Consolidated Financial Results
for the Fiscal Year Ended March 31, 2026 (Japan GAAP)

May 14, 2026

Company name: SQUARE ENIX HOLDINGS CO., LTD.
Shares traded: Tokyo Stock Exchange, Prime Market
Company code: 9684
Company URL: https://www.hd.square-enix.com/eng
Representative: Takashi Kiryu, President and Representative Director
Contact: Takayuki Hamada, General Manager Financial Strategy Division
Tel (03) 5292-8000

Annual general meeting of shareholders: June 24, 2026 (planned)
Financial report submission: June 23, 2026 (planned)
Cash dividend payment commencement: June 5, 2026 (planned)
Supplementary annual materials prepared: Yes
Annual results presentation held: Yes (for institutional investors and analysts)

(Amounts under one million yen are rounded down)

1. Consolidated Financial Results (April 1, 2025 to March 31, 2026)

(1) Consolidated Financial Results

(Millions of yen and year-on-year changes in percents)

	Net sales		Operating income		Ordinary income		Profit attributable to owners of parent	
Fiscal year ended		%		%		%		%
March 31, 2026	297,661	(8.3)	54,736	34.9	64,469	57.5	29,616	21.3
March 31, 2025	324,506	(8.9)	40,580	24.6	40,939	(1.4)	24,414	63.7

Note. FY ended March 31, 2026 Comprehensive income: 30,679 million yen (21.5%)
FY ended March 31, 2025 Comprehensive income: 25,249 million yen (72.7%)

	Earnings per share, basic	Earnings per share, diluted	Return on equity	Ordinary income to total assets	Operating margin
Fiscal year ended	yen	yen	%	%	%
March 31, 2026	82.15	82.08	8.7	15.1	18.4
March 31, 2025	67.79	67.79	7.5	9.9	12.5

Note. 1 FY ended March 31, 2026 Equity in gain (loss) of affiliated companies: — million yen
FY ended March 31, 2025 Equity in gain (loss) of affiliated companies: — million yen

2 The company conducted a stock split at a ratio of three shares for one share of common stock, with the record date of September 30, 2025 and the effective date of October 1, 2025. The above figures for basic earnings per share and diluted earnings per share are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2025.

(2) Consolidated Financial Position

(Millions of yen, ratios in percents and per share data)

	Total assets	Net assets	Equity ratio	Net assets per share
As of			%	yen
March 31, 2026	438,018	349,224	79.6	966.63
March 31, 2025	416,160	336,368	80.7	931.75

Note. 1 Total equity As of March 31, 2026: 348,583 million yen
As of March 31, 2025: 335,709 million yen

2 The company conducted a stock split at a ratio of three shares for one share of common stock, with the record date of September 30, 2025 and the effective date of October 1, 2025. The above figures for net assets per share are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2025.

(3) Consolidated Statements of Cash Flows (Millions of yen)

	From operating activities	From investing activities	From financing activities	Closing cash and cash equivalents
Fiscal year ended				
March 31, 2026	51,584	(6,209)	(18,430)	275,796
March 31, 2025	42,781	(15,114)	(6,600)	243,610

2. Dividends

	Dividends per share					Total annual dividend payments	Dividend payout ratio (consolidated)	Dividend on equity (consolidated)
	1Q	2Q	3Q	4Q	Total			
	yen	yen	yen	yen	yen	million yen	%	%
Fiscal year ended March 31, 2025	—	28.00	—	101.00	129.00	15,491	63.4	4.7
Fiscal year ended March 31, 2026	—	54.00	—	25.00	—	15,505	52.3	4.5
Fiscal year ending March 31, 2027 (projection)	—	18.00	—	25.00	43.00	[redacted]	50.0	[redacted]

(Note) 1 No change in Dividend projection from previous announcement.

2 The company conducted a stock split at a ratio of three shares for one share of common stock, with the record date of September 30, 2025 and the effective date of October 1, 2025. The year-end dividend per share for the fiscal year ending March 2026 as above is the figure presented after the stock split. The total annual dividend per share for the fiscal year ending March 2026 is not presented due to the stock split, because the interim dividend and the year-end dividend cannot be simply totaled. The year-end dividend per share for the fiscal year ending March 2026 without considering the stock split will be 75.00 yen and the total annual dividend will be 129.00 yen.

3. Consolidated Forecasts (April 1, 2026 to March 31, 2027)

(Millions of yen, year-on-year changes in percents and per share data)

	Net sales		Operating income		Ordinary income		Profit attributable to owners of parent		Earnings per share, basic
		%		%		%		%	yen
Fiscal year ending March 31, 2027	298,000	0.1	49,000	(10.5)	49,000	(24.0)	31,000	4.7	85.99

(Note) The Company omits disclosure of consolidated earnings forecasts for the second quarter (cumulative). For details, please refer to (4) Consolidated forecasts on page 4 of the Supplemental Information attached herewith.

Notes

(1) Significant changes among major subsidiaries during the period: None

(2) Changes in accounting policies, procedures, and methods of presentation for consolidated financial statements

1. Changes in accounting policies due to revisions to accounting standards: None
2. Changes other than 1.: None
3. Changes in accounting estimates: Yes
4. Retrospective restatement: None

(3) Outstanding shares (common stock)

1. Number of shares issued and outstanding (including treasury stock):

As of March 31, 2026	367,594,788
As of March 31, 2025	367,594,788

2. Number of treasury stock:

As of March 31, 2026	6,975,951
As of March 31, 2025	7,294,473

3. Average number of shares during the period (cumulative):

Fiscal year ended March 31, 2026	360,523,968
Fiscal year ended March 31, 2025	360,119,233

(Note) The company conducted a stock split at a ratio of three shares for one share of common stock, with the record date of September 30, 2025 and the effective date of October 1, 2025. The above figures for outstanding shares (common stock) are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2025.

* Consolidated Financial Results for the Fiscal year ended March 31, 2026 (Japan GAAP) are outside the scope of audit by certified public accountants or audit firms.

* Proper use of earnings forecasts, and other special matters

(Cautionary statements with respect to forward-looking statements)

The forward-looking statements in this document are based upon the information currently available and necessarily include elements that are not entirely predictable. The achievement is not promised. Actual results may differ from the forward-looking statements in this document. For additional information about forecasts, please refer to “Consolidated Forecasts” section on page 4 of the Supplemental Information.

(Access to supplemental material for the consolidated financial results)

The Company posted the supplemental material for the consolidated financial results for the Fiscal year ended March 31, 2026, on the Company’s website on May 14, 2026.

Supplemental Information ー Index

1. Consolidated Results and Consolidated Financial Position for the Fiscal Year Ended March 31, 2026

(1) Analysis of consolidated business results

The Square Enix group (the "Group") is continuing determined efforts to strengthen the competitiveness and profitability of its business segments of Digital Entertainment, Amusement, Publication and Merchandising. Net sales for the fiscal year ended March 31, 2026 totaled ¥297,661 million (a decrease of 8.3% from the prior fiscal year), and operating income amounted to ¥54,736 million (an increase of 34.9% from the prior fiscal year). In foreign exchange rates, the weakness of Japanese yen compared to rates as of the end of the prior fiscal year resulted in the booking of a foreign exchange gain amounting to ¥7,213 million. As a result, ordinary income amounted to ¥64,469 million (an increase of 57.5% from the prior fiscal year). Profit attributable to owners of parent amounted to ¥29,616 million (an increase of 21.3% from the prior fiscal year), partly due to the recognition of ¥12,135 million in Reorganization costs.

A discussion of results by segment for the fiscal year ended March 31, 2026 follows.

●Digital Entertainment

The Digital Entertainment segment consists of planning, development, distribution, and operation of digital entertainment content primarily in the form of game. Digital entertainment content is offered to meet customer lifestyles across a variety of usage environments such as consumer game consoles (including handheld game machines), personal computers and smart devices.

In the HD (High-Definition) Game sub-segment, consolidated net sales and operating income for the fiscal year ended March 31, 2026 increased compared with the previous fiscal year, driven by steady sales of new titles such as "FINAL FANTASY TACTICS - The Ivalice Chronicles," "DRAGON QUEST I & II HD-2D Remake," and "DRAGON QUEST VII Reimagined," as well as higher sales of catalog titles compared with the previous fiscal year.

In the MMO (Massively Multiplayer Online) Game sub-segment, net sales and operating income declined compared with the previous fiscal year, as the previous fiscal year had seen the launch of "FINAL FANTASY XIV: Dawntrail," an expansion pack for "FINAL FANTASY XIV."

In the Games for Smart Devices/PC Browser sub-segment, net sales declined compared with the previous fiscal year due to weakness in existing titles. However, operating income increased year on year, mainly as a result of improved profitability stemming from diversification of payment methods.

Net sales and operating income in the Digital Entertainment segment totaled ¥172,883 million (a decrease of 16.3% from the prior fiscal year), and ¥43,363 million (an increase of 28.0% from the prior fiscal year), respectively.

●Amusement

The Amusement segment consists of the operation of amusement facilities and planning, development, and distribution of arcade game machines and related products for amusement facilities.

In the fiscal year ended March 31, 2026, net sales and and operating income increased compared with the previous fiscal year despite lower sales of amusement machines, driven by year-on-year growth in same-store sales and sales of prize items to amusement facilities.

Net sales and operating income in the Amusement segment totaled ¥72,126 million (an increase of 1.3% from the prior fiscal year), and ¥8,877 million (an increase of 13.1% from the prior fiscal year).

●Publication

The Publication segment consists of publication and licensing of comic magazines, comic books, and game-related books.

Net sales and operating income declined in the fiscal year ended March 31, 2026 compared with the previous fiscal year due to lower sales of comic books.

Net sales and operating income in the Publication segment totaled ¥29,712 million (a decrease of 3.4% from the prior fiscal year), and ¥9,849 million(a decrease of 10.3% from the prior fiscal year), respectively.

●Merchandising

The Merchandising segment consists of planning, production, distribution, and licensing of derivative products of IPs owned by the Group.

Net sales and operating income increased in the fiscal year ended March 31, 2026 compared with the previous fiscal year, driven by the recognition of royalty income from key IP.

Net sales and operating income in the Merchandising segment totaled ¥25,059 million (an increase of 31.4% from the prior fiscal year), and ¥11,237 million (an increase of 85.2% from the prior fiscal year), respectively.

(2) Analysis of consolidated financial position

●Assets

As of March 31, 2026, total current assets were ¥368,393 million, an increase of 6.9% from the prior fiscal year. This was mainly due to increases in cash and deposits of ¥28,293 million, while notes and accounts receivable-trade decreased by ¥2,693 million.

Total non-current assets were ¥69,624 million, a decrease of 2.8% from the prior fiscal year.

As a result, total assets were ¥438,018 million, an increase of 5.3% from the prior fiscal year.

●Liabilities

As of March 31, 2026, total current liabilities were ¥74,730 million, an increase of 10.9% from the prior fiscal year. This was mainly due to decreases in other on current liabilities of ¥3,229 million,asset retirement obligations of ¥1,811 million,and provision for office relocation of and ¥719 million,while the Income taxes payable increased by ¥13,587 millionrespectively.Total non-current liabilities were ¥14,063 million, an increase of 13.1% from the prior fiscal year.

As a result, total liabilities were ¥88,793 million, an increase of 11.3% from the prior fiscal year.

●Net assets

As of March 31, 2026, net assets were ¥349,224 million, an increase of 3.8% from the prior fiscal year. This was mainly due to profit attributable to owners of parent of ¥29,616 million and dividend payments of ¥18,620 million.

(3) Consolidated cash flow

As of March 31, 2026, cash and cash equivalents totaled ¥275,796 million, an increase of ¥32,185 million compared to the prior fiscal year. Cash flows during the fiscal year ended March 31, 2026 as well as the principal factors behind these cash flows are described below.

●Cash flows from operating activities

Net cash provided by operating activities during the fiscal year ended March 31, 2026 totaled ¥51,584 million (an increase of 20.6% from the prior fiscal year).

Profit before income taxes of ¥50,356 million, loss on disposal of content of ¥9,973 million, depreciation of ¥8,686 million, a decrease of trade receivables of ¥3,097 million, an increase in inventories of ¥9,675 million, income taxes paid of ¥6,157 million, and foreign exchange gains of ¥4,922 million led to the overall provision of cash from operating activities.

●Cash flows from investing activities

Net cash used in investing activities totaled ¥6,209 million (a decrease of 58.9% from the prior fiscal year).

The main factors are purchase of property, plant and equipment of ¥6,245 million, purchase of intangible assets of ¥1,150 million, payments for asset retirement obligations of ¥2,180 million, and proceeds from withdrawal of time deposits of ¥3,996 million.

●Cash flows from financing activities

Net cash used in financing activities totaled ¥18,430 million (an increase of 179.2% from the prior fiscal year).

The main factor is dividends paid of ¥18,629 million.

(4) Consolidated forecasts

As detailed in the “Section 3. Management Policy (3) Business landscape” part below, rapid changes are underway globally as customer demands for content and services grow more diverse and sophisticated and the methods and business models by which such content and services are provided also diversify in response.

By developing content in keeping with these environmental changes and diversifying its earnings opportunities, the Group is endeavoring to establish a robust earnings base.

(5) Basic policy for profit distribution and dividends

The Company recognizes the enhancement of corporate value and the return of profits to shareholders as important management priorities. The Company determines the amount of dividends by taking into consideration a consolidated dividend payout ratio of 30% as its basic policy, while also balancing growth investments and shareholder returns.

Based on this policy, the Company plans to submit a proposal at the meeting of the Board of Directors scheduled for May 20, 2026 to pay a year-end dividend of 25 yen per share for the fiscal year ending March 31, 2026, which, combined with the interim dividend of 18 yen per share, would make for a total annual dividend of 43 yen per share. In addition, the Company plans to pay a year-end dividend of 25 yen per share for the fiscal year ending March 31, 2027, which, combined with the projected interim dividend of 18 yen per share, would make for a projected total annual dividend of 43 yen per share.

(Note) The Company conducted a stock split at a ratio of three shares for one share of common stock, effective October 1, 2025. The interim dividend (18 yen per share) is the figure presented after the stock split.

2. The Group's Outline of Operations

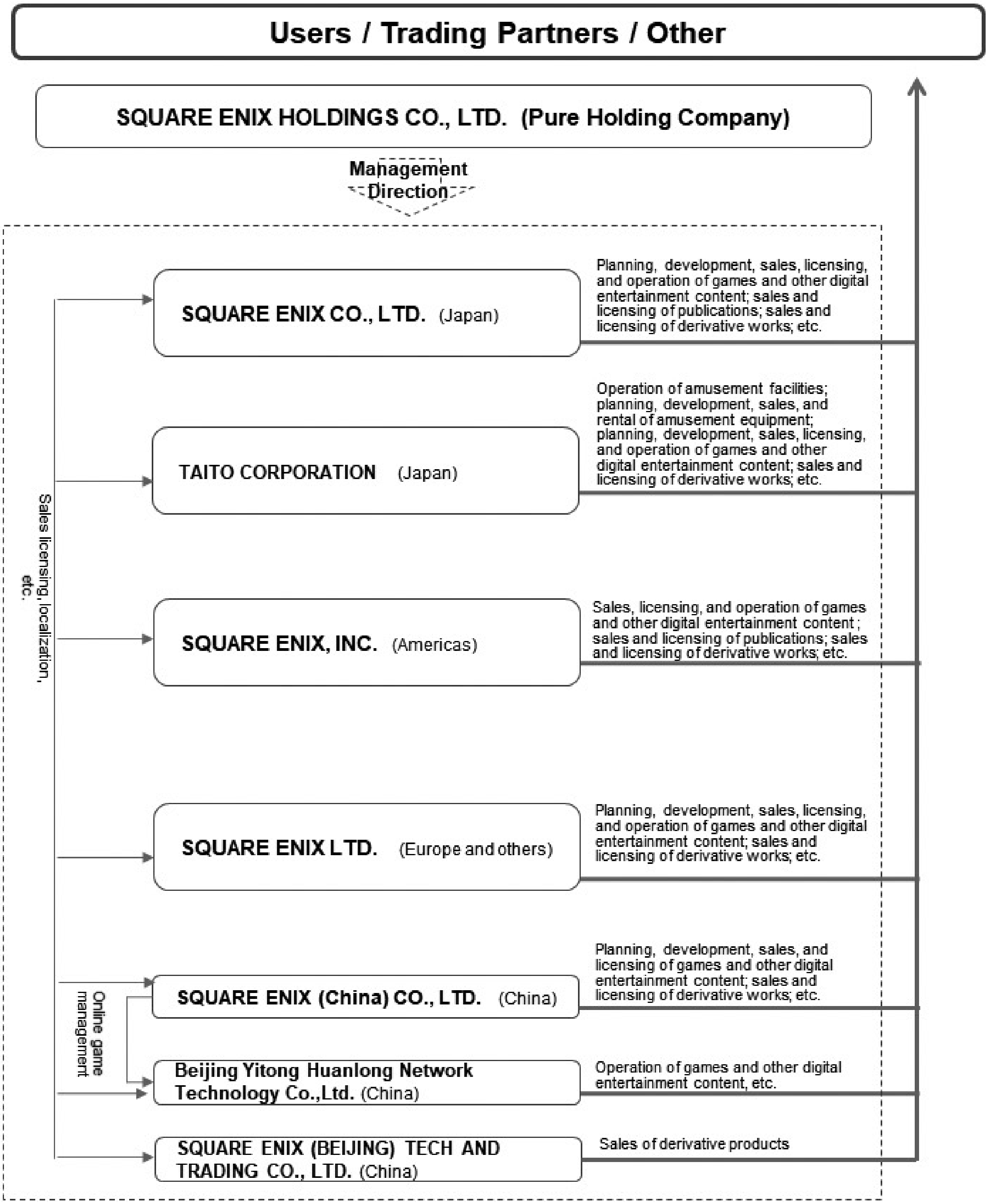
The following outline of operations lists the Group's primary business segments and major subsidiaries.

(Consolidated subsidiaries)

Segment	Primary Business Description	Region	Company Name
Digital Entertainment	Plans, develops, distributes, and operates games digital entertainment primarily in the form of computer games	Japan	SQUARE ENIX CO., LTD. TAITO CORPORATION
		Americas	SQUARE ENIX, INC.
		Europe and others	SQUARE ENIX LTD.
		Asia	SQUARE ENIX (China) CO., LTD. Beijing Yitong Huanlong Network Technology Co.,Ltd. (China)
Amusement	Operation of amusement facilities and planning, development and distribution of arcade game machines for amusement facilities and related products	Japan	TAITO CORPORATION SQUARE ENIX CO., LTD.
Publication	Comic books, game strategy books, comic magazines, etc.	Japan	SQUARE ENIX CO., LTD.
		Americas	SQUARE ENIX, INC.
		Europe and others	SQUARE ENIX LTD.
Merchandising	Planning, production, distribution and licensing of derivative products of titles owned by the Group	Japan	SQUARE ENIX CO., LTD. TAITO CORPORATION
		Americas	SQUARE ENIX, INC.
		Europe and others	SQUARE ENIX LTD.
		Asia	SQUARE ENIX (China) CO., LTD. SQUARE ENIX (BEIJING) TECH AND TRADING CO.,LTD.

Note The above table lists major consolidated subsidiaries only.

The Group's Business Diagram:



Note Above business diagram only includes key consolidated subsidiaries.

3. Management Policy

(1) Management philosophy

The Group has formulated a new “Purpose/Values” corporate philosophy structure as set forth below.
Purpose: “Creating New Worlds With Boundless Imagination to Enhance People’s Lives.”
Values: “Deliver Unforgettable Experiences,” “Embrace Challenges,” “Act Swiftly,” “Stronger Together,” “Continuously Evolve,” and “Cultivate Integrity”
Under this corporate philosophy, the Group will remain attuned to customers’ needs in the ever-changing world of entertainment and leverage the imaginations of Group employees to develop appealing IP and content. By serving a global audience with a diversity of games, comics, music, amusement facility, and other content based on this IP, the entire Group will work together to continue to grow.

(2) Management strategy

The Group announced a new medium-term business plan (covering the fiscal year ending March 31, 2025 through the fiscal year ending March 31, 2027) entitled “Square Enix Reboots and Awakens – 3-years of Foundation-Laying for Long-term Growth” in May 2024.
The period covered by its previous medium-term business plan (the fiscal year ended March 31, 2022 through the fiscal year ended March 31, 2024) saw some achievements, including a streamlined portfolio enabled by the divestiture of three overseas studios and select IP, the expansion of the MMO sub-segment as part of the Group’s earnings base, the Publication segment’s transition to a phase of stable growth, the Amusement segment’s V-shaped recovery, and the Merchandising segment’s expansion. Meanwhile, the period also highlighted some major challenges, including low profitability at the HD Games (HD) sub-segment, a slowdown in the Games for Smart Devices/PC Browser (SD) sub-segment, insufficient franchise-by-franchise portfolio management, and some gaps in the Group’s management infrastructure.
With the goal of overcoming these challenges and achieving powerful profit creation and further growth from a long-term perspective, the Group positions the three years of its new medium-term business plan as “3-years of Foundation-Laying for Long-term Growth” and intends to execute the following four strategies:
(1) Enhance productivity by optimizing the development footprint in the Digital Entertainment (DE) segment
(2) Diversify earnings opportunities by strengthening customer contact points
(3) Roll out initiatives to create additional foundational stability
(4) Allocate capital giving consideration to the balance between growth investments and shareholder returns

(1) Enhance productivity by optimizing the development footprint in the Digital Entertainment (DE) segment

- Shift from quantity to quality

The Group will pursue a shift from quantity to quality as its medium-to long-term philosophy regarding the DE segment’s portfolio. To that end, it will first work to establish the optimal portfolio, striking a balance between a “product-out” approach that reflects the imaginations of its employees to the utmost, and a “market-in” approach that leverages customers’ voices and data to inform development efforts.
It will strive for a regular launch cadence, focusing its development efforts and investments on titles with substantial potential to be loved by customers for years.

- Focus on development of titles delivering “Fun” that only the Group can create

With the goal of developing titles that deliver unforgettable experiences to customers and ensure excitement, the Group intends to focus on the following points.
First, mindful of the need to launch HD titles that help attract additional fans to the Group, the Group will regularly release AAA titles in its major franchises to maintain and build upon its fan base.
In addition, the Group will strive to increase its success rate in SD games by launching a carefully curated selection of titles. It will additionally explore ways to leverage its rich library of IP.

- Establish an internal development footprint that brings “Fun” that only the Group can create

The Group will retire its business unit-based organizational design and strive to establish an operationally integrated organization with the goal of revamping its internal title development footprint and bringing more capabilities in-house.

In addition, while keeping balance between the creativity of its individual employees and the management centered on the organization, the Group will transition to a project management structure. To that end, the Group will redefine the mission for producers and other related employees and organize its internal supporting structure. Also, the Group will improve its development investment efficiency, by reviewing the overall management process of title development.

(2) Diversify earnings opportunities by strengthening customer contact points

- Shift to a multiplatform strategy

For HD titles, the Group will aggressively pursue a multiplatform strategy that includes Nintendo platforms, PlayStation, Xbox, and PCs. Especially, in regards to major franchises and AAA titles including catalog titles, it will build an environment where more customers can enjoy our titles.

In addition, it will also devise a platform strategy for SD titles that includes not only iOS and Android, but also the possibility of PC launches.

Furthermore, the Group will strive to maximize the acquisition of new users when launching a title and that of recurring users after starting management of game operation.

- Building continuous customer contact points of our titles by stepping up digital sales

The Group will strengthen user flow of digital sales of new titles at the time of launch regarding the initiatives of promotion. In addition, it will create revenue opportunities from our rich catalog titles’ line-up, thereby strengthening its earnings base by expanding sales of catalog titles. Moreover, the Group will engage in initiatives which focus on the acquisition of PC users.

- Create the interaction with customers by increasing sophistication of publishing function

The Group will pursue integrated sales & marketing operations in Japan and improve the efficiency of f of publishing operations by consolidating the marketing functions that were previously spread across creative business units, expanding shared expertise, and eliminating duplicate functions. Also, it creates a new reporting line in order to enhance collaboration between sales and marketing functions.

It will also address the increasing sophistication of marketing by leveraging first-party data, including through the utilization of CRM solutions and data analytics, when developing an ad campaign for HD and SD titles.

- Generating the opportunity of new revenue by offering IP across a range of entertainment experiences

The Group will pursue a cross-media strategy capable of approaching new markets. Specifically, it will expand the scope of its licensing business by establishing a new department focusing on IP business development at global markets. In addition, it will build an organization that enables more active utilization of its IP by offering it across all media formats. The Group will also seek to generate synergies by integrating the organizations affiliated with its Merchandising segment.

(3) Roll out initiatives that create greater foundational stability

- Rebuild overseas business divisions from the ground up

The Group has begun optimizing costs at its European and American offices via structural reforms. It will also promote collaboration among Group companies in Japan and overseas. For example, the Group intends to work to strengthen the close collaboration between its divisions in Japan (creative studios and publishing) and to enable greater mobility of talent between them and the Group’s publishing functions overseas.

- Revamp policies on human resource allocation & investment to balance both “creativity and productivity” in Japan

The Group will build a flatter organizational structure by increasing opportunities of promotion by selection in order to pursue a new talent at our company and streamlining the process of decision-making. Specifically, it will roll out a new human resources system in line with integrated management of development functions, building a new system for hiring, promotion, and appointment of management. Moreover, the Group will rebuild training system for new graduates and introduce internal education programs to enhance capabilities of junior and mid-level employees.

- Enhance business infrastructure by implementing PDCA cycle in a timely and appropriate manner

The Group will pursue refining its management accounting system that enables greater visibility into business activities. In addition, the Group will not only make infrastructure enhancements that maximize the productivity of its employees under a hybrid-working system but also build an attractive office environment that helps unleash creativity for its development teams.

(4) Allocate capital giving consideration to the balance between growth investments and shareholder returns

The Group has formulated a capital allocation policy that gives consideration to the balance between growth investment and shareholder return, earmarking a maximum of ¥100 billion for total strategic investments (growth investments or shareholder returns) over a three-year period.

As regards growth investments, the Group will carefully select investment opportunities that contribute to the enhancement of corporate value and will utilize insights from its own businesses. It will explore the possibility of undertaking inorganic investments designed to expand its business domains and create greater stability.

Meanwhile, regarding shareholder returns, the Group has set a basic policy of a consolidated dividend payout ratio of 30% and determines the actual dividend amount by considering the balance between growth investment and shareholder returns.

Through these initiatives, the Group will strive to further enhance its corporate value.

(3) Business landscape

The cosole game market is expected to continue growing, driven by technological advances including digitization, which have shifted content distribution from physical packages to digital downloads, while business models have diversified from traditional one-off sales to free-to-play, in-game purchases, subscriptions, and other formats. In the market for new releases, popularity tends to concentrate on a limited number of major titles, resulting in increasingly pronounced differences between successful and unsuccessful titles.

In the mobile game market, improvements in smartphone performance are driving higher customer expectations for gaming experiences, while also diversifying game design and business models. In addition, the globalization of smartphone games and their expansion across multiple devices are leading to larger-scale content development, and the market is expected to continue growing. In Japan, while the dominance of top-ranking titles has become increasingly entrenched, intensifying competition for user acquisition and the longer operational lifecycles of leading titles have contributed to declining success rates for new titles.

In the amusement market, the market has remained firm, particularly in the prize game category, and sales at amusement facilities in Japan have remained stable.

In the publication (comic) market, sales of printed media are declining, while sales of digital content through comic apps and other platforms are growing. Reading comics on smartphones has become firmly established, and the digital comic market is expected to continue expanding.

In the environment surrounding the Group’s Merchandising segment, a broad range of products and services are being offered through various channels in Japan and overseas in response to increasingly diverse consumer preferences.

(4) Business and financial challenge calling for priority action

Please refer to (2) Management strategy.

(5) Objective metrics for assessing achievement of management objectives

The Group sets the following three financial targets:

- The Group will strive to achieve stable profit generation from the overall DE segment and to generate a consolidated operating margin of 15% in the fiscal year ending March 31, 2027.
- The Group earmarks a maximum of ¥100 billion for total strategic investments (growth investments or shareholder returns) over a three-year period.
- The Group will strive to achieve ROE of at least 10%, shifting to a management approach mindful of capital efficiency.

4. Basic policy regarding choice of accounting standard

The Group’s policy is to prepare its consolidated financial statements in accordance with Japanese Accounting Standards (“Japanese GAAP”) in order to enable the comparison of statements between different periods and different entities.

5. Consolidated Financial Statements

(1) Consolidated Balance Sheets

(Millions of yen)

	As of March 31, 2025	As of March 31, 2026
Assets		
Current assets		
Cash and deposits	247,760	276,054
Notes and accounts receivable-trade	33,175	30,482
Merchandise and finished goods	4,840	5,924
Raw materials and supplies	856	519
Content production account	46,936	46,258
Other	11,101	9,423
Allowance for doubtful accounts	(155)	(267)
Total current assets	344,515	368,393
Non-current assets		
Property, plant and equipment		
Buildings and structures	29,756	27,295
Accumulated depreciation	(16,308)	(13,344)
Buildings and structures (net)	13,447	13,950
Tools, furniture and fixtures	21,213	20,097
Accumulated depreciation	(15,066)	(15,119)
Tools, furniture and fixtures (net)	6,147	4,977
Amusement equipment	18,706	19,351
Accumulated depreciation	(16,412)	(17,288)
Amusement equipment (net)	2,294	2,063
Other	3,813	4,560
Accumulated depreciation	(2,432)	(2,118)
Other (net)	1,380	2,441
Land	3,782	3,782
Construction in progress	777	193
Total property, plant and equipment	27,829	27,409
Intangible assets		
Other	4,895	4,256
Total intangible assets	4,895	4,256
Investments and other assets		
Investment securities	5,553	5,251
Guarantee deposits	13,286	12,709
Net defined benefit asset	1,877	2,681
Deferred tax assets	12,647	11,862
Other	5,586	5,485
Allowance for doubtful accounts	(32)	(31)
Total investments and other assets	38,919	37,958
Total non-current assets	71,644	69,624
Total assets	416,160	438,018

(Millions of yen)

	As of March 31, 2025	As of March 31, 2026
Liabilities		
Current liabilities		
Notes and accounts payable-trade	17,439	17,192
Income taxes payable	2,540	16,128
Provision for bonuses	4,977	5,357
Provision for office relocation	1,030	310
Refund liabilities	2,722	2,132
Asset retirement obligations	2,270	459
Other	36,379	33,150
Total current liabilities	67,360	74,730
Non-current liabilities		
Net defined benefit liability	4,392	4,417
Deferred tax liabilities	465	535
Asset retirement obligations	5,725	5,642
Provision for loss on litigation	220	60
Other	1,628	3,407
Total non-current liabilities	12,431	14,063
Total liabilities	79,792	88,793
Net assets		
Shareholders' equity		
Capital stock	24,039	24,039
Capital surplus	54,678	55,213
Retained earnings	272,434	283,430
Treasury stock	(7,452)	(7,130)
Total shareholders' equity	343,700	355,553
Accumulated other comprehensive income		
Valuation difference on available-for-sale securities	(280)	(11)
Foreign currency translation adjustment	(8,503)	(8,068)
Remeasurements of defined benefit plans	793	1,110
Total accumulated other comprehensive income	(7,990)	(6,969)
Subscription rights to shares	353	293
Non-controlling interests	304	346
Total net assets	336,368	349,224
Total liabilities and net assets	416,160	438,018

(2) Consolidated Income Statement and Consolidated Statement of Comprehensive Income

Consolidated Income Statement

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Net sales	324,506	297,661
Cost of sales	*1 161,840	*1 138,712
Gross profit	162,665	158,949
Selling, general and administrative expenses		
Packing and transportation expenses	3,997	4,050
Advertising expenses	14,357	10,794
Promotion expenses	443	451
Directors' compensations	573	580
Salaries and allowances	29,382	27,746
Provision for bonuses	5,171	5,829
Retirement benefit expenses	1,134	998
Welfare expenses	4,655	4,497
Rent expenses	5,235	4,079
Commission fee	40,911	32,531
Depreciation	4,015	3,732
Other	12,206	8,920
Total selling, general and administrative expenses	*2 122,085	*2 104,213
Operating income	40,580	54,736
Non-operating income		
Interest income	2,381	2,829
Dividend income	1,335	0
Foreign exchange gains	—	7,213
Miscellaneous income	515	391
Total non-operating income	4,233	10,434
Non-operating expenses		
Interest expenses	243	85
Commission fee	462	—
Foreign exchange losses	1,232	—
Loss on valuation of crypto assets	206	81
Office transfer related expenses	612	153
Provision for office relocation expenses	*3 200	*3 310
Business restructuring expenses	650	—
Miscellaneous loss	266	69
Total non-operating expenses	3,874	700
Ordinary income	40,939	64,469

Consolidated Income Statement

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Extraordinary income		
Gain on sales of non-current assets	*4 40	*4 1
Gain on reversal of subscription rights to shares	10	33
Total extraordinary income	51	34
Extraordinary losses		
Loss on sale of non-current assets	*5 17	*5 63
Loss on retirement of non-current assets	*6 1,165	*6 267
Impairment loss	*7 26	*7 49
Loss on valuation of investment securities	17	934
Reorganization costs	—	*8 12,135
Provision for loss on litigation	*9 220	—
Other	—	699
Total extraordinary losses	1,447	14,148
Profit before income taxes	39,542	50,356
Income taxes-current	5,440	19,882
Income taxes for prior periods	*10 3,291	—
Income taxes-deferred	6,370	827
Total income taxes	15,101	20,709
Profit	24,440	29,646
Profit attributable to non-controlling interests	26	30
Profit attributable to owners of parent	24,414	29,616

Consolidated Statement of Comprehensive Income

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Profit	24,440	29,646
Other comprehensive income		
Valuation difference on available-for-sale securities	24	268
Foreign currency translation adjustment	557	447
Remeasurements of defined benefit plans	226	316
Total other comprehensive income	808	1,032
Comprehensive income	25,249	30,679
(Breakdown)		
Comprehensive income attributable to owners of parent	25,199	30,637
Comprehensive income attributable to non-controlling interests	49	41

(3) Consolidated Statements of Changes in Net Assets

Fiscal year ended March 31, 2025

(Millions of yen)

	Shareholders' equity				
	Capital stock	Capital surplus	Retained earnings	Treasury stock	Total shareholders' equity
Balance at the beginning of current period	24,039	54,368	254,741	(7,876)	325,272
Changes during the period					
Dividends from retained earnings			(6,720)		(6,720)
Profit attributable to owners of parent			24,414		24,414
Purchase of treasury stock				(3)	(3)
Disposal of treasury stock		309		427	737
Net changes of items other than shareholders' equity					
Total changes during the period	—	309	17,693	424	18,428
Balance at the end of current period	24,039	54,678	272,434	(7,452)	343,700

	Accumulated other comprehensive income				Subscription rights to shares	Non-controlling interests	Total net assets
	Valuation difference on available -for-sale securities	Foreign currency translation adjustment	Remeasurements of defined benefit plans	Total accumulated other comprehensive income			
Balance at the beginning of current period	(305)	(9,038)	566	(8,776)	378	255	317,129
Changes during the period							
Dividends from retained earnings							(6,720)
Profit attributable to owners of parent							24,414
Purchase of treasury stock							(3)
Disposal of treasury stock							737
Net changes of items other than shareholders' equity	24	534	226	785	(24)	49	810
Total changes during the period	24	534	226	785	(24)	49	19,238
Balance at the end of current period	(280)	(8,503)	793	(7,990)	353	304	336,368

Fiscal year ended March 31, 2026

(Millions of yen)

	Shareholders' equity				
	Capital stock	Capital surplus	Retained earnings	Treasury stock	Total shareholders' equity
Balance at the beginning of current period	24,039	54,678	272,434	(7,452)	343,700
Changes during the period					
Dividends from retained earnings			(18,620)		(18,620)
Profit attributable to owners of parent			29,616		29,616
Purchase of treasury stock				(5)	(5)
Disposal of treasury stock		535		327	862
Net changes of items other than shareholders' equity					
Total changes during the period	—	535	10,996	321	11,853
Balance at the end of current period	24,039	55,213	283,430	(7,130)	355,553

	Accumulated other comprehensive income				Subscription rights to shares	Non-controlling interests	Total net assets
	Valuation difference on available -for-sale securities	Foreign currency translation adjustment	Remeasurements of defined benefit plans	Total accumulated other comprehensive income			
Balance at the beginning of current period	(280)	(8,503)	793	(7,990)	353	304	336,368
Changes during the period							
Dividends from retained earnings							(18,620)
Profit attributable to owners of parent							29,616
Purchase of treasury stock							(5)
Disposal of treasury stock							862
Net changes of items other than shareholders' equity	268	435	316	1,020	(59)	41	1,003
Total changes during the period	268	435	316	1,020	(59)	41	12,856
Balance at the end of current period	(11)	(8,068)	1,110	(6,969)	293	346	349,224

(4) Consolidated Statements of Cash Flows

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Cash flows from operating activities		
Profit before income taxes	39,542	50,356
Depreciation	8,463	8,686
Impairment loss	26	49
Increase (decrease) in allowance for doubtful accounts	(62)	99
Increase (decrease) in provision for bonuses	(332)	378
Increase (decrease) in refund liabilities	(1,671)	(704)
Decrease (increase) in net defined benefit asset	(286)	(324)
Increase (decrease) in net defined benefit liability	405	35
Interest and dividend income	(3,717)	(2,829)
Interest expenses	243	85
Foreign exchange losses (gains)	955	(4,922)
Loss on retirement of non-current assets	1,165	267
Loss(gain) on valuation of crypto assets	206	81
Loss (gain) on sale of non-current assets	(22)	62
Loss (gain) on valuation of investment securities	17	934
Loss on disposal of content	—	9,973
Decrease (increase) in trade receivables	11,538	3,097
Decrease (increase) in inventories	1,579	(9,675)
Increase (decrease) in trade payables	(6,610)	(53)
Decrease (increase) in other current assets	3,345	20
Decrease (increase) in other non-current assets	(16)	(264)
Increase (decrease) in other current liabilities	(7,877)	(3,032)
Other, net	326	556
Subtotal	47,219	52,878
Interest and dividend income received	3,717	2,829
Interest expenses paid	(154)	(152)
Income taxes paid	(10,340)	(6,157)
Income taxes refund	2,340	2,186
Net cash provided by (used in) operating activities	42,781	51,584

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Cash flows from investing activities		
Payments into time deposits	(4,044)	(240)
Proceeds from withdrawal of time deposits	2,882	3,996
Purchase of property, plant and equipment	(10,870)	(6,245)
Proceeds from sales of property, plant and equipment	50	1
Purchase of intangible assets	(1,203)	(1,150)
Purchase of investment securities	(573)	(378)
Payments for investments in capital	(399)	(301)
Purchase of shares of subsidiaries and associates	(918)	(362)
Proceeds from sale of crypto assets	60	30
Payments for asset retirement obligations	—	(2,180)
Payments for guarantee deposits	(234)	(465)
Proceeds from collection of guarantee deposits	100	1,062
Other, net	34	21
Net cash provided by (used in) investing activities	(15,114)	(6,209)
Cash flows from financing activities		
Repayments of lease obligations	(359)	(365)
Purchase of treasury shares	(3)	(5)
Proceeds from exercise of share options	482	570
Cash dividends paid	(6,719)	(18,629)
Other, net	—	0
Net cash provided by (used in) financing activities	(6,600)	(18,430)
Effect of exchange rate change on cash and cash equivalents	(637)	5,240
Net increase (decrease) in cash and cash equivalents	20,429	32,185
Cash and cash equivalents at beginning of period	223,181	243,610
Cash and cash equivalents at end of period	243,610	275,796

(5) Notes to Consolidated Financial Statements

(Note regarding going concern assumptions)

None

(Notes on Changes in Accounting Estimates)

(Changes in Estimates of Asset Retirement Obligations)

With respect to asset retirement obligations recognized for restoration costs based on real estate lease contracts, etc., a portion of the Company's consolidated subsidiaries changed the estimates relating to such restoration costs required for the head office, data centers, and amusement facility stores in consideration of the acquisition of new information and other factors.

Based on these updated estimates, the Company added ¥179 million to its asset retirement obligation balance. As a result, compared with the amounts that would have been recognized under the previous estimates, operating income, ordinary income, and profit before income taxes each increased by ¥1 million for the fiscal year ended March 31, 2026.

(Notes to Consolidated Income Statement)

*1 Inventories at fiscal year-end are stated after writing down based on the decrease in profitability.
The following amount is included within cost of sales as loss on valuation of inventories.

(Millions of yen)

Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
7,487	7,762

*2 Selling, general and administrative expenses include research and development expenses

(Millions of yen)

Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
1,782	2,541

*3 The company has recognized reasonable estimates regarding the costs of office relocation.

*4 Breakdown of gain on sale of property and equipment

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Buildings and structures	11	—
Tools, furniture and fixtures	8	0
Other	19	0
Total	40	1

*5 Breakdown of loss on sale of property and equipment

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Tools, furniture and fixtures	17	63
Intangible fixed assets（Other）	—	0
Total	17	63

*6 Breakdown of loss on disposal of property and equipment

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Buildings and structures	5	164
Tools, furniture and fixtures	15	16
Amusement equipment	74	79
Intangible fixed assets（Other）	1,071	6
Total	1,165	267

*7 Impairment loss

In the fiscal year ended March 31, 2025, the Group posted an impairment loss on the following groups of assets.

(Millions of yen)

Location	Usage	Category	Impairment amount
Shinjyuku, Tokyo	Idle assets	Amusement equipment	7
		Other	0
Kawasaki, Kanagawa	Assets planned for disposal	Buildings and Structures	17
		Tools, furniture and fixtures	0
		Other	2
Total			26

In the amusement segment, each captive outlet and each division including rented outlets, franchise outlets and amusement equipment production and sales, is classified as one asset-grouping unit. Idle assets that are not used for operational purposes and assets planned for disposal are classified individually.
With regard to idle assets presented in the table above, the future use of these assets was deemed uncertain. Accordingly, the book value of these idle assets has been written down to the applicable recoverable value. With regard to assets planned for disposal, future recovery of the investment amount has been deemed uncertain and their book value has been written down to the applicable recoverable value. Note that calculation of recoverable amounts is measured by net realizable value. Net realizable value is based on a reasonable assumption of market price.

In the fiscal year ended March 31, 2026, the Group posted an impairment loss on the following groups of assets.

(Millions of yen)

Location	Usage	Category	Impairment amount
Shinjyuku, Tokyo	Idle assets	Amusement equipment	14
Kawasaki, Kanagawa	Assets planned for disposal	Buildings and Structures	31
		Tools, furniture and fixtures	0
		Other	2
Total			49

In the amusement segment, each captive outlet and each division including rented outlets, franchise outlets and amusement equipment production and sales, is classified as one asset-grouping unit. Idle assets that are not used for operational purposes and assets planned for disposal are classified individually.
With regard to idle assets presented in the table above, the future use of these assets was deemed uncertain. Accordingly, the book value of these idle assets has been written down to the applicable recoverable value. With regard to assets planned for disposal, future recovery of the investment amount has been deemed uncertain and their book value has been written down to the applicable recoverable value. Note that calculation of recoverable amounts is measured by net realizable value. Net realizable value is based on a reasonable assumption of market price.

*8 The Company has determined that it is necessary to fundamentally review its development and marketing processes in response to significant changes in the operating environment, including the increasing importance of overseas markets, the advancement of transmedia development, the ongoing digital shift, and the rapid evolution of artificial intelligence (AI). In order to address these changes and strengthen its competitiveness, the Company is promoting data-driven strategic development and advancing a shift from a product-out approach to a market-in approach. As part of these efforts, the Company decided, at the meeting of its Board of Directors held on September 30, 2025, on a basic policy to review the overall state of its overseas organizations to enhance the efficiency and agility of its operations, in order to strengthen the development structure of the Digital Entertainment segment and to promote a globally integrated marketing strategy. The specific measures related to this reorganization were approved at the Board meeting held on November 6, 2025. In connection with this reorganization, the Company recorded a loss on disposal of content of 9,973 million yen, personnel reduction costs of 2,076 million yen, and other costs of 85 million yen.

*9 With respect to the litigation currently pending, the Group has recognized a provision for estimated losses based on the status. This provision has been recorded as the provision for loss in an extraordinary loss.

*10 The consolidated subsidiary has recognized the amount based on the agreement under the mutual consultation procedure between the UK and Canada regarding transfer pricing.

(Notes on Segment Information)

[Segment Information]

■ Year ended March 31, 2025

1. Outline of reporting segments

"The Group's reporting segments are business units for which discrete financial data is available and periodically reviewed by the Board of Directors in the determination of resource allocation as well as the evaluation of business performance.

To this end, the Group offers entertainment content and services in a variety of forms including: (1) interactive digital content for game consoles (including handheld game machines), personal computers and smartphones in the “Digital Entertainment” segment; (2) amusement facility operation as well as the sales and rental of arcade game machines in the “Amusement” segment; (3) publication and licensing of comic magazines, comic books, and game-related books in the “Publication” segment; and (4) planning, production, distribution and licensing of derivative products in the “Merchandising” segment. These four classifications serve as the Group's reporting segments.

2. Calculating reporting segment sales, income (loss), assets and other items

Accounting treatment methods applied to financial results of reporting segments are the same as those used in the preparation of the Company’s consolidated financial statements. Reporting segment income corresponds to operating income. Intersegment sales are based on prevailing prices in the market for the content and/or services provided.

3. Information on sales and income by reporting segment

(Millions of yen)

	Reporting Segments					Adjustment (Note 1)	Consolidated total (Note 2)
	Digital Entertainment	Amusement	Publication	Merchandising	Total		
Sales and operating income							
Net sales							
Domestic	109,519	67,904	28,355	9,146	214,924	—	214,924
Overseas	96,943	1,974	2,353	8,239	109,510	—	109,510
Revenue from contracts with customers	206,463	69,878	30,708	17,385	324,435	—	324,435
Other revenue	70	—	—	—	70	—	70
(1) Sales to outside customers	206,533	69,878	30,708	17,385	324,506	—	324,506
(2) Intersegment sales	3	1,337	43	1,682	3,066	(3,066)	—
Total	206,536	71,215	30,752	19,067	327,573	(3,066)	324,506
Segment operating income	33,867	7,846	10,977	6,067	58,759	(18,179)	40,580
Segment assets	81,419	26,813	9,617	2,470	120,321	295,838	416,160
Other items							
Depreciation and amortization	2,751	3,097	54	24	5,928	2,535	8,463
Increases in property, plant and equipment and intangible assets	1,189	4,424	17	6	5,638	7,993	13,632

Notes: 1. (1) Segment adjustments (¥18,179 million) include unallocated corporate general and administrative expenses (¥18,226 million).

(2) Segment assets adjustment of ¥295,838 million includes unallocated assets of ¥295,843 million. These assets mainly consist of surplus funds (including cash and deposits).

(3) Depreciation and amortization adjustment of ¥2,535 million relates to unallocated corporate assets.

(4) The adjustment increase of ¥7,993 million in property, plant and equipment, and intangible assets relates to unallocated corporate assets.

2. Segment operating income is adjusted in operating income on the consolidated income statement.

3. Disaggregated revenue disclosures are distinguished between Domestic and Overseas.

■ Year ended March 31, 2026

1. Outline of reporting segments

"The Group's reporting segments are business units for which discrete financial data is available and periodically reviewed by the Board of Directors in the determination of resource allocation as well as the evaluation of business performance.

To this end, the Group offers entertainment content and services in a variety of forms including: (1) interactive digital content for game consoles (including handheld game machines), personal computers and smartphones in the “Digital Entertainment” segment; (2) amusement facility operation as well as the sales and rental of arcade game machines in the “Amusement” segment; (3) publication and licensing of comic magazines, comic books, and game-related books in the “Publication” segment; and (4) planning, production, distribution and licensing of derivative products in the “Merchandising” segment. These four classifications serve as the Group's reporting segments.

2. Calculating reporting segment sales, income (loss), assets and other items

Accounting treatment methods applied to financial results of reporting segments are the same as those used in the preparation of the Company’s consolidated financial statements. Reporting segment income corresponds to operating income. Intersegment sales are based on prevailing prices in the market for the content and/or services provided.

3. Information on sales, income or loss, assets and other items disaggregated revenue disclosures by reporting segment

(Millions of yen)

	Reporting Segments					Adjustment (Note 1)	Consolidated total (Note 2)
	Digital Entertainment	Amusement	Publication	Merchandising	Total		
Sales and operating income							
Net sales							
Domestic	92,015	67,741	26,752	11,409	197,919	—	197,919
Overseas	80,848	3,798	2,912	12,163	99,722	—	99,722
Revenue from contracts with customers	172,863	71,539	29,665	23,572	297,642	—	297,642
Other revenue	19	—	—	—	19	—	19
(1) Sales to outside customers	172,883	71,539	29,665	23,572	297,661	—	297,661
(2) Intersegment sales	0	586	46	1,486	2,119	(2,119)	—
Total	172,883	72,126	29,712	25,059	299,781	(2,119)	297,661
Segment operating income	43,363	8,877	9,849	11,237	73,328	(18,591)	54,736
Segment assets	79,124	27,042	9,389	3,903	119,460	318,557	438,018
Other items							
Depreciation and amortization	2,207	3,313	53	21	5,595	3,090	8,686
Increases in property, plant and equipment and intangible assets	1,351	3,059	15	5	4,431	3,575	8,007

Notes: 1. (1) Segment adjustments (¥18,591 million) include unallocated corporate general and administrative expenses (¥18,631 million).

(2) Segment assets adjustment of ¥318,557 million includes unallocated assets of ¥318,609 million. These assets mainly consist of surplus funds (including cash and deposits).

(3) Depreciation and amortization adjustment of ¥3,090 million relates to unallocated corporate assets.

(4) The adjustment increase of ¥3,575. million in property, plant and equipment, and intangible assets relates to unallocated corporate assets.

2. Segment operating income is adjusted in operating income on the consolidated income statement.

3. Disaggregated revenue disclosures are distinguished between Domestic and Overseas

[Related Information]

■ Year ended March 31, 2025

1. Information by product or service

This information is identical to that of segment information and has therefore been omitted.

2. Information by geographical area

(1) Sales

(Millions of yen)

	Japan	North America		Europe	Asia and others	Total
			U.S.A.			
Consolidated sales	214,995	67,779	63,719	24,405	17,326	324,506

Note: The classification of geographic segments is based on location of customer.

(2) Property and equipment

(Millions of yen)

	Japan	North America	Europe	Asia and others	Total
Property and equipment	25,115	585	1,973	154	27,829

3. Information by major customer

This information has been omitted because all sales to major customers account for less than 10% of the net sales amount shown on the Consolidated Statement of Income.

■ Year ended March 31, 2026

1. Information by product or service

This information is identical to that of segment information and has therefore been omitted.

2. Information by geographical area

(1) Sales

(Millions of yen)

	Japan	North America		Europe	Asia and others	Total
			U.S.A.			
Consolidated sales	197,939	63,094	59,771	21,221	15,406	297,661

Note: The classification of geographic segments is based on location of customer.

(2) Property and equipment

(Millions of yen)

	Japan	North America	Europe	Asia and others	Total
Property and equipment	23,639	2,178	1,495	96	27,409

3. Information by major customer

This information has been omitted because all sales to major customers account for less than 10% of the net sales amount shown on the Consolidated Statement of Income.

[Information related to impairment losses on property and equipment in each reporting segment]

■ Year ended March 31, 2025

(Millions of yen)

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated (Note)	Total
Impairment losses	—	26	—	—	—	26

■ Year ended March 31, 2026

(Millions of yen)

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated (Note)	Total
Impairment losses	—	49	—	—	—	49

[Information related to amortization of goodwill and the unamortized balance in each reporting segment]

■ Year ended March 31, 2025

None

■ Year ended March 31, 2026

None

[Information related to gain on negative goodwill in each reporting segment]

■ Year ended March 31, 2025

None

■ Year ended March 31, 2026

None

(Notes on Per Share Information)

(yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Net assets per share	931.75	966.63
Earnings per share	67.79	82.15
Diluted earnings per share	67.79	82.08

Note: The basis for calculating earnings per share and diluted earnings per share is provided below.

(Millions of yen)

	Fiscal year ended March 31, 2025	Fiscal year ended March 31, 2026
Earnings per share:		
Profit attributable to owners of parent	24,414	29,616
Income not available to common shareholders	—	—
Profit attributable to owners of parent available to common shareholders	24,414	29,616
Average number of shares of common stock outstanding during the fiscal year (thousands of shares)	360,119	360,523
Adjustments to profit used to calculate diluted earnings per share:		
Adjustments to profit attributable to owners of parent	—	—
Increase in the number of shares of common stock (thousands of shares)	22	278
(Number of shares reserved for the purpose of new share issuances for exercise of share subscription rights)	(22)	(278)
Summary of residual securities that do not dilute the Company's earnings per share	'Issuance of July 2020 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 24, 2020: 103,500 shares 'Issuance of July 2021 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 25, 2021: 286,500 shares 'Issuance of July 2022 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 23, 2022: 170,700 shares 'Issuance of July 2023 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 23, 2023: 123,300 shares 'Issuance of July 2024 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 21, 2024: 405,900 shares	'Issuance of July 2025 stock acquisition rights, pursuant to a resolution of the Board of Directors on June 25, 2025: 99,900 shares

Note: The company conducted a stock split at a ratio of three shares for one share of common stock, with the record date of September 30, 2025 and the effective date of October 1, 2025. The above are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2025.

(Notes on Significant Subsequent Events)
None