

SQUARE ENIX HOLDINGS CO., LTD. ANNOUNCES FINANCIAL RESULTS FOR THE FISCAL YEAR ENDED MARCH 31, 2024

TOKYO, Japan – May 13, 2024 – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated financial results for the fiscal year ended March 31, 2024 (this “Fiscal Year”).

The Company is listed on the Prime Market of the Tokyo Stock Exchange, with the stock code “9684,” and prepares its financial statements according to the Japan GAAP.

Key Figures

(millions of yen, except percentages and per share data)

	<u>FY ended 3/24</u>	<u>FY ended 3/23</u>	<u>YoY change</u>
Net sales	356,344	343,267	3.8%
Operating income	32,558	44,331	-26.6%
Ordinary income	41,541	54,709	-24.1%
Profit attributable to owners of parent	14,912	49,264	-69.7%
EPS, basic	124.37 yen	411.62 yen	-

	<u>Forecast</u>	<u>Actual</u>	
<u>Full year</u>	<u>FY ending 3/25</u>	<u>FY ended 3/24</u>	<u>YoY change</u>
Net sales	310,000	356,344	-13.0%
Operating income	40,000	32,558	22.9%
Ordinary income	40,000	41,541	-3.7%
Profit attributable to owners of parent	28,000	14,912	87.8%
EPS, basic	233.52 yen	124.37 yen	-

For additional information, please refer to the full-length Consolidated Financial Results document at: <https://www.hd.square-enix.com/eng/24q4earnings.pdf>, or the Company’s IR website: <https://www.hd.square-enix.com/eng/ir/>.

In the Digital Entertainment segment, the HD (High-Definition) Game sub-segment’s net sales for the fiscal year ended March 31, 2024 increased compared with the previous fiscal year due to the release of titles including “FINAL FANTASY XVI,” “FINAL FANTASY PIXEL REMASTER,” “DRAGON QUEST MONSTERS: The Dark Prince,” and “FINAL FANTASY VII REBIRTH.” However, operating losses grew due to higher development cost amortization and advertising expenses, as well as higher content valuation losses versus the previous fiscal year.

In the MMO (Massively Multiplayer Online) Game sub-segment, net sales and profits declined compared with the previous year.

In the Games for Smart Devices/PC Browser sub-segment, net sales and profits declined compared with the previous fiscal year as the June 2023 launch of “Dragon Quest Champions” and the September 2023 launch of “FINAL FANTASY VII EVER CRISIS” were unable to compensate for factors including weak performances by existing titles.

In the Amusement segment, the fiscal year ended March 31, 2024, net sales and profits increased compared with the previous fiscal year reflecting year-on-year growth in sales at existing arcades.

In the Publication segment, net sales and profits increased in the fiscal year ended March 31,

2024 compared with the previous fiscal year due to year-on-year growth in both print and digital sales mainly due to the hugely popular anime television adaptation of “The Apothecary Diaries,” which debuted in October 2023.

In the Merchandising segment, net sales and profits increased in the fiscal year ended March 31, 2024 compared with the previous fiscal year largely due to brisk sales of new character merchandise from key IP franchises.

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About Square Enix Holdings Co., Ltd.

Square Enix Holdings Co., Ltd. with headquarters in Tokyo, Japan, is the holding company leading the group of Square Enix companies (the "Square Enix Group") with a diverse range of content and service businesses. The Square Enix Group publishes, distributes and licenses entertainment content around the world under its internationally renowned brands including SQUARE ENIX® and TAITO®. The Square Enix Group includes a global network of leading development studios and sales offices located in North America, Europe and Japan. The Square Enix Group also boasts a valuable portfolio of intellectual property including: FINAL FANTASY®, which has sold over 185 million units worldwide; DRAGON QUEST®, which has sold over 88 million units worldwide; and the legendary SPACE INVADERS®.

More information on Square Enix Holdings Co., Ltd. can be found at <http://www.hd.square-enix.com/eng/>

*Unit sales are the total number of cumulative package shipment and digital sales. Digital sales are the cumulative unit number in and after April 2015, and include full-game downloads of packaged games and download-only games for console and PC.