



FY Sep.2024/4Q Results


2024/11/06 WED

This document is an explanatory material of the financial results briefing for the full year and fourth quarter of the fiscal year ended September 30, 2024 with commentary.
Please note that the wording and expressions may differ from those in the video presentation.

Note: This document is a translated version for reference purposes only. Therefore, any discrepancy may occur with the Japanese original version. Please refer to the Japanese version if you find anything unclear. COLOPL, Inc. takes no responsibility for any problems of translation.

This is Miyamoto, President and CEO.

Thank you very much for joining us today at the briefing on the full year and fourth quarter for the fiscal year ended September 30, 2024.

- 01** Overview of Results
- 02** Entertainment Business
- 03** Investment and Development Business
- 04** Policy for the future
-  **Supplementary Material**

*Views and forecasts contained in this document are based on COLOPL's assessment as of the time this document was created, and do not in any way guarantee the accuracy of the information.
Please be advised that the actual results or outcome may significantly differ from the views and forecasts expressed herein due to changes in various factors.
*From FY2024 4Q, the results For details, please refer to the timely disclosure "Notice of Partial Correction of Past Fiscal Year Financial Results, etc." announced on November 6.

Today, I would like to explain the following items.

Highlights



4Q Results (Jul.-Sep.)

The significant increase in advertising expenses due to the release of new titles has had an impact on our business performance.

[4Q Results] Sales:7.6 billion yen(YoY:-7.9%) Operating Profit:-0.5 billion yen(YoY:-%)

Full Year Results

In addition to the delay in the release of new titles, there was a YoY decrease in sales due to the decline and closure of existing titles.

With the full-scale launch of blockchain games, costs were incurred in advance.

The sale of shares in our investment company, Timee, Inc., resulted in a profit for the first time since the business was launched.

[Total] Sales:25.9 billion yen(YoY:-15.7%) Operating Profit:-1.2 billion yen(YoY:-%)

[Entertainment Business] Sales:24.4 billion yen(YoY:-18.2%) Operating Profit:-1.3 billion yen(YoY:-%)

[Investment and Development Business] Sales:1.5 billion yen(YoY:+68.3%) Operating Profit:0.09 billion yen(YoY:-%)

TOPICS

The BRIL token listed on the global crypto exchange "Bit2Me" and can be used in 66 countries.

Mid-term management policy formulated. Transition to new management structure announced for future growth.

Dividend is planned to be 20 yen per share.

These are the highlights of the current fiscal year.
I would like to explain step by step.

Entertainment in Real Life

01 Overview of Results

First, I would like to explain the Overview of Results.

01 Overview of Results Revenue Transition



Sales: 7.6 billion yen (YoY: -7.9%) **Operating Profit: -0.5 billion yen (YoY: -%)**



* There are some differences in calculation due to rounding down of less than one million yen and rounding off.
 * Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

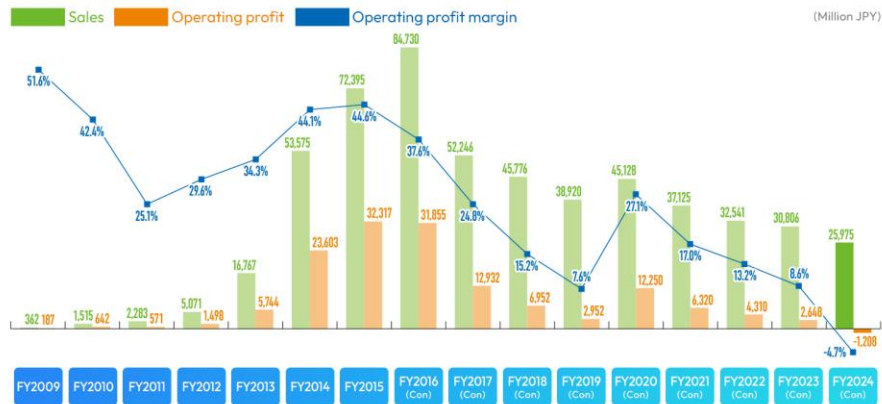
This is the quarterly revenue transition.

Consolidated sales for the fourth quarter were 7.6 billion yen and operating profit was -0.5 billion yen.

01 Overview of Results Revenue Transition(YoY)



Sales:25.9 billion yen (YoY:-15.7%) Operating Profit:-1.2 billion yen (YoY:-%)



* There are some differences in calculation due to rounding down of less than one million yen and rounding off.
 * Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

This is the revenue transition for the full year.

Consolidated sales were 25.9 billion yen and consolidated operating profit was -1.2 billion yen.

01 Overview of Results Results by Segment



Entertainment Business

(Million JPY)

	FY2023 (Oct.2022-Sep.2023)	FY2024 (Oct.2023-Sep.2024)	YoY
Sales	29,914	24,474	-18.2%
Cost	26,594	25,776	-3.1%
Operating profit	3,320	-1,302	-
Operating profit margin	11.1%	-5.3%	-

Investment & Development Business

(Million JPY)

	FY2023 (Oct.2022-Sep.2023)	FY2024 (Oct.2023-Sep.2024)	YoY
Sales	891	1,500	+68.3%
Cost	1,565	1,409	-10.0%
Operating profit	-674	91	-
Operating profit margin	-75.6%	6.1%	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.
*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

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This is the results by segment.

In the Entertainment Business, sales were 24.4 billion yen and operating profit was -1.3 billion yen.

Sales decreased compared to the previous year due to the delayed release of new titles, as well as the decline in sales of existing titles and the impact of closures.

Operating income decreased due to the costs incurred in the full-scale launch of the blockchain game business.

In the Investment and Development Business,

sales were 1.5 billion yen and operating profit was 0.9 billion yen.

Due to an increase in investment returns of our investee, Timee, Inc., sales and profits increased compared to the previous year.

01 Overview of Results Profit and Loss Statement



Ordinary profit:-0.9 billion yen (YoY:-%) Net profit:-1.8 billion yen (YoY:-%)
(Million JPY)

	FY2023 (Oct.2022-Sep.2023)	FY2024 (Oct.2023-Sep.2024)	YoY
Sales	30,806	25,975	-15.7%
Cost	28,157	27,183	-3.5%
Operating profit	2,648	-1,208	-
Operating profit margin	8.6%	-4.7%	-
Non-operating income	926	720	-22.2%
Non-operating expenses	508	460	-9.4%
Ordinary profit	3,066	-947	-
Extraordinary income	-	-	-
Extraordinary losses	-	276	-
Profit before income taxes	3,066	-1,224	-
Total income taxes	1,320	642	-51.3%
Net profit	1,746	-1,866	-
Net profit margin	5.7%	-7.2%	-

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

*Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).

*Net profit: Profit attributable to owners of parent (Profit (loss) attributable to non-controlling interests is included in Total income taxes)

The full year profit and loss statement including ordinary profit and net profit looks like this.

Ordinary profit was -0.9 billion yen due to the recording of interest on deposits and gains on sale of securities, and net profit was -1.8 billion yen.

Equity ratio of 89.4%

(Million JPY)

	FY2023 (Sep.2023)	FY2024 (Sep.2024)	Compared to the end of the previous year
Current assets	74,658	67,267	-9.9%
Cash and deposits	57,960	50,250	-13.3%
Operational investment securities	9,750	10,166	+4.3%
Non-current assets	6,805	12,537	+84.2%
Total assets	81,464	79,805	-2.0%
Current liabilities	4,283	6,567	+53.3%
Non-current liabilities	1,121	1,849	+64.9%
Total liabilities	5,404	8,417	+55.8%
Shareholders' equity	74,526	70,128	-5.9%
Net assets	76,060	71,387	-6.1%

*There are some differences in calculation due to rounding down of less than one million yen and rounding off.

This is the consolidated balance sheet.

The equity ratio is 89.4%, and we continue to maintain a solid financial base.

Cash and deposits decreased due to the acquisition of shares for future growth, but Non-current assets increased.

We plan to pay a dividend of 20 yen per share

Return Policy We comprehensively consider consolidated business performance, DOE, cash flow and capital efficiency. We provide stable and continuous dividends

	FY2020	FY2021	FY2022	FY2023	FY2024
Dividend per share (JPY)	25.00	20.00	20.00	20.00	20.00
Total dividend (Million JPY)	3,195	2,559	2,564	2,565	2,567
DOE	4.4%	3.4%	3.4%	3.4%	3.5%



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.
 * The dividend for FY2024 will be decided at the annual meeting of stockholders which is plans to take in December, 2024 in relation to the plan for the appropriation of surplus.

This is the about shareholder returns.

First, our policy is to comprehensively consider consolidated business performance, DOE, cash flow and capital efficiency. We provide stable and continuous dividends.

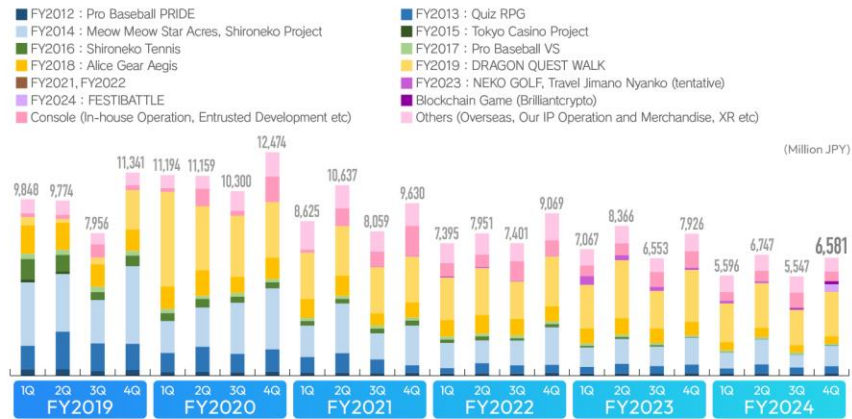
Based on this policy, we plan to pay a dividend of 20 yen per share, the same amount as the previous year.

That is all for the explanation of the Overview of Results.

02 Entertainment Business

Next, I would like to explain the Entertainment Business.

Sales: 6.5 billion yen (YoY: -17.0%, QoQ: +18.6%)



*There are some differences in calculation due to rounding down of less than one million yen and rounding off.
 *Sales of "DRAGON QUEST WALK" is recorded on a net basis (revenue sharing).
 *Please see page 19 for details on blockchain game performance.

This is the quarterly sales transition in the entertainment business. Sales for the fourth quarter were 6.5 billion yen.

Compared to the same quarter of the previous year, despite the impact of declining sales and closures of existing titles, compared to the previous quarter, the 10th anniversary of "Shironeko Project" and the 5th anniversary of "DRAGON QUEST WALK" contributed.

The main topics of the Entertainment Business will be discussed in turn next.

FESTIBATTLE

On August 30th, release a new team action game!



The popular characters from “Shironeko Project” and “Monster Strike” are appearing one after another.



A collaboration event featuring popular characters from “The Battle Cats” was held.

First, I will explain about "FESTIBATTLE".

“FESTIBATTLE” is a team action game featuring characters from games such as “Shironeko Project” and “Monster Strike”.

With distribution and viewing functions built into the game, even those who are not good at competing can experience battles together.

In September, we held the first collaboration event with the game “The Battle Cats” for this title.

We will continue to focus on the future management of games that a game where there is always a place for everyone to enjoy.

Shironeko Project

Celebrating the 10th anniversary, commemorative events were held both in face-to-face and online



The largest-scale face-to-face event in this title was held at Tokyo Big Sight.



The main story of a new worldview has begun.

Next, I would like to explain "ShironekoProject".

"Shironeko Project" celebrated its 10th anniversary in July, and commemorative events were held both in face-to-face and online.

The largest-scale face-to-face event in this title was a great success, with many users coming from all over the country to attend. In addition, we launched the main story, which is presented in a new worldview, and also held several events and campaigns.

We will use this 10th anniversary as a new starting point, and while continuing to focus on communication with our users, we will aim for the long-term operation of our titles.

DRAGON QUEST WALK

Held 5th Anniversary Event! Multiple new features implemented



By providing game experience aimed at turning everyday life into entertainment, approach new user segments.

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“DRAGON QUEST WALK” celebrated its 5th anniversary in September, and held an anniversary event.

In addition, a new feature has been added that allows you to record your sleeping hours, so you can now progress through your adventure not only during the day, but also during the night when you sleep.

We have also added a new casual game feature in October.

By providing game experience aimed at turning everyday life into entertainment, we will continue to approach new user segments that we have not been able to reach before.

Other titles

Held collaboration with our original IP and user-participation event



Alice Gear Aegis

Collaboration with “STEINS;GATE”, which was celebrating its 15th anniversary.



Quiz RPG: The World of Mystic Wiz

Held a popularity vote event by users.

In other titles, we held collaboration with our original IP and user-participation event.

In “Alice Gear Aegis”, we held collaboration with “STEINS;GATE” for its 15th anniversary, and in “Quiz RPG: The World of Mystic Wiz”, we held the popular user-participation event “GOLDEN AWARD”.

During the event period, we collaborated with the amusement facility “TAITO STATION”, and many users visited the store.

Brilliantcrypto

Handling of the BRIL token have started in 66 countries, including Brazil



Listed on the global crypto exchange "Bit2Me".



Taking the stage at "NFT Brasil", one of the largest NFT events in South America.

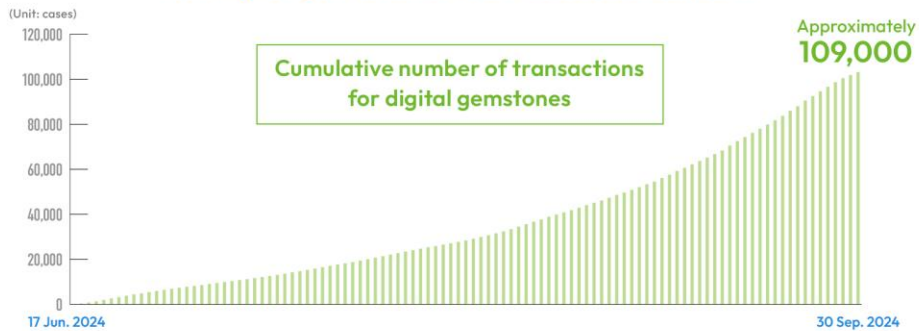
Next, I will explain about the Blockchain Game "Brilliantcrypto."

The BRIL token, a cryptocurrency of "Brilliantcrypto" was listed on the global crypto exchange "Bit2Me" on September 10th, and it is now being handled in 66 countries around the world, including Brazil.

In addition, in the Brazilian region, local legal research has been completed, and it is now possible to directly acquire BRIL tokens in the game, just like in Japan.

In line with this timing, we took the stage at "NFT Brasil", one of the largest NFT events in South America, and promoted the expansion of our network in the region.

The cumulative number of transactions for digital gemstones has exceeded 100,000



Expansion of the BRIL token listing area and global marketing have led to steady growth in the gemstone trade.

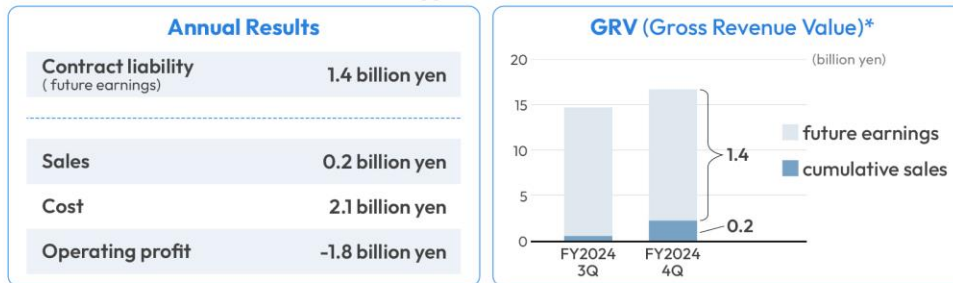
Next, I would like to explain the status of digital gemstone transactions of "Brilliantcrypto".

The cumulative number of transactions on digital gemstones as of the end of September exceeded 100,000.

The number of transactions has exceeded 150,000, and the pace of transactions has been steady since the game was released.

Development and advertising costs were incurred in advance, while the sale of a portion of the BRIL token increased GRV

Brilliantcrypto, Inc. financials



Aiming to contribute to business performance through increased sales due to an increase in global users and gradual cost efficiency improvements.

*Gross Revenue Value is an indicator of the value created by "Brilliantcrypto" and is the sum of Contract liability (future earnings) and cumulative sales.
 *There are some differences in calculation due to rounding down of less than one million yen.

I will explain the results of Blockchain Games.

The chart on the left shows the annual results.

Sales are from the third quarter of this fiscal year, when the game was released.

Cost are actual results from the beginning of the fiscal year, with development and advertising costs were incurred in advance.

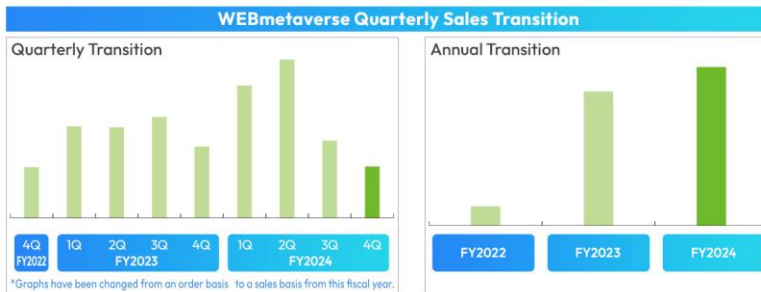
On the other hand, the sale of a portion of the BRIL token have increased the GRV, an indicator of the value created, as shown in the figure on the right.

From now on, we will aim to contribute to business performance by increasing sales through increased sales due to an increase in global users and gradual cost efficiency improvements.

This is all for the Blockchain Game.

WEBmetaverse

Sales fell in the second half due to seasonal factors,
but the full-year result was still positive YoY



Worked to strengthen alliances aimed at expanding new functions
and integrating Web3 technology.

The last topic in the Entertainment Business is the "XR/Metaverse" that we are working on through our group company 360Channel, Inc.

As shown in the chart on the left, sales of WEBmetaverse fell in the second half due to seasonal factors, but the full-year result was still positive YoY.

In the fourth quarter, we worked to strengthen alliances aimed at expanding new functions and integrating Web3 technology.

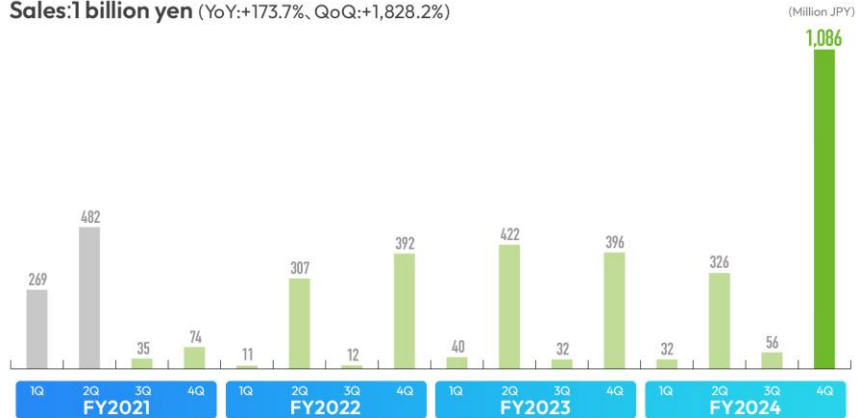
This is all for the Entertainment Business.

03 Investment and Development Business

Next, I would like to explain the Investment and Development Business.

03 Investment and Development Business Quarterly Sales Transition

Sales: 1 billion yen (YoY: +173.7%, QoQ: +1,828.2%)



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The quarterly results shows the figure when the investment is regarded as intra-operating transactions from the beginning of the 1Q FY2021.
 **The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) and Listed Shares Fund (targeting listed stocks in Japan) managed by our group company COLOPL NEXT, Inc.

This is the quarterly sales transition in the Investment and Development Business.

Sales for the fourth quarter totaled 0.1 billion yen.

Sales increased due to an increase in investment returns of our investee, Timee, Inc. compared to the same quarter of the previous year.

03 Investment and Development Business Balance of Operational Investment Securities

Balance of operational investment securities: 10.1 billion yen

(YoY: +4.3%, QoQ: +0.5%)

(Million JPY)



*The Company has recognized the Investment and Development Business as a segment since the middle of the 2Q FY2021. The balance of operational investment securities is the reference value when the relevant portion is calculated as of the end of the 1Q FY2021.

**The figures do not include the performance of No.1 Fund Investment Partnership (Support for student entrepreneurs) and Listed Stock Fund (targeting listed stocks in Japan) managed by our group company COLOPL NEXT, Inc.

Next is the balance of operational investment securities.

The balance of operational investment securities at the end of the fourth quarter was 10.1 billion yen.

Despite an increase in the market value of investments and new investments, the total remained flat compared to the end of the previous quarter due to the impact of foreign exchange and impairment losses.

Made new investments in domestic companies



Company Name: TableCheck Inc.
Business: Development and provision of cloud-based restaurant management systems and restaurant search and online reservation systems



Company Name: Forward, inc.
Business: Development and provision of recruitment support SaaS products that utilize AI

I would like to explain a topic of the Investment and Development Business.

In the fourth quarter, we made investments in TableCheck Inc. and Forward, inc. to expand our portfolio.

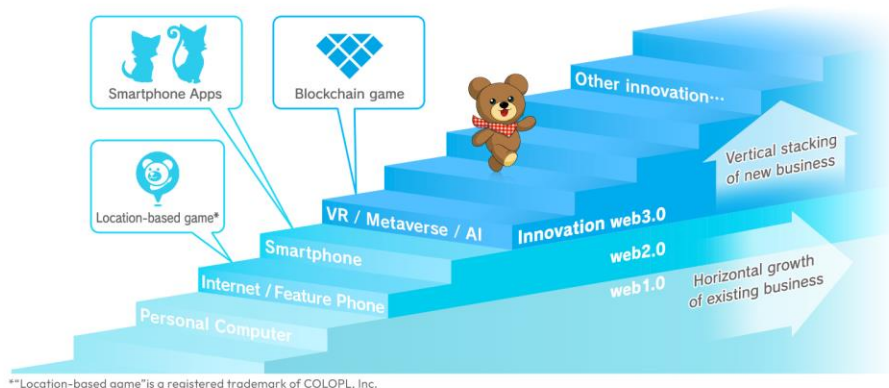
This is all for the Investment and Development Business.

Entertainment in Real Life

04 Policy for the future

Next, I would like to explain the policy for the future.

With “Entertainment in Real Life” as our mission
Growth through innovation as an opportunity



**Location-based game* is a registered trademark of COLOPL, Inc.

The Group’s mission is “Entertainment in Real Life,” and our vision is to delivering “New Experiences” with the latest technology and creative ideas.

We have achieved growth by creating content that is “The First”, including location-based game, taking advantage of opportunities for social innovation.

Formulated mid-term management policy



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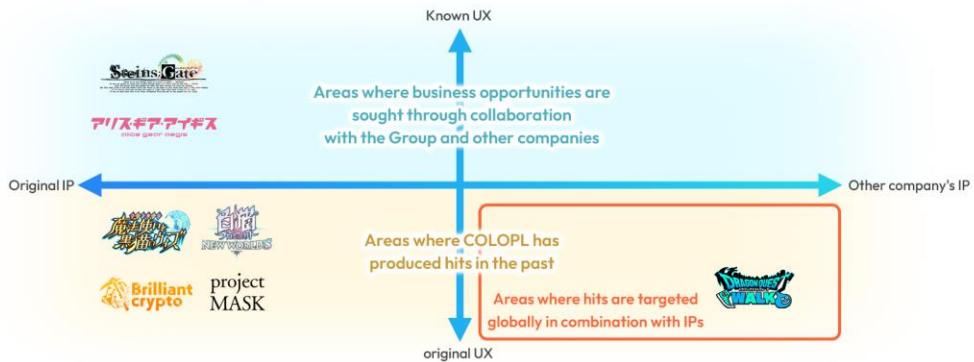
In order to further pursue our mission and vision, we have formulated mid-term management policy.

As you can see in the diagram, we are pursuing the following three strategies:

- Proactive expansion into overseas markets
- Utilization of domestic IP
- Providing new UX (one and only manufacturing)

By implementing each strategy, we hope to create games that become global hits and increase our presence in the mobile game market.

Organized future game contents strategy around IP and UX



*The above chart was created based on our own standards.
 **Original UX* refers to our original game experience, while "known UX" refers to widely recognized game experiences.

This is a chart that organizes future game contents strategy around IP and UX.

Of the four quadrants with IP on the horizontal axis and UX on the vertical axis, the upper quadrant of Known UX is considered to be a red ocean, and when working in this area, we look for opportunities through collaboration with the Group and other companies.

The area of Original UX at the bottom is the area where COLOPL has produced hits in the past.

COLOPL possesses a number of technologies that can be used overseas, including location information and blockchain, and we can give shape to Original UX.

For this reason, we will be concentrating our development resources mainly in the lower right-hand area.

Announced the transition to a new management structure with the aim of improving business promotion capabilities and strengthening corporate governance

[Board of Directors] Inside Director:4
Outside Director:5 (including 2 women)

Name	New Title
Naruatsu Baba	Board Chairman and Chief Creator
Takashi Miyamoto	President and Representative Director Senior Executive Officer CEO
Yoshiaki Harai	Executive Director Senior Executive Officer CFO
Yu Sakamoto	Executive Director Senior Executive Officer CPO
Koji Yanagisawa	Outside Director (Independent Officer)
Masako Takeda	Outside Director (Independent Officer)
Akira Tozawa	Outside Director Full-time Audit and Supervisory Committee Member (Independent Officer)
Mizuho Abe	Outside Director Audit and Supervisory Committee Member (Independent Officer)
Koichiro Iida	Outside Director Audit and Supervisory Committee Member

[Senior Executive Officers and Executive Officers]

Name	New Title
Kenta Sugai	Senior Executive Officer CIO
Yoichi Ikeda	Senior Executive Officer CDO
Satoshi Yamazaki	Senior Executive Officer CLO
Kazunobu Takita	Senior Executive Officer CSO
Rintaro Mori	Executive Officer General Manager of Corporate Administration Department
Ryoji Tsunoda	Executive Officer Deputy General Manager of Entertainment Division

*The matter will be formally decided at the ordinary general meeting of shareholders scheduled to be held in December 2024 and at the board of directors to be held after the Ordinary General Meeting of Shareholders.
*For details, please refer to the timely disclosure "Notice of Changes to the Management Structure and Partial Amendments to the Articles of Incorporation" announced on November 6.
*CEO: Chief Executive Officer / CFO: Chief Financial Officer / CPO: Chief Product Officer / CIO: Chief Information Officer / CDO: Chief Development Officer / CLO: Chief Legal Officer / CSO: Chief Strategy Officer

In order to implement the above mid-term management policy with a sense of urgency, we have announced today that we will be transitioning to a new management structure.

By introducing a new senior executive officer system and appointing CxOs, we will clarify executive responsibilities according to each person's specialty.

In addition, we will improve the effectiveness of the supervisory function by increasing the ratio of outside directors and female directors on the Board of Directors and replacing outside directors who have served for a long period of time.

With this new structure, we aim to improve the business promotion capabilities of the entire the Group and strengthen the corporate governance that forms the foundation for this.

Existing field: Active use of IP and expansion of the markets approached

Smartphone Games	<ul style="list-style-type: none"> • Development of new games that utilize IP to provide new experiences • Acceleration of expansion into target overseas markets by making full use of our unique technological capabilities • Promotion of multi-platform development
Console Games	<ul style="list-style-type: none"> • Focus on developing adventure games, which is our strength • Release a new game to commemorate the 15th anniversary of “STEINS;GATE” and expand the user base

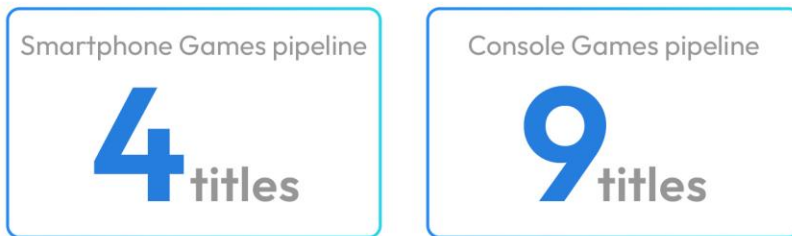
New field: Challenge new technological fields with the aim of future monetization

Blockchain Games	<ul style="list-style-type: none"> • “Brilliantcrypto” is moving on to Phase 2. Strengthening global expansion and maximizing the value of digital gemstones
AI	<ul style="list-style-type: none"> • Using AI in a healthy way to create new gaming experiences
XR	<ul style="list-style-type: none"> • Strengthening services and focusing on BtoB • Creating new synergistic businesses by leveraging our existing knowledge

The annual policy for the Entertainment Business in FY2025, based on the mid-term management policy, are as shown.

In existing field, we will “Active use of IP and expansion of the markets approached,” and in new field, we will “Challenge new technological fields with the aim of future monetization.”

Two new smartphone games are scheduled for release in FY 2025



*Contracted development projects are not included in console games pipeline.

The pipeline for each games is as shown.

There are 4 smartphone games and 9 console games.

We plan to release another game in addition to the smartphone game “project Mask” that we have been telling you about so far, during FY 2025.

The development of the new smartphone game
by legend creator Kazuma Kaneko is progressing smoothly



Aims to create a new gaming experience like no other.

I would like to explain about a new smartphone game that is currently under development.

The new game being developed by legendary creator Kazuma Kaneko is progressing smoothly, and we are working hard to release it.

STEINS;GATE

15th anniversary event held. Information
about the new game “STEINS;GATE RE:BOOT” announced



The release of a new title is scheduled for 2025. Aims to cultivate a new user base.

Next, I would like to explain about the console game “STEINS;GATE”.

“STEINS;GATE” celebrated its 15th anniversary in October, and held a commemorative live event.

The event attracted attention even before it was held, with advance tickets selling out on the day, and it was a great success on the day too.

We also announced information about the new game “STEINS;GATE RE:BOOT” that is currently under development.

The graphics have been completely redesigned, and some new elements have been added to the story.

We will focus on development with the aim of cultivating a new user base, with a release date of 2025.

New adventure games using popular IPs will be released sequentially



“The Quintessential Quintuplets Gotopazu Story 2nd”
Released on October 31



“Rent-A-Girlfriend -The horizon line and her in a swimsuit-”
Scheduled for release on November 28

In the console game, we are also releasing adventure games that use popular IP sequentially.

We will continue to focus on developing new titles that utilize not only original IP, but also other companies' IP.

Brilliantcrypto

Distribution began on the Epic Games Store in October



Aiming to expand the number of global users by releasing on major platforms.

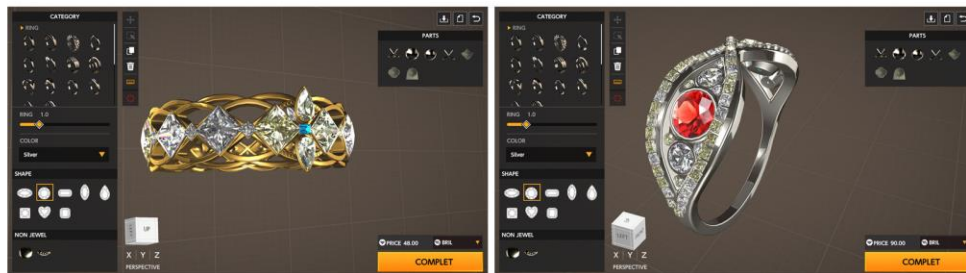
Next, I would like to explain about the Blockchain Game "Brilliantcrypto."

Distribution on the Epic Games Store began in October.

The Epic Games Store is a major platform with over 270 million PC users.

With the start of this distribution, we aim to further expand our global user base.

Currently developing the “Lapidary Workshop”
function listed in Phase 2 of the Roadmap



*This image is under development.

Providing a new user experience that allows you to freely design NFT jewelry.
Enhancing the added value of digital gemstones and further stimulating transactions.

In addition, we announced the development of the “Lapidary Workshop” function listed in Phase 2 of the Roadmap.

This is a new feature that allows you to design digital gemstone mined in the game as you like and generate original NFT jewelry.

By adding more value to digital gemstone, we aim to further revitalize digital gemstones trade.

FY2025, the transition to Phase 2 and the strengthening of global expansion



The roadmap for the future of “Brilliantcrypto” is as shown.

In FY 2025, we plan to move on to Phase 2 and strengthen our global expansion.

In the mid- to long-term, Aiming to "Maximize the value of digital gemstone" in order to establish a metaverse economic zone



This is the mid-to long-term policy of "Brilliantcrypto."

We will continue to promote the various initiatives we have discussed so far, with the aim of "Establishment of a metaverse economic zone" in the future.

The logo for 360 Channel features the numbers '360' in a red, stylized font, with a red arrow pointing upwards from the '0'.

360 Channel

Strengthening services and focusing on BtoB.
Creating new synergistic businesses by leveraging our existing knowledge.

Next, here is the policy for XR in FY 2025.

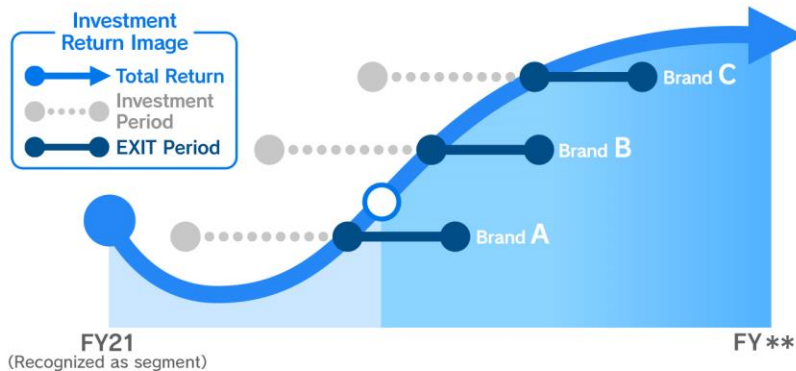
We will continue to focus on strengthening our services and focusing on BtoB.

We will also leverage the technological capabilities and knowledge we have cultivated to date to create new businesses with synergy.

We aim to provide new solutions to the world through the provision of the latest, high-quality XR services.

This concludes our policy for the Entertainment Business.

Focusing on entertainment and BtoC companies,
making investments in Japan and Asia



Lastly, I will explain the policy of the Investment and Development Business.

With a basic policy of “Focusing on entertainment and BtoC companies, making investments in Japan and Asia”, we aim to contribute to the performance of the entire group through concentrated investment in areas and regions where we have expertise.

In FY 2025, we will continue to expand our investment portfolio while monitoring market trends, with this basic policy.

Entertainment in Real Life

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That concludes our explanation of the financial results for the full year and fourth quarter for the fiscal year ended September 30, 2024.

Thank you very much for your attention.