



FY Sep.2024 / 1Q Results  
2024.02.07



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# INDEX

<b>01</b>	<b>Overview of Results</b>	.....	<b>04</b>
<b>02</b>	<b>Entertainment Business</b>	.....	<b>09</b>
<b>03</b>	<b>Investment and Development Business</b>	.....	<b>16</b>
<b>04</b>	<b>Current Status and Future Forecast</b>	.....	<b>19</b>
<b>05</b>	<b>Other Initiatives</b>	.....	<b>30</b>
	<b>Supplementary Material</b>	.....	<b>34</b>



# Highlights

## 1Q Results

Sales decreased compared YoY due to the impact of title announced to be closed and a reactionary drop from title released in the previous 1Q.

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Sales: 5.6 billion yen (YoY -20.8%) Operating Profit: -0.4 billion yen (YoY -)

## Entertainment Business

Operating profit declined YoY due to lower sales and prior expenses in the blockchain business.

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Sales: 5.5 billion yen (YoY -20.8%) Operating Profit: -0.3 billion yen (YoY -)

## Investment and Development Business

Operating loss decreased YoY due to lower impairment losses.  
1Q was a period of preparation for new investments.

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Sales: 0.03 billion yen (YoY -20.6%) Operating Profit: -0.07 billion yen (YoY -)

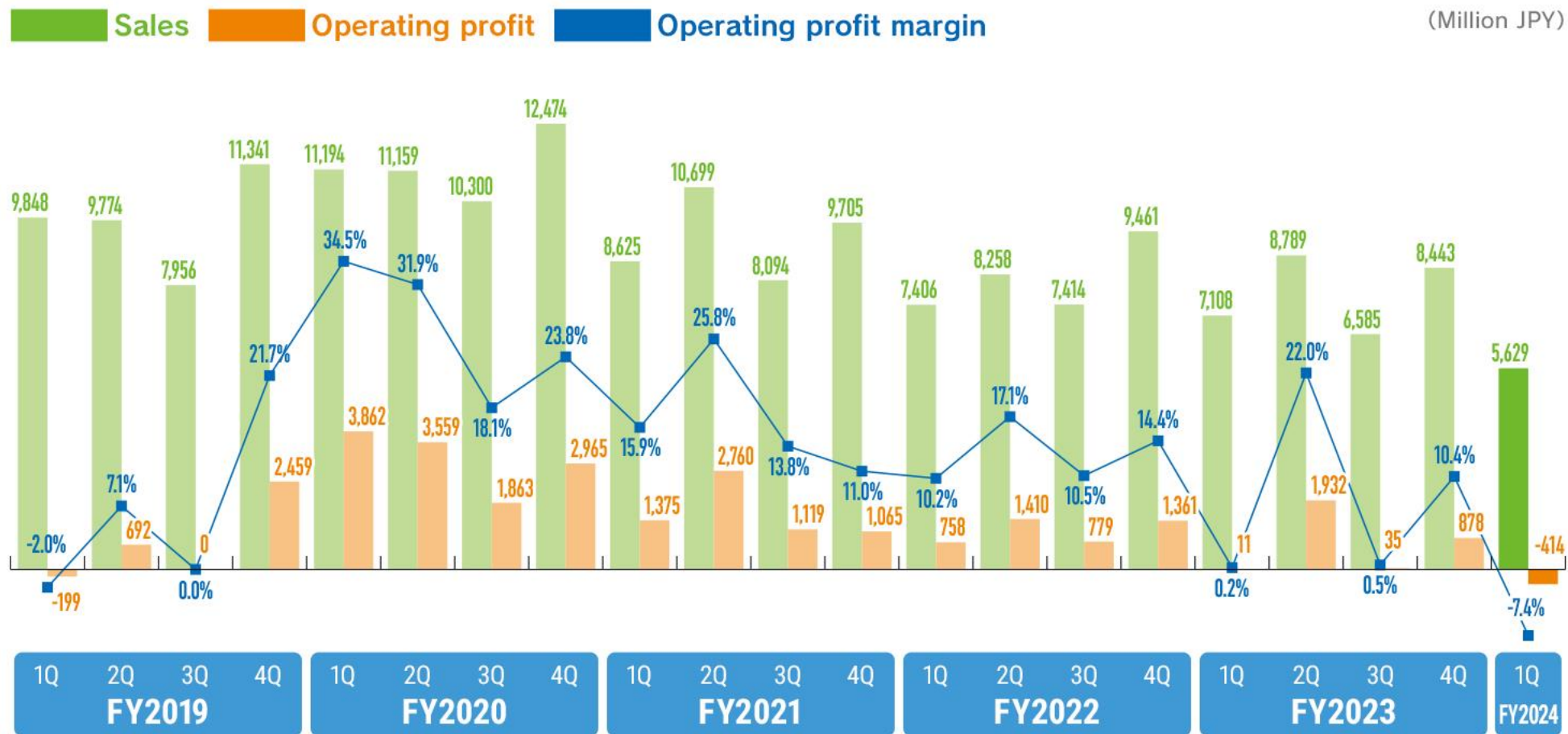
## TOPICS

Brilliantcrypto conducts closed beta closer to production environment.

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Signed an agreement with “Bit2Me,” an overseas exchange, for a token listing.

# 01 Overview of Results



\*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).

## 01 Entertainment Business / Investment &amp; Development Business

## Entertainment Business

(Million JPY)

	FY2023 1Q (Oct.2022-Dec.2022)	FY2024 1Q (Oct.2023-Dec.2023)	YoY
<b>Sales</b>	<b>7,067</b>	<b>5,596</b>	<b>-20.8%</b>
Cost	6,834	5,941	-13.1%
<b>Operating profit</b>	<b>233</b>	<b>-345</b>	<b>-</b>
Operating profit margin	3.3%	-6.2%	-

## Investment&amp;Development Business

(Million JPY)

	FY2023 1Q (Oct.2022-Dec.2022)	FY2024 1Q (Oct.2023-Dec.2023)	YoY
<b>Sales</b>	<b>40</b>	<b>32</b>	<b>-20.6%</b>
Cost	263	102	-61.0%
<b>Operating profit</b>	<b>-222</b>	<b>-70</b>	<b>-</b>
Operating profit margin	-548.5%	-218.5%	-

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

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

**01** Ordinary profit: **-0.4 billion yen**  
(YoY: -)

Net profit: **-0.5 billion yen**  
(YoY: -)

(Million JPY)

	<b>FY2023 1Q</b> (Oct.2022-Dec.2022)	<b>FY2024 1Q</b> (Oct.2023-Dec.2023)	<b>YoY</b>
<b>Sales</b>	<b>7,108</b>	<b>5,629</b>	<b>-20.8%</b>
Cost	7,096	6,043	-14.8%
<b>Operating profit</b>	<b>11</b>	<b>-414</b>	<b>-</b>
Operating profit margin	0.2%	-7.4%	-
Non-operating income	116	339	+192.4%
Non-operating expenses	570	385	-32.4%
<b>Ordinary profit</b>	<b>-442</b>	<b>-461</b>	<b>-</b>
Extraordinary income	-	-	-
Extraordinary losses	-	-	-
<b>Profit before income taxes</b>	<b>-442</b>	<b>-461</b>	<b>-</b>
Total income taxes	-29	57	-
<b>Net profit</b>	<b>-413</b>	<b>-519</b>	<b>-</b>
Net profit margin	-5.8%	-9.2%	-

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

\*Sales of "DRAGON QUEST WALK" is 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).

## 01 Equity ratio of 93.8%

(Million JPY)

	FY2023 (Sep.2023)	FY2024 1Q (Dec.2023)	Compared to the end of the previous year
Current assets	74,889	70,472	-5.9%
Cash and deposits	57,960	55,792	-3.7%
Operational investment securities	9,908	9,343	-5.7%
Non-current assets	6,805	7,095	+4.3%
<b>Total assets</b>	<b>81,695</b>	<b>77,567</b>	<b>-5.1%</b>
Current liabilities	4,327	3,864	-10.7%
Non-current liabilities	1,133	958	-15.4%
<b>Total liabilities</b>	<b>5,460</b>	<b>4,822</b>	<b>-11.7%</b>
Shareholders' equity	74,673	71,573	-4.2%
<b>Net assets</b>	<b>76,234</b>	<b>72,745</b>	<b>-4.6%</b>

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

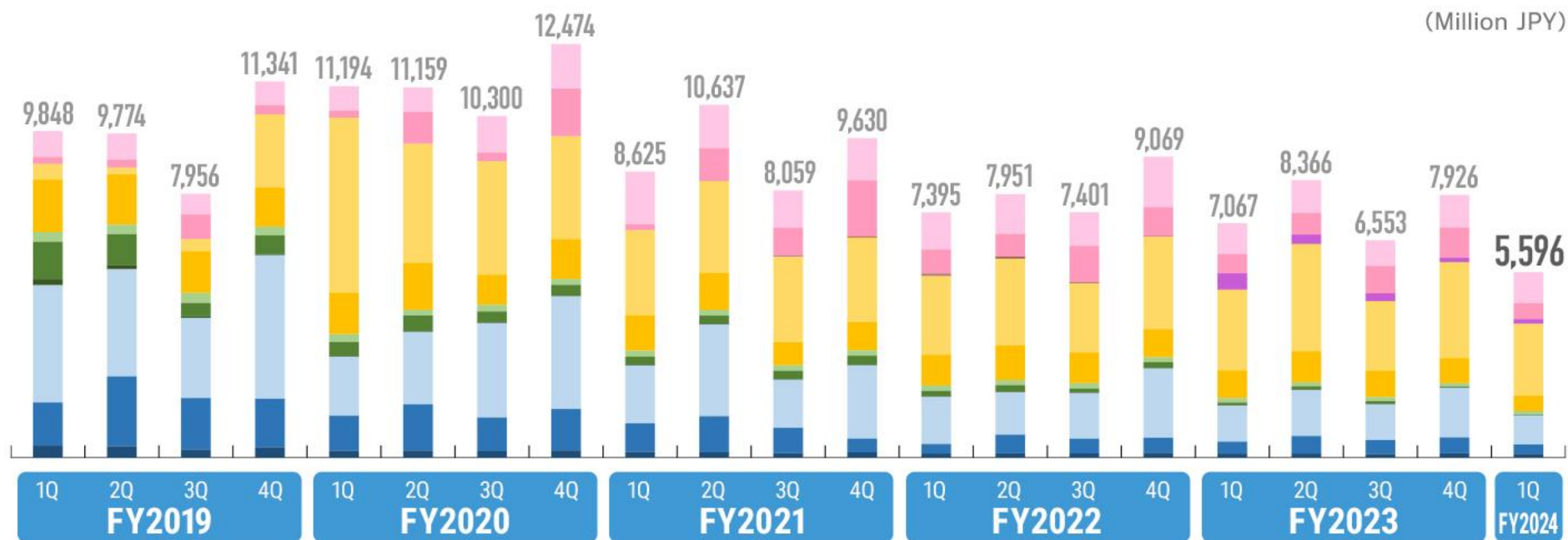


## **02** Entertainment Business

# 02 Sales: 5.5 billion yen

(YoY: -20.8%, QoQ: -29.4%)

- 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 TSUMTSUM LAND, Alice Gear Aegis
- FY2019 : DRAGON QUEST WALK
- FY2021, FY2022
- FY2023 : NEKO GOLF, Volzerk, Travel Jimano Nyanko (tentative)
- Console (In-house Operation, Entrusted Development etc)
- Others (Overseas, Our IP Operation and Merchandise, XR 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.

## 02 [Shironeko Project] Multiple collaborative events with popular IPs



Collaboration with “BOFURI: I Don't Want to Get Hurt, so I'll Max Out My Defense.” Character “Maple.”



Original story and tag-team characters added in collaboration with “Jujutsu Kaisen.”

02

## [DRAGON QUEST WALK]

Collaboration event with “DRAGON QUEST MONSTERS” contributes



Focusing on both the Dragon Quest identity and the walking experience, providing play styles that match a wide range of users.



Alice Gear Aegis

Collaboration with our original IP  
“Battle Girl High School.”



Quiz RPG: The World of Mystic Wiz

Popular event “SOUL BANKER” rerun,  
along with a collaboration cafe  
in Ikebukuro.

02

【FY2023 titles】

Continue to add and improve features to improve user engagement



NEKO GOLF -Anime GOLF-

First anniversary celebration event held.  
Added 8-player simultaneous battle function.



Travel Jimano Nyanko (tentative)

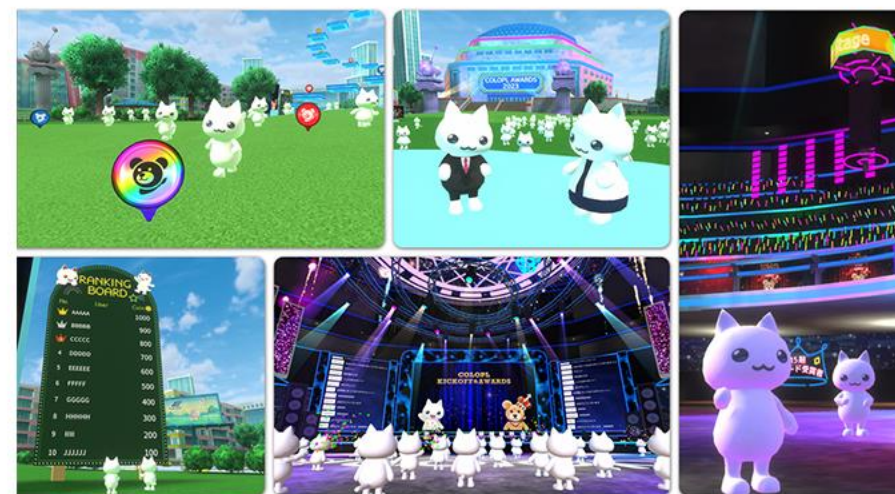
Limited time event held.  
New features and stages added.

## 02 [WEBmetaverse] Enhancing services by expanding functions

WEBmetaverse Quarterly Sales Transition



\*The Graph was changed from order basis to sales basis from this fiscal year.



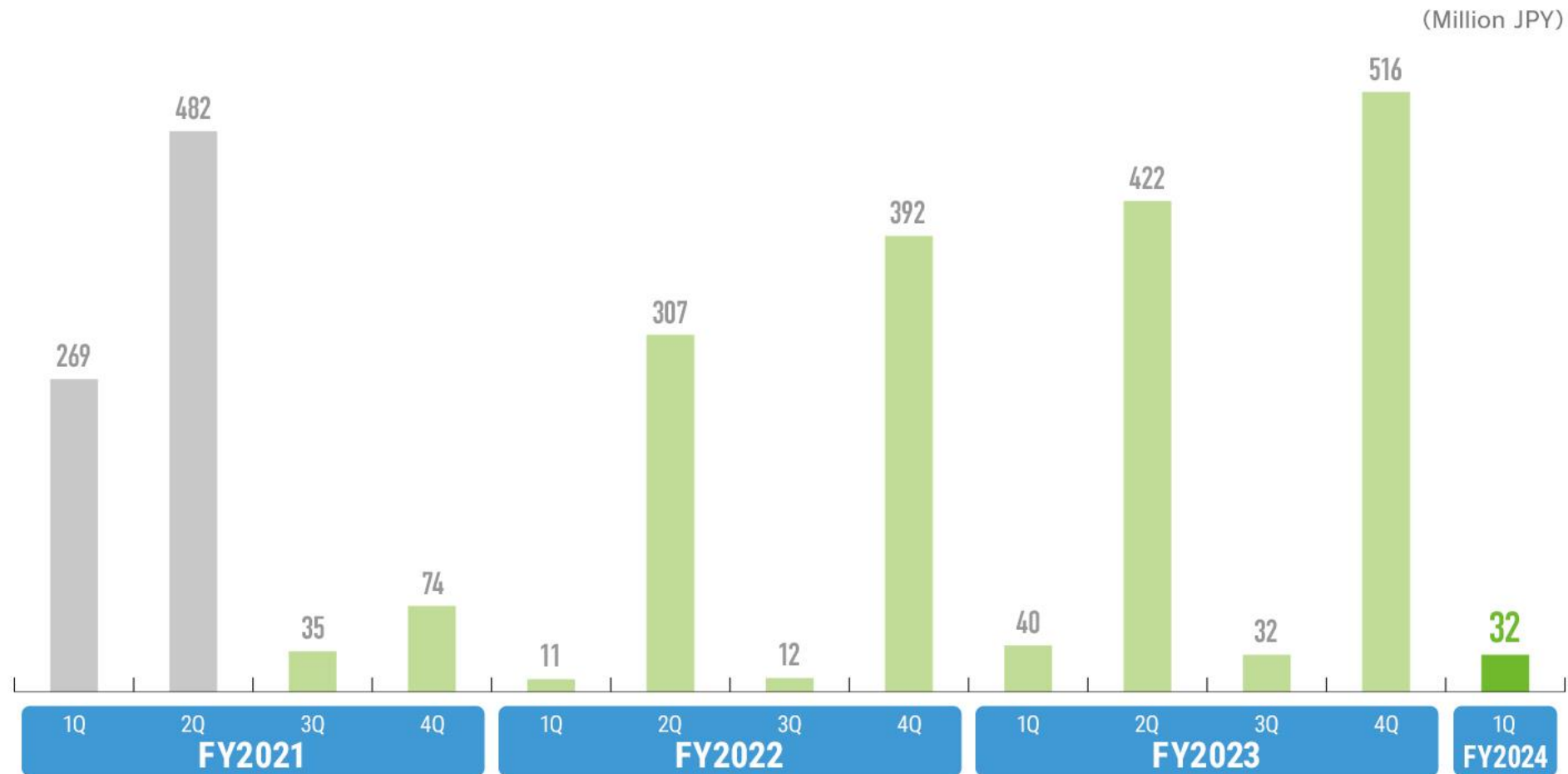
Update dedicated to organizing events.

## **03** Investment and Development Business



# 03 Sales: 0.03 billion yen

(YoY: -20.6%, QoQ: -93.8%)

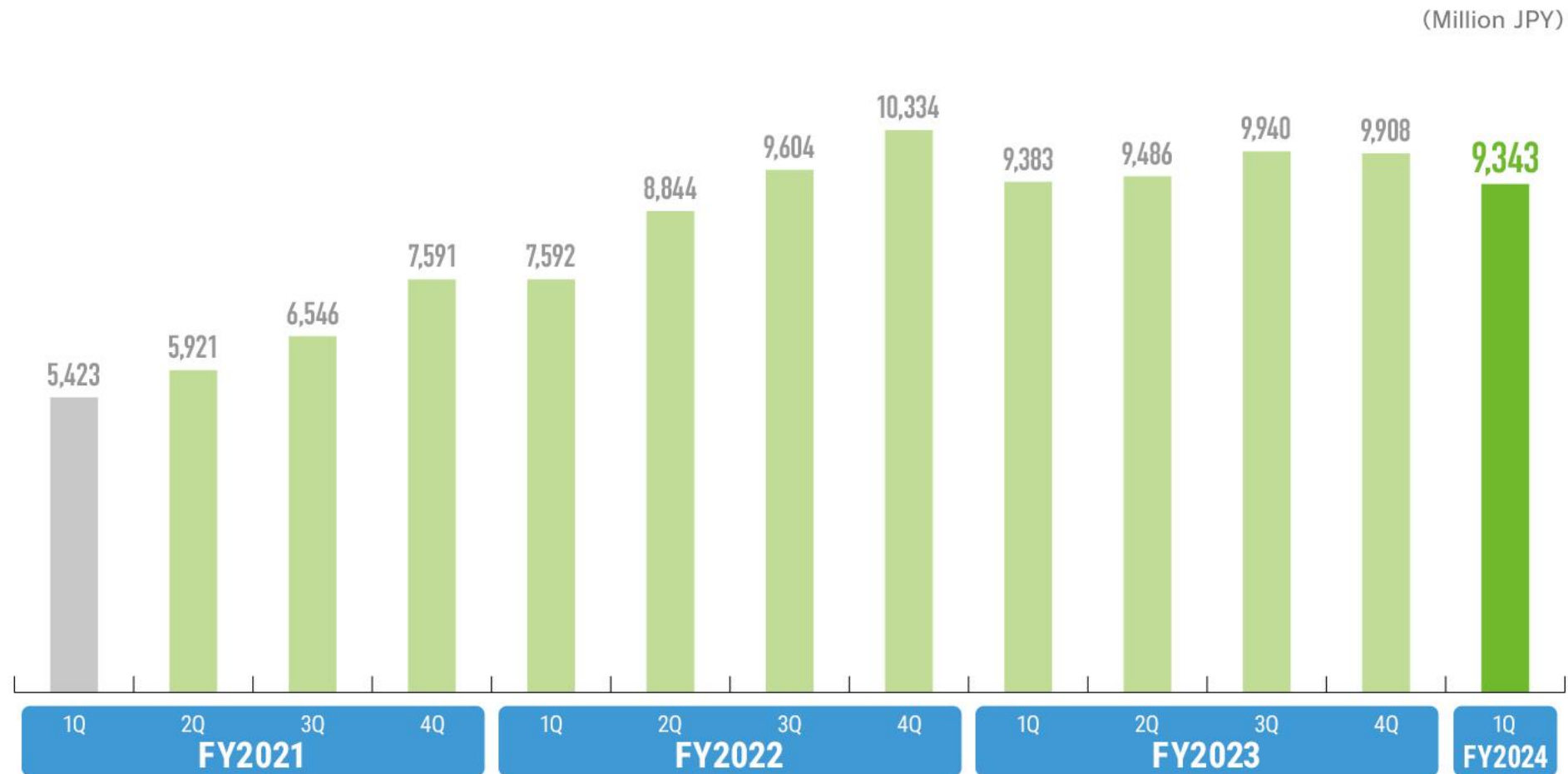


\*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The quarterly results shows the figure when the investment is regarded as intra-operating transactions from the beginning of the 1Q FY2021.

\*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.

# 03 Balance of operational investment securities: 9.3 billion yen

(YoY: -0.4%、QoQ: -5.7%)



\*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.

## **04** Current Status and Future Forecast

## Existing field

- |                         |   |
|-------------------------|---|
| <b>Smartphone Games</b> | <ul style="list-style-type: none"><li>· Active use of our original IP and other companies' IP.</li><li>· Focusing on further management of "Shironeko Project" on its 10th anniversary.</li></ul> |
| <b>Console Games</b>    | <ul style="list-style-type: none"><li>· Promote multiple development of IP.</li><li>· A year of new excitement for the 15th anniversary of "STEINS;GATE".</li></ul>                               |

## New field

- |                         |   |
|-------------------------|---|
| <b>Blockchain Games</b> | <ul style="list-style-type: none"><li>· Aiming to be a sustainable Play to Earn by releasing "Brilliantcrypto".</li></ul>                             |
| <b>AI</b>               | <ul style="list-style-type: none"><li>· Exploring the use of AI for new game experiences.</li></ul>   |
| <b>XR/Metaverse</b>     | <ul style="list-style-type: none"><li>· Strengthen services in the metaverse area with "WEBmetaverse" as the mainstay, and focus on B-to-B.</li></ul> |



NEW WORLD'S

# 単独の大規模リアルイベント開催決定!

10<sup>th</sup> Anniversary SHIRONEKO

## 日猫フェス 2024

イベント開催日 2024年7月13日(土)  
会場 東京ビッグサイト 東7・8ホール

※内容は予告なく変更となる場合がございます。※今後の情勢次第では中止となる可能性もございます。あらかじめご了承ください。

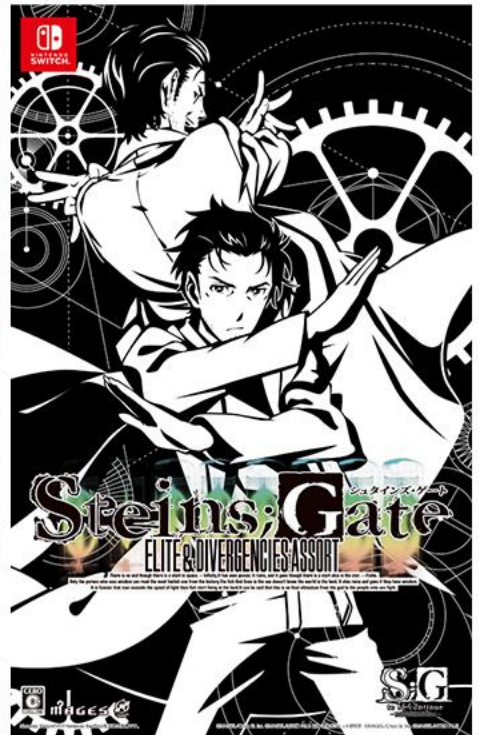
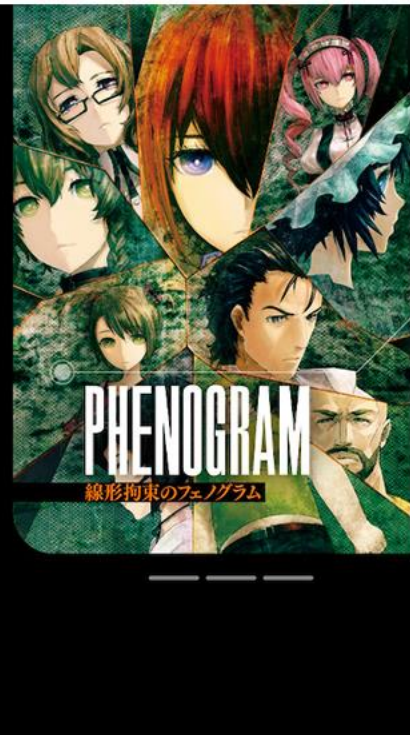
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Preparing a special program to express thanks for all the support thus far.  
Sequentially develop measures to increase user interest.

04

# [STEINS;GATE]

Aiming to expand the user segment, set products commemorating the 15th anniversary will be released



Scheduled release date: April 11, 2024 (Thu.)

Fostering excitement for the 15th anniversary coming up in October.

## 04 Multiple titles in development, including a blockchain game to be released in this spring

Smartphone Games pipeline

**4** titles

Console Games pipeline

**10** titles

Blockchain Games pipeline

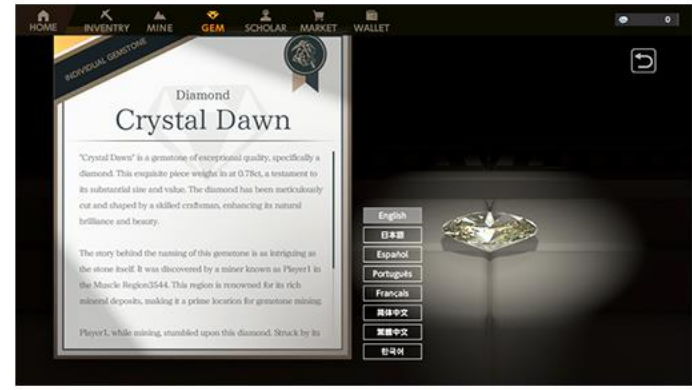
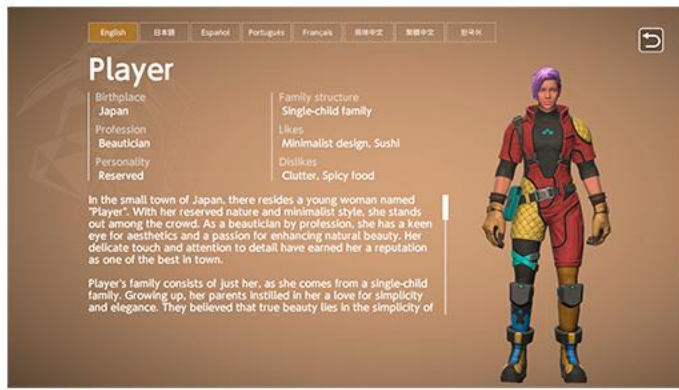
**1** title

\*Contracted development projects are not included in console games pipeline.

04

[Brilliantcrypto]

Closed Beta test closer to the production environment, including updated AI functions



Received applications from over 100 countries and a record number of players.



**04** Signed a partnership with Galxe,  
the world's leading Web3 community platform



Continued global marketing activities, including a limited campaign during closed beta testing.

04

First token listing on an overseas exchange

Signed an agreement with Bit2Me, one of the largest exchanges in the Spanish-speaking world, regarding the listing



Entering the South American region, where Play to Earn games are expanding.  
Accelerating global expansion.

# 04 Pre-release of PC version planned for this spring ; IEO preparations underway



04

## 【WEBmetaverse】

Became the exclusive Japanese distributor for Pixel Canvas Inc. of the U.S.

**Pixel Canvas** **360Channel**

CEO Joey Lee が 2020 年「Epic MegaGrant」の公式アワードを受賞、  
その確固たる技術力を元に、同年、Unreal Engine 5 ベースのメタバースプラットフォーム  
「Pixel Canvas」を アメリカ合衆国・ロサンゼルスを拠点に設立。

360Channel が Pixel Canvas の日本総代理店として独占販売いたします。

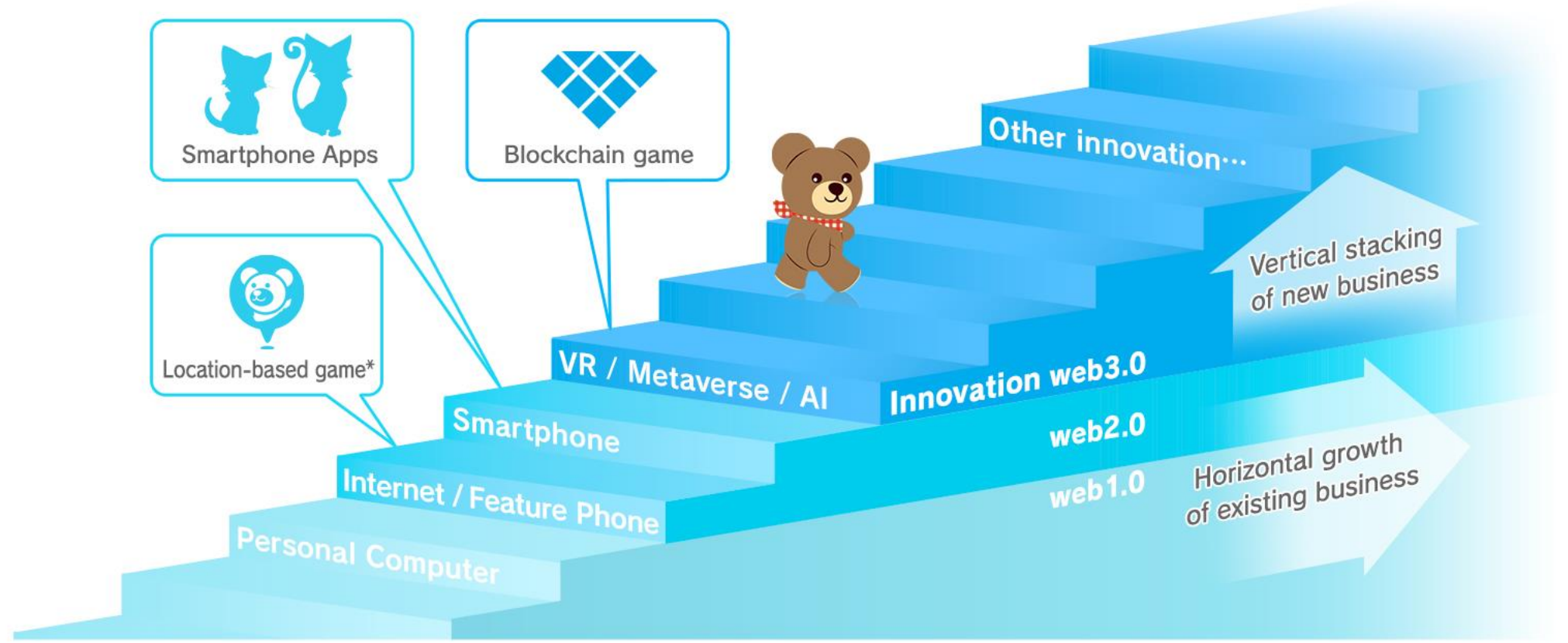
THUNDERBIRD | ASU Arizona State University | animoca BRANDS | zscaler | WarnerMedia | ph planet hollywood | EEG | PENGUIN COMPUTING

LG | SIGNATURE KITCHEN SUITE | BT | EE | verizon | PubMatic | LOWE'S | Save the Children

Aiming for further B-to-B sales channels, began exclusive sales in Japan of subscriber services that allow users to produce metaverse space in the cloud.

# 04 Mission and History of COLOPL, Inc.

## With “Entertainment in Real Life” as our mission Growth through innovation as an opportunity



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

## **05** Other Initiatives

# 05 Two Newly Appointed Outside Directors

## Acceleration of human capital management and governance structure



Outside Director  
**Ms. Masako Takeda**

Leading the way in promoting diversity as the first female director of COLOPL.



Full-time Audit and Supervisory Committee Member  
& Outside Director  
**Mr. Akira Tozawa**

Further improving governance through advice and checks and balances based on in-depth knowledge.

**05** Sixth consecutive year of certification for athlete support and health support for employees



Recognized as "Tokyo Sports Promotion Company."



Recognized as Bronze by "SPORTS YELL COMPANY 2024."





With the key message of “Innovation into opportunities for growth,” the presentation explained COLOPL's strategy for value creation.

Click here for the Integrated Report  
“COLOPL Report 2023”





## Supplementary Material



(Million JPY)

	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
<b>Sales</b>	<b>7,108</b>	<b>8,789</b>	<b>6,585</b>	<b>8,443</b>	<b>5,629</b>
Cost	7,096	6,856	6,550	7,564	6,043
<b>Operating profit</b>	<b>11</b>	<b>1,932</b>	<b>35</b>	<b>878</b>	<b>-414</b>
<i>Operating profit margin</i>	<i>0.2%</i>	<i>22.0%</i>	<i>0.5%</i>	<i>10.4%</i>	<i>-7.4%</i>
Non-operating income	116	212	234	362	339
Non-operating expenses	570	94	-244	87	385
<b>Ordinary profit</b>	<b>-442</b>	<b>2,050</b>	<b>515</b>	<b>1,153</b>	<b>-461</b>
Extraordinary income	-	-	-	-	-
Extraordinary losses	-	-	-	-	-
<b>Profit before income taxes</b>	<b>-442</b>	<b>2,050</b>	<b>515</b>	<b>1,153</b>	<b>-461</b>
Total income taxes	-29	704	203	504	-57
<b>Net profit</b>	<b>-413</b>	<b>1,346</b>	<b>311</b>	<b>649</b>	<b>-519</b>
<i>Net profit margin</i>	<i>-5.8%</i>	<i>15.3%</i>	<i>4.7%</i>	<i>7.7%</i>	<i>-9.2%</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" is 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)

	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
<b>Current assets</b>	72,279	74,069	73,862	74,889	70,472
<b>Cash and deposits</b>	56,787	57,543	57,609	57,960	55,792
<b>Operational investment securities</b>	9,383	9,486	9,940	9,908	9,343
<b>Non-current assets</b>	6,175	6,444	6,615	6,805	7,095
<b>Total assets</b>	<b>78,455</b>	<b>80,513</b>	<b>80,478</b>	<b>81,695</b>	<b>77,567</b>
<b>Current liabilities</b>	4,383	4,931	3,927	4,327	3,864
<b>Non-current liabilities</b>	805	899	1,072	1,133	958
<b>Total liabilities</b>	<b>5,189</b>	<b>5,830</b>	<b>5,000</b>	<b>5,460</b>	<b>4,822</b>
<b>Shareholders' equity</b>	72,321	73,712	74,024	74,673	71,573
<b>Net assets</b>	<b>73,266</b>	<b>74,683</b>	<b>75,477</b>	<b>76,234</b>	<b>72,745</b>

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



(Million JPY)

Cost	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
Sales ratio					
<b>PF &amp; Payments</b>	<b>1,044</b> 14.7%	<b>1,057</b> 12.0%	<b>879</b> 13.4%	<b>967</b> 11.5%	<b>662</b> 11.8%
<b>Royalties</b>	<b>171</b> 2.4%	<b>131</b> 1.5%	<b>177</b> 2.7%	<b>139</b> 1.7%	<b>88</b> 1.6%
<b>Employment</b>	<b>2,372</b> 33.4%	<b>2,310</b> 26.3%	<b>2,349</b> 35.7%	<b>2,322</b> 27.5%	<b>2,304</b> 40.9%
<b>Office</b>	<b>294</b> 4.1%	<b>288</b> 3.3%	<b>278</b> 4.2%	<b>281</b> 3.3%	<b>279</b> 5.0%
<b>iDC related</b>	<b>468</b> 6.6%	<b>382</b> 4.4%	<b>392</b> 6.0%	<b>440</b> 5.2%	<b>460</b> 8.2%
<b>Advertisement</b>	<b>876</b> 12.3%	<b>323</b> 3.7%	<b>337</b> 5.1%	<b>502</b> 6.0%	<b>342</b> 6.1%
<b>Outsourcing</b>	<b>922</b> 13.0%	<b>1,062</b> 12.1%	<b>993</b> 15.1%	<b>990</b> 11.7%	<b>860</b> 15.3%
<b>Others</b>	<b>946</b> 13.3%	<b>1,299</b> 14.8%	<b>1,142</b> 17.3%	<b>1,920</b> 22.7%	<b>1,045</b> 18.6%
<b>Total</b>	<b>7,096</b> 99.8%	<b>6,856</b> 78.0%	<b>6,550</b> 99.5%	<b>7,564</b> 89.6%	<b>6,043</b> 107.4%

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



## Entertainment Business

(Million JPY)

	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
<b>Sales</b>	<b>7,067</b>	<b>8,366</b>	<b>6,553</b>	<b>7,926</b>	<b>5,596</b>
Cost	6,834	6,449	6,384	6,835	5,941
<b>Operating profit</b>	<b>233</b>	<b>1,917</b>	<b>168</b>	<b>1,090</b>	<b>-345</b>
<i>Operating profit margin</i>	<i>3.3%</i>	<i>22.9%</i>	<i>2.6%</i>	<i>13.8%</i>	<i>-6.2%</i>

## Investment&Development Business

(Million JPY)

	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
<b>Sales</b>	<b>40</b>	<b>422</b>	<b>32</b>	<b>516</b>	<b>32</b>
Cost	263	406	166	729	102
<b>Operating profit</b>	<b>-222</b>	<b>15</b>	<b>-133</b>	<b>-213</b>	<b>-70</b>
<i>Operating profit margin</i>	<i>-548.5%</i>	<i>3.6%</i>	<i>-416.0%</i>	<i>-41.2%</i>	<i>-218.5%</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" is recorded on a net basis (revenue sharing).



(Million JPY)

	FY2023				FY2024
	1Q	2Q	3Q	4Q	1Q
<b>FY Sep. 2012 Online Titles</b>	129	130	116	141	122
<b>FY Sep. 2013 Online Titles</b>	357	528	421	475	280
<b>FY Sep. 2014 Online Titles</b>	1,082	1,384	1,075	1,492	875
<b>FY Sep. 2015 Online Titles</b>	17	17	16	15	12
<b>FY Sep. 2016 Online Titles</b>	76	97	77	24	13
<b>FY Sep. 2017 Online Titles</b>	138	124	121	100	102
<b>FY Sep. 2018 Online Titles</b>	836	929	804	759	467
<b>FY Sep. 2019 Online Titles</b>	2,426	3,227	2,091	2,887	2,160
<b>FY Sep. 2021 Online Titles</b>	1	0	-	-	-
<b>FY Sep. 2023 Online Titles</b>	493	289	233	131	146
<b>Console (In-house Operation · Entrusted Development etc)</b>	589	656	829	918	485
<b>Others (Overseas · Our IP Operation and Merchandise · XR etc)</b>	919	979	767	978	928
<b>Total (Entertainment Business)</b>	<b>7,067</b>	<b>8,366</b>	<b>6,553</b>	<b>7,926</b>	<b>5,596</b>

- FY2012 : Treasure Detective CARRIE, Pro Baseball PRIDE

- FY2015 : Tokyo Casino Project

- FY2018 : Disney TSUMTUM LAND, Alice Gear Aegis

- FY2023 : NEKO GOLF, Volzerk , Travel Jimano Nyanko (tentative)

- FY2013 : Quiz RPG, The Blue Sky of Sanguozhi

- FY2016 : Shironeko Tennis

- FY2019 : DRAGON QUEST WALK

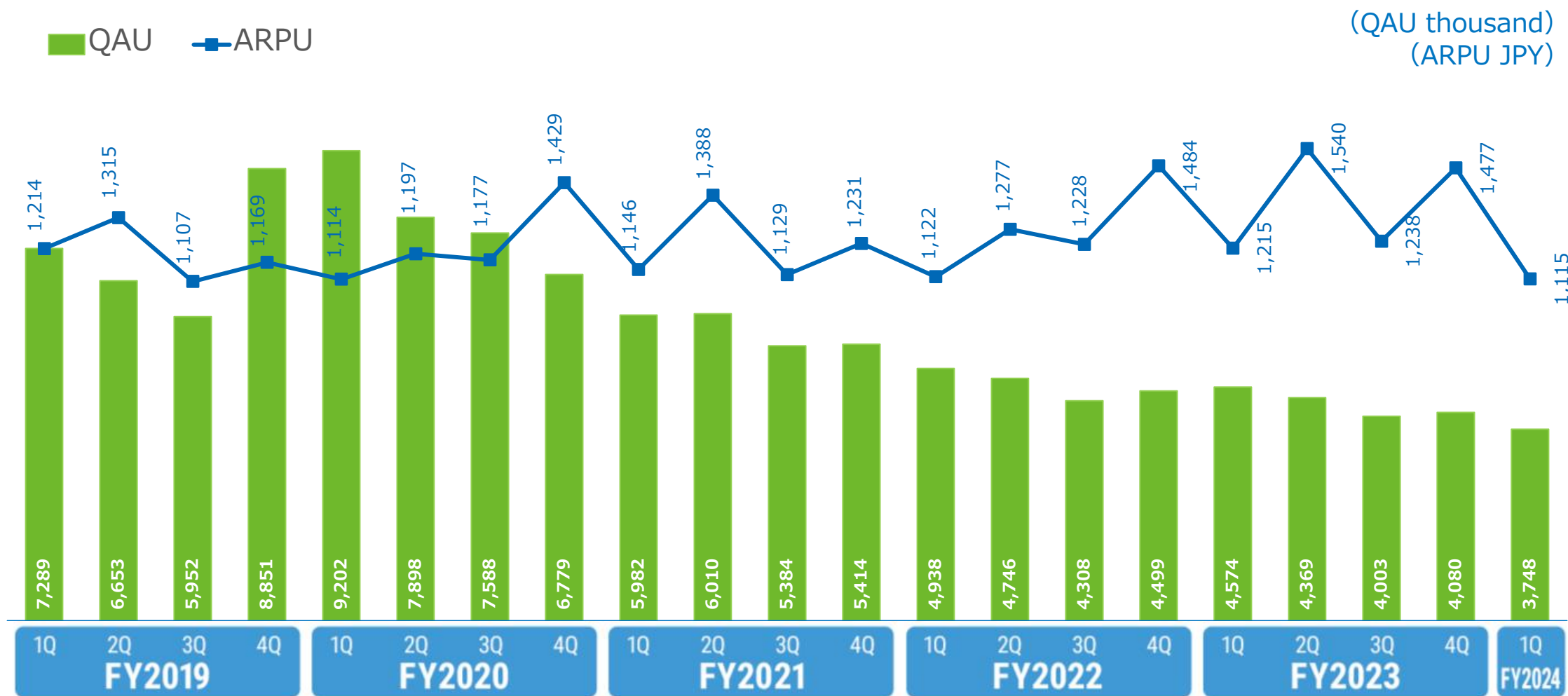
- FY2014 : Meow Meow Star Acres, Shironeko Project

- FY2017 : Pro Baseball VS

- FY2021 : YOU GENERATION

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

\*Sales of "DRAGON QUEST WALK" is 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.

\*Titles since FY2012 are counted.





■ 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!



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