SQUARE ENIX

Financial Results Briefing Session
Six-Month Period Ended September 30, 2026

November 11, 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 Half of Fiscal Year Ending March 31, 2027

Consolidated Statement of Income FY2027/3 1H

(Billions of Yen)

	Fiscal Year Ended March 31, 2026		Fiscal Year Ending March 31, 2027			
	1H	Full Year Results	1H	Changes	Revised Full Year Forecasts	Changes
Net Sales	133.8	297.6	163.1	29.3	310.0	12.4
Operating Income	27.2	54.7	38.7	11.5	59.0	4.3
Operating Income Margin	20.4%	18.4%	23.8%	3.4pt	19.0%	0.6pt
Ordinary Income	28.5	64.4	40.3	11.8	59.0	(5.4)
Ordinary Income Margin	21.3%	21.7%	24.7%	3.4pt	19.0%	(2.7pt)
Profit attributable to owners of parent	10.0	29.6	28.5	18.5	37.0	7.4

Consolidated Statement of Income Fiscal Year 1H FY2027 by Business Segment

(Billions of Yen)

	Fiscal Year Ended March 31, 2026	Fiscal Year Ending March 31, 2027	
	1H	1H	Changes
Net sales	**133.8**	**163.1**	**29.3**
Digital Entertainment	73.0	97.6	24.6
Amusement	34.5	39.1	4.6
Publication	14.4	15.8	1.4
Merchandising	12.7	11.4	(1.3)
Eliminations or unallocated	(0.8)	(0.9)	(0.1)
Operating income	**27.2**	**38.7**	**11.5**
Digital Entertainment	20.0	32.8	12.8
Amusement	4.2	5.4	1.2
Publication	4.7	5.3	0.6
Merchandising	6.7	4.1	(2.6)
Eliminations or unallocated	(8.6)	(9.0)	(0.4)
Operating income margin	**20.4%**	**23.8%**	**3.4pt**
Digital Entertainment	27.5%	33.6%	6.1pt
Amusement	12.2%	13.9%	1.7pt
Publication	33.2%	34.0%	0.8pt
Merchandising	53.5%	35.8%	(17.7pt)
Eliminations or unallocated	-	-	-

Consolidated Balance Sheet as of September 30, 2026

(Billions of Yen)

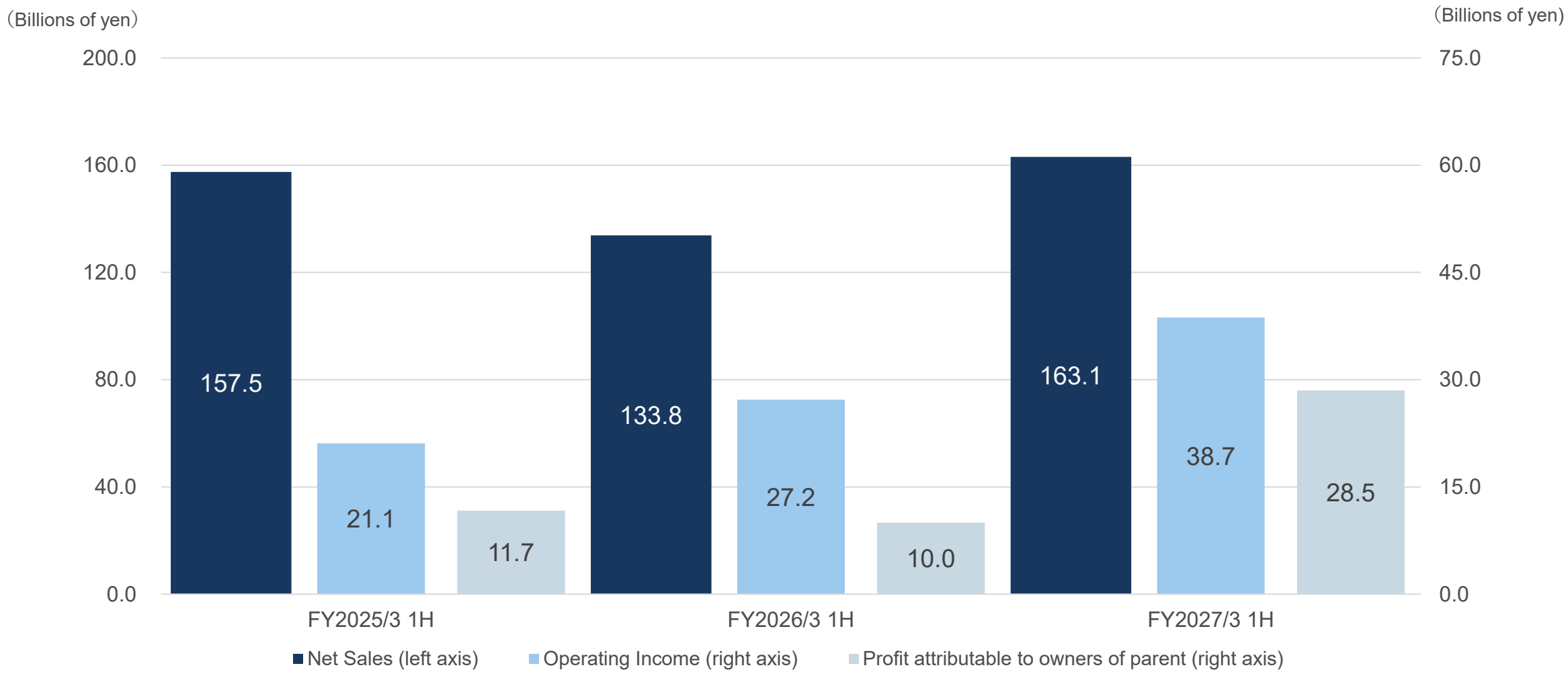
	Assets				Liabilities and Net Assets		
Account	**03/2026**	**09/2026**	**Changes**	**Account**	**03/2026**	**09/2026**	**Changes**
Cash and deposits	276.0	278.9	2.9	Notes and accounts payable	17.1	20.8	3.7
Notes and accounts receivable	30.4	35.1	4.7	Income taxes payable	16.1	11.2	(4.9)
Inventories	6.4	7.4	1.0	Refund liabilities	2.1	2.3	0.2
Content production account	46.2	56.5	10.3	Others	39.2	40.7	1.5
Others	9.1	10.4	1.3	**Total Current Liabilities**	**74.7**	**75.2**	**0.5**
Total Current Assets	**368.3**	**388.5**	**20.2**	**Non-current Liabilities**	**14.0**	**14.0**	**0.0**
Property and equipment	27.4	26.8	(0.6)	**Total Liabilities**	**88.7**	**89.3**	**0.6**
Intangible Assets	4.2	3.7	(0.5)	Total Shareholders' Equity	355.5	375.3	19.8
Investments and other assets	37.9	37.9	0.0	Others	(6.3)	(7.4)	(1.1)
Total Non-current Assets	**69.6**	**68.6**	**(1.0)**	**Total Net Assets**	**349.2**	**367.8**	**18.6**
Total Assets	**438.0**	**457.1**	**19.1**	**Total Liabilities and Net Assets**	**438.0**	**457.1**	**19.1**

02

Consolidated Financial Results and Progress in Each Business Segment

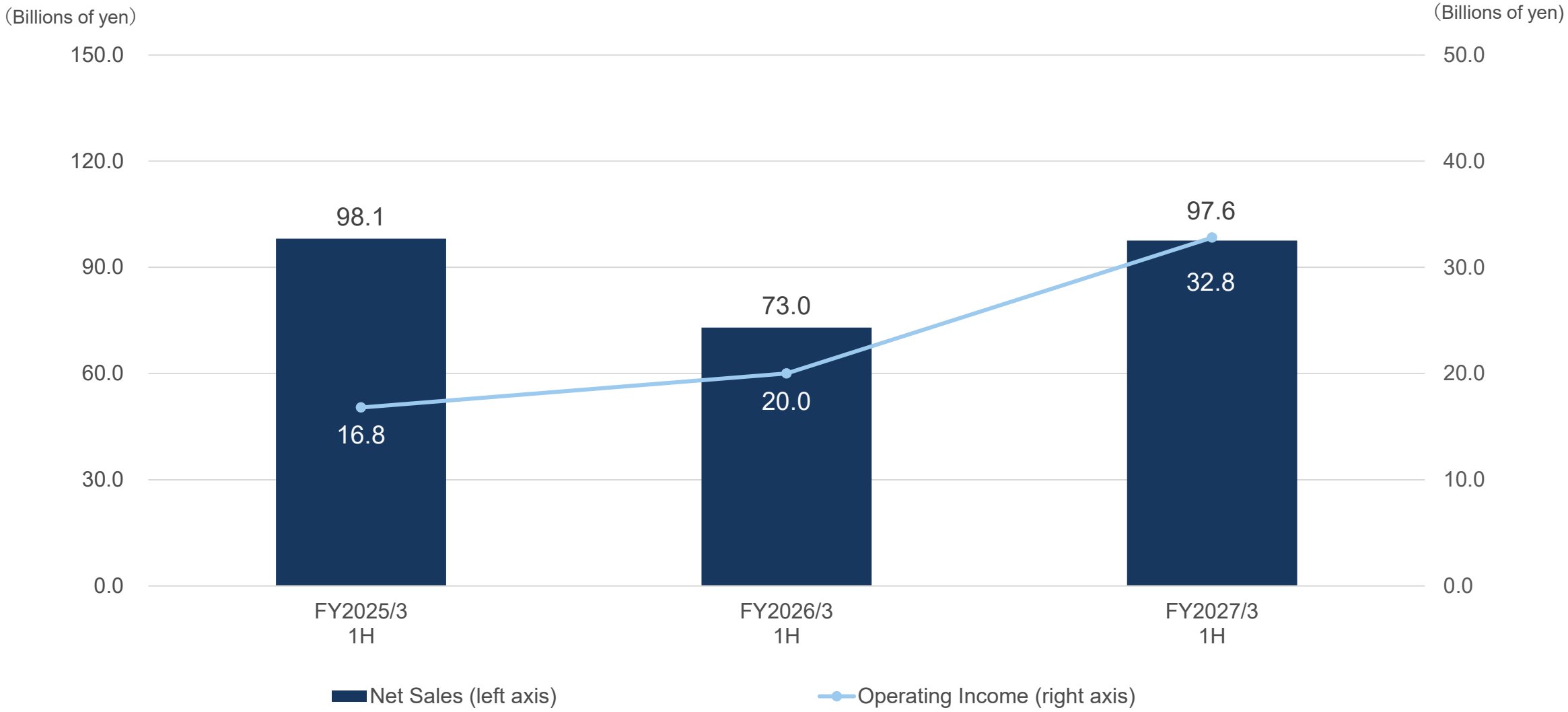
Consolidated Financial Results

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



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: ¥35.6 billion (Prior FY: ¥24.0 billion/ up ¥11.6 billion YoY)
Operating Income: ¥13.0 billion (Prior FY: ¥5.0 billion/ up ¥8.0 billion YoY)

Major New Titles in FY2027/3



Launched on June 3, 2026
for Nintendo Switch™ 2, XBOX Series X|S
and XBOX on PC



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: Launched on August 27, 2026
for Nintendo Switch™ 2



Launched on September 10, 2026
for Nintendo Switch™ 2



Launched on September 10, 2026
for Nintendo Switch™ 2



Launched on September 24, 2026
for Nintendo Switch™ 2



Launched on October 8, 2026
for Nintendo Switch™ 2, PlayStation®5,
XBOX Series X|S and XBOX on PC



Launched on October 22, 2026



To be launched on December 3, 2026



To be launched on February 16, 2027

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LOGO ILLUSTRATION:©YOSHITAKA AMANO
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Digital Entertainment

MMO: Net sales increased, driven by improved player activity following the announcement of the latest expansion for “FINAL FANTASY XIV”.
Net Sales: ¥25.7 billion (Prior FY: ¥19.9 billion/ up ¥5.8 billion YoY)
Operating Income: ¥8.9 billion (Prior FY: ¥7.8 billion/ up ¥1.1 billion YoY)

Main Titles in Operation

EVERCOLD
FINAL FANTASY XIV ONLINE



Expansion 8.0 : Evercold
To be launched on February 23, 2027

DRAGON QUEST X
ドラゴンクエストX 時空の迷い子たち
オンライン



Expansion 8.1
Launched on October 16, 2026

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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: ¥36.3 billion (Prior FY: ¥29.0 billion/ up ¥7.3 billion YoY)
Operating Income: ¥10.8 billion (Prior FY: ¥7.1 billion/ up ¥3.7 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

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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

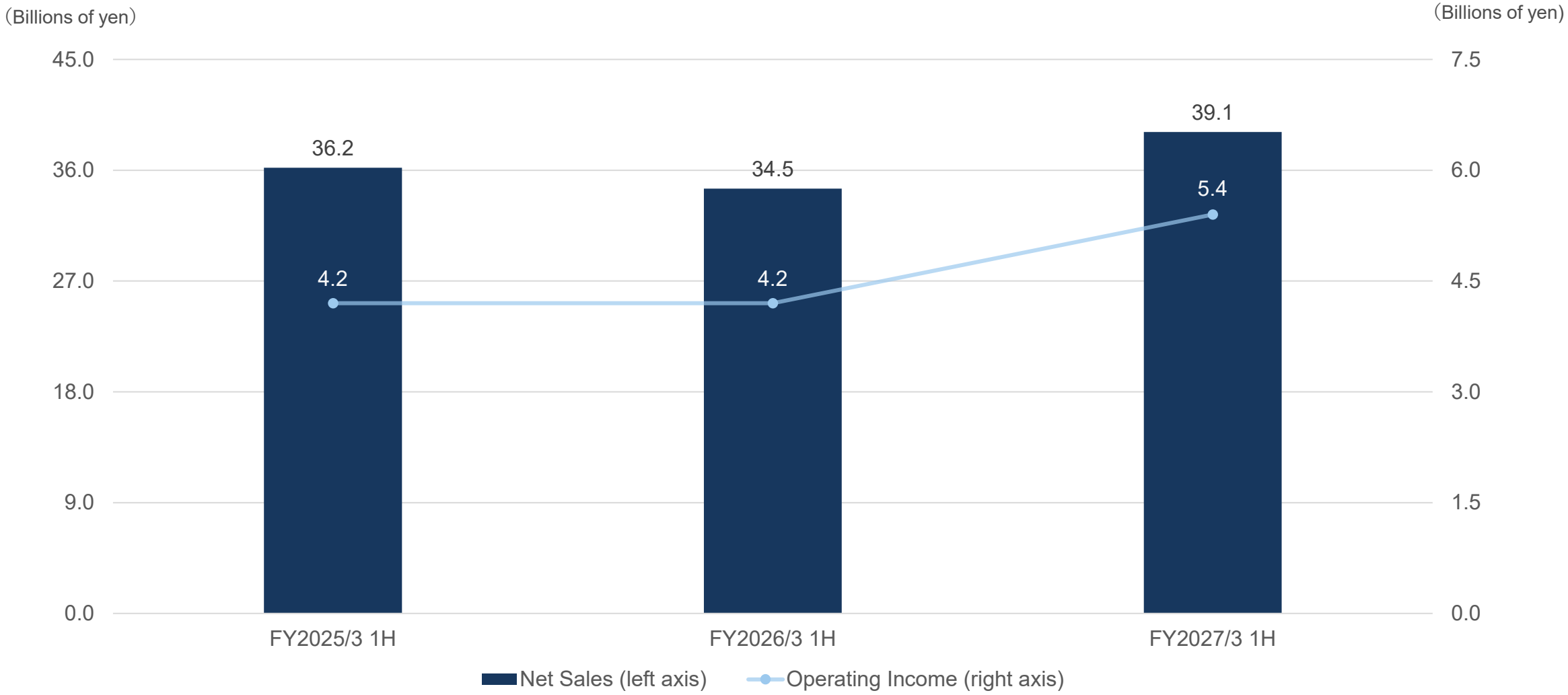
（Millions of Units Sold）

	FY2026/3 1H			FY2027/3 1H		
Region	**Packaged**	**Downloads**	**Total**	**Packaged**	**Downloads**	**Total**
Japan	0.21	1.54	1.75	0.28	2.60	2.88
North America/ Europe	1.09	5.83	6.93	1.01	8.19	9.20
Asia, etc.	0.07	1.18	1.25	0.23	2.56	2.79
Total	**1.38**	**8.55**	**9.93**	**1.52**	**13.35**	**14.87**

* 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.

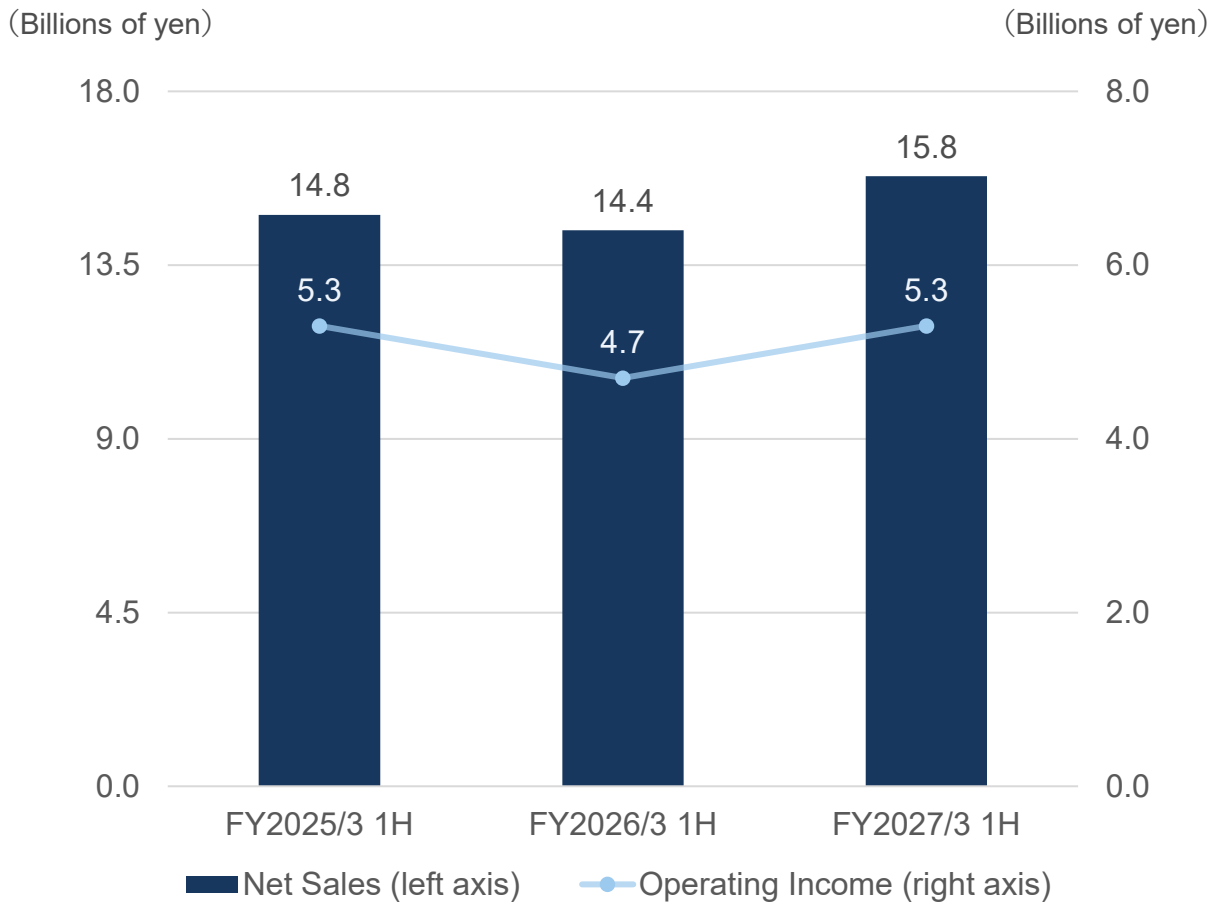
Amusement

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

マンガUP!



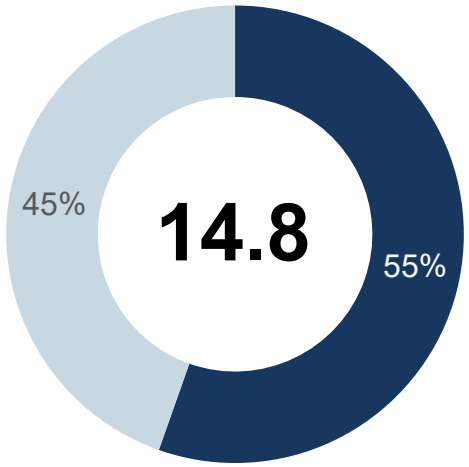




Publication

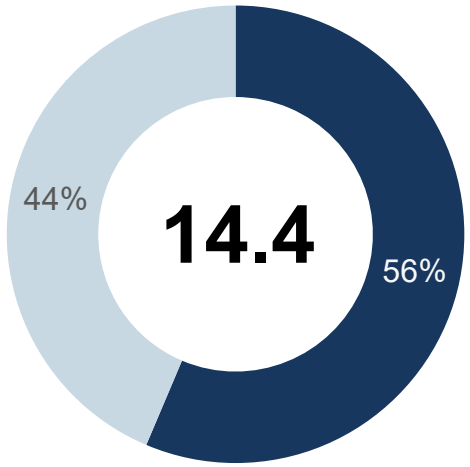
-Digital vs. Printed Media Sales- Breakdown of Publication Sales

(Billions of yen)



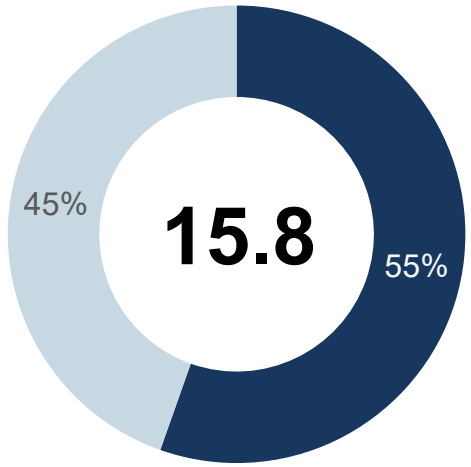
FY2025/3 1H

Digital sales	8.2
Printed media sales	6.6



FY2026/3 1H

Digital sales	8.1
Printed media sales	6.2

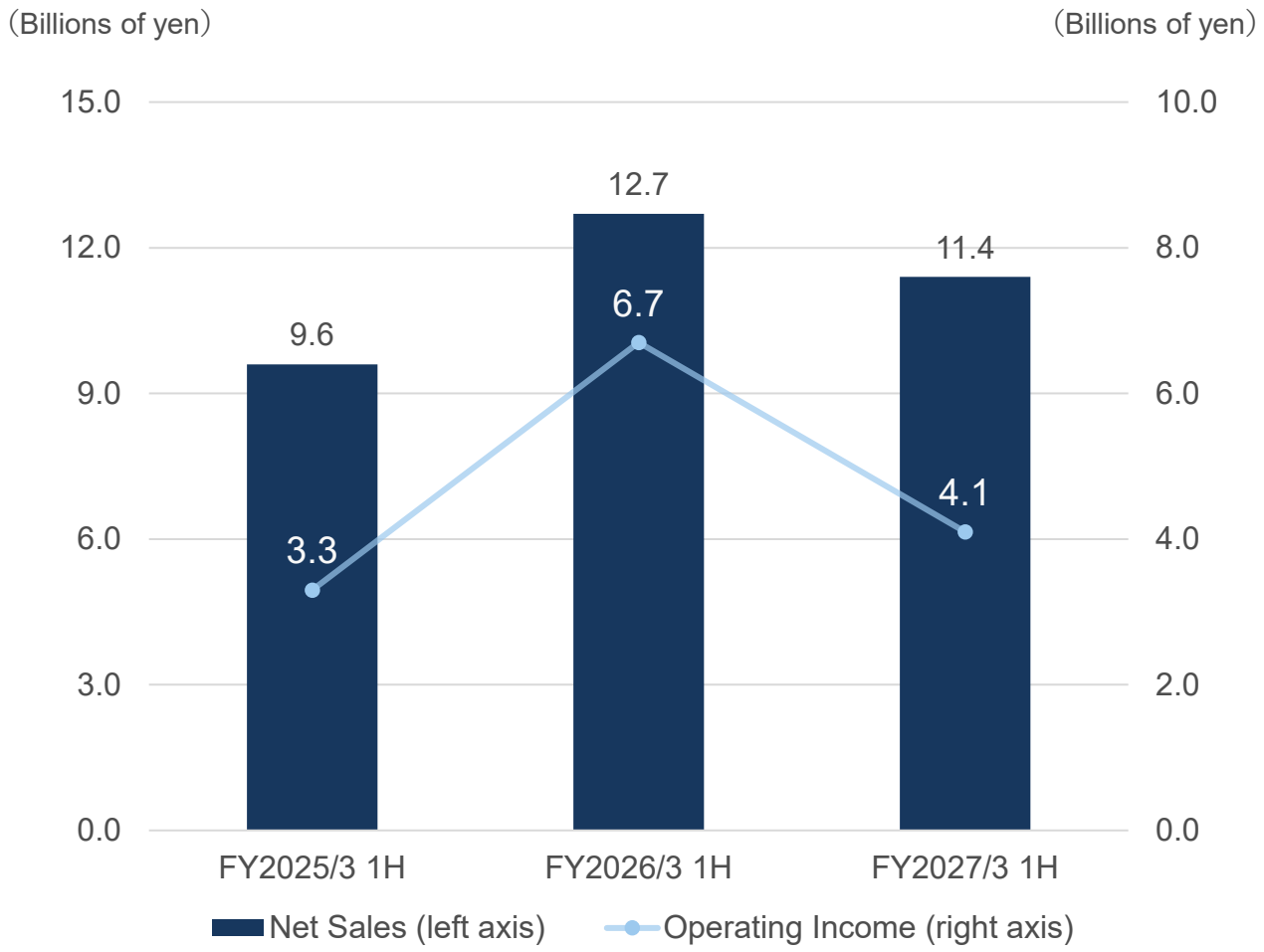


FY2027/3 1H

Digital sales	8.7
Printed media sales	7.0

Merchandising

Net sales and operating income decreased year on year, reflecting the recognition of royalty income related to major IPs in the prior-year period.



Major Products in FY2027/3







Planning / Sales Distribution: SQUARE ENIX Co., Ltd. / Manufacture: Prime 1 Studio Co., Ltd.
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