



Consolidated Financial Results Q3 FY 2026

(April 1, 2025 through December 31, 2025)

Toei Official News
Official X Account (JP)
https://x.com/TOEI_PR

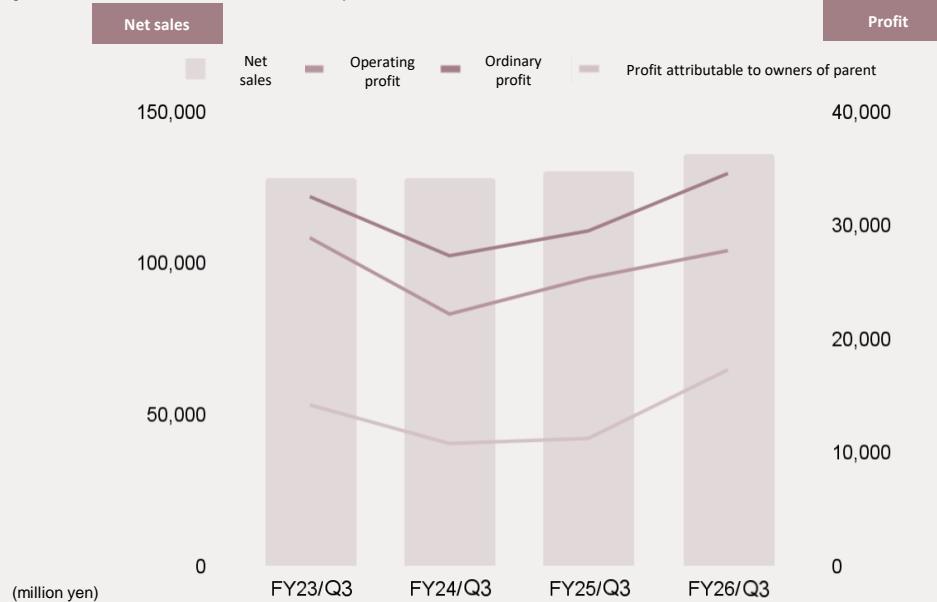
Toei IR News
Official Line Account (JP)
<https://lin.ee/5dETVtz>



(million yen)	FY23/Q3	FY24/Q3	FY25/Q3	FY26/Q3	Year-on-year change	
Net sales	128,160	128,286	130,410	136,347	5,936	4.6%
Cost of Sales	74,598	78,528	75,990	76,548	558	0.7%
Selling, general and administrative expenses	24,623	27,668	29,067	32,021	2,953	10.2%
Operating profit	28,939	22,189	25,352	27,777	2,425	9.6%
Ordinary profit	32,546	27,367	29,543	34,594	5,051	17.1%
Profit attributable to owners of the parent	14,220	10,782	11,298	17,272	5,973	52.9%

* FY = Fiscal Year. FY26 is the period from April 2025 to March 2026

* Figures are rounded down to the nearest million yen



Key Highlights of the Consolidated Financial Results for the 3rd Quarter of Fiscal Year 2026

Net sales

Net Sales increased by 4.6% year-on-year. While the Film and video-related Business declined compared to the same period last year due to lower performance in the Movie and Content businesses, the Entertainment-related business (Box Office) and the Architectural Interior Design-related businesses remained strong, additionally, the Event-related business also showed steady growth.

Operating Profit

SG&A expenses increased due to higher rent, personnel costs, and commissions. However, this was offset by significant profit growth in the Entertainment-related business and Architectural Interior Design-related businesses. Additionally, the Film and Video, Event, and Tourism & Real Estate-related businesses also posted steady profit gains, resulting in a 9.6% year-on-year increase in operating income.

Ordinary Profit

Ordinary profit increased by 17.1% year-on-year, driven by an increase in equity-method investment gain.

Profit attributable to owners of the parent

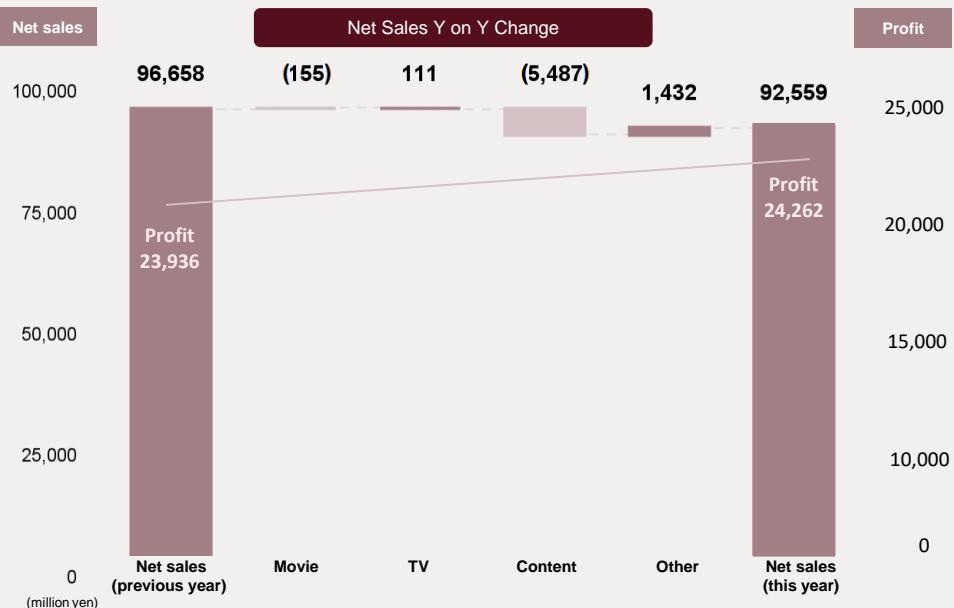
A 52.9% year-on-year increase was achieved, attributable to the gain on the sale of real estate reported as extraordinary income.

Q3 FY 2026 Consolidated Financial Results by Segment [Overall]

Segment	Sub-segment	FY25/Q3	FY26/Q3	Change	Percentage Change	Percentage of Sub-segment / Segment	Comment on analysis
Film and video-related business	Movie	3,123	2,968	(155)	(5.0%)	3.2%	The Movie segment decreased year-on-year due to a downturn following last year's hits. The Content segment also fell, reflecting a pullback from the previous year's robust streaming and anime licensing revenues.
	TV	7,351	7,462	111	1.5%	8.1%	
	Content	71,385	65,898	(5,487)	(7.7%)	71.2%	
	Other	14,798	16,230	1,432	9.7%	17.5%	
	Total net sales	96,658	92,559	(4,098)	(4.2%)	100%	
Entertainment-related business	Total profit	23,936	24,262	325	1.4%		
	Total net sales	14,161	19,949	5,788	40.9%	100%	Significant revenue and profit growth driven by blockbusters like <i>Demon Slayer: Kimetsu no Yaiba – The Movie: Infinity Castle</i> and <i>Kokuhō</i> , and <i>Detective Conan: One-Eyed Flashback</i> . T-Joy Emiterrace Tokorozawa, opened in September 2024, also continues to perform strongly.
	Total profit	800	2,358	1,558	194.7%		
Event-related business	Event	7,365	8,556	1,191	16.2%	87.3%	Strong attendance and merchandise sales at events such as <i>Masked Rider Kuuga 25th Anniversary Exhibition</i> and <i>All Super Sentai Exhibition</i> . Conversely, Toei Kyoto Studio Park saw lower revenue and profit due to area closures for renovations.
	Toei Kyoto Studio Park	1,443	1,250	(193)	(13.4%)	12.7%	
	Total net sales	8,808	9,807	998	11.3%	100%	
	Total profit	1,288	1,432	143	11.2%		
Tourism real estate-related business	Real estate leasing	3,380	3,243	(137)	(4.1%)	66.1%	The real estate leasing and hotel businesses remained steady.
	Hotel	1,582	1,664	81	5.2%	33.9%	
	Total net sales	4,962	4,907	(55)	(1.1%)	100%	
	Total profit	1,808	2,032	223	12.3%		
Architectural interior design-related business	Total net sales	5,819	9,123	3,304	56.8%	100%	The completion of major construction projects led to an increase in both revenue and profit.
	Total profit	322	991	669	207.8%		
Total net sales		130,410	136,347	5,936	4.6%		
Adjustment amount		(2,804)	(3,299)	(495)			
(million yen)	Total profit	25,352	27,777	2,425	9.6%		

* Figures are rounded down to the nearest million yen.

(million yen)	FY25/Q3	FY26/Q3	Change
Film and video-related business	Net sales	96,658	92,559
	Profit	23,936	24,262



Release date (million yen)	Box office revenue (as of Dec 31, 2025)	Title	
Apr 25	630	<i>PETALS AND MEMORIES</i>	
Jun 27	540	<i>SHAM</i>	
Jul 25	650	<i>Movie KAMEN RIDER GAVV: Invaders of the House of Snacks / No.1 SENTAI GOZYUGER: Tega Sword Resurrection</i>	
Sep 12	1200	<i>Movie You and Idol Precure! For You! Our Kirakilala Concert!</i>	
Sep 19	680	<i>HERO'S ISLAND</i>	
Nov 14	240	<i>A LIGHT IN THE HARBOR</i>	
Dec 5	330	<i>PELELIU : GUERNICA OF PARADISE</i>	
Dec 19	320	<i>KAEDÉ</i>	

Analysis of the film and video-related business

- ▶ Movie business
Lower distribution revenue led to a decline in net sales year on year.
- ▶ Content business
The animation contents saw a decline in revenue due to a reactionary drop in sales from domestic streaming rights and merchandising, although sales from overseas game and merchandising rights were robust.
- ▶ The sales of domestic streaming rights for new live-action titles, including *MUROMACHI OUTSIDERS*, were strong.

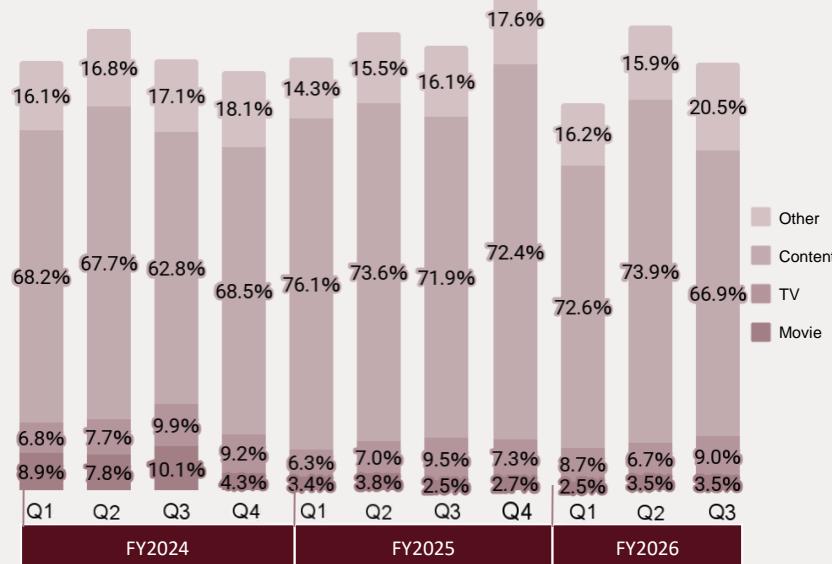
Q3 FY 2026 Consolidated Financial Results by Sub-Segment [Film and Video-Related Business]



Net sales change by sub-segment

(million yen)	FY25/Q3	FY26/Q3	Change
Film and Video-related Business	Movie	3,123	2,968 (155) (5.0%)
	TV	7,351	7,462 111 1.5%
	Content	71,385	65,898 (5,487) (7.7%)
	Other	14,798	16,230 1,432 9.7%

Share Changes of Sub-segment



Analysis of the film and video-related business by sub-segment

Movie

Although *You and Idol Precure The Movie: For You! Our Kirakilala Concert!* performed well, distribution revenue was lower compared to the same period last year when *Dangerous Cops - Home coming-* was a major hit, leading to a year-on-year decline in net sales.

TV

The number of broadcast animation titles declined year-on-year. In the live-action division, performance remained steady, driven by game rights and character licensing for corporate advertisements utilizing library titles.

Content

Domestic

The Animation division saw a decline in domestic streaming revenue in reaction to the strong performance of *THE FIRST SLAM DUNK* and *The Birth of Kitaro: The Mystery of GeGeGe* in the same period last year.

Additionally, sales of merchandising and gaming rights for *ONE PIECE* and the *Dragon Ball* franchise declined year-on-year.

Sales of streaming rights for new live-action titles, including *MUROMACHI OUTSIDERS*, were strong.

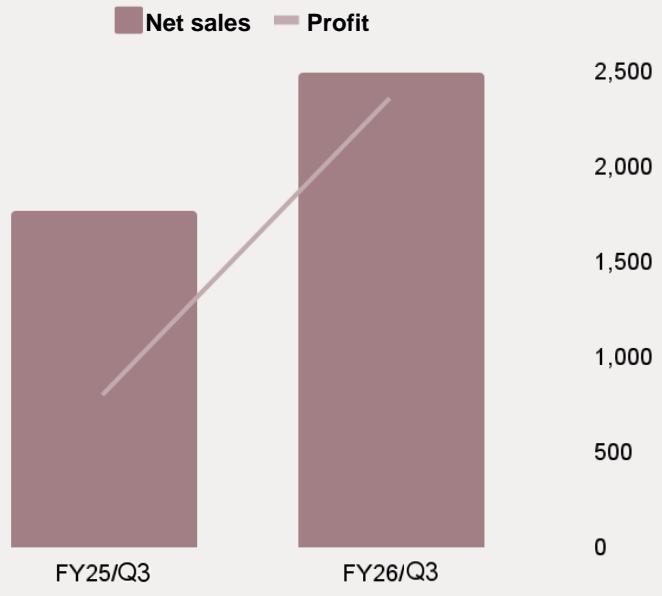
Overseas

Merchandising rights for *ONE PIECE* and the *Digimon* franchise, and gaming rights for the *Digimon* franchise were strong. In streaming, *ONE PIECE* performed well, but the *Dragon Ball* franchise saw a reactionary decline in streaming and broadcasting rights sales.

Other

Shop business for the *Dragon Ball* franchise and the *Pretty Cure* franchise remained strong, though merchandise sales for *Slam Dunk* saw a reactionary decline. Anime events and exhibitions also performed well.

(million yen)		FY25/Q3		FY26/Q3		Change
		Net sales	14,161	Profit	800	
Entertainment-related business		Net sales	14,161	Profit	800	5,788 40.9%
		Profit	800	2,358	1,558	194.7%



Analysis of the entertainment-related business

The Entertainment-related business is focused primarily around cinema complexes jointly managed and operated by T-Joy Co., Ltd..

T-Joy Co., Ltd. operates a network of 230 cinema screens across 23 sites.

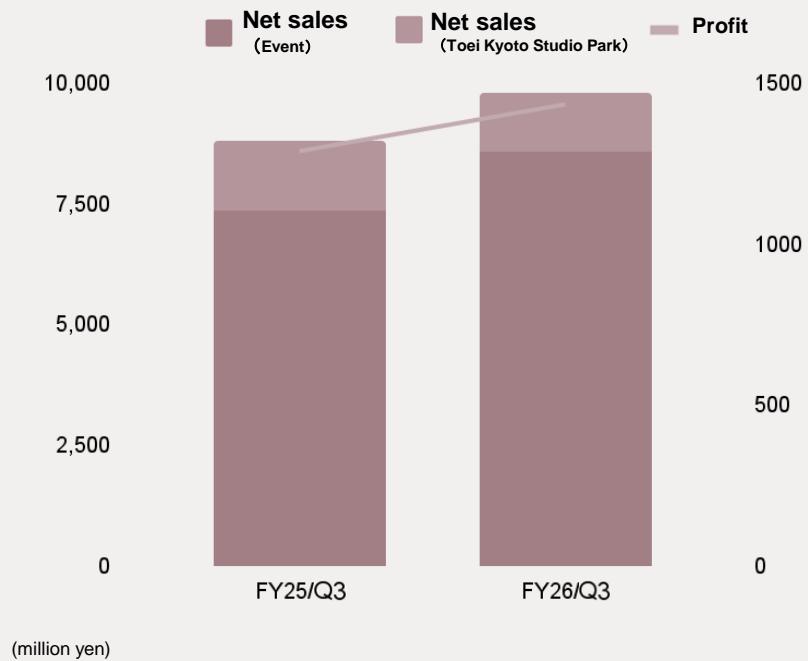
* As of December 31, 2025

* All directly operated screens by the Company closed on July 27, 2025.

Demon Slayer: Kimetsu no Yaiba – The Movie: Infinity Castle and *Kokuhô* were the top-grossing films. Other titles such as *Detective Conan: One-Eyed Flashback*, *Chainsaw Man – The Movie: Reze Arc* and *Zootopia 2* also performed well. In addition, the strong performance of T-Joy Emi Terrace Tokorozawa, which opened in September 2024, led to the increase in net sales.

Selling, general, and administrative (SG&A) expenses increased due to variable rent calculated on higher theatrical sales, but this was more than offset by the revenue growth, resulting in a year-on-year increase in profit.

		FY25/Q3	FY26/Q3	Change
Event-related business	Net sales	8,080	9,807	998 11.3%
	Profit	1,288	1,432	143 11.2%



Analysis of the event-related business

Net sales change by sub-segment

		FY25/Q3	FY26/Q3	Change
Event-related business	Event	7,365	8,556	1,191 16.2%
	Toei Kyoto Studio Park	1,443	1,250	(193) (13.4%)

Event

► Event business

Masked Rider Kuuga 25th Anniversary Exhibition, All Super Sentai Exhibition, Unraveling the Mysteries of Ancient Egypt, BOONBOONGER Final Live, KAMEN RIDER GAVV Final Stage and You and Idol Precure (Related Events) were successful. They not only attracted a high number of admissions but also generated large merchandising incomes.

► Merchandise business (theatre merchandise, e-commerce sites, Kamen Rider Store) While theater-related merchandise saw a year-on-year decline in reaction to the previous year's major hits, the Kamen Rider Store and e-commerce sites performed strongly.

Toei Kyoto Studio Park

Revenue fell due to Expo 2025, summer heatwaves, and renovation-related area reductions, while the *Kai-kai YOKAI Festival* (held September to November) performed well.

(million yen)	FY25/Q3	FY26/Q3	Change
Tourism real estate-related business	Net sales	4,962	4,907
	Profit	1,808	2,032
		(55)	(1.1%)
		223	12.3%



Analysis of the tourism real estate-related business

Net sales change by sub-segment

(million yen)	FY25/Q3	FY26/Q3	Change
Tourism real estate-related business	Real estate leasing	3,380	3,243
	Hotel	1,582	1,664
		(137)	81
		(4.1%)	5.2%

Real estate leasing

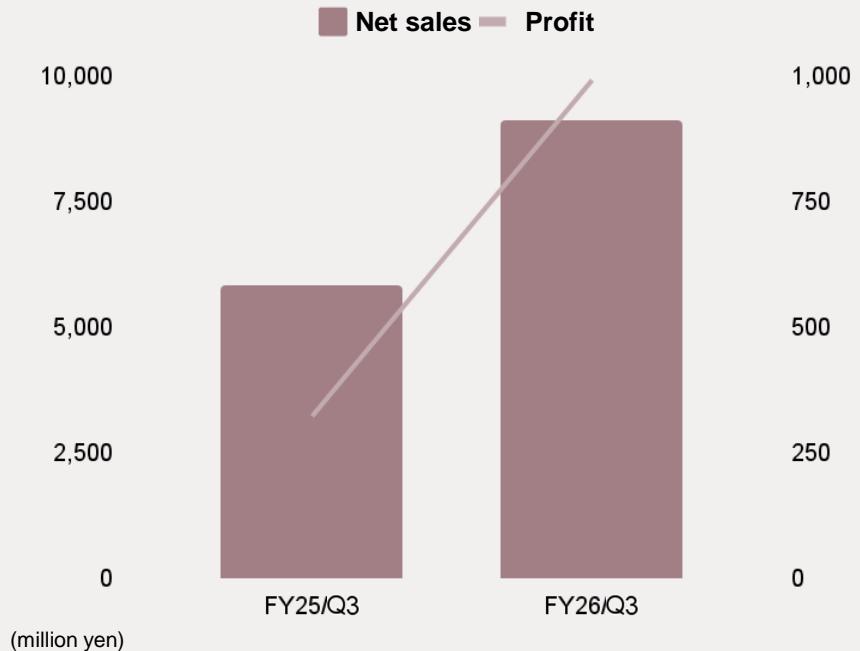
Leasing operations remained steady. However, revenue declined due to rent-free periods associated with tenant turnover.

Hotel

Occupancy rates improved, driven by strong inbound demand. Fukuoka Toei Hotel performed well, leading to an increase in revenue.

		FY25/Q3	FY26/Q3	Change	
Architectural interior design-related business	Net sales	5,819	9,123	3,304	56.8%
	Profit	322	991	669	207.8%

Analysis of the architectural interior design-related business



Cinema complex renovation contracts were consistently secured. Furthermore, revenue increased significantly, driven by a rise in condominium construction, nursing care facilities, and commercial mall tenant works. Despite soaring material costs, profits exceeded the previous year due to the effective control of prime costs and SG&A expenses.



P10

Sales Report: Main Theatrical Releases

P13~P15

Current & Future Titles

P11

Toei Group Integrated Report 2025

P16

Toei Group's Business Model

P12

Lottery Event for Long-term Loyal Shareholders

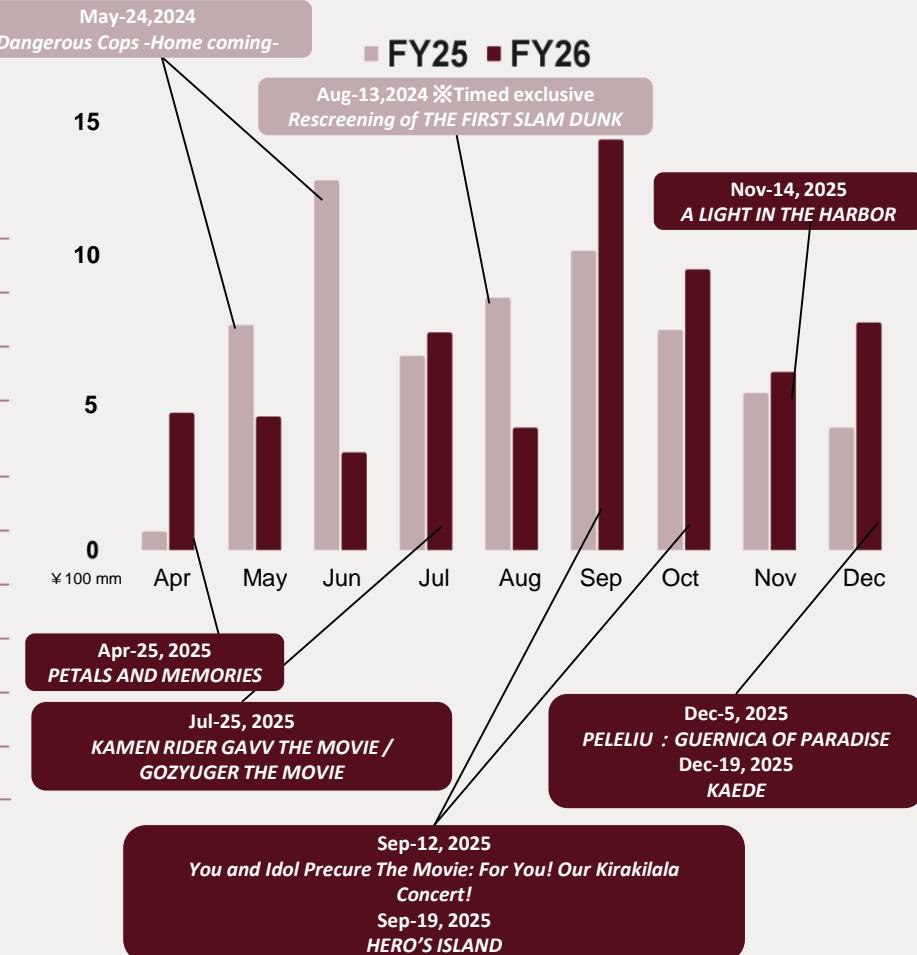
P17

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

Sales Report: Main Theatrical Releases

	Yen 100 mm	FY25	FY26	YonY Ratio	Main Titles by Month
Apr	0.6	4.6	770.8%	PETALS AND MEMORIES, THE 35-YEAR PROMISE Butt Detective: Star and Moon	
May	7.6	4.5	59.0%	PETALS AND MEMORIES, THE 35-YEAR PROMISE BADBOYS -THE MOVIE-	
Jun	12.6	3.3	26.2%	SHAM BADBOYS -THE MOVIE-, PETALS AND MEMORIES	
Jul	6.6	7.4	112.4%	SHAM KAMEN RIDER GAVV THE MOVIE / GOZYUGER THE MOVIE Catching The Stars of This Summer	
Aug	8.6	4.1	48.5%	KAMEN RIDER GAVV THE MOVIE / GOZYUGER THE MOVIE ChaO, Catching The Stars of This Summer	
Sep	10.2	14.0	137.1%	You and Idol Precure The Movie: For You! Our Kirakilala Concert! HERO'S ISLAND, KAMEN RIDER GAVV THE MOVIE / GOZYUGER THE MOVIE	
Oct	7.5	9.5	127.3%	You and Idol Precure The Movie: For You! Our Kirakilala Concert! HERO'S ISLAND, THE FIRST SLAM DUNK 2025 in cinema	
Nov	5.3	6.0	112.8%	A LIGHT IN THE HARBOR, Zombie Land Saga: Yumeginga Paradise Girls Band Cry The Movie: Hey, Our Future	
Dec	4.1	7.7	185.6%	PELELIU : GUERNICA OF PARADISE, KAEDE Girls Band Cry The Movie: Hey, Our Future	
Net	63.1	61.1	96.8%		

* Figures are rounded down to the nearest million yen.





Toeい Group Integrated Report 2025

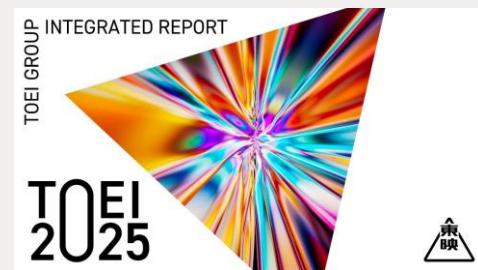
TOEI COMPANY, LTD. has published the "TOEI GROUP INTEGRATED REPORT 2025," on December 15, 2025.

This report introduces the Group's initiatives toward realizing its mission, "Fill the World with Stories that Bring People Joy," and achieving the "ideal state" envisioned in the Toeい Group Medium-to-Long-Term Vision, "TOEI NEW WAVE 2033". Through sections such as the Message from the President, the Value Creation Story and our response to Materiality (key issues), the report provides insight into how the Group's core strengths—content planning and production capabilities and multi-use development—lead to new value creation and global expansion.

The Toeい Group remains committed to enhancing corporate value by ensuring highly transparent information disclosure and deepening "dialogue" with all stakeholders.

【Main Topics of "TOEI GROUP INTEGRATED REPORT 2025"】

- CHAPTER 01: Toeい Group's History of Growth and Financial Highlights
- CHAPTER 02: Value Creation Story (Message from the President, Business Overview, etc.)
- CHAPTER 03: Materiality (Key Issues)
- CHAPTER 04: Governance (Messages from Outside Directors, etc.)
- CHAPTER 05: Company Information (Financial and Non-Financial Highlights, etc.)



The "TOEI GROUP INTEGRATED REPORT 2025" can be accessed via the following URL:

<https://www.toei.co.jp/en/ir/index.html>

*Note: The report is currently available in Japanese only. An English translation is scheduled for release in the end of February 2026.

Lottery Event for Long-term Loyal Shareholders

In appreciation of our long-term shareholders, we are pleased to announce that we will hold a series of lottery events as a special long-term shareholder benefit throughout the year.

1) Eligibility: Long-term shareholders (as of March 31, 2026)

(1) Exclusive Merchandise

- Details: *SUPER SPACE SHERIFF GAVAN INFINITY* Original Goods
- Entry Period: April 2026
- Shipping Date: May 2026

(2) Tokyo Studio Exclusive Tour

- Details: Inside look at the Tokyo Studio facilities.
- Entry Period: July 2026
- Schedule: Late August 2026
- Availability: 10 Groups (Approx. 20 people total)

2) Eligibility: Long-term shareholders (as of September 30, 2026)

(1) Exclusive Movie Premiere Invitations

- Details: Premiere tickets for films distributed by the Company
- Application & Event Period: Within Fiscal Year 2027
- Capacity: Approximately 20 guests (10 groups of 2)

(2) Exclusive Merchandise

- Details: Original merchandise related to our productions (TBD)
- Entry Period: Within Fiscal Year 2027
- Shipping Date: Within Fiscal Year 2027

Note:

*All events will be decided by lottery.

*These plans are current as of today and are subject to change regarding content, scheduling, or implementation due to unforeseen circumstances.

*Detailed information, including application methods, lottery procedures, and specific terms and conditions, will be announced on our official website and via LINE IR NEWS closer to the event dates.

*Eligibility is limited to shareholders who have been recorded in the Register of Shareholders under the same shareholder number for at least three consecutive periods (as of March 31 and September 30 each year) with a holding of at least one unit (100 shares).

Current & Future Titles

Movies

► 2026

February 13 *The Dangers in My Heart: The Movie*February 27 *Samurai Vengeance*April 29 *AGITO: Psychic War* (English title TBD)June 19 *MENKYO HENNO!?* (English title TBD)November 13 *Expelled from Paradise: Resonance*After Autumn *High School family* (English title TBD)

Kamen Rider
55th years Anniversary
AGITO: Psychic War (English title TBD)

A brand-new movie from *Kamen Rider Agito*, the Heisei era's top-rated series with a peak average rating of 11.7%. Departing from traditional formats, this innovative action epic is designed specifically for mature viewers.

► 2027

TBA *SONZAI NO SUBETE WO* (English title TBD)

Current & Future Titles

Live-Action TV Series

KAMEN RIDER ZEZZ (TV Asahi)

AIBOU(Partners) Season24 (TV Asahi)

Masked NINJA Akakage (TV Asahi)

Starts Feb 15

SUPER SPACE SHERIFF GAVAN INFINITY (TV Asahi)

Starts Feb 20

NAGATAN & AOTO -ICHIKA'S COOK BOOK-2 (English title TBD) (WOWOW)

Animation TV Series

Surviving Science! (NHK ETV)

DIGIMON BEATBREAK (Fuji television)

Star Detective Precure! (ABC • TV Asahi)

【PROJECT R.E.D.】 Begins!

First Wave *SUPER SPACE SHERIFF GAVAN INFINITY*

Following the 50-year legacy of the *Super Sentai* series that began in 1975, a brand-new tokusatsu series, [PROJECT R.E.D.], is set to launch. This series will feature crossovers between various upcoming titles, promising a multi-dimensional expansion of the story.

The first installment, *Super Space Sheriff Gavan Infinity*, inherits the innovative spirit of the original 1982-83 series while being rebuilt from the ground up. Utilizing cutting-edge visual effects and modern directing techniques, this is a completely reimagined "Gavan" for a new era.



Line up - Video Streaming and Events

Current & Future Titles

Streaming

KAMEN RIDER VRAM ROUTE STOMACH
 KAMEN RIDER ZEFTZ SERIES OF SISTER'S SUBSTORY AGENT MINAMI
 GOZYUGER fill-in plan No.1 Zange-shitsu
 KAMEN RIDER EINS WITH GIRLS REMIX
 Starts 2026 NO.1 SENTAI GOZYUGER Polar Beginning



*ALL ON TTFC

Events

2025 *Unraveling the Mysteries of Ancient Egypt* in Fukuoka, Osaka, Nagano and other from December

2026 *Skip and Loafer Exhibition* in Aichi, Osaka, Ishikawa and other from January

Hone Hone Zaurus World in Fukui and other from March

Leiji Matsumoto Exhibition - Journey of Creation in Aichi and other from March

All Super Sentai Exhibition in Fukuoka and other from April

Sylvanian Families 40th Anniversary in Shizuoka, Kagawa, Fukuoka, Osaka, Kagoshima and other from April

Shin Agito Exhibition in Tokyo and other from April

You and Idol Precure♪Thanks Festival in Tokyo from February * LIVE STAGE

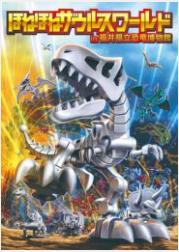
No.1 SENTAI GOZYUGER FINAL LIVE TOUR 2026 in Aichi, Hokkaido, Hiroshima, Fukuoka, Miyagi, Shizuoka, Nagano, Niigata and Osaka from March * LIVE STAGE



Merchandise

No.1 SENTAI GOZYUGER POP UP SHOP in Tokyo, Miyagi and Osaka from January

KAMEN RIDER STORE in Tokyo and Osaka



(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 600



Film production infrastructure

- ▶ One-stop system from shooting to post-production



(2) Develop multi-use

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



(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.



IP

Increased touchpoints of content



Corporate Vision 2033

To the World , To the Future

– To be a company that colors the world and the future with the power of our stories –

Vision for 2026

Establish infrastructure to create and distribute global content for both live action and animated titles

Our strengths

Planning and production capabilities

·

Multi-use rollouts

Strategy for growth

Strengthen and expand the live action and animated video content businesses and accelerate global expansion

1 Maximizing visual content business revenue

1. Strengthening planning and production capabilities
2. Promoting the multi-use of content
3. Lengthening the IP lifecycle

2 Accelerate global rollout of content

1. Joint development and worldwide expansion with major global players
2. Collaborations with local companies

3 Increase investment in human capital to strengthen Visual Content Business

4 Reinforcing the management foundations that support sustainable challenges and growth

1. Investment strategy to strengthen business foundations
2. Strengthening corporate governance
3. Sustainability initiatives
4. Capital and financial strategies

Key Strategies for the medium- to long-term vision



- This material has been prepared by our company based on the information available at the time of the presentation. Actual results may differ from those presented in this material due to various factors.
- Please utilize this material using your own judgment and responsibility.
- Reproducing all or any part of this material is prohibited without Toei Company's permission.

Contact to:

TOEI COMPANY, LTD.

STRATEGIC PLANNING

Megumi NAITO

Masamitsu OKUMOTO

Nanako KATO

E-MAIL : keisen_koho@toei.co.jp