

# 1Q FY Sep. 2026 Financial Results Presentation

2026/02/04 WED

Notes: This document is a translated version for reference purposes only. Therefore, any discrepancy may occur with the Japanese original version. Please refer to the Japanese version if you find anything unclear. COLOPL, Inc. takes no responsibility for any problems of translation.

# INDEX

## Overview of Results

## Entertainment Business

## Investment and Development Business

## Current Status and Future Forecast

## Other Initiatives

## Supplementary Material

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.

# 1Q FY Sep. 2026 Highlights

- Profits improved significantly YoY due to reduced advertising expenses, etc.  
New game development is progressing steadily

Results

## 1Q Results

Sales: 4.7 billion yen (YoY: -10.2%) Operating Profit: -0.08 billion yen (YoY: —%)

Ordinary Profit: 0.4 billion yen (YoY: +752.4%)

## Entertainment Business

Sales: 4.6 billion yen (YoY: -10.6%) Operating Profit: -0.05 billion yen (YoY: —%)

## Investment and Development Business

Sales: 0.09 billion yen (YoY: +20.4%) Operating Profit: -0.03 billion yen (YoY: —%)

TOPICs

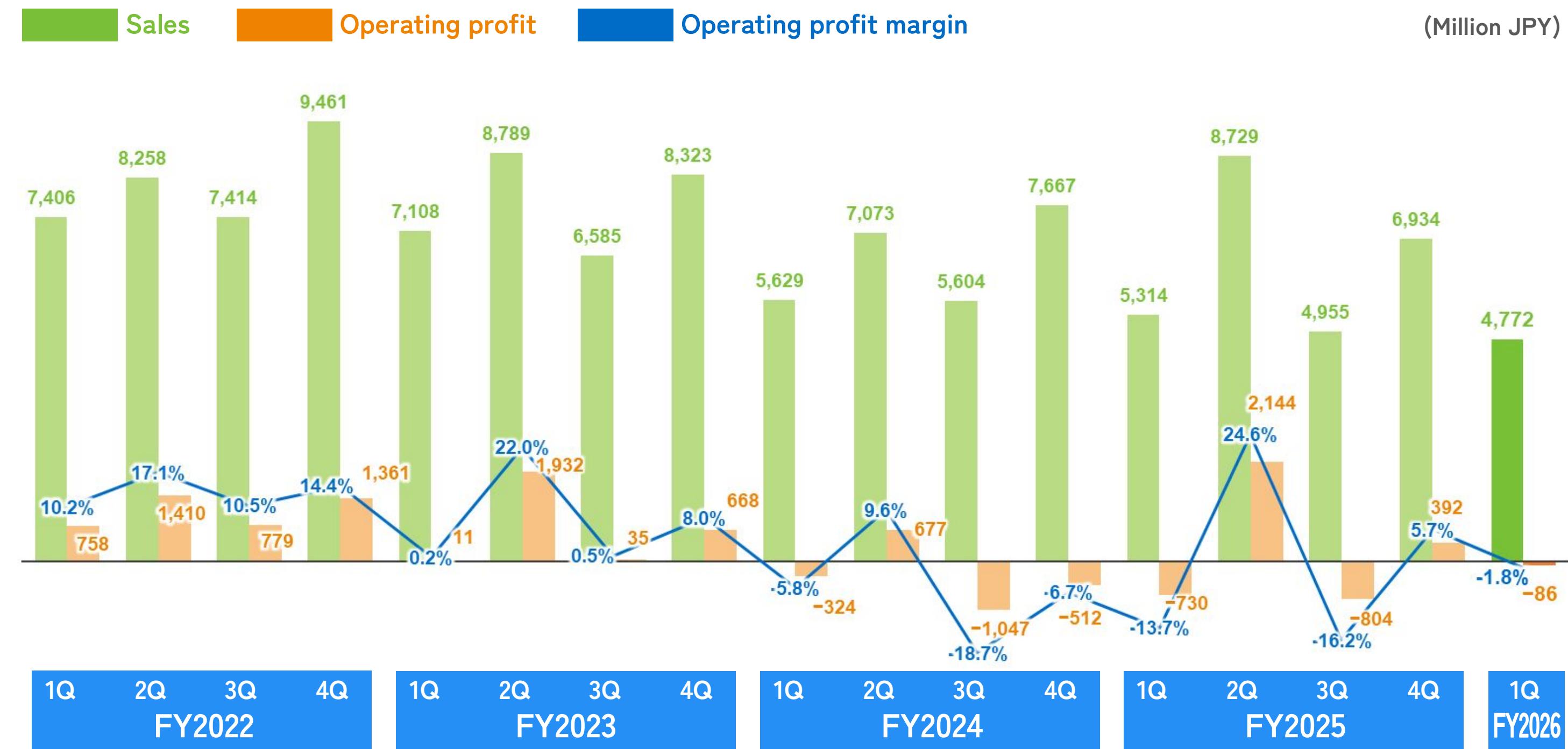
- The latest Nintendo Switch™ title, “KAZUMA KANEKO'S TSUKUYOMI,” is set for release on April 23, 2026!
- Developed a proprietary map service specialized for location-based games\*

# Overview of Results

# Overview of Results

## Revenue Transition

**Sales: 4.7 billion yen (YoY: -10.2%)    Operating Profit: -0.08 billion yen (YoY: -%)**



\*Totals may not add up due to rounding or truncation.

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

# Overview of Results

## Results by Segment

### Cost Reductions Across Segments; Strong Ent. Profit Improvement

| Entertainment Business  |                                  |                                  |        | (Million JPY) |
|-------------------------|----------------------------------|----------------------------------|--------|---------------|
|                         | FY2025 1Q<br>(Oct.2024-Dec.2024) | FY2026 1Q<br>(Oct.2025-Dec.2025) | YoY    |               |
| Sales                   | 5,239                            | 4,681                            | -10.6% |               |
| Cost                    | 5,882                            | 4,736                            | -19.5% |               |
| Operating profit        | -643                             | -54                              | —      |               |
| Operating profit margin | -12.3%                           | -1.2%                            | —      |               |

| Investment and Development Business |                                  |                                  |        | (Million JPY) |
|-------------------------------------|----------------------------------|----------------------------------|--------|---------------|
|                                     | FY2025 1Q<br>(Oct.2024-Dec.2024) | FY2026 1Q<br>(Oct.2025-Dec.2025) | YoY    |               |
| Sales                               | 75                               | 90                               | +20.4% |               |
| Cost                                | 163                              | 123                              | -24.3% |               |
| Operating profit                    | -87                              | -32                              | —      |               |
| Operating profit margin             | -116.2%                          | -35.9%                           | —      |               |

\*Totals may not add up due to rounding or truncation.

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

# Overview of Results

## Consolidated Income Statement

Ordinary profit was 0.4 billion yen and Net profit for the period was 0.1 billion yen, resulting in a surplus

(Million JPY)

|                                   | FY2025 1Q<br>(Oct.2024-Dec.2024) | FY2026 1Q<br>(Oct.2025-Dec.2025) | YoY            |
|-----------------------------------|----------------------------------|----------------------------------|----------------|
| <b>Sales</b>                      | <b>5,314</b>                     | <b>4,772</b>                     | <b>-10.2%</b>  |
| Cost                              | 6,045                            | 4,859                            | -19.6%         |
| <b>Operating profit</b>           | <b>-730</b>                      | <b>-86</b>                       | -              |
| Operating profit margin           | -13.7%                           | -1.8%                            | -              |
| Non-operating income              | 796                              | 594                              | -25.4%         |
| Non-operating expenses            | 9                                | 22                               | +145.6%        |
| <b>Ordinary profit</b>            | <b>56</b>                        | <b>484</b>                       | <b>+752.4%</b> |
| Extraordinary income              | —                                | 58                               | -              |
| Extraordinary losses              | —                                | 273                              | -              |
| <b>Profit before income taxes</b> | <b>56</b>                        | <b>269</b>                       | <b>+374.8%</b> |
| Total income taxes                | 12                               | 99                               | +729.0%        |
| <b>Net profit</b>                 | <b>44</b>                        | <b>170</b>                       | <b>+279.6%</b> |
| Net profit margin                 | 0.8%                             | 3.6%                             | -              |

\*Totals may not add up due to rounding or truncation.

\*\*"Net Profit" refers to Profit attributable to owners of parent. (Profit attributable to non-controlling interests is included in "Income taxes" for display purposes.)

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

# Overview of Results

## Consolidated Balance Sheets

Equity ratio of 91.7%

(Million JPY)

|  | FY2025<br>(Sep.2025) | FY2026 1Q<br>(Dec.2025) | Compared to the end<br>of the previous year |
|--|----------------------|-------------------------|---|
| <b>Current assets</b>                    | 64,271               | 60,516                  | -5.8%                                       |
| <b>Cash and deposits</b>                 | 50,273               | 47,048                  | -6.4%                                       |
| <b>Operational investment securities</b> | 8,720                | 8,768                   | +0.6%                                       |
| <b>Non-current assets</b>                | 11,470               | 11,666                  | +1.7%                                       |
| <b>Total assets</b>                      | <b>75,742</b>        | <b>72,183</b>           | <b>-4.7%</b>                                |
| <b>Current liabilities</b>               | 5,644                | 5,087                   | -9.9%                                       |
| <b>Non-current liabilities</b>           | 1,156                | 881                     | -23.8%                                      |
| <b>Total liabilities</b>                 | <b>6,801</b>         | <b>5,968</b>            | <b>-12.2%</b>                               |
| <b>Shareholders' equity</b>              | <b>67,295</b>        | <b>64,896</b>           | <b>-3.6%</b>                                |
| <b>Net assets</b>                        | <b>68,940</b>        | <b>66,215</b>           | <b>-4.0%</b>                                |

# Entertainment Business

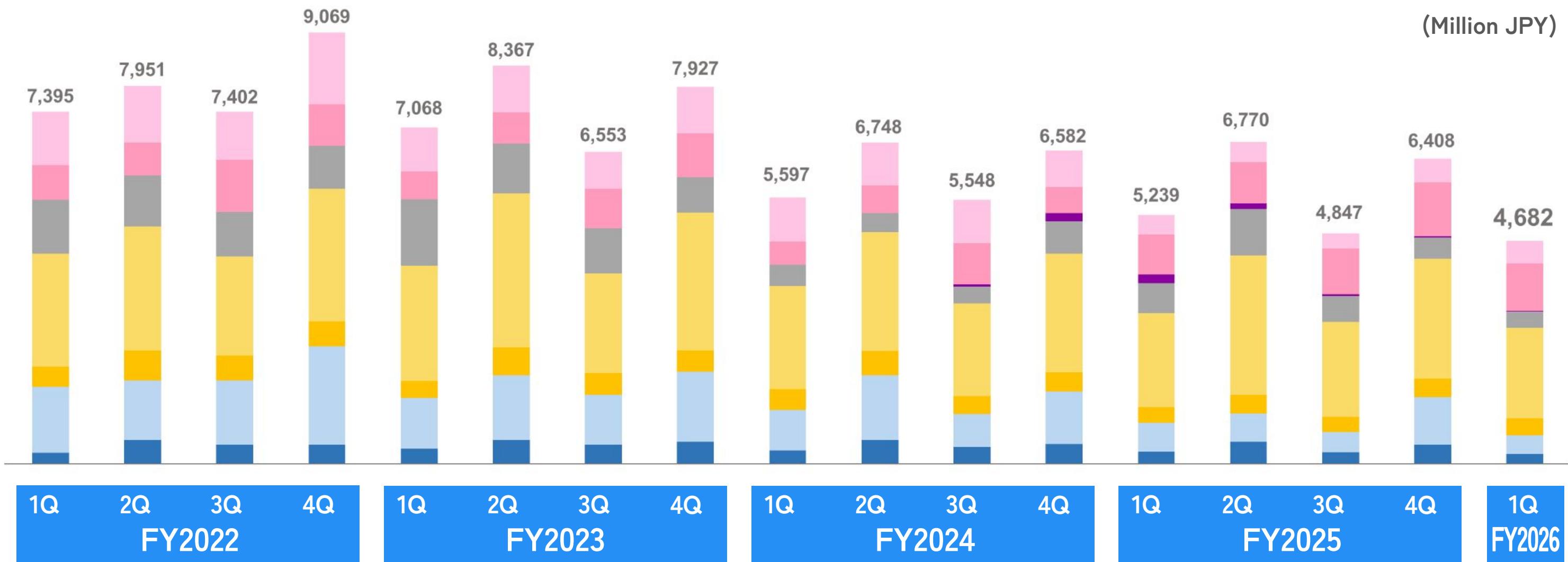
**Sales: 4.6 billion yen (YoY: -10.6% QoQ: -26.9%)**

- Quiz RPG: The World of Mystic Wiz
- DRAGON QUEST WALK
- Console (Proprietary/Contracted)

- Shironeko Project
- Other Mobile
- Licensing, Our IP Operation Merchandise, XR, etc.

- Alice Gear Aegis
- Web3

Breakdown of Other Mobile: Tokyo Casino Project, Shironeko Tennis, NEKO GOLF, FESBA+, ISEKAI ∞ ISEKAI, Tsukuyomi, and other discontinued titles.



\*Totals may not add up due to rounding or truncation.

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

### Shironeko Project

Striving to provide experiences unique to “Shironeko”  
and aiming for long-term, stable operation



Chapter 10 of the Main Story opens,  
taking the battle into a new world.



Held seasonal events  
featuring popular characters.

### DRAGON QUEST WALK

Continued to hold anniversary events



Pursuing the essence of Dragon Quest while implementing initiatives aligned with the IP's momentum.

### Other titles

#### Focused on improving user engagement



[Alice Gear Aegis](#)

Collaboration with Gaianotes inc.,  
a model paint manufacturer, was held.

[Quiz RPG: The World of Mystic Wiz](#)

The latest event in the series was held.

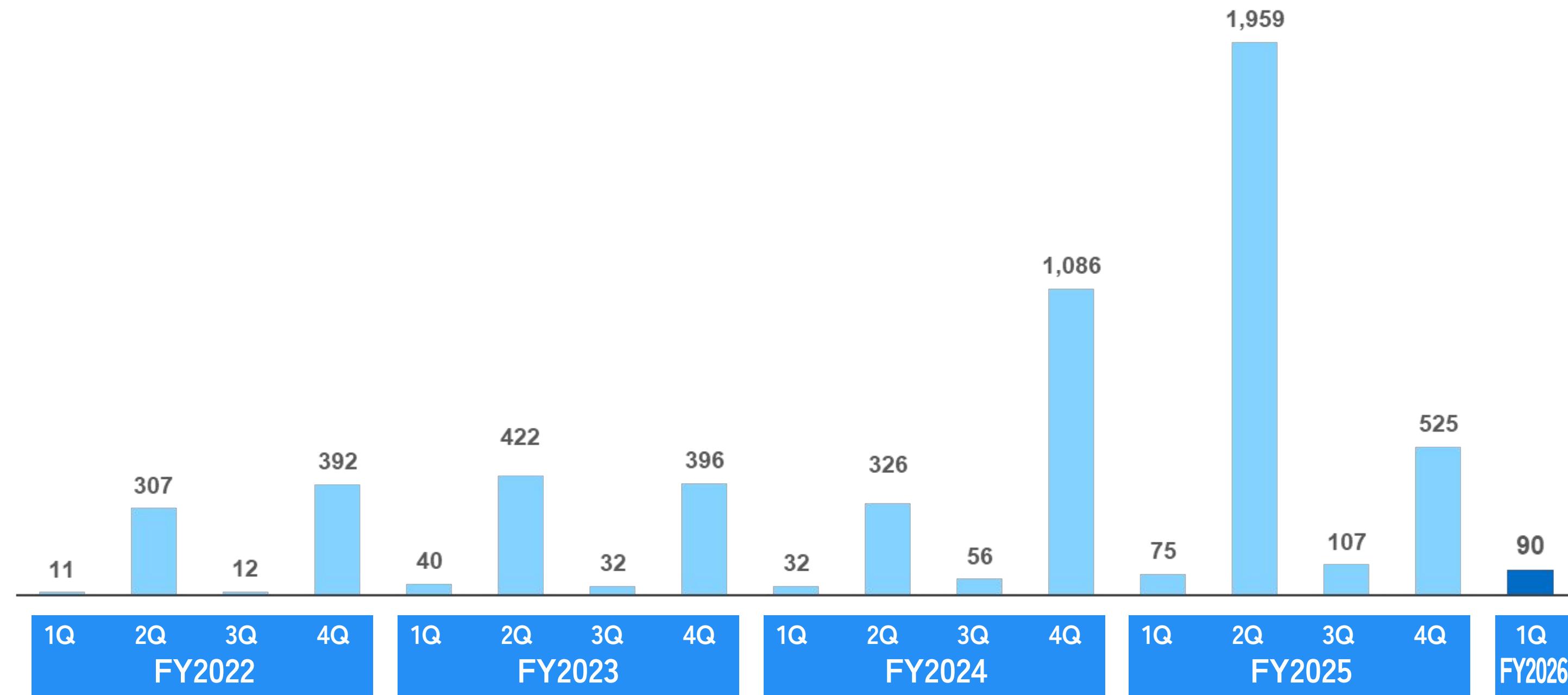
# Investment and Development Business

# Investment and Development Business

## Quarterly Sales Transition

Sales: 0.09 billion yen (YoY: +20.4% QoQ: -82.7%)

(Million JPY)



\*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.

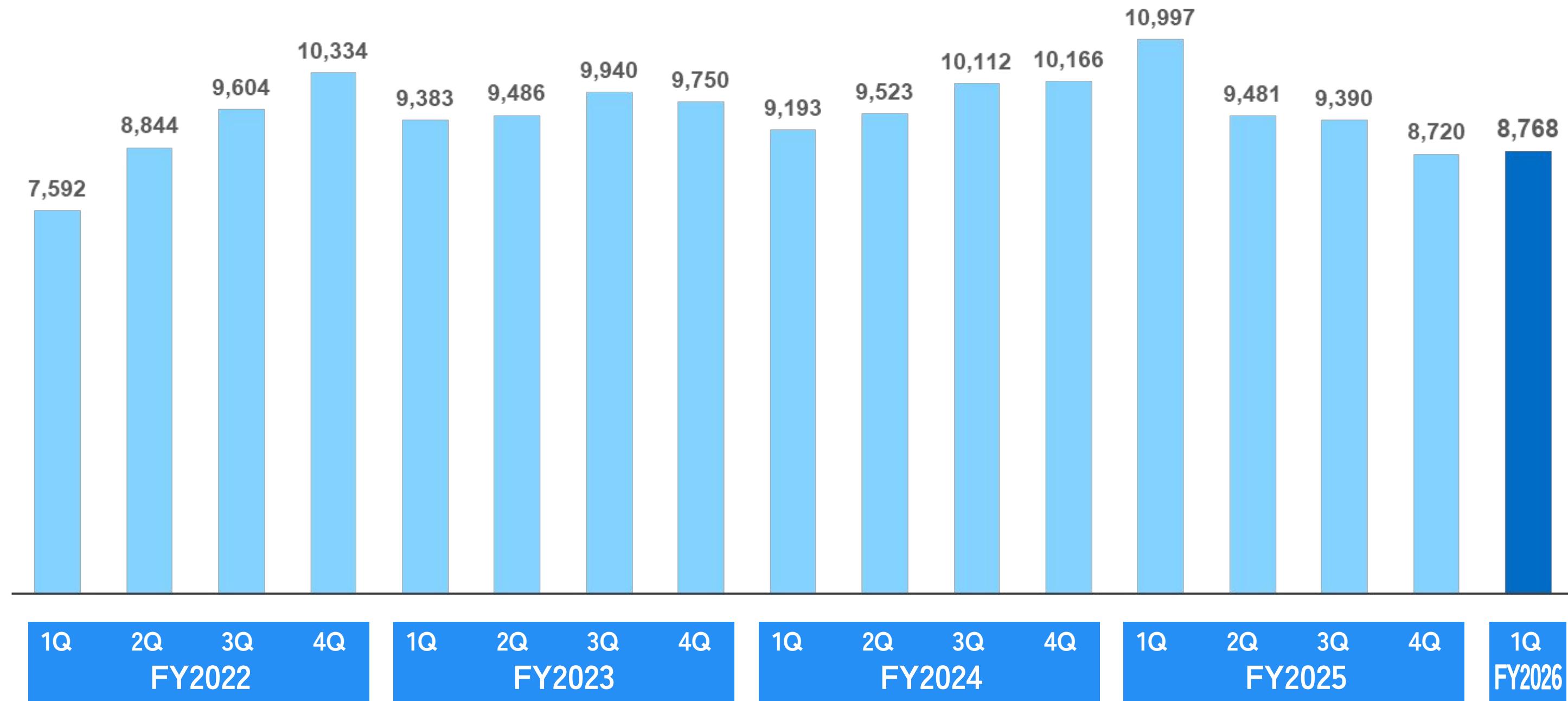
# Investment and Development Business

Balance of Operational Investment Securities

Balance of Operational Investment Securities: 8.7 billion yen

(Million JPY)

(YoY: -20.3%、QoQ: +0.6%)



\*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

New investments were made in two domestic companies



**Company name:**

CORE, Inc.

**Business:**

Operating a community SNS for working women



**Game Server Services**

**Company name:**

Game Server Services, Inc.

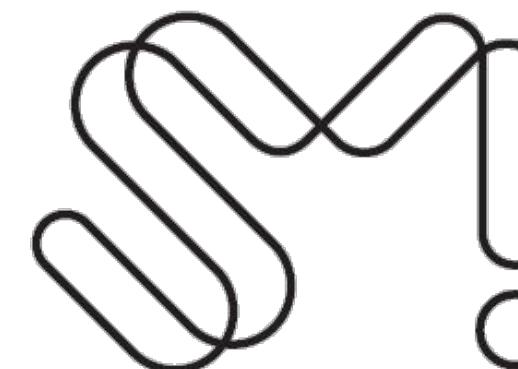
**Business:**

Development and provision of game servers  
optimized for smart devices

Selected as a General Partner  
for K-Growth's "K-Content Media Strategic Fund No. 2"



colopl next korea



SM  
CULTURE PARTNERS

Jointly forming a fund as Co-GP  
with SM Culture Partners (SM Entertainment subsidiary)

# Current Status and Future Forecast

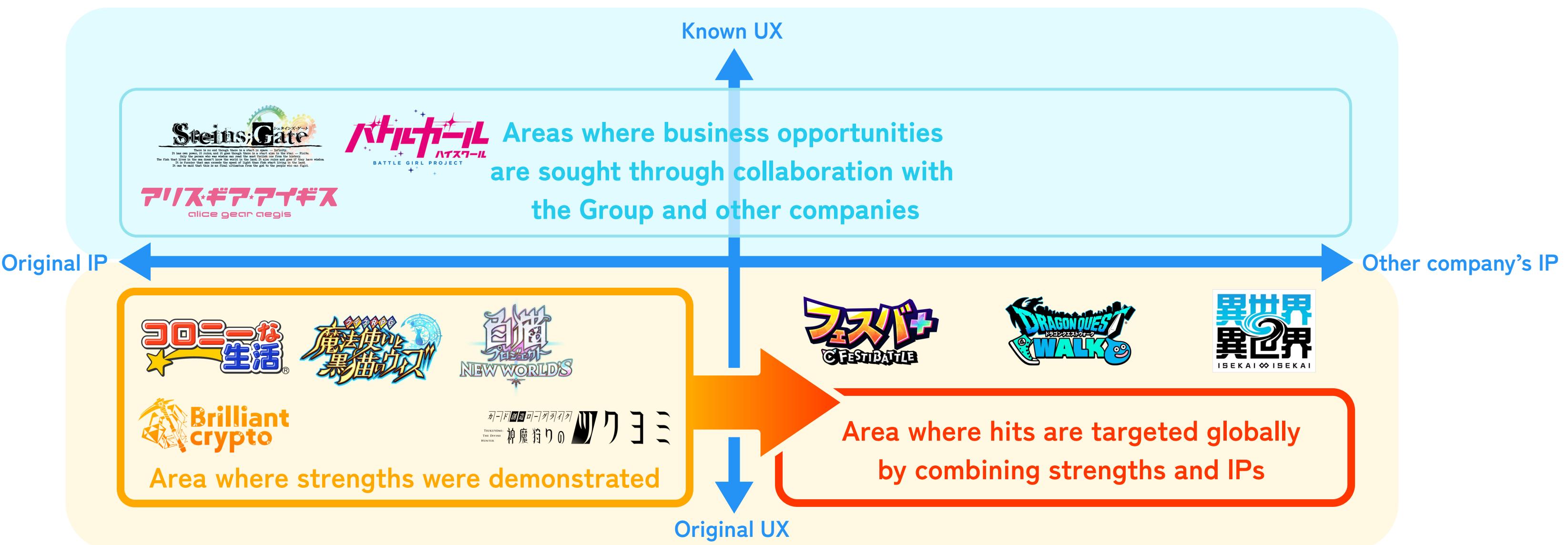
Advancing each strategy toward achieving “Global Top 20”

Consolidated Target: Sales 100 billion yen / Op. Profit 50 billion yen



\* “Global Top 20” refers to the top 20 companies in the global mobile game market as calculated by our own research, with consolidated sales and consolidated profit serving as a guide.

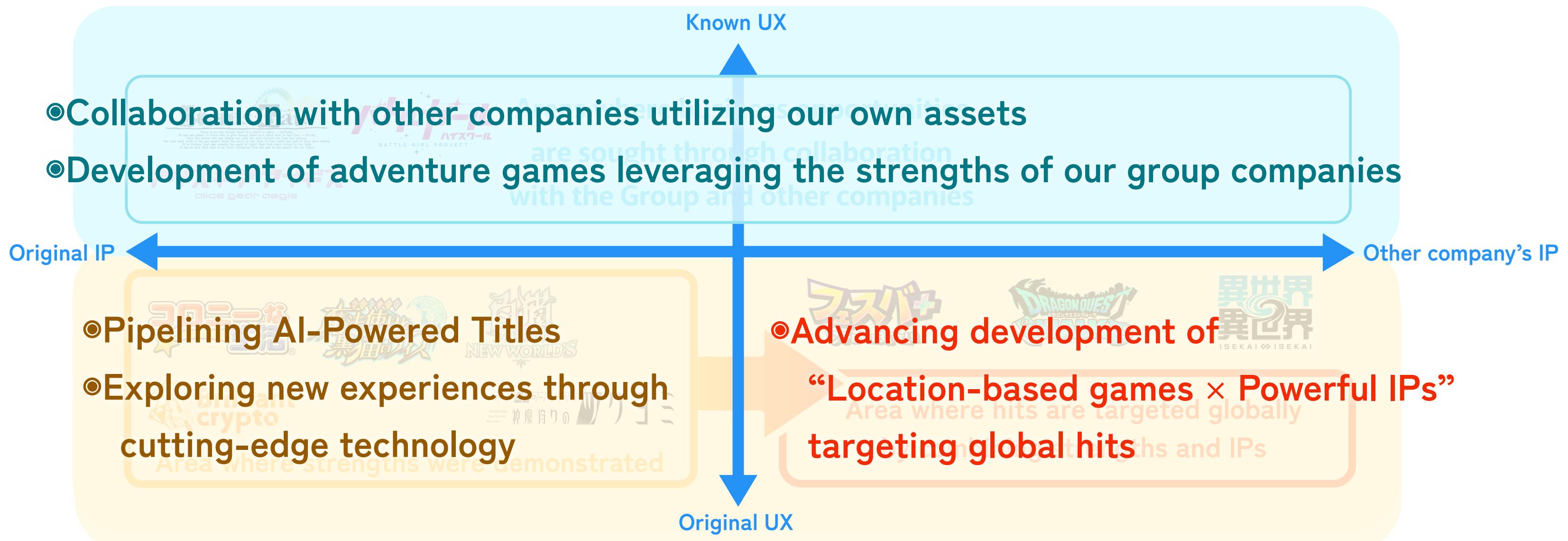
Combining COLOPL's cultivated technological capabilities with powerful IPs, We aim to create global hit titles



\*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 FY2026

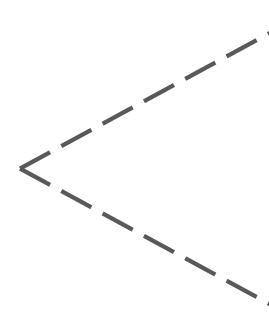


Added one AI-powered title to pipeline

New titles, including a global location-based game, are currently under active development

**Mobile Games  
pipeline**

**5**



**Location-based game 2**

**Other genre 3**

Developed a map distribution service specialized for location-based games



Achieved cost reductions and enhanced development speed.

### Multiple adventure games currently in development

PC/Console Games  
pipeline

11

Major titles in development



## The Reimagined "Tsukuyomi" Set for Release on Nintendo Switch™



## Grand Prix Winner at the Generative AI Use Case Awards

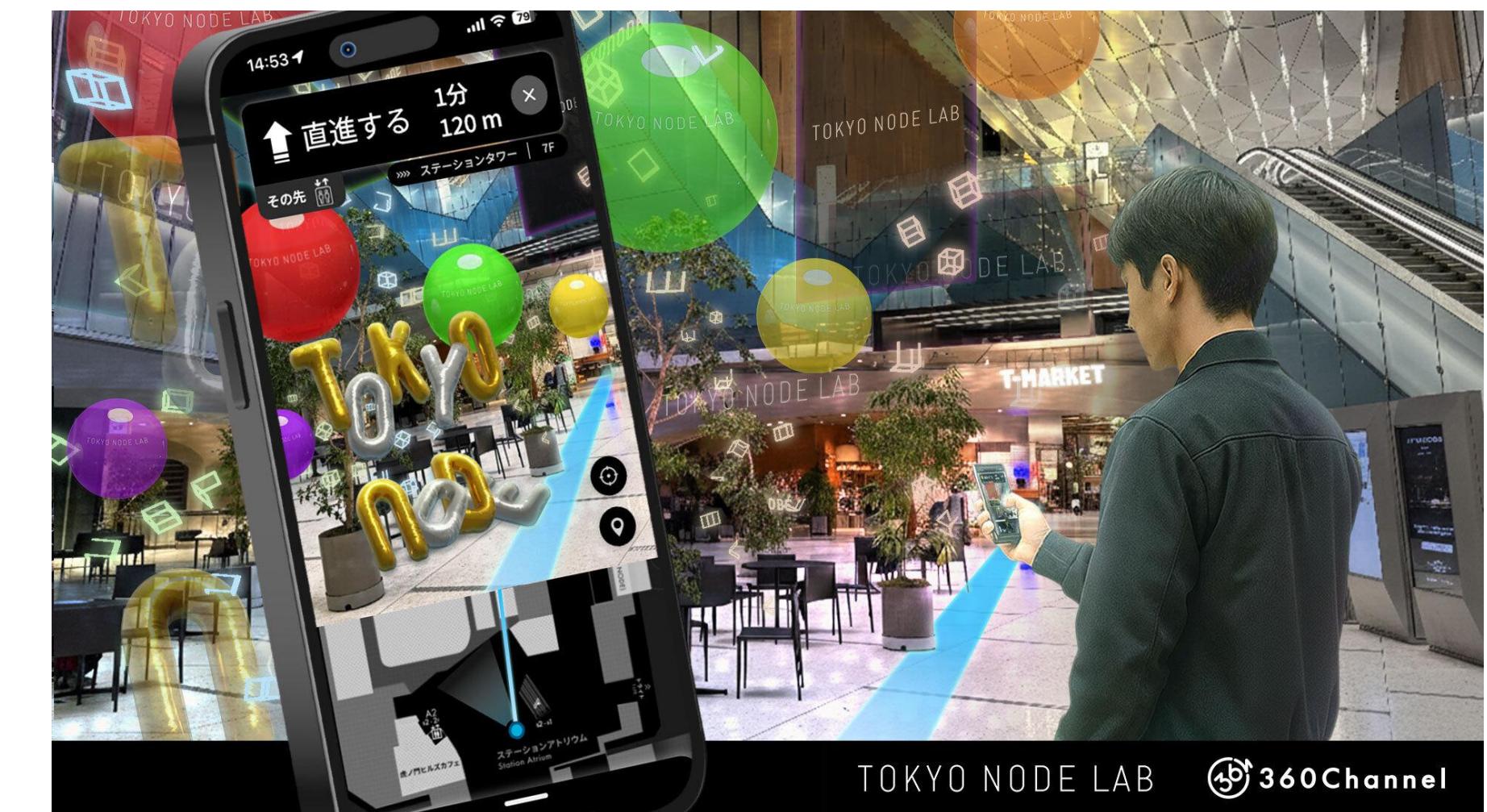


Highly acclaimed for addressing generative AI risks and concerns head-on.

## Deployment of “360maps” next-gen AR navigation at Toranomon Hills, Station Tower



# 360maps



Creating “mobility experiences as entertainment” utilizing XR technology.

# Current Status and Future Forecast

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



# Other Initiatives

# Other Initiatives

## Integrated Report “COLOPL Report 2025” released



**SPECIAL INTERVIEW**

唯一無二のものづくりで  
グローバル展開を  
加速する  
コロプラの挑戦と未来

「市場創造型マーケティング」を  
形にした一年

—2025年9月期は、CPOとしてプロダクトとマーケティングを掌握された坂本さん。この一年の振り返りをお願いしますか。

坂本 エンターテインメント事業の価値を最大化する、という最も重要なテーマはございませんが、CPOとしてプロダクト全体を俯瞰して見る意識がより強まった一年でした。

取材日 2025年9月1日  
COO, Games  
(Chief Operating Officer, Games)  
エンターテインメント本部長  
坂本 佑

執行役員  
Kuma the Bear本部長  
角田 亮二

そのなかでも大きな変化は2つ。1つは、コロプラ車輪にとどまらず、グループ内シナジーを掛け合わせることでエンジニアリング領域の事業拡大を目指した点です。コンシルマーケターに強い株式会社MAGESとの連携を図り、株式会社ピラミッド新しい企画を進めたりなど、グループ全社で価値を創出・最大化する取り組みを強めています。ほかにもさまざまな施策を推進し、今までの事業展開を見据えた土台づくりは、この一年で着実に積み上げられてきました。

2つ目の変化は何ですか。

坂本 マーケティング領域への関わりです。年初からマーケティング部門も管掌することになり、開発と一緒に体化した体制づくりを進めてきました。コロプラは、常に新しいものを生み出す会社であるからこそ、P&D(プロダクトマーケットフィット)の検証が重要です。以前は開発とマーケティングが十分に連携できていなかった部分がありましたが、今は基本上流れから目線を合わせ、市場の有無やニーズをしっかりと確認しながら取り組んでいます。

角田 その意識といえるのが、「神魔狩りの次回作」です。これまで像徳成(A)をゲーム化しないままひたすらデータを貯め、2025年5月にリリースしました。

坂本 「神魔狩りの次回作」は、AIを用いた未来の環境のゲームで、本当に市場があるのか、という問い合わせがありました。開発とマーケティング、プロモーションの各チームの力を結集してグローバルヒットタイトルの創出を目指す、ディレクターの齊藤Kevin達構に、その挑戦への覚悟を聞きました。

COLOPL Report 2025 16

**CLOSE UP**

コロプラの未来を切り拓く。  
ディレクターが語る、  
新たな成長軌道へのトリガー

坂本 佑  
執行役員  
Kuma the Bear本部長  
齊藤 Kevin 齊藤

コロプラが中期経営方針で掲げる「Global Top 20」という目標の達成は、新規タイトルの成功がカギになります。私がディレクターを務める大型プロジェクトも、その一つです。コロプラが得意とする「位置ゲー」に、有名IPを組み合わせロールピットを組み立て、すでに本格的な企画・開発が進んでいます。当社の中長期的な成長と企業価値に大きく影響を与えるプロジェクトを、ディレクターと一緒に引くことに、大きな責任とやりがいを感じています。

2016年に新卒で入社以降、私はエンジニアとして多くのタイトルに携わってきました。新にはメンバーと一緒に企画の方向性について意見を交わすなど、自分の職域にとどまることなく、面白いゲームを作る、プロデューサーとしての成長をめざしてきました。私はメンバーひとりひとりがこのプロジェクトの主人公であるという意識を持ててもらいたいと思っています。2025年5月にリリースされた「神魔狩りの次回作」では、初めてディレクターを務め、生成AIを活用した「生成ゲーム」というジャンルを確立。ディレクターとして、1つのプロジェクトを成立・成功させるためのすべてにコミットした経験、現在にも活かされています。

本プロジェクトは、コロプラの成長を新たな矢先へと引き上げるリリースとなると確信しています。この大きな挑戦を成功させるため、全力を尽してまいりますので、是非期待いただけますと幸いです。

Featuring initiatives related to human capital, and employee messages.

Click here for the Integrated Report “COLOPL Report 2025”



# Supplementary Material

# Supplementary Material

## Quarterly Consolidated Income Statement

(Million JPY)

|                                   | FY2025 |       |        |       | FY2026 |
|-----------------------------------|--------|-------|--------|-------|--------|
|                                   | 1Q     | 2Q    | 3Q     | 4Q    | 1Q     |
| <b>Sales</b>                      | 5,314  | 8,729 | 4,955  | 6,934 | 4,772  |
| Cost                              | 6,045  | 6,584 | 5,759  | 6,541 | 4,859  |
| <b>Operating profit</b>           | -730   | 2,144 | -804   | 392   | -86    |
| Operating profit margin           | -13.7% | 24.6% | -16.2% | 5.7%  | -1.8%  |
| Non-operating income              | 796    | -160  | -127   | 346   | 594    |
| Non-operating expenses            | 9      | 15    | 19     | 8     | 22     |
| <b>Ordinary profit</b>            | 56     | 1,968 | -950   | 730   | 484    |
| Extraordinary income              | -      | -     | -      | 2     | 58     |
| Extraordinary losses              | -      | 1,451 | -      | 3     | 273    |
| <b>Profit before income taxes</b> | 56     | 517   | -950   | 729   | 269    |
| Total income taxes                | 12     | 384   | -171   | 434   | 99     |
| <b>Net profit</b>                 | 44     | 133   | -779   | 294   | 170    |
| Net profit margin                 | 0.8%   | 1.5%  | -15.7% | 4.3%  | 3.6%   |

\*Totals may not add up due to rounding or truncation.

\*\*"Net Profit" refers to Profit attributable to owners of parent. (Profit attributable to non-controlling interests is included in "Income taxes" for display purposes.)

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

# Supplementary Material

## Quarterly Consolidated Balance Sheet

(Million JPY)

|  | FY2025 |        |        |        | FY2026 |
|--|--------|--------|--------|--------|--------|
|  | 1Q     | 2Q     | 3Q     | 4Q     | 1Q     |
| <b>Current assets</b>                    |        |        |        |        |        |
| <b>Cash and deposits</b>                 | 65,748 | 65,485 | 63,896 | 64,271 | 60,516 |
| <b>Operational investment securities</b> | 48,601 | 50,523 | 49,288 | 50,273 | 47,048 |
| <b>Non-current assets</b>                | 10,997 | 9,481  | 9,390  | 8,720  | 8,768  |
| <b>Total assets</b>                      | 10,563 | 10,433 | 18,117 | 11,470 | 11,666 |
|  | 76,312 | 75,919 | 82,014 | 75,742 | 72,183 |
| <b>Current liabilities</b>               |        |        |        |        |        |
| <b>Non-current liabilities</b>           | 5,402  | 5,294  | 4,912  | 5,644  | 5,087  |
| <b>Total liabilities</b>                 | 1,812  | 1,684  | 3,303  | 1,156  | 881    |
| <b>Shareholders' equity</b>              | 7,215  | 6,979  | 8,216  | 6,801  | 5,968  |
| <b>Net assets</b>                        | 67,606 | 67,780 | 67,000 | 67,295 | 64,896 |
|  | 69,096 | 68,940 | 73,798 | 68,940 | 66,215 |

\*Totals may not add up due to rounding or truncation.

# Supplementary Material

## Expense Transition

(Million JPY)

| Cost<br>Sales ratio | FY2025                  |                        |                         |                        | FY2026                  |
|---------------------|-------------------------|------------------------|-------------------------|------------------------|-------------------------|
|                     | 1Q                      | 2Q                     | 3Q                      | 4Q                     | 1Q                      |
| PF & Payments       | 553<br>10.4%            | 627<br>7.2%            | 439<br>8.9%             | 634<br>9.2%            | 357<br>7.5%             |
| Royalties           | 93<br>1.8%              | 58<br>0.7%             | 44<br>0.9%              | 56<br>0.8%             | 41<br>0.9%              |
| Employment          | 2,282<br>43.0%          | 2,189<br>25.1%         | 2,314<br>46.7%          | 2,261<br>32.6%         | 2,110<br>44.2%          |
| Office              | 259<br>4.9%             | 253<br>2.9%            | 235<br>4.7%             | 240<br>3.5%            | 238<br>5.0%             |
| iDC related         | 487<br>9.2%             | 488<br>5.6%            | 430<br>8.7%             | 439<br>6.3%            | 435<br>9.1%             |
| Advertisement       | 423<br>8.0%             | 946<br>10.8%           | 367<br>7.4%             | 189<br>2.7%            | 51<br>1.1%              |
| Outsourcing         | 810<br>15.2%            | 718<br>8.2%            | 748<br>15.1%            | 658<br>9.5%            | 796<br>16.7%            |
| Others              | 1,133<br>21.3%          | 1,302<br>14.9%         | 1,179<br>23.8%          | 2,061<br>29.7%         | 827<br>17.3%            |
| <b>Total</b>        | <b>6,045<br/>113.7%</b> | <b>6,584<br/>75.4%</b> | <b>5,759<br/>116.2%</b> | <b>6,541<br/>94.3%</b> | <b>4,859<br/>101.8%</b> |

\*Totals may not add up due to rounding or truncation.

# Supplementary Material

## Quarterly Segment Income Statement

### Entertainment Business

|                         | FY2025 |       |        |       | (Million JPY) |
|-------------------------|--------|-------|--------|-------|---------------|
|                         | 1Q     | 2Q    | 3Q     | 4Q    | FY2026<br>1Q  |
| Sales                   | 5,239  | 6,769 | 4,847  | 6,408 | 4,681         |
| Cost                    | 5,882  | 6,293 | 5,505  | 5,763 | 4,736         |
| Operating profit        | -643   | 476   | -658   | 644   | -54           |
| Operating profit margin | -12.3% | 7.0%  | -13.6% | 10.1% | -1.2%         |

### Investment and Development Business

|                         | FY2025  |       |         |        | (Million JPY) |
|-------------------------|---------|-------|---------|--------|---------------|
|                         | 1Q      | 2Q    | 3Q      | 4Q     | FY2026<br>1Q  |
| Sales                   | 75      | 1,959 | 107     | 525    | 90            |
| Cost                    | 163     | 292   | 254     | 778    | 123           |
| Operating profit        | -87     | 1,666 | -146    | -252   | -32           |
| Operating profit margin | -116.2% | 85.1% | -135.7% | -48.1% | -35.9%        |

\*Totals may not add up due to rounding or truncation.

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

# Supplementary Material

## Sales Transition by Release Period

(Million JPY)

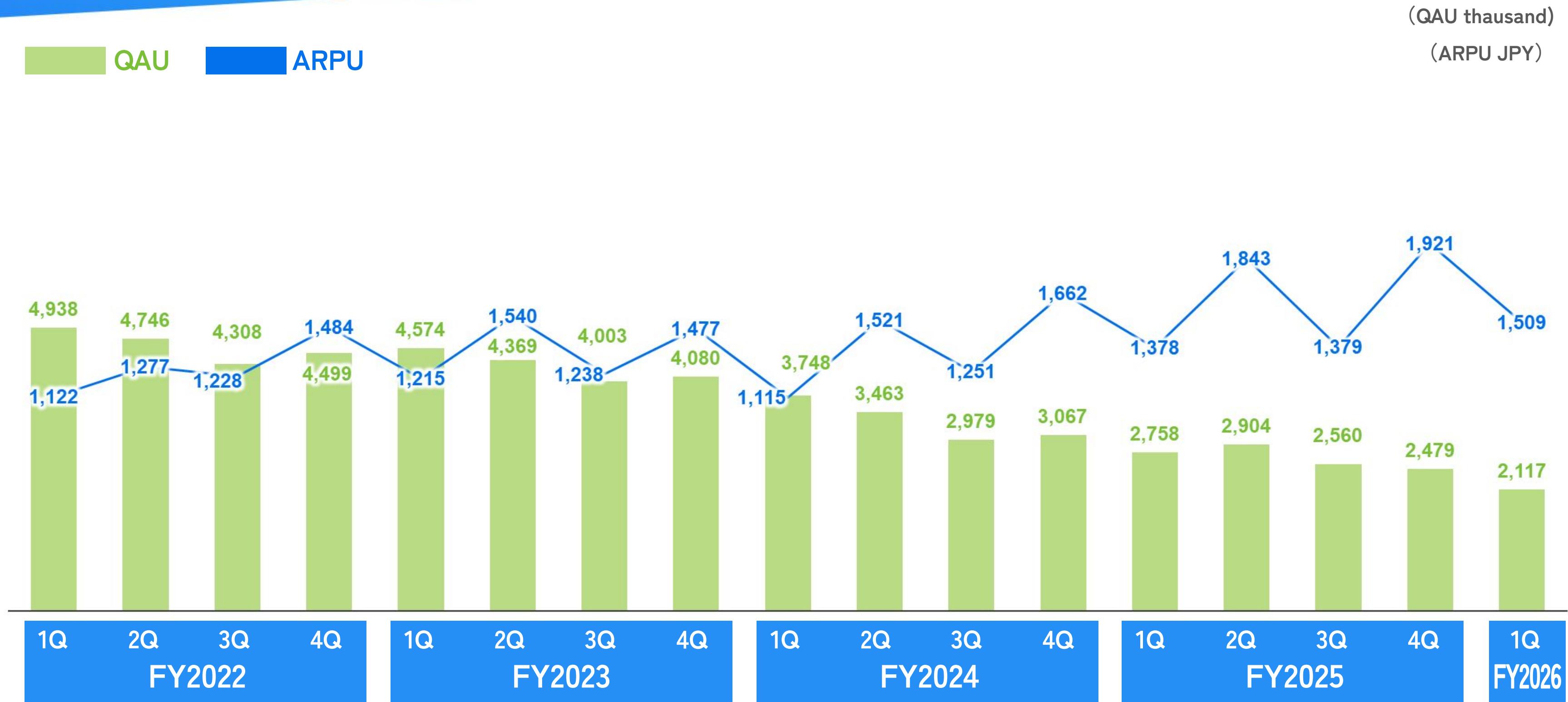
|   | 1Q                         | 2Q                          | FY2025                             |              | 4Q | FY2026<br>1Q |
|---|----------------------------|-----------------------------|------------------------------------|--------------|----|--------------|
|   |                            |                             | 3Q                                 | 4Q           |    |              |
| FY Sep. 2012 Online Titles                        | 98                         | 103                         | 94                                 | 102          |    | 59           |
| FY Sep. 2013 Online Titles                        | 261                        | 465                         | 241                                | 405          |    | 207          |
| FY Sep. 2014 Online Titles                        | 614                        | 601                         | 435                                | 995          |    | 436          |
| FY Sep. 2015 Online Titles                        | 11                         | 16                          | 10                                 | 12           |    | 8            |
| FY Sep. 2016 Online Titles                        | 10                         | 8                           | 8                                  | 12           |    | 9            |
| FY Sep. 2017 Online Titles                        | 89                         | 78                          | 64                                 | 62           |    | 29           |
| FY Sep. 2018 Online Titles                        | 333                        | 387                         | 314                                | 393          |    | 358          |
| FY Sep. 2019 Online Titles                        | 1,967                      | 2,932                       | 2,000                              | 2,517        |    | 1,896        |
| FY Sep. 2023 Online Titles                        | 17                         | 12                          | 11                                 | 7            |    | 10           |
| FY Sep. 2024 Online Titles                        | 396                        | 265                         | 150                                | 137          |    | 87           |
| FY Sep. 2025 Online Titles                        | -                          | 482                         | 201                                | 116          |    | 90           |
| Web3  | 175                        | 125                         | 35                                 | 23           |    | 21           |
| Console (Proprietary/Contracted)                  | 846                        | 863                         | 960                                | 1,126        |    | 996          |
| Licensing, Our IP Operation Merchandise, XR, etc. | 415                        | 426                         | 319                                | 494          |    | 467          |
| <b>Total (Entertainment Business)</b>             | <b>5,239</b>               | <b>6,769</b>                | <b>4,847</b>                       | <b>6,408</b> |    | <b>4,681</b> |
| ■FY2012 : Pro Baseball PRIDE                      | ■FY2013 : Quiz RPG         | ■FY2014 : Shironeko Project |                                    |              |    |              |
| ■FY2015 : Tokyo Casino Project                    | ■FY2016 : Shironeko Tennis | ■FY2017 : Pro Baseball VS   | ■FY2018 : Alice Gear Aegis         |              |    |              |
| ■FY2019 : DRAGON QUEST WALK                       | ■FY2023 : NEKO GOLF        | ■FY2024 : FESBA+            | ■FY2025 : ISEKAI∞ISEKAI, Tsukuyomi |              |    |              |

\*Totals may not add up due to rounding or truncation.

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

# Supplementary Material

## Domestic Title QAU x ARPU



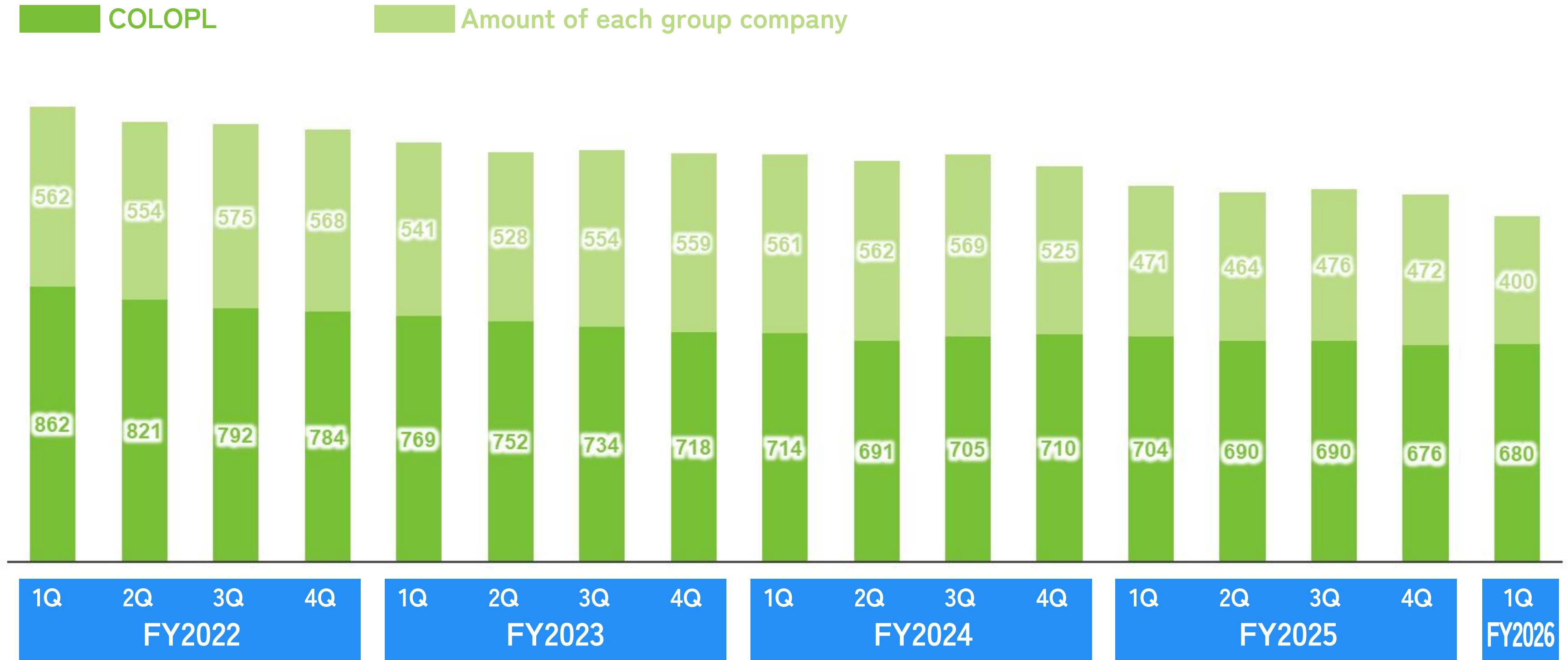
\*There is a slight difference in calculation due to rounding down to the nearest 1 yen.

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

\*Titles since FY2012 are counted.

# 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)

# 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

