SQUARE ENIX

# Financial Results Briefing Session
# Three-Month Period Ended June 30, 2026

August 10, 2026

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 materials 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 are 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 successfully expand its businesses internationally; 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, 2027

# Consolidated Statement of Income FY2027/3 Q1

(Billions of Yen)

| | Fiscal Year Ended March 31, 2026 | | Fiscal Year Ending March 31, 2027 | | | |
|---|---|---|---|---|---|---|
| | Q1 | Full Year Results | Q1 | Changes | Full Year Forecasts | Changes |
| Net Sales | 59.2 | 297.6 | 78.4 | 19.2 | 298.0 | 0.4 |
| Operating Income | 9.0 | 54.7 | 17.0 | 8.0 | 49.0 | (5.7) |
| Operating Income Margin | 15.2% | 18.4% | 21.7% | 6.5pt | 16.4% | (2.0pt) |
| Ordinary Income | 6.8 | 64.4 | 18.7 | 11.9 | 49.0 | (15.4) |
| Ordinary Income Margin | 11.6% | 21.7% | 23.9% | 12.3pt | 16.4% | (5.3pt) |
| Profit attributable to owners of parent | 4.8 | 29.6 | 13.2 | 8.4 | 31.0 | 1.4 |

# Consolidated Statement of Income Fiscal Year Q1 FY2027 by Business Segment

(Billions of Yen)

| | Fiscal Year Ended March 31, 2026 | Fiscal Year Ending March 31, 2027 | |
|---|---|---|---|
| | Q1 | Q1 | Changes |
| **Net sales** | **59.2** | **78.4** | **19.2** |
| Digital Entertainment | 32.9 | 49.9 | 17.0 |
| Amusement | 16.4 | 17.0 | 0.6 |
| Publication | 6.5 | 7.2 | 0.7 |
| Merchandising | 3.7 | 4.6 | 0.9 |
| Eliminations or unallocated | (0.4) | (0.4) | 0.0 |
| **Operating income** | **9.0** | **17.0** | **8.0** |
| Digital Entertainment | 8.1 | 15.5 | 7.4 |
| Amusement | 1.7 | 1.9 | 0.2 |
| Publication | 2.1 | 2.5 | 0.4 |
| Merchandising | 1.2 | 1.5 | 0.3 |
| Eliminations or unallocated | (4.2) | (4.5) | (0.3) |
| **Operating income margin** | **15.2%** | **21.7%** | **6.5pt** |
| Digital Entertainment | 24.7% | 31.2% | 6.5pt |
| Amusement | 10.8% | 11.2% | 0.4pt |
| Publication | 32.6% | 34.6% | 2.0pt |
| Merchandising | 32.1% | 33.8% | 1.7pt |
| Eliminations or unallocated | - | - | - |

# Consolidated Balance Sheet as of June 30, 2026

(Billions of Yen)

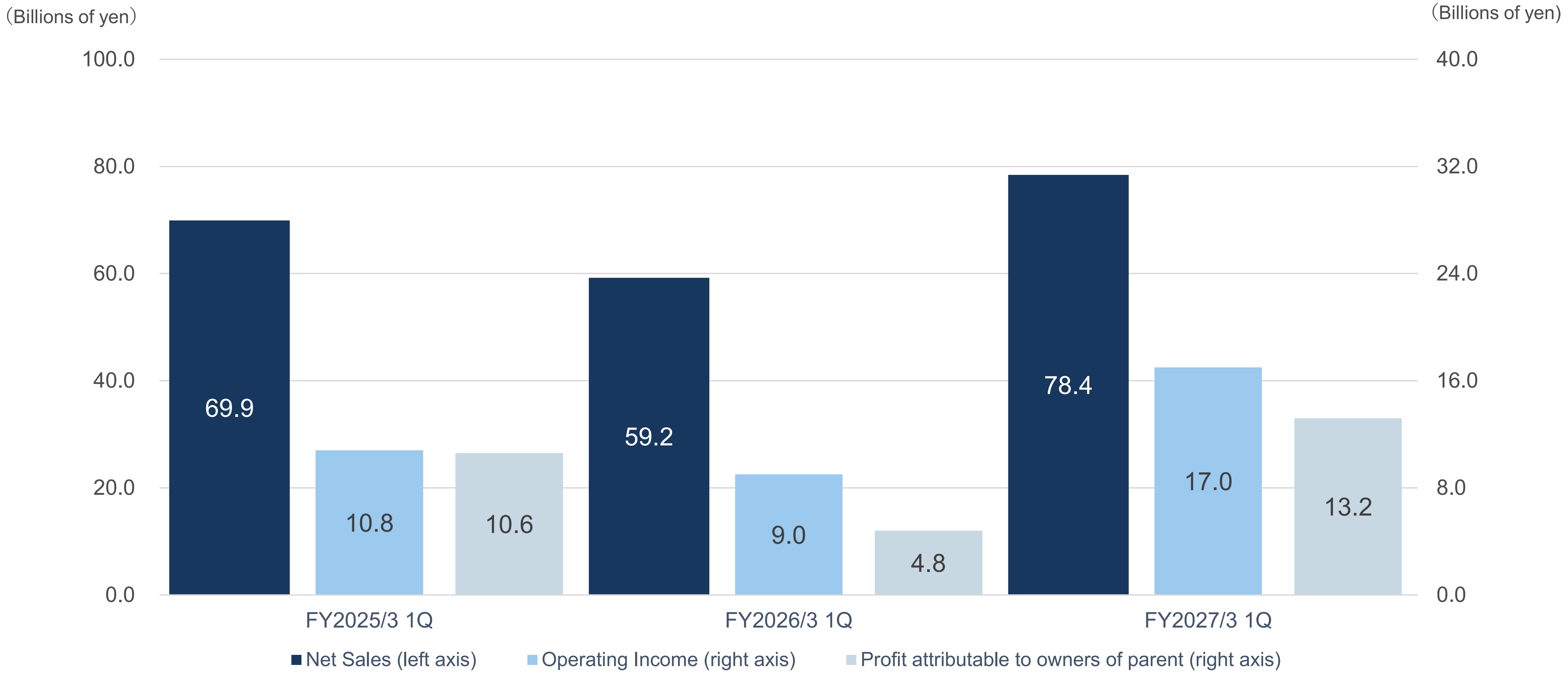
| Assets | | | | Liabilities and Net Assets | | | |
|---|---|---|---|---|---|---|---|
| **Account** | **03/2026** | **06/2026** | **Changes** | **Account** | **03/2026** | **06/2026** | **Changes** |
| Cash and deposits | 276.0 | 259.6 | (16.4) | Notes and accounts payable | 17.1 | 19.2 | 2.1 |
| Notes and accounts receivable | 30.4 | 35.8 | 5.4 | Income taxes payable | 16.1 | 4.0 | (12.1) |
| Inventories | 6.4 | 7.4 | 1.0 | Refund liabilities | 2.1 | 2.0 | (0.1) |
| Content production account | 46.2 | 50.3 | 4.1 | Others | 39.2 | 36.1 | (3.1) |
| Others | 9.1 | 9.9 | 0.8 | **Total Current Liabilities** | **74.7** | **61.5** | **(13.2)** |
| **Total Current Assets** | **368.3** | **363.3** | **(5.0)** | **Non-current Liabilities** | **14.0** | **14.4** | **0.4** |
| Property and equipment | 27.4 | 26.8 | (0.6) | **Total Liabilities** | **88.7** | **76.0** | **(12.7)** |
| Intangible Assets | 4.2 | 4.1 | (0.1) | Total Shareholders' Equity | 355.5 | 359.9 | 4.4 |
| Investments and other assets | 37.9 | 36.4 | (1.5) | Others | (6.3) | (5.2) | 1.1 |
| **Total Non-current Assets** | **69.6** | **67.4** | **(2.2)** | **Total Net Assets** | **349.2** | **354.7** | **5.5** |
| **Total Assets** | **438.0** | **430.7** | **(7.3)** | **Total Liabilities and Net Assets** | **438.0** | **430.7** | **(7.3)** |

02

# Consolidated Financial Results and Progress in Each Business Segment

# Consolidated Financial Results

Net sales and operating income increased year on year, driven by higher sales in the Digital Entertainment segment.

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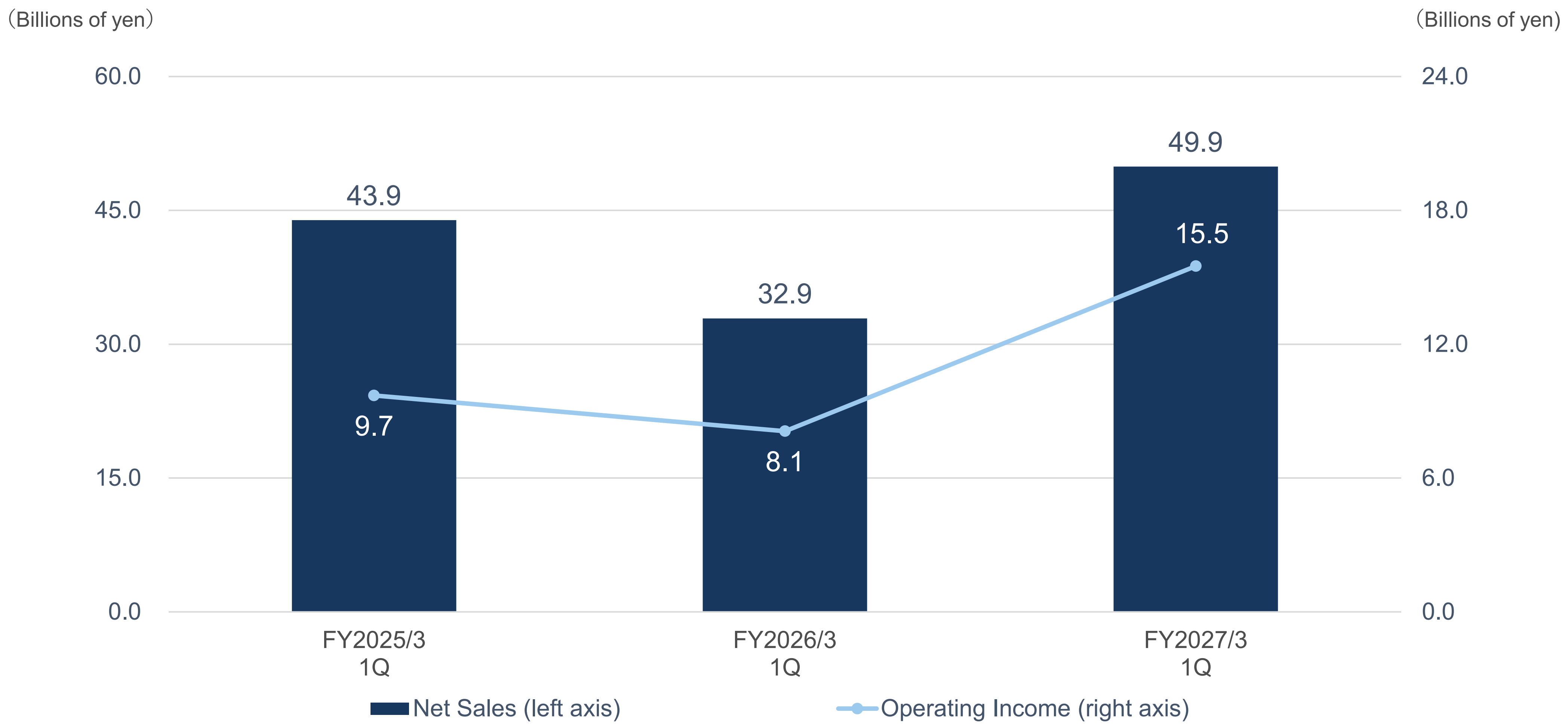
# Digital Entertainment

Net sales and operating income increased year on year, driven by higher sales in the HD Games, MMO, and Smart Devices/PC Browser sub-segments.



# Digital Entertainment

**HD Games**: Net sales and operating income increased, driven by stronger sales of new titles and catalog titles.
Net Sales: ¥17.7 billion (Prior FY: ¥8.9 billion/ up ¥8.8 billion YoY)
Operating Income: ¥6.1 billion (Prior FY: ¥1.0 billion/ up ¥5.1 billion YoY)

Major New Titles in FY2027/3

Launched on June 3, 2026
for Nintendo Switch™ 2, Xbox Series X|S
and Microsoft Store on Windows


Launched on June 18, 2026


Launched on July 13, 2026
for Nintendo Switch™ 2


Launched on July 13, 2026
for Nintendo Switch™ 2

Launched on July 16, 2026
for Nintendo Switch™ 2

Digital Version: Launched on July 23, 2026
Physical Version: To be launched on August 27, 2026
for Nintendo Switch™ 2

To be launched on September 24, 2026
for Nintendo Switch™ 2


To be launched on October 8, 2026
for Nintendo Switch™ 2, PlayStation®5,
Xbox Series X|S and Microsoft Store on Windows

To be launched on October 22, 2026

To be launched on December 3, 2026

# Digital Entertainment

**MMO**: Net sales increased, driven by improved player activity following the announcement of the latest expansion for “FINAL FANTASY XIV”, while operating income rose only slightly due to upfront costs recognized ahead of its scheduled release in early 2027.
Net Sales: ¥12.7 billion (Prior FY: ¥9.6 billion/ up ¥3.1 billion YoY)
Operating Income: ¥3.6 billion (Prior FY: ¥3.6 billion/ up ¥0.03 billion YoY)

Main Titles in Operation

Expansion 8.0 : Evercold
To be launched in early 2027


Expansion 8.0
Launched on June 25, 2026

# Digital Entertainment

**Games for Smart Devices/PC Browser**: Net sales and operating income increased year on year, driven by sales contributions from new titles released after the first quarter of the previous fiscal year.
Net Sales: ¥19.4 billion (Prior FY: ¥14.3 billion/ up ¥5.1 billion YoY)
Operating Income: ¥5.7 billion (Prior FY: ¥3.3 billion/ up ¥2.4 billion YoY)

Major Operating Titles
*(Dates indicate the start of service)*

| | | |
|---|---|---|
| August 2010 (PC Browser game) | September 2014 | December 2018 |
| September 2019 | July 2020 | October 2020 |
| November 2024 | March 2026 | April 2026 |

# 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

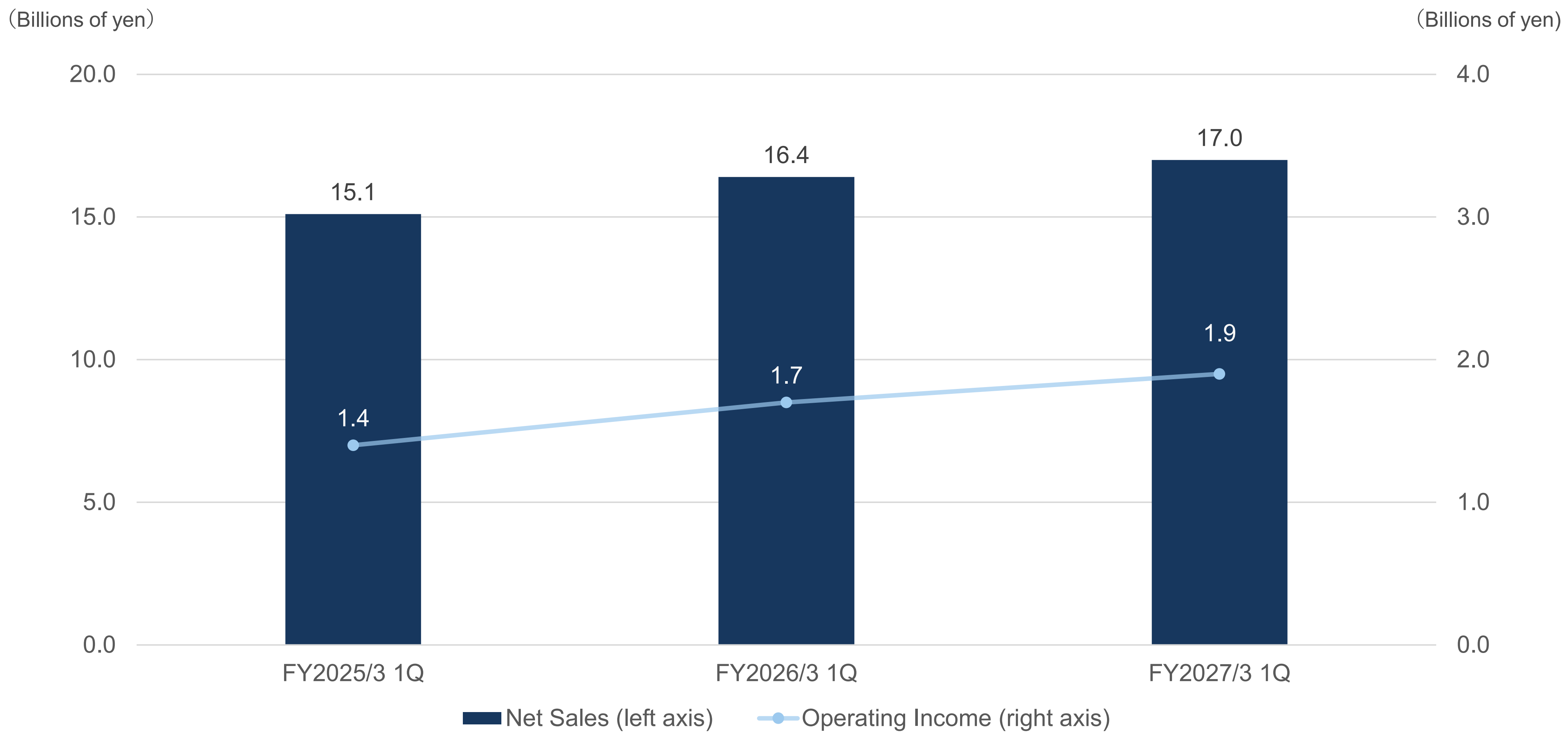
(Millions of Units Sold)

| | FY2026/3 Q1 | | | FY2027/3 Q1 | | |
|---|---|---|---|---|---|---|
| **Region** | **Packaged** | **Downloads** | **Total** | **Packaged** | **Downloads** | **Total** |
| Japan | 0.07 | 0.58 | 0.65 | 0.16 | 1.25 | 1.41 |
| North America/ Europe | 0.45 | 2.43 | 2.88 | 0.43 | 4.16 | 4.59 |
| Asia, etc. | 0.04 | 0.45 | 0.49 | 0.14 | 1.24 | 1.37 |
| **Total** | **0.56** | **3.45** | **4.01** | **0.73** | **6.65** | **7.38** |

* The above figures represent unit sales of titles included in the HD Games and MMO sub-segments.
Unit sales include titles for which the Company acts as the distributor, as well as titles sold on an episodic basis.

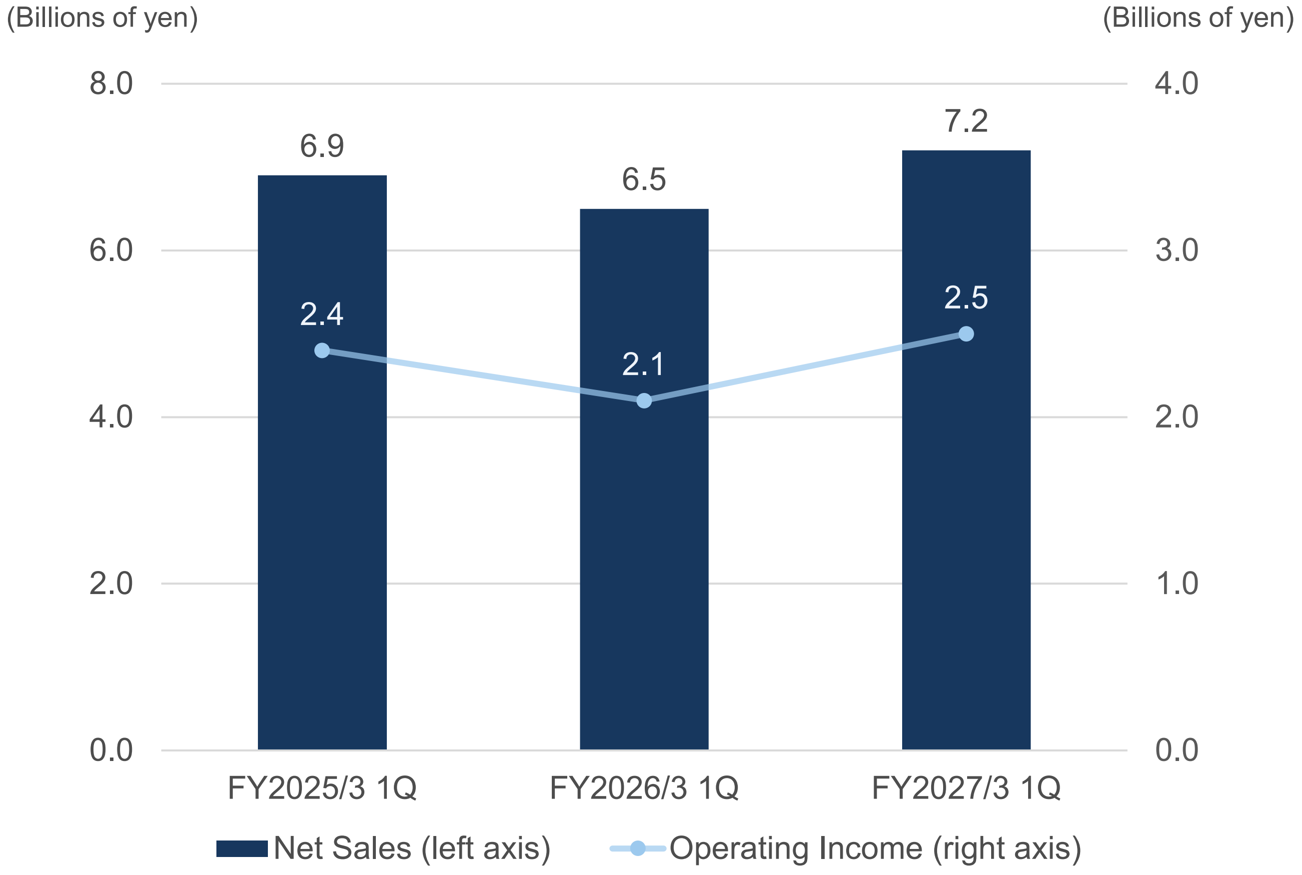
# Amusement

Net sales and operating income increased year on year, driven by year-on-year increases in same-store sales and sales of prize items to amusement facilities.



# Publication

Net sales and operating income increased year on year, driven by higher sales of comic volumes.



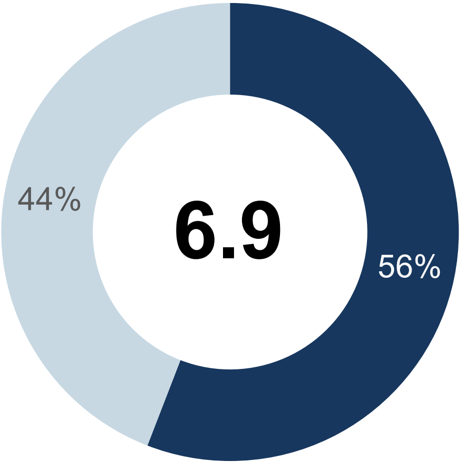

## Major Services, Titles in FY2027/3



# Publication

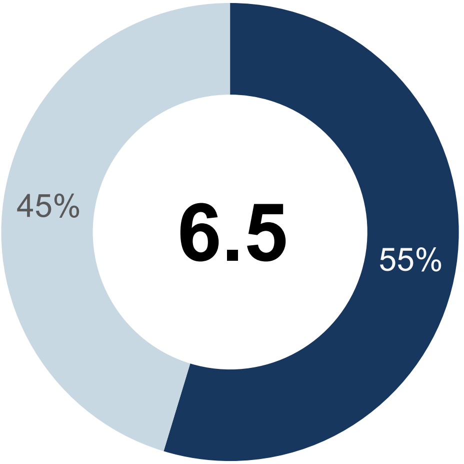
-Digital vs. Printed Media Sales- Breakdown of Publication Sales

(Billions of yen)



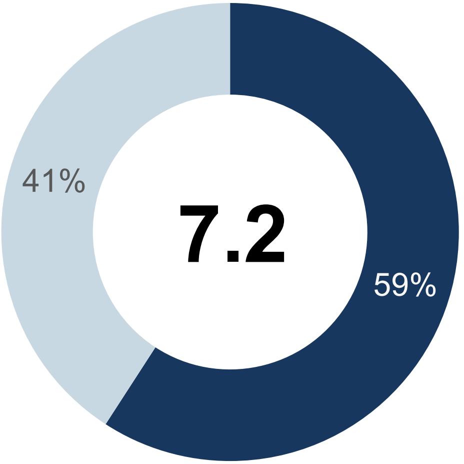

FY2025/3 Q1

| | |
|---|---|
| Digital sales | 3.8 |
| Printed media sales | 3.0 |




FY2026/3 Q1

| | |
|---|---|
| Digital sales | 3.5 |
| Printed media sales | 2.9 |

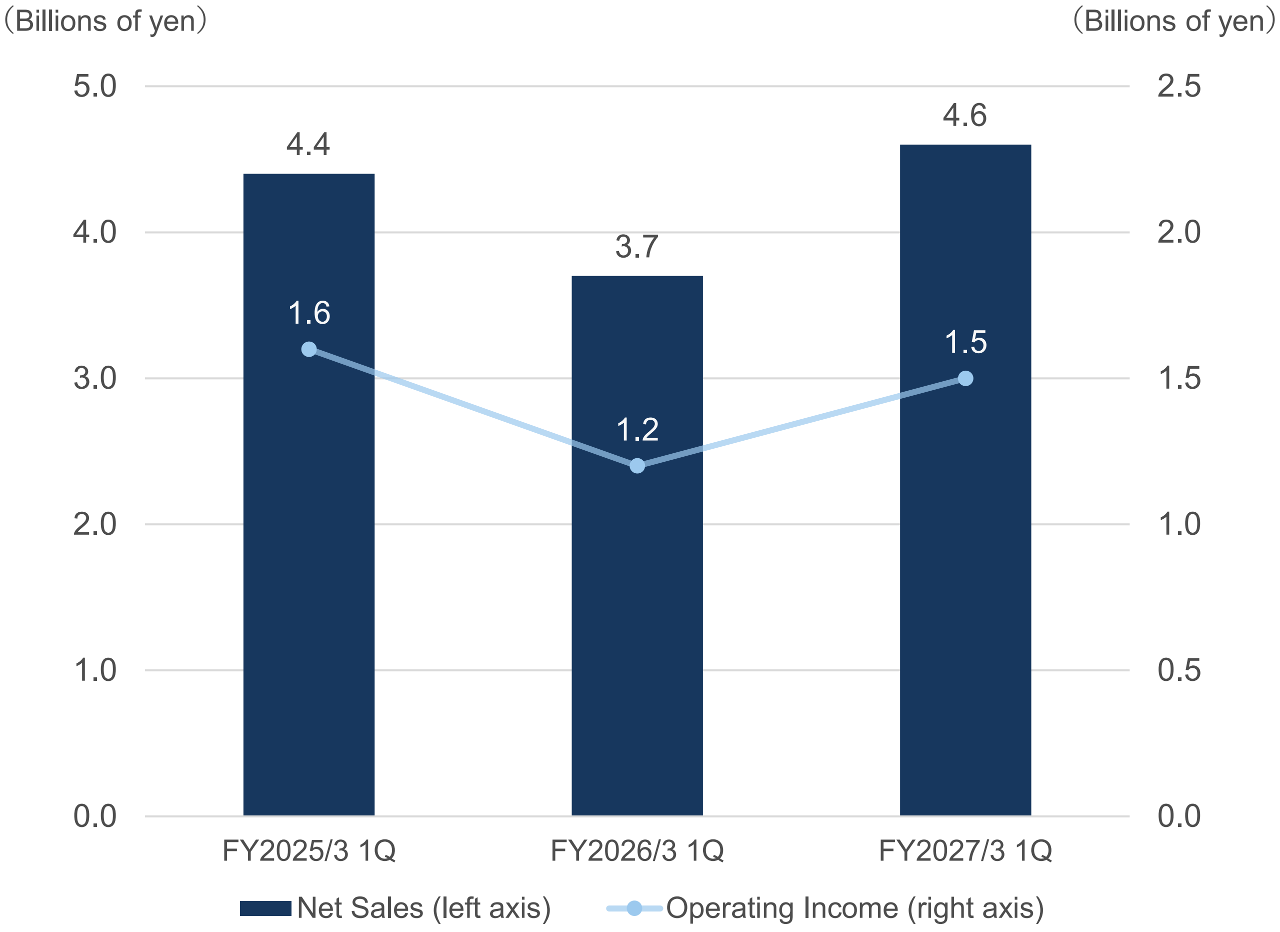



FY2027/3 Q1

| | |
|---|---|
| Digital sales | 4.2 |
| Printed media sales | 2.9 |

# Merchandising

Net sales and operating income increased year on year, driven by higher sales of new character merchandise based on major IPs.




## Major Products in FY2027/3



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## Three-Month Period Ended June 30, 2026

August 10, 2026