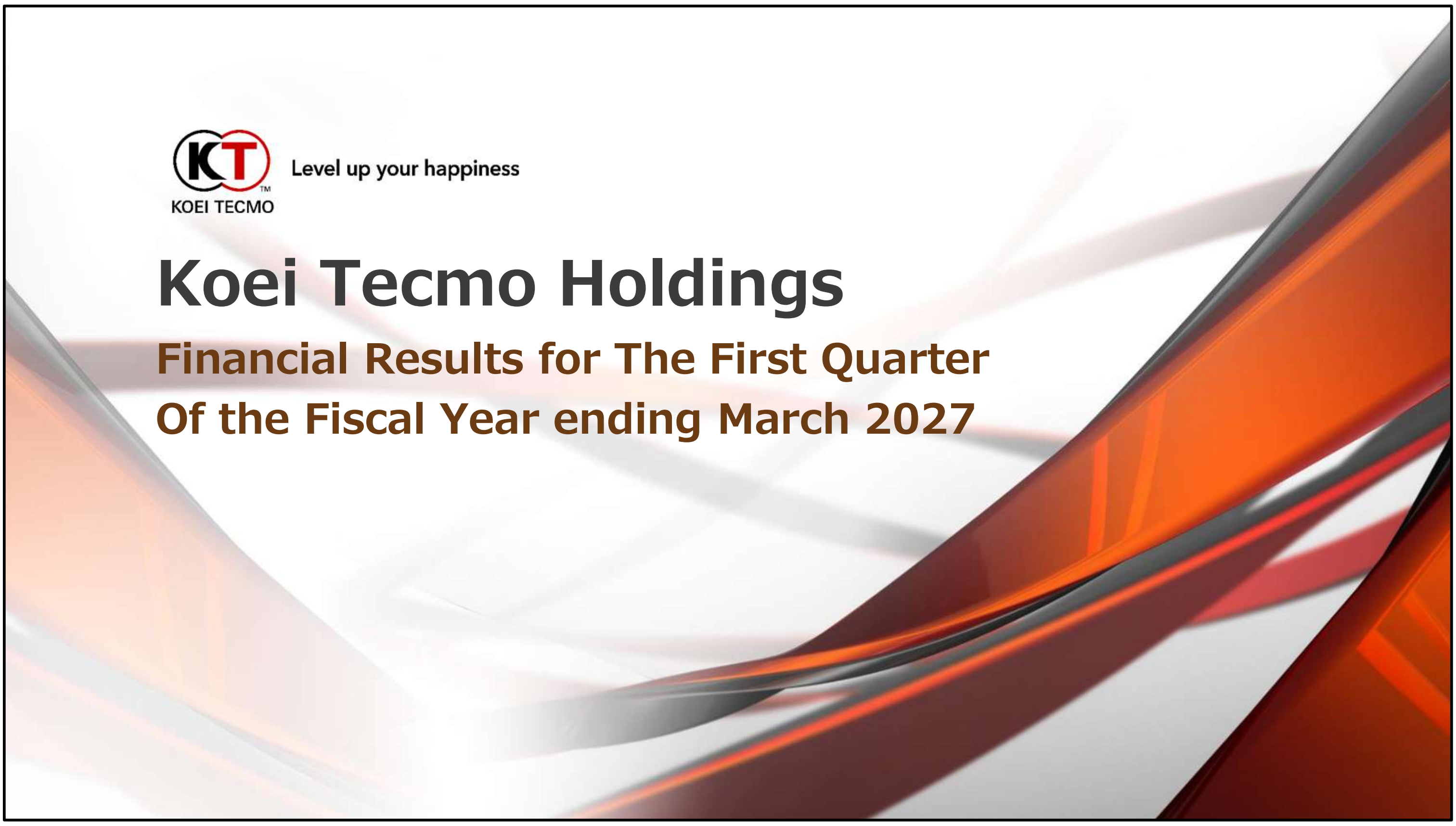

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1. Financial Highlights and Forecasts

Agenda

1. Financial Highlights and Forecasts
2. Business Highlights
3. Frequently Asked Questions - Summary of Disclosed Information
4. Q&A

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Thank you very much for participating in the financial results briefing today.

First, I would like to explain the financial highlights and Forecasts.

Financial Highlights: Consolidated Results

(Million Yen)

	FY25 Q1		FY26 Q1		YoY	
	Amount	Profit Ratio	Amount	Profit Ratio	Amount	Percent Change
Sales	14,800	-	17,368	-	2,568	17.4%
Operating Profit	3,574	24.1%	5,407	31.1%	1,833	51.3%
Ordinary Profit	8,769	59.3%	15,719	90.5%	6,950	79.2%
Net Profit	6,072	41.0%	11,348	65.3%	5,276	86.9%

YoY:Year on Year

◆ **Year-on-Year Change**

[Sales]
Entertainment business increased

[Cost]
Increased overall. Personnel costs increased while outsourcing and Advertising costs remained flat compared to the previous year.

[Non-operating]
Operate flexibly, resulting in growth

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Our consolidated results for the first quarter are as shown on this slide.

In this quarter, we did not release any major new titles.
Sales were driven mainly by existing titles.

YoY, there was an increase in both revenue and profit due to higher sales of console and PC games primarily in the entertainment business, as well as an increase in the number of operated mobile titles.

Expenses increased overall, mainly due to higher personnel costs.

As for non-operating income and expenses, we managed our assets while closely monitoring trends in the financial markets and recorded a profit.

Financial Highlights by Segment

(Million Yen)

		FY25 Q1	FY26 Q1	YoY
Entertainment	Sales	13,583	**15,930**	2,347
	Operating Profit	3,706	**5,288**	1,582
Amusement	Sales	1,054	**1,120**	66
	Operating Profit	103	**165**	62
Real Estate	Sales	312	**334**	22
	Operating Profit	75	**75**	0
Others	Sales	77	**82**	5
	Operating Profit	(310)	**(122)**	188
Corporate & Elimination	Sales	(226)	**(99)**	127
	Operating Profit	-	**-**	-
Total	Sales	14,800	**17,368**	2,568
	Operating Profit	3,574	**5,407**	1,833

◆ **Year-on-Year Change**

[Entertainment] Increased sales of console/PC sector, and online/mobile sector
[Amusement] SP business: three titiles developed under contract were put into operation
AM facilities business: existing stores performed well
[Real Estate] Concert hall “KT Zepp Yokohama” contributed

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Segment results are as shown on this slide.

The Entertainment segment performed as explained in the consolidated results slide.

In the Amusement segment, in the SP business, we engaged in contracted development of software, and three titles were put into operation.
In the AM facility business, sales at existing stores were strong.

In the Real Estate segment, revenue increased, attributable to income from KT Zepp Yokohama.

In the Other segment, within our venture capital business, we recorded management fees related to investee funds.

Earnings Forecast

(Million Yen)

	FY25 Results		FY26 Forecast		YoY	
	Amount	Ratio	Amount	Ratio	Amount	Ratio
Sales	88,393	-	**90,000**	-	1,607	1.8%
Operating Profit	37,168	42.0%	**32,000**	35.6%	(5,168)	-13.9%
Ordinary Profit	57,000	64.5%	**42,000**	46.7%	(15,000)	-26.3%
Net Profit	42,830	48.5%	**31,000**	34.4%	(11,830)	-27.6%
Dividend per Share(Yen)	66	–	**48**	–	(18)	-27.3%
Payout Ratio	50.1%	–	**50.3%**	–	+0.2pt	–

◆ **Assuming earnings forecasts**
- The earnings forecast includes new titles scheduled for release within the fiscal year
- There is no major risk assumption such as large temporary expenses
- The exchange assumption is 142 yen per US dollar; for operating profit, a 1 yen fluctuation in exchange rate corresponds to a change of more than 100 million yen.

◆ **Progress**
- As of the first quarter, operating profit exceeds internal plans
- The earnings forecast remains unchanged at this time, as it depends on developments in the global economy and financial markets and on the sales performance of new titles.

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The earning forecast for FY2026 are as shown on this slide.

Regarding the results for the first quarter, operating profit has exceeded internal plans, and both ordinary profit and net profit for the current term are above the forecasts for the first half.

However, considering the planned release of multiple new titles from the third quarter onward, as well as trends in the global economy and financial markets, no revisions to the forecasts for either the first half or the full year are being made at this time.

If there is a need to revise the forecasted financial figures in the future, we will promptly disclose the information.

This concludes the explanation of the financial highlights and earnings forecast.

2. Business Highlights

Agenda

1. Financial Highlights and Forecasts
2. Business Highlights
3. Frequently Asked Questions - Summary of Disclosed Information
4. Q&A

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Next I would like explain the business highlights.

Business Highlights: Entertainment Business - Breakdown of Sales

The first quarter was dominated by existing titles,
while titles released the previous year performed well

(Million Yen)

		FY25 Q1	FY26 Q1	YoY
Console/PC[1]	Package etc[2]	2,163	**2,126**	(37)
	DL	3,510	**4,847**	1,337
	DLC	380	**577**	197
		6,053	**7,550**	1,497
Online/Mobile	Online	80	**60**	(20)
	Mobile[3]	7,350	**8,220**	870
		7,430	**8,280**	850
Events & Goods		100	**100**	0
Sales for Entertainment Segment		13,583	**15,930**	2,347

◆ **Year-on-Year Change**

- ・Titles launched — No major new releases in either FY25 or FY26, mainly back catalogs
- ・[Console & PC] — Sales of last year's titles and back catalog performed well
- ・[Online & Mobile] — Existing titles are contributed, and licensing royalties remain steady

*1 Includes in-house titles, collaboration/collaboration titles. Publishing titles from other companies that are recorded as royalties are also divided and aggregated by product type.
*2 In addition to physical package sales, it includes royalties for distribution licenses, development consideration sales, down payments, etc. The breakdown and increase or decrease of the amount are not disclosed.
*3 Includes royalty sales for IP licensed titles in operation. The amount and ratio of IP licensing sales are not disclosed.

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The breakdown of sales in the Entertainment segment is as shown here.

As in the previous year, there were no major new releases this term.

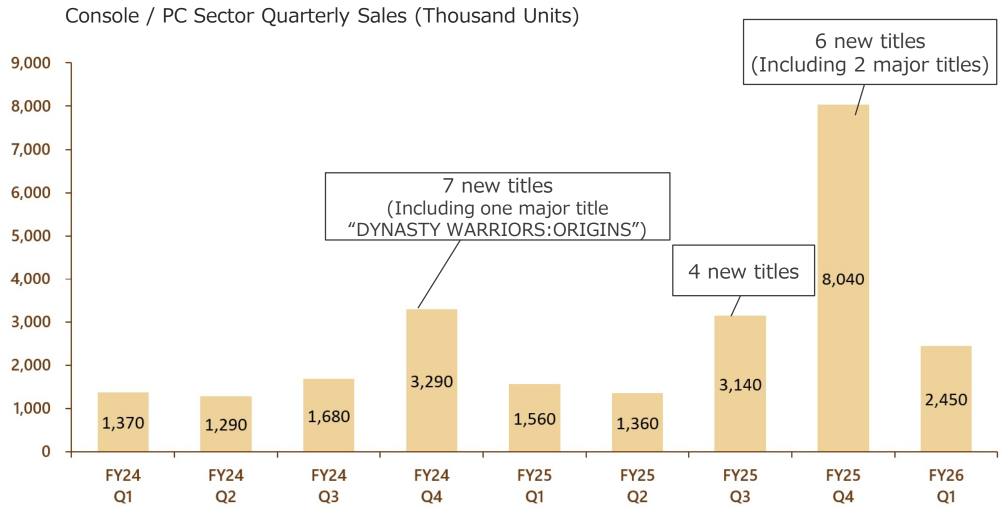
However, in the console and PC sector, sales increased due to strong performance of back catalog titles, including those released in the previous year.

In the online and mobile sector, titles that launched in the third quarter of the previous fiscal year, and other existing in-house titles contributed to sales.

Additionally, licensing royalties continued to perform steadily.

Business Highlights: Entertainment Business - Console/PC Sector Sales Volume

Back catalog sales performed well



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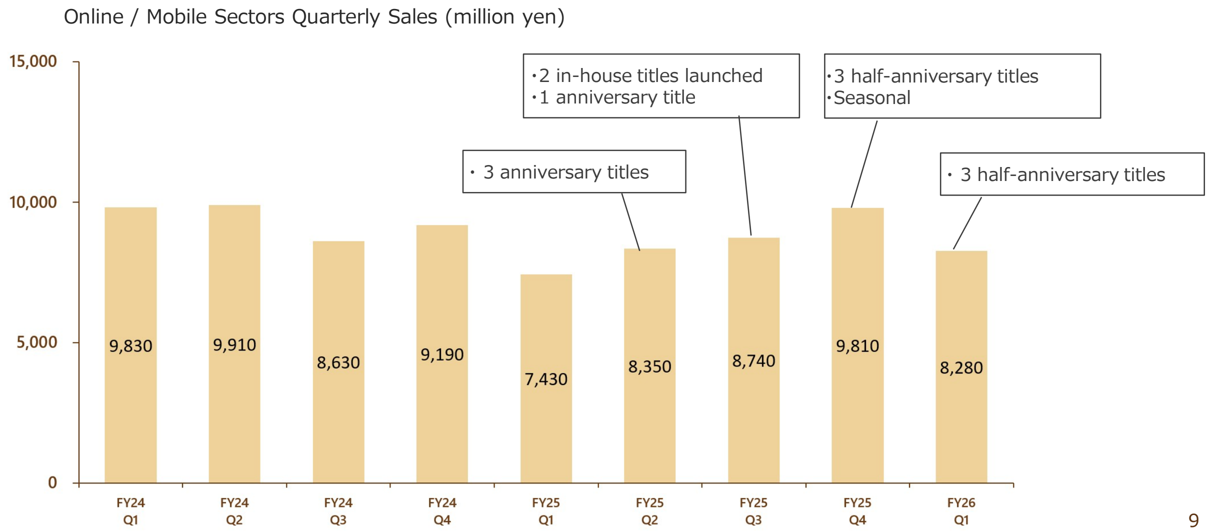
The number of console and PC units sold in the first quarter reached 2.45 million.

Regarding new releases, we launched “DEAD OR ALIVE 6 Last Round” and “Atelier Yumia: The Alchemist of Memories & the Envisioned Land – Nintendo Switch 2 Edition."

Sales of back catalog exceeded our plan.

Business Highlights: Entertainment Business - Online/Mobile Sector Sales Trends

Titles such as launched in the 3rd quarter of FY25 contributed



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The sales trend in the online and mobile sector is as follows.

Sales in the first quarter increased compared to the same quarter of the previous year, largely due to titles that launched in the third quarter of the previous year.

Moving forward, we will focus on developing new titles and increasing licensed titles to further raise the sales level.

That concludes the business highlights for the first quarter.

3. Frequently Asked Questions
- Summary of Disclosed Information

Agenda

1. Financial Highlights and Forecasts
2. Business Highlights
3. Frequently Asked Questions - Summary of Disclosed Information
   - 4th MTMP Pipeline
   - 4th MTMP: Investment in Human Capital
   - Utilization status of AI, etc.
4. Q&A

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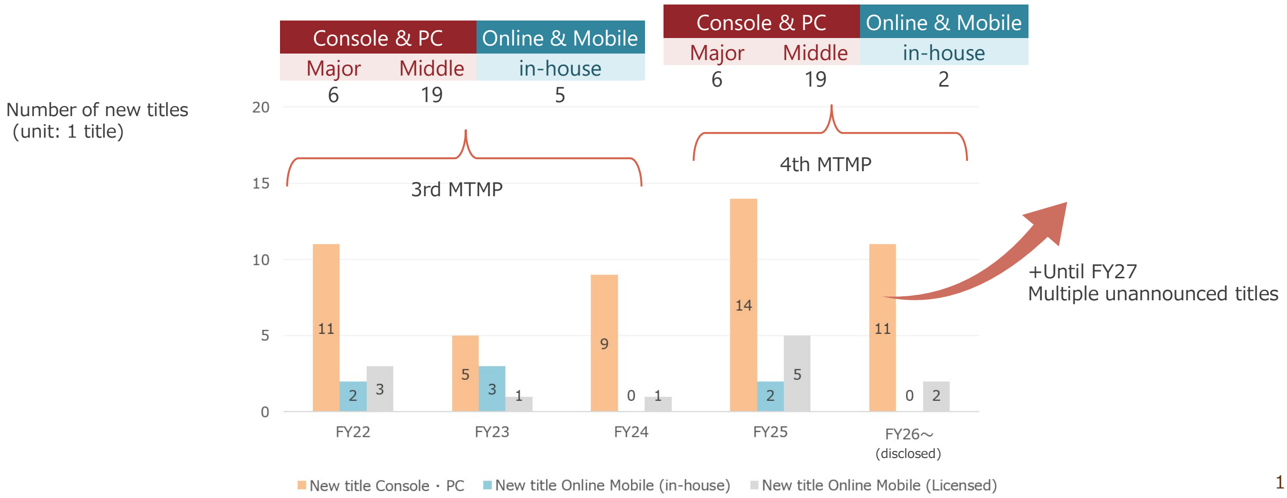
From here, I would like to address questions that we frequently receive from investors by revisiting and organizing the information we have disclosed so far.

Frequently Asked Questions: 4th MTMP Pipeline

Q. What is the 4th MTMP pipeline like?

A. Prepare multiple new titles during the 4th MTMP period.
Against the backdrop of expanding the development system,
we aim for both quality and quantity growth by emphasizing portfolio balance.



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First, I would like to explain the pipeline under the 4th MTMP.

During the period of the 4th MTMP, we have scheduled multiple new titles for release each year.

We plan to enhance the number and scale of titles based on the three-year period of the 3rd MTMP. With an expanded development organization through active recruitment, we aim to grow both the quantity and quality of our pipeline.

Our strategy is to maintain a balanced portfolio by including not only major titles but also low-risk, stable titles.

In the first quarter, we were able to announce multiple titles.
Combining last fiscal year’s release results with the currently announced titles, the number of console and PC titles already rivals that of the 3rd MTMP period, indicating steady pipeline growth.

We will continue to focus on developing new titles.

Frequently Asked Questions: Disclosed Pipeline

Q. Regarding the disclosed pipeline, how is the title portfolio?
Are there any titles that have particularly high expectations?

A. In addition to major titles, also announced multiple mid-range and smaller titles.
Major two titles “Wo Long 2: Wings of Ember” and “Attack on Titan 3”

PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/XBOX Game Pass/XBOX on PC/Windows(Steam)

Wo Long 2: Wings of Ember

Scheduled for release in early 2027

PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/Windows(Steam)

Attack on Titan 3

Scheduled for release this winter

Title Line-up 公表済みタイトルラインナップ

		Title (Original title / English title),Platform*	Launch date	Developer	Publisher
Console/PC	Major 大型	進撃の巨人 3 / Attack on Titan 3 PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/Windows(Steam)	This Winter	KOEI TECMO GAMES	KOEI TECMO GAMES
		Wo Long 2: Wings of Ember PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/XBOX Game Pass/XBOX on PC/Windows(Steam)	early 2027	KOEI TECMO GAMES	KOEI TECMO GAMES
	Other その他	DEAD OR ALIVE 6 Last Round PlayStation®5/XBOX Series X|S/Windows(Steam)	Q1 Jun.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		ユミアのアトリエ ～追憶の錬金術士と幻創の地～ / Atelier Yumia: The Alchemist of Memories & the Envisioned Land Nintendo Switch™ 2	Q1 Jun.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		BLUE REFLECTION Quartet: 少女たちのキセキ / BLUE REFLECTION Quartet PlayStation®5/Nintendo Switch™ 2/Nintendo Switch™/Windows(Steam)	Q2 Jul.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		ぽこ あ ポケモン エキスパンションパス / Pokémon Pokopia Expansion Pass Nintendo Switch™ 2	Part1 Aug.2026 - Part2 Late 2026 Part3 2027	The Pokémon Company GAME FREAK KOEI TECMO GAMES (Co-Plan&Development)	Japan:The Pokémon Company Overseas:Nintendo
		Wo Long: Fallen Dynasty Complete Edition Nintendo Switch™ 2	Q2 Sep.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		三國志14 with パワーアップキット Complete Edition / ROMANCE OF THE THREE KINGDOMS 14 Complete Edition PlayStation®5/PlayStation®4/Nintendo Switch™/Windows(Steam)	Q2 Sep.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		信長の野望･飛翔 / NOBUNAGA'S AMBITION: Hishou PlayStation®5/Nintendo Switch™ 2/Nintendo Switch™/Windows(Steam)	This Winter	KOEI TECMO GAMES	KOEI TECMO GAMES
		真･三國無双２ with 猛将伝 Remastered / DYNASTY WARRIORS 3 Complete Edition Remastered PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/Windows(Steam)	Q3 Oct.2026	KOEI TECMO GAMES	KOEI TECMO GAMES
		カリアのアトリエ ～夜の王国と追憶の道標～ / Atelier Karia: The Night Kingdom & the Guide of Memories PlayStation®5/Nintendo Switch™ 2/XBOX Series X|S/Windows(Steam)	early 2027	KOEI TECMO GAMES	KOEI TECMO GAMES

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The currently announced pipeline is as shown.

In addition to the two major titles, we have also announced many titles in the middle-class or below.
Furthermore, we are developing multiple titles that have not yet been announced, in addition to those listed.

Now, I would like to introduce the two major titles.

We announced the release of ”Wo Long 2: Wings of Ember”, the sequel to ”Wo Long: Fallen Dynasty”, which was released in 2023.

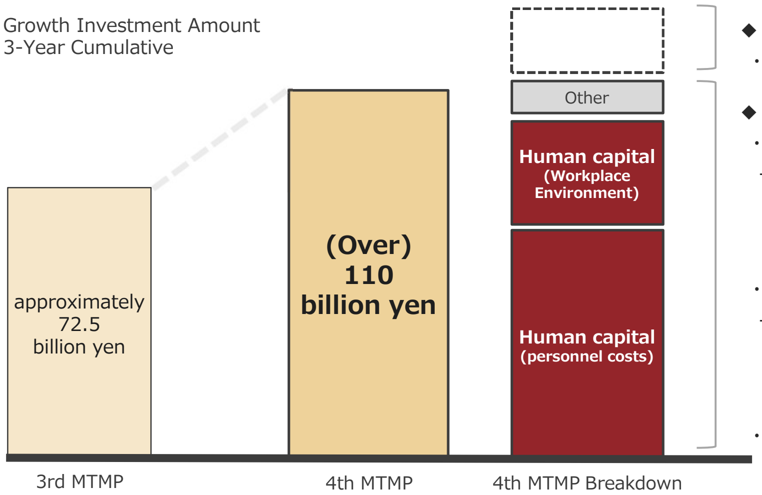
We also announced the release of “Attack on Titan 3”, the latest installment in the action series based on the popular manga and anime “Attack on Titan”.

For “Wo Long 2”, development is underway for a release in early 2027. For “Attack on Titan 3”, development is progressing toward a release this winter.

Frequently Asked Questions: 4th MTMP - Investment in Human Capital

Q. How are you thinking about growth investments? What about M&A?

A. The majority will be investments in human capital, including the acquisition of a new office.
Personnel expenses are expected to continue increasing at roughly the same pace as before.



◆ **Elements to implement if opportunities arise**

・M&A - Emphasis on IP and synergies

◆ **Planned Elements**

・Personnel costs (majority of investment in human capital)
- Proactive hiring and salary increases
→Costs increase at a pace of approximately 10% annually

Fiscal Year 2025 Results: 26.8 billion yen

・Workplace environment improvement
- New office-related (acquired in fiscal year 2025), acquisition of single dormitory, etc

Fiscal Year 2025 Results: 23.2 billion yen

・Other (development equipment, etc.)

*The graph height is for illustration purposes only and does not correlate with the absolute amount.

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Let me once again explain our growth investments under the 4th MTMP

By making proactive investments centered on human capital, we intend to build a foundation for medium- to long-term growth.

The majority of these growth investments is allocated to human capital and include three years of personnel expenses and costs to improve the workplace environment.

Personnel expenses in fiscal 2025 totaled ¥26.8 billion. We expect these expenses to increase at a rate of around 10% per year due to recruitment and salary increases.

Actual expenditures for workplace environment improvements in fiscal 2025, including new office-related costs, totaled ¥23.2 billion.

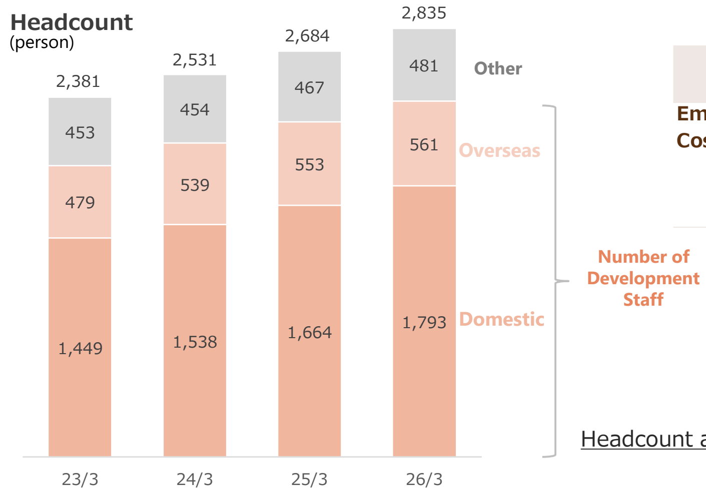
Apart from the office acquisition in 2025, we are not planning any large-scale investments and expect investments to focus mainly on development equipment for the time being.

Regarding M&A, we plan to actively pursue opportunities by carefully selecting targets that emphasize IP and synergy. Due to the difficulty in forecasting the timing and amount of such transactions, M&A activities are not included in the 110 billion yen growth investment plan.

Frequently Asked Questions: 4th MTMP - Investment in Human Capital

Q. What progress has been made in recruitment as part of investment in human capital?

A. The number of Headcount, mainly in development roles, increased as planned.
Personnel costs increased year-on-year



(million yen)

		FY25 Q1	FY26 Q1	YoY
Employment Costs	COGs	5,133	**5,990**	857
	SGA	1,256	**1,530**	274
		6,389	**7,520**	1,131

Headcount as of the end of June 2026: 3,015

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Regarding the progress of our investments in human capital, both headcount and personnel expenses have been increasing in line with our plan.

We continue to hire proactively, focusing mainly on new graduates.
At the end of fiscal 2025, our consolidated number of employees was 2,835.

In fiscal 2026 as well, we are welcoming around 200 new graduate hires in Japan, and as of the end of June this year, our headcount had reached 3,015 employees.

Personnel expenses are increasing in line with our plan, reflecting growth in headcount and improvements in employee treatment.

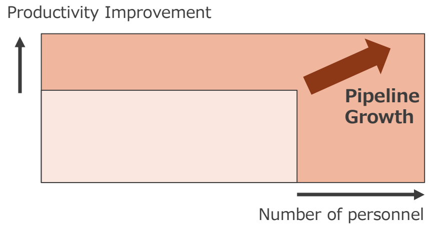
Frequently Asked Questions: Utilization status of generative AI, etc.

Q. What is the current state of generative AI utilization,
and is its use progressing beyond game development?

A. Promote utilization in various fields to improve operational efficiency and game quality

Policy

Improving productivity through AI utilization
×
Expansion of development personnel
↓
Contributing to growth in both the quantity and quality of the pipeline



< AI Utilization Case Studies>

domain	Use Cases
Customer Support	Automated user interaction
	Automating the collection and analysis of user responses
Quality Assurance	Reducing debugging labor
Localization	Streamlining Multilingual Support in Translation
Overseas Bases	Improving operational efficiency through smoother communication in other languages
Company-wide	Over 2,700 in-house AIChat users Improved operational efficiency through through file translation, voice transcription, and more.
	Added features for in-house AIChat such as conference voice translation

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We have received many questions regarding our use of generative AI.

Our efforts to enhance productivity through the use of generative AI and related technologies are being advanced in tandem with the expansion of our development workforce, with the aim of contributing to growth in the quantity and quality of our pipeline.

In FY 2025, we promoted the use of AI in development support environments, including debugging.
In the current fiscal year, we are working on initiatives such as adding functionality to our in-house AI tools.

We will continue to leverage AI and related technologies and actively pursue operational efficiency improvements.

That concludes our presentation.