

CSR / Corporate Governance / Company and Stock Information

## For the contributing to happiness of society

In order to enhance IP value and improve profitability, the Group concentrates investments in a series of IP that are expected to become major products or that can be serialized, and focuses on the expansion of IP on a domestic and global scale through cooperation with its business partners both in Japan and overseas.



## CONTENTS

FIELDS' CSR	70
Corporate Governance	71
About FIELDS (Company Information)	73
FIELDS' Advances	76
Stock Information	82

## FIELDS' CSR

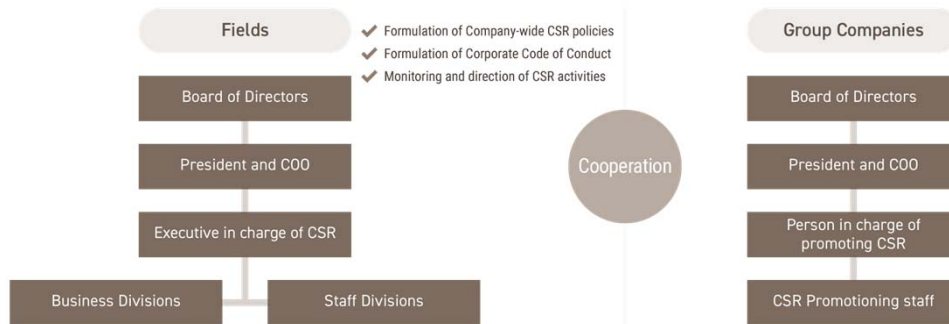
### Basic CSR Policy

The mission of FIELDS is to provide "The Greatest Leisure for All People" as in its corporate philosophy. All officers and employees are conscious that corporate social responsibility (CSR) is corporate activity itself, and with a view to ongoing social and business development, the Company meets its social obligations to a variety of stakeholders based on this fundamental activity policy.

### CSR Promotion System

At FIELDS, by striving to fulfill our corporate philosophy, we are united in undertaking our daily business activities to help bring about a richer society.

In terms of our system for promoting CSR, we have built a structure in which the position of the Executive in Charge of CSR is established directly under the Board of Directors, and management decisions made based on FIELDS' basic policy on CSR are spread to business and staff divisions. In collaboration with our Group Companies, we will continue to promote social contribution through our business activities throughout the FIELDS CORPORATION Group.



### ULTRAMAN FOUNDATION

The FIELDS CORPORATION Group established the ULTRAMAN FOUNDATION in March 2011 in cooperation with Tsuburaya Productions Co., Ltd. and other Group companies willing to provide support. The Foundation is engaged in activities supporting people in regions affected by natural disasters, especially children, who are a light of hope for the future.

In 2017, the ULTRAMAN FOUNDATION celebrates seven years of effort, which coincided with the 50th anniversary of the broadcasting of the Ultraman Seven series. Taking advantage of this, the Foundation is organizing the Hero Caravan, which travels around Japan, visiting approximately 600 child welfare facilities together with Ultraman. These activities provide an opportunity to create dreams and hope for the children. We will continue to engage in these support activities and hope that it will open up a new era for the children to grow stronger.



ULTRAMAN FOUNDATION  
official website  
<http://www.ultraman-kikin.jp/en/>



ULTRAMAN FOUNDATION (©Tsuburaya Productions)

## Corporate Governance

### Outline

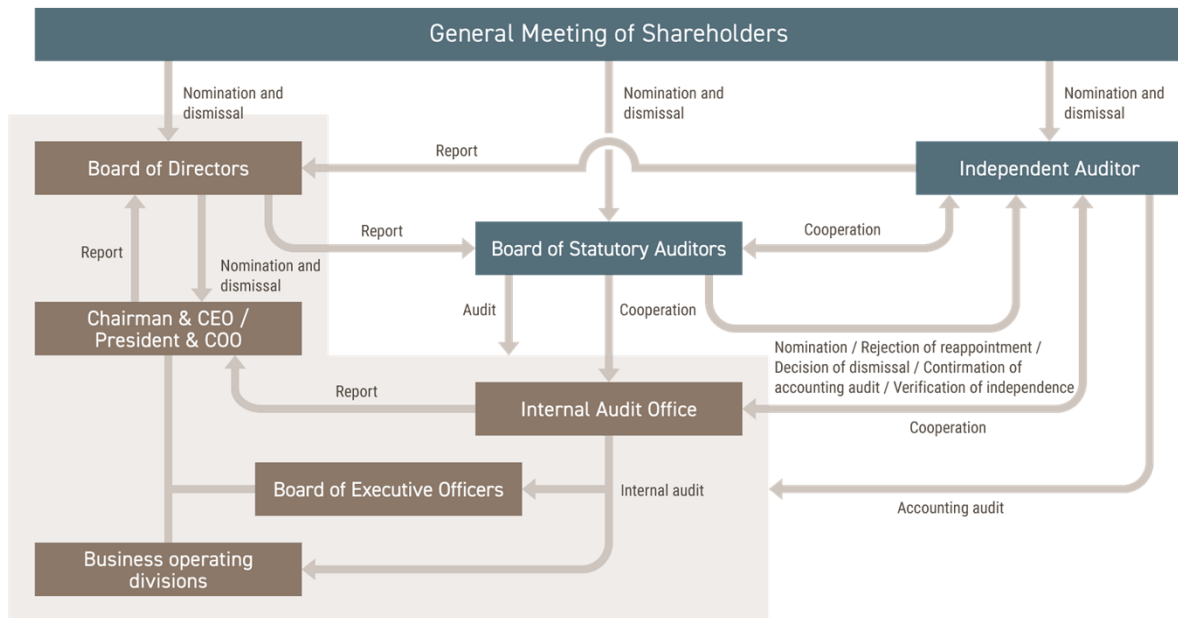
FIELDS' corporate philosophy and mission is to provide "The Greatest Leisure for All People," with the sustainable increase in corporate value as the basic principle guiding Company management. We think one of the important management issues in realizing this basic policy is ensuring that corporate governance functions effectively.

### Initiatives to Strengthen Corporate Governance

We will enhance our corporate governance system by advancing reforms in our management structures and systems within the framework of the Board of Directors, the Board of Statutory Auditors, the Independent Auditor and the Board of Executive Officers. In addition, based on management policy, the FIELDS CORPORATION Group carefully discusses policies and measures, and promotes business that conforms to mutually agreed management plans. Furthermore, the term of office for Directors was changed from 2 years to 1 year, in order to build a management structure that is able to swiftly respond to changes in the business environment, and to clarify the management responsibilities of Directors in the fiscal year.

Since the Tokyo Stock Exchange began to apply its Corporate Governance Code, on June 1, 2015, FIELDS has been conducting extensive investigation into the establishment of an optimal governance structure targeting enhanced corporate value over the medium to long term and sustainable profit growth while ensuring management transparency and fairness.

### Corporate Governance System



## Directors, Auditors and Corporate Officers (As of June 30, 2017)

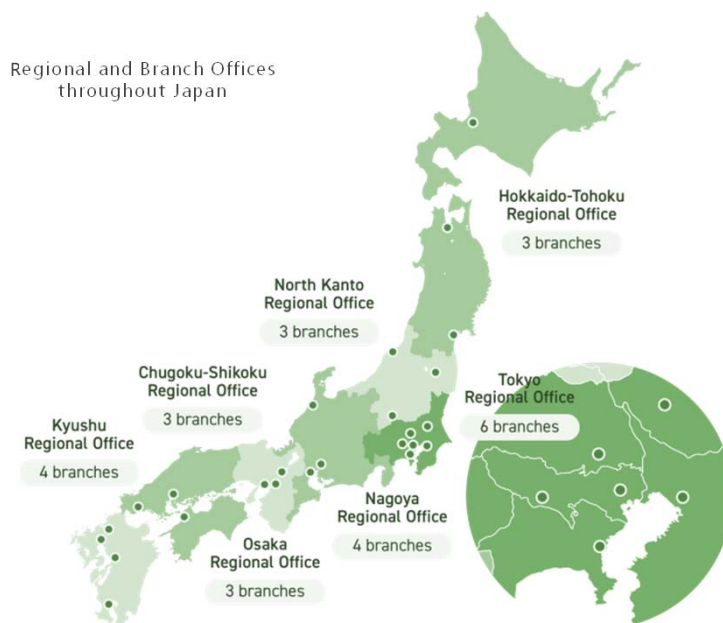
Chairman & CEO		Hidetoshi Yamamoto
President & COO		Tetsuya Shigematsu
Executive Vice President		Kiyoharu Akiyama
Senior Managing Director	Division Manager, Pachinko/Pachislot Business Division	Ei Yoshida
Managing Director		Masakazu Kurihara
Managing Director		Akira Fujii
Managing Director		Kenichi Ozawa
Director	Division Manager, Planning and Administration Division	Hiroyuki Yamanaka
Director		Teruo Fujishima
Director	Division Manager, Cross Media Business Management Division	Eiichi Kamagata
Outside Director		Shigesato Itoi
Standing Auditor (Outside Auditor)		Kenichi Ikezawa
Outside Auditor		Yoshika Furuta
Outside Auditor		Koichiro Nakamoto
Corporate Officer	General Manager, Legal Office	Toru Suenaga
Corporate Officer	General Manager, Corporate Communications Office	Hideaki Hatanaka
Corporate Officer	General Manager, Sales Management Department, Pachinko/Pachislot Business Management Division	Hideo Wakazono
Corporate Officer	EP, IP Marketing Office	Yosuke Ozawa
Corporate Officer	General Manager, Research and Development Office	Tadamasa Oshio
Corporate Officer	General Manager, IP Marketing Office	Noritada Shimizu
Corporate Officer	General Manager, Cross Media Business Department, Cross Media Business Management Division	Takao Yamamura

\* EP stands for "Executive Producer."

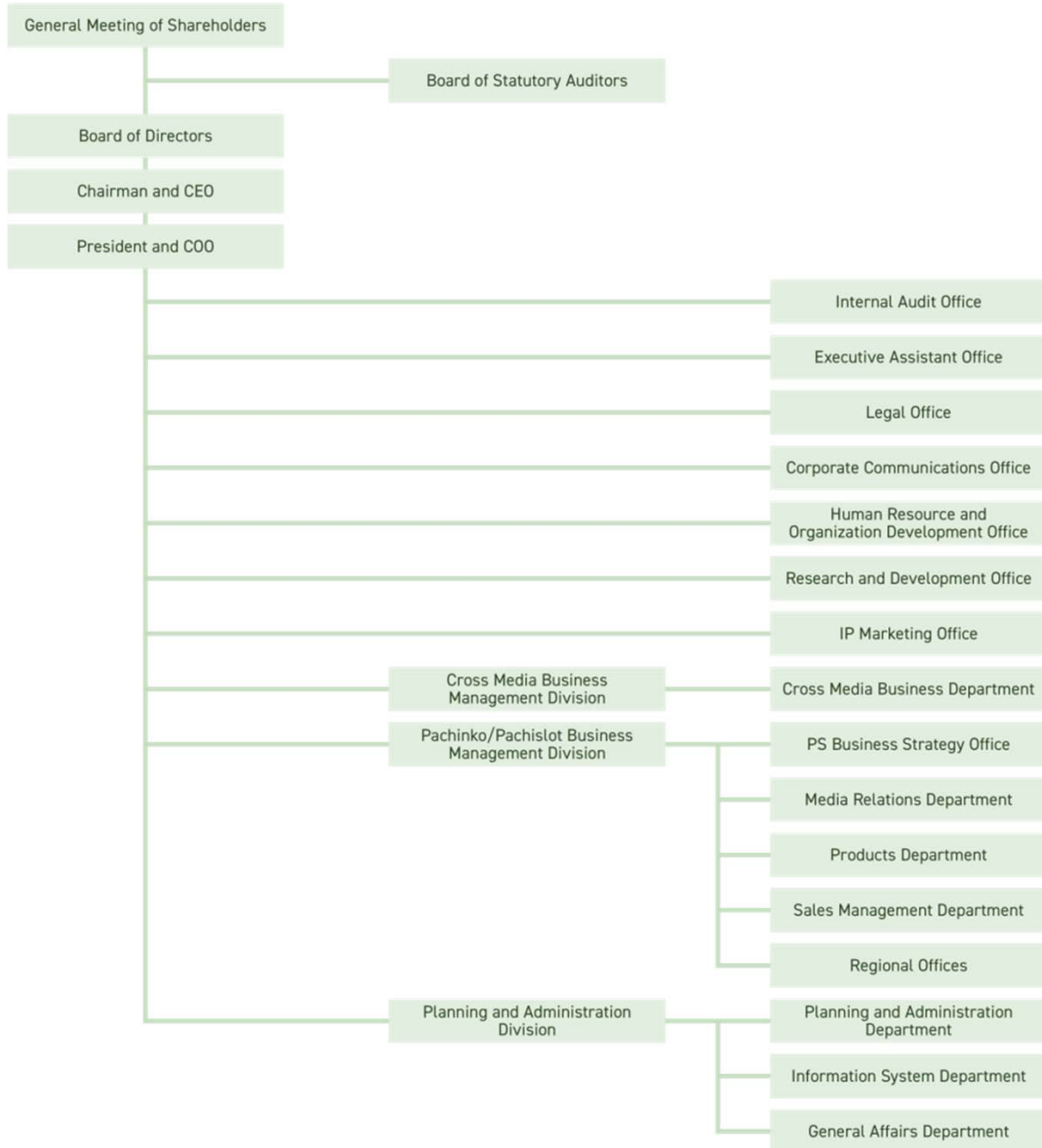
## About FIELDS

### Company Information (As of March 31, 2017)

Company name	FIELDS CORPORATION
Corporate philosophy	The Greatest Leisure for All People
Established	June 1988
Head office address	Shibuya Garden Tower, 16-17 Nampeidai-cho, Shibuya-ku, Tokyo 150-0036, Japan
Main business activities	<ol style="list-style-type: none"> <li>1. Development, planning and sales of characters and contents</li> <li>2. Development, planning and sales of animation soft works</li> <li>3. Development and planning of pachinko and pachislot machines</li> <li>4. Purchase and sales of pachinko and pachislot machines</li> </ol>
Common stock	¥7,948 million
Number of employees	1,713 (Consolidated); 784 (Non-consolidated)
Consolidated Subsidiaries	Lucent Pictures Entertainment, Inc. Digital Frontier Inc. Tsuburaya Productions Co., Ltd. BOOOM Corporation K.K. CROSSALPHA And others totaling 14 companies
Equity-Method Affiliates	HERO'S INC. Kadokawa Haruki Corporation And others totaling 8 companies



## Organization (As of May 15, 2017)



## Main Group Companies

	Company name	Paid-in capital (Million yen)	Holding Ratio of Voting Rights(%)	Main Business activities
Pachinko/ Pachislot	Fields Jr. Corporation	10	100.0	Pachinko/pachislot machine maintenance, etc.
	Shinnichi Technology Co., Ltd.	10	100.0	Development of pachinko/pachislot machines
	MICROCABIN CORP.	10	100.0	Planning and development of software for pachinko and pachislot machines
	K.K. CROSSALPHA	10	100.0	Development and production of pachinko/pachislot machines
	Spiky Corporation	100	100.0 (100.0)	Development and production of pachinko/pachislot machines
	BOOOM Corporation	10	51.0	Planning and development of pachinko/pachislot machines
	Mizuho Corp.	10	49.7	Planning, development, manufacturing and sales of pachinko/pachislot machines
	NANASHOW Corporation	40	38.9	Planning, development, manufacturing and sales of pachinko/pachislot machines
	SOUGOU MEDIA INC.	10	35.0	Planning and production related to sales promotions
Comics	HERO'S INC.	10	49.0	Planning, operation and production of comic magazine and character contents
Animation	Lucent Pictures Entertainment, Inc.	10	100.0	Planning, production and producing of animations
	Digital Frontier Inc.	31	86.9	Planning and production of CG, etc.
Movies/TV	SPO Entertainment Inc.	371	31.8	Planning, production and distribution of movie, etc.
Interactive Media	FutureScope Corp.	60	94.4	Service provider and mail order of mobile contents
Consumer Products	Total Workout premium management Inc.	5	95.0	Running fitness gym
	Tsuburaya Productions Co., Ltd.	310	51.0	Planning and production of movie and TV program

\*The percentage of indirect ownership is indicated in parenthesis after the Company's voting rights ratio.

## FIELDS' Advances

### From 1988 Seeking to Create New Entertainment that Enriches People's Lives

As entertainment in Japan entered a new era in the 1980s, we saw a business opportunity in the growing leisure time available to people. This marked the beginning of our move to create entertainment that would enrich people's lives.

In 1988, FIELDS' forerunner, Toyo Shoji Co., Ltd. was established. The company focused first on revitalizing the pachinko industry and making it sounder, with the aim of making it easier for many more people to enjoy the inherent entertainment value of pachinko machines as an ordinary part of life.

After that, the scale of Japan's pachinko/pachislot market expanded to ¥30 trillion. We also grew into the industry's largest distributor with a nationwide sales network, as we continued to anticipate and meet the diverse needs of pachinko halls and fans.

#### FIELDS' Transitions

- 1983 — Toyo Shoji founded
- 1987 — Construction of the Head Office building completed; Embarked on surveys and research into entertainment in general and computer management systems for pachinko and pachislot halls
- 1988 — Toyo Shoji Co., Ltd. (currently FIELDS CORPORATION) established, marking full-scale launch of the pachinko/pachislot machines sales business
- 1992 — Information service launched
  - 1992 — Leisure Nippon News Company acquired; Formulation of a vision for the pachinko industry began
    - Launched *Hall TV*, a pachinko hall management support system
  - 1994 — Launched *Pachinko Information Station*, a direct-to-hall communications satellite broadcast for the pachinko industry
    - Regional and branch offices were expanded throughout Japan to establish our foundation as a distributor
  - 1992 — Businesses in Tokyo and Kyushu region were expanded
  - 1995 — Businesses in Tohoku, Chugoku and Kansai regions were expanded
  - 2000 — Nationwide sales network was established

#### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

- 1983 — Opened *Tokyo Disneyland*
  - Released the home video game console *Family Computer System*
- 1984 — Launched *JUNET*, Japan's first Internet service
- 1985 — Launched *Shoulder Phone*, Japan's first mobile phone
- 1985 — Enforcement of *New Amusement Businesses Law* (started the model certification test of pachinko and pachislot machines by Security Communications Association)
- 1987 — Started Japan's first direct-to-home Broadcasting Satellite (BS) service
- 1988 — Opened *Tokyo Dome*
- 1989 — Launched Japan's first direct-to-home Communications Satellite (CS) broadcasting service
- 1990 — Revised Pachinko and pachislot machines regulations (launch of CR pachinko machine)
- 1991 — Launched Pachinko machines mounted with color LCD screens
- 1993 — Opened First cinema complex in Japan
- 1994 — The pachinko and pachislot market expands to a ¥30 trillion
- 1995 — Strengthening of regulations for restricting the gambling aspect of pachinko machines
- 1996 — Number of pachinko machines installed reaches a record high 3.9 million



## From 1998

## Focusing on Developing Machines that Provide Greater Entertainment Value

In the 1990s pachinko and pachislot machines mounted with LCD screens brought the same appeal to these machines as media such as movies and television. The advent of larger LCD screens with higher quality, meanwhile, led to the emergence of a host of original intellectual property (IP) unique to the industry.

Viewing pachinko and pachislot machines as media, we moved to create more fans of the genre. To this end, we used our nationwide sales network to identify needs, and began taking steps to create pachinko and pachislot machines that utilize outstanding IP known widely throughout the public domain.

Together with building a structure for acquiring IP and relationships with talented creators and planners, we entered a business alliance with machine manufacturer Sammy Corporation. These and other efforts formed our single-minded focus on measures to enhance both the gaming and entertainment value of pachinko and pachislot machines.

In 1998, the number of pachislot machines installed, which had stalled in the several hundred thousands, broke the 1 million machine mark. We recognized this milestone would change pachinko and pachislot, and transform entertainment in Japan. This was the start of our full-scale shift toward IP.

### FIELDS' Transitions

- 1999 — Obtained ISO 9002 certification (Sales Division) to provide superior operational quality to customers (migrating ISO 9001 in 2002)
- 2000 — Company name changed from Toyo Shoji Co., Ltd. to FIELDS CORPORATION
  - Forms alliance with leading manufacturers to develop pachinko and pachislot machines that leverage IP
  - 2001 — Alliance with Sammy Corporation formed; Exclusive sales of Rodeo brand machines began
  - 2003 — Alliance with SANKYO CO., LTD. formed; Exclusive sales of Bisty brand machines began
  - 2008 — Alliance with KYORAKU SANGYO formed; Exclusive sales of OK!! Brand machines began
  - 2009 — Alliance with Enterrise co., Ltd (CAPCOM CO., LTD. subsidiary) formed; Exclusive sales of Enterrise brand machines began
  - 2012 — Formed alliance with Universal Entertainment Corporation
  - 2013 — Formed alliance with D-light Co., Ltd.
  - 2014 — Formed alliance with NANASHOW Corporation
  - 2015 — Aristocrat Technologies (now CROSSALPHA) became a subsidiary
    - Spiky Corporation became a subsidiary (100% wholly owned subsidiary of Aristocrat Technologies (now CROSSALPHA))
    - Formed alliance with Daiichi Shokai Co., Ltd.
  - 2017 — Formed Basic Sale and Purchase Agreement with Sammy Corporation
- 2001 — Entered sports entertainment field
  - 2001 — Starting up professional Management Co., Ltd.; Entertainment production began
    - Established Total Workout Corporation to provide high-quality sports gyms
  - 2005 — Three sports-related subsidiaries merged and renamed Japan Sports Marketing Inc. (JSM Inc.)
  - 2007 — EXPRESS Inc. made a subsidiary
  - 2011 — Established Total Workout premium management Inc.
  - 2012 — Absorption of JSM Inc.'s fitness club business considering future growth and synergistic effects
  - 2013 — Absorption-type merger of EXPRESS Inc. aiming at improving management efficiency

### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

- 1998 — Released *Windows 98*
- 1998 — Opening of large-scale halls by leading pachinko hall operators accelerate
  - Number of pachislot machines installed exceeds one million
- 1999 — Launched *i-mode* proprietary internet service for mobile phones
- 1999 — Launched pachislot machines mounted with color LCD screens
  - Major pachinko and pachislot machines manufacturers launched a number of titles featuring original IP
- 2001 — Opened *Universal Studios Japan*
  - Opened *Tokyo DisneySea*
  - Released feature-length animation film *Spirited Away (Sen to Chihiro no Kamikakushi)*
- 2002 — Held a 2002 FIFA World Cup

## From 2003 Toward the Multifaceted Development of IP

Amid diversifying media formats and growth in individual preferences, we strove to establish IP-driven business models to realize "The Greatest Leisure for All People."

Utilizing funds from our public offering and other opportunities afforded by our 2003 stock market listing, we focused on obtaining many merchandising rights to develop high-quality IP into products from companies that possess such IP in areas such as comics, animes, movies, TV dramas, music, games, and sports.

In addition, we formed alliances with outstanding creative production companies and companies with the talented human resources and cutting-edge technology, taking new steps to develop the merchandising rights we obtained in pachinko and pachislot and other media as well.

The start of the 21st century saw the use of characters and other IP across the full spectrum of media formats. For pachinko machines, roughly 70 percent featured IP of some kind. Recognizing that this trend could lead to IP exhaustion in the future, we made it our mission to eliminate this looming concern.

### FIELDS' Transitions

- 2003 — Shares listed on the JASDAQ market; New IP-driven business model announced
- 2004 — Entered game field as part of multifaceted IP development
  - 2004 — Invested in D3 Publisher Inc.; Launched pachinko and pachislot machine simulator software
  - 2009 — Sold D3 Inc. shares to NAMCO BANDAI Games Inc.; Strengthened relationship with NAMCO BANDAI Games
- 2005 — Entered movie field to acquire IP and promote multifaceted IP development
  - 2005 — Invested in Kadokawa Haruki Corporation; Planning and production of many movies for the theater began
  - 2008 — Invested in SPO Entertainment Inc. (management of movie theaters); Promotion of trend-setting cinema complexes for independent films began
- 2006 — Entered online services field including mobile service for the acquisition, creation and multifaceted development of IP
  - 2006 — Invested in FutureScope Corporation; Developed mobile site, Fields Mobile
  - 2010 — Established IP Bros. by joint capital investment with NHN Japan Corporation; Developed pachinko and pachislot-related site Nanapachi
  - 2015 — IP Bros. Inc. absorbed into FutureScope Corp.
    - Distributed smartphone app THE TOWER OF PRINCESS and other five works
- 2007 — Entered visual field to acquire and cultivate IP
  - 2007 — Starting up Lucent Pictures Entertainment, Inc.; Planning and producing movie animation BERSERK THE GOLDEN AGE ARC trilogy
  - 2010 — Digital Frontier Inc. made a subsidiary; Providing high-quality video technology
  - 2011 — Digital Frontier (Taiwan) and Fly Studio SDN. BHD. (Malaysia) made a subsidiary to expand the visual production line overseas
  - 2012 — Starting up cross-media development of HERO'S work MAJESTIC PRINCE with SOTSU CO., LTD. and Toho Co., Ltd.
  - 2013 — Broadcasting TV anime MAJESTIC PRINCE
  - 2014 — Released APPLESEED ALPHA
  - 2016 — APPLESEED ALPHA received first prize by category for the VFX-JAPAN Awards 2016
    - Broadcasting TV anime BERSERK (first series) on MBS etc., Animeism, wowow
    - Released Full-3DCG animation movie GANTZ:O
    - Released MAJESTIC PRINCE THE MOVIE
    - Full-3DCG animation movie GANTZ:O received Best Picture in CG Animation category for the 2nd CGWORLD AWARDS
    - Sold all shares of Fly Studio SDN. BHD.(Malaysia)
  - 2017 — Broadcasting TV anime BERSERK (second series) on MBS etc., Animeism, wowow
    - Broadcasting TV anime ATOM THE BEGINNING on NHK

### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

- 2004 — Started social networking service *Facebook*
- 2004 — Revised pachinko and pachislot machines regulations
  - Relaxed pachinko machine regulations
  - Strengthened regulations to restrict the gambling aspect of pachislot machines
  - Launched pachinko machine *CR Neon Genesis Evangelion* based on new regulations
  - Release a host of machines featuring IP by major machine manufacturers
- 2006 — Started information service *Twitter*
  - Launched *Iseg* mobile digital terrestrial broadcasting
- 2006 — Number of pachislot machines installed exceeds two million
- 2007 — Launched *Kindle e-reader* equipped with communication functions
- 2007 — Transferred completely to new regulation machine in pachislot machine

From 2008

## Eyeing the Continuous Acquisition, Creation and Cultivation of IP

From our beginnings as an independent distributor of pachinko and pachislot machines, we have now achieved substantial growth in the pachinko and pachislot field driven by IP.

Along the way, we have brought companies with high-quality IP rights like Tsuburaya Productions Co., Ltd. under our umbrella, and sought out higher-added value for our IP by building a more robust network of prominent companies and talented partners in every field. In parallel, the FIELDS CORPORATION Group has also welcomed companies skilled in comics, animation, visual and other specialized field.

During this time, the exhaustion of characters and other high-quality IP in the pachinko and pachislot industry worsened. In light of the situation, we opted to make a strategic shift to a business model centered on IP which continuously acquire, creation and cultivation of IP.

### FIELDS' Transitions

- 2008 – Announced Medium-Term Management Plan for 5 years, eyeing the Continuous Acquisition, Creation and Cultivation of IP
- Entered video development field to enhance the entertainment of pachinko and pachislot
- 2008 – Established Shin-Nichi Technology Co., Ltd.
- 2009 – Established F Corporation (currently BOOOM Corporation)
- 2011 – MICROCABIN CORP. made a subsidiary
- 2011 – NEX ENTERTAINMENT CO., LTD. made a subsidiary
- 2013 – Established F Corporation (now XAAX Inc.)
- Entered digital comics field as part of multifaceted IP development efforts
- 2008 – Invested in Bbmf Magazine, Inc.; Digital comics distribution began
- 2010 – Established publishing company HERO'S Inc. by joint capital investment with Shogakukan Creative Inc.
- 2011 – Publishing of HERO'S Monthly magazine began
- 2012 – Launched HERO'S Comics
- Sold shares of Bbmf Magazine, Inc.
- 2016 – Distributed official comic app Comic HERO'S
- 2010 – Tsuburaya Productions Co., Ltd., owner of the Ultraman series and other high-quality IP, made a subsidiary
- 2011 – Broadcasting TV series Ultraman Retsuden (Ultra Zero Fight)
- 2013 – Broadcasting TV series New Ultraman Retsuden (Ultraman Giga, Ultraman Ginga S, ULTRA FIGHT VICTORY, Ultraman X)
- 2016 – Broadcasting ULTRAMAN ORB
- 2017 – Broadcasting ULTRAMAN ZERO THE CHRONICLE
- Broadcasting ULTRAMAN GEED

### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

- 2008 – Launched *iPhone 3G* in Japan
- 2008 – Expanded operating at low playing cost in pachinko and pachislot market, to diversifying needs of fans
- Pachislot machines utilizing high-quality IP revitalize the pachinko and pachislot market
- Launched pachinko machines linked with other media, including movies, TV, mobile and live theater
- 2010 – Box-office earnings in Japan reach record levels due to the rising popularity of 3D in movie field
- Conversion of Mobage and GREE to open platform
- Established *Cool Japan Office* in Manufacturing Industries Bureau, Ministry of Economy, Trade and Industry
- 2011 – Analog terrestrial broadcasting discontinued and transferred completely to digital terrestrial broadcasting (excluding three prefectures affected by the Great East Japan Earthquake)
- 2012 – Launched *iPhone 5* and *4G LTE* service commences
- Achievement of record-breaking hit by *Pazdra (PUZZLE & DRAGONS)*
- 2012 – Shares of major pachinko hall operator listed on the Hong Kong Exchanges and Clearing

## From 2012 / Toward the Maximization of IP Value

Since 2012, the spread of smartphones, tablets and other digital devices, along with high-speed internet and devices with greater storage capacity have enabled the casual enjoyment of comic, visual and game without dependence on a specific platform, leading to diversification in the way people spend their leisure time.

Also, with the enhance of internet environment, we have entered an age in which contents are in demand on a global basis. In anticipation of these trends, FIELDS announced the "Development Business Model" based on IP in May 2012. Then, FIELDS has promoted the cross-media development of IP through the acquisition, creation and cultivation of IP focused on the Japanese and global markets without reliance on specific media.

### FIELDS' Transitions

- 2012 – Announced "Developing Business Model" based on characters and other IP with the aim of maximizing IP value
- Strengthened Group structure and network with external partners to raise IP value
- 2014 – Formed alliance with DLE Inc. to begin cross-media development of HERO'S work *SWORD GAI*
- 2015 – Collaborative development of conceptual licensing of *A MAN of ULTRA* with various companies and brands
- 2016 – Broadcasting TV anime *ACTIVERAID: Special Public Security Fifth Division Third Mobile Assault Eighth Unit* (first series)
- Broadcasting TV anime *ACTIVERAID: Special Public Security Fifth Division Third Mobile Assault Eighth Unit* (second series)
- *A MAN of ULTRA* received *Japan Brand and Licensing Grand Prize for Character & Brand of the Year 2016*
- 2014 – Accelerated global development of IP
- 2014 – Created animation version of *APPLESEED ALPHA* in conjunction with Sony Pictures Entertainment (U.S.) released in the United States and Japan
- 2015 – Global distribution of *NINJA SLAYER FROM ANIMATION*
- Ultra heroes live shows held in China, Hong Kong, Thailand and Malaysia, etc.
- Accelerate global distribution of visual works through collaboration with Crunchy Roll (U.S), Tencent (China) and other SVOD operators.
- 2016 – Expanded distribution of e-books HERO'S works collaboration with China Mobile and Kidstone in China, and developed to North and South America, Europe and Korea
- Developed comics of HERO'S works in North and South America, Europe and Asia

### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

- 2013 – Tokyo is selected as host city for the 2020 Olympic and Paralympic Games
- 2014 – Implementation of voluntary regulations by industry bodies for both pachinko and pachislot machines
- 2015 – Scale of market for theme parks and amusement parks grows to largest ever
- Started video streaming service by Netflix
- Started video streaming service by Amazon Prime
- 2016 – Released animation film *Your Name. (Kimi no Na wa.)*
- 2016 – National Police Agency announces list of machines to be recalled related with possible performance variance from test machine and demands for removal within the current year
- Publication of *IR promotion law*

## From 2017 Toward the Growth for Next 30 years

FIELDS will mark its 30th anniversary in Jun 2018. Toward the growth for next 30 years, we announced the Medium-Term Management Plan in May 2017.

We will contribute to the joy and happiness of people across Japan by returning to "planning and production capabilities" with an eye to the past/future of the market, the DNA of FIELDS since its founding, and providing hero's IP through various points of customer contact (business platform), and will further extend those IP and platforms (PF) throughout the world.

We will attempt to plan, develop and provide the products and services that enrich people's spirit and will continue striving toward the realization of its corporate philosophy "The Greatest Leisure for All People."

### FIELDS' Transitions

- 2017 —Announced Medium-Term Management Plan for 3 years
- Acquisition of shares in No9 Inc. in the digital book platform

### Entertainment & Pachinko/Pachislot History

● Entertainment ● Pachinko/Pachislot

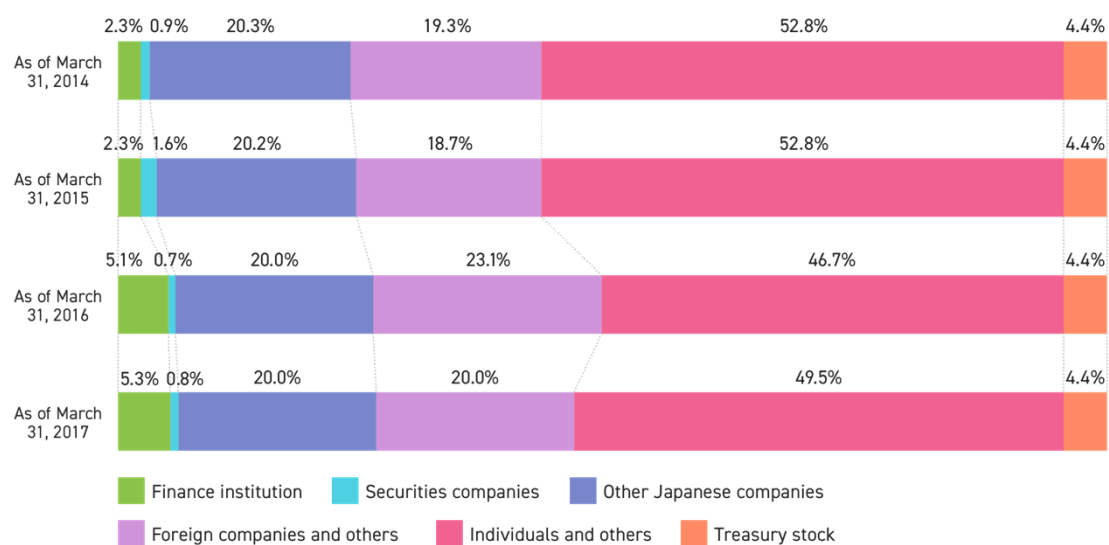
- 2017 —Revisions to Regulations etc. for Enforcement of Act on Control and Improvement of Amusement Business

## Stock Information

### Stock Information

Total authorized shares	138,800,000	Treasury stock	1,516,300
Total outstanding shares	34,700,000	Number of shareholders	7,745

#### By type of shareholder



### Principal Shareholders

Name of Shareholders	Number of Shareholding shares held	Ratio
Hidetoshi Yamamoto	8,875,000	25.58%
SANKYO CO., LTD.	5,205,000	15.00%
Takashi Yamamoto	3,612,800	10.41%
NORTHERN TRUST CO. (AVFC) RE NVI01	1,835,100	5.29%
Mint Co.	1,600,000	4.61%
Treasury stock	1,516,300	4.37%
GOLDMAN, SACHS & CO. REG	1,089,200	3.14%
STATE STREET BANK AND TRUST COMPANY 505019	593,600	1.71%
NORTHERN TRUST CO. (AVFC) RE IEDU UCITS CLIENTS NON LENDING 15 PCT TREATY ACCOUNT	573,600	1.65%
NORTHERN TRUST CO. (AVFC) SUB A/C NON TREATY	476,200	1.37%
Japan Trustee Services Bank, Ltd. (Trust Account 9)	427,400	1.23%





FIELDS CORPORATION

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FIELDS IR website  
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