

FY Sep.2025 Results

2025/11/05 WED



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*Views and forecasts contained in this document are based on COOPL's assessment as of the time this document was created, and do not in any way guarantee the accuracy of the information.

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



- **Operating Profit turned positive, up 0.9 billion yen compared to the same quarter of the previous year.**

4Q Results Sales: 6.9 billion yen (YoY: -9.6%) Operating Profit: 0.3 billion yen (YoY: -%)



- **Full-year Operating Profit turned positive, up 1.1 billion yen YoY.**
- **Contributions from “DRAGON QUEST WALK” and Investment Development Business, along with cost management, drove results.**

Total Sales: 25.9 billion yen (YoY: -0.2%) Operating Profit: 1.0 billion yen (YoY: -%)



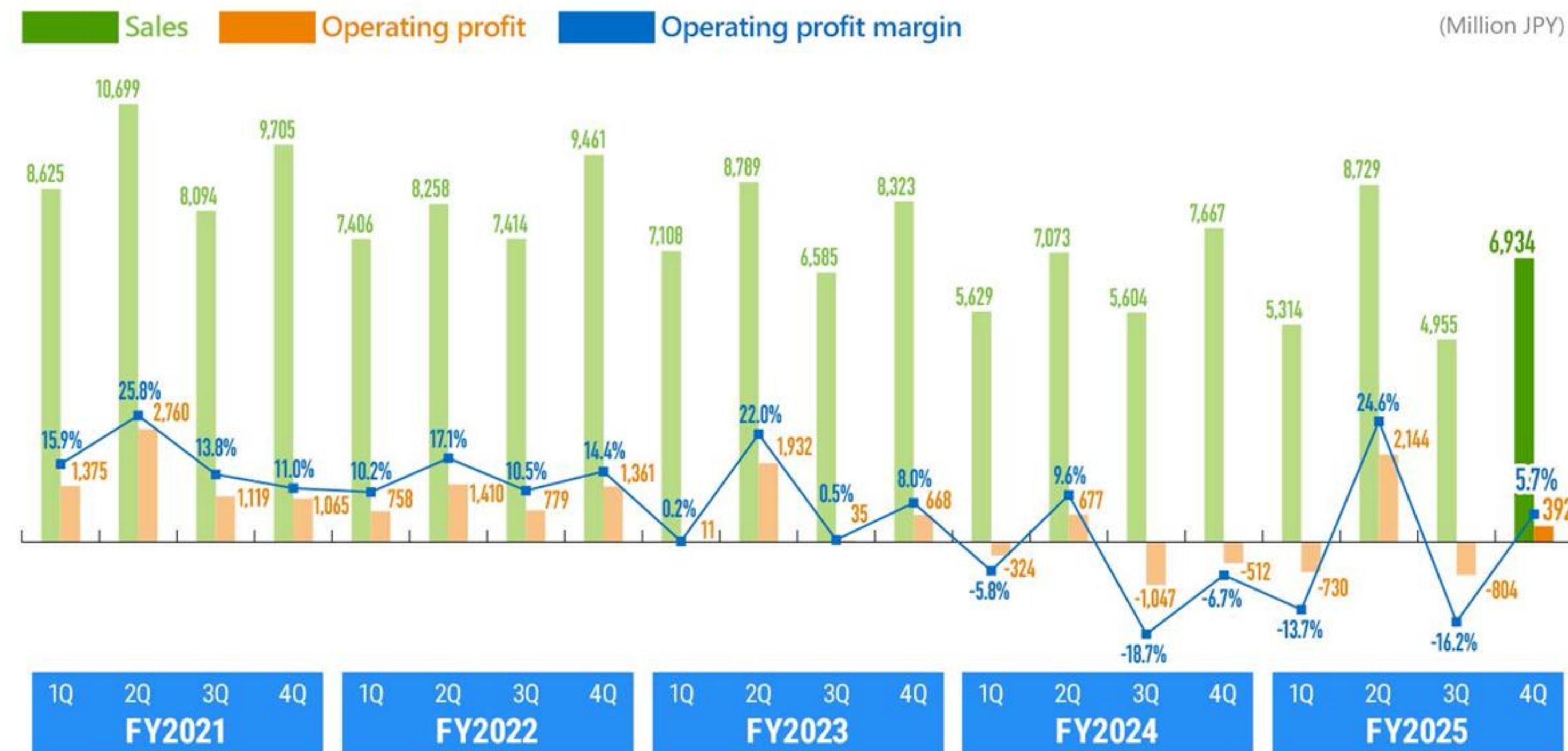
- **Mid-Term Management Policy Goals: Sales of 100 billion yen + and Operating Profit of 50 billion yen +.**
- **Added two Location-based games* to the mobile game pipeline.**
- **Dividend is planned to be 20 yen per share in FY2025.**

| Overview of Results

Overview of Results

Revenue Transition

Sales: 6.9 billion yen (YoY:-9.6%) **Operating Profit: 0.3 billion yen (YoY:-%)**



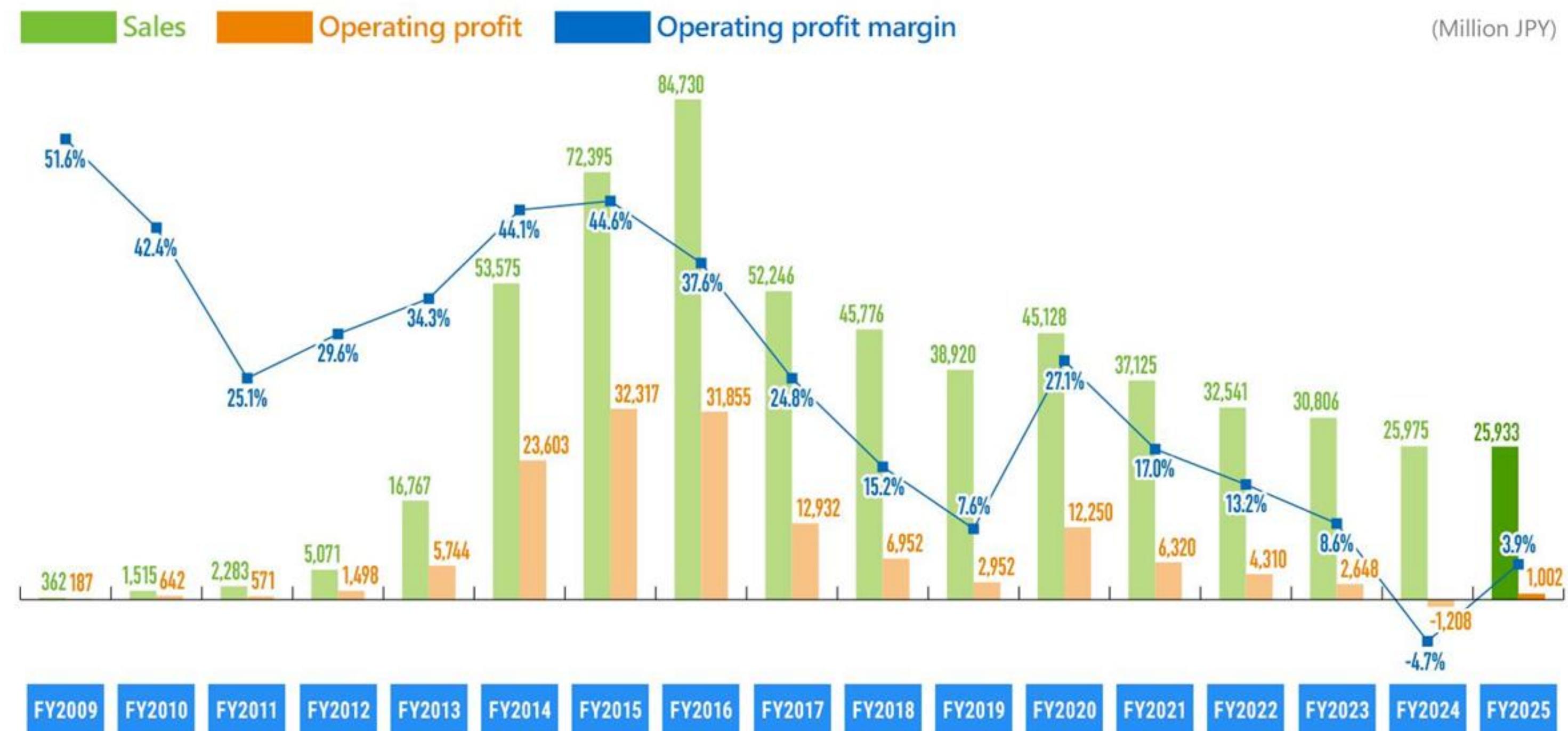
*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

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

Overview of Results

Revenue Transition(YoY)

Sales: 25.9 billion yen (YoY:-0.2%) **Operaing Profit: 1.0 billion yen (YoY:-%)**



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

Overview of Results

Results by Segment

Entertainment Business

(Million JPY)

	FY2024 (Oct.2023-Sep.2024)	FY2025 (Oct.2024-Sep.2025)	YoY
Sales	24,474	23,264	-4.9%
Cost	25,776	23,445	-9.0%
Operating profit	-1,302	-180	-
Operating profit margin	-5.3%	-0.8%	-

Investment&Development Business

(Million JPY)

	FY2024 (Oct.2023-Sep.2024)	FY2025 (Oct.2024-Sep.2025)	YoY
Sales	1,500	2,668	+77.8%
Cost	1,409	1,488	+5.6%
Operating profit	91	1,180	+1,187.7%
Operating profit margin	6.1%	44.2%	-

*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

Each profit item improved by over 1 billion yen in YoY

(Million JPY)

	FY2024 (Oct.2023-Sep.2024)	FY2025 (Oct.2024-Sep.2025)	YoY
Sales	25,975	25,933	-0.2%
Cost	27,183	24,930	-8.3%
Operating profit	-1,208	1,002	-
Operating profit margin	-4.7%	3.9%	-
Non-operating income	720	855	+18.7%
Non-operating expenses	460	52	-88.6%
Ordinary profit	-947	1,805	-
Extraordinary income	-	2	-
Extraordinary losses	276	1,454	+426.2%
Profit before income taxes	-1,244	353	-
Total income taxes	642	659	+2.7%
Net profit	-1,866	-306	-
Net profit margin	-7.2%	-1.2%	-

*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).

Overview of Results

Balance Sheets

Equity ratio of 91.0%

(Million JPY)

	FY2024 (Sep.2024)	FY2025 (Sep.2025)	Compared to the end of the previous term
Current assets	67,267	64,271	-4.5%
Cash and deposits	50,250	50,273	+0.0%
Operational investment securities	10,166	8,720	-14.2%
Non-current assets	12,537	11,470	-8.5%
Total assets	79,805	75,742	-5.1%
Current liabilities	6,567	5,644	-14.1%
Non-current liabilities	1,849	1,156	-37.4%
Total liabilities	8,417	6,801	-19.2%
Shareholders' equity	70,128	67,295	-4.0%
Net assets	71,387	68,940	-3.4%

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

Overview of Results

FY2025 Dividend Plan

We plan to pay a dividend of 20 yen per share

(Million JPY)

	FY2021	FY2022	FY2023	FY2024	FY2025
Dividend per share(JPY)	20.00	20.00	20.00	20.00	20.00
Total dividend(Million JPY)	2,559	2,564	2,565	2,567	2,569
DOE	3.4%	3.4%	3.4%	3.5%	3.7%



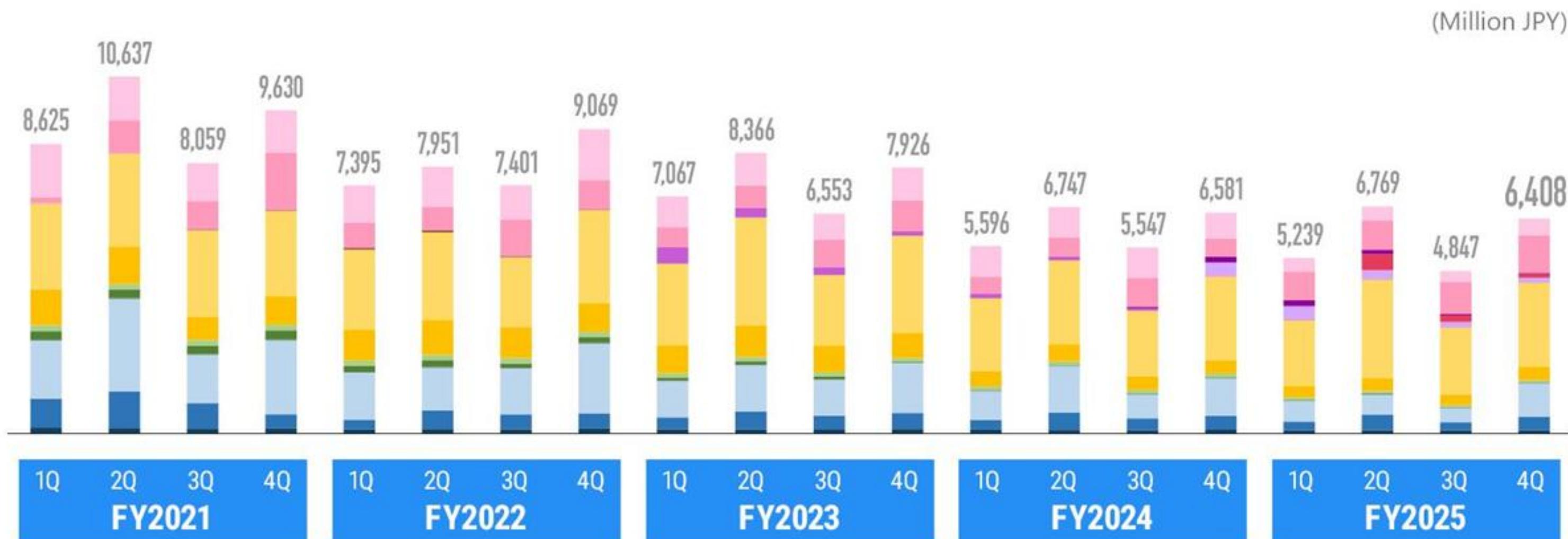
*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*The dividend for FY2025 will be decided at the annual meeting of stockholders which is planned to take place in December, 2025 in relation to the plan for the appropriation of surplus.

| Entertainment Business

Sales: 6.4 billion yen (YoY:-2.6% QoQ:+32.2%)

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	FY2021,FY2022
FY2023:NEKO GOLF, Travel Jimano Nyanko (tentative)	FY2024:FESBA+	FY2025:ISEKAI∞ISEKAI,Tsukuyomi: The Divine Hunter
Blockchain Game (Brilliantcrypto)	Console (In-house Operation, Entrusted Development etc)	Others (Overseas, Our IP Operation and Merchandise, XR etc)



*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

Focusing on improving user engagement through events designed to embody the essence of “Shironeko Project”



The main story commemorating the 11th anniversary has begun.



Collaboration with the popular anime “Frieren: Beyond Journey's End”.

DRAGON QUEST WALK

6th Anniversary Event Held



Aiming to make everyday life more entertaining,
new features have also been implemented.

Other titles

Hosting anniversary events and the latest events in popular series



FESBA+

Celebrated its first anniversary since release with a commemorative event.



Quiz RPG: The World of Mystic Wiz

An event based on the popular series was held for one month.

To enhance the value of NFT jewelry, we are participating in the international digital fashion event "Digital Fashion Week"

Brilliantcrypto, Inc. financials

Annual Results

Advance Received (future earnings)	1.2 billion yen
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Sales	0.36 billion yen
Cost	1.52 billion yen
Operating Profit	-1.15 billion yen

GRV(Gross Revenue Value)*

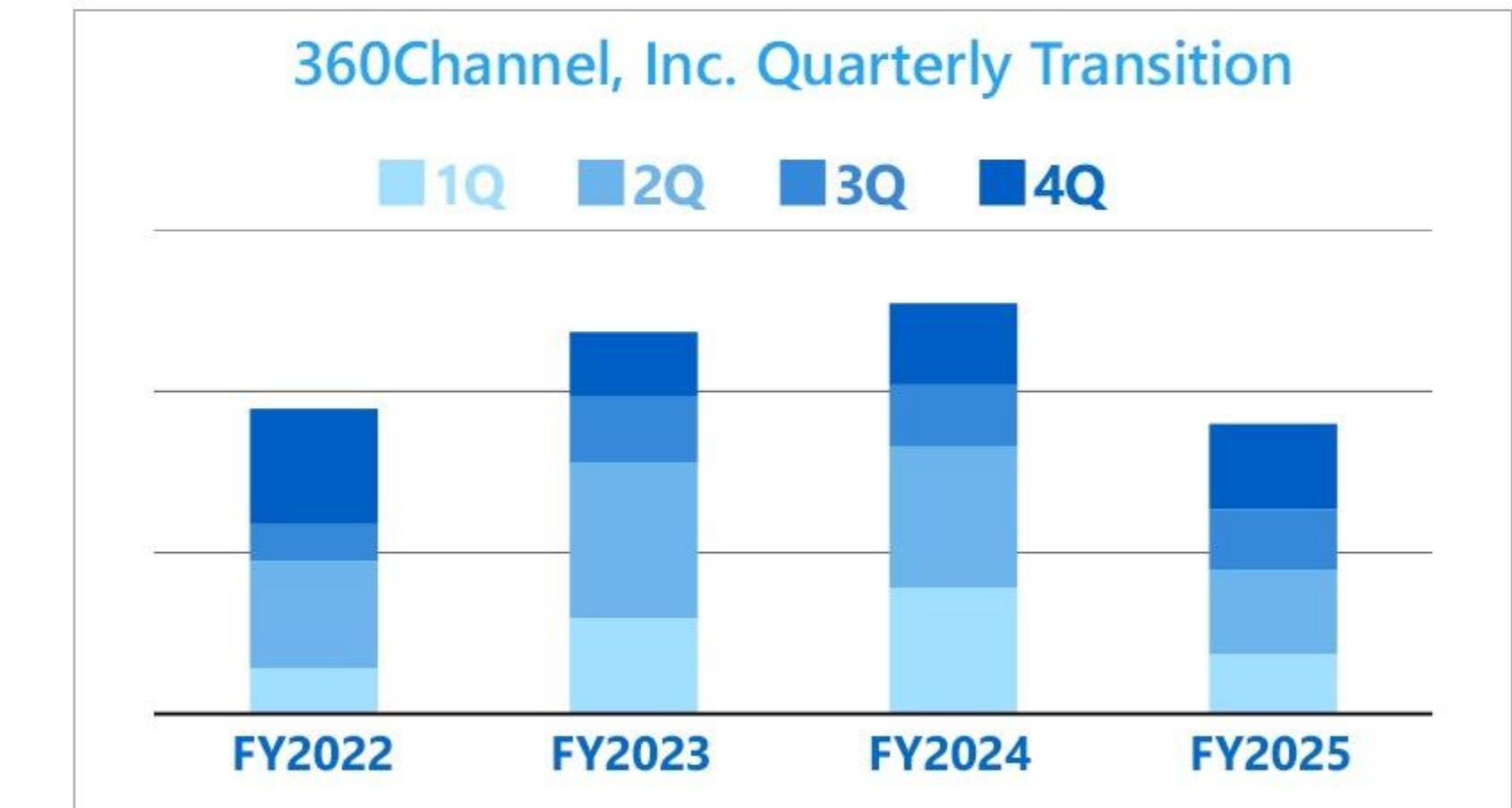


*Gross Revenue Value is an indicator of the value created by "Brilliantcrypto" and is the sum of Contract liability (future earnings) and cumulative sales.

*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.

Part of the content used in NTT Group's XR haptic demo was produced by 360Channel, Inc.



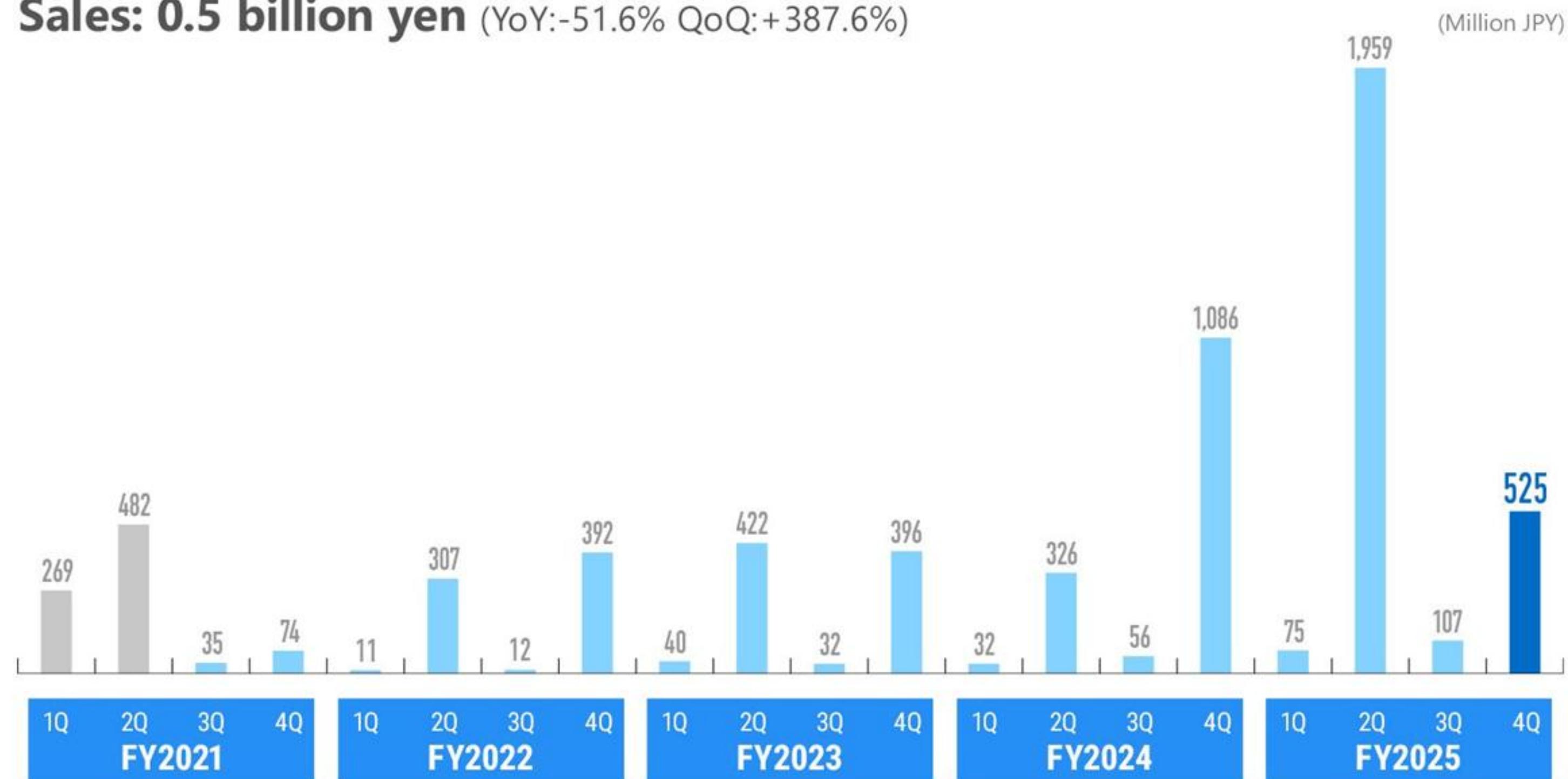
Leveraging our strengths in the XR field, we aim to strengthen collaboration with other companies to create new services.

Investment and Development Business

Investment and Development Business

Quarterly Sales Transition

Sales: 0.5 billion yen (YoY:-51.6% QoQ:+387.6%)



*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: 8.7 billion yen

(Million JPY)

(YoY:-14.2% QoQ:-7.1%)



*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.

Sale of a portion of BitStar Inc. shares held



Company Name:

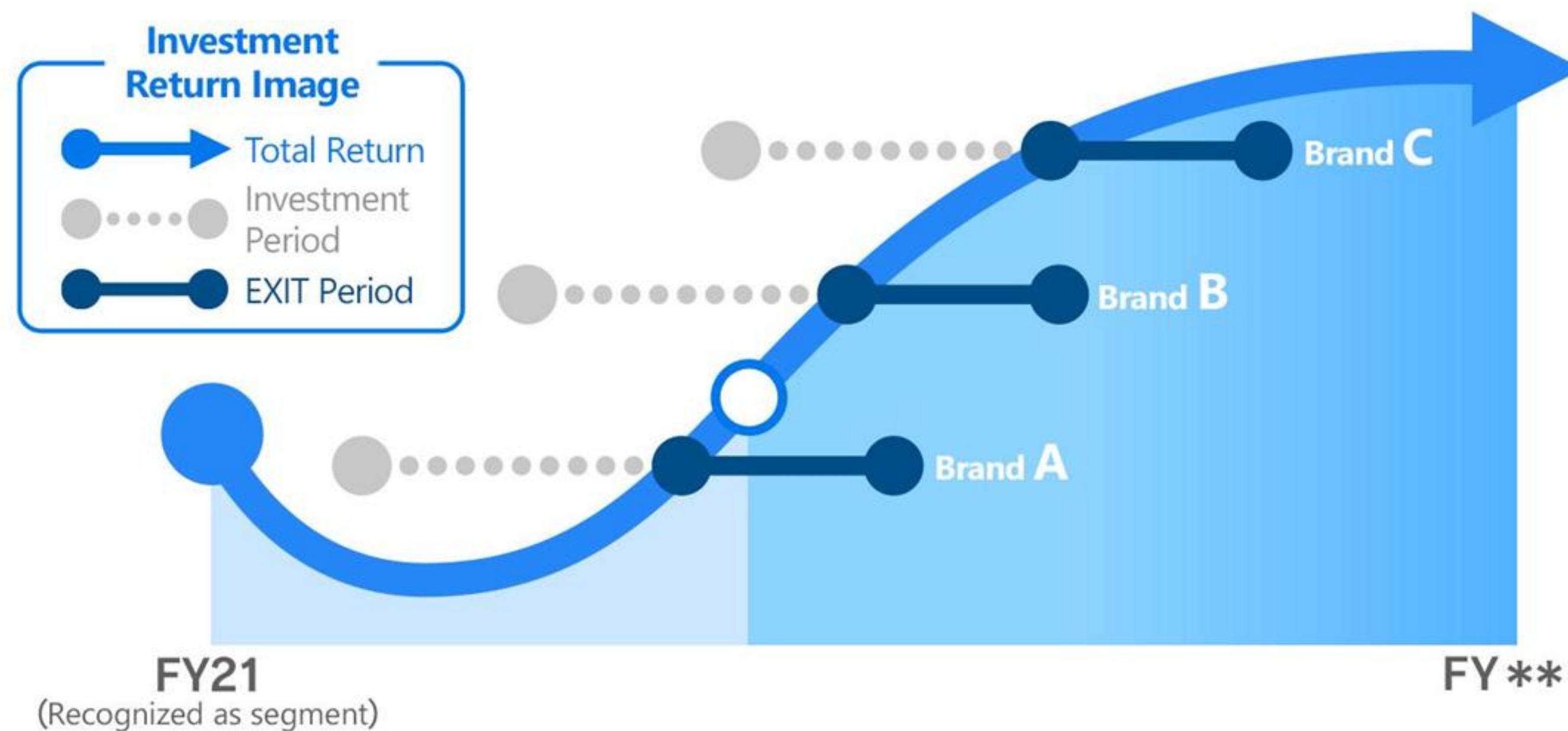
BitStar Inc.

Business:

Various business initiatives centered around the creator platform

Investment and Development Business

**Having diverse exit strategies as options to aim
for stable revenue generation**



| Policy for the Future

Set goals in the mid-term management policy



Setting the goal of becoming one of
the “Global Top 20 in the Mobile Game Market”

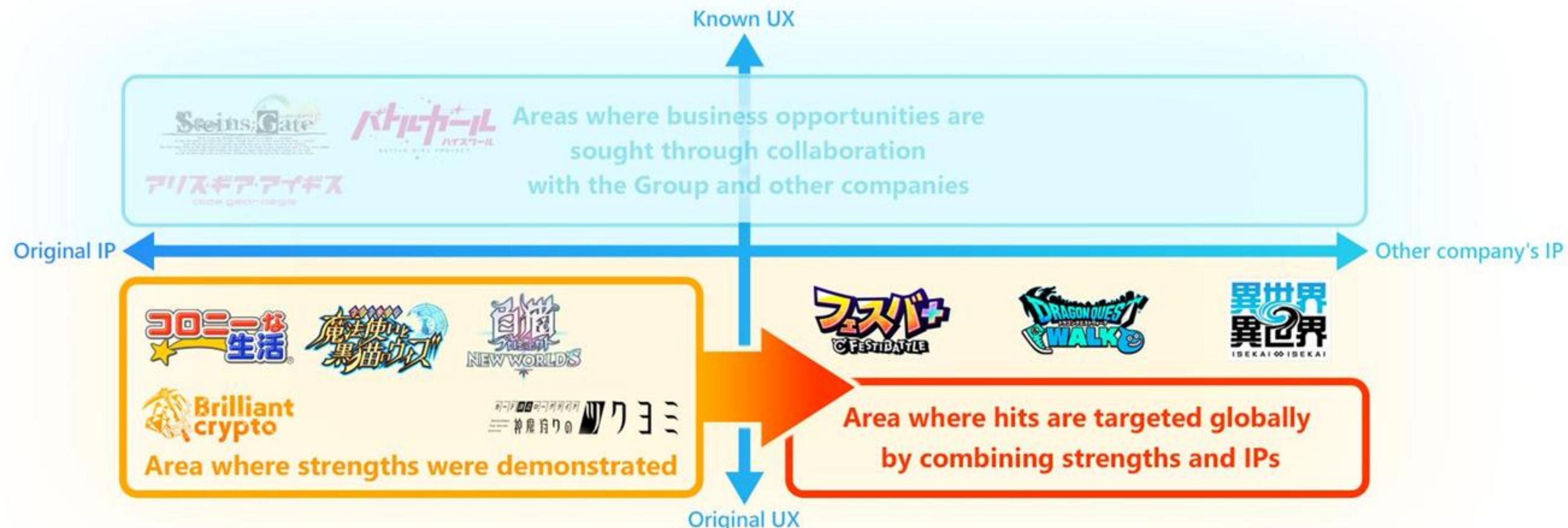
Global Top 20
in the Mobile Game Market



Consolidated Sales over 100 billion yen

Consolidated Operating Profit ... over 50 billion yen

Combining COLOPL's cultivated technological capabilities with powerful IPs, we aim to create global hit titles



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.

Policy for the Game Domain for the FY 2026



Added two Location-based games to the pipeline

**Mobile Games
pipeline**

4

**PC/Console Games
pipeline**

11

COLOPL's signature Location-based games combined with
globally powerful IPs, aiming for the "Global Top 20."

Maximize the utilization of management resources and aim to build a solid management foundation

Purpose	Targets	Initiatives
Optimal allocation of management resources aligned with evolving roles and the company's desired state to achieve the "Global Top 20"	Organization	Clarification of areas of responsibility through business unit reorganization
	Human resources	<ol style="list-style-type: none">1. Revamped personnel system under new HR policy2. Implementation of Career Transition Support Program <p>Number of positions available: Approximately 70 people (*From the 2Q of FY2026, impact on employee count) ⇒For details, please refer to the timely disclosure "Notice of Career Transition Support Program".</p>
	Management	Management of new product development processes and advertising methods based on content strategy

Policy for the Future

Advancing management based on strategy to achieve Global Top 20

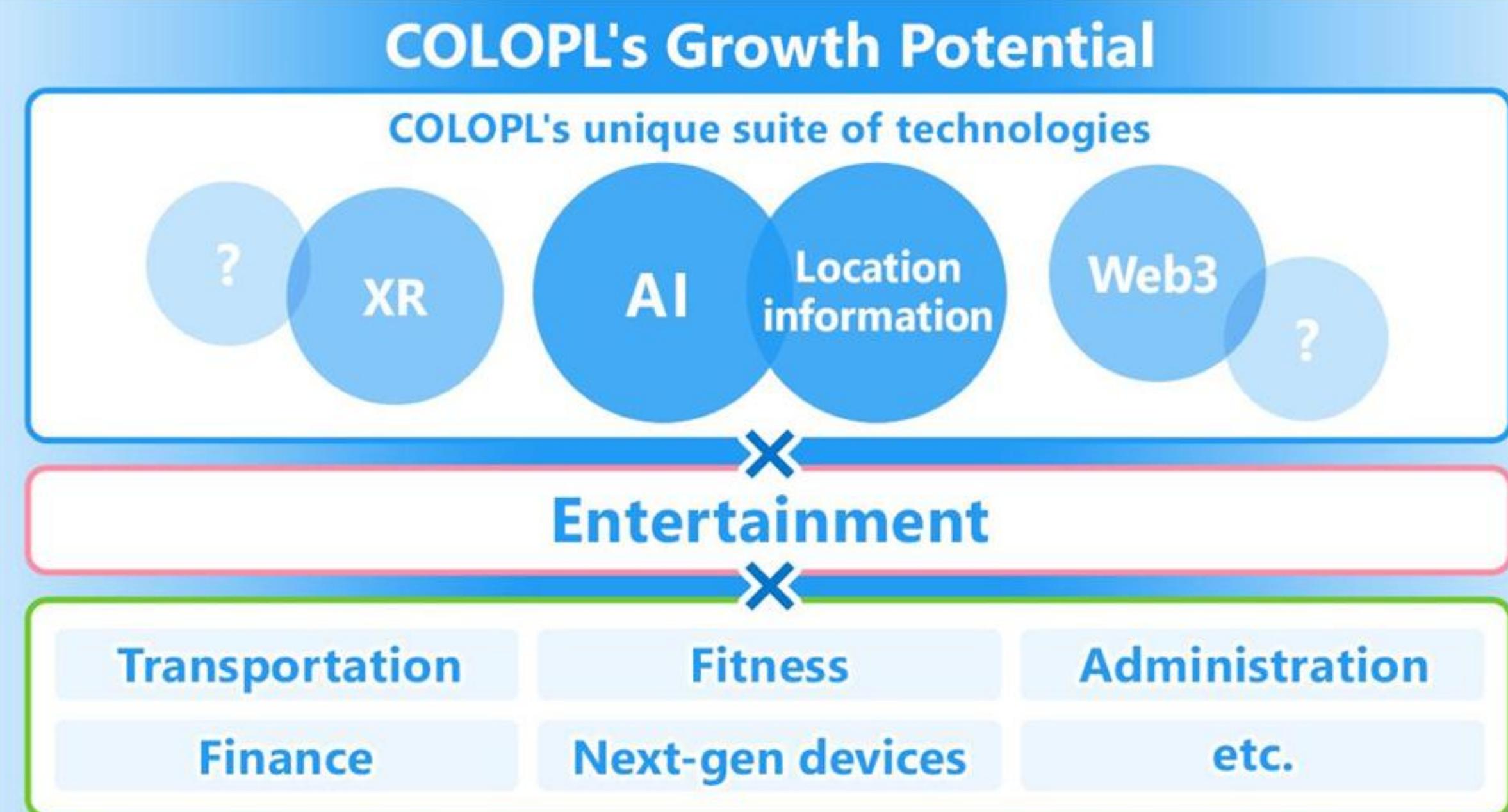


I COLOPL's Growth Potential



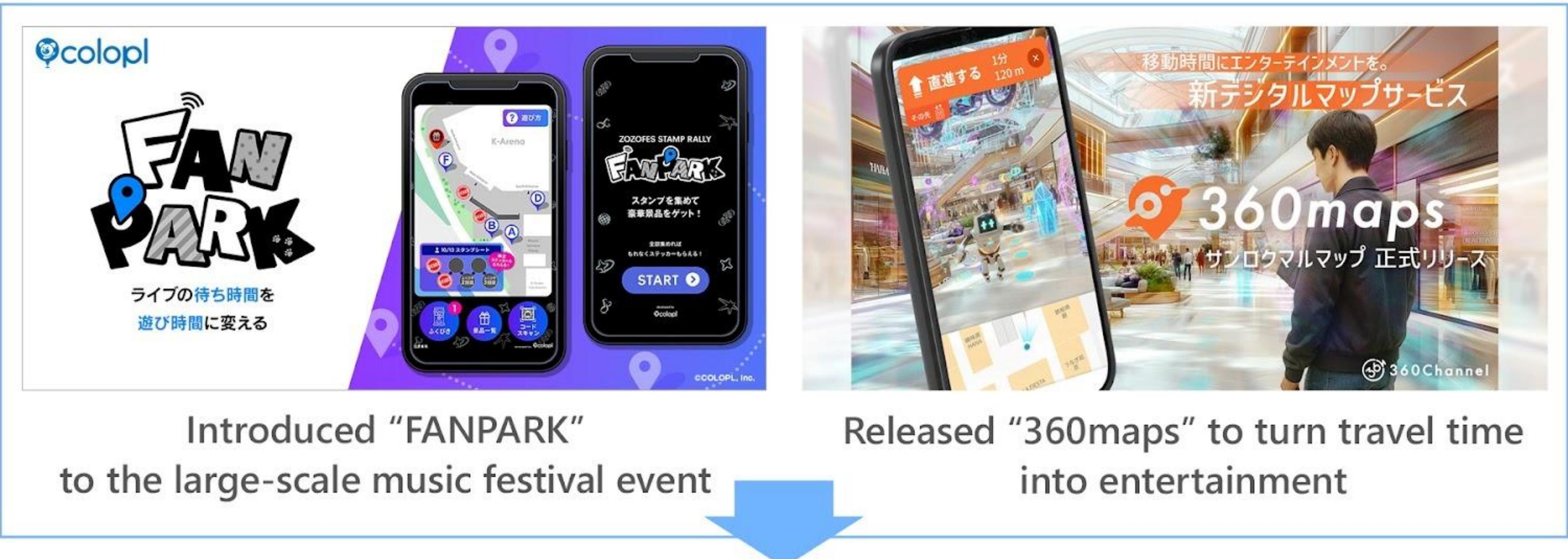
COLOPL's Growth Potential

Aiming to be a company that uses entertainment to inspire people's actions and discoveries, expanding the joy of everyday life



COLOPL's Growth Potential

Recently released services focusing on waiting and travel times



Going forward, combining with technologies such as AI will drive further development.

I Supplementary Material

Supplementary Material

Consolidated Quarterly Statements of Income

(Million JPY)

	FY2024	FY2025							
		4Q	1Q	2Q	3Q	4Q			
Sales	7,667		5,314		8,729		4,955		6,934
Cost	8,180		6,045		6,584		5,759		6,541
Operating profit	-512		-730		2,144		-804		392
<i>Operating profit margin</i>	<i>-6.7%</i>		<i>-13.7%</i>		<i>24.6%</i>		<i>-16.2%</i>		<i>5.7%</i>
Non-operating income	-388		796		-160		-127		346
Non-operating expenses	362		9		15		19		8
Ordinary profit	-1,263		56		1,968		-950		730
Extraordinary income	-		-		-		-		2
Extraordinary losses	238		-		1,451		-		3
Profit before income taxes	-1,501		56		517		-950		729
Total income taxes	-69		12		384		-171		434
Net profit	-1,431		44		133		-779		294
<i>Net profit margin</i>	<i>-18.7%</i>		<i>0.8%</i>		<i>1.5%</i>		<i>-15.7%</i>		<i>4.3%</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				
		4Q	1Q	2Q	3Q	4Q
Current assets		67,267	65,748	65,485	63,896	64,271
Cash and deposits		50,250	48,601	50,523	49,288	50,273
Operational investment securities		10,166	10,997	9,481	9,390	8,720
Non-current assets		12,537	10,563	10,433	18,117	11,470
Total assets		79,805	76,312	75,919	82,014	75,742
Current liabilities		6,567	5,402	5,294	4,912	5,644
Non-current liabilities		1,849	1,812	1,684	3,303	1,156
Total liabilities		8,417	7,215	6,979	8,216	6,801
Shareholders' equity		70,128	67,606	67,780	67,000	67,295
Net assets		71,387	69,096	68,940	73,798	68,940

Supplementary Material

Expense Transition

(Million JPY)

Cost	Sales ratio	FY2025				
		4Q	1Q	2Q	3Q	4Q
PF & Payments		813 10.6%	553 10.4%	627 7.2%	439 8.9%	634 9.2%
Royalties		97 1.3%	93 1.8%	58 0.7%	44 0.9%	56 0.8%
Employment		2,368 30.9%	2,282 43.0%	2,189 25.1%	2,314 46.7%	2,261 32.6%
Office		271 3.5%	259 4.9%	253 2.9%	235 4.7%	240 3.5%
iDC related		485 6.3%	487 9.2%	488 5.6%	430 8.7%	439 6.3%
Advertisement		1,310 17.1%	423 8.0%	946 10.8%	367 7.4%	189 2.7%
Outsourcing		878 11.5%	810 15.2%	718 8.2%	748 15.1%	658 9.5%
Others		1,954 25.5%	1,133 21.3%	1,302 14.9%	1,179 23.8%	2,061 29.7%
Total		8,180 106.7%	6,045 113.7%	6,584 75.4%	5,759 116.2%	6,541 94.3%

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

Supplementary Material

Quarterly Segment Statements of Income

Entertainment Business

(Million JPY)

	4Q	1Q	2Q	3Q	4Q	FY2025
Sales	6,581	5,239	6,769	4,847	6,408	
Cost	7,355	5,882	6,293	5,505	5,763	
Operating profit	-773	-643	476	-658	644	
<i>Operating profit margin</i>	<i>-11.8%</i>	<i>-12.3%</i>	<i>7.0%</i>	<i>-13.6%</i>	<i>10.1%</i>	

Investment&Development Business

(Million JPY)

	4Q	1Q	2Q	3Q	4Q	FY2025
Sales	1,086	75	1,959	107	525	
Cost	825	163	292	254	778	
Operating profit	260	-87	1,666	-146	-252	
<i>Operating profit margin</i>	<i>24.0%</i>	<i>-116.2%</i>	<i>85.1%</i>	<i>-135.7%</i>	<i>-48.1%</i>	

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Supplementary Material

Sales Transition by Release Period

(Million JPY)

	FY2024		FY2025			
	4Q	1Q	2Q	3Q	4Q	
FY Sep. 2012 Online Titles	116	98	103	94	102	
FY Sep. 2013 Online Titles	411	261	465	241	405	
FY Sep. 2014 Online Titles	1,127	614	601	435	995	
FY Sep. 2015 Online Titles	12	11	16	10	12	
FY Sep. 2016 Online Titles	15	10	8	8	12	
FY Sep. 2017 Online Titles	107	89	78	64	62	
FY Sep. 2018 Online Titles	402	333	387	314	393	
FY Sep. 2019 Online Titles	2,494	1,967	2,932	2,000	2,517	
FY Sep. 2023 Online Titles	25	17	12	11	7	
FY Sep. 2024 Online Titles	386	396	265	150	137	
FY Sep. 2025 Online Titles	-	-	482	201	116	
BlockchainGame (Brilliantcrypto)	173	175	125	35	23	
Console (In-house Operation · Entrusted Development etc)	540	846	863	960	1,126	
Others (Overseas · Our IP Operation and Merchandise · XR etc)	768	415	426	319	494	
Total (Entertainment Business)	6,581	5,239	6,769	4,847	6,408	

■ 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

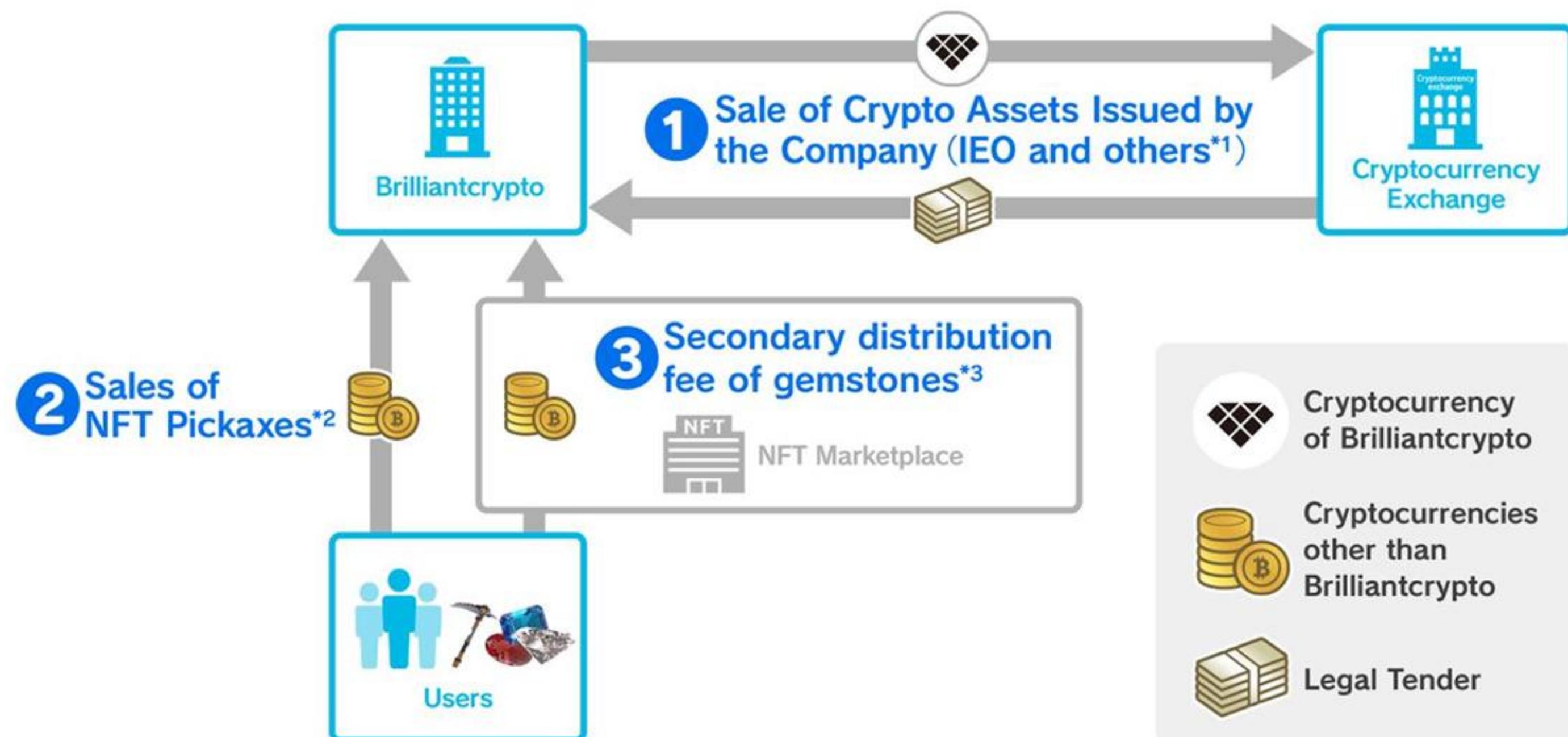
■ COOPL

■ Amount of each group company



*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).

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



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

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

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

Entertainment in Real Life

Making everyday more enjoyable and wonderful through entertainment

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



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