



Results Briefing Materials

Fiscal Year Ended March 31, 2022

May 12, 2022

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**Fiscal Year Ended March 2022,
Results Summary**

Earnings Highlights (Statement of Profit and Loss)



- In the online game business, sales of existing titles declined, and the stage performance business, which was significantly affected by the COVID-19 pandemic, struggled, while sales of game software and a hit of Pokémon MEZASTAR largely contributed to increases in sales and profit, resulting in year-on-year increases in both sales and profit as a whole.

Unit: million yen	FY ended March 2021		FY ended March 2022		YOY change	
	Actual	Profit ratio	Actual	Profit ratio	(Amount)	(%)
Net sales	25,520	–	25,728	–	208	100.8%
Cost of sales	12,275	–	12,901	–	625	105.1%
SGA expenses	8,830	–	8,227	–	-603	93.2%
Thereof advertising expenses	1,645	–	1,390	–	-254	84.5%
Operating profit	4,414	17.3%	4,600	17.9%	186	104.2%
Non-operating profit/loss	144	–	453	–	309	314.1%
Ordinary profit	4,558	17.9%	5,054	19.6%	495	110.9%
Extra ordinary profit/loss	-104	–	11	–	115	–
Income taxes	1,189	–	1,246	–	57	104.8%
Profit attributable to owners of parent	3,265	12.8%	3,817	14.8%	552	116.9%

Segment Results



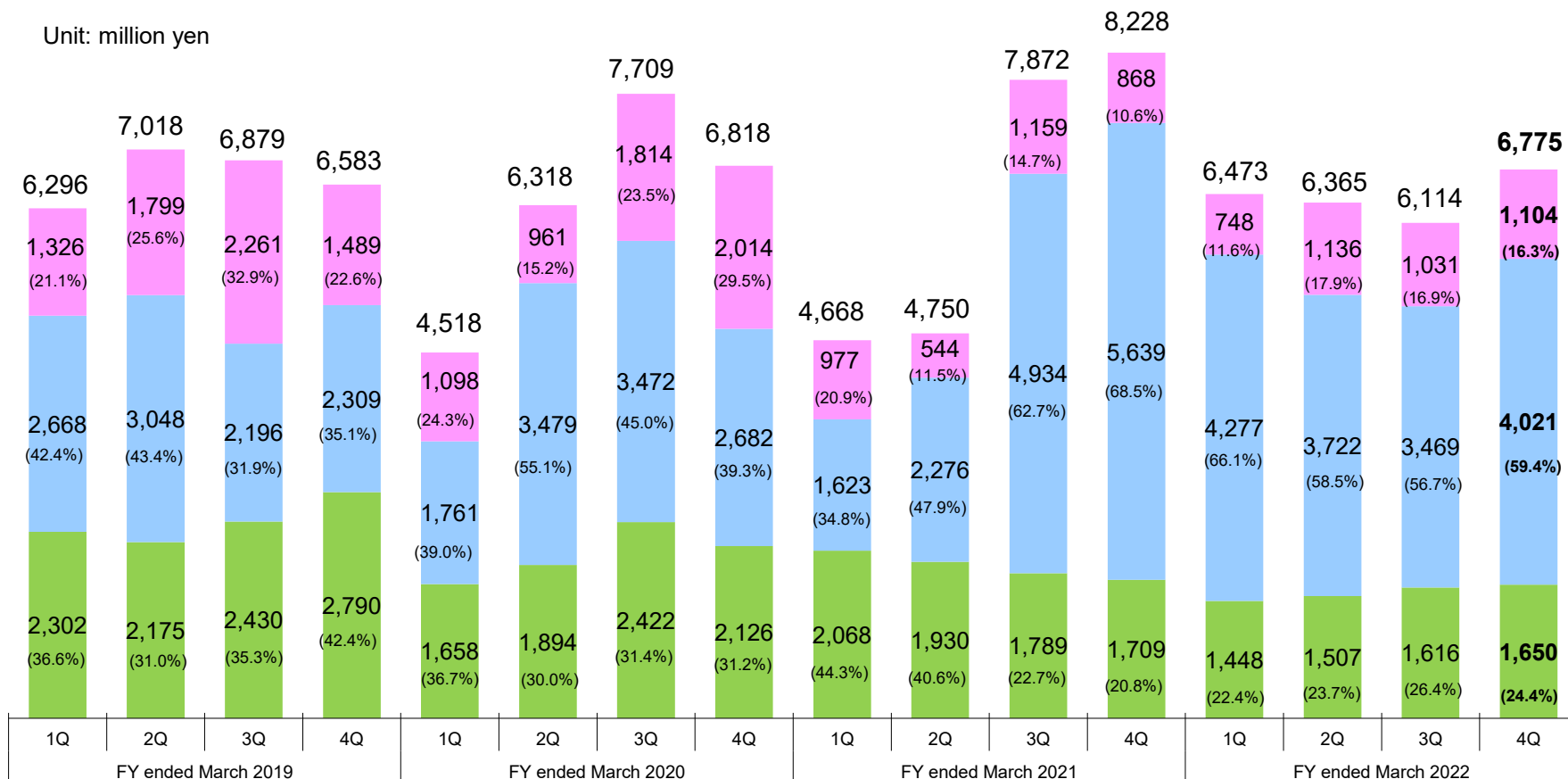
		FY ended March 2021	FY ended March 2022	YOY change	
Unit: million yen		Actual	Actual	(Amount)	(%)
Net sales	Online Game Business	7,497	6,221	-1,275	83.0%
	Consumer Game Business	14,474	15,490	1,016	107.0%
	Audio & Visual Business	3,550	4,020	469	113.2%
	Total	25,520	25,728	208	100.8%
Segment profit	Online Game Business	1,359	601	-757	44.3%
	Consumer Game Business	4,158	5,096	937	122.6%
	Audio & Visual Business	540	501	-39	92.8%
	Total	6,058	6,200	141	102.3%
Company-level costs, etc.		-1,644	-1,599	44	97.3%
Operating profit total		4,414	4,600	186	104.2%

Development of Net Sales and Operating Profit by Segment (Quarterly)



- Audio & Visual Business
- Consumer Game Business
- Online Game Business

Unit: million yen



Note: Totals may not tally to 100% due to rounding of sales percentages to the first decimal point.

Segment Results

Online Game Business: FY Ended March 2022 Results



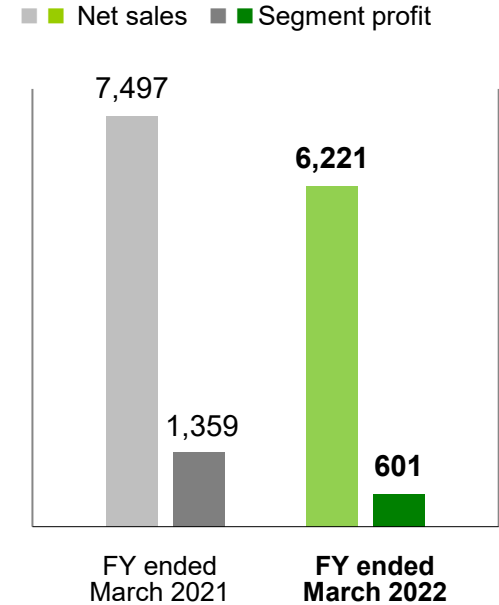
[Results of FY Ended March 2022]

Unit: million yen

Sales of long-term operation titles declined due to aging and intensifying competition, while sales of new titles did not contribute to earnings, resulting in both sales and profit decreased.

[Title Performance]

- Sales of long-term operation titles such as SHINOVI MASTER -SENTRAN KAGURA NEW LINK-, Logres of Swords and Sorcery: Goddess of Ancient, and Browser Sangokushi declined.
- The new title The Thousand Musketeers: Rhodoknight fell far short of expectations and led to a partial write-down of software assets. There is an aim to increase the number of users by promotion measures scheduled for May this year.



[Title Rollouts]

**SHINOVI MASTER
-SENTRAN KAGURA
NEW LINK-**
(Smartphone app)



Launched on Nov. 29, 2017

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**Logres of Swords and Sorcery:
Goddess of Ancient**
(Smartphone app)



Launched on Dec. 17, 2013

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Browser Sangokushi
(PC Browser)



Launched on July 15, 2009

©Marvelous Inc.

**The Thousand Musketeers:
Rhodoknight**
(Smartphone app)



Launched on Nov. 24, 2021

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Consumer Game Business: FY Ended March 2022 Results



[Results of FY Ended March 2022]

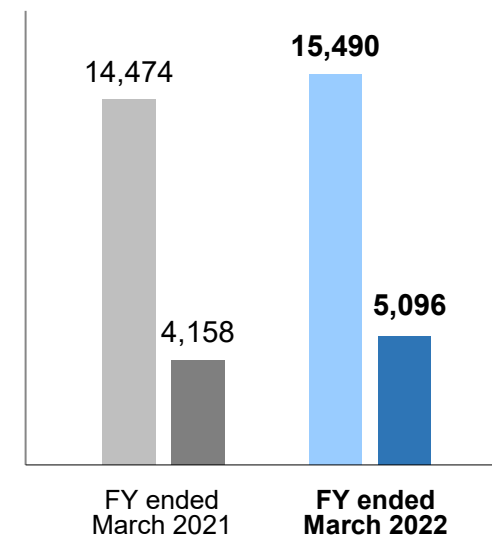
Unit: million yen

Sales of new game Rune Factory 5 and old game software were strong in Japan and overseas, and the amusement machine Pokémon MEZASTAR was a big hit, resulting in increases in both sales and profit.

[Title Performance]

- Launched in March 2022, the North American and European versions of Rune Factory 5, the latest in the series, and its cumulative global shipments exceeded 500,000 units shipped worldwide (as of the end of March 2022).
- Pokémon MEZASTAR continued to perform well and contributed significantly to earnings for the full year.

■ Net sales ■ Segment profit



[Title Rollouts]

Rune Factory 5
(Nintendo Switch)

Japanese version: Released on May 20, 2021
North American version: Released on March 22, 2022
European version: Released on March 25, 2022

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Pokémon MEZASTAR
(Amusement)



Launched on September 17, 2020

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Audio & Visual Business: FY Ended March 2022 Results

MARVELOUS!

Unit: million yen

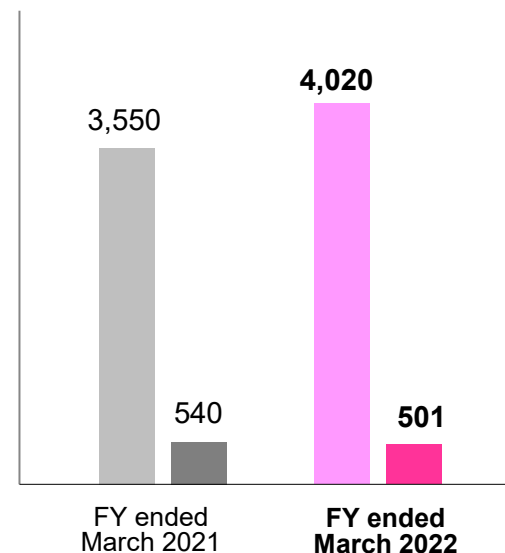
[Results of FY Ended March 2022]

- Strong sales of animation package products released in the 4th quarter contributed to a reduction in the profit decreased amount despite the difficulties in the stage performance business due to the impact of COVID-19 from the previous fiscal year.

[Title Performance]

- TV animation Delicious Party♡Pretty Cure began broadcasting, and Tropical-Rouge ! Pretty Cure Thanks Festival was held.
- The Vampire dies in no time, YU-GI-OH! DUEL MONSTERS MILLENNIUM SCENES, etc. were commercialized as package products and sold well.
- Stage performances of Musical "Ouran High School Host Club", MUSICAL THE PRINCE OF TENNIS II, etc. were given.

■ Net sales ■ Segment profit



[Title Rollouts]

Delicious Party♡
Pretty Cure



TV broadcast started
on February 6, 2022

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The Vampire
dies in no time



Blu-ray/DVD (3 volumes)
On sale from January to
March 2022

©Itaru Bonnoki (AKITASHOTEN) The Vampire dies in no time

YU-GI-OH! DUEL MONSTERS
MILLENNIUM SCENES



Blu-ray・DVD
Released on March 23,
2022

©STUDIO DICE / SHUEISHA, TV TOKYO, KONAMI

Musical "Ouran High
School Host Club"



Performed in January
2022

©Bisco Hatori,hakusensha / Musical "Ouran High School Host Club" Project

MUSICAL THE PRINCE OF
TENNIS II The Second Stage



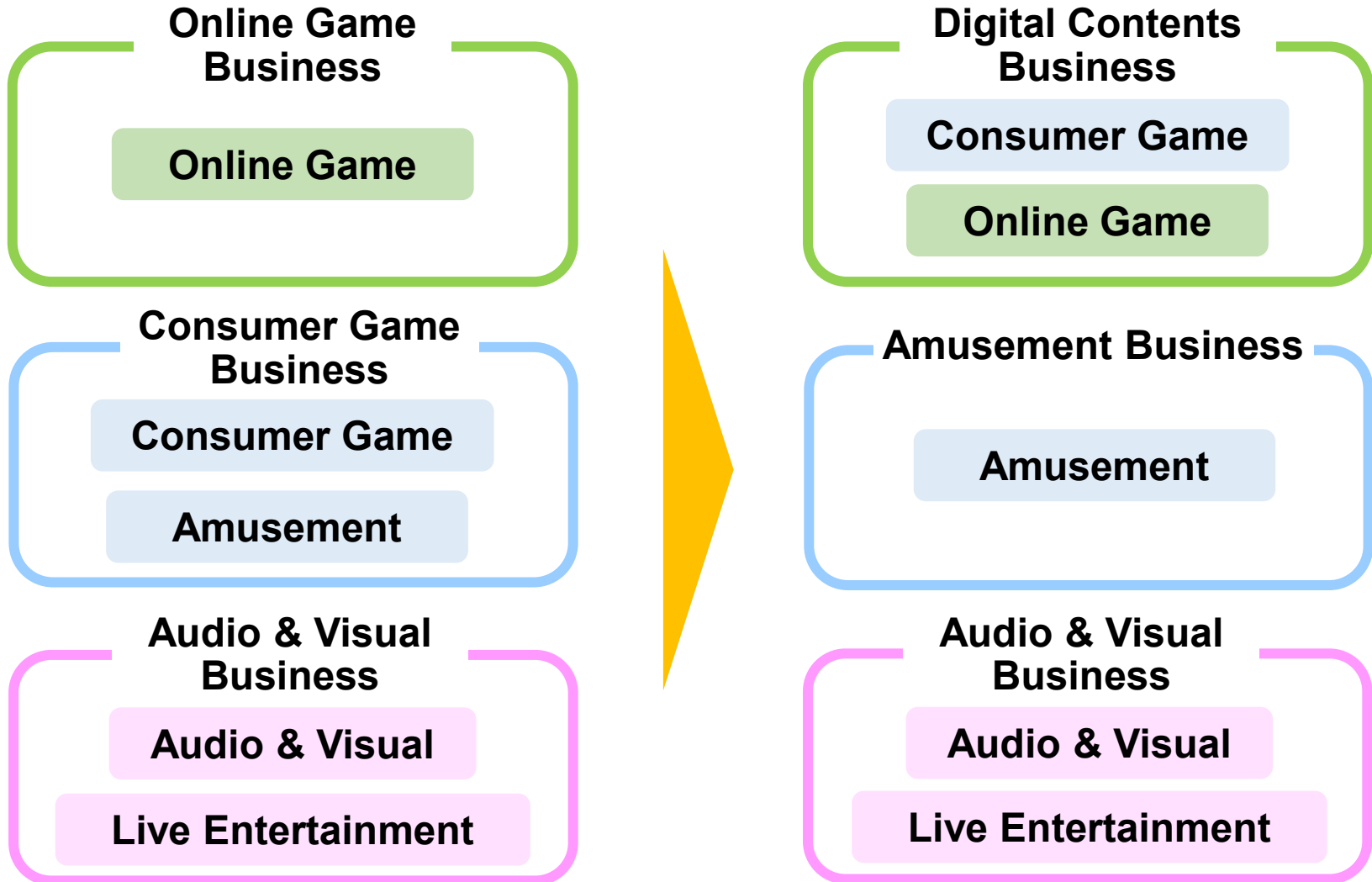
Performed from
January to February
2022

©2009 TAKESHI KONOMI / 2022 MUSICAL THE PRINCE OF TENNIS II PROJECT

Initiatives of Each Segment Starting in FY2023

About Segment Changes

- Business segments will be changed from the current fiscal year (fiscal year ending March 31, 2023).



Digital Contents Business: Initiatives Starting in FY Ending March 2023

MARVELOUS!

- A zombie survival action game DEADCRAFT to be released worldwide at the same time in May
- Juvenile RPG LOOP8 to be released in 2022
- BOKUJO MONOGATARI OLIVE TOWN TO KIBO NO DAICHI for PS4® version to be released in July
- Earnestly developing new original IP game applications for distribution in FY2022

DEADCRAFT

(Nintendo Switch™/PlayStation®5/PlayStation®4/
Steam®/Xbox Series X|S/Xbox One)



Sales by download exclusively
To be distributed on May 19, 2022
(Steam® version will be distributed on May 20)

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LOOP8

(Nintendo Switch™/
PlayStation®4/Xbox One)



To be released in 2022

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**BOKUJO MONOGATARI
OLIVE TOWN TO KIBO
NO DAICHI
SPECIAL**
(PlayStation®4)



To be released on July 28, 2022

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**New original IP smartphone application
(HONEY PARADE GAMES brand)**



To be distributed in FY2022

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Amusement Business: Initiatives Starting in FY Ending March 2023

MARVELOUS!

- New tag of Pokémon MEZASTAR newly began operations in April.
- Overseas expansion of Pokémon Ga-Olé is continuing in anticipation of the COVID-19 pandemic subsiding.

Pokémon MEZASTAR (Amusement)



Started operation on September 17, 2020
New tag is now in operation with a favorable
reception.

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Pokémon Ga-Olé (Overseas) (Amusement)



Overseas operations since
December 2020

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Audio & Visual Business: Initiatives Starting in FY Ending March 2023

MARVELOUS!

- Broadcast of animated TV programs Yu-Gi-Oh! GO RUSH!! and Aoashi started in April. TOUKEN RANBU HANAMARU Season 3 is scheduled to be released in theaters consecutively in three parts from May.
- Several stage performances of the most recent works in the popular series, including TOUKENRANBU THE STAGE and Musical HAKUOKI SHINKAI

Yu-Gi-Oh! GO RUSH!!



In April 2022 TV broadcast started

©STUDIO DICE / SHUEISHA, TV TOKYO, KONAMI

Aoashi



In April 2022 TV broadcast started

©2022 Yugo KOBAYASHI, Shogakukan / Aoashi Project

TOUKEN RANBU HANAMARU Season 3



YUKI NO MAKI on May 20, 2022
TSUKI NO MAKI on July 8
HANA NO MAKI scheduled to be screened on September 1

©2022 NITRO PLUS・EXNOA LLC/TOUKEN RANBU HANAMARU 3 Project

TOUKENRANBU THE STAGE Kiden Ikusayunoadabana



Performances scheduled for March – May 2022

© Touken Ranbu the Stage Production Committee
© 2015 EXNOA LLC/Nitroplus

Musical HAKUOKI SHINKAI Side Saito Hajime



Performances scheduled for April – May 2022

©IDEA FACTORY・DESIGN FACTORY / Musical HAKUOKI Project

MUSICAL THE PRINCE OF TENNIS 4th SEASON SEIGAKU vs St.RUDOLPH・YAMABUKI



Performances scheduled for July – August 2022

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**Fiscal Year Ending March 2023,
Full-Year Business Forecast**

Results and Dividends Forecasts for the Fiscal Year Ending March 2023

MARVELOUS!

Results forecasts

Full-year results forecasts for the fiscal year ending March 2023 are not disclosed at the present time because of the difficulty of reasonably estimating the impact of COVID-19, as it remains uncertain when the pandemic will subside.

It will be announced as soon as it is possible to disclose consolidated results forecasts.

Dividends forecasts

- FY ended March 2022: ¥33 annual dividend (finalized)
- FY ending March 2023: Undecided

Dividend policy

Securing necessary internal reserves for expanding future businesses and strengthening the financial position, the Group distributes continuous and stable dividends targeting 30% or more of payout ratio as a basic policy.

	FY ended March 2022	FY ending March 2023 (Forecast)
Dividend	33 yen	Undecided
Dividend payout ratio	52.2%	-

Thank you very much for your attention.

Inquiries

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This document contains forward-looking statements which are based on information currently available to the Company and which may change as a result of numerous factors including the macroeconomic environment and industry trends relevant to the Company. Therefore, these forward-looking statements are made subject to certain risks and uncertainties which could cause results including actual business performance to differ materially from those presented.