

# FY Sep.2025 Results

2025/11/05 WED

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\*Views and forecasts contained in this document are based on COLOPL'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

## 4Q Results (Jul.-Sep.)

- **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 Results

- **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: —%)

## TOPICS

- **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.

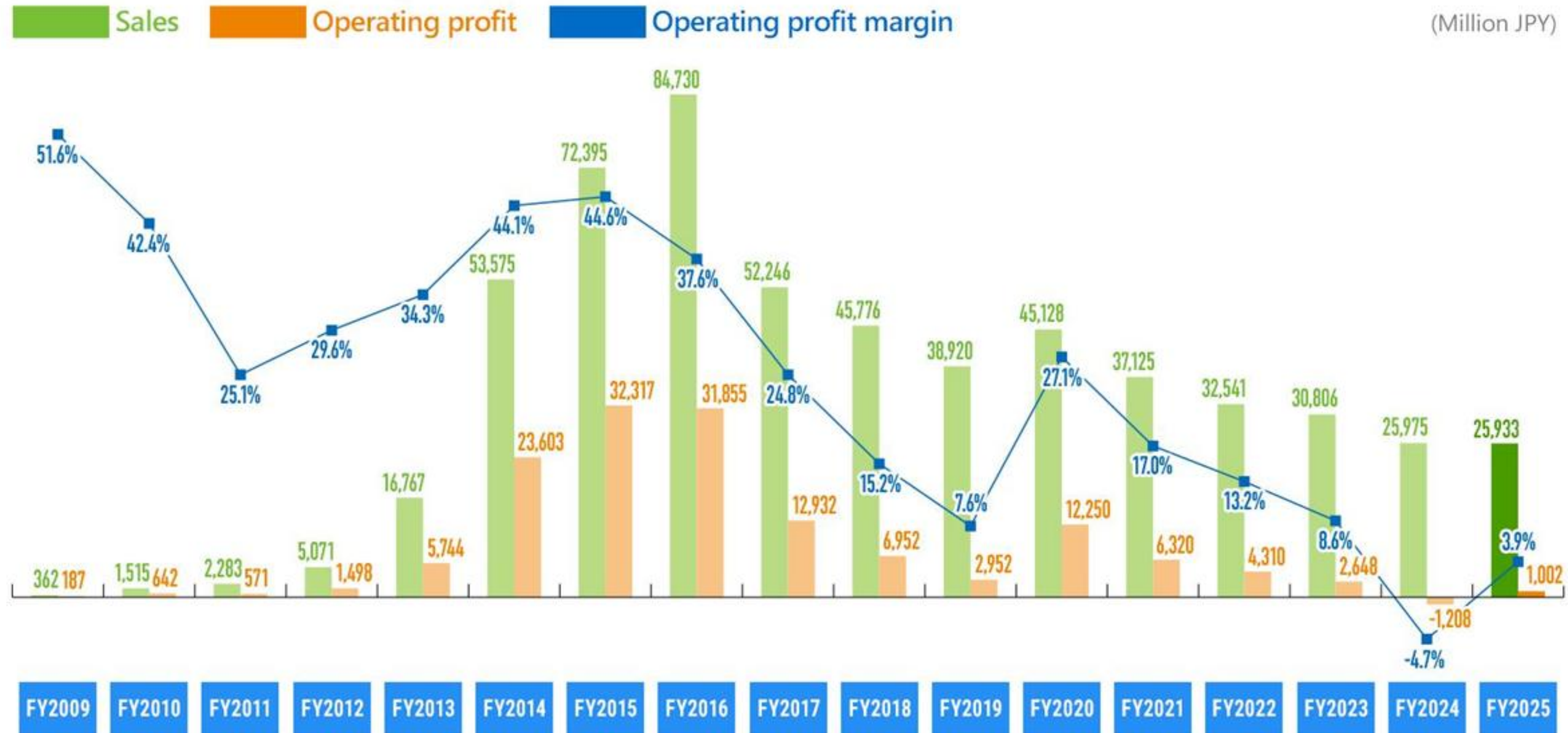
\*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).



# Overview of Results

Revenue Transition(YoY)

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

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

### Investment&Development Business

(Million JPY)

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

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



### 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%
<b>Total assets</b>	<b>79,805</b>	<b>75,742</b>	<b>-5.1%</b>
Current liabilities	6,567	5,644	-14.1%
Non-current liabilities	1,849	1,156	-37.4%
<b>Total liabilities</b>	<b>8,417</b>	<b>6,801</b>	<b>-19.2%</b>
Shareholders' equity	70,128	67,295	-4.0%
<b>Net assets</b>	<b>71,387</b>	<b>68,940</b>	<b>-3.4%</b>

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

## 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%

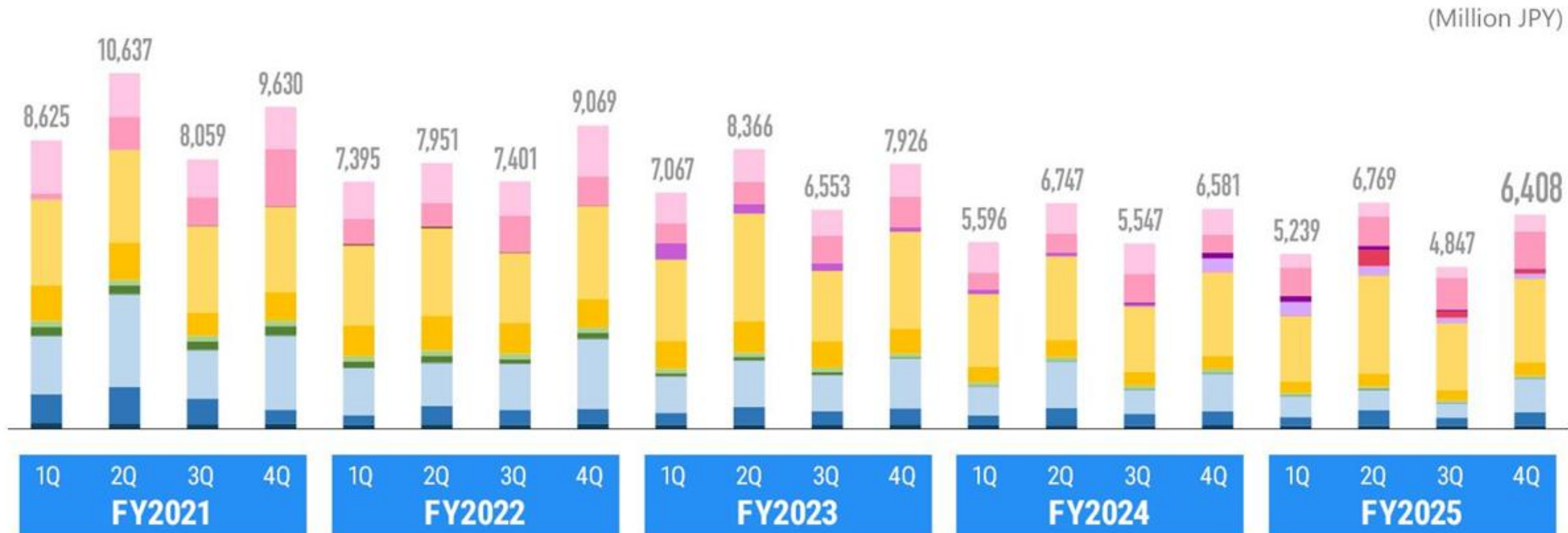


\*There are some differences in calculation due to rounding down of less than one million yen and rounding off.  
\*The dividend for FY2025 will be decided at the annual meeting of stockholders which is plans to take in December, 2025 in relation to the plan for the appropriation of surplus.



# | Entertainment Business

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



\*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**

**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.

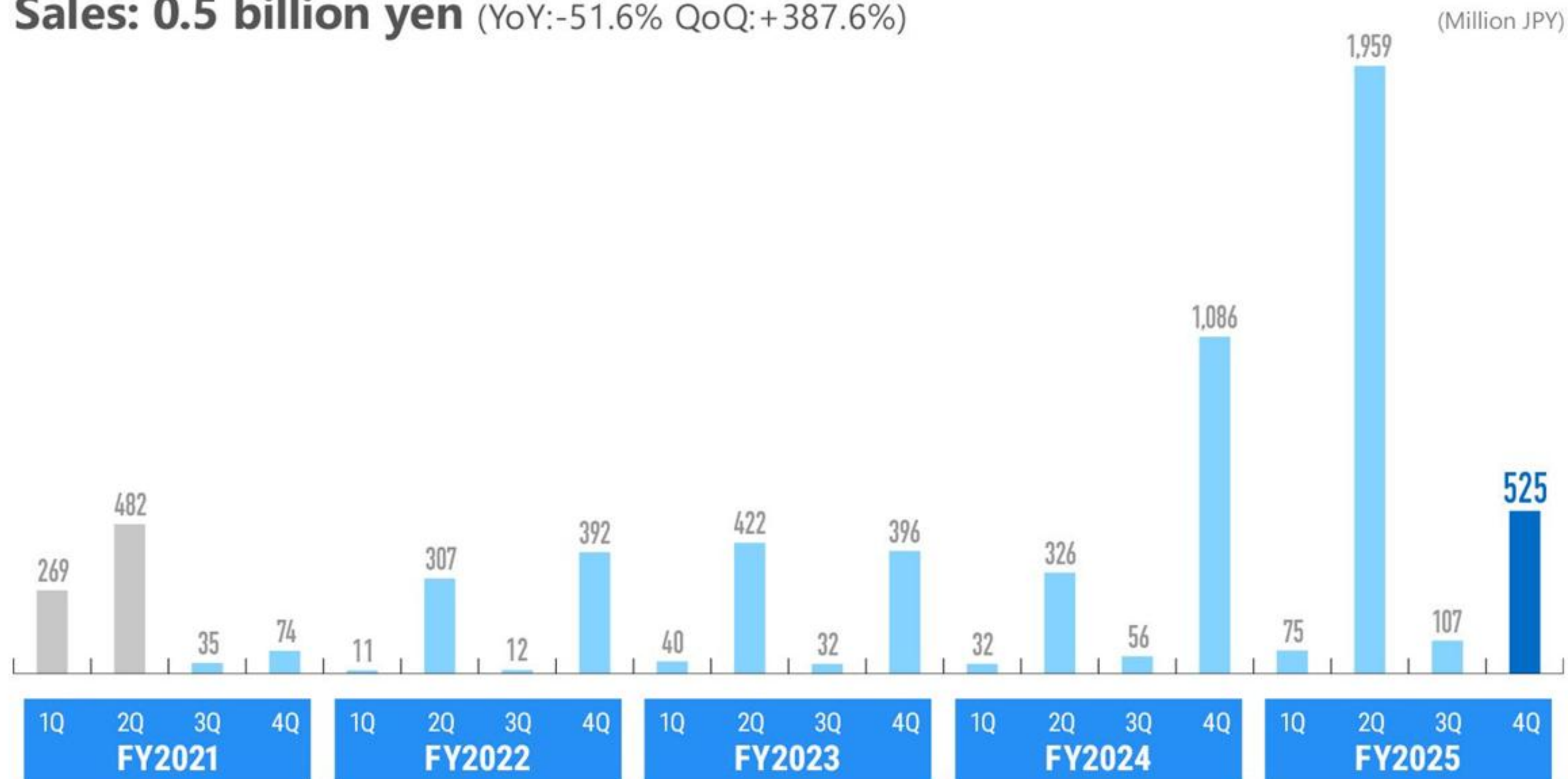
# **| Investment and Development Business**



# 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.



# Investment and Development Business

## Sale of a portion of BitStar Inc. shares held



### Company Name:

BitStar Inc.

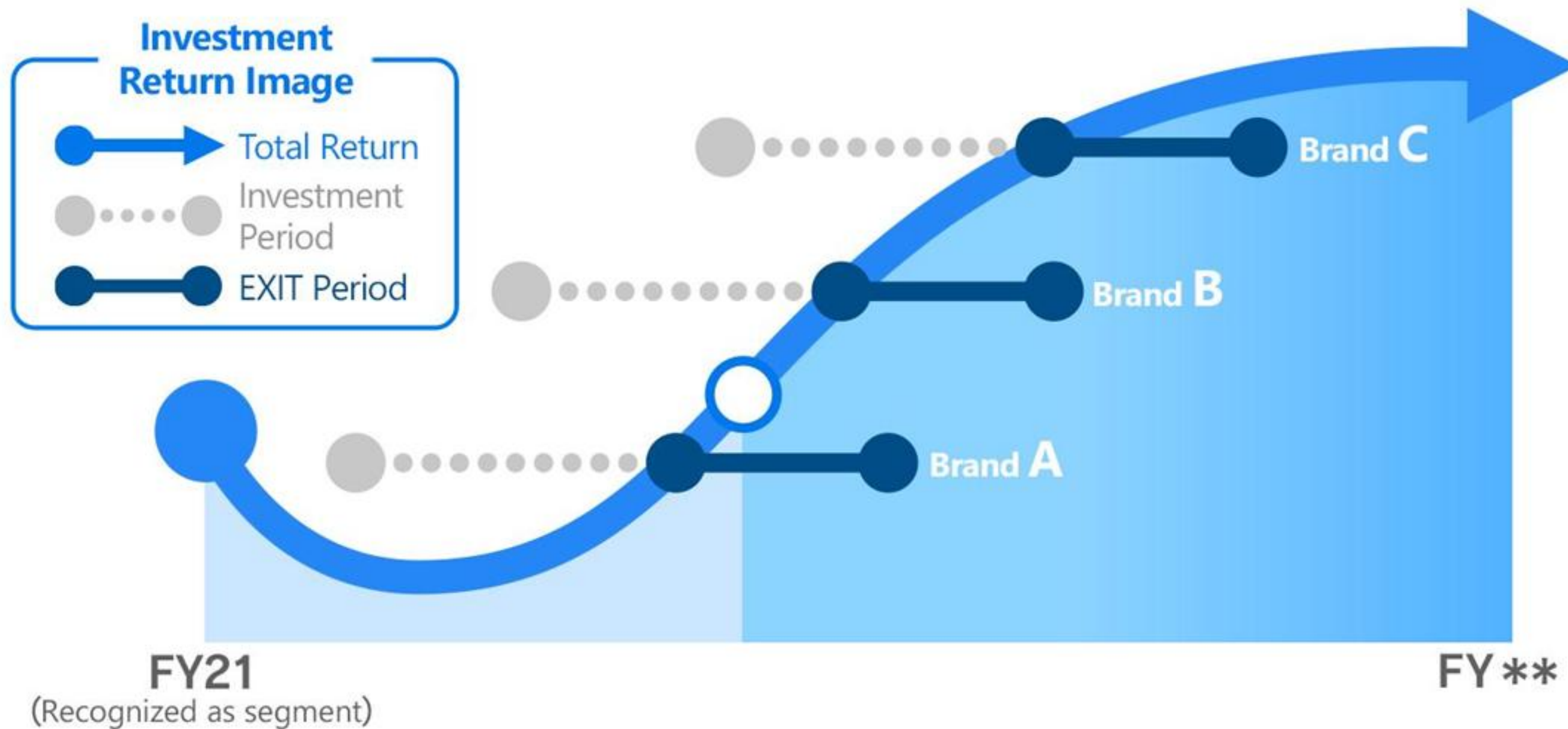
### Business:

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

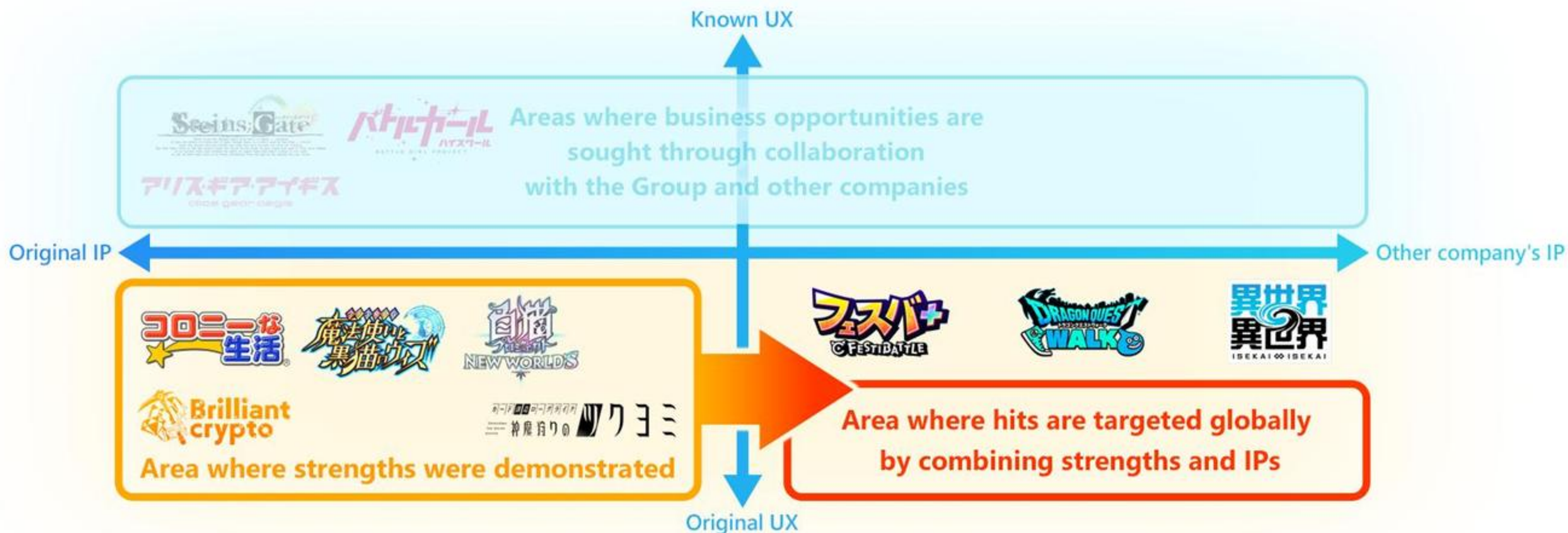


**Consolidated Sales .....over 100 billion yen**

**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	<div>1. Revamped personnel system under new HR policy</div> <div>2. Implementation of Career Transition Support Program</div> <div>Number of positions available: Approximately 70 people (*From the 2Q of FY2026, impact on employee count)</div> <div>⇒For details, please refer to the timely disclosure "Notice of Career Transition Support Program".</div>
	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

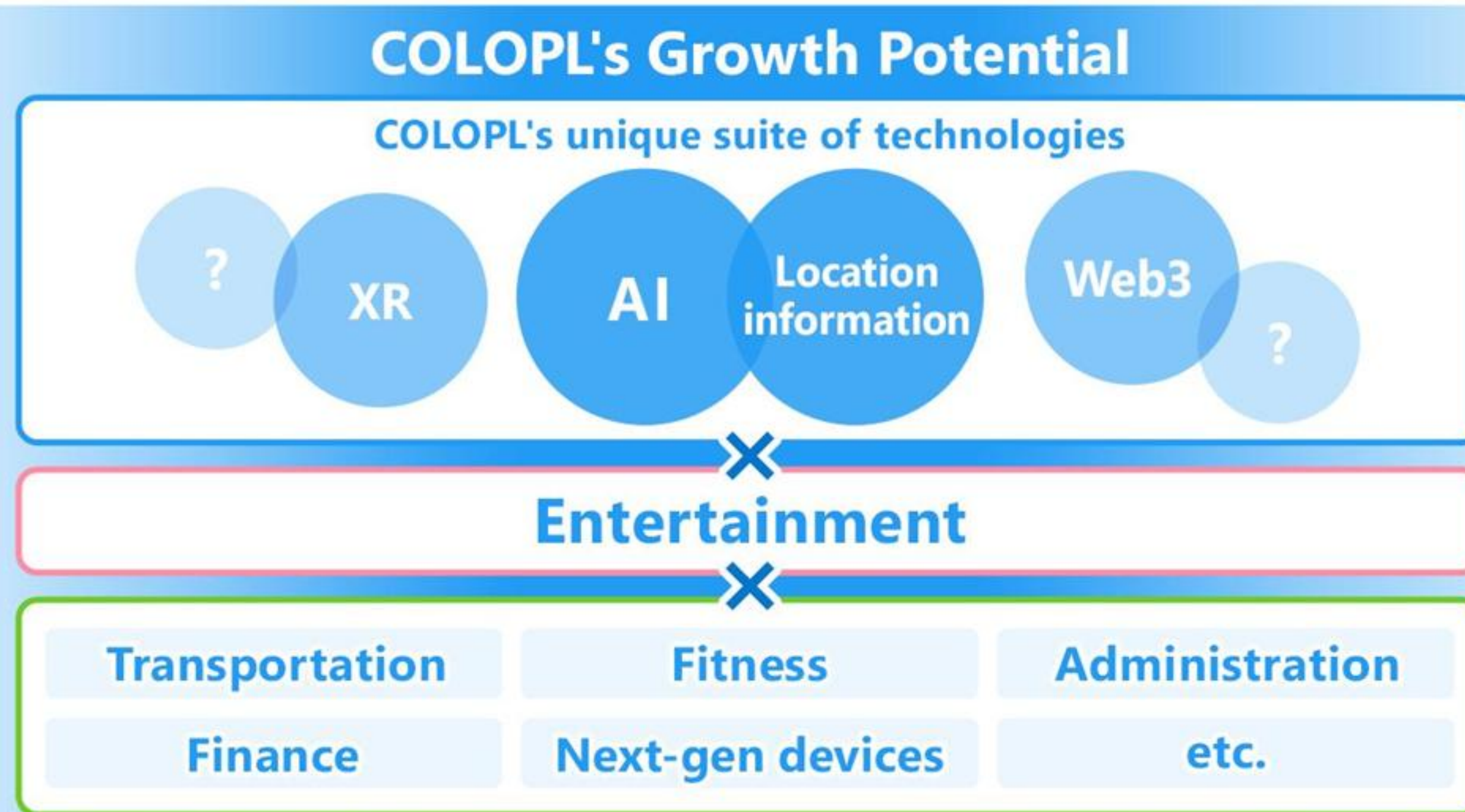


# **| COLOPL's Growth Potential**



# 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



Introduced "FANPARK"  
to the large-scale music festival event



Released "360maps" to turn travel time  
into entertainment

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



# **| Supplementary Material**

# Supplementary Material

## Consolidated Quarterly Statements of Income

(Million JPY)

	FY2024	FY2025			
	4Q	1Q	2Q	3Q	4Q
<b>Sales</b>	<b>7,667</b>	<b>5,314</b>	<b>8,729</b>	<b>4,955</b>	<b>6,934</b>
Cost	8,180	6,045	6,584	5,759	6,541
<b>Operating profit</b>	<b>-512</b>	<b>-730</b>	<b>2,144</b>	<b>-804</b>	<b>392</b>
<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
<b>Ordinary profit</b>	<b>-1,263</b>	<b>56</b>	<b>1,968</b>	<b>-950</b>	<b>730</b>
Extraordinary income	-	-	-	-	2
Extraordinary losses	238	-	1,451	-	3
<b>Profit before income taxes</b>	<b>-1,501</b>	<b>56</b>	<b>517</b>	<b>-950</b>	<b>729</b>
Total income taxes	-69	12	384	-171	434
<b>Net profit</b>	<b>-1,431</b>	<b>44</b>	<b>133</b>	<b>-779</b>	<b>294</b>
<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
<b>Total assets</b>	<b>79,805</b>	<b>76,312</b>	<b>75,919</b>	<b>82,014</b>	<b>75,742</b>
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
<b>Total liabilities</b>	<b>8,417</b>	<b>7,215</b>	<b>6,979</b>	<b>8,216</b>	<b>6,801</b>
Shareholders' equity	70,128	67,606	67,780	67,000	67,295
<b>Net assets</b>	<b>71,387</b>	<b>69,096</b>	<b>68,940</b>	<b>73,798</b>	<b>68,940</b>

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

# Supplementary Material

## Expense Transition

(Million JPY)

Cost		FY2025				
Sales ratio	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.



### Entertainment Business

(Million JPY)

	4Q	1Q	2Q	FY2025	3Q	4Q
<b>Sales</b>	<b>6,581</b>	<b>5,239</b>	<b>6,769</b>	<b>4,847</b>	<b>6,408</b>	
<b>Cost</b>	<b>7,355</b>	<b>5,882</b>	<b>6,293</b>	<b>5,505</b>	<b>5,763</b>	
<b>Operating profit</b>	<b>-773</b>	<b>-643</b>	<b>476</b>	<b>-658</b>	<b>644</b>	
<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	FY2025	3Q	4Q
<b>Sales</b>	<b>1,086</b>	<b>75</b>	<b>1,959</b>	<b>107</b>	<b>525</b>	
<b>Cost</b>	<b>825</b>	<b>163</b>	<b>292</b>	<b>254</b>	<b>778</b>	
<b>Operating profit</b>	<b>260</b>	<b>-87</b>	<b>1,666</b>	<b>-146</b>	<b>-252</b>	
<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>	

\*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).

(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.

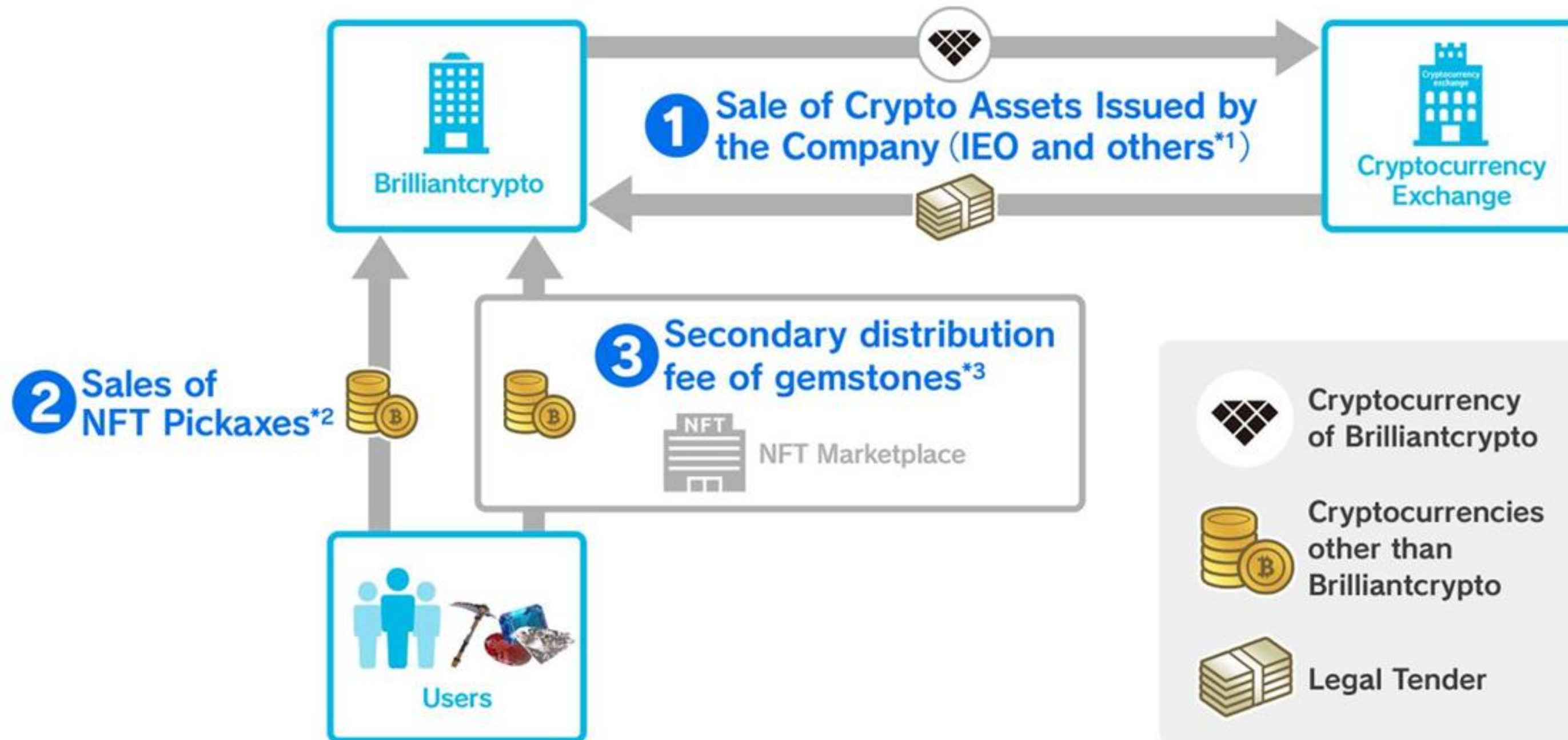
\*The QAU and ARPU figures for 1Q FY2025 have been adjusted retroactively.



\*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 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.

# 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



pinmark.colopl.co.jp

