colopl Stock code : 3668

FY Sep. 2026
Financial Results Presentation

2026/11/04 WED

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Entertainment in Real Life

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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.

FY Sep. 2026 Highlights

- Full-year profit rose sharply YoY as our management foundation took shape
  Following last year's consolidated turnaround, Ent. Business also returned to profit
- Multiple new releases planned for FY2027, entering a sales growth phase

Results

Full-Year Results

Sales: 22.6 billion yen (YoY: -12.7%) Op. Profit: 2.2 billion yen (YoY: +128.6%) Ordinary Profit: 3.3 billion yen (YoY: +86.0%)

Entertainment Business Sales: 20.4 billion yen (YoY: -12.2%) Operating Profit: 1.8 billion yen (YoY: —%)

Investment and Development Business Sales: 2.2 billion yen (YoY: -17.1%) Operating Profit: 0.4 billion yen (YoY: -60.5%)

4Q Results

Sales: 6.9 billion yen (YoY: +0.1%) Op. Profit: 0.9 billion yen (YoY: +147.0%) Ordinary Profit: 0.8 billion yen (YoY: +12.8%)

TOPICs

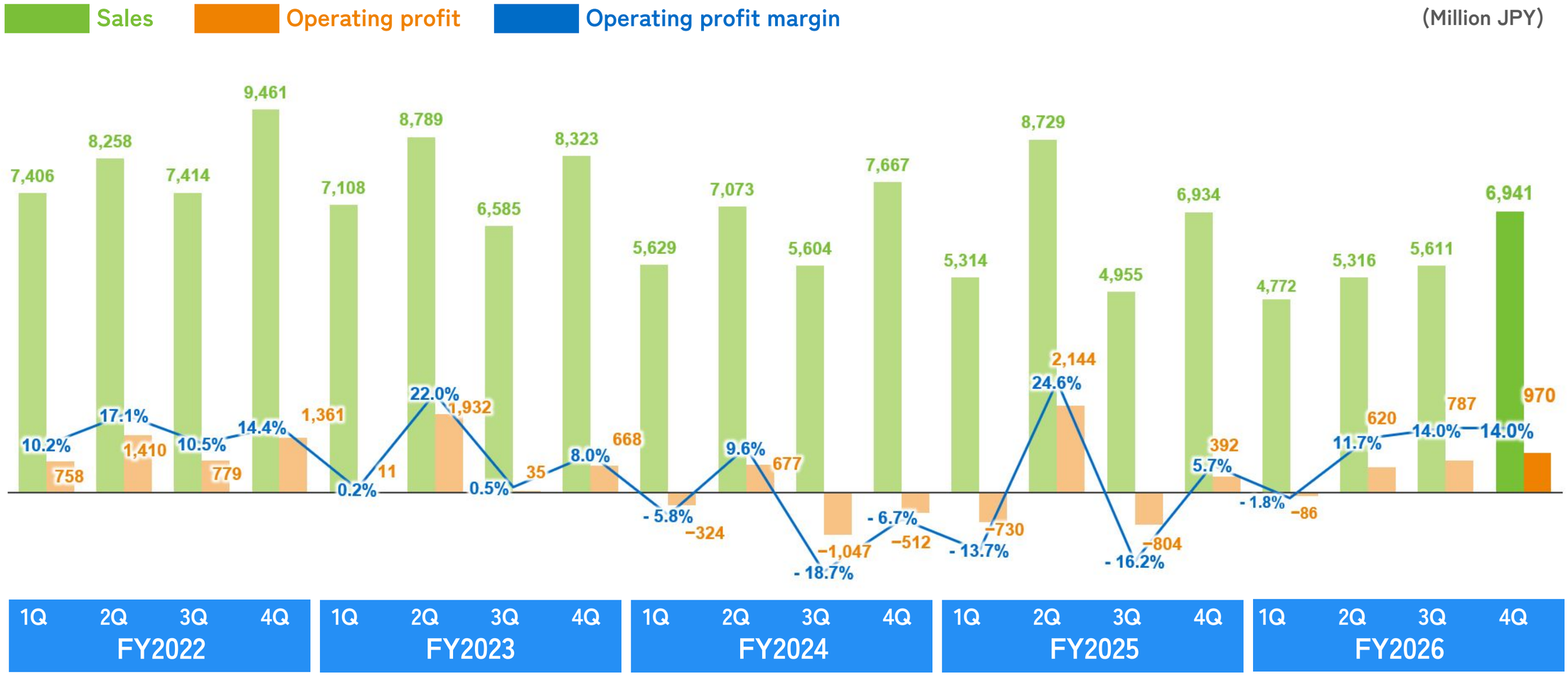
- New game "Quiz Action RPG: WIZ GENERATION" launching December 1!
- FY2026 dividend planned at 25 yen per share (+5 yen YoY)
  Enhancing returns by reviewing cash levels amid cost structure changes

Overview of Results

Overview of Results

Quarterly Consolidated Performance

Sales: 6.9 billion yen (YoY:+0.1%)　**Operating Profit: 0.9 billion yen** (YoY: +147.0%)

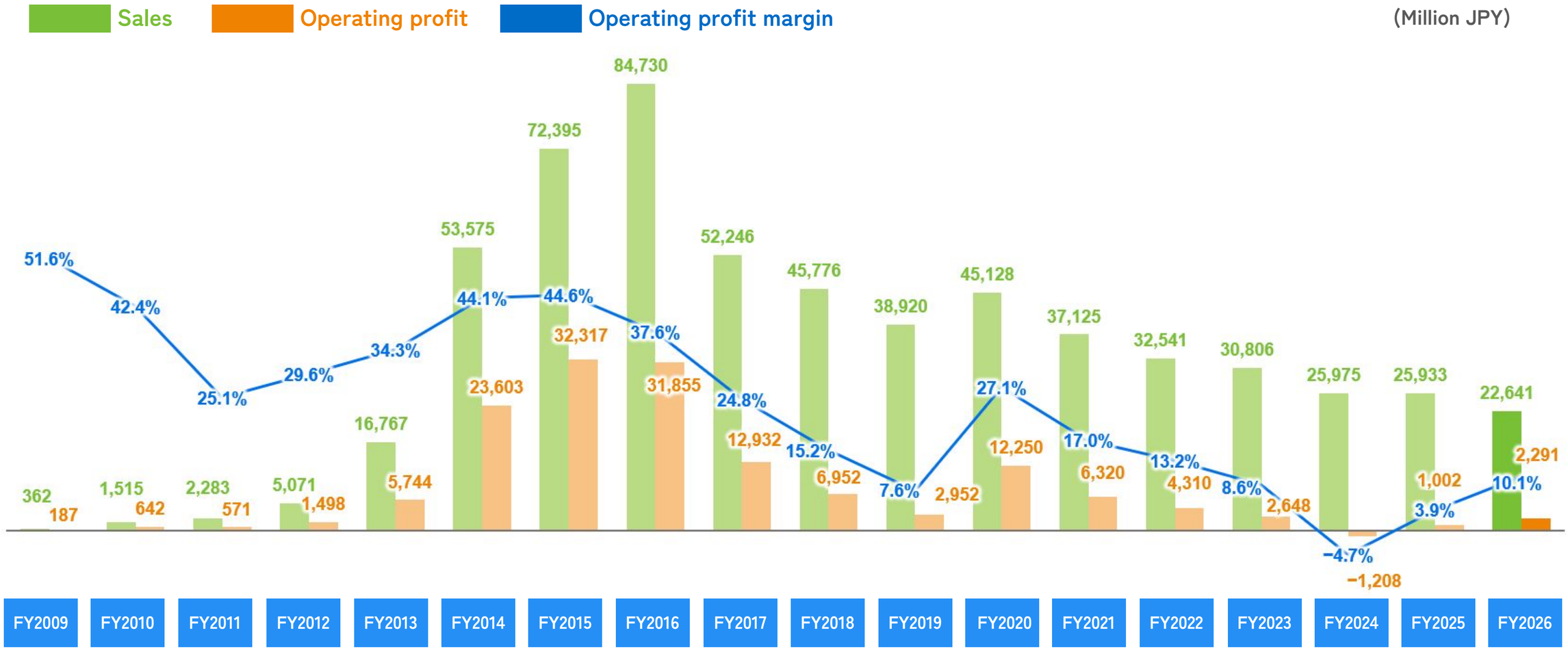


*Totals may not add up due to rounding or truncation.
*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Overview of Results

Annual Consolidated Performance

Sales: 22.6 billion yen (YoY: -12.7%) **Operating Profit: 2.2 billion yen** (YoY: +128.6%)



*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

Significant profit increase in the Entertainment Business

Entertainment Business

(Million JPY)

	FY2025 (Oct.2024-Sep.2025)	FY2026 (Oct.2025-Sep.2026)	YoY
Sales	23,264	20,429	-12.2%
Cost	23,445	18,606	-20.6%
Operating profit	-180	1,822	—
Operating profit margin	-0.8%	8.9%	—

Investment and Development Business

(Million JPY)

	FY2025 (Oct.2024-Sep.2025)	FY2026 (Oct.2025-Sep.2026)	YoY
Sales	2,668	2,212	-17.1%
Cost	1,488	1,746	+17.4%
Operating profit	1,180	465	-60.5%
Operating profit margin	44.2%	21.0%	—

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

Overview of Results

Consolidated Income Statement

Posted Ordinary profit of 3.3 billion yen and Net profit of 1.8 billion yen

(Million JPY)

	FY2025 (Oct.2024-Sep.2025)	FY2026 (Oct.2025-Sep.2026)	YoY
Sales	25,933	22,641	-12.7%
Cost	24,930	20,350	-18.4%
Operating profit	1,002	2,291	+128.6%
Operating profit margin	3.9%	10.1%	—
Non-operating income	855	1,183	+38.4%
Non-operating expenses	52	116	+123.1%
Ordinary profit	1,805	3,357	+86.0%
Extraordinary income	2	70	+2848.1%
Extraordinary losses	1,454	843	-42.0%
Profit before income taxes	353	2,584	+631.5%
Total income taxes	659	775	+17.5%
Net profit	-306	1,808	—
Net profit margin	-1.2%	8.0%	—

*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 93.0%

(Million JPY)

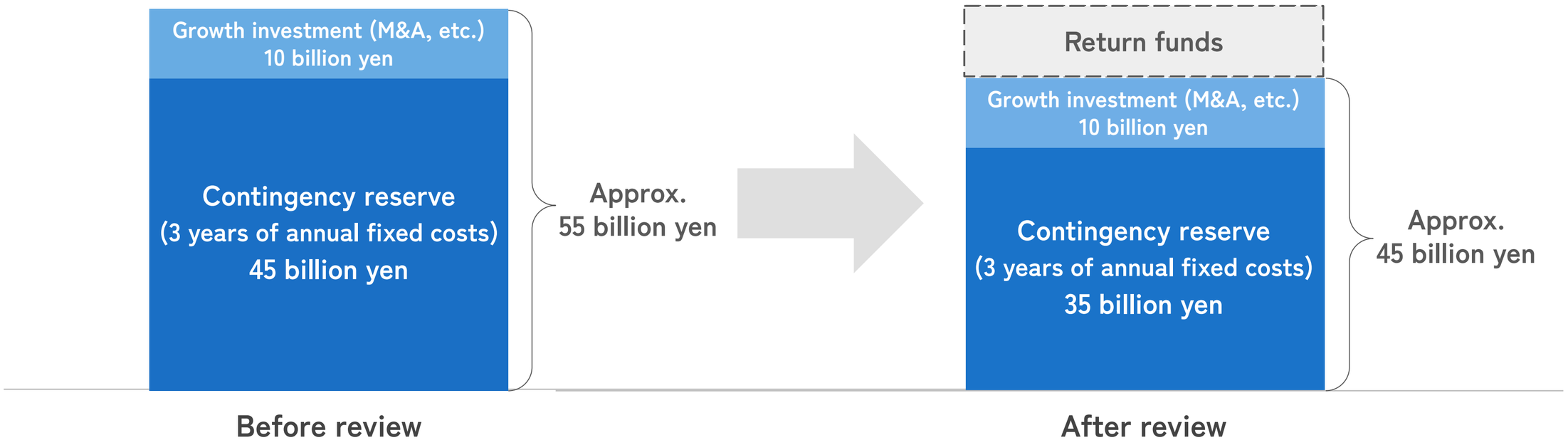
	FY2025 (Sep.2025)	FY2026 (Sep.2026)	Compared to the end of the previous
Current assets	64,271	61,593	-4.2%
Cash and deposits	50,273	47,328	-5.9%
Operational investment securities	8,720	8,089	-7.2%
Non-current assets	11,470	11,521	+0.4%
Total assets	**75,742**	**73,114**	**-3.5%**
Current liabilities	5,644	4,266	-24.4%
Non-current liabilities	1,156	825	-28.6%
Total liabilities	**6,801**	**5,091**	**-25.1%**
Shareholders' equity	67,295	66,583	-1.1%
Net assets	**68,940**	**68,022**	**-1.3%**

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

Overview of Results

FY2026 Dividend Policy

Reviewed cash holding levels in line with changes in cost structure
FY2026 year-end dividend planned at 25 yen per share (+5 yen YoY)



*The FY2026 dividend is to be determined by submitting a proposal for the appropriation of surplus to the Ordinary General Meeting of Shareholders scheduled for December 2026.

Overview of Results

Mid- to Long-Term Return Policy

After achieving “Global Top 20,” we will enhance returns in line with business growth

	Near Term (FY2027–)	Mid Term (around 2030)	Long Term
Business	Sales growth and development of major titles	Releasing major titles and achieving “Global Top 20”	Further pursuit of “Entertainment in Real Life”

Shareholder Returns

FY2026 Year-end Dividend (Planned)

25 yen

+5 yen YoY

Current Policy

Stable and continuous dividends based on a sound balance sheet and a comprehensive assessment of consolidated performance, DOE (dividend on equity ratio), cash flow, and capital efficiency

Enhance returns in line with business growth

Entertainment Business

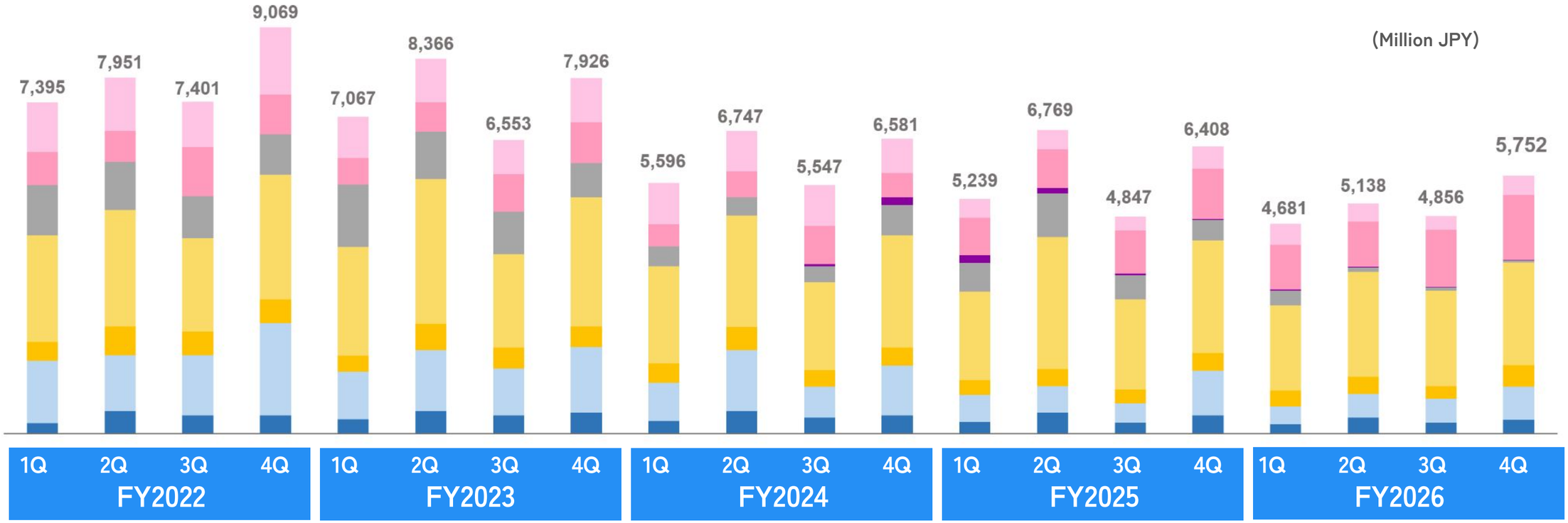
Entertainment Business

Quarterly Sales Transition

Sales: 5.7 billion yen (YoY: -10.2% QoQ: +18.4%)

- Quiz RPG: The World of Mystic Wiz
- DRAGON QUEST WALK
- Console (Proprietary/Contracted)
- Shironeko Project
- Other Mobile
- Licensing, IP Development & Merchandise, XR, etc.
- Alice Gear Aegis
- Web3

Breakdown of Other Mobile: Tokyo Casino Project, Shironeko Tennis, NEKO GOLF, FESBA+, 369, 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

Held the 12th anniversary event “ALIVED:CHRONICLE”



Focusing even more on improving user engagement for further growth as an IP

DRAGON QUEST WALK

Held the 7th anniversary event



Increasing touchpoints with daily life to brighten users' everyday lives

*Planning/Production: SQUARE ENIX CO., LTD. ; Development: COLOPL, Inc.

Other titles

Well-matched IP collaborations and the annual vote drove excitement



Alice Gear Aegis

Collaboration with “Magical Girl Lyrical Nanoha EXCEEDS Gun Blaze Vengeance”



Quiz RPG: The World of Mystic Wiz

Held the popular event “The World of Mystic Wiz GOLDEN AWARD 2026 THE WINNERS”

STEINS;GATE RE:BOOT

Strong sales in Japan and overseas on cross-generational recognition



Expecting continued growth in unit sales with added languages and platforms

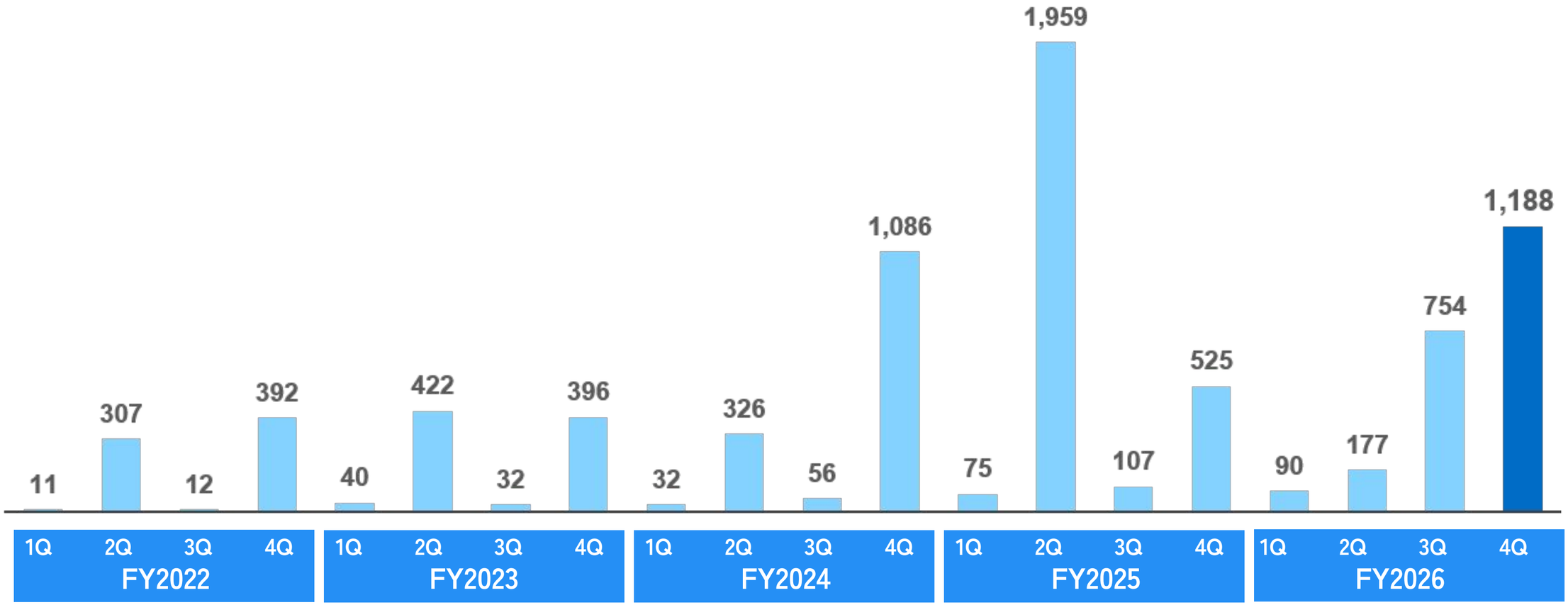
Investment and Development Business

Investment and Development Business

Quarterly Sales Transition

Sales: 1.1 billion yen (YoY: +126.1% QoQ: +57.5%)

(Million JPY)



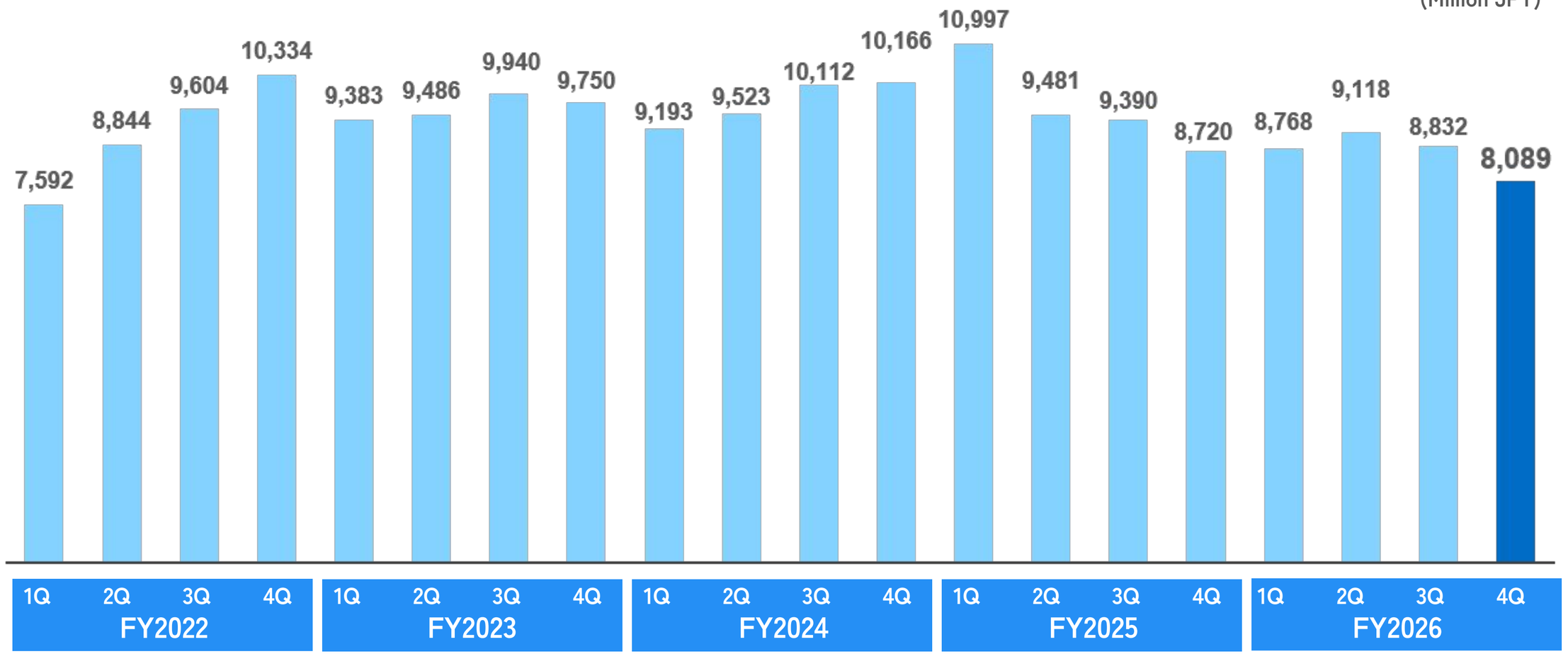
*The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) managed by our group company COLOPL NEXT, Inc.

Investment and Development Business

Balance of Operational Investment Securities

Balance of Operational Investment Securities: 8.0 billion yen (YoY: -7.2% QoQ: -8.4%)

(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.

Investment and Development Business

Sold part of our shares in Rael Inc. through a secondary sale



Company name: Rael Inc.

Business: Development of a feminine care brand (period care and skincare products)

Policy for the Future

Policy for the Future

Mid-Term Management Policy

Advancing each strategy toward achieving “Global Top 20”

Guideline: Consolidated Sales 100 billion yen+ / Op. Profit 50 billion yen+



Mission

“Entertainment in Real Life”

Vision

Delivering “New Experiences”
with the latest technology and creative ideas

Goals

in the Mobile Game Market
Global Top 20

Strategies

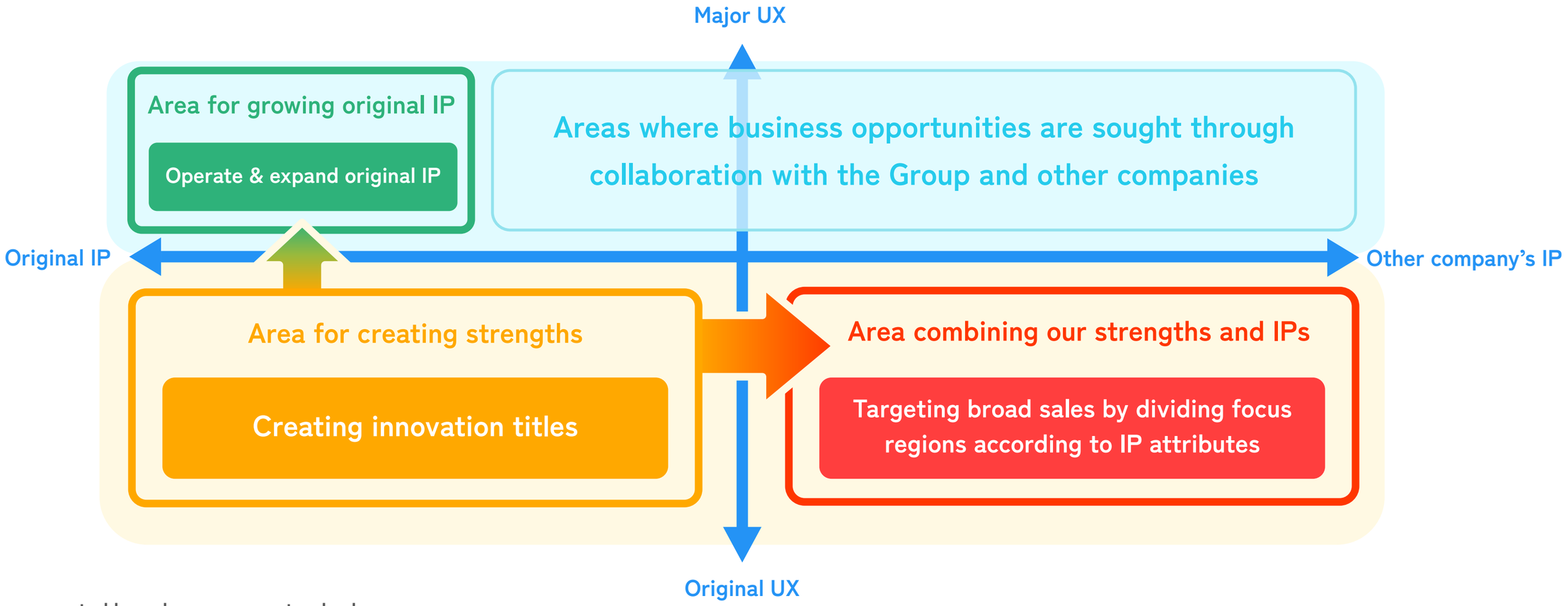
- Active expansion into overseas markets
- Leveraging Powerful IP
- Provision of new UX (new user experiences through one-of-a-kind creation)

*"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 operating profit serving as a guide.

Policy for the Future

Content Strategy

Expanding focus areas in two directions from our tech-driven strengths
Targeting global sales with “Location-based games × Powerful IPs”



*The above chart was created based on our own standards.
*"Original UX" refers to our original game experience, while "Major UX" refers to widely recognized game experiences.
*"Location-based game" is a registered trademark of COLOPL, Inc.

Policy for the Future

Organizational Optimization

Strengthening commitment to business results through a divisional structure

Entertainment Division

Leveraging strengths to target hits

Create hit titles leveraging our technical strengths and expertise in location-based games

Kuma the Bear Division

Creating strengths

Creating innovation titles that open up new markets

COLOPL IP Development Division

Nurturing and expanding original IP

Build new touchpoints with a broader fan base, grounded in our long-running titles

Smart Life Entertainment Division

Partnering to develop new businesses

Promoting partnerships with other companies in real-world entertainment beyond games

Built a structure that lets each division focus on its strategic role

Policy for the Future

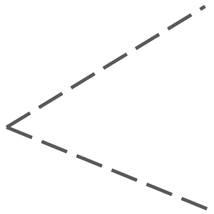
Mobile Titles

Improved development capability through AI added three new titles to the pipeline

Further expansion planned, including location-based games

Mobile pipeline

6



Location-based 2

(No change from the previous quarter)

Other genre 4

(New: +3; Released/Plans revised: -2)

*Number of projects in the pipeline as of November 4.
*Includes in-house titles using other companies' IPs, development of other companies' titles, and implementation in services provided by other companies.

Policy for the Future

Mobile Titles

New title “Quiz Action RPG: WIZ GENERATION” to be released on December 1!



Visit the official website (Japanese only)

Policy for the Future

PC/Console Titles

Expanding the pipeline across the Group aiming for continuous releases and contribution to results

PC/Console pipeline

12



Scheduled for release on February 25, 2027
Unscientific suspense game “SHIKAI: SEEKER EYE”

*Number of projects in the pipeline as of November 4.
*Contract development projects and ported titles are not included in the PC/console games pipeline.

Policy for the Future XR

“360maps” adopted as the venue guidance system for Nikkei’s 150th anniversary event



Leveraging XR technology and know-how
to make the journey itself part of the event experience

Policy for the Future

Long-Term Growth Direction

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

COLOPL's Unique Technologies

Everyday Life Scenes



Other Initiatives

Other Initiatives

People × AI

Redesigning work through AI to create opportunities for individual growth

AI usage rate across all employees*1

Approx. **99%**

Redesigning work with AI as a given*2

- Raise the quality and speed of work
- Reduce misalignment and explanation costs
- Strengthen organizational knowledge
- Free up time for the expression that matters most
- Let AI take on roles that move work forward
- Reinvest in experiences that inspire and excite customers

Strengthening organizational capabilities through each employee's growth

*1 As of June 2026. Calculated on an effective basis, excluding certain job types (e.g., athlete employees)
*2 Reference: COLOPL AI Vision 2026 (https://colopl.co.jp/news/info/2026081702.php) (Japanese only)

Supplementary Material

Supplementary Material

Quarterly Consolidated Income Statement

(Million JPY)

	FY2025	FY2026			
	4Q	1Q	2Q	3Q	4Q
Sales	6,934	4,772	5,316	5,611	6,941
Cost	6,541	4,859	4,695	4,824	5,971
Operating profit	392	-86	620	787	970
Operating profit margin	5.7%	-1.8%	11.7%	14.0%	14.0%
Non-operating income	346	594	351	370	-131
Non-operating expenses	8	22	20	59	14
Ordinary profit	730	484	950	1,098	824
Extraordinary income	2	58	7	0	3
Extraordinary losses	3	273	0	—	570
Profit before income taxes	729	269	958	1,099	256
Total income taxes	434	99	303	420	-47
Net profit	294	170	655	678	304
Net profit margin	4.3%	3.6%	12.3%	12.1%	4.4%

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

Supplementary Material

Quarterly Consolidated Balance Sheet

(Million JPY)

	FY2025	FY2026			
	4Q	1Q	2Q	3Q	4Q
Current assets	64,271	60,516	60,796	60,981	61,593
Cash and deposits	50,273	47,048	46,893	46,426	47,328
Operational investment securities	8,720	8,768	9,118	8,832	8,089
Non-current assets	11,470	11,666	11,157	11,267	11,521
Total assets	75,742	72,183	71,954	72,248	73,114
Current liabilities	5,644	5,087	4,710	4,439	4,266
Non-current liabilities	1,156	881	700	701	825
Total liabilities	6,801	5,968	5,411	5,141	5,091
Shareholders' equity	67,295	64,896	65,600	66,279	66,583
Net assets	68,940	66,215	66,543	67,107	68,022

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

Supplementary Material

Expense Transition

(Million JPY)

Cost Sales ratio	FY2025 4Q	FY2026 1Q	 2Q	 3Q	 4Q
PF & Payments	634 9.2%	357 7.5%	355 6.7%	328 5.9%	434 6.3%
Royalties	56 0.8%	41 0.9%	12 0.2%	-4 -0.1%	152 2.2%
Employment	2,261 32.6%	2,110 44.2%	1,980 37.3%	2,044 36.4%	2,164 31.2%
Office	240 3.5%	238 5.0%	232 4.4%	222 4.0%	223 3.2%
iDC related	439 6.3%	435 9.1%	416 7.8%	418 7.5%	395 5.7%
Advertisement	189 2.7%	51 1.1%	71 1.4%	47 0.9%	146 2.1%
Outsourcing	658 9.5%	796 16.7%	804 15.1%	828 14.8%	772 11.1%
Others	2,061 29.7%	827 17.3%	822 15.5%	938 16.7%	1,681 24.2%
Total	6,541 94.3%	4,859 101.8%	4,695 88.3%	4,824 86.0%	5,971 86.0%

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

Supplementary Material

Quarterly Segment Income Statement

Entertainment Business

(Million JPY)

	FY2025 4Q	FY2026 1Q	FY2026 2Q	FY2026 3Q	FY2026 4Q
Sales	6,408	4,681	5,138	4,856	5,752
Cost	5,763	4,736	4,428	4,402	5,038
Operating profit	644	-54	710	454	713
Operating profit margin	10.1%	-1.2%	13.8%	9.4%	12.4%

Investment and Development Business

(Million JPY)

	FY2025 4Q	FY2026 1Q	FY2026 2Q	FY2026 3Q	FY2026 4Q
Sales	525	90	177	754	1,188
Cost	778	123	267	422	932
Operating profit	-252	-32	-90	332	255
Operating profit margin	-48.1%	-35.9%	-51.0%	44.1%	21.5%

*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 4Q	FY2026 1Q	FY2026 2Q	FY2026 3Q	FY2026 4Q
FY Sep. 2012 Online Titles	102	59	1	27	-
FY Sep. 2013 Online Titles	405	207	353	243	308
FY Sep. 2014 Online Titles	995	436	529	533	741
FY Sep. 2015 Online Titles	12	8	10	8	10
FY Sep. 2016 Online Titles	12	9	8	8	10
FY Sep. 2017 Online Titles	62	29	0	15	-
FY Sep. 2018 Online Titles	393	358	392	284	472
FY Sep. 2019 Online Titles	2,517	1,896	2,329	2,131	2,291
FY Sep. 2023 Online Titles	7	10	4	4	5
FY Sep. 2024 Online Titles	137	87	47	2	0
FY Sep. 2025 Online Titles	116	90	28	0	24
FY Sep. 2026 Online Titles	-	-	-	-	0
Web3	23	21	17	17	13
Console (Proprietary/Contracted)	1,126	996	1,005	1,265	1,449
Licensing, IP Development & Merchandise, XR, etc.	494	467	409	310	424
Total （Entertainment Business）	6,408	4,681	5,138	4,856	5,752

■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 ■FY2026：369

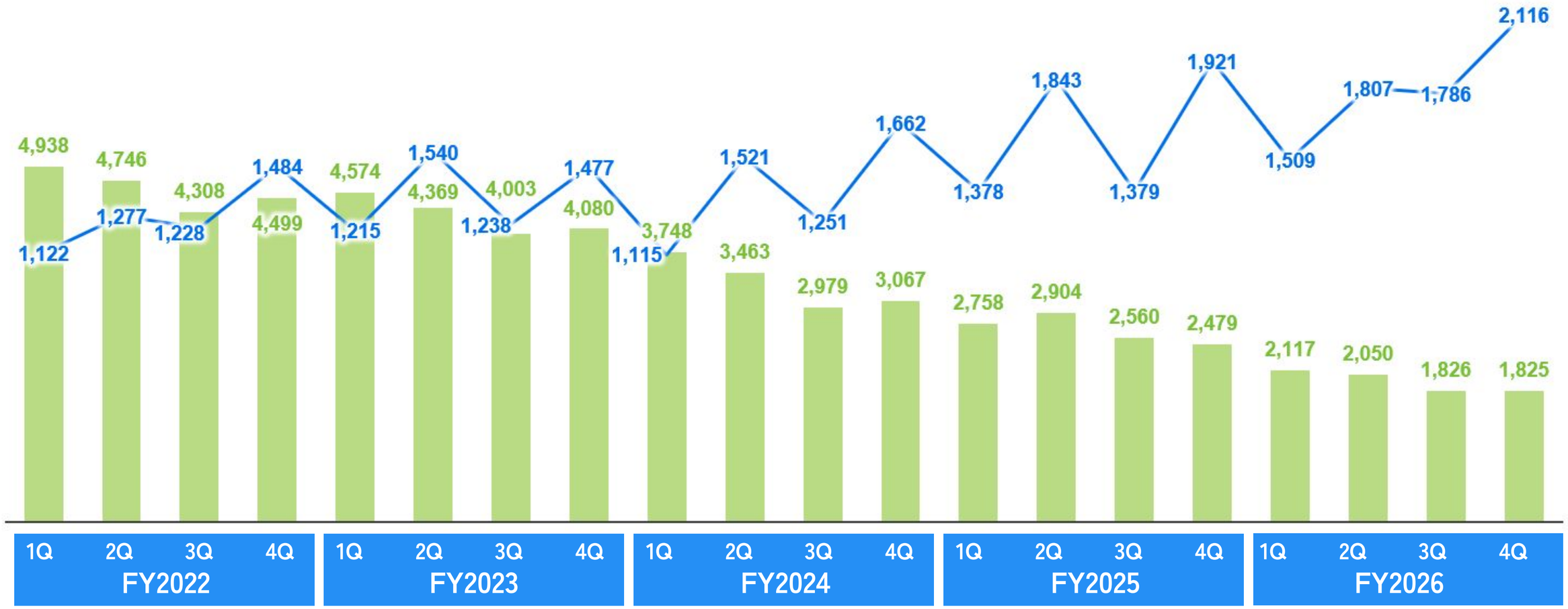
*Totals may not add up due to rounding or truncation.
*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

Supplementary Material

Domestic Title QAU x ARPU

(QAU: thousand)

(ARPU: JPY)



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

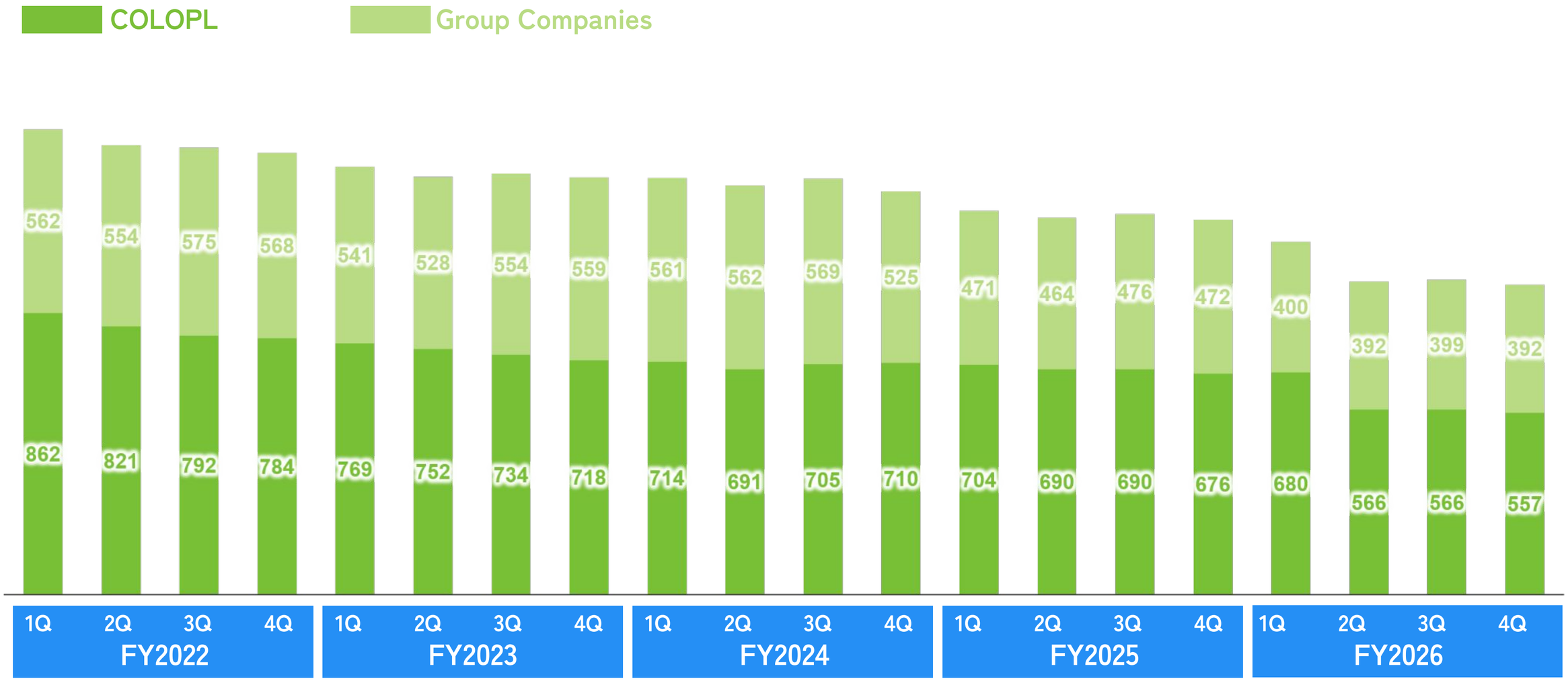
*QAU: Number of users who launched a title at least once during the quarter, on or after the 7th day from the download date. Simple sum across titles.

*Titles since FY2012 are counted.

Supplementary Material

Workforce Transition

(persons)

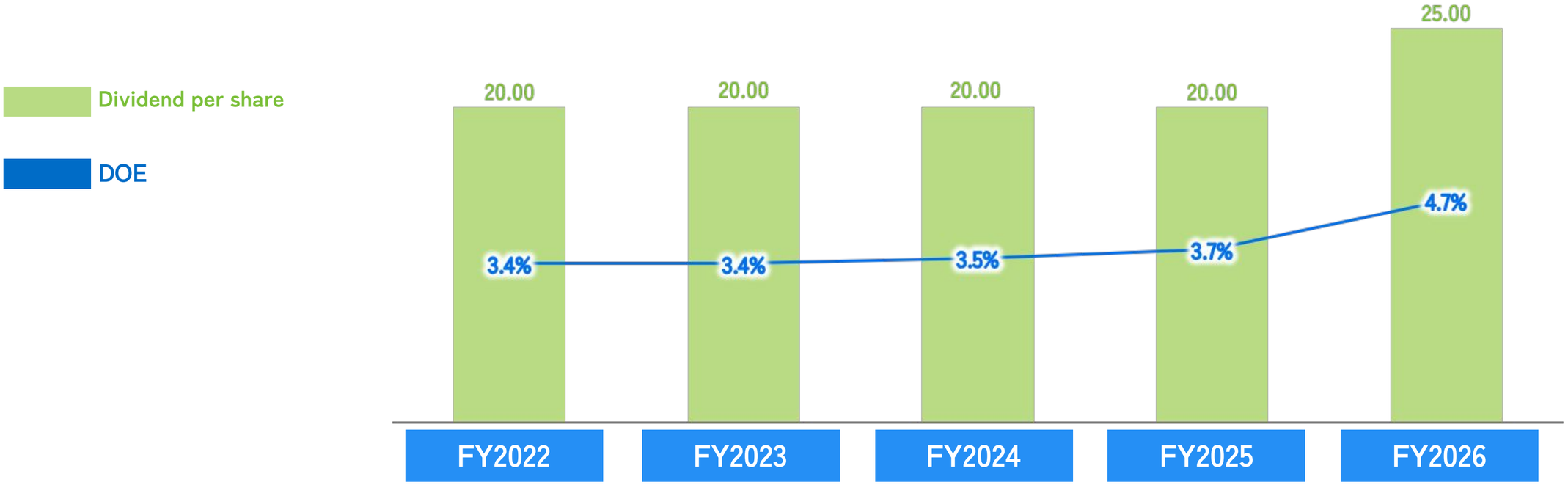


*From 1Q FY2023, the number of employees is the number of employees at work (excluding employees temporarily transferred from the Group and including employees temporarily transferred to the Group)

Supplementary Material

Dividend History

	FY2022	FY2023	FY2024	FY2025	FY2026
Dividend per share (JPY)	20.00	20.00	20.00	20.00	25.00
Total dividend (Million JPY)	2,564	2,565	2,567	2,569	3,214
DOE	3.4%	3.4%	3.5%	3.7%	4.7%



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

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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