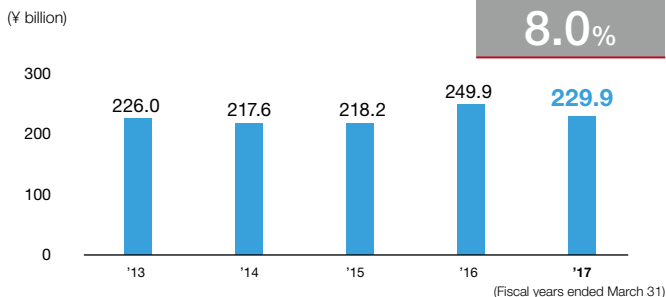


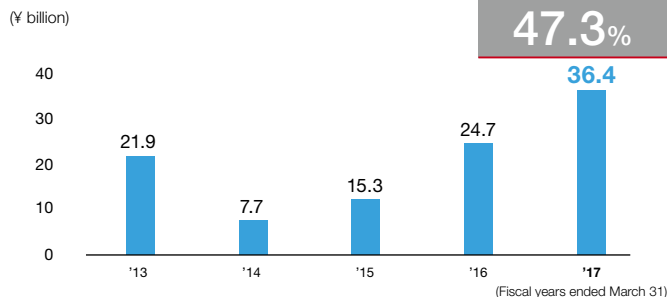
# Consolidated Financial Highlights

Figures indicated for fiscal 2013 and fiscal 2014 conform to U.S. GAAP; those from fiscal 2015 onward reflect International Financial Reporting Standards (IFRS).

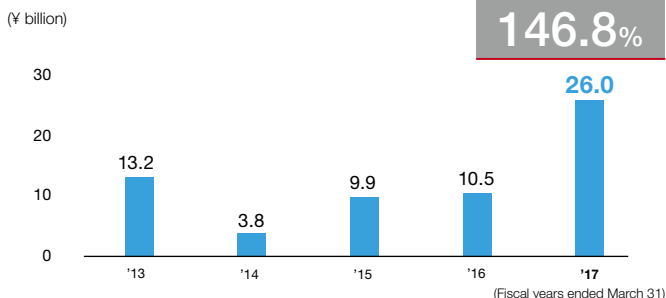
## Total Revenue



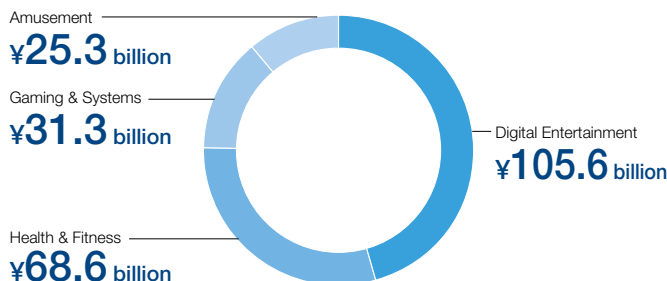
## Operating Profit



## Profit Attributable to Owners of the Parent



## Total Revenue by Business Segment



In terms of the consolidated results for the year ended March 31, 2017, total revenue amounted to ¥229,922 million (a year-on-year decrease of 8.0%), operating profit was ¥36,359 million (a year-on-year increase of 47.3%), profit before income taxes was ¥35,521 million (a year-on-year increase of 49.5%), and profit attributable to owners of the parent was ¥25,951 million (a year-on-year increase of 146.8%).

In the Digital Entertainment Business of the Konami Group, we began distributing *Yu-Gi-Oh! DUEL LINKS* mobile game in approximately 150 countries and regions, and reception from customers has been highly favorable. In addition, we saw ongoing strong performance by titles including *JIKKYOU PAWAFURU PUROYAKYU*, *PROFESSIONAL BASEBALL SPIRITS A (Ace)*, and *Winning Eleven CLUB MANAGER* (known overseas as *PES CLUB MANAGER*). In card games, the globally available *Yu-Gi-Oh! TRADING CARD GAME* continued to enjoy stable popular support. As for computer and video games, sales remained firm for *JIKKYOU PAWAFURU PUROYAKYU 2016* and *Winning Eleven 2017* (known overseas as *PES 2017 - Pro Evolution Soccer -*), and we also launched *SUPER BOMBERMAN R* (known overseas as *Super Bomberman R*), a new game for the Nintendo Switch™.

In our Health & Fitness Business, we continued to develop our pricing and membership plans. These plans enable customers to select a pricing plan based on the

number of times they use our facilities and to use more than one facility. We intend to promote and spread the Konami Sports Club's services supporting the concept of "sustainable fitness." As for products related to health and fitness, we moved ahead with the development of new offerings with the aim of enhancing our degree of recognition and increasing our market share in the health and fitness equipment market. This market is expanding centered on household machines.

In our Gaming & Systems Business, we promoted sales of *Concerto*, a mainstay video slot machine, as well as the long-selling *Podium* series and *SYNKROS* casino management system mainly in the United States, Asia, and Oceania.

In our Amusement Business, our e-AMUSEMENT Participation system's titles of arcade games, centered on *MAH-JONG FIGHT CLUB ZERO* and music genre games, continued steady operations. In addition, we launched the new piano-themed music game *NOSTALGIA*, which has been receiving favorable reviews. In medal games, we commenced full-fledged operation of the new *MAGICAL SHOOTER* and *Treasure Shoot* games. As for pachislot and pachinko machines, we commenced sales of *SEVEN'S BEAT*, *METAL GEAR SOLID SNAKE EATER*, *MAH-JONG FIGHT CLUB 2*, *Boku-Shoujyo Lovekyure*, and *G1 Derby Club* pachislot machines.

For more detailed financial data, please visit the KONAMI website and go to the Financial Information page.  
<https://www.konami.com/ir/en/>