

New multi-device video distribution service in partnership with popular entertainment news website

クラクイン!ビデオ

# “Crank-In! video”

<http://video.crank-in.net/>

## Recommendations on related content through tie-in with entertainment news website!

“Crank-In! video” is a video distribution service offered in partnership with “Crank-In!”<sup>\*1</sup>, an entertainment news website operated by HOLLYWOOD CHANNEL INC. With this new service, you can view around 7,000 movies and TV programs from Japan and around the world easily any time on televisions, personal computers, smartphones and tablets. Users receive automatic content recommendations on popular articles and hot topics. “Crank-In! video” is the new all-in-one-click way of alternately enjoying articles on entertainment news as well as videos.



## No joining fees. A range of monthly plans and standalone options

There’s no fee to join “Crank-In! video”. Simply register for membership<sup>\*2</sup> and get access to movies starting from single purchases of ¥300 (excluding tax) and TV programs starting from ¥100 (excluding tax). View them as many times as you like within 48 hours of purchase. (Some older programming can be viewed for a 7-day period.) There are also great monthly plans, including the “Premium Plan” at ¥900 (excluding tax) a month that gives you 2,000 points a month, and the “Monthly Unlimited Drama Viewing Package” for binge-watching your favorite programs.



<sup>\*1</sup> What is the “Crank-In!” entertainment news website? Crank-In! is an entertainment news website offering a wealth of content covering TV shows, games, anime, and celebrity gossip from around the world. It collects around 60 million pageviews a month and distributes over 400 articles monthly, including many exclusive interviews and columns.

<sup>\*2</sup> You need to join the “Premium Plan” when registering. If you choose to cancel after joining, simply cancel during the free-of-charge 2-week trial period and you will not be charged the monthly fee. (The free trial period is good only for the first two weeks after you first join.)



## Introduction to the Corporate Site

Updated regularly with the latest news, as well as press releases and investor relations information.

Links to individual and corporate services, as well as group company sites, will help you find the information you need quickly. Please make use of our website as your resource.

<http://www.broadmedia.co.jp/>



**Broadmedia Corporation**

Aoyama Tower Place 6F, 8-4-14 Akasaka, Minato-ku, Tokyo 107-0052, Japan

# 2015

## The Second quarter business report

For the First Half of FY2015  
(April 1, 2015 to September 30, 2015)



**Broadmedia**

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**Broadmedia Corporation**

Securities Code: 4347

# 01 Broadmedia's Strengths

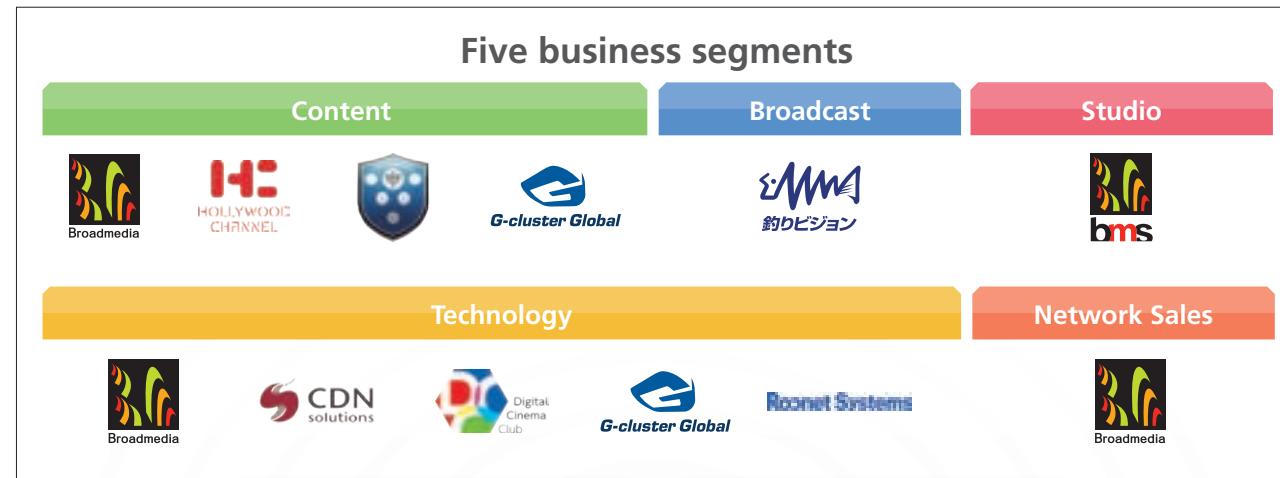
"Content procurement capabilities"



"Technology for stable, high quality distribution of content"

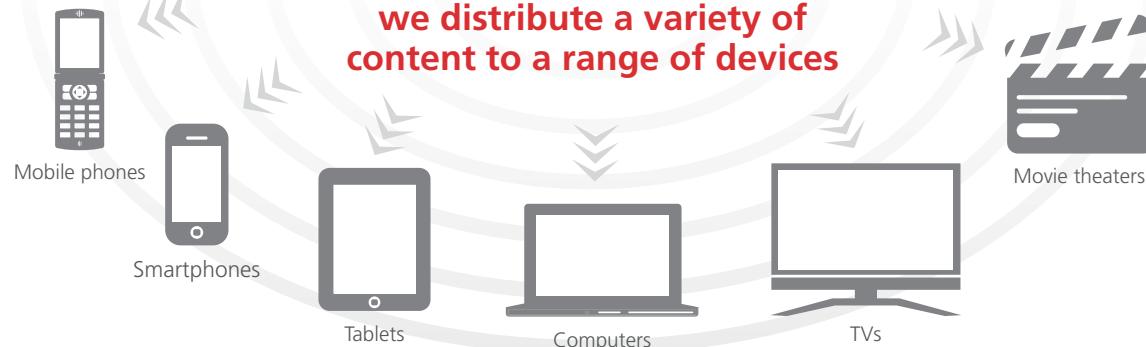
**Our strength lies in originality that combines both content procurement and distribution technology**

Through tight-knit collaboration and mutual cooperation among the five business segments below, we put our corporate philosophy of "aiming to contribute to the development of a more affluent community through the dissemination of high quality products and services that are derived from creativity" into practice.



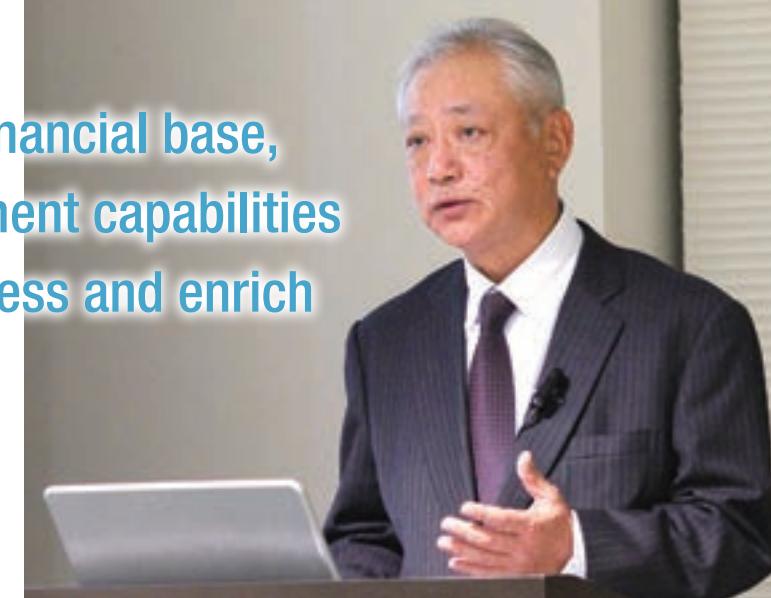
Services for Individuals / Services for Businesses

**In combination with our unique technology, we distribute a variety of content to a range of devices**



# 02 Top Management Interview

**While strengthening the financial base, we will enhance development capabilities of the cloud gaming business and enrich the content we offer.**



CEO **Taro Hashimoto**

**Q | How would you summarize the Company's performance for fiscal year 2015?**

For the six months ended September 30, 2015, the first half of the current fiscal year, although the increase in revenue was modest, we were able to sharply reduce operating loss compared to the same period of the previous fiscal year. Moreover, we managed to keep operating loss below the amount forecast at the beginning of the fiscal year.

Although performance of the Network Sales

segment was lackluster, the Broadcast segment and the Technology segment achieved robust growth, and promotional expenses in the cloud gaming business were curbed. Company-wide initiatives of cost reduction and improving operational efficiency since the latter part of the previous fiscal year started to bear fruit, which was a noteworthy achievement in the first six months under review.

Thus, our performance is firmly on the path to recovery. However, we are still recording a loss

and continued efforts are necessary to achieve a profit for the full year. Moreover, it is crucially important to ramp up the cloud gaming business in order to accomplish a decisive improvement in performance. While we had forecast growth of the cloud gaming business for the second half of the current fiscal year, it is still unclear whether this growth will materialize in view of the curbing of promotional expenses in the first half. Therefore, although the performance for the first half exceeded the forecast, the forecast for the full year is unchanged.

**Q | How is the gaming business progressing?**

Two and a half years have passed since we launched the cloud gaming business as a service for TV. Since the previous year, we have been pursuing a shift to services for smartphones and tablets, which constitute the current growth market.

The preparations took time, but in April this year we released SQUARE ENIX’s “FINAL FANTASY® XIII”; in May, “ZOIDS Material Hunters,” one of our original titles; and in October, KOEI TECMO’s “NOBUNAGA’S

AMBITION: Sphere of Influence”—all as apps for smartphones and tablets.

As we build up our content base, it has become possible to make quantitative forecasts to some extent, but we have not yet reached the growth inflection point.

Regarding the existing service for TV, the scope has been expanding step by step through linkage with smartphones. In particular, since this October, we have started offering cloud games to digital cable services through the partnership with J:COM, in addition to the IP broadcast service of NTT Plala Inc., which is already live. We plan to continue expanding these services for TV while further strengthening relationships with our partners to achieve revenue growth.

Regardless of whether we are talking about services for smartphones or for TV, what matters is the content lineup. Accordingly, content enrichment by continuously adding features to ZOIDS and strengthening partnerships with game companies is a priority.

**Q | What issues is management facing?**

We identified four key management issues at the beginning of the current fiscal year. The first is the need to revise our cost structure. As I mentioned, our efforts in this regard are beginning to yield results. We intend to continue

these efforts. The second is the need to strengthen the cloud gaming business and our financial base. We position the cloud gaming business as a growth engine. For that business to gain traction, critical factors are enhancement of development capabilities, enrichment of content and effective advertising. We are concentrating

(Unit: millions of yen)

	Revenue			Operating profit		
	Second half forecast	Second half results	Difference	Second half forecast	Second half results	Difference
Content	1,100	<b>1,023</b>	⬇️ (76)	(345)	<b>(126)</b>	⬆️ 218
Broadcast	2,430	<b>2,610</b>	⬆️ 180	175	<b>187</b>	⬆️ 12
Studio	1,250	<b>1,172</b>	⬇️ (77)	10	<b>(53)</b>	⬇️ (63)
Technology	700	<b>769</b>	⬆️ 69	10	<b>31</b>	⬆️ 21
Network Sales	600	<b>320</b>	⬇️ (279)	(75)	<b>(116)</b>	⬇️ (41)
<b>Total</b>	6,080	<b>5,896</b>	⬇️ (183)	(225)	<b>(78)</b>	⬆️ 146
	Full-year forecast	Second half results	Progress rate	Full-year forecast	Second half results	Progress rate
Progress compared with the full-year forecast	13,100	<b>5,896</b>	45%	50	<b>(78)</b>	—

management resources including human resources and sales expertise on the cloud gaming business. A certain level of financial resources is also required. The need to strengthen the financial base is a key issue, in view of its impact on our ability to thoroughly implement the business strategy, thereby enhancing corporate value. We intend to continue promoting initiatives and will explore the options available for that purpose.

Lastly, let me touch on G-cluster Global Corporation. We are the largest shareholder in G-cluster and continue to push for improvements in its performance. In the six months under review, these efforts translated into an approximately 100 million yen improvement in equity in losses of affiliates. Moreover, there have been developments that bode well in terms of future revenue growth. For example, progress has been made in negotiations with American and European telecommunications companies for introduction of new services. However, G-cluster Global needs further support. We will continue working with the other shareholders that are our business partners to foster G-cluster Global.

## Q | What is your message to the shareholders?

In the past 12 months or so, the two major groups that had been our largest shareholders for some time sold nearly all their shares. Not only did this greatly change our shareholder structure but it also had an impact in the market. While some shareholders may have misgivings, we enjoy the strong support of some 16,000 shareholders—the highest number of shareholders since our listing. I would like to take this opportunity to express my appreciation to our shareholders.

To meet their expectations we will make a concerted effort to improve our performance and achieve growth of the cloud gaming business.

I would be most grateful to our shareholders for their continuing support.

# New “Battle Mode” function debuts! “ZOIDS Material Hunters” —New “Dark Horn” ZOID added to lineup—

Special Feature



On October 15, 2015, “ZOIDS Material Hunters,” the action game for smartphones produced by Broadmedia Corporation and G-cluster Global Corporation, debuted its new “Battle Mode” function. In this fun new mode, players wage war to capture each other’s islands and add them to their own territory. To commemorate the release of Battle Mode, a massive new ZOID has also been released: the jet-black “Dark Horn.”



### “ZOIDS Material Hunters”

“ZOIDS Material Hunters” is a cloud game app that players can enjoy the linkage of TV and smartphones by coordination with the cloud game service G-cluster (see page 8). For further details on the game and upcoming events, please visit our official site:  
URL : <http://gcluster.jp/games/zoids/>

Game genre	Action Game
Price	Free (with in-game purchases)
OS (recommended)	iOS 7.0 or later, Android 4.1 or later
Production	Broadmedia Corporation
Supervision	TOMY Company, Ltd.



## Who will be the strongest Material Hunter?

In the new “Battle Mode,” players can engage in two modes of combat: “ATTACK,” where players challenge three “Defensive ZOIDS” deployed by other players; and “DEFENSE,” where players deploy their own Defensive ZOIDS on the islands in their territory to fend off other players’ attacks. A player’s strength is displayed in his or her “Battle Rate”; players can earn greater rewards (such as materials) by challenging and triumphing over other players with higher Battle Rates than themselves. (\*Rewards vary according to events and time of year.)

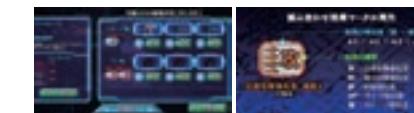
### 1 Invade enemy territory! “ATTACK”

A player commands a ZOID and challenges three “Defensive ZOIDS” deployed by other players. Flick left and right to ward off enemy attacks from every angle while mounting your own offense; defeat other players’ three “Defensive ZOIDS” with the 1-minute time limit to win.



### 2 Deploy your “Defensive ZOIDS” effectively to claim victory! “DEFENSE”

It is essential to deploy three “Defensive ZOIDS” around your territory island to protect “ENERGY,” the source of ZOIDS’ stamina. Different combinations of ZOIDS produce different close-range offensive and defensive effects. Take command!



### 3 The definitive rating of a player’s strength! “Battle Rate”

All players are ranked by their “Battle Rate,” which fluctuates by the results of “ATTACK” and “DEFENSE” in battles and is the proof of a player’s power. No matter whether you play “ATTACK” or “DEFENSE,” success in battle will raise your “Battle Rate.”

### New ZOID!

## The “Dark Horn” debuts!

In conjunction with the debut of Battle Mode, a massive new ZOID, the jet-black “Dark Horn,” has also been released.

Other popular ZOID color variants will also follow.



## “J:COM Game” now available in Western Japan!

Jupiter Telecommunications Co., Ltd. (J:COM) has launched a new service, “J:COM Game,” in the Kansai and Kyushu/Yamaguchi regions \*1 offering cloud gaming through Broadmedia Corporation and G-cluster Global Corporation’s G-cluster (see following page) platform.

“J:COM Game” is a cloud-based gaming service offered to J:COM Smart TV Service \*2 subscribers. Through the Smart J:COM Box, you get a true console gaming experience right at your fingertips. Nine titles are ready to play from the get-go, from card games to educational games, and controls are simple, using your remote or tablet device.

For an additional monthly fee of ¥500 (excluding tax), you get unlimited access to around 40 titles with the “Unlimited Gaming Package,” which delivers a popular lineup sure to delight any gamer, including RPG, action, puzzle, shooting, and sports games.

\*1 Excluding Kumamoto Broadcasting Station  
 \*2 As of October 1, 2015, the “Smart J:COM Box” models that are compatible with “J:COM Game” are the BD-V302J and the BD-V7002RJ, both manufactured by Pioneer. Compatibility with other “Smart J:COM Box” models is expected in the future. “J:COM Game” is not compatible with the “Smart TV Box.”



<b>J:COMゲーム</b>	
<b>Name</b>	J:COM Game
<b>Release date</b>	Thursday, October 1, 2015
<b>Available in</b>	Kansai area, Kyushu/Yamaguchi area (excluding Kumamoto Broadcasting Station) <small>* Future expansion to Sapporo/Sendai/Kanto/Kumamoto areas is scheduled</small>
<b>Fees and games</b>	<b>(Free)</b> Number of titles: 9 in total <b>(Paid “Unlimited Gaming Package”)</b> ¥500 per month (excluding tax) / Number of titles: Around 40 (unlimited use)
<b>Cloud service provider</b>	Broadmedia Corporation

## “NOBUNAGA’S AMBITION: Sphere of Influence,” the series’ greatest masterpiece Now available for cloud gaming on smartphones and tablets!



A new smartphone/tablet version of the popular historical simulation game “NOBUNAGA’S AMBITION: Sphere of Influence” has arrived. Created in commemoration of the 30th anniversary of the immensely popular “NOBUNAGA’S AMBITION” series, the protagonists of this strategic historical simulation game are the generals whose actions fueled the battles of the violent Sengoku period. The depictions of the castle towns are more beautiful and realistic than ever, the dynamic battles involve numerous armies, and the events of the period are portrayed in dramatic fashion. This next great evolution in the “NOBUNAGA’S AMBITION” series can now be enjoyed on smartphones and tablets thanks to our G-cluster technology. Even the finely detailed maps can be magnified or reduced using simple pinch in/pinch out controls, making the game easier than ever before to enjoy.

**URL : <http://gcluster.jp/sp/app/nobunaga-souzou/>**



<b>App name</b>	NOBUNAGA’S AMBITION: Sphere of Influence
<b>Release date</b>	Friday, October 2, 2015
<b>Price</b>	¥4,000 (including tax)
<b>OS(recommended)</b>	Android 4.2 or later, iOS 8.1 or later
<b>Production</b>	KOEI TECMO GAMES CO., LTD.
<b>Distributed by</b>	Broadmedia Corporation

## “FINAL FANTASY® XIII-2” Now available for cloud gaming on smartphones and tablets!

“FINAL FANTASY® XIII-2,” the next chapter in the runaway international hit RPG series “FINAL FANTASY® XIII,” brought with it a host of improvements, including fields with enriched elements for exploration and a more strategic battling system allowing you to recruit monsters. The time travel-themed story, which allows the player to choose his or her destiny, gives players a choice of several branching paths and lets them go back to the past to fix their earlier decisions for massive replay value for completists. Now, thanks to G-cluster technology, the stimulating and exciting world of the “FINAL FANTASY® XIII” series can be experienced on smartphones and tablets.



<b>App name</b>	FINAL FANTASY® XIII-2
<b>Release date</b>	Friday, September 25, 2015
<b>Price</b>	¥2,400 (including tax)
<b>OS (recommended)</b>	Android 4.2 or later, iOS 8.1 or later
<b>Production</b>	SQUARE ENIX CO., LTD.
<b>Distribution</b>	Broadmedia Corporation

**URL : <http://gcluster.jp/sp/app/sqex/ff13-2/>**

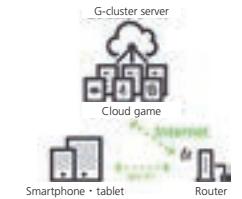
## Android App “ZOIDS MH Cloud Viewer” Now available on Google Play!



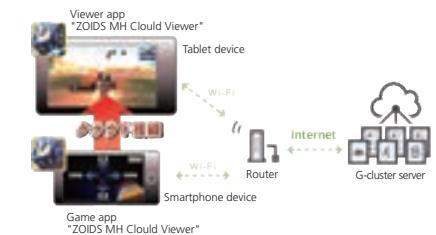
“ZOIDS MH Cloud Viewer,” a dedicated app for connecting “ZOIDS Material Hunters” to the cloud, is now available in Android format. “ZOIDS Material Hunters” features two areas, the Smart Ocean and the Cloud Ocean. By installing this app on a smartphone or tablet other than the one you run the game app on, you can access the Cloud Ocean. Enter the code displayed on the screen while starting up the game to link the game app and the viewer app on the cloud and take your smartphone’s ZOIDS to the Cloud Ocean, where you can play exclusive missions not available anywhere else and get even better bargains with ZOID Gold.

**URL : <http://gcluster.jp/games/zoids/>**

## About G-cluster



“G-cluster” is the name of a cloud technology from G-cluster Global Corporation. It is a cloud distribution technology that allows companies to provide interactive content to various devices without a dedicated program installation. G-cluster is processed at the server end, and distributes video and streaming content through a broadband connection. As the main task of the receiving device is to decode the data, this allows for a high quality, highly responsive and secure service, regardless of the capabilities of the receiving device.

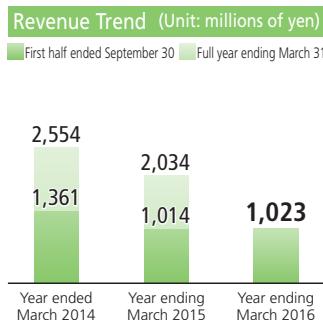


<b>App name</b>	ZOIDS MH Cloud Viewer
<b>Release date</b>	Thursday, October 8, 2015
<b>Price</b>	Free
<b>OS (recommended)</b>	Android 4.2 or later
<b>Production</b>	Broadmedia Corporation
<b>Supervision</b>	TOMY Company, Ltd.

# 09 Financial Results by Segment

## Content

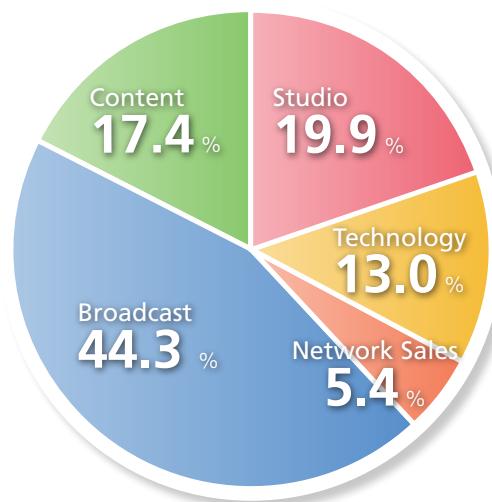
Revenue **1,023** million yen  
(up 0.9% YOY)  
Operating loss **(126)** million yen  
(Operating loss of 394 million yen in the first half of FY2014)



**Business and Service**  
Home entertainment / Video service / Mobile service / Education service / Other service

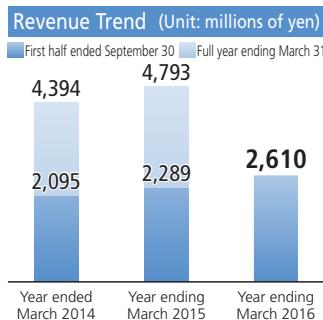
In education services, the number of students enrolled increased. In the cloud gaming business, sales of cloud gaming apps for smartphones and tablets rose. The loss decreased owing to reduction of fixed costs in educational services and revision of promotional expenses in the cloud gaming business. Integration of the video services resulted in a great increase in the number of monthly subscribers compared with that before service integration.

Total Revenue **5,896** million yen



## Broadcast

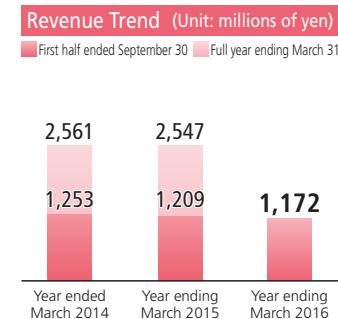
Revenue **2,610** million yen  
(up 14.0% YOY)  
Operating profit **187** million yen  
(Operating profit of 170 million yen in the first half of FY2014)



**Business and Service**  
Fishing channel

Both revenue and profit increased mainly because viewing fee income for "BS Fishing Vision" remained buoyant and sales of the production business were brisk.

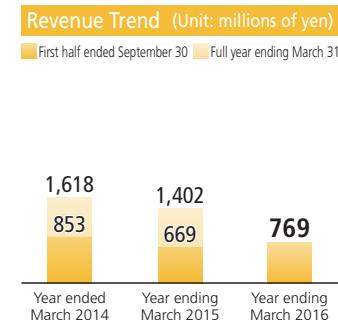
Revenue **1,172** million yen  
(down 3.1% YOY)  
Operating loss **(53)** million yen  
(Operating loss of 197 million yen in the first half of FY2014)



**Business and Service**  
Production business / Program sales business / Film distribution business

In the program sales business, program sales to TV stations increased. Performance of the film distribution business was virtually unchanged compared to the same period of the previous fiscal year. On the other hand, revenue of the production business decreased. The loss was reduced owing to higher revenue of the program sales business and the impact of company-wide fixed cost reduction.

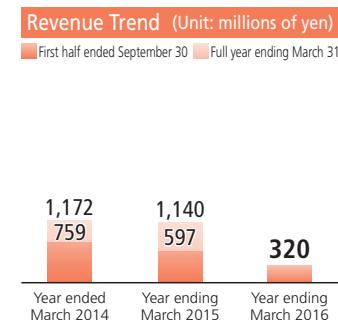
Revenue **769** million yen  
(up 15.0% YOY)  
Operating profit **31** million yen  
(Operating profit of 0 million yen in the first half of FY2014)



**Business and Service**  
CDN service / Digital cinema service / Other service

Distribution to movie theaters by CDN and digital cinema services offered by subsidiaries remained robust and provision of Internet services for hotels increased.

Revenue **320** million yen  
(down 46.4% YOY)  
Operating loss **(116)** million yen  
(Operating loss of 113 million yen in the first half of FY2014)



**Business and Service**  
ISP service sales / Handling of mobile phone service / Broadband line sales

Revenue decreased mainly because of a decline in ISP service sales. As a result, operating loss was virtually unchanged from the same period of the previous fiscal year despite a decrease in the cancellation reserve rate.

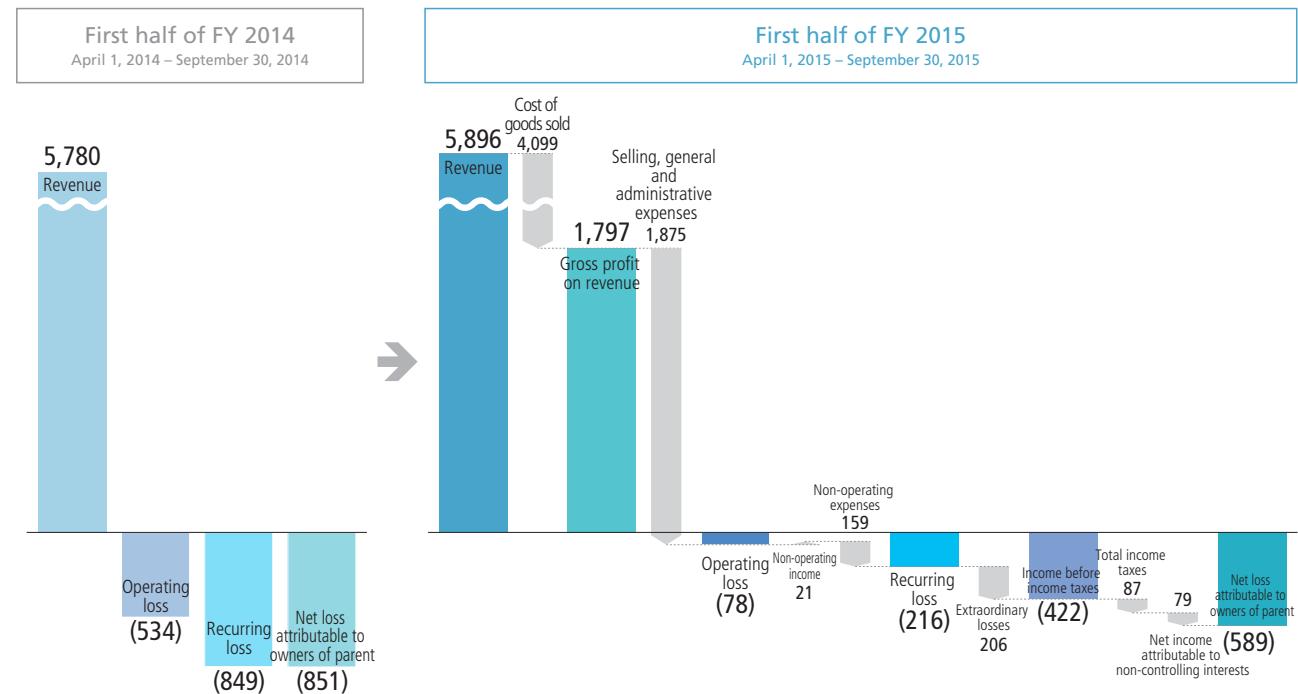
## Technology

## Network Sales

# 11 Consolidated Financial Review

## Operating Results

(Unit: millions of yen)



### Guidance on our site "IR" (Investor Information)



IR information is enriched. Please visit our "IR" site to see the most recent financial results and their summary videos.

[Information disclosed on the site] Consolidated financial results, annual securities reports (yukashokenhokokusho), business reports, notices of general meeting of shareholders, electronic notices, etc.

<http://www.broadmedia.co.jp/ir/>

### Revenue

Revenue increased because revenues of "Broadcast" and "Technology" increased although revenues of "Studio" and "Network Sales" decreased.

### Operating loss / Recurring loss

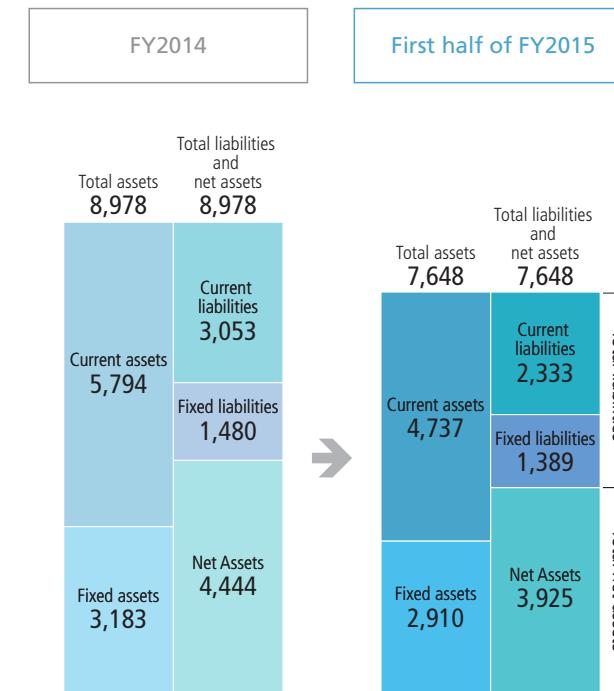
The loss was reduced because of increased earnings of "Broadcast" and "Technology" and improved earnings of "Content" and "Studio" through revision of their cost structure. Recording of equity in losses of affiliates had an impact on recurring loss.

### Net loss attributable to owners of parent

Recording of provision of allowance for doubtful accounts and an increase in net income attributable to non-controlling interests had an impact.

## Financial Position

(Unit: millions of yen)



### Total assets

Total assets declined by 14.8% compared to the end of the previous fiscal year because of decreases in cash and deposits and notes and accounts receivable-trade, as well as decreases in lease assets and investment securities.

### Total liabilities

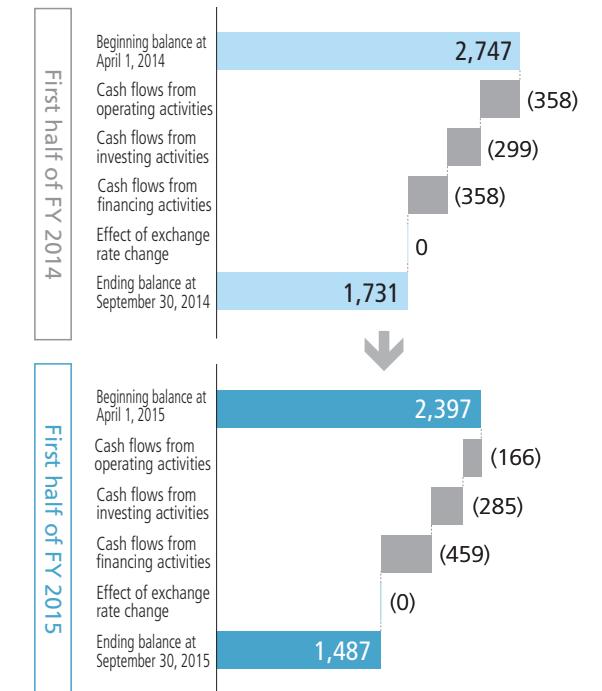
Total liabilities declined by 17.9% compared to the end of the previous fiscal year because of decreases in short-term loans payable and advances received, as well as a decrease in long-term lease obligations.

### Total net assets

Total net assets declined by 11.7% compared to the end of the previous fiscal year mainly due to posting net loss attributable to owners of parent. As a result, the equity ratio stood at 38.8%.

## Cash Flows

(Unit: millions of yen)



### Cash flows from operating activities

Although the Company recorded net loss before income taxes, this included depreciation and an increase in allowance for doubtful accounts, which are not associated with cash outflows. Whereas notes and accounts receivable-trade increased, advances received decreased. As a result, net cash used in operating activities was 166 million yen.

### Cash flows from investing activities

Net cash used in investing activities was 285 million yen because of payments of loans receivable and purchase of fixed assets, despite the proceeds from the sales of investment securities.

### Cash flows from financing activities

Net cash used in financing activities was 459 million yen mainly because of repayments of lease obligations and loans payable.

# Company Information

As of September 30, 2015

## Company Profile

Company Name	Broadmedia Corporation
Established	September 5, 1996
Paid-in Capital	2,932,496 (thousands of yen)
Employees	50 (consolidated: 398)
URL	<a href="http://www.broadmedia.co.jp/">http://www.broadmedia.co.jp/</a>

## Group companies



### Fishing Vision Co., Ltd.

<http://www.fishing-v.jp/>

Produces the program dedicated to fishing, "Fishing Vision," and distributes programs for BS broadcasting, SKY PerfecTV! Premium Service, cable TV and others.

Established March 1998  
Location Shinjuku-ku, Tokyo



### Renaissance Academy Corporation

<http://www.renaissance-academy.co.jp/>

Operates three online high schools in the "Renaissance High School Group" where students can learn via smartphones, tablets, and personal computers. Coinciding with the 10th anniversary, the number of alumni has exceeded 10,000. Education content is continuously evolving to achieve further development as an innovator of online high schools.

Established October 2005  
Location Shibuya-ku, Tokyo



### HOLLYWOOD CHANNEL INC.

<http://www.hollywood-ch.com/company>

Distributes video, mainly new foreign and Japanese films and dramas, for TVs, personal computers, smartphones, and tablets. Also, distributes entertainment news, provides promotional services, and undertakes production of official websites with focus on movies and dramas.

Established April 2003  
Location Chuo-ku, Tokyo



### Roonet Systems Co., Ltd.

<http://www.roonets.co.jp/>

Provides comprehensive solutions for hospitality institutions including hotels and hospitals, ranging from design of the Internet environment for a local area to operation, maintenance, and management.

Established May 2014  
Location Chuo-ku, Tokyo

## Executive Directors and Auditors

CEO	Taro Hashimoto	Auditor (full-time)	Takeshi Urasawa
Executive Director	Yasutaka Shimamura	Auditor	Kosei Tsuchihashi
Executive Director	Ryuichiro Hisamatsu	Auditor	Fumito Shiraishi
Executive Director	Hideaki Oshio	Auditor	Kenji Kitatani
Executive Director (part-time)	Ryo Arisawa	*Nobuhiko Seki is an outside director.	
Executive Director (part-time)	Takayoshi Momoji	*Takeshi Urasawa, Fumito Shiraishi, and Kenji Kitatani are outside auditors.	
Director	Nobuhiko Seki		



### Broadmedia Studios Corporation

<http://www.bmstd.com/>

Sales of TV broadcast rights of foreign films and dramas, production of Japanese-language versions of foreign films and dramas (subtitles, dubbing), and theatrical distribution and promotion of foreign films, sales and promotion of DVD videos, etc.

Established August 2000  
Location Chuo-ku, Tokyo



### CDN Solutions K.K.

<http://www.cdn-sol.co.jp/>

Pioneer of CDN services. Primary agent of Akamai services. CDN Solutions offers acceleration, security, global delivery and other commercial website solutions tailored to customers' environments.

Established April 2001  
Location Chiyoda-ku, Tokyo



### Digital Cinema Club, Inc.

<http://www.dcinema.jp/>

Offers VPF services for film distributors and theaters promoting installation of digital equipment in movie theaters.

Established April 2010  
Location Minato-ku, Tokyo



### G-cluster Global Corporation

<http://www.gcluster.com/>

Provides services for distribution of games and other content for smartphones, tablets, TV, IPTV, and CATV using G-cluster cloud distribution technologies.

Established October 2007  
Location Minato-ku, Tokyo

# Stock Information

As of September 30, 2015

## Stock Information

Number of shares authorized	128,000,000 shares
Number of shares issued* <sup>1</sup>	69,223,516 shares
Number of shareholders	15,676

## Major Shareholders

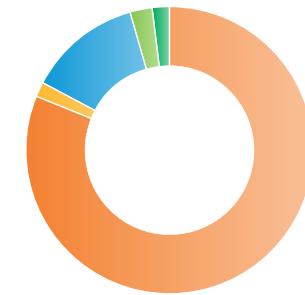
Shareholder name	Shares held (thousands)	Shareholding ratio (%) <sup>*3</sup>
SBI Securities Co., Ltd.	4,182	6.14
Japan Securities Co., Ltd.	1,695	2.49
Rakuten Securities, Inc.	1,264	1.86
Taro Hashimoto	619	0.91

\*<sup>1</sup> The total number of shares issued includes treasury stock (1,157,332 shares).

\*<sup>2</sup> "Individuals and others" in Distribution of Shareholders includes treasury stock.

\*<sup>3</sup> The shareholding ratio for major shareholders is calculated excluding treasury stock.

## Distribution of Shareholders



Category	Number of shares held (thousands)	Shareholding ratio (%)
Individuals and others* <sup>2</sup>	56,333	81.38
Other Japanese institutions	1,146	1.66
Japanese securities companies	8,701	12.57
Japanese financial institutions	1,695	2.45
Overseas institutions	1,347	1.94

## Shareholders' Memo

Fiscal year	April 1 to March 31 (every year)
Ordinary general meeting of shareholders	June every year
Record date for year-end dividend	March 31
Record date for interim dividend	September 30
Stock exchange listings	Tokyo Stock Exchange, JASDAQ Standard
Method for public notice	Electronic public notice (posted on the Company's website) <a href="http://www.broadmedia.co.jp/">http://www.broadmedia.co.jp/</a> When notifications are unable to be made due to unavoidable reasons, notifications will be posted in The Nikkei.
Transfer agent	Mizuho Trust & Banking Co., Ltd. 1-2-1 Yaesu, Chuo-ku, Tokyo

	If you have an account at a securities company	In the case of a special account
Mailing Address	Securities company which you have dealings with.	2-8-4 Izumi, Sugunami-ku, Tokyo 168-8507
Inquiry by Telephone		0120-288-324 (Toll-free in Japan)
Agency		Head office and all branches nationwide of Mizuho Trust & Banking Co., Ltd. Head office and all branches nationwide of Mizuho Securities Co., Ltd.
Notice	For payment of dividends unclaimed (*) and issuance of payment statement, please use the mailing address, the contact for inquiry by telephone, and the agent in "In the case of a special account" on the right.	Stocks cannot be traded excluding demands for purchase of stocks less than one unit.

\*Solely payments of dividends unclaimed are handled at the head office and all branches nationwide of Mizuho Bank, Ltd.