

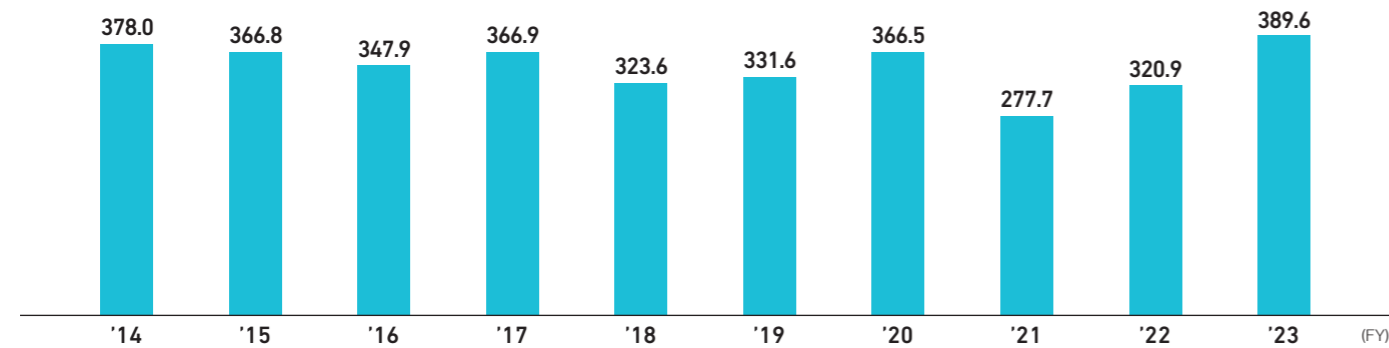
# Financial Performance

## Net Sales\*1

Sales increased across all businesses, consolidated sales grew significantly, up 21.4% year on year to ¥389.6 billion.

**¥389.6 billion**

Billions of yen



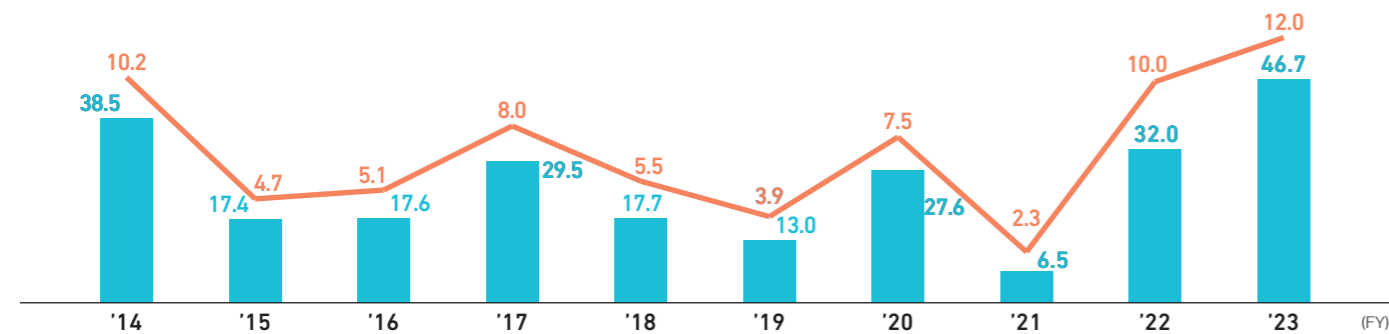
## Operating Income / Operating Income Margin

Operating income rose 46.0% year on year to ¥46.7 billion on higher sales in the Entertainment Contents Business and Pachislot and Pachinko Machines Business and reduced losses in the Resort Business.

**¥46.7 billion / 12.0%**

Billions of yen / %

■ Operating income ■ Operating income margin



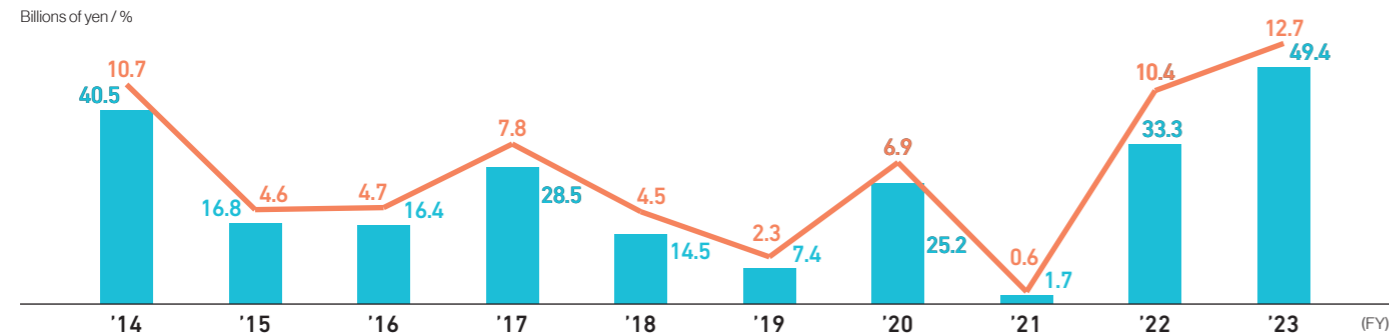
## Ordinary Income / Ordinary Income Margin

Ordinary income increased 48.4% from the previous year to ¥49.4 billion. This was mainly due to non-operating income such as profits from investment partnerships and foreign exchange gains associated with the revaluation of assets denominated in foreign currencies despite non-operating expenses recorded from losses from investment partnerships and equity in losses of affiliates.

**¥49.4 billion / 12.7%**

Billions of yen / %

■ Ordinary income ■ Ordinary income margin



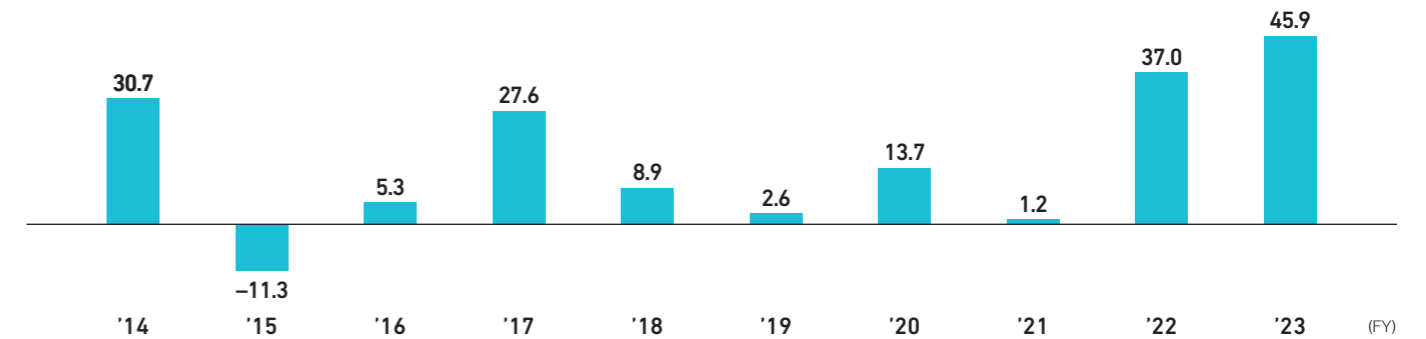
\*1 As the recognition of net sales was changed (1) from a net basis to a gross basis and (2) from a shipment basis to a delivery basis in FY2016/3, figures for FY2015/3 reflect these changes retrospectively

## Profit (Loss) Attributable to Owners of Parent\*2

Profit attributable to owners of parent increased 24.1% year on year to ¥45.9 billion due to a decrease in taxable income due to the recording of deferred tax assets in U.S. subsidiaries, a decrease in taxable income from net loss carried forward, and a decrease in corporate tax credits related to research and development in U.K. subsidiaries.

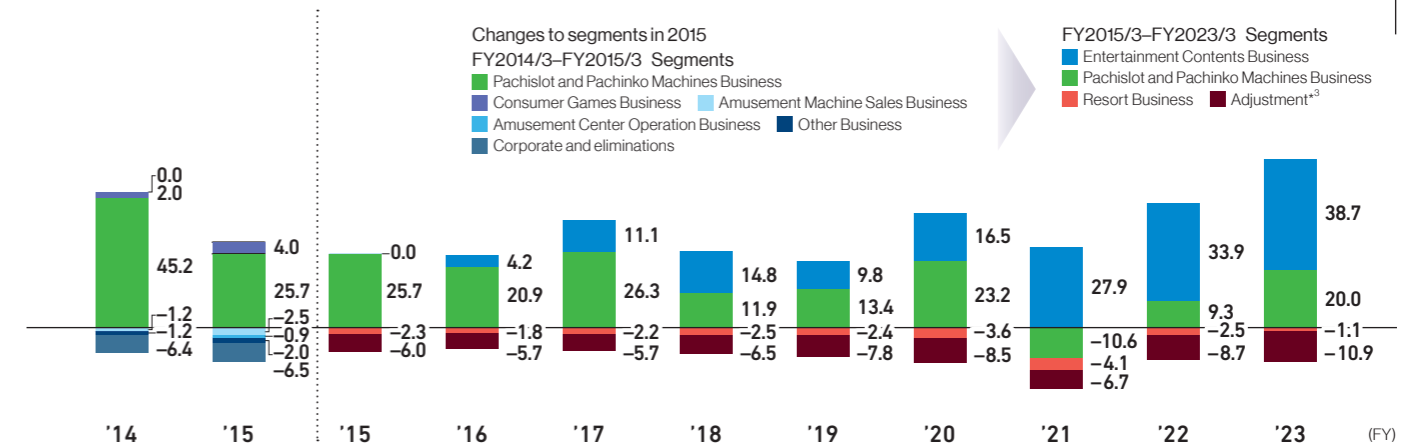
**¥45.9 billion**

Billions of yen



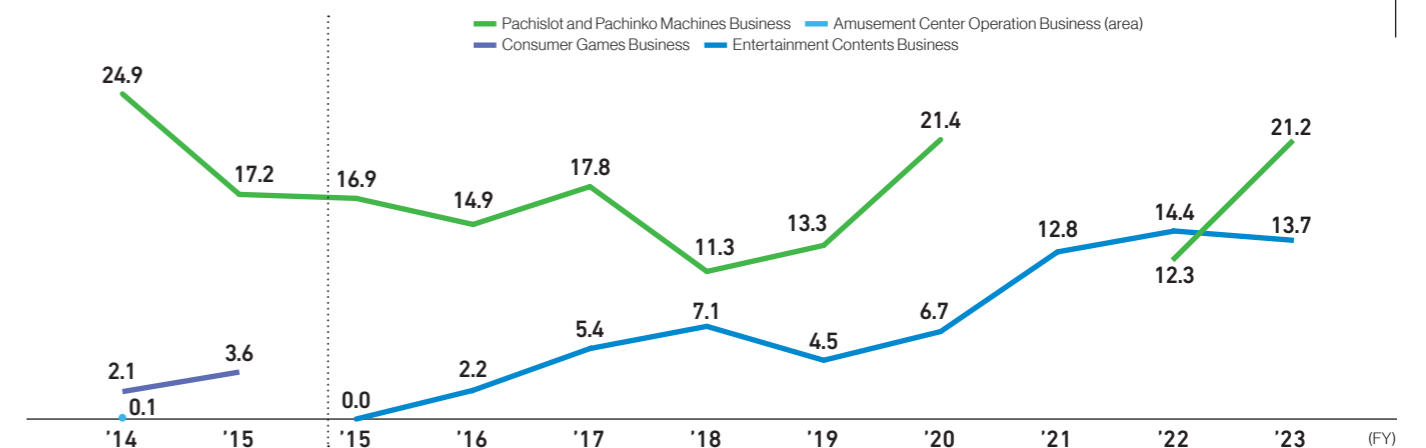
## Operating Income (Loss) by Segment\*3

Billions of yen



## Operating Income Margin by Segment

%



\*2 The Company has adopted the "Revised Accounting Standard for Business Combinations" (Accounting Standards Board of Japan (ASBJ) Statement No. 21, issued on September 13, 2013) and has presented "net income (loss)" as "profit (loss) attributable to owners of parent" from FY2016/3.

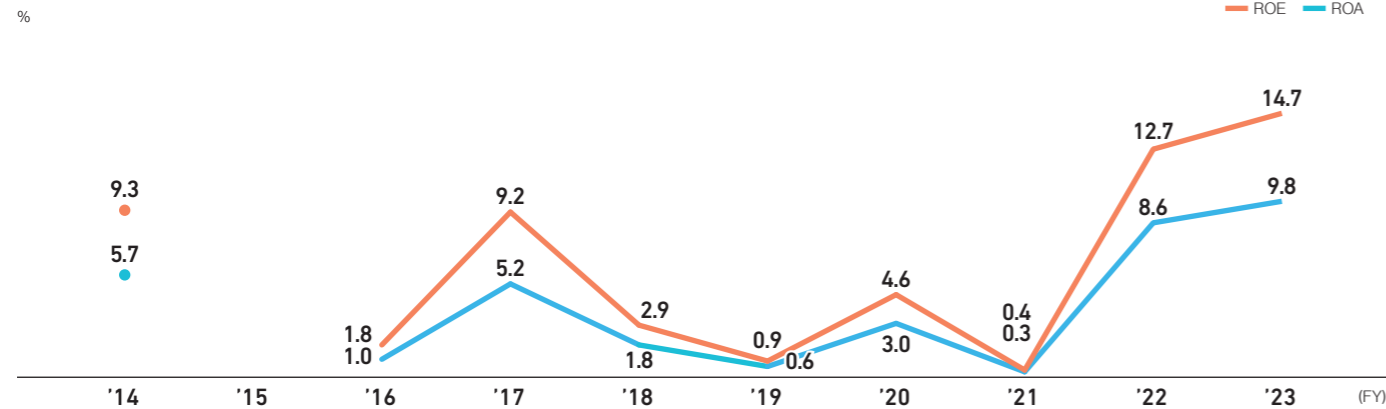
\*3 As of the FY2015/3 change in segments, elimination of inter-segment transactions and general corporate expenses that are not allocated to the reporting segment are included in the adjustment to segment income (loss).

### ROE / ROA\*4

ROE was up 2.0 points year on year to 14.7%.  
ROA was up 1.2 points year on year to 9.8%.

\*4 ROA = Profit attributable to owners of parent ÷ Total assets

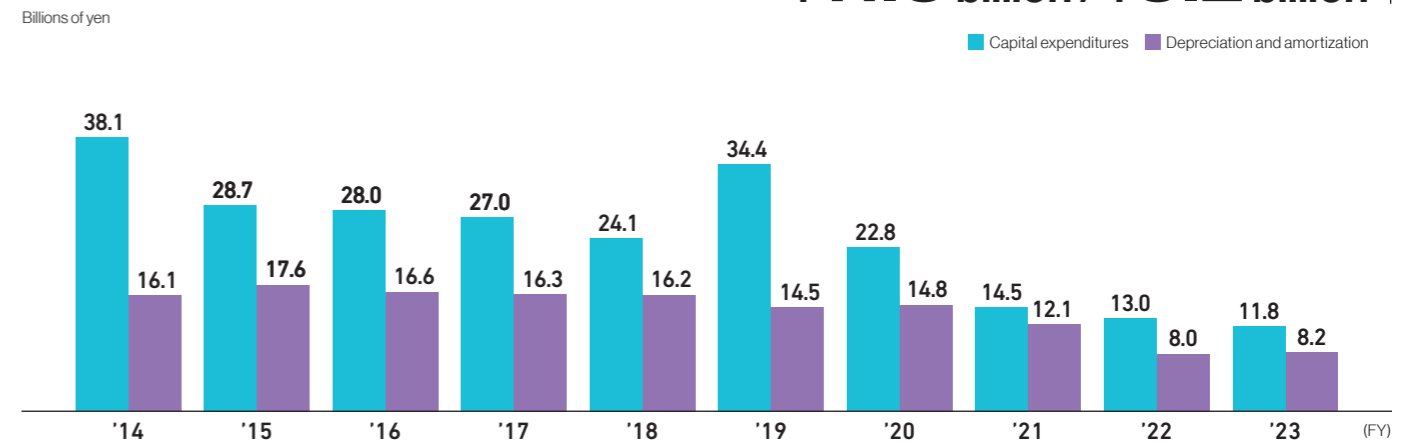
# 14.7% / 9.8%



### Capital Expenditures / Depreciation and Amortization\*5

Capital expenditures were down 9.2% year on year to ¥11.8 billion.  
Depreciation and amortization increased 2.5% year on year to ¥8.2 billion.

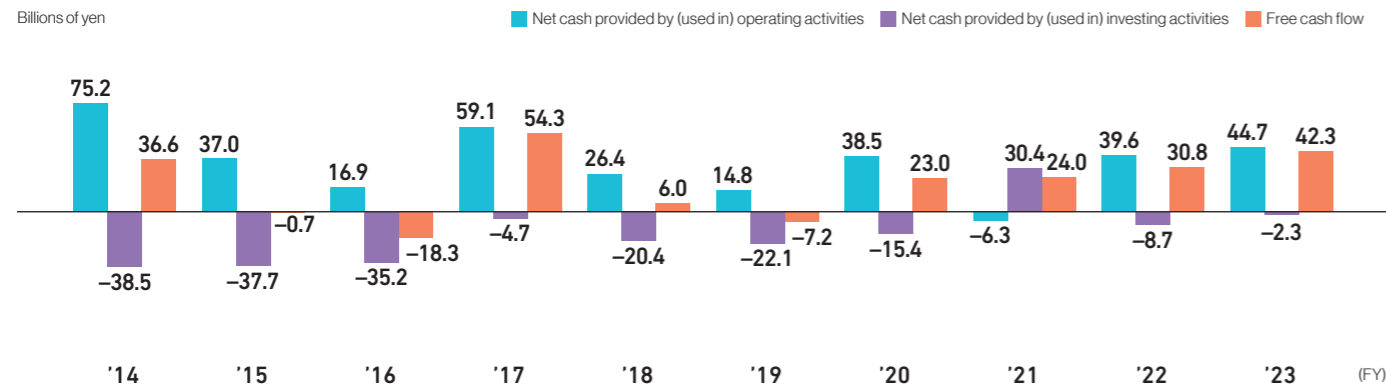
# ¥11.8 billion / ¥8.2 billion



### Cash Flows

Operating activities provided net cash of ¥44.7 billion for the fiscal year ended March 2023 (compared with an inflow of ¥39.6 billion in the previous fiscal year).

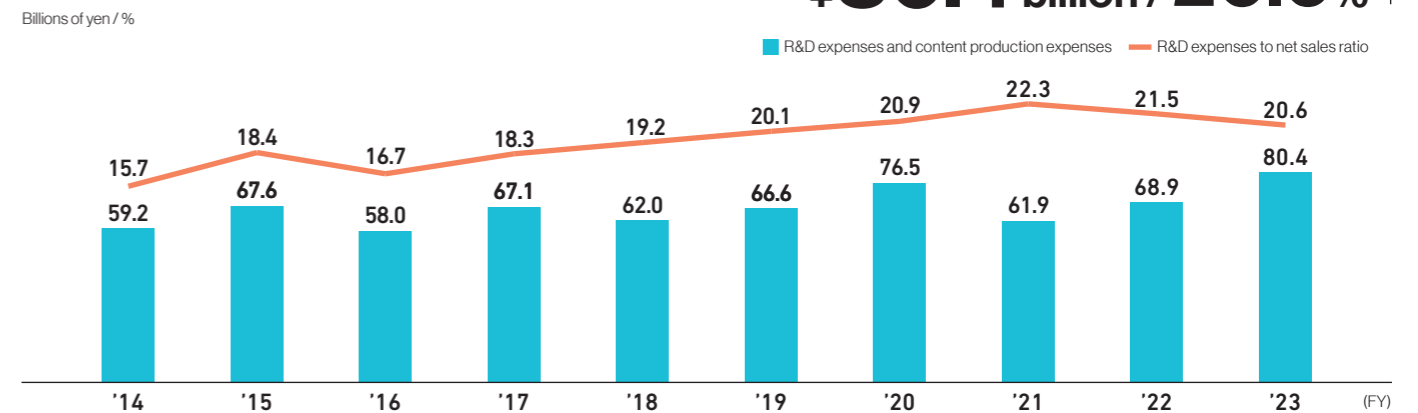
Investing activities used net cash of ¥2.3 billion (compared with an outflow of ¥8.7 billion in the previous fiscal year).



### R&D Expenses and Content Production Expenses\*5 / R&D Expenses to Net Sales Ratio

R&D expenses and content production expenses increased 16.7% year on year to ¥80.4 billion.

# ¥80.4 billion / 20.6%

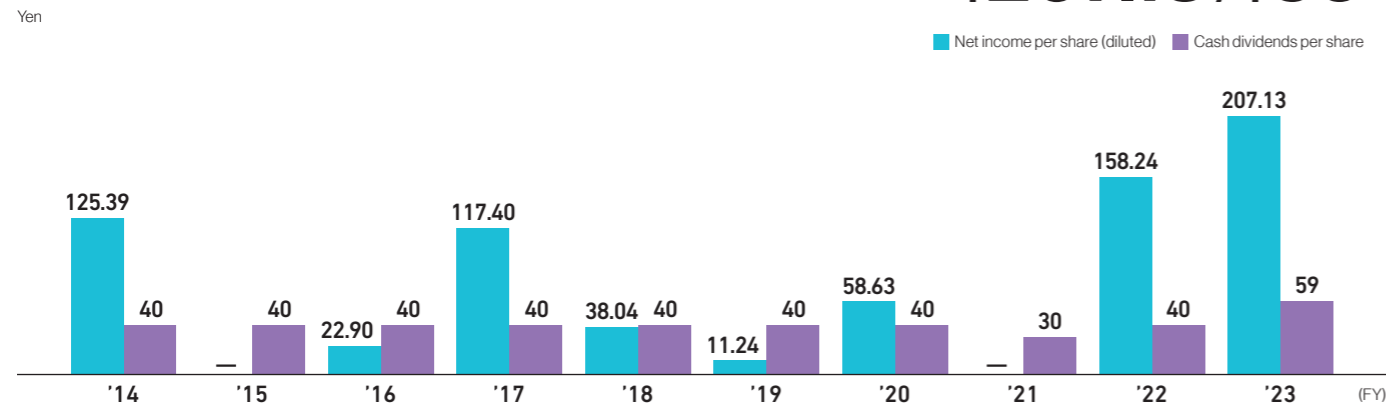


### Net Income per Share / Cash Dividends per Share

Net income per share (diluted) was ¥207.13.

The Company paid an annual dividend of ¥59 per share.

# ¥207.13 / ¥59

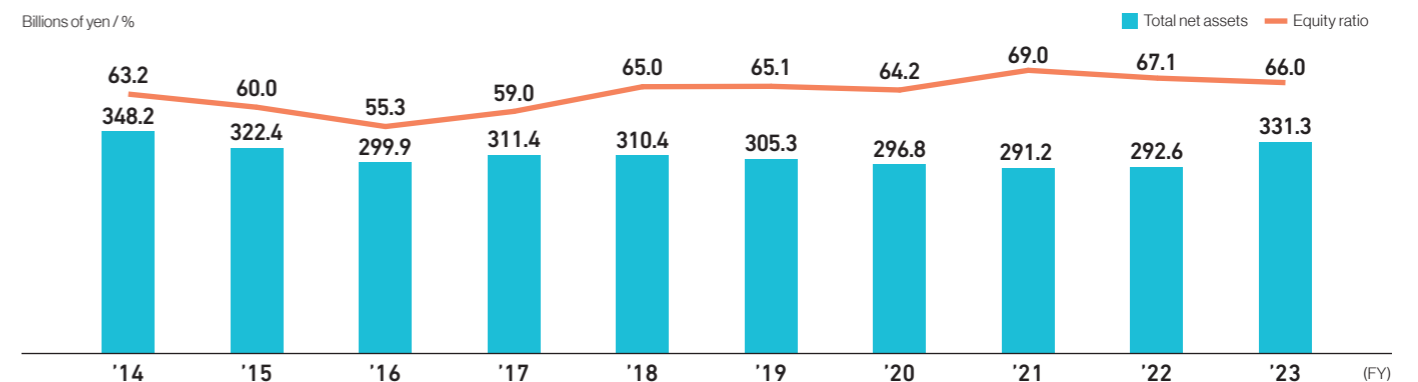


### Total Net Assets / Equity Ratio

Total net assets increased ¥38.7 billion from the end of previous fiscal year to ¥331.3 billion.

The equity ratio decreased 1.1 points to 66.0%.

# ¥331.3 billion / 66.0%



\*5 The aggregate calculation method has changed as of FY2014/3. Consequently, R&D expenses and content production expenses include amortization cost of digital game titles. Until FY2013/3, depreciation and amortization included amortization cost of digital game titles.