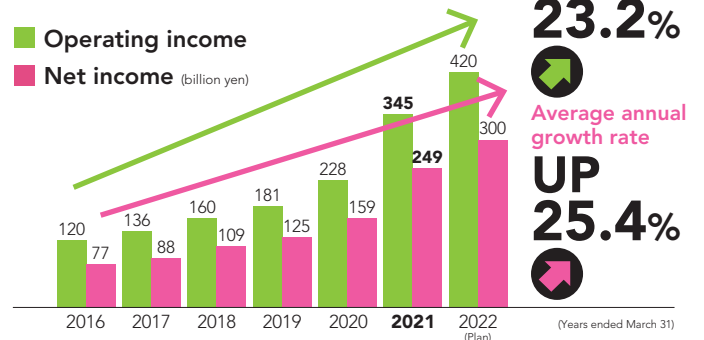


# Seeking increased operating income annually with a stable growth business portfolio

We are seeking sustainable growth in the medium and long term based on expanded sales in the Consumer sub-segment by enhancing our title lineup and shifting to digital.

Medium- to long-term goals  
**Aim for annual operating income growth (10%), driven by stable earnings**



## Important strategies for success

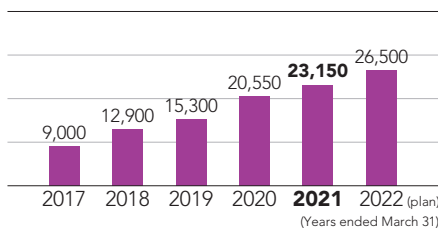
### Expanding sales in the Consumer sub-segment

**1 Bolstering digital sales**

**2 Achieving stable growth with long term sales of high-quality titles**

**3 Enhanced global sales with the promotion of digital marketing**

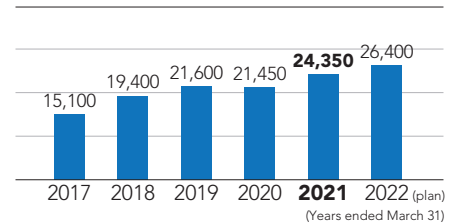
Digital unit sales (Thousand units)



	2017	2018	2019	2020	2021	2022 (Plan)
Resident Evil 7 biohazard	350	160	125	100	150	
Monster Hunter: World	790	450	320	140	140	
Resident Evil 2		420	240	160		
Monster Hunter World: Iceborne			520	240		
Resident Evil 3				390		
Monster Hunter Rise				480		

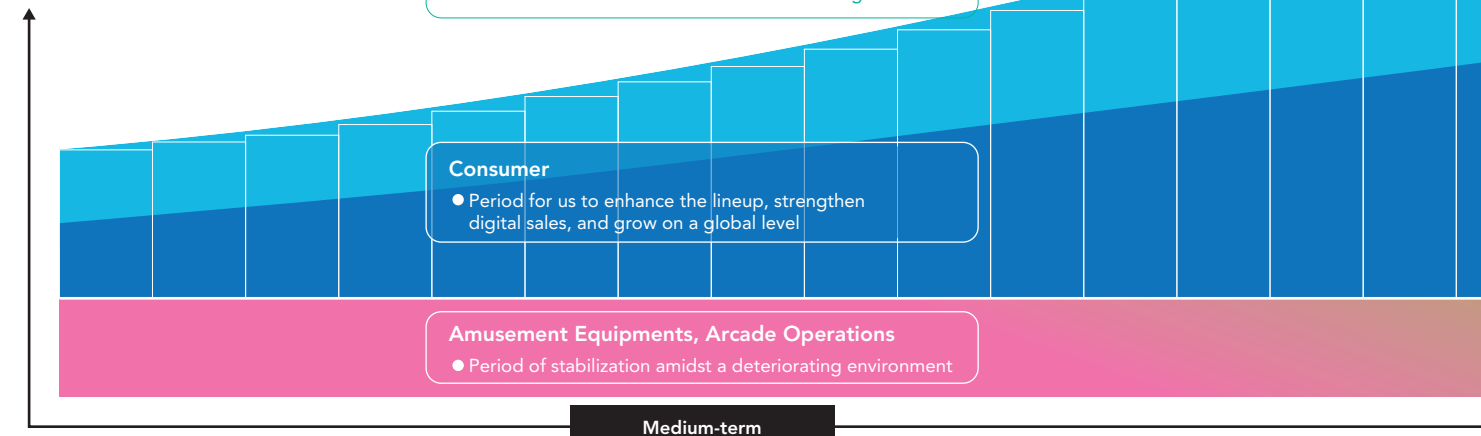
(ten thousand units) (Plan)  
 Titles continuing to contribute as catalog titles  
 (Years ended March 31)

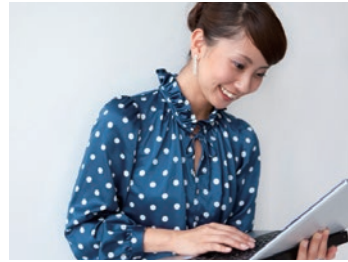
Overseas sales volume (Thousand units)



## Medium- to long-term growth

Profit





### Growth strategy

#### Licensing

- Bolstering movie adaptations

#### Mobile

- Business alliances within Japan and overseas and promoting technological research for the future

#### Esports

- Having established a dedicated esports division, expand the base by holding events in Japan

#### New Titles (Consumer)

- Regularly release new titles for major IP
- Promote utilization of dormant IP and remakes

#### Overall (Consumer)

- Strengthen digital sales of both new and catalog titles

#### Catalog Titles (Consumer)

- Long-term product lives for past titles through pricing strategies

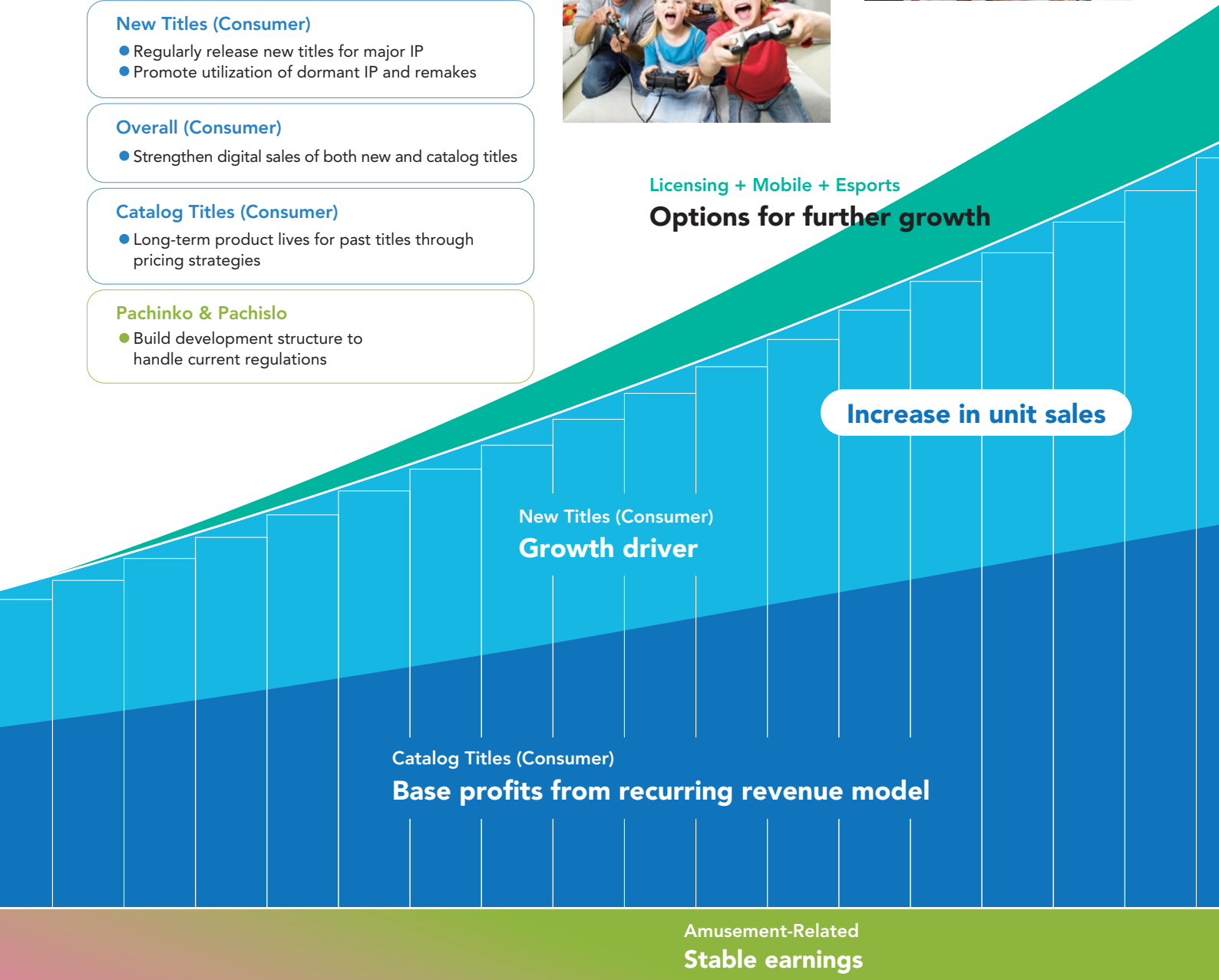
#### Pachinko & Pachislo

- Build development structure to handle current regulations



Licensing + Mobile + Esports

### Options for further growth



Increase in unit sales

New Titles (Consumer)  
Growth driver

Catalog Titles (Consumer)  
Base profits from recurring revenue model

Amusement-Related  
Stable earnings

Long-term

Period