

The logo for Square Enix, featuring the word "SQUARE" in a bold, black, sans-serif font, followed by a red square, and the word "ENIX" in a similar bold, black, sans-serif font, also followed by a red square. The entire logo is centered on a white background with a faint, light blue circular graphic behind it.

# SQUARE ENIX

Financial Results Briefing Session  
Three-Month Period Ended June 30, 2025

August 8, 2025

Statements made in this document with respect to SQUARE ENIX HOLDINGS CO., LTD. and its consolidated subsidiaries' (together, "SQUARE ENIX GROUP") plans, estimates, strategies and beliefs are forward - looking statements about the future performance of SQUARE ENIX GROUP.

These statements are based on management's assumptions and beliefs in light of information available to it at the time these material were drafted and, therefore, the reader should not place undue reliance on them. Also, the reader should not assume that statements made in this document will remain accurate or operative at a later time.

A number of factors could cause actual results to be materially different from and worse than those discussed in forward - looking statements. Such factors include, but not limited to:

1. changes in economic conditions affecting our operations;
2. fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro;
3. SQUARE ENIX GROUP's ability to continue to win acceptance of our products and services, which are offered in highly competitive markets characterized by the continuous introduction of new products and services, rapid developments in technology, and subjective and changing consumer preferences;
4. SQUARE ENIX GROUP's ability to expand international success with a focus on our businesses; and
5. regulatory developments and changes and our ability to respond and adapt to those changes.

The forward - looking statements regarding earnings contained in these materials were valid at the time these materials were drafted. SQUARE ENIX GROUP assumes no obligation to update or revise any forward - looking statements, including forecasts or projections, whether as a result of new information, subsequent events or otherwise.

The financial information presented in this document is prepared according to generally accepted accounting principles in Japan.

(Amounts under one hundred million yen are rounded down)

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# Financial Results First Quarter of Fiscal Year Ending March 31, 2026

# Consolidated Statement of Income FY2026/3 Q1

(Billions of Yen)

	Fiscal Year Ended March 31, 2025		Fiscal Year Ending March 31, 2026			
	Q1	Full Year Results	Q1	Changes	Full Year Forecasts	Changes
Net Sales	69.9	324.5	59.2	(10.7)	280.0	(44.5)
Operating Income	10.8	40.5	9.0	(1.8)	41.0	0.5
Operating Income Margin	15.5%	12.5%	15.2%	(0.3pt)	14.6%	2.1pt
Ordinary Income	15.2	40.9	6.8	(8.4)	41.0	0.1
Ordinary Income Margin	21.9%	12.6%	11.6%	(10.3pt)	14.6%	2.0pt
Profit attributable to owners of parent	10.6	24.4	4.8	(5.8)	28.7	4.3

# Consolidated Statement of Income Fiscal Year Q1 FY2026 by Business Segment

(Billions of Yen)

	Fiscal Year Ended March 31, 2025	Fiscal Year Ending March 31, 2026	
	Q1	Q1	Changes
<b>Net sales</b>	<b>69.9</b>	<b>59.2</b>	<b>(10.7)</b>
Digital Entertainment	43.9	32.9	(11.0)
Amusement	15.1	16.4	1.3
Publication	6.9	6.5	(0.4)
Merchandising	4.4	3.7	(0.7)
Eliminations or unallocated	(0.5)	(0.4)	0.1
<b>Operating income</b>	<b>10.8</b>	<b>9.0</b>	<b>(1.8)</b>
Digital Entertainment	9.7	8.1	(1.6)
Amusement	1.4	1.7	0.3
Publication	2.4	2.1	(0.3)
Merchandising	1.6	1.2	(0.4)
Eliminations or unallocated	(4.5)	(4.2)	0.3
<b>Operating income margin</b>	<b>15.5%</b>	<b>15.2%</b>	<b>(0.3pt)</b>
Digital Entertainment	22.3%	24.7%	2.4pt
Amusement	9.8%	10.8%	1.0pt
Publication	36.0%	32.6%	(3.4pt)
Merchandising	36.5%	32.1%	(4.4pt)
Eliminations or unallocated	-	-	-

# Consolidated Balance Sheet as of June 30, 2025

(Billions of Yen)

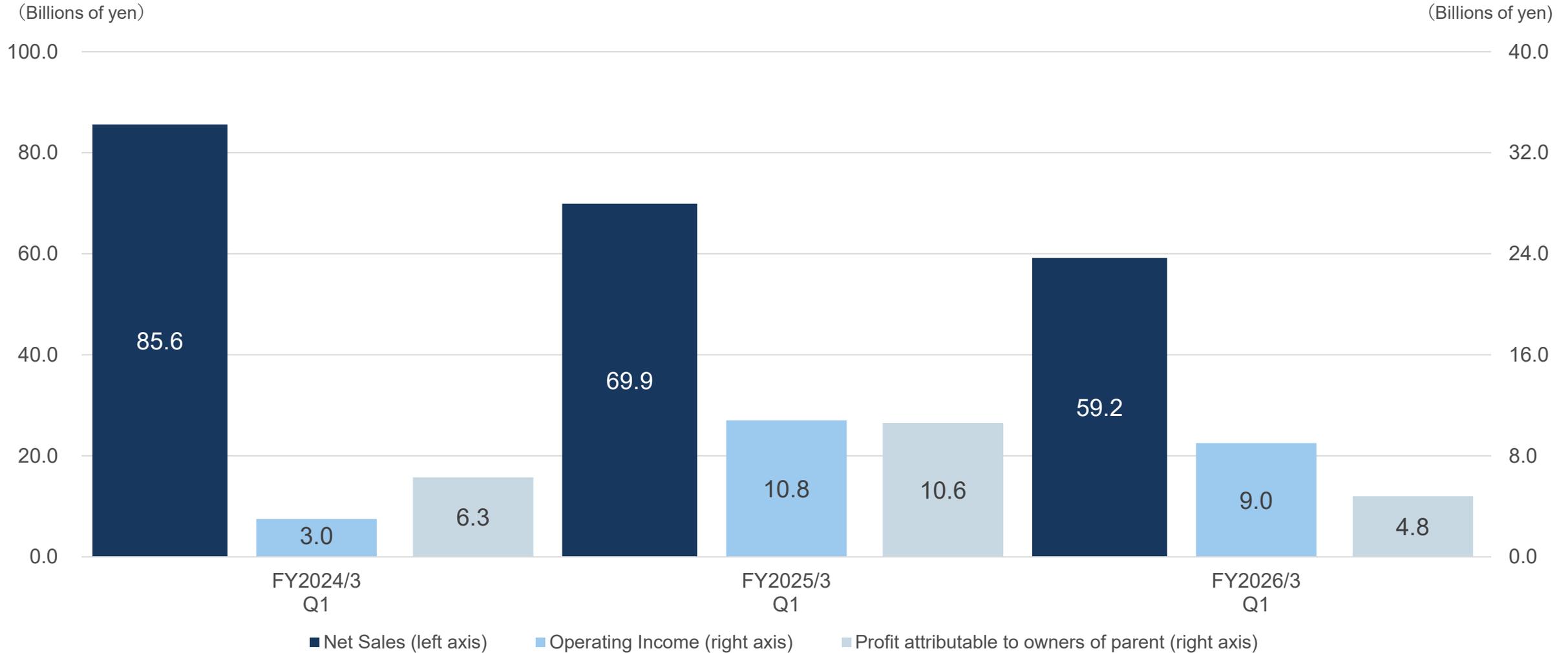
Account	Assets			Account	Liabilities and Net Assets		
	03/2025	06/2025	Changes		03/2025	06/2025	Changes
Cash and deposits	247.7	231.7	(16.0)	Notes and accounts payable	17.4	16.6	(0.8)
Notes and accounts receivable	33.1	26.5	(6.6)	Income taxes payable	2.5	0.9	(1.6)
Inventories	5.6	6.3	0.7	Refund liabilities	2.7	2.0	(0.7)
Content production account	46.9	54.3	7.4	Others	44.6	39.5	(5.1)
Others	10.9	13.0	2.1	<b>Total Current Liabilities</b>	<b>67.3</b>	<b>59.1</b>	<b>(8.2)</b>
<b>Total Current Assets</b>	<b>344.5</b>	<b>332.0</b>	<b>(12.5)</b>	<b>Non-current Liabilities</b>	<b>12.4</b>	<b>14.1</b>	<b>1.7</b>
Property and equipment	27.8	28.6	0.8	<b>Total Liabilities</b>	<b>79.7</b>	<b>73.2</b>	<b>(6.5)</b>
Intangible Assets	4.8	4.6	(0.2)	Total Shareholders' Equity	343.7	336.9	(6.8)
Investments and other assets	38.9	37.1	(1.8)	Others	(7.3)	(7.6)	(0.3)
<b>Total Non-current Assets</b>	<b>71.6</b>	<b>70.4</b>	<b>(1.2)</b>	<b>Total Net Assets</b>	<b>336.3</b>	<b>329.2</b>	<b>(7.1)</b>
<b>Total Assets</b>	<b>416.1</b>	<b>402.4</b>	<b>(13.7)</b>	<b>Total Liabilities and Net Assets</b>	<b>416.1</b>	<b>402.4</b>	<b>(13.7)</b>

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## Consolidated Financial Results and Progress in Each Business Segment

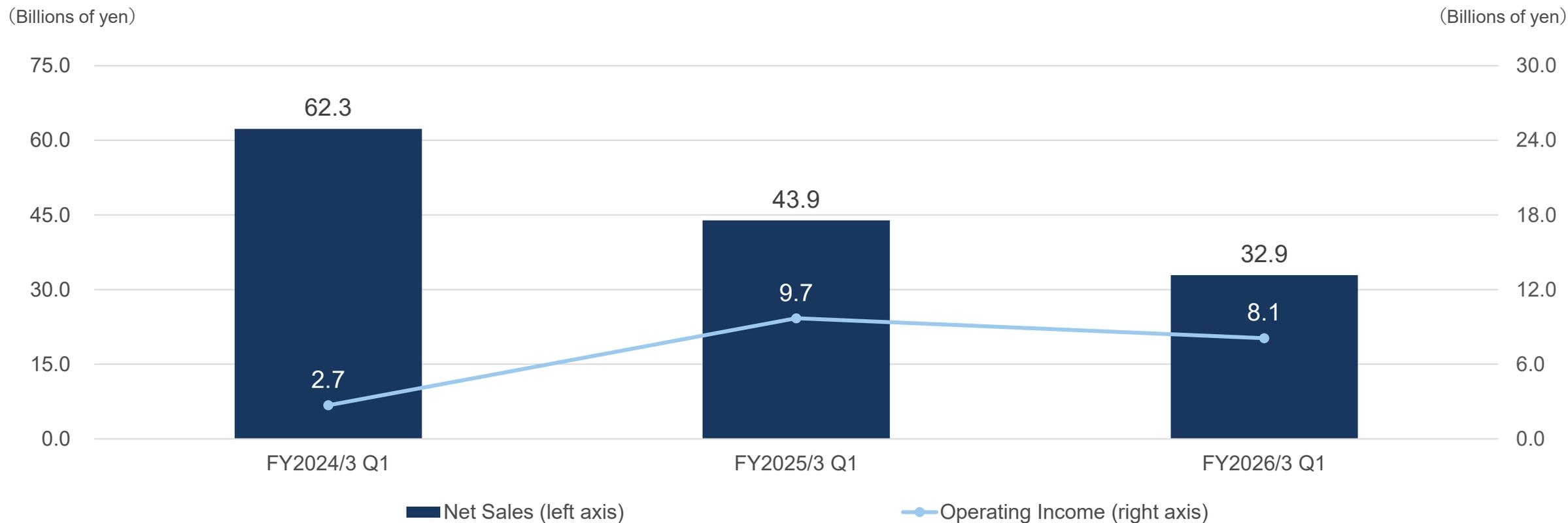
# Consolidated Financial Results

Net sales and profits down YoY



# Digital Entertainment

Net sales and operating income down YoY on lower sales in HD Games, MMO, and Games for Smart Devices/PC Browser



# Digital Entertainment

**HD Games:** Net sales down YoY on lower sales of new titles; profits up on lower development cost amortization, advertising expenses

Net Sales: ¥8.9 billion (Prior FY: ¥12.3 billion/ down ¥3.4 billion YoY)

Operating Profit: ¥1.0 billion (Prior FY: ¥0.05 billion/ up ¥1.0 billion YoY)

## Major New Titles in FY2026/3



Launched on Jun 5, 2025



Launched on Jun 9, 2025  
for Xbox Series X|S and  
Microsoft Store on Windows



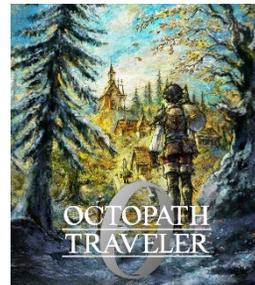
Launched on Jul 31, 2025



To be launched on  
Sep 30, 2025



To be launched on  
Oct 30, 2025



To be launched on  
Dec 4, 2025



To be launched this winter on Nintendo Switch™ 2,  
Xbox Series X|S, and Microsoft Store on Windows

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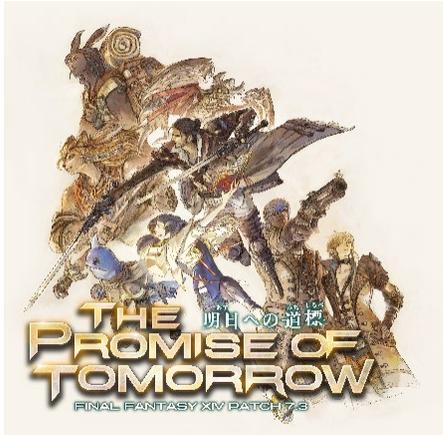
# Digital Entertainment

MMO: Net sales and profits down YoY

Net Sales: ¥9.6 billion (Prior FY: ¥12.5 billion/ down ¥2.9 billion YoY)

Operating Income: ¥3.6 billion (Prior FY: ¥6.6 billion/ down ¥3.0 billion YoY)

## Main Titles in Operation



PATCH 7.3: The Promise of Tomorrow

Launched on August 5, 2025

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Latest Major Update

Launched on May 14, 2025

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# Digital Entertainment

**Games for Smart Devices/PC Browser:** Profits up on improved profitability with diversification of payment methods despite weakness in existing titles

Net Sales: ¥14.3 billion (Prior FY: ¥18.9 billion/ down ¥4.6 billion YoY)

Operating Income: ¥3.3 billion (Prior FY: ¥3.0 billion/ up ¥0.3 billion YoY)

Major Operating Titles (Month and year indicate each title's launch timing)



Aug 2010  
(PC Browser game)



Sep 2014



Oct 2015



Oct 2015



Dec 2018



Sep 2019



Nov 2019



Jul 2020



Oct 2020



Sep 2023



Nov 2024

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CHARACTER DESIGN: TETSUYA NOMURA / CHARACTER ILLUSTRATION: LISA FUJISE  
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# Digital Entertainment

-Units Sold by Region-

**Units Sold** = Packaged + Downloads

**Packaged:** Unit sales of packaged software sold in the fiscal year

**Downloads:** Unit sales of downloaded software sold in the fiscal year

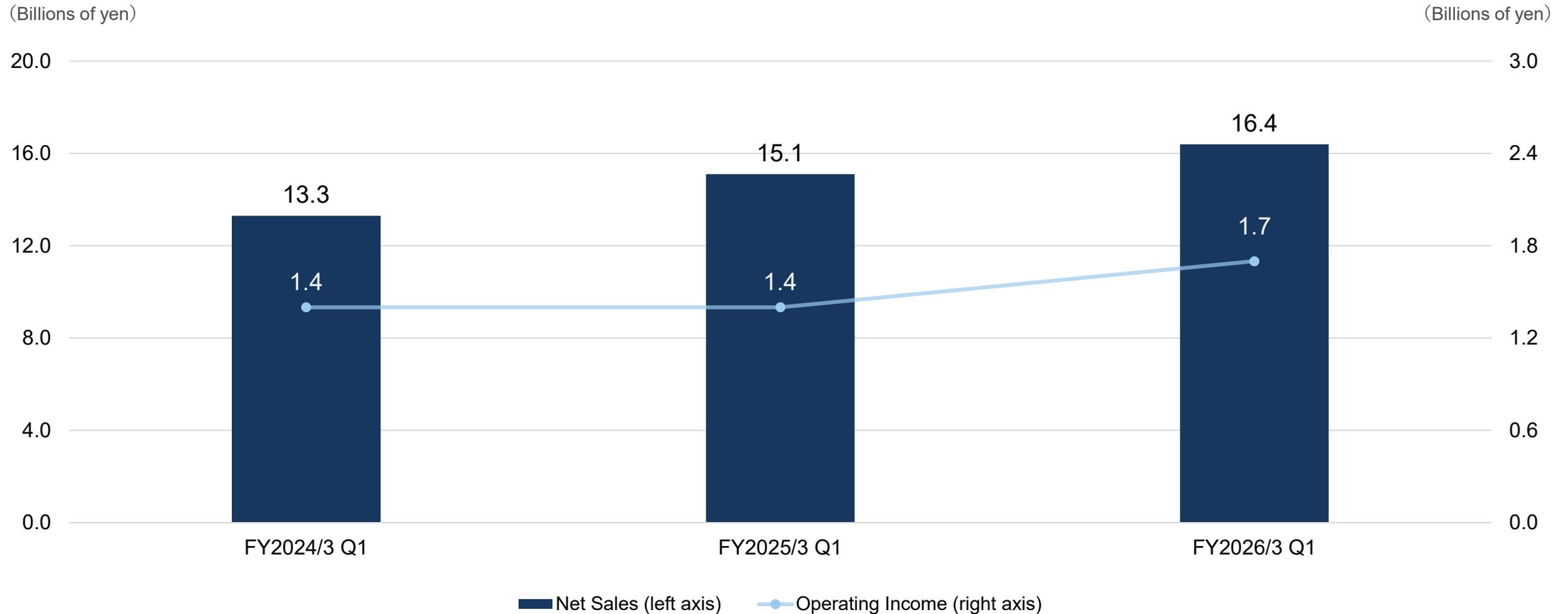
(Millions of Units Sold)

Region	FY2025/3 Q1			FY2026/3 Q1		
	Packaged	Downloads	Total	Packaged	Downloads	Total
Japan	0.13	0.72	0.85	0.07	0.58	0.65
North America/ Europe	0.39	2.57	2.96	0.45	2.43	2.88
Asia, etc.	0.04	0.54	0.58	0.04	0.45	0.49
<b>Total</b>	<b>0.55</b>	<b>3.83</b>	<b>4.39</b>	<b>0.56</b>	<b>3.45</b>	<b>4.01</b>

\* The above numbers cover both HD and MMO titles, as well as games distributed by Square Enix and those sold episodically.

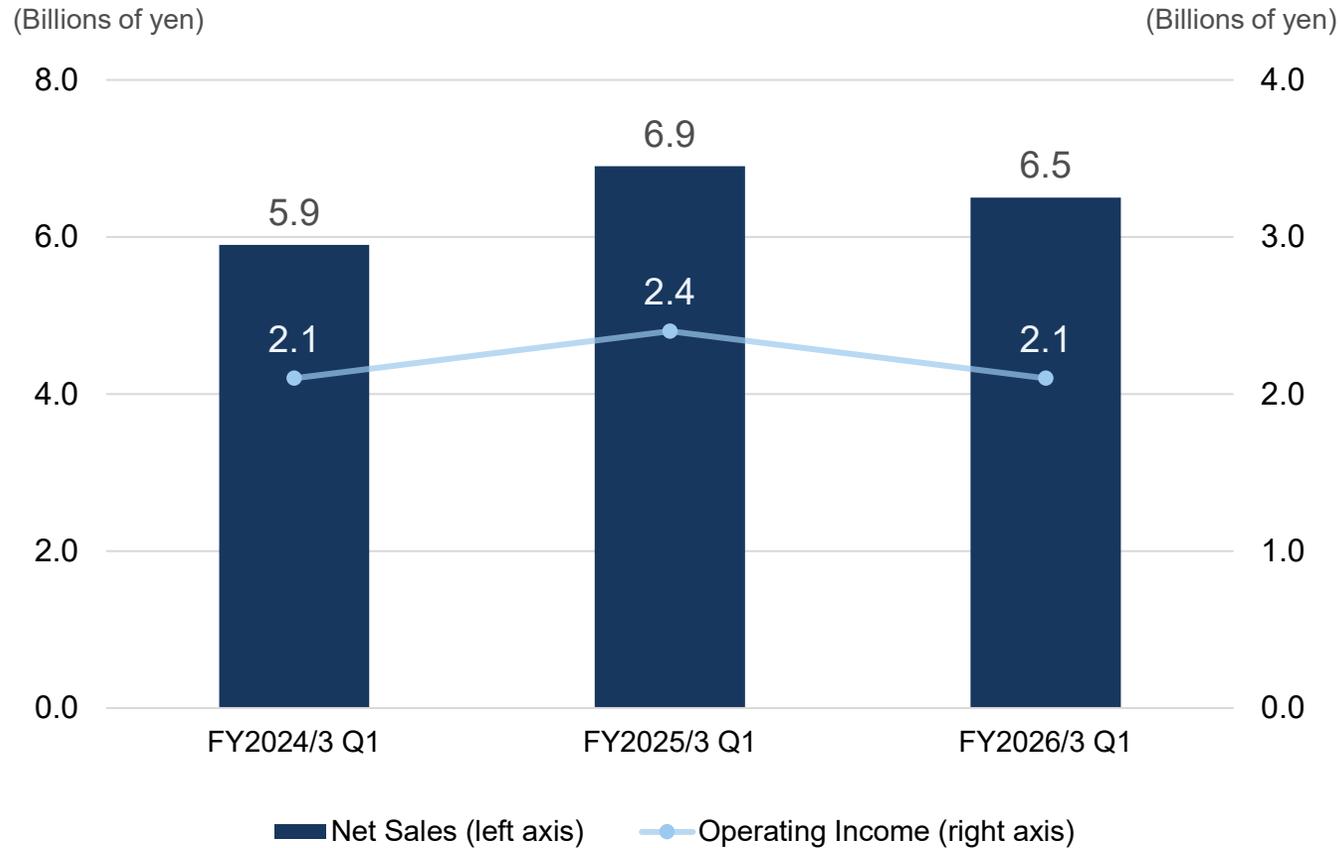
# Amusement

Net sales and operating income up YoY on growth in same-store sales and sales of prize items to amusement facilities



# Publication

Solid overall performance despite YoY declines in net sales, operating income



## Major Services, Titles in FY2026/3



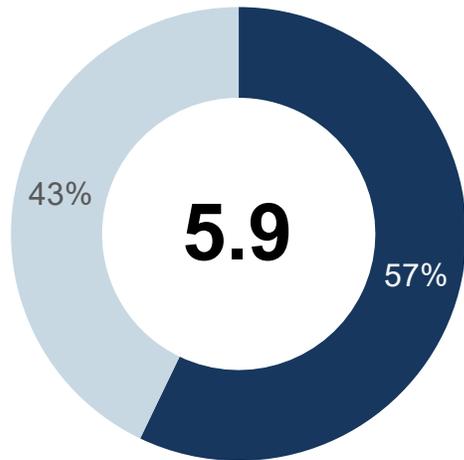
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# Publication

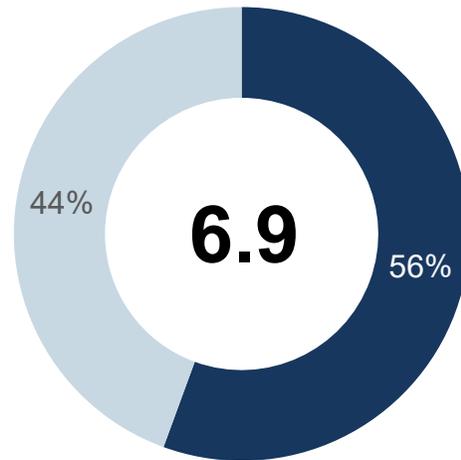
-Digital vs. Printed Media Sales- Breakdown of Publication Sales

(Billions of yen)



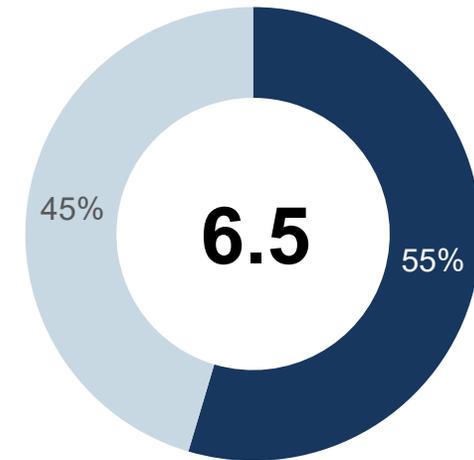
FY2024/3 Q1

■ Digital sales	3.4
■ Printed media sales	2.5



FY2025/3 Q1

■ Digital sales	3.8
■ Printed media sales	3.0

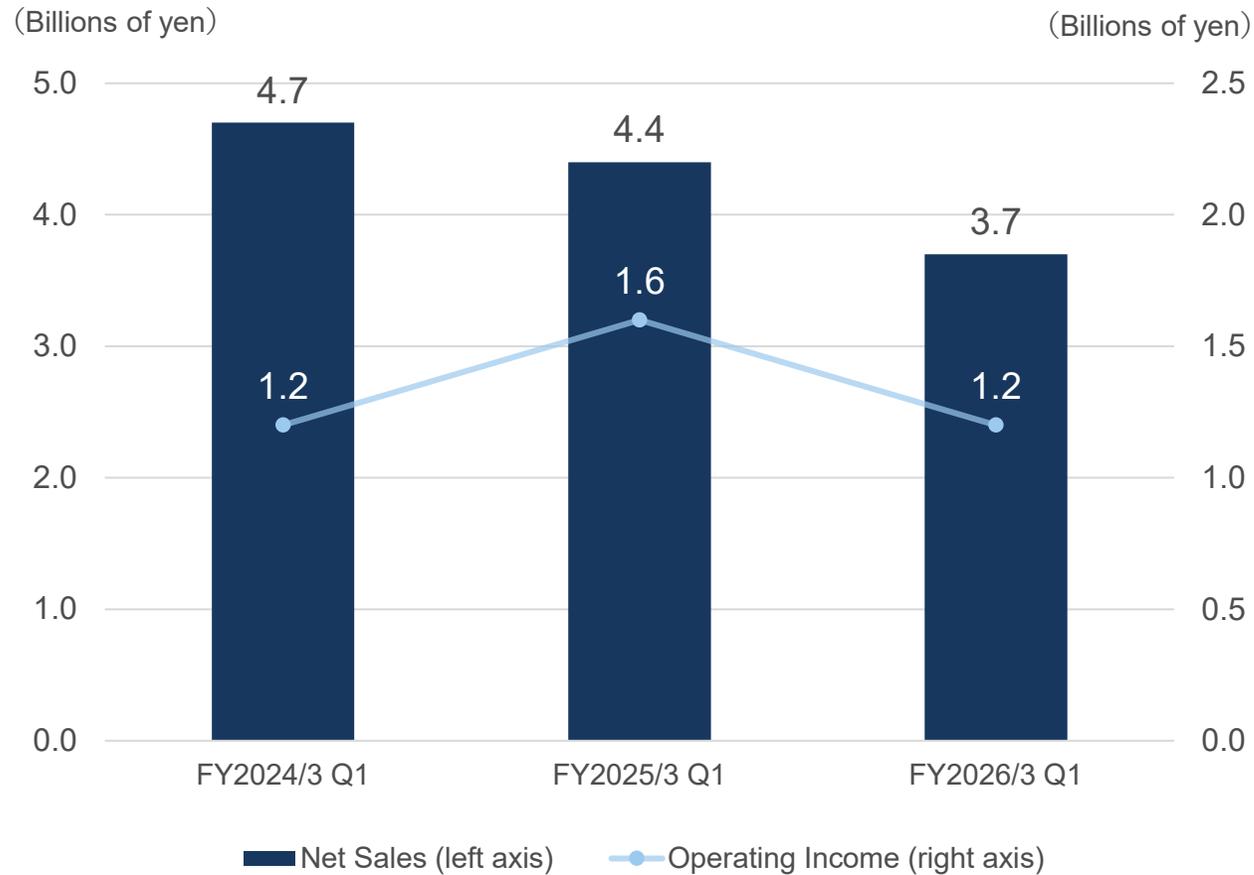


FY2026/3 Q1

■ Digital sales	3.5
■ Printed media sales	2.9

# Merchandising

Net sales and operating income down YoY due to lower sales of new character merchandise featuring key IP



Major Products in FY2026/3

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