

# 2Q FY Sep. 2026 Financial Results Presentation

2026/05/07 THU

Note: 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.

# 2Q FY Sep. 2026 Highlights

- Despite the impact of a prior-year major exit in the Inv. & Dev. Business, the Ent. Segment achieved higher YoY profit due to lower ad expenses, etc.

## Results

### 2Q Results

Sales: 5.3 billion yen (YoY: -39.1%) Operating Profit: 0.6 billion yen (YoY: -71.1%)  
Ordinary Profit: 0.9 billion yen (YoY: -51.7%)

### Entertainment Business

Sales: 5.1 billion yen (YoY: -24.1%) Operating Profit: 0.7 billion yen (YoY: +49.0%)

### Investment and Development Business

Sales: 0.1 billion yen (YoY: -90.9%) Operating Profit: -0.09 billion yen (YoY: —%)

## TOPICs

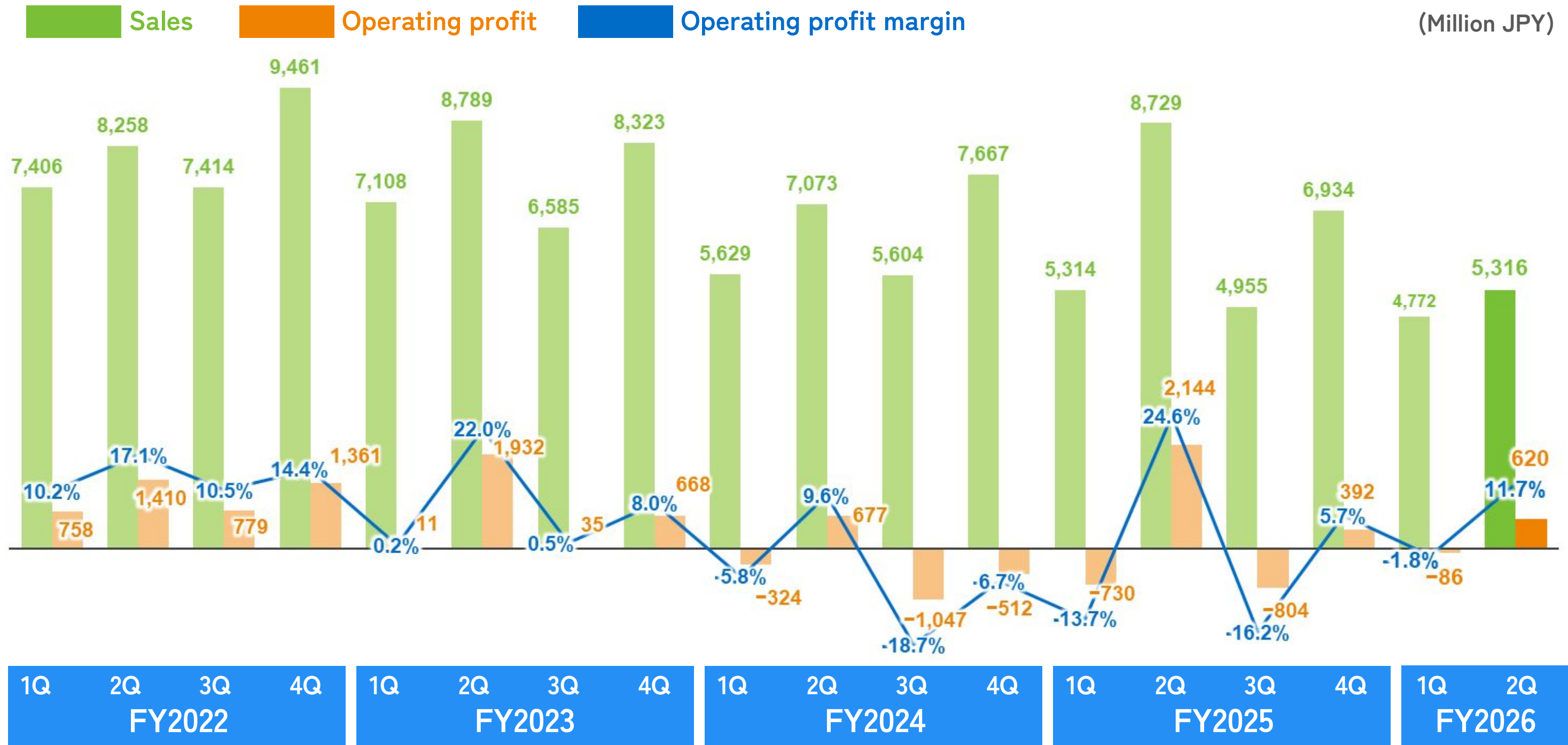
- “STEINS;GATE RE:BOOT” is set to be released on August 20!
- Protecting Creativity from AI: Launching “COLOPL Contents Protector”  
As a company leveraging AI, we strive for a healthy ecosystem

# Overview of Results

# Overview of Results

## Revenue Transition

Sales: 5.3 billion yen (YoY: -39.1%) Operating Profit: 0.6 billion yen (YoY: -71.1%)



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

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

Sales down across both segments, while Ent. profit is up YoY

<b>Entertainment Business</b> <span style="float: right;">(Million JPY)</span>			
	<b>FY2025 2Q</b> (Jan.2025-Mar.2025)	<b>FY2026 2Q</b> (Jan.2026-Mar.2026)	<b>YoY</b>
Sales	6,769	5,138	-24.1%
Cost	6,293	4,428	-29.6%
Operating profit	476	710	+49.0%
Operating profit margin	7.0%	13.8%	—
<b>Investment and Development Business</b> <span style="float: right;">(Million JPY)</span>			
	<b>FY2025 2Q</b> (Jan.2025-Mar.2025)	<b>FY2026 2Q</b> (Jan.2026-Mar.2026)	<b>YoY</b>
Sales	1,959	177	-90.9%
Cost	292	267	-8.3%
Operating profit	1,666	-90	—
Operating profit margin	85.1%	-51.0%	—

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

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

Posted Ordinary profit of 0.9 billion yen and  
Net profit for the period of 0.6 billion yen

(Million JPY)

	FY2025 2Q (Jan.2025-Mar.2025)	FY2026 2Q (Jan.2026-Mar.2026)	YoY
<b>Sales</b>	8,729	5,316	-39.1%
Cost	6,584	4,695	-28.7%
<b>Operating profit</b>	2,144	620	-71.1%
Operating profit margin	24.6%	11.7%	-
Non-operating income	-160	351	-
Non-operating expenses	15	20	+36.9%
<b>Ordinary profit</b>	1,968	950	-51.7%
Extraordinary income	—	7	-
Extraordinary losses	1,451	-0	-
<b>Profit before income taxes</b>	517	958	+85.2%
Total income taxes	384	303	-21.2%
<b>Net profit</b>	133	655	+392.5%
Net profit margin	1.5%	12.3%	-

\*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).

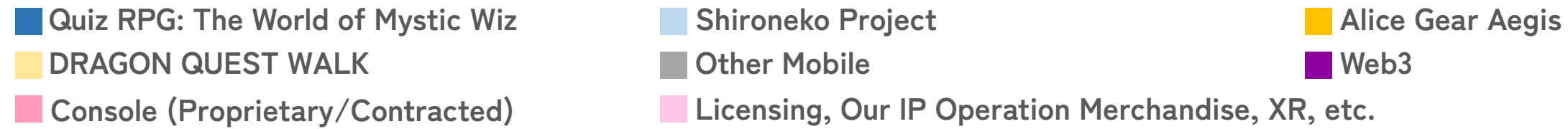
Equity ratio of 92.5%

(Million JPY)

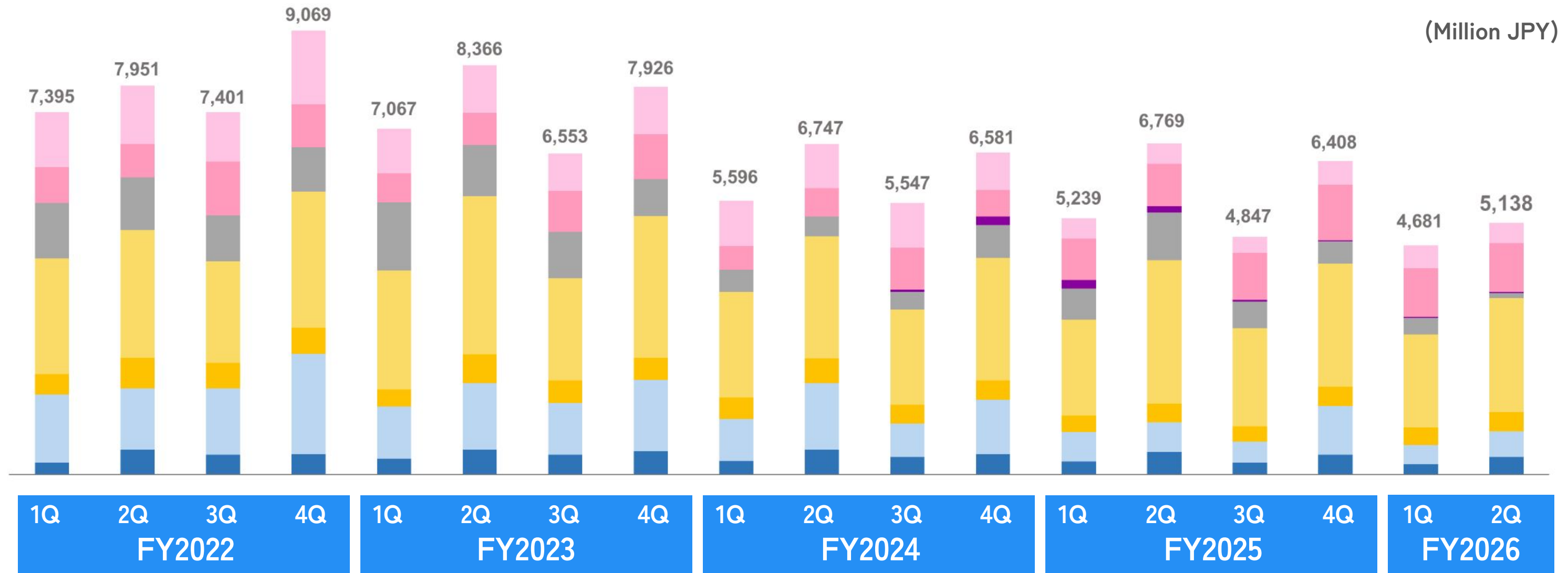
	FY2025 (Sep.2025)	FY2026 2Q (Mar.2026)	Compared to the end of the previous year
Current assets	64,271	60,796	-5.4%
Cash and deposits	50,273	46,893	-6.7%
Operational investment securities	8,720	9,118	+4.6%
Non-current assets	11,470	11,157	-2.7%
<b>Total assets</b>	<b>75,742</b>	<b>71,954</b>	<b>-5.0%</b>
Current liabilities	5,644	4,710	-16.5%
Non-current liabilities	1,156	700	-39.5%
<b>Total liabilities</b>	<b>6,801</b>	<b>5,411</b>	<b>-20.4%</b>
Shareholders' equity	67,295	65,600	-2.5%
<b>Net assets</b>	<b>68,940</b>	<b>66,543</b>	<b>-3.5%</b>

# Entertainment Business

Sales: 5.1 billion yen (YoY: -24.1% QoQ: +9.8%)



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



Held New Year event. Distributed theme song sung by the characters.



Held collaboration event with the “Atelier” series.

### DRAGON QUEST WALK

New Year events and initiatives aligned with IP development created significant excitement



Continuing initiatives that pursue the essence of “Dragon Quest.”

### Other titles

Held campaigns and events to commemorate anniversaries



Alice Gear Aegis

Maintained strong momentum from previous quarter.



Quiz RPG: The World of Mystic Wiz

Added approx. 30,000 new quiz questions.

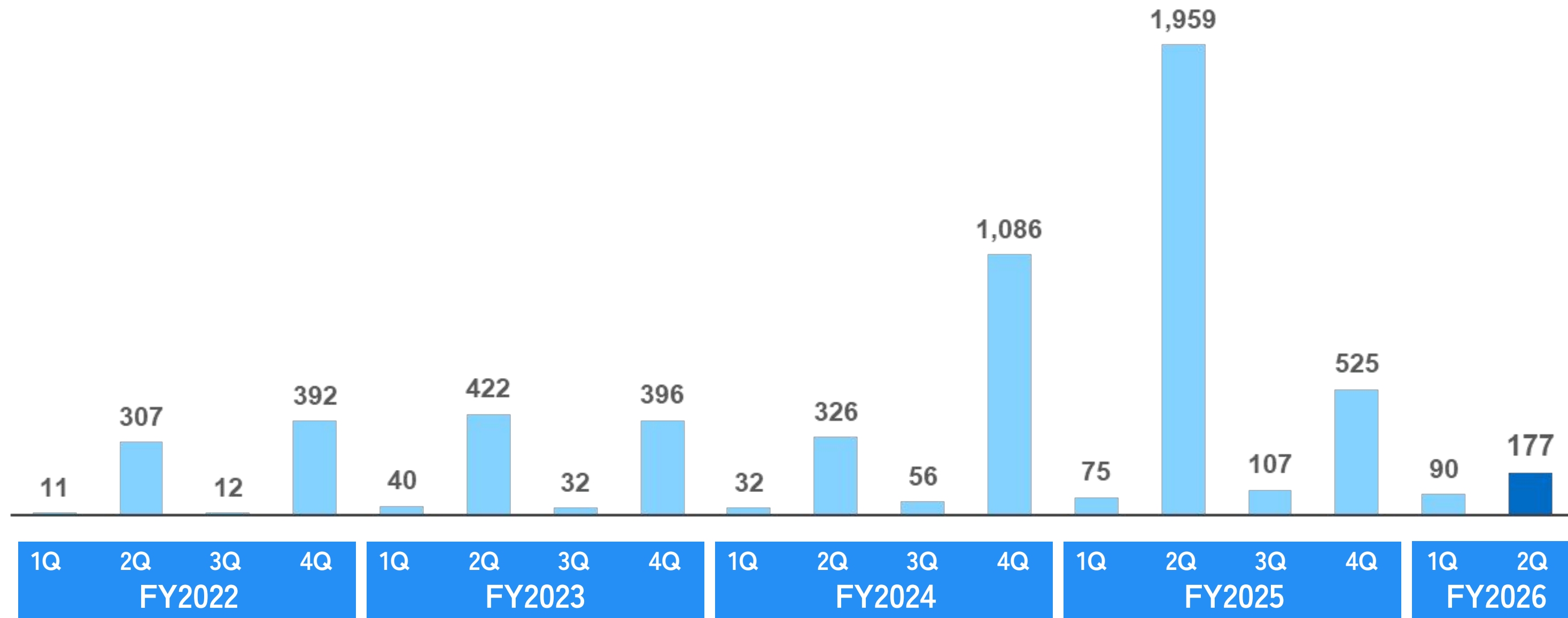
# Investment and Development Business

# Investment and Development Business

## Quarterly Sales Transition

Sales: 0.1 billion yen (YoY: -90.9% QoQ: +95.3%)

(Million JPY)

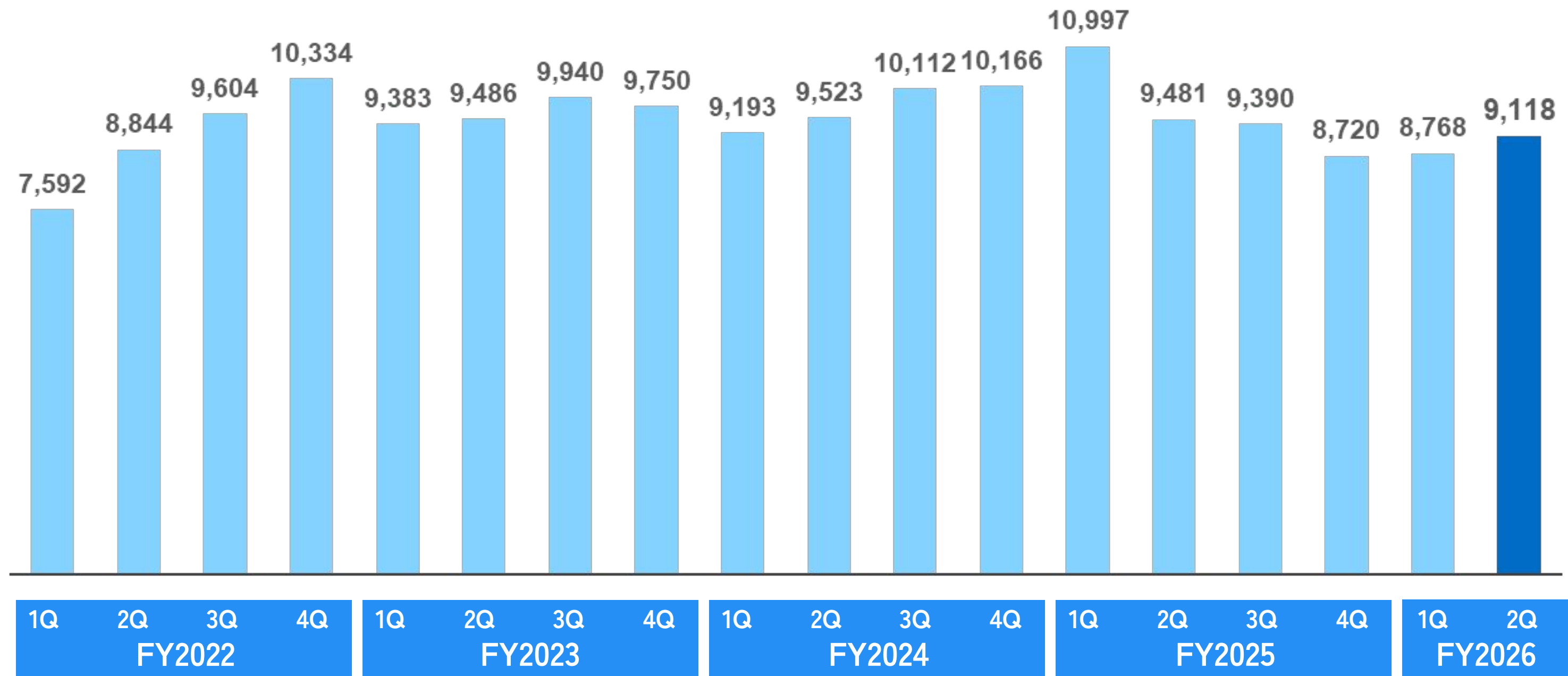


\*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) managed by our group company COLOPL NEXT, Inc.

## Balance of Operational Investment Securities: 9.1 billion yen

(Million JPY)

(YoY: -3.8% QoQ: +4.0%)



\*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) managed by our group company COLOPL NEXT, Inc.

# Investment and Development Business

New investments were made in multiple domestic and overseas companies



**Company name:**

ALL in Co., Ltd.

**Business:**

Operation and provision of total services related to the end-of-life industry



**Company name:**

Return Helper Limited

**Business:**

Provision of data-driven returns management solutions

# Current Status and Future Forecast

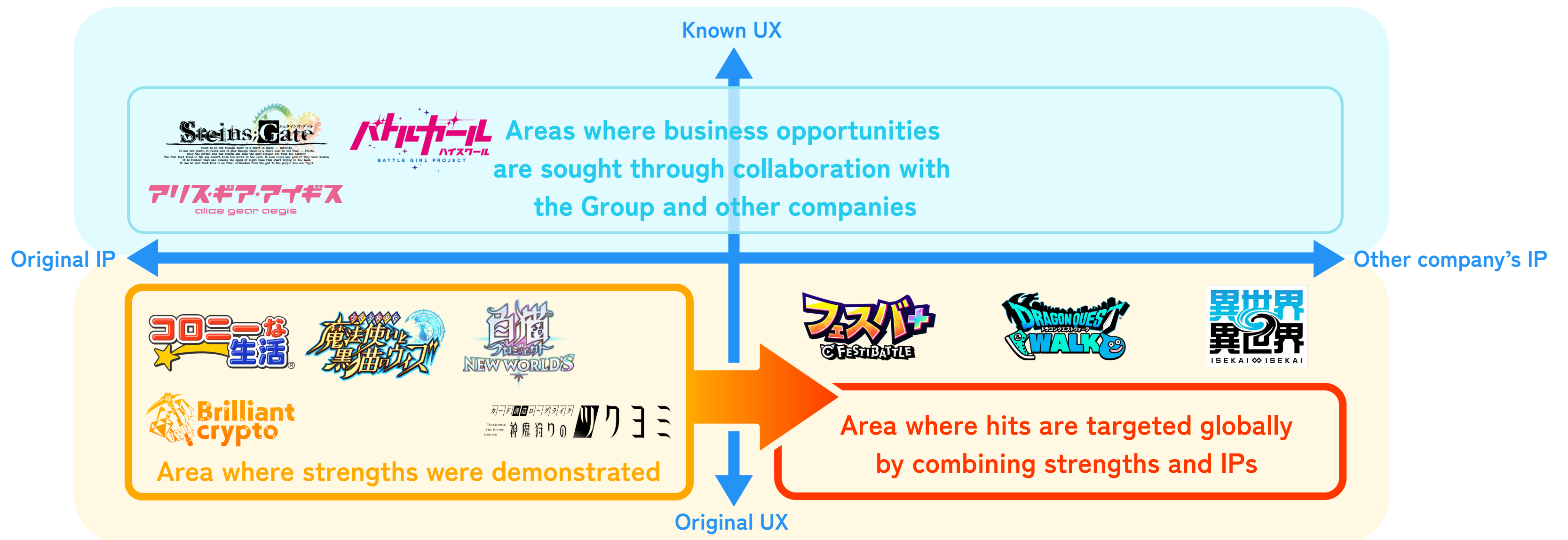


Foundational infrastructure ready for driving “Global Top 20” strategy  
Consolidated Target: Sales 100 billion yen+ / Op. Profit 50 billion yen+



\* “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.

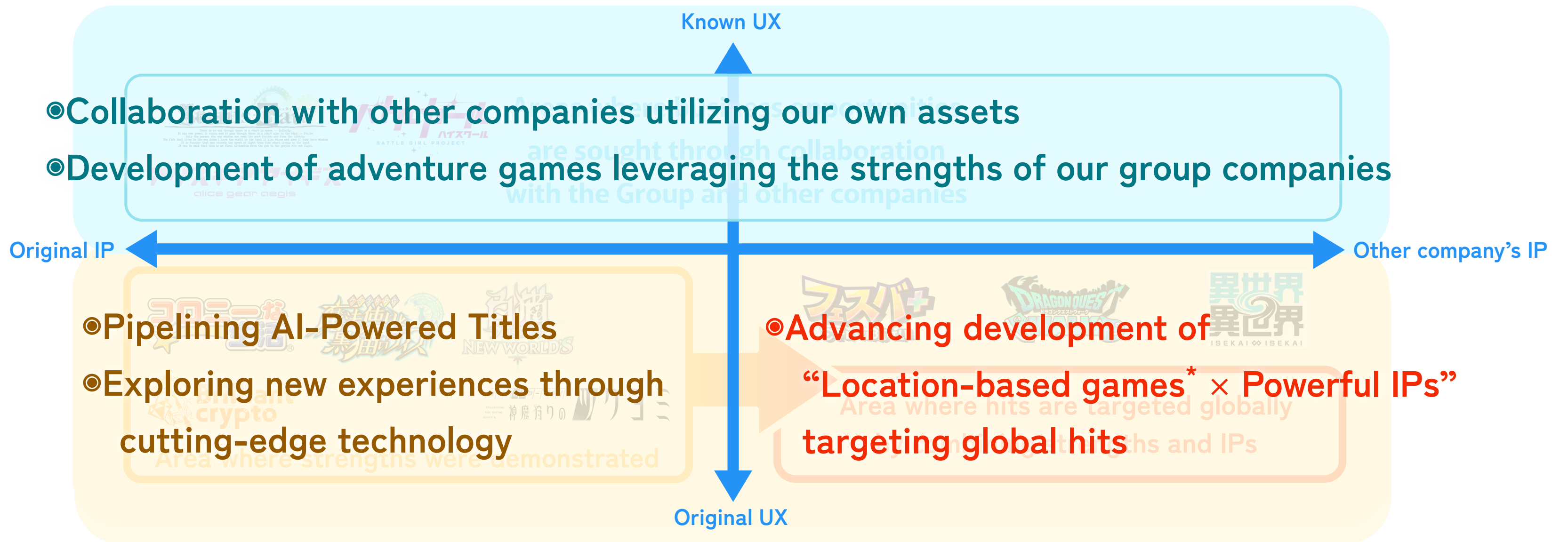
Combining COLOPL's cultivated technological capabilities with powerful IPs, we aim to create global hit titles



\*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 in FY2026

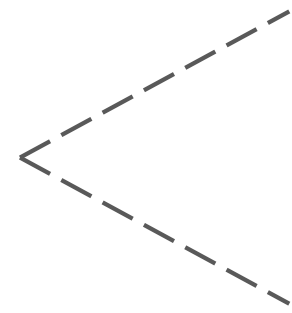


\* “Location-based game” is a registered trademark of COLOPL, Inc.

Multiple titles in development  
Expanding pipeline with further titles,  
including location-based games

**Mobile Games  
pipeline**

**5**



**Location-based game 2**

**Other genre 3**

“KAZUMA KANEKO’S TSUKUYOMI” launched on April 23

PC/Console Games  
pipeline

10



\*Number of projects in the pipeline as of May 7.

\*Contract development projects and ported titles are not included in the PC/console games pipeline.

“STEINS;GATE RE:BOOT” to release Aug. 20 !  
Pre-orders open tomorrow (May 8) on 6 platforms

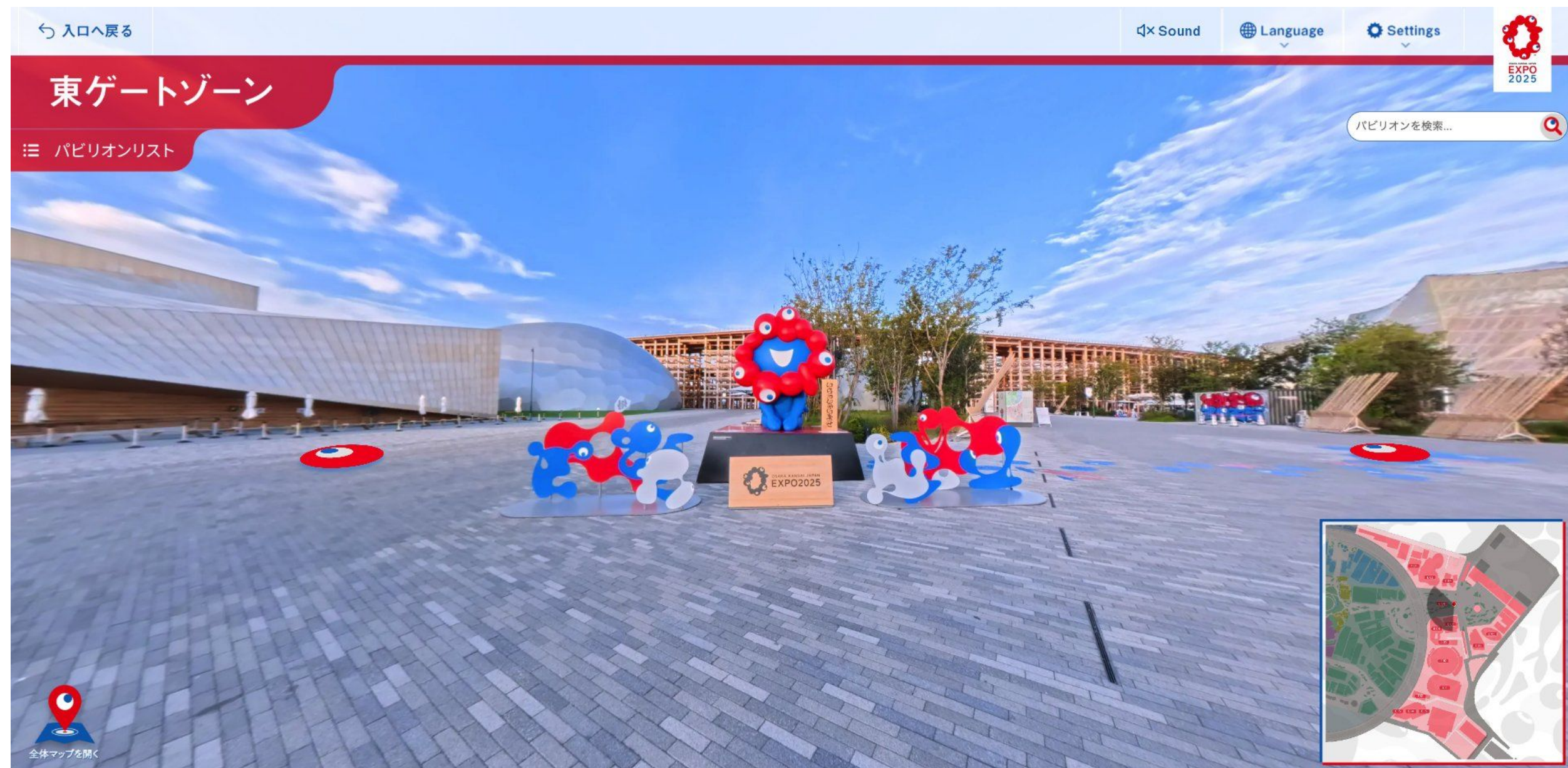


**Steins;Gate RE:BOOT**

The universe has a beginning, but it has no end—Infinite.  
Stars too have a beginning, but are by their own power destroyed—Finite.  
History teaches that those who hold wisdom are often the most foolish.  
The fish in the sea know not the land. If they too hold wisdom, they too will be destroyed.  
It is more ridiculous for man to exceed light speed than for fish to live ashore.  
This may also be called God's final warning to those who rebel.



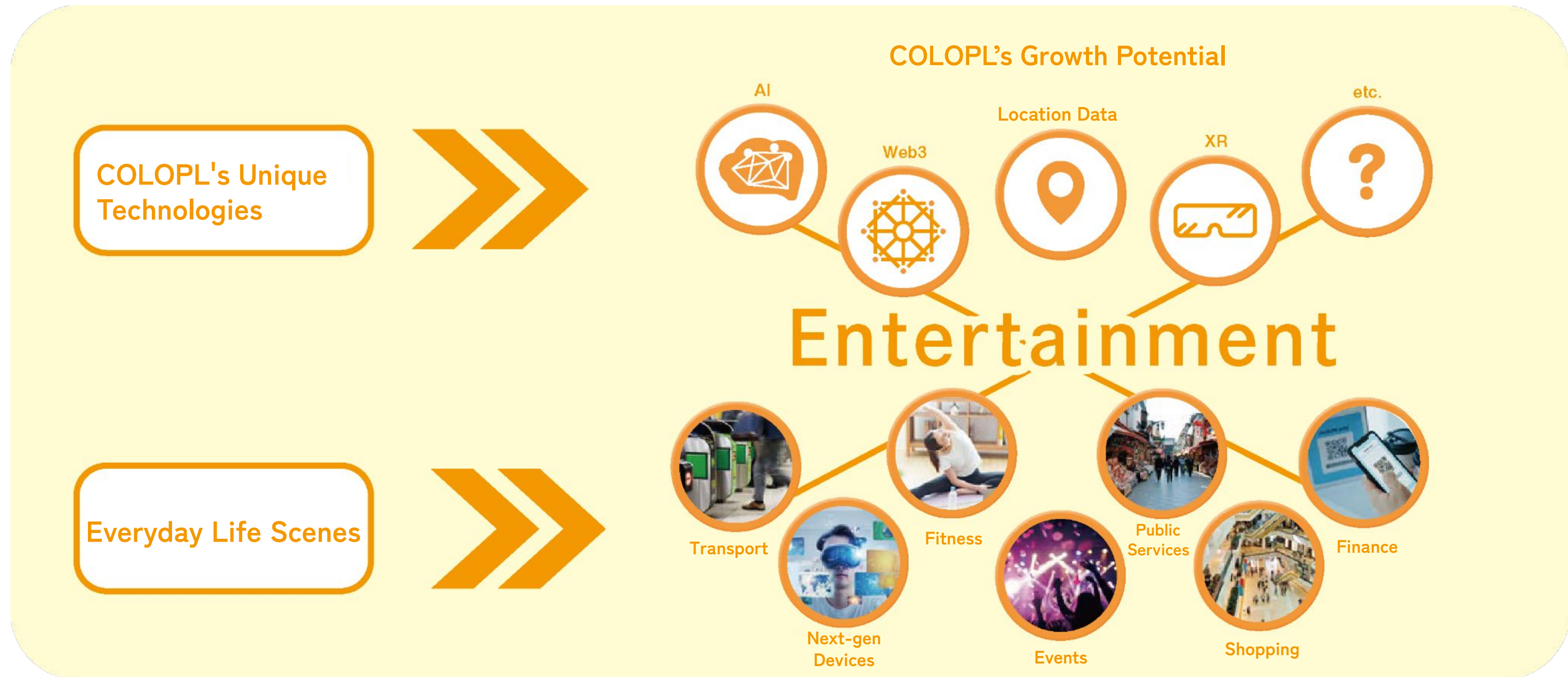
## Supporting the 2025 Osaka/Kansai Expo Digital Archive project, led by the Cabinet Secretariat's Bureau for Expo Promotion



Deepening spatial tech and know-how to explore further potential.

# Current Status and Future Forecast

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



# Other Initiatives



# Other Initiatives

Launched app to protect content from AI training and similar uses



As a company leveraging AI, we aim to foster a healthy usage environment.

# Other Initiatives

Certified for “KENKO Investment for Health”  
(Large Enterprise) for 6 years running



Positioning employee health as a key priority through various initiatives.

\* “Aru-Fes” is an internal event held in conjunction with an external walking challenge organized by our health insurance association.

# Supplementary Material

# Supplementary Material

## Quarterly Consolidated Income Statement

(Million JPY)

	FY2025			FY2026	
	2Q	3Q	4Q	1Q	2Q
<b>Sales</b>	8,729	4,955	6,934	4,772	5,316
Cost	6,584	5,759	6,541	4,859	4,695
<b>Operating profit</b>	2,144	-804	392	-86	620
Operating profit margin	24.6%	-16.2%	5.7%	-1.8%	11.7%
Non-operating income	-160	-127	346	594	351
Non-operating expenses	15	19	8	22	20
<b>Ordinary profit</b>	1,968	-950	730	484	950
Extraordinary income	-	-	2	58	7
Extraordinary losses	1,451	-	3	273	-0
<b>Profit before income taxes</b>	517	-950	729	269	958
Total income taxes	384	-171	434	99	303
<b>Net profit</b>	133	-779	294	170	655
Net profit margin	1.5%	-15.7%	4.3%	3.6%	12.3%

\*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	
	2Q	3Q	4Q	1Q	2Q
Current assets	65,485	63,896	64,271	60,516	60,796
Cash and deposits	50,523	49,288	50,273	47,048	46,893
Operational investment securities	9,481	9,390	8,720	8,768	9,118
Non-current assets	10,433	18,117	11,470	11,666	11,157
<b>Total assets</b>	<b>75,919</b>	<b>82,014</b>	<b>75,742</b>	<b>72,183</b>	<b>71,954</b>
Current liabilities	5,294	4,912	5,644	5,087	4,710
Non-current liabilities	1,684	3,303	1,156	881	700
<b>Total liabilities</b>	<b>6,979</b>	<b>8,216</b>	<b>6,801</b>	<b>5,968</b>	<b>5,411</b>
Shareholders' equity	67,780	67,000	67,295	64,896	65,600
<b>Net assets</b>	<b>68,940</b>	<b>73,798</b>	<b>68,940</b>	<b>66,215</b>	<b>66,543</b>

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

# Supplementary Material

## Expense Transition

(Million JPY)

Cost Sales ratio	FY2025			FY2026	
	2Q	3Q	4Q	1Q	2Q
PF & Payments	627 7.2%	439 8.9%	634 9.2%	357 7.5%	355 6.7%
Royalties	58 0.7%	44 0.9%	56 0.8%	41 0.9%	12 0.2%
Employment	2,189 25.1%	2,314 46.7%	2,261 32.6%	2,110 44.2%	1,980 37.3%
Office	253 2.9%	235 4.7%	240 3.5%	238 5.0%	232 4.4%
iDC related	488 5.6%	430 8.7%	439 6.3%	435 9.1%	416 7.8%
Advertisement	946 10.8%	367 7.4%	189 2.7%	51 1.1%	71 1.4%
Outsourcing	718 8.2%	748 15.1%	658 9.5%	796 16.7%	804 15.1%
Others	1,302 14.9%	1,179 23.8%	2,061 29.7%	827 17.3%	822 15.5%
Total	6,584 75.4%	5,759 116.2%	6,541 94.3%	4,859 101.8%	4,695 88.3%

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

### Entertainment Business

(Million JPY)

	FY2025			FY2026	
	2Q	3Q	4Q	1Q	2Q
Sales	6,769	4,847	6,408	4,681	5,138
Cost	6,293	5,505	5,763	4,736	4,428
Operating profit	476	-658	644	-54	710
Operating profit margin	7.0%	-13.6%	10.1%	-1.2%	13.8%

### Investment and Development Business

(Million JPY)

	FY2025			FY2026	
	2Q	3Q	4Q	1Q	2Q
Sales	1,959	107	525	90	177
Cost	292	254	778	123	267
Operating profit	1,666	-146	-252	-32	-90
Operating profit margin	85.1%	-135.7%	-48.1%	-35.9%	-51.0%

\*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)

	FY2025			FY2026	
	2Q	3Q	4Q	1Q	2Q
FY Sep. 2012 Online Titles	103	94	102	59	1
FY Sep. 2013 Online Titles	465	241	405	207	353
FY Sep. 2014 Online Titles	601	435	995	436	529
FY Sep. 2015 Online Titles	16	10	12	8	10
FY Sep. 2016 Online Titles	8	8	12	9	8
FY Sep. 2017 Online Titles	78	64	62	29	0
FY Sep. 2018 Online Titles	387	314	393	358	392
FY Sep. 2019 Online Titles	2,932	2,000	2,517	1,896	2,329
FY Sep. 2023 Online Titles	12	11	7	10	4
FY Sep. 2024 Online Titles	265	150	137	87	47
FY Sep. 2025 Online Titles	482	201	116	90	28
Web3	125	35	23	21	17
Console (Proprietary/Contracted)	863	960	1,126	996	1,005
Licensing, Our IP Operation Merchandise, XR, etc.	426	319	494	467	409
<b>Total (Entertainment Business)</b>	<b>6,769</b>	<b>4,847</b>	<b>6,408</b>	<b>4,681</b>	<b>5,138</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+

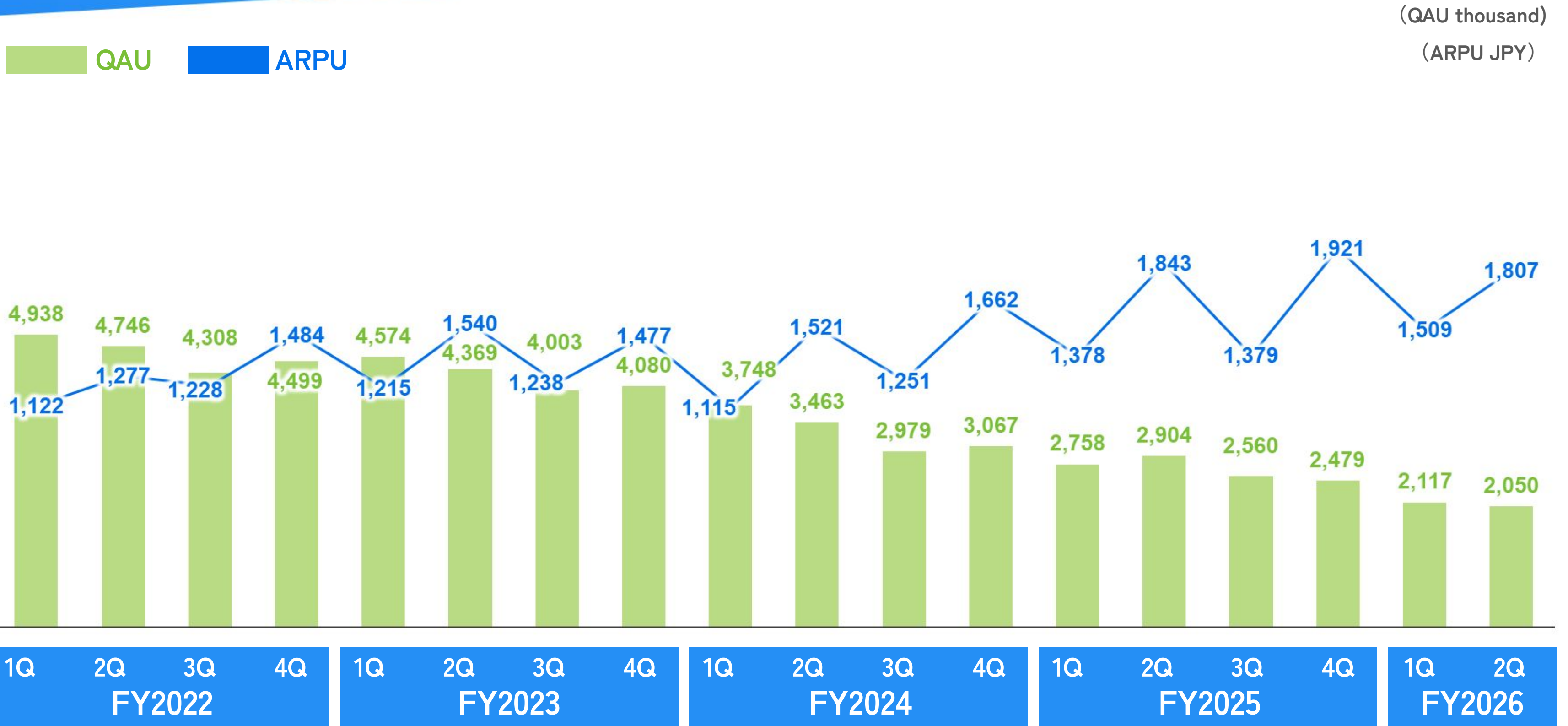
■FY2025 : ISEKAI∞ISEKAI, Tsukuyomi

\*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



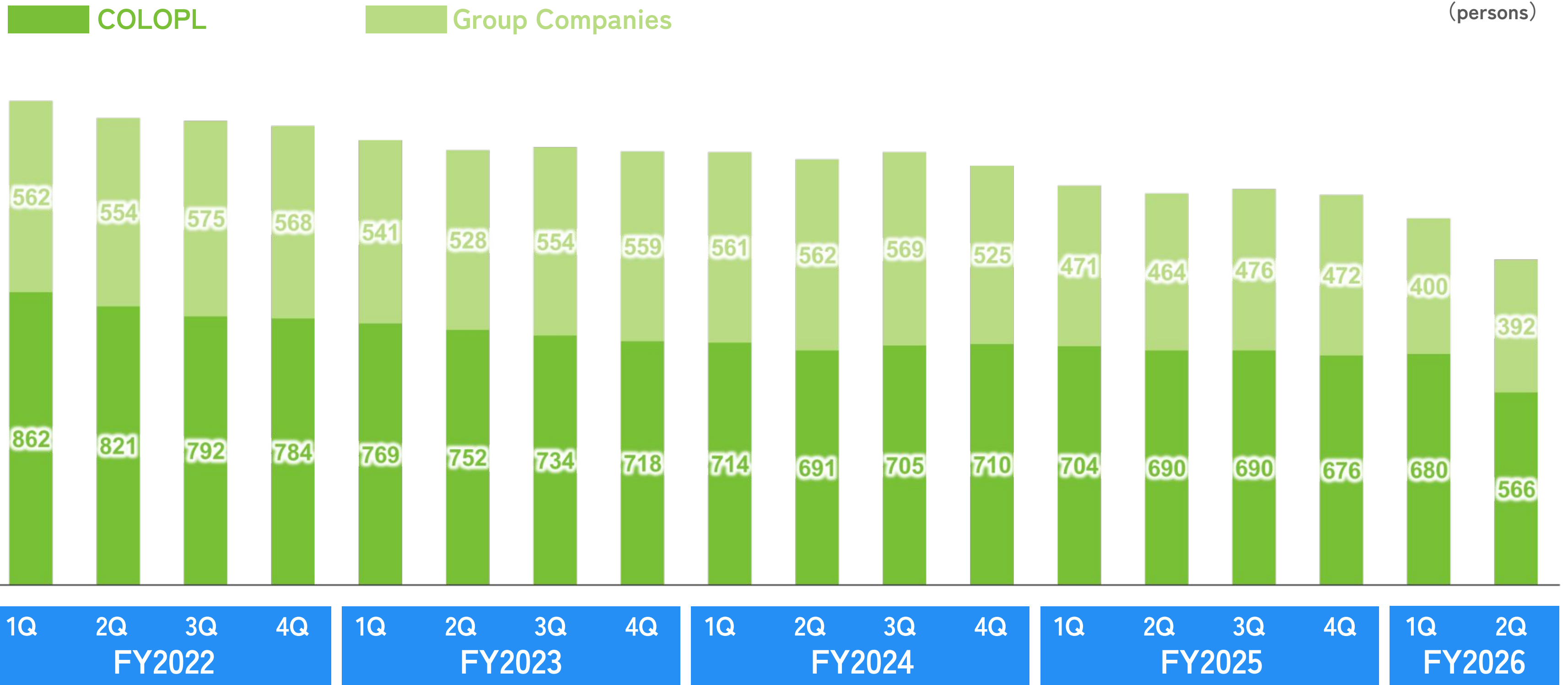
\*There is a slight difference in calculation due to rounding down to the nearest 1 yen.

\*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

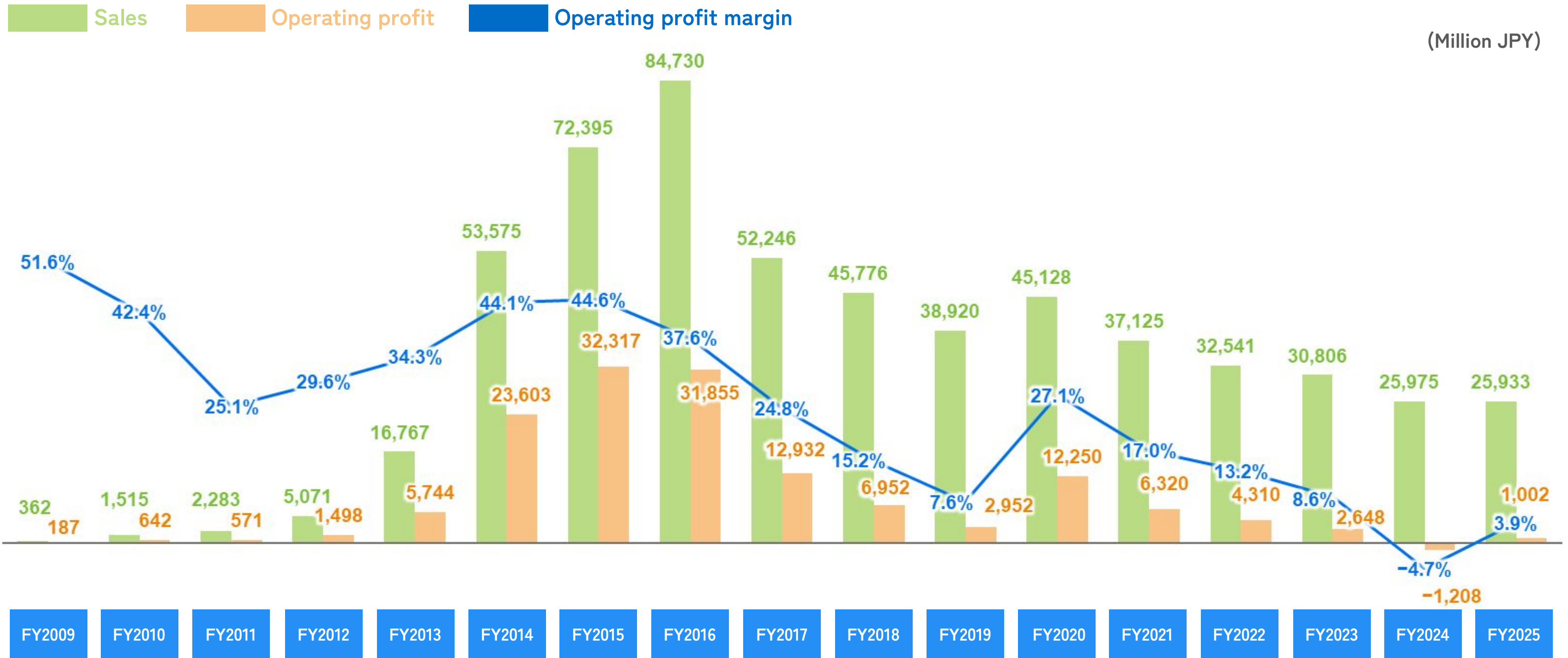
## Workforce Transition



\*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)

# Supplementary Material

## Annual Consolidated Performance



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

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

# 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

