**Outputs** 

# **Value Creation Process**

# Inputs

# **Business Activities**

# Outcomes

#### **Human Capital**

- Number of employees: 2,684
- Number of employees in game development roles: 2,217
- \* Company-wide

# Intellectual Capital

- Number of IPs: Over 200
- Number of patents held: 246

# **Social Capital**

- Number of vocational education classes held: 9
- Number of individual meetings with investors: 150

### **Financial Capital**

- ▶ Total assets: 209.8 billion yen
- ▶ Shareholders' equity: 188.3 billion yen
- ▶ Cash and deposits, marketable securities, and investment securities: 143.9 billion yen
- ▶ ROE: 20.7%

### **Manufacturing Capital**

- Number of domestic and overseas bases: 15
- Company-owned domestic office buildings: 6
- Single-person dormitories and company housing: 15 properties, 409 rooms

#### **Natural Capital**

Scope 1 + 2 emissions: 5,576 t-CO2

# **Purpose**

KOEI TECMO Ethos

**Creativity & Contribution** 

Corporate Slogan
Level up your happiness

Vision: To Become the World's No.1 Digital Entertainment Company

Materiality ▶P.18

Fourth Medium-Term Management Plan P.36

Three Business Areas
Responsible for Value Creation

#### **Entertainment business**

- ▶ Plan and develop console and PC game content
- ▶ Develop and operate online and mobile game content
- ▶ Utilize Company IPs for events, merchandise sales, music, etc.

#### Amusement business

- ▶ Develop software titles for LCD-screen slot and pachinko machines
- Amusement facilities operation business

### Real estate business

- ▶ Operate live house venues
- Operate and manage Company owned offices, single-person dormitories, and company housing
- ▶ Operate and manage rental real estate that effectively utilizes owned assets

# Four Competitive Advantages Supporting KOEI TECMO

01
IPs Available for Series,
Collaborations, and Licensing-Out

02
Staff Who
Embody
Creativity &
Business
P.23

03 Multilayered Quality Control that Sustains High Revenue P.26

KATANA ENGINE™
that Achieves
Development
Optimization
▶P.27

# **Economic Value**

Net sales (FY2024)

83.1 billion yen

Operating profit (FY2024)

32.1 billion yen

Number of titles released in the last three years

24 titles

Number of mobile titles launched in the last three years

5 titles

Total units sold in the last three years

24.61 million units

### Social Value

Employee engagement score

50.4

Total shareholder returns

18.9 billion yen

Enrich people's minds and contribute to a vibrant society through content

(related material issues No. 1, 2, and 9)

Create new value through the spread of culture and history, and shape a society that values mutual respect

(related material issues No. 7 and 8)

Contribute to sustainable growth through diverse talent

(related material issues No. 3 and 4)

Deliver returns to stakeholders through the continued enhancement of corporate value

(related material issues No. 5 and 6)