FY2027/3 Q2 Financial Results Briefing Materials

Drecom Co., Ltd.
October 29, 2026



"Wizardry" 45th Anniversary Art "Renkan"
September 15 is "Wizardry Day"

For consolidated results trends, cost / SG&A trends, and game business billing sales trends, please see the fact sheet on our HP.
https://drecom.co.jp/ir/factsheet_2027032Q.pdf

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Summary of this material

FY2027/3 1H Act.	• **Two key titles performed solidly; operating profit landed at ¥659mn** - First third-party IP collab held in "Wizardry Variants Daphne." Surpassed 4mn DLs worldwide in August - YoY, losses from unprofitable titles narrowed - Sales revenue ¥8,328mn (YoY +1.1%), Operating profit ¥659mn, Ordinary income ¥595mn, Net income*1 ¥502mn (all turned profitable)
FY2027/3 Full-year forecast	• **Full-year profit forecast raised on first half (1H) results and recent progress** - 1H: Operating profit exceeded expectations on two key titles, lower payment commission rates, and efficient ad spending - 2H: Strong start to "Wizardry Variants Daphne" 2nd anniversary events; IP creation/development investment to continue through Q4 - Revised full-year forecast: Sales revenue ¥17,500mn, Operating profit ¥1,300mn, Ordinary income ¥1,150mn, Net income*2 ¥900mn
Mid-term Vision (~2031) Progress	• **Expanding the "Wizardry" IP and advancing IP creation initiatives** - "Wizardry" 45th anniversary: On September 15 ("Wizardry Day"), announced the release of a console port of the Super Famicom (SFC) version of "Wizardry VI: Bane of the Cosmic Forge" - Announced 3 publishing titles at indie game studio "DRECOM CREATORS STUDIO"

*1: Interim net income attributable to owners of parent *2: Net income attributable to owners of parent

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1. FY2027/3 Q2 Business Overview

2. FY2027/3 Full-year Earnings forecast

3. Mid-term Vision (~2031)

4. Appendix

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FY2027/3 Q2 Results Summary

Two key titles performed solidly; operating profit landed at ¥659mn

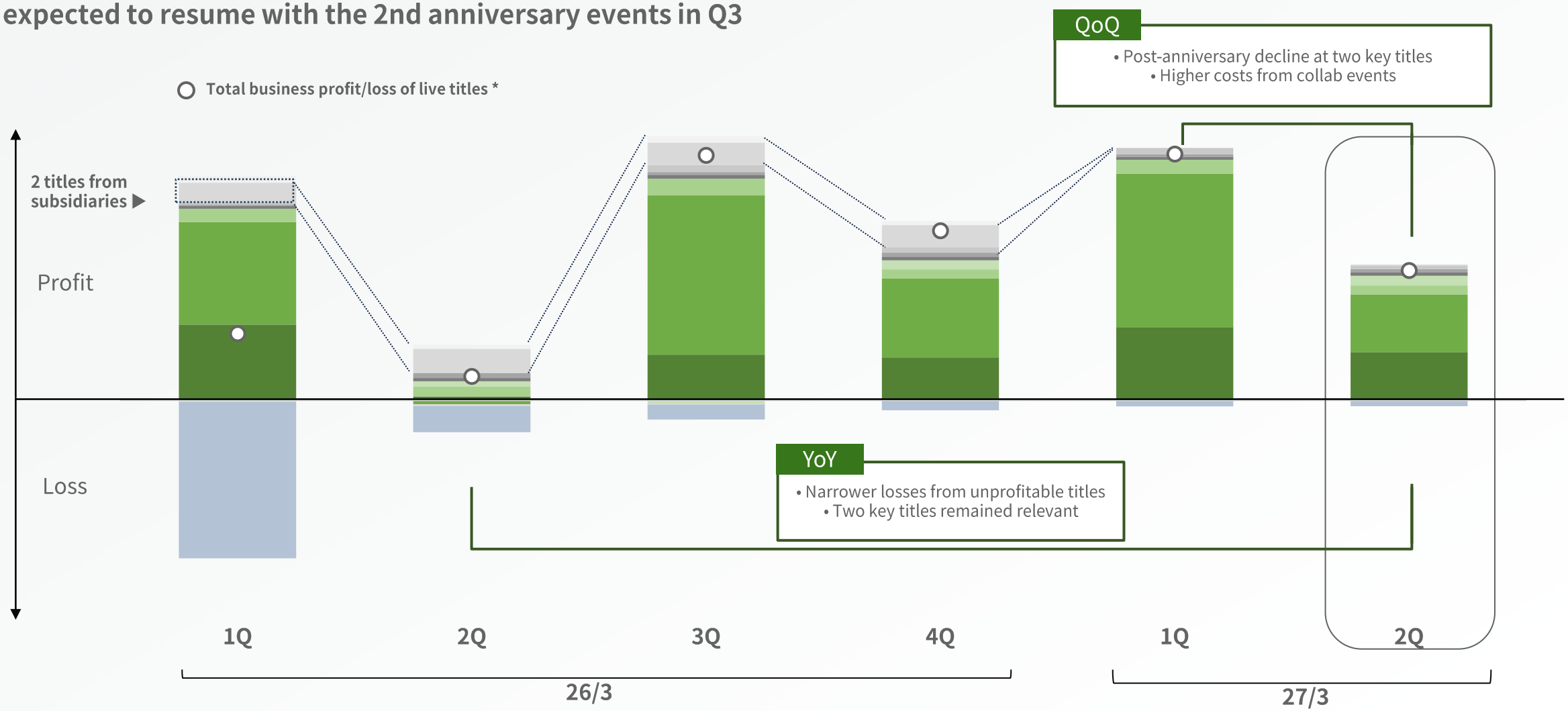
(Unit: ¥mn)	FY2027/3 Q1 (Apr-Jun)	FY2027/3 Q2 (Jul-Sep)	FY2027/3 QoQ	FY2027/3 Q2 YTD (Apr-Sep)	FY2026/3 Q2 (Jul-Sep)	FY2026/3 YoY	FY2026/3 Q2 YTD (Apr-Sep)	FY2026/3 YoY (YTD)
Sales revenue	**4,355**	**3,973**	▲381	**8,328**	**3,771**	+202	**8,238**	+90
Operating profit	**522**	**136**	▲386	**659**	**▲493**	+629	**▲574**	+1,234
operating profit margin	**12.0%**	**3.4%**	-	**7.9%**	-	-	-	-
EBITDA *	**786**	**433**	▲353	**1,220**	**▲243**	+677	**103**	+1,116
EBITDA margin	**18.1%**	**10.9%**	-	**14.7%**	-	-	**1.3%**	-
Ordinary income	**512**	**83**	▲428	**595**	**▲509**	+592	**▲616**	+1,212
Interim net income (loss ▲) attributable to owners of parent	**323**	**179**	▲144	**502**	**▲563**	+742	**▲2,362**	+2,864

*: EBITDA = operating profit + depreciation

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FY2027/3 Q2 Earnings Summary: P/L of Live Game Titles

Collab events supported Q2, an off-peak quarter without anniversary events, but results fell short of Q1 levels. Growth expected to resume with the 2nd anniversary events in Q3



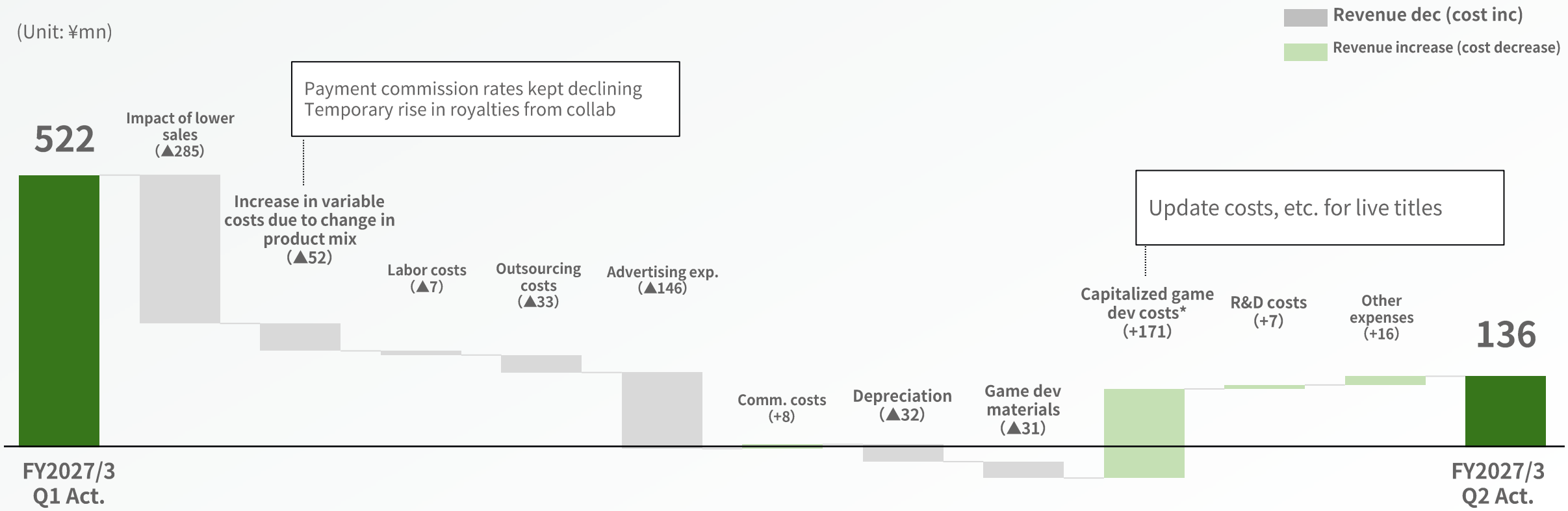
*Titles in operation from April 2025 to September 2026: 11 titles in FY2026/3, 9 titles in FY2027/3.

*For sales revenue, please see the fact sheet on our HP. https://drecom.co.jp/ir/factsheet_2027032Q.pdf

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FY2027/3 Q2 Operating Profit: QoQ Variance

Sales declined following the anniversary events. Advertising strengthened alongside collab events

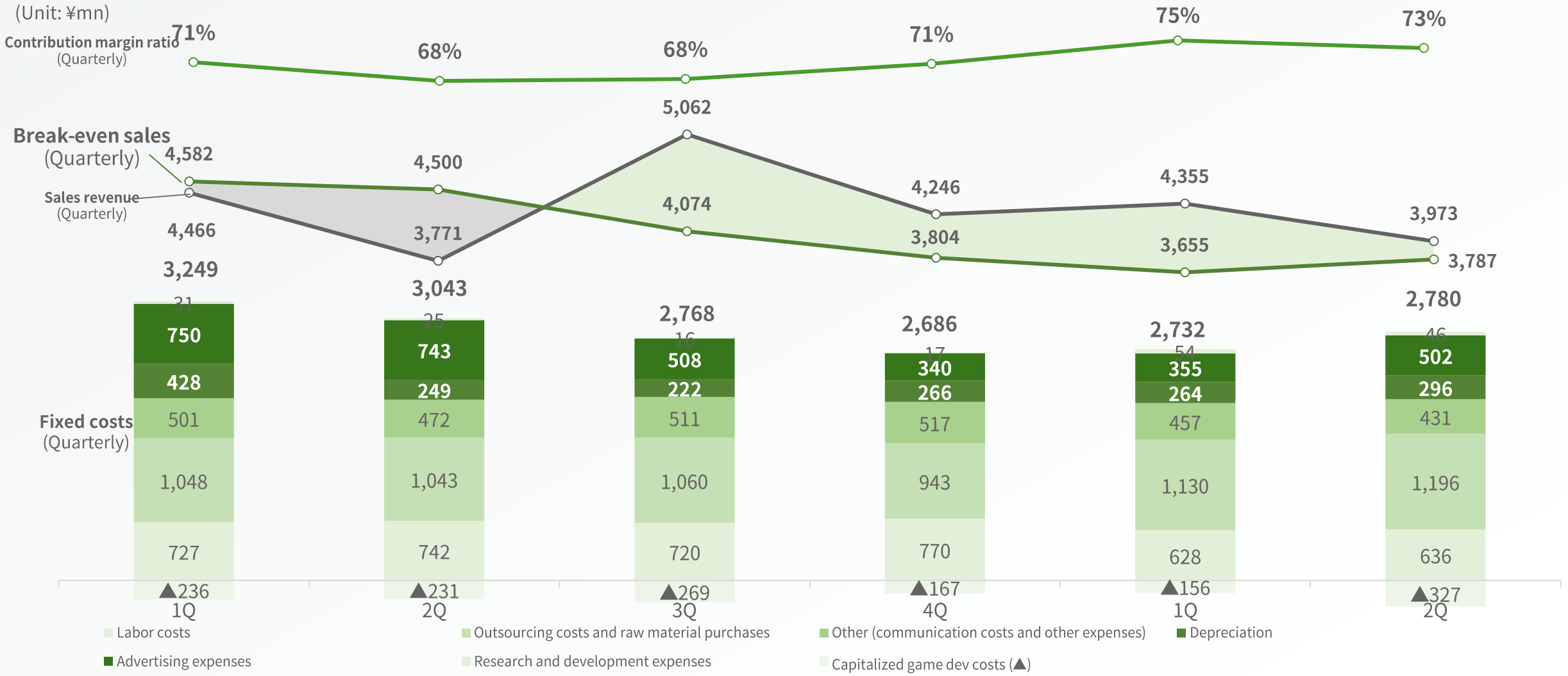


*Capitalized game dev costs : Amount reclassed from production costs to assets as "Software in progress" after deducting game dev costs such as labor and outsourcing

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FY2027/3 Q2 Trend in Break-even Sales, Contribution Margin Ratio, and Fixed Costs

Lower payment commission rates kept variable costs down. Despite higher advertising expenses from collab events, the break-even sales level was maintained

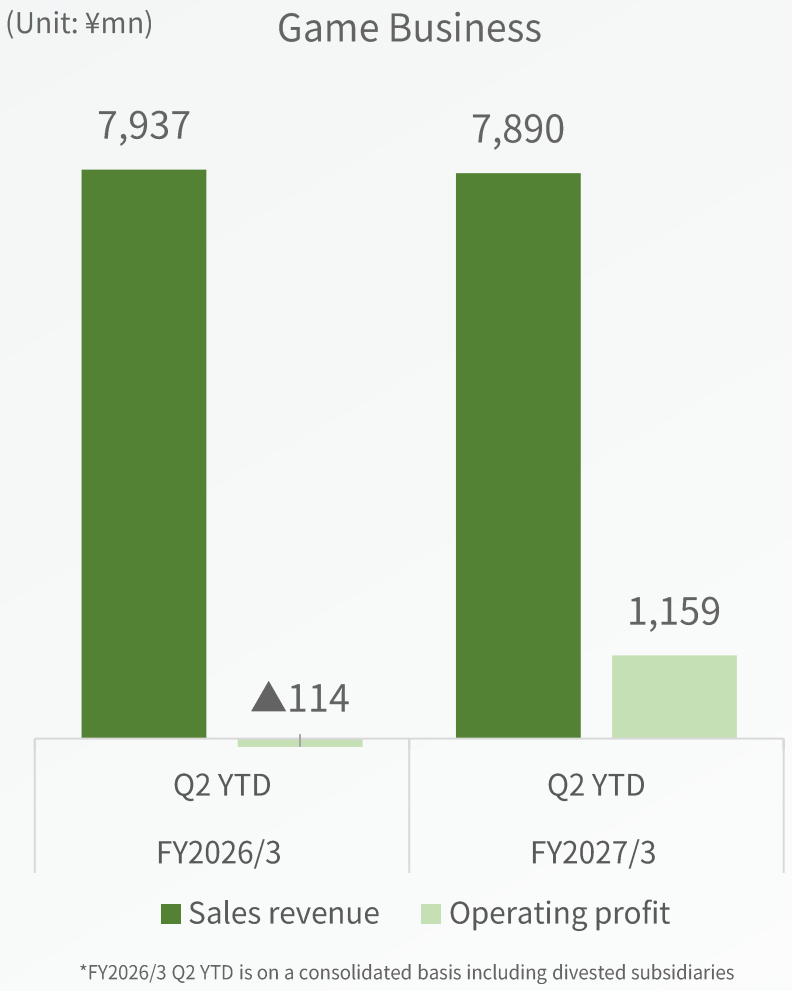


*Calculated on a consolidated basis including divested subsidiaries

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FY2027/3 Q2 Overview: Game Business Segment

Two key titles performed solidly; segment profit landed at ¥1.15bn



*FY2026/3 Q2 YTD is on a consolidated basis including divested subsidiaries

Business Overview

Mobile ops

- **"Wizardry Variants Daphne" | 1H sales +12.9% YoY**
  - Sales: Q3 ¥2.16bn → Q4 ¥2.48bn → Q1 ¥2.3bn → Q2 ¥2.05bn
    → Q3 ¥3.08bn → Q4 ¥2.31bn → Q1 ¥2.62bn → Q2 ¥2.29bn
  - After Q1's 1.5th anniversary events, the first third-party IP collab was held in Q2
  - Continued decline in payment commission rates also drove profit
- **Third-party distribution | 1H sales of key IP titles above prior-year 1H**
  - After Q1 anniversary events, Q2 also remained solid, above the prior-year period
- Unprofitable titles | Losses narrowed
- (Supplement) Subsidiary sale | Lower sales from two self-published titles
  - Sales impact of titles operated by divested subsidiaries: ¥1.3bn for the prev. full year, ¥660mn for the prev. 1H

Premium PC & Console

- **Announced 3 publishing titles under "DRECOM CREATORS STUDIO"**
  - R&D costs increased YoY, with further increases planned in 2H as development ramps up

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FY2027/3 Q2 Business Overview: "Wizardry Variants Daphne"

First third-party IP collab well received, boosting user activity. 2nd anniversary events began in October; record monthly sales expected

Q2: Review of the collab event

Collab held in off-peak Q2; sales +11.7% YoY

New installs	◯: Surpassed 4mn cumulative DLs worldwide in August △: Acquisition efficiency relative to ad spend remained an issue
Active users	◎: Retention of existing users and return of dormant users progressed, increasing active users
ARPU (Revenue per user)	◯: Good YoY, but fell short of the high level we aimed for

Q3: 2nd anniversary (from October 2026)

2nd anniversary events began on October 15, off to a strong start



Prelim. sales ¥1.5bn

(Oct 1-28)

YoY +16%

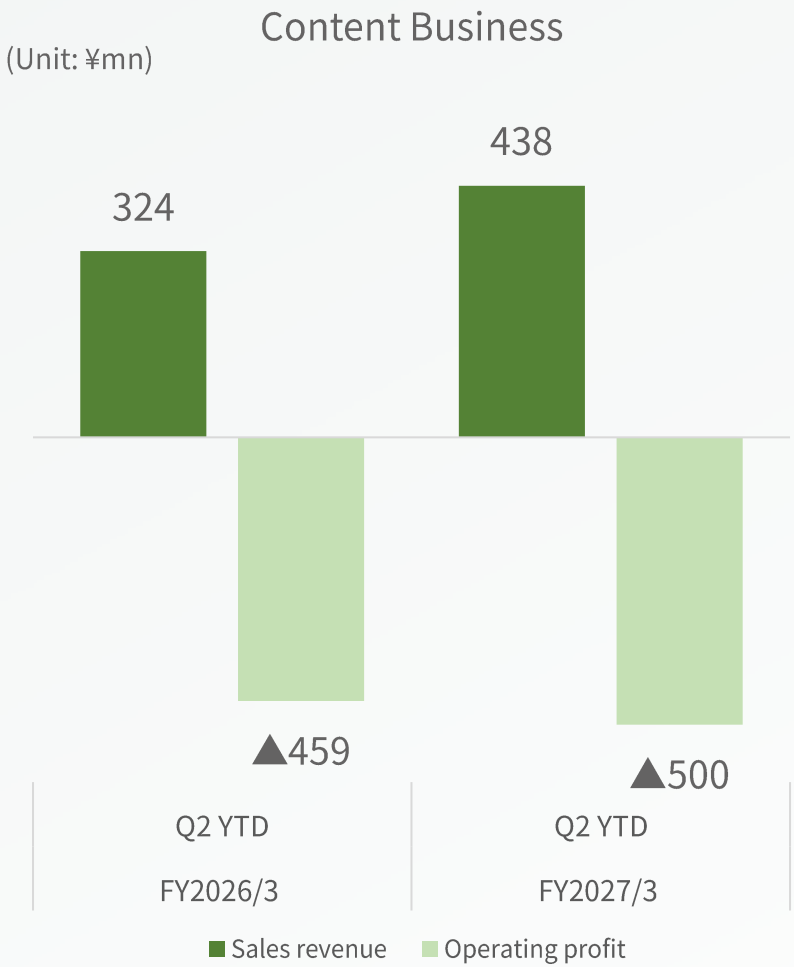
(¥1.29bn for Oct 1-28 of the prior year)

In gratitude to the many players who have enjoyed the game, we are running campaigns, adding quests, and more

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FY2027/3 Q2 Overview: Content Business Segment

Publishing maintained release volume on par with the prior year, with sales growth in MD and anime. Losses widened due to upfront investment in new business areas



Business Overview

Publishing & Anime Business

- **Publishing | Published 25 titles in 1H, on par with the prior-year period (17 comics, 8 novels)**
  - Sales in line with the prior year; more releases planned in 2H (mainly Q4)
- **Anime | Sales increased YoY, but costs also rose due to amortization of investments, etc.**

Other

- **MD (Merchandising) | Goods planning/sales mainly for third-party IP; sales grew YoY**
- **Technology utilization | Upfront costs from investing in development/operations structure**
  - Operating a walking-points app
  - Launched new online lottery service "Kurukuji"

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Revision of FY2027/3 Full-year Earnings Forecast

Full-year profit forecast revised upward based on 1H results and recent progress

(Unit: ¥mn)	Initial forecast (Announced May 12, 2026)	Revised forecast (Announced October 29, 2026)	vs. initial forecast	Change (%)	Main factors
Sales revenue	18,000	17,500	▲500	▲2.8%	• Key titles under third-party distribution exceeded expectations • Self-published titles remained solid, but 1H sales fell short of expectations → Full-year sales plan revised, including review of plans for other businesses
Operating profit	1,000	1,300	+300	+30.0%	• Improved profitability - due to the above change in sales mix and lower payment commissions • Efficient use of advertising expenses → As a result, 1H operating profit exceeded expectations
Ordinary income	900	1,150	+250	+27.8%	• Increase in operating profit • Increase in fees and interest expenses associated with new borrowings
Net income attributable to owners of parent	600	900	+300	+50.0%	• Increase in operating profit and ordinary income • Recorded deferred tax assets in light of current and future earnings outlook, etc.
Dividend per share (yen)	5	5	—	—	• No change

*For details, please refer to the "Notice Regarding Recording of Income Taxes - Deferred (Gain) and Revision of Full-year Earnings Forecast" announced today (October 29, 2026)

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Overview and Progress of FY2027/3 Full-year Earnings Forecast (Revised)

Improved profitability from changes in sales mix and lower payment commissions; profit expected to increase even after revising sales

FY2027/3 full-year earnings forecast								(Ref.) FY2026/3
(Unit: ¥mn)	Q1 (Apr to Jun) Act.	Q2 (Jul-Sep) Act.	YTD (Apr-Sep) Act.	Progress (vs. revised)	Full-year forecast (Revised)	(Ref.) Initial forecast	Notes	Full-year Act. (consolidated)
Sales revenue	4,355	3,973	8,328	47.6%	17,500	18,000	-	17,547
Variable costs	1,099	1,056	2,156	44.9%	4,800	5,500	Mainly payment fees for self-published titles	5,391
Fixed costs	2,732	2,780	5,513	48.4%	11,400	11,500	-	11,747
Advertising exp.	355	502	858	40.9%	2,100	2,600	Mainly ad costs for live games	2,344
R&D expenses	54	46	100	28.7%	350	400	Technology & indie game areas Planned to increase in 2H as development ramps up	90
Depreciation	264	296	560	62.3%	900	950	Mainly software amortization in the game business	1,167
Game dev costs Amt. capitalized as assets *	▲156	▲327	▲484	37.3%	▲1,300	▲1,300	Mainly update costs for live titles	▲904
Operating profit	522	136	659	50.7%	1,300	1,000	-	408
operating profit margin	12.0%	3.4%	7.9%	-	7.4%	5.6%	-	2.3%
EBITDA	786	433	1,220	55.5%	2,200	1,950	EBITDA = operating profit + depreciation	1,576
EBITDA margin	18.1%	10.9%	14.7%	-	12.6%	10.8%	-	9.0%
Ordinary income	512	83	595	51.8%	1,150	900	-	318
Net income attributable to owners of parent	323	179	502	55.8%	900	600	-	213

*Capitalized game dev costs : Amount reclassed from production costs to assets as "Software in progress" after deducting game dev costs such as labor and outsourcing

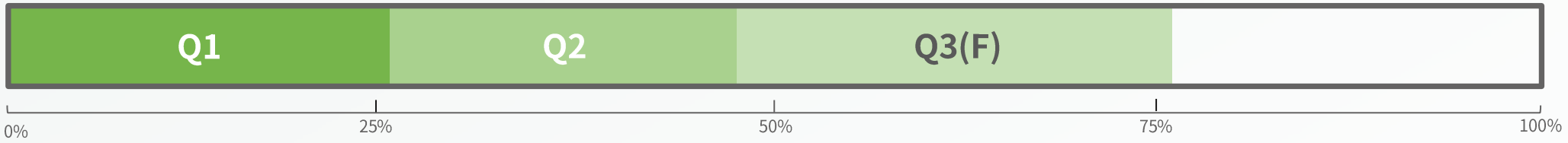
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Progress toward FY2027/3 Full-year Earnings Forecast (Revised)

Q3 to build profit through 2nd anniversary events; Q4 expected to see seasonal factors and higher investment for next fiscalyear's growth

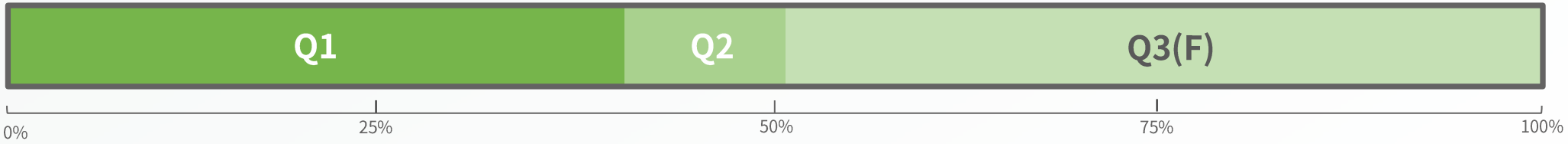
Revised forecast: ¥17.5bn

Sales revenue



Revised forecast: ¥1.3bn

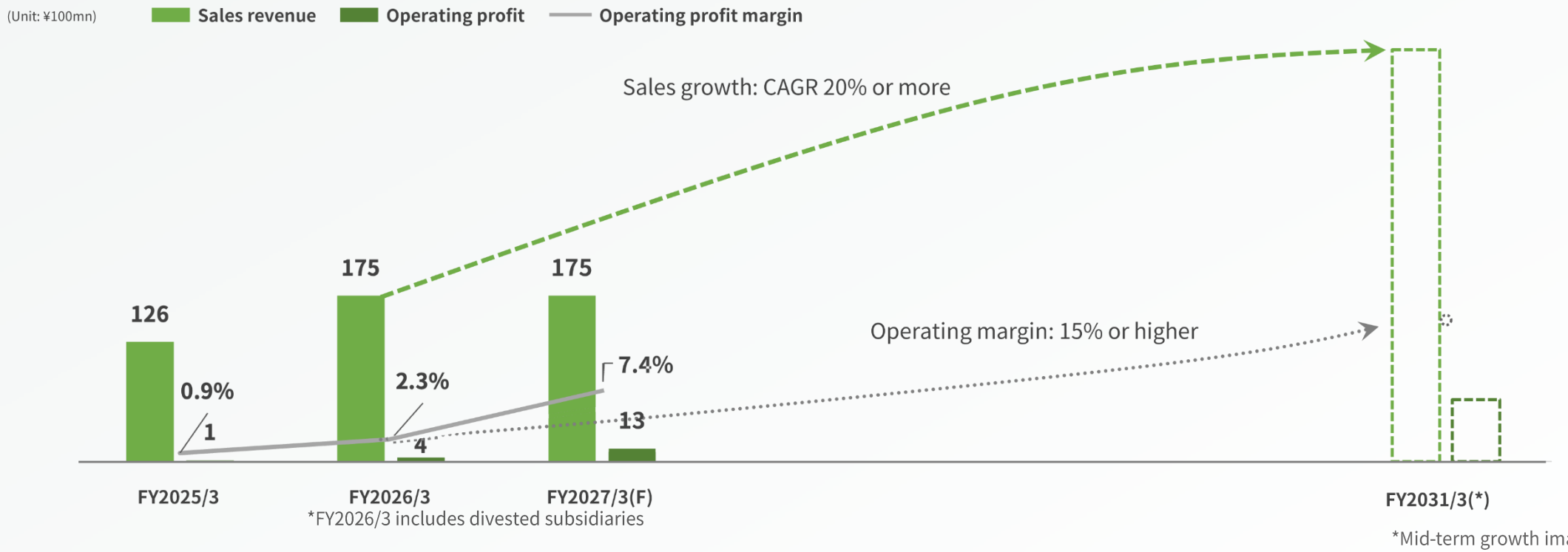
Operating profit



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Mid-term growth target and FY2027/3 progress image

Toward scale expansion, improve profitability through efficiency in existing businesses while investing in necessary areas



Game (Live ops / Mobile)	Own IP title sales + ad spend			Growth from new titles
(Premium / PC & Console)		Upfront costs for business launch ahead of revenue	Sales growth	Profit contribution
Content (Publishing, Anime, and MD)	Upfront costs for business launch ahead of revenue		Sales growth	Profit contribution

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Mid-term Vision (~2031)

Over the next 5 years, break free from reliance on hits from new titles and build a system to continuously create and grow IPs

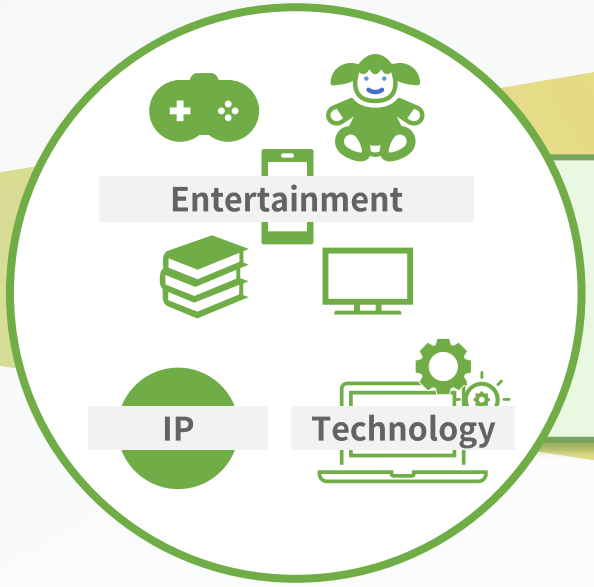
Up to around FY2021/3

A company with strengths in mobile games



FY2026/3 year-end

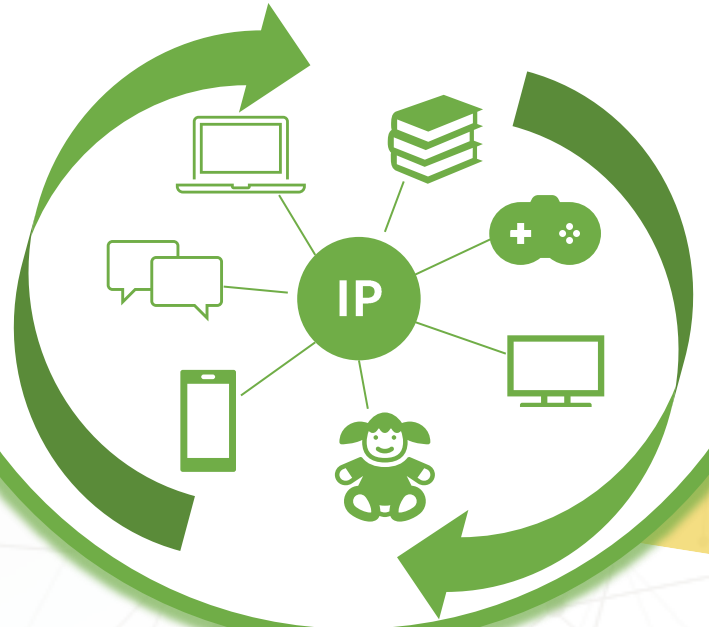
All functions needed for IP production in place,
A company holding in-house IP with ¥10bn-scale sales



In 5 years strengthen each function & Systemization

By FY2031/3

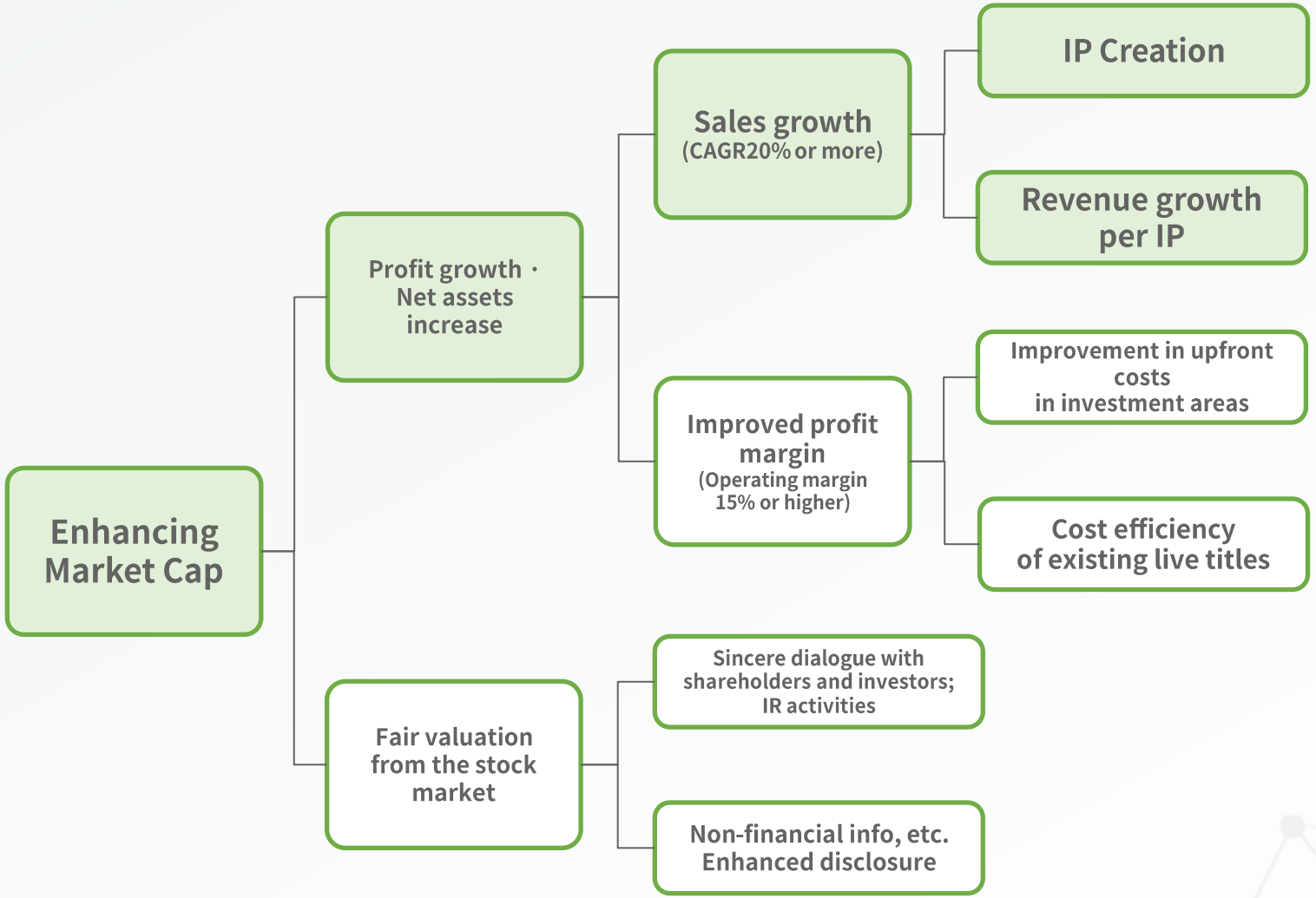
While expanding sales of own IP, build a framework to continuously create and grow IP



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KPIs for Mid-term Growth

For mid- to long-term growth, IP creation and revenue growth per IP are key KPIs



→ Create through many small challenges

→ Invest in key IPs to expand sales scale

→Profit improvement from more hit titles and media adaptations

→ Optimize ad spend
→ Narrower losses on unprofitable titles

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KPIs for Mid-term Growth: Status of IP Creation

PC & Console Games

Announced 3 publishing titles at the indie game studio; titles in development now total 5

Released: 1 In development: 5 (1H: +3) → Year-end target: Released 2 In development 6

*This fiscal year's plan has been revised

Novel

Created 4 series in 1H. Releases planned in 2H, mainly in Q4

1H: +4 series Cumulative: 55 series → Year-end target: 74 series

Comics

New series created mainly in Q1, centered on originals for the "Drecomi+" launch Releases planned in 2H, mainly in Q4

1H: +8 series Cumulative: 31 series → Year-end target: 52 series

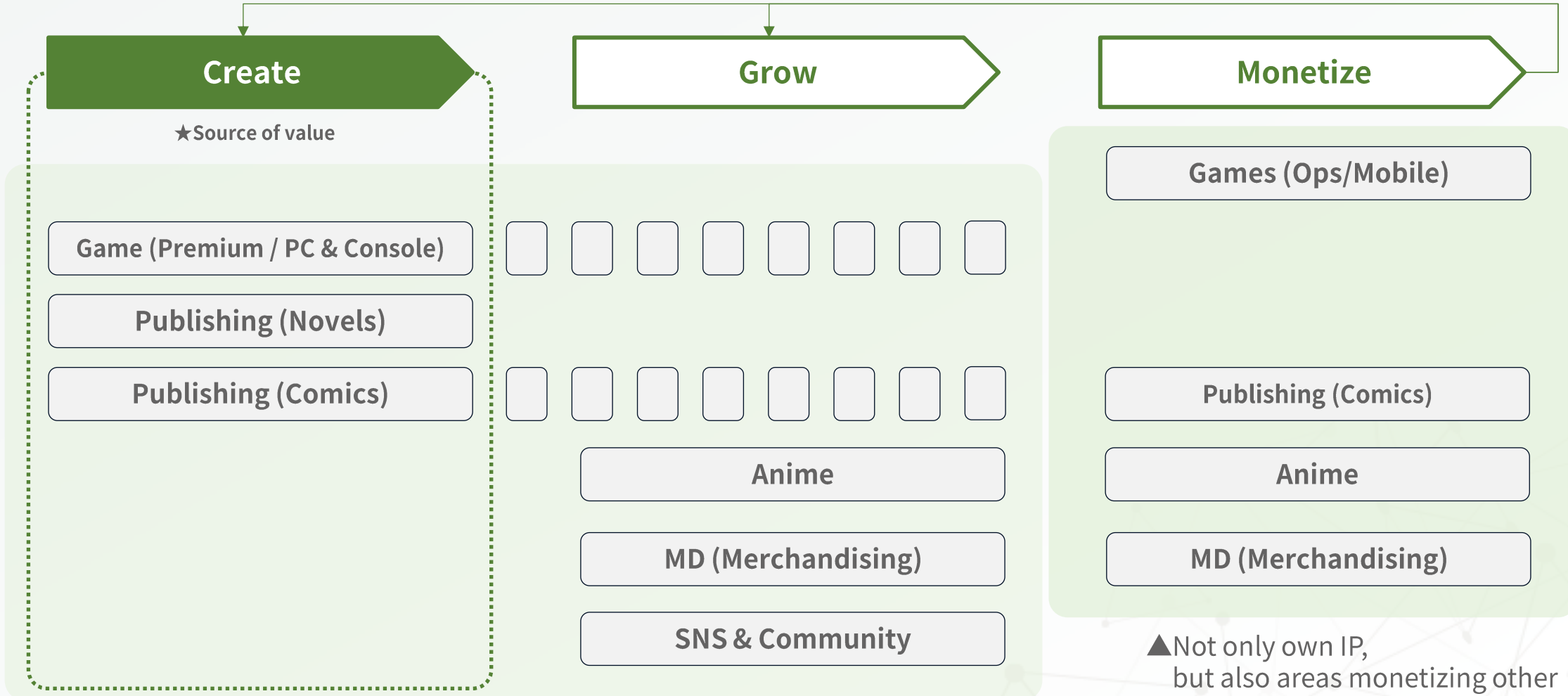
*PC & console games include small- to mid-scale in-house titles and titles co-developed with external creators (DRECOM CREATORS STUDIO) (excluding ports)

*Title and series counts as of end of September 2026. Novel/comic series count = number of first volumes published. KPI table including investment amounts is in the Appendix (P.32)

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IP Value Chain and Our Business Portfolio

Clarify roles on the IP value chain in each entertainment/content area, and strengthen areas needed in-house



▲Area to create own IP and grow it via early media mix

▲Not only own IP,
but also areas monetizing other companies' IP

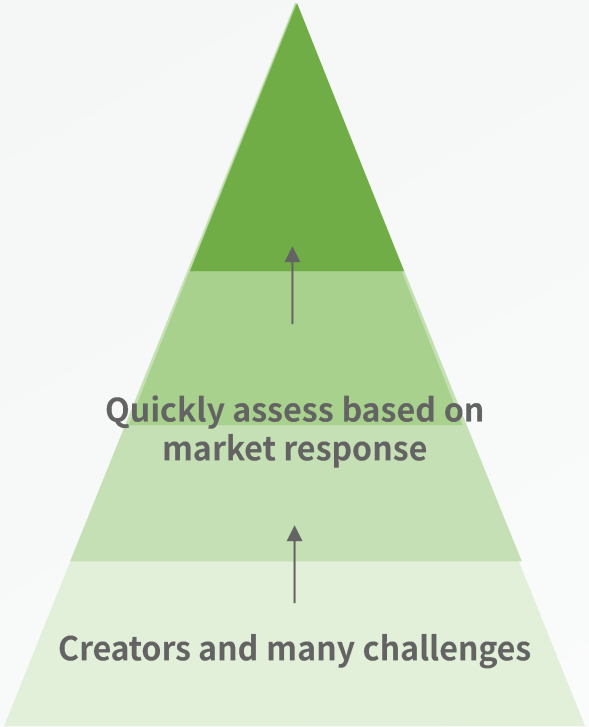
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IP Value Chain: About Creation

Mainly from game and publishing areas, create IP through many small challenges

Create

IP Creation



Game: Creating IP from premium PC & console games

"Hungry Meem" (June 2025)



- Ranked No. 10 in AnimeJapan 2026's "Indie Games Fans Most Want to See Animated"

"Demons' Night Fever" (October 2026)



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"Tokyo Stories" (In development)



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Indie game studio (launched May 2026)



Publishing : Create IP from comics & novels

"Thou Shalt Love thy Unwise King" (August 2025)



- Ranked No. 1 in its category in "Kono Light Novel ga Sugoi! 2026"

Novel Contest



Original Comic Label



WEB Manga Site



- Continued novel contests and also started creating IP from original comics

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Progress in creation: Indie game studio

Announced 3 publishing titles under "DRECOM CREATORS STUDIO" and exhibited at TOKYO GAME SHOW 2026



Title: TIMEMOON
Genre: Sci-fi time-travel adventure
Planning/Development: Kenkou Land



Title: Beautiful Life Show
Genre: Puzzle platformer / horror adventure
Planning/Development: Fukudanuki



Title: Chill Planet
Genre: Base-building adventure
Planning/Development: aozorite

Studio launched
May 2026

3 publishing titles announced
September 2026

Exhibited at TOKYO GAME SHOW 2026
September 2026

New titles to be announced
Upcoming



End-to-end support from development to media mix with Drecom's know-how

Dev support	Marketing	Media mix
Leveraging know-how gained from game development and operation, providing end-to-end support from planning/design to development and operation	Supporting everything from strategy to promotion to create touchpoints with users and enhance brand value	Anime, novels, comics, merchandise, etc. Through diverse media expansion, maximizing the value of IP



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Progress in Creation: PC & Console Game Titles

"Demons' Night Fever" rolling out from Oct 22; "Tokyo Stories" exhibited at TOKYO GAME SHOW 2026

Released



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"Demons' Night Fever"

Release: Rolling out from October 22, 2026 by region and format
Platforms: PlayStation®5, Nintendo Switch™, Steam®

- Rolling out from October 22 by region and format
- Exhibited at TOKYO GAME SHOW 2026 in September

In development



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"Tokyo Stories"

Release: TBD
Platform: Steam®

- Steam wishlist registrations surpassed 100k
- Exhibited at TOKYO GAME SHOW 2026 in September

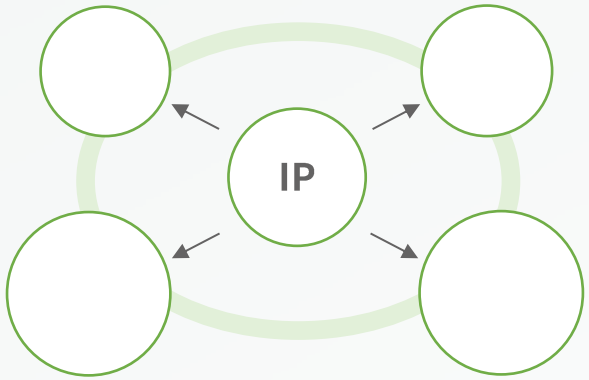
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IP Value Chain: About Development

Grow in-house IP via end-to-end media mix & global rollout

Grow

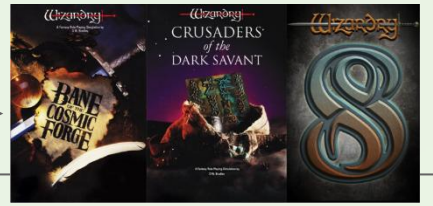
IPs
Early media mix rollout



Game-born IP : Build series and expand into comics, anime, and merch

- Acquired in 2020 Wizardry trademark rights and copyrights for some titles

"Wizardry 6, 7, 8" (June 2024)
(Numbered titles ported)



Blade & Bastard (December 2022-)
(Novels, comics, anime)



Publishing-origin IP : Build series value via anime adaptation, and expand into merch and games (collabs, etc.)

Novel
"The Holy Grail of Eris"
(November 2024-)



Comic
"The Holy Grail of Eris S"
(March 2025-)



TV Anime
"The Holy Grail of Eris"
(Jan 2026~)



Merchandising



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Progress in development: On the Wizardry -centered IP strategy

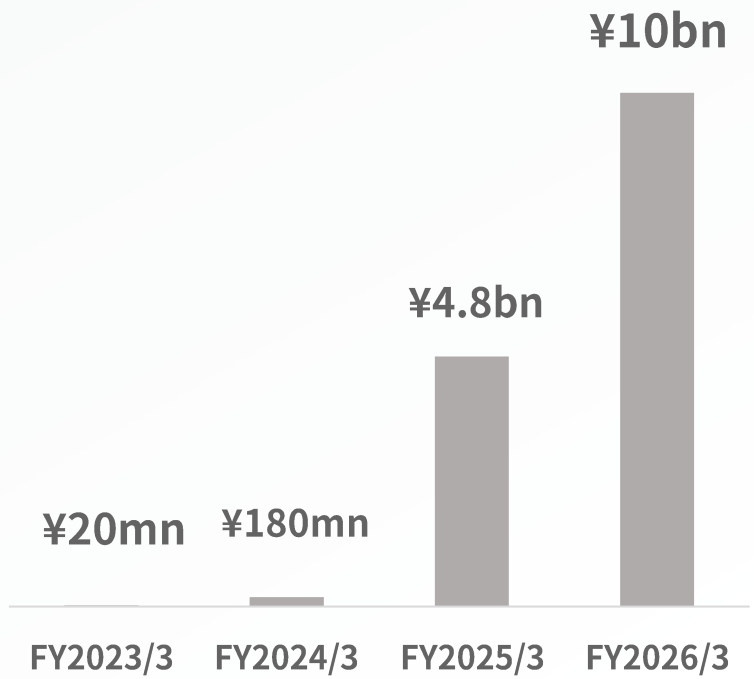
Product rollout that brings out the IP's appeal, plus cross-traffic via inter-business ties, drove "Wizardry" related sales to around ¥10bn scale.
Going forward, we aim to expand economic scale by investing around ¥10bn in ad spend, etc. over 5 years

"Wizardry" Brand Rollout Map



*The Company has acquired the copyrights to "Wizardry6," "Wizardry7," "Wizardry8," and "Wizardry Gold" in the "Wizardry" series, as well as the domestic and overseas trademark rights to "Wizardry," and manages the brand of the "Wizardry" IP.

Our "Wizardry"-related sales revenue



*"Wizardry"-related sales are the total of the Company's sales tied to the "Wizardry" series, specifically including the mobile game "Wizardry Variants Daphne," the novel/comic "Blade & Bastard," and goods/licensing sales of the "Wizardry" series, etc.

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Progress in development: "Wizardry" IP roadmap

Bringing past titles to today's platforms while energizing the entire 45th-anniversary "Wizardry" series with new titles and media expansion

August 2026



"Wizardry Variants Daphne" 4mn DLs worldwide

"FINAL FANTASY XI" Collab

September 2026



Sept. 15 "Wizardry Day" (Series 45th anniversary)

Past-title soundtracks now streaming

45th anniv. merch on sale

October 2026



"Wizardry Variants Daphne" 2nd Anniv.

2 comics released simultaneously on October 20



"Wizardry Variants Daphne : The Final Nameless Adventure" Vol. 2



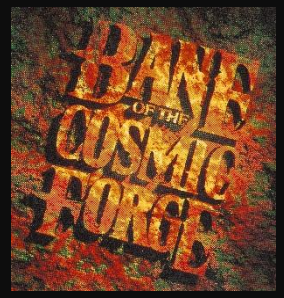
"Blade & Bastard" Vol. 9

2027



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"Blade & Bastard" Anime Adaptation



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SFC "Wizardry VI: Bane of the Cosmic Forge" console port release

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Progress in creation/development : Publishing & Anime Business

In publishing, popular series creation is steadily progressing. Built a setup to expand seamlessly through anime

Create → **Grow** → **Monetize**

- Publishing (Comics/Novels)
- Anime
- Publishing (Comics)
- Anime

Accumulate trials with the aim of creating and growing IP

Expand IP awareness and secure earnings via anime business promotion

Number of series
(as of end of September 2026)

Comics: 31 Series

Novel: 55 Series

Anime : Own IP 4 titles / Third-party IP 2 titles

- **Series total 1mn copies sold**
  "The Royal Rebound"
- **Series total 800k copies sold**
  "Blade & Bastard"
- **Series total 400k copies sold**
  "The 100th Time's the Charm"
- **Series total 300k copies sold**
  "Safe & Sound in the Arms of an Elite Knight"
- **Series total 200k copies sold**
  "Jeanette the Genius"



- **In-house originals: 1 title already aired as anime, 3 titles in anime adaptation**



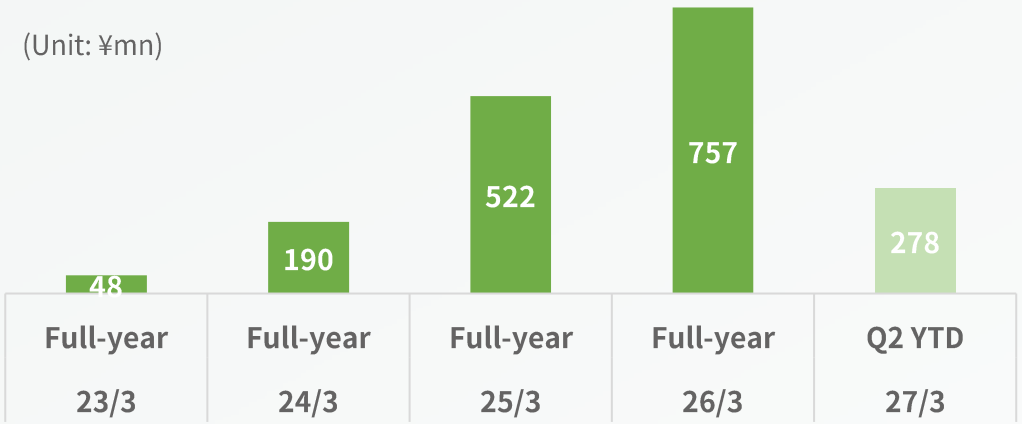
- **Third-party original: "From Old Country Bumpkin to Master Swordsman" Season 1 and 2nd Season** (Original : SQEX Novel)
  * Participated in production committee via investment in game adaptation/collab license window

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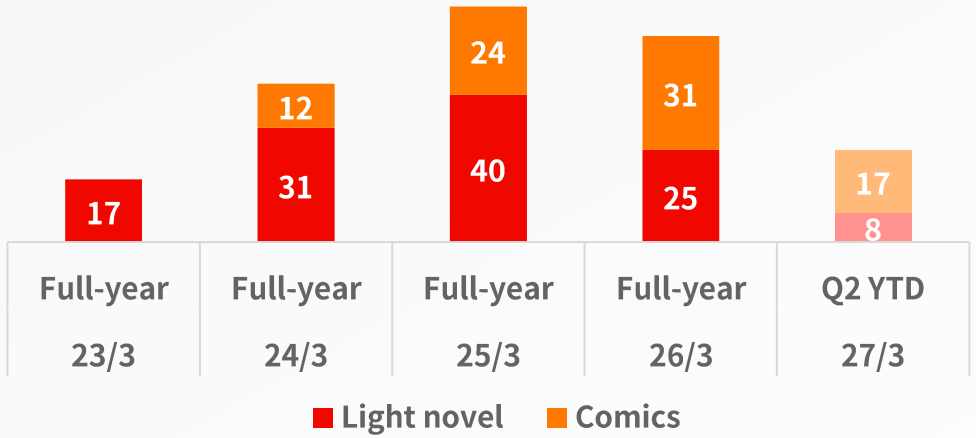
Progress in creation/development : Publishing & Anime Business

Published Vol. 4 of our key IP "Thou Shalt Love thy Unwise King" in September. Comic adaptation serialization began in October

Publishing & Anime Business Sales Trend



Annual title releases trend



Publishing & Anime Business IP Rollout Schedule

<Key IP Publication Schedule>

October 2026
- DRE Comics "Blade & Bastard" Vol. 9
- DRE Comics "Wizardry Variants Daphne: The Final Nameless Adventure" Vol. 2

November 2026
- DRE Comics "The Royal Rebound" Vol. 6
- DRE Comics "The 100th Time's the Charm" Vol. 7

Strong titles: considering anime adaptation, etc.

At anime airing, aim to boost sales of related publications

<Anime Schedule>

Aired
- "The Holy Grail of Eris"

Scheduled for 2027
- "Blade & Bastard"

Timing not yet announced
- "The 100th Time's the Charm"
- "Monster Master Girl"

*"The Holy Grail of Eris" was transferred from another publisher. New edition published by DRE Novels in November 2024

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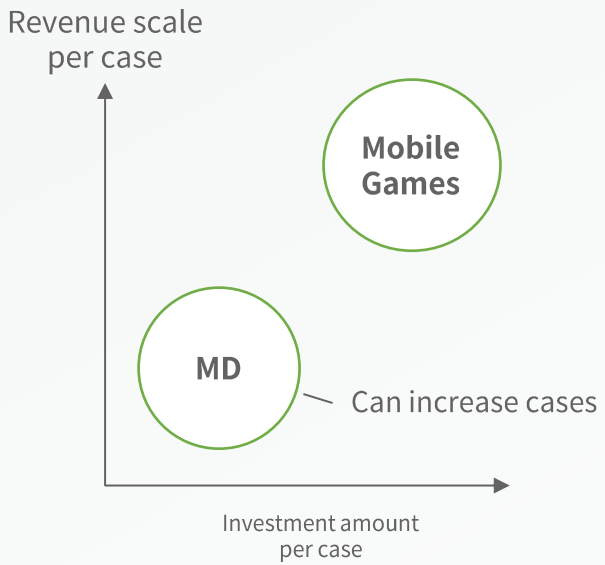
IP Value Chain: Monetization

Monetize IP grown in-house, and unlock value from popular third-party IP, mainly in games and MD areas

Monetization

IP Monetization Portfolio
By expanding beyond games,
Monetize own IP and 3rd-party IP broadly

Positioning of monetization business



Games: Produce IP, leveraging know-how in developing and operating IP titles



"Wizardry Variants Daphne" (October 2024-)

- **DLs: Surpassed 4mn worldwide**
- **Peak sales ranking: No. 9**
- **Cum. sales: ¥19bn+**

"ONE PIECE Treasure Cruise" (May 2014-)
Distributed by BANDAI NAMCO Entertainment Inc.

- **DLs : Surpassed 100mn downloads worldwide**
- **Peak Sales Rank: No.1**

* Also, 7 titles in operation

MD (Merchandising) :IP production that fuses digital strengths with real-world experiences

Online shop



Event held



Pop-up



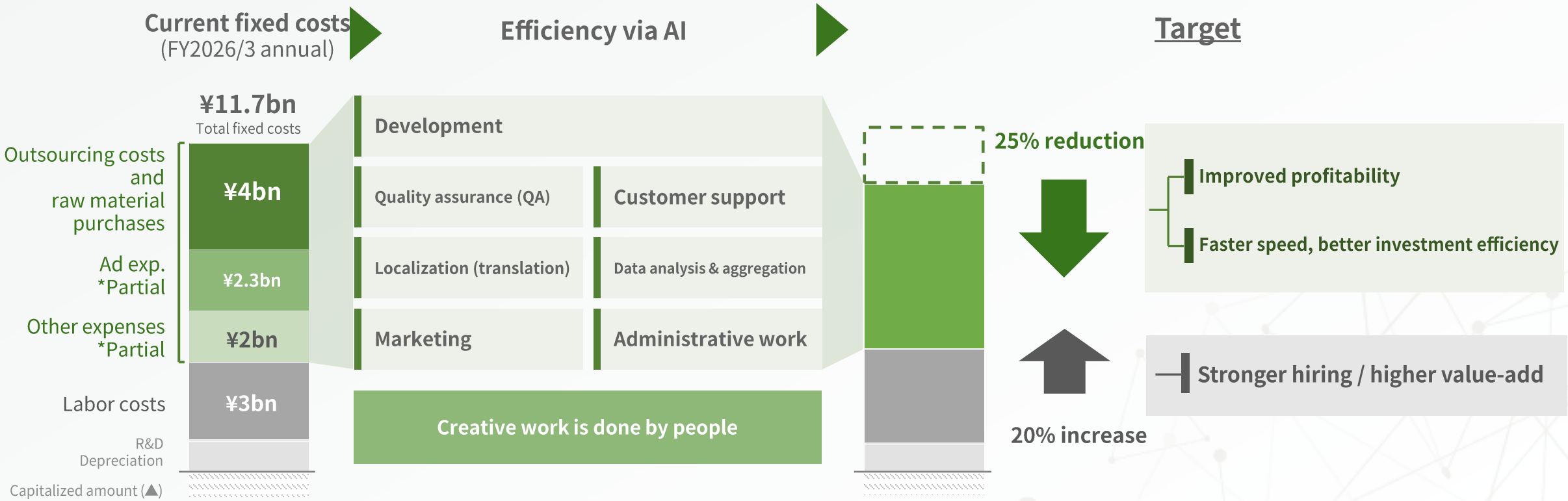
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Toward mid-term growth: Shift to an AI -based org structure

Improving efficiency of outsourced operations with AI, aiming to enhance profitability, speed, and investment efficiency

Basic policy presented in Q1

- Focus on decision-making and accelerate creation
- Focus on creativity and produce better content
- Hire more AI-capable talent, aiming for greater results



*Fixed costs are FY2026/3 full-year actuals. Total is after deducting capitalized game dev costs (▲). Categories are the same as the fixed cost graph on P.7. Green = targets for AI efficiency (advertising and other expenses: partial)

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1. FY2027/3 Q2 Business Overview

2. FY2027/3 Full-year Earnings forecast

3. Mid-term Vision (~2031)

4. Appendix

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KPIs for Mid-term Growth – Number of IP Titles Created

Area	Item	FY2026/3 Year-end	Progress of cumulative figures →	FY2027/3 Q2 end	FY2027/3 year-end target
PC & Console Games	**Titles released**	**1 title**	+0 titles	**1 title**	**2 titles**
	Titles in development	2 titles	+3 titles	5 titles	6 titles
	(Ref.) Investment amount		+¥78mn		+¥274mn
Novel	**No. of series titles** = No. of Vol. 1 titles published	**51 Series**	+4 series	**55 Series**	**74 Series**
	(Ref.) Investment amount		+¥36mn		+¥112mn
Comics	**No. of series titles** = No. of Vol. 1 titles published	**23 Series**	+8 series	**31 Series**	**52 Series**
	(Ref.) Investment amount		+¥125mn		+¥350mn

*PC & console games include small- to mid-scale in-house titles and titles co-developed with external creators (DRECOM CREATORS STUDIO), excluding ports
*Investment for PC & console games = R&D costs; investment for novels/comics = production costs including sequels (work in process)
*Year-end target counts and investment amounts revised in line with the revision of this fiscal year's plan

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Game Business: Pipeline of Live Ops Titles and Dev Titles

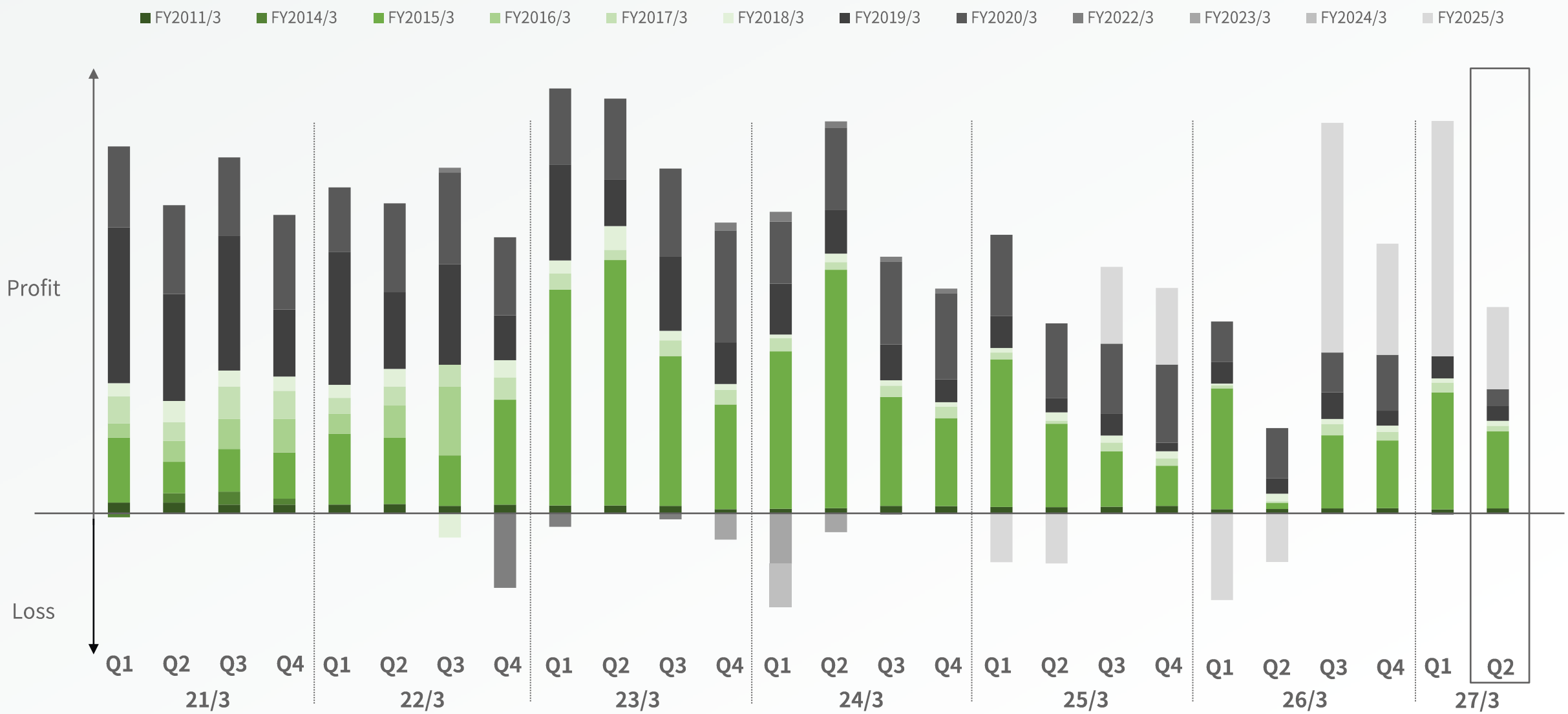
Projects by status and trend

Business	Status		Definition	No. of Projects	Details
Games Business	Live ops titles		For mobile devices centered on Live-service titles	9	➢ 3rd-party distribution: 4 titles ➢ Self-published: 5 titles
	Released Titles		Released premium PC & console titles	1	➢ "Hungry Meem"
	Development	Full development	Premium PC & console titles in development toward release	3	• "Demons' Night Fever" (Publisher: Arc System Works Co., Ltd.) *Released October 22 • "Tokyo Stories" (Publisher: HAPPINET CORPORATION) • Console port of the SFC version of "Wizardry VI: Bane of the Cosmic Forge"
				3	<Development support / publishing titles> • "TIMEMOON" • "Beautiful Life Show" • "Chill Planet"
		Prototype	At pre-development stage Title (live ops, premium)	Multiple	➢ Multiple projects under consideration at planning/prototype stage →Live ops: titles using game engines of existing titles combined with third-party IP, etc. →Premium: DRECOM CREATORS STUDIO titles, etc.

* As of end of September 2026. Series titles and overseas versions are counted as one title

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Game Business: Trend in Profit/Loss of Live Titles (by Release Timing)



* For sales revenue trends, please see the fact sheet on our HP. https://drecom.co.jp/ir/factsheet_2027032Q.pdf

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Game Business: Key Services

Operating 9 titles, centered on popular IP titles. PC/console game development also underway

Operation Title 9 titles

Distributed by BANDAI NAMCO Entertainment Inc.
- "ONE PIECE Treasure Cruise" (May 2014)
- "THE IDOLM@STER SHINYCOLORS" (April 2018)
- "Super Robot Wars DD" (August 2019)

Distributed by Aniplex Inc.
- "Everybody's Golf" (July 2017)

Distributed by Drecom Co., Ltd.
- "Chocotto Farm" (January 2011)
- "Derby Stallion Masters" (November 2016)
- "DISGAEA RPG" (November 2019)
- "Wizardry Variants Daphne" (October 2024)
- "Disney STEP" (March 2025)

PC & Console 7 titles

- "Hungry Meem" (June 2025)
- "Demons' Night Fever" (October 2026)
- "Tokyo Stories"
- Console port of the SFC version of "Wizardry VI: Bane of the Cosmic Forge"
- "TIMEMOON"
- "Beautiful Life Show"
- "Chill Planet"

*Development support / publishing titles









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*"DISGAEA RPG" is developed and distributed by the Company under license from Nippon Ichi Software, Inc. and Aniplex Inc.
*"Disney STEP" is developed and distributed by the Company in cooperation with The Walt Disney Company (Japan) Ltd.





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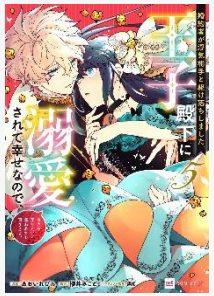
Content Business: Key services

Launched the Publishing, Anime, and MD businesses to own and grow IP

Publishing Business

Comics / Novels





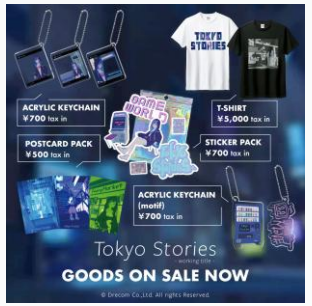




MD (Merchandising) Business

Merchandising





Event held



Anime Business








Technology utilization

Location info

AROW

Location-based points app



AI Use

aiand
ひととAIで実現する、
あたらしいゲーム開発専用SaaS

EC × gamification



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For consolidated results trends, cost / SG&A trends, and game business billing sales trends, please see the fact sheet on our HP.
https://drecom.co.jp/ir/factsheet_2027032Q.pdf

The views stated in this material, strategies, plans, etc., include outlooks that are not historical facts and involve uncertainties. Please note that actual results may differ materially from these outlooks due to various factors. Key factors that may affect actual results include, economic conditions surrounding our business, social trends, and changes in relative competitiveness due to demand trends for our services, etc. Note that, key factors that may affect results are not limited to these.

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