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<td></td>
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<td></td>
</tr>
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<td>Results for the Year Ended March 2008– (B/S)</td>
<td></td>
</tr>
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<td>(Overview )</td>
<td></td>
</tr>
</tbody>
</table>
Year Ended March 2008 Results (Consolidated)

- General Description
- Results for the Year Ended March 2008 (P/L)
- Highlights for the Year Ended March 2008
  - PS Field
- Highlights for the Year Ended March 2008
  - Game Field/Other Field
- Segment Information for the Year Ended March 2008
- Results for the Year Ended March 2008 (B/S) (Overview)
**General Description**

### Strategies for the Year Ended March 2008

<table>
<thead>
<tr>
<th>Field</th>
<th>Strategies</th>
</tr>
</thead>
<tbody>
<tr>
<td>PS Field</td>
<td>1st Half: Focus on sales of pachislot machines. 2nd Half: Focus on sales of pachinko machines.</td>
</tr>
<tr>
<td>Game Field</td>
<td>Create synergies mainly in the PS Field. Introduce original global content worldwide.</td>
</tr>
<tr>
<td>Other Field</td>
<td>Create Group synergies through cross-media development of content. Invest in content development for the year ending March 2009, and beyond.</td>
</tr>
</tbody>
</table>

### Busines results

- Revised the plan upward (Consolidated and Non-Consolidated).

### Management

- Obtained the information security management system ISO27001 certification.
- Introduced a new key system (mySAP ERP) and streamlined the operational flow.
- Announced a business alliance with KYORAKU SANGYO.
- Strengthened our capital relationship with SANKYO CO., LTD., and SANKYO became our second largest shareholder in February 2008.
- Distributed a 20th anniversary commemorative dividend, leading to an annual dividend of ¥4,500.

### Group strategies

- Started operation of Lucent Pictures Entertainment, Inc. (entered the animation video field).
- Established new Group companies for sports, mobiles, movies and animation, etc.
Results for the Year Ended March 2008—(P/L)

<table>
<thead>
<tr>
<th>Net sales</th>
<th>¥101.81 billion (up ¥16.49 billion, or 19.3%, from a year earlier) ⇒ Record high</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating income</td>
<td>¥13.15 billion (up ¥4.21 billion, or 47.1%, from a year earlier) ⇒ Record high</td>
</tr>
<tr>
<td>Net income</td>
<td>¥5.29 billion (up ¥1.58 billion, or 42.8%, from a year earlier)</td>
</tr>
</tbody>
</table>

**Highlights**

- Sales of pachinko/pachislot machines progressed favorably, and the Group companies’ businesses generally progress as expected.
- Non-Consolidated: ①November 6, 2007  ②February 5, 2008 Revised full-year forecast upward
- Consolidated: ①November 6, 2007 ②March 10, 2008 Revised full-year forecast upward

**Change in net sales**

- 07/03 1st Half Results: ¥47.122 million
- 08/03 1st Half Results: ¥64.648 million
- 07/03 Full-Year Results: ¥85.321 million
- 08/03 Full-Year Results: ¥101.818 million

**Change in operating income**

- 07/03 1st Half Results: ¥4.720 million
- 08/03 1st Half Results: ¥7.822 million
- 08/03 Full-Year Results: ¥8.944 million
- 08/03 Full-Year Results: ¥13.158 million

**Change in net income**

- 07/03 1st Half Results: ¥2,225 million
- 08/03 1st Half Results: ¥3,077 million
- 08/03 Full-Year Results: ¥3,710 million
- 08/03 Full-Year Results: ¥5,296 million

Results far better than the initial targets

Source: Fields
## Highlights for the Year Ended March 2008—PS Field

### PS Field

- **1st Half:** Focused on sales of pachislot machines in anticipation of large-scale replacement with new regulation pachislot machines.
- **2nd Half:** Focused on sales of pachinko machines, expecting strong replacement demand.
- **Full-year:** Cumulative number of pachinko machines sold: 273,981; Cumulative number of pachislot machines sold: 210,553

- **Pachinko machines (1st Half):** 2 models; (2nd Half): 4 models
  - **TOPICS 4Q:** Sold about 200,000 machines of *CR Neon Genesis Evangelion—The Angels Are Back Again* by Bisty.
- **Pachislot machines (1st Half):** 6 models; (2nd Half): 4 models
  - **TOPICS 2Q:** Sold about 100,000 machines of *Neon Genesis Evangelion—‘Magokoro wo Kimini’* by Bisty.

### Pachinko Machines

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Model</th>
</tr>
</thead>
<tbody>
<tr>
<td>1Q</td>
<td>CR LOONEY TUNES BIA</td>
</tr>
<tr>
<td>2Q</td>
<td>CR Sakura Taisen</td>
</tr>
<tr>
<td>3Q</td>
<td>CR The Mask of Zorro, CRA Felix the Cat, CR Tomb Raider</td>
</tr>
<tr>
<td>4Q</td>
<td>CR Neon Genesis Evangelion—The Angels Are Back Again</td>
</tr>
</tbody>
</table>

- **Limited to only two models and focused on pachislot machine sales**

### Pachislot Machines

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Model</th>
</tr>
</thead>
<tbody>
<tr>
<td>1Q</td>
<td>Morning Musume</td>
</tr>
<tr>
<td>2Q</td>
<td>Devil May Cry 3, Reception of Eva Series</td>
</tr>
<tr>
<td>3Q</td>
<td>Neon Genesis Evangelion—‘Magokoro wo Kimini’, Kaiketsu Harimau</td>
</tr>
<tr>
<td>4Q</td>
<td>Cream Stew, The Mask of Zorro</td>
</tr>
</tbody>
</table>

- **Introduced attractive products responding to replacement demand**
- **Stable supply of products full of interesting game features**

### Eva Series

- **Record 197,000 machines sold**
Alliance with KYORAKU SANGYO

7 Feb 2008: Agreement to affiliation in new alliance

- Aim to produce entertainment machines that are not dependent on gambling nature
- Mutual cooperation in new product development
- Product planning, development, and sales with higher entertainment and playability value
- Increase fan base, contribute to expansion and development of the industry

KYORAKU SANGYO: Renowned for excelling in the production and development of high quality products with a wide variety of themes and playability

Corporate Date (As of February 1, 2008)

<table>
<thead>
<tr>
<th>Company Name</th>
<th>KYORAKU SANGYO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Established</td>
<td>August 1, 1961</td>
</tr>
</tbody>
</table>

Representative Directors
Chairman Hiroshi Enomoto
President Yoshinori Enomoto

Head office address
3-24-4, Nishiki, Naka-ku, Nagoya-shi Aichi 460-0003, Japan

Paid in capital
¥45 million

Number of employees
314

Main business activities
Planning, development, manufacture, and distribution of pachinko gaming machines and the acquisition, management, and licensing of industrial and intellectual property.

Main title of Pachinko Machines sold (After 2005) (As of March 31, 2008)

<table>
<thead>
<tr>
<th>Month</th>
<th>Machine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apr. 2008</td>
<td>CR Pachinko Winter Sonata II</td>
</tr>
<tr>
<td>Jul. 2007</td>
<td>CR Pachinko Kamen Rider shokker zenmetsu daisakusen</td>
</tr>
<tr>
<td>Apr. 2007</td>
<td>CR Pachinko Hissatsu Shigotonin III</td>
</tr>
<tr>
<td>Dec. 2006</td>
<td>CR Pachinko Ultraman</td>
</tr>
<tr>
<td>Sep. 2006</td>
<td>CR Pachinko Misora Hibari</td>
</tr>
<tr>
<td>Mar. 2006</td>
<td>CR Pachinko Winter Sonata</td>
</tr>
<tr>
<td>May. 2005</td>
<td>CR Pachinko Ultra Seven</td>
</tr>
</tbody>
</table>

Market Share and machine sales for past 3 years

<table>
<thead>
<tr>
<th>Manufacturer</th>
<th>2004 Machines sold</th>
<th>2005 Machines sold</th>
<th>2006 Machines sold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sanyo</td>
<td>920,000</td>
<td>1,000,000</td>
<td>887,000</td>
</tr>
<tr>
<td>*SANKYO</td>
<td>849,911</td>
<td>740,320</td>
<td>804,000</td>
</tr>
<tr>
<td>Heiwa</td>
<td>350,184</td>
<td>390,000</td>
<td>636,105</td>
</tr>
<tr>
<td>Daiichi Shokai</td>
<td>308,173</td>
<td>320,000</td>
<td>253,000</td>
</tr>
<tr>
<td>Newgin</td>
<td>278,000</td>
<td>288,895</td>
<td>195,947</td>
</tr>
<tr>
<td>Sammy</td>
<td>233,049</td>
<td>242,276</td>
<td>184,832</td>
</tr>
<tr>
<td>KYORAKU SANGYO</td>
<td>225,000</td>
<td>185,572</td>
<td>180,006</td>
</tr>
<tr>
<td>FUJISHOJI</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Source: "Trend and market share of Pachinko related makers 2007" by Yano Research Institute

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Business Model

Manufacturers in alliance with Fields

- Configure product line that can draw out the strengths of manufacturers in alliance
- Aim to commercialize products faster through a new alliance with KYORAKU SANGYO

(As of March 31, 2008)

TV/movie, animation, sports and other

Rights/Product planning

Sammy

(Development/Manufacture)

(Fields original model)

(From 2003)

Bisty

(Development/Manufacture)

(SECTA) *

Bisty

(SECTA) *

(From 2003)

OLYMPIA

(Development/Manufacture)

(SECTA) *

(From 2006)

Pachinko

Pachislot

Pachislot

Pachislot

Agency Model (Commission Sales)

Distribution Model (Wholesales)

Distribution Model (Wholesales)

Distribution Model (Wholesales)

Fields Sales

Fields Sales

Fields Sales

Pachinko Halls

Sammy Group

SANKYO Group

Olympia

KYORAKU SANGYO

February 2008 Alliance in progress

©SEGA ©RED ©Sammy ©CAPCOM ©ATLUS ©GAINAX ©Bisty ©D3 PUBLISHER ©FLAT-OUT ©MEDIA FACTORY

Business Model

"Aim to commercialize products faster through a new alliance with KYORAKU SANGYO"

Configure product line that can draw out the strengths of manufacturers in alliance

Manufacturers in alliance with Fields

(As of March 31, 2008)

TV/movie, animation, sports and other

Rights/Product planning

Sammy

(Development/Manufacture)

(Fields original model)

(From 2003)

Bisty

(Development/Manufacture)

(SECTA) *

Bisty

(SECTA) *

(From 2003)

OLYMPIA

(Development/Manufacture)

(SECTA) *

(From 2006)

Pachinko

Pachislot

Pachislot

Pachislot

Agency Model (Commission Sales)

Distribution Model (Wholesales)

Distribution Model (Wholesales)

Distribution Model (Wholesales)

Fields Sales

Fields Sales

Fields Sales

Pachinko Halls

Sammy Group

SANKYO Group

Olympia

KYORAKU SANGYO

*Security Electronics Communications Technology Association

Source: Fields
Highlights for the Year Ended March 2008
- Game Field/Other Field

**Game Field**

- **Domestic:** Both full-priced game software and mobile content progressed favorably.
- **Overseas:** Released the original global content “darkSector” in March 2008 and accelerated development overseas.

**Highlights**

- **Game software**
  - Sold 4.98 million game software packages (up 23.2% from a year earlier).
  - **Global content**
    - “darkSector” highly evaluated.
- **European and American market**
  - Animation-related titles sold well.
- **Japanese market**
  - Copyrighted titles sold well.
- **Mobiles**
  - Number of members and supplied content advanced steadily.

**Other Field**

- **Made aggressive investments in the sports, mobiles, movie, animation and other fields.**
- **Accelerated content development by Group companies.**

- **Japan Sports Marketing Inc.**
  - Athlete management business saw steady progress.
  - Fair price system by TWO; newly opened a branch in provincial Fukuoka.

- **FutureScope Corporation**
  - Fields mobile: It has been about one year since service began. Steadily progressed with the number of members exceeding 300,000.

- **Fields Pictures Corporation**
  - Aggressive investments in content funds.
  - Example: Released “Watashitachi-no-shiawasena jikan (our happy time)” and made DVDs for it.

- **Lucent Pictures Entertainment, Inc.**
  - Aggressive investments in content funds.
  - Example: Released “Winning Pachinko ★ Pachislot series” and made DVDs for it.

- **[Newly consolidated subsidiaries/equity–method affiliates]**
  - EXPRESS Inc.
  - Haruki Fields Cinema Fund
  - SPO, Inc.
  - Bbmf Magazine, Inc.

**Titles Sold (examples)**

- **SIMPLE series**
- **SIMPLE series (mobiles)**
- **Global content (High-end software)**

- **High-end software**
  - Jushin-Enbu DS (Hero Tales)
  - Winning Pachinko ★ Pachislot series
  - NARUTO Series
  - darkSector
  - Ben10
  - PUZZLE QUEST

**Source:** Fields

- © GAINAX (Color Project Eva). ©Bisty ©D3 PUBLISHER
- ©HUANG JIN-ZHOU • ©GENCO • ©2007 Hero Tales production committee ©2007 Fields Pictures
- ©CARTOON NETWORK, BEN 10, the logos and all related characters and elements are trademarks of and © Cartoon Network.

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## Segment Information for the Year Ended March 2008

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<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full-Year Results</td>
<td>Full-Year Results</td>
<td>Full-Year Results</td>
</tr>
<tr>
<td><strong>Net sales</strong></td>
<td>88,349</td>
<td>71,306</td>
<td>82,763</td>
</tr>
<tr>
<td><strong>Operating income</strong></td>
<td>12,711</td>
<td>9,073</td>
<td>12,747</td>
</tr>
<tr>
<td><strong>PS Field</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1st Half: Focused on pachislot machines; 2nd Half: Focused on pachinko machines</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Number of pachinko machines sold: 273,981 (6 models introduced, a 20.8% year-over-year decrease)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Number of pachislot machines sold: 210,553 (10 models introduced, a 27.3% year-over-year increase)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Total number of machines sold: 484,531</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Game Field</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sales of high-end software and mobile content in the domestic market progressed steadily.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Favorable overseas sales of original global content included “darkSector” (released in March 2008), “Ben10” and the “NARUTO” series.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Net sales</strong></td>
<td>5,052</td>
<td>9,946</td>
<td>14,528</td>
</tr>
<tr>
<td><strong>Operating income</strong></td>
<td>277</td>
<td>220</td>
<td>952</td>
</tr>
<tr>
<td><strong>Other Field</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Aggressively investing in the sports, mobiles, movie, animation and other fields.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Accelerated content development by Group companies.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Net sales</td>
<td>4,083</td>
<td>5,521</td>
</tr>
<tr>
<td></td>
<td>Operating income</td>
<td>(655)</td>
<td>(513)</td>
</tr>
</tbody>
</table>
## Results for the Year Ended March 2008—(B/S) (Overview)

(Unit: ¥ Million)

<table>
<thead>
<tr>
<th></th>
<th>At March 31, 2007</th>
<th>At March 31, 2008</th>
<th>Increase/Decrease</th>
<th>Major factors causing the increase/decrease</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total current assets</strong></td>
<td>46,144</td>
<td>39,559</td>
<td>(6,585)</td>
<td></td>
</tr>
<tr>
<td>(Cash and cash equivalents)</td>
<td>17,902</td>
<td>12,841</td>
<td>(5,061)</td>
<td>Use of cash and cash equivalents for investment securities, etc.</td>
</tr>
<tr>
<td>(Inventories)</td>
<td>2,972</td>
<td>4,013</td>
<td>1,041</td>
<td>Increases in game software and visual software in progress</td>
</tr>
<tr>
<td><strong>Total fixed assets</strong></td>
<td>19,936</td>
<td>29,609</td>
<td>9,673</td>
<td></td>
</tr>
<tr>
<td>(Total tangible fixed assets)</td>
<td>5,756</td>
<td>8,093</td>
<td>2,337</td>
<td>Increase due to the purchase of land for establishing branches</td>
</tr>
<tr>
<td>(Total intangible fixed assets)</td>
<td>4,036</td>
<td>3,937</td>
<td>(99)</td>
<td>Increase in software to establish a key system Decrease in goodwill</td>
</tr>
<tr>
<td>(Total Investments and other assets)</td>
<td>10,144</td>
<td>17,578</td>
<td>7,434</td>
<td>Increase in investment securities (SANKYO/GOMA HD, etc.)</td>
</tr>
<tr>
<td><strong>Total assets</strong></td>
<td>66,081</td>
<td>69,168</td>
<td>3,087</td>
<td></td>
</tr>
<tr>
<td><strong>Total current liabilities</strong></td>
<td>18,865</td>
<td>19,322</td>
<td>457</td>
<td></td>
</tr>
<tr>
<td>(Short-term borrowings)</td>
<td>2,230</td>
<td>3,398</td>
<td>1,168</td>
<td>Influence of D3 Inc.</td>
</tr>
<tr>
<td>(Accrued income taxes)</td>
<td>2,032</td>
<td>3,743</td>
<td>1,711</td>
<td></td>
</tr>
<tr>
<td><strong>Total fixed liabilities</strong></td>
<td>4,379</td>
<td>3,514</td>
<td>(865)</td>
<td>Decrease in long-term borrowings</td>
</tr>
<tr>
<td><strong>Total liabilities</strong></td>
<td>23,244</td>
<td>22,836</td>
<td>(408)</td>
<td></td>
</tr>
<tr>
<td><strong>Total net assets</strong></td>
<td>42,836</td>
<td>46,331</td>
<td>3,495</td>
<td>Increase in retained earnings due to an increase in Fields’ earnings</td>
</tr>
<tr>
<td><strong>Total liabilities and net assets</strong></td>
<td>66,081</td>
<td>69,168</td>
<td>3,087</td>
<td></td>
</tr>
</tbody>
</table>

**Source:** Fields
Full-Year Forecast for the Year Ending March 2009 (Consolidated)

- Highlights for the Year Ending March 2009
- Full-Year Forecast for the Year Ending March 2009
- Introduction of Newly Group Companies
- Med-Term Management Plan
## Highlights for the Year Ending March 2009

### Year to Start Med-Term Management Plan

<table>
<thead>
<tr>
<th>Pachinko / pachislot</th>
<th>PS Field</th>
<th><strong>Replacement demand in the market</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td><strong>Sales of pachinko machines will be steady, leveraged by favorable operations of pachinko halls and the emergence of attractive machines.</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Sales of pachislot machines for the year ending March 2009 should level off compared with a surge due to special demand during the 1st Half of the year ended March 2008.</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Strengthen planning and development focusing on sales of pachinko machines: introduce a new series of titles.</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Show our strength as an independent distributor trading firm.</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Game Field</th>
<th><strong>Domestic:</strong> Develop products of our mainstay “SIMPLE series”: introduce titles produced through tie-ups with movies and TV programs: reinforce the mobile business.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Overseas:</strong> Accelerate overseas development by continually introducing global content: start the supply of titles in Europe.</td>
</tr>
<tr>
<td></td>
<td><strong>Forecast for business results of D3 Inc.:</strong> Sales of mainstay titles should be strong mainly in the 2nd Half.</td>
</tr>
<tr>
<td></td>
<td>→Year-over-year change in operating income: 1st Half: a ¥770 million decrease; Full-year: a ¥1.2 billion increase</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Other Field</th>
<th><strong>Fully reinforce the creation of primary content and outlet strategies for the use of content</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>→Reinforce the Group synergies through multiple uses of content</td>
</tr>
<tr>
<td></td>
<td>→Accelerate the shift to the profit-contribution structure by existing Group companies</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Management</th>
<th><strong>Launch the Med-Term Management Plan.</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Implement measures to reinforce Group governance.</strong></td>
</tr>
<tr>
<td></td>
<td><strong>Nurture good corporate culture and raise awareness of it.</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Projected dividends</th>
<th><strong>Achieve the basic management policy of “Shareholders First.”</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Projected dividend for the year ending March 2009</strong></td>
</tr>
<tr>
<td></td>
<td>→Including a commemorative dividend of ¥500 for the year ended March 2008.</td>
</tr>
<tr>
<td></td>
<td>→Annual dividend per share of ¥4,500 (interim dividend of ¥2,000 and a year-end dividend of ¥2,500).</td>
</tr>
</tbody>
</table>
Full-Year Forecast for the Year Ending March 2009

<table>
<thead>
<tr>
<th>Net sales</th>
<th>¥75 billion  (down ¥26.81 billion, or 26.3%, from a year earlier)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating income</td>
<td>¥10 billion  (down ¥3.15 billion, or 24.0%, from a year earlier)</td>
</tr>
<tr>
<td>Net income</td>
<td>¥5.3 billion  (up ¥4 million, or 0.1%, from a year earlier)</td>
</tr>
</tbody>
</table>

**Highlights**
- Introduce machines with preferred content into the market.
- Introduce pachinko machines with a new series of titles: expand sales by introducing pachinko machines of popular series.

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**Net sales**

- Year-over-year decrease in earnings due to the difference of accounting methods for pachinko and pachislot machines (Agency, Distribution)

**Operating income**

- Achieve market strategies
- Increase in market valuation by introducing machines using preferred content

**Net income**

- Aim to increase profits by improving product capability

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Source: Fields

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## Introduction of Newly Group Companies

### Shin-Nichi Technology Co., Ltd.
- **Holding ratio of Fields Corporation:** 100%
- **Segment:** PS Field
- **Activities:**
  - Planning, development and mass production of pachinko devices
  - Effective use of licenses held

### EXPRESS Inc.
- **Holding ratio of Fields Corporation:** 80%
- **Segment:** Other Field
- **Activities:**
  - Management of sports clubs
  - Reinforce relationships with teams and athletes in western Japan

### SPO, Inc.
- **Holding ratio of Fields Corporation:** 34%
- **Segment:** Other Field
- **Activities:**
  - Planning, production and distribution of movies for theaters; planning, production and sales of videograms
  - Distribution of licenses held, entertainment performance, production and sales of videograms

### Lucent Pictures Entertainment, Inc.
- **Holding ratio of Fields Corporation:** 100%
- **Segment:** Other Field
- **Activities:**
  - Planning and production of animation videos
  - Content creation and its secondary-use development

### Haruki Fields Cinema Fund
- **Holding ratio of Fields Corporation:** 90%
- **Segment:** Other Field
- **Activities:**
  - Production of movies produced by Haruki Kadokawa
  - Content creation and its secondary-use development

### Bbmf Magazine, Inc.
- **Holding ratio of Fields Corporation:** (Fields Pictures Corporation 33.7%)
- **Segment:** Other Field
- **Activities:**
  - Publication business mainly to distribute mobile comics
  - Content creation and its secondary-use development

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**Source:** Fields
Please see the attached document “Medium-Term Management Plan”
The plans, strategies and estimates of the Company indicated in these documents, other than actual results and facts, include potential risks and uncertainties and cannot be guaranteed.

Potential risks and uncertainties include, but are not limited to, the economic environment of the pachinko/pachislot market in which the Company operates, market competition and the products handled by the Company.

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