



FY Sep.2023 / 2Q Results

2023.5.10



Notes: 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

01	Overview of ResultsP04
02	Entertainment BusinessP09
03	Investment and Development BusinessP16
04	Current status and Future ForecastP20
05	Other InitiativesP28
	Supplementary MaterialP30

Highlights

2Q Results

Sales and income increased from the same period of the previous year due to strong performance of the entertainment business

Sales: ¥8.7 billion (YoY+6.4%) Operating Profit: ¥1.9 billion (YoY+37.1%)

Entertainment Business

“DRAGON QUEST WALK” and “Shironeko Project” performed well

Sales: ¥8.3 billion (YoY+5.2%) Operating Profit: ¥1.9 billion (YoY+63.3%)

Investment and Development Business

Selected as a K-Growth's investment business

Proceeding with full-scale business activities in Korea

Sales: ¥0.4 billion (YoY+37.1%) Operating Profit: ¥0.01 billion (YoY-93.5%)

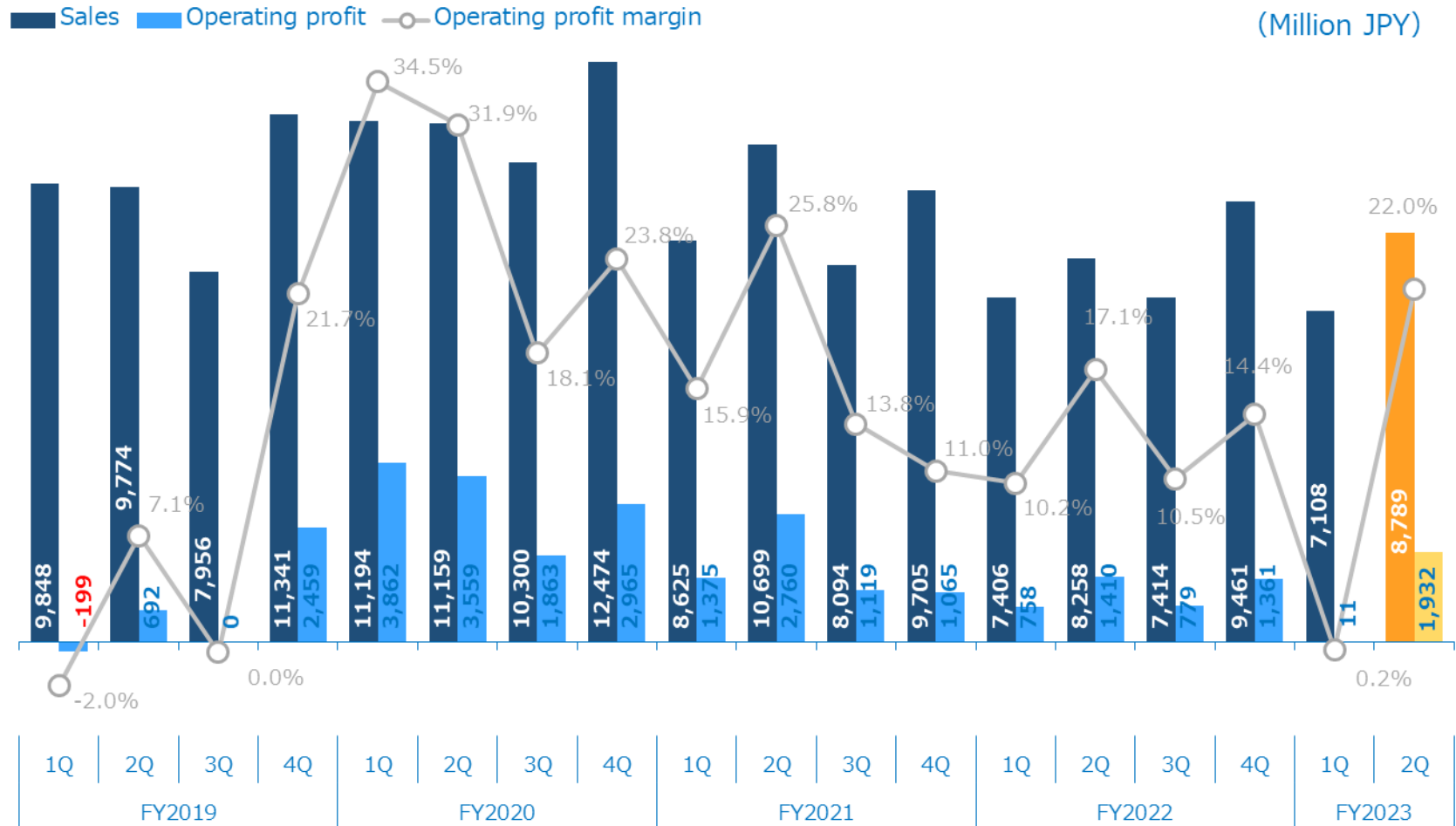
TOPICS

Blockchain Games: Closed alpha to be conducted in May !

Signed a cross-licensing agreement with CAPCOM CO., LTD.

01 Overview of Results

Sales: ¥8.7 billion **Operating profit: ¥1.9 billion**
 (YoY: +6.4%) (YoY: +37.1%)



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.
 *Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

Entertainment Business Investment & Development Business

Entertainment Business

(Million JPY)

	FY2022 2Q (Jan.2022-Mar.2022)	FY2023 2Q (Jan.2023-Mar.2023)	YoY
Sales	7,951	8,366	+5.2%
Cost	6,777	6,449	-4.8%
Operating profit	1,173	1,917	+63.3%
<i>Operating profit margin</i>	<i>14.8%</i>	<i>22.9%</i>	-

Investment&Development Business

(Million JPY)

	FY2022 2Q (Jan.2022-Mar.2022)	FY2023 2Q (Jan.2023-Mar.2023)	YoY
Sales	307	422	+37.1%
Cost	72	406	+463.1%
Operating profit	235	15	-93.5%
<i>Operating profit margin</i>	<i>76.5%</i>	<i>3.6%</i>	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

Ordinary profit: ¥2.0billion
(YoY: +27.8%)

Net profit: ¥1.3billion
(YoY: +19.5%)

(Million JPY)

	FY2022 2Q (Jan.2022-Mar.2022)	FY2023 2Q (Jan.2023-Mar.2023)	YoY
Sales	8,258	8,789	+6.4%
Cost	6,848	6,856	+0.1%
Operating profit	1,410	1,932	+37.1%
<i>Operating profit margin</i>	<i>17.1%</i>	<i>22.0%</i>	-
Non-operating income	377	212	-43.6%
Non-operating expenses	182	94	-47.9%
Ordinary profit	1,605	2,050	+27.8%
Extraordinary income	-	-	-
Extraordinary losses	-	-	-
Profit before income taxes	1,605	2,050	+27.8%
Total income taxes	479	704	+47.1%
Net profit	1,126	1,346	+19.5%
<i>Net profit margin</i>	<i>13.6%</i>	<i>15.3%</i>	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

*Net profit : Profit attributable to owners of parent (Profit (loss) attributable to non-controlling interests is included in Total income taxes).

Equity ratio of 92.8%

(Million JPY)

	FY2022 (Sep.2022)	FY2023 2Q (Mar.2023)	Variance
Current assets	77,917	74,069	-4.9%
Cash and deposits	60,330	57,543	-4.6%
Operational investment securities	10,334	9,486	-8.2%
Non-current assets	5,363	6,444	+20.2%
Total assets	83,280	80,513	-3.3%
Current liabilities	5,694	4,931	-13.4%
Non-current liabilities	1,011	899	-11.1%
Total liabilities	6,705	5,830	-13.0%
Shareholders' equity	75,299	73,712	-2.1%
Net assets	76,575	74,683	-2.5%

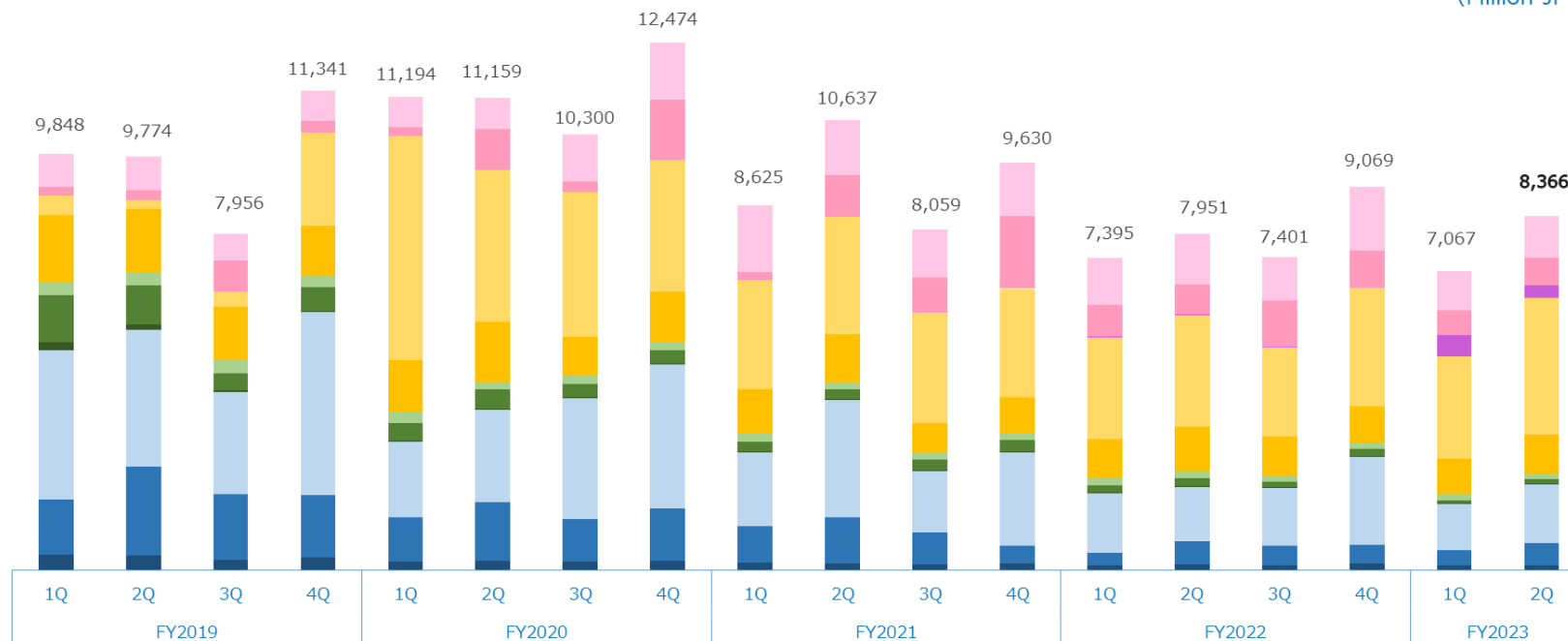
*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

02 Entertainment Business

Sales: ¥8.3billion

(YoY: +5.2%, QoQ: +18.4%)

(Million JPY)



- FY2012 : Treasure Detective CARRIE, Pro Baseball PRIDE
- FY2013 : Quiz RPG, The Blue Sky of Sanguozhi
- FY2014 : Meow Meow Star Acres, Shironeko Project
- FY2015 : Tokyo Casino Project
- FY2016 : Shironeko Tennis
- FY2017 : Pro Baseball VS
- FY2018 : Disney TSUMTUM LAND, Alice Gear Aegis
- FY2019 : DRAGON QUEST WALK
- FY2020 : YOU GENERATION
- FY2021 : YOU GENERATION
- FY2022 : TALES OF LUMINARIA
- FY2023 : NEKO GOLF -Anime GOLF-, Volzerk : Monsters and Lands Unknown
- Others (Overseas, Our IP Operation and Merchandise, XR etc)
- Console (In-house Operation, Entrusted Development etc)

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

*Sales of smartphone app titles operated by COLOPL's group companies under outsourcing contracts from COLOPL are divided among fiscal years.

“Shironeko Project” held a variety of events and showed more excitement than in the same period of the previous year.



・New Year's campaign (1/1~)



・TV Animation “Demon Slayer”
collaborative event (2/28~)

©吾峠呼世晴／集英社・アニプレックス・ufotable

A New Year's campaign was held at the beginning of the year, mainly featuring popular characters.

Vigorous implementation of various events, including collaboration with the TV animation “Demon Slayer”

“DRAGON QUEST WALK” continued its strong performance by focusing on the pursuit of the unique DRAGON QUEST experience.



・New Year's campaign (1/1~)



・3.5th anniversary event (3/10~)

New Year's campaign performed well with the addition of popular skills.

The 3.5th anniversary event in March fostered further excitement.

Held anniversary event !



"Quiz RPG: The World of Mystic Wiz"
10th anniversary

A live broadcast was held to celebrate the 10th anniversary, inviting fans to attend.



"alice gear aegis" 5th anniversary

Large ads were posted in five cities nationwide and new characters were added to the game.

Other existing titles also performed solidly.



"NEKO GOLF -Anime GOLF-"



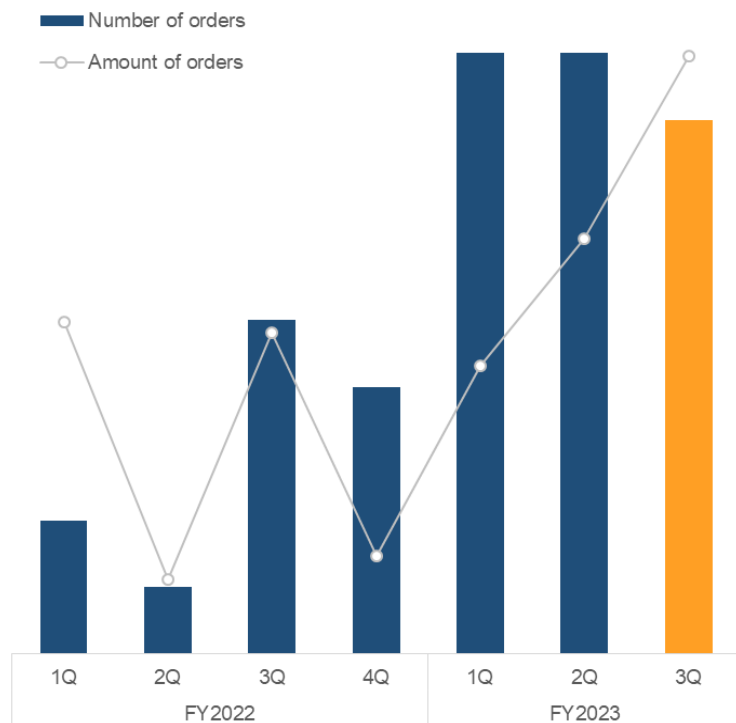
"Shironeko Tennis"

Popular characters

"CHIARA", "KARMA", and
"TINA" from
"Shironeko Project" added.

New characters added.

“WEB metaverse” Aims for Further Expansion in the B-to-B.



*The graph shows orders (number and amount) that will become sales in the future, not sales for the period in question.

*3Q FY2023 is an approximation through the end of April 2023.



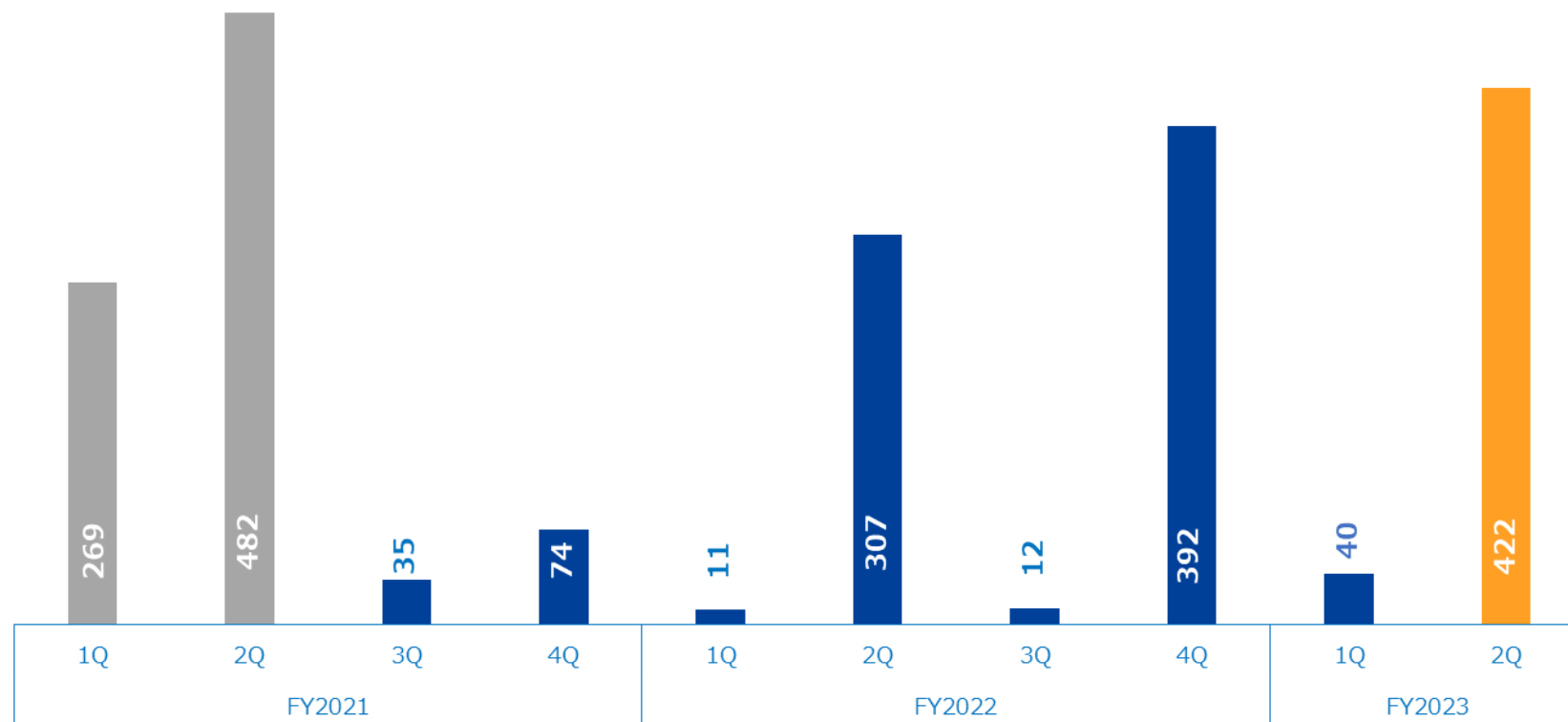
- Strengthening sales force by concluding agency agreements
- Provided platform to Softbank Corp.

03 Investment and Development Business

Sales: ¥0.4billion

(YoY: +37.1%, QoQ: +939.7%)

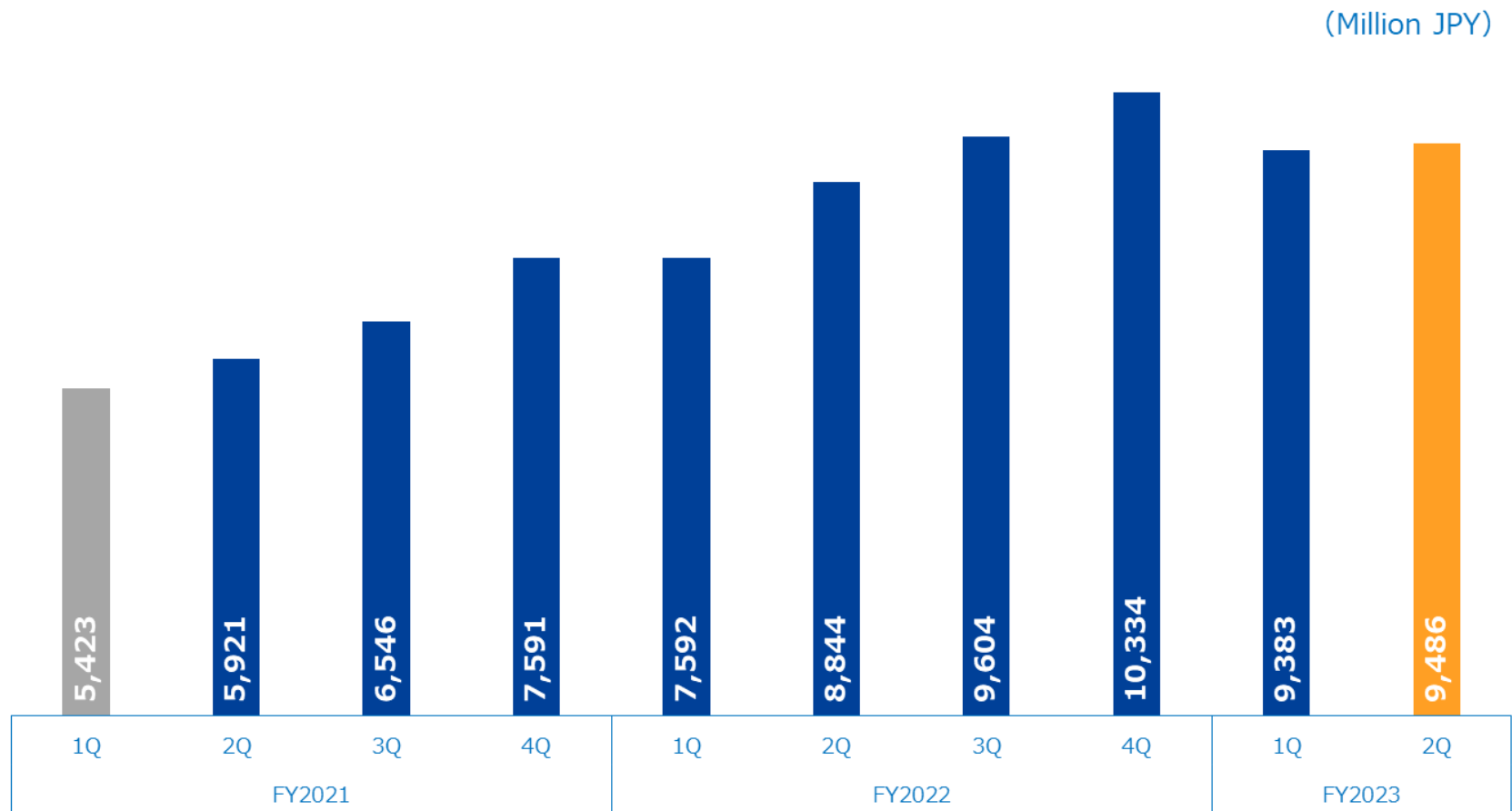
(Million JPY)



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The quarterly results shows the figure when the investment is regarded as intra-operating transactions from the beginning of the 1Q FY2021.

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

Remained flat at ¥9.4billion



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The balance of operational investment securities is the reference value when the relevant portion is calculated as of the end of the 1Q FY2021.

*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..

**One additional domestic investment.
Steady preparations for full-scale business activities in Korea.**

Investment Destination



Selected as a K-Growth's
investment business



colopl next korea

Company Name :

LATRICO Co.,Ltd.

Head Office :

Tokyo

Business :

Online medical care in the field of
cosmetic dermatology, Providing an
e-commerce platform

**Planning to form
first fund with
Colopl Next Korea, Inc.
as Co-GP.**

04 Current status and Future Forecast

Creation of games that are unique to COLOPL and challenges in new fields

Existing field	Smartphone Games	Active use of IP and promotion of global & multi PF
	Console Games	Focus on adventure games
New field	XR/Metaverse	Enhancement of WEB metaverse functions and focus on B-to-B
	Blockchain Games	Aiming for Sustainable Play to Earn

“alice gear aegis” was animated.



alice gear aegis Expansion

“alice gear aegis Expansion”
began broadcasting in April 2023.

Game updates and events were implemented to
commemorate the anime

We aim for further growth of our own titles through collaboration with popular IPs.



“Shironeko Project” × “Lycoris Recoil”

©Spider Lily/アニプレックス・ABCアニメーション・BS11



“NEKO GOLF -Anime GOLF-” × “EVANGELION”

©COLOPL, Inc. ©カラー



“Shironeko Tennis” × “Battle Girl High School”

Sequels to popular IP games to be released



The Quintessential Quintuplets
Five promises to make with her

©春場ねぎ・講談社/映画「五等分の花嫁」製作委員会 ©MAGES.



The Quintessential Quintuplets :
Gotopazu Story

©春場ねぎ・講談社/映画「五等分の花嫁」製作委員会
©G Holdings Co.,Ltd. ©enish,inc. ©MAGES.

Released new console game !

Smartphone Games
pipeline

6 titles

Console Games
pipeline

7 titles



“My Teen Romantic Comedy SNAFU Climax”
· Released on April 27, 2023

イラスト ぼんかん®

©渡 航、小学館/やはりこの製作委員会はまちがっている。完 ©MAGES.

“My Teen Romantic Comedy SNAFU Climax” is not included in the pipeline.

**Closed alpha to be conducted in May !
more details to be released this summer.**

Proof of Gaming

ゲームをプレイすることが価値を生み出す
人々は、その価値に対価を支払う
私達は、持続可能なPlay to Earnを目指す会社

 Brilliantcrypto

Toward a sustainable “Play to Earn”

Signed a cross-licensing agreement with CAPCOM CO., LTD.



Comprehensive patent cross-licensing agreement signed.

We will further pursue “new experiences” by increasing the degree of freedom in game development.

05 Other Initiatives

Promoting the creation of a comfortable work environment.



Selected as Health and Productivity Management Organization for third consecutive year

Promoted the use of parental leave for men and received certification

Business Improvement with ChatGPT

Reward system introduced



Supplementary Material



colopl

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
Sales	8,258	7,414	9,461	7,108	8,789
Cost	6,848	6,635	8,099	7,096	6,856
Operating profit	1,410	779	1,361	11	1,932
<i>Operating profit margin</i>	<i>17.1%</i>	<i>10.5%</i>	<i>14.4%</i>	<i>0.2%</i>	<i>22.0%</i>
Non-operating income	377	667	379	116	212
Non-operating expenses	182	81	71	570	94
Ordinary profit	1,605	1,364	1,670	-442	2,050
Extraordinary income	-	-	-	-	-
Extraordinary losses	-	-	-	-	-
Profit before income taxes	1,605	1,364	1,670	-442	2,050
Total income taxes	479	393	2,030	-29	704
Net profit	1,126	971	-359	-413	1,346
<i>Net profit margin</i>	<i>13.6%</i>	<i>13.1%</i>	<i>-3.8%</i>	<i>-5.8%</i>	<i>15.3%</i>

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

*Net profit : Profit attributable to owners of parent (Profit (loss) attributable to non-controlling interests is included in Total income taxes).

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
Current assets	74,334	75,337	77,917	72,279	74,069
Cash and deposits	58,982	59,857	60,330	56,787	57,543
Operational investment securities	8,844	9,604	10,334	9,383	9,486
Non-current assets	7,205	6,985	5,363	6,175	6,444
Total assets	81,540	82,322	83,280	78,455	80,513
Current liabilities	5,594	5,006	5,694	4,383	4,931
Non-current liabilities	758	750	1,011	805	899
Total liabilities	6,353	5,756	6,705	5,189	5,830
Shareholders' equity	74,688	75,659	75,299	72,321	73,712
Net assets	75,187	76,566	76,575	73,266	74,683

*There are some differences in calculation due to rounding down of less than one million yen.

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
PF & Payments	1,100 13.3%	1,056 14.2%	1,303 13.8%	1,044 14.7%	1,057 12.0%
Royalties	116 1.4%	145 2.0%	217 2.3%	171 2.4%	131 1.5%
Employment	2,434 29.5%	2,471 33.3%	2,455 26.0%	2,372 33.4%	2,310 26.3%
Office	457 5.5%	452 6.1%	334 3.5%	294 4.1%	288 3.3%
iDC related	354 4.3%	365 4.9%	402 4.3%	468 6.6%	382 4.4%
Advertisement	340 4.1%	167 2.3%	335 3.5%	876 12.3%	323 3.7%
Outsourcing	1,067 12.9%	1,033 13.9%	1,030 10.9%	922 13.0%	1,062 12.1%
Others	977 11.8%	942 12.7%	2,019 21.3%	946 13.3%	1,299 14.8%
Total	6,848 82.9%	6,635 89.5%	8,099 85.6%	7,096 99.8%	6,856 78.0%

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

Entertainment Business

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
Sales	7,951	7,401	9,069	7,067	8,366
Cost	6,777	6,504	7,277	6,834	6,449
Operating profit	1,173	897	1,791	233	1,917
<i>Operating profit margin</i>	<i>14.8%</i>	<i>12.1%</i>	<i>19.8%</i>	<i>3.3%</i>	<i>22.9%</i>

Investment&Development Business

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
Sales	307	12	392	40	422
Cost	72	131	822	263	406
Operating profit	235	-118	-430	-222	15
<i>Operating profit margin</i>	<i>76.5%</i>	<i>-918.7%</i>	<i>-109.7%</i>	<i>-548.5%</i>	<i>3.6%</i>

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

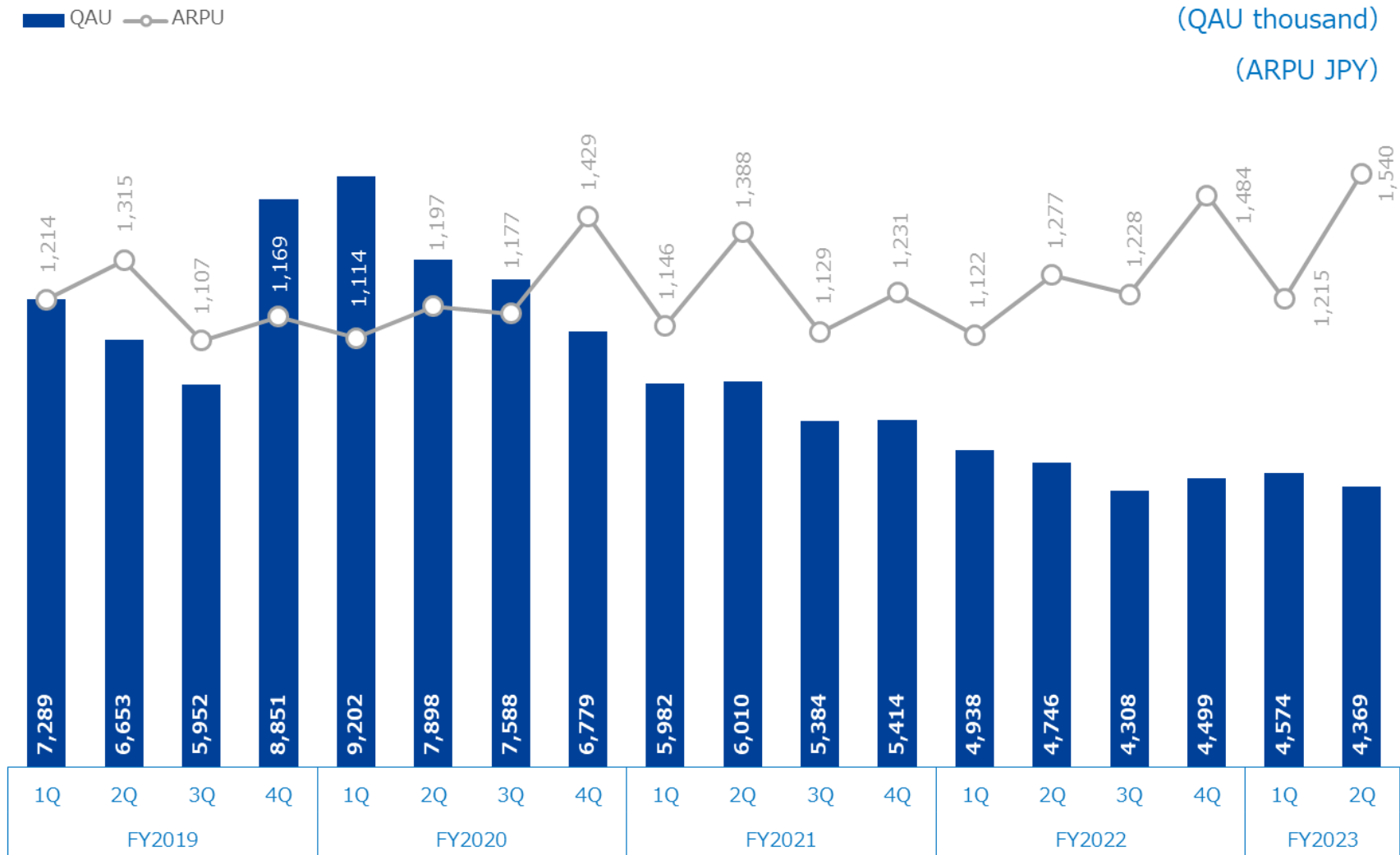
*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).

(Million JPY)

	FY2022			FY2023	
	2Q	3Q	4Q	1Q	2Q
FY Sep. 2012 Online Titles	140	133	156	129	130
FY Sep. 2013 Online Titles	555	443	449	357	528
FY Sep. 2014 Online Titles	1,273	1,372	2,086	1,082	1,384
FY Sep. 2015 Online Titles	23	20	20	17	17
FY Sep. 2016 Online Titles	199	118	168	76	97
FY Sep. 2017 Online Titles	151	162	146	138	124
FY Sep. 2018 Online Titles	1,048	924	851	836	929
FY Sep. 2019 Online Titles	2,601	2,077	2,778	2,426	3,227
FY Sep. 2021 Online Titles	27	25	20	1	0
FY Sep. 2022 Online Titles	39	14	0	-	-
FY Sep. 2023 Online Titles	-	-	-	493	289
Console (In-house Operation · Entrusted Development etc)	690	1,098	879	589	656
Others (Overseas · Our IP Operation and Merchandise · XR etc)	1,196	1,010	1,512	919	979
Total (Entertainment Business)	7,951	7,401	9,069	7,067	8,366

*There are some differences in calculation due to rounding down of less than one million yen.

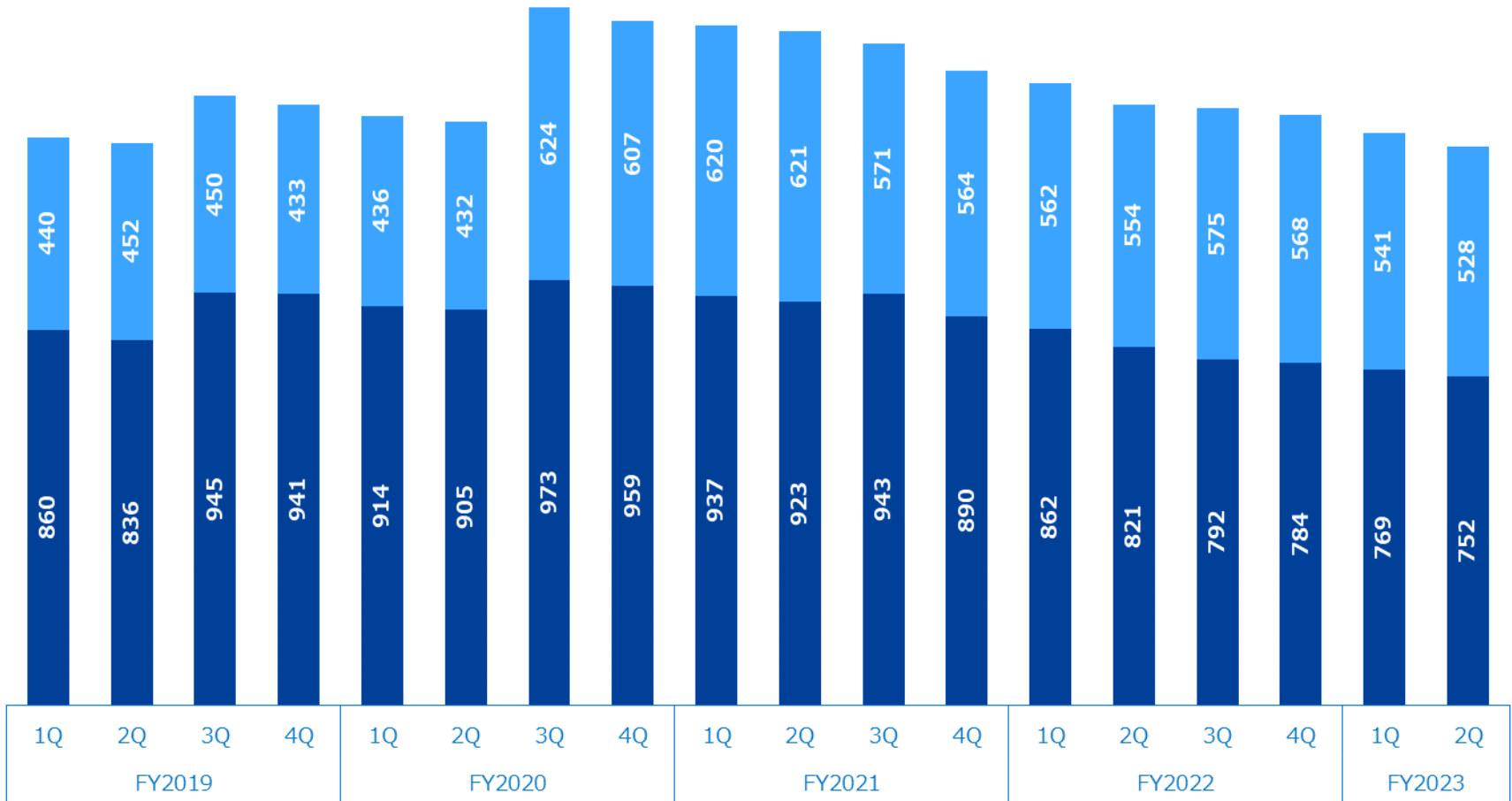
*Sales of "DRAGON QUEST WALK" and "Tales of Luminaria" are recorded on a net basis (revenue sharing).



*Overseas KPIs for "Tales of Luminaria" are not included.

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

■ COLOPL ■ Amount of each group company



*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!



@colopl_pr



@coloplinc

/Click!!/

