

# 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. 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 artificial intelligence (AI), fifth/sixth generation mobile communications (5G/6G), cloud technology, WEB3, NFT, and VR/AR 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 continue 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.

We will further advance our management to contribute to the realization of a sustainable society. A particular focus will be placed 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 fully demonstrate their abilities and grow with the company. We will continue to provide products and services which helps the enhancement of people's wellbeing through our business in the fields of entertainments and sports.

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 and Group CEO  
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
Total Equity	JPY481 billion* (As of March 31, 2025) *Including paid in capital of JPY 47 billion
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
Consolidated Employees	9,038* (As of March 31, 2025) *Including temporary employees, converted at 160 hours per month
Consolidated Subsidiaries	25 companies
Web Site	www.konami.com

## Directors (Effective June 26, 2025)

Name	
Kagemasa Kozuki	Representative Director, Chairman (The Chairperson of Board of Directors)
Kimihiko Higashio	Representative Director, President (Group CEO)
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)
Yoko Zetterlund	Director (Outside)

## Corporate Officers (Effective June 26, 2025)

Name		
Kimihiko Higashio	President, Corporate Officer	
Hideki Hayakawa	Senior Executive Officer of Digital Entertainment & Information Security	
Junichi Motobayashi	Executive Officer	General Manager, Finance Division
Shinichiro Yoneyama	Executive Officer	General Manager, General Affairs Division
Yutaka Abe	Executive Officer	General Manager, Human Resources Division
Steve Sutherland	Corporate Officer of Gaming & Systems	
Katsunori Okita	Corporate Officer of Amusement & Manufacture & Logistics	
Takeshi Murota	Corporate Officer of Sports	
Yoshitaka Nishimura	Corporate Officer of Arcade games	

## Advisor

Masahito Kanetaka	Senior Advisor
Mitsutaka Inagaki	Senior Advisor



# Corporate Data

## Stock Information (As of March 31, 2025)

Authorized: 450,000,000 shares  Issued: 143,500,000 shares  Number of Shareholders: 21,822	Principal Shareholders	Shares (Thousands)	Shareholding Ratio (%)
	The Master Trust Bank of Japan, Ltd. (Trust Account)	27,196	18.95
	Kozuki Foundation	17,100	11.92
	KOZUKI HOLDING B.V.	15,700	10.94
	Custody Bank of Japan, Ltd. (Trust Account)	14,577	10.16
	KONAMI GROUP CORPORATION	7,943	5.54
	Kozuki Capital Corporation	7,048	4.91
	JP MORGAN CHASE BANK 380815	6,530	4.55
	KOREA SECURITIES DEPOSITORY-SAMSUNG	3,538	2.47
	STATE STREET BANK AND TRUST COMPANY 505001	2,337	1.63
	STATE STREET BANK WEST CLIENT - TREATY 505234	2,170	1.51

# 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 seen 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 2024-2025"

Console Game



©NPB Konami Digital Entertainment/WBCI ©2025 SAMURAI JAPAN  
Japan Professional Baseball/MLB/MLB 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 2023 Japan Baseball Data Inc. Getty Images  
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### "PROFESSIONAL BASEBALL SPIRITS A (Ace)"

Mobile Game



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©世界野球レフトボール連盟  
日本プロ野球名球会公認  
日本プロ野球Oクラブ公認  
日本プロ野球外国人O選手会公認  
プロ野球フロンティアズ球場公認  
ゲーム内に再現された球場内看板は、原則として2024年度プロ野球公式戦のデータを基に制作しています。  
データは、Japan Baseball Data(株)が独自に収集したものであり、公式記録とは異なる場合があります。提供情報の手段を問わず、いかなる目的であれ無断で複製、転送、販売等を行う事を固く禁じます。  
Getty Images  
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### "PAWAFURU PUROYAKYU 2024-2025"

Console Game



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日本プロ野球名球会公認  
日本プロ野球Oクラブ公認  
日本プロ野球外国人O選手会公認  
プロ野球フロンティアズ球場公認  
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### "eBaseball™: MLB PRO SPIRIT"

Mobile Game



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### "eFootball™"

Mobile & Console Game



©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

### "Momotaro Dentetsu World -Chikyu wa Kibou de Mawatteru!-"

Console Game



©AKIRA SAKUMA ©Konami Digital Entertainment

### "METAL GEAR SOLID: MASTER COLLECTION Vol.1"

Console Game



©Konami Digital Entertainment

### "SUPER BOMBERMAN R 2"

Console Game



©Konami Digital Entertainment

### "SILENT HILL 2"

Console Game



©Konami Digital Entertainment

### "Suikoden I&II HD Remaster Gate Rune & Dunan Unification Wars"

Console Game



©Konami Digital Entertainment

# Digital Entertainment Business

## 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.

Furthermore, eFootball™ series and PAWAFURU PUROYAKYU series has gathered attention for being adapted as competition titles in various esports tournaments, domestically and internationally.

At Konami Creative Center Ginza we engage in initiatives to further expand and stimulate esports. KONAMI esports academy fosters human resources capable of playing an active role in the world of esports, while esports GINZA studio maintains the ability to distribute esports. We also operate here an esports themed CAFE&BAR "STROPSe."

### The 2024 season of "Prospi A (Ace) Championship"

January – March 2025



©NPB ©Konami Digital Entertainment

An esports event to decide the best player amongst all the users of the mobile game "PROFESSIONAL BASEBALL SPIRITS A (Ace)." It is a one-on-one battle using the "Real-time battle mode."

### The 2024 season of "eBASEBALL™ Prospi A (Ace) League"

September - December 2024



一般社団法人日本野球機構公認 ©Konami Digital Entertainment

A professional baseball esports league, officially approved by Nippon Professional Baseball (NPB) and the 12 professional baseball teams, and organized by Konami Digital Entertainment, 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.

### "HUGAN WBSC ePremier12 2024"

April - November 2024



Official licensed video game of the World Baseball Softball Confederation (WBSC) that uses WBSC-licensed baseball game "WBSC eBASEBALL™: POWER PROS" as its competition title. The finals to determine the world champion was held at Tokyo Dome on November 23, 2024 alongside the international baseball tournament the WBSC Premier12.

A global baseball esports tournament hosted by the World Baseball Softball Confederation (WBSC) that uses WBSC-licensed baseball game "WBSC eBASEBALL™: POWER PROS" as its competition title. The finals to determine the world champion was held at Tokyo Dome on November 23, 2024 alongside the international baseball tournament the WBSC Premier12.

### "eFootball™ Championship 2025"

October 2024 – July 2025  
(as of the end of March 2025)



©Konami Digital Entertainment

The official esports tournament for "eFootball™": "eFootball™ Championship 2025 Open" where all players can participate, and "eFootball™ Championship 2025 Club Event" that determines the No. 1 fan for each of "eFootball™"'s official partner clubs will be held.

### "e J .LEAGUE eFootball™ 2025 Season"

March – June 2025



©J.LEAGUE ©Konami Digital Entertainment

A club competition amongst all 40 J 1 and J 2 club representing players using "eFootball™". The event was jointly organized by Japan Professional Football League (J.LEAGUE) and Konami Digital Entertainment.

### "Yu-Gi-Oh! World Championship 2025"

Final Tournament: August 2025  
(as of the end of February 2025) \*CET



Yu-Gi-Oh! World Championship series debuted with the "Yu-Gi-Oh! TRADING CARD GAME" in 2003. Over the years, digital titles were added to the competition with "Yu-Gi-Oh! DUEL LINKS" joining in 2017 and "Yu-Gi-Oh! MASTER DUEL" in 2023. The final tournament of "Yu-Gi-Oh! World Championship 2025" will be held in Paris, France in August 2025.

\*Event date and location are subject to change.

The KONAMI esports academy Official Homepage

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

The esports GINZA studio Official Homepage

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

STROPSe Official Homepage

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

## 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 900 million, 62.9 million and 26.1 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	62.9
PAWAFURU PUROYAKYU series	March 1994	26.1
Yu-Gi-Oh! series	December 1998	32.3
Momotaro Dentetsu series	December 1988	18.9
SILENT HILL series	March 1999	11.5

(Note) as of the end of March 2025

Mobile Games		
Title Name	Launched	Total Cumulative Downloads (million)
JIKKYOU PAWAFURU PUROYAKYU	December 2014	52 (as of March 2025)
PROFESSIONAL BASEBALL SPIRITS A (Ace)	October 2015	62 (as of April 2025)

Console & Mobile Game		
Title Name	Launched	Total Cumulative Sales & Total Cumulative Downloads (million)
eFootball™ series	July 1995	900 (as of October 2024) ※Physical sales included
Yu-Gi-Oh! DUEL LINKS	November 2016	150 (as of March 2022)
Yu-Gi-Oh! MASTER DUEL	January 2022	80 (as of March 2025)

# Digital Entertainment Business

## Developing Content Using Latest Technology

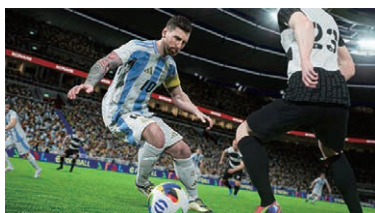
KONAMI has developed an array of content by incorporating cutting-edge technology.

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

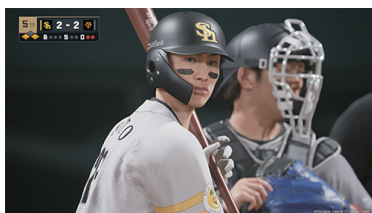
The PROFESSIONAL BASEBALL SPIRITS series also uses 3D scanning technology to capture the likeness of all the players in the 12 teams from 360 degrees for high graphical fidelity of their facial details and playing forms.

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 for "Yu-Gi-Oh! TRADING CARD GAME" at the World Championship.



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Japan Professional Baseball MEIYUKAI 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 2023 Japan Baseball Data Inc. Getty Images  
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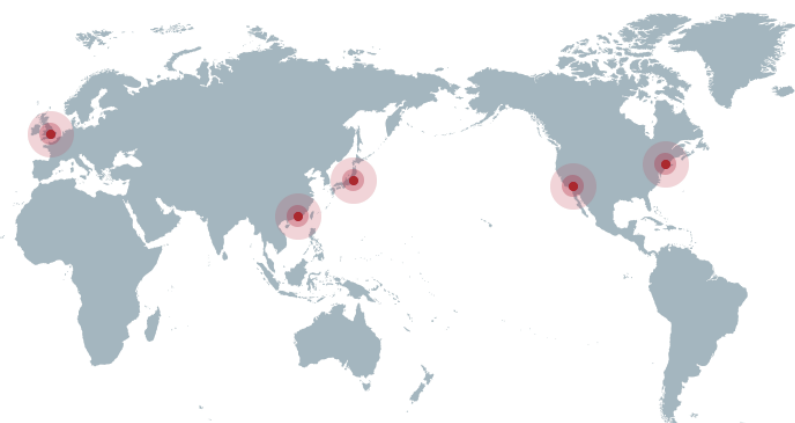
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## Group Companies Engaged in the Digital Entertainment Business

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.





## 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

**"GITADORA -ARENA MODEL-"**



©Konami Amusement

**"ORECA BATTLE 2"**



©Konami Amusement

**"GI-WorldClassic GLORY"**



©Konami Amusement

**"Anima Lotta Yusha Anima to Ryu no Hihou"**



©2023 Bokuto Uno/KADOKAWA/Kimberly Magic Academy  
©Konami Amusement

**"Reign of the SEVEN SPELLBLADES"**



©AKIRA SAKUMA ©Konami Digital Entertainment ©Konami Amusement

**"Momotaro Dentetsu - Pachislot mo teiban! -"**

## 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.

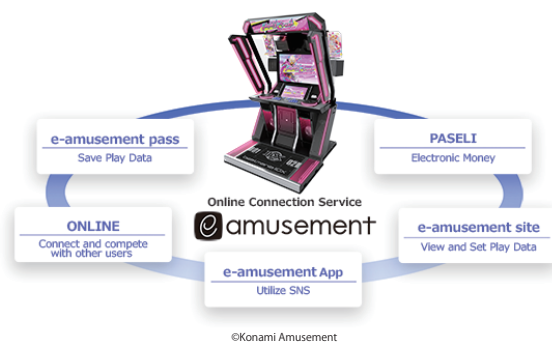
In addition, since 2021, we have held the professional rhythm game esports tournament "BEMANI PRO LEAGUE." In this team tournament, franchises owned by various companies go head-to-head in a league format to win the championship. Players who have passed the pro-test held by KONAMI are drafted to sign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



## 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.



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's 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 43x3™"**



Large cabinet featuring three stacked  
43-inch, 4K Ultra HD screen

**"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.



## 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 431(\*) 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 March 2025

## North America

Approved by 53 states, provinces and territories



## Oceania

Approved by all 8 states and territories in Australia



**Other**

◆ Republic of South Africa • Gauteng • Mpumalanga • Western Cape

◆France ◆Peru ◆Dominican Republic  
◆Panama ◆Greece ◆Macau  
◆Singapore ◆Bahamas ◆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.



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### 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 to suit people's needs, such as Pilates and personal training.

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."

		
<p>A Sports Club You Can Call Home</p> <p>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.</p>	<p>The Best Possible Time in the Best Possible Location, So You Can Continue to Be the Best Possible You</p> <p>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.</p>	<p>A Comfortable Space to Work Out Your Mind and Body</p> <p>XAX facilities offer popular programs and comfortable fitness environment in compact space by specializing in machine and studio workout.</p>

Pilates Mirror, machine pilates studio utilizing ceiling-mounted mirrors, opened in June 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.

A personal training gym, "Personal 30," opened in April 2024, offering 30-minute intensive sessions. Here, we will offer efficient training in a short period of time, which we have been able to implement based on 50 years of experience in exercise instruction at Konami Sports. Experienced trainers from Konami Sports will provide safe and secure training, even for beginners, in a unique space with mirrors set facing each other.





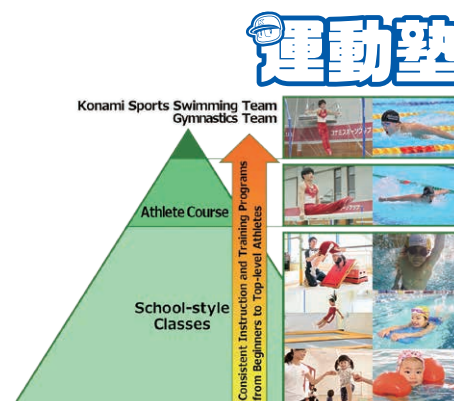
## Offering Various Sports Classes for All Ages from Infants to Seniors

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.

We are expanding our schools to meet diverse needs, including swimming schools, a popular accomplishment activity, as well as gymnastics schools, soccer schools, dance schools, tennis schools and golf 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.



## Schools Evolve 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, and the services will be introduced to gymnastics and dance schools from May 2025\*.

\*As of the end of March 2025

"Undo Juku Digital Note" is a service designed to help children continue learning in a fun way by combining "PULSEZ," the sports ICT solution developed by Sony Network Communications Inc., with the coaching expertise of Konami Sports Club instructors.

\*"PULSEZ" service page (Japanese) <https://ict.sonymnetwork.co.jp/pulsez/>

In addition, "Digital Note Swimming School for adults," a new school for adults has been launched from 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.



Undo Juku Digital Note  
(Swimming School)



Undo Juku Digital Note  
(Gymnastics School)



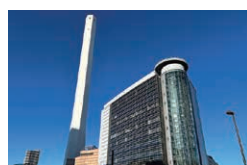
Undo Juku Digital Note  
(Dance School)



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.



Ikebukuro Sports Center



Heiwanomori Park and  
Nakano General Gymnasium



Niiza City  
Gymnastic Facilities, etc.



Izumiotsu City Sports Facilities

## 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 19.6million times (\*).

(\*) Note: Stats as of January 2025 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

## Focusing on Sports Promotion and Activities

Since we established our in-house sports team, top athletes have been registered in, and we have supported them, creating an environment that enables team members to focus on their sports.

In addition, we have held "KONAMI OPEN Competitive Swim Meet," a leading national swim meet that allows swimmers of all ages—from junior athletes to athletes who represent Japan on the world stage—to compete at the same venue every year.

We also contributes to train next generation players of various events and strengthen players' performance through supporting the activities of the top team of KONAMI Sports Club's dance school "KONAMI J.B.STAR," the professional players of golf and tennis, etc.



©Konami Sports



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### 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 (currently KONAMI GROUP CORPORATION) (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 (2015-2025)

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).
Jul. 2018	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.
Jun. 2025	Konami Arcade Games Co., Ltd. was established.

# Consolidated Financial Highlights (IFRS)

KONAMI GROUP CORPORATION and Consolidated Subsidiaries  
Years ended March 31, 2025

## CONSOLIDATED PERFORMANCE

Yen in Millions (Except per share data)

Consolidated Profit or Loss Data	2022	2023	2024	2025
Total revenue	299,522	314,321	360,314	<b>421,602</b>
Operating profit	74,435	46,185	80,262	<b>101,944</b>
Profit attributable to owners of the parent	54,806	34,895	59,171	<b>74,692</b>
Basic profit for the year per share (yen)	410.80	258.81	436.50	<b>551.00</b>
Cash dividends per share* (yen)	123.50	124.00	131.00	<b>165.50</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

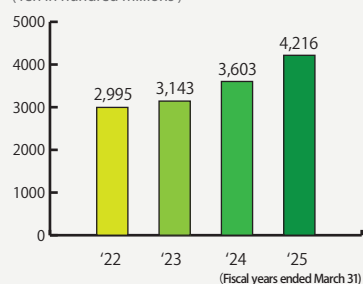
Digital Entertainment	215,010	213,432	249,121	<b>305,187</b>
Amusement	19,510	19,533	26,427	<b>27,634</b>
Gaming & Systems	25,630	38,573	39,729	<b>42,669</b>
Sports	41,957	45,473	47,631	<b>48,543</b>

## Consolidated Financial Position Data

Total current assets	299,626	290,041	343,860	<b>366,836</b>
Total assets	528,613	547,223	605,850	<b>665,040</b>
Total current liabilities	82,587	75,094	85,926	<b>116,314</b>
Total non-current liabilities	97,950	95,850	92,546	<b>66,858</b>
Total equity	348,076	376,279	427,378	<b>481,868</b>

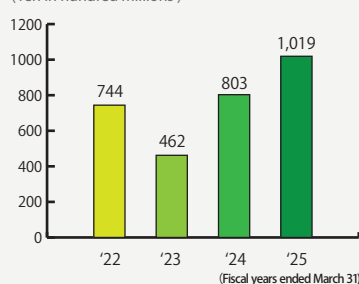
### Total revenue

(Yen in hundred millions)



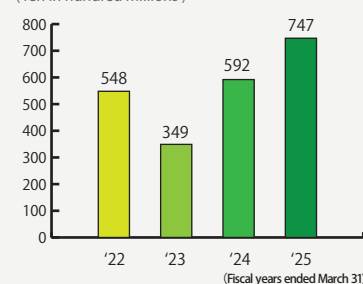
### Operating profit

(Yen in hundred millions)



### Profit attributable to owners of the parent

(Yen in hundred millions)



# 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

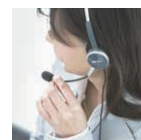
Securing and cultivating human resources who are able to operate globally are essential to carrying out our business on the world stage. To achieve this, we hire employees of many nationalities regardless of sex, age, or culture, and place a particular emphasis on creating global workplaces. While recognizing 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

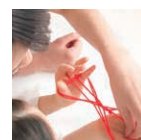
Staff development is essential to Konami's growth, and we are proactively working to cultivate human resources. Despite our market environment being subject to trends and drastic changes, we regard compliance and adhering to our corporate principles as important among all employees, and will continue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

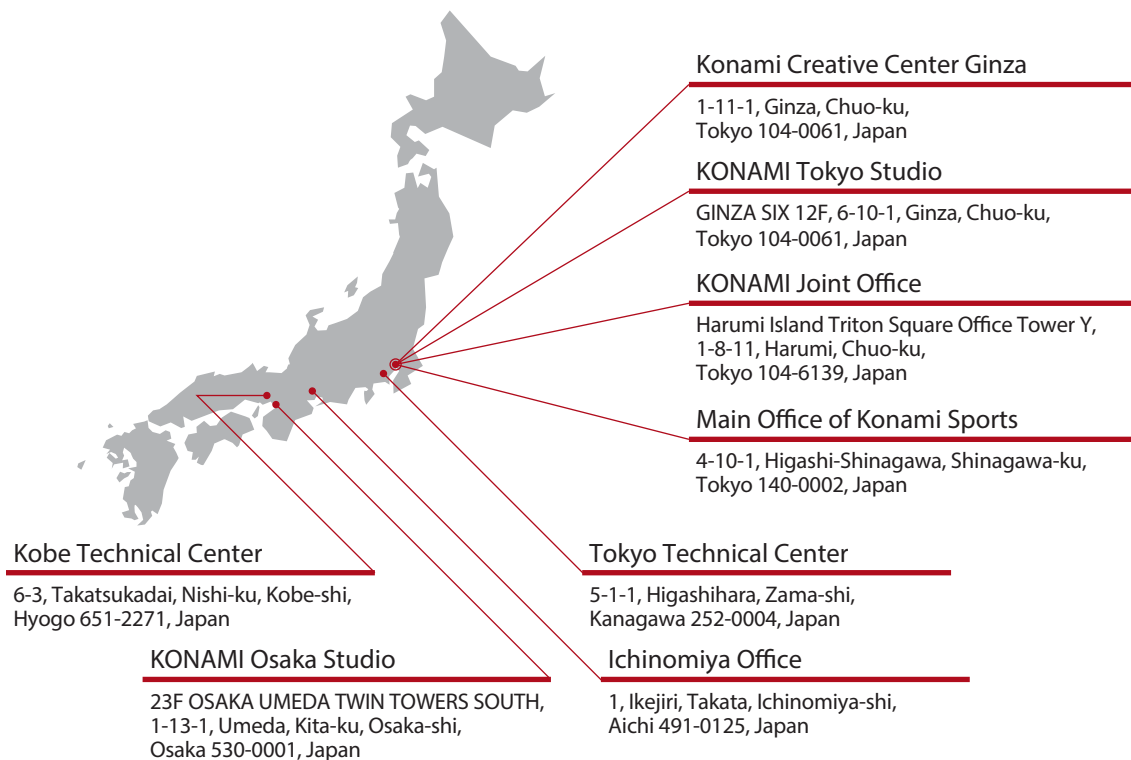
- **Konami Arcade Games Co., Ltd.**  
Planning, development, and sales of arcade games  
1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan  
URL: [www.konami.com/corporate/kag/en/](http://www.konami.com/corporate/kag/en/)
- **Konami Gaming Technology Co., Ltd.**  
Production, manufacture and distribution 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/kgte/en/](http://www.konami.com/corporate/kgte/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

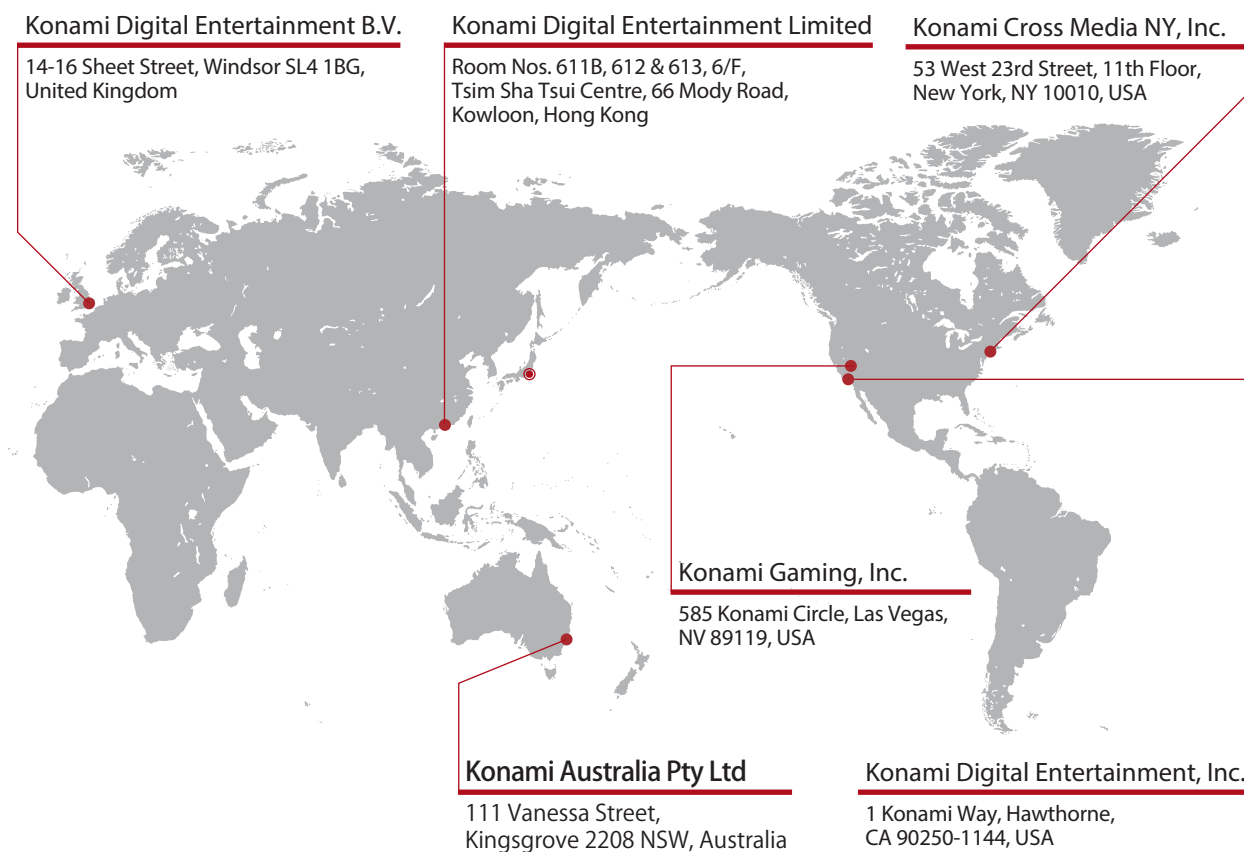
- **Konami Digital Entertainment, Inc.**  
Planning, production, and distribution of mobile games, computer & video games, cards, music, video contents, goods  
1 Konami Way, Hawthorne, CA 90250-1144, USA  
URL: [www.konami.com/games/us/en/](http://www.konami.com/games/us/en/)
- **Konami Digital Entertainment 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  
111 Vanessa Street, Kingsgrove 2208 NSW, Australia  
URL: [www.konami.com/corporate/kap/](http://www.konami.com/corporate/kap/)
- **Konami Corporation of America**  
U.S.-based holding company  
1 Konami Way, Hawthorne, CA 90250-1144, USA

# Office Locations

## Japan Offices



## Overseas Offices



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