

Digital Entertainment



Downloads of Mobile Game *Yu-Gi-Oh! DUEL LINKS* Exceed 45 Million in Six Months

The number of downloads of *Yu-Gi-Oh! DUEL LINKS* mobile game exceeded 45 million over the roughly six months since the game was launched in November 2016 (as of June 1, 2017).

Yu-Gi-Oh! DUEL LINKS mobile game offers the same strategic depth of *Yu-Gi-Oh! TRADING CARD GAME*, which is loved by players worldwide, in an experience that has been optimized for smartphones. This game thus enables users to duel with their friends or players from around the world anytime, anywhere.

As a mobile game, *Yu-Gi-Oh! DUEL LINKS* is easy to pick up, and this ease combined with the title's widely known appeal has resulted in the game being downloaded by seasoned players of *Yu-Gi-Oh! TRADING CARD GAME* as well as by individuals that are new to the *Yu-Gi-Oh!* franchise. After the game's launch, it topped free game rankings in Japan, the United States, France, Germany, Taiwan, and 60 other countries and regions.

In distributing *Yu-Gi-Oh!* content going forward, KONAMI aims to provide high-quality products and services that will be enjoyed by customers worldwide.

Health & Fitness



Multiple Openings of Renovated Konami Sports Clubs with Enhanced Appeal

Konami Sports Club is moving forward with the renovation of clubs in order to cater to the diversifying needs of customers.

In December 2016, Konami Sports Club facilities were reopened after renovations at our Iidabashi, Ebisu, and Jiyugaoka ekimae locations. The facilities at these locations were enhanced with new training machines and expanded personal training spaces. In January 2017, the Yukarigaoka club was opened at its new location within a large-scale shopping mall, assuming the form of a new type of fitness club specializing in training machine areas and studios.

Moreover, the Yukarigaoka club offers a new training program developed proprietarily by Konami Sports Club that allows users to engage in thorough yet proper training in only a short period of time, making it easier to fit exercise into one's busy, everyday schedule.

For our *Undo-juku* sports lesson program series for children, we established a new children's gymnasium for this program at the Futakotamagawa club and increased the number of classes on the high-demand days of Saturday and Sunday. On top of this, we doubled the number of children that can be enrolled in the program. These moves made it possible for even more children to take part in this program.

Konami Sports Clubs will continue to improve the quality of its various services and deploy sports clubs across Japan with the aim of contributing to further community development.

Gaming & Systems



KONAMI Products Recognized in U.S. Casino Journal's Top 20 Most Innovative Gaming Technology Products Awards

Two KONAMI products were recognized in Top 20 Most Innovative Gaming Technology Products Awards 2016 program of Casino Journal* of the United States.

The products recognized for their innovation were *SYNKROS* casino management system and *Beat Square* skill-based game.

Beat Square is a new product that utilizes the music game development techniques KONAMI has cultivated while creating arcade games. In this game, players try to achieve a high score by touching markers displayed on panels in conjunction with music in time with the rhythm. Casino operators have praised this unprecedented game as a next-generation product and expressed their high expectations for it.

KONAMI remains committed to developing appealing new products and proposing new types of play well into the future.

* Casino Journal is a source for gambling industry news and information on trends, research, technologies, and business analyses with a history dating back more than three decades. Information on the global casino industry is delivered via the Internet and monthly publications.

Amusement



NOSTALGIA—Latest Music Game in BEMANI Series Delivering Joy of Piano Performance

NOSTALGIA is a new, piano-themed music game that delivers the joy and tactile pleasure of performing piano pieces. Each touch of the keyboard is met with the appropriate sound, authentically recreating the experience of piano performance while also giving rise to a unique, nostalgic atmosphere cultivated through the blend of elegant yet wistful piano notes and beautiful visuals reminiscent of a bygone era.

Moreover, with an assortment of pieces that exemplify the illustrious nature of piano melodies and a keyboard device that is the same size as an actual piano keyboard, *NOSTALGIA* lets players experience the true joy of caressing the “ivory” keys.

In addition to a score counter, *NOSTALGIA* features a cat paw meter that fills in response to masterful performances and diminishes when mistakes are made. This feature is integral to the further enjoyment of *NOSTALGIA*, which also allows users to engage in an original story.

At KONAMI, we wanted to create a game that leaves a resounding sensation lingering after play, leading us to develop *NOSTALGIA*. We hope you will look forward to new innovations from KONAMI.