



# FY2026 3Q Financial Results Briefing Material

**Bushiroad Inc.**  
**Securities code: 7803**  
**May 15, 2026**

**Notice:**

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- **FY26 3Q Financial Results Summary**
- **Topics**
- **Upward Revision of Consolidated Performance Forecasts for FY26**
- **Appendix**

# FY26 3Q Financial Results Summary

# Consolidated Income Statement Summary

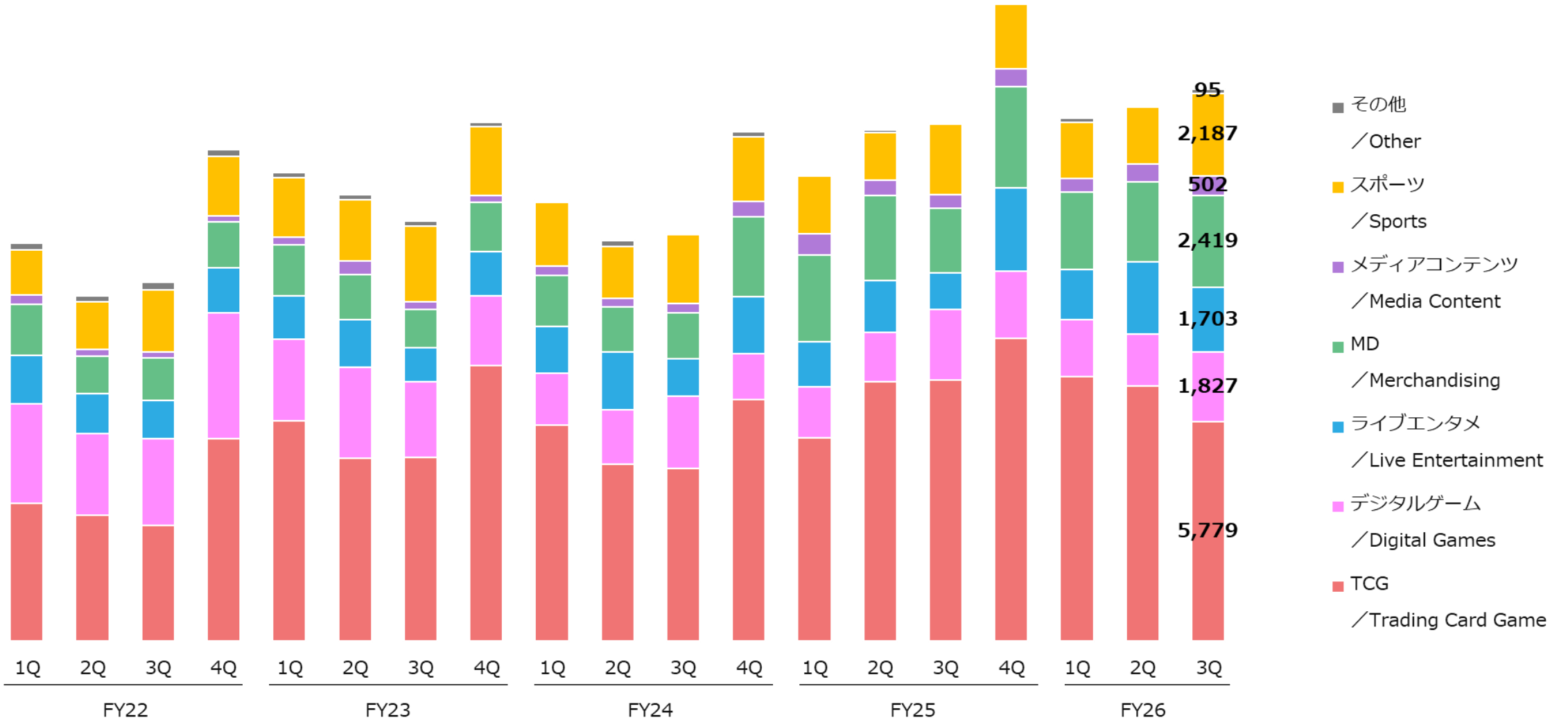
Quarter (Unit : million yen)	FY26 3Q ①	FY25 3Q ②	+ / -amount ①-②
<b>Net sales</b>	<b>14,517</b>	13,640	+877
<b>Gross profit</b>	<b>5,039</b>	4,669	+370
<b>SG&amp;A expenses</b>	<b>3,945</b>	3,516	+429
Advertising expenses +Promotion expenses	<b>1,580</b>	1,198	+382
R&D expenses	<b>49</b>	374	▲325
<b>Operating profit</b>	<b>1,093</b>	1,152	▲59
<b>Operating profit margin</b>	<b>7.5%</b>	8.5%	▲0.9 Pt
<b>Ordinary profit</b>	<b>1,531</b>	980	+551
<b>Ordinary profit margin</b>	<b>10.5%</b>	7.2%	+3.4 Pt
<b>Net profit attributable to owners of parent</b>	<b>1,020</b>	451	+569

First three quarters (Unit : million yen)	FY26 3Q ③	FY25 3Q ④	+ / -amount ③-④
<b>Net sales</b>	<b>42,356</b>	39,371	+2,985
<b>Gross profit</b>	<b>15,265</b>	13,553	+1,712
<b>SG&amp;A expenses</b>	<b>11,263</b>	10,674	+589
Advertising expenses +Promotion expenses	<b>4,013</b>	3,624	+389
R&D expenses	<b>502</b>	1,107	▲605
<b>Operating profit</b>	<b>4,002</b>	2,879	+1,123
<b>Operating profit margin</b>	<b>9.4%</b>	7.3%	+2.1 Pt
<b>Ordinary profit</b>	<b>5,019</b>	2,899	+2,120
<b>Ordinary profit margin</b>	<b>11.8%</b>	7.4%	+4.5 Pt
<b>Net profit attributable to owners of parent</b>	<b>3,597</b>	1,694	+1,903

- The Live Entertainment and MD businesses performed solidly.
- The Sports business achieved record-high quarterly sales.
- The TCG business saw a decrease in revenue in the third quarter, as it was positioned as an adjustment period ahead of specification changes for core products scheduled for the fourth quarter.
- A foreign exchange gain of 205 million yen was recorded in non-operating income due to exchange rate fluctuations.  
(December 31, 2025 : USD=156.56 yen    March 31, 2026 : USD = 159.88 yen)

# 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)

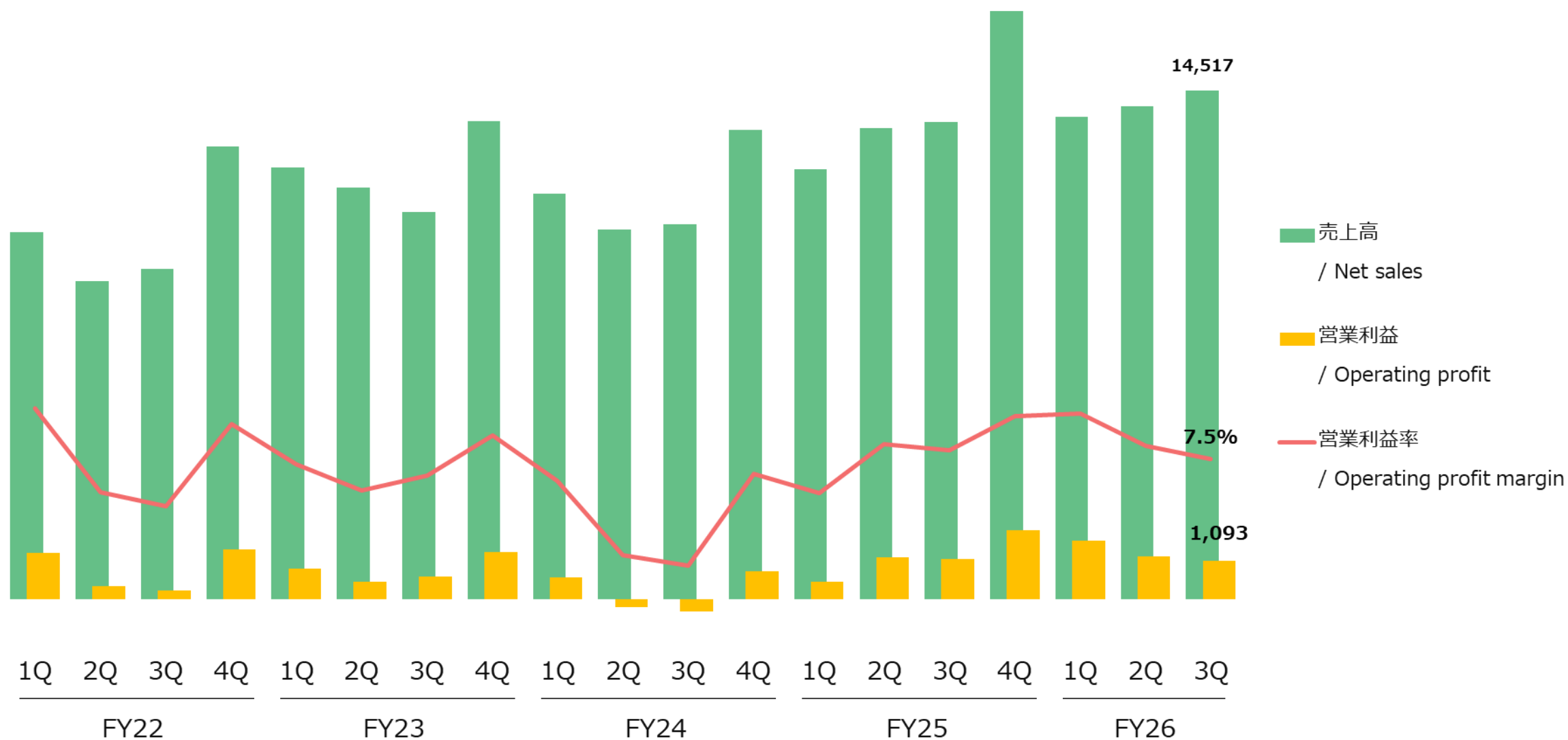
	Quarterly Net sales YoY	Topics
TCG	5,779 ▲1,096	<ul style="list-style-type: none"> <li>• "Weiß Schwarz" marked its 18th anniversary and "Cardfight!! Vanguard" marked its 15th anniversary, with various campaigns being held.</li> <li>• In the third quarter, revenue decreased as it was positioned as an adjustment period ahead of specification changes for core products, "Weiß Schwarz" and "Cardfight!! Vanguard," scheduled for the fourth quarter.</li> </ul>
Digital Games	1,827 ▲23	<ul style="list-style-type: none"> <li>• Released one mobile game and three console games.</li> <li>• Launched the new mobile game "HUNTER×HUNTER NEN×SURVIVOR (ネンサバ)" globally in February 2026, and it is off to a solid start.</li> </ul>
Live Entertainment	1,703 +741	<ul style="list-style-type: none"> <li>• In the third quarter, while revenue decreased QoQ due to a lower number of CD releases, it increased YoY and performed solidly.</li> <li>• Held major live events including BanG Dream! 10th Anniversary LIVE "In the name of BanG Dream!" and MyGO!!!!×Ave Mujica Joint Live "moment / memory".</li> </ul>
MD	2,419 +705	<ul style="list-style-type: none"> <li>• Both YoY and QoQ revenue increased, and performance progressed solidly.</li> <li>• The figure brand "PaVerse" achieved record-high quarterly sales. As of March 2026, cumulative production surpassed 4 million pieces.</li> </ul>
Media Content	502 +156	<ul style="list-style-type: none"> <li>• In the publishing business, sales of digital books across multiple titles drove revenue, and performance progressed solidly.</li> <li>• Launched a new label for women, "Cerise novels", in February.</li> </ul>
Sports	2,187 +337	<ul style="list-style-type: none"> <li>• Achieved record-high quarterly sales and performed robustly.</li> </ul> <p><u>New Japan Pro-Wrestling</u></p> <ul style="list-style-type: none"> <li>• Attracted 46,913 attendees (a sold-out, full house) at "サンセイアールアンドデイ presents WRESTLE KINGDOM 20 in 東京ドーム 棚橋弘至引退" held on January 4, 2026.</li> </ul> <p><u>STARDOM</u></p> <ul style="list-style-type: none"> <li>• Held "スターダム旗揚げ15周年記念 STARDOM Supreme Fight in OSAKA 2026" on February 7, 2026, drawing 2,563 attendees. This set a new attendance record for STARDOM in the Kansai region.</li> </ul>

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

(百万円 / million yen)



(百万円 / million yen)



(百万円 / million yen)

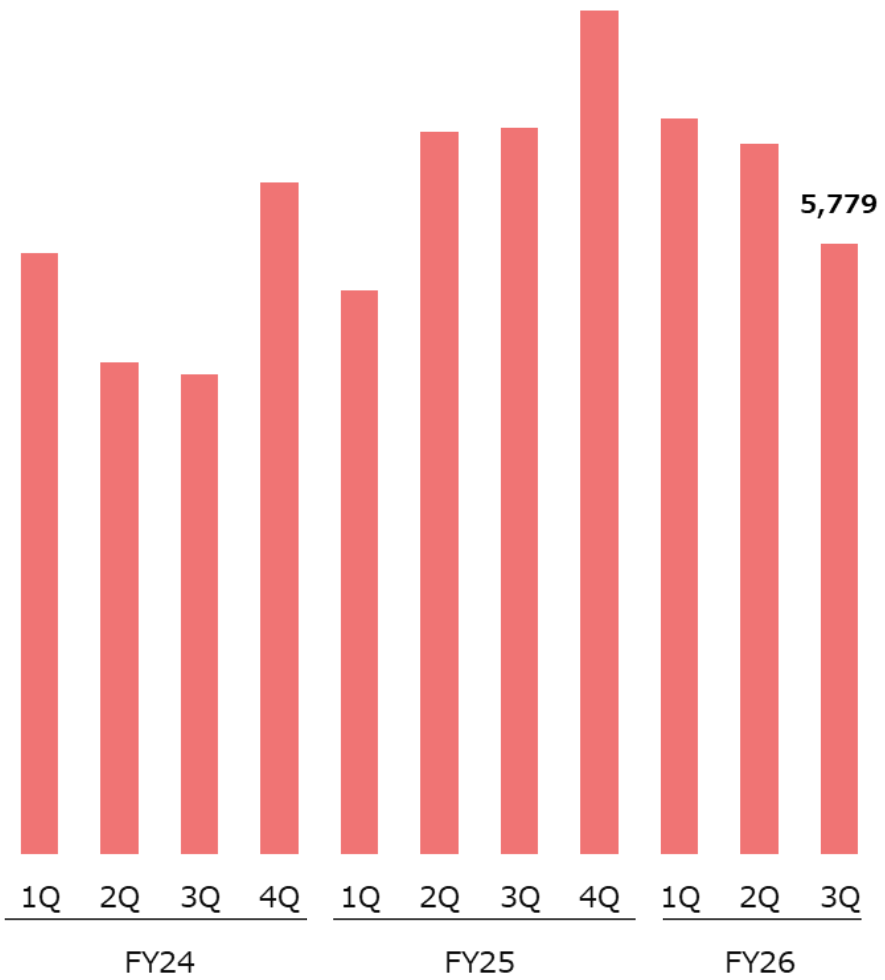


# Topics

<b>Net sales</b>	<b>5,779</b> million yen	YoY	<b>▲1,096</b> million yen
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- "Weiß Schwarz" marked its 18th anniversary and "Cardfight!! Vanguard" marked its 15th anniversary, with various campaigns being held.
- In the third quarter, revenue decreased as it was positioned as an adjustment period ahead of specification changes for core products, "Weiß Schwarz" and "Cardfight!! Vanguard," scheduled for the fourth quarter.

(百万円 / million yen)  
売上高 / Net sales



February 13, 2026  
Cardfight!! Vanguard  
Booster Pack  
「幻真星戦(げんませいせん)」



March 27, 2026  
Cardfight!! Vanguard  
Title Booster Premium  
「バンドリ！ ガールズバンドパーティ！」



March 13, 2026  
Weiß Schwarz  
Booster Pack  
「D.C. Re:tune ~ダ・カーポ〜  
リチューン」



March 13, 2026  
hololive OFFICIAL CARD GAME  
Booster Pack  
「ディーヴァフィーバー」

- Planning and development: COVER Corp.
- Sales and co-management: Bushiroad Inc.

Weiß Schwarz (Japanese Edition)

# Product Release Schedule




Year	Month	Date	Product Type	Title	Notes
2026	March	27[Fri.]	Booster Pack	青春ブタ野郎はサンタクロースの夢を見ない	
	April	10[Fri.]	Booster Pack	TVアニメ『Summer Pockets』	
		24[Fri.]	Premium Booster	アイドルマスター ミリオンライブ!	
	May	1 [Fri.]	Trial Deck	anemoi	
		15[Fri.]	Booster Pack	TVアニメ『ダンダダン』 Vol.2	
		30[Sat.]	Trial Deck & Booster Pack	東方Project ~ Black and White Lotus Land.	
	June	12[Fri.]	Trial Deck & Booster Pack	GA文庫	
		26[Fri.]	Trial Deck & Booster Pack	グランブルーファンタジー	
	July	24[Fri.]	Booster Pack	「Re:ゼロから始める異世界生活」 Vol.4	
	August	27[Fri.]	Booster Pack	【推しの子】 Vol.3	<b>NEW</b>
Release Confirmed	2026		Booster Pack	勝利の女神：NIKKE Vol.2	
	2026		Booster Pack	葬送のフリーレン Vol.2	
	2026		Trial Deck & Booster Pack	ブラウンダスト2	
	2026		Trial Deck & Booster Pack	魔法少女ノ魔女裁判	
	2027		Booster Pack	魔法少女リリカルなのは EXCEEDS Gun Blaze Vengeance	<b>NEW</b>
			新日本プロレス×AEW：禁断の扉	2027.1.4 (イッテンヨン) 先行販売	

illust.西あすか

## Card Game Festival 2026 held in May 2026

We held "GENDA GiGO Entertainment presents カードゲーム祭2026" at Tokyo Big Sight over two days, May 3 and 4, 2026. A total of 23,652 visitors from Japan and overseas attended the event, and a record 19 companies (including other manufacturers) participated as exhibitors. The visitor demographic is becoming increasingly diverse each year, with a particularly significant increase in international attendees. With events also confirmed for Singapore and South Korea this fiscal year, we will continue to aim for a global open platform event that fosters synergistic excitement together with other manufacturers. Furthermore, the next event, "Card Game Festival 2027", is scheduled to take place from May 3 to 5, 2027. This will be the first-ever three-day duration for the festival, and we plan to expand its scale even further.



## Cardfight!! Vanguard



As the concluding chapter to "カードファイト!! ヴァンガード Divinez 幻真星戦編", which began airing in January 2026, it has been confirmed that "カードファイト!! ヴァンガード Divinez 運命星戦編" will receive a theatrical advance screening in October 2026. In 2027, we plan to broadcast a completely new TV anime series to commemorate the 15th anniversary of Cardfight!! Vanguard.



## Palworld OFFICIAL CARD GAME

		2026年	5月	6月	7月	8月	9月	10月	11月	12月
商品			5/3~5/4 カードゲーム用 ハンド用紙・筆 オフセット用紙 & ラバーマット		7/30 ブースターパック1種 トライアルデッキ2種			10/30 ブースターパック2種		
イベント			5/3~5/4 カードゲーム開 体験会開催!		一足先に商品がGETできる 先行発売＆体験会を開催!			世界大会 エリア予選		
					8~10月度 ショップ大会					11~1月度 ショップ大会

Regarding the "Palworld OFFICIAL CARD GAME," which is scheduled for a simultaneous release in three languages—Japanese, English, and Simplified Chinese—on July 30, 2026, we held trial sessions and exhibitions at the "Card Game Festival 2026" in May. We have also announced the holding of a World Championship and will continue to build excitement for the title across the globe.

(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



FY22 Full Year    FY23 Full Year    FY24 Full Year    FY25 Full Year    FY26 1Q+2Q+3Q

1USD(\*)    117.55    137.50    149.25    149.75    152.83

Domestic sales (1Q+2Q+3Q)	<b>10,835</b>	million yen	YoY	<b>▲657</b>	million yen
Overseas sales (1Q+2Q+3Q)	<b>8,120</b>	million yen	YoY	<b>+890</b>	million yen
Overseas sales ratio (1Q+2Q+3Q)	<b>42.8</b>	%	YoY	<b>+4.2</b>	Pt

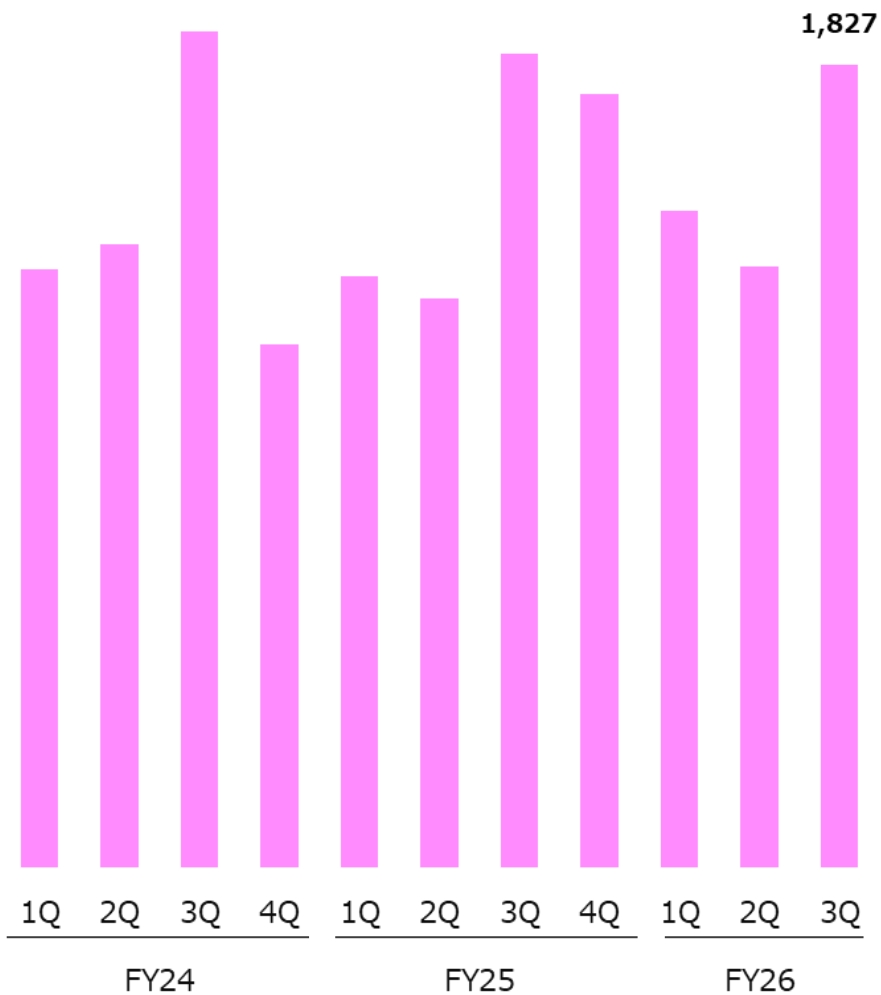
Overseas sales progressed solidly, driven by the English editions of "Weiß Schwarz, " "Cardfight!! Vanguard, " and "hololive OFFICIAL CARD GAME" , among others.

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

\* 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.

(百万円 / million yen)  
売上高 / Net sales



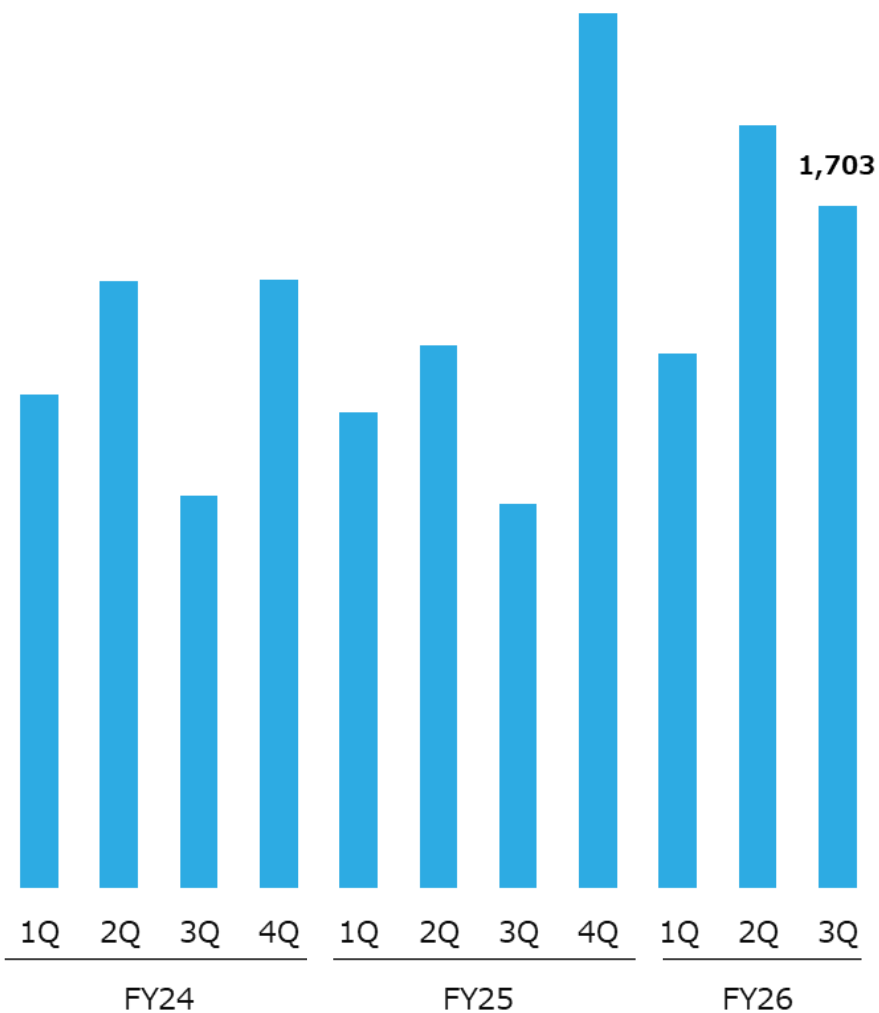
**Net sales** **1,827** million yen YoY **▲23** million yen

- 1 Mobile Title and 3 Console Titles Released.
- The new mobile title "HUNTER×HUNTER NEN×SURVIVOR" was launched simultaneously worldwide in February 2026 and is off to a strong start.

	FY26 3Q(The quarter under review)	FY26 Q4 & FY27 Onward
<b>Mobile</b>	<p>2026年2月18日世界同時リリース!</p> <p>Feb 2026 Released: HUNTER×HUNTER NEN×SURVIVOR</p>	<p>2026 Release Planned: BanG Dream! Our Notes</p>
<b>Console</b>	<p>Jan 2026 Released: DUSK INDEX: GION</p>	<p>Mar 2026 Released: Lilac -side Witch-</p> <p>Mar 2026 Released: Lilac -side Wizard-</p> <p>Fall 2026 Release Planned: Weiß Schwarz Online</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p><b>In addition, 3 console games are under development.</b></p> </div>

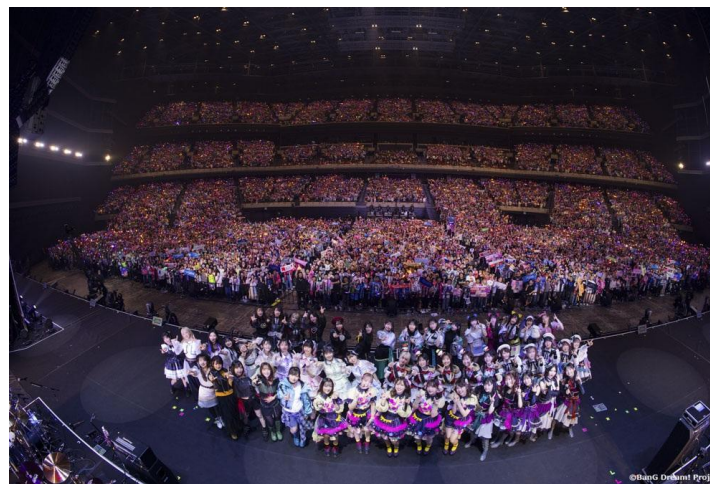
\* Release dates are based on the Japan region, and only titles announced as of May 15, 2026, are listed.  
 \* Development costs for Console games are recognized as R&D expenses at the stage they are incurred.  
 \* Only the master version development costs for mobile games are subject to straight-line amortization over 12 months from the release.

(百万円 / million yen)  
売上高 / Net sales



**Net sales**      **1,703** million yen      YoY      **+741** million yen

- Despite a QoQ revenue decline caused by fewer CD releases this quarter, performance remained on track with a YoY increase in revenue.
- Successfully held large-scale events such as the BanG Dream! 10th Anniversary LIVE "In the name of BanG Dream!" and the MyGO!!!!!×Ave Mujica Two-man LIVE "moment / memory".



February 28, 2026  
BanG Dream! 10th Anniversary LIVE  
"In the name of BanG Dream!"



March 1, 2026  
MyGO!!!!!×Ave Mujica Two-man LIVE  
"moment / memory"

● **BanG Dream! Special LIVE in TAIPEI**  
(April 2026, 2-Day Performance)



On April 11 and 12, 2026, "BanG Dream! Special LIVE in TAIPEI" was held in Taipei as the BanG Dream! Project's first-ever overseas outdoor joint live concert, attracting approximately 26,000 attendees over the two-day period.

● **Poppin'Party × Roselia Joint Live "DREAMS GO ON"**  
(May 2026, Ariake Arena)



On May 3, 2026, the Poppin'Party × Roselia Joint Live "DREAMS GO ON" was held, attracting a large number of attendees.




● **Release of Ave Mujica Best Album "Ave Música"**



**June 17, 2026 Release**  
**Ave Mujica Best Album "Ave Música"**

Release of a Best Album by Ave Mujica (from the BanG Dream! Project), featuring 15 tracks including one brand-new song.

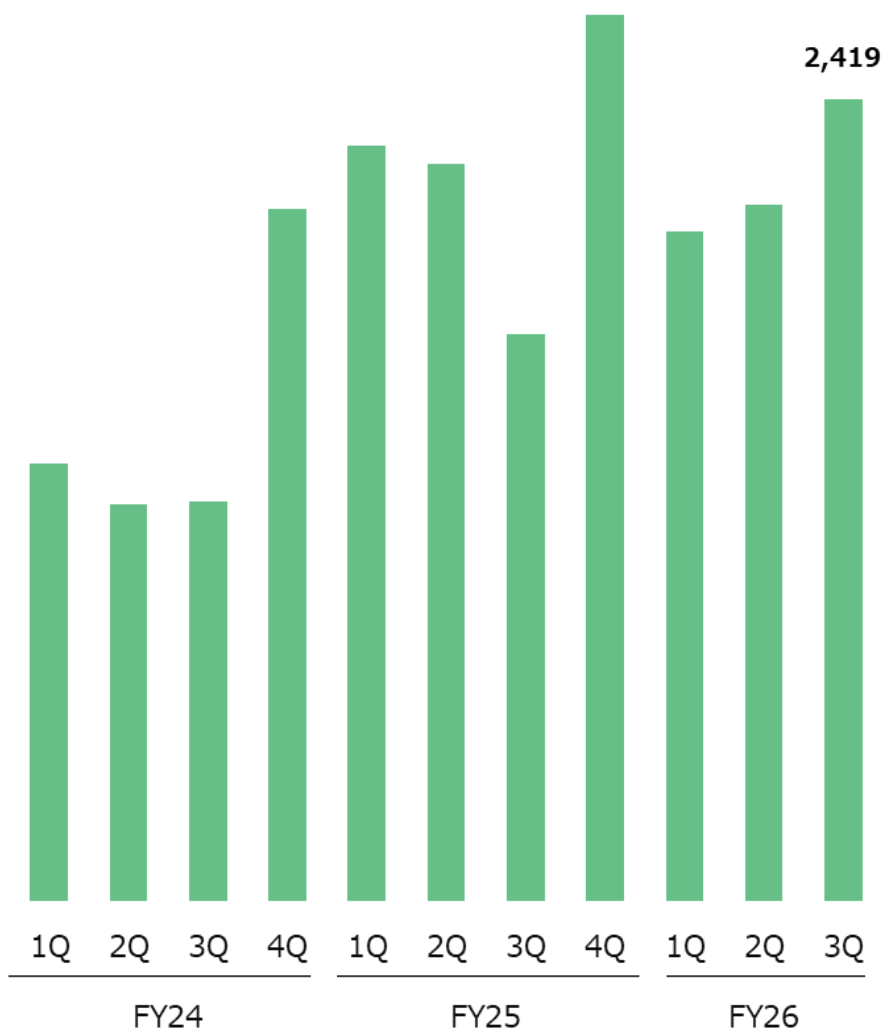
# (Reference) Future Developments of the BanG Dream! Project

	FY26 4Q (April-June 2026)	FY27 1Q (July-September 2026)	FY27 2Q (October-December 2026)	FY27 3Q (January-March 2027)
<b>Animation</b>	<p>From July 2026</p> <p>TV anime series "BanG Dream! YUME∞MITA"</p> 		<p>Autumn 2026</p> <p>Movie "BanG Dream! Ave Mujica prima aurora"</p> 	<p>From January 2027</p> <p>Sequel TV anime series "BanG Dream! It's MyGO!!!!/Ave Mujica"</p>
<b>Mobile Game</b>		<p>2026</p> <p>Release of New Mobile Game "BanG Dream! Our Notes"</p> 		<p>March 2027</p> <p>Mobile Game "BanG Dream! Girls Band Party!" 10th Anniversary Campaign</p>
<b>Live Events</b> ※Lists major live events only.	<p>May 3 Ariake Arena</p> <p>Poppin'Party×Roselia Joint Live "DREAMS GO ON"</p> <p>June 18-21 SGC HALL ARIAKE</p> <p>4DAYS LIVE</p> <ul style="list-style-type: none"> <li>• RAISE A SUILEN</li> <li>• Ave Mujica</li> <li>• Mugendai MewType</li> </ul>	<p>July 18-19 Pia Arena MM</p> <p>MyGO!!!! 9th LIVE "つなぎ目の向こうに"</p> <p>August 8-9 国立體育大學綜合體育館</p> <p>Ave Mujica LIVE TOUR 2026 "Exitus" Encore Live in Taipei</p> <p>August 14-15 Hong Kong Asia World-Expo</p> <p>RAISE A SUILEN LIVE 2026 "Boot IGNITION" Hong Kong Live</p> <p>August 29-30 Ariake Arena</p> <p>Roselia "Lehre der Rose" - Roselia 10th Anniversary Best Album "Lehre der Rose" Monumental Live</p>	<p>October 10-12 Tokyo Garden Theater</p> <p>BanG Dream! 13th☆LIVE</p> <ul style="list-style-type: none"> <li>• Poppin'Party</li> <li>• Mugendai MewType</li> <li>• RAISE A SUILEN</li> </ul>	

\*Only events announced as of May 15, 2026, are listed.

(百万円 / million yen)

売上高 / Net sales



**Net sales**      **2,419** million yen      YoY      **+705** million yen

- Revenue increased both YoY and QoQ. Performance progressed solidly.
- The figure brand "PalVerse" recorded its highest quarterly sales ever. The total number of "PalVerse" figures produced exceeded 4 million pieces as of March 2026.
- Live goods progressed solidly due to large-scale "BanG Dream!" live events. "Yahonui" plushies, featuring 50 characters of 10 "BanG Dream!" bands was popular among the fans.



PalVerse Palé. hololive production  
さくらみこ、星街すいせい



BanG Dream! Yahonui

## The Next Stage of "PaVerse"

"PaVerse" is experiencing rapid growth not only in Japan and East Asia but also in Europe, North America, and Southeast Asia. It is seeing a sharp increase in inquiries from mass markets as well as emerging markets such as South America and Central Asia, thanks to its strong balance of price and quality. Going forward, we will accelerate global expansion while optimizing supply and demand by region, aiming to achieve the top market share for IP merchandise in offline distribution.



## Strengthening physical customer touchpoints, through directly operated stores, pop-up events, and exhibitions



opened in April 2026  
"BanG Dream! STORE"

Through the expansion of directly managed stores (3 stores currently in operation), pop-up shops, and events, we will continuously create touchpoints where customers can experience products firsthand and enjoy the world of the IP. In April 2026, the project's first permanent official store, "BanG Dream! STORE," was opened and has been exceptionally well-received by the fans who have visited.

## Global Strategy of the New Box Toy Brand "BUSHIROAD THE BOX"

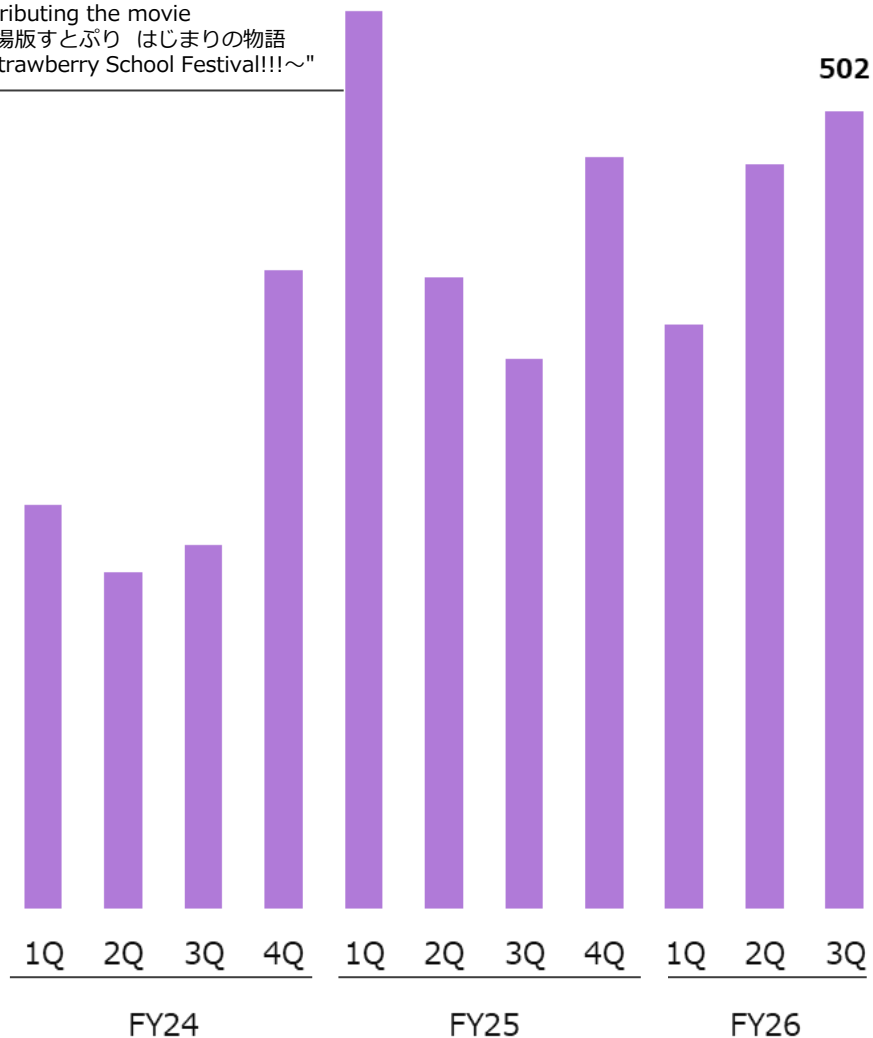
"BUSHIROAD THE BOX" will be launched in July 2026! It is a new box toy brand designed for global distribution channels built up through the sales of "PaVerse". While the global popularity of IP products continue to rise, regional purchasing power and distribution needs are becoming increasingly diverse, and we believe demand for casual-priced products will see further growth. By differentiating this brand from "PaVerse" through its price range and offering multiple options for deformed figures to all target audiences, we aim to achieve the greatest global reach.

Brand Name	Target Price Range
BUSHIROAD THE BOX	500-600 yen
PaVerse	From 1,100 yen
PaVerse Palé.	From 3,500 yen



(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**                      **502** million yen                      YoY                      **+156** 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, sales of multiple e-book titles drove revenue, resulting in steady performance.
- "Cerise Novels," a new label targeting female readers, was launched in February.

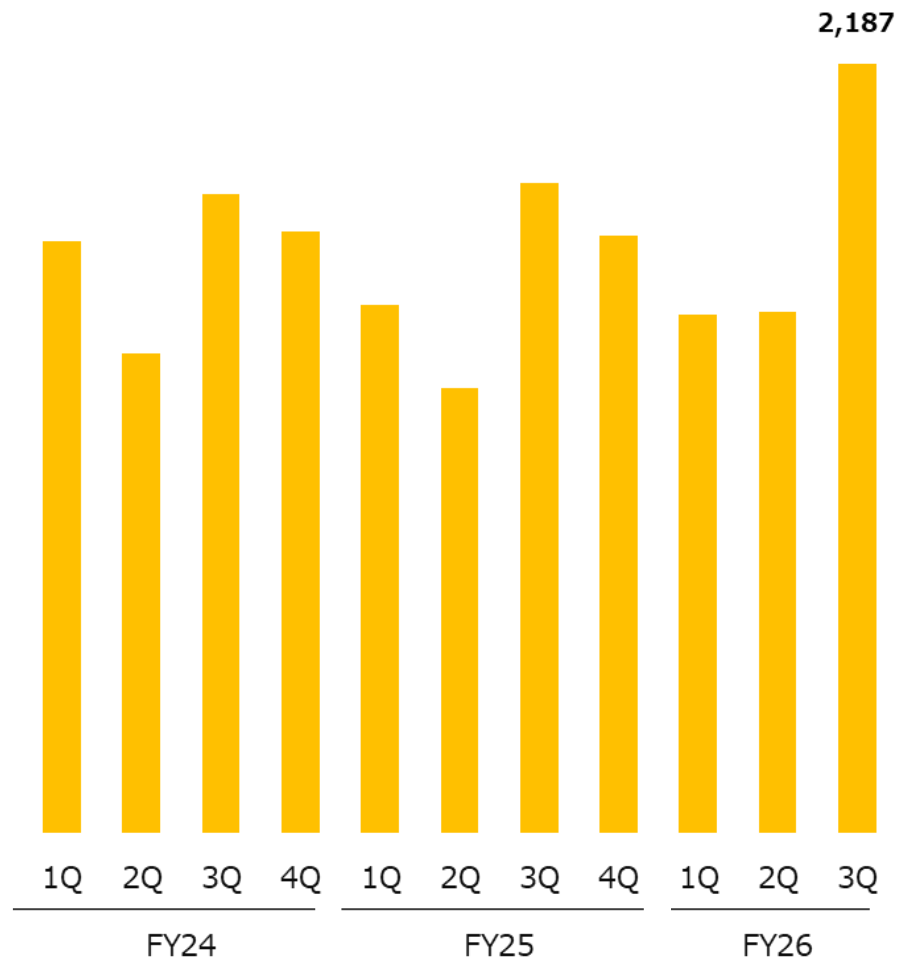


February 2026: Release of Volume 4 (Comic)  
「公爵令嬢は我が道を場当たりの行く」



February 2026: Release of Volume 1 (Novel)  
「暗殺姫、聖女に転職する」

(百万円 / million yen)  
売上高 / Net sales



**Net sales**                    **2,187** million yen                    YoY                    **+337** million yen

The Sports Unit achieved record-high quarterly sales in 3Q and continues to perform strongly.

New Japan Pro-Wrestling

・ "サンセイアールアンドディ presents WRESTLE KINGDOM 20 in 東京ドーム 棚橋弘至引退" (Jan 4, 2026) drew 46,913 attendees (Sold Out). It was one of NJPW's largest events ever in terms of attendance, sponsorship, merchandise, and media coverage.

STARDOM

・ "スターダム旗揚げ15周年記念 STARDOM Supreme Fight in OSAKA 2026" (Feb 7, 2026) drew 2,563 attendees, setting a new record for STARDOM's highest attendance in the Kansai region.



January 4, 2026  
New Japan Pro-Wrestling  
サンセイアールアンドディ presents WRESTLE KINGDOM 20  
in 東京ドーム 棚橋弘至引退



February 7, 2026 STARDOM  
スターダム旗揚げ15周年記念 STARDOM Supreme Fight  
in OSAKA 2026



**FY26 4Q: Scheduled to hold NJPW's largest event of the first half, 《DOMINION 6.14 in OSAKA-JO HALL》**

「サンセイアールアンドデイ presents WRESTLE KINGDOM 20 in 東京ドーム 棚橋弘至引退」, held in the third quarter, featured Hiroshi Tanahashi's retirement match and Aaron Wolf's debut match, drawing **46,913 attendees (Sold Out)**. We will carry the positive momentum from this event—which garnered significant attention through the first nationwide prime-time broadcast in 24 years—into the fourth quarter and beyond.

For the largest event of the first half in the fourth quarter, 《**DOMINION 6.14 in OSAKA-JO HALL**》, another nationwide network broadcast has been confirmed. Leveraging this media exposure as a tailwind, we aim to achieve a further increase in attendance.



STAR☆DOM

**FY26 4Q: STARDOM's largest event of the year, 「ミツカン フルーティス presents ALL STAR GRAND QUEENDOM 2026」**

On April 26, 2026, STARDOM held its largest annual event, 「ミツカン フルーティス presents ALL STAR GRAND QUEENDOM 2026」, at Yokohama Arena, drawing a record-breaking **8,015 attendees**—the highest in the promotion's history.



STAR☆DOM FY27 STARDOM 5★STAR GP 2026

STARDOM is scheduled to hold its premier summer tournament 「STARDOM 5★STAR GP 2026」 at Ota City General Gymnasium on July 18 (Opening Match) and at Ryogoku Kokugikan on August 23 (Finals).

# **Upward Revision of Consolidated Performance Forecasts for FY26**

# Upward Revision of Consolidated Performance Forecasts for FY26

	FY2026 Q3 Cumulative Results	Previous performance forecast (Full year) Progress rate	Revised Forecast (Full year) Progress rate	+/- Amount  Compared to the previous forecast
<b>Net Sales</b>	42,356 million yen	56,000 million yen 75.6%	<b>56,500</b> million yen <b>75.0%</b>	+500 million yen 101%
<b>Operating profit</b>	4,002 million yen	4,500 million yen 88.9%	<b>4,600</b> million yen <b>87.0%</b>	+100 million yen 102%
<b>Ordinary profit</b>	5,019 million yen	4,600 million yen 109.1%	<b>5,600</b> million yen <b>89.6%</b>	+1,000 million yen 122%
<b>Net profit attributable to owners of parent</b>	3,597 million Yen	2,700 million yen 133.2%	<b>3,900</b> million yen <b>92.2%</b>	+1,200 million Yen 144%

- All business —TCG, Digital Games, Live Entertainment, MD, and Sports—have been progressing steadily against the initial performance forecasts.
  - Recorded 519 million yen in foreign exchange gains due to currency fluctuations and 352 million yen in interest income from investment securities as non-operating income.
  - Profit attributable to owners of parent increased due to the impact on income taxes from the utilization of tax loss carryforwards following the merger of subsidiaries in the previous fiscal year.
- ※ There is no change to the dividend forecast; the dividend per share remains 2.50 yen.

March 2, 2026

## Bushiroad Redefines Mission, Vision, and Value

### Moving into our next growth phase, driven by our **LIVE-MIXED ENTERTAINMENT** vision

Bushiroad redefined its mission, vision, and value with an eye on sustainable growth and further improvement of corporate value.

#### <Background>

Bushiroad has been evolving IP creation, cultivation, and development through various businesses and media mix. These initiatives will continue to be our solid business foundation.

On the other hand, in order to go beyond its current stage of growth and realize medium- to long-term enhancement of corporate value, Bushiroad concluded that it must more clearly present the type of value it continuously provides to society based on the strength it has accumulated to date.

The redefining of mission, vision, and value is not intended to be a shift in the company’s business strategies, but rather to organize and deepen conventional initiatives and targets to more firmly express the company’s purpose of existence and its future vision.

#### Mission

Deliver “excitement” to the world

#### Vision

##### **LIVE-MIXED ENTERTAINMENT**

Continuously develop “Entertainment” that's integrated with “Live Experiences”.

#### Value

##### **STAND UP! for Entertainment**

Through challenges, our “Entertainment” will continuously evolve.

#### <Aspiration embodied in new vision>

Bushiroad has been evolving IP development as its strength to date. Among such efforts, Bushiroad has especially been placing value on live experiences where actual contact between people creates energy, such as TCG tournaments, provision of TCG playing environments, live music performances and pro-wrestling tours.

In a time where the environment surrounding content is largely changing and various experiences can easily be provided through technology, Bushiroad considers that the energy created by people sharing the same space and time has started to have greater value.

The accumulation of the live experiences we develop will make content more familiar and provide more vivid experiences. Bushiroad considers that this value is worth continuing to develop, and has named this endeavor “**LIVE-MIXED ENTERTAINMENT**” and indicated it in its vision.

Under our redefined mission, vision, and value, Bushiroad will aim for medium- to long-term growth and enhancement of corporate value by further strengthening the business base that it has established as well as continuously endeavoring to create new experience values.

## April 21, 2026 Notice Concerning Borrowing of Funds

The Company hereby announces that, at the meetings of its Board of Directors held on April 6, April 14, and April 20, 2026, it resolved to borrow a total of 10 billion yen, as described below.

### <Purpose of the Borrowing>

The Company has decided to execute the borrowing to further strengthen the stability of its financial foundation and to secure opportunities for business expansion by ensuring the availability of flexible and stable funds.

In addition to this borrowing, the Company borrowed 2,000,000 thousand yen from MUFG Bank, Ltd. in December 2025.

### <Details of the Borrowing>

Resolution Date	April 6, 2026	April 14, 2026	April 20, 2026	
Lenders	Sumitomo Mitsui Banking Corporation	Mizuho Bank, Ltd.	MUFG Bank, Ltd.	The Higashi-Nippon Bank, Limited
Loan Amount	3,200,000 thousand yen	3,200,000 thousand yen	3,100,000 thousand yen	500,000 thousand yen
Interest Rate	Fixed Rate			
Drawdown Date	April 2026			
Repayment Method	Equal installment repayment of principal			
Maturity Date	5 years from the drawdown date			
Collateral and Guarantees	Unsecured and unguaranteed			

The impact of this matter on the Company's consolidated financial results for the current fiscal year is expected to be immaterial.

## April 1, 2026 Notice Concerning Acquisition of Shares from a Consolidated Subsidiary (Intra-group Reorganization)

The Company hereby announces that, at the meeting of its Board of Directors held on March 26, 2026, it resolved to acquire all shares of STARDOM Co., Ltd. held by New Japan Pro-Wrestling Co., Ltd., a consolidated subsidiary of the Company.

### <Purpose>

The Company has decided to execute this share acquisition for the purpose of optimizing the allocation of management resources and improving the efficiency of corporate functions within the Group.

### <Schedule>

The Board of Directors approved the acquisition at its meeting held on March 26, 2026, and the share transfer became effective on April 17, 2026.

As this matter is being conducted as part of an intra-group reorganization, the impact on the Company's consolidated financial results is expected to be immaterial.

# Appendix

# LIVE-MIXED ENTERTAINMENT

Continuously develop “Entertainment” that's integrated with “Live Experiences”.



TCG operations that produce the very venues for play



Creating daily touchpoints through retail stores, events, and prize promotions



IP expansion merging music concerts and stage plays



Pro-Wrestling tours delivering heat and power directly to various regions

### Project Concept

The novelty and uniqueness of combining voice actresses with a girls' band, along with the energy generated by live music performances.



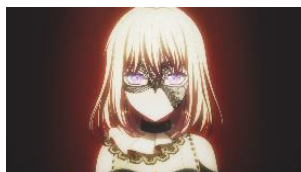
Expand across multiple channels to maximize engagement and excitement



TCG



Digital Game



TV Anime



Publication



Live events



CD · Blu-ray



Merchandise

Promotional strategies leveraging the group's expertise and strategic alliances

TVCM

Social Media

Video Streaming

Transit Advertising

Customers around the world

We power LIVE-MIXED ENTERTAINMENT that turns in-person connection into energy and excitement.

## 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 include 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.