Consolidated Financial Results for 2Q FY2/27
(March 1, 2026 – Aug 31, 2026)

Financial Results Presentation

Shochiku Co., Ltd.

Oct 14, 2026

SHOCHIKU



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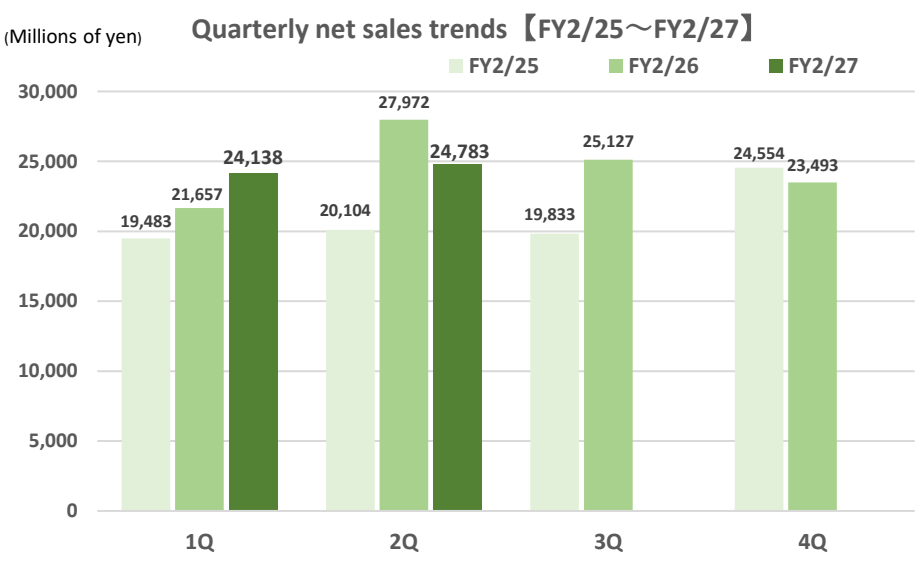
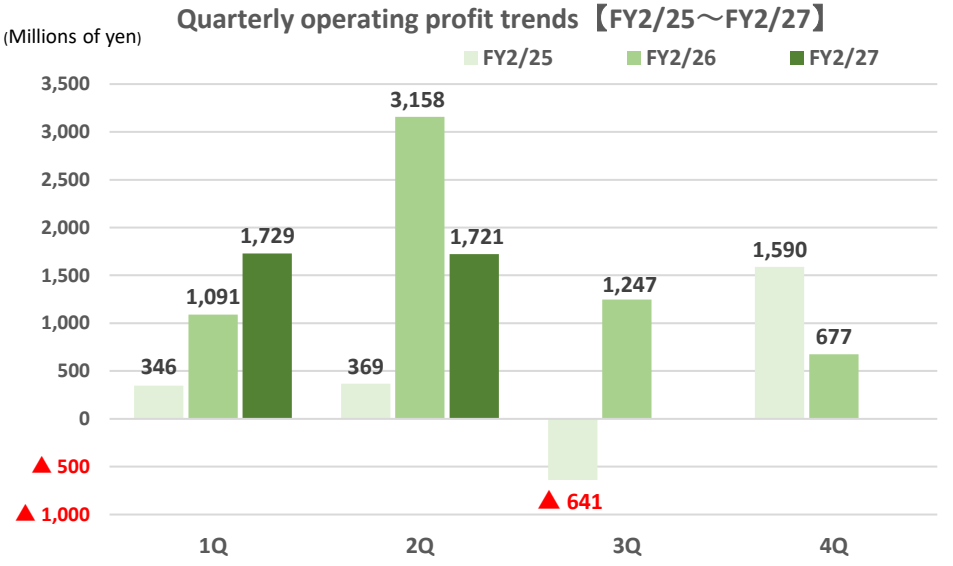
2Q FY2/27 Net sales and profit

(Millions of yen)	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Net sales	39,587	49,629	**48,921**	▲708	▲1.4%
Operating profit	715	4,249	**3,450**	▲799	▲18.8%
Ordinary profit	▲ 3,148	4,364	**3,730**	▲634	▲14.5%
Profit (loss) attributable to owners of parent	▲ 681	4,120	**736**	▲3,384	▲82.1%

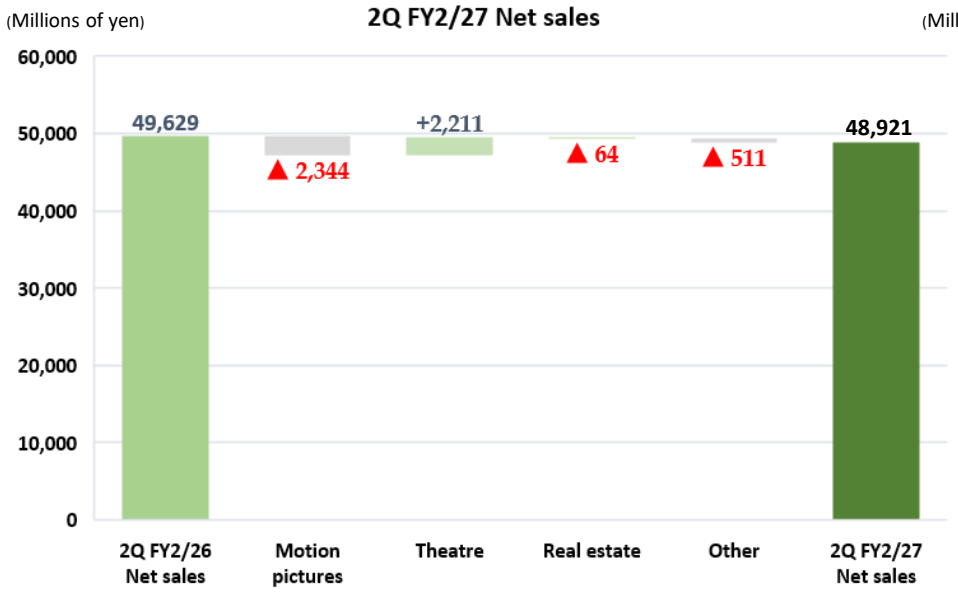


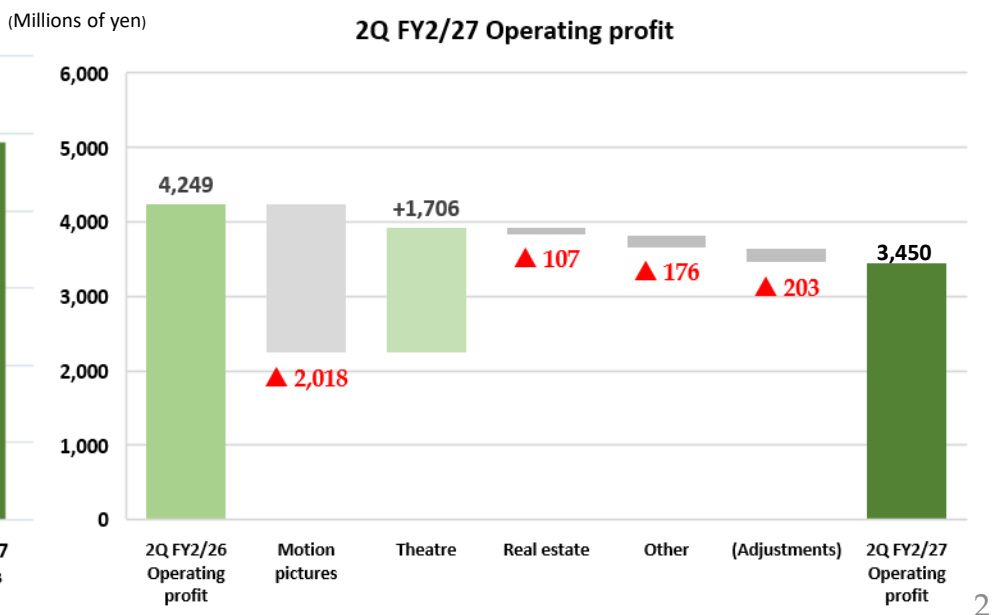


Information on sales and the amount of profit or loss for each reported segment

(Millions of yen)	Net sales					Operating profit				
	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change		2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Motion pictures	20,681	27,996	**25,652**	▲2,344	▲8.4%	438	2,576	**558**	▲2,018	▲78.3%
Theatre	10,952	12,901	**15,112**	+2,211	+17.1%	▲923	489	**2,195**	1,706	+348.9%
Real estate	6,919	7,362	**7,298**	▲64	▲0.9%	3,034	2,851	**2,744**	▲107	▲3.8%
Other	1,034	1,368	**857**	▲511	▲37.3%	▲222	▲13	**▲189**	▲176	-
(Adjustments)	-	-	-	-	-	▲1,612	▲1,654	**▲1,857**	▲203	-
Total	39,587	49,629	**48,921**	▲708	▲1.4%	715	4,249	**3,450**	▲799	▲18.8%

Note: Adjustments for segment profit or loss (loss) of (1,857) million yen include 11 million yen of inter-segment transaction elimination and (1,869) million yen of company-wide expenses not allocated to each reporting segment. Company-wide expenses are mainly expenses related to the Company's general affairs and other administrative divisions that are not attributable to the reporting segment.





【Motion pictures business】Disaggregated revenue by business segment

(Millions of yen)	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Management of theatres and cinema complexes	12,717	17,477	**16,863**	▲ 614	▲ 3.5%
Distribution of motion pictures	1,888	2,638	**2,315**	▲ 323	▲ 12.2%
Licensing of Video Rights	2,381	2,526	**2,944**	+418	+16.5%
Subscription television	1,547	1,473	**1,404**	▲ 69	▲ 4.7%
Other	2,145	3,880	**2,124**	▲ 1,756	▲ 45.3%
Sales to external customers	20,681	27,996	**25,652**	▲ 2,344	▲ 8.4%

(Millions of yen)

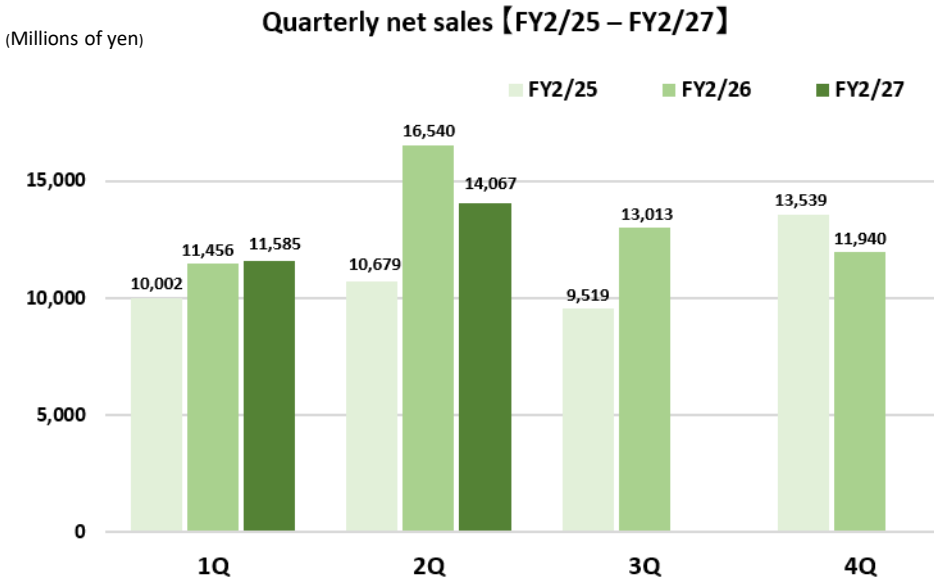
2Q FY2/27 Motion pictures business net sales

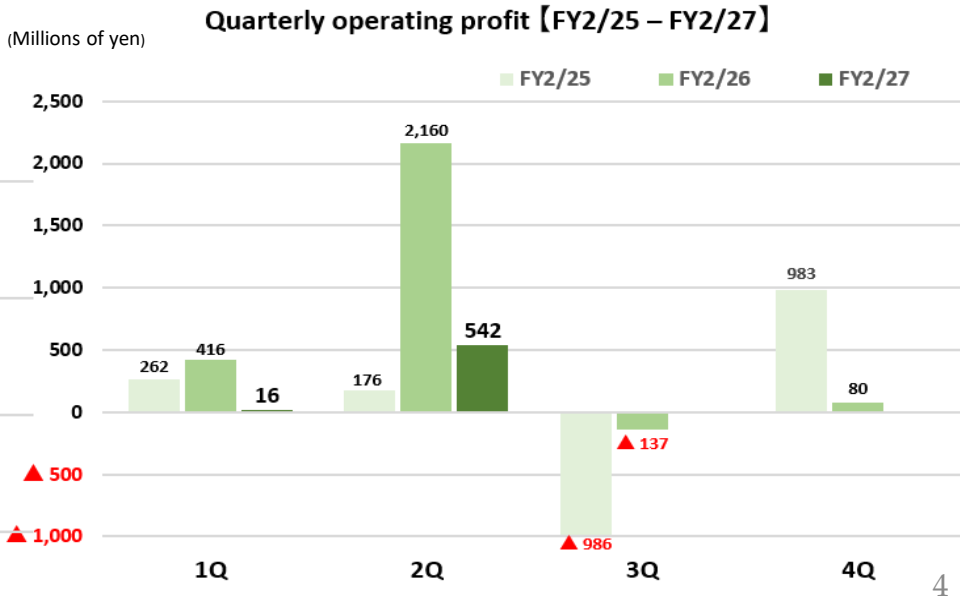


Group companies in motion pictures business
Shochiku Multiplex Theatres, Ltd.
Shochiku Broadcasting Co., Ltd.
Shochiku Studio Co., Ltd.
Shochiku MediaWorX Inc.
Shochiku Music Publishing Co., Ltd.
SHOCHIKU NAVI INC.

【Motion pictures business】Quarterly net sales and operating profit

For the distribution, a diverse range of films are released, including six Japanese films, three foreign films, six animated films, Cinema Kabuki, MET Live Viewing, and ODS titles. “Mobile Suit Gundam Hathaway: The Sorcery Of Nymph Circe,” which was released in January, continued to perform well, and “Till We Meet Again On The Starry Hill” was a hit with box office exceeding 1.5 billion yen, while “The Samurai and the Prisoner” was a hit with over 1 billion yen in revenue.
In terms of box office performance, Japanese films such as “Detective Conan: Fallen Angel of the Highway” and “Chiikawa the Movie: The Secret of Mermaid Island” exceeded 10 billion yen in box office, while “Kingdom 5: The Decisive Battle of Souls” and others were also hits. In the foreign film category, “Toy Story 5” grossed over 10 billion yen at the box office, while other hits included “The Super Mario Galaxy Movie” “Michael” “The Devil Wears Prada 2” and “Spider-Man: Brand New Day.”
Our television productions include the serial dramas “Maison Prison” and “The Cheated Wives’ Revenge Pact” for terrestrial broadcasting, and the special drama “Lawyer Shimpei Rokkaku’s Murder Case in Kyoto2” for BS broadcasting. The program sales included the “ONIHEI: The Crime Files,” the “The Samurai Detectives,” and the “Sure Death series.”
The TV anime series, which included episodes such as “Tamon’s B-Side”, “You and I Are Polar Opposites”, and “The Exiled Heavy Knight Knows How to Game the System”, was well-received.
DVD and Blu-ray disc sales remained strong, with the release of titles such as “Tamon’s B-Side”, “Tokyo Taxi”, and “Stigmatized Properties: Possession.”
Streaming and rights sales contributed to revenue by making “Return to Silent Hill” exclusively available for unlimited streaming on Amazon Prime Video. “You and I Are Polar Opposites” was well-received not only for streaming on ABEMA, Amazon Prime Video, and other platforms, but also for rights sales overseas.
In the CS broadcasting business, Shochiku Broadcasting Co., Ltd. aimed to expand its market share in the subscription television market by promoting sales to CATV stations, and also worked to retain existing subscribers by implementing programming changes.
As a result, net sales for the period under review were 25,652 million yen (down 8.4% year-on-year), and segment profit was 558 million yen (down 78.3% year-on-year).





【Motion pictures business】Lineup for 2Q FY2/27



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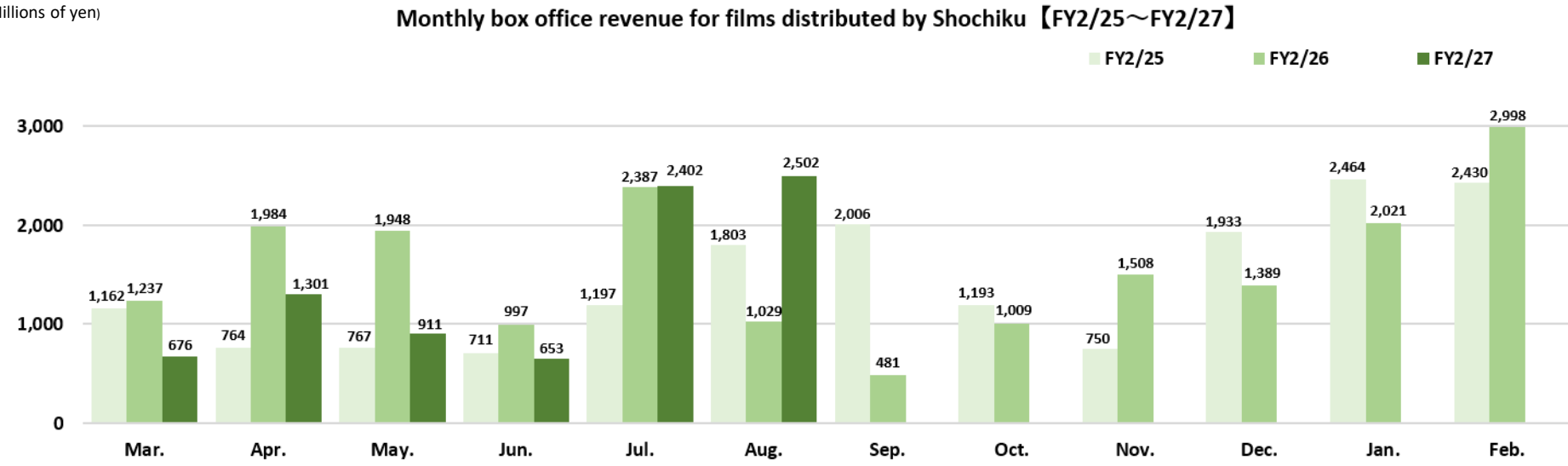
【Motion pictures business】Monthly box office revenue for films distributed by Shochiku

(millions of yen)	Monthly box office revenue for films distributed by Shochiku (1H)				
	FY2/25	FY2/26	FY2/27	Change	
Mar.	1,162	1,237	**676**	▲ 561	▲ 45.3%
Apr.	764	1,984	**1,301**	▲ 683	▲ 34.4%
May.	767	1,948	**911**	▲ 1,037	▲ 53.2%
1Q	2,693	5,170	**2,888**	▲ 2,281	▲ 44.1%
Jun.	711	997	**653**	▲ 344	▲ 34.5%
Jul.	1,197	2,387	**2,402**	+15	+0.6%
Aug.	1,803	1,029	**2,502**	+1,473	+143.2%
2Q	3,711	4,412	**5,557**	+1,145	+25.9%
1H Total	6,405	9,582	**8,446**	▲ 1,136	▲ 11.9%

(millions of yen)	Monthly box office revenue for films distributed by Shochiku (2H)				
	FY2/25	FY2/26	FY2/27	Change	
Sep.	2,006	481	-	-	-
Oct.	1,193	1,009	-	-	-
Nov.	750	1,508	-	-	-
3Q	3,949	2,998	-	-	-
Dec.	1,933	1,389	-	-	-
Jan.	2,464	2,021	-	-	-
Feb.	2,430	2,998	-	-	-
4Q	6,827	6,408	-	-	-
2H Total	10,776	9,406	-	-	-

Note: The above "Box office revenue" includes tax.

(Millions of yen)

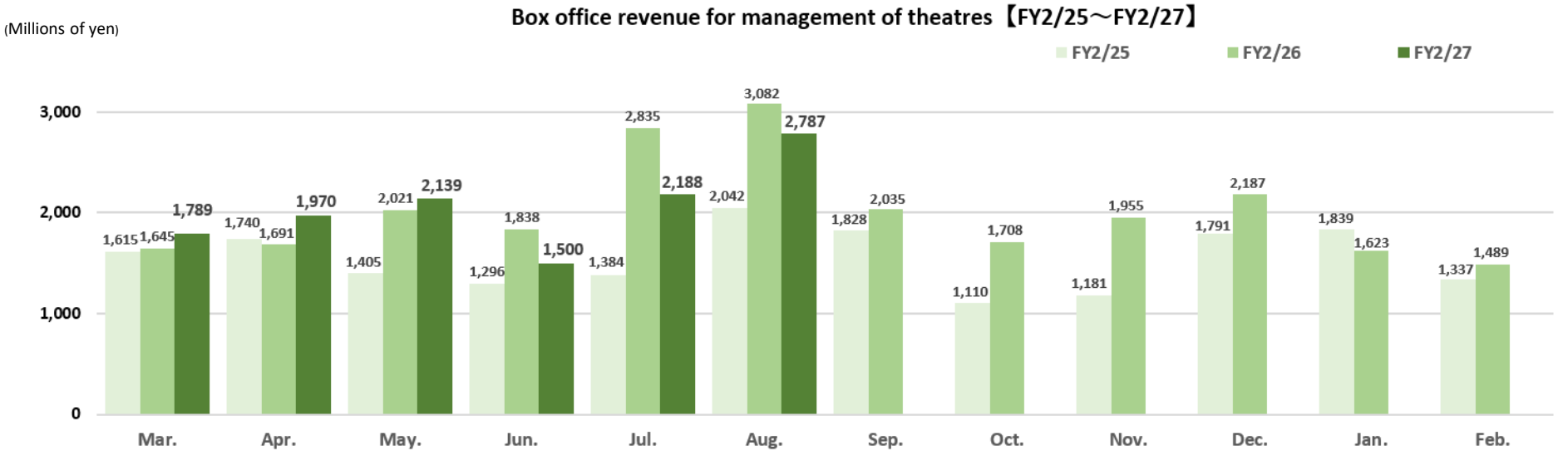


【Motion pictures business】Monthly box office revenue for management of theatres

(millions of yen)	Box office revenue for management of theatres (1H)				
	FY2/25	FY2/26	FY2/27	Change	
Mar.	1,615	1,645	**1,789**	+143	+8.7%
Apr.	1,740	1,691	**1,970**	+279	+16.5%
May.	1,405	2,021	**2,139**	+118	+5.8%
1Q	4,760	5,358	**5,898**	+540	+10.1%
Jun.	1,296	1,838	**1,500**	▲ 337	▲ 18.4%
Jul.	1,384	2,835	**2,188**	▲ 647	▲ 22.8%
Aug.	2,042	3,082	**2,787**	▲ 295	▲ 9.6%
2Q	4,723	7,755	**6,476**	▲ 1,279	▲ 16.5%
1H Total	9,482	13,112	**12,374**	▲ 738	▲ 5.6%

(millions of yen)	Box office revenue for management of theatres (2H)				
	FY2/25	FY2/26	FY2/27	Change	
Sep.	1,828	2,035	-	-	-
Oct.	1,110	1,708	-	-	-
Nov.	1,181	1,955	-	-	-
3Q	4,120	5,698	-	-	-
Dec.	1,791	2,187	-	-	-
Jan.	1,839	1,623	-	-	-
Feb.	1,337	1,489	-	-	-
4Q	4,968	5,299	-	-	-
2H Total	9,088	10,998	-	-	-

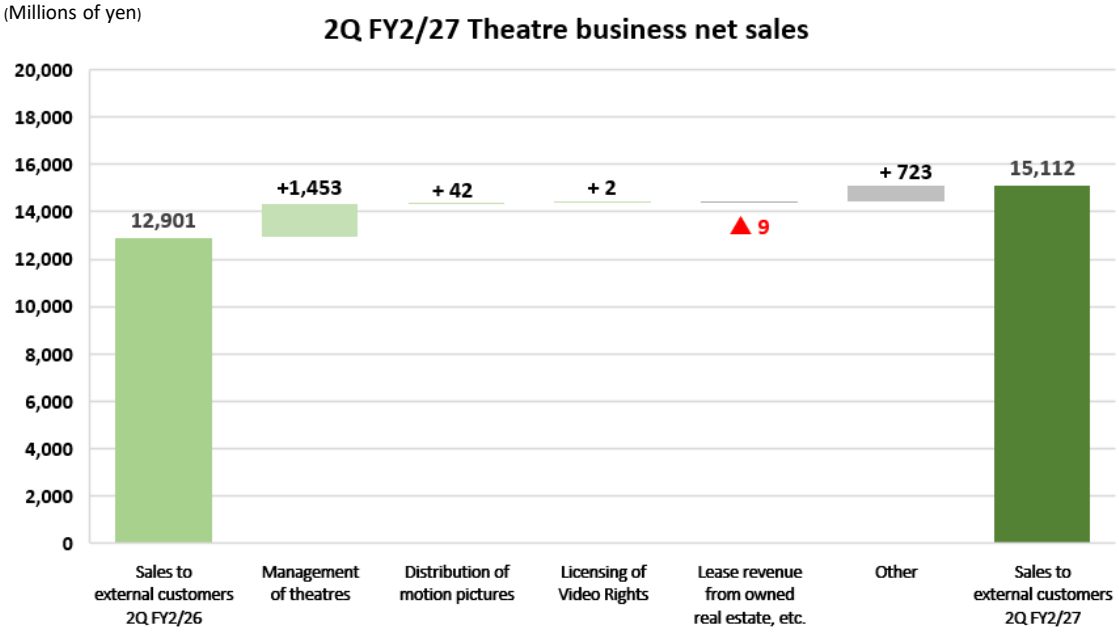
Note: Box office revenue portion of theatre management revenue from subsidiary Shochiku Multiplex Theatres, Ltd.



【Theatre business】Disaggregated revenue by business segment

(Millions of yen)	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Management of theatres and cinema complexes	7,497	9,343	**10,796**	+1,453	+15.6%
Distribution of motion pictures	35	26	**68**	+42	+161.5%
Licensing of Video Rights	22	13	**15**	+2	+15.4%
Lease revenue from owned real estate, etc.	55	70	**61**	▲ 9	▲ 12.9%
Other	3,340	3,447	**4,170**	+723	+21.0%
Sales to external customers	10,952	12,901	**15,112**	+2,211	+17.1%

(Millions of yen)



Group companies in theatre business
Shochiku Costume Co., Ltd.
Shochiku Show Biz Studio Co., Ltd.
Shochiku Geino Co., Ltd.
Shochiku Entertainment Co., Ltd.
Kabukiza Butai Co., Ltd.
Nihon Theatre Costume Co., Ltd.

【Theatre business】Quarterly net sales and operating profit

Kabukiza Theatre enjoyed great success with its “Dan-Kiku Sai (Performance to Celebrate Ichikawa Danjurō IX and Onoe Kikugorō V) May Grand Kabuki” in May and “August Mid-summer Kabuki” in August. In addition, its “March Grand Kabuki,” “April Grand Kabuki,” “June Grand Kabuki,” and “July Grand Kabuki” also garnered attention for their diverse programs and achieved excellent results.

Shinbashi Enbujo Theatre achieved excellent results with “LUPIN III Hekisui no Reijō [‘LUPIN III : The beautiful azure castle’]” in March, “Bando Tamasaburō Special Performance” in April, the Atami Gorō Theatre Company performance in June, and the Super Kabuki MONONOKE HIME[Princess Mononoke] in July and August. “Funaki Kazuo Theater Concert in Shinbashi Enbujo Theatre” in August was also a great success.

Osaka Shochikuza Theatre closed its doors in May with the “May Farewell Performance at Osaka Shochikuza” performance, much to the regret of its patrons. However, the “April Farewell Performance at Osaka Shochikuza” in April was also a great success.

Minamiza Theatre achieved excellent results with its “Kabuki Special Performance by young actors” in March, “Funaki Kazuo Theater Concert in Minamiza Theatre” in May, and “Minamiza Special Performance Featuring Bando Tamasaburō” in June. The “OSK NIPPON REVUE COMPANY 「Spring Dance」” and the “Kabuki Performance for Beginners 2026” held in April were also well-received.

Other performances include the “The 39th Kabuki Performance at the Konpira Grand Theatre (Kanamaruza) in Shikoku” in April, which was a great success with a cast including Nakamura Jakuemon, Onoe Shoroku, and Bando Minosuke, as well as the successful run of “HAMLET” at the Nissay Theatre in May and Sky Theater MBS in June.

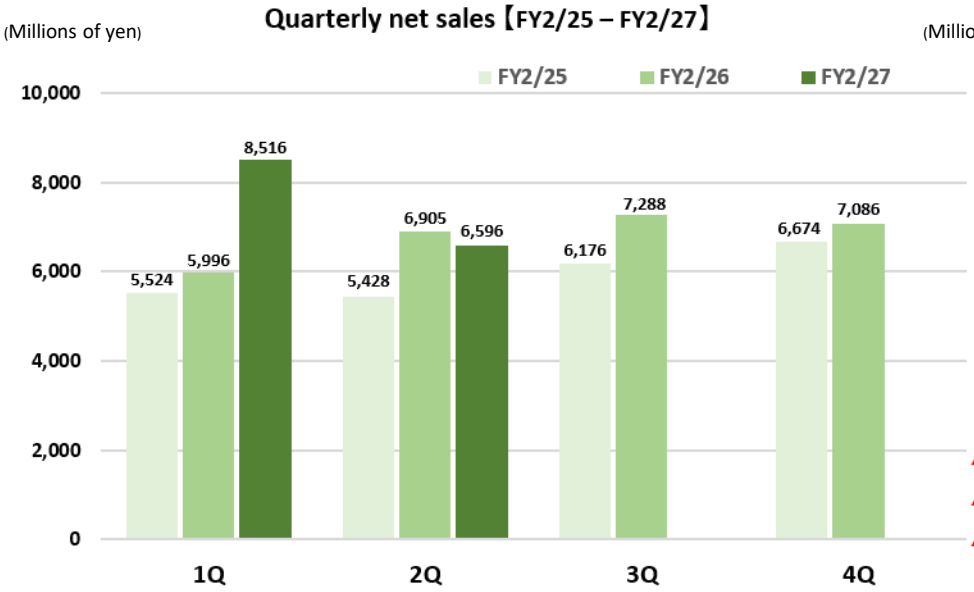
Regional Kabuki tour was a great success, with the “Shochiku Grand Kabuki Celebrating the name succession of Onoe Kikugoro Ⅷ” in July being a huge hit, as well as the nationwide performances of “JOSEPH AND THE AMAZING TECHNICOLOR DREAMCOAT” achieving excellent results.

Cinema Kabuki has achieved excellent results with its Monthly Cinema Kabuki, showing “SONEZAKI SHINJŪ MONOGATARI [‘The Tale of Sonezaki Shinjū’]” in April, “Kyokanoko Musume Ninin Dojoji [‘Two Women at Dojoji Temple’]” in May, “New Production Kabuki KAZE NO TANI NO NAUSICAÄ[Nausicaä of the Valley of the Wind] Part1/Part2” in June and July, and the NEW Cinema Kabuki “YOTSUYA KAIDAN” in August.

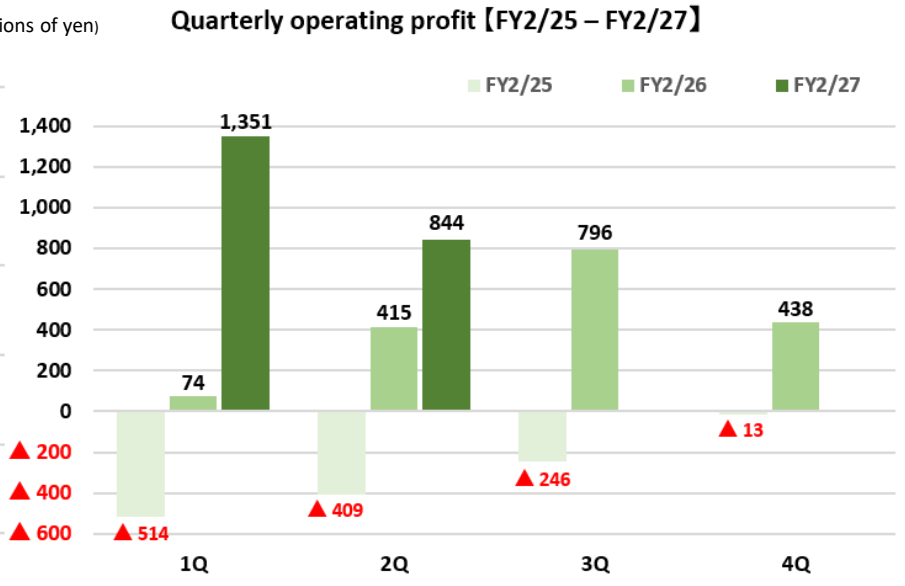
In June, we live-streamed “HAMLET” from Sky Theater MBS, and in August, we live-streamed the final performance of the Super Kabuki MONONOKE HIME[Princess Mononoke] from Shinbashi Enbujo Theatre.

As a result, net sales for the period under review were 15,112 million yen (up 17.1% year-on-year), and segment profit was 2,195 million yen (up 348.9% year-on-year).

(Millions of yen)



(Millions of yen)



【Theatre business】Lineup for 2Q FY2/27

Kabukiza







Shinbashi Enbujo



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Minamiza











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Other performances & The Regional Kabuki tour



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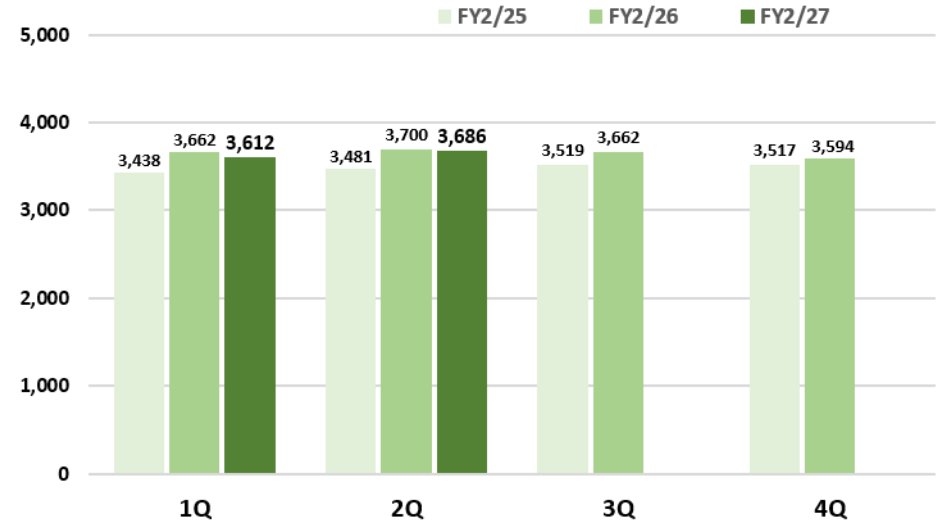
【Real estate business】Quarterly net sales and operating profit

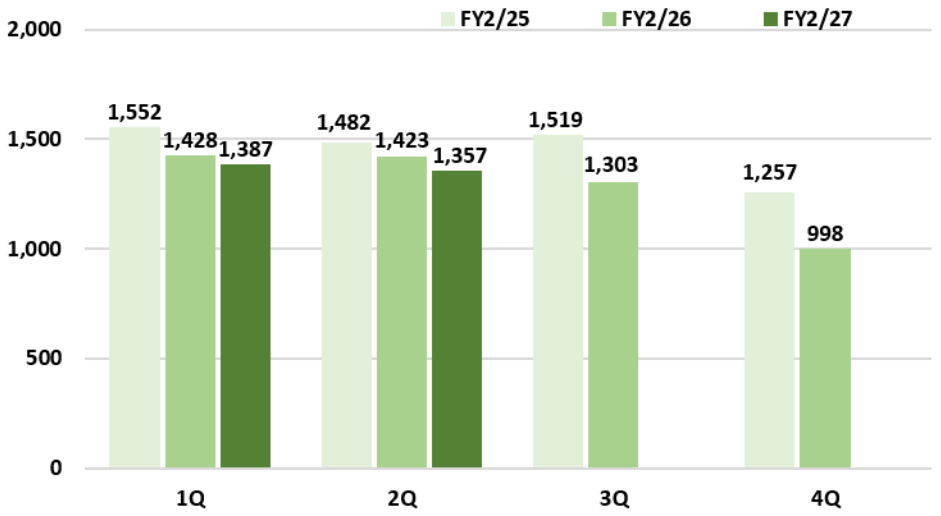
(Millions of yen)	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Net sales	6,919	7,362	**7,298**	▲ 64	▲ 0.9%
Operating profit	3,034	2,851	**2,744**	▲ 107	▲ 3.8%

Group companies in real estate business
Shochiku Service Network Co., Ltd.

Quarterly net sales【FY2/25 – FY2/27】



Quarterly operating profit【FY2/25 – FY2/27】



In our Real estate rental business, we focused on deepening tenant relationships and maintained a strong revenue base. We are driving strong profits by implementing appropriate rent adjustments, primarily for our major properties such as the KABUKIZA Office Tower and the Tsukiji Shochiku Building. Furthermore, the business performed steadily, partly due to increased revenue from strong performance by commercial tenants and reduced repair costs.

Community Development Project focused on enhancing the value of the Higashi-Ginza area through HIGASHIGINZA Area Management activities. In June, we held a "FIFA World Cup 2026 Public Viewing" event, creating a great sense of unity and excitement. Furthermore, the art space "SHUTL" in Higashi-Ginza underwent a spatial renovation in July and relaunched as an experimental ground for generating diverse forms of expression and interaction. Furthermore, in the Ofuna district of Kamakura City, the mixed-use commercial and residential complex "kuguru" had its grand opening, focusing on enhancing the brand's strength and asset value in the medium to long term.

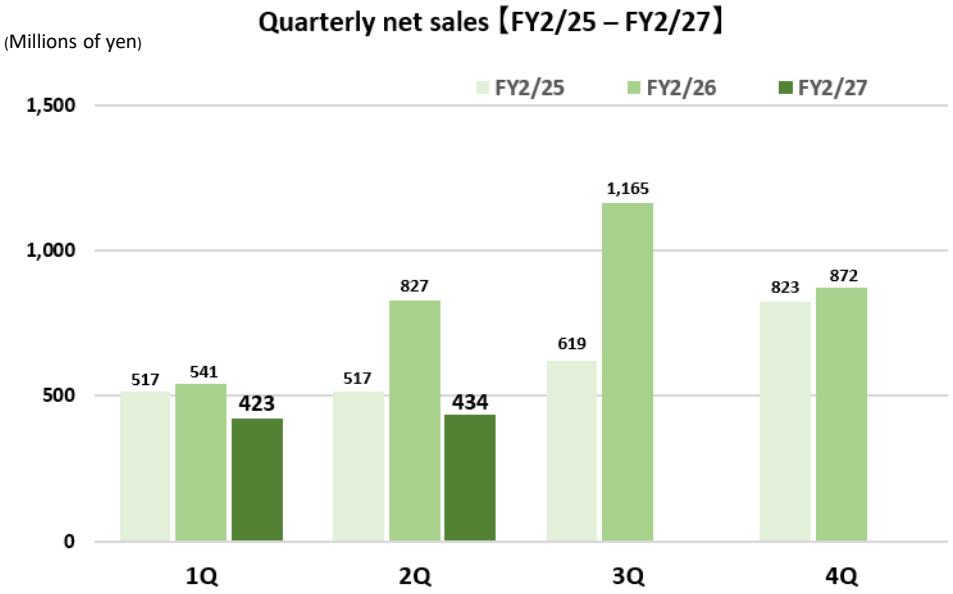
As a result, net sales for the period under review were 7,298 million yen (down 0.9% year-on-year), and segment profit was 2,744 million yen (down 3.8% year-on-year).

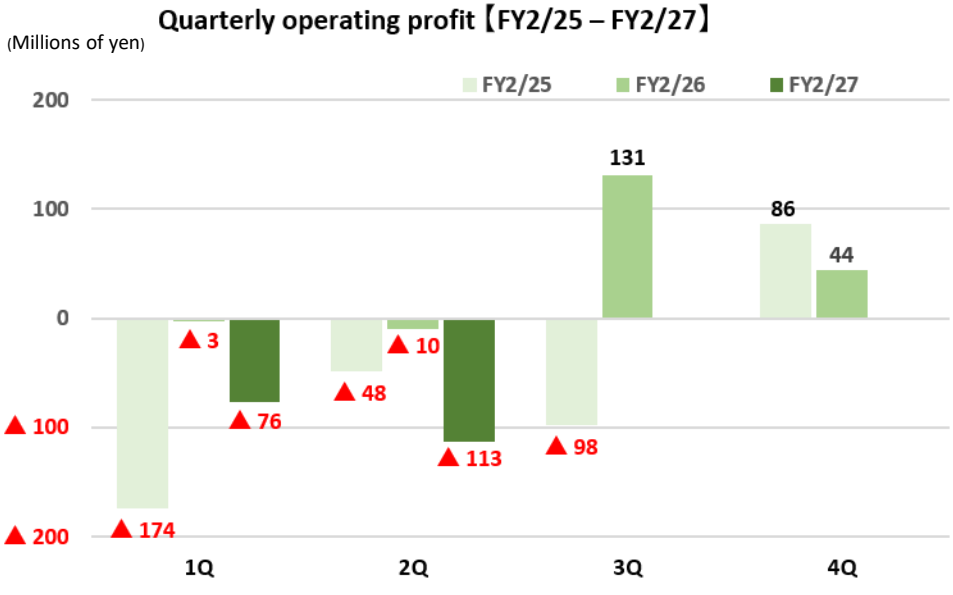
【Other business】Quarterly net sales and operating profit

(Millions of yen)	2Q FY2/25	2Q FY2/26	2Q FY2/27	Change	
Net sales	1,034	1,368	**857**	▲ 511	▲ 37.3%
Operating profit	▲ 222	▲ 13	**▲ 189**	▲ 176	-

Group companies in other businesses
Shochiku Ventures, Inc.

Note(1): Shochiku Ventures, Inc. is a non-consolidated group company.
Note(2): The other business includes the "Business Promotion Department," which is engaged in the production and sales of souvenir programs and character merchandise, and the "Innovation Promotion Department," which creates and promotes new business and innovative content through collaboration with venture funds and startups.





While strengthening online product sales, we focused on developing and selling products for popular series and core audiences. Furthermore, in developing new business areas, we focused on creating unprecedented projects and content while keeping costs down, and promoted new collaborations and foundational development with companies in other industries.

Theatrical/Souvenir program and Character merchandise contributed to revenue primarily from works such as "The Ogre's Bride," "Tamon's B-Side", and "The Samurai and the Prisoner."

To promote sales, our Game Business exhibited at "BitSummit PUNCH," Japan's largest indie game exhibition, showcasing six titles.

As a result, net sales for the period under review were 857 million yen (down 37.3% year-on-year), and segment loss was 189 million yen (compared to a segment loss of 13 million yen in the same period of the previous fiscal year).

Forecasts of consolidated financial results and cash dividends for FY2/27

Forecasts of consolidated financial results

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of parent	Basic earnings per share
	(Millions of yen)	(Millions of yen)	(Millions of yen)	(Millions of yen)	(Yen)
FY2/27 (Forecast)	100,000	3,700	3,500	2,200	160.07
FY2/26	98,249	6,173	6,345	5,236	381.02
Change	+1.8%	▲ 40.1%	▲ 44.8%	▲ 58.0%	

Forecasts of non-consolidated financial results

	Net sales	Ordinary profit	Net income	Basic earnings per share
	(Millions of yen)	(Millions of yen)	(Millions of yen)	(Yen)
FY2/27 (Forecast)	60,000	2,000	1,100	79.58
FY2/26	56,480	3,923	3,209	232.18
Change	+6.2%	▲ 49.0%	▲ 65.7%	

Cash dividends

	First quarter-end	Second quarter-end	Third quarter-end	Fiscal year-end	Total
	(Yen)	(Yen)	(Yen)	(Yen)	(Yen)
FY2/27 (Forecast)	-	0.00	-	30.00	30.00
FY2/26	-	0.00	-	40.00	40.00

Note: The forward-looking statements, including forecasts of financial results, contained in these materials are based on information currently available to the Company and on certain assumptions deemed to be reasonable. However, the Company makes no guarantee that these forecasts will be achieved. Actual financial results, etc. may differ substantially due to various factors.

Appendix

【Motion pictures business】Lineup for 3Q and beyond (1)



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【Motion pictures business】Lineup for 3Q and beyond (4)



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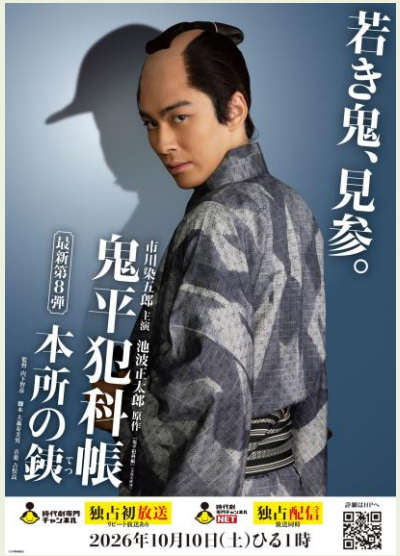

【Theatre business】Lineup for 3Q and beyond (1)

Kabukiza









Minamiza



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【Theatre business】Lineup for 3Q and beyond (2)

Shinbashi Enbujo







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【Theatre business】Lineup for 3Q and beyond (3)

Other performances & The Regional Kabuki tour











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【Theatre business】Cinema Kabuki lineup























【Real estate business】Rental properties and new business initiatives

Office Buildings





Kabukiza Tower / Ginza Shochiku Square
Ginza 2-chome Shochiku Bldg. / Ginza 2-chome Shochiku Bldg. ANNEX
Togeki Building / Shochiku Club Building

Hotels





Asakusa Rokku Shochiku Building (Asakusa View Hotel ANNEX ROKKU)
Kyoto Shochiku Sakaiza Building(Tokyu Stay Kyoto Sakaiza)
Hakata ST Building(Hakata Excel Hotel Tokyu), etc.

Commercial Facilities, etc.





Yurakucho Center Building (YURAKUCHO MULLION)
Shinjuku Shochiku Kaikan / Ofuna Shopping Center
Kyoto Shochiku Building / Kyoto Shochikuza Building / Shochiku Club Building

New Projects



"kuguru" Project: Developing " Live-Work Rental Housing" along the approach to Sanso Inari Shrine in Ofuna, Kamakura City

Area Management Activities & Cultural Promotion Projects



Promoting area management activities in HIGASHIGINZA, including spatial design to add vitality to the neighborhood, holding events, and conducting cleanup activities.



Promoting experimental initiatives to expand business domains and create cultural hubs (Photo: SHUTL)

【Other business】Major available game titles

Draw & Guess



Draw & Guess is an online drawing party game that supports up to 16 players across various modes (players draw pictures and guess what they represent). Whether players consider themselves artistic or simply confident in their quick wit and hilarious misunderstandings, everyone can have a memorable and fun time together.

Yog-Sothoth's Yard



The main characters (Homunculus Maid, Apprentice Grim Reaper, Dragon Girl, and Necromancer) each have their own original storylines, leading to over 20 different endings. A captivating and frantic hotel management simulation set in a world creeping with chaos, where players' strategic business decisions and bonds with the heroines will change their fate.

Copa City



The world's first simulation game in which a "city" is managed rather than individual players.
Set in real-world cities, lead mega-events of prestigious football clubs to success. Oversee everything behind the scenes—from infrastructure development and transportation network reorganization, to managing emotional crowds.
Plan meticulously to orchestrate the ultimate kickoff.

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