colopl Stock code：3668

3Q FY Sep. 2026
Financial Results Presentation

2026/08/05 WED

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Entertainment in Real Life

INDEX

3Q FY Sep. 2026 Highlights

■ Sales grew year on year (YoY) on strong performance of major mobile titles and an investee exit, achieving a turnaround to operating profit

Results	
	3Q Results Sales: 5.6 billion yen (YoY: +13.2%) Operating Profit: 0.7 billion yen (YoY: ー%) Ordinary Profit: 1.0 billion yen (YoY: ー%) **Entertainment Business** Sales: 4.8 billion yen (YoY: +0.2%) Operating Profit: 0.4 billion yen (YoY: ー%) **Investment and Development Business** Sales: 0.7 billion yen (YoY: +600.2%) Operating Profit: 0.3 billion yen (YoY: ー%)

TOPICs

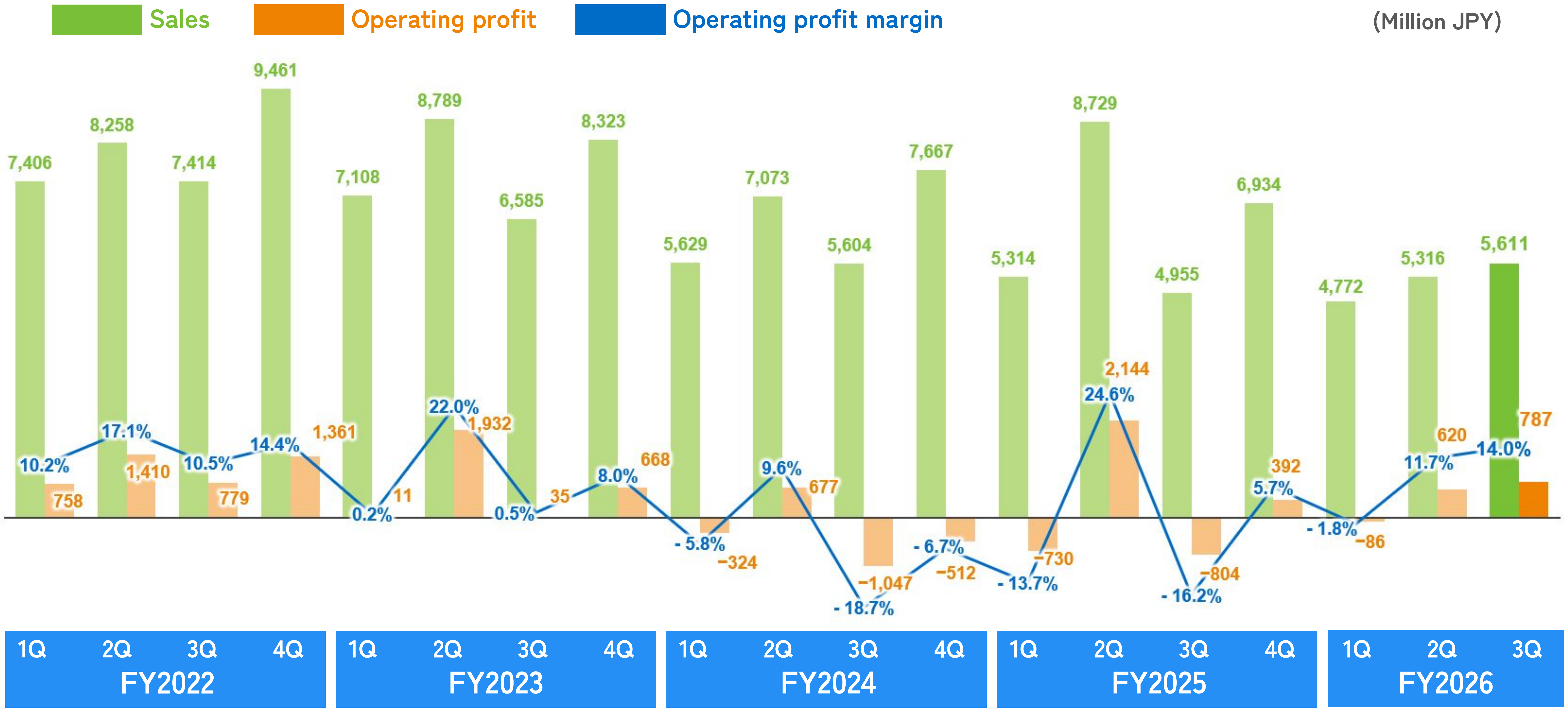
- New game “Active Cinema RPG 369” — coming soon!
- Shironeko Project's new console game “Shironeko Project INFINITY” is scheduled for release in 2027!

Overview of Results

Overview of Results

Revenue Transition

Sales: 5.6 billion yen (YoY: +13.2%) **Operating Profit: 0.7 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

Sales and profit up in both segments; achieved a turnaround to profit

Entertainment Business

(Million JPY)

	FY2025 3Q (Apr.2025-Jun.2025)	FY2026 3Q (Apr.2026-Jun.2026)	YoY
Sales	4,847	4,856	+0.2%
Cost	5,505	4,402	-20.0%
Operating profit	-658	454	—
Operating profit margin	-13.6%	9.4%	—

Investment and Development Business

(Million JPY)

	FY2025 3Q (Apr.2025-Jun.2025)	FY2026 3Q (Apr.2026-Jun.2026)	YoY
Sales	107	754	+600.2%
Cost	254	422	+66.2%
Operating profit	-146	332	—
Operating profit margin	-135.7%	44.1%	—

*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

Posted Ordinary profit of 1.0 billion yen and Net profit for the period of 0.6 billion yen

(Million JPY)

	FY2025 3Q (Apr.2025-Jun.2025)	FY2026 3Q (Apr.2026-Jun.2026)	YoY
Sales	4,955	5,611	+13.2%
Cost	5,759	4,824	-16.2%
Operating profit	-804	787	—
Operating profit margin	-16.2%	14.0%	—
Non-operating income	-127	370	—
Non-operating expenses	19	59	+201.5%
Ordinary profit	-950	1,098	—
Extraordinary income	—	0	—
Extraordinary losses	—	—	—
Profit before income taxes	-950	1,099	—
Total income taxes	-171	420	—
Net profit	-779	678	—
Net profit margin	-15.7%	12.1%	—

*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 92.9%

(Million JPY)

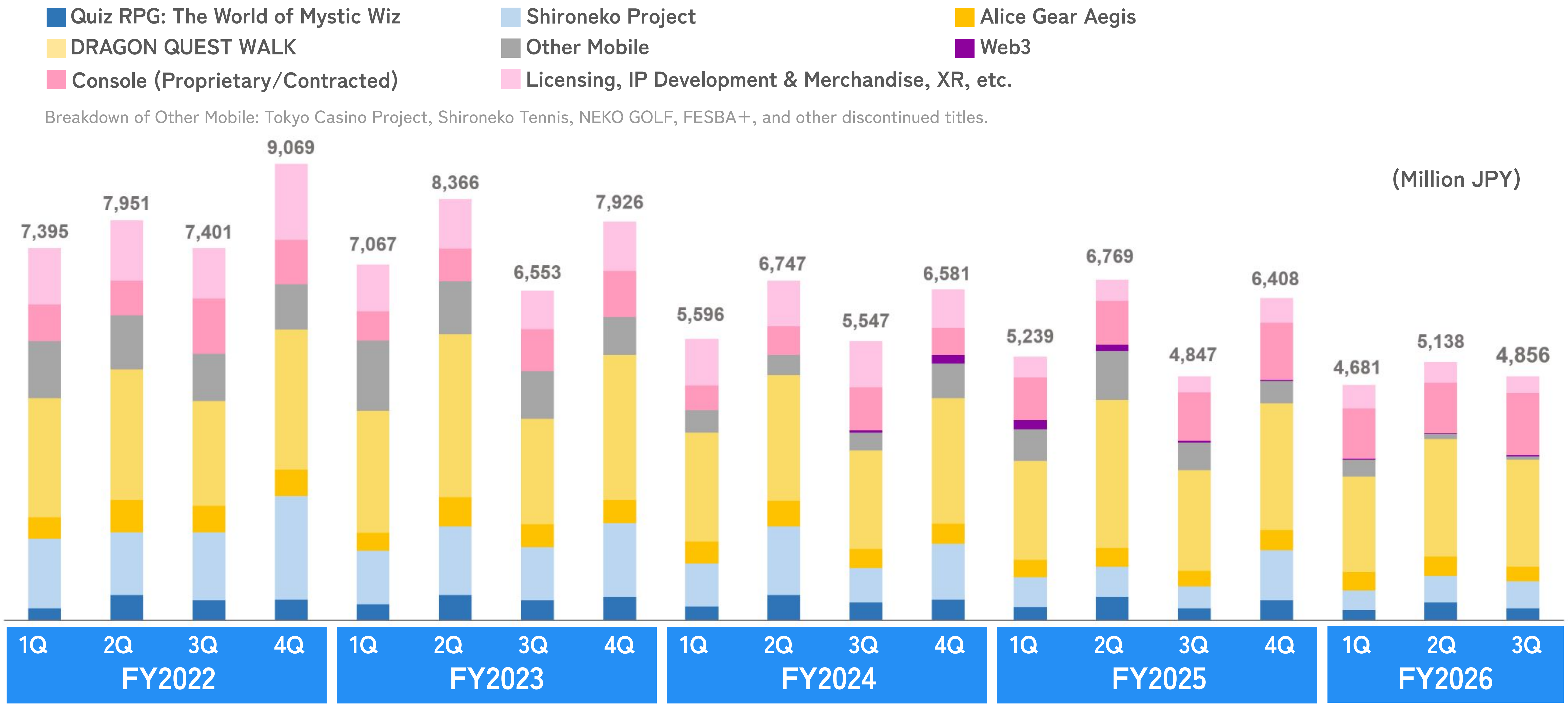
	FY2025 (Sep.2025)	FY2026 3Q (Jun.2026)	Compared to the end of the previous year
Current assets	64,271	60,981	-5.1%
Cash and deposits	50,273	46,426	-7.7%
Operational investment securities	8,720	8,832	+1.3%
Non-current assets	11,470	11,267	-1.8%
Total assets	**75,742**	**72,248**	**-4.6%**
Current liabilities	5,644	4,439	-21.3%
Non-current liabilities	1,156	701	-39.4%
Total liabilities	**6,801**	**5,141**	**-24.4%**
Shareholders' equity	67,295	66,279	-1.5%
Net assets	**68,940**	**67,107**	**-2.7%**

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

Entertainment Business

Entertainment Business Quarterly Sales Transition

Sales: 4.8 billion yen (YoY: +0.2% QoQ: -5.5%)



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Entertainment Business

Mobile Games

Shironeko Project

Striving to provide experiences unique to “Shironeko,” creating even greater excitement than the previous year ahead of the anniversary

Launched a commemorative event for the 12th anniversary.

Held a collaboration event with “That Time I Got Reincarnated as a Slime.”

DRAGON QUEST WALK

Held the "DRAGON QUEST XI: Tree of Life" event to commemorate the 40th anniversary of DRAGON QUEST

Generated strong enthusiasm through initiatives aligned with the momentum of the overall IP.

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

Entertainment Business

Mobile Games

Other titles

Held collaboration events to reach a broad range of users

Alice Gear Aegis

Collaboration

with “Battle Girl High School.”

Quiz RPG: The World of Mystic Wiz

Collaboration

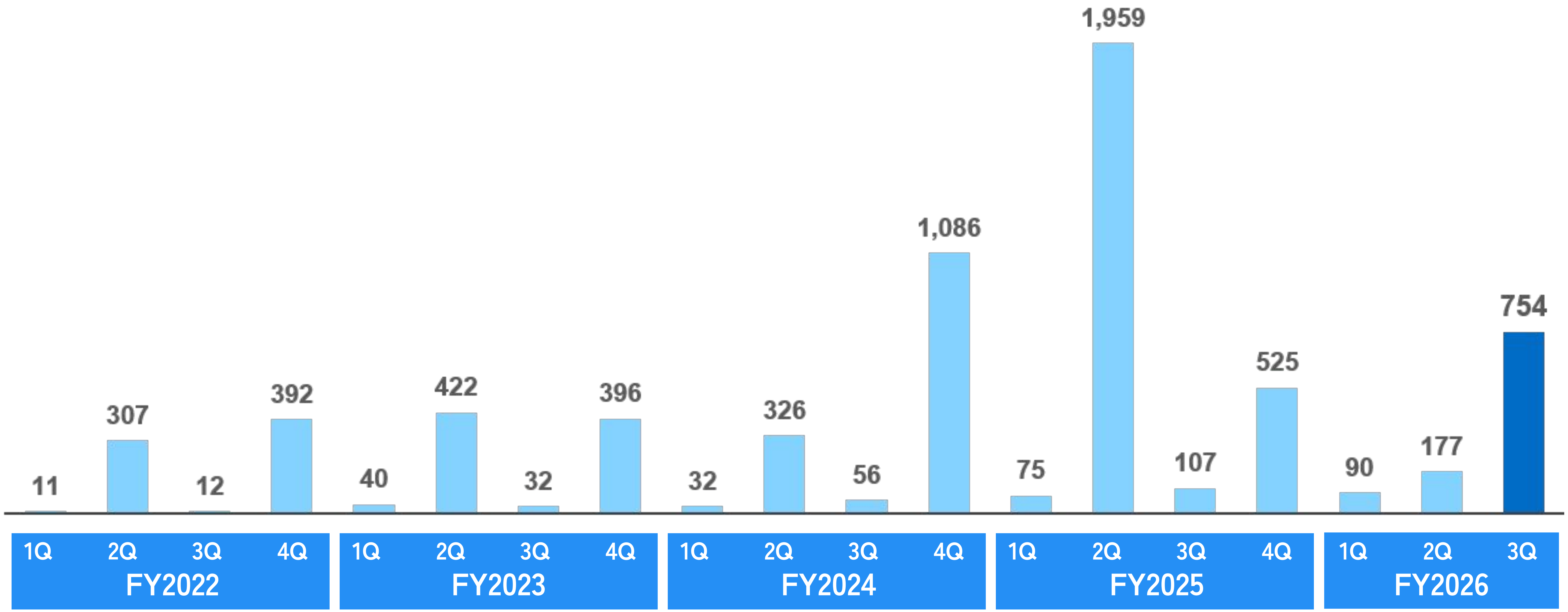
with “Mega Man Battle Network.”

Investment and Development Business

Investment and Development Business
Quarterly Sales Transition

Sales: 0.7 billion yen (YoY: +600.2% QoQ: +325.4%)

(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.

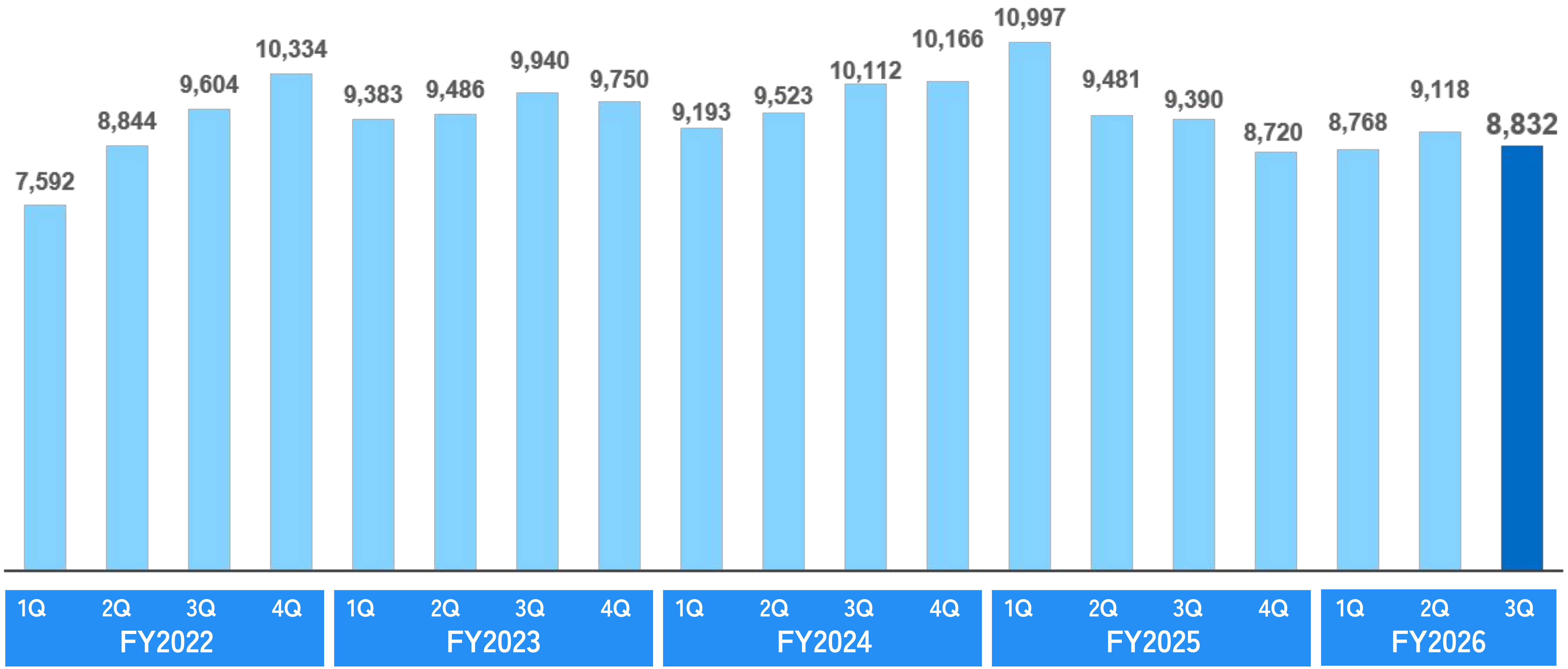
Investment and Development Business

Balance of Operational Investment Securities

Balance of Operational Investment Securities: 8.8 billion yen

(YoY: -5.9% QoQ: -3.1%)

(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.

Sold the shares held in SALOWIN Co., Ltd. to Hulic Co., Ltd. through a secondary sale

SALOWIN
#share salon

Company name:	SALOWIN Co., Ltd.
Business:	Operation of shared salons and support for salon openings

Investment and Development Business

Made a new investment in a seed-stage company

farmio

Company name: Farmio Holdings Limited

Business: Development and operation of an AI-powered food wholesale platform for eggs and cooking oil

Current Status and Future Forecast

Current Status and Future Forecast

Mid-Term Management Policy

Advancing each strategy toward achieving “Global Top 20”

Consolidated Target: 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

Global Top 20
in the Mobile Game Market

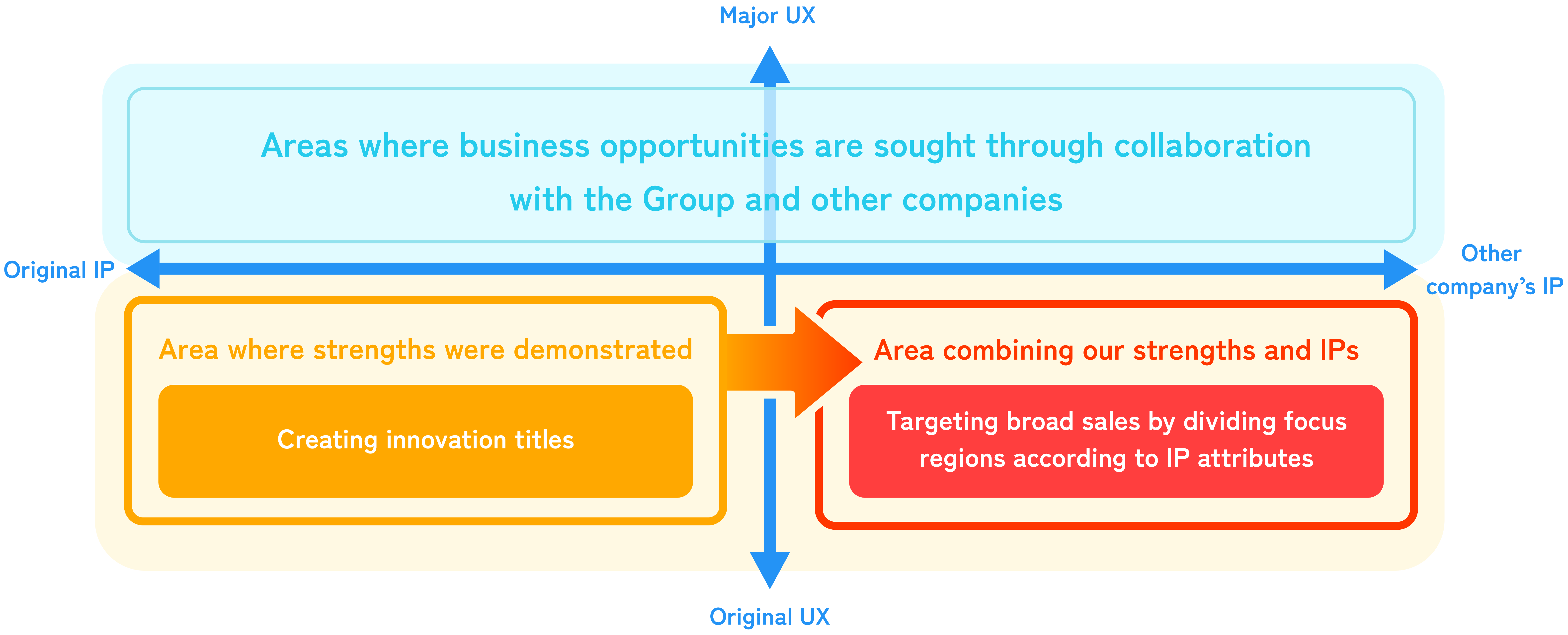
Strategies

- ◉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 profit serving as a guide.

Current Status and Future Forecast
Content Strategy

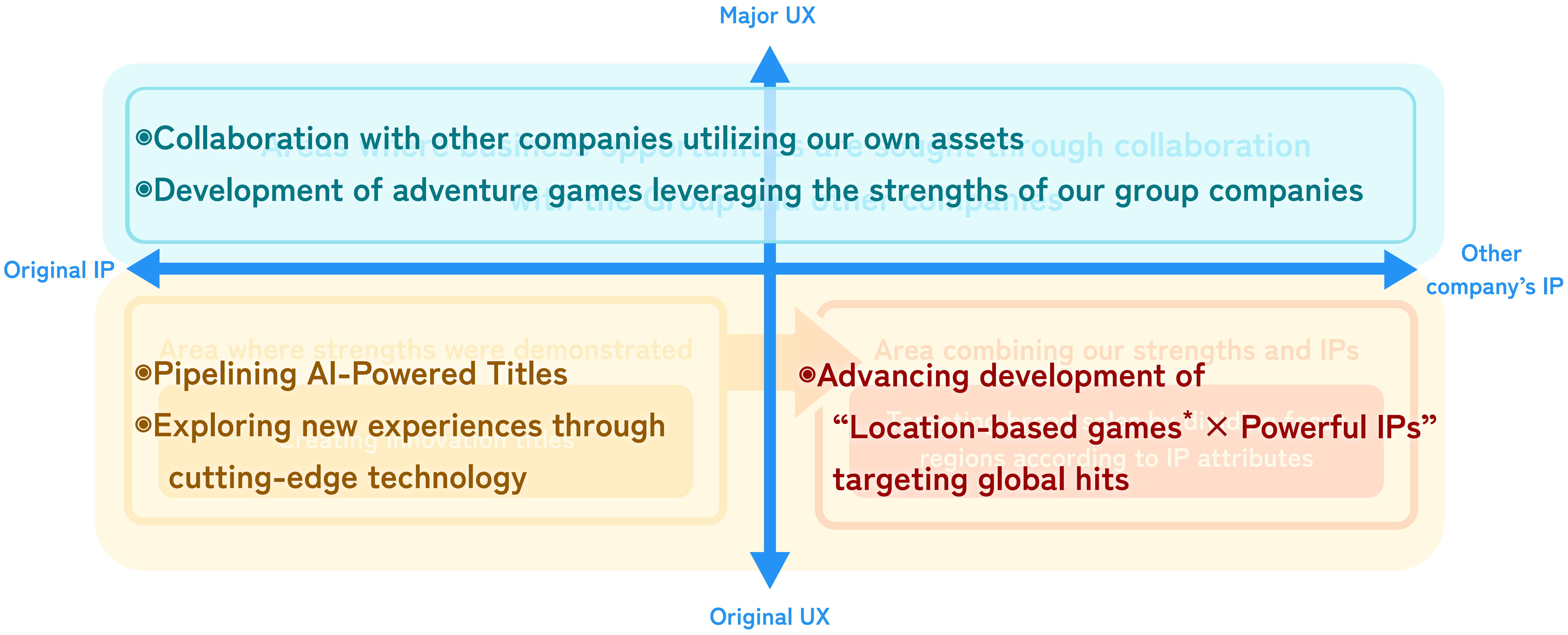
Combining COLOPL's cultivated technological capabilities with powerful IPs, we aim to capture sales globally



*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.

Current Status and Future Forecast FY2026 Policy

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

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Location-based game	2
Other genre	3

*Number of projects in the pipeline as of August 5.

New title “Active Cinema RPG 369,” is set to launch soon

Visit the teaser site (Japanese only)

Continuing to release titles, centered on adventure games

PC/Console Games pipeline

9

*Number of projects in the pipeline as of August 5.
*Contract development projects and ported titles are not included in the PC/console games pipeline.

Current Status and Future Forecast

PC/Console Games

Announced the new console game “Shironeko Project INFINITY” !

Current Status and Future Forecast XR

A new service utilizing "360maps" technology was adopted as the venue-preview support system for K Arena Yokohama

Deepening the technology and know-how cultivated to date to explore further potential in the XR field.

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

Supplementary Material

Supplementary Material

Quarterly Consolidated Income Statement

(Million JPY)

	FY2025		FY2026		
	3Q	4Q	1Q	2Q	3Q
Sales	4,955	6,934	4,772	5,316	5,611
Cost	5,759	6,541	4,859	4,695	4,824
Operating profit	-804	392	-86	620	787
Operating profit margin	-16.2%	5.7%	-1.8%	11.7%	14.0%
Non-operating income	-127	346	594	351	370
Non-operating expenses	19	8	22	20	59
Ordinary profit	-950	730	484	950	1,098
Extraordinary income	—	2	58	7	0
Extraordinary losses	—	3	273	-0	—
Profit before income taxes	-950	729	269	958	1,099
Total income taxes	-171	434	99	303	420
Net profit	-779	294	170	655	678
Net profit margin	-15.7%	4.3%	3.6%	12.3%	12.1%

*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		
	3Q	4Q	1Q	2Q	3Q
Current assets	63,896	64,271	60,516	60,796	60,981
Cash and deposits	49,288	50,273	47,048	46,893	46,426
Operational investment securities	9,390	8,720	8,768	9,118	8,832
Non-current assets	18,117	11,470	11,666	11,157	11,267
Total assets	82,014	75,742	72,183	71,954	72,248
Current liabilities	4,912	5,644	5,087	4,710	4,439
Non-current liabilities	3,303	1,156	881	700	701
Total liabilities	8,216	6,801	5,968	5,411	5,141
Shareholders' equity	67,000	67,295	64,896	65,600	66,279
Net assets	73,798	68,940	66,215	66,543	67,107

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

Supplementary Material
Expense Transition

(Million JPY)

Cost Sales ratio	FY2025 3Q	 4Q	FY2026 1Q	 2Q	 3Q
PF & Payments	439 8.9%	634 9.2%	357 7.5%	355 6.7%	328 5.9%
Royalties	44 0.9%	56 0.8%	41 0.9%	12 0.2%	-4 -0.1%
Employment	2,314 46.7%	2,261 32.6%	2,110 44.2%	1,980 37.3%	2,044 36.4%
Office	235 4.7%	240 3.5%	238 5.0%	232 4.4%	222 4.0%
iDC related	430 8.7%	439 6.3%	435 9.1%	416 7.8%	418 7.5%
Advertisement	367 7.4%	189 2.7%	51 1.1%	71 1.4%	47 0.9%
Outsourcing	748 15.1%	658 9.5%	796 16.7%	804 15.1%	828 14.8%
Others	1,179 23.8%	2,061 29.7%	827 17.3%	822 15.5%	938 16.7%
Total	5,759 116.2%	6,541 94.3%	4,859 101.8%	4,695 88.3%	4,824 86.0%

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

Supplementary Material

Quarterly Segment Income Statement

Entertainment Business

(Million JPY)

	FY2025 3Q	FY2025 4Q	FY2026 1Q	FY2026 2Q	FY2026 3Q
Sales	4,847	6,408	4,681	5,138	4,856
Cost	5,505	5,763	4,736	4,428	4,402
Operating profit	-658	644	-54	710	454
Operating profit margin	-13.6%	10.1%	-1.2%	13.8%	9.4%

Investment and Development Business

(Million JPY)

	FY2025 3Q	FY2025 4Q	FY2026 1Q	FY2026 2Q	FY2026 3Q
Sales	107	525	90	177	754
Cost	254	778	123	267	422
Operating profit	-146	-252	-32	-90	332
Operating profit margin	-135.7%	-48.1%	-35.9%	-51.0%	44.1%

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Supplementary Material
Sales Transition by Release Period

(Million JPY)

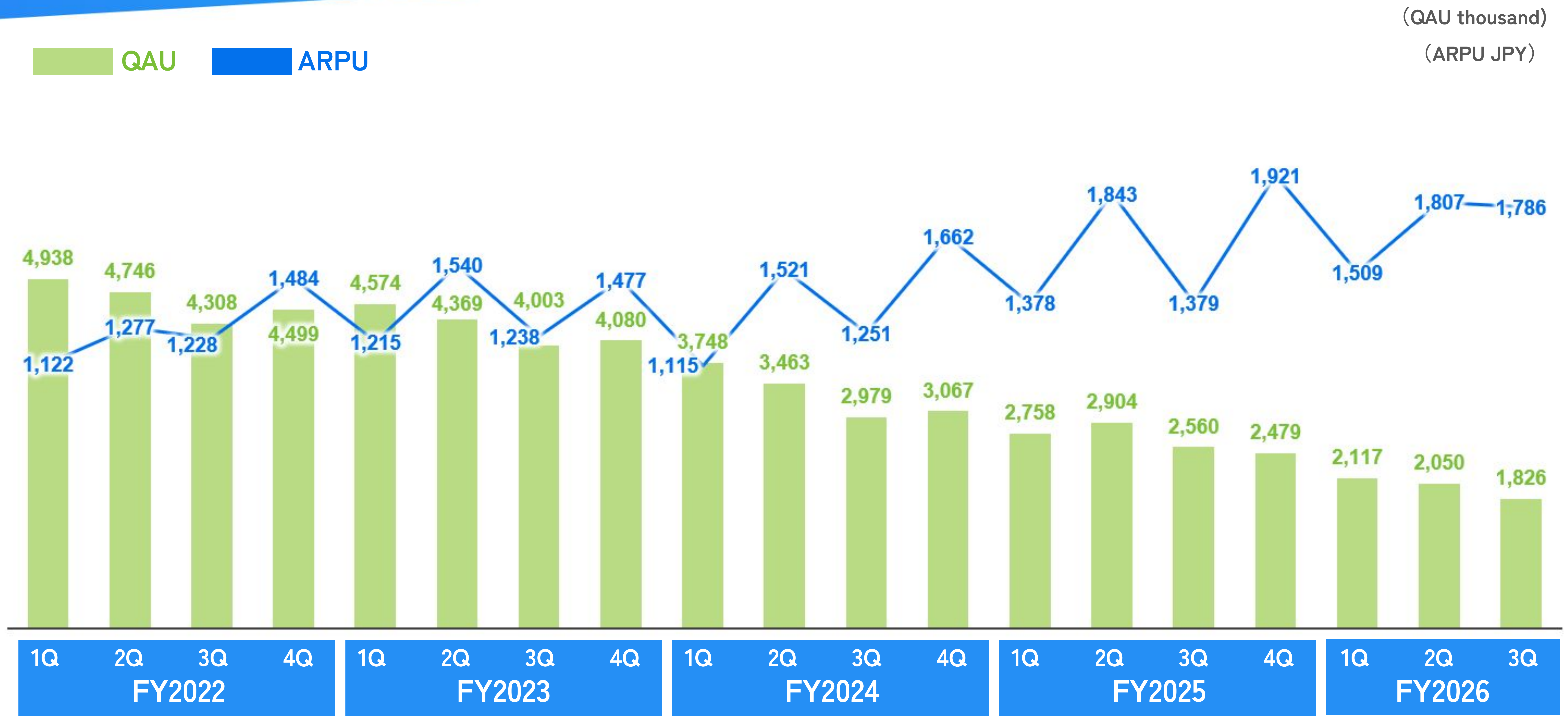
	FY2025		FY2026		
	3Q	4Q	1Q	2Q	3Q
FY Sep. 2012 Online Titles	94	102	59	1	27
FY Sep. 2013 Online Titles	241	405	207	353	243
FY Sep. 2014 Online Titles	435	995	436	529	533
FY Sep. 2015 Online Titles	10	12	8	10	8
FY Sep. 2016 Online Titles	8	12	9	8	8
FY Sep. 2017 Online Titles	64	62	29	0	15
FY Sep. 2018 Online Titles	314	393	358	392	284
FY Sep. 2019 Online Titles	2,000	2,517	1,896	2,329	2,131
FY Sep. 2023 Online Titles	11	7	10	4	4
FY Sep. 2024 Online Titles	150	137	87	47	2
FY Sep. 2025 Online Titles	201	116	90	28	0
Web3	35	23	21	17	17
Console (Proprietary/Contracted)	960	1,126	996	1,005	1,265
Licensing, Our IP Operation Merchandise, XR, etc.	319	494	467	409	310
Total（Entertainment Business)	4,847	6,408	4,681	5,138	4,856

■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

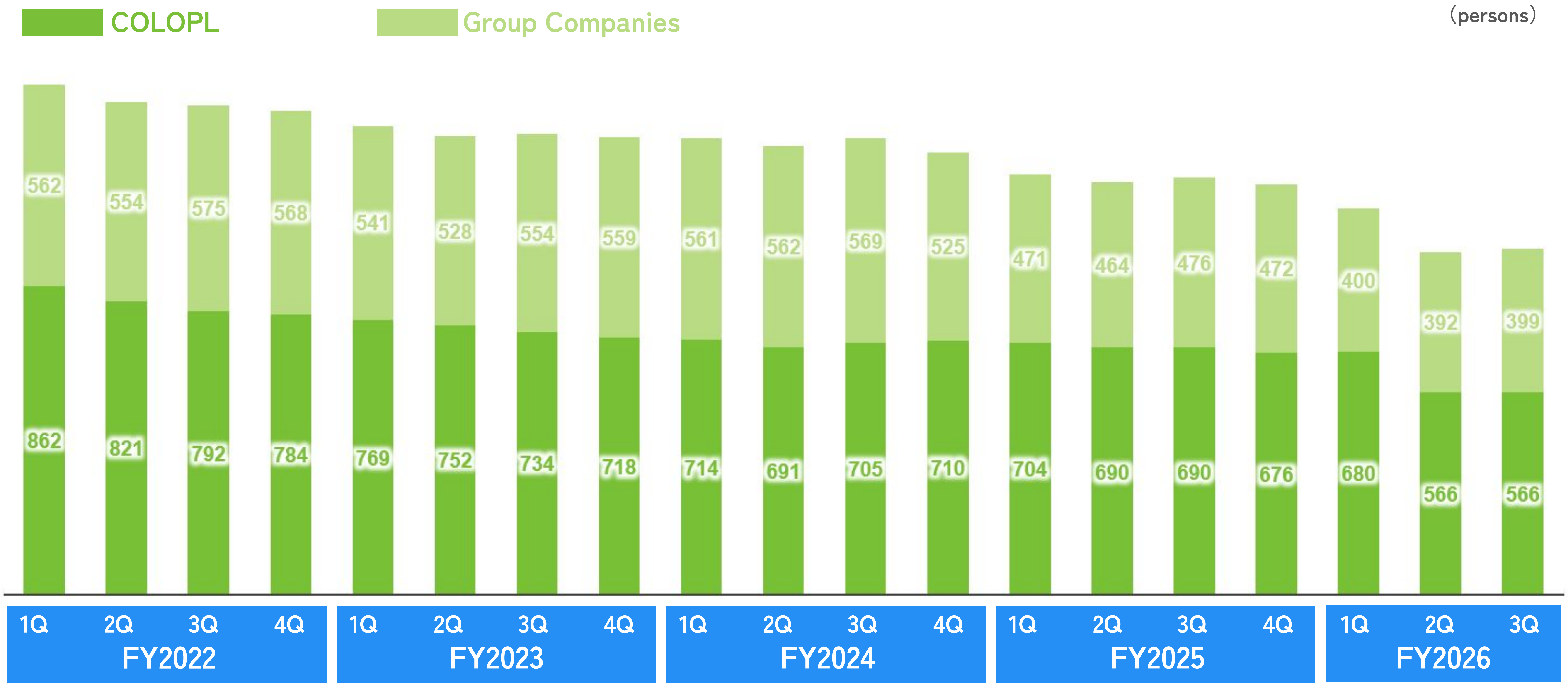


*There is a slight difference in calculation due to rounding down to the nearest 1 yen.

*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.

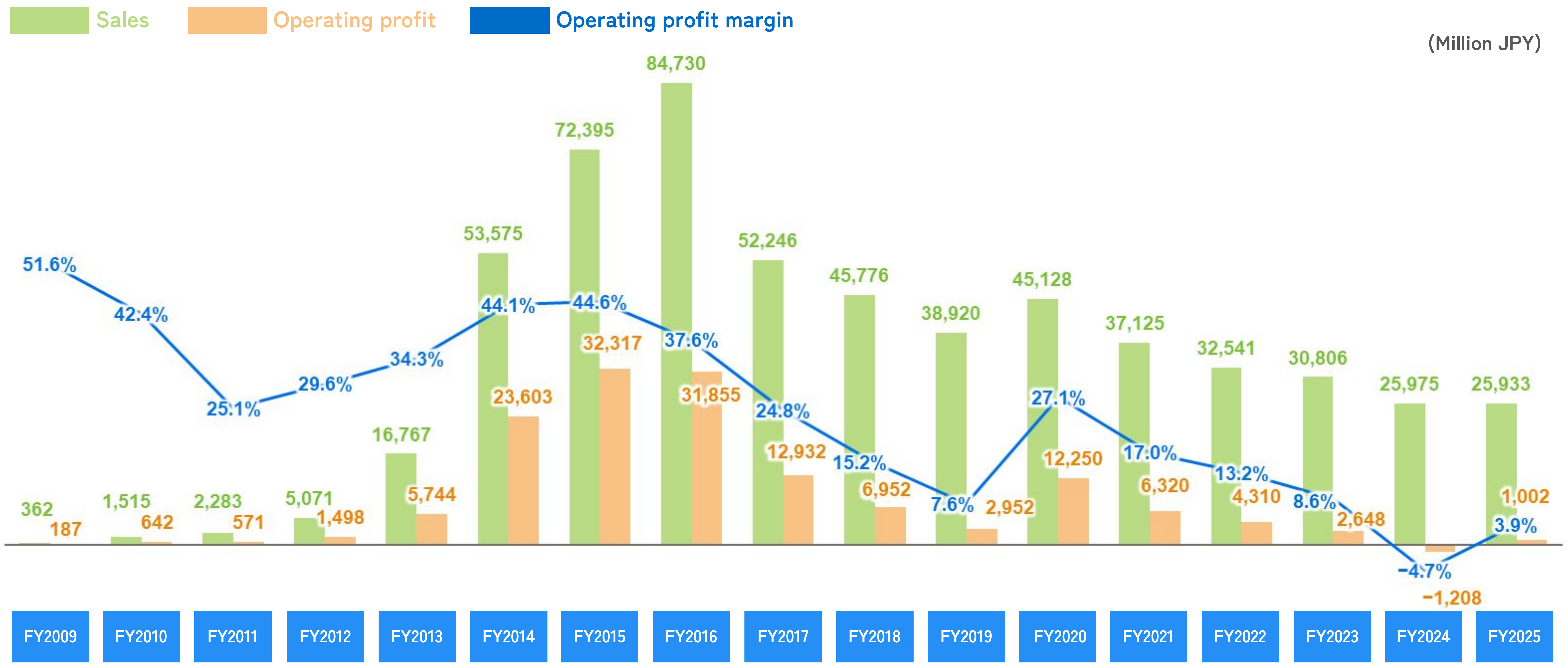
Supplementary Material
Workforce Transition



*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



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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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