

Digital Entertainment



Introducing Many of the Latest Titles in Popular Series Exhibiting at Tokyo Game Show 2018

In September, KONAMI exhibited at Tokyo Game Show 2018, one of the largest game shows in Japan. We introduced a large number of titles that are representative of our lineup.

In addition to global content, such as *Winning Eleven 2019* (known overseas as *PRO EVOLUTION SOCCER 2019*), the latest title in the *Winning Eleven* series, and *Hyper Sports R*, we offered a playable version of *LOVEPLUS EVERY*, a mobile game in the *LOVEPLUS* series of dating simulation games. Customers were very enthusiastic about the opportunity to experience games before their launch.

In addition, great interest was garnered by *eBASEBALL PAWAPURO PRO LEAGUE* exhibition matches, a live dancing event that used the augmented reality (AR) functions of the new mobile game *DANKIRA!!! – Boys, be DANCING!*, and the announcement of the latest video game title in the *PROFESSIONAL BASEBALL SPIRITS* series.

Going forward, KONAMI will continue to provide opportunities for players to enjoy new ways of playing games on a variety of devices.

Amusement



BOMBERGIRL, BASEBALL COLLECTION Favorable Operations at Amusement Facilities around the Country

BOMBERGIRL, an action game that started operation in August, is popular with a large number of customers. Team battle elements have been added to the simple gameplay of *Bombberman*, in which bombs are used to destroy obstacles. The appeal of online battles to capture the enemy's base and the fun of eSports are enjoyed by a wide range of customers.

Moreover, *BASEBALL COLLECTION* started operation in September. In this game, players become the managers of 12 actual baseball teams, and they assemble teams of their favorites while collecting athlete cards and developing the athletes. It is a full-fledged professional baseball card game in which players aim for victory.

In addition, the game content includes elements that satisfy even professional baseball fans, such as giving them the opportunity to physically acquire the latest athlete cards on a continuous basis. In these ways, we are aiming to invigorate amusement facilities by encouraging visits from a wide range of customers.

Moving forward, KONAMI will continue to put forth new ideas to deliver fun and excitement to even more players.

Gaming & Systems



Introducing the Latest 4K Video Slot Cabinet and Customer Loyalty Products Exhibiting at Global Gaming Expo 2018

KONAMI introduced its latest lineup at Global Gaming Expo 2018 in Las Vegas, one of the gaming industry's largest expositions.

The KX 43™ video slot cabinet, which features a 4K resolution monitor and a slim design, was introduced for the first time anywhere in the world and drew considerable attention at the venue. In addition, we introduced a variety of products, such as *Strike Zone*™ and *Reels Up*™, which incorporate appealing gameplay and innovative technologies. These products were well received by large numbers of customers.

For the SYNKROS® casino management system, we introduced *SynkConnect*™, which received an award at the Gaming & Technology Awards. This product offers substantial enhancement of player convenience. It incorporates near-field communications, and in addition to the conventional player cards, players can also display and manage their accounts through mobile devices.

Moving forward, KONAMI will continue to develop innovative products to open up the future of the gaming industry and to provide new forms of entertainment and “valuable time” to players around the world.

Sports



Further Enhancing Konami Sports Clubs Actively Rolling Out *Undo-jyuku* and Exercise Schools

KONAMI continues taking steps to aggressively develop its lineup of *Undo-jyuku*, sports schools for children, and exercise schools, including the opening of table tennis and children's trampoline schools.

The table tennis school offers an original multi-stage instruction program and high-quality lessons provided by experienced instructors. This program has been well received by a wide range of customers, ranging from children to adults.

The children's trampoline school utilizes an instruction method that leverages the know-how cultivated over many years in our *Undo-jyuku*. As a result, children can acquire skills in a safe and effective manner, and also cultivate spatial orientation capabilities that will be useful in a wide range of sports.

We are also taking steps to advance health in a variety of ways. For example, we opened XAX Umeda X-STUDIO, which offers a new style of fitness space, and we began to provide *BeautyHip*, a personal program developed in-house.

Moving forward, as a total health partner, KONAMI will continue to support the realization of daily lifestyles replete with health in body and mind.