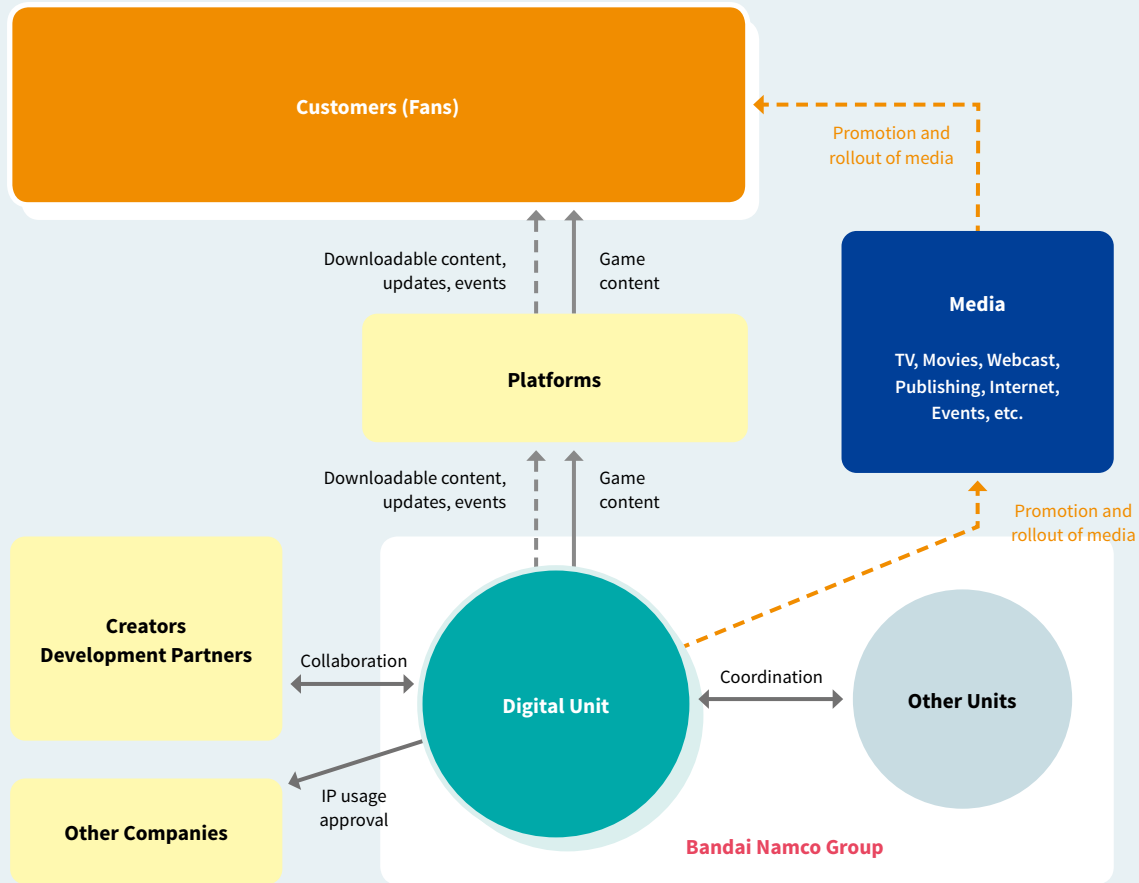


Business Model of the Digital Unit (When In-House IP Is Used)



Digital Unit

MAIN STRATEGIES

- Promote game portfolio
- Strengthen development capabilities
- Challenge and expand IP axis businesses

FY2027.3 NUMERICAL TARGETS

Segment sales **¥460.0 billion**

Segment profit **¥51.0 billion**

Note: Results forecasts are as of May 2026.

FY2026.3 RESULTS AND RELATED DATA

Sales by Major Category

NETWORK CONTENT
¥228.5 billion

HOME CONSOLE GAMES
¥199.1 billion

Network Content

OVERSEAS SALES RATIO*
42%

* Ratio of network content sales generated overseas

Home Console Games

TOTAL UNIT SALES
45.87 million units

FULL PACKAGE DOWNLOAD SALES RATIO
57%