

FY Sep.2025

3rd Quarter Results



2025/08/06 WED

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Entertainment in Real Life

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Please be advised that the actual results or outcome may significantly differ from the views and forecasts expressed herein due to changes in various factors.

Highlights

Results

- **New releases and “DRAGON QUEST WALK,” which remained at the same level YoY, contributed to the results, but sales of existing titles declined.**

Sales: 4.9 billion yen (YoY: -11.6%) Operating Profit: -0.8 billion yen (YoY: -%)
Ordinary Profit: -0.9 billion yen (YoY: -%)

Entertainment Business

- **The deficit was reduced by reviewing costs across the entire group.**

Sales: 4.8 billion yen (YoY: -12.6%) Operating Profit: -0.6 billion yen (YoY: -%)

Investment and Development Business

- **Made new investments in multiple domestic companies.**

Sales: 0.1 billion yen (YoY: +91.4%) Operating Profit: -0.1 billion yen (YoY: -%)

TOPICs

- **Launch of efforts to expand pipeline based on medium-term management policy.**
- **Selected for the GCV Powerlist 2025 “100 Most Influential Players in the Corporate Venture Industry”.**

| Overview of Results

A decorative blue gradient bar at the bottom of the slide, transitioning from a darker blue on the left to a lighter blue on the right.

Overview of Results

Revenue Transition

Sales: 4.9 billion yen (YoY:-11.6%) **Operating Profit: -0.8 billion yen** (YoY:-%)



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Overview of Results

Results by Segment

Entertainment Business

(Million JPY)

	FY2024 3Q (Apr.2024-Jun.2024)	FY2025 3Q (Apr.2025-Jun.2025)	YoY
Sales	5,547	4,847	-12.6%
Cost	6,556	5,505	-16.0%
Operating profit	-1,008	-658	-
Operating profit margin	-18.2%	-13.6%	-

Investment&Development Business

(Million JPY)

	FY2024 3Q (Apr.2024-Jun.2024)	FY2025 3Q (Apr.2025-Jun.2025)	YoY
Sales	56	107	+91.4%
Cost	96	254	+163.7%
Operating profit	-40	-146	-
Operating profit margin	-71.1%	-135.7%	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Overview of Results

Profit and Loss Statement

Ordinary profit was -0.9 billion yen

Net profit for the period was -0.7 billion yen

(Million JPY)

	FY2024 3Q (Apr.2024-Jun.2024)	FY2025 3Q (Apr.2025-Jun.2025)	YoY
Sales	5,604	4,955	-11.6%
Cost	6,651	5,759	-13.4%
Operating profit	-1,047	-804	-
Operating profit margin	-18.7%	-16.2%	-
Non-operating income	565	-127	-
Non-operating expenses	7	19	+171.8%
Ordinary profit	-489	-950	-
Extraordinary income	-	-	-
Extraordinary losses	8	-	-
Profit before income taxes	-498	-950	-
Total income taxes	113	-171	-
Net profit	-612	-779	-
Net profit margin	-10.9%	-15.7%	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Net profit : Profit attributable to owners of parent (Profit (loss) attributable to non-controlling interests is included in Total income taxes)

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Equity ratio of 90.0%

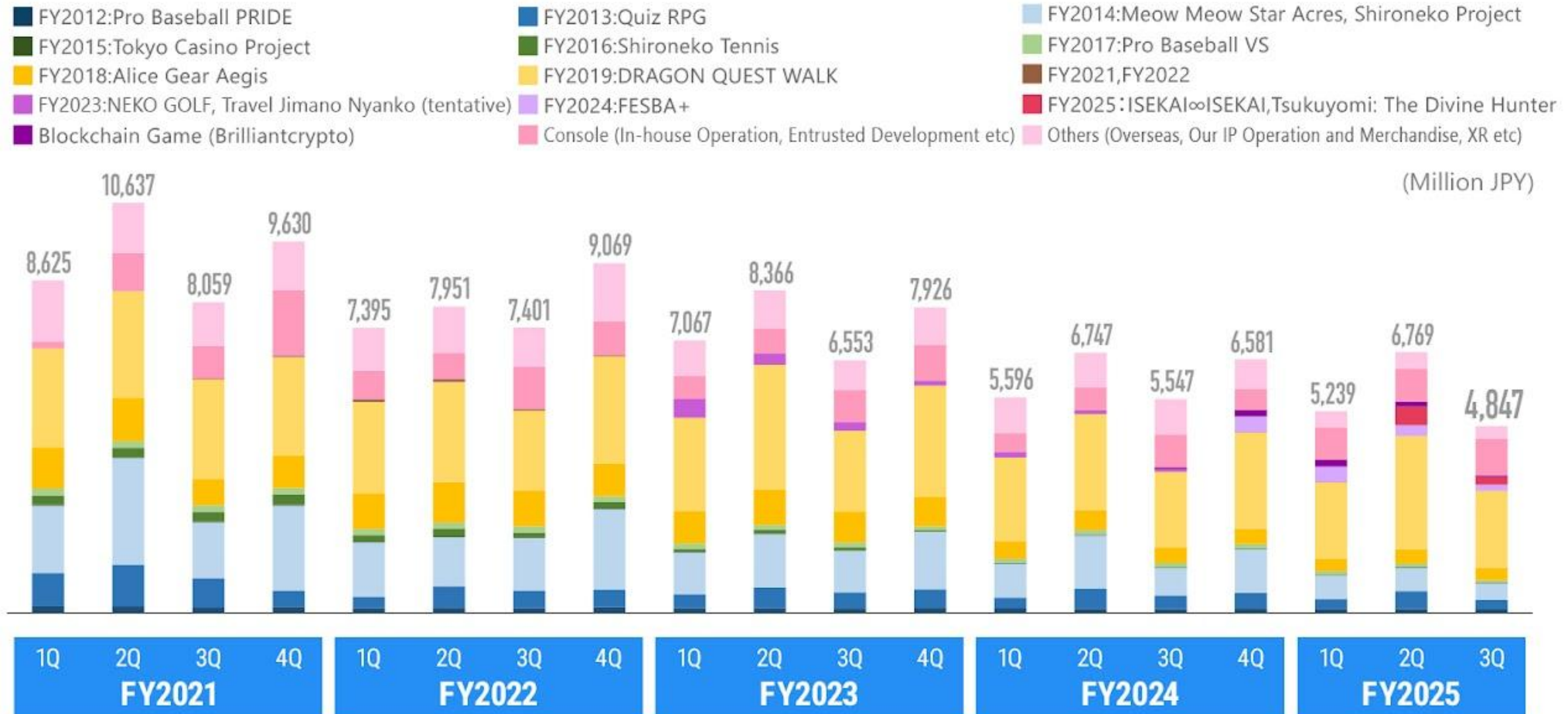
(Million JPY)

	FY2024 (Sep.2024)	FY2025 3Q (Jun.2025)	Compared to the end of the previous term
Current assets	67,267	63,896	-5.0%
Cash and deposits	50,250	49,288	-1.9%
Operational investment securities	10,166	9,390	-7.6%
Non-current assets	12,537	18,117	+44.5%
Total assets	79,805	82,014	+2.8%
Current liabilities	6,567	4,912	-25.2%
Non-current liabilities	1,849	3,303	+78.7%
Total liabilities	8,417	8,216	-2.4%
Shareholders' equity	70,128	67,000	-4.5%
Net assets	71,387	73,798	+3.4%

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

Entertainment Business

Sales: 4.8 billion yen (YoY:-12.6% QoQ:-28.4%)



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Shironeko Project

Start of the main story that serves as the prelude to the 11th anniversary event



Continued focus on improving user engagement.

DRAGON QUEST WALK

Held “Dragon Quest VIII ReWALK”



Pursuing the essence of Dragon Quest and continuing the strong performance from the previous quarter.

FY2024, 2025 titles

Held events utilizing highly compatible IP



FESBA+

Emilia from "Re:Zero - Starting Life in Another World -" joins the battle.



ISEKAI∞ISEKAI

The second season kicks off on June 1st, with a slew of new titles.

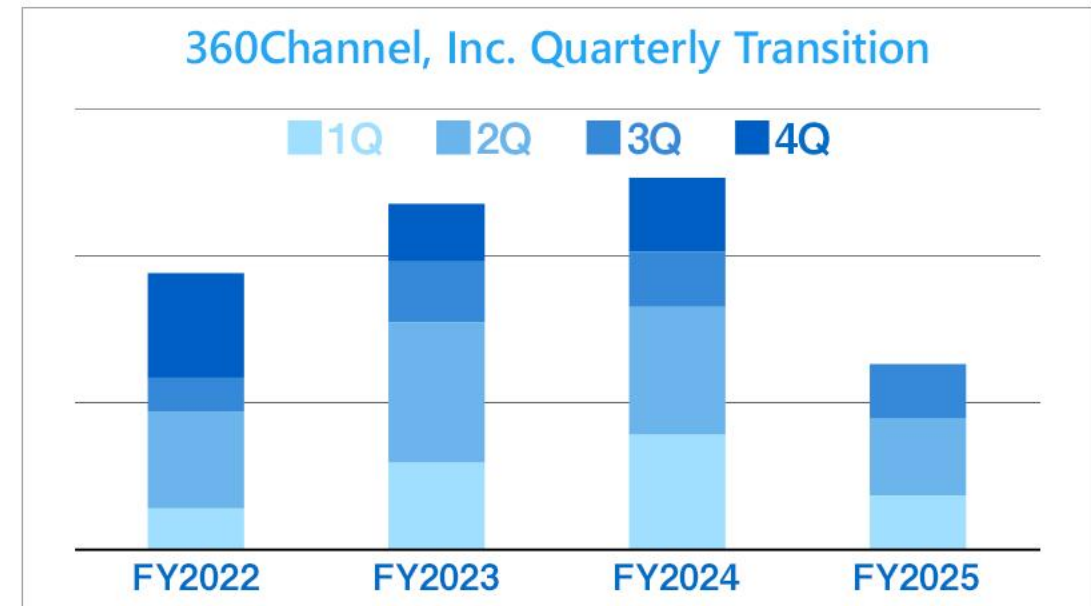
Tsukuyomi: The Divine Hunter

Implemented a major update and added playable characters



Established a new game genre called "Generative Games" utilizing AI.

Provided experiential content using proprietary VR technology at a fragrance brand event



Leveraging expertise in the XR field to create new services.

Opened mining area "Region 2" and started selling new NFT pickaxes

Brilliantcrypto, Inc. financials

Nine months ended June 30, 2025

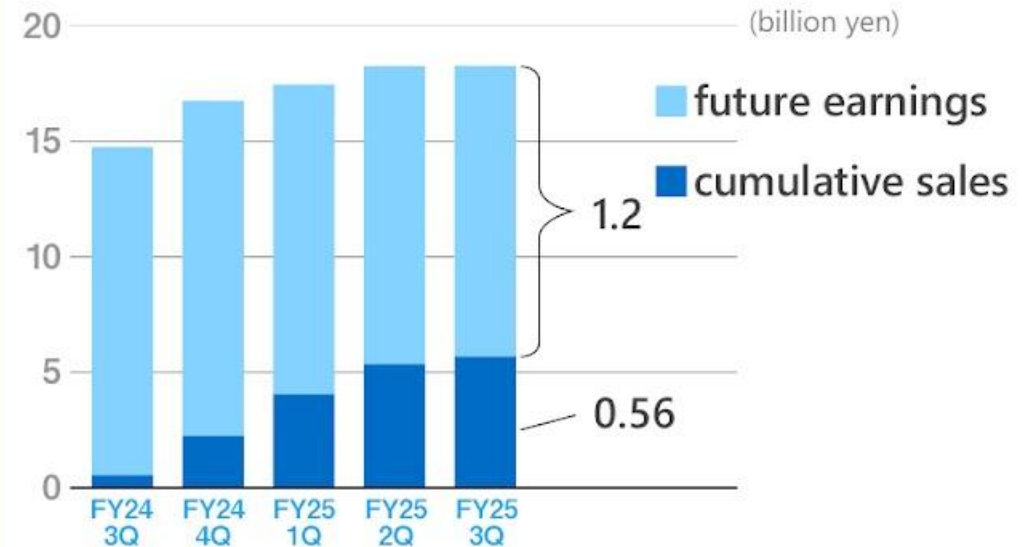
Advance Received
(future earnings) **1.2 billion yen**

Sales **0.33 billion yen**

Cost **1.27 billion yen**

Operating Profit **-0.93 billion yen**

GRV (Gross Revenue Value)*

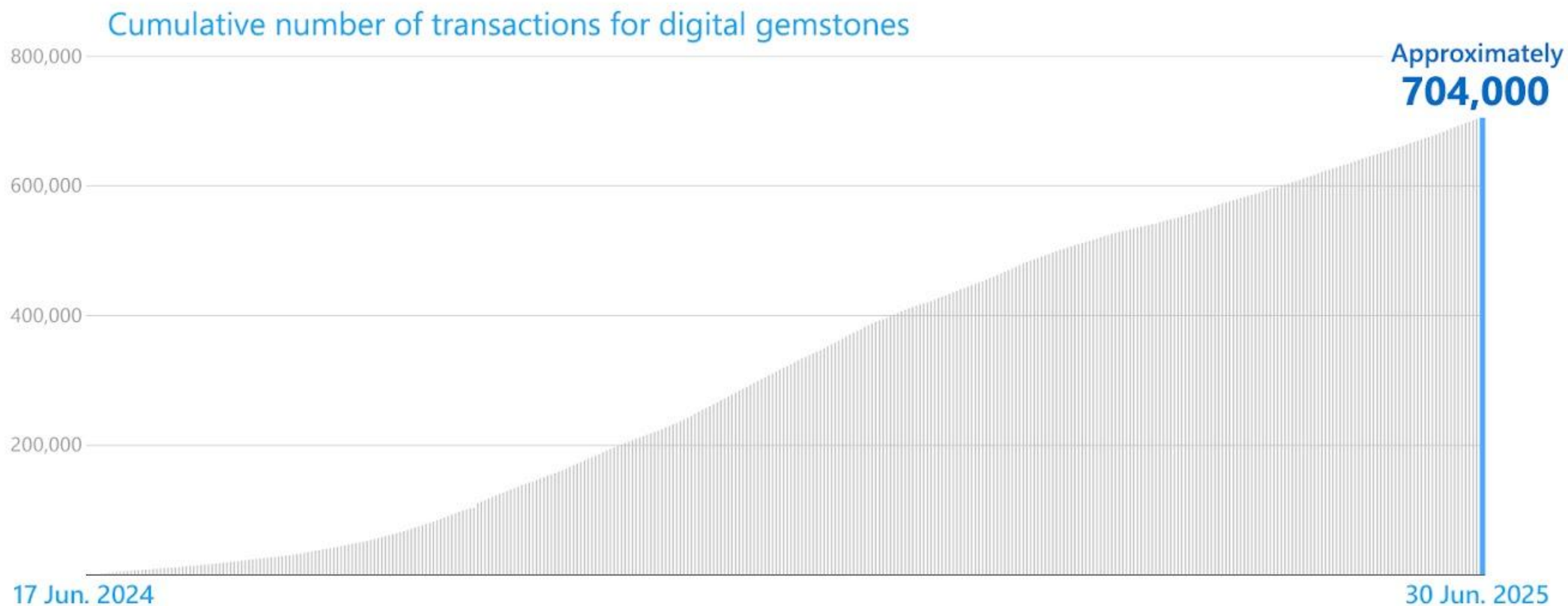


*Gross Revenue Value is an indicator of the value created by "Brilliantcrypto" and is the sum of Contract liability (future earnings) and cumulative sales.

*The term "Contract liability" used until the previous period has been changed to "Advance Received".

* There are some differences in calculation due to rounding down of less than one million yen.

Cumulative number of transactions for digital gemstones exceeds 700,000



Focusing on marketing aimed at enhancing the value of NFT jewelry



| Investment and Development Business

Investment and Development Business

Quarterly Sales Transition

Sales: 0.1 billion yen (YoY:+91.4% QoQ:-94.5%)

(Million JPY)



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The quarterly results shows the figure when the investment is regarded as intra-operating transactions from the beginning of the 1Q FY2021.

*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) and Listed Shares Fund (targeting listed stocks in Japan) managed by our group company COLOPL NEXT, Inc.

Balance of operational investment securities: 9.3 billion yen

(Million JPY)

(YoY:-7.1% QoQ:-1.0%)



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The balance of operational investment securities is the reference value when the relevant portion is calculated as of the end of the 1Q FY2021.

*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) and Listed Stock Fund (targeting listed stocks in Japan) managed by our group company COLOPL NEXT, Inc.

Investment and Development Business

Made new investments in multiple domestic companies



Company Name: Gecipe Inc.

Business: Metaverse education business
utilizing eSports



Company Name: Wunderbar

Business: Comprehensive IP marketing
support service "Skettt"
Entertainment economy media "IP mag"

Investment and Development Business

COLOPL NEXT, Inc., engaged in Investment and Development Business, selected for the “100 Most Influential Players in Corporate Venture Capital”



Focus on enhancing our presence within the industry and securing ongoing projects.

| **Current Status and Future Forecast**

Current Status and Future Forecast

Entertainment Business FY2025 Annual Policy

Existing field: Active use of IP and expansion of the markets approached

Smartphone Games

- Development of new games that utilize IP to provide new experiences
- Acceleration of expansion into target overseas markets by making full use of our unique technological capabilities
- Promotion of multi-platform development

Console Games

- Focus on developing adventure games, which is our strength
- Release a new game to commemorate the 15th anniversary of "STEINS;GATE" and expand the user base

New field: Challenge new technological fields with the aim of future monetization

Blockchain Games

- "Brilliantcrypto" is moving on to Phase 2. Strengthening global expansion and maximizing the value of digital gemstones

AI

- Using AI in a healthy way to create new gaming experiences

XR

- Strengthening services and focusing on BtoB
- Creating new synergistic businesses by leveraging our existing knowledge

Two console game pipeline added

Plans to expand smartphone game pipeline during current fiscal year

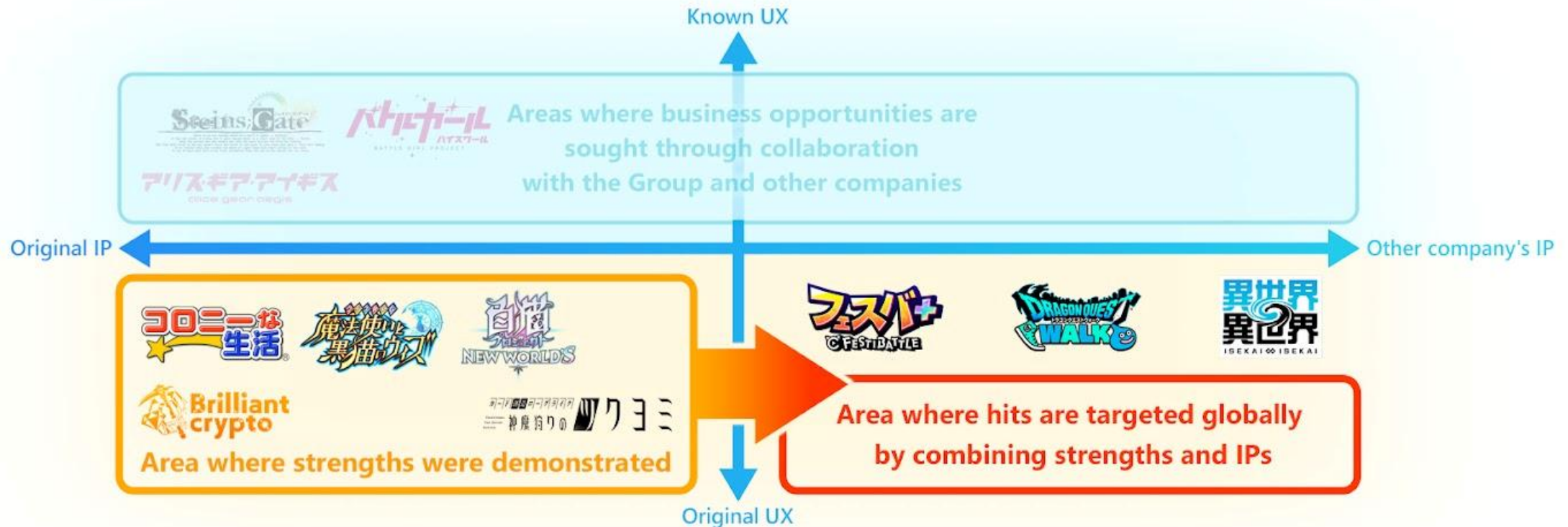
**Smartphone Games
pipeline**

2

**Console Games
pipeline**

10

Expanding the pipeline by combining COLOPL's accumulated technology with other companies' IP

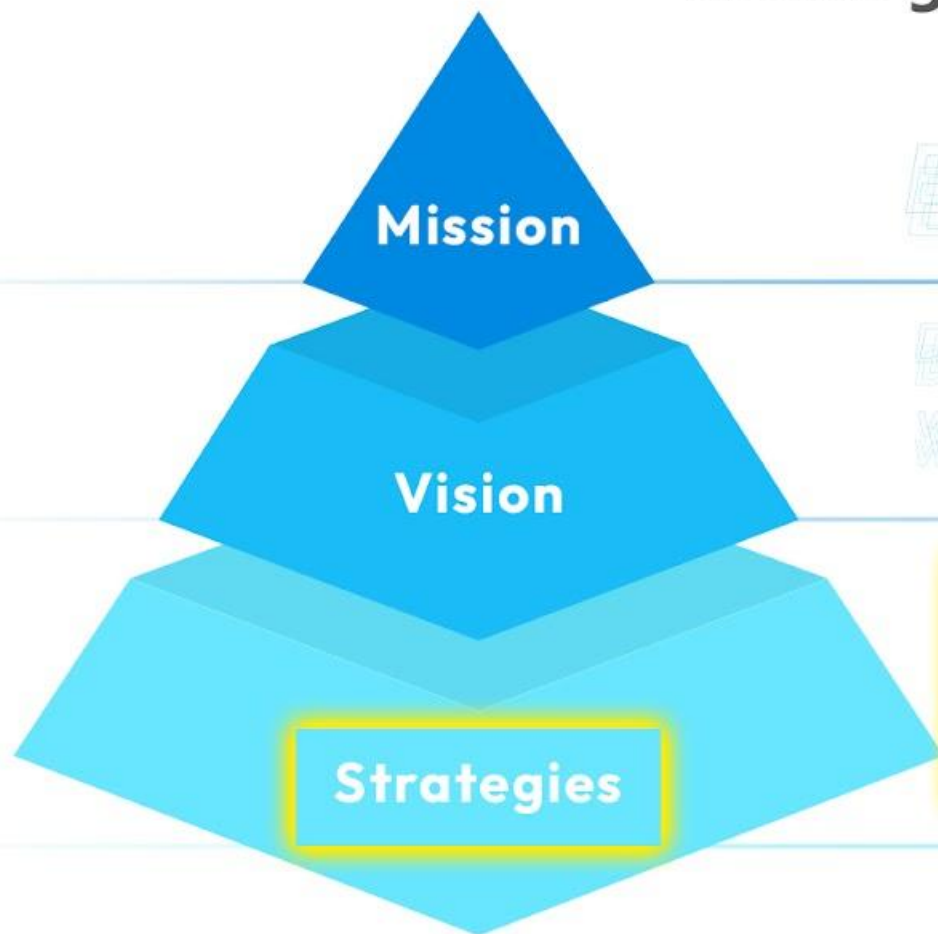


1. Expansion of the "Generative Games" genre, which incorporates AI into the gaming experience
2. The pursuit of "experiences unique to mobile games," as exemplified by location-based games

*The above chart was created based on our own standards.

*"Original UX" refers to our original game experience, while "known UX" refers to widely recognized game experiences.

Making progress on initiatives to promote each strategy to create global hit titles



Entertainment in Real Life

Delivering "New Experiences" with the latest technology and creative ideas

- ① Active expansion into overseas markets
- ② Utilization of domestic IP
- ③ provision of new UX
(new user experiences through one-of-a-kind creation)

| Other Initiatives

Promoting a comfortable working environment



Recognized as a Outstanding Organizations of KENKO Investment for Health
(for the large enterprise category) for 5 consecutive years.

| Supplementary Material

Supplementary Material

Consolidated Quarterly Statements of Income

(Million JPY)

	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
Sales	5,604	7,667	5,314	8,729	4,955
Cost	6,651	8,180	6,045	6,584	5,759
Operating profit	-1,047	-512	-730	2,144	-804
<i>Operating profit margin</i>	<i>-18.7%</i>	<i>-6.7%</i>	<i>-13.7%</i>	<i>24.6%</i>	<i>-16.2%</i>
Non-operating income	565	-388	796	-160	-127
Non-operating expenses	7	362	9	15	19
Ordinary profit	-489	-1,263	56	1,968	-950
Extraordinary income	-	-	-	-	-
Extraordinary losses	8	238	-	1,451	-
Profit before income taxes	-498	-1,501	56	517	-950
Total income taxes	113	-69	12	384	-171
Net profit	-612	-1,431	44	133	-779
<i>Net profit margin</i>	<i>-10.9%</i>	<i>-18.7%</i>	<i>0.8%</i>	<i>1.5%</i>	<i>-15.7%</i>

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

*Net profit : Profit attributable to owners of parent

(Profit (loss) attributable to non-controlling interests is included in Total income taxes).

Supplementary Material

Quarterly Consolidated Balance Sheets

(Million JPY)

	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
Current assets	68,975	67,267	65,748	65,485	63,896
Cash and deposits	52,786	50,250	48,601	50,523	49,288
Operational investment securities	10,112	10,166	10,997	9,481	9,390
Non-current assets	11,869	12,537	10,563	10,433	18,117
Total assets	80,844	79,805	76,312	75,919	82,014
Current liabilities	5,698	6,567	5,402	5,294	4,912
Non-current liabilities	2,115	1,849	1,812	1,684	3,303
Total liabilities	7,813	8,417	7,215	6,979	8,216
Shareholders' equity	71,561	70,128	67,606	67,780	67,000
Net assets	73,031	71,387	69,096	68,940	73,798

*There are some differences in calculation due to rounding down of less than one million yen.

Supplementary Material

Expense Transition

(Million JPY)

Cost	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
PF & Payments	589 10.5%	813 10.6%	553 10.4%	627 7.2%	439 8.9%
Royalties	87 1.6%	97 1.3%	93 1.8%	58 0.7%	44 0.9%
Employment	2,448 43.7%	2,368 30.9%	2,282 43.0%	2,189 25.1%	2,314 46.7%
Office	270 4.8%	271 3.5%	259 4.9%	253 2.9%	235 4.7%
iDC related	443 7.9%	485 6.3%	487 9.2%	488 5.6%	430 8.7%
Advertisement	544 9.7%	1,310 17.1%	423 8.0%	946 10.8%	367 7.4%
Outsourcing	1,002 17.9%	878 11.5%	810 15.2%	718 8.2%	748 15.1%
Others	1,264 22.6%	1,954 25.5%	1,133 21.3%	1,302 14.9%	1,179 23.8%
Total	6,651 118.7%	8,180 106.7%	6,045 113.7%	6,584 75.4%	5,759 116.2%

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

Entertainment Business

(Million JPY)

	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
Sales	5,547	6,581	5,239	6,769	4,847
Cost	6,556	7,355	5,882	6,293	5,505
Operating profit	-1,008	-773	-643	476	-658
<i>Operating profit margin</i>	<i>-18.2%</i>	<i>-11.8%</i>	<i>-12.3%</i>	<i>7.0%</i>	<i>-13.6%</i>

Investment&Development Business

(Million JPY)

	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
Sales	56	1,086	75	1,959	107
Cost	96	825	163	292	254
Operating profit	-40	260	-87	1,666	-146
<i>Operating profit margin</i>	<i>-71.1%</i>	<i>24.0%</i>	<i>-116.2%</i>	<i>85.1%</i>	<i>-135.7%</i>

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Supplementary Material

Sales Transition by Release Period

(Million JPY)

	FY2024		FY2025		
	3Q	4Q	1Q	2Q	3Q
FY Sep. 2012 Online Titles	103	116	98	103	94
FY Sep. 2013 Online Titles	353	411	261	465	241
FY Sep. 2014 Online Titles	709	1,127	614	601	435
FY Sep. 2015 Online Titles	11	12	11	16	10
FY Sep. 2016 Online Titles	9	15	10	8	8
FY Sep. 2017 Online Titles	111	107	89	78	64
FY Sep. 2018 Online Titles	415	402	333	387	314
FY Sep. 2019 Online Titles	1,950	2,494	1,967	2,932	2,000
FY Sep. 2023 Online Titles	65	25	17	12	11
FY Sep. 2024 Online Titles	-	386	396	265	150
FY Sep. 2025 Online Titles	-	-	-	482	201
BlockchainGame (Brilliantcrypto)	49	173	175	125	35
Console (In-house Operation・Entrusted Development etc)	855	540	846	863	960
Others (Overseas・Our IP Operation and Merchandise・XR etc)	912	768	415	426	319
Total (Entertainment Business)	5,547	6,581	5,239	6,769	4,847

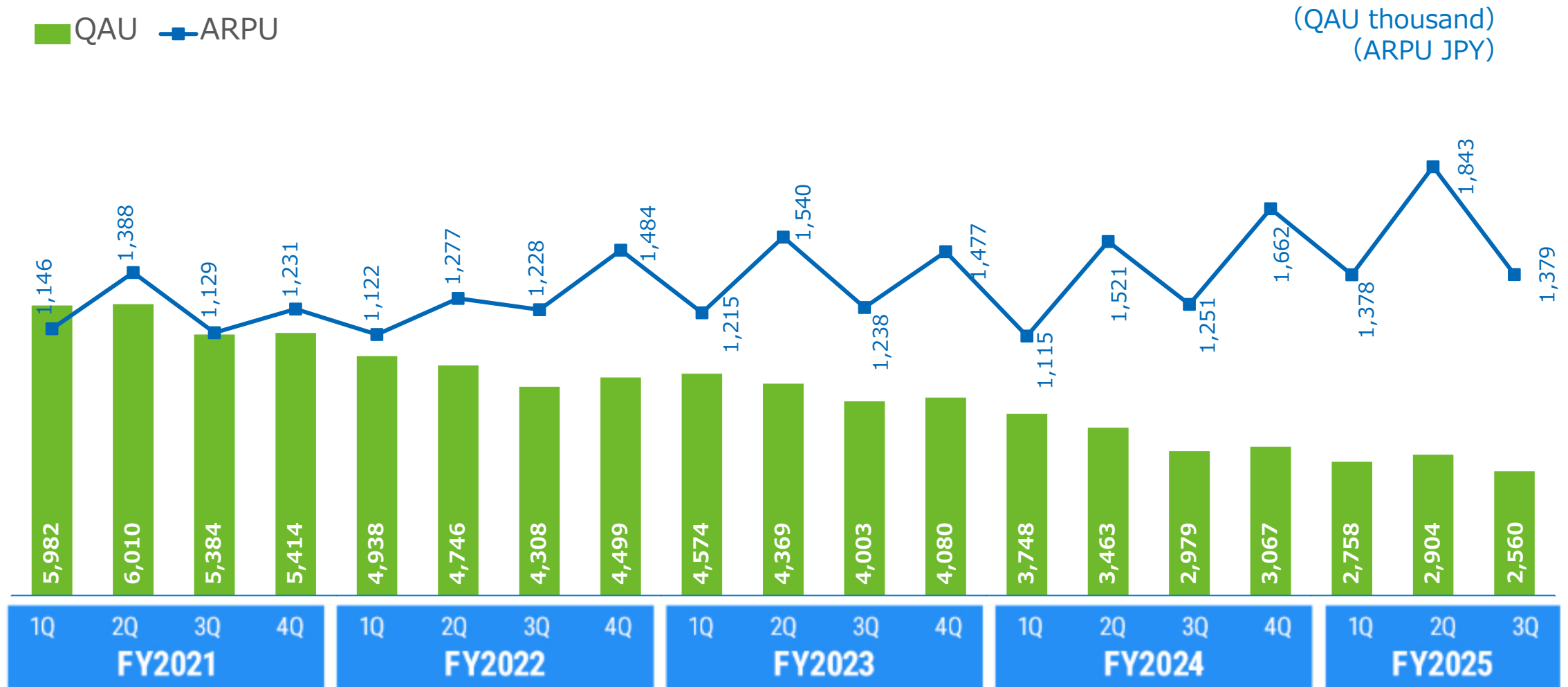
■ FY2012 : Pro Baseball PRIDE ■ FY2013 : Quiz RPG ■ FY2014 : Meow Meow Star Acres, Shironeko Project
 ■ FY2015 : Tokyo Casino Project ■ FY2016 : Shironeko Tennis ■ FY2017 : Pro Baseball VS ■ FY2018 : Alice Gear Aegis
 ■ FY2019 : DRAGON QUEST WALK ■ FY2023 : NEKO GOLF, Travel Jimano Nyanko(tentative) ■ FY2024 : FESBA+
 ■ FY2025 : ISEKAI∞ISEKAI, Tsukuyomi

*There are some differences in calculation due to rounding down of less than one million yen.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Supplementary Material

Domestic Title KPI QAU x ARPU



*There is a slight difference in calculation due to rounding down to the nearest 1 yen.

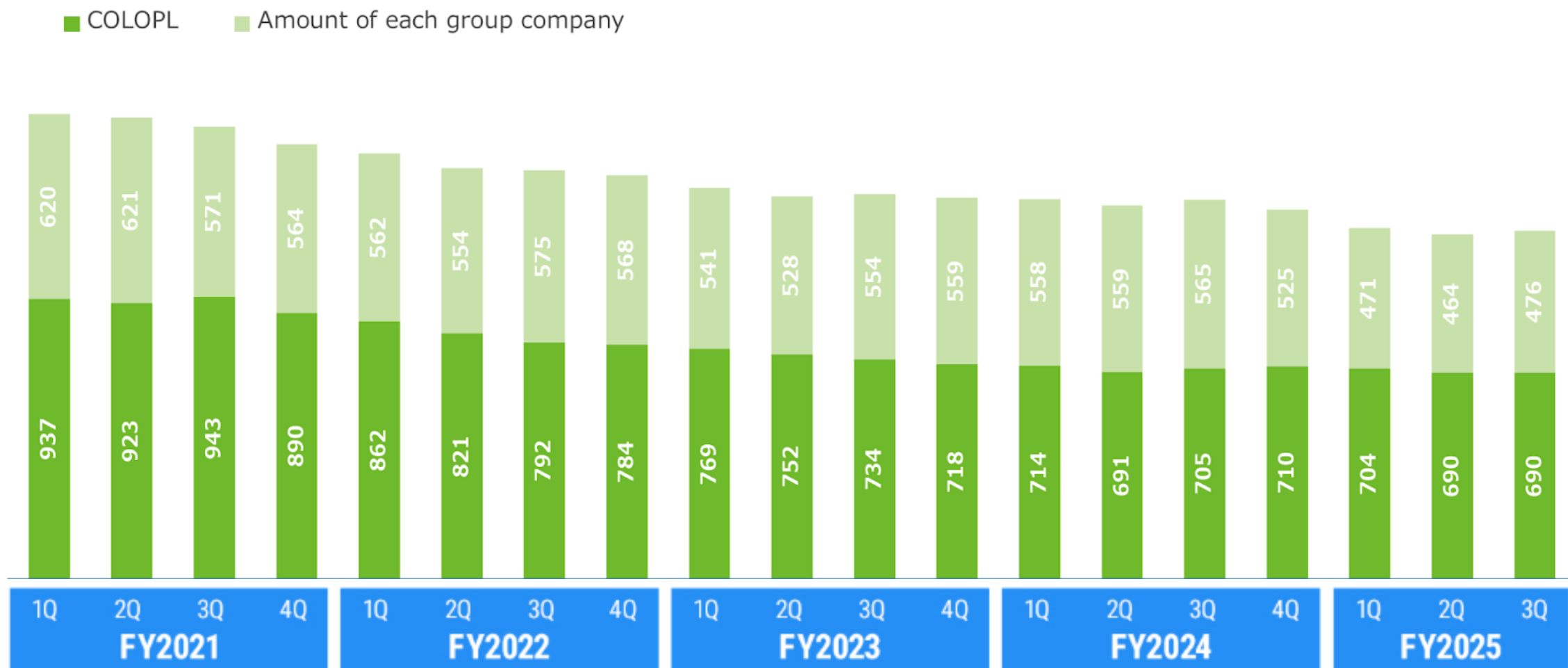
*Titles since FY2012 are counted.

* QAU: Number of users who launched a game at least once, at least 7 days after downloading. Total for all titles.

*The QAU and ARPU figures for 1Q FY2025 have been adjusted retroactively.

Supplementary Material

Workforce Transition

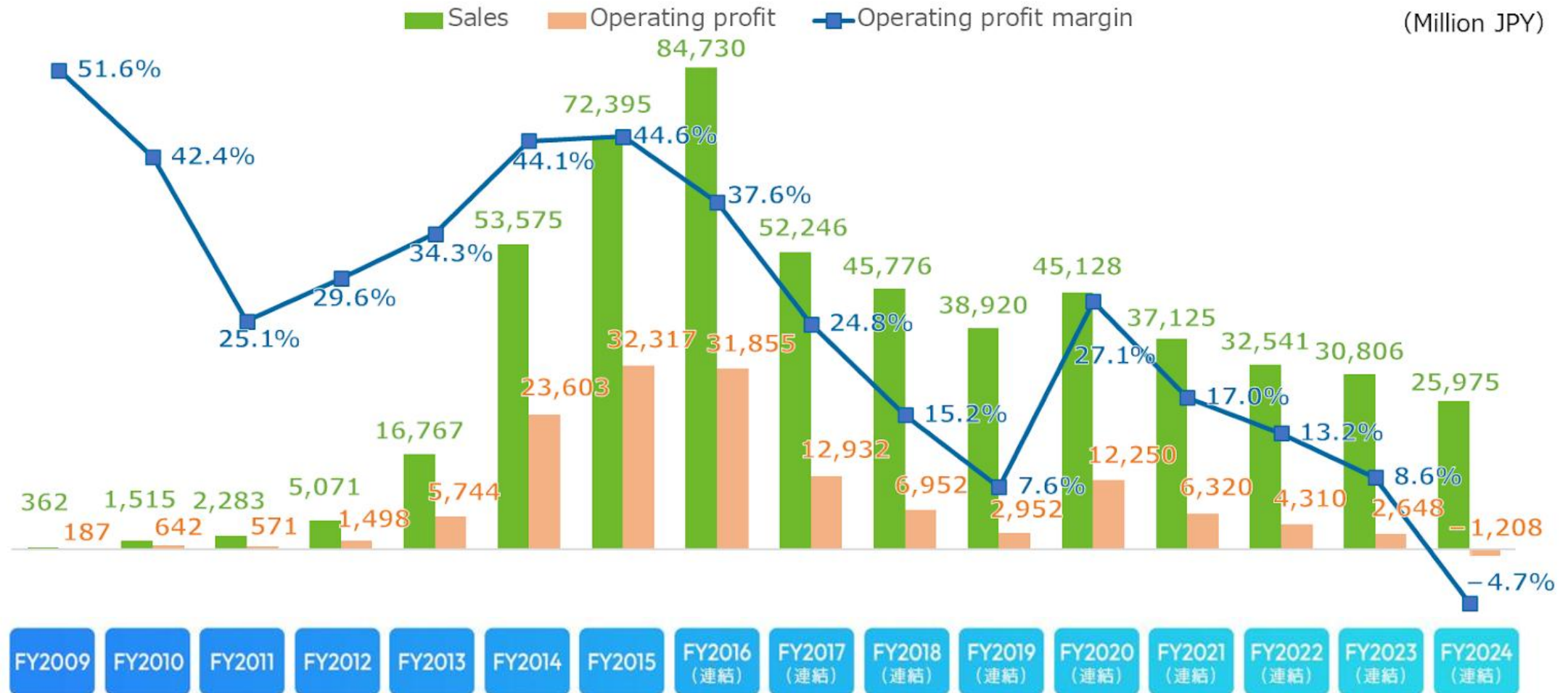


*From 1Q FY2023, the number of employees is the number of full-time employees (excluding employees temporarily transferred from the Group and including employees temporarily transferred to the Group).

Supplementary Material

Revenue Transition(YoY)

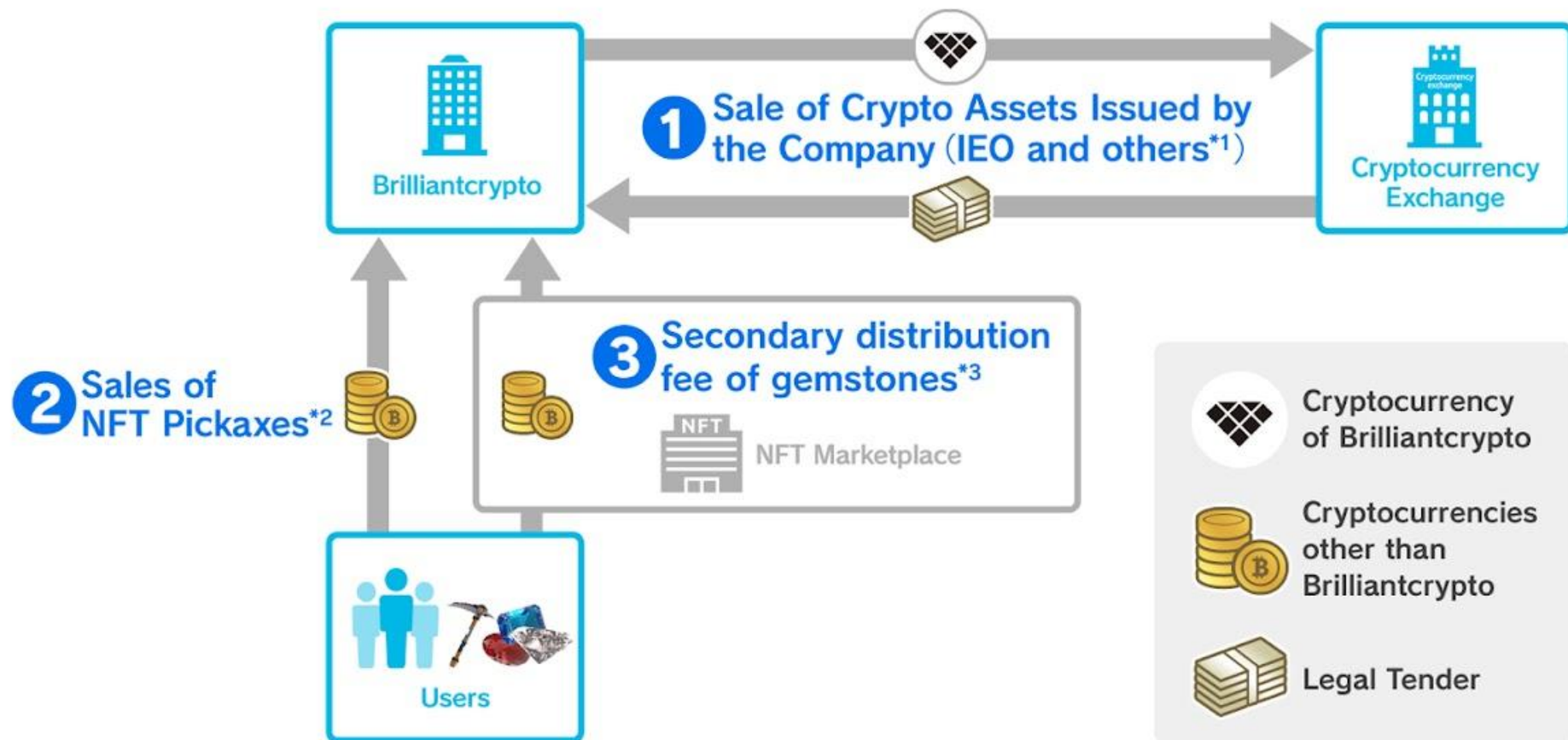
(Million JPY)



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

The main revenue opportunities in "Brilliantcrypto" are as follows.



*1: Contract liability will be transfer to sales based on the BRIL used in-game.

*2: Contract liability will be transfer to sales based on the used period of pickaxe in game

*3: Sender of the commission from secondary market differs depending on the NFT marketplace.

In the mid- to long-term, Aiming to
"Maximize the value of digital gemstone"
in order to establish a metaverse economic zone

Phase1

- Creation of digital gemstone value
- Increase game users
- Increase the amount of digital gemstone transaction

Phase2

- Adding value to digital gemstone
- Partnerships with luxury brands

Phase3

- Expanding digital gemstone into metaverse

Establishment of
a metaverse
economic zone

Maximize the value of
digital gemstone



Entertainment in Real Life

Making everyday more enjoyable and wonderful through entertainment

We're sending out the latest information on the COLOPL group!



@colopl_pr



@coloplinc

