

The logo for Square Enix, featuring the word "SQUARE" in a bold, black, sans-serif font, followed by a red square, and the word "ENIX" in a similar bold, black, sans-serif font, also followed by a red square. The entire logo is centered on a white background with a faint, light blue circular graphic behind it.

SQUARE ENIX

Financial Results Briefing Session
Fiscal Year Ended March 31, 2026

May 14, 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 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:

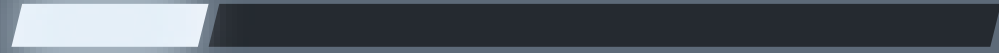
1. changes in economic conditions affecting our operations;
2. fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro;
3. SQUARE ENIX GROUP's ability to continue to win acceptance of our products and services, which are offered 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.

(Amounts under one hundred million yen are rounded down)

01



Financial Results Fiscal Year Ended March 31, 2026

Consolidated Statement of Income Fiscal Year ended March 31, 2026

(Billions of Yen)

	Fiscal Year Ended March 31, 2025	Fiscal Year Ended March 31, 2026	
	Full Year Results	Full Year Results	Changes
Net Sales	324.5	297.6	(26.9)
Operating Income	40.5	54.7	14.2
Operating Income Margin	12.5%	18.4%	5.9pt
Ordinary Income	40.9	64.4	23.5
Ordinary Income Margin	12.6%	21.7%	9.1pt
Profit attributable to owners of parent	24.4	29.6	5.2
Number of Employees	4,604	4,290	(314)

Consolidated Statement of Income Fiscal Year ended March 31, 2026 by Business Segment

(Billions of Yen)

	Fiscal Year Ended March 31, 2025	Fiscal Year Ended March 31, 2026	
	Full Year Results	Full Year Results	Changes
Net sales	324.5	297.6	(26.9)
Digital Entertainment	206.5	172.8	(33.7)
Amusement	71.2	72.1	0.9
Publication	30.7	29.7	(1.0)
Merchandising	19.0	25.0	6.0
Eliminations or unallocated	(3.0)	(2.1)	0.9
Operating income	40.5	54.7	14.2
Digital Entertainment	33.8	43.3	9.5
Amusement	7.8	8.8	1.0
Publication	10.9	9.8	(1.1)
Merchandising	6.0	11.2	5.2
Eliminations or unallocated	(18.1)	(18.5)	(0.4)
Operating income margin	12.5%	18.4%	5.9pt
Digital Entertainment	16.4%	25.1%	8.7pt
Amusement	11.0%	12.3%	1.3pt
Publication	35.7%	33.2%	(2.5pt)
Merchandising	31.8%	44.8%	13.0pt
Eliminations or unallocated	—	—	—

Consolidated Balance Sheet as of March 31, 2026

(Billions of Yen)

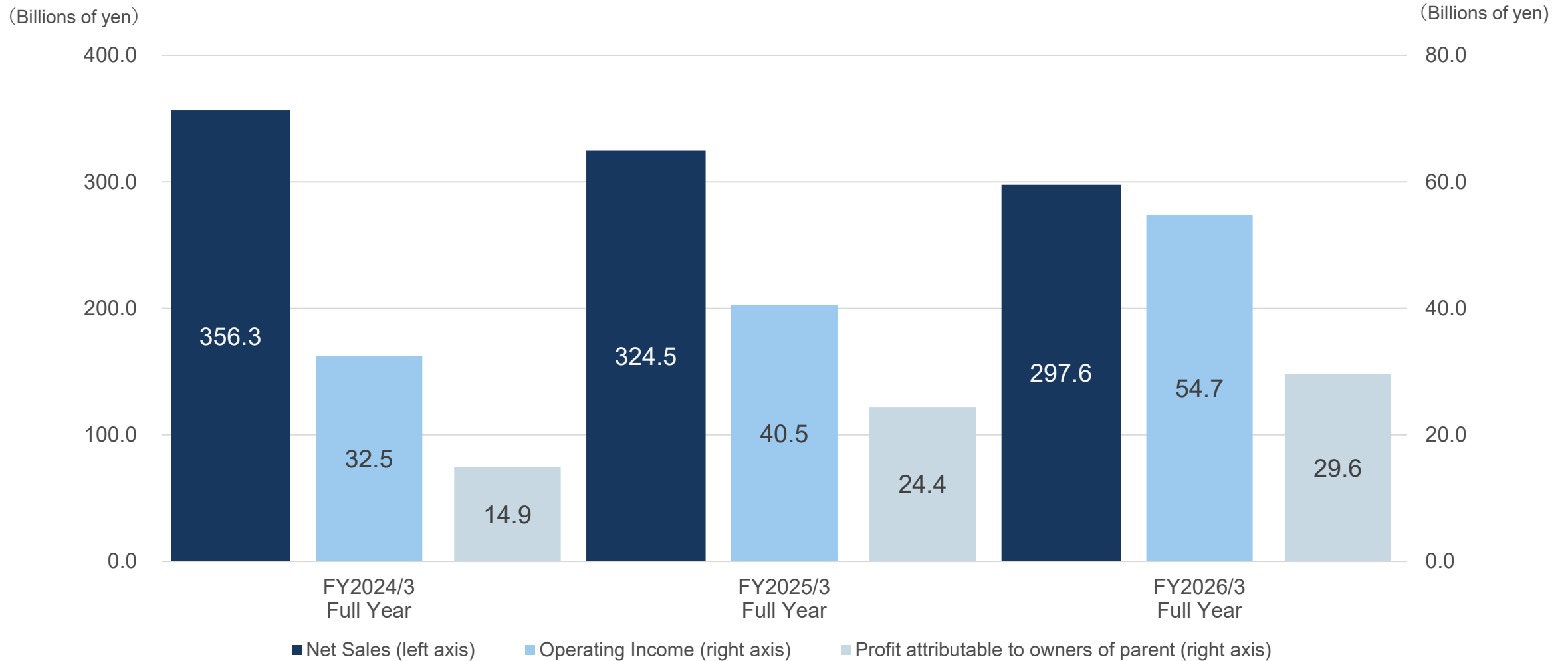
Account	Assets			Account	Liabilities and Net Assets		
	03/2025	03/2026	Changes		03/2025	03/2026	Changes
Cash and deposits	247.7	276.0	28.3	Notes and accounts payable	17.4	17.1	(0.3)
Notes and accounts receivable	33.1	30.4	(2.7)	Income taxes payable	2.5	16.1	13.6
Inventories	5.6	6.4	0.8	Refund liabilities	2.7	2.1	(0.6)
Content production account	46.9	46.2	(0.7)	Others	44.6	39.2	(5.4)
Others	10.9	9.1	(1.8)	Total Current Liabilities	67.3	74.7	7.4
Total Current Assets	344.5	368.3	23.8	Non-current Liabilities	12.4	14.0	1.6
Property and equipment	27.8	27.4	(0.4)	Total Liabilities	79.7	88.7	9.0
Intangible Assets	4.8	4.2	(0.6)	Total Shareholders' Equity	343.7	355.5	11.8
Investments and other assets	38.9	37.9	(1.0)	Others	(7.3)	(6.3)	1.0
Total Non-current Assets	71.6	69.6	(2.0)	Total Net Assets	336.3	349.2	12.9
Total Assets	416.1	438.0	21.9	Total Liabilities and Net Assets	416.1	438.0	21.9

02

Consolidated Financial Results and Progress in Each Business Segment

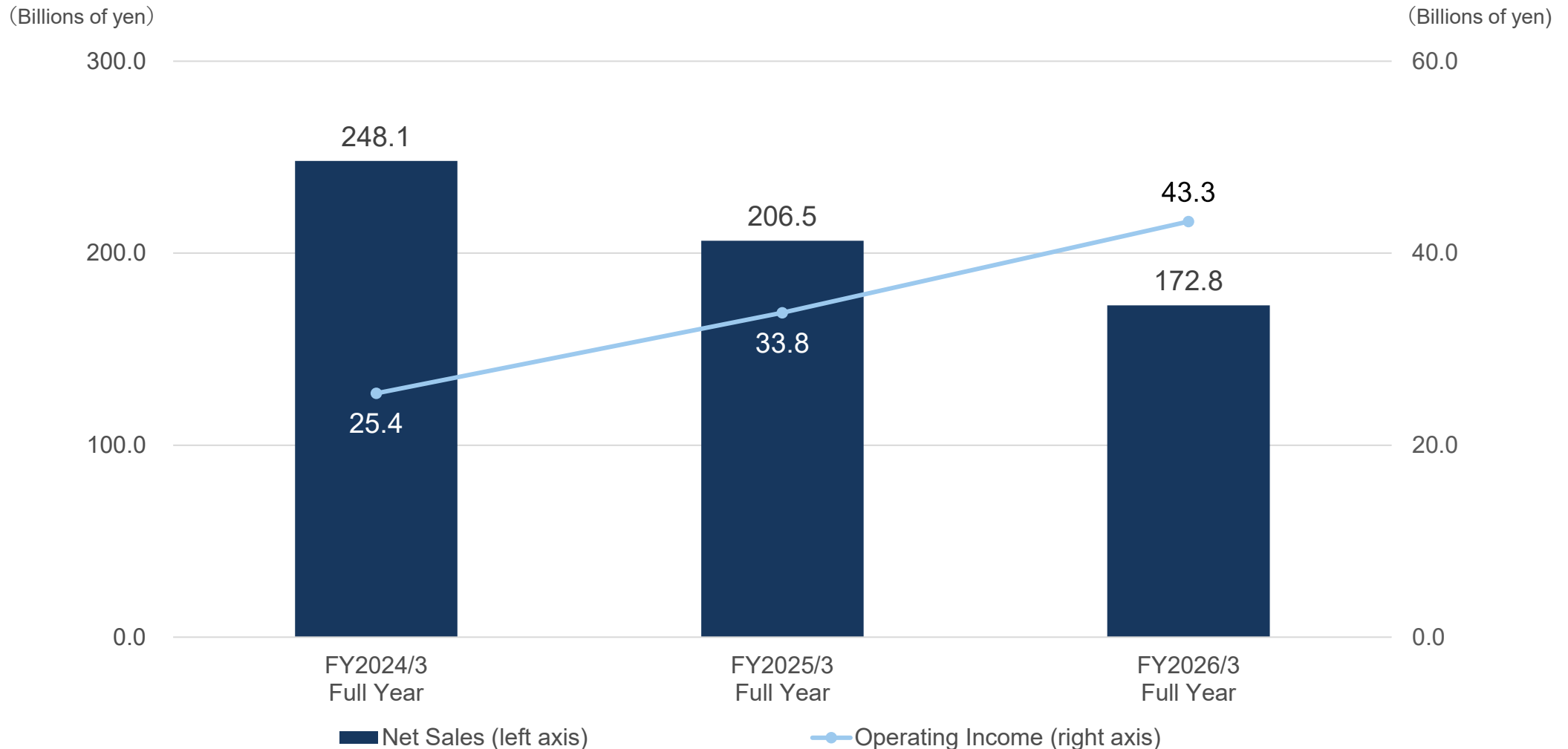
Consolidated Financial Results

Despite lower net sales year on year, operating income increased on improved profitability in the Digital Entertainment segment.



Digital Entertainment

Net sales declined year on year due to lower revenues from MMO, and Games for Smart Devices/PC Browser. However, operating income increased as a result of improved profitability.



Digital Entertainment

HD Games: Profit increased supported by steady sales of new titles and higher sales of catalogue titles year on year.

Net Sales: ¥76.5 billion (Prior FY: ¥75.1 billion/ up ¥1.4 billion YoY)

Operating Profit: ¥14.1 billion (Prior FY: ¥3.3 billion/ up ¥10.8 billion YoY)

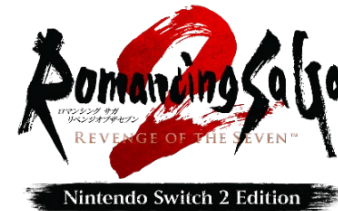
Major New Titles in FY2026/3



Launched on Jun 5, 2025



Launched on Jun 9, 2025
for Xbox Series X|S and Microsoft Store on Windows



Launched on Jul 31, 2025



Launched on Sep 30, 2025



Launched on Oct 30, 2025



Launched on Dec 4, 2025



Launched on Jan 22, 2026
for Nintendo Switch™ 2, Xbox Series X|S,
and Microsoft Store on Windows



Launched on Feb 5, 2026



Early Access Version
Launched on Feb 13, 2026



Launched on Feb 19, 2026



Launched on Mar 27, 2026

Digital Entertainment

MMO: Due to the release of the “FINAL FANTASY XIV” expansion pack in the previous year, both net sales and operating income decreased Year on Year.

Net Sales: ¥41.0 billion (Prior FY: ¥55.5 billion/ down ¥14.5 billion YoY)

Operating Income: ¥15.1 billion (Prior FY: ¥21.9 billion/ down ¥6.8 billion YoY)

Main Titles in Operation



Expansion 8.0 : Evercold
Planned for Launch in January, 2027

© SQUARE ENIX
LOGO ILLUSTRATION:© YOSHITAKA AMANO



Expansion 8.0
Planned for Launch on June 25, 2026

© ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX

Digital Entertainment

Games for Smart Devices/PC Browser: Operating income increased year on year, driven by improved profitability through diversification of payment methods and optimization of operating costs.

Net Sales: ¥55.2 billion (Prior FY: ¥75.8 billion/ down ¥20.6 billion YoY)

Operating Income: ¥14.0 billion (Prior FY: ¥8.5 billion/ up ¥5.5 billion YoY)

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



Aug 2010
(PC Browser game)



Sep 2014



Dec 2018



Sep 2019



Jul 2020



Oct 2020



Sep 2023



Nov 2024



Mar 2026



Apr 2026

© SQUARE ENIX
© ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX
Developed by Aiming Inc.
© SQUARE ENIX

© SQUARE ENIX © DeNA Co., Ltd.
© SQUARE ENIX
© SQUARE ENIX/NHN PlayArt
CHARACTER DESIGN: MIKI YAMASHITA / TETSUYA NOMURA

© SQUARE ENIX, Powered by Akatsuki Inc.,
ILLUSTRATION: TOMOMI KOBAYASHI
© SQUARE ENIX Powered by Applibot, Inc.
CHARACTER DESIGN: TETSUYA NOMURA / CHARACTER
ILLUSTRATION: LISA FUJISE

© ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX
© ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX
Developed by KLabGames

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

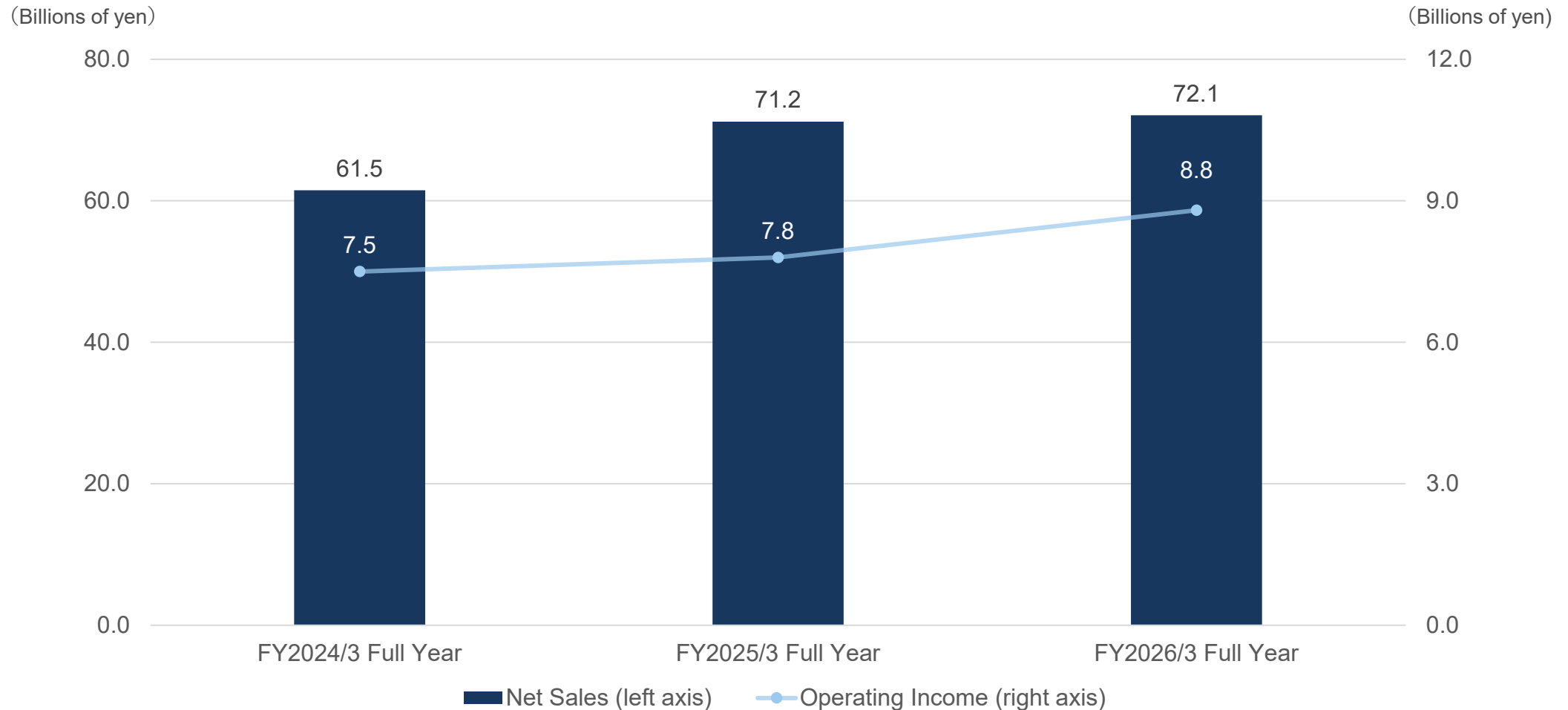
(Millions of Units Sold)

Region	FY2025/3 Full Year			FY2026/3 Full Year		
	Packaged	Downloads	Total	Packaged	Downloads	Total
Japan	1.96	4.47	6.42	1.81	4.26	6.07
North America/ Europe	2.31	13.73	16.04	2.76	14.48	17.24
Asia, etc.	0.27	2.71	2.98	0.40	2.96	3.37
Total	4.53	20.91	25.45	4.98	21.70	26.68

* The above numbers cover both HD and MMO titles, as well as games distributed by Square Enix and those sold episodically.

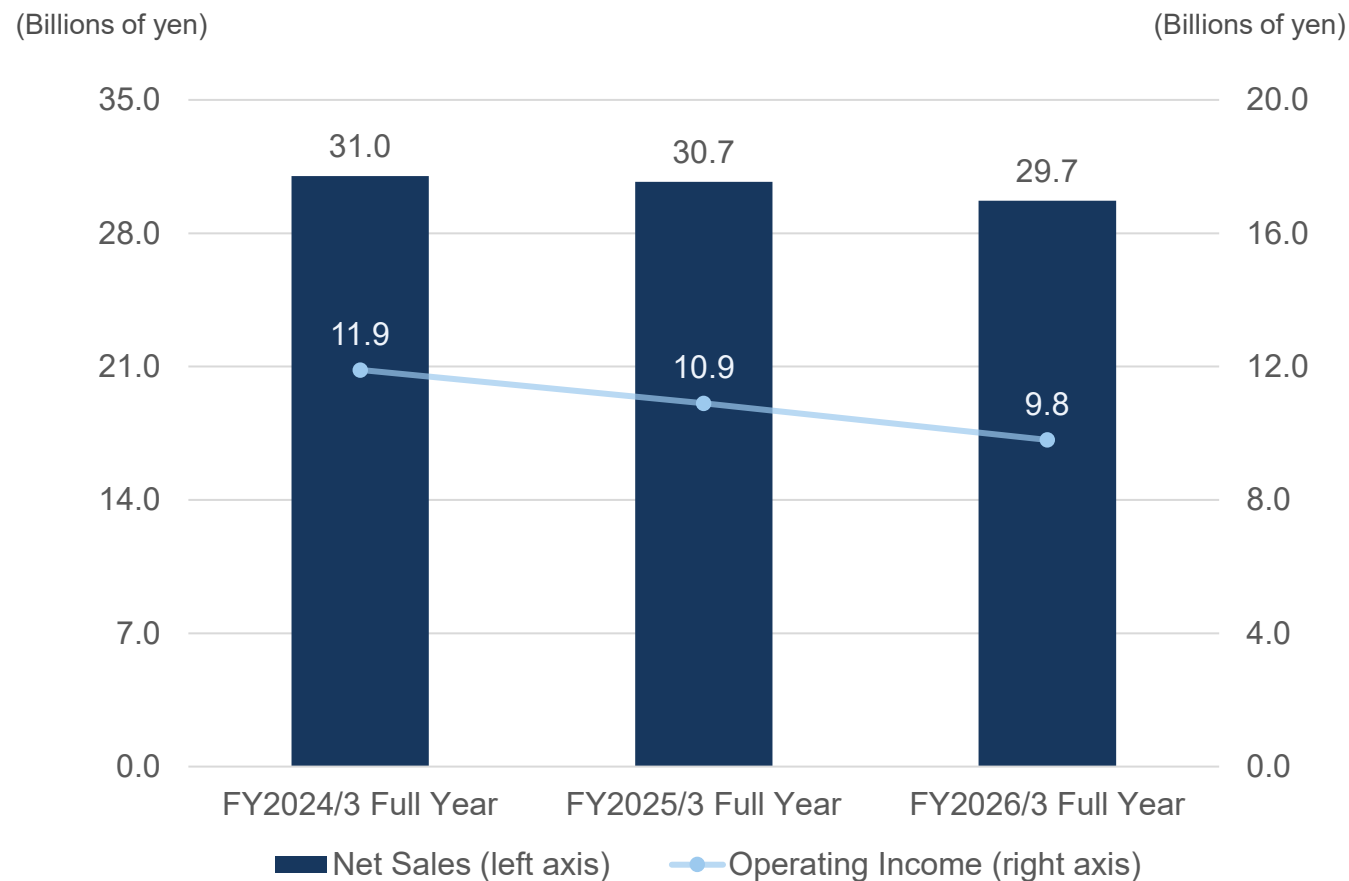
Amusement

Although sales of amusement machines fell year on year, both net sales and operating income increased, driven by higher same-store sales and increased sales of prize items to amusement facilities.



Publication

Net sales and operating income decreased year on year due to a decline in comic book sales.

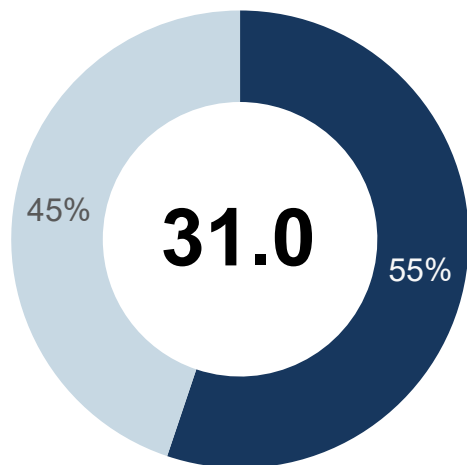


Major Services, Titles in FY2026/3

Publication

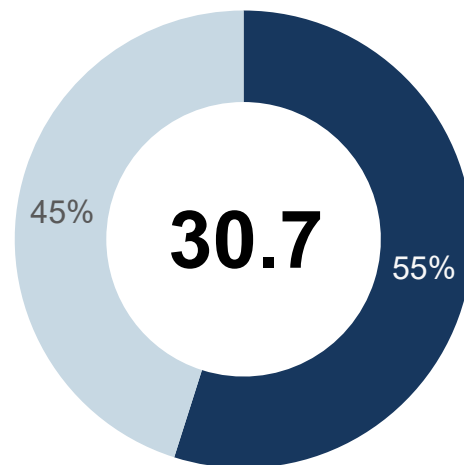
-Digital vs. Printed Media Sales- Breakdown of Publication Sales

(Billions of yen)



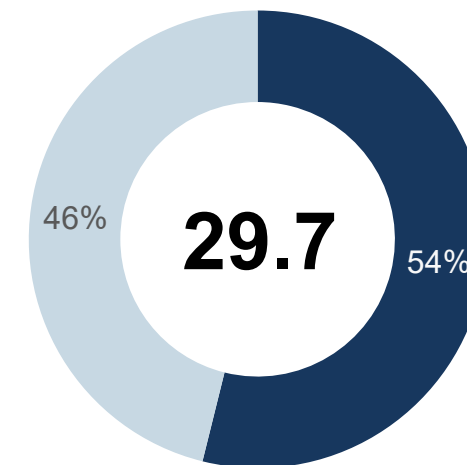
FY2024/3 Full Year

■ Digital sales	17.1
■ Printed media sales	13.9



FY2025/3 Full Year

■ Digital sales	16.8
■ Printed media sales	13.8

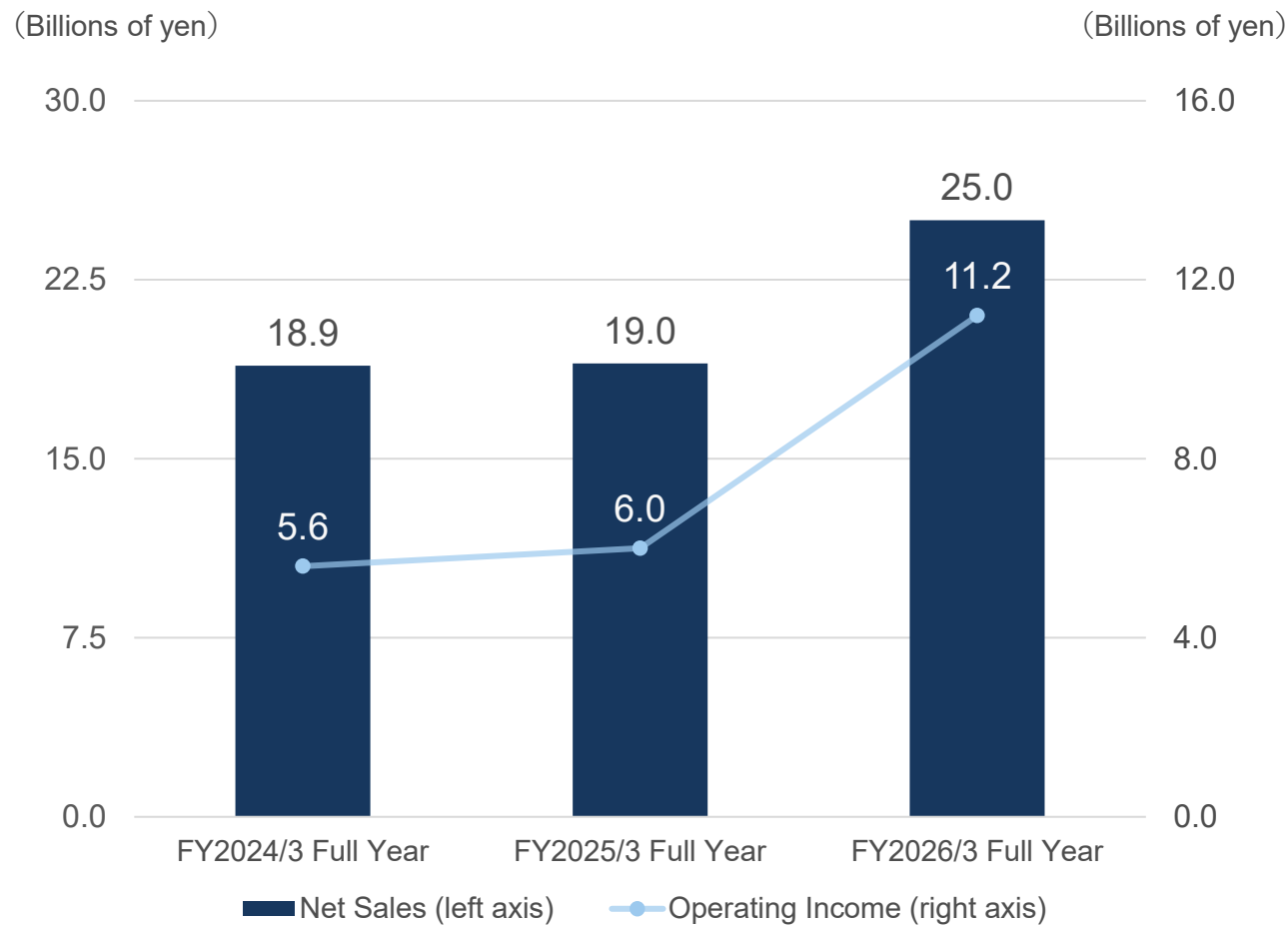


FY2026/3 Full Year

■ Digital sales	16.0
■ Printed media sales	13.7

Merchandising

Net sales and operating income increased year on year, driven by the recognition of royalty income from key IP.



Major Products in FY2026/3



© SQUARE ENIX Cards featuring art by Yoshitaka Amano
 IMAGE ILLUSTRATION: © YOSHITAKA AMANO
 © 2025 Wizards of the Coast LLC.
 © SQUARE ENIX
 © ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX



Financial Results Briefing Session

Fiscal Year Ended March 31, 2026

May 14, 2026