

The following information was originally prepared and published by DeNA Co., Ltd. in Japanese as it contains timely disclosure materials to be submitted to the Tokyo Stock Exchange. This English translation is for your convenience only. To the extent there is any discrepancy between this English translation and the original Japanese version, please refer to the Japanese version.



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(TSE Prime Stock Code: 2432)
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Notice Regarding Game Business Outlook

In the “Consolidated Financial Results for the Fiscal Year Ended March 31, 2024 [IFRS]” disclosed on May 8, 2024, DeNA Co., Ltd. did not provide the consolidated financial results forecast for the fiscal year ending March 31, 2025 due to the difficulty of reasonably and accurately estimating the figures. However, significant changes in financial results for the Game Business are expected, so DeNA would like to announce the details as follows.

(1) Summary & background

For the fiscal year ending March 31, 2025 the Game Business had been trending towards a year-on-year decrease in revenue, due to operations being centered on existing titles and the ongoing major downsizing of the China Business. However, on October 30, 2024 service officially launched in 150 countries and regions for *Pokémon Trading Card Game Pocket*, the Pokémon card game for smartphones, and performance for this title has been strong, including achieving 60 million cumulative downloads globally (announced on December 12, 2024).

(2) Future outlook

While the financial results forecast for the Game Business for the fiscal year ending March 31, 2025 cannot be provided due to the difficulty of reasonably and accurately estimating the figures at this time, considering the progress of the business described above, DeNA expects 3rd quarter topline to be as follows, and expects a year-on-year increase in full-year revenue and operating profit. For *Pokémon Trading Card Game Pocket* DeNA is engaged in joint development and live operations with other companies, and recognizes as revenue our portion of compensation from the total amount spent by users.

The consolidated financial results forecast for DeNA for the fiscal year ending March 31, 2025 cannot be provided due to the difficulty of reasonably and accurately estimating the figures. Going forward if there are any matters to be disclosed then DeNA will disclose them in a timely manner.

Game Business Quarterly Actual & Forecasted Financial Results

(Billions of yen)	Fiscal year ended March 31, 2024				Fiscal year ending March 31, 2025		
	1st quarter (Apr – Jun)	2nd quarter (Jul – Sep)	3rd quarter (Oct – Dec)	4th quarter (Jan – Mar)	1st quarter (Apr – Jun)	2nd quarter (Jul – Sep)	3rd quarter (Oct – Dec)
	(Actual)	(Actual)	(Actual)	(Actual)	(Actual)	(Actual)	(Forecast)
Virtual currency consumption*	22.5	24.5	23.8	28.4	20.3	22.1	85.0+
Revenue	12.5	13.9	12.7	14.9	11.2	11.3	25.0+

*“Virtual currency consumption” refers to the total amount of money spent by users in the form of in-game currency consumption and monthly payments, etc.

Note regarding forecasting financial results, etc.:

The forward-looking statements herein are based on current information and certain assumptions deemed reasonable, but involve many uncertain factors. Actual results may differ significantly from these forecasts due to a wide range of factors.

(Reference) Previous fiscal year results

	Revenue	Operating profit (loss)	Profit (loss) before tax	Profit (loss) for the period	Profit (loss) for the period attributable to owners of the parent	Basic earnings (loss) per share
	Millions of yen	Millions of yen	Millions of yen	Millions of yen	Millions of yen	Yen
Previous fiscal year results (Fiscal year ended March 31, 2024)	136,733	(28,270)	(28,130)	(30,187)	(28,682)	(257.60)

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