “Knights of the Zodiac” recorded in the same period of the previous fiscal year.

(Million Yen)	FY2025.3 9Months (April-December 2024)			FY2025.3 3Q(October-December 2024)				
	Results	FY2025.3 9Months (April-December 2023)		Results	2024.3 3Q (October-December2023)		2025.3 2Q (July-September 2024)	
		Results	YonY		Results	YonY	Results	QonQ
Net Sales	72,700	67,117	8.3%	23,735	20,933	13.4%	25,904	△8.4%
Gross Profit	34,675	27,887	24.3%	10,395	9,900	5.0%	14,075	△26.1%
SG&A	11,298	10,114	11.7%	4,011	3,493	14.8%	3,767	6.5%
Operating Profit (Operating Profit Margin)	23,377 (32.2%)	17,772 (26.5%)	31.5% (5.7%)	6,383 (26.9%)	6,406 (30.6%)	△0.4% (△3.7%)	10,308 (39.8%)	△38.1% (△12.9%)
Ordinary Profit	24,368	20,300	20.0%	7,269	6,443	12.8%	9,911	△26.7%
Net Profit	16,907	14,593	15.9%	4,688	4,352	7.7%	6,913	△32.2%

Year-on-Year Changes

- Net sales increased reflecting strong performance in the streaming rights sales and Licensing despite a reactionary decline from the strong sales of goods related to the movie “THE FIRST SLAM DUNK DUNK” in Sales of Goods business.
- Operating profit significantly increased due to higher sales of the highly profitable streaming rights sales and Licensing, in addition to the diminished impact of the evaluation losses on “Knights of the Zodiac,” despite the recording of production costs of new animation films in the first and third quarter.



FY2025.3 3Q Results Segment Breakdown - Consolidated

- The Film segment saw both sales and profit grow thanks to strong sales of overseas streaming rights for the “DRAGON BALL” series and “ONE PIECE” in addition to the robust sales of domestic streaming rights in the first quarter.
- Both sales and revenue of the Licensing business increased on the strong performance in sales of gaming and merchandising rights for the “DRAGON BALL ” series and merchandising rights for “ONE PIECE.”
- In Sales of Goods, both sales and profit decreased due to a reactionary decline following strong sales of goods based on the movie “THE FIRST SLAM DUNK ”, even as the shop business based on ONE PIECE ” and “PRETTY CURE ” series performed strongly.
- Others segment increased, as the events based on “PRETTY CURE ” series and “GEGEGE no KITARO ” were successful.

(Million Yen)		2024.3 3Q Results	2025.3 3Q Results	% Change
Film	Net Sales	26,464	28,196	6.5%
	Segment Profit	4,869	8,697	78.6%
Licensing	Net Sales	30,129	35,007	16.2%
	Segment Profit	14,327	17,336	21.0%
Sales of Goods	Net Sales	8,432	7,236	△14.2%
	Segment Profit	1,473	766	△48.0%
Others	Net Sales	2,431	2,704	11.2%
	Segment Profit	16	170	928.6%
Total Net Sales	Net Sales	67,117	72,700	8.3%
	Segment Profit	17,772	23,377	31.5%

*Figures for each segment include intra-company sales.

FY2025.3 1Q Results Segment Analysis (1) Film

(Million Yen)		2024.3 3Q Results	2025.3 3Q Results
Net Sales		67,117	72,700
Film		26,464	28,196
	Movies	2,296	565
	TVs	2,186	2,409
	DVDs	297	310
	Overseas	18,284	19,337
	Other	3,399	5,573
Licensing		30,129	35,007
	Japan	12,113	13,588
	Overseas	18,016	21,419
Sales of Goods		8,432	7,236
Others		2,431	2,704

*Figures for each segment include intra-company sales.

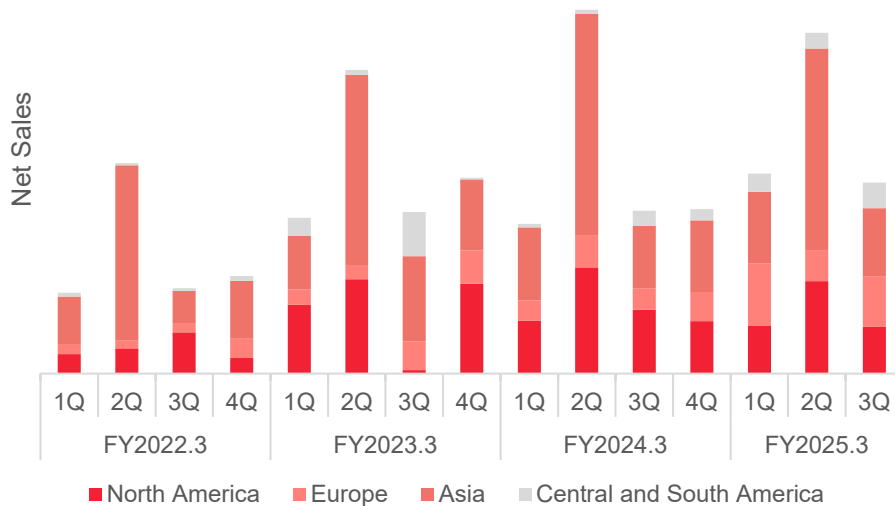
Film (↑ +6.5% year on year)

- In Movies segment, revenues decreased due to the reactionary decline from revenues a year earlier from the movie “THE FIRST SLAM DUNK,” which had a long run through August 2023, even as we released the movie “Wonderful Precure! The Movie!.” and “THE BIRTH OF KITARO: THE MYSTERY OF GEGEGE TruBorn Edition.”
- In TV segment, revenues increased as the number of titles aired increased compared with the same period a year ago.
- In Contents segment, revenues increased due to the strong performance of Blu ray/DVD versions of “THE FIRST SLAM DUNK.”
- In the Overseas Film segment, revenues increased, reflecting the strong sales of overseas streaming rights for “ONE PIECE” and “DRAGON BALL” series and the delivery of a TV title for Saudi Arabia, despite the reactionary decline in sales of overseas screening rights for the movie “THE FIRST SLAM DUNK” which performed well during the same period of the previous fiscal year.
- In the Other segment, revenues increased significantly owing to the strong sales of domestic streaming rights for movies including the movie “THE FIRST SLAM DUNK” and “THE BIRTH OF KITARO: THE MYSTERY OF GEGEGE.”

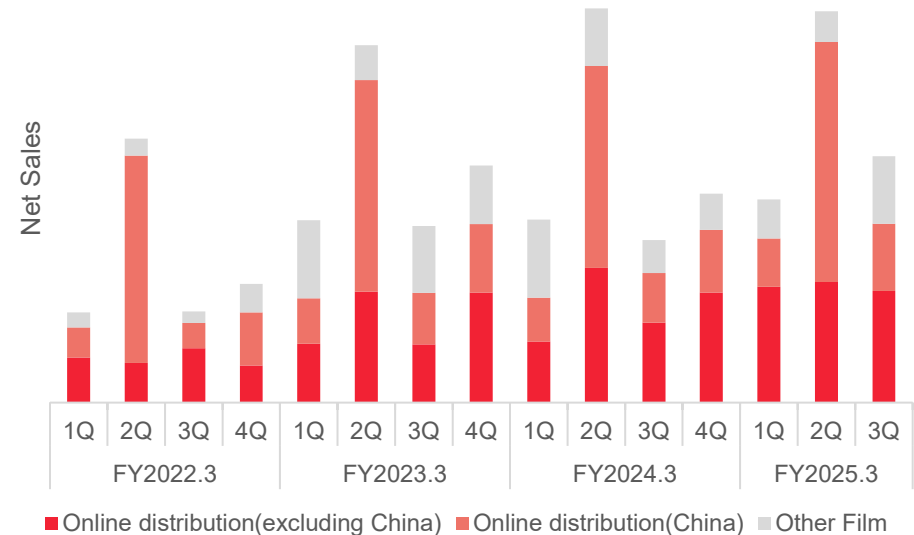
Trends in Film Overseas

- Revenues increased in Europe, mainly from delivering a TV title for Saudi Arabia. In Central and South America, sales increased due to the strong performance of streaming rights for the “DRAGON BALL” series.
- Sales of streaming rights increased with the strong performance of the “DRAGON BALL” series in North America and the delivery of a TV title for Saudi Arabia.

Trend in Net Sales of Film Oversea



Breakdown of Net Sales by Business



* Due to consolidated accounting for subsidiaries, the left graph shows consolidated figures while the right graph shows our non-consolidated figures.

Film Business: Topics



「Dragon Ball DAIMA」

- Broadcasting from October 11, 2024
- Released on streaming platforms in Japan and overseas



「MAGIC CANDIES」

- Nominated for the Academy Award for Best Animated Short Film
- A CGI animated short film produced based on popular Korean original stories



「Asateer Season 2」

- Animated series co-produced with Saudi Arabia
- Broadcasting from November 3

FY2025.3 3Q Results Segment Analysis (2) Licensing, Sale of Goods, Others

(Million Yen)		2024.3 3Q Results	2025.3 3Q Results
Net Sales		67,117	72,700
Film		26,464	28,196
	Movies	2,296	565
	TVs	2,186	2,409
	DVDs	297	310
	Overseas	18,284	19,337
	Other	3,399	5,573
Licensing		30,129	35,007
	Japan	12,113	13,588
	Overseas	18,016	21,419
Sales of Goods		8,432	7,236
Others		2,431	2,704

*Figures for each segment include intra-company sales.

Licensing (↑ +16.2% year on year)

- In Domestic Licensing, revenues increased significantly due to the strong performance in sales of gaming rights for the “DRAGON BALL” series and merchandising rights for “ONE PIECE” and “DRAGON BALL” series.
- In Overseas Licensing, revenues increased significantly due to the strong performance in sales of merchandising rights for “ONE PIECE,” the “DRAGON BALL” series, and the “DIGIMON” series and gaming rights for “DRAGON BALL” series.

Sales of Goods (↓ -14.2% year on year)

- Revenues markedly decreased due to the reactionary decline in sales of goods for the movie “THE FIRST SLAM DUNK,” which performed well in the same period a year earlier, despite the strong shop business for “ONE PIECE” and the “PRETTY CURE” series.

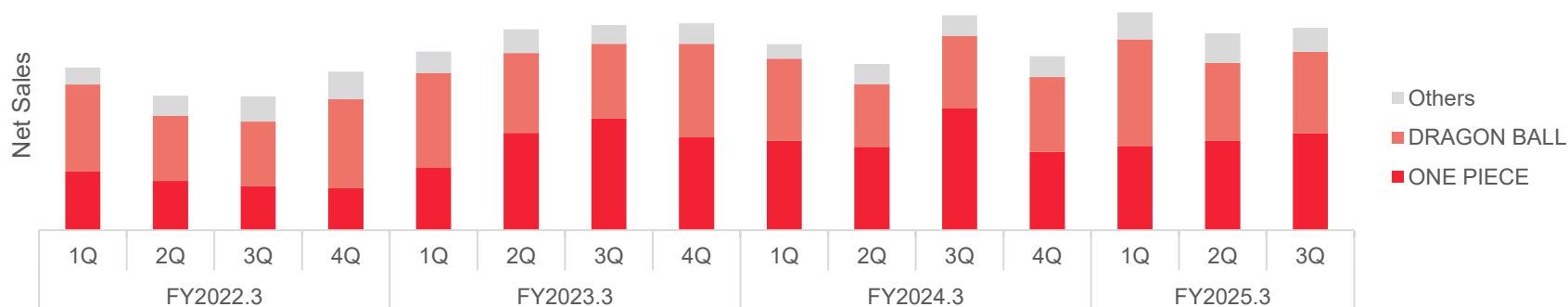
Others (↑ +11.2% year on year)

- Revenues increased due to the success of the events for the “PRETTY CURE” series, “ONE PIECE” and “GEGEGE no KITARO.”

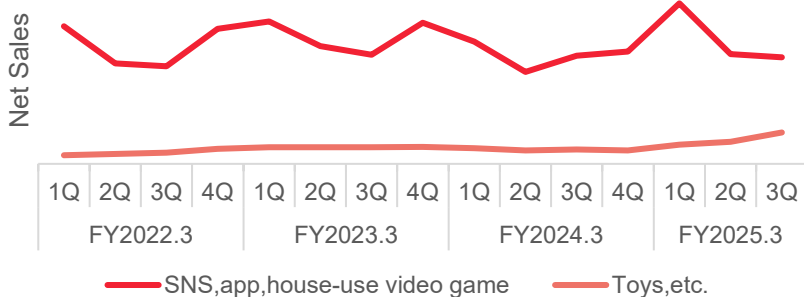
Trends in Domestic Licensing

- Merchandising rights of the “DRAGON BALL” series were strong, mainly for the title “DRAGON BALL DAIMA” released in October
- “ONE PIECE” gaming rights did not reach the level of the same momentum as in the previous fiscal year, but merchandising rights maintained strong performance

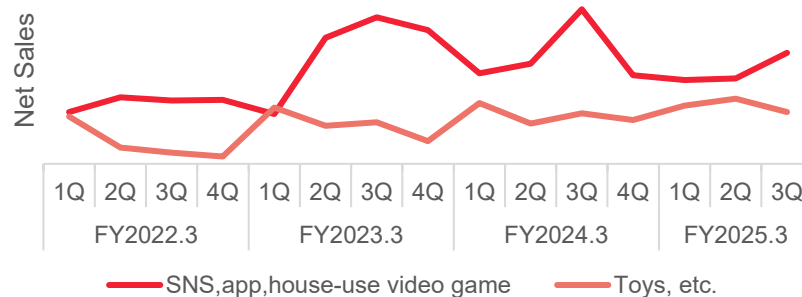
Trends in Net Sales of Domestic Licensing



Trends in Net Sales of Domestic Licensing for DRAGON BALL



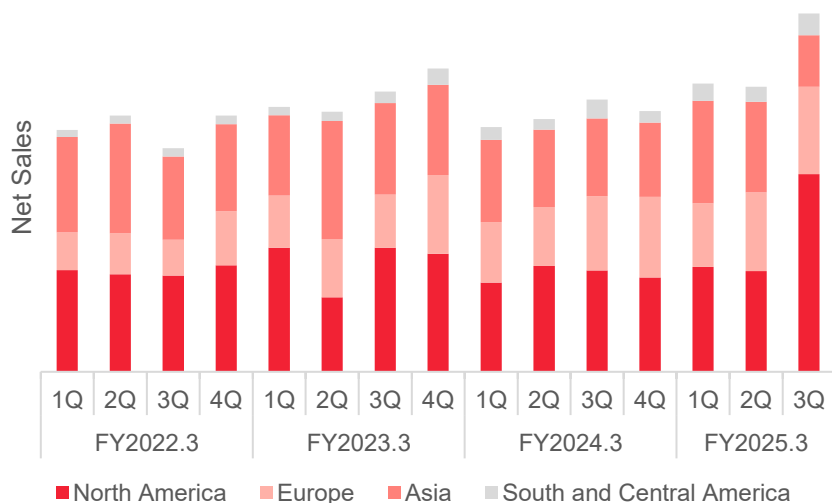
Trend in Net Sales of Domestic Licensing for ONE PIECE



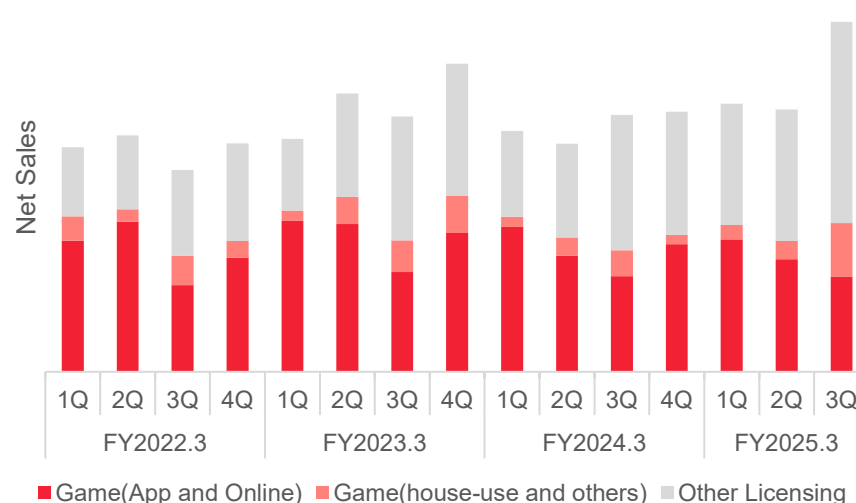
Trends in Overseas Licensing

- In North America, revenues increased as merchandising rights for “ONE PIECE” and gaming rights for “DRAGON BALL” series were steady. In Asia, revenues decreased as the sale of merchandising rights was not as strong for “ONE PIECE” and “SLAM DUNK.”
- Sales of gaming rights increased, including from the new house-use games for the “DRAGON BALL” series. Sales of merchandising rights performed strongly, mainly for the “ONE PIECE” card games.

Trends in Net Sales of Oversea Licensing



Breakdown of Net Sales by Business



* Due to consolidated accounting for subsidiaries, the left graph shows consolidated figures while the right graph shows our non-consolidated figures.

Licensing, Sale of Goods, Others Businesses: Topics

Domestic



「Ichibankuji DRAGON BALL DAIMA」



「Weiß Schwarz(Card game)
Girls Band Cry」

Overseas

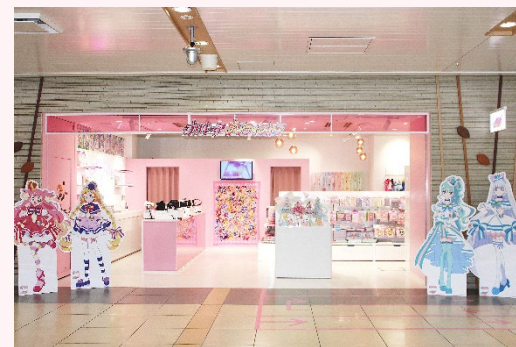


「DRAGON BALL: Sparking! ZERO」



「ONE PIECE CARD GAME」

Sales of Goods



「Precure Pretty Store (Tokyo Store)」

Others



「THE BIRTH OF KITARO:
THE MYSTERY OF GEGEGE」
Cinema Concert

FY2025.3 3Q Results Review

- We posted record net sales, operating profit, and other profits for the first half, driven by the Licensing business in Japan and overseas as well as sales of overseas streaming rights.
- Profit margin improved significantly thanks to the absence of the impact of evaluation losses on “Knights of the Zodiac” in the first quarter of the previous fiscal year and strong performance of the highly profitable streaming rights and Licensing business.
- The main portion of the fluctuation of the non-operating profit is from decrease of foreign exchange profits.

(Million Yen)

	2024.3 3Q Results	2025.3 3Q Results	Change	% Change
Net Sales	67,117	72,700	5,582	8.3%
Cost of Sales	39,230	38,024	△1,206	△3.1%
Gross Profit	27,887	34,675	6,788	24.3%
SG&A	10,114	11,298	1,183	11.7%
Operating Profit	17,772	23,377	5,604	31.5%
Non-Operating Profit	2,588	1,405	△1,182	△45.7%
Non-Operating Expenses	59	413	353	589.6%
Ordinary Profit	20,300	24,368	4,068	20.0%
Extraordinary Gain and Loss	50	△270	△321	-
Net Profit Before Tax	20,351	24,097	3,746	18.4%
Income Taxes	5,537	6,868	1,331	24.0%
Income Taxes Adjustment	220	321	100	45.4%
Minority Interest	-	-	-	-
Net Profit	14,593	16,907	2,314	15.9%

Balance Sheet Digest

- We managed part of cash and deposits in long-term time deposits, etc., and investments and other assets increased.
- Current assets increased due primarily to the increased assessed value of derivatives.
- Accumulated other comprehensive profit is from foreign currency translation adjustment with subsidiaries.

(Million Yen)

Account title	2024.3	2024.6	Change	Account title	2024.3	2024.6	Change
Cash and deposits	79,007	78,462	△545	Notes and Accounts Payable-trade	20,370	19,882	△487
Notes and Accounts Receivable	24,012	25,598	1,585	Other	8,360	9,956	1,596
Work in process	8,562	8,550	△12	Current liabilities	28,730	29,839	1,108
Finished Products	99	0	△99	Non-current liabilities	2,295	3,098	803
Other	8,773	8,317	△455	Total liabilities	31,025	32,938	1,912
Current assets	120,455	120,928	472	Shareholders' equity	121,273	131,837	10,563
Total Property and Equipment	8,180	8,279	99	Accumulated other comprehensive Profit	10,440	12,668	2,228
Intangible Assets	1,321	1,292	△28	Total Net Assets	131,713	144,505	12,792
Investments and Other Assets	32,782	46,942	14,160				
Fixed Assets	42,283	56,514	14,231				
Total assets	162,739	177,443	14,704	Total liabilities and net assets	162,739	177,443	14,704

02. Outlook for FY2025.3



Progress against Earnings Estimation and Dividend Forecast

- Making good progress towards earnings estimates due to the strong performances of licensing and sales of streaming rights
- While the business environment is expected to remain favorable, FY2025.3 earnings estimates remain unchanged, given the recording of production costs for new animation films and uncertainties such as the foreign exchange environment.
- According to our dividend policy, we are maintaining the dividend forecast.

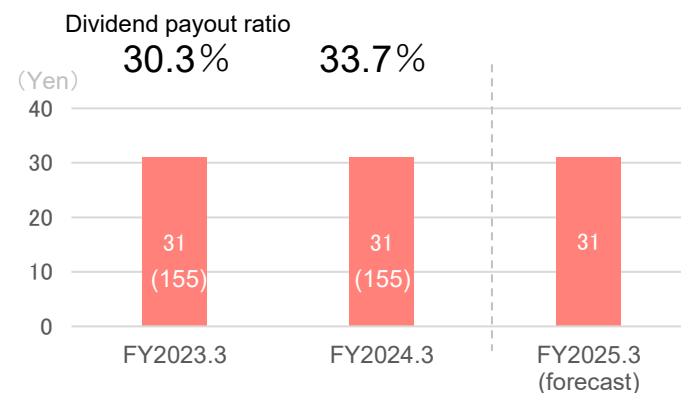
Progress of the Earnings Estimates for FY2025.3

(Million Yen)	Forecast (10/28)	Result (4-12)	Progress rate
売上高	90,000	72,700	80.8%
営業利益	27,000	23,377	86.6%
経常利益	27,500	24,368	88.6%
当期純利益	19,500	16,907	86.7%

Year-end dividend

FY2025.3

31 yen per share



*The Company carried out a 5 for 1 stock split on April 1, 2024. Figures calculated by assuming the stock split was carried out at the start of the relevant fiscal period and the dividend amount for FY2024.3 earlier indicates the actual amount in brackets.

03. Future Business Prospects



Title Portfolio

From FY2024

Overseas market

About **13** titles, **17.0** billion yen

- Large IP projects

About **19** titles, **14.4** billion yen

- Hollywood-style model projects
- Local production for local consumption model projects
- Overseas studio collaboration model projects

Existing IPs

New / Library IPs

About **27** titles, **15.5** billion yen

- Original projects for kids
- Children's book projects
- Movie projects for grown-ups

About **24** titles, **9.7** billion yen

- Project with committee participation
- High-end CG projects
- TV projects for kids
- Other media projects

Japanese market

	FY2024		FY2025		FY2026 onwards	
	Movies	Series	Movies	Series	Movies	Series
 New/Library IPs for world	1 title	2 titles	1 title	4 titles	2 titles	9 titles
 Existing IPs for world	0 titles	4 titles	0 titles	3 titles	2 titles	4 titles
 Existing IPs for Japan	3 titles	5 titles	1 title	6 titles	5 titles	7 titles
 New/Library IPs for Japan	1 title	6 titles	0 titles	6 titles	3 titles	7 titles

* The amounts are investments for the titles.

* The titles and amounts are forecasts as of September 30 and are subject to change.

* The amount of investment for titles that have not been decided is calculated as zero yen.

Initiatives Aimed for Medium- to Long-Term Growth (Development of Titles)

Activation of existing IP



[Dragon Ball DAIMA]



[ONE PIECE]



[THE ONE PIECE]
(production studio : WIT STUDIO)



[Wonderful Precure !]



[You and Idol Precure ♪]



[Butt Detective the Movie STAR AND MOON]



[RUN FOR MONEY THE GREATMISSION]



[Witchy Pretty Cure !! ~MIRAI DAYS~]

Creating new IP / Library IPs



[Spicy Candy]



[New Hana no Ko Lunlun
花仙子之魔法香対論 (original title)]



[Le Collège Noir (original title)]



[Asateer" Season 2]

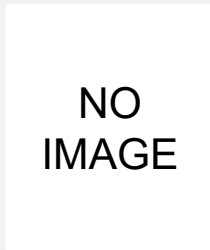
Works from business with Local production for local consumption

Works from Hollywood-type business



[Hypergalactic]

Overseas studio collaboration model projects



[GOSU]

Large IP projects

Projects for kids

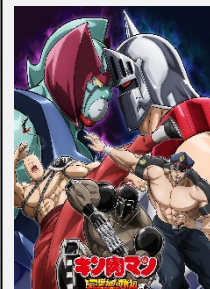
Other works

Projects for kids

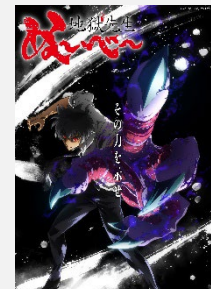
Project with committee participation



[Surviving Science!]

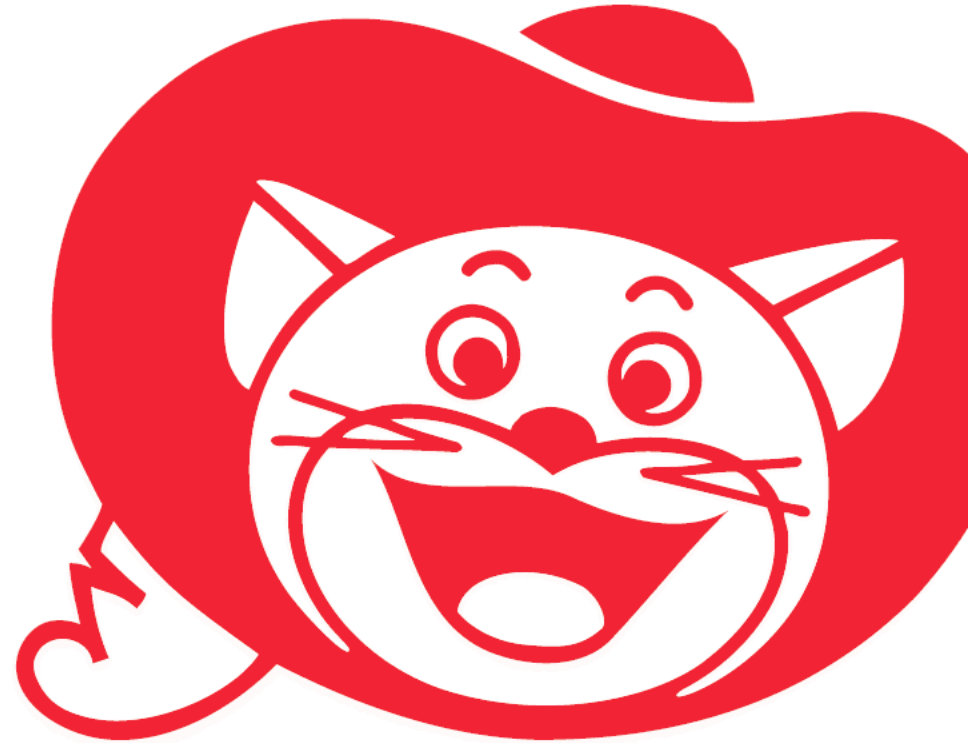


[Kinnikuman Perfect Origin Arc]



[Hell Teacher: Jigoku Sensei Nube]

TOEI ANIMATION CO.,LTD.



[Precautions regarding outlook]

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