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Disclosed on August 10, 2026

TOEI COMPANY, LTD.

Consolidated Financial Results Presentation Materials

FY2027 First Quarter

(April 1, 2026 through June 30, 2026)

Official X [Toei Official News]
https://x.com/TOEI_PR

Official LINE [Toei IR News]
https://lin.ee/5dETVtz

Consolidated Financial Results for FY 2027 First Quarter

Millions of yen	FY24/Q1	FY25/Q1	FY26/Q1	FY27/Q1	Change	
Net Sales	43,063	42,353	41,836	42,075	238	0.6%
Cost of sales	28,617	25,127	24,190	22,593	(1,597)	(6.6%)
Selling, general and administrative expenses	8,837	9,180	9,923	10,992	1,068	10.8%
Operating profit	5,608	8,045	7,723	8,490	767	9.9%
Ordinary profit	8,489	9,515	9,893	10,376	482	4.9%
Profit attributable to owners of parent	4,199	4,039	3,856	3,827	(29)	(0.8%)

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen

Key Financial Highlights for FY 2027 First Quarter

Net Sales

Increased revenue in the contents business led to higher sales in the film- and video-related business. The entertainment-related business remained strong, following a solid performance in the previous period. Additionally, the event-related business performed steadily. Conversely, the architectural interior design-related business experienced a decline in reaction to the strong results recorded in the previous period. As a result, net sales increased by 0.6% year-on-year.

Operating Profit

Higher net sales in the Film-and video-related business led to profit growth. The Entertainment-related, Event-related, and Architectural interior design-related businesses also posted steady profit gains. Although SG&A expenses rose due to higher personnel costs, rent, and commissions, operating profit increased by 9.9% year-on-year.

Ordinary Profit

Ordinary profit increased by 4.9% year-on-year, despite a decrease in equity-method investment gain.

Segment Analysis :Overall　FY 2027 First Quarter

Segment	Sub-segment	FY26/Q1	FY27/Q1	Change	Percentage Change	Percentage of Sub-segment / Segment	Comment on analysis
Film- and video-related business	Movie	695	694	0	(0.1%)	2.4%	The Movie segment performed steadily. Additionally, the Content segment grew revenue, driven by strong streaming rights sales for major anime titles in film production and sales, robust merchandising rights in licensing, and favorable foreign exchange rates from the weaker yen.
	TV & VOD	2,429	2,073	(355)	(14.7%)	7.1%	
	Content	20,375	21,542	1,167	5.7%	73.9%	
	Other	4,547	4,844	297	6.5%	16.6%	
	Total net sales	28,047	29,156	1,108	4.0%	100%	
	Total profit	6,939	7,624	684	9.9%		
Entertainment-related business	Total net sales	5,765	5,788	22	0.4%	100%	Blockbusters such as *Detective Conan: Fallen Angel of the Highway*, *The Super Mario Galaxy Movie*, and *The Devil Wears Prada 2* drove business performance, leading to a strong performance.
	Total profit	431	380	(50)	(11.7%)		
Event-related business	Event	2,851	2,602	(248)	(8.7%)	82.8%	Attendance and merchandise sales for events including the *Shin Agito Exhibition*, *No.1 SENTAI GOZYUGER FINAL LIVE TOUR 2026*, and *Unraveling the Mysteries of Ancient Egypt* remained strong. At Kyoto Uzumasa Village, the Company strived to ensure profitability following its renovation work, and revenue increased due to an increase in attendance YoY. *Kyoto Uzumasa Village reopened on March 28, 2026.
	Uzumasa Kyoto Village	356	541	185	52.0%	17.2%	
	Total net sales	3,207	3,144	(62)	(2.0%)	100%	
	Total profit	397	495	97	24.6%		
Tourism real estate-related business	Real estate leasing	1,102	1,186	84	7.6%	69.2%	Both the real estate leasing and hotel businesses performed steadily.
	Hotel	482	526	44	9.1%	30.8%	
	Total net sales	1,584	1,713	128	8.1%	100%	
	Total profit	628	617	(11)	(1.8%)		
Architectural interior design-related business	Total net sales	3,231	2,272	(959)	(29.7%)	100%	Net sales decreased due to the high base effect of large-scale construction projects in the same period of the previous fiscal year.
	Total profit	237	304	67	28.3%		
Total net sales		41,836	42,075	238	0.6%		
Adjustment amount		(911)	(931)	(20)			
Total profit		7,723	8,490	767	9.9%		

（millon yen）

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen

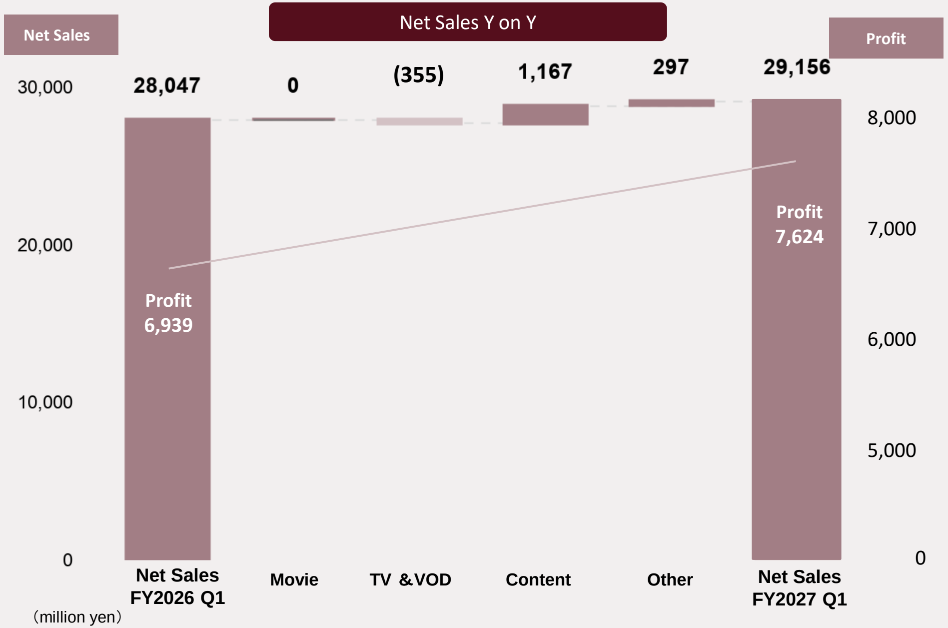
Segment Analysis :Film- and video-related business FY 2027 First Quarter

(million yen)		FY26/Q1	FY27/Q1	Change	
Film- and video-related business	Net sales	28,047	29,156	1,108	4.0%
	Profit	6,939	7,624	684	9.9%

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen

(million yen)

Release date	Box office revenue (as of Jun 30,2026)	Title
Apr 29	470	*AGITO*
Jun 5	130	*ONE CREATURE*
Jun 19	430	*Goodbye My Car*



Business Highlights

‣ Film business

Distribution revenue remained steady.

‣ Content business

In anime titles, net sales increased as streaming rights sales for the *DRAGON BALL* series remained strong across all domestic and overseas regions, and overseas merchandise rights sales for *ONE PIECE* continued to perform favorably.

Business Breakdown :Film- and video-related business FY 2027 First Quarter

Net sales change by sub-segment

(million yen)		FY26/Q1	FY27/Q1	Change	
Film- and Video-related Business	**Movie**	**695**	**694**	**0**	**(0.1%)**
	TV&VOD	**2,429**	**2,073**	**(355)**	**(14.7%)**
	Content	**20,375**	**21,542**	**1,167**	**5.7%**
	Other	**4,547**	**4,844**	**297**	**6.5%**

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
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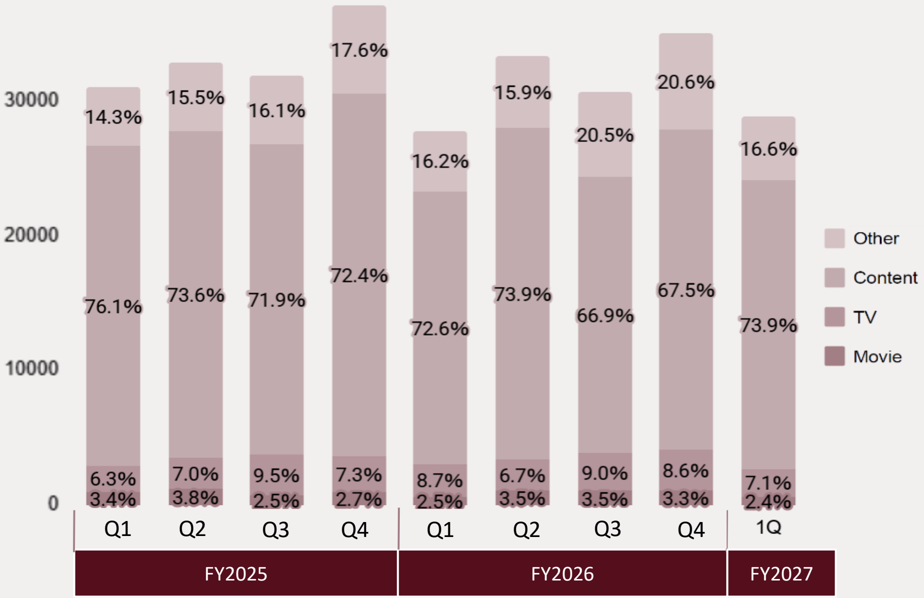
Share Changes of Sub-segment



Breakdown: Film- and video-related business

Movie

AGITO, *Goodbye My Car*, and *ONE CREATURE* performed solidly. In addition, *Samurai Vengeance*, which hit in Q4 of the previous fiscal year, extended its theatrical run.

TV & VOD

In the TV & VOD business, the Company produced shows such as *KAMEN RIDER ZEZTZ*, *SUPER SPACE SHERIFF GAVAN INFINITY*, *BORDERLESS -72 Hours*, and *You and Idol Precure♪*. Domestic licensing for Tokusatsu characters—including high-end figures, anniversary campaigns, corporate tie-in CMs, and collaborations—performed well. Driven by these factors, overall performance remained strong.

Content

- Domestic

In anime, streaming rights sales for *DRAGON BALL* series were strong, but merchandise sales for *ONE PIECE* declined compared to the strong performance in the same period of the previous year.

In live-action, streaming rights sales for new films dropped due to a high base effect compared to the same period of the previous year.

- Overseas

Streaming rights sales for *DRAGON BALL* series, merchandise sales for *ONE PIECE*, and game licensing for *DIGIMON ADVENTURE* remained strong. Along with favorable foreign exchange rates, revenue increased significantly.

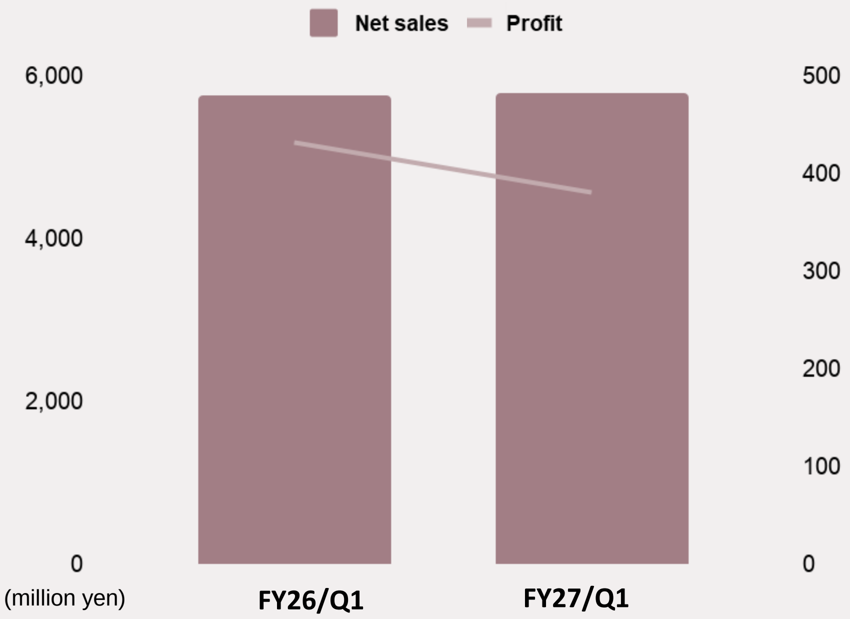
Other

Events operated by Toei Animation saw increased revenue, with various titles including *ONE PIECE*, *World Trigger*, and the *Precure* series..

Toei Animation's merchandise sales also increased, supported by the strong performance of official shops for the *DRAGON BALL* series.

(million yen)		FY26/Q1	FY27/Q1	Change	
Entertainment-related business	**Net sales**	**5,765**	**5,788**	**22**	**0.4%**
	Profit	**431**	**380**	**(50)**	**(11.7%)**

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen



Business Highlights

TOEI JOY ENTERTAINMENT CO., LTD. , which changed its trade name from T-JOY CO., LTD. on April 1,2026, manages cinema complexes. (including joint management and operations) .

Operating a network of 23 sites and 230 screens (as of June 30, 2026).

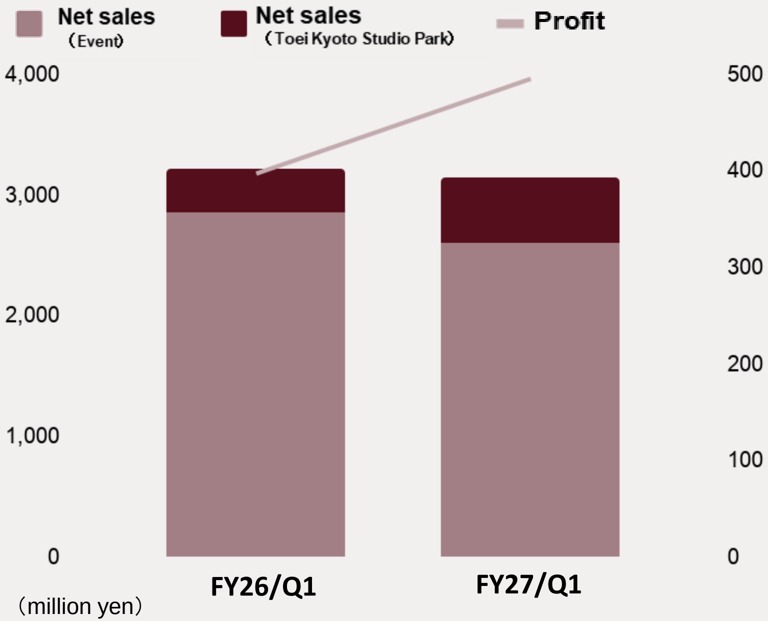
Blockbusters such as *Detective Conan*: *Fallen Angel of the Highway*, *The Super Mario Galaxy Movie*, *The Devil Wears Prada 2*, *Michael*, and *Star Wars*: *The Mandalorian & Grogu* maintained the strong performance from the previous fiscal year.

However, operating profit decreased year on year due to higher variable rent and commissions resulting from sales growth, higher labor costs from staff expansion, and increased depreciation from asset growth.

Segment Analysis :Event-related business FY 2027 First Quarter

(million yen)		FY26/Q1	FY27/Q1	Change	
Event-related business	**Net sales**	**3,207**	**3,144**	**(62)**	**(2.0%)**
	Profit	**397**	**495**	**97**	**24.6%**

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen



Business Highlights

Net sales change by sub-segment

(million yen)		FY26/Q1	FY27/Q1	Change	
Event-related business	**Event**	2,851	2,602	(248)	(8.7%)
	Uzumasa Kyoto Village	356	541	185	52.0%

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen

Event

- Event Business

In-house IP events such as *Shin Agito Exhibition*, *No.1 SENTAI GOZYUGER FINAL LIVE TOUR 2026*, *Hero Live Special 2026*, and *You and Idol Precure♪* (Related Events) performed strongly. Additionally, *Unraveling the Mysteries of Ancient Egypt* operated at high capacity.

Furthermore, in addition to event attendance, sales of event-related merchandise at the venues remained strong.

- Merchandise Business (Theatrical merchandise, EC sites, Kamen Rider Store)

Theatrical merchandise performed strongly.

Sales at Kamen Rider Stores and EC sites also remained strong.

Uzumasa Kyoto Village

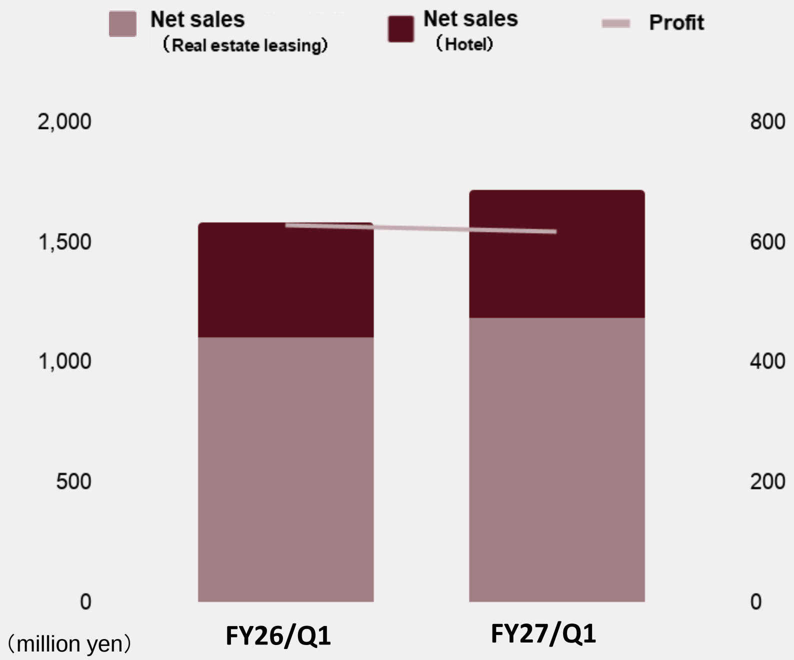
Net sales increased due to higher attendance compared to the same quarter of the previous fiscal year.

On the other hand, operating profit decreased due to increases in depreciation expenses, promotional expenses, and other costs.

Segment Analysis :Tourism Real Estate-Related Business FY 2027 First Quarter

(million yen)		FY26/Q1	FY27/Q1	Change	
Tourism real estate-related business	**Net seles**	**1,584**	**1,713**	**128**	**8.1%**
	Profit	**628**	**617**	**(11)**	**(1.8%)**

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen



Business Highlights

Net sales change by sub-segment

（million yen）		FY26/Q1	FY27/Q1	Change	
Tourism real estate-related business	**Real estate leasing**	1,102	1,186	84	7.6%
	Hotel	482	526	44	9.1%

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen

Real estate leasing

The Company operates leasing businesses for retail complexes—including Toei Plaza (Shibuya, Fukuoka, Hiroshima, and Sendai) and the Shinjuku 3-chome East Building—as well as condominiums, among other properties.

Rental income increased as we optimized rents for retail complexes, condominiums, and other properties in line with market trends.

On the other hand, operating profit decreased compared to the same period of the previous fiscal year due to higher depreciation expenses associated with the renovation of Kyoto Uzumasa Village and the launch of Luhe Higashi-Oizumi.

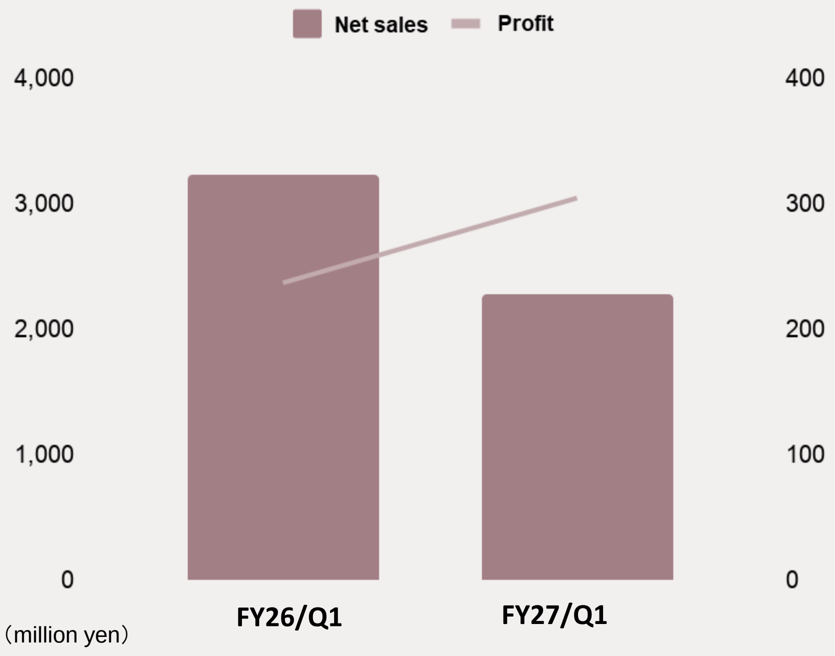
Hotel

Net sales increased due to room rates remaining at high levels and an increase in large-scale banquet bookings.

Segment Analysis :Architectural Interior Design-Related Business FY 2027 First Quarter

(million yen)		FY26/Q1	FY27/Q1	Change	
Architectural interior design-related business	**Net sales**	**3,231**	**2,272**	**(959)**	**(29.7%)**
	Profit	**237**	**304**	**67**	**28.3%**

* FY = Fiscal Year. FY27/Q1 is the period from April 2026 to June 2026
* Figures are rounded down to the nearest million yen



Business Highlights

The Company secured orders for major renovation projects at cinema complexes, and construction work for condominiums and elderly care facilities remained strong. However, net sales experienced a year-on-year decline compared to the same period of the previous fiscal year, which was boosted by large-scale construction projects, including facilities for people with disabilities.

Despite rising material costs, proactive measures such as early ordering of materials minimized the impact on business performance, leading to profit growth.

Enhancing Corporate Value

Improving the Ratio of Female Directors

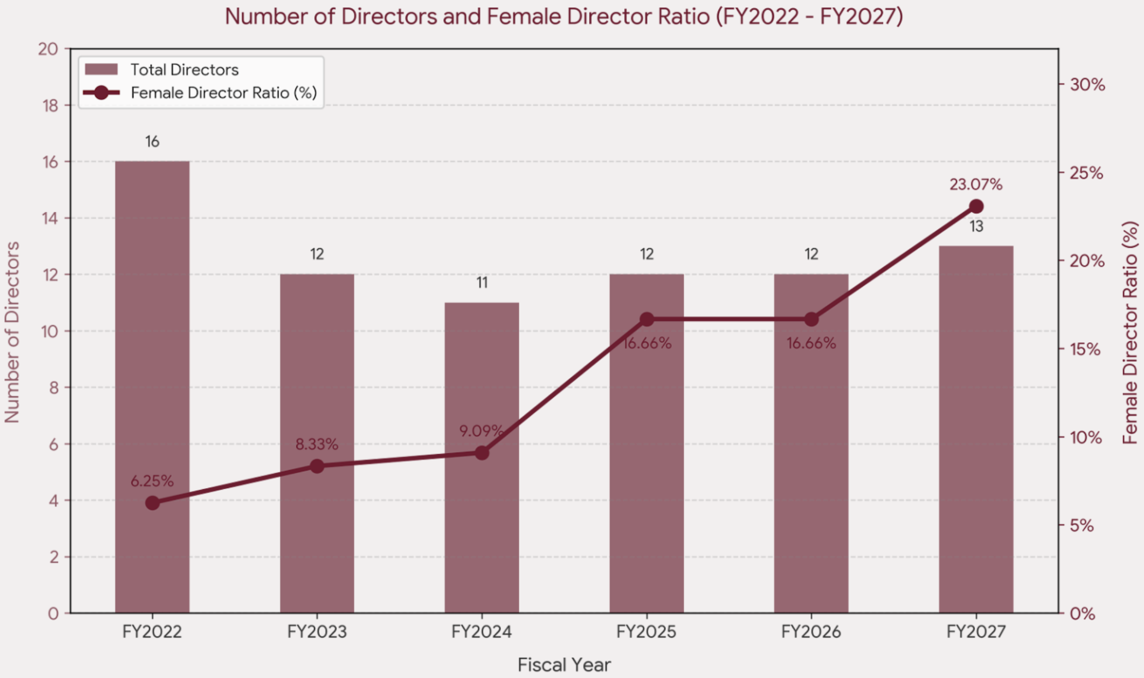
Aiming for a Diverse Board of Directors

The Toei Group believes that diversity driven by the active participation of women brings innovation to the economy and society, fosters sustainable development, and is essential to our business.

In light of the target set in the government's "Priority Policy on Women's Empowerment and Gender Equality 2023 " for Prime Market-listed companies—which aims for a female executive ratio of 30% or higher by 2030—we have been actively promoting women to executive roles.

Following the election of directors at the 103rd Ordinary General Meeting of Shareholders held on June 26, 2026, the percentage of female directors improved **from 16.66% last year to 23.07%.**

We will continue to aim for business revitalization through the participation of women in management.



Revision of Dividend Policy

The Company resolved to revise its dividend policy on August 10, 2026.

Dividend Policy

- Targeting a non-consolidated dividend payout ratio of around **30**%
- Aiming to make stable and continuous dividend payment while taking business performance into consideration.

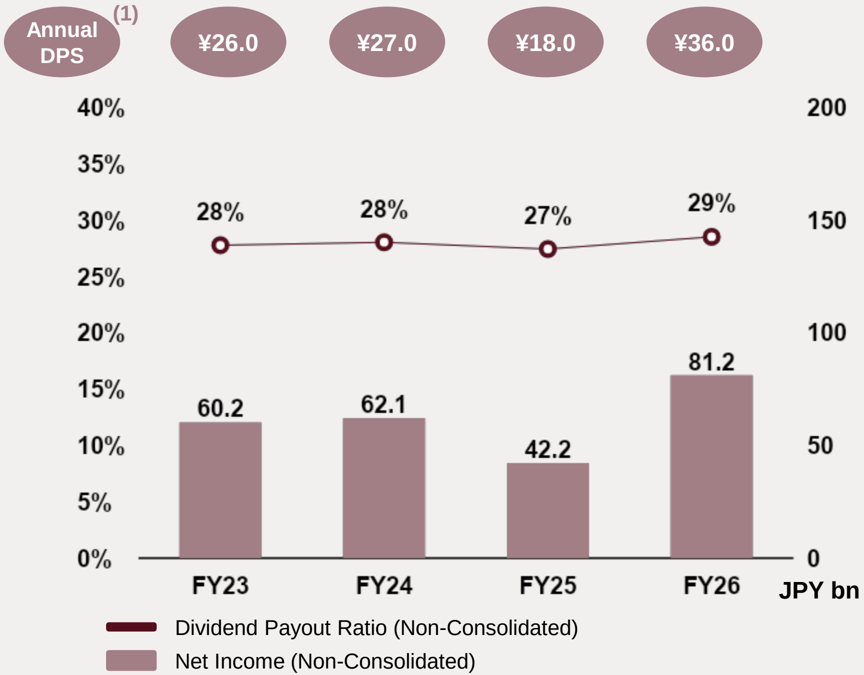
Reason for the Change

- Clarification of a quantitative dividend target
- Given the nature of the entertainment business, which is subject to rapid change and uncertain performance, the Company believes that performance-linked dividends are best suited as its policy for shareholder returns. There is no change to this fundamental policy.

Dividend Forecast for FY2027

- No changes at this time to the interim dividend forecast of ¥6 per share and the year-end dividend forecast of ¥6 per share.
- In accordance with the revised dividend policy, the year-end dividend forecast may be revised depending on earning results for the fiscal year.

Dividend per Share, Dividend Payout Ratio and Net Income (Non-Consolidated)



Note1: Annual DPS represents the total of ordinary and special dividends. Historical DPS figures have been adjusted to reflect the 1-for-5 stock split conducted in April 2024.

On July 1, 2026, the Company conducted an organizational restructuring for the purpose of operational efficiency within the Visual Content Division.

Reason and Overview

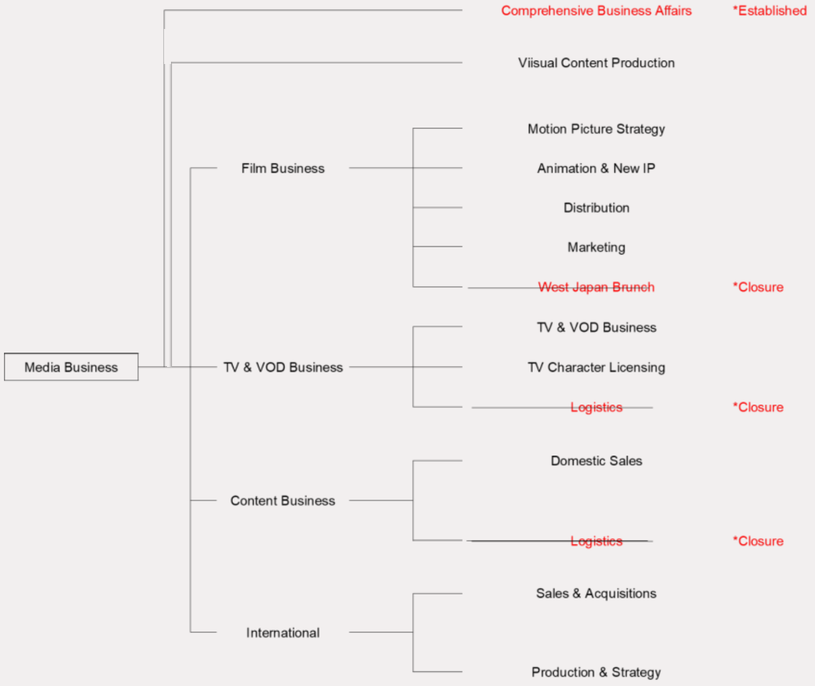
1. Establishment of the Comprehensive Media Business Affairs and Discontinuation of the TV & VOD Business and Content Business Logistics.

The Comprehensive Business Affairs was newly established under Media Business to aggregate and integrate the administrative operations of the Media Business Division, aiming for centralized business management. By consolidating contact points for income/expenditure and investment management, as well as contract and rights processing across the entire Media Business Division, we have established a structure to more strongly support business operations as an IP-driven organization, facilitating improved information sharing and faster decision-making.

2. Discontinuation of the West Japan Branch

The West Japan Branch was discontinued to improve the efficiency of theatrical distribution and promotion operations. This decision was made against the background that, in theatrical distribution, recent theater bookings primarily involve communication between the Head Office's Film Business Distribution and the Tokyo head offices of cinema complex companies. Furthermore, in movie promotion, local campaigns have decreased while Tokyo-originated SNS campaigns have become the main promotional strategy.

新組織図



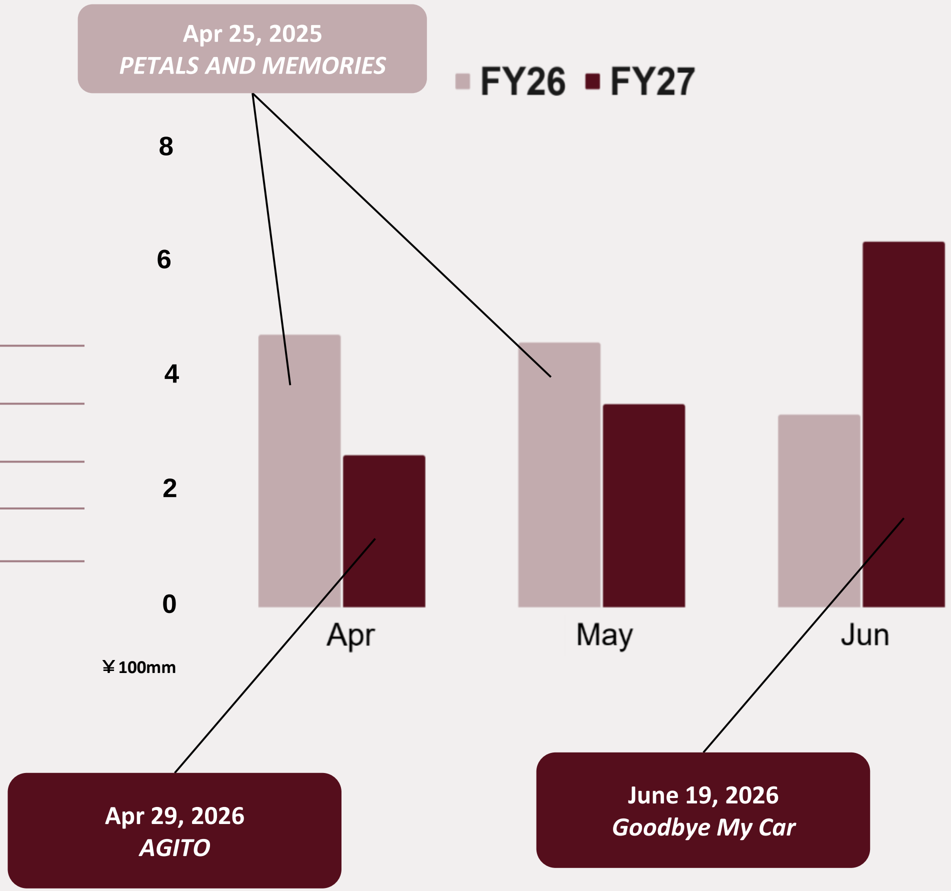
Note: Text in red indicates modified sections.

References

Sales Report: Main Theatrical Releases

¥100mm	FY26	FY27	YonY Change	Main Titles by Month
Apr	4.6	2.6	56.0%	*AGITO, Samurai Vengeance*
May	4.5	3.4	77.0%	*AGITO, Samurai Vengeance*
Jun	3.3	6.2	189.8%	*Goodbye My Car, ONE CREATURE*
Net	12.4	12.2	98.3%	

* Figures are rounded down to the nearest million yen.



Movie

▸ 2026

September 18 *Star Detective Precure! The Mysterious Garden and a Secret Pair*

September 25 *Beasts Clutching at Straws*

October 2 *All Our Tomorrows*

November 6 *THREE MILLIMETERS TO YOU*

November 13 *Expelled from Paradise: Resonance*

December 25 *BYE BYE LOVE: Detective Is in the Bar*

▸ 2027

January 8 *High School family* (working title)

February 5 *All That Exists*（working title）

March 12 *Darwin's Game*（working title）

Schedule TBD *Long Goodbye*（working title）

Schedule TBD *HARA WO KUKUTTE* (working title)

TV

●Live Action TV Series

KAMEN RIDER ZEZTZ（TV Asahi）
The Big Chase: Tokyo SSBC Files Season2（TV Asahi）
KAKUSEI HUNTER OMEGAHORN（TV Asahi）

From September 6
KAMEN RIDER MY-TH（TV Asahi）¥¥¥¥

●Animation TV Series

DIGIMON BEATBREAK（Fuji television）
Star Detective Precure!（ABC・TV Asahi）
ONE PIECE（Fuji television）
Butt Detective（NHK ETV）

Streaming

KAMEN RIDER ZEZTZ SERIES OF SISTER’S SUBSTORY AGENT MINAMI (Toei Tokusatsu Fun Club)
KAKUSEI HUNTER OMEGAHORN : HUNTERS' UNTOLD FILES (WITH GAVAN) (Toei Tokusatsu Fun Club)

From September 6
KAMEN RIDER MY-TH The Chaotic Zodiac (Toei Tokusatsu Fun Club)

Schedule TBD
KAMEN RIDER SHINOBI (Toei Tokusatsu Fun Club)

Radio

Asaokiko-SAN（BAYFM）

Current & Future Titles

Events

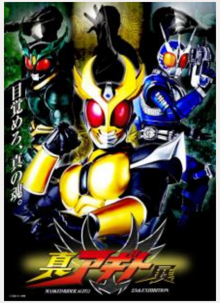
Unraveling the Mysteries of Ancient Egypt in Nagano from June
Marimekko: Art of Printmaking –Beauty, Dream, Love in Kyoto, Tokyo, Hiroshima and other from July
All Super Sentai Exhibition in Osaka and other from July
Star Detective Precure! Let's solve mysteries together! The gold-star mystery solving festival! in Tokyo and Aichi from July
SUPER HERO SUMMER FESTIVAL 2026 in Tokyo from August
Shin Agito Exhibition in Miyagi, Osaka and Aichi from August
KAMEN RIDER ZEZTZ FINAL STAGE in Osaka, Aichi, Nigata, Fukuoka and Tokyo from September

Stage

Terakoya Seigido The Stage in Tokyo from August

Store

KAMEN RIDER STORE POP UP STORE in Kagoshima, Toyama, Osaka and Miyagi from July
SUPER SPACE SHERIFF GAVAN INFINITY POP UP SHOP in Tokyo, Miyagi and other from August
KAMEN RIDER STORE NAGOYA in Aichi from September



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 600

Original productions

Adaptations

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

Animations

Oizumi Studio

(2) Develop multi-use

- Multi-channel coverage from movie theaters to television and online strea

Distribution | Box Office | TV broadcasting | Streaming

DVD Blu-ray | Merchandising | Book adaptations | Game adaptations

Event adaptations | Stage adaptations | Overseas development

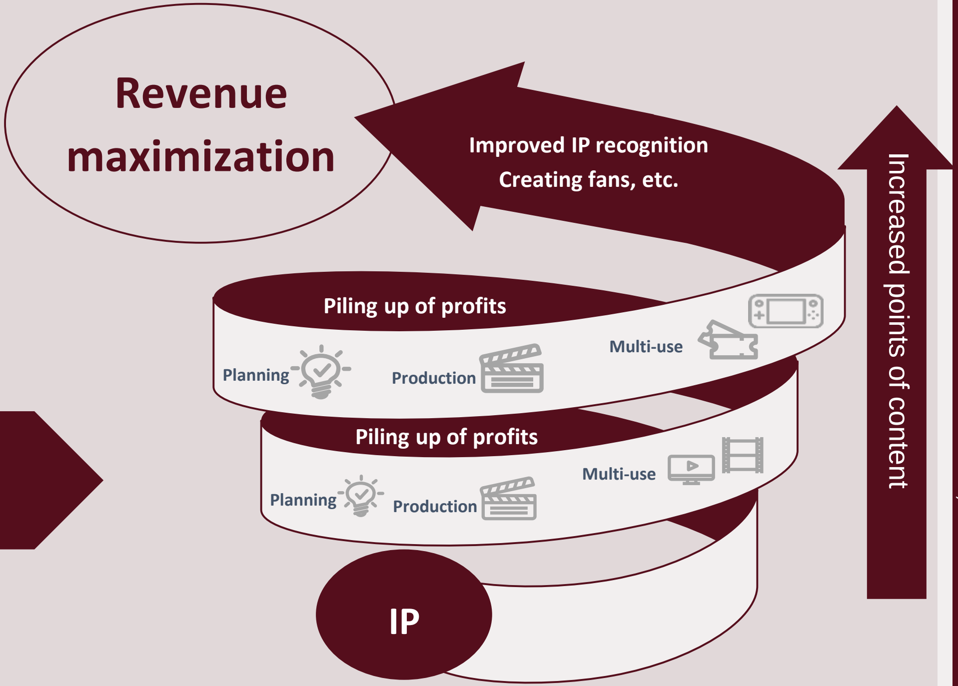
T-Joy

Toei Online Store

Toei Tokusatsu YouTube Official

(3) Franchise out content to increase points of contact

Aim to maximize the revenue generated by IPs



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

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**

Key Strategies for the medium- to long-term vision

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

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