



FY2026 Full-Year Financial Results Briefing Material

Bushiroad Inc.
Securities code: 7803
August 13, 2026

Notice:

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- **FY26 Full-Year Financial Results Summary**
- **Topics**
- **Consolidated Performance Forecast for the FY27**
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FY26 Full-Year Financial Results Summary

Consolidated Income Statement Summary

Quarter (Unit : million yen)	FY26 4Q ①	FY25 4Q ②	+ / -amount ①-②
Net sales	15,467	16,803	▲1,336
Gross profit	5,180	6,456	▲1,276
SG&A expenses	4,428	4,467	▲39
Advertising expenses +Promotion expenses	1,614	1,630	▲16
R&D expenses	309	389	▲80
Operating profit	752	1,989	▲1,237
Operating profit margin	4.9%	11.8%	▲7.0 Pt
Ordinary profit	911	1,945	▲1,034
Ordinary profit margin	5.9%	11.6%	▲5.7 Pt
Net profit attributable to owners of parent	968	1,724	▲756

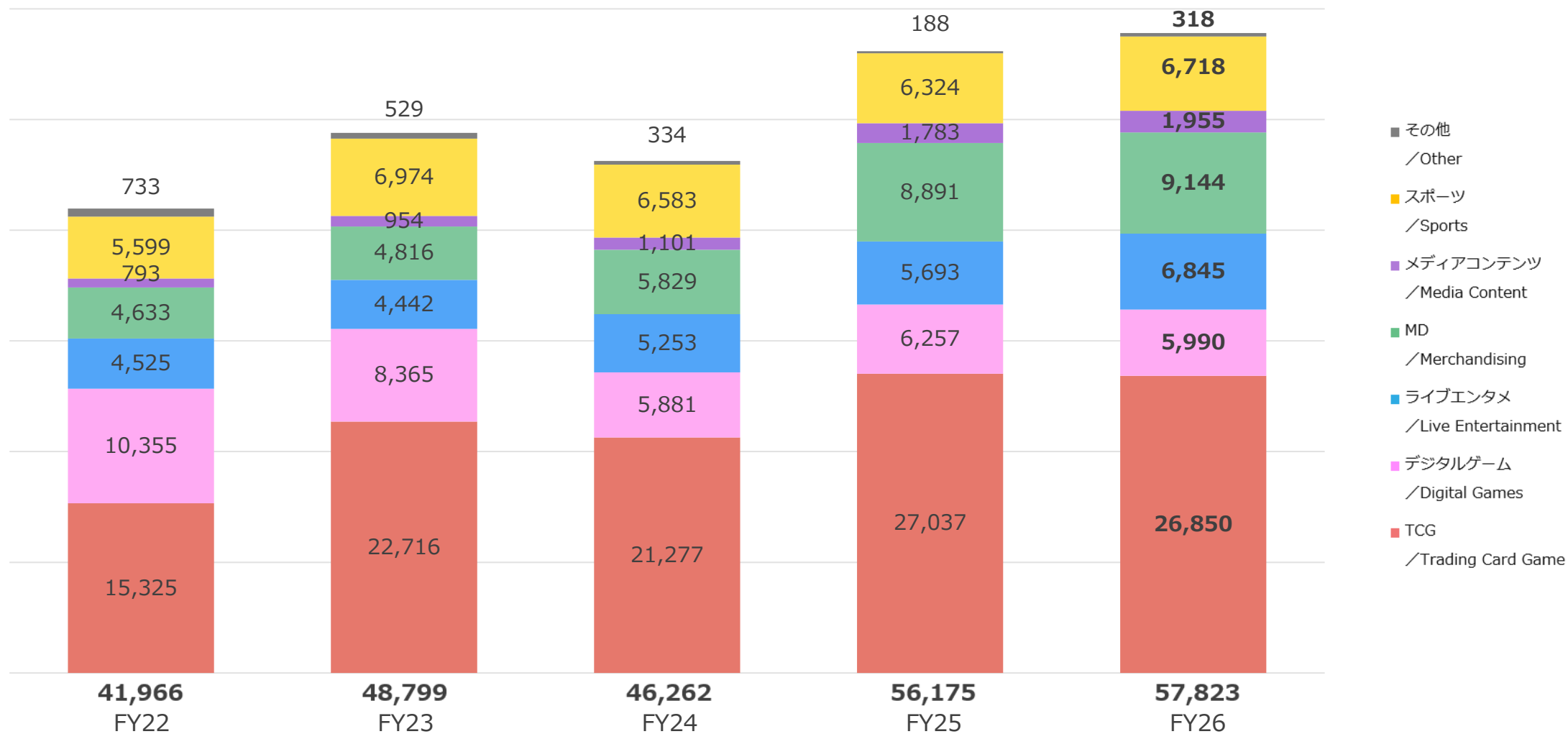
Full Year (Unit : million yen)	FY26 ③	FY25 ④	+ / -amount ③-④
Net sales	57,823	56,175	+1,648
Gross profit	20,446	20,009	+437
SG&A expenses	15,691	15,141	+550
Advertising expenses +Promotion expenses	5,627	5,254	+373
R&D expenses	811	1,497	▲686
Operating profit	4,754	4,868	▲114
Operating profit margin	8.2%	8.7%	▲0.4 Pt
Ordinary profit	5,930	4,844	+1,086
Ordinary profit margin	10.3%	8.6%	+1.6 Pt
Net profit attributable to owners of parent	4,565	3,418	+1,147

• Achieved record-high full-year sales.

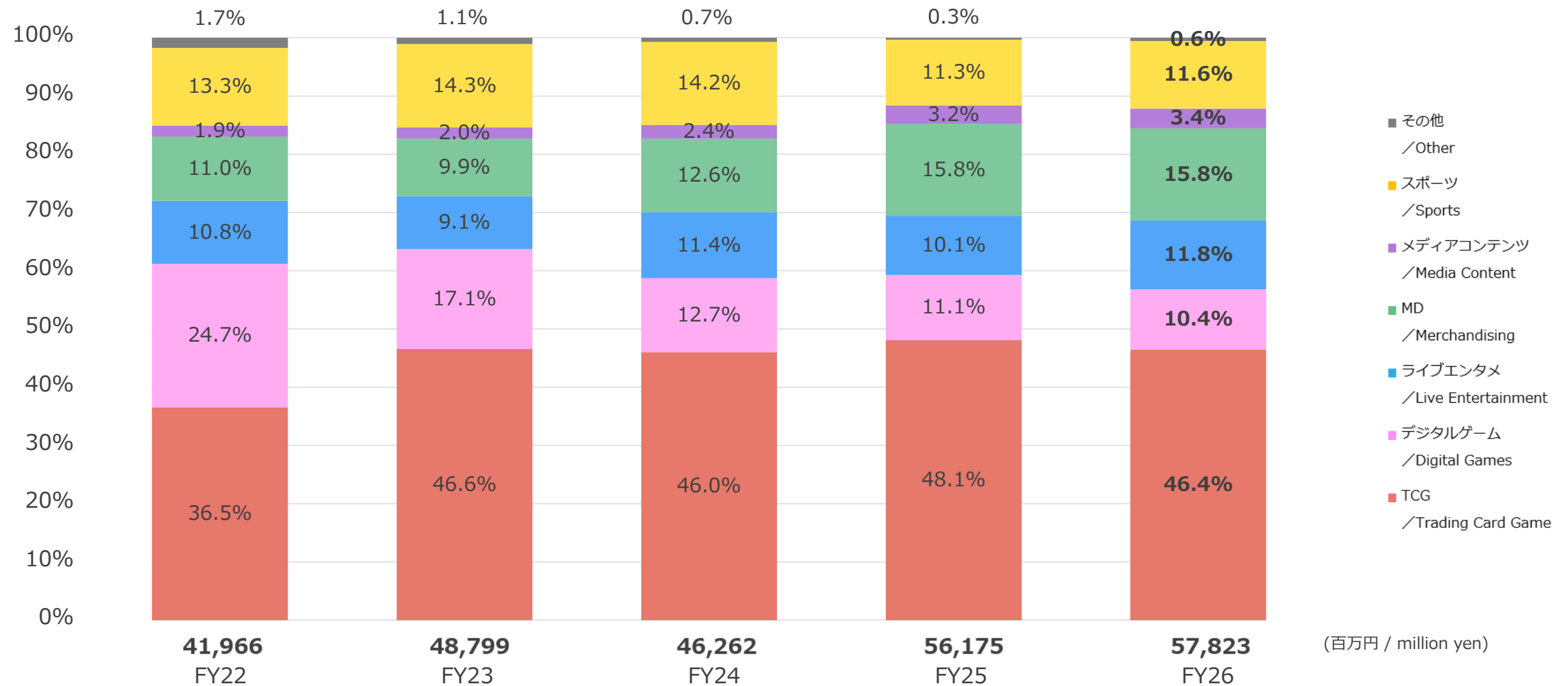
- In the TCG business, core products "Weiß Schwarz" and "Cardfight!! Vanguard" recovered from the adjustment period in the third quarter and performed solidly.
- The Live Entertainment, MD, and Media Content units performed solidly.
- Interest income on investment securities, etc. of 154 million yen and a foreign exchange gain of 68 million yen were recorded in non-operating income. (March 31, 2025: USD = 159.88 yen June 30, 2026: USD = 162.39 yen)
- A gain on sale of shares of affiliated companies of 1,384 million yen was recorded in extraordinary income.

Full-year Net sales by Unit

(百万円 / million yen)



Changes in the ratio of Net sales by Unit for the full-year



TCG / TRADING CARD GAME

- Held various campaigns to celebrate the 18th anniversary of "Weiß Schwarz" and the 15th anniversary of "Cardfight!! Vanguard," showing steady performance.
- In July 2025, launched the "GODZILLA CARD GAME" (Japanese & English editions).
※Planning and release: TOHO CO., LTD. / Sales: Bushiroad Inc.
- In July 2025, launched the English edition of the "hololive OFFICIAL CARD GAME".
※Planning and development: COVER Corp. / Sales and co-management: Bushiroad Inc.
- In May, we hosted the annual large-scale card game event "GENDA GiGO Entertainment presents Card Game Festival 2026" at Tokyo Big Sight West Halls 1, 2, 4, and the Atrium over two days, attracting a total of 23,652 visitors from Japan and abroad.

デジタルゲーム / DIGITAL GAMES

- In mobile games, closed one title and launched the new title "HUNTER×HUNTER NEN×SURVIVOR (ネンサバ)" globally in February 2026.
- The mobile game currently in operation, "BanG Dream! Girls Band Party!", celebrated its 9th anniversary in March 2026, and is performing well through anniversary measures.
- In console games, released a total of 7 titles, including "HUNTER×HUNTER NEN×IMPACT".

ライブエンタメ / Live Entertainment

- **Achieved record full-year sales.**
- Live events and CD products of BanG Dream! Project performed well.
- In April 2026, held "BanG Dream! Special LIVE in TAIPEI" in Taipei, the BanG Dream! Project's first overseas outdoor Joint Live, recording an attendance of approximately 26,000 people over two days.

MD / MERCHANDISING

- **Achieved record full-year sales.**
- The figure brand "PalVerse" expanded significantly, setting a record high for full-year sales as a brand. It also entered new overseas markets, contributing significantly to the expansion of new sales channels for the entire MD business.
- Capsule and box toys as well as live goods remained strong, following FY25.
- Character goods decreased due to a reaction from temporary special demand in the Chinese market.
- Expanded directly managed stores, including opening the BanG Dream! Project's first permanent official store, "BanG Dream! STORE," in April 2026 (currently operating 3 stores).

メディアコンテンツ / MEDIA CONTENT

- **Achieved record full-year sales.**
- In the publishing business, performance progressed steadily, centered on the main title "魔法使いの嫁", with e-books expanding.
- Launched "エンターエンタ", a career change support service specialized in the entertainment industry provided by the news media "gamebiz".

スポーツ / Sports

New Japan Pro-Wrestling

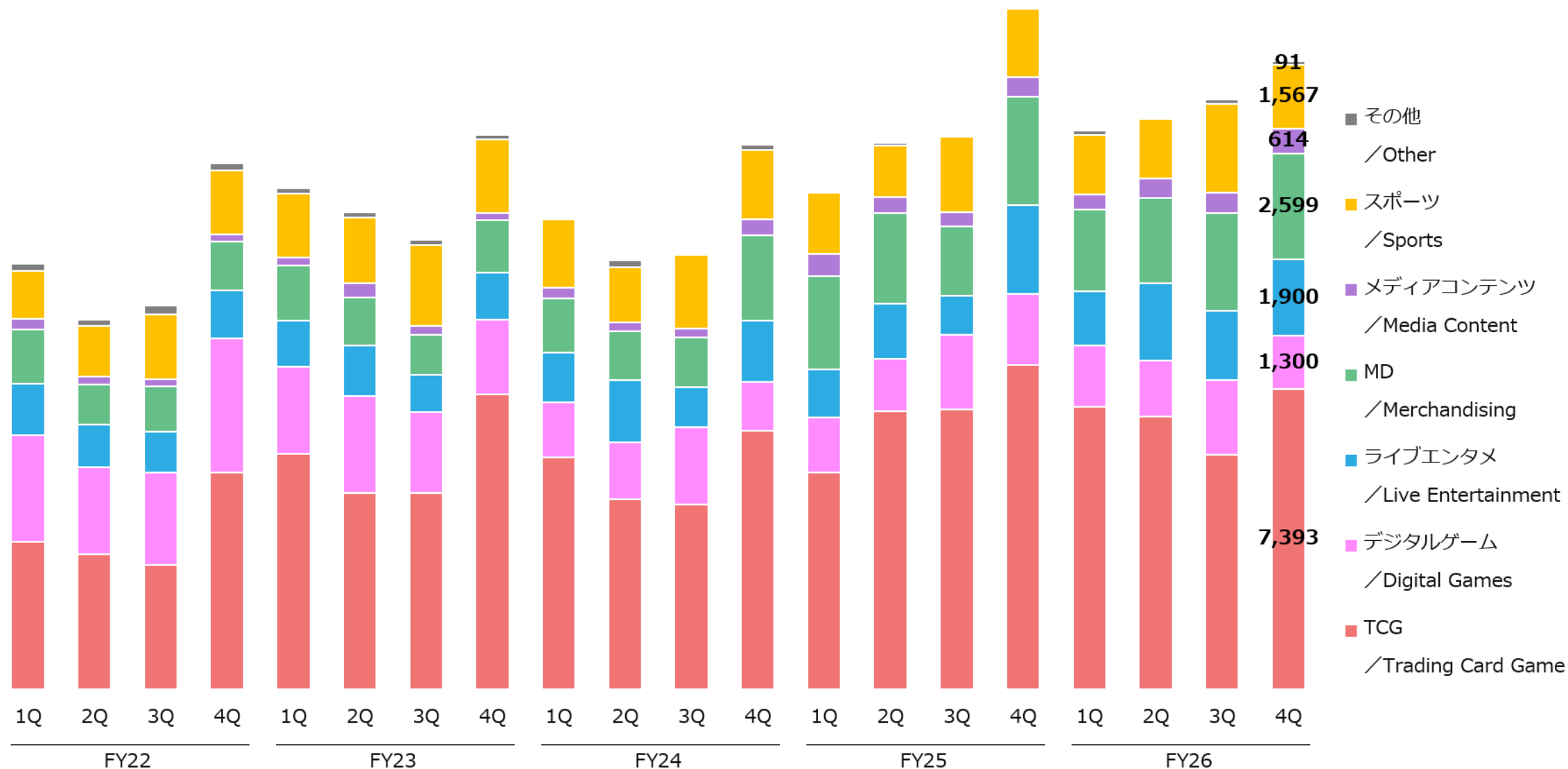
- Attracted 46,913 attendees (a sold-out, full house) at "サンセイアールアンドディ presents WRESTLE KINGDOM 20 in 東京ドーム 棚橋弘至引退" held on January 4, 2026.

STARDOM

- In April 2026, the Company held "Mizkan Fruits presents ALL STAR GRAND QUEENDOM 2026," drawing 8,015 attendees, the highest in the organization's history.

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.

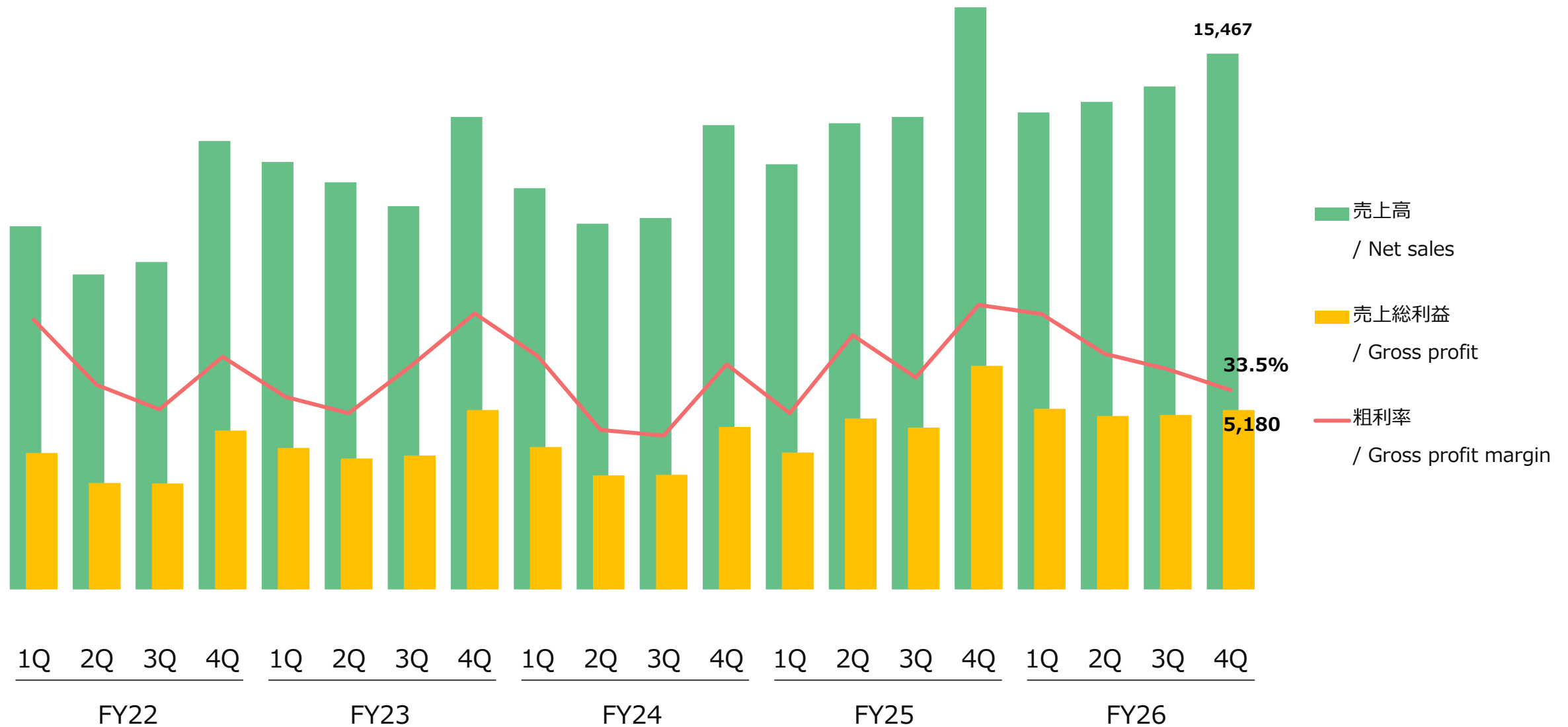
Quarterly Highlights

(百万円 / million yen)

		Quarterly Net sales YoY	Topics
	TCG	7,393 ▲585	• Our core products, "Weiß Schwarz" and "Cardfight!! Vanguard," recovered from the third-quarter adjustment period and progressed solidly. • hololive OFFICIAL CARD GAME: solid. * Planning and development: COVER Corp. Sales and co-management: Bushiroad Inc. • In May, we hosted the annual large-scale card game event "GENDA GiGO Entertainment presents Card Game Festival 2026" at Tokyo Big Sight West Halls 1, 2, 4, and the Atrium over two days, attracting a total of 23,652 visitors from Japan and abroad.
	Digital Games	1,300 ▲458	• Sales of "HUNTER×HUNTER NEN×SURVIVOR," which was released in February 2026, settled down, resulting in a QoQ decline in revenue.
	Live Entertainment	1,900 ▲281	• Although fewer large-scale events were held compared to Q3, performance remained on track, driven by contributions from CD products. • Held events such as "BanG Dream! Special LIVE in TAIPEI", the BanG Dream! project's first outdoor joint live concert overseas, and the Poppin'Party×Roselia joint live concert "DREAMS GO ON". • Presented stage plays based on in-house IP, including "ZERO RISE" and "少女☆歌劇 レヴュースタァライト -The MUSICAL- 遙かなるエルドラド".
	MD	2,599 ▲72	• Revenue increased QoQ. Performance progressed solidly. • The figure brand "PalVerse" performed strongly. Following Q3, the brand recorded its highest quarterly sales ever in Q4 as well. • Multiple categories, including Live goods, capsule & box toys, and prize, progressed solidly.
	Media Content	614 +140	• Achieved record FY26 4Q sales. • The Publishing business progressed solidly, driven by factors such as the release of Volume 24 of the flagship title "魔法使いの嫁" in April.
	Sports	1,567 ▲132	While revenue decreased QoQ due to the major New Japan Pro-Wrestling event in 3Q, performance continued to progress solidly. <u>New Japan Pro-Wrestling</u> • "DOMINION 6.14 in OSAKA-JO HALL" (Jun 14, 2026), the largest event of the first half, drew 6,890 attendees. A special broadcast was aired on TV Asahi's nationwide network. <u>STARDOM</u> • "Mizkan Fruits presents ALL STAR GRAND QUEENDOM 2026" (Apr 26, 2026), the largest annual event held at Yokohama Arena, drew a record-breaking 8,015 attendees—the highest in the organization's history.

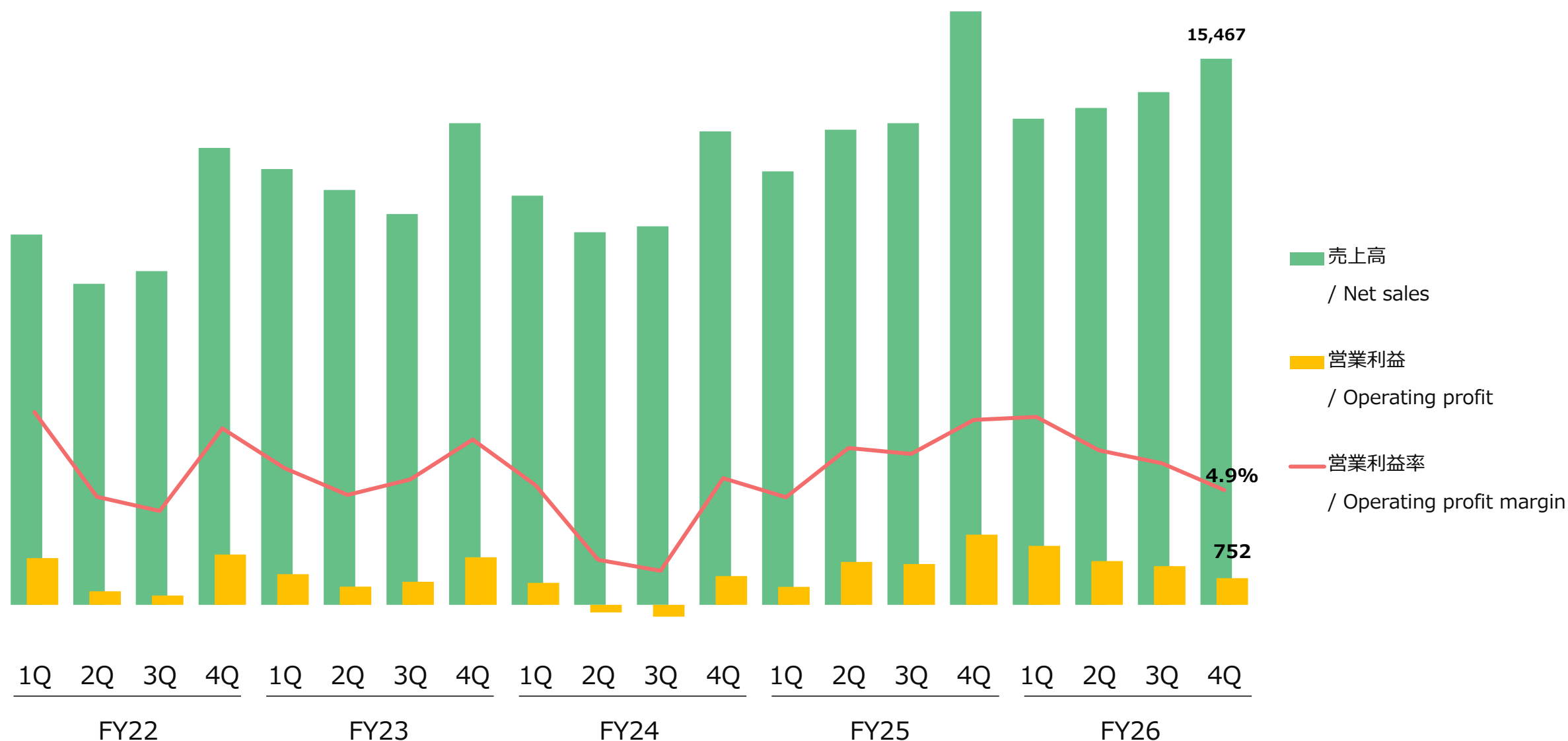
Quarterly Consolidated Performance: Net sales/Gross profit/Gross profit margin

(百万円 / million yen)



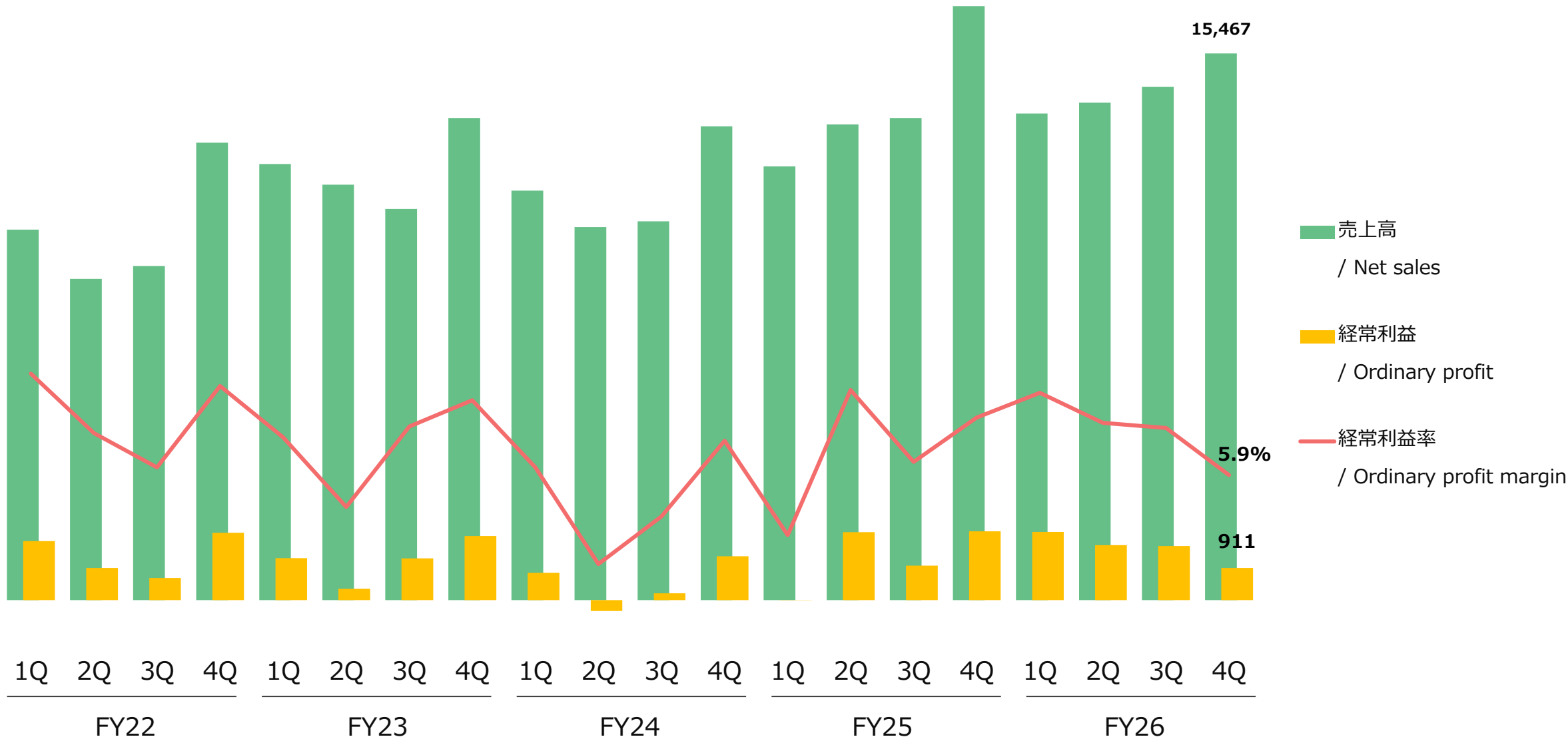
Quarterly Consolidated Performance: Net sales/Operating profit/Operating profit margin

(百万円 / million yen)



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

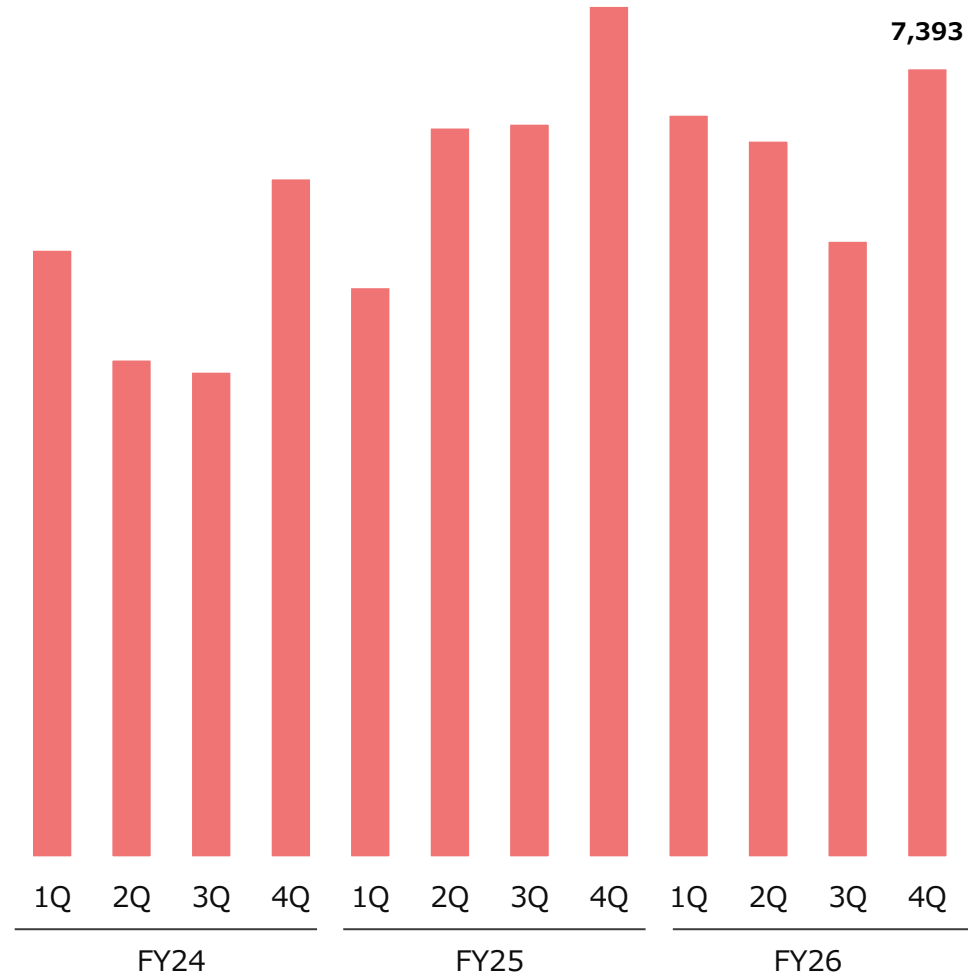
(百万円 / million yen)



Topics

(百万円 / million yen)

売上高 / Net sales



Net sales

7,393 million yen

YoY

▲585 million yen

- Our core products, "Weiß Schwarz" and "Cardfight!! Vanguard," recovered from the third-quarter adjustment period and progressed solidly.
- "hololive OFFICIAL CARD GAME" progressed solidly.
- In May, we hosted the annual large-scale card game event "GENDA GiGO Entertainment presents Card Game Festival 2026" at Tokyo Big Sight West Halls 1, 2, 4, and the Atrium over two days, attracting a total of 23,652 visitors from Japan and abroad.



May 15, 2026
Cardfight!! Vanguard
Special Series
「伝説の先導者達
(でんせつのせんどうしゃたち)」



June 19, 2026
hololive OFFICIAL CARD GAME
Booster Pack
「パウンサーバウンド」

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



July 2, 2026
Weiß Schwarz
Booster Pack
「ブラウンダスト2」

*Recorded in the current quarter (FY26 4Q) due to shipping timing.



May 3–4, 2026
"GENDA GiGO
Entertainment presents
Card Game Festival 2026"

Weiß Schwarz (Japanese Edition)

Product Release Schedule



2026	July	7/24[Fri.]	ブースターパック	「Re:ゼロから始める異世界生活」 Vol.4	
	August	8/7[Fri.]	ブースターパック	【推しの子】 Vol.3	
		8/28[Fri.]	ブースターパック	葬送のフリーレン Vol.2	
	September	9/19[Sat.]	ブースターパック	勝利の女神：NIKKE Vol.2	
	October	10/2[Fri.]	ブースターパック	anemoi	
		10/16[Fri.]	トライアルデッキ&ブースターパック	ステラソラ	NEW
		10/30[Fri.]	トライアルデッキ&ブースターパック	ガールズ&パンツァー	NEW
	November	11/13[Fri.]	ブースターパック	BanG Dream! [夢限大みゅーたいぷ]	
	December	12/11[Fri.]	トライアルデッキ	魔法少女ノ魔女裁判	
		12/18[Fri.]	プレミアムブースター	超かぐや姫！	NEW
		12/25[Fri.]	ブースターパック	アズールレーンVol.3	NEW
	2027 January	1/22[Fri.]	プレミアムブースター	お兄ちゃんはおしまい！	NEW
Release Confirmed	2026 WIN		ブースターパック	Persona 30th Anniversary	NEW
	2026		ブースターパック	魔法少女ノ魔女裁判	
	2027		ブースターパック	魔法少女リリカルなのは EXCEEDS Gun Blaze Vengeance	
				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



Palworld OFFICIAL CARD GAME

On July 30, 2026, we launched the "Palworld OFFICIAL CARD GAME" in three languages: Japanese, English, and Simplified Chinese. Initial global shipment for the first booster pack "Dawn of Palpagos" has exceeded 3.5 million packs, reflecting a strong start.

As part of the brand's global rollout, in addition to exhibiting at major global entertainment events, since June 2026 our staff have been traveling directly to roughly 400 card game shops and other venues across more than 20 countries and regions worldwide to host pre-release sales events and tutorial workshops.



Cardfight!! Vanguard

The "Divinez" series, which launched in January 2024, will reach its grand conclusion with "カードファイト!! ヴァンガード Divinez 運命星戦編". It has been confirmed that this title will receive a theatrical advance screening in October 2026, followed by its TV anime broadcast in November 2026. Additionally, to commemorate the 15th anniversary of "Cardfight!! Vanguard", a completely new TV anime series is scheduled to broadcast in 2027.

FY27 TCG Overseas Sales Ratio Projected to Exceed 50%

In addition to the simultaneous global launch of "Palworld OFFICIAL CARD GAME" in three languages and the establishment of two overseas group companies, the overseas sales ratio of our TCG business is projected to exceed 50% for the first time in company history in the fiscal year ending June 2027.

To promptly build our sales networks and strengthen the localized marketing in Malaysia and China, we will establish new group companies in both countries. This now brings the total number of our overseas group companies to seven, enabling us to implement optimized business operations tailored to the market environment of each region.

(1) New Group Company in Malaysia (Established in March 2026)

Bushiroad Asia Inc., which has established the distribution network for our TCG in the South Korean market, has founded a new local subsidiary in Malaysia. By directly applying the expertise accumulated by Bushiroad Asia, the new company will implement optimized sales and distribution strategies in the Malaysian market, which is expected to see strong growth in the coming years.

(2) New Group Company in China (Established in July 2026)

Given the scale of the Chinese market, we will transition our Simplified Chinese TCG business to a "local manufacturing and local distribution" model. By shifting from the traditional export model to a more efficient operational structure, we aim to enhance our market competitiveness through shorter lead times and reduced logistics costs.

TCGの海外展開体制



全7箇所の海外拠点で各地域のTCG製造・流通の拡大を目指します



(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



Domestic sales (Full Year) **14,927** million yen YoY ▲1,531 million yen

Overseas sales (Full Year) **11,447** million yen YoY +1,359 million yen

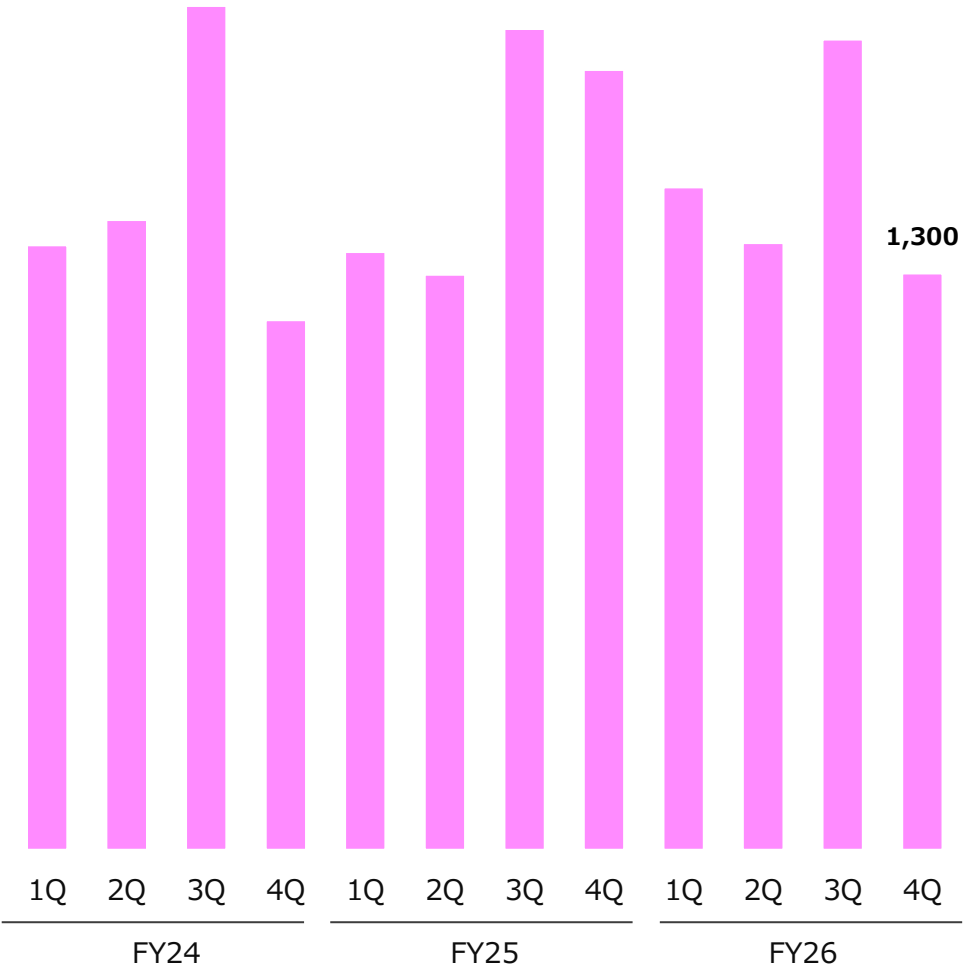
Overseas sales ratio (Full Year) **43.4** % YoY +5.4 Pt

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 **1,300** million yen YoY **▲458** million yen

【FY26 4Q】

• Sales of "HUNTER×HUNTER NEN×SURVIVOR," which was released in February 2026, settled down, resulting in a QoQ decline in revenue.

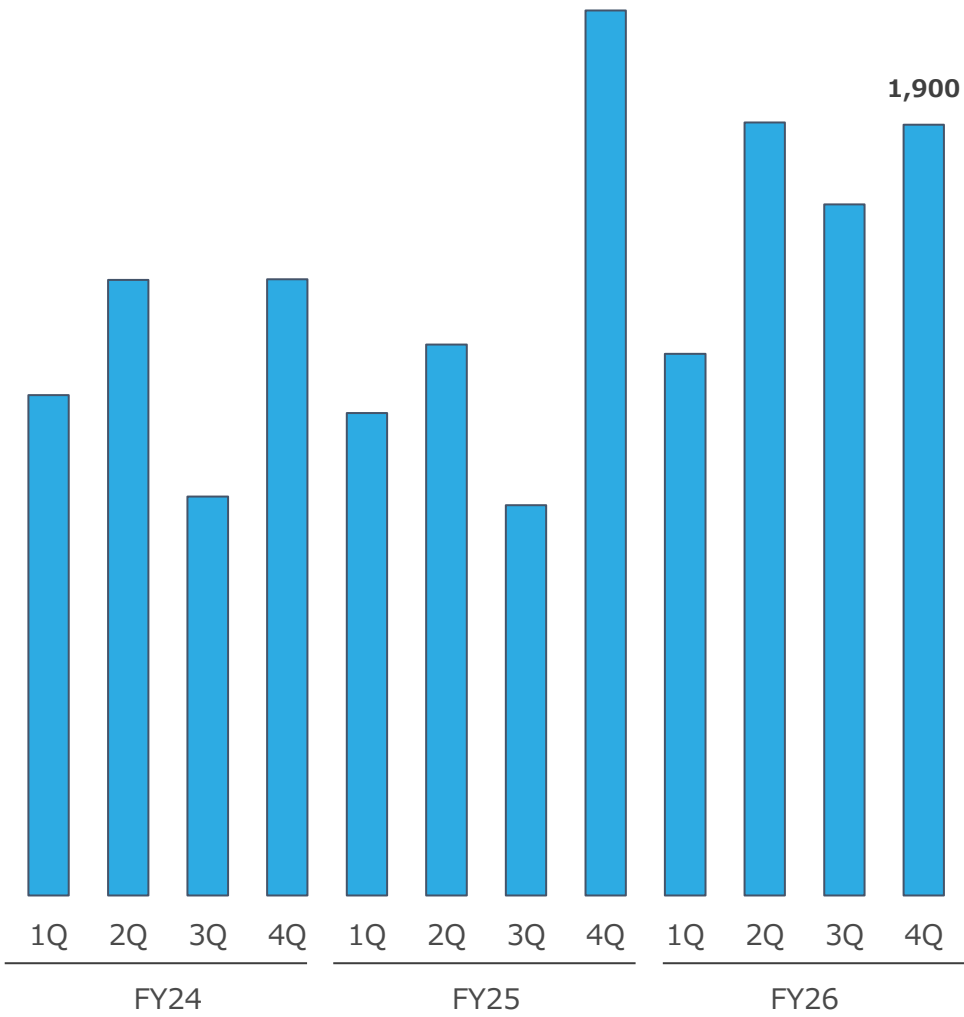
【Future Outlook】

- The new mobile game "BanG Dream! Our Notes" is scheduled for release within 2026. (As of August 12, 2026, pre-registrations have exceeded 1,100,000 globally.)
- Scheduled to release the new console game " Weiß Schwarz Online" in spring 2027. (Two other console titles currently in development.)

	In Operation	To Be Released	
Mobile Game			
	Released in Mar. 2017: BanG Dream! Girls Band Party!	Released in Feb. 2026: HUNTER×HUNTER NEN×SURVIVOR	Scheduled for Release in 2026: BanG Dream! Our Notes

* Release dates are based on the Japan region, and only titles announced as of August 13, 2026, are listed.
* Only the master version development costs for mobile games are subject to straight-line amortization over 12 months from the release.
* Development costs for Console games are recognized as R&D expenses at the stage they are incurred.

(百万円 / million yen)
売上高 / Net sales



Net sales **1,900** million yen YoY **▲281** million yen

- Although fewer large-scale events were held compared to Q3, performance remained on track, driven by contributions from CD products.
- Held events such as "BanG Dream! Special LIVE in TAIPEI", the BanG Dream! project's first outdoor joint live concert overseas, and the Poppin'Party×Roselia joint live concert "DREAMS GO ON".
- Presented stage plays based on in-house IP, including "ZERO RISE" and "少女☆歌劇 レヴュースタァライト -The MUSICAL-遙かなるエルドラド".



April 11–12, 2026
"BanG Dream! Special LIVE in TAIPEI"



May 3, 2026
Poppin'Party×Roselia Joint LIVE "DREAMS GO ON"

【FY26 4Q】 Presented in-house IP stage plays



May 2-17, 2026
舞台『ZERO RISE』



May 11-17, 2026
少女☆歌劇 レヴュースタァライト
-The MUSICAL- 遙かなるエルドラド

【FY27 1Q】 MyGO!!!!! 9th LIVE 「つなぎ目の向こうに」



Held on July 11-12, 2026, venue tickets for both days were completely sold out, recording the largest attendance ever for a MyGO!!!!! solo live concert.

【FY27 1Q】 Roselia 10th Anniversary Best Album



August 26, 2026 Release
Roselia 10th Anniversary Best Album
「Lehre der Rose」

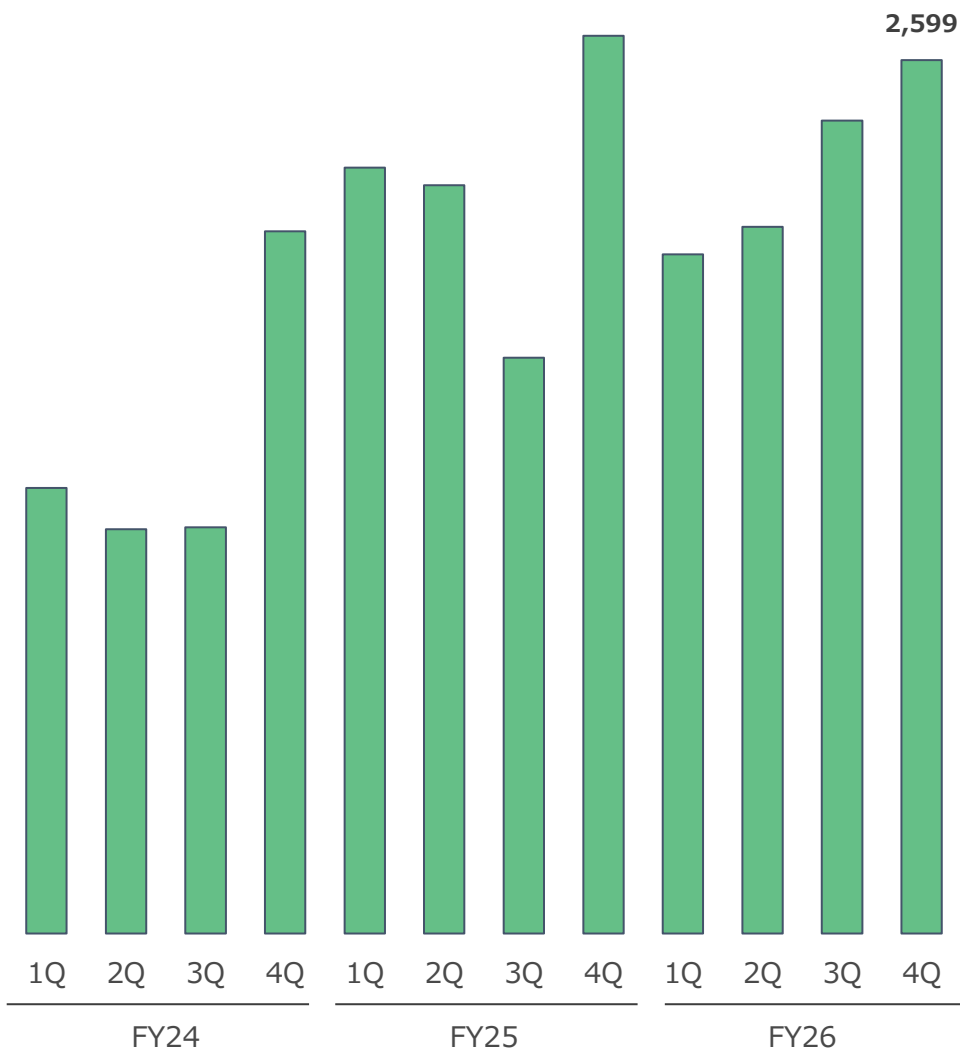
Release of the first Best Album by Roselia (from the BanG Dream! Project), commemorating the 10th anniversary of their formation.

(Reference) Future Developments of the BanG Dream! Project

	FY27 1Q (July-September 2026)	FY27 2Q (October-December 2026)	FY27 3Q (January-March 2027)
Animation	From July 2026 TV anime series "BanG Dream! YUME∞MITA" 	Coming October 16, 2026 Movie "Ave Mujica - prima aurora -" 	From January 2027 "BanG Dream! It's MyGO!!!!! / Ave Mujica - The Die is Cast -" Sequel TV anime series
Mobile Game	2026 New mobile game release "BanG Dream! Our Notes" 		March 2027 Mobile Game "BanG Dream! Girls Band Party!" 10th Anniversary Campaign
Live Events ※Lists major live events only.	July 18-19 Pia Arena MM MyGO!!!!! 9th LIVE "つなぎ目の向こうに" August 8-9 国立体育大学総合体育館 Ave Mujica LIVE TOUR 2026 "Exitus" in TAIPEI August 14-15 Hong Kong Asia World-Expo RAISE A SUILEN LIVE 2026 "Boot IGNITION" in HONG KONG August 29-30 Ariake Arena Roselia "Lehre der Rose"	October 10-12 Tokyo Garden Theater BanG Dream! 13th☆LIVE DAY1 : Poppin'Party "Now Roding ♪ ♪" DAY2 : Mugendai MewType "DIMENSIONAL OVERLAP" DAY3 : RAISE A SUILEN "EXTREME EXPRESS" October 24-25 Keio Arena TOKYO Ave Mujica 7th LIVE "Virtus" November 14-15 WORLD HALL MyGO!!!!! 9th LIVE "つなぎ目の向こうに" - 神戸再景編 -	*Only events announced as of Aug 13, 2026, are listed.

(百万円 / million yen)

売上高 / Net sales



Net sales

2,599 million yen

YoY

▲72 million yen

- Revenue increased QoQ. Performance progressed solidly.
- The figure brand "PalVerse" performed strongly. Following Q3, the brand recorded its highest quarterly sales ever in Q4 as well.
- Multiple categories, including Live goods, capsule & box toys, and prize, progressed solidly.



PalVerse BanG Dream! Poppin'Party



PalVerse BanG Dream! Roselia



Palworld / パルワールド
ボールチェーン付きコレクションフィギュア vol.1

The figure brand "PalVerse"



"PalVerse" is experiencing rapid growth primarily in Japan, East Asia, Europe, and North America, thanks to its strong balance of price and quality. Furthermore, it is expanding into emerging markets such as South America and Central Asia, contributing significantly to the expansion of new sales channels for the entire merchandising (MD) business. Going forward, we will further accelerate our global expansion, aiming to achieve the top market share at retail stores worldwide.

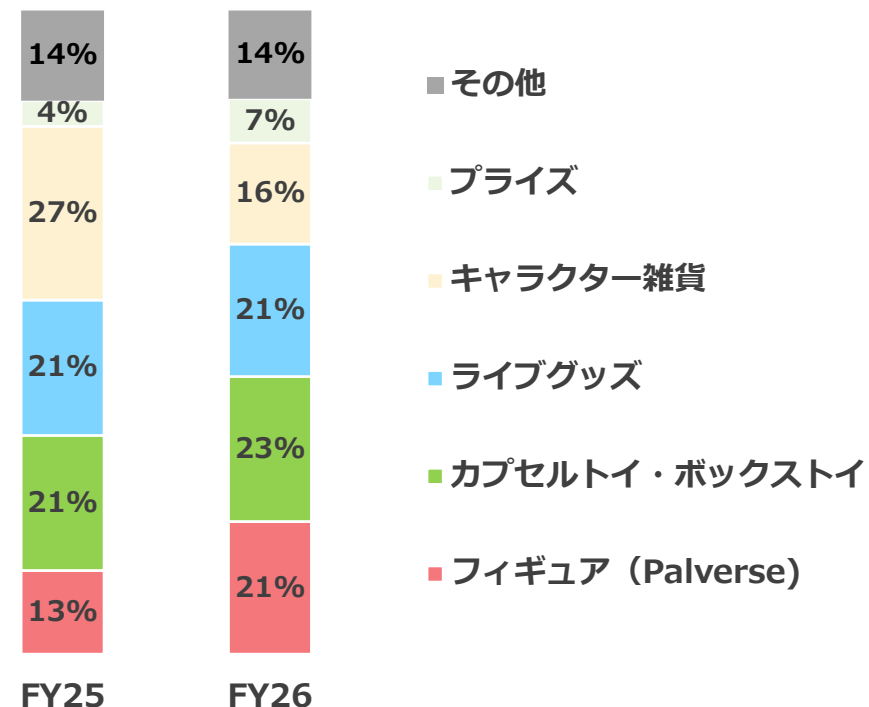
Box Toy Brand "BUSHIROAD THE BOX"



BUSHIROAD THE BOX
転生したらスライムだった件 ゆめぬい

"BUSHIROAD THE BOX" will be launched in July 2026. It is a new box toy brand designed for global distribution channels built up through "PalVerse". At a more casual price range (500 to 600 yen), we will offer a diverse lineup of products, primarily mini figures and plush toys. Orders for FY27 1Q products have already shown a strong start.

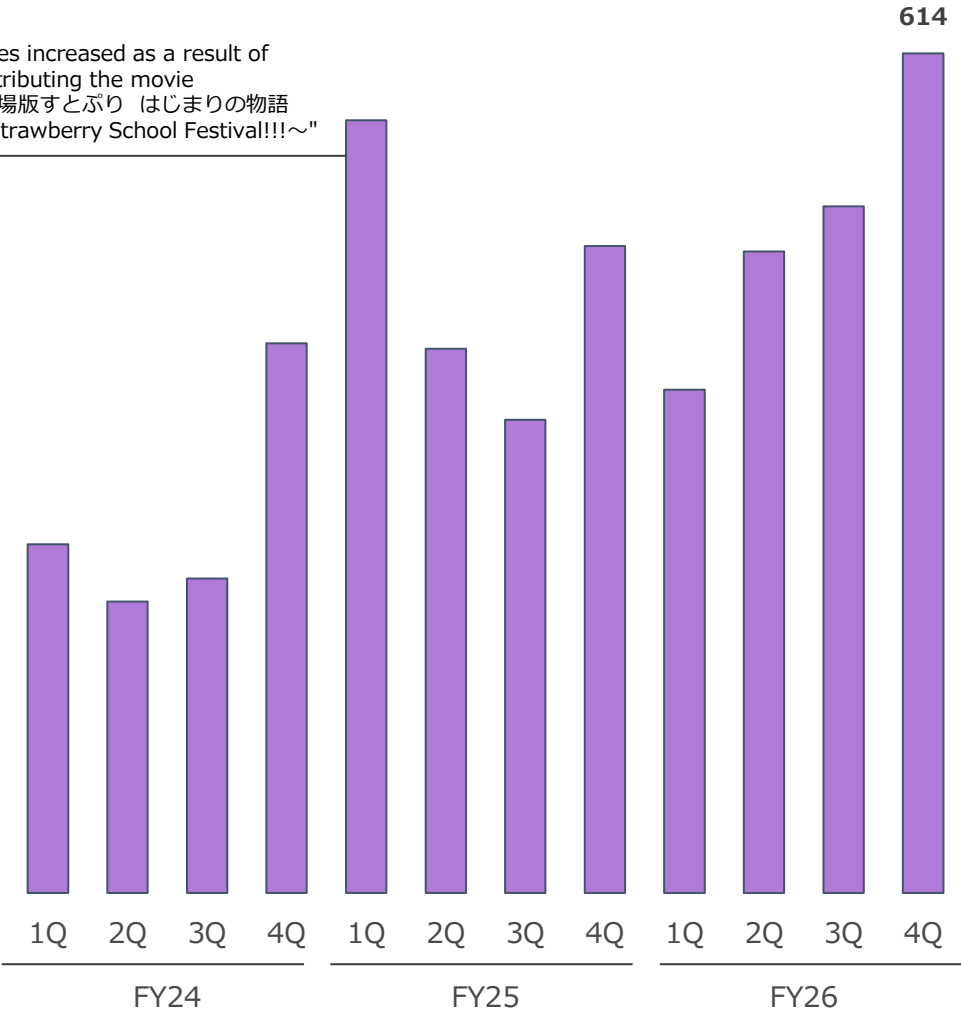
(Reference) MD Business Sales Breakdown by Product Category



In FY26, the figure brand "PalVerse" grew significantly. Capsule and box toys as well as live event merchandise maintained their strong performance from FY25, while prize items for small crane games are also smoothly getting on track. On the other hand, character goods decreased in reaction to temporary special demand in the Chinese market during FY25. In the next fiscal year, we aim to further expand our market share, primarily focusing on figures and capsule & box toys, which continue to perform strongly.

(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

614 million yen YoY +140 million yen

• Achieved record FY26 4Q sales.

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.

• The Publishing business progressed solidly, driven by factors such as the release of Volume 24 of the flagship title "魔法使いの嫁" in April.

• Volume 1 of the comic "双子の妹に殺された姉、二度目の人生は初恋のイケおじ王弟にフルベットします!", released in June, ranked No. 1 overall and No. 1 among new releases in the Shoyo Manga category of "Renta！上半期 ランキング2026".

• In May, we launched "エンターエンタ", a career transition support service specialized in the entertainment industry provided by the entertainment news media "gamebiz".



April 2026 Release of Volume 24 (Comic) 「魔法使いの嫁」

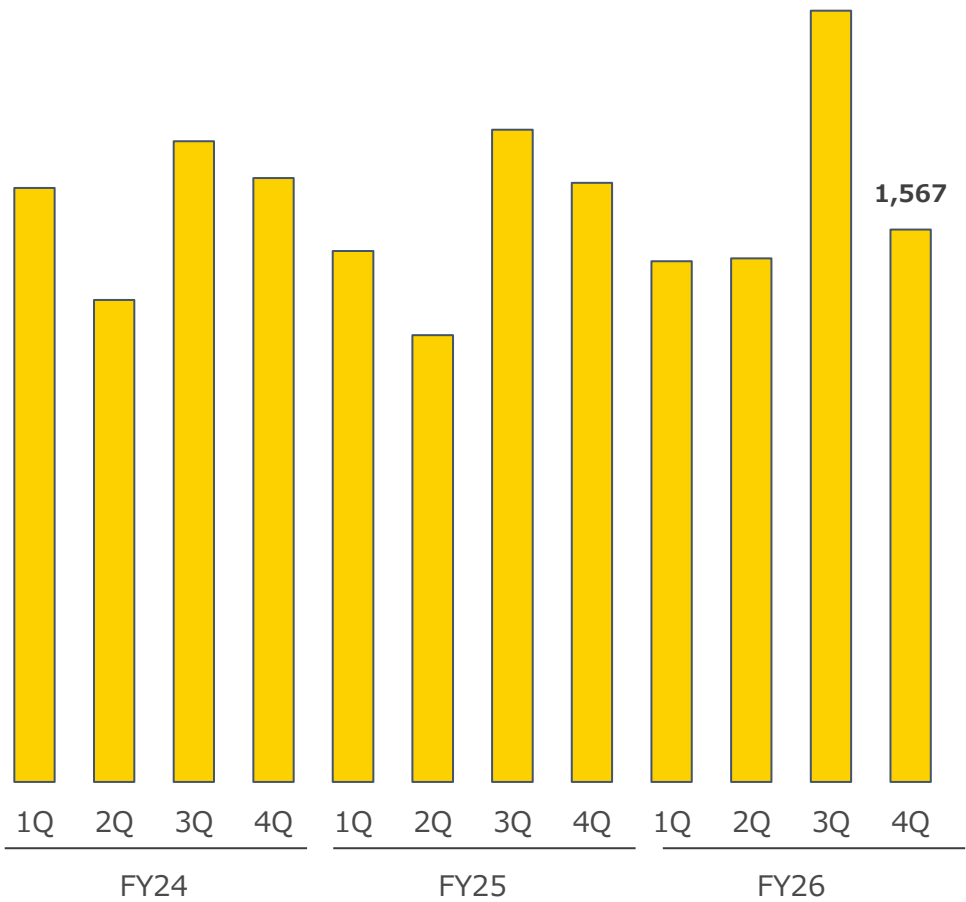


June 2026: Release of Volume 1 (Comic) 「双子の妹に殺された姉、二度目の人生は初恋のイケおじ王弟にフルベットします！」



Entertainment Industry-Specialized Recruitment
『エンターエンタ』

(百万円 / million yen)
売上高 / Net sales



売上高

1,567 百万円

YoY

▲132 百万円

While revenue decreased QoQ due to the major New Japan Pro-Wrestling event in 3Q, performance continued to progress solidly.

New Japan Pro-Wrestling

・ "DOMINION 6.14 in OSAKA-JO HALL" (Jun 14, 2026), the largest event of the first half, drew 6,890 attendees. A special broadcast was aired on TV Asahi's nationwide network.

STARDOM

・ " Mizkan Fruits presents ALL STAR GRAND QUEENDOM 2026" (Apr 26, 2026), the largest annual event held at Yokohama Arena, drew a record-breaking 8,015 attendees—the highest in the organization's history.

April 26, 2026 STARDOM
Mizkan Fruits presents
ALL STAR GRAND QUEENDOM 2026





Share Transfer of New Japan Pro-Wrestling Co., Ltd.

As announced in the "Notice Concerning the Execution of a Share Transfer Agreement" disclosed on May 27, 2026, the Company decided to transfer all of its shares in its consolidated subsidiary, New Japan Pro-Wrestling Co., Ltd., to TV Asahi Corporation and CyberAgent, Inc. Following the execution of the share transfer agreement on the same date, the procedures for this share transfer were completed as of June 30.

Since making New Japan Pro-Wrestling a consolidated subsidiary in 2012, the Company has focused on enhancing its corporate value by renewing its management structure and developing and discovering wrestlers. The Company has come to recognize that it has fulfilled its respective role in enhancing the corporate value of New Japan Pro-Wrestling. Furthermore, from the perspective of aiming for multifaceted monetization through the utilization of video assets and distribution platforms, the Company determined that developing the business under TV Asahi—a long-standing major shareholder with a robust broadcasting and video business foundation—and CyberAgent—which possesses outstanding digital media operational know-how—is the best choice. We concluded that this transition will maximize New Japan Pro-Wrestling's video and digital strategies, realize sustainable growth, and further enhance its corporate value, which led to the decision to execute this share transfer.

Following the completion of this share transfer, New Japan Pro-Wrestling has been excluded from the Company's scope of consolidation and has become a consolidated subsidiary of TV Asahi. The Company will continue to maintain a positive relationship with New Japan Pro-Wrestling while striving to further enhance the corporate value of our Group.



Positioning STARDOM as a Core Business – Integration into the Live Entertainment Unit –

In July 2026, the Company conducted a reorganization of its business units, integrating and evolving the "Sports Unit" into the "Live Entertainment Unit." Consequently, STARDOM Co., Ltd. will transition into a new growth phase as a business within the Live Entertainment Unit, the core business of the Group, by fusing with the Group's strengths and know-how in live events, stage productions, and the music business.

< Objectives of the Business Unit Reorganization >

1. Concentration of Resources on Core Businesses and Improvement of Investment Efficiency

In line with the optimization of the Group's overall business portfolio, we reassessed the management resources within the "Sports Unit" and resolved to integrate STARDOM, which demonstrates high growth potential and strong Group synergy, into the "Live Entertainment Unit." By directly utilizing the existing infrastructure of this unit, we will strongly promote the maximization of investment efficiency and the concentration of resources on our core business domains.

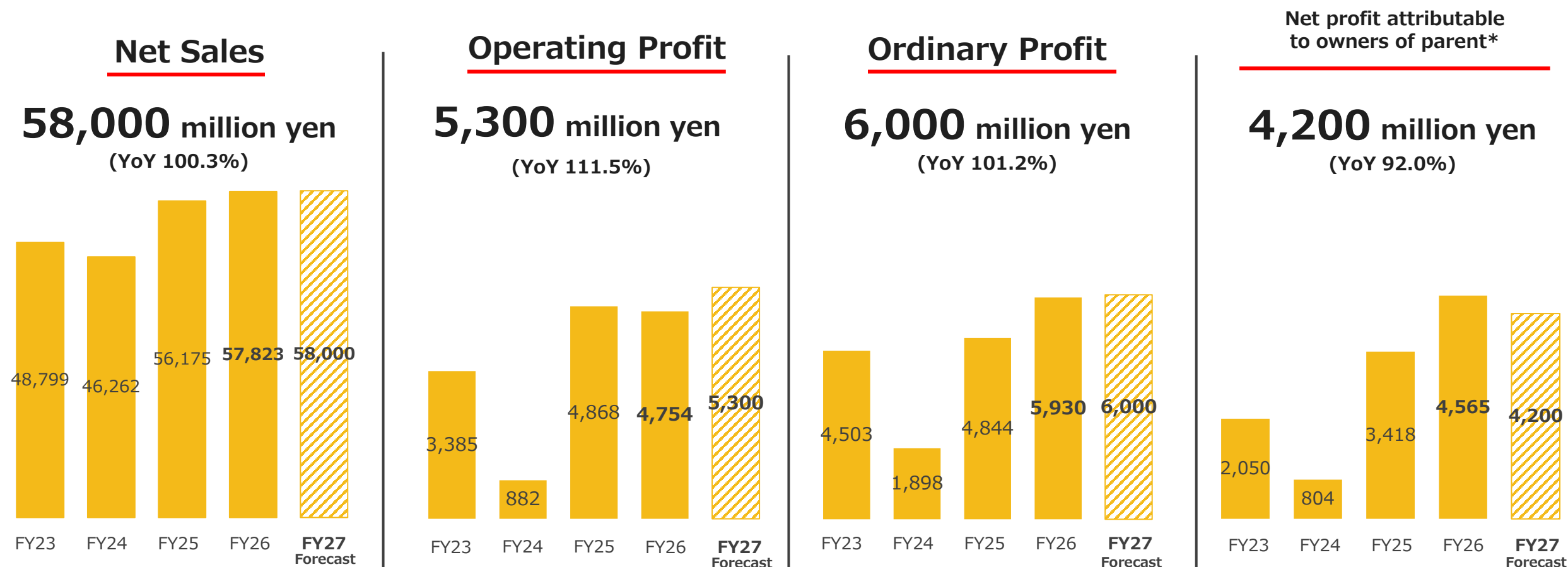
2. Transforming the STARDOM Brand into a Live IP

We will fully commit the know-how the Bushiroad Group has cultivated through numerous in-house IPs—including cross-media development, merchandise development, the music business, and overseas expansion—into STARDOM. We aim to further enhance brand value by evolving STARDOM beyond the traditional framework of professional wrestling into the "ultimate live entertainment." Furthermore, hosting over 100 events annually, STARDOM boasts the largest track record of live event operations within the Bushiroad Group. We intend to feed this extensive event management expertise back into other content within the Group, driving mutual growth and synergy creation across our respective IPs.

Upward Revision of Consolidated Performance Forecasts for FY27

The previous fiscal year was positioned as a preparatory period for future business expansion. In the current fiscal year, we will launch two major titles: the trading card game "Palworld Official Card Game" and the digital game "BanG Dream! Our Notes".

While our full-year financial forecast conservatively reflects the impact of these major releases, we will promptly disclose any revisions to our projections based on performance and market trends following their launches.



*Due to the completion of the share transfer on June 30, 2026, the financial results of New Japan Pro-Wrestling Co., Ltd. are included up to FY26, but are excluded from the FY27 financial forecast.

*In FY26, a gain on sale of shares of subsidiaries and associates of 1,384 million yen was recorded under extraordinary income.

*Assumed exchange rate for June 2027 1USD=157 yen

(百万円 / million yen)

	FY25 Actual Dividend	FY26 Declared Dividend	FY27 Forecast Dividend
Record Date	June 30, 2025	June 30, 2026	June 30, 2027
Dividends per share	2.25 yen*	2.50 yen	3.00 yen

*The Company executed a 2-for-1 stock split of its common stock effective October 1, 2025. Dividends per share are calculated and presented taking into account the impact of the stock split.

June 30, 2026 Announcement Regarding Determination of Matters Related to Share Repurchase

We hereby announce that our Board of Directors resolved at a meeting held on June 30, 2026, to determine matters related to the repurchase of own shares pursuant to the provisions of Article 156 of the Companies Act, as applied by replacing the terms pursuant to the provisions of Article 165, Paragraph 3 of the same Act, as follows:

< 1 . Purpose of the Share Repurchase >

After comprehensively considering our stock price level, cash position, and operating environment, we believe that actively repurchasing our own shares will contribute to enhancing shareholder value, and have therefore decided to execute the share repurchase.

< 2 . Details of the Repurchase >

(1) Class of shares to be repurchased	Common stock of the Company
(2) Total number of shares to be repurchased	Up to 8,000,000 shares (5.89% of total number of issued shares, excluding treasury shares)
(3) Total amount of repurchase price	Up to 2.0 billion yen
(4) Repurchase period	From July 1, 2026 to December 31, 2026
(5) Method of repurchase	Market purchase on the Tokyo Stock Exchange

(Reference) Status of treasury share holdings as of June 30, 2026

Total number of issued shares (excluding treasury shares)	135,888,166 shares
Number of treasury shares	1,592,934 shares

(Note) The total number of issued shares does not include shares issued upon the exercise of share acquisition rights from June 1, 2026 to June 30, 2026.

July 28, 2026 Announcement Regarding Changes in Representative Directors and New Executive Leadership Structure of the Company and Its Consolidated Subsidiaries

We hereby announce that our Board of Directors, at a meeting held on July 28, 2026, informally decided on changes in Representative Directors and a new executive leadership structure.

These matters are scheduled to be officially finalized subject to the approval at the 20th Ordinary General Meeting of Shareholders scheduled for September 29, 2026, and the resolution of the Board of Directors meeting to be held following the shareholders' meeting.

< 1 . Reasons for the Changes >

To further strengthen the management structure with the aim of sustainably enhancing corporate value.

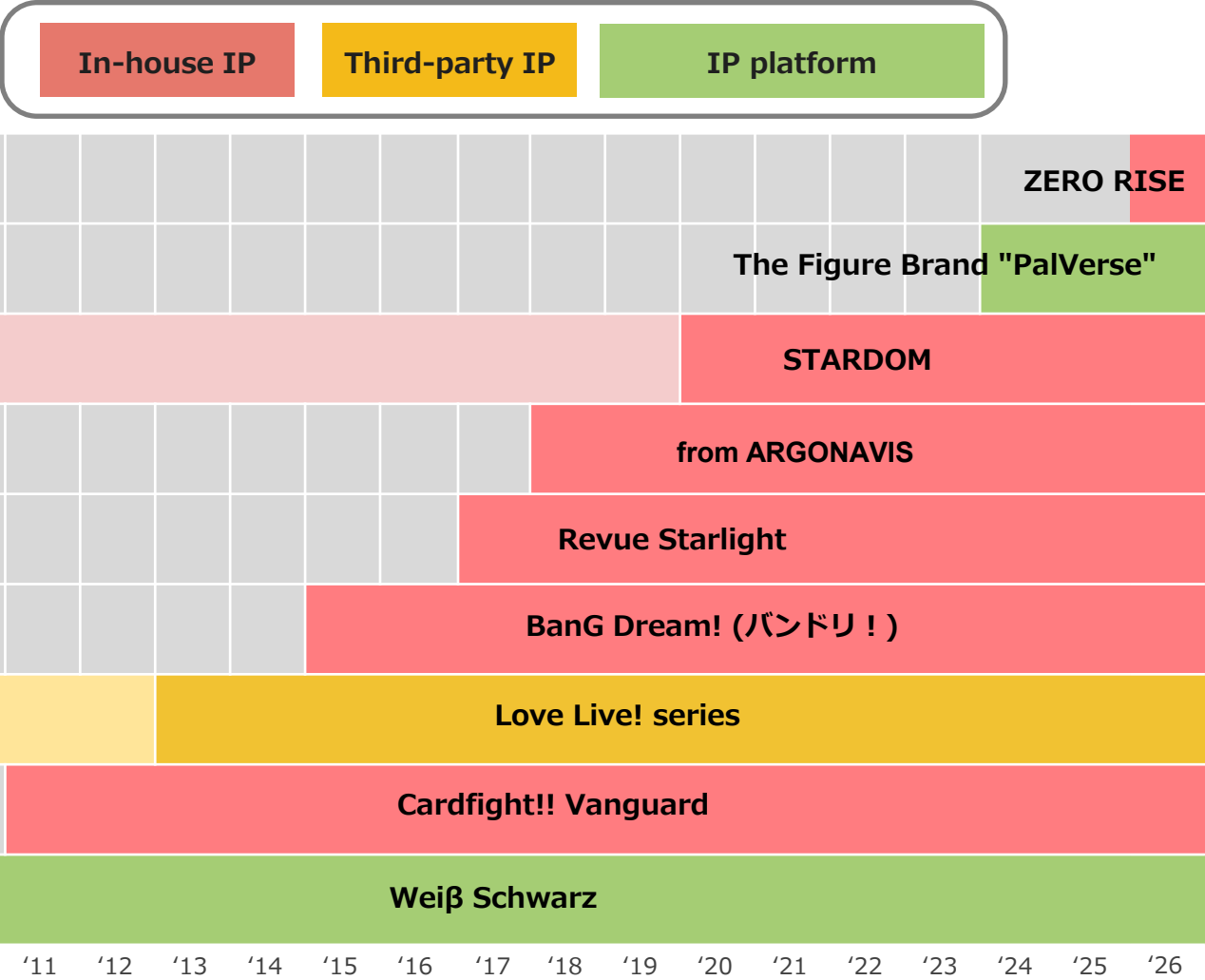
< 2 . Details of the Changes >

Name	New Position	Current Position
Takaaki Kidani	Chairman and Representative Director	President and Representative Director
Yuki Nemoto	President and Representative Director	Director

For further details on the new executive leadership structure and related matters, please refer to the timely disclosure titled "Announcement Regarding Changes in Representative Directors and New Executive Leadership Structure of the Company and Its Consolidated Subsidiaries" dated July 28, 2026.

Appendix

Duration of major IP Products *For third-party IPs, only licensed-in titles are listed.



Inhouse IP Sales Ranking in FY26 (*1)

BanG Dream!(*2)
Weiß Schwarz((*3)
Cardfight!! Vanguard(*3)
The Figure Brand "PalVerse"
STARDOM

*1 Based on internal sales data
As regards IP which has a double classification, shown in the sales of both types of IP.
*2 Net sales of more than 10 billion yen in FY26.
*3 Net sales of more than 4 billion yen in FY26.

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.



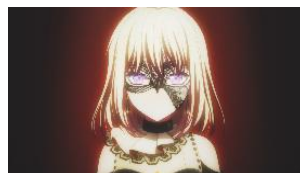
Expand across multiple channels to maximize engagement and excitement



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.