

1Q FY Sep. 2026 Financial Results Presentation

2026/02/04 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.

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

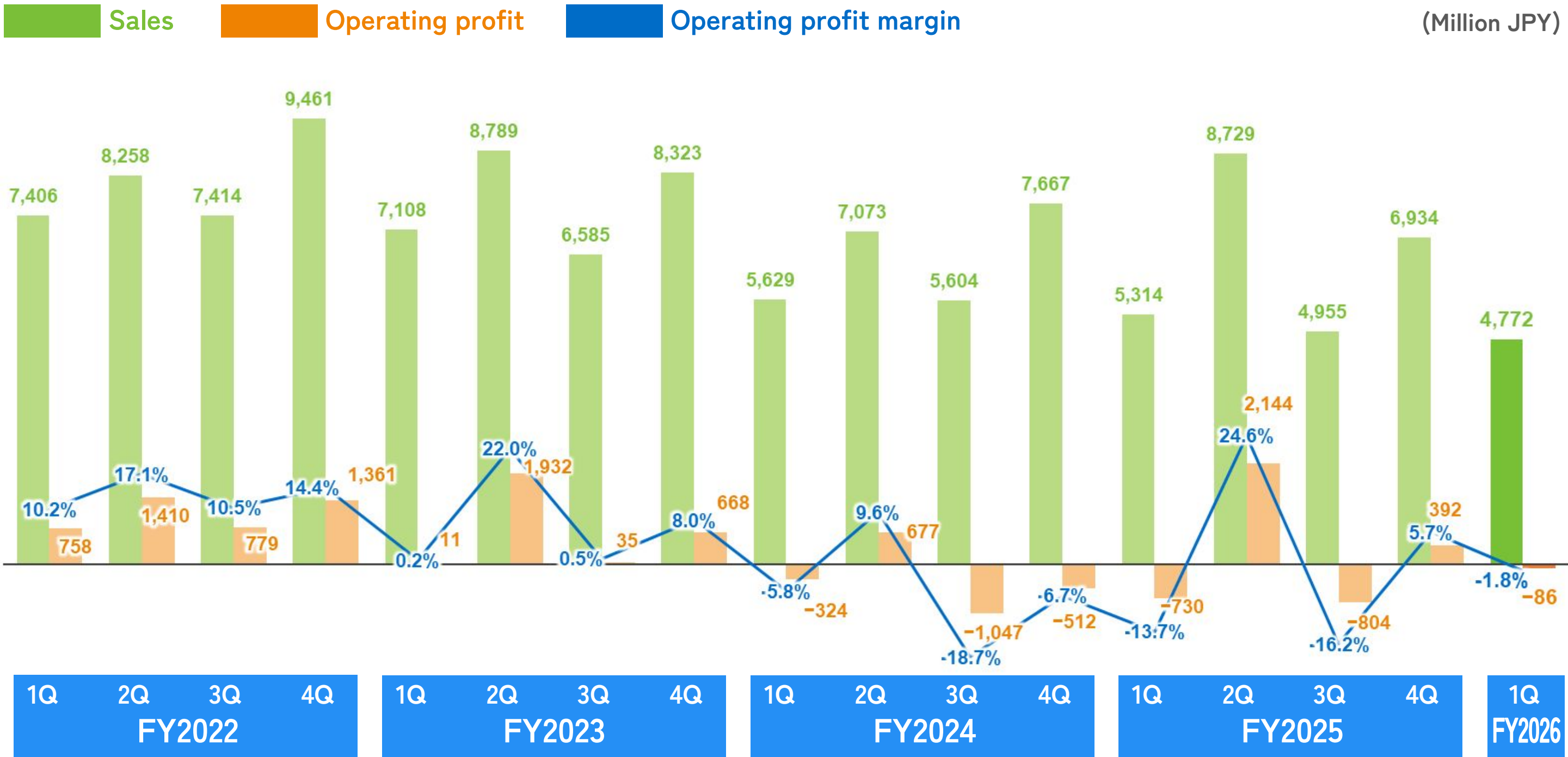
- The latest Nintendo Switch™ title, “KAZUMA KANEKO'S TSUKUYOMI,” is set for release on April 23, 2026!
- Developed a proprietary map service specialized for location-based games*

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).

Cost Reductions Across Segments; Strong Ent. Profit Improvement

Entertainment Business				(Million JPY)
	FY2025 1Q (Oct.2024-Dec.2024)	FY2026 1Q (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 (Oct.2024-Dec.2024)	FY2026 1Q (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%	—	

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

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

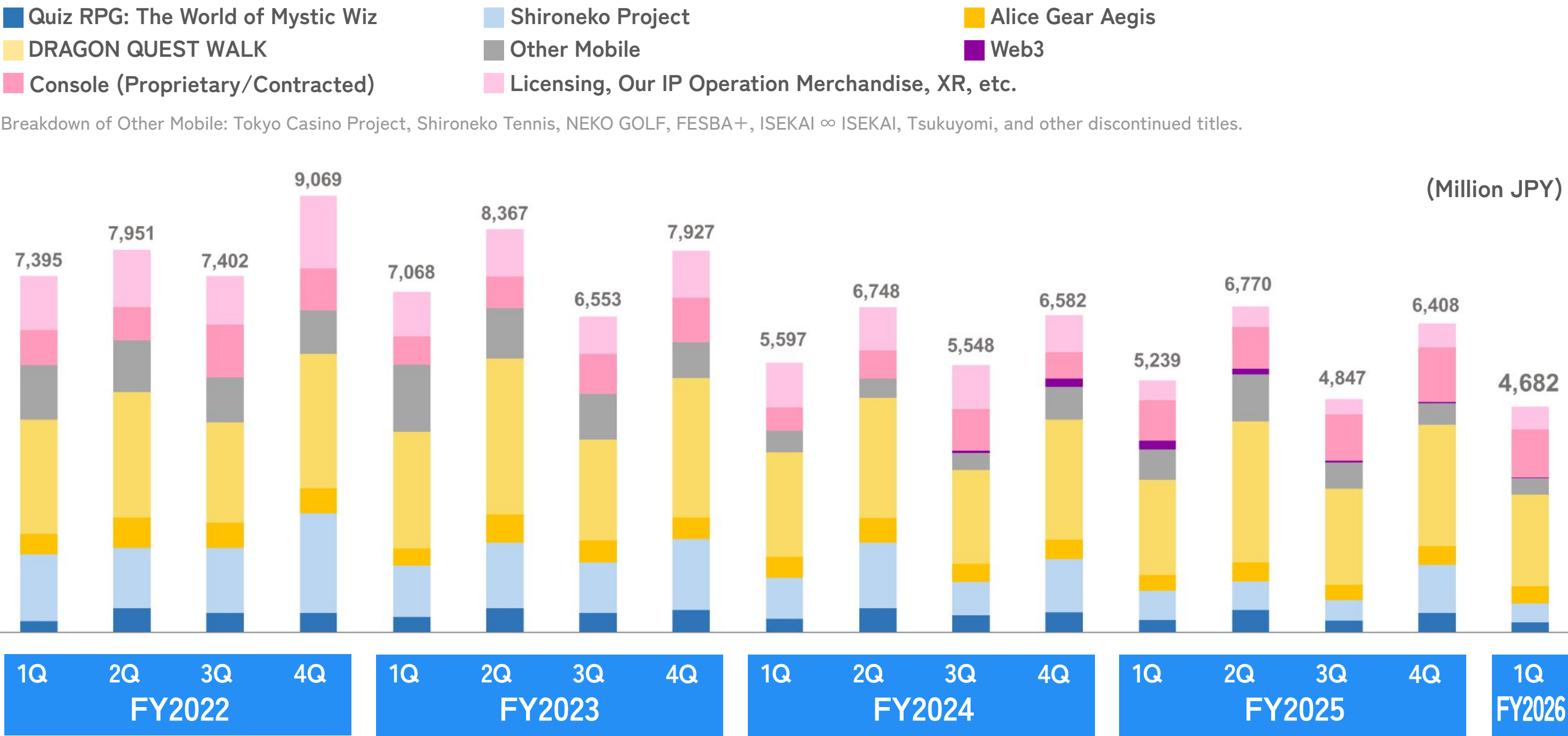
*Totals may not add up due to rounding or truncation.

Entertainment Business

Entertainment Business

Quarterly Sales Transition

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



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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.

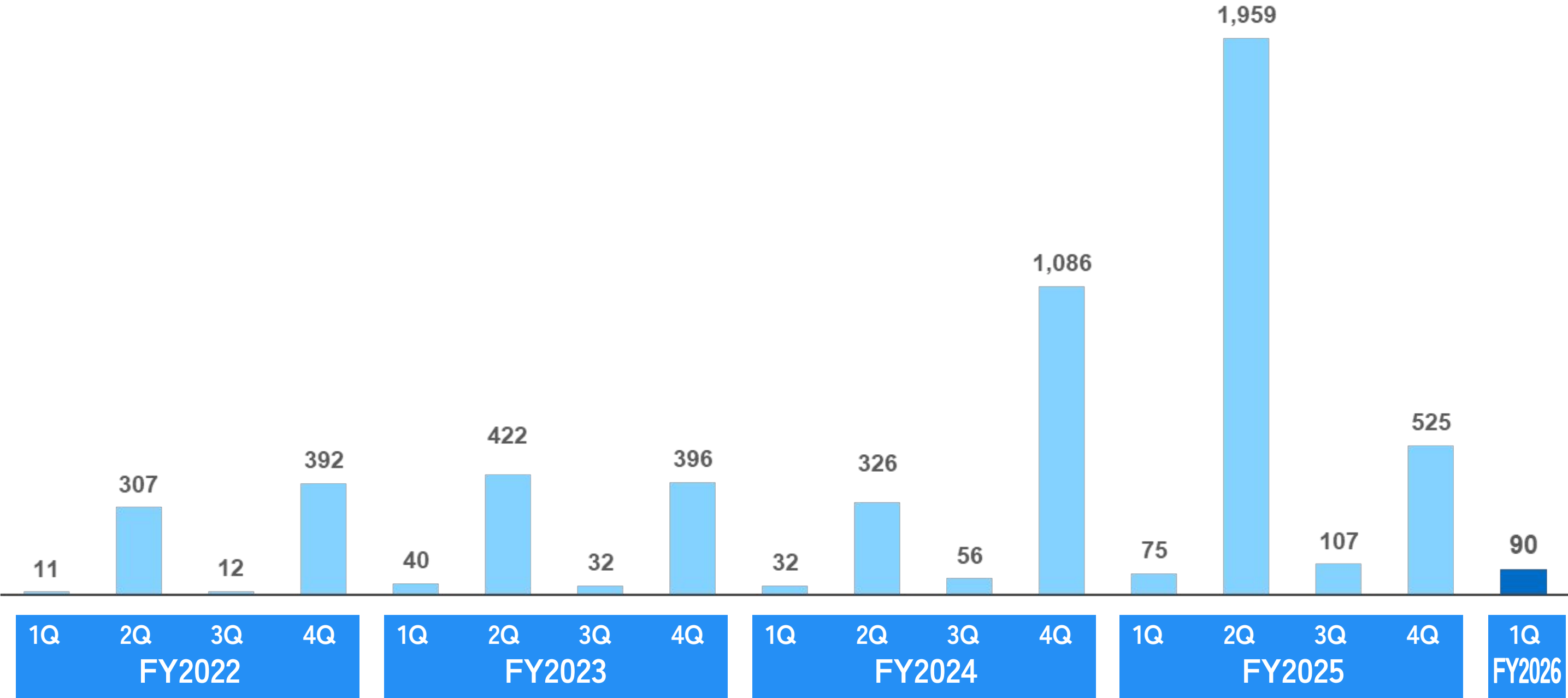
Investment and Development Business

Investment and Development Business

Quarterly Sales Transition

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

(Million JPY)

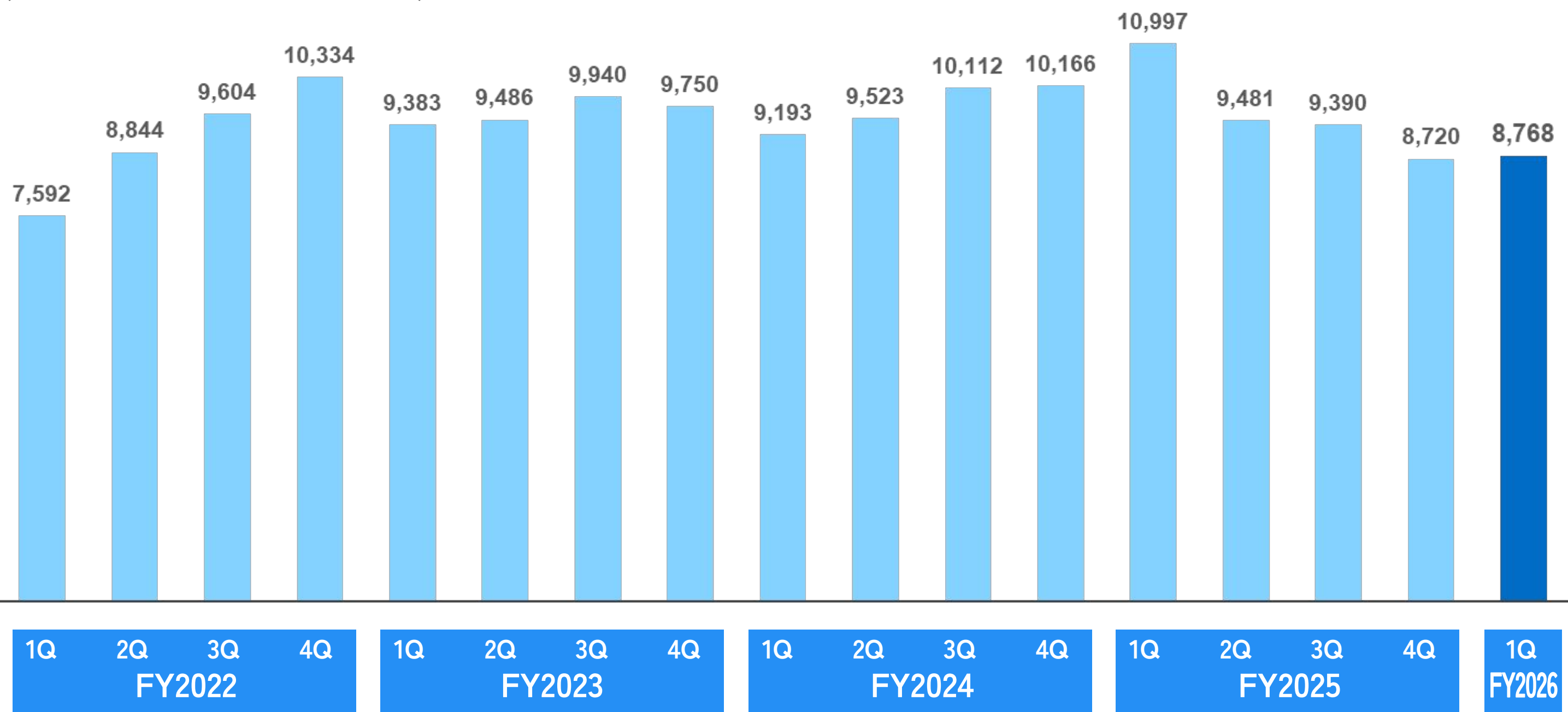


*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) and Listed Stock Fund (targeting listed stocks in Japan) managed by our group company COLOPL NEXT, Inc.

Balance of Operational Investment Securities: 8.7 billion yen

(YoY: -20.3%、QoQ: +0.6%)

(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

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.

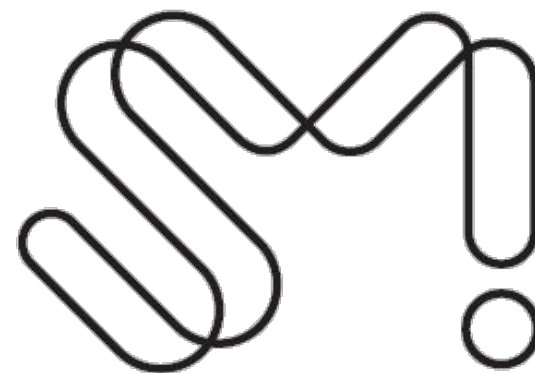
Business:

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

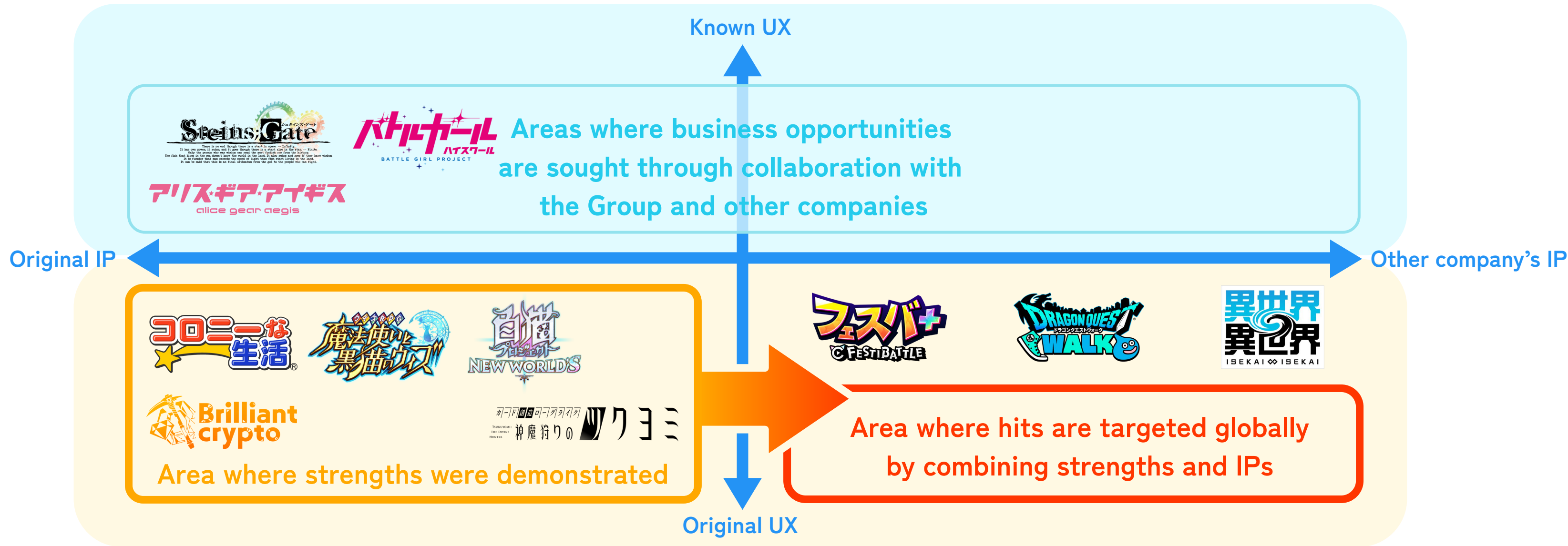
Advancing each strategy toward achieving “Global Top 20”

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



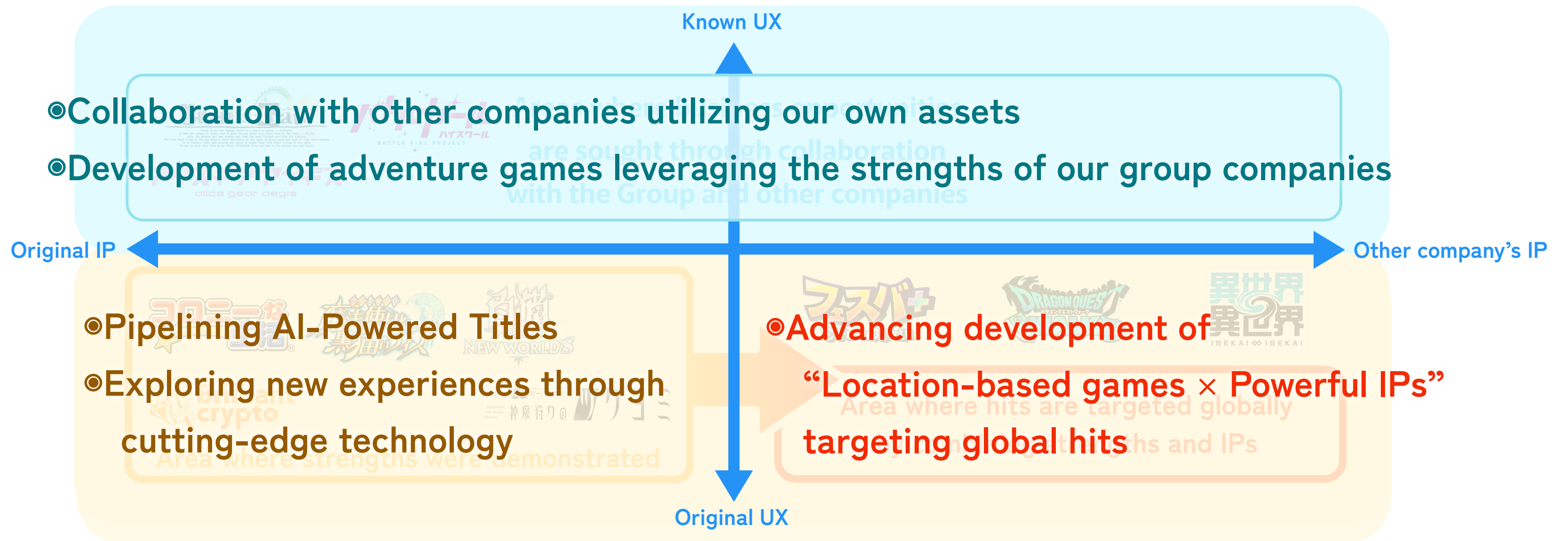
* “Global Top 20” refers to the top 20 companies in the global mobile game market as calculated by our own research, with consolidated sales and consolidated profit serving as a guide.

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

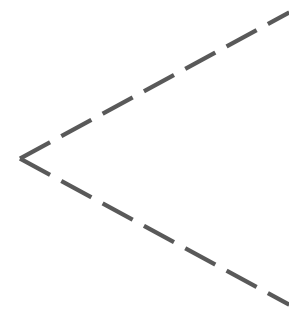


Added one AI-powered title to pipeline

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™

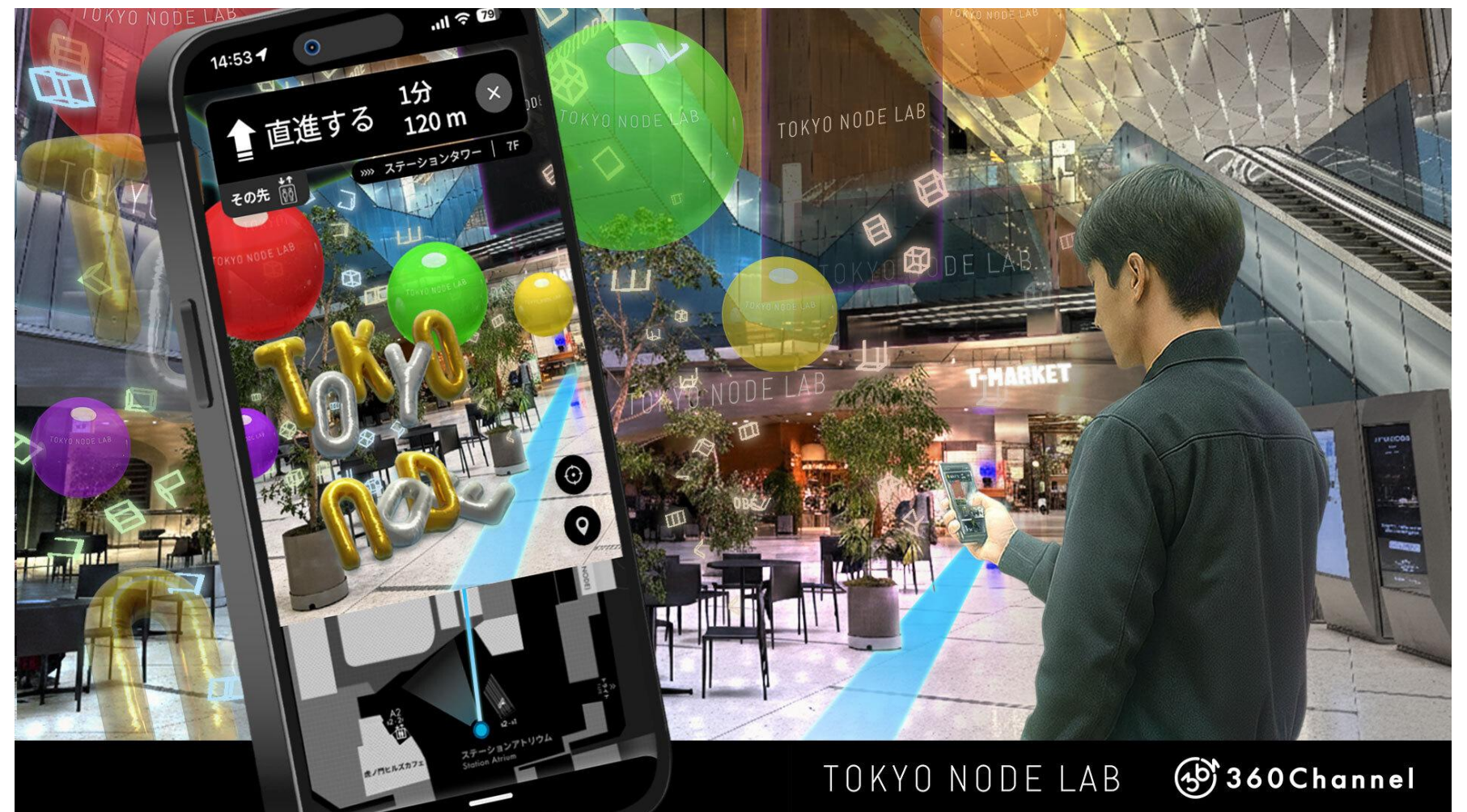


Grand Prix Winner at the Generative AI Use Case Awards



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

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



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



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
Sales	5,314	8,729	4,955	6,934	4,772
Cost	6,045	6,584	5,759	6,541	4,859
Operating profit	-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
Ordinary profit	56	1,968	-950	730	484
Extraordinary income	-	-	-	2	58
Extraordinary losses	-	1,451	-	3	273
Profit before income taxes	56	517	-950	729	269
Total income taxes	12	384	-171	434	99
Net profit	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
Current assets	65,748	65,485	63,896	64,271	60,516
Cash and deposits	48,601	50,523	49,288	50,273	47,048
Operational investment securities	10,997	9,481	9,390	8,720	8,768
Non-current assets	10,563	10,433	18,117	11,470	11,666
Total assets	76,312	75,919	82,014	75,742	72,183
Current liabilities	5,402	5,294	4,912	5,644	5,087
Non-current liabilities	1,812	1,684	3,303	1,156	881
Total liabilities	7,215	6,979	8,216	6,801	5,968
Shareholders' equity	67,606	67,780	67,000	67,295	64,896
Net assets	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 Sales ratio	FY2025				FY2026
	1Q	2Q	3Q	4Q	1Q
PF & Payments	553 10.4%	627 7.2%	439 8.9%	634 9.2%	357 7.5%
Royalties	93 1.8%	58 0.7%	44 0.9%	56 0.8%	41 0.9%
Employment	2,282 43.0%	2,189 25.1%	2,314 46.7%	2,261 32.6%	2,110 44.2%
Office	259 4.9%	253 2.9%	235 4.7%	240 3.5%	238 5.0%
iDC related	487 9.2%	488 5.6%	430 8.7%	439 6.3%	435 9.1%
Advertisement	423 8.0%	946 10.8%	367 7.4%	189 2.7%	51 1.1%
Outsourcing	810 15.2%	718 8.2%	748 15.1%	658 9.5%	796 16.7%
Others	1,133 21.3%	1,302 14.9%	1,179 23.8%	2,061 29.7%	827 17.3%
Total	6,045 113.7%	6,584 75.4%	5,759 116.2%	6,541 94.3%	4,859 101.8%

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

Supplementary Material

Quarterly Segment Income Statement

Entertainment Business

(Million JPY)

	FY2025				FY2026
	1Q	2Q	3Q	4Q	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

(Million JPY)

	FY2025				FY2026
	1Q	2Q	3Q	4Q	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%

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Supplementary Material

Sales Transition by Release Period

(Million JPY)

	FY2025				FY2026
	1Q	2Q	3Q	4Q	1Q
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
Total (Entertainment Business)	5,239	6,769	4,847	6,408	4,681

■FY2012 : Pro Baseball PRIDE

■FY2015 : Tokyo Casino Project

■FY2019 : DRAGON QUEST WALK

■FY2013 : Quiz RPG

■FY2016 : Shironeko Tennis

■FY2023 : NEKO GOLF

■FY2014 : Shironeko Project

■FY2017 : Pro Baseball VS

■FY2024 : FESBA+

■FY2018 : Alice Gear Aegis

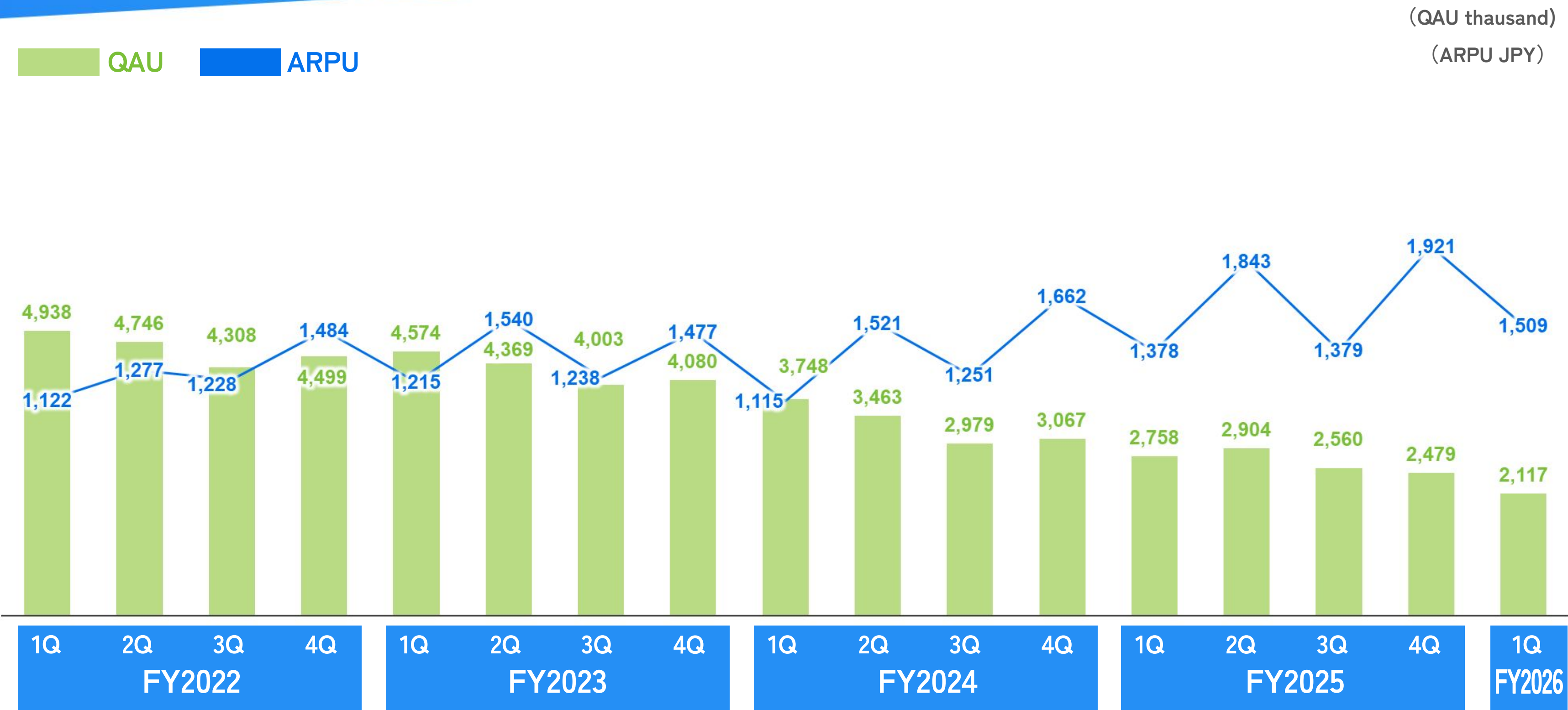
■FY2025 : ISEKAI∞ISEKAI, Tsukuyomi

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Supplementary Material

Domestic Title QAU x ARPU



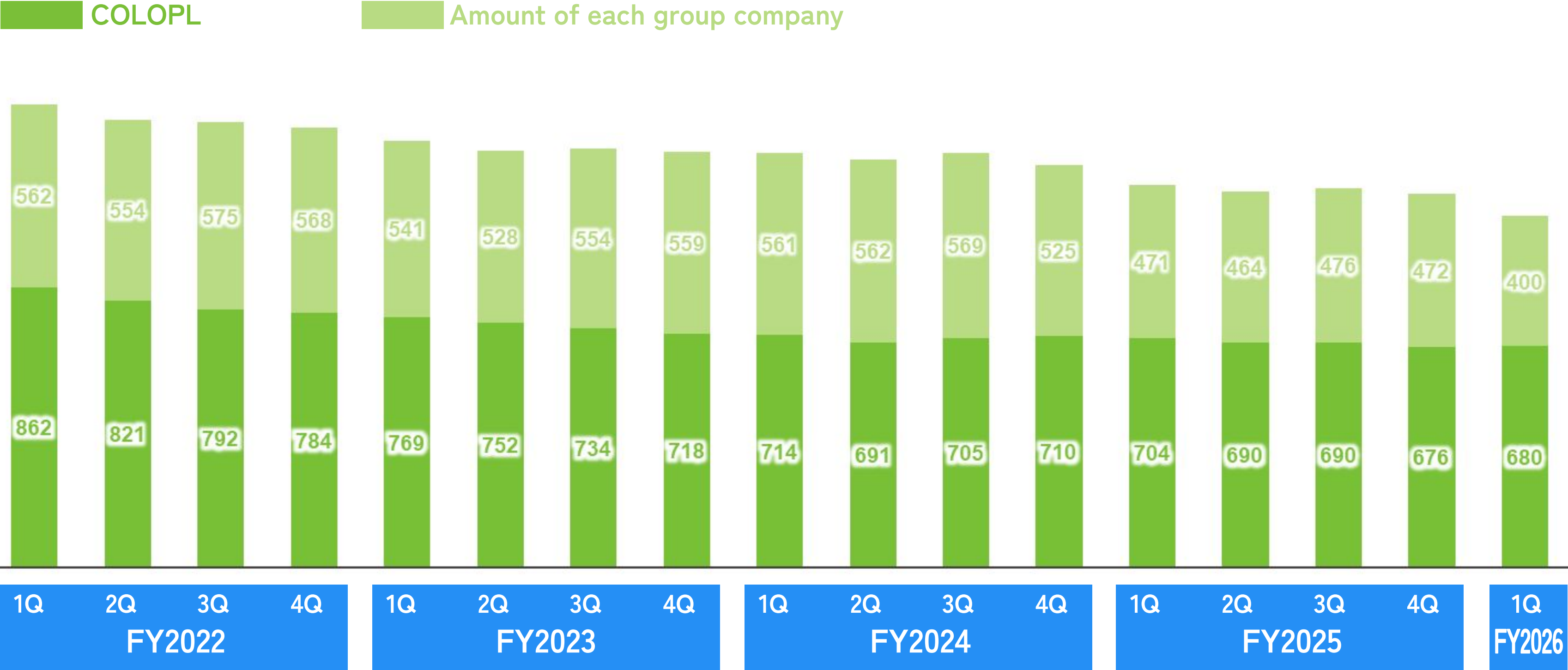
*There is a slight difference in calculation due to rounding down to the nearest 1 yen.

*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!



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