

# KONAMI

Konami Group Corporate Profile



# President's Message



I would like to express my sincere gratitude for your continued patronage of the Konami Group's products and services.

The Konami Group's Digital Entertainment, Amusement, Gaming & Systems and Sports businesses operate in the fields of Entertainment and Sports.

In the 50 some years since our founding in 1969, we have strived to create new forms of fun by globally providing innovative products and services that capture the era's crest of the wave.

Evolution in technology has brought about various changes in people's lives. New technologies in the digital field, such as metaverse, NFT, artificial intelligence (AI), VR/AR, fifth/sixth generation mobile communications (5G/6G), and cloud technology, will have significant impact on the business environment. These technologies will further enhance the value of our intangible assets, such as content and development capabilities, and enable us to take on the challenge in creating new user experiences, thereby providing numerous opportunities for growth.

In the current situation where social conditions change drastically, it is necessary to respond to the New Normal environment by continuing to transform ourselves with a sense of speed. At the same time, we will work to co-create new values by collaborating with partners who can generate synergies. Please look forward for our new products and services for the next era.

To contribute to the development of society as a whole, we will further promote ESG-friendly management toward the realization of SDGs. We will particularly focus in developing human resources who will support the future by engaging in diversity and "Health & Productivity Management" to create an environment where each employee can achieve their full potential and grow alongside the company. We will also accelerate our engagement to respond to climate change issues in line with TCFD's recommendations.

Over the next 50 years, the Konami Group will continue to strive for sustainable growth, and boldly take on challenges to catch the crest of the wave.

We look forward to your patronage and humbly ask for your continued support going forward.

Kimihiko Higashio  
Representative Director, President  
KONAMI GROUP CORPORATION

# Corporate Philosophy

We, the Konami Group, aim to be an enterprise that will continue to keep our stakeholders always looking forward with anticipation as we create and provide our current and future customers with products and services that offer "Valuable Time".

## Konami Group: The Guiding Principles in the Realization of Our Corporate Goal

### Customer-Oriented

Our "Customer-Oriented" policy means that the customer comes first.

We will maximize our customers' satisfaction by providing them with the highest level of products and services.

### Our Challenge

Our Challenge is to boldly seek to achieve goals without worrying about failure.

We will challenge every day to make creation and innovation in order to provide our customers with dreams and excitement which have never before been experienced.

### Response to Change

We need to be aware of change occurring in our times.

Times are changing. Our customers' needs are also changing daily. We need to remain sensitive to the changes in our times and respond flexibly to them.

### Compliance

Our action should be taken with dignity and consciousness.

Complying with laws and ethics is the first step in gaining the trust of our stakeholders. Recognizing that even a tiny error may have an adverse effect on our group, we will strive to conduct our business faithfully.

## KONAMI

KONAMI GROUP CORPORATION  
(Holding Company)

By responding sensitively to the latest trends and consistently taking on new challenges, Konami Group has been an endless source of creativity and innovation since its establishment in 1969. In the business areas of "entertainment" and "sports," we have provided customers with a diverse range of products and services through four segments: the Digital Entertainment Business, the Amusement Business, the Gaming & Systems Business, and the Sports Business. Through continuing its legacy of tirelessly taking on challenges, the Konami Group will realize new possibilities by expanding our reach over an even wider area to provide people around the globe with dreams and everyday excitement.

### Digital Entertainment Business

(Japan, Americas, Europe, Asia, Oceania and Africa)

We produce a wide range of products including mobile games, computer and video games and card games to provide enjoyment to customers worldwide.

### Amusement Business

(Japan, Asia and Americas)

We handle all business aspects related to amusement machines from design and production to sales.

### Gaming & Systems Business

(Americas, Oceania, Asia, Europe and Africa)

We design, manufacture, sell, and service gaming machines and casino management systems in the globally expanding gaming market.

### Sports Business

(Japan)

We operate fitness clubs and sports classes, including swimming, gymnastics, dance, soccer, tennis and golf, in addition to manufacture and sale of sports-related products.

# Corporate Data

## Corporate Profile

Company Name	KONAMI GROUP CORPORATION
Founded	March 21, 1969
Incorporated	March 19, 1973
Stock Exchange Listings	Tokyo, London
Head Office	1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan Tel: 81-3-6636-0573 Fax: 81-3-6893-1573
Main Office	Harumi Island Triton Square Office Tower Y 39F, 1-8-11, Harumi, Chuo-ku, Tokyo 104-6139, Japan
Paid-in Capital	¥47,398 million
Consolidated Employees	8,864* (As of September 30, 2023) *Including temporary employees, converted at 160 hours per month
Consolidated Subsidiaries	24 companies
Web Site	www.konami.com

## Directors (Effective June 28, 2023)

Name	
Kagemasa Kozuki	Representative Director, Chairman
Kimihiko Higashio	Representative Director, President
Hideki Hayakawa	Director
Katsunori Okita	Director
Yoshihiro Matsuura	Director
Kaori Yamaguchi	Director, Audit & Supervisory Committee Member (Outside)
Kimito Kubo	Director, Audit & Supervisory Committee Member (Outside)
Yasushi Higuchi	Director, Audit & Supervisory Committee Member (Outside)

## Corporate Officers (Effective June 28, 2023)

Name	
Kimihiko Higashio	President, Corporate Officer
Hideki Hayakawa	Corporate Officer of Digital Entertainment
Katsunori Okita	Corporate Officer of Amusement
Junichi Motobayashi	Corporate Officer General Manager, Finance Division
Shinichiro Yoneyama	Corporate Officer General Manager, General Affairs Division
Yutaka Abe	Corporate Officer General Manager, Human Resources Division
Steve Sutherland	Chief Executive Officer, Gaming & Systems Business
Takeshi Murota	President, Corporate Officer, Sports Business
Masahito Kanetaka	Senior Advisor
Mitsutaka Inagaki	Senior Advisor
Akira Gemma	Senior Advisor

## Stock Information (As of September 30, 2023)

	Principal Shareholders	Shares (Thousands)	% of Total
Authorized: 450,000,000 shares	The Master Trust Bank of Japan, Ltd. (Trust Account)	29,422	21.70
	Kozuki Foundation	17,100	12.61
	Custody Bank of Japan, Ltd. (Trust Account)	16,799	12.39
Issued: 143,500,000 shares	KOZUKI HOLDING B.V.	15,700	11.58
	Kozuki Capital Corporation	7,048	5.20
	JP MORGAN CHASE BANK 380815	6,530	4.82
Number of Shareholders: 23,087	KOREA SECURITIES DEPOSITORY - SAMSUNG	3,538	2.61
	HSBC HONGKONG - TREASURY SERVICES A/C ASIAN EQUITIES DERIVATIVES	1,903	1.40
	STATE STREET BANK WEST CLIENT - TREATY 505234	1,816	1.34
	STATE STREET BANK AND TRUST COMPANY 505001	1,291	0.95

Note: The above shareholding ratios are calculated after the deduction of treasury shares (7,941 thousand shares).



# Digital Entertainment Business

## Creating New User Experiences

For more than five decades, KONAMI has offered unique new game content and user experiences in its Digital Entertainment Business by responding to changing customer needs.

Starting with the manufacturing and sales of amusement machines (arcade games) in the early 1970s, we began developing video games in the 1980s and from 2010s we were among the first to develop and distribute mobile games.

In recent years, as various devices such as mobile and game consoles become more sophisticated, and the provision of entertainment through network has spread rapidly, we have been proposing ways to play games that match the characteristics of each device. In addition, we are promoting cross-platform development so that our titles can be enjoyed across a variety of devices.

Furthermore, as a leading company in esports, where games are viewed as competition, we have been focusing on esports initiatives from the early stage and are working to create new user experiences.

We will continue to take on challenges of the latest innovation by utilizing new technologies such as artificial intelligence (AI,) fifth and sixth generation mobile communications (5G/6G,) virtual and augmented reality (VR/AR,) non-fungible tokens (NFTs) and the metaverse.

### "PROFESSIONAL BASEBALL SPIRITS A (Ace)"

Mobile Game



©NPB  
©2023 SAMURAI JAPAN  
Japan Professional Baseball MEIKYUKAI  
Japan Baseball Promotion Association  
Franchise stadiums official recognition  
As a rule, the signboard in the stadium reproduced in the game is produced based on data during the professional baseball pennant season in 2022  
Japan Baseball Data Inc.  
©Getty Images  
All other copyrights or trademarks are the property of their respective owners and are used under license.  
©Konami Digital Entertainment

### "eBASEBALL PAWAFURU PUROYAKYU 2022"

Console Game



©NPB  
Japan Professional Baseball MEIKYUKAI  
Japan Baseball Promotion Association  
Franchise stadiums official recognition  
As a rule, the signboard in the stadium reproduced in the game is produced based on data during the professional baseball pennant season in 2022  
Japan Baseball Data Inc.  
All other copyrights or trademarks are the property of their respective owners and are used under license.  
©Konami Digital Entertainment

### "Yu-Gi-Oh! MASTER DUEL"

Mobile & Console Game



©2020 Studio Dice/SHUEISHA, TV TOKYO, KONAMI  
©Konami Digital Entertainment

### "Yu-Gi-Oh! TRADING CARD GAME"

Card Game



©2020 Studio Dice/SHUEISHA, TV TOKYO, KONAMI

### "eFootball™ 2024"

Mobile & Console Game



©Konami Digital Entertainment

### "Momotaro Dentetsu: Showa, Heisei, Reiwa mo Teiban!"

Console Game



©AKIRA SAKUMA ©Konami Digital Entertainment

### "Tokimeki Memorial Girl's Side 4th Heart"

Console Game



©Konami Digital Entertainment

### "SUPER BOMBERMAN R 2"

Console Game



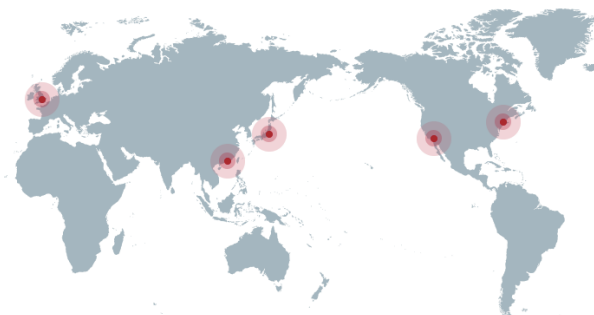
©Konami Digital Entertainment

## Group Companies Engaged in the Digital Entertainment Business

Konami Digital Entertainment Co., Ltd. (Japan)  
Konami Digital Entertainment, Inc. (USA)  
Konami Cross Media NY, Inc. (USA)  
Konami Digital Entertainment B.V. (United Kingdom)  
Konami Digital Entertainment Limited (Hong Kong)

### Global Development

We create unique content in Japan, North America, Europe and Asia, and distribute it in various regions by transcending national borders.



## Focusing on Further Expansion and Stimulation of esports

KONAMI has held esports tournaments utilizing its various game contents including World Championships for eFootball™ series since 2001, World Championships for Yu-Gi-Oh! series since 2003 and Japan Championships for PAWAFURU PUROYAKYU series since 2016.

At Konami Creative Center Ginza, where the esports GINZA school fosters human resources capable of playing an active role in the world of esports and the esports GINZA studio maintains the ability to distribute esports, we engage in initiatives to further expand and stimulate esports.

### The 2022 season of "Prospi A (Ace) Championship"

January - March 2023



©NPB ©Konami Digital Entertainment

Esports event to decide the best player amongst all the users of the mobile game "PROFESSIONAL BASEBALL SPIRITS A (Ace)." Real-time battle mode is used for this slugfest one-on-one battle.

### The 2022 season of "eBASEBALL Prospi A (Ace) League"

November - December 2022



©NPB ©Konami Digital Entertainment

A professional baseball esports league using the mobile game "PROFESSIONAL BASEBALL SPIRITS A (Ace)" as the competition title. Players representing the 12 NPB teams compete in the Central League and Pacific League to determine the number one team in Japan. The event was jointly organized by Nippon Professional Baseball (NPB) and Konami Digital Entertainment.

### "PAWAPURO APP CHAMPIONSHIPS 2022"

July 2022 - January 2023



Esports event to decide the best "JIKKYOU PAWAFURU PUROYAKYU" player. The #1 player is decided using Success mode and Baseball mode.

### "eFootball™ Championship Open/Pro 2023"

Open: January - July 2023 / Pro: February - May 2023



©Konami Digital Entertainment

The official esports tournament for "eFootball™ 2023" composing of "eFootball™ Championship Pro 2023," participated by professional esports players contracted with European professional football clubs, and "eFootball™ Championship Open 2023," available for everyone.

### "e J.LEAGUE eFootball 2022 Season"

September - November 2022



©J.LEAGUE ©Konami Digital Entertainment

An inter-club competition amongst all 40 J1 and J2 club representing players using eFootball™ series.

The event was jointly organized by Japan Professional Football League (J.LEAGUE) and Konami Digital Entertainment.

### "Yu-Gi-Oh! World Championship 2023"

March - August 2023



The competition originates from the world championship for "Yu-Gi-Oh! TRADING CARD GAME" held in 2003. After adding on "Yu-Gi-Oh! DUEL LINKS" in 2017, 2023's event took place with 3 titles including "Yu-Gi-Oh! MASTER DUEL." Events for 2020-2022 were postponed with the outbreak of the new coronavirus and recent global situation, but the 2023 event was held for the first time in 4 years.

The esports GINZA school Official Homepage

<https://www.konami.com/ginza/school/>

The esports GINZA studio Official Homepage

<https://www.konami.com/ginza/studio/>

# Digital Entertainment Business

## Developing Content Using Latest Technology

KONAMI has developed an array of content by incorporating cutting-edge technology.

eFootball™ series uses 3D full-body scans of players and high-precision 3D scans of existing stadiums. The development and implementation of a proprietary soccer game engine has enabled recreation of artistic foot works by players and graphics.

The PROFESSIONAL BASEBALL SPIRITS series also uses 3D scanning technology to capture the likeness of all the players in the 12 teams from 360 degrees for high graphical fidelity of their facial details and playing forms.

In addition, each player has its own AI based on seasonal statistics, adding to the authentic feel of the game.

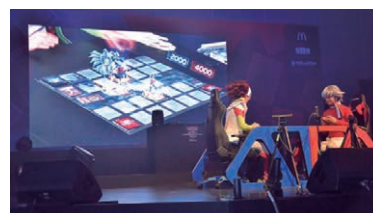
We make ongoing efforts to create "New User Experiences" by employing an array of the latest technologies including VR support for PAWAFURU PUROYAKYU series and AR duels at the "Yu-Gi-Oh! TRADING CARD GAME" world championship.



©Konami Digital Entertainment



一般社団法人日本野球機構承認 プロ野球ライセンス球場公認  
©Konami Digital Entertainment



©2020 Studio Dice/SHUEISHA, TV TOKYO, KONAMI

## Developing High-Profile Titles in Japan and Overseas

KONAMI has a multitude of high-profile titles both in Japan and overseas, such as eFootball™ (formerly known as "PES" or "Winning Eleven"), METAL GEAR and PAWAFURU PUROYAKYU series, which have respectively sold or downloaded over 800 million, 61.1 million and 25.1 million copies worldwide.

We have proactively promoted the production and distribution of games for mobile devices and gaming platforms bringing excitement to customers worldwide.

Console Game		
Title Name	Launched	Total Cumulative Sales (million)
METAL GEAR series	July 1987	61.1
PAWAFURU PUROYAKYU series	March 1994	25.1

(Note) as of the end of December 2023

Mobile Games		
Title Name	Launched	Total Cumulative Downloads (million)
JIKKYOU PAWAFURU PUROYAKYU	December 2014	49 (as of May 2023)
PROFESSIONAL BASEBALL SPIRITS A (Ace)	October 2015	40 (as of February 2023)

Console & Mobile Game		
Title Name	Launched	Total Cumulative Sales & Total Cumulative Downloads (million)
eFootball™ series	July 1995	800 (as of January 2024) ※Breakdown : Console 100 Mobile 700
Yu-Gi-Oh! DUEL LINKS	November 2016	150 (as of March 2022)
Yu-Gi-Oh! MASTER DUEL	January 2021	57.3 (as of August 2023)



## Offering Fun and Exciting Gameplay Experiences to the World

KONAMI's Amusement Business handles design, production and sales of amusement machines and online game services. Not only are we expanding our business within Japan, but we are also actively expanding our business overseas.

KONAMI has continued to fulfill customer expectations with its amusement machines by offering new forms of entertainment experience, such as starting the music game boom and creating new value through online services and multiplatform development of KONAMI content.

In recent years, we have also been striving to create new forms of entertainment, including the early implementation of esports championships in Japan and around the world.

By leveraging KONAMI content and our expertise gained over the decades of entertainment excellence, we will continue to offer ever more customers fun and exciting gameplay experiences by delivering a wide array of products and services.



©Konami Amusement

**"MAH-JONG FIGHT GIRL"**



©Konami Amusement

**"beatmania IIDX 31 EPOLIS"**



©AKIRA SAKUMA ©Konami Digital Entertainment ©Konami Amusement

**"Momotaro Dentetsu:  
Medal Game mo Teiban!"**



©Konami Amusement

**"Anima Lotta Yume no AnimaLand"**



©Konami Amusement

**"TREASURE ROAD"**



©Konami Amusement

**"MAH-JONG FIGHT CLUB KAKUSEI!"**

## Providing New User Experiences Through esports

Since 2011, KONAMI has held the official esports tournament "The KONAMI Arcade Championship," which determines the ultimate arcade players. The tournament takes place at amusement centers in Japan, Asia, and North America.

In addition, since 2021, we have held the professional rhythm game esports tournament "BEMANI PRO LEAGUE." In this team tournament, franchises owned by various companies go head-to-head in a league format to win the championship. Players who have passed the pro-test held by KONAMI are drafted to sign a contract with individual franchises, for which they become a professional player.

Furthermore, starting in 2022, "eMAH-JONG MAH-JONG FIGHT CLUB PRO TOURNAMENT," an esports tournament using the online game "MAH-JONG FIGHT CLUB," has been co-hosted with the Japan Professional Mahjong League. Professional MAH-JONG FIGHT CLUB esports players, or "eMAH-JONG Pros," are selected from the general public, and engage in fierce competition against professional Mah-jong players from the Japan Professional Mahjong League in a tournament format.



©Konami Amusement



©Konami Amusement

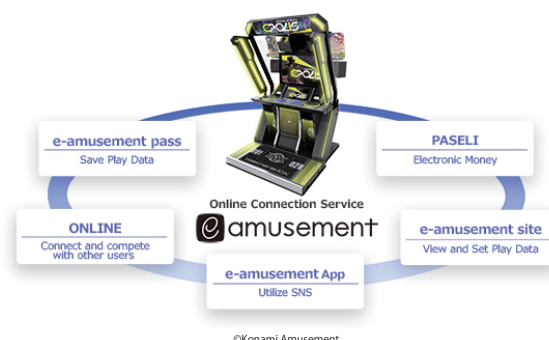


©Konami Amusement

## Online Connection Service "e-amusement"

KONAMI provides entertainment that can only be found at amusement facilities by introducing a unique service that promotes interpersonal communication using "e-amusement" system and other services that connects arcade games online.

In addition, we are working to create a better infrastructure environment that will contribute to the development of the industry through the use of "Amusement IC Card," which is aimed at improving customer convenience by unifying standards for multiple user authentication IC cards used to continuously play network games at amusement facilities.



©Konami Amusement

e-amusement pass	ONLINE	PASELI	e-amusement App	e-amusement site
The e-amusement pass card is an IC card for KONAMI amusement games that enables players to save their play data on the server and participate in competitions and events held on e-amusement compatible products.	The e-amusement connection service enables players to compete in online games such as MAH-JONG FIGHT CLUB, Quiz Magic Academy, pop'n music, and jubeat. Moreover, amusement facilities can use the online service to update various games.	With a charged PASELI card, players can expand their gaming experience through coinless gameplay and in-game item purchases.	The e-amusement App is a communication service linked to KONAMI amusement games, enabling users to post and share screenshots and messages on social media, as well as view the latest information on updates.	The e-amusement site is a community site featuring social media functions (e.g., group bulletin boards) enabling players to communicate with each other across various games. Players can access the service anywhere on various devices (e.g., mobile phones, smartphones, and computers) at any time.

# Amusement Business

## Multiplatform Development of KONAMI Content

KONAMI has opened up its arcade game to the mobile game platform, and IPs to the pachislot platform for the purpose of increasing opportunities for customers to enjoy our content.

We also make ongoing efforts to broaden the range of gameplay through the "KONAMI AMUSEMENT GAME STATION" service that makes it possible to enjoy KONAMI's arcade games on PCs and smartphones at any time.

We will continue to carry out multifaceted product development by leveraging the Konami Group's diverse content properties, with the goal of meeting the expectations of our products' fans.



## Participation to the First Ever Professional Mahjong League "M. League"

"M. League" is a professional mahjong league established in October 2018 to make mahjong a competitive sport and to improve its social status. From its inaugural season, we have participated in the league with the team name "KONAMI MAH-JONG FIGHT CLUB" which bears the name of our arcade game "MAH-JONG FIGHT CLUB." KONAMI will further communicate the delight of the game while we promote healthy mahjong.



### Group Companies Engaged in the Amusement Business

Konami Amusement Co., Ltd.

# Gaming & Systems Business

## Gaming Experiences that Global Customers Love

KONAMI's Gaming & System Business develops, manufactures, distributes and services gaming machines and casino management systems for the casino market.

KONAMI first entered the gaming market in 1996, and has expanded its Gaming & System Business across the globe while securing gaming licenses in the world's major markets, including North America and Australia.

The gaming market continues to see growth with the global development and opening of new casino facilities and integrated resorts (IR) with casinos. The industry also endeavors to expand awareness among a wide range of users through online gaming, multi-station entertainment and contactless technology.

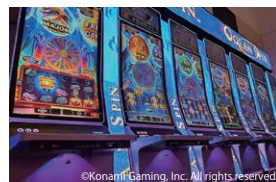
KONAMI continues to respond to such market needs by tapping into a wealth of technological capabilities and knowledge amassed over years of developing products with excellent entertainment value, with the goal of spreading the sheer joy of gaming to customers worldwide.

**"DIMENSION 75C™"**



75-inch, 4K Ultra HD screen in slight "C" curve

**"DIMENSION 49J™"**



Premium 49-inch, 4K Ultra HD display with "J" curve

**"DIMENSION 27™"**



Three stacked 27-inch displays in Ultra HD

**"SYNKROS®"**



Core system for casinos to enable real-time management of slot machine data, customer information and accounting

## Approach to Globalization

North American casino operators are for the most part driving globalization by making forays into markets worldwide to tap the vigorous growth expected in new markets in Asia, Europe and South America. In response to the globalization of gaming markets, KONAMI has developed a production and sales system centered on operating bases in North America and Australia that provides a stable supply of high-quality products and services to gaming markets worldwide.



\*The size of each circle on the map roughly shows the market size of each region

# Gaming & Systems Business

## Securing Gaming Licenses Worldwide

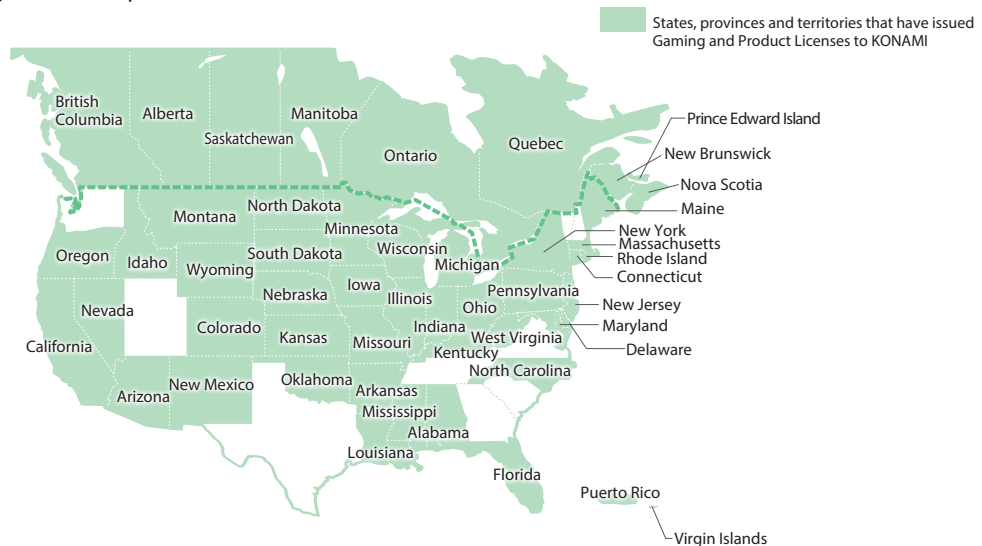
Gaming businesses are subject to strict licensing conditions, which include requirements of honesty and integrity at the highest level of standards.

KONAMI's dedication to stringent corporate compliance has contributed to securing gaming licenses in 424(\*) locations worldwide, including North America. KONAMI develops, manufactures, distributes and services a range of gaming machines and casino management systems throughout the world.

(\*) As of December 2023

### North America

Approved by 51 states, provinces and territories



### Oceania

Approved by all 8 states and territories in Australia



### Other

- ◆ Republic of South Africa • Gauteng • Mpumalanga • Western Cape
- ◆ France
- ◆ Panama
- ◆ Singapore
- ◆ Peru
- ◆ Greece
- ◆ Bahamas
- ◆ Dominican Republic
- ◆ Macau
- ◆ Bermuda



# Gaming & Systems Business

## Casino Management System "SYNKROS®"

"SYNKROS®" has been a mission critical system for the casino industry for many years and has been installed in more than 400 integrated resorts (IRs), casino locations, and cruise ships worldwide, in markets including North America and Australia.

The system enables casino operators to manage various data and make business assessments, including patron management, slot machine and table game management, security monitoring, measures to uphold anti-money laundering protections and marketing data analytics, all in real time.

The system is continuously updated with new tools and features such as "SYNK31™," an anti-money laundering system (AML).



## Assisting Education and Human Resources Development for Further Growth in Gaming Industry

KONAMI has established an industry-academic partnership with the University of Nevada, Las Vegas (UNLV), in the hope of supporting further development of the gaming industry.

UNLV is a state-run university established in 1957, and its International Gaming Institute (IGI) conducts research and provides education on the various aspects of gaming in an advanced way, ranging from casino business to pathological gambling, with a view to educating the future leaders in the gaming industry.

KONAMI makes continued efforts of donating to various worthy causes, such as student scholarships and the expansion of school facilities. This time, KONAMI donated \$2.5 million for the construction of the new building "Hospitality Hall" for the William F. Harrah College of Hospitality, an institution with a strong track record of educating notable persons in the field of hospitality, including gaming, tourism and hotels.

The "Hospitality Hall" contains the "KONAMI Interactive Technology Laboratory" that engages in cutting-edge research and educational activities.

Through these initiatives, KONAMI will strive to support the healthy development of the gaming industry even further.



Products and services with ® and ™ are registered trademark or trademark of Konami Gaming, Inc. in the United States.

### Group Companies Engaged in the Gaming & Systems Business

Konami Gaming, Inc. (Las Vegas, USA)  
Konami Australia Pty Ltd. (Sydney, Australia)  
Konami Gaming Technology Co., Ltd. (Japan)

## Offering a Wide Array of Sports-Related Services

KONAMI's Sports Business runs sports clubs (fitness clubs and schools for children) and public sporting facilities, and plans, develops and sales sports and health-related contents and products.

In addition, in collaboration with local governments and other organizations, we work to solve problems in local communities by leveraging the know-how accumulated through the operation of sports clubs, such as teaching PE and coaching varsity teams at elementary and junior high schools, providing sports and exercise guidance to local residents, conducting nursing care prevention projects, and managing various sports events.

We have also extended our services outside our facilities through the use of internet and applications for online fitness, walking and running.

In Japan, which is said to be a super-aging society, people's interest in improving their health through sports and exercise is on the rise, and it is becoming ever more important to create an environment where people can engage in sports and exercise that suits their individual lifestyles in an increasingly diverse society. With the aim of extending healthy life expectancy, we will provide wide range of services and products centered on sports to create the opportunity to engage in exercise and support people so that they can lead healthy and vigorous lives forever.



## Fitness Club Brands to Meet Customer Needs

KONAMI offers an environment that enables everyone to enjoy sports in their daily lives in an easy and accessible manner through its three fitness club brands: "Konami Sports Club," "GRANCISE" and "XAX."

KONAMI SPORTS CLUB	GRANCISE good fitness, good life	XAX SPORTS SPOT
A Sports Club You Can Call Home	The Best Possible Time in the Best Possible Location, So You Can Continue to Be the Best Possible You	A Comfortable Space to Work Out Your Mind and Body
Konami Sports Club facilities offer an array of services and programs nationwide that both children and adults can enjoy, with membership plans that suit your lifestyle.	With high-grade facilities and hospitality comparable to luxury hotels, GRANCISE facilities offer the most effective training environment for customers so that they can continue to be in the best condition both physically and mentally.	XAX facilities offer popular programs and comfortable fitness environment in compact space by specializing in machine and studio workout.

Pilates Mirror, machine pilates studio utilizing ceiling-mounted mirrors, opened in 2021 as a new type of facility and is continuing to increase its number. It has been well received by many customers with some facilities having waitlists.

Pilates Mirror by Konami Sports Club	【Pilates Mirror Studio List as of September 2023】 *() shows (scheduled) time of opening		
	<ul style="list-style-type: none"> <li>• Futako-Tamagawa (June 2021)</li> <li>• Kyodo/Jiyugaoka (March 2023)</li> <li>• Musashi-koyama/Ookayama (July 2023)</li> <li>• Center Minami/Asagaya/Aobadai (October 2023)</li> </ul>	<ul style="list-style-type: none"> <li>• Kichijoji (August 2022)</li> <li>• Nakameguro/Gakugeidaigaku (April 2023)</li> <li>• Sengen-jaya (August 2023)</li> <li>• Sasazuka/Saginuma/Musashi-Sakai (November 2023)</li> </ul>	<ul style="list-style-type: none"> <li>• Sakura-shinmachi (December 2022)</li> <li>• Mizonokuchi/Miyazakidai (June 2023)</li> <li>• Motosumiyoshi/Chitose-Funabashi (September 2023)</li> </ul>

## Offering Various Sports Classes for All Ages from Infants to Seniors

Konami Sports Club facilities have offered various types of sports classes for all ages, from infants to seniors, by drawing on our expertise cultivated over decades of sports instruction and system for visualizing progress.

In recent years, we have enhanced our lessons by launching Small-Group Swimming Schools, Table Tennis Schools, and Trampoline Schools.

"Undo Juku," exercise school for children, promotes the healthy development of the "mind" and "body" and expands the potential of children through sports.

For gymnastics and swimming, we offer consistent support ranging from school level to athlete courses and competition clubs aiming for the world.



## Swimming School Evolves with Cutting-Edge IT Technology and Coaching Techniques

"Undo Juku," exercise school for children, has launched "Undo Juku Digital Note" services at its swimming schools from April 2022 as a new digital service to improve practice effectiveness.

"Undo Juku Digital Note" is a service that supports swimmers continue to learn in a fun way by merging "Smart Swimming Lesson System," which utilizes images and AI to enhance the effects of practice, with the coaching techniques of Konami Sports Club instructors.

In addition, "Digital Note Swimming School for adults," a new school for adults was launched in September 2023. This class is a customized version of the "Undo Juku Digital Note" program for adults, providing easy-to-understand swimming lessons through the visualization of swimming postures.



©Konami Sports  
Undo Juku Digital Note



©Konami Sports  
Digital Note Swimming School for adults

## Expansion of Public-Private Partnerships & Focus on Regional Revitalization

By leveraging our know-how cultivated through our operation and guidance business in cooperation with local governments, we contribute to create opportunities for local residents to exercise and improve their health.



Tsugaru City General Gymnasium  
\*Conceptual Rendering



URAWA KOMABA GYM



Asahi City Gymnasium



Toshima City Minaminagasaki Sports Park



Gifu City Yanagase Health and Exercise Facility



Harumi Community Exchange Center  
\*Conceptual Rendering

## Supporting Workout while Staying Home

KONAMI offers online services that allow you to engage in physical activity outside of our facilities.

"Konami Sports Online Fitness" offers access to more than 100 live online lessons/week, including yoga, dance and Les Mills. On-demand lessons are also available 24 hours a day where participants can enjoy a studio like togetherness while at home, and easily experience full-scale fitness anytime, anywhere.

In addition to "Konami Method," the existing easy to learn workout content based on KONAMI's many years of exercise and teaching know-how, we offer easy exercise that can be done at home as well as tips on practicing soccer, dance and golf through our daily original workout video. The series has been viewed approximately 17.5million times (\*).

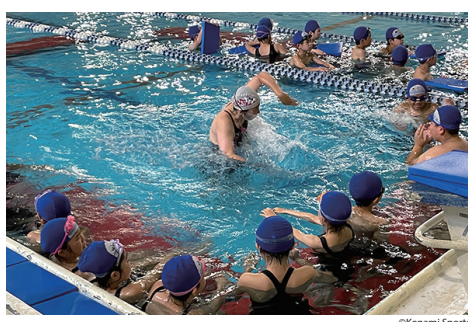
(\*) Note: Stats as of July 2023 from YouTube.

## Accepting the Outsourcing of School Projects

While local communities and schools face the issue of maintaining its swimming pool facility and tackle in improving the working environment for their staff and teachers, we have accepted the outsourcing of school swimming lessons to support resolve these issues since the summer of 2019.

Demand amongst schools for this type of school swimming lessons is increasing, and our service is well received by many elementary and junior high schools throughout Japan.

KONAMI works to develop children's mind and body at its nationwide Konami Sports Clubs with its operating system that puts safety first and instructors with specialized knowledge. These assets, including high-quality instruction program and operation system to ensure safety, allow us to provide packages ranging from extensive swimming instruction to educating instructors, depending on the needs of each school.



©Konami Sports



©Konami Sports

Acceptance of outsourced school swimming lessons

## Focusing on Sports Promotion and Activities

Since we established our in-house sports team, we have created an environment that enables team members to train for and participate in sports events while holding a job.

This support has trained and produced athletes from the Konami Sports Gymnastics and Swimming Teams who compete successfully at world events. Our athletes also take part in various events held at Konami Sports Club facilities around Japan, including exercise classes, swimming competitions and others, with the goal of conveying the fun and joy of sports to everyone.

In addition to such activities, we strive to promote sports, and foster greater interest and participation in competitive sports through events, such as the "KONAMI OPEN Competitive Swim Meet," a leading national swim meet that allows swimmers of all ages—from elementary school children to athletes who represent Japan on the world stage—to compete at the same venue.

## Sports and Health Products for Proper Exercise and Healthy Living

As a company engaged in health promotion, KONAMI designs, manufactures and sells sports and health products by leveraging its accumulated knowledge and experience.



©Konami Sports

©Konami Sports

### Group Companies Engaged in the Sports Business

Konami Sports Co., Ltd.



# Corporate History (1969-1998)

Mar. 1969	Kagemasa Kozuki (current Chairman of the Board) founded his business.
Mar. 1973	KONAMI INDUSTRY CO., LTD (1 million yen in capital) was established and began manufacturing amusement machines for arcades.
Feb. 1974	Capital increased to 4 million yen.
Sep. 1975	Capital increased to 10 million yen.
Oct. 1978	Capital increased to 20 million yen.
Jan. 1979	KONAMI started to export products to the United States.
Dec.	Capital increased to 40 million yen.
May 1980	Headquarters moved to newly constructed office building in Osaka.
Mar. 1981	The KONAMI logo was established.
Mar. 1982	KONAMI received an investment from Osaka Small and Medium Business Investment & Consultation Co., Ltd. and increased its capital to 120 million yen.   Headquarters moved to Osaka Ekimae Daiyon Building in Kita-ku, Osaka.
Oct.	KONAMI expanded into the PC game business.
Nov.	Konami of America, Inc. (currently Konami Digital Entertainment, Inc.) was established in the United States.
Nov. 1983	Capital increased to 300 million yen.
Dec.	KONAMI expanded into the MSX game business.
Mar. 1984	The new Technology Development Center building was established in Osaka.
May	Konami Ltd. (currently Konami Digital Entertainment B.V.) was established in the United Kingdom.
Oct.	KONAMI was listed on the Second Section of the Osaka Securities Exchange (specially designated stocks in the second section). Capital increased to 2,940 million yen.
Dec.	Konami GmbH (currently Konami Digital Entertainment B.V) was established in Germany.   KONAMI expanded into the Nintendo ENTERTAINMENT SYSTEM (called "FAMILY COMPUTER" in Japan) game business.
Nov. 1985	Capital increased to 5,227 million yen.
Aug. 1986	A new corporate identity was introduced. The new KONAMI logo was established.   Headquarters moved to the newly constructed Konami Software Development Building in Chuo-ku, Kobe.
Oct.	The new Production Control Department and Distribution Center was established in Osaka.
Nov.	Capital increased to 8,095 million yen.
Dec. 1987	Konami Kosan Co., Ltd. (currently Konami Real Estate, Inc.) was established.
Feb. 1988	KONAMI was listed on the Second Section of the Tokyo Stock Exchange.
Aug.	KONAMI was listed on the First Section of the Tokyo Stock Exchange and the Osaka Securities Exchange.
May 1991	Konami Technology Development Center (currently Kobe Technical Center) was established in Nishi-ku, Kobe.
Jun.	KONAMI INDUSTRY CO., LTD. changed its trade name to KONAMI CO., LTD.
Sep. 1992	KONAMI expanded into the pachislot & pachinko machines business, creating LCD games for Pachinko machines.
Apr. 1993	Headquarters moved to Minato-ku, Tokyo.
Aug. 1994	The Tokyo Technical Center was established in Zama, Kanagawa.
Sep.	Konami (Hong Kong) Limited (currently Konami Digital Entertainment Limited) was established in Hong Kong.
Jan. 1995	The Kobe Building in Chuo-ku, Kobe was damaged due to the Great Hanshin-Awaji Earthquake.
Nov. 1996	US holding company, Konami Corporation of America was established.   Konami Australia Pty Ltd was established in Australia.
Jan. 1997	Konami Gaming, Inc. was established in the United States.
Mar.	Capital increased to 11,892million yen.   The Amusement Machine Division Plant (merged with the current Kobe Technical Center) was established in Nishi-ku, Kobe.
Oct.	KONAMI expanded into the Australian gaming machines market.
Nov.	KONAMI was listed on the Stock Exchange of Singapore.   European holding company, Konami Europe B.V. (currently Konami Digital Entertainment B.V.) was established in the Netherlands.
Mar. 1998	Capital increased to 12,020million yen.
Oct.	The KONAMI logo was changed from italics to plain text.

# Corporate History (1999-2014)

Feb. 1999	KONAMI entered into the card game business.
Mar.	Capital increased to 13,014million yen.
Sep.	KONAMI was listed on the London Stock Exchange.
Dec.	The registered office of KONAMI was transferred from Chuo-ku, Kobe to Minato-ku, Tokyo.
Jan. 2000	KONAMI became the first Japanese company to enter the world's largest gaming machines market in the United States.
Mar.	Capital increased to 15,793million yen.
Jul.	The corporate name was changed from KONAMI CO., LTD. to KONAMI CORPORATION.
Nov.	KONAMI announced a new type of financial product called "Game Fund Tokimeki Memorial".
Feb. 2001	PEOPLE CO., LTD. (currently Konami Sports Co., Ltd.), became a KONAMI subsidiary through a friendly TOB (take over bid) and KONAMI expanded into the Sports business.
Mar.	Capital increased to 47,399 million yen.
Aug.	Acquired capital in Hudson Soft Company, Limited, making it an affiliated company.
Mar. 2002	KONAMI launched e-amusement (an online service for arcade machines).
Apr.	KONAMI's sports venues assumed the new title of "Konami Sports Club".
Aug.	Headquarters moved to the Marunouchi Building in Chiyoda-ku, Tokyo.
Sep.	KONAMI was listed on the New York Stock Exchange.
Apr. 2003	KONAMI introduced a new logo on the occasion of the 30th anniversary of the company's establishment.
Oct.	KONAMI was added to the Nikkei Stock Average (Nikkei 225).
Jun. 2005	The new office and production facility for gaming machines was built in Las Vegas, Nevada, United States.
Mar. 2006	Konami Digital Entertainment Co., Ltd. was newly established to take over KONAMI's digital entertainment business and KONAMI CORPORATION shifted to a pure holding company.
Aug.	KPE, Inc. started distributing pachislot machines.
Apr. 2007	Headquarters moved to Tokyo Midtown in Minato-ku, Tokyo.
Aug. 2008	Three athletes from Konami Sports Gymnastic and Swimming Team represented Japan's national squad in the 29th Olympic Games (2008/Beijing), winning medals in top places.
Sep.	KONAMI entered into a licensing agreement with the Union of European Football Associations (UEFA) to produce and sell football (soccer) games.
Sep. 2010	KONAMI expanded distribution of its mobile games.
Nov.	KONAMI introduced "e-amusement Participation".
Jan. 2011	KONAMI made ABILIT CORPORATION (currently Konami Amusement Co., Ltd. ) a wholly-owned subsidiary through a share exchange.
Sep.	KONAMI acquired land accompanied by a building in Ichinomiya, Aichi (currently the Konami Group Ichinomiya Office).
Dec.	Konami Digital Entertainment Co., Ltd. was selected as a recipient of a Thomson Reuters 2011 Top 100 Global Innovator Award.
Mar. 2012	Konami Digital Entertainment Co., Ltd. absorbed Hudson Soft Company, Limited.
Jun.	Takuya Kozuki assumed the position of President and Representative Director of KONAMI CORPORATION.
Jul.	Four athletes from Konami Sports Gymnastic and Swimming Team represented Japan's national squad in the 30th Olympic Games (2012/London), winning a total of 6 medals including the gold medal in the men's individual all-around gymnastics event.
Apr. 2013	Konami Digital Entertainment B.V. was relocated in Windsor, U.K., as the European headquarters.
Jun.	KONAMI acquired land for Konami Creative Center Ginza in Chuo-ku, Tokyo.
Oct.	The groundbreaking ceremony for the second Gaming & Systems Business Factory was held in Las Vegas, Nevada, United States.
Jan. 2014	KONAMI was selected for inclusion in the "JPX-Nikkei Index 400."
Jun.	TAKASAGO ELECTRIC INDUSTRY CO., LTD. began sales of pachinko machines.
Aug.	Konami Sports Club Dancing Stars' selected team "J.B.STAR" won the international dance competition "WORLD HIPHOP CHAMPIONSHIP 2014."
Oct.	KONAMI celebrated its 30th listing anniversary on the stock exchange in Japan.

## Corporate History (2015-2023)

Mar. 2015	Konami Business Expert Co., Ltd. was established.
Sep.	The second Gaming & Systems Business Factory was established in Las Vegas, Nevada, United States.
Oct.	KONAMI CORPORATION changed its trade name to KONAMI HOLDINGS CORPORATION.   Konami Sports & Life Co., Ltd. changed its trade name to Konami Sports Club Co., Ltd.
Aug. 2016	Six athletes from Konami Sports Gymnastics and Swimming Teams represented Japan's national squad in the 31st Olympic Games (2016/Rio de Janeiro), winning a total of 5 medals including the gold medal in the men's team all-around gymnastics event.
Nov.	KONAMI carried out a business restructuring of group companies, in the course of which Konami Amusement Co., Ltd. was established.
Aug. 2017	Konami Digital Entertainment Co., Ltd. held the Japanese eSports competition "Pawapuro Championships 2017" as an officially recognized tournament of Nippon Professional Baseball (NPB).
Jan. 2018	Konami Amusement (Thailand) Co., Ltd. the local subsidiary in the Kingdom of Thailand, was established.
Jul.	Konami Digital Entertainment Co., Ltd. and Nippon Professional Baseball (NPB) decided to jointly host the eBASEBALL League with all 12 NPB teams.
Sep.	"Winning Eleven 2018" (overseas title: "PRO EVOLUTION SOCCER 2018") was selected as Japan's only esports title to be played at the "18th Asian Games Jakarta-Palembang 2018," which was subsequently held.
Mar. 2019	Konami Sports Club Co., Ltd. changed its trade name to Konami Sports Co., Ltd.
Oct.	With "eFootball Winning Eleven 2020" (overseas title: "eFootball PES 2020") as the competition title, the Inter-Prefectural Esports Championship 2019 IBARAKI, which is part of the Culture Program of the 74th National Sports Festival, Iki Iki Ibaraki Yume Kokutai ("Active Ibaraki Dream National Sports Festival"), was held in Tsukuba, Ibaraki.
Dec.	KONAMI commenced its operations at the "Konami Creative Center Ginza" located in Chuo-ku, Tokyo.
Jan. 2020	esports GINZA studio within Konami Creative Center Ginza started its operation as an esports facility, with the holding of the eBASEBALL Pro League 2019 season, the eClimax Series, and the eNippon Series co-hosted with Nippon Professional Baseball.
Apr.	Kimihiko Higashio assumed the position of President and Representative Director of KONAMI HOLDINGS CORPORATION.
Jun.	The registered Head Office was transferred to 1-11-1, Ginza, Chuo-ku, Tokyo.
Jun. 2021	Transitioned from a Company with Audit & Supervisory Board to a Company with Audit & Supervisory Committee.
Apr. 2022	Transitioned listing from First Section of the Tokyo Stock Exchange (the "TSE") to the "Prime Market" of the TSE upon its market segment restructure.
May	KONAMI Tokyo Studio opens at GINZA SIX in Chuo-ku, Tokyo.
Jul.	KONAMI HOLDINGS CORPORATION changed its trade name to KONAMI GROUP CORPORATION.
Oct.	Construction starts for Konami Creative Front Tokyo Bay in Ariake, Koto-ku, Tokyo.
Mar. 2023	KONAMI Osaka Studio opens at OSAKA UMEDA TWIN TOWERS SOUTH in Kita-ku, Osaka.

# Consolidated Financial Highlights (IFRS)

KONAMI GROUP CORPORATION and Consolidated Subsidiaries  
Years ended March 31, 2023

## CONSOLIDATED PERFORMANCE

Yen in Millions (Except per share data)

Consolidated Profit or Loss Data	2020	2021	2022	2023
Total revenue	262,810	272,656	299,522	<b>314,321</b>
Operating profit	30,972	36,550	74,435	<b>46,185</b>
Profit attributable to owners of the parent	19,892	32,261	54,806	<b>34,895</b>
Basic profit for the year per share (yen)	147.26	242.17	410.80	<b>258.81</b>
Cash dividends per share* (yen)	45.00	73.00	123.50	<b>124.00</b>

\*Cash dividends per share consist of an interim dividend paid during the year, as well as a year-end dividend to be paid after March 31.

## Total revenue by business segment

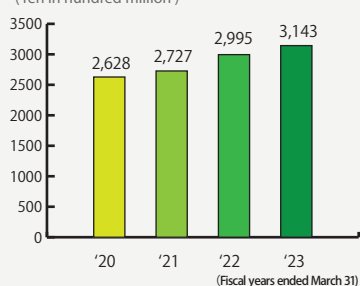
Digital Entertainment	153,395	204,185	215,010	<b>213,432</b>
Amusement	23,718	17,636	19,510	<b>19,533</b>
Gaming & Systems	28,401	16,643	25,630	<b>38,573</b>
Sports	58,984	36,409	41,957	<b>45,473</b>

## Consolidated Financial Position Data

Total current assets	187,743	266,681	299,626	<b>290,041</b>
Total assets	419,134	489,006	528,613	<b>547,223</b>
Total current liabilities	96,766	79,860	82,587	<b>75,094</b>
Total non-current liabilities	53,425	109,604	97,950	<b>95,850</b>
Total equity	268,943	299,542	348,076	<b>376,279</b>

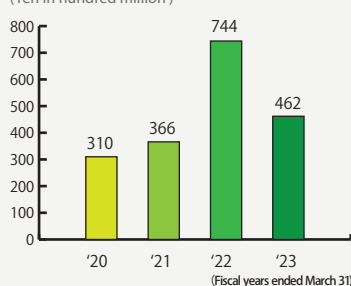
### Total revenue

(Yen in hundred million)



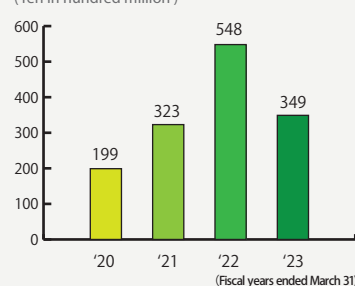
### Operating profit

(Yen in hundred million)



### Profit attributable to owners of the parent

(Yen in hundred million)





# Corporate Social Responsibility Initiatives

## Basic Policy

As a good corporate citizen, the Konami Group has designated making positive contributions to society a core management policy and takes the initiative to fulfill its corporate social responsibilities across the entire Group.

## Seven core subjects

CSR activities utilizing JIS Z 26000 (*Handbook on Social Responsibility*, Japan Standards Association)

### Administration

#### ► Corporate governance

The Konami Group's basic management policy is to "value shareholders," "maintain sound relationships with all stakeholders, including our shareholders, and contribute to society as a good corporate citizen." We believe that open and transparent management is fundamental to ensuring the integrity of this basic philosophy. That is why robust corporate governance has been a priority of our management.



### Fair Business Activity

- Protecting personal information
- Earning "PrivacyMark" certification
- Response to conflict minerals
- Prohibition of bribes to public and other officials

The Konami Group strives to ensure fair business practices based on high ethical standards. Toward this end, efforts are made to ensure thorough compliance and to reinforce measures to keep information secure, as well as approaches to promote appropriate business transactions based on the laws and regulations in force.



### Human Rights

#### ► Promoting diversity

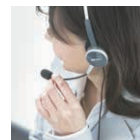
Securing and cultivating human resources who are able to operate globally are essential to carrying out our business on the world stage. To achieve this, we hire employees of many nationalities regardless of sex, age, or culture, and place a particular emphasis on creating global workplaces. While recognizing the positive aspects of Japanese-style management, we will continue to promote further diversity going forward.



### Customer Relations

- Quality control
- Customer satisfaction

Based on our corporate principles of "compliance" and being "customer-oriented," we make it our mission to provide customers with safe products and services, and strive to enhance quality from a customer perspective. We have set up many contact points for customer inquiries, with the aim of enhancing products and services in a way that will satisfy customers. Through these contact points, we strive to improve our products and services while promptly responding to customer feedback and inquiries.



### Better Work Environment

- Human resource development
- Supporting diverse work approaches
- KONAMI Family Day
- Workplace safety and maintenance
- Promoting hiring

Staff development is essential to Konami's growth, and we are proactively working to cultivate human resources. Despite our market environment being subject to trends and drastic changes, we regard compliance and adhering to our corporate principles as important among all employees, and will continue to emphasize and instill these principles going forward.



### Community Assistance

- Culture and learning
- Social support through games
- Support for the elderly
- Regional initiatives
- Social welfare
- Sports & Sponsorships
- Supporting CPR/AED
- Konami Group Support for the Great East Japan Earthquake Relief Efforts

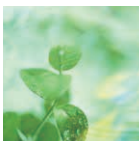
Through the forte services and businesses of the Konami Group, we will strive to engage in community activities matched to the times and social needs and grow with local communities by building strong relationships between us.



### Environmental Preservation

#### ► Environmental Preservation Measures

Konami Group recognizes that addressing environmental issues including global warming is crucial to our survival as a company. In addition to striving to minimize the environmental impact of our corporate activities, we are utilizing Group strengths to work together with customers in a wide range of environmental protection activities.



Please refer to the following website for more information.

[www.konami.com/sustainability/en/](http://www.konami.com/sustainability/en/)

# Group Companies

## Main Group Companies

- **Konami Digital Entertainment Co., Ltd.**  
Planning, production, and distribution of mobile games, computer & video games, cards, music, video contents, goods  
1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan  
URL: [www.konami.com/games/corporate/en/](http://www.konami.com/games/corporate/en/)
- **Konami Amusement Co., Ltd.**  
Production, manufacture and sale of Amusement machines  
1, Ikejiri, Takata, Ichinomiya-shi, Aichi 491-0125, Japan  
URL: [www.konami.com/amusement/corporate/en/](http://www.konami.com/amusement/corporate/en/)
- **Konami Gaming, Inc.**  
Production, manufacture and distribution of gaming machines and casino management systems  
585 Konami Circle, Las Vegas, NV 89119, USA  
URL: [www.konami.com/gaming/](http://www.konami.com/gaming/)
- **Konami Sports Co., Ltd.**  
Management of fitness clubs and sports classes including swimming, gymnastics, dance, soccer, tennis and golf, and development, manufacture and sale of sports-related products  
4-10-1, Higashi-Shinagawa, Shinagawa-ku, Tokyo 140-0002, Japan  
URL: [www.konami.com/sportsclub/corporate/](http://www.konami.com/sportsclub/corporate/)

## Japan Domestic Group Companies

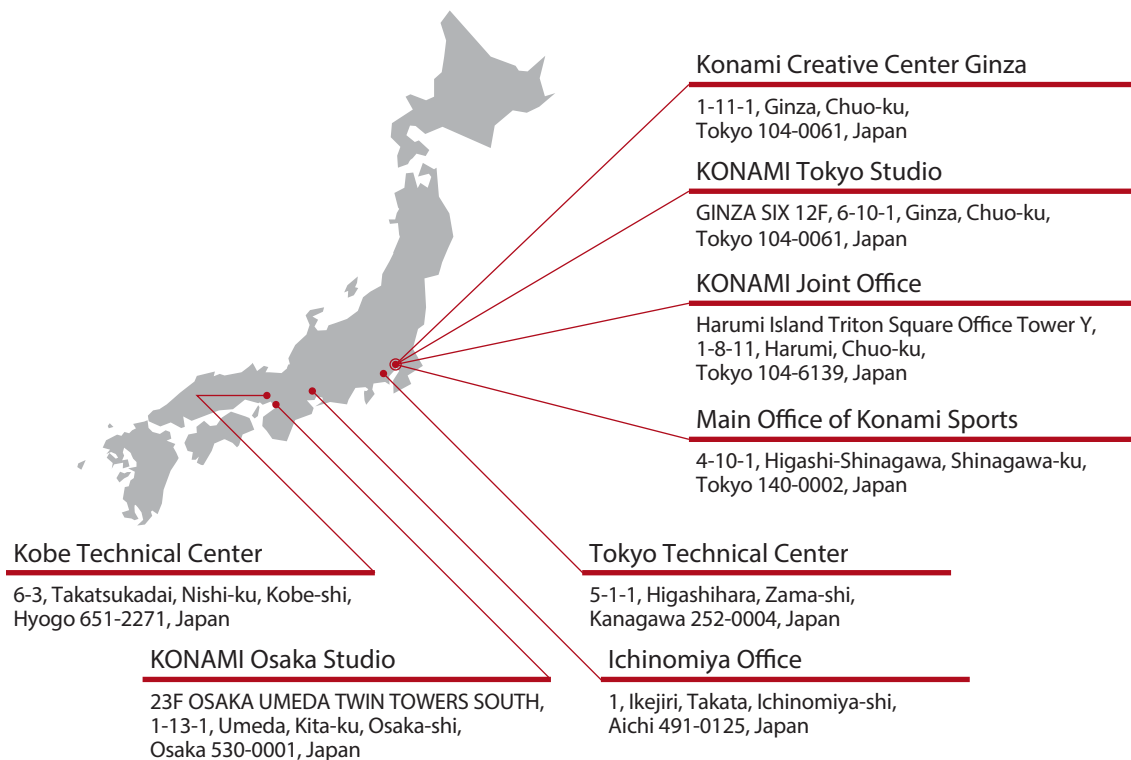
- **Konami Gaming Technology Co., Ltd.**  
Production, manufacture and distribution of gaming machines and casino management systems  
1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan  
5-1-1, Higashihara, Zama-shi, Kanagawa 252-0004, Japan  
URL: [www.konami.com/corporate/kg/en/](http://www.konami.com/corporate/kg/en/)
- **Konami Business Expert Co., Ltd.**  
Shared services company of Konami Group in Japan  
1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan  
Harumi Island Triton Square Office Tower Y 39F,  
1-8-11, Harumi, Chuo-ku, Tokyo 104-6139, Japan  
URL: [www.konami.com/business-expert/corporate/](http://www.konami.com/business-expert/corporate/)
- **Konami Real Estate, Inc.**  
Real estate agency of Konami Group  
1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan

## Overseas Group Companies

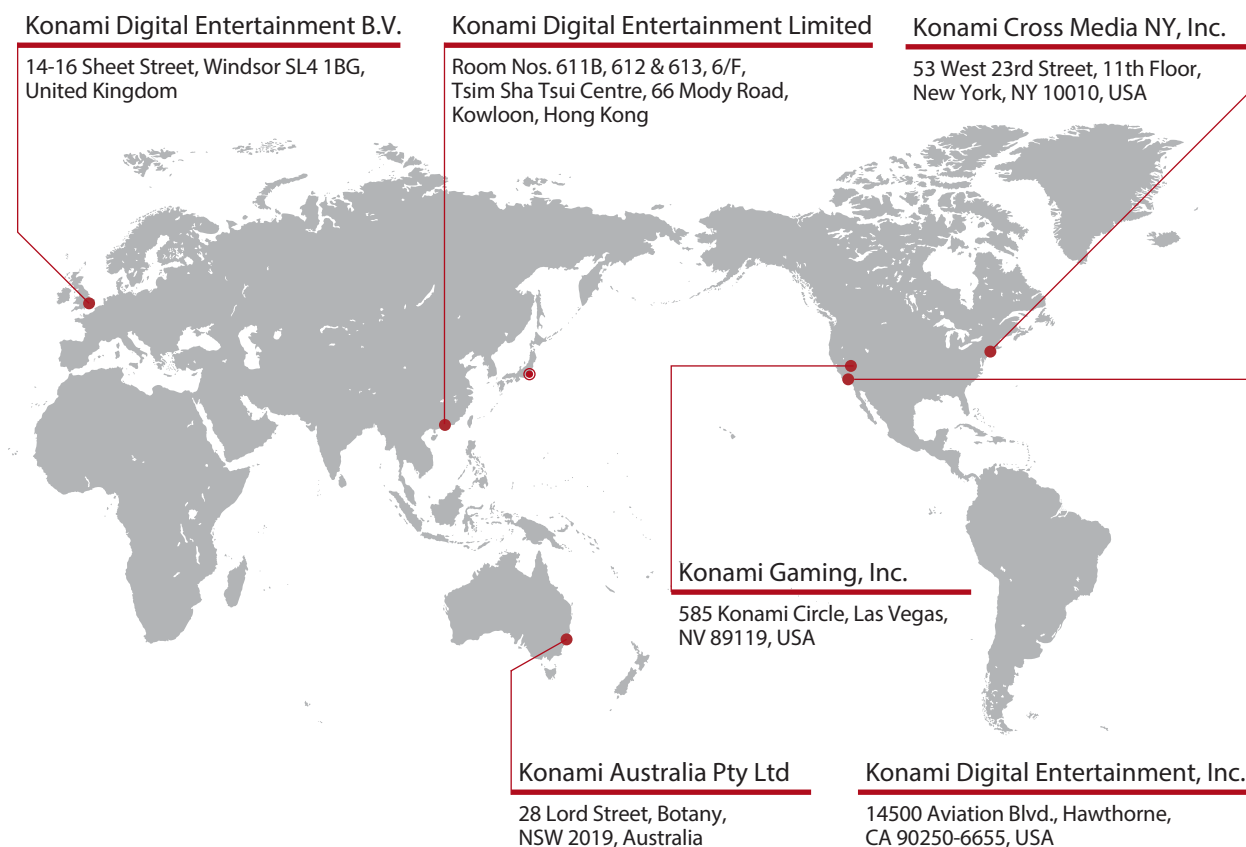
- **Konami Digital Entertainment, Inc.**  
Planning, production, and distribution of mobile games, computer & video games, cards, music, video contents, goods  
14500 Aviation Blvd., Hawthorne, CA 90250-6655, USA  
URL: [www.konami.com/games/us/en/](http://www.konami.com/games/us/en/)
- **Konami Digital Entertainment B.V.**  
Planning, production, and distribution of mobile games, computer & video games, cards, music, video contents, goods  
14-16 Sheet Street, Windsor SL4 1BG, United Kingdom  
URL: [www.konami.com/games/eu/en/](http://www.konami.com/games/eu/en/)
- **Konami Digital Entertainment Limited**  
Planning, production, and distribution of mobile games, computer & video games, cards, music, video contents, goods  
Room Nos. 611B, 612 & 613, 6/F,  
Tsim Sha Tsui Centre, 66 Mody Road, Kowloon, Hong Kong  
URL: [www.konami.com/games/asia/en/](http://www.konami.com/games/asia/en/)
- **Konami Cross Media NY, Inc.**  
Content creation, production, distribution based on entertainment intellectual properties and licensing management  
53 West 23rd Street, 11th Floor, New York, NY 10010, USA  
URL: [www.konami.com/crossmedia/](http://www.konami.com/crossmedia/)
- **Konami Australia Pty Ltd**  
Production, manufacture and distribution of gaming machines and casino management systems  
28 Lord Street, Botany, NSW 2019, Australia  
URL: [www.konami.com/corporate/kap/](http://www.konami.com/corporate/kap/)
- **Konami Corporation of America**  
U.S.-based holding company  
14500 Aviation Blvd., Hawthorne, CA 90250-6655, USA

# Office Locations

## Japan Offices



## Overseas Offices



[www.konami.com](http://www.konami.com)