



FY2026 1Q Financial Results Briefing Material

**Bushiroad Inc.
Securities code: 7803
November 14, 2025**

Notice:

This document is an excerpt translation of the original Japanese document and is only for reference purposes. In the event of any discrepancy between this translated version and the original Japanese version, the latter shall prevail. For prompt disclosure, this document is translated Japanese to English based on machine translation, and some parts of this document may be written in Japanese or other languages without translation.

- **FY26 1Q Financial Results Summary**
- **Topics**
- **Progress against Consolidated Performance Forecasts for FY26**
- **Appendix**

FY26 1Q Financial Results Summary

Consolidated Income Statement Summary

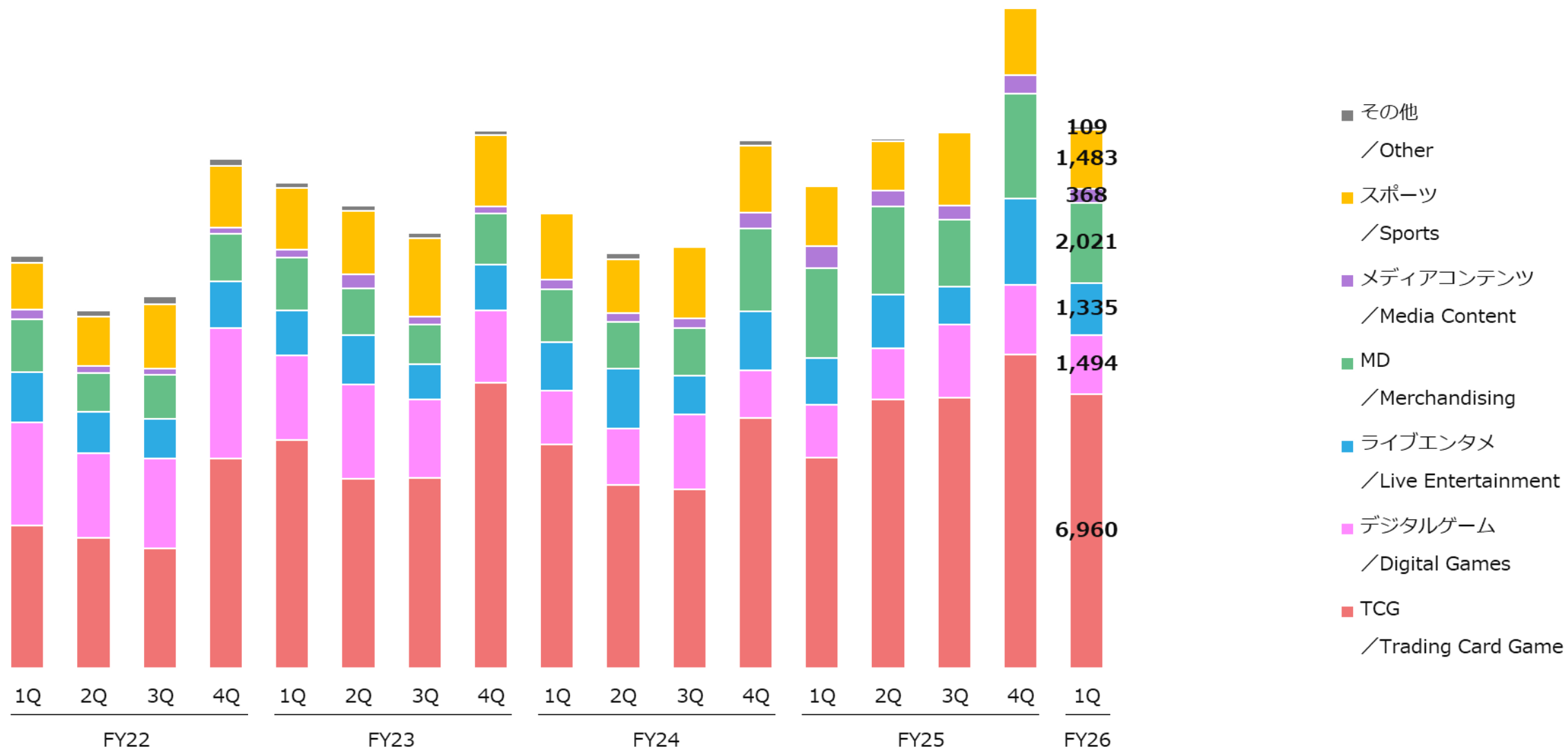
Quarter (Unit : million yen)	FY26 1Q ①	FY25 1Q ②	+ / -amount ①-②
Net sales	13,766	12,273	+1,493
Gross profit	5,216	3,948	+1,268
SG&A expenses	3,548	3,437	+111
Advertising expenses +Promotion expenses	1,245	1,207	+38
R&D expenses	175	313	▲138
Operating profit	1,668	510	+1,158
Operating profit margin	12.1%	4.2%	+8.0 Pt
Ordinary profit	1,932	-6	+1,938
Ordinary profit margin	14.0%	-0.1%	+14.1 Pt
Net profit attributable to owners of parent	1,663	59	+1,604

- TCG, Live Entertainment, and MD businesses performed steadily.
- Although Digital Games showed weak performance, both revenue and profit increased YoY due to the release of major titles and a reduction in development costs.
- A foreign exchange gain of 109 million yen was recorded in non-operating income due to exchange rate fluctuations.
(June 30, 2025 : USD=144.81 yen September 30, 2025 : USD = 148.88 yen)

From the first quarter of the fiscal year ending June 2026, the reporting segments have been changed from two segments — “Entertainment Business” and “Sports Business” — to a single segment.

Quarterly Net sales

(百万円 / million yen)



Due to the transition to the new unit structure, figures for the fiscal years ending June 2024 and June 2025 have been reclassified.

(百万円 / million yen)

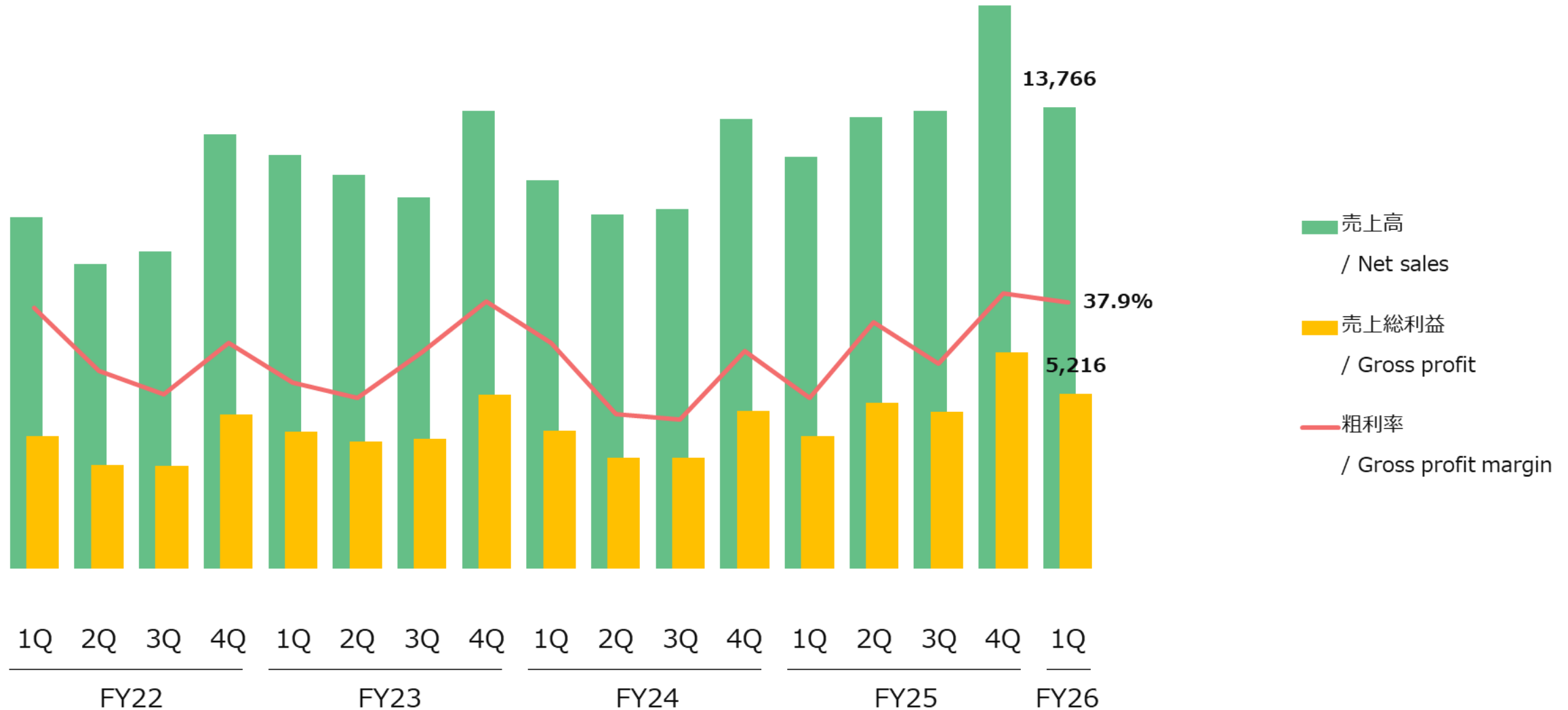
Quarterly
Net sales
YoY

Topics

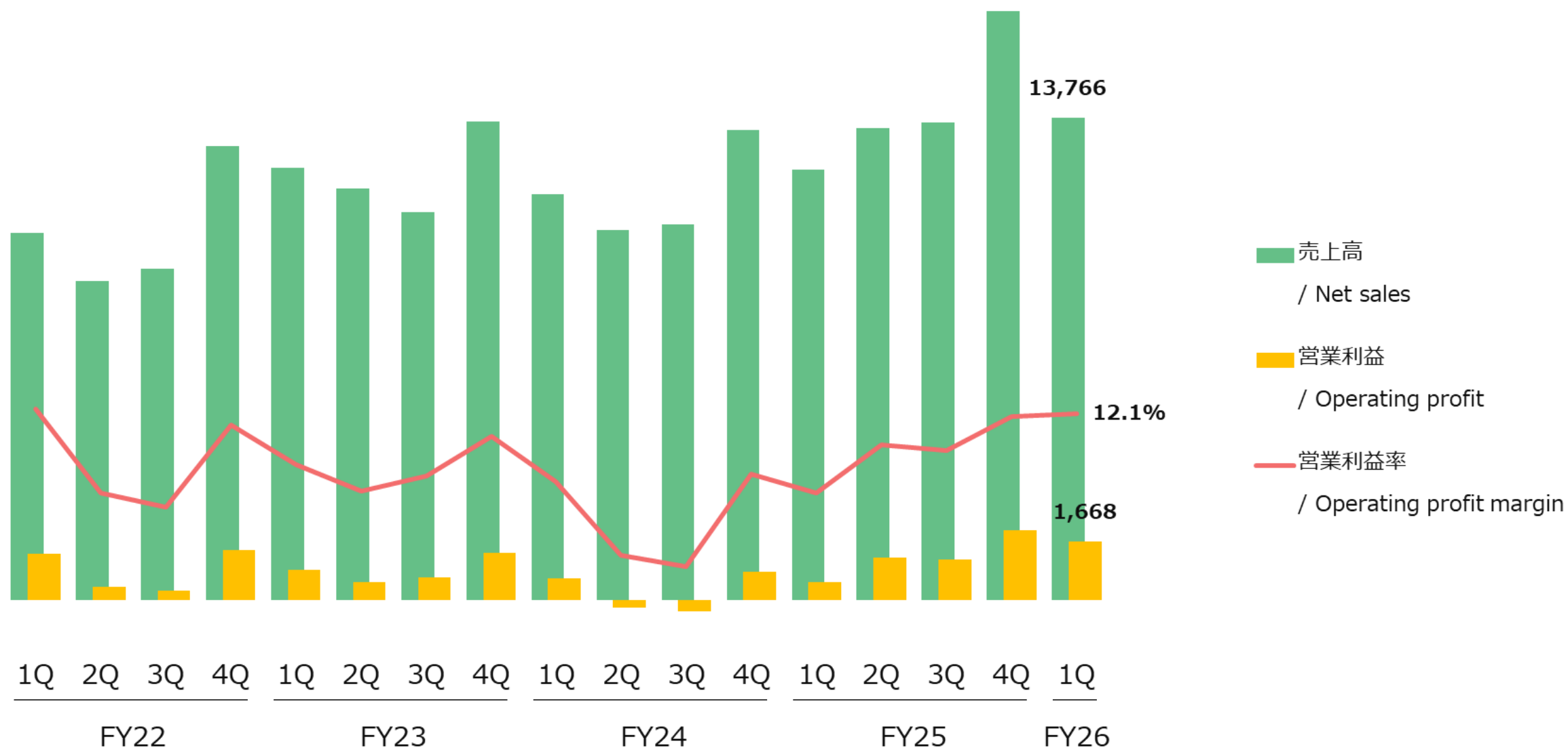
TCG	6,960 +1,617	- Cardfight!! Vanguard and Weiß Schwarz: continued solid. - In July 2025, the "GODZILLA CARD GAME" * Planning and release: TOHO CO., LTD. Sales: Bushiroad Inc. and the English edition of the "hololive OFFICIAL CARD GAME" * Planning and development: COVER Corp. Sales and co-management: Bushiroad Inc. were launched (with some revenue and profit recognized in June 2025(FY25 4Q))
Digital Games	1,494 +145	- Although performance remained sluggish compared to the business plan, revenue and profit increased year on year due to the launch of a major title and a reduction in development costs. - Two console titles were released. - Regarding mobile games, the service of one mobile game was terminated. - The simplified Chinese version of the mobile game "BanG Dream! Girls Band Party!" remained popular. The Japanese version showed solid performance, boosted by a half-anniversary campaign in September.
Live Entertainment	1,335 +145	Business shifted to solid with live events such as Ave Mujica 5th LIVE 「Nova Historia」 and Poppin'Party Global LIVE 2025 「Shiny High-Five!!」.
MD	2,021 ▲257	- Sales and profit decreased YoY due to temporary demand in foreign countries in the same quarter last year, but results were generally in line with the plan. - The Live Merchandise remained stable, though at a lower level than the previous quarter with many large-scale live events. - The Crane Game Brand "BUSHIROAD PRIZE" remained favorable. - Expanded customer engagement through the launch of the directly operated store "BUSHIROAD CREATIVE STORE."
Media Content	368 ▲196	- Starting this term, the Media Content Unit integrating both the advertising and publishing businesses was launched. - Through this integration, the entire process, from content creation to promotion, is to be propelled in a unified manner and the objective is to become the Group's IP development engine. - In the publishing business, core titles progressed as planned supported by ongoing efforts to strengthen the editorial structure. - In FY26 1Q, digital comics recorded growth, primarily driven by comic adaptations of web novels.
Sports	1,483 ▲22	<u>New Japan Pro-Wrestling</u> - Held summer tournaments such as G1 CLIMAX 35, but the number of participants decreased on the YoY. <u>STARDOM</u> - Held summer tournaments such as 5★STAR GP 2025 and increased number of participants and revenue and profit on the YoY. - With Kamitani serving as a season regular on the TV program "ラヴィット!", women's pro-wrestling was broadcast live for the first time in 23 years.

Quarterly Consolidated Performance: Net sales/Gross profit/Gross profit margin

(百万円 / million yen)

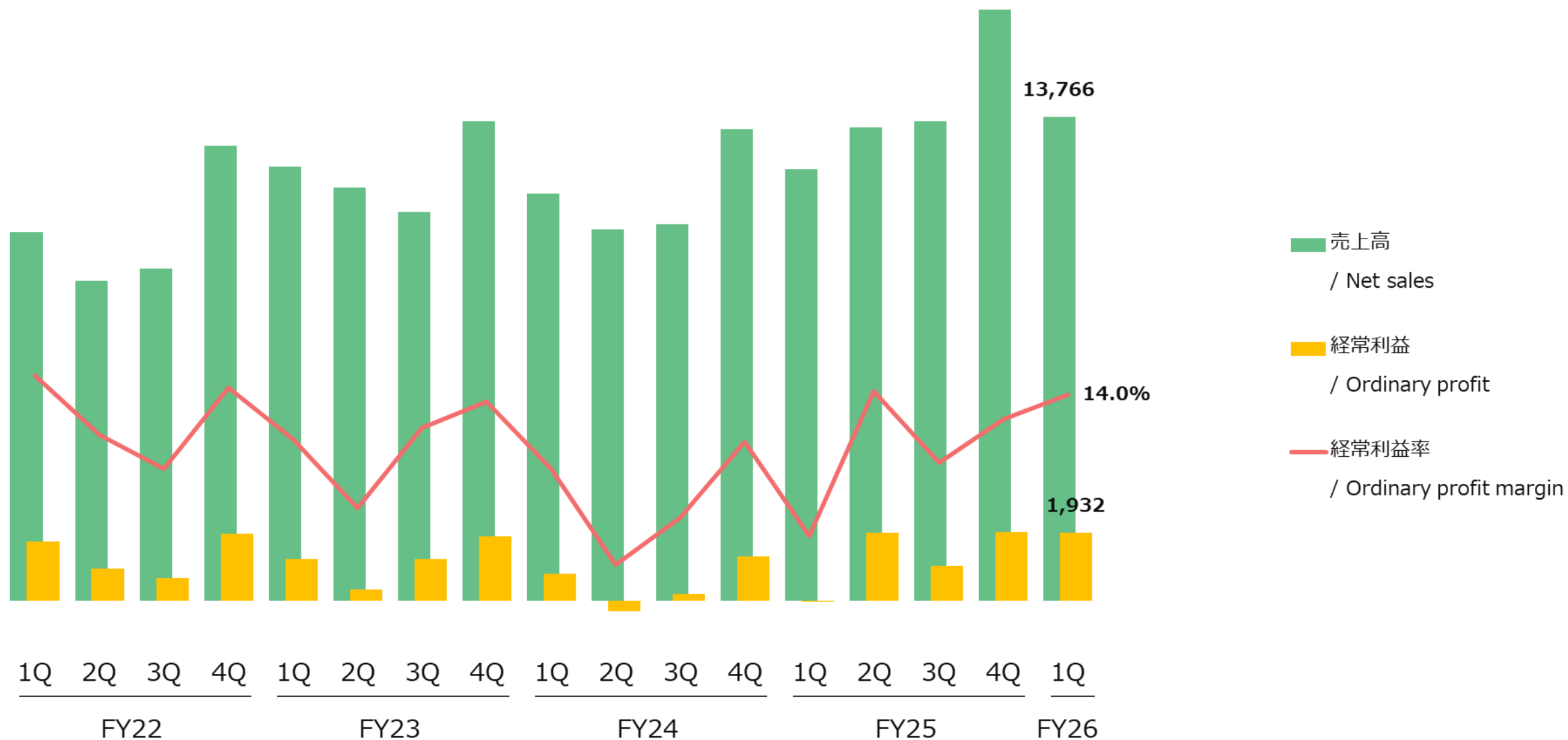


(百万円 / million yen)



Quarterly Consolidated Performance: Net sales/Ordinary profit/Ordinary profit margin

(百万円 / million yen)



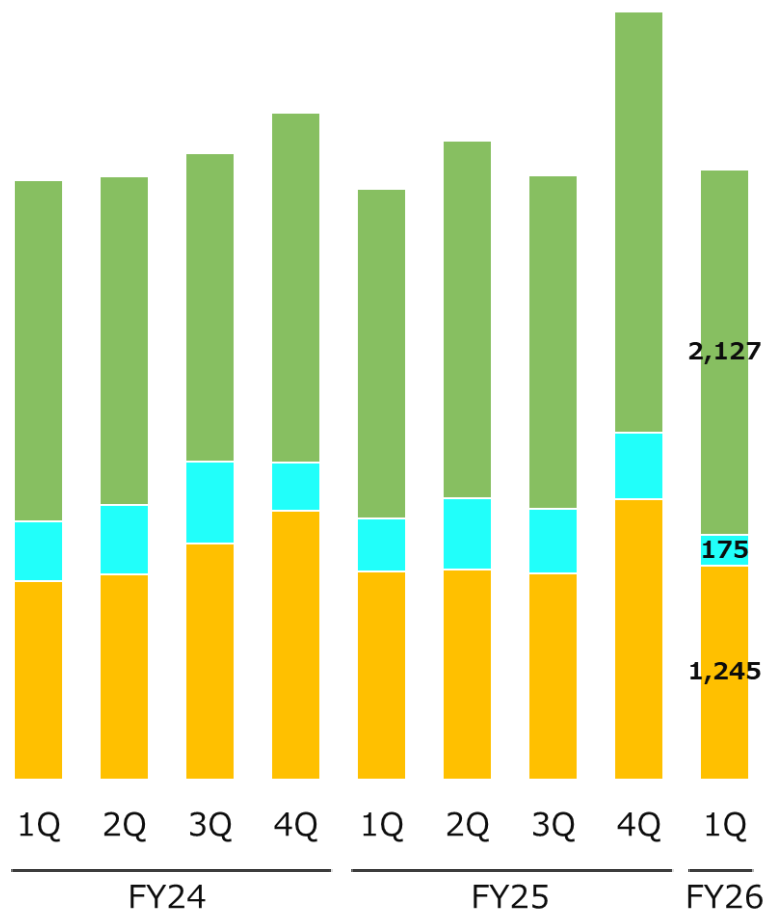
Quarterly Consolidated Performance: SG&A Expenses

(百万円 / million yen)

■ その他の販売管理費 / Other SG&A expenses

■ 研究開発費 / R&D expenses

■ 広告宣伝費+販売促進費 / Advertising expenses + Promotion expenses



SG&A expenses 3,548 million yen YoY **+110** million yen

• Advertising expenses + Promotion expenses **1,245** million yen YoY **+38** million yen

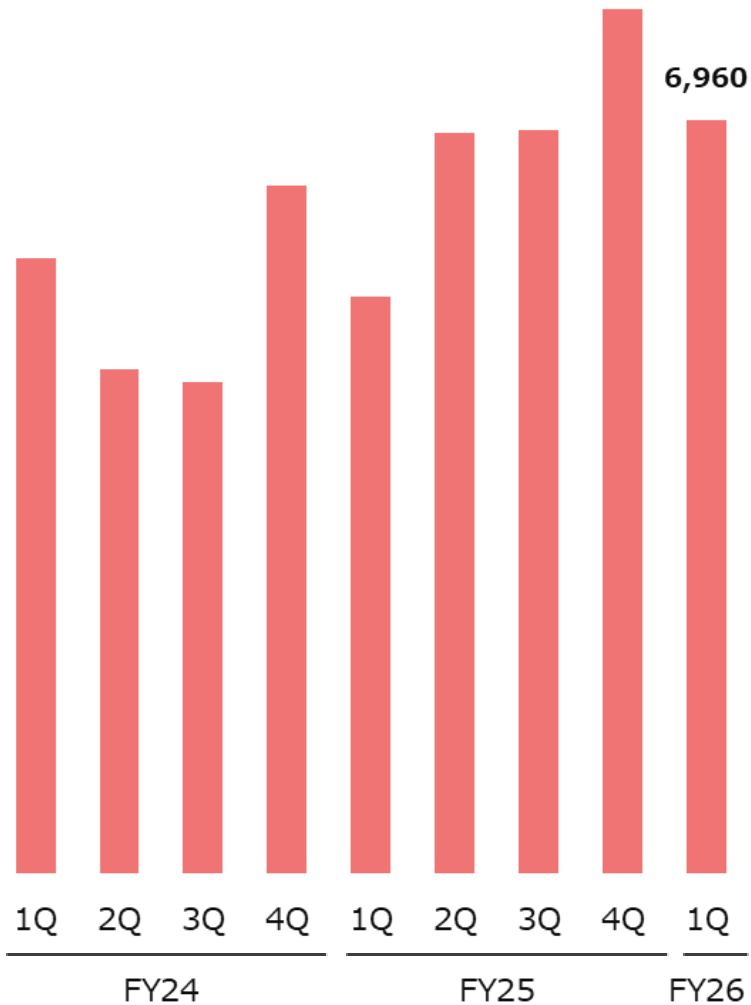
• R&D expenses **175** million yen YoY **▲138** million yen

• Other SG&A expenses **2,127** million yen YoY **+210** million yen

- Compared with the same quarter of the previous year and the previous quarter, the number of digital games under development decreased, leading to a reduction in R&D expenses.
- Due to higher salary levels and other factors, personnel expenses increased compared with the same quarter of the previous year.

Topics

(百万円 / million yen)
売上高 / Net sales



Net sales **6,960** million yen YoY **+1,617** million yen

- Cardfight!! Vanguard and Weiß Schwarz: continued solid.
- In July 2025, the "GODZILLA CARD GAME" * Planning and release: TOHO CO., LTD. Sales: Bushiroad Inc. and the English edition of the "hololive OFFICIAL CARD GAME" * Planning and development: COVER Corp. Sales and co-management: Bushiroad Inc. were launched (with some revenue and profit recognized in June 2025(FY25 4Q)).



August 8, 2025
Cardfight!! Vanguard
Booster Pack
「竜魂鳴導(りゅうこんめいどう)」



July 18, 2025
Weiß Schwarz
Booster Pack
Summer Pockets REFLECTION
BLUE Re:Edit



July 5, 2025
GODZILLA CARD GAME
Booster Set "Godzilla vs. Godzilla"



July 11, 2025
hololive OFFICIAL CARD GAME
Booster Pack "Blooming Radiance"



Cardfight!! Vanguard



October 10, 2025
Booster Pack 「武奏烈華(ぶそうれっか)」



October 24, 2025
Booster Pack 10: Dragonsoul Resonance



Starting in January 2026, the TV anime
“Cardfight!! Vanguard DivineZ 幻真星戦
編” will begin airing.



Weiß Schwarz

Japanese editions

* Release dates and other information are based on the schedule in Japan.

FY25 4Q	- 学園アイドルマスター - あおぎり高校 - 負けヒロインが多すぎる！	and more
FY26 1Q (The quarter under review)	- Summer Pockets REFLECTION BLUE Re:Edit - 怪獣 8 号 - MARVEL Vol.3 [MARVEL STUDIOS]	and more
FY26 2Q	- ブルーアーカイブ The Animation - デート・ア・ライブ Vol.3 - プロジェクトセカイ カラフルステージ！ feat. 初音ミク Vol.3	and more



Shadowverse EVOLVE

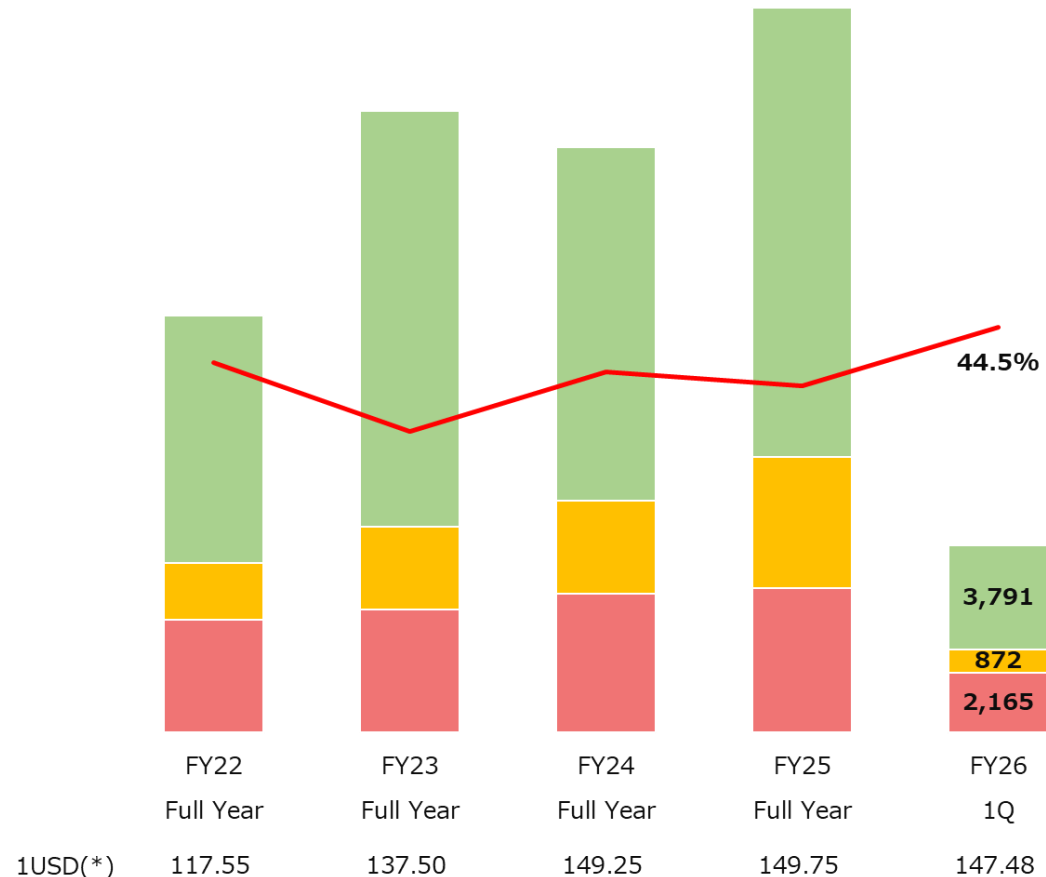
Announcing the release of Shadowverse EVOLVE's
first original story booster pack, “新約都市・透京”.
A brand-new story featuring characters with the
newly introduced attribute "透京" is now live on
the special website!



November 21, 2025
Booster Pack 「新約都市・透京」

(百万円 / million yen)

- 日本語版（国内出荷分）売上高 / Net sales of the Japanese editions (Domestic shipments)
- 日本語版（海外出荷分）売上高 / Net sales of the Japanese editions (Overseas shipments)
- 外国語版 売上高 / Net sales of the foreign language editions
- 海外売上比率 / Overseas sales rate



- * Foreign language version is the total of English and Chinese version. Overseas net sales is the total of Japanese version (overseas shipments) and foreign language versions.
- * The average rate during the period is listed for reference.

Domestic sales (1Q) **3,791** million yen YoY +601 million yen

Overseas sales (1Q) **3,037** million yen YoY +964 million yen

Overseas sales ratio (1Q) **44.5** % YoY +5.1 Pt

Due to the release of GODZILLA CARD GAME (Japanese and English editions)

(* Planning and release: TOHO CO., LTD. Sales: Bushiroad Inc.)

and the hololive OFFICIAL CARD GAME (English edition)

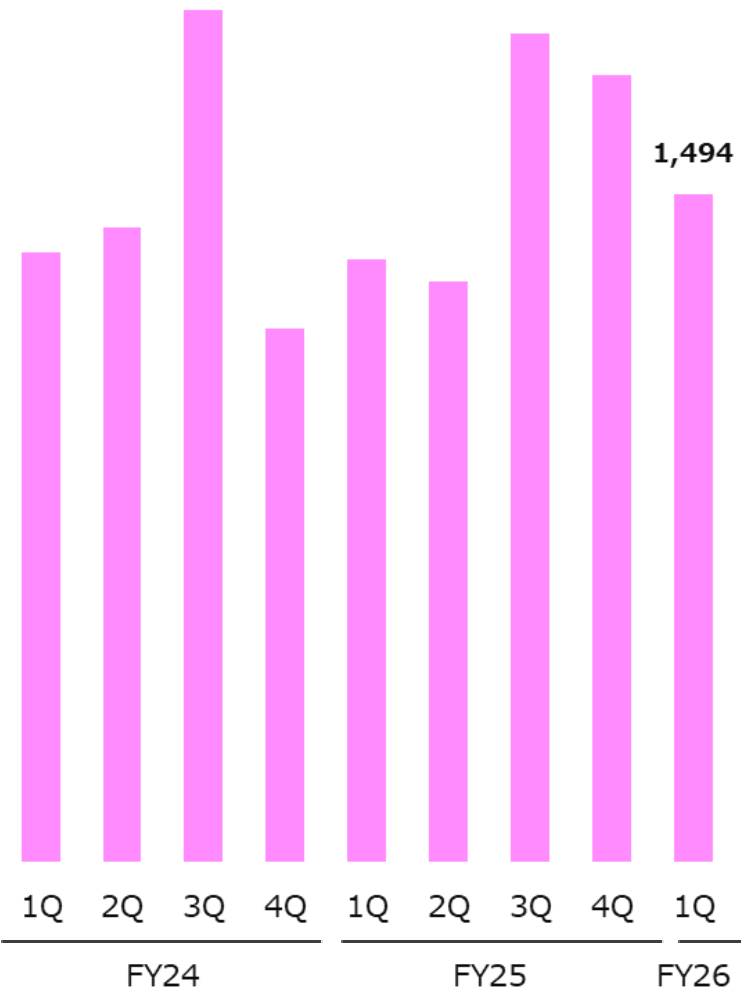
(* Planning and development: COVER Corp. Sales and co-management: Bushiroad Inc.) ,

as well as the strong performance of the English edition of Weiß Schwarz, the ratio of overseas sales increased, **marking the highest overseas sales and ratio in the company's quarterly history.**



October 17, 2025
(Revenue and profit recognized in September (FY26 1Q))
Weiß Schwarz
Booster Pack Azur Lane Vol.2

(百万円 / million yen)
売上高 / Net sales



Net sales **1,494** million yen YoY **+145** million yen

- Although performance remained sluggish compared to the business plan, revenue and profit increased year on year due to the launch of a major title and a reduction in development costs.
- Two console titles, “HUNTER×HUNTER NEN×IMPACT” and “ROAD59 -新時代任侠特区- 摩天楼モノクロ抗争,” were released.
- Regarding mobile games, the service of one mobile game was terminated.
- The simplified Chinese version of the mobile game "BanG Dream! Girls Band Party!" remained popular. The Japanese version showed solid performance, boosted by a half-anniversary campaign in September.
- The new mobile game “HUNTER×HUNTER NEN×SURVIVOR” is scheduled for a simultaneous worldwide release in 2026.



July 17, 2025
Console game “HUNTER×HUNTER NEN×IMPACT”
Supported Platforms: Nintendo Switch
/PlayStation®5/Steam®

Supported Languages: Japanese, English,
Traditional Chinese, Simplified Chinese, Korean,
German, Italian, French, Spanish

FY26 1Q(The quarter under review)

FY26 2Q

In and after FY26 3Q / TBD

Console games

Visual Novels



ROAD59 -新時代任侠特区-
摩天楼モノクロ抗争



魔法使いの嫁 盛夏の幻と夢見る旅路



D.C. Re:tune ~ダ・カーポ~ リチューン



DUSK INDEX: GION



Lilac -side Witch-



Lilac -side Wizard-

Others



HUNTER×HUNTER NEN×IMPACT

Mobile game

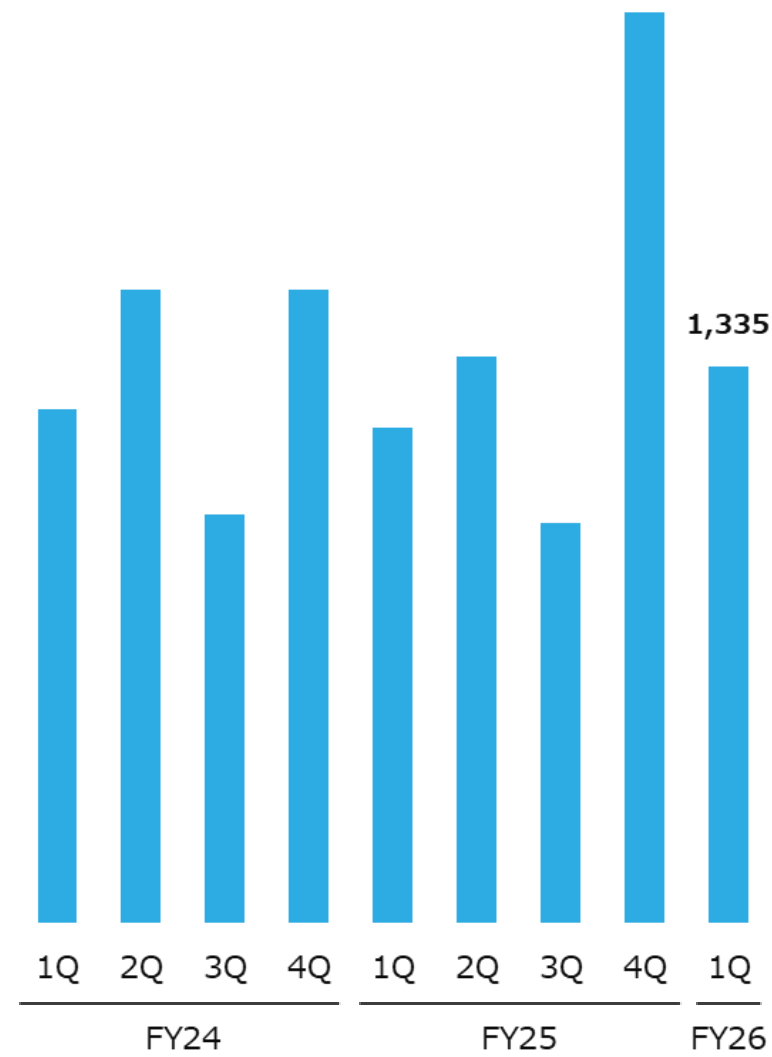


HUNTER×HUNTER NEN×SURVIVOR

- * “魔法使いの嫁” is a comic published by the Company. The copyright belongs to the author, Kore Yamazaki.
- * Release dates are based on the Japan region, and only titles announced as of November 14, 2025, are listed.
- * Development costs for Console games are recognized as R&D expenses at the stage they are incurred.
- * **Original IP** The In-House IP making its debut with the game

In addition, 3 console games and 1 mobile game are under development.

(百万円 / million yen)
売上高 / Net sales



Net sales **1,335** million yen YoY **+145** million yen

- Business shifted to solid with live events such as Ave Mujica 5th LIVE 「Nova Historia」 and Poppin'Party Global LIVE 2025 「Shiny High-Five!!」.



July 26-27, 2025
Ave Mujica 5th LIVE 「Nova Historia」
(LaLa arena TOKYO-BAY)



August 23, 2025
Poppin'Party Global LIVE 2025
「Shiny High-Five!!」
(Shanghai ・ 浦発銀行東方体育中心)

● BanG Dream! SHANGHAI LIVE 2025
MyGO!!!!!xAve Mujica Joint Live "Beyond the Fork in the Road"



On October 11 and 12 2025, BanG Dream! SHANGHAI LIVE 2025 MyGO!!!!!xAve Mujica Joint Live "Beyond the Fork in the Road" was held.

The event achieved strong attendance, with over 30,000 tickets selling out immediately across both days.

● MyGO!!!!! and Ave Mujica release new single.



December 3, 2025
MyGO!!!!! 8th Single 「Silent」



December 10, 2025
Ave Mujica 3rd Single 「S/' The Way/Sophie」

● "Mugendai Mewtype," a virtual band from the BanG Dream! Project, is getting a TV anime adaptation and will hold events in 47 prefectures.



The TV anime series 「BanG Dream! YUME∞MITA」 will air in 2026. With events in all 47 prefectures starting in November 2025, the project will expand through both virtual and real-world events.

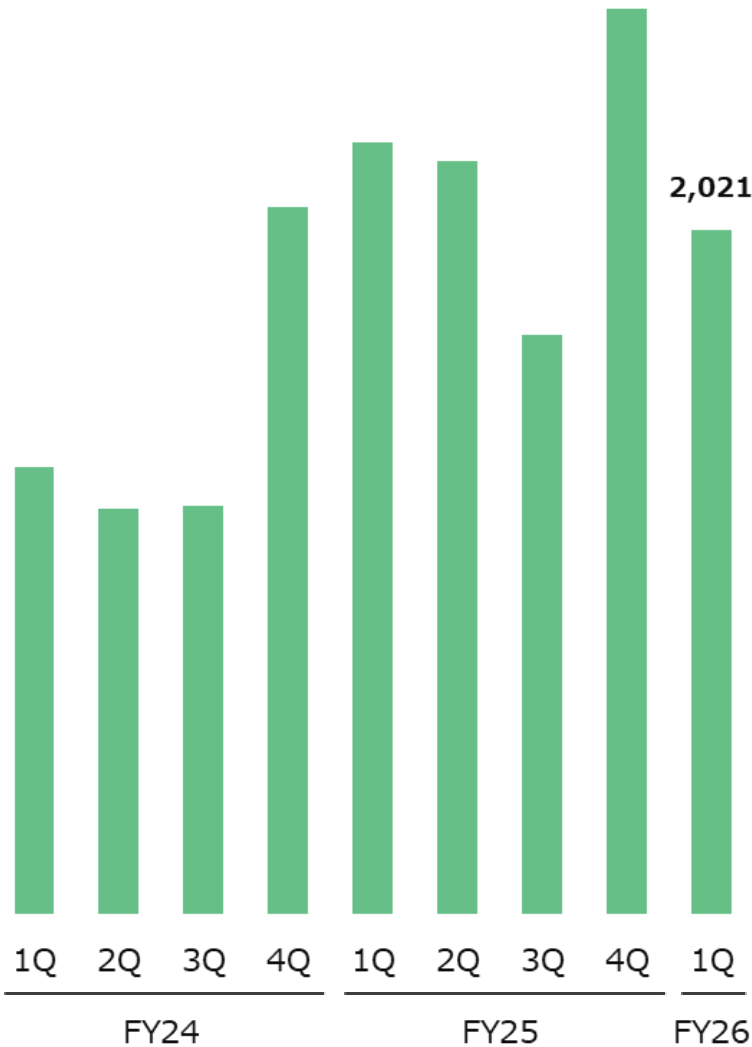
● Large-scale live events in Japan

FY26 1Q (The quarter under review)	July 26-27, 2025 Ave Mujica 5th LIVE 「Nova Historia」 (LaLa arena TOKYO-BAY) and more
FY26 2Q	- December 6, 2025 MyGO!!!!! 8th LIVE (KEIO ARENA TOKYO) - December 7, 2025 RAISE A SUILEN×TOGENASHI TOGEARI 「RAISE MY CATHARSIS」 (KEIO ARENA TOKYO) and more
FY26 3Q	- January 3, 2026 Poppin'Party New Year LIVE 「Happy BanG Year!!!」 (TOKYO GARDEN THEATER) - February 14-15, 2026 Roselia ASIA TOUR 「Neuweltfahrt」 in Tokyo -Final- (TOKYO GARDEN THEATER) - February 28, 2026 BanG Dream! 10th Anniversary LIVE 「In the name of BanG Dream!」 (K-Arena Yokohama) - March 1, 2026 MyGO!!!!!×Ave Mujica TWO-MAN LIVE 「"moment / memory"」 (K-Arena Yokohama) and more

● Actively organized overseas live performances

FY26 1Q (The quarter under review)	August 23, 2025 Poppin'Party Global LIVE 2025 「Shiny High-Five!!!」 (Shanghai・浦発銀行東方体育中心)
FY26 2Q	- October 11-12, 2025 BanG Dream! SHANGHAI LIVE 2025 MyGO!!!!!×Ave Mujica Joint Live "Beyond the Fork in the Road" (Shanghai・Mercedes-Benz Arena) - December 5, 2025 Roselia ASIA TOUR 「Neuweltfahrt」 in Singapore (Singapore・The Star Theatre) - December 24, 2025 Roselia ASIA TOUR 「Neuweltfahrt」 in Seoul (Seoul・KOREA UNIV. TIGER DOME) - December 26, 2025 Roselia ASIA TOUR 「Neuweltfahrt」 in Taipei (Taipei・Zepp New Taipei)
FY26 3Q	January 16-17, 2026 Roselia ASIA TOUR 「Neuweltfahrt」 in Shanghai (Shanghai・Mercedes-Benz Arena)

(百万円 / million yen)
売上高 / Net sales



Net sales **2,021** million yen YoY **▲257** million yen

- Sales and profit decreased YoY due to temporary demand in foreign countries in the same quarter last year, but results were generally in line with the plan.
- The Live Merchandise remained stable, though at a lower level than the previous quarter with many large-scale live events.
- The Crane Game Brand “BUSHIROAD PRIZE” remained favorable.
- Expanded customer engagement through the launch of the directly operated store “BUSHIROAD CREATIVE STORE.”



September 5, 2025 – September 23, 2025
「BanG Dream! Fashion Fes.」
A pop-up event at BUSHIROAD CREATIVE STORE.

Mini-Crane Prize Products: "Tiny Gift" is achieving strong growth.



July 2025
Puchish! GIRLS BAND CRY



August 2025
Pingurumi MyGO!!!!

FY26 1Q
(The quarter under review)

- Puchish! GIRLS BAND CRY
- Puchish! My Deer Friend Nokotan
- Pingurumi MyGO!!!!
- Pingurumi Ave Mujica

From the second quarter onward, we plan to continue releasing Puchish! and Pingurumi series with wide range of IP collaborations.

In addition, we are preparing to announce a new plush toy brand based on a new concept.

Figure Brand PalVerse: Steady Sales (Re-releases Included)



July 2025
PalVerse Palé. BLUE LOCK



August 2025
PalVerse Demon Slayer vol.2

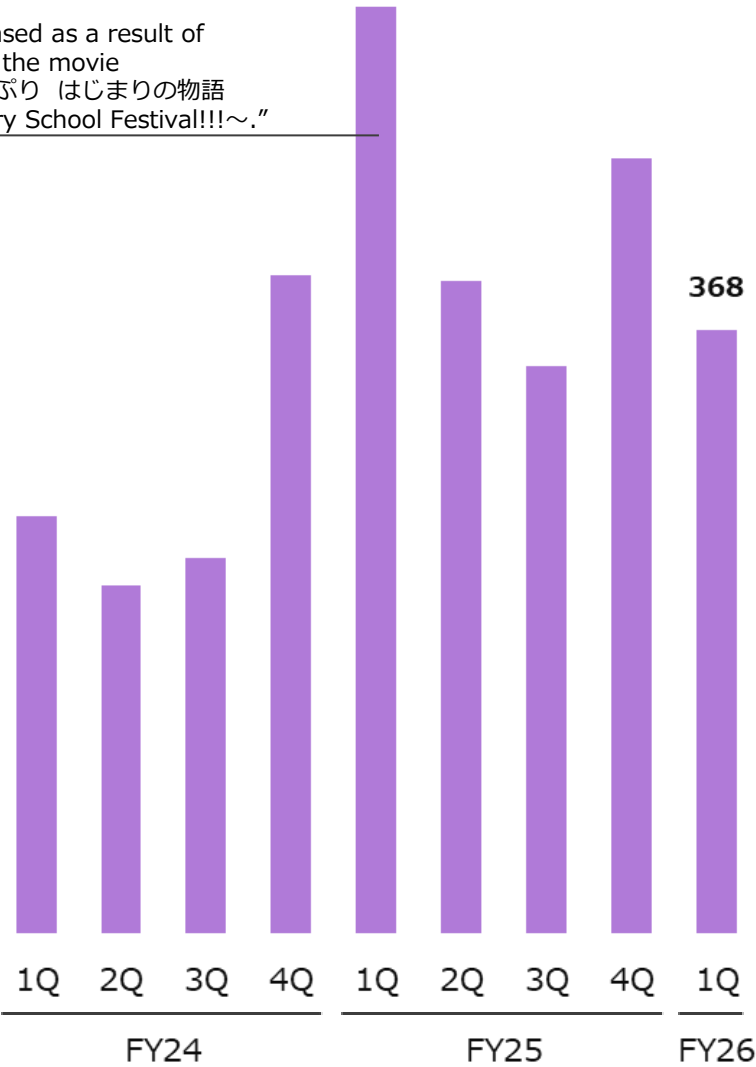
Global Foundation Strengthened by blind box toys



Leveraging the expanding global market for blind box toys, we will accelerate our overseas expansion to include both the PalVerse line and box-packaged capsule toy products.

(百万円 / million yen)
売上高 / Net sales

Sales increased as a result of
distributing the movie
“劇場版すとぷり はじまりの物語
～Strawberry School Festival!!!～.”



Net sales **368** million yen YoY **▲196** million yen

Starting this term, the Media Content Unit integrating both the advertising and publishing businesses was launched. Through this integration, the entire process, from content creation to promotion, is to be propelled in a unified manner. The objective is to become the Group’s IP development engine.

In the publishing business, core titles progressed as planned supported by ongoing efforts to strengthen the editorial structure.

In FY26 1Q, digital comics recorded growth, primarily driven by comic adaptations of web novels.



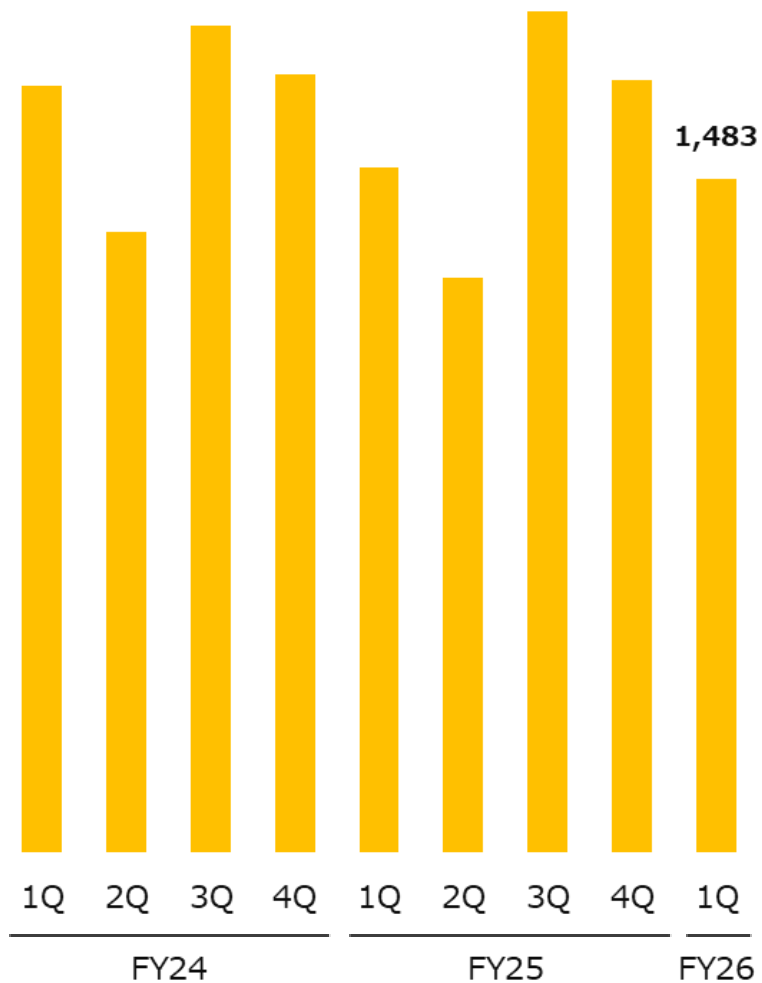
Volume 3 was released in August 2025
「公爵令嬢は我が道を行く」



Volume 2 was released in September 2025
「忠誠心がないと言われたので婚約を解消してあげました。」

(百万円 / million yen)

売上高 / Net sales

**Net sales****1,483** million yen

YoY

▲22 million yenNew Japan Pro-Wrestling

- Held summer tournaments such as G1 CLIMAX 35, but the number of participants decreased on the YoY.

STARDOM

- Held summer tournaments such as 5★STAR GP 2025 and increased number of participants and revenue and profit on the YoY.
- With Kamitani serving as a season regular on the TV program "ラヴィット!", women's pro-wrestling was broadcast live for the first time in 23 years.



New Japan Pro-Wrestling G1 CLIMAX 35
July 19 to August 17 · 19 tournaments



STARDOM Saya Kamitani



In FY26 3Q, the Tokyo Dome Tournament was held on January 4, 2026, featuring Hiroshi Tanahashi's retirement match and Aaron Wolf's debut match.

At "WRESTLE KINGDOM 20 in 東京ドーム 棚橋弘至引退", which will be held at Tokyo Dome on January 4, 2026, Hiroshi Tanahashi's retirement match and Aaron Wolf's debut match are scheduled. As of November 4, 2025, advance ticket sales have already surpassed 31,548, attracting significant attention from many people.

As in the previous quarter, "棚橋弘至ファイナルロード" is being held in preparation for the retirement of wrestler Hiroshi Tanahashi. In addition to entertainment, related content such as video distribution and merchandise is being developed.



The match between Hiroshi Tanahashi and Kazuchika Okada has been officially confirmed.

STARDOM

FY26 2Q
DREAM QUEENDOM 2025

December 29, 2025
STARDOM DREAM QUEENDOM
(Ryogoku Kokugikan)

Tickets are selling at a pace that surpasses previous STARDOM events held at Ryogoku Kokugikan.

[Scheduled Match]

◆ World of STARDOM Championship
Match Champion: Saya Kamitani
Vs
Challenger: Saori Anou

◆ FUWA CHAN's re-debut match has also been decided.

STARDOM Announces Business Partnership with CMLL

In October 2025, Taro Okada, President and CEO of STARDOM, appeared on CMLL's information program CMLL Informa to announce a business partnership. Since officially forming an alliance in 2009, CMLL and New Japan Pro-Wrestling have built a strong relationship for over 15 years.

This new partnership with STARDOM will further expand international cultural exchange in professional wrestling as part of the group's global initiatives.

Progress against Consolidated Performance Forecasts for FY26

Progress against Consolidated Performance Forecasts for FY26

(百万円 / million yen)	Results (1Q)	Performance forecasts (full-year)	Progress
Net sales	13,766	56,000	24.6%
Operating profit	1,668	4,500	37.1%
Operating profit margin	12.1%	8.0%	-
Ordinary profit	1,932	4,600	42.0%
Ordinary profit margin	14.0%	8.2%	-
Net profit attributable to owners of parent	1,663	2,700	61.6%

Due to the strong performance of highly profitable products and improved profitability in the digital business, results exceeded the initial business forecast.

As a result of changes in tax treatment following the merger of subsidiaries in the previous fiscal year, corporate taxes and related expenses decreased during the current period.

Announcement of Numerous Developments Across Bushiroad Contents, Including Detailed Information on the New IP “ZERO RISE”



On Monday, January 12, 2026, Bushiroad will hold the “Cardfight!! Vanguard 15th Anniversary Bushiroad New Year Presentation 2026” at Kanadevia Hall, Tokyo Dome City.

At this event, we will unveil the full details of our new IP “ZERO RISE”, for which the project name and initial character designs were recently revealed. In addition, we will announce upcoming developments across various Bushiroad contents. Please look forward to these exciting updates.

“Bushiroad EXPO 2026” to Be Held in 20 Regions Worldwide!
— Expanding from Taipei, Bangkok, and Chicago to an Even Larger Global Scale —



(Reference: Scenes from Bushiroad EXPO 2025)

In 2026, Bushiroad will once again host “Bushiroad EXPO”, a global exhibition where fans around the world can directly experience our wide range of content — including trading card games, console games, music, stage productions, merchandise, and anime!

While the 2025 event was held across 17 regions, **Bushiroad EXPO 2026 will expand even further to 20 regions worldwide!**

(East Asia – six regions, Southeast Asia – five regions, Oceania – one region, Europe – three regions, North America – five regions)

We look forward to sharing the excitement and creativity of Bushiroad’s diverse content with fans across the globe.

September 16, 2025

Notice: Regarding the Additional Acquisition of Shares in YUHODO Inc.

Bushiroad Inc. is pleased to announce that it has reached an agreement to acquire additional shares of YUHODO Inc., a company engaged in game system design for trading card games (TCG) and digital games. Following the completion of this transaction, Bushiroad's ownership ratio in YUHODO will increase from 16.7% to 38.3%.

<Overview of the Capital and Business Alliance>

Our group's core strategy is to be an IP developer that expands its businesses across various fields—including animation, games, music, events, and merchandise—centered around its intellectual properties (IP).

The TCG market continues to grow both domestically and internationally, and strengthening our development system for TCGs—our founding business—has become increasingly important.

Through this additional share acquisition, we aim to further reinforce our longstanding cooperative relationship with YUHODO, which has been involved in the development of titles such as *Weiß Schwarz* and *Cardfight!! Vanguard*, and to establish a more stable development framework.

Even after this acquisition, YUHODO will remain an “equity-method affiliate” of the Company and will not become a consolidated subsidiary.

October 17, 2025

Notice: Regarding the Additional Subscription of New Shares in SANZIGEN Inc.

Bushiroad Inc. is pleased to announce that it has subscribed to additional new shares issued through a third-party allotment by SANZIGEN Inc.

<Overview of the Capital and Business Alliance>

Since initially subscribing to SANZIGEN's new shares in 2019, we have not only participated as a shareholder but have also deepened our business collaboration. In particular, SANZIGEN has continuously produced animation for our IPs, such as *BanG Dream!*, playing an important role in our content creation efforts.

This additional investment is intended to support SANZIGEN in strengthening its production capabilities through the stabilization of its production base and further equipment investment, thereby expanding our capital support.

As a result of this share subscription, Bushiroad's ownership ratio in SANZIGEN now stands at 14.4%.

SANZIGEN is a key partner responsible for the animation production of Bushiroad's major content. We will continue to strengthen our collaborative relationship and work together toward the continuous creation of new works and the expansion of production capabilities.

Appendix

<IP Platform TCG>

Weiß Schwarz

(There is no work called Weiß Schwarz.)



Each product features a different IP,
with cards created accordingly.
Fans of different IPs can enjoy matches
using the same rule set.

IP

This Month	Next Month	The Month after Next
Detective Opera Milky Holmes	Revue Starlight	BanG Dream!
		
Detective Opera Milky Holmes	Revue Starlight	BanG Dream!

※1

<In-House Original TCG>

Cardfight!! Vanguard



Continued development of original IP
"Vanguard" products

IP

This Month	Next Month	The Month after Next
Vanguard	Vanguard	Vanguard
		
BT01 「Fated Clash」	BT02 「Illusionless Strife」	BT03 「Dimensional Transcendence」

※1

※2

※1 Actual release schedule may differ. ※2 Some collaboration products are also included.

IP DEVELOPER

新時代のエンタテインメントを創出する

Intellectual Property

IP has a wide meaning including works, characters, and others at Bushiroad Inc.

"One-stop media mix" to swiftly implement various corporate activities within the Group that are essential for the creation and growth of IP. Then, **"promotion"** throughout the Group that utilizes know-how and alliances is strongly disseminated and IP is widely recognized. This is Bushiroad's **IP Developer Strategy**.

Bushiroad Unit	BI Unit	Live Entertainment Unit	MD Unit	Media Content Unit	Sports Unit
• Bushiroad Inc. • Bushiroad Asia Inc.	• Bushiroad International Pte. Ltd. • Bushiroad USA Inc. • GORIN TECHNICAL INDUSTRY (MALAYSIA) SDN. BHD. • WORLD CARD PRODUCTS (SINGAPORE) PTD. LTD.	• Bushiroad Music • Theater company HIKOSEN	• Bushiroad Creative	• Bushiroad Works • Bushiroad Move • gamebiz, Inc.	• New Japan Pro-Wrestling Co., Ltd • New Japan Pro-wrestling of America, Inc. • STARDOM, Inc.
- Trading Card Game (TCG) - IP development - Operation of licenses within the group - Mobile games - Console games	- English version of trading card game (TCG)	- Music Live - Music Package, Distribution - Stage, Mask Played Musical - Music Copyright	- Merchandise - Figure - Capsule toys - Sales of health food toys	- IP development - Books, e-books - Advertising agency - Voice acting agency - Video, radio, sound - Distribution - Information website	-Pro-Wrestling shows -Pro-Wrestling films - Production and distribution of content - Professional wrestling goods Planning and sales



"BanG Dream!" is a next-generation girls band project where anime, games, comics and live performances all come together in a media mix.

Among the many music-related anime contents, **the project leads the way in a style where the character voice actors actually play instruments and perform live.** Along with the growth of characters through anime, games and comics, the strength of the project is in allowing the fans to enjoy the growth of the band in real life through live concerts and music software.

Bushiroad Unit · BI Unit

Media Content Unit

Live Entertainment Unit

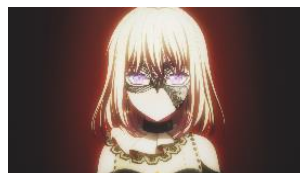
MD Unit



Card Product



Digital Game



TV Anime



Publication



Live events



CD · Blu-ray



Various goods

Executed speedily within the group **One-Stop Media Mix**



Promotion development across the group leveraging know-how and alliances

Transportation advertising

SNS · Web advertising

TVCM

Exhibition Event · Presentation

Distribution

Bushiroad Inc. aims to further demonstrate its presence and realize monetization in the entertainment market by making use of “**Creativity (Idea)**” and “**Capabilities for Promotion**” built on our experience as an IP developer and reinforcing the position as a “**Platform Company**” which enhances the values of IPs collaborating with IPs of other companies.



Disclaimer

This material has been prepared based on the information available to the Company at the time of its preparation. The Company offers no guarantee of its realization. Furthermore, please note that the materials includes financial information based on past financial statements or the like that has not been audited by an independent certified public accountant or audit corporation, or management figures not based on financial statements or the like.