



Financial Results Briefing Session

Fiscal Year ended March 31, 2024

May 13, 2024

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 material 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.

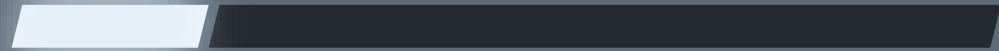
A number of factors could cause actual results to be materially different from and worse than those discussed in forward - looking statements. Such factors include, but not limited to:

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 expand international success with a focus on our businesses; 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.

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Financial Results Fiscal Year Ended March 31, 2024

Consolidated Statement of Income Fiscal Year ended March 31, 2024

(Billions of Yen)

	Fiscal Year Ended March 31, 2023	Fiscal Year Ended March 31, 2024	
	Full Year Results	Full Year Results	Changes
Net Sales	343.2	356.3	13.1
Operating Income	44.3	32.5	(11.8)
Operating Income Margin	12.9%	9.1%	(3.8pt)
Ordinary Income	54.7	41.5	(13.2)
Ordinary Income Margin	15.9%	11.7%	(4.2pt)
Profit attributable to owners of parent	49.2	14.9	(34.3)
Depreciation and Amortization	6.9	7.5	0.6
Capital Expenditure	9.6	12.7	3.1
Number of Employees	4,712	4,770	58

Consolidated Statement of Income Fiscal Year ended March 31, 2024 by Business Segment

(Billions of Yen)

	Fiscal Year Ended March 31, 2023	Fiscal Year Ended March 31, 2024	
	Full Year Results	Full Year Results	Changes
Net sales	343.2	356.3	13.1
Digital Entertainment	245.5	248.1	2.6
Amusement	56.3	61.5	5.2
Publication	29.1	31.0	1.9
Merchandising	15.6	18.9	3.3
Eliminations or unallocated	(3.4)	(3.3)	0.1
Operating income	44.3	32.5	(11.8)
Digital Entertainment	41.2	25.4	(15.8)
Amusement	5.2	7.5	2.3
Publication	11.6	11.9	0.3
Merchandising	3.7	5.6	1.9
Eliminations or unallocated	(17.5)	(18.1)	(0.6)
Operating income margin	12.9%	9.1%	(3.8pt)
Digital Entertainment	16.8%	10.3%	(6.5pt)
Amusement	9.4%	12.3%	2.9pt
Publication	39.9%	38.5%	(1.4pt)
Merchandising	23.8%	29.9%	6.1pt
Eliminations or unallocated	-	-	-

Consolidated Balance Sheet as of March 31, 2024

(Billions of Yen)

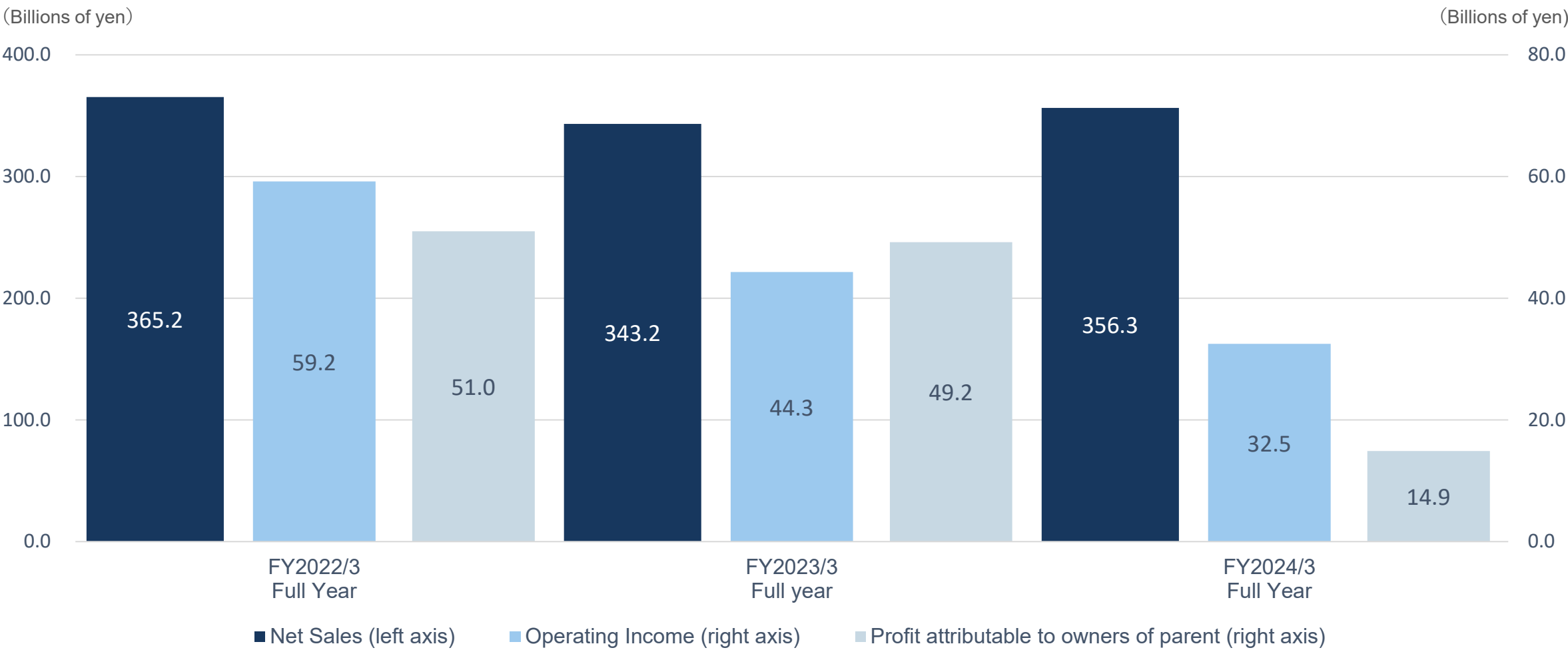
Assets				Liabilities and Net Assets			
Account	03/2023	03/2024	Changes	Account	03/2023	03/2024	Changes
Cash and deposits	193.5	225.9	32.4	Notes and accounts payable	23.5	24.3	0.8
Notes and accounts receivable	39.9	44.6	4.7	Income taxes payable	3.4	6.9	3.5
Inventories	5.7	5.7	0.0	Refund liabilities	5.1	4.4	(0.7)
Content production account	87.2	48.5	(38.7)	Others	39.5	45.7	6.2
Others	15.9	14.3	(1.6)	Total Current Liabilities	71.7	81.5	9.8
Total Current Assets	342.2	339.2	(3.0)	Non-current Liabilities	10.6	12.1	1.5
Property and equipment	17.7	23.0	5.3	Total Liabilities	82.3	93.7	11.4
Intangible Assets	5.8	5.8	0.0	Total Shareholders' Equity	324.7	325.2	0.5
Investments and other assets	33.7	42.6	8.9	Others	(7.4)	(8.1)	(0.7)
Total Non-current Assets	57.3	71.6	14.3	Total Net Assets	317.2	317.1	(0.1)
Total Assets	399.6	410.8	11.2	Total Liabilities and Net Assets	399.6	410.8	11.2

02

Consolidated Financial Results and Progress in Each Business Segment

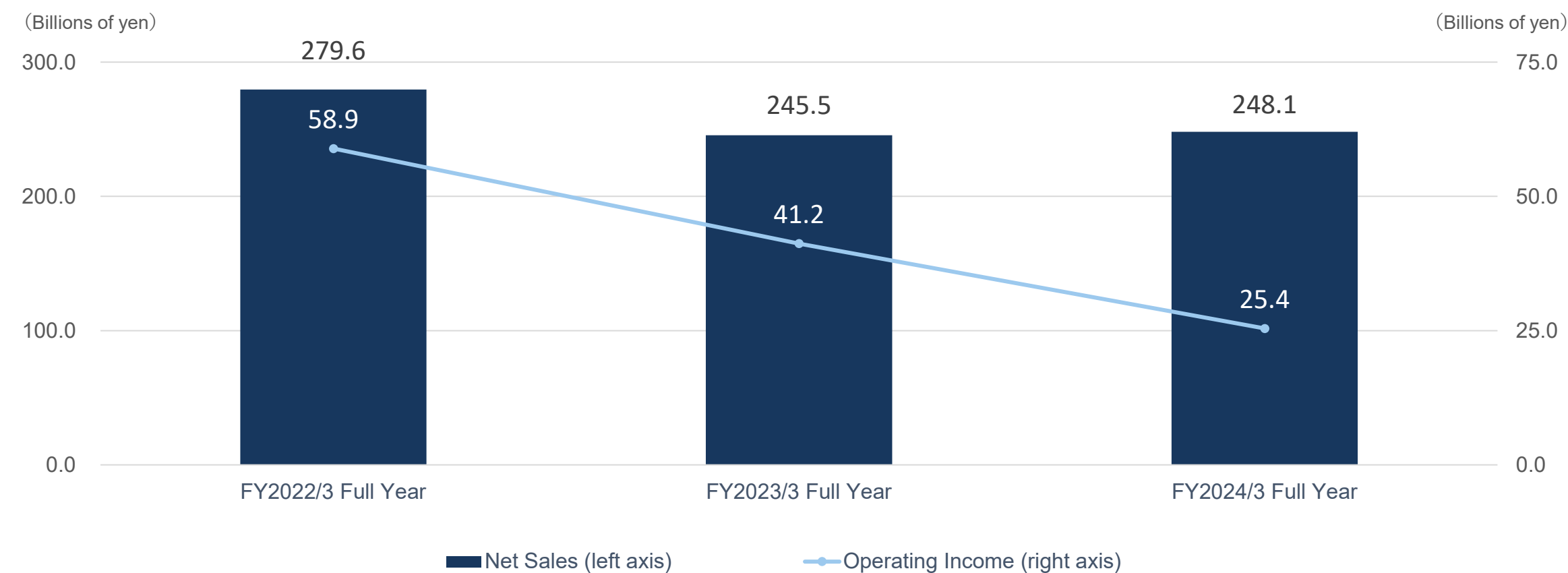
Consolidated Financial Results

Net sales up YoY
Profits down, partly on content production account valuation/abandonment losses



Digital Entertainment

Net sales up, but profits down YoY despite major HD game releases, partly due to a YoY decline in MMO and Games for Smart Devices/PC browser sub-segment sales, and higher development cost amortization and content production account valuation losses



Digital Entertainment

HD Games: Launched multiple new titles, including titles featuring key IP

Net Sales: ¥99.2 billion (Prior FY: ¥78.5 billion/ up ¥20.7 billion YoY)

Operating loss: ¥8.1 billion (Prior FY: Operating loss ¥4.1 billion/up ¥4.0 billion YoY)

Major new titles in FY2024/3



PlayStation 4/Nintendo Switch:
Launched on Apr 20, 2023



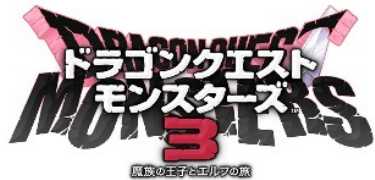
Launched on Jun 22, 2023



Launched on Sep 28, 2023
*Steam: Launched on Sep 29, 2023



¥Launched on Nov 2, 2023
*Steam: Launched on Nov 3, 2023



Launched on Dec 1, 2023



Launched on Feb 6, 2024



Launched on Feb 29, 2024

Digital Entertainment

MMO: Implemented various initiatives celebrating the 10th anniversary of “FINAL FANTASY XIV: A Realm Reborn”

Net Sales: ¥47.3 billion (Prior FY: ¥53.3 billion/ down ¥6.0 billion YoY)

Operating Income: ¥19.3 billion (Prior FY: ¥29.1 billion/ down ¥9.8 billion YoY)



“FINAL FANTASY XIV: DAWNTRAIL”

To be launched on July 2, 2024

Main titles in operation



Latest Expansion Package

Launched on Mar 21, 2024

Digital Entertainment

Games for Smart Devices/PC Browser: Multiple new titles were unable to offset weak performances from existing titles

Net Sales: ¥101.5 billion (Prior FY: 113.6 billion/ down ¥12.1 billion YoY)

Operating Income: ¥14.2 billion (Prior FY: ¥16.2 billion/ down ¥2.0 billion YoY)

Major Operating Titles (Month and year indicate each title's launch timing)

 Aug 2010 (PC Browser game)	 Apr 2014	 Sep 2014	 Oct 2015	 Oct 2015
 Dec 2018	 Jul 2019	 Sep 2019	 Nov 2019	 Jul 2020
 Oct 2020	 Dec 2021	 Feb 2023	 Jun 2023	 Sep 2023

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CHARACTER DESIGN: TETSUYA NOMURA / CHARACTER ILLUSTRATION: LISA FUJISE

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

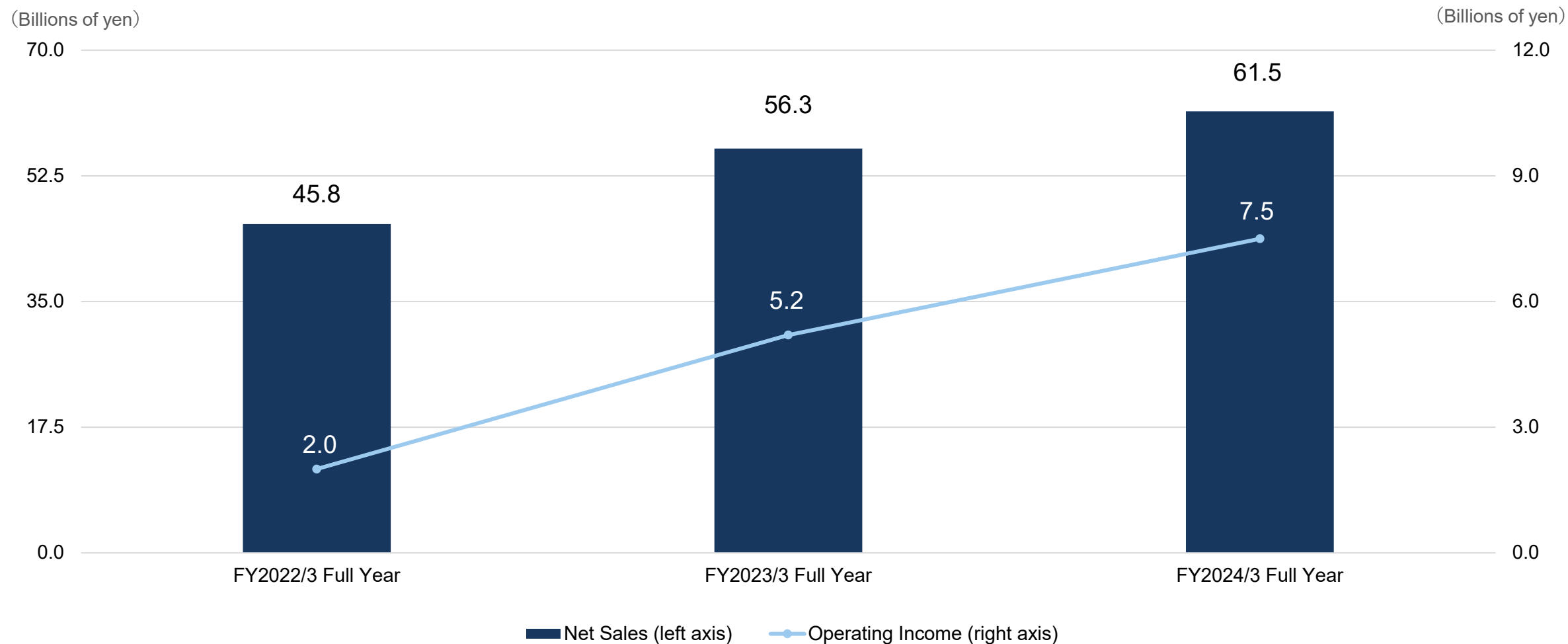
(Millions of Units Sold)

	FY2023/3			FY2024/3		
Region	Packaged	Download	Total	Packaged	Download	Total
Japan	2.19	3.14	5.32	1.95	4.68	6.63
North America/ Europe	3.69	10.79	14.49	3.48	12.91	16.39
Asia, etc.	0.72	1.92	2.63	0.70	2.60	3.30
Total	6.59	15.85	22.44	6.13	20.19	26.32

* The above numbers cover both HD and MMO games, and includes titles for which Square Enix is the distributor and titles sold episodically.

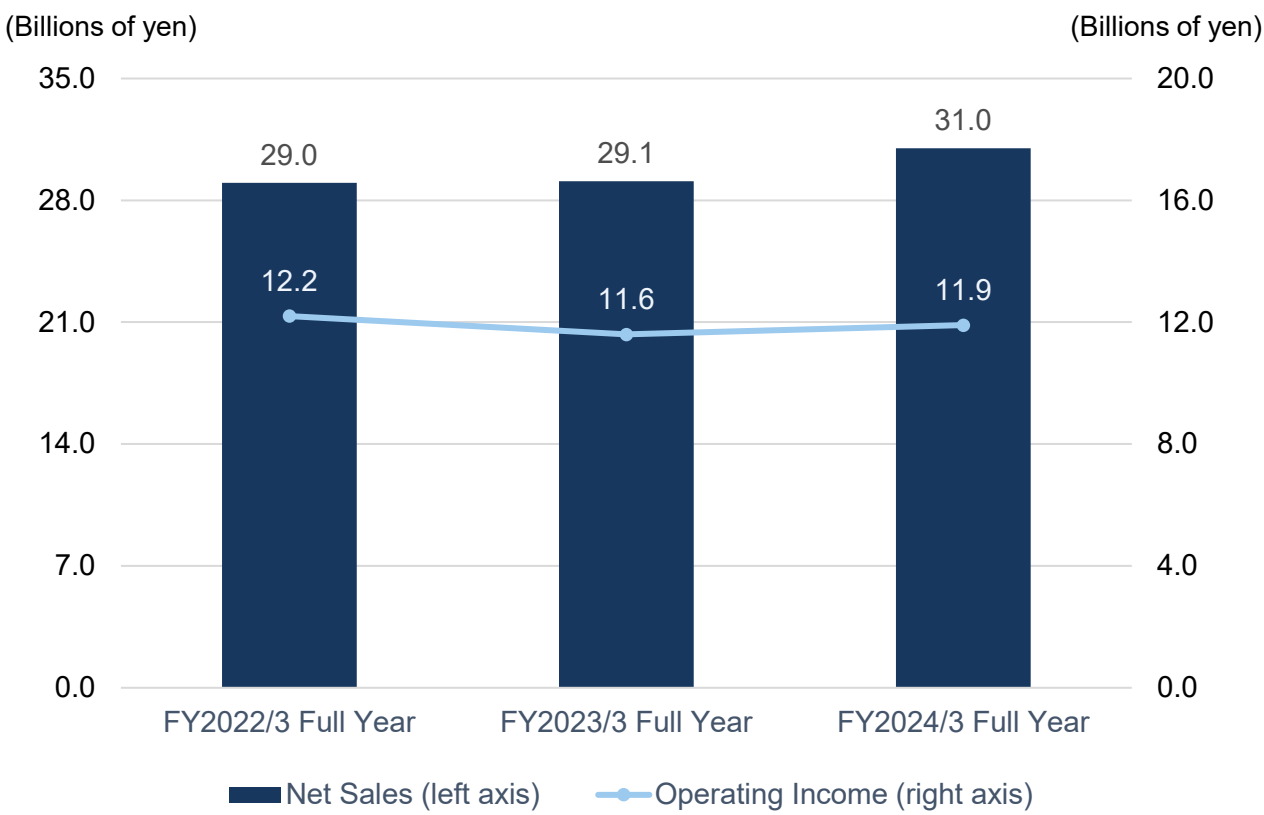
Amusement

Net sales and operating income up YoY due to rise in same-store sales



Publication

Net sales & operating income rose YoY due to YoY growth in both print and digital sales, helped by the massively popular anime TV series “The Apothecary Diaries,” which debuted in October 2023



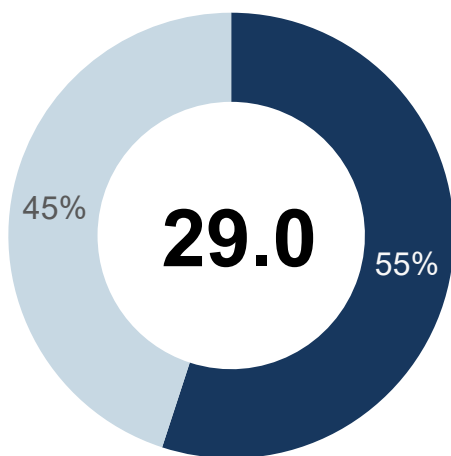
Major Service, Titles in FY2024/3



Publication

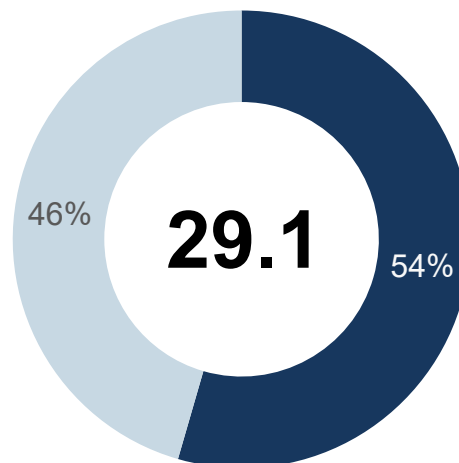
-Digital vs. Printed Media Sales- Breakdown of Publication sales

(Billions of yen)



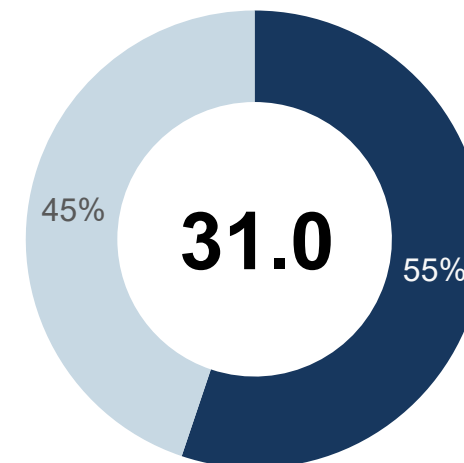
FY2022/3 Full Year

■ Digital sales	15.9
■ Printed media sales	13.0



FY2023/3 Full Year

■ Digital sales	15.8
■ Printed media sales	13.2

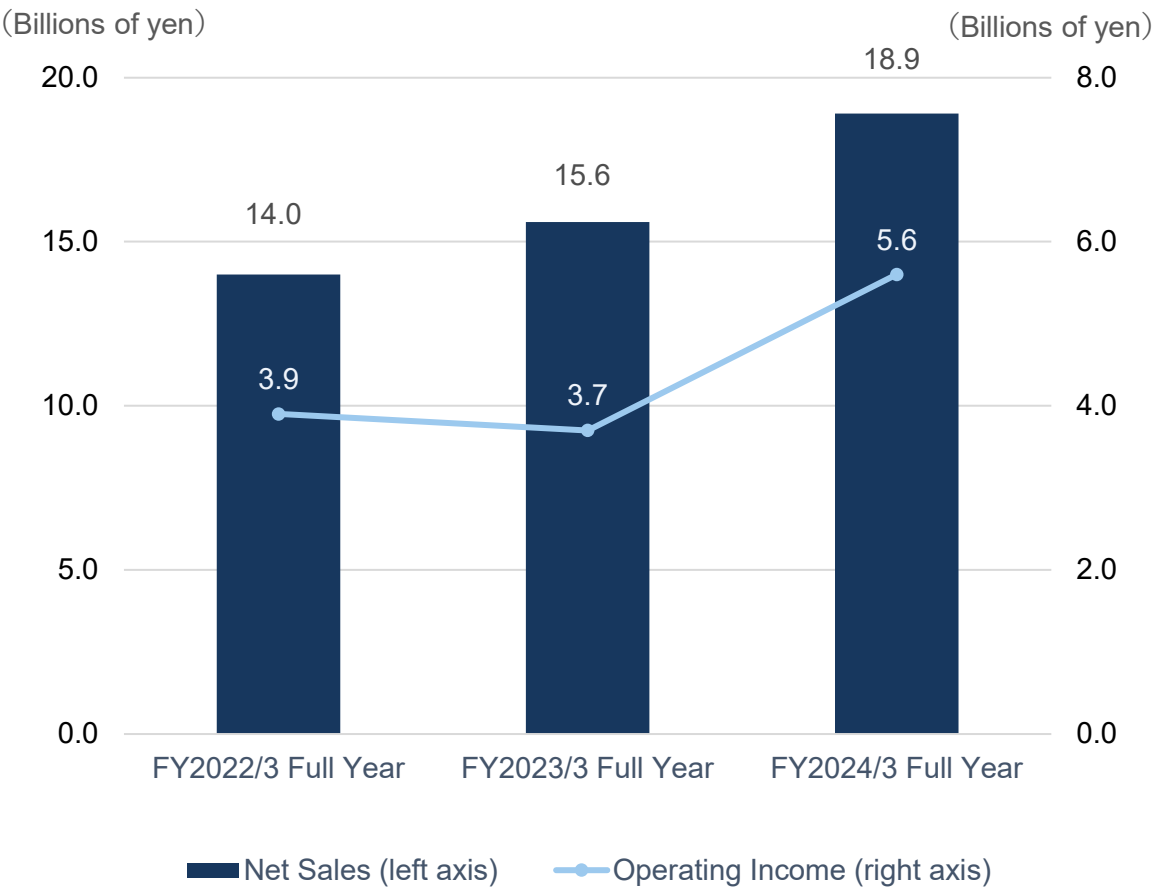


FY2024/3 Full Year

■ Digital sales	17.1
■ Printed media sales	13.9

Merchandising

Net sales and operating income up YoY due to brisk sales of new character merchandise featuring key IPs



Major Products in FY2024/3





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