



**TOEI COMPANY, LTD.**

**FY2025**

**Consolidated Financial Results  
Presentation Material**



**Toei IR News  
Official Line Account (JP)**



**Toei Official News  
Official X Account (JP)**

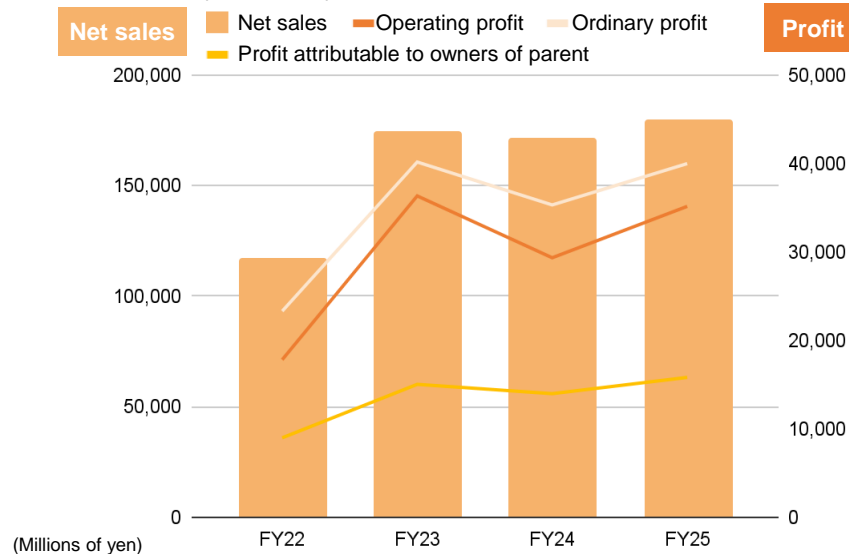


# FY2025 Consolidated Financial Results

(Millions of yen)	FY22	FY23	FY24	FY25	Year-on-year change	
Net Sales	117,539	174,358	171,345	179,922	8,577	5.0%
Cost of Sales	70,550	102,906	104,452	104,629	177	0.2%
Selling, general and administrative expenses	29,178	35,113	37,550	40,137	2,587	6.9%
Operating profit	17,810	36,339	29,342	35,155	5,813	19.8%
Ordinary profit	23,303	40,172	35,317	39,992	4,675	13.2%
Profit attributable to owners of parent	8,977	15,025	13,971	15,722	1,751	12.5%

\* FY = Fiscal Year. FY25 is the period from April 2024 to March 2025

\* Figures are rounded down to the nearest million yen.



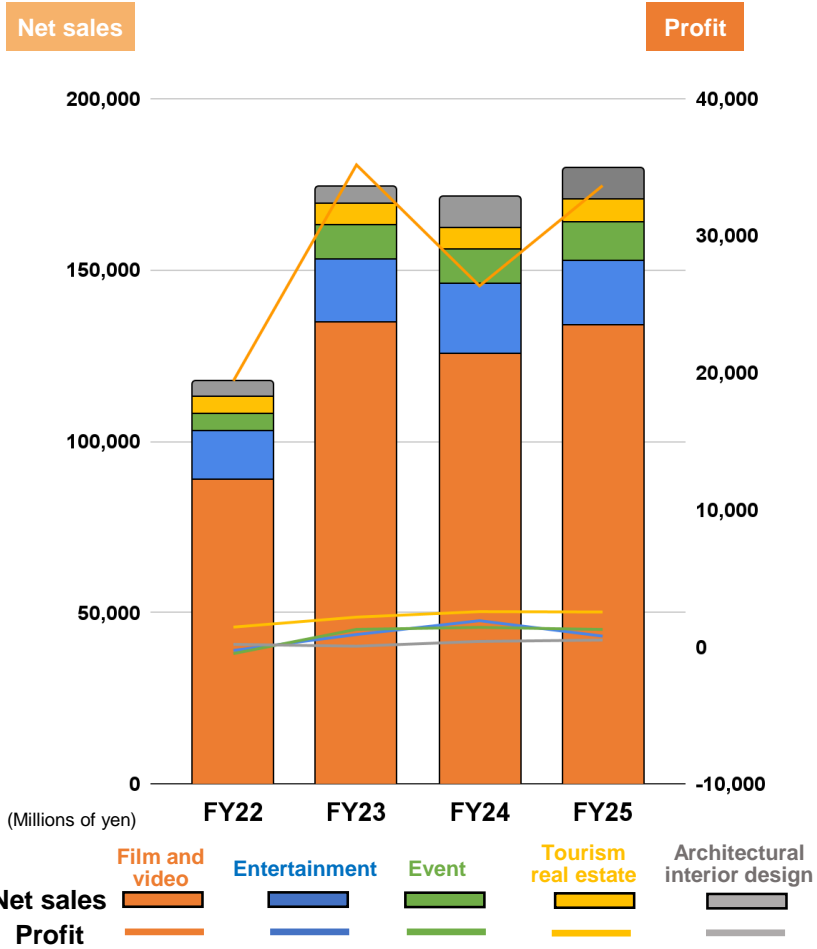
- Net sales: 179,922 million yen (up 5.0% year on year)
- Operating profit: 35,155 million yen (up 19.8% year on year)
- Ordinary profit: 39,992 million yen (up 13.2% year on year)
- Profit attributable to owners of parent: 15,722 million yen (up 12.5% year on year)

→ **Net sales and profit attributable to owners of parent ranked first, operating profit and ordinary profit ranked second**  
for the results of fiscal years since 2004.

## <Analysis>

- Movie titles didn't give the impact for the results, but multi-use operations continued the strong performance in especially Animation content. Net sales increased 8,577 million yen (up 5.0% year on year).
- Selling, general and administrative expenses increased 2,587 million yen (up 6.9% year on year) due to staff augmentation and increasing in wages etc., in addition to accelerated depreciation of existing buildings due to the redevelopment of Toei Kyoto Studio Park and rebuilding of Toei head office. In the other hand, operating profit increased 5,813 million yen (up 19.8% year on year) due to appropriation of the losses on valuation of finished goods for *KNIGHTS OF THE ZODIAC (feature film)* in the previous fiscal year, and cost of sales increased slightly 177 million yen, cost of sales ratio down to 58.2% from 61.0%.

FY2025 Analytics by Segment (consolidated) [Overall]



Segment	Sub-segment	FY24	FY25	Change	Percentage Change	Percentage of Sub-segment / Segment
Film and video-related business	Movie	9,860	4,137	▲5,723	▲58.0%	3.1%
	TV	10,556	10,082	▲473	▲4.5%	7.5%
	Content	84,156	98,435	14,278	17.0%	73.4%
	Other, net	21,405	21,368	▲37	▲0.2%	15.9%
	Total net sales	125,980	134,024	8,044	6.4%	100.0%
	Total profit	26,333	33,655	7,322	27.8%	
Entertainment-related business	Total net sales	20,174	18,966	▲1,207	▲6.0%	100.0%
	Total profit	1,907	782	▲1,125	▲59.0%	
Event-related business	Event	8,301	9,423	1,121	13.5%	84.1%
	Toei Kyoto Studio Park	1,783	1,779	▲4	▲0.2%	15.9%
	Total net sales	10,085	11,203	1,117	11.1%	100.0%
	Total profit	1,422	1,269	▲153	▲10.8%	
Tourism real estate-related business	Real estate leasing	4,386	4,536	149	3.4%	66.3%
	Hotel	2,107	2,302	194	9.3%	33.7%
	Total net sales	6,494	6,838	343	5.3%	100.0%
	Total profit	2,569	2,542	▲27	▲1.1%	
Architectural interior design-related business	Total net sales	8,610	8,890	279	3.2%	100.0%
	Total profit	397	496	99	24.9%	
Total net sales		171,345	179,922	8,577	5.0%	
Adjustment amount		▲3,288	▲3,591	▲302		
Total profit		29,342	35,155	5,813	19.8%	

\* Figures are rounded down to the nearest million yen.

## FY2025 Analytics (consolidated) [Film and Video-Related Business]

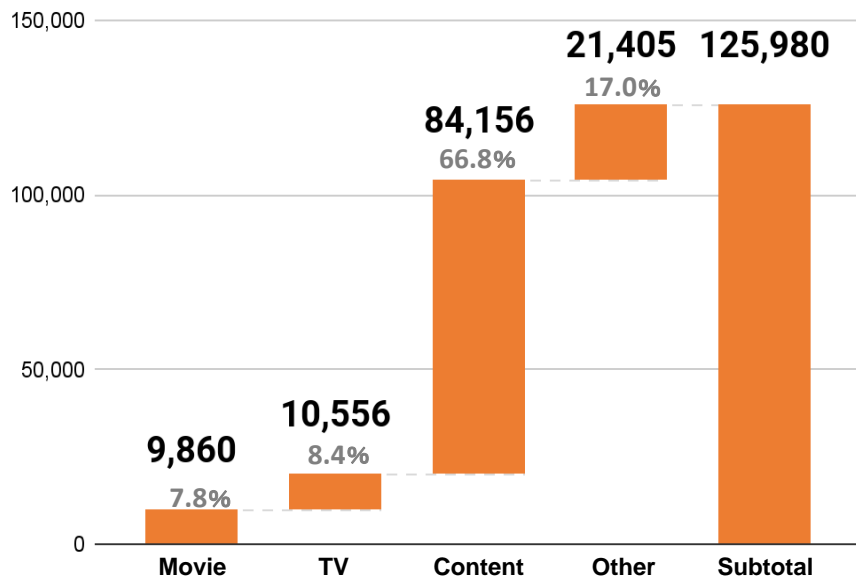
(Millions of yen)		FY24	FY25	Change	
Film and video-related business	Net sales	125,980	134,024	8,044	6.4%
	Profit	26,333	33,655	7,322	27.8%

- In the content business international sales of video streaming rights for TV series such as *ONE PIECE*, *Dragon Ball* series, and theatrical animation film like *THE FIRST SLAM DUNK*, *The Birth of Kitarō: The Mystery of GeGeGe* increased domestic sales of video streaming rights, and Merchandises rights and game adaptation rights for Animation works such as *ONE PIECE*, *Dragon Ball* series performed well. They helped recovery of declining sales in the movie business.

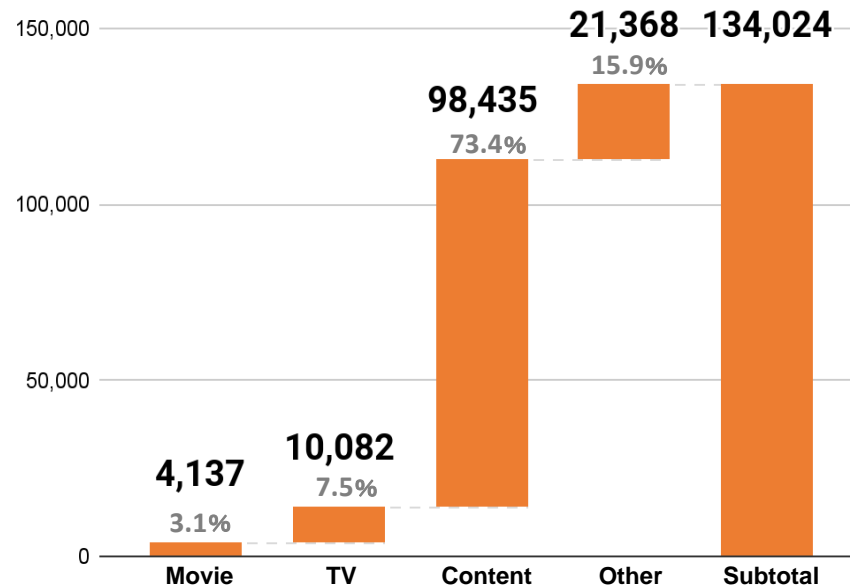
- Operating profit highly increased as we appropriated the losses on valuation of finished goods for *KNIGHTS OF THE ZODIAC* (feature film) in the previous fiscal year.

### Sales by Sub-Segment

FY24



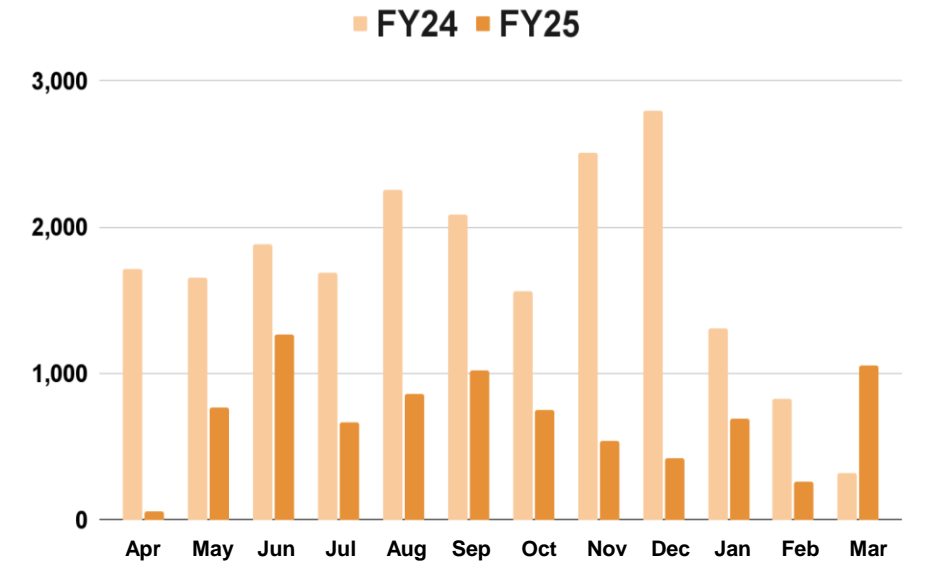
FY25



Monthly Gross

(100 million)

	FY24	FY25	Year-on-year Change	FY25 Main Titles by Month
Apr	17.1	0.6	3.5%	Butt Detective The Movie Farewell, My Lovely Partner, Butt Detective The Birth of KITARO: The Mystery of GeGeGe
May	16.5	7.7	46.6%	Dangerous Cops -Home coming- and Re-release of IDOLiSH7 the Movie; LIVE 4bit BEYOND THE PERIOD
Jun	18.8	12.6	67.0%	Dangerous Cops -Home coming- BELIEVE and IDOLiSH7 the Movie; Re-release of LIVE 4bit BEYOND THE PERIOD
Jul	16.8	6.6	39.3%	Run for Money THE MOVIE, KAMEN RIDER GOTCHARD THE MOVIE: FUTURE DAYBREAK / BAKUAGESSENTAI BOONBOOMGER THE MOVIE: PROMISE THE CIRCUIT
Aug	22.5	8.6	38.1%	Re-screening of THE FIRST SLAM DUNK, KAMEN RIDER GOTCHARD THE MOVIE: FUTURE DAYBREAK / BAKUAGESSENTAI BOONBOOMGER THE MOVIE: PROMISE THE CIRCUIT
Sep	20.8	10.2	49.0%	Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World
Oct	15.5	7.5	48.3%	The Birth of KITARO: The Mystery of GeGeGe TRUBORN EDITION, Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World, VOLTES V LEGACY
Nov	25.0	5.4	21.4%	11 REBELS, Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World, Revival screening: Expelled from Paradise -Impelled by 10th Anniversary-
Dec	27.9	4.2	15.0%	[OSHI NO KO] -The Final Act- Aikatsu! The Movie: Memorial Encore
Jan	13.1	6.9	52.9%	MUROMACHI OUTSIDERS, [OSHI NO KO] -The Final Act-
Feb	8.3	2.6	31.3%	MUROMACHI OUTSIDERS, UNDER THE BIG ONION KESSOKU SONOSAKIE
Mar	3.2	10.6	327.8%	THE 35-YEAR PROMISE Butt Detective the Movie Star and Moon
Net	205.5	83.5	40.6%	



FY25 Main Titles by Month	Release Date	Grossing (100 Million)
Dangerous Cops -Home coming-	May24, 2024	16.4
Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World	September 13, 2024	12.4
THE 35-YEAR PROMISE	March 7, 2025	8.7

\*10.5 as of the end of April

\* Figures are rounded down to the nearest million yen.

## Sub-segment

**[Movie] Net sales 4,137million yen / down 58.0% year on year**

We distributed 34 films including films produced in collaboration with other production companies. *Dangerous Cops -Home coming-*, *Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World*, *THE 35-YEAR PROMISE* were box-office hits.

**Strategic planning and development with awareness of market environment*****THE 35-YEAR PROMISE* released Friday March 7**

Programming Department, Film Business Division was established in July 2022, to strengthen strategic planning and production with awareness of market environment. This is the first film to be produced under the new policy. It became a hit, grossing over 1 billion yen (as of April 30) in box office sales.

**Franchise titles contribute**

*Dangerous Cops -Home coming-* box office revenue: 1.64 billion yen  
(8th installment in series)

*Wonderful Precure! the Movie DokiDoki! An Epic Adventure in the Game World* box office revenue: 1.24 billion yen  
(33rd installment in series)



## TOPIC

**Diverse animation lineup**

Works planned and developed by the Animation Development Office, Programing Department (established in July 2022) will be added to the lineup starting in 2025. The office was promoted to the Animation & New IP Department (see page 21) in April 2025, and will be working to strengthen its collaboration with Toei Animation and various external animation studios in the development of new works aiming to accelerate multichannel rollout.





## Sub-segment

[TV] Net sales 10,082 million yen / down 4.5% year on year

## ●Drama production

We produced *The Woman of S.R.I. Season 24*, *Special Agent Unit 9 Season 7*, *AIBOU Season 23*, *With you I bloom*, *KAMEN RIDER GOTCHARD*, *KAMEN RIDER GAVV*, *BAKUGASENTAI BOONBOOMGER*, *Wonderful Precure!*, *The New Yoshimune Chronicle: Abarenbo Shogun*, and *Hana Noren*. Although we worked hard to make sure that our content was of a high standard, to ensure high viewing figures, and secure orders, sales decrease due to a lack of large-scale titles compared to the previous year.

## ●Merchandising rights

Merchandising rights business of tokusatsu characters engaged in the expansion of the contact with consumers through SNS video streaming and collaboration in game adaptation.

Series broadcast from January to March 2025

From September 1, 2024: *KAMEN RIDER GAVV* (TV Asahi)

From October 16, 2024: *AIBOU Season 23* (TV Asahi)

From February 16, 2025: *No.1 SENTA GOZYUGER* (TV Asahi)

March 8, 2025 – *Hana Noren* (TV Asahi)

Acquiring new customers

- Business with new customers increased, primarily focused around the *KAMEN RIDER* and *SUPER SENTA* series (up 13% YoY)
- Game collaboration licenses increased (up 26% YoY)

## TOPIC

Launch of Simulcast of *KAMEN RIDER* in China

KAMEN RIDER GAVV(#8) started the simulcast in China.

■KAMEN RIDER has streamed in China half year behind from Japanese broadcast, but we reconsidered the production period substantially for simultaneous broadcasting with Japan.

■This strategy worked for the elimination of pirates.

■Merchandise sales is expanding in the Chinese market as increasing the contact with consumers.

Anniversary project

■*SUPER SENTA* 50th Anniversary

■*KAMEN RIDER KUUGaA* 25th Anniversary



Rollout on multiple fronts in 2025 included streaming, broadcasting, events, and merchandise

Animated Version of *Tojima Tanzaburo wa Kamen Rider ni Naritai* (Tanzaburo Tojima Wants to Be a Kamen Rider)

Serious Kamen Rider play by adults who love Kamen Rider too much

Original work by Yokusaru Shibata (81diver)

\* To be released in 2025

## Sub-segment

**[Content] Net sales 98,435 million yen / up 17.0% year on year**

Domestic and international sales of animation rights and international sales of video rights performed well.

**Domestic video sales (streaming, TV, videograms)**

## •Sale of online distribution rights

Series titles such as **【OSHI NO KO】**, *Land of Tanabata*, and Theatrical titles such as *THE FIRST SLAM DUNK*, *The Birth of KITARO: The Mystery of GeGeGe*, *11 REBELS* and **【OSHI NO KO】 -The Final Act-** performed strongly.

## •TV Program sales

The *Dangerous Cops* series got attentioned with the new title etc., and various other library works are performing steadily.

## •Videogram sales

*The Birth of KITARO: The Mystery of GeGeGe* and *Dangerous Cops -Home coming-* performed strongly.

**Rights sales for animation works**

•Japan: Merchandise such as *Dragon Ball* series related items and *ONE PIECE* Card Game performed strongly.

•Overseas: *Dragon Ball Sparking Zero* (game) and *ONE PIECE* related items also performed well.

**Overseas sales**

•Series titles such as *Dragon Ball*, *ONE PIECE*, *KAMEN RIDER*, the *SUPER SENTAI* series, and *B-Robo Kabutack* are performing well.



*The Birth of KITARO: The Mystery of GeGeGe*

## TOPIC

**Netflix reboot of Bullet Train Explosion**

We granted Netflix the reproduction rights to our film *The Bullet Train*, originally released in 1975. The reboot began streaming worldwide as of April 23.

A Netflix Film Bullet Train Explosion is available on Netflix.

**Japan-US-Taiwan international co-production project****Movie “Dear Stranger”**

Director: Tetsuya Mariko

Starring: Hidetoshi Nishijima,  
Gwei Lun-Mei

A human suspense story about an Asian couple living in New York. In addition to its scheduled release in Japan in September 2025, the film is also scheduled to be released in France and other countries.

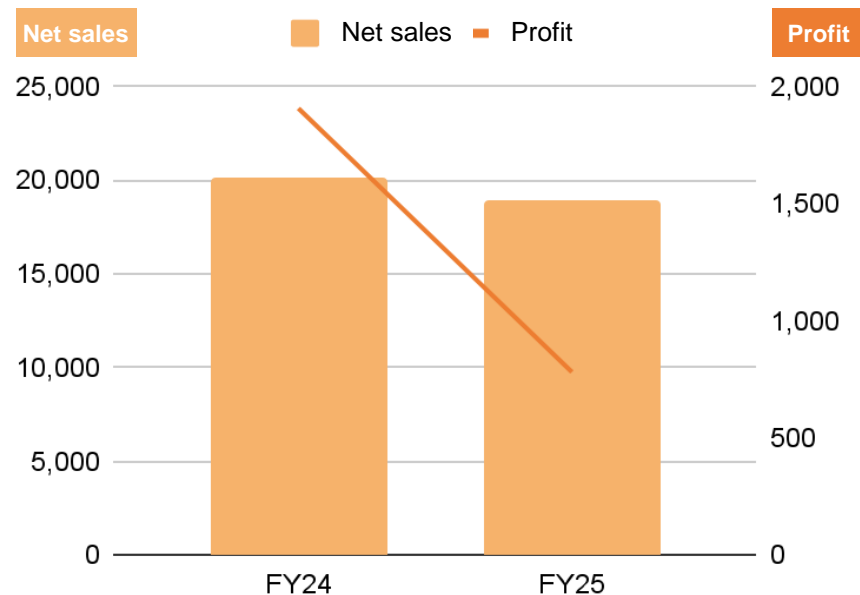
**[Other] Net sales 21,368 million yen / down 0.2% year on year**

Domestic commercialization of *Pretty Cure* and *ONE PIECE* products and event businesses performed well.



# FY2025 Analytics (consolidated) [Entertainment-Related Business]

(Millions of yen)		FY24	FY25	Change	
Entertainment-related business	Net sales	20,174	18,966	▲ 1,207	▲ 6.0%
	Profit	1,907	782	▲ 1,125	▲ 59.0%



(Millions of yen)

The company operates a network of 232 cinema screens (including two screens directly managed by Toei) across 24 sites.

The Entertainment-related business is focused primarily around cinema complexes management and operation by T-Joy Co., Ltd.(including jointly management with partners)

- T-Joy Emi Terrace Tokorozawa opened in September 2024.

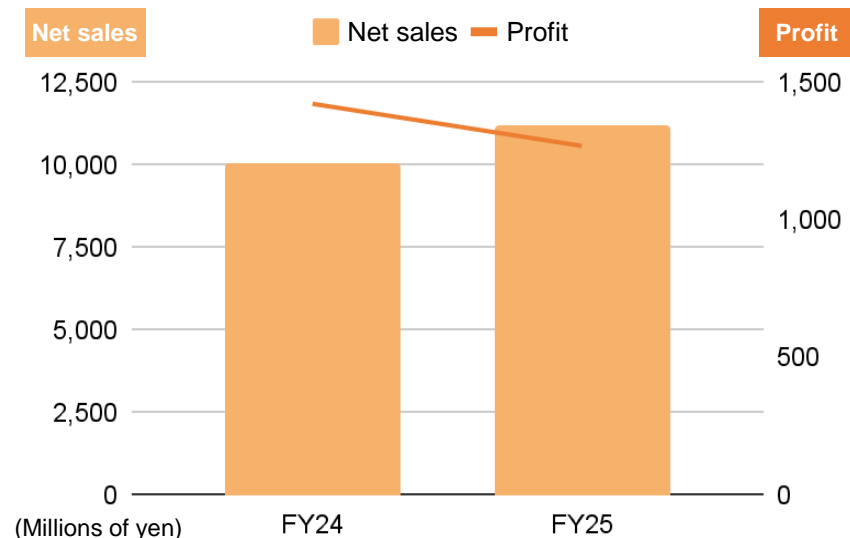
- Box office revenue for the film box office industry as a whole decreased year on year, resulting in a decrease in sales.

- Despite performance-driving titles such as *Detective Conan: The Million-dollar Pentagon*, *Kingdom: Return of the Great General*, *Look Back*, *LAST MILE*, and *Cells at Work!*, sales did not reach the level of the previous year, resulting in a decrease in both sales and profits.

- We aimed to enhance the added value of cinemas and differentiate them from competing venues through the active introduction of large-format formats such as Screen X (June: T-Joy Kyoto, September: T-Joy Emi Terrace Tokorozawa, December: Yokohama Burg 13).

- The loss margin increased due to factors such as soaring personnel expenses associated with the minimum wage hike, the one-time posting of business commencement expenses (opening costs) for T-Joy Emi Terrace Tokorozawa in the fiscal year under review, and accounting expenses related to asset retirement obligations.

(Millions of yen)		FY24	FY25	Change	
Event-related business	Net sales	10,085	11,203	1,117	11.1%
	Profit	1,422	1,269	▲153	▲10.8%



Sub-segment [Toei Kyoto Studio Park]

Net sales 1,779 million yen / down 0.2% year on year

#### Toei Kyoto Studio Park

Although part of the open area is restricted due to renovation work, seasonal events such as *UZUMASA EDOSAKABA* and Japanese version Halloween *Kaikai Yokai Festival* performed well. Eventually the number of visitors is being maintained(97%) compared to the previous year.

Sub-segment [Event]

Net sales 9,423 million yen / up 13.5% year on year

#### Event business

- In-house IP: Staple events, such as *OHSAMA SENTAI KING—OHGER FINAL LIVE TOUR2024*, *BAKUAGESSENTAI BOONBOOMGER SHOW(G Rosso)*, led the business. Tokyo venue of *ONE PIECE EMOTION* struggled to keep profits, and rate of profits decreases due to low box office performance of stage show *RIDE KAMENS*.

- Other companies' IP: *40th Anniversary Original Drawing Exhibition of Fist of The North Star* contributes profits. Box offices of some events pushed down to the profits.

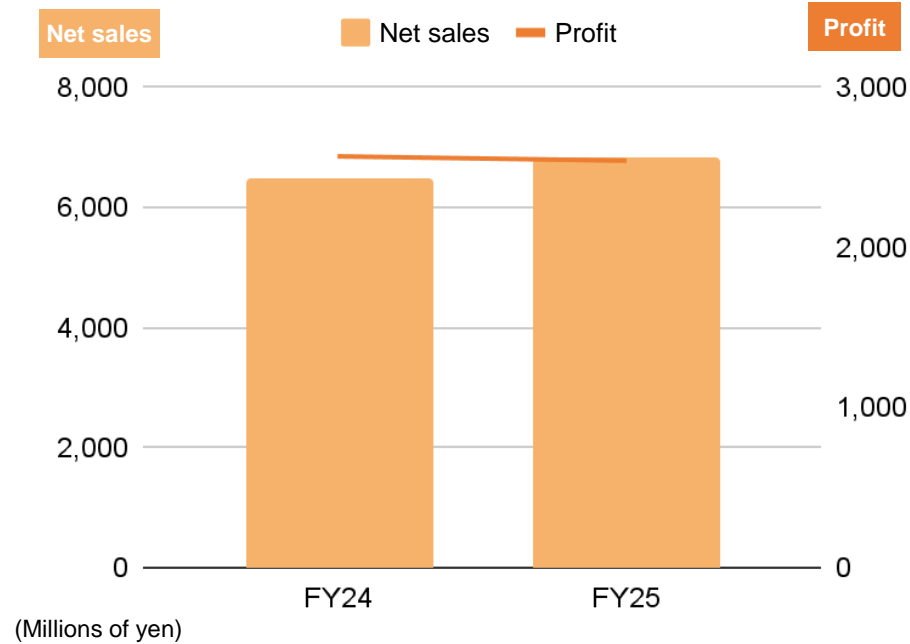
#### Merchandise business

- Theater merchandise: This year saw a decrease with the recession of film business.
- Online store: Strong sales of high-priced merchandise and ordered merchandise for *The Birth of KITARO: The Mystery of GeGeGe* and *Dangerous Cops -Home coming-* led the sales and increased profits compared to the previous year.
- Kamen Rider Store: Although the sales of *KAMEN RIDER GOTCHARD* struggled in the first half period, the character Gochizou from *KAMEN RIDER GAVV* has sparked supporter consumption among female fans, from teenage girls to women in their 30s, leading to strong sales of related merchandise in the second half.



Gochizou

(Millions of yen)		FY24	FY25	Change	
Tourism real estate-related business	Net sales	6,494	6,838	343	5.3%
	Profit	2,569	2,542	▲27	▲1.1%



Sub-segment

[Real estate leasing] Net sales 4,536 million yen / up 3.4 % year on year

- There has been steady growth in rental / leasing operations of commercial complexes such as Toei Plaza (Shibuya, Fukuoka, Hiroshima, Sendai), Shinjuku 3-chome East Building, and condominiums, etc.
- Repair and management costs are rising, and brokerage fees and other expenses increased.
- Depreciation increased due to early depreciation of buildings and other assets associated with the redevelopment of Toei Kyoto Studio Park.

Sub-segment

[Hotel] Net sales 2,302 million yen / up 9.3% year on year

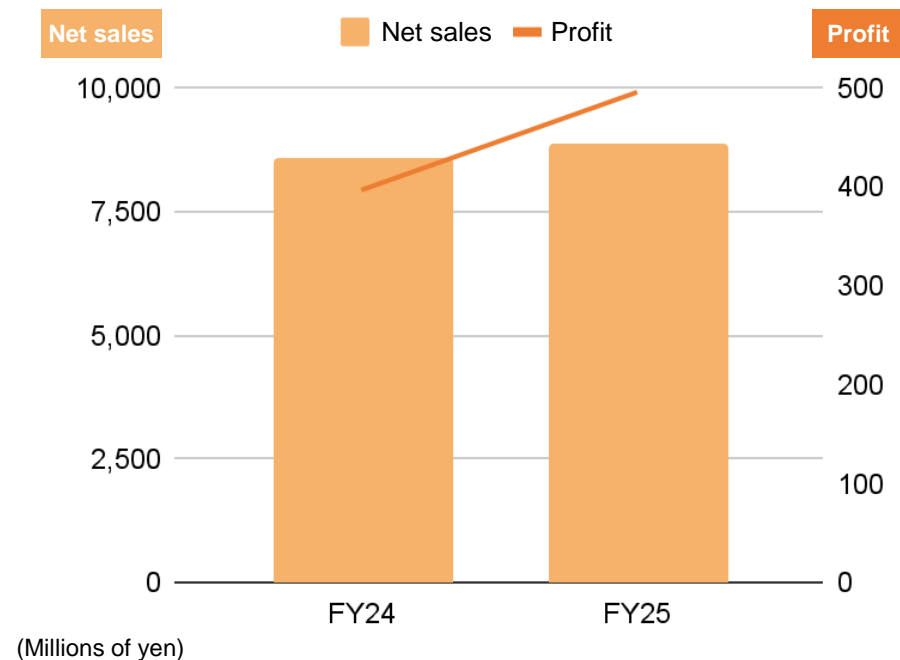
- We strength the promotion for inbound.
- As a result of revising our unit prices, both sales and profits reached record highs.

# FY2025 Analytics (consolidated) [Architectural Interior Design Business]

(Millions of yen)		FY24	FY25	Change	
Architectural interior design-related business	Net sales	8,610	8,890	279	3.2%
	Profit	397	496	99	24.9%

• We saw an increase in large orders for cinema complexes, nursing homes, and facilities for people with disabilities.

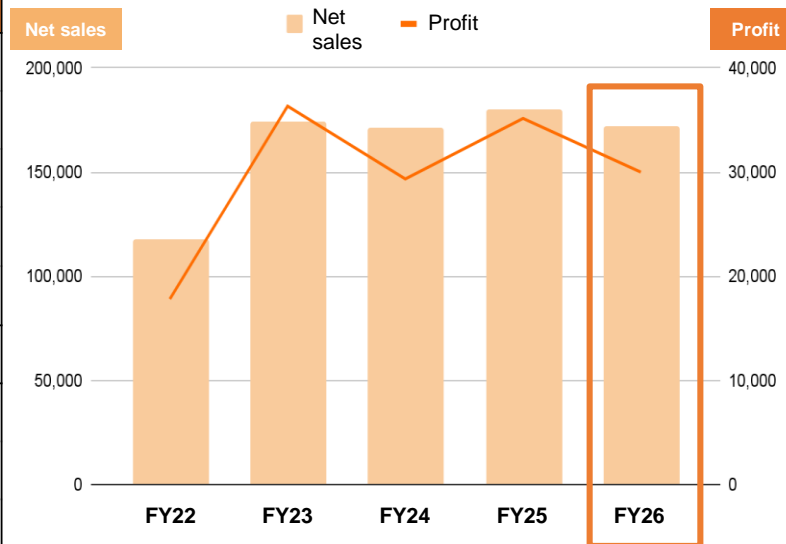
• Despite rising construction costs, we worked hard to secure profits, which increased year on year.



# FY2026 Financial Forecast

(Millions of yen)		FY22 (Actual)	FY23 (Actual)	FY24 (Actual)	FY25 (Actual)	FY26 (Forecast)	Change
Net Sales	Film and video	89,257	135,179	125,980	134,024	125,900	▲6.1%
	Entertainment	14,150	18,449	20,174	18,966	20,100	6.0%
	Event	4,823	10,015	10,085	11,203	11,300	0.9%
	Tourism real estate	5,053	5,967	6,494	6,838	6,700	▲2.0%
	Architectural interior design	4,254	4,746	8,610	8,890	8,200	▲7.8%
	Total	117,539	174,358	171,345	179,922	172,200	▲4.3%
Operating profit	Film and video	19,411	35,167	26,333	33,655	28,700	▲14.7%
	Entertainment	▲262	900	1,907	782	900	14.9%
	Event	▲492	1,276	1,422	1,269	1,600	26.1%
	Tourism real estate	1,440	2,168	2,569	2,542	2,500	▲1.7%
	Architectural interior design	183	48	397	496	200	▲59.8%
	Adjustment	▲2,469	▲3,222	▲3,288	▲3,591	▲3,900	
	Total	17,810	36,339	29,342	35,155	30,000	▲14.7%
Ordinary profit		23,303	40,172	35,317	39,992	33,500	▲16.2%
Profit attributable to owners of parent		8,977	15,025	13,971	15,722	14,500	▲7.8%

(% indicates Year-on-year Change)



-Aiming to perform theatrical revenue steadily due to strategic planning for film production and programming of lineup, but sales and profit are expected to decline in the reaction of streaming rights and sales rights of animation works which performed well in the previous year.

-Aggressive investments on such as latest video technology, human capital and real estate development to strengthen the management base to support sustainable growth as well

-Accelerating to develop new and existing IPs for multiple uses to expand earnings

# References



# The Toei Group's Business Model

## (1) Run planning and production in-house,

### Planning a diverse and attractive lineup of content

- Theatrical films **Over 4,400**
- Television shows **Over 39,000**
- Streaming content

Over

Over

### Film production infrastructure

- One-stop system from shooting to post-production

Shooting



Tokyo Studios



Kyoto Studios

R&D



Zukun Laboratory

Post-production



Toei Labo Tech Co., Ltd.

Animations



Oizumi Studio



## (2) Develop multi-use

- **Multi-channel coverage** from movie theaters to television and online streaming

Distribution

Box office

TV broadcasting

Streaming

DVD Blu-ray

Merchandising

Book adaptation

Game adaptation

Event adaptation

Stage adaptation

Overseas development



T-Joy Co., Ltd.



Toei Online Store



Toei Tokusatsu  
YouTube channel

- ## (3) Franchise out content to increase points of contact
- Aim to maximize the revenue generated by IPs

# Revenue maximization

Improved IP recognition  
Creating fans, etc.

Piling up of profits

Planning



Production

- **Formulation of Materiality and Value Creation Process**
- **Efforts of Respecting Human Rights**
- **Establishment of Animation & New IP Department and International Division**
- **Toei Kyoto Studio Park Renovation: Phase 1**
- **Long-term shareholders special benefit plan -Tour of Toei Tokyo Studios**

## Formulation of Materiality and Value Creation Process

Under the Toei Group's mission, Fill the World with Stories that Bring People Joy, we have identified and decided our material issues (materiality) at Board of Directors' meeting held on January 22, 2025, for the realization of the Toei Group's medium- to long-term vision, To the World, To the Future: To be a company that colors the world and the future with the power of our stories.

We will carry out initiatives while incorporating critical measures to address material issues in the management plan and other activities to realize our ideal vision.

### 【Materiality Identification Process】

#### ④ Identifying Materiality Based on Importance of Assessment and Sorting the Relationships for Each Materiality

Based on the results of the interviews and surveys, the importance was tallied by each theme, and the final Materiality was identified with sorting out the relationship between each Materiality.

Global Risk

SDGs

ESG Rating Items

ESG Disclosure Standards

Longlist

Shortlist

Materiality

① Approximate 200 subjects making an influence on our company's activity were selected from issues in whole society.

② The longlist was distilled by considering the materiality of other companies in the same industry and the globally required evaluation criteria of TOEI group's industry.

#### ③ Assessing Importance for Themes of the Candidates of Materiality

"Assessing Importance" through interviews and surveys of our boarding members, each boarding member selected every five themes making a major impact on improvement of our corporate value and ranked in order of priority.

## 【Materiality (Material issues)】

### [Value the Toei Group aims to create]

Continuing to create and deliver stories that bring people joy



### [Capital for creating value]

#### Human investment to exhibit creativity

- Recruitment and the successful careers of diverse human resources
- Establishing a work environment where employees can work with peace of mind



#### Enhancing the ability to create intellectual property (IP) for global expansion

- Enhancing facilities including Tokyo Studios, Kyoto Studios, and Animation Studio
- Investing in advanced imaging technologies and technologies for video production facilities



#### Strengthening collaboration with partners in Japan and overseas

- Building an overseas network
- Promoting expansion into events and merchandising
- Enhancing data-driven marketing



### [Foundation supporting corporate value creation]

#### Protection and use of intellectual property

- Utilizing library and owned IP
- Strengthening countermeasures to piracy and legal affairs functions
- Preserving videography culture



#### Increasing the sophistication of sustainable management

- Ensuring legal compliance and strengthening corporate governance
- Strengthening information security
- Adapting to climate change



## Formulation of Materiality and Value Creation Process

### [Value Creation Process]

By continuing the circulation of the value creation process, we will contribute to the sustainable development of society while aiming to continually improve the corporate value of the Toei Group.

### Fill the world with stories that bring people joy

#### Improvement of corporate value

2033 numerical targets: Overseas sales composition ratio: 50%; operating profit: 25 to 40 billion yen; ROE: 8% or more

#### Improvement of social value

Pleasing and inspiring people around the world with stories to contribute to the establishment of a sustainable society

#### Outcomes

#### Inputs

##### (1) Power to Create

- Planning and production capabilities that have given birth to a diverse and appealing body of work including hit series
- Human resources who produce IP
- Network of domestic and overseas companies and creators
- Cutting-edge video production technologies
- Japan's leading film production infrastructure (One-stop system from shooting to post-production)
- Tokyo Studios, Kyoto Studios, Animation Studio, TOEI LABO TECH CO., LTD., and Toei Zukun Laboratory

##### (2) Power to Distribute

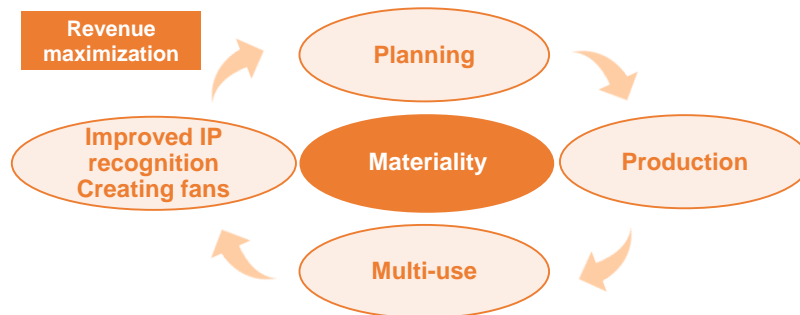
- The ability to develop multi-use of IP as the IP holder
- Rich library
- HR for sales and marketing
- Partnerships with domestic and overseas companies
- Movie theater chains operating nationwide and theme park

##### (3) Power to Support

- Foundation for continuously supporting video creation, which is highly volatile.
- Multifaceted business development (e.g., event business and real estate business)
- Stable financial capital

#### Business Activities

Expanding points of contact with our IP through a cycle of planning to multi-use rollouts  
Maximizing revenue by boosting the recognition of content and developing fans



#### Materiality

- (i) Continuing to create and deliver stories that bring people joy
- (ii) Human investment to exhibit creativity
- (iii) Enhancing the ability to create intellectual property (IP) for global expansion
- (iv) Strengthening collaboration with partners in Japan and overseas
- (v) Protection and use of intellectual property
- (vi) Increasing the sophistication of sustainable management

#### Outputs

##### Sales (term ended March 2025)

Film and video-related business  
134 billion yen

Entertainment-related business  
18.9 billion yen

Event-related business  
11.2 billion yen

Tourism real estate-related business  
6.8 billion yen

Architectural interior design-related business  
8.8 billion yen

##### Stories that bring people joy

Theatrical films Over 4,400

Television shows Over 39,000

Streaming content Over 600

### ■ Toei Group Human Rights Policy (Enactment on June 1, 2024)

The Toei Group has established “Fill the World with Stories that Bring People Joy” as its mission. For the purpose of clarifying the way how human rights are perceived in the Toei Compliance Policy and all other norms, etc. regarding its business activities, the Group hereby establishes the Toei Group Human Rights Policy (the “Policy”). Under the Policy, all officers and employees of the Toei Group understand and recognize that the human rights of all stakeholders involved in the Group’s business activities will be respected in order to continue to create a variety of stories that provide colors to the world and the future.

#### Commitment to respect of human rights

As a corporate group with the mission of “Fill the World with Stories that Bring People Joy,” the Toei Group respects all human rights of people working in the Group and throughout its supply chain, including those who create stories, deliver them and receive them, and contributes to the realization of society full of colors.

#### International norms

In all of its business activities, the Toei Group supports and respects international standards of conduct regarding human rights, such as the International Bill of Human Rights and the ILO Declaration on Fundamental Principles and Rights at Work, and will promote initiatives for respecting human rights in accordance with the United Nations Guiding Principles on Business and Human Rights.

#### Scope of application

This Policy applies to all officers and employees of the Toei Group. Moreover, the Group encourages all suppliers involved in business activities of the Toei Group to understand and observe the Policy.

#### Governance

The Sustainability Committee headed by President & Chief Executive Officer of Toei Company, Ltd. (the “Company”) oversees the promotion of these initiatives based on the Policy.

#### Human rights due diligence

The Toei Group identifies negative impacts of business activities on human rights and creates a mechanism for preventing and mitigating such impacts.

#### Remediation and relief

The Company has established Toei Group Hotline. If negative impacts of business activities of the Toei Group on human rights are identified, the Group will work to take appropriate corrective remedies and preventive measures.

#### Education

To ensure that the Policy is incorporated in all the business activities and effectively implemented, the Toei Group ensures comprehensive awareness of the Policy among all officers and employees of the Group and will develop a corporate climate of respecting human rights.

#### Information disclosure and dialogue

Information about Toei Group’s initiatives for respecting human rights will be appropriately disclosed on the Company’s website, etc. Initiatives for respecting human rights will be promoted also through dialogue and mutual consultation with internal and external stakeholders.



### ■ 2025 Zero Tolerance of Harassment Declaration (Released on April 1, 2025)

The Toei Group believes that investing in human resources to foster creativity is one of its priorities. The Group is committed to safeguarding the dignity of all employees and fostering a work environment where they can feel safe and secure. To create a better work environment, the Group must not tolerate harassment in any form and should implement stronger measures to prevent it. Therefore, the Group has declared to all of the Toei Group officers and employees, to all of the staff and cast members involved in its film and video production and to our business partners, that the Group will eliminate harassment in all of its forms in 2025.

To achieve zero harassment, the Group will intensify the efforts it has been implementing, focusing on the three initiatives indicated as below.

Enhancing the system for preventing and addressing harassment	The Toei Group will enhance internal cooperation and promptly address any harassment or signs of harassment in a fair manner. The Group will also collaborate with specialized external organizations to address harassment more effectively.
Promoting education and training	The Group will require that all officers, employees, and production staff participate in mandatory education and training regarding harassment, working to ensure that prevention measures are effectively implemented. Individuals who do not participate in education or training and behave dishonestly will face serious consequences.
Enhancing the work environment and reinforcing the monitoring system	The Group will regularly interview staff to improve the work environment. The Group will enhance its monitoring system by effectively promoting the consultation service and encouraging harassment officers at each workplace to increase their awareness regarding this issue.

In 2025, the Toei Group will work resolutely to eliminate harassment in all its forms.

The Group urges all personnel to unite and act in accordance with this declaration.

# Establishment of Animation & New IP Department and International Division

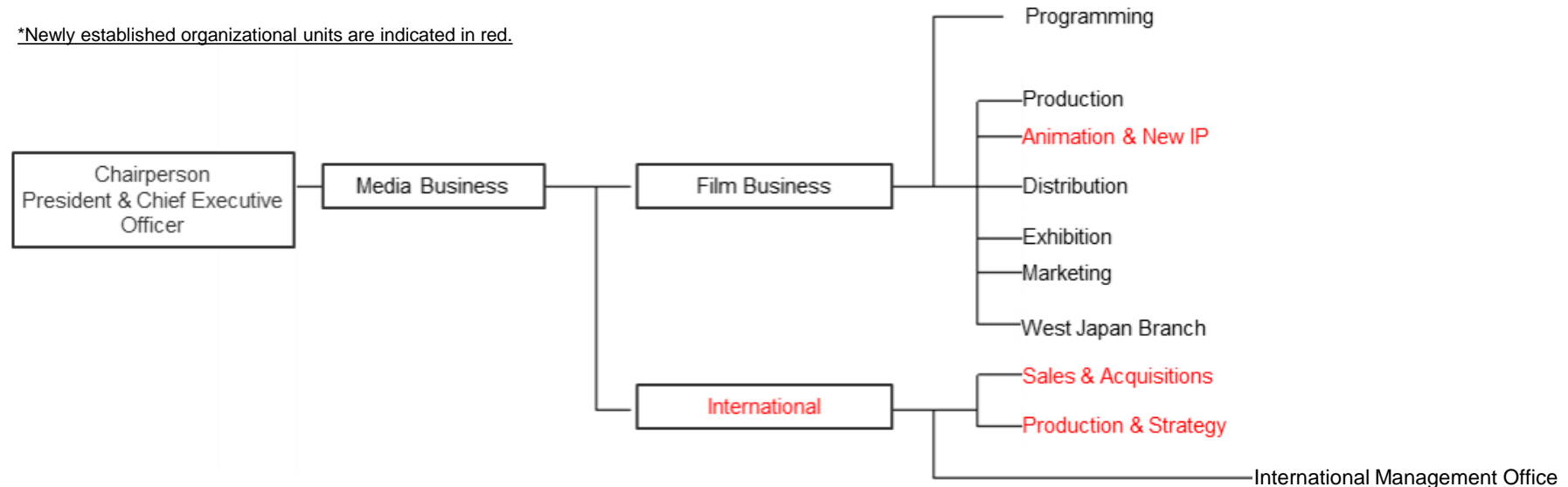
## (1) Establishment of Animation & New IP Department

To further strengthen our animation strategy in response to the recent demand for animation titles, we have upgraded our Animation Development Office and renamed it the Animation & New IP Department.

## (2) Establishment of International Division

To further accelerate our key strategy of accelerating global rollout of content as outlined in our TOEI NEW WAVE 2033 medium- to long-term vision, we have upgraded our Content Business Division's International Department to the International Division, and established two new departments within it: the Sales & Acquisitions Department and the Production & Strategy Department.

\*Newly established organizational units are indicated in red.



### The Toei Kyoto Studio Park renovation phase 1 extended

Due to circumstances such as buried cultural property excavation surveys, the completion date for Phase 1 of the renovations at Toei Kyoto Studio Park (announced on November 25, 2023) has been changed from the originally planned fall of 2025 to the spring of 2026. The opening of renovation phase 2 onwards including the hot spring spa facility etc is to be released after deciding the details.

### Toei Kyoto Studio Park selected for METI subsidies for investment in growth of small and medium-sized companies

The Toei Kyoto Studio Park renovation and reopening project was selected by the Ministry of Economy, Trade and Industry (METI) for a Subsidies for Investment in Growth of Small and Medium-sized Companies grant.

(Reference website/Japanese) [https://seichotoushi-hojo.jp/1\\_2ji/koufu/](https://seichotoushi-hojo.jp/1_2ji/koufu/)

### Measures for inbound tourists

We consider inbound tourism to be a key growth driver for Toei Kyoto Studio Park. By enhancing our lineup of inbound-focused events—such as the nighttime event *UZUMASA EDOSAKABA*, to meet the demand for nightlife economy, the *Ninja Extreme Party* show, offering an immersive experience with thrilling parkour performances, and the *Kai Kai Yokai Festival* event, which has become a hot topic overseas—we aim to further increase revenue through the renovation.



(Uzumasa Edo Sakaba website) <https://www.toei-eigamura.com/edosakaba/>



(Ninja Extreme Party website) <https://www.toei-eigamura.com/ninja-event/>

On March 19, 2025, we held a Tour of Toei Tokyo Studios as a special benefit for long-term shareholders.

### <Tour Report>

Visitors were given a tour of the virtual production studio, equipped with one of Japan's largest LED walls (※), a motion capture studio that captures human movements for use in animation and etc., a light stage for creating digital humans, and other film sets. At each studio, in addition to technology presentations, visitors were allowed to observe filming demonstrations and experience the evolution of movie-making technologies.

Participants in the event praised Toei's unique approach, combining its accumulated movie shooting techniques with the latest technologies.

We will continue offering long-term shareholder benefits such as tours of our Tokyo and Kyoto studios, invitations to stage greetings, and merchandise gifts.

Further details will be announced in future financial results materials.

※The Largest Facility in Permanent LED Walls in Japan (As of May, 2025)

\*Conditions for long-term shareholders on this occasion

Shareholders who, as of the record date of September 30, 2024, have three or more consecutive entries in the Company's shareholder register, with the same shareholder number and holdings of one unit (100 shares) or more

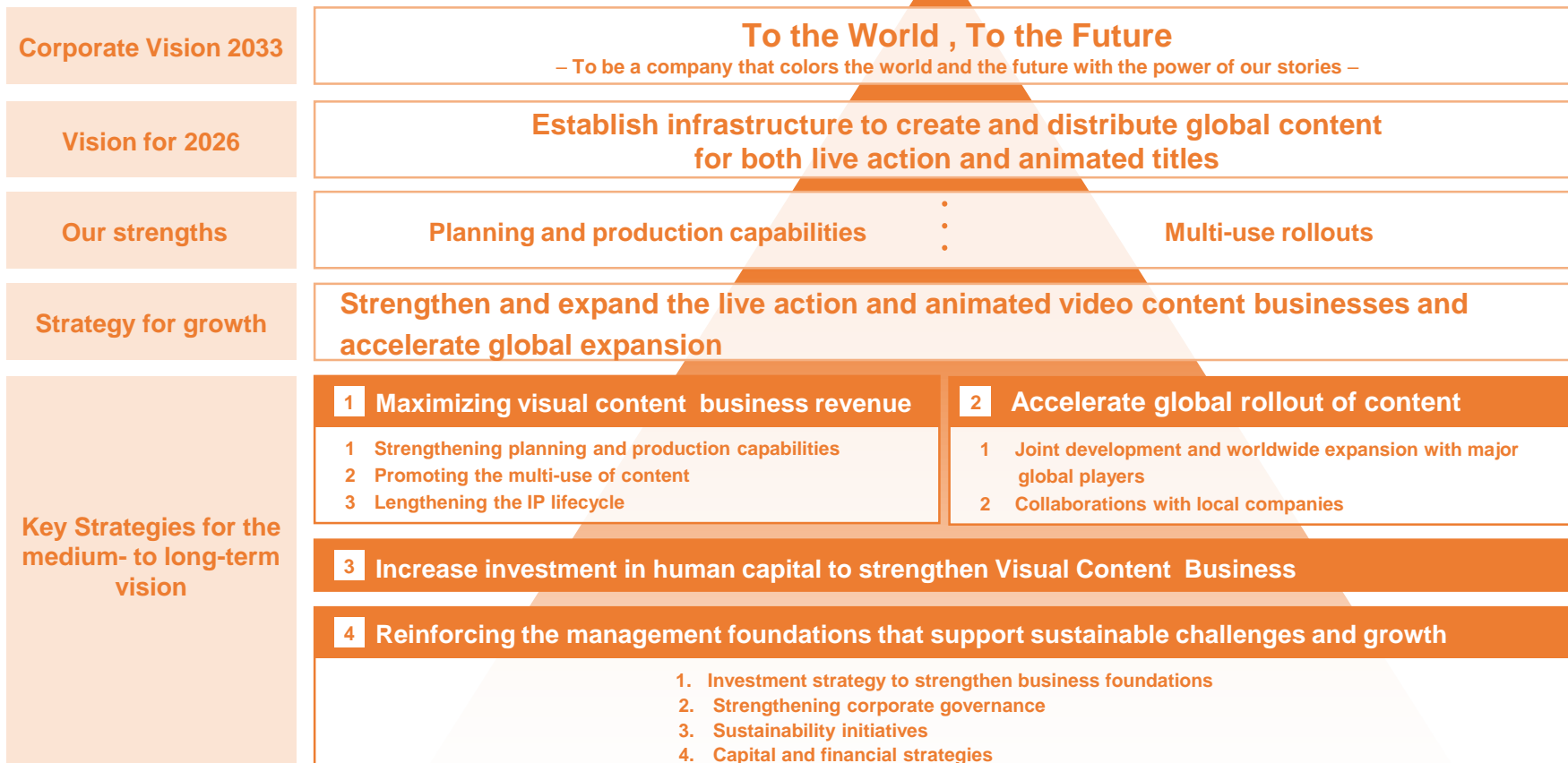


Virtual Production Studio



Film set

# Perspective: The Toei Group's Medium- to Long-Term Vision





# New Releases

## Movie

2025

May 30

*BAD BOYS -THE MOVIE-*

June 27

*SHAM*

July 4

*Catching The Stars of This Summer*

July 25

*KAMEN RIDER GAVV & NO.1 SENTAI GOZYUGER W HERO SUMMER MOVIE 2025*

August 15

*ChaO*

September

*Dear Stranger*

September 12

*You and Idol Precure ♪*

September 19

*HERO'S ISLAND*

October 3

*Girls Band Cry The Movie: Youth Rhapsody*

November 14

*Girls Band Cry The Movie: Hey, Our Future*

October 24

*Zombieland Saga ゆめぎんがパラダイス*

November 14

*A LIGHT IN THE HARBOR*

December 5

*PELELIU : GUERNICA OF PARADISE*

2026

TBA

*Expelled From Paradise (New Movie/English title TBD)*

Release Date TBA

*The Dangers in My Heart: The Movie*



## TV

2024

September 1

*KAMEN RIDER GAVV (TV Asahi)*

2025

February 16

*No.1 SENTAI GOZYUGER (TV Asahi)*

April 9

*Special Agent Unit 9 final season (TV Asahi)*

April 22

*Ameku Takao's Detective Karte (TV Asahi)*



## Animation

2024

October 5

*Surviving Science! Science!(NHK ETV)*

2025

January 11

*Witchy Precure!! ~MIRAI DAYS~(ABC,TV Asahi Network)*

February 2

*You and Idol Precure ♪(ABC,TV Asahi Network)*

April 4

*Everyday Host Club (TV TOKYO)*

April 6

*GeGeGe no Kitaro (CX)*

October

*DIGIMON BEATBREAK*





# New Releases

## Streaming

2025

April 6 *SISTERS OF THE DARKNESS LACHESIS*

May 11 *KAMEN RIDER MAJADE WITH GIRLS REMIX*



## Event

2025

*Unraveling the Mysteries of Ancient Egypt* in Shizuoka, Aichi, Hiroshima and others from January

*KAMEN RIDER x SUPER SENTAI W HERO SPRING FESTA! 2025 in LAGUNA TEN BOSCH* in Aichi from April

*30th Exhibition Shaun the Sheep with Wallace & Gromit* in Tokyo and others from May

*OHSAMASENTAI KING-OHGER FILM CONCERT* in Tokyo from May

*Leiji Matsumoto Exhibition - Journey of Creation* in Tokyo and Fukuoka from June

*Masked Rider Kuuga 25th Anniversary Exhibition* in Tokyo, Fukuoka, Aichi and Osaka from June

*All Super Sentai Exhibition* in Tokyo and others from August

## Show/Stage

2025

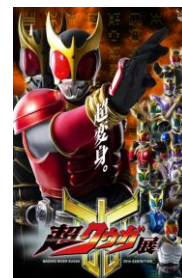
*SOLO Performance ENGEKI 「MAGENTA」* in Tokyo, Aichi, Fukuoka and Osaka from April



## Store

2025

*KAMEN RIDER STORE POP UP STORE* in Hong Kong, Hokkaido, Miyagi, Osaka, Hiroshima and Kagoshima from May



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