

# SQUARE ENIX

Financial Results Briefing Session  
Three-Month Period Ended June 30, 2024

August 6, 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:

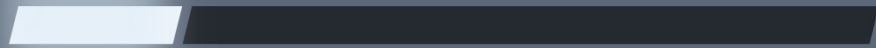
1. changes in economic conditions affecting our operations;
2. fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro;
3. SQUARE ENIX GROUP's ability to continue to win acceptance of our products and services, which are offered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

(Amounts under one hundred million yen are rounded down)

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# Financial Results First Quarter of Fiscal Year Ending March 31, 2025

# Consolidated Statement of Income FY2025/3 Q1

(Billions of Yen)

	Fiscal Year Ended March 31, 2024		Fiscal Year Ending March 31, 2025			
	Q1	Full Year Results	Q1	Changes	Full Year Forecasts	Changes
Net Sales	85.6	356.3	69.9	(15.7)	310.0	(46.3)
Operating Income	3.0	32.5	10.8	7.8	40.0	7.5
Operating Income Margin	3.6%	9.1%	15.5%	11.9pt	12.9%	3.8pt
Ordinary Income	9.1	41.5	15.2	6.1	40.0	(1.5)
Ordinary Income Margin	10.7%	11.7%	21.9%	11.2pt	12.9%	1.2pt
Profit attributable to owners of parent	6.3	14.9	10.6	4.3	28.0	13.1

## Consolidated Statement of Income Fiscal Year Q1 FY2025 by Business Segment

(Billions of Yen)

	Fiscal Year Ended March 31, 2024	Fiscal Year Ending March 31, 2025	
	Q1	Q1	Changes
<b>Net sales</b>	<b>85.6</b>	<b>69.9</b>	<b>(15.7)</b>
Digital Entertainment	62.3	43.9	(18.4)
Amusement	13.3	15.1	1.8
Publication	5.9	6.9	1.0
Merchandising	4.7	4.4	(0.3)
Eliminations or unallocated	(0.7)	(0.5)	0.2
<b>Operating income</b>	<b>3.0</b>	<b>10.8</b>	<b>7.8</b>
Digital Entertainment	2.7	9.7	7.0
Amusement	1.4	1.4	0.0
Publication	2.1	2.4	0.3
Merchandising	1.2	1.6	0.4
Eliminations or unallocated	(4.5)	(4.5)	0.0
<b>Operating income margin</b>	<b>3.6%</b>	<b>15.5%</b>	<b>11.9pt</b>
Digital Entertainment	4.4%	22.3%	17.9pt
Amusement	11.1%	9.8%	(1.3pt)
Publication	35.7%	36.0%	0.3pt
Merchandising	27.2%	36.5%	9.3pt
Eliminations or unallocated	-	-	-

# Consolidated Balance Sheet as of June 30, 2024

(Billions of Yen)

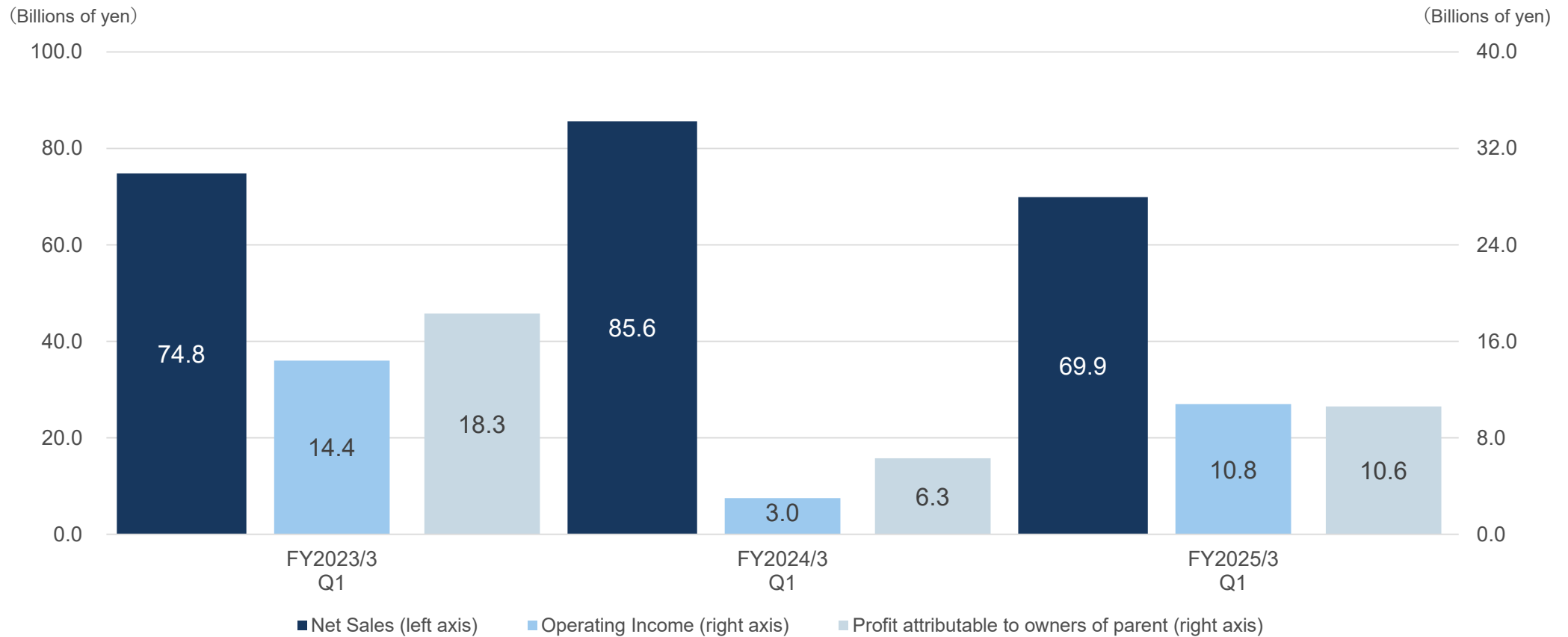
Account	Assets			Account	Liabilities and Net Assets		
	03/2024	06/2024	Changes		03/2024	06/2024	Changes
Cash and deposits	225.9	225.9	0.0	Notes and accounts payable	24.3	24.4	0.1
Notes and accounts receivable	44.6	38.7	(5.9)	Income taxes payable	6.9	4.0	(2.9)
Inventories	5.7	7.7	2.0	Refund liabilities	4.4	4.2	(0.2)
Content production account	48.5	56.9	8.4	Others	45.7	43.3	(2.4)
Others	14.3	13.8	(0.5)	<b>Total Current Liabilities</b>	<b>81.5</b>	<b>76.1</b>	<b>(5.4)</b>
<b>Total Current Assets</b>	<b>339.2</b>	<b>343.2</b>	<b>4.0</b>	<b>Non-current Liabilities</b>	<b>12.1</b>	<b>12.1</b>	<b>0.0</b>
Property and equipment	23.0	23.3	0.3	<b>Total Liabilities</b>	<b>93.7</b>	<b>88.2</b>	<b>(5.5)</b>
Intangible Assets	5.8	5.9	0.1	Total Shareholders' Equity	325.2	332.8	7.6
Investments and other assets	42.6	40.7	(1.9)	Others	(8.1)	(7.8)	0.3
<b>Total Non-current Assets</b>	<b>71.6</b>	<b>70.0</b>	<b>(1.6)</b>	<b>Total Net Assets</b>	<b>317.1</b>	<b>324.9</b>	<b>7.8</b>
<b>Total Assets</b>	<b>410.8</b>	<b>413.2</b>	<b>2.4</b>	<b>Total Liabilities and Net Assets</b>	<b>410.8</b>	<b>413.2</b>	<b>2.4</b>

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## Consolidated Financial Results and Progress in Each Business Segment

# Consolidated Financial Results

Net sales down, operating income up YoY

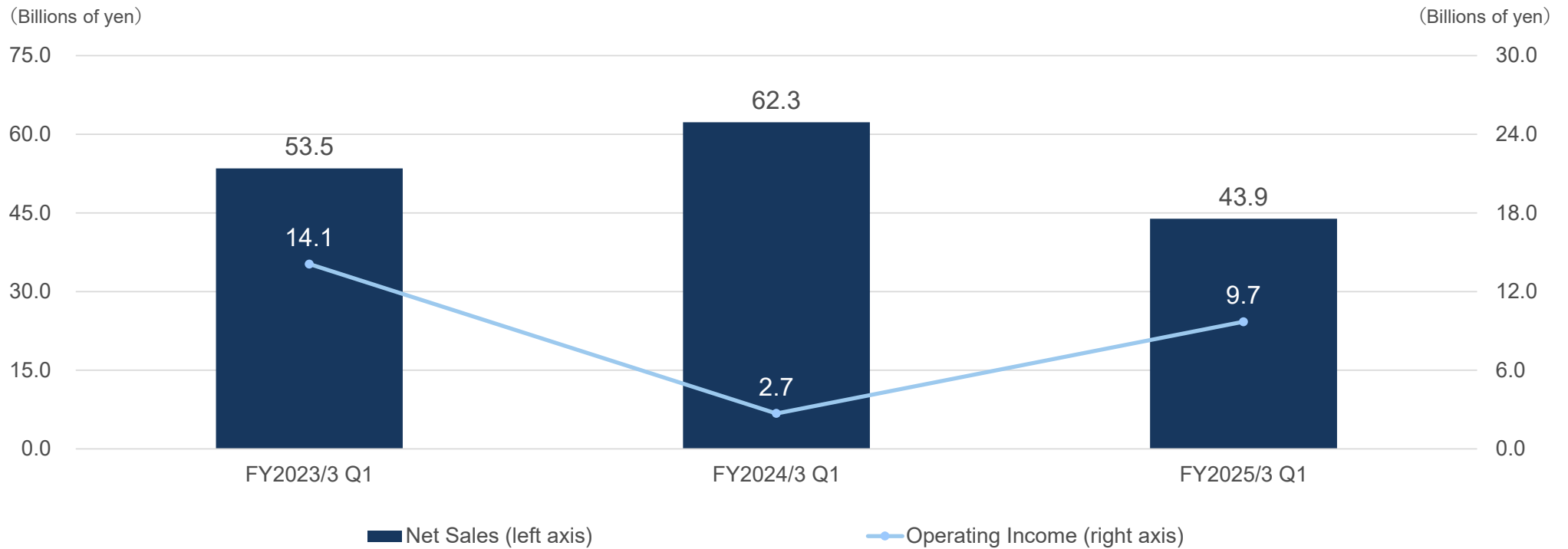




# Digital Entertainment

Net sales down YoY mainly due to no major title launches in the HD Game sub-segment

Operating income up partly due to lower development cost amortization and advertising expenses



# Digital Entertainment

**HD Games:** Plan to launch new titles, some featuring key IP

Net Sales: ¥12.3 billion (Prior FY: ¥28.9 billion/ down ¥16.6 billion YoY)

Operating Income: ¥0.05 billion (Prior FY: Operating loss ¥4.1 billion/up ¥4.1 billion YoY)

## Major new titles in FY2025/3



Launched on Apr 25, 2024



Launched on Jun 14, 2024



To be Launched on Aug 29, 2024



To be Launched on Oct 24, 2024



To be Launched on Oct 30, 2024



To be Launched on Nov 14, 2024



To be Launched in Winter 2024

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# Digital Entertainment

MMO: Launching latest “FINAL FANTASY XIV” expansion pack in Q2

Net Sales: ¥12.5 billion (Prior FY: ¥11.0 billion/ up ¥1.5 billion YoY)

Operating Income: ¥6.6 billion (Prior FY: ¥4.4 billion/ up ¥2.2 billion YoY)

Main titles in operation



“FINAL FANTASY XIV: DAWNTRAIL”

Launched on Jul 2, 2024



Latest Major Update

Launched on Jul 10, 2024

# Digital Entertainment

**Games for Smart Devices/PC Browser:** Sales of existing titles remain weak, but operating income up on optimization of operational expenses

Net Sales: ¥18.9 billion (Prior FY: 22.3 billion/ down ¥3.4 billion YoY)

Operating Income: ¥3.0 billion (Prior FY: ¥2.4 billion/ up ¥0.6 billion YoY)

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

<p>Aug 2010 (PC Browser game)</p>	<p>Apr 2014</p>	<p>Sep 2014</p>	<p>Oct 2015</p>
<p>Oct 2015</p>	<p>Dec 2018</p>	<p>Jul 2019</p>	<p>Sep 2019</p>
<p>Nov 2019</p>	<p>Jul 2020</p>	<p>Oct 2020</p>	<p>Sep 2023</p>
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# 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

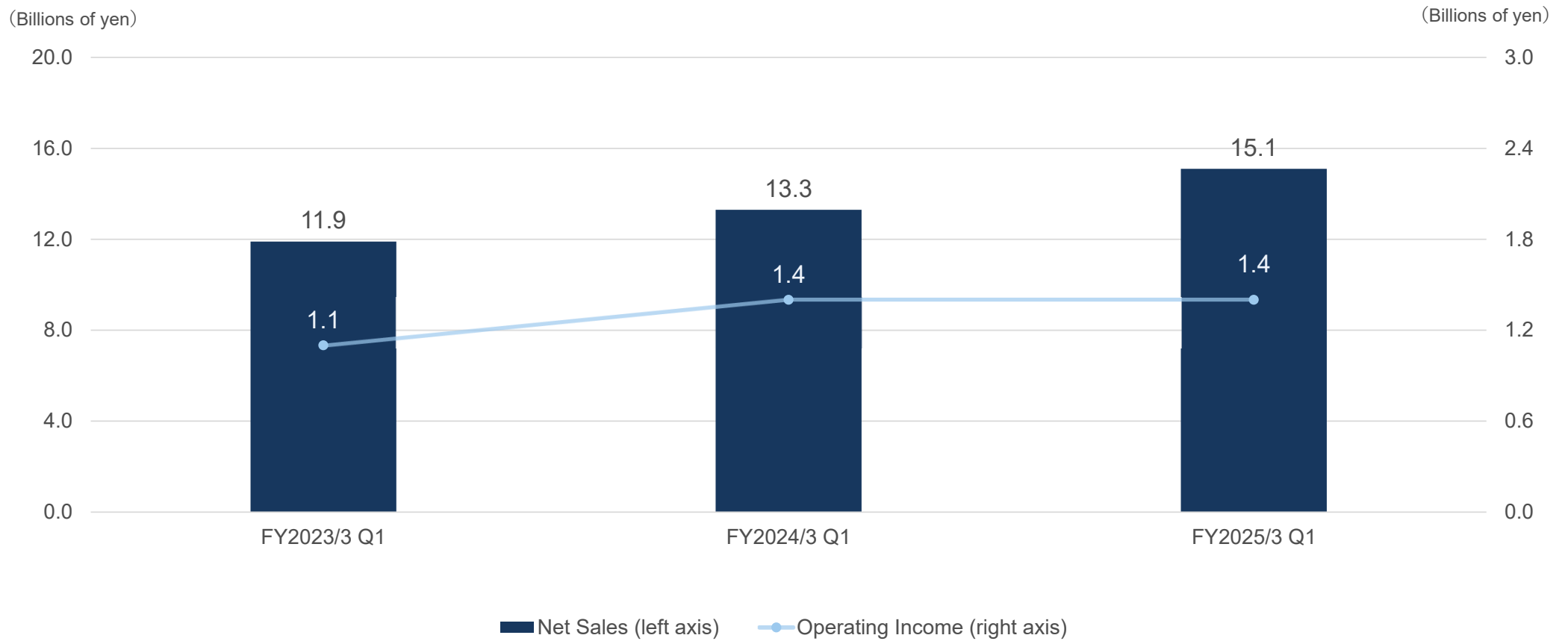
(Millions of Units Sold)

Region	FY2024/3 Q1			FY2025/3 Q1		
	Packaged	Download	Total	Packaged	Download	Total
Japan	0.50	1.44	1.94	0.13	0.72	0.85
North America/ Europe	1.42	3.26	4.67	0.39	2.57	2.96
Asia, etc.	0.29	0.64	0.93	0.04	0.54	0.58
<b>Total</b>	<b>2.21</b>	<b>5.33</b>	<b>7.54</b>	<b>0.55</b>	<b>3.83</b>	<b>4.39</b>

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

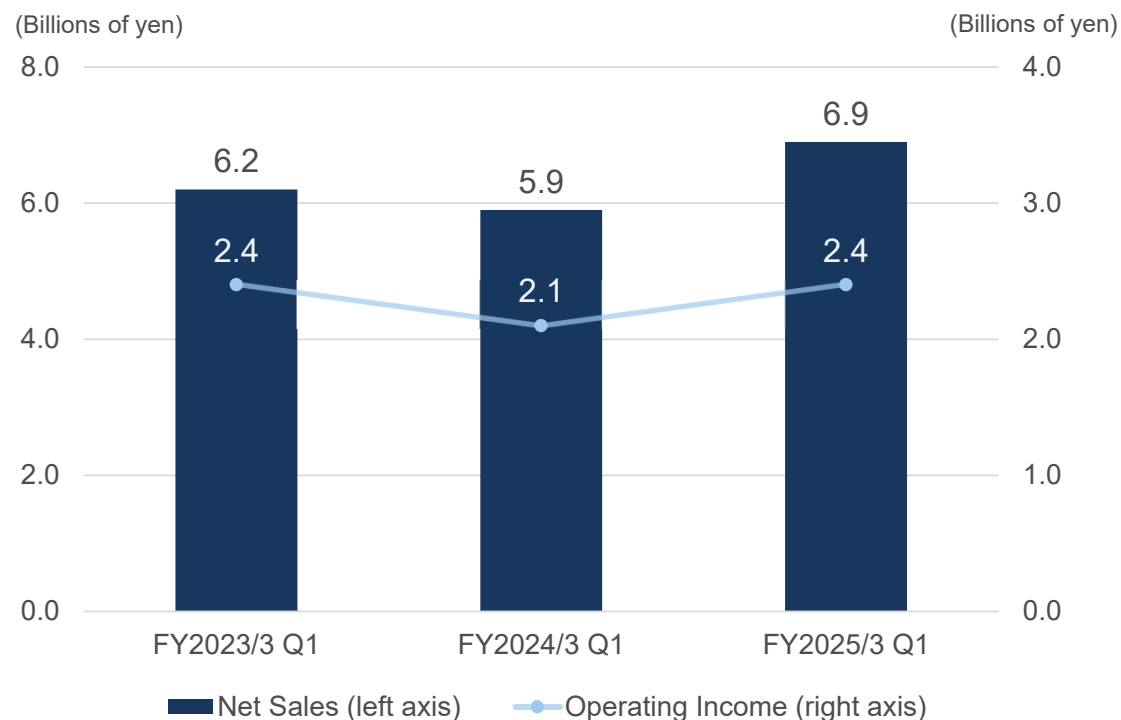
# Amusement

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



# Publication

Net sales and operating income up YoY due to increases in both digital and print sales on strong sales of comics



### Major Service, Titles in FY2025/3

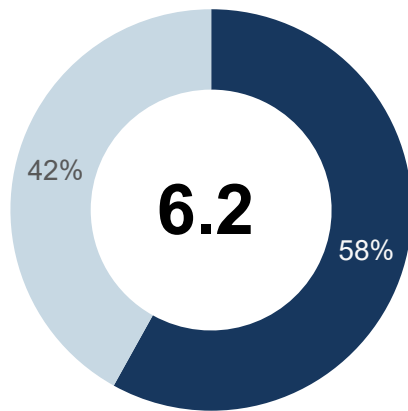
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# Publication

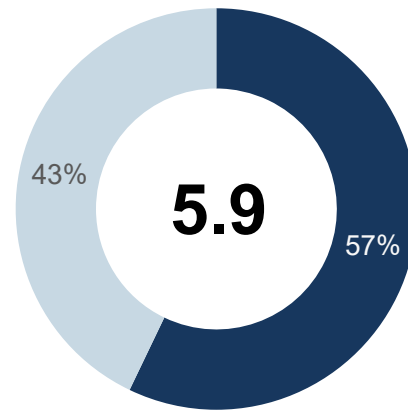
-Digital vs. Printed Media Sales- Breakdown of Publication sales

(Billions of yen)



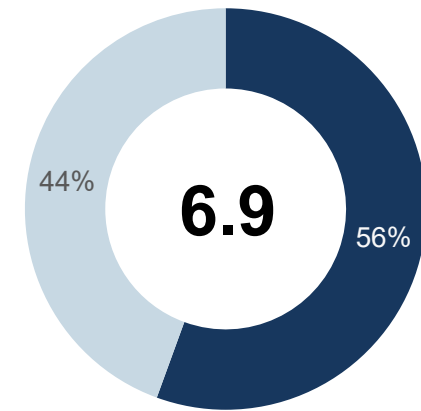
FY2023/3 Q1

Digital sales	3.6
Printed media sales	2.6



FY2024/3 Q1

Digital sales	3.4
Printed media sales	2.5



FY2025/3 Q1

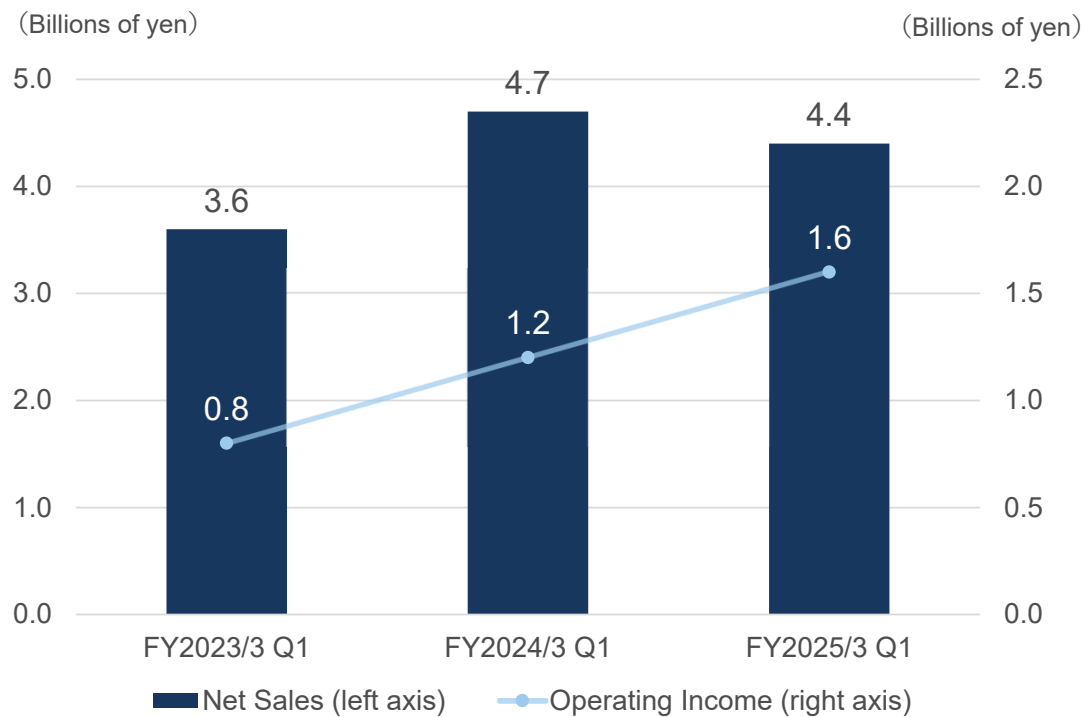
Digital sales	3.8
Printed media sales	3.0

\*Figures are rounded down to the nearest 100 million yen, so totals and breakdowns may not agree.



# Merchandising

Net sales down YoY on lower sales of new character merchandise featuring key IP, but operating income up partly due to changes in sales mix



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