

You will laugh a little, and cannot stop watching. Seto and Utsumi shoot the breeze after school.

Movie **セトウツミ**

Directed by **Tatsushi Omori**
 ("The Ravine of Goodbye," "Rhapsody in front of Mahoro Station")

Original story by **Kazuza Konomoto**
 (Based on a comic serialized in the "Bessatsu Shonen Champion" by Akita Publishing Co., Ltd.)

The comic almost entirely about conversations was made into a live-action movie!
 Just talking is the most fun.

On a riverbank in the Kansai region, two high school boys have slow-paced and easy-going conversations after school. Witty dialogue, exquisite humor, and sense of timing come together for hilariously cynical conversations that charmed readers of the masterpiece manga comic "Setoutsumi," which is now coming to you as a live-action movie! The title "Setoutsumi" is the combination of the two main characters' names "Seto" and "Utsumi." Sosuke Ikematsu plays the cool, cram school student Utsumi, while Masaki Suda plays the naturally goofy, former member of a school soccer team Seto. This movie stars these two talented actors, who could be said without exaggeration to carry the future of the Japanese film industry on their shoulders. The rising star Ayami Nakajo plays the high school madonna Kashimura, who is caught in a love triangle with Seto and Utsumi. Director Tatsushi Omori's previous film "Ravine of Goodbye" won the Special Jury Prize at the Moscow International Film Festival. His solid skill as film director for the ennu combo buddy movie "In front of Mahoro Station" series is adequately demonstrated in the Setoutsumi. Their "idle talk" was made with the greatest effort of its cast and crew. You will laugh a little, and somehow, your heart will be touched.

First-run at Shinjuku Piccadilly and other theaters nationwide from Saturday, July 2, 2016



Sosuke Ikematsu Masaki Suda



Ayami Nakajo / Takuji Suzuki / Eiki Narita / Amane Okayama / Isao Okumura / Kumi Kasa / Motomi Makiguchi / Shohei Uno

Production: Taro Hashimoto Executive Producer: Eiji Izumi Producers: Dai Miyazaki, Takahiko Kondo
 Publicity Producer: Shinpei Oguchi Composition & Dramatization: Dai Miyazaki, Tatsushi Omori
 Music: Masahiro Hiramoto Cinematography: Futa Takagi Lighting: Keijiro Akiyama
 Recording/Sound Effect: Hirotsuke Sajo Editing: Ryo Hayano Costumes: Haruki Koketsu
 Hair & Make-up: Rumi Terasawa VFX: Takashi Tanaka Still Photography: Masahiro Miki
 Assistant Director: Katsumi Nojiri Planning & Production: Agung Inc.
 Cooperating in production: Harvest Film Co., Ltd. Cooperation: Sakai Film Office
 Production & Distribution: Broadmedia Studios Corporation

©Kazuza Konomoto (Bessatsu Shonen Champion) 2013 ©2016 "Setoutsumi" Film Production Committee

Official Website: www.setoutsumi.com



2016

business report

For the FY2015
 (April 1, 2015 to March 31, 2016)



Broadmedia



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/>



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01 Broadmedia's Strengths

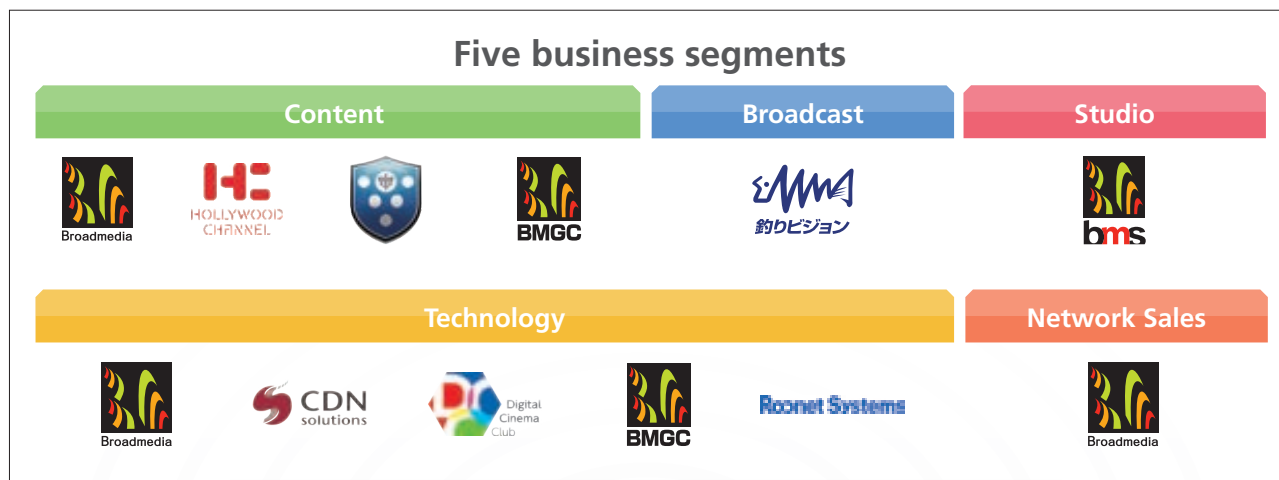
"Content procurement capabilities"



"Technology for stable, high quality distribution of content"

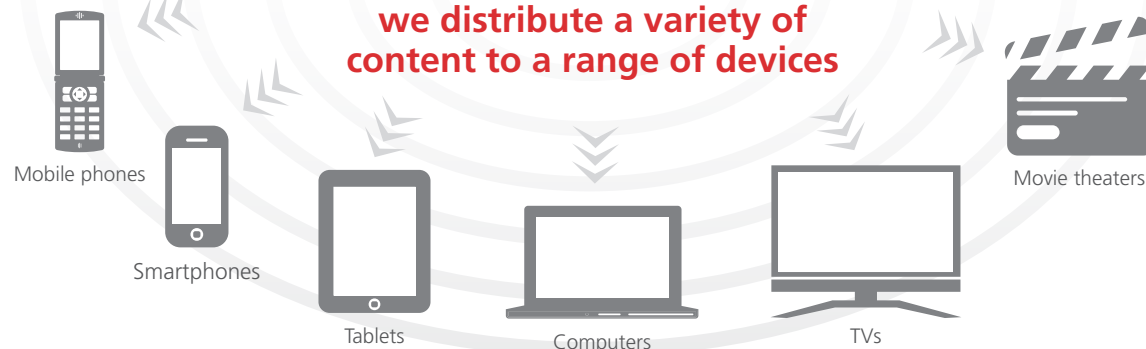
Our strength lies in originality that combines both content procurement and distribution technology

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

We will strengthen our financial base and restructure the cloud gaming business, with the aim of improving our corporate value.



CEO **Taro Hashimoto**

Please tell us about the financial results for the current fiscal year and the immediate challenges faced by management.

In the fiscal year ended March 31, 2016, while there were some differences in individual businesses, overall we were able to land firmly within our expected range. There still are not major profits, however, we posted operating income for the first time in three fiscal years, and

cash flows from operating activities turned positive. As a result, together with the fact that we were able to achieve 1.05 billion yen in funding in May 2016, the important events concerning the premise of going concerns which were written as risk information and caused concerns to many of you, have finally terminated, and our performance recovered to the point that we are no longer in such a situation in the current fiscal year.

Strengthening the financial base

- Issuance of convertible bonds amounting to 1.0 billion yen, to investment fund.
 - ➔ Zero coupon, three-year term, conversion price of 105 yen (closing price on the previous day)
- Issuance of new shares amounting to 50 million yen through third party allocation to the Company's CEO, Taro Hashimoto
 - ➔ Issued at a price of 125 yen per share (19% premium over closing price on the previous day)
- A total of 1.05 billion yen in funds were procured through the above mentioned sources.
- 6 million previously-issued stock acquisition rights were acquired and retired by the Company.



Use of Funds

- Invest funds in the cloud gaming business and content-related business, with the aim of improving corporate value
 - 1 Developing original games and adapting popular game titles for the cloud
 - 2 Marketing expenses such as advertising and publicity
 - 3 Investments, M&A and capital and business alliances

As for management challenges in the current fiscal year, we moved ahead with business improvement including revision of our company-wide cost structure and business integration, while also reorganizing our relationship with G-cluster Global Corporation ("GCG"), and took a step forward as a response to keep from dragging the negative legacy into the future. I believe we have worked out these issues, which stretched over a few years, and are now at the starting line again.

On the other hand, we cannot carve a path to the future just by reducing costs. It is critical that we make strategic preparations for the future in parallel. As part of this, we issued stock acquisition rights in December 2014. Unfortunately, however, because exercise of these rights did not proceed, business progress was delayed. In regard to this point, since we accomplished funding this time, I think we will be able to recover from this delay from here on.

Q>> Please tell us about the future outlook of the cloud gaming business.

Speaking of the fiscal year ending March 31, 2017, as I explained earlier, we were able to stand at the starting point again, and therefore I think we will be able to steadily advance various things that we are moving ahead with.

For the cloud gaming business which is central to this, GCG dissolved on May 23, and Broadmedia GC Corporation took over their intellectual property and other assets on the same day. Related business incubated within the Company was also transferred to Broadmedia GC Corporation, and thereby consolidated with our cloud gaming business into Broadmedia GC Corporation.

Thus far we have expanded our domestic and Asian business in the form of joint operations with GCG. Although GCG was an equity method affiliate, it was a separate company, and in some aspects it was difficult to make decisions swiftly. However, from here such business will be unified, with full responsibility and full results belonging to the Company. In addition, we plan to provide technology licenses from Broadmedia GC Corporation directly to overseas entities, in particular to France's leading telecommunication companies. In the future, we

will conduct the business more directly as our own company's business.

The cloud gaming business is actually still in its infancy compared to its expectations, and unfortunately, I feel that the conditions for it to grow all at once around the world are not there. However, I believe that the potential power of cloud gaming is widely recognized now, and thus we need to cover the shortage earnestly in order to utilize the potential power for success in our business. We have worked on measures regarding the business from various perspectives, and we will aim to thoroughly examine things that survived and which we felt a good response from among the measures, continue to maintain them, and make a dramatic leap. The buds have not simply sprouted and we are having a very hard time, but there is meaning in each individual result. In order to make the business grow all at once someday, I think we need to be a bit more patient and keep working hard.

We also finished provision of "ZOIDS Material Hunters" which we had been offering since May 2015. Although we continued our efforts for one year, we were unfortunately not able to reach the target numbers set at the beginning of the fiscal year. Therefore, we decided to terminate it as a

specified title. Of course, we sincerely reflect on this, and in particular I need to admit that we lacked the ability to respond with internal resources for our game development framework and to incorporate the kind of functionality and real thrill that was demanded of this title. We will work on planning and development of new cloud games in the future, but we must rebuild our development framework early on so as not to repeat the same mistakes.

Q» Please tell us your thoughts about management challenges in the future.

I think management challenges can be summed up in growth strategy. We have definitely made progress with revision of our cost structure and enhancement of our financial base, which were our goals in the past two or three years. Although the challenge of scaling the cloud gaming business still remains, we need a growth strategy for further increasing profits of the Group in the future.

Regarding the “Four Growth Engines” which we set forth a few years ago, Fishing Vision and our education business have grown and are on a good trajectory. While our digital cinema business is still small in terms of numbers, it is steadily building up

revenue. On the other hand, our existing businesses which we expected to be stable sources of income have fallen into unexpectedly poor condition, and the cloud gaming business which should be the axle in our growth engine has not been quite ramped up. Unfortunately, that has been the story for the past three years.

We are close to restarting our cloud gaming business. We will significantly change our business structure, dispose of our negative legacy and steadily progress forward in preparation for making a big leap. Because existing businesses have also mostly recovered, and there are revenues from Fishing Vision and the education business which have grown, if we are able to achieve some measure of steady growth, we can further improve the profitability of our Group.

For other growth strategies as well, we are not only thinking of these as an extension of the “Four Growth Engines,” but are also preparing entirely new growth scenarios. It is extremely important to raise businesses that grow autonomously and sustainably with streamlined management system built on a firm foundation. Indeed, we are in the period of growing several seeds of business, right now. It is natural that the seeds of business development may come to nothing upon examination. However, we must

continue our efforts, as a company, to start new businesses and make them grow if we have a chance. That is because I believe this tireless effort will lead to non-transient improvement of corporate value.

Q» Finally, please give a message to the shareholders.

In the current fiscal year, we have made efforts to get out of deficit with operating loss of 1.1 billion yen at the end of the previous fiscal year and achieve a profit for the full year. I believe we have caused considerable concern to all our shareholders. Under such circumstances, I would like to once more express my sincerest gratitude

for the patient support of all our shareholders.

We will aim to further improve our performance in the next fiscal year. As we have already announced, we aim to increase operating income and achieve profitability in terms of ordinary income in our performance outlook for the next fiscal year, while we expect net income to continue to be negative. It pains me to continue for another year with no dividend. However, the entire company will unite in an effort to improve our businesses and establish new businesses, and strive to allow profits to be returned to all of our shareholders as soon as possible. I would be most grateful to our shareholders for their continuing understanding and support.

Consolidated financial results forecast for the fiscal year ending March 2017

(Unit: millions of yen)	First half (April to September)	Second half (October to March)	Full-year
Revenue	6,000	7,000	13,000
Operating income	(140)	290	150
Ordinary income	(180)	250	70
Net income	(280)	60	(220)

Revenue and profits from cloud games and video services are expected to increase in the second half. Structurally speaking, revenue and profits from education businesses in Content will mainly be generated in the second half.

As in the previous fiscal year, revenue and profits are expected to improve more in the second half than in the first half.

“Fishing Vision” just got more exciting!

Japan’s only channels dedicated to fishing “Fishing Vision,” “Fishing Vision HD” and “BS Fishing Vision” can be watched in 4,940,000 households*1, and is viewable through 305 cable television stations**1 across Japan. We have also started to produce a series of 4K programs in collaboration with cable television stations across Japan**2.

*1 As of the end of April 2016 **2 4K broadcast planned on “Cable 4K”



“Tsuru Hajimemasu!” (I’m starting fishing!), a new program for aspiring anglers. (Left)



The 4K program “Machi ☆ Suki’ Wo Homon” produced in collaboration with cable television stations. (Right)

CHECK 1 Production of 4K programs in collaboration with cable television stations nationwide



We started to produce a series of 4K programs on “Fishing Vision,” which spread the reach of fishing even further while participating in programs of community channels of cable television stations across Japan. The channel will continue to deliver beautiful nature and the real thrill of fishing in high-resolution unique to 4K.

CHECK 2 The popular program for new-comers to fishing, “Tsuru Hajimemasu!” (I’m starting fishing!) is now on air!

This documentary program follows the process for fishing beginners to start fishing on their own, and has been recorded in 26 prefectures in the year since its broadcast started. Filming and production will continue in the future with the aim of visiting every prefecture in Japan.



Call the all-fishing channel “Fishing Vision” at 0120-260-251 (10:00 a.m. to 8:00 p.m. including weekends and holidays)

Started distribution of Five cloud game apps on Amazon!

We have started distribution of cloud game apps for five popular titles from SQUARE ENIX CO., LTD., including “FINAL FANTASY® XIII” on the Amazon Android app store.

High performance realized by G-cluster technology

- It is now possible to suppress the volume of the app itself by using G-cluster technology.
- You can also enjoy high performance games with beautiful image quality with the “Fire TV Stick.”

Cloud game apps you can enjoy on various devices

- Apps purchased are synchronized on “Amazon Fire TV,” “Fire TV Stick,” Fire Tablet, and all Android compatible smartphones and tablets by using the same account of Amazon.
- You can pick up games you have played from where you left off on all of these devices.



FINAL FANTASY® XIII FINAL FANTASY® XIII-2 LIGHTNING RETURNS: FINAL FANTASY® XIII THE LAST REMNANT MURDERED: SOUL SUSPECT ©SQUARE ENIX CO., LTD. All Rights Reserved.



Amazon and Fire TV are trademarks of Amazon.com, Inc. and its affiliated companies.

Consolidate the Group’s cloud gaming businesses into Broadmedia GC Corporation

Our former Group company G-cluster Global Corporation dissolved on May 23, 2016, and the important assets of the company were transferred to our wholly owned subsidiary Broadmedia GC Corporation. (formerly Clarinet Corporation).

In addition, we transferred the Company’s cloud gaming business to Broadmedia GC Corporation through the absorption-type company split on July 1, 2016.



Broadmedia Corporation
(Gaming Business)

Absorption-type company split



G-cluster Global Corporation

Transfer of assets, etc.



Broadmedia GC Corporation

- ▶ Patent rights of “G-cluster Technology”
- ▶ Technology development
- ▶ Providing cloud gaming service
- ▶ Providing technology licenses to Europe

Continuation of provided services

All services provided by G-cluster Global Corporation continue to be provided by Broadmedia GC Corporation after May 23, 2016, uninterrupted.

▶ Japan / Asia

- ➔ Generally agreed on new contracts with Japanese IPTV operators, cable business companies, and game companies, etc.

▶ Europe

- ➔ Generally agreed to conclude technology license agreements with IPTV operators

Impact on performance in the next fiscal year

- ▶ In the cloud gaming business, assuming we take over personnel, etc. necessary for G-cluster technology and expansion in Japan and Asia from G-cluster Global Corporation, we expect increased costs.
- ▶ In this business, due to the conversion to a technology license model, etc., we expect to significantly reduce costs compared to operation at G-cluster Global Corporation.
- ▶ Due to dissolution of G-cluster Global Corporation, we expect that “equity in earnings of equity method affiliates,” which has an impact on ordinary income, will be improved.

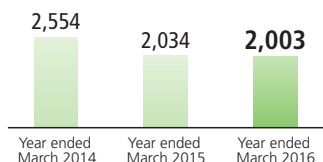
09 Financial Results by Segment

Content

Revenue
2,003 million yen
(down 1.5% YOY)

Operating loss
(178) million yen
(Operating loss of 1,072 million yen in the previous fiscal year)

Revenue Trend (Unit: millions of yen)

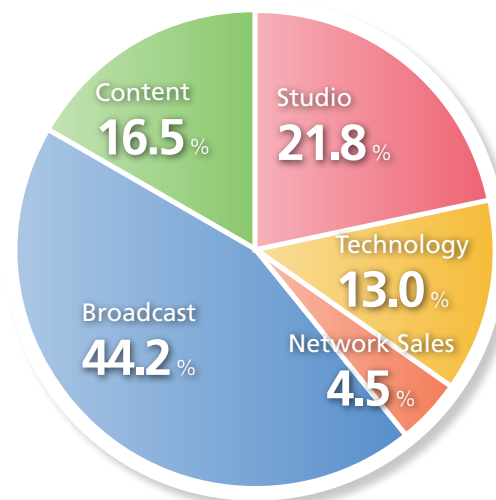


Business and Service

Home entertainment / Video service / Mobile service / Education service / Other service

In the cloud gaming business, the loss decreased owing to an increase in sales of cloud gaming apps and a reduction of advertising and publicity expenses and absence of the large amount of loss on write-down that was incurred in the previous fiscal year, etc. In the education service business, the number of students enrolled increased, but its revenue was affected by a shorter schooling period, etc. Meanwhile, this segment held down costs through the consolidation of educational facilities and other measures.

Total Revenue
12,117 million yen

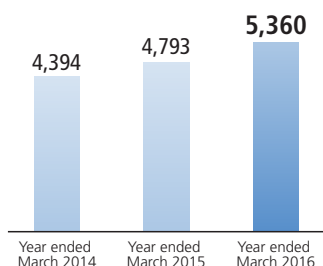


Broadcast

Revenue
5,360 million yen
(up 11.8% YOY)

Operating income
330 million yen
(Operating income of 330 million yen in the previous fiscal year)

Revenue Trend (Unit: millions of yen)



Business and Service

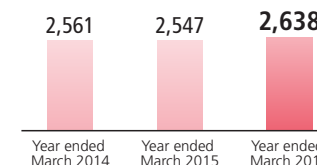
Fishing channel

Income from subscription fees for the "BS Fishing Vision" program remained buoyant and revenue from the production business continued to be brisk. However, these were offset by higher outsourcing expenses, therefore operating income remained flat compared to the previous fiscal year.

Revenue

2,638 million yen
(up 3.6% YOY)

Revenue Trend (Unit: millions of yen)



Business and Service

Production business / Program sales business / Film distribution business

The film distribution business saw lower video sales, etc., but the program sales business recorded higher program sales to TV stations and the production business received increased orders. Profitability is achieved in terms of operating income due to an improved cost ratio for the production business, reduction in advertising and publicity expenses, etc. for the film distribution business and the company-wide fixed cost reduction, etc.

Operating income

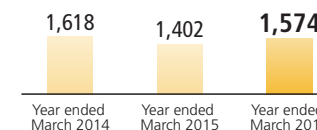
47 million yen
(Operating loss of 253 million yen in the previous fiscal year)

Technology

Revenue

1,574 million yen
(up 12.3% YOY)

Revenue Trend (Unit: millions of yen)



Business and Service

CDN service / Digital cinema service / Other service

Revenue from CDN service provided by subsidiaries showed a steady performance, while the digital cinema service has gradually increased digital delivery to movie theaters. Owing to these factors, in addition to growth in provision of internet services for hotels and others, revenue and profit increased in the segment.

Operating income

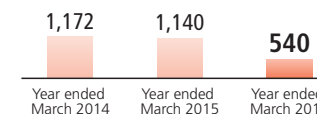
72 million yen
(Operating income of 45 million yen in the previous fiscal year)

Network Sales

Revenue

540 million yen
(down 52.7% YOY)

Revenue Trend (Unit: millions of yen)



Business and Service

ISP service sales / Handling of mobile phone service / Broadband line sales

Revenue for the segment fell due to a decline in ISP service sales and the delay in the launch of new products. Meanwhile its operating loss remained flat from the previous fiscal year as a result of a drop in the cancellation reserve rate, etc.

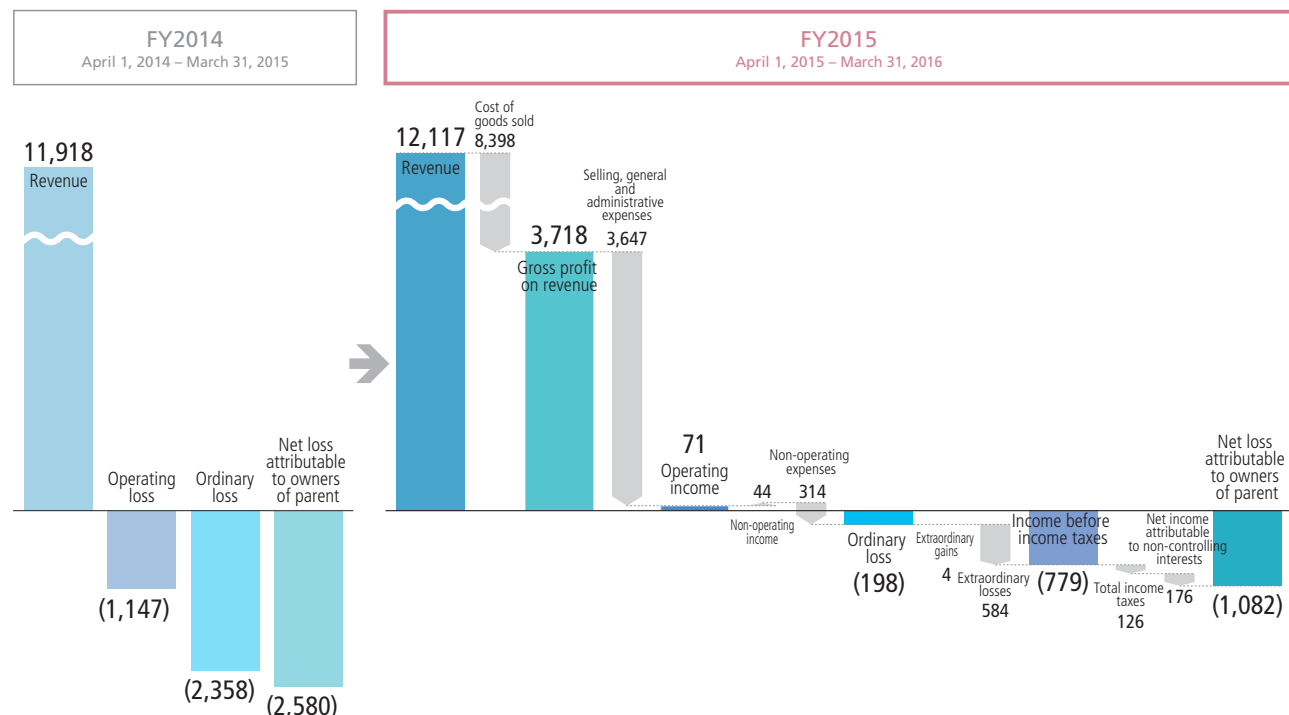
Operating loss

(201) million yen
(Operating loss of 197 million yen in the previous fiscal year)

Consolidated Financial Review

Operating Results

(Unit: millions of yen)



Guidance on our site "IR" (Investor Information)



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 "Network Sales" decreased.

Operating income / Ordinary loss

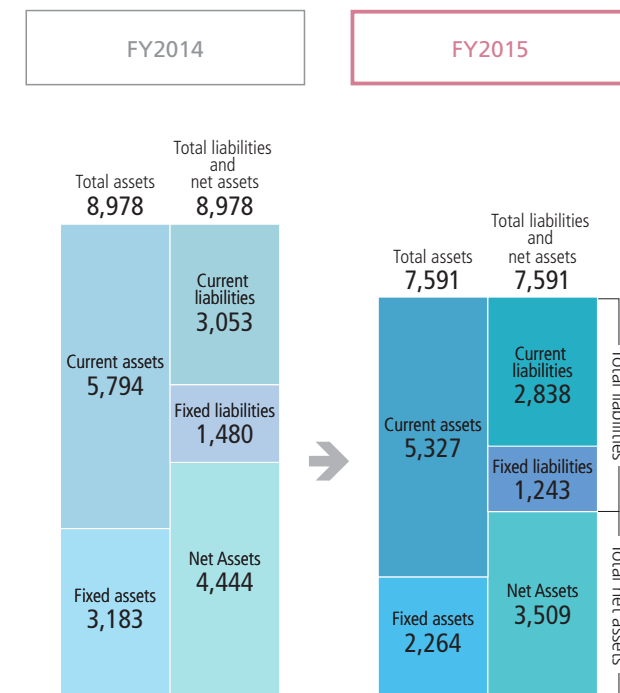
Profitability is achieved in terms of operating income due to improved earnings of "Content," an increase in orders received and effect of cost reduction of the "Studio" and absence of the large amount of loss on write-down on inventory that was incurred in the previous fiscal year, etc. Meanwhile, the Company did not recognize the impairment of goodwill related to shares in G-cluster Global Corporation, which resulted in a lower loss.

Net loss attributable to owners of parent

Recording of impairment loss and provision of allowance for doubtful accounts under extraordinary losses and an increase in net income attributable to non-controlling interests had impacts.

Financial Position

(Unit: millions of yen)



Total assets

Total assets declined by 15.4% compared to the end of the previous fiscal year. This was mainly due to factors including a decrease in cash and deposits, the recognition of impairment of fixed assets, a decrease in investment securities and an increase in allowance for doubtful accounts, while notes and accounts receivable-trade and program rights increased.

Total liabilities

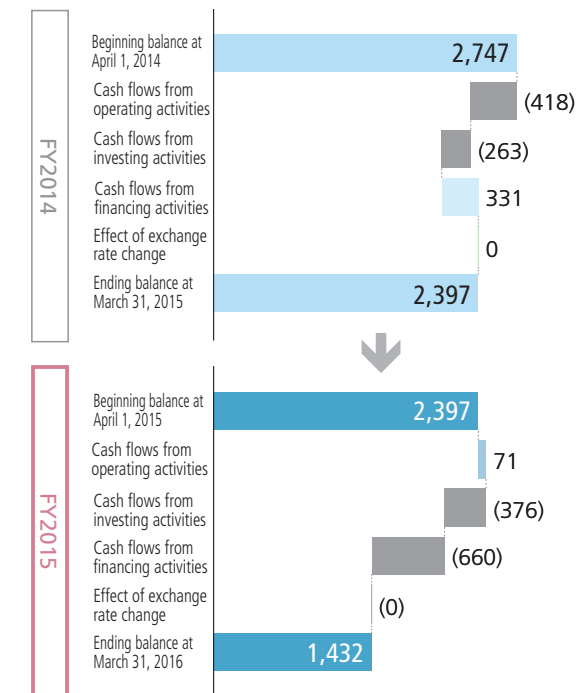
Total liabilities declined by 10.0% compared to the end of the previous fiscal year, due to factors including decreases in short-term loans payable, advances received and long-term lease obligations, while accounts payable-trade increased.

Total net assets

Total net assets declined by 21.0% 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 32.4%.

Cash Flows

(Unit: millions of yen)



Cash flows from operating activities

Although the Company recorded net loss before income taxes, this included depreciation, impairment loss and an increase in allowance for doubtful accounts, which are not associated with cash outflows. Net cash provided by operating activities was 71 million yen, due to factors including an increase in notes and accounts payable-trade.

Cash flows from investing activities

Net cash used in investing activities was 376 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 660 million yen mainly because of repayments of lease obligations and loans payable.

Company Information

As of March 31, 2016

Company Profile

Company Name	Broadmedia Corporation
Established	September 5, 1996
Paid-in Capital	2,932,496 (thousands of yen)
Employees	42 (consolidated: 393)
URL	http://www.broadmedia.co.jp/

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	Fumito Shiraishi
Executive Director	Toshihito Kubo	Auditor	Kenji Kitatani
Executive Director	Hideaki Oshio	Auditor	Jyunko Sato
Executive Director (part-time)	Ryo Arisawa	*Nobuhiko Seki is an outside director.	
Executive Director (part-time)	Takayoshi Momoi	*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



Broadmedia GC Corporation (formerly Clarinet Corporation)

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

Proposes technological systems, content and business models suitable for cloud gaming.

Established September 2004
Location Minato-ku, Tokyo

Stock Information

Number of shares authorized	128,000,000 shares
Number of shares issued*1	69,223,516 shares
Number of shareholders	14,884

Major Shareholders

Shareholder name	Shares held (thousands)	Shareholding ratio (%)**3
SBI Securities Co.,Ltd.	1,783	2.62
Rakuten Securities, Inc.	1,315	1.93
Japan Securities Co.,Ltd.	1,077	1.58
Mitsubishi UFJ Morgan Stanley Securities Co., Ltd.	1,027	1.51
Taro Hashimoto*4	619	0.91

*1 The total number of shares issued includes treasury stock (1,157,332 shares).

*2 "Individuals and others" in Distribution of Shareholders includes treasury stock.

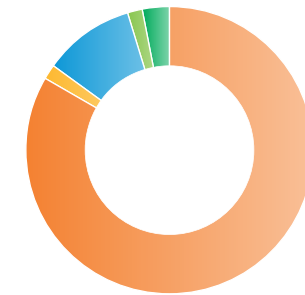
*3 The shareholding ratio for major shareholders is calculated excluding treasury stock.

*4 As of May 16, 2016, the Company issued 400,000 shares to Taro Hashimoto, CEO of the Company, through the third-party allotment method, but the shares held by him stated above do not include these shares.

Stock Information

As of March 31, 2016

Distribution of Shareholders



	Number of shares held (thousands)	Shareholding ratio (%)
Individuals and others*2	57,701	83.36
Other Japanese institutions	1,177	1.70
Japanese securities companies	7,222	10.43
Japanese financial institutions	1,077	1.56
Overseas institutions	2,044	2.95

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) http://www.broadmedia.co.jp/ 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	If you do not 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, Suginami-ku, Tokyo 168-8507 Mizuho Trust & Banking Co., Ltd. Stock Transfer Agency Department
Inquiry by Telephone		0120-288-324 Toll-free in Japan (Office hours: from 9:00 am to 5:00 pm, every day except Saturdays, Sundays and public holidays)
Agencies for procedures such as change of address, change of method for receiving dividends, etc.		The head office or all branches nationwide of Mizuho Securities Co., Ltd. The same services are available at the Planet Booth (placed within a Mizuho Bank office). The head office or all branches nationwide of Mizuho Trust & Banking Co., Ltd. * These services are not available at the Trust Lounge of the bank.
Payment of dividends unclaimed	Head office and all branches nationwide of Mizuho Trust & Banking Co., Ltd. (*) and Mizuho Bank, Ltd. (Mizuho Securities Co., Ltd. will provide transfer services only.) * These services are not available at the Trust Lounge of the bank.	
Notice	For issuance of a payment statement, please use the mailing address, the contact for inquiry by telephone, or agencies for various procedures for "In the case of a special account" stated in the column on the right.	Shares registered with our special accounts cannot be traded, except for the purpose of selling your less-than-one-unit shares or buying additional shares to reach the number of shares per unit. For other share transaction, the shares in the special account need to be transferred to an account opened in a securities company.