



Fiscal 2025 Konami Group Report

April 1, 2024 – March 31, 2025

KONAMI GROUP CORPORATION

To Our Shareholders

I sincerely hope that this report finds our shareholders in good health and happiness. I would like to express my genuine appreciation for your continued and generous support.

Fiscal 2025 saw tremendous growth for *eFootball™*, which has now exceeded 850 million downloads worldwide (as of April 2025) thanks to the growing popularity of soccer and widespread use of smartphones in developing markets. In addition, the new remake in the *SILENT HILL* series, which has many fans around the world, sold over 2 million copies worldwide, and our strategy of revitalizing our leading IPs is proving effective. These initiatives are driving our performance, particularly in the Digital Entertainment Business, and we are pleased to report that both revenue and profit reached record highs for the second year in a row.

This strong performance has led to a year-on-year ¥34.5 increase in our annual dividend per share, bringing it to a record ¥165.5. We will aim to further increase dividend levels by expanding our business performance in the future.

The KONAMI Group is pursuing a variety of initiatives to achieve further growth into the future. In the field of Entertainment, we will continue to expand our live service business, which provides stable, high profit margins. We are also steadily strengthening our lineup of home console games with popular IPs, such as the upcoming *METAL GEAR* series remake planned for launch in August 2025. In the field of Sports, as part of our efforts to focus on an asset-light business model, we plan to expand the network of our successful “Pilates Mirror” studio brand.

In addition to measures to expand these businesses, we will continue to strengthen investments into human capital and health management, both of which are essential to the realization of long-term growth. With an eye toward medium- to long-term growth, construction of the KONAMI Group’s next-

generation R&D center, “Konami Creative Front Tokyo Bay,” is under way in Ariake, Tokyo. Designed to allow creators to maximize their potential, the new facility, which is scheduled to open in October 2025, is expected to play a crucial role in strengthening our competitiveness.

Fiscal 2025 saw KONAMI pass a major milestone: the Company recorded operating profit in excess of ¥100 billion for the first time. I believe that this is but one step on a path leading to further excellence. In fiscal 2026, we are on track to achieve record-high revenue and profit for the third consecutive fiscal year.

The KONAMI Group continuously strives to catch the crest of the current era’s wave in order to deliver innovative products and services around the world and thereby achieve further sustainable growth and enhance its corporate value.

As we work toward this goal, we would like to ask for the continued support of all of our shareholders.



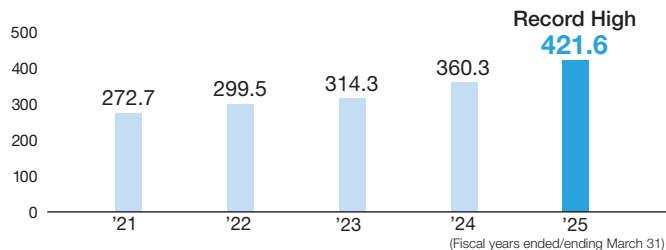
Kimihiko Higashio
Representative Director, President and Group CEO

Consolidated Financial Highlights

Note: Figures are in accordance with International Financial Reporting Standards (IFRS).

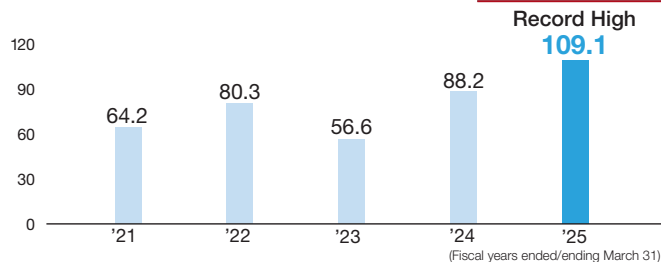
Total Revenue

(¥ billion)



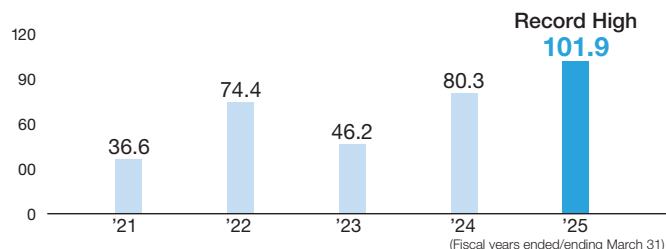
Business Profit

(¥ billion)



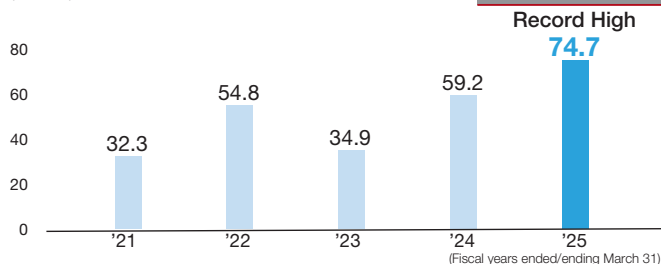
Operating Profit

(¥ billion)



Profit Attributable to Owners of the Parent

(¥ billion)



In terms of the consolidated results for the fiscal year ended March 31, 2025, total revenue amounted to ¥421,602 million (a year-on-year increase of 17.0%), business profit was ¥109,117 million (a year-on-year increase of 23.7%), operating profit was ¥101,944 million (a year-on-year increase of 27.0%), profit before income taxes was ¥104,008 million (a year-on-year increase of 25.8%), and profit attributable to owners of the parent was ¥74,692 million (a year-on-year increase of 26.2%).

In the Digital Entertainment Business, *eBaseball™*: *MLB PRO SPIRIT*, which enables users to experience the world of MLB, the highest level of professional baseball, is being enjoyed by customers around the world with its launch in ten countries and regions, including Japan and the United States. KONAMI has also signed a global partnership agreement with MLB. Meanwhile, the *SILENT HILL* series saw the release of the remake of the globally popular *SILENT HILL 2*, which has sold over 2 million copies around the world. The *eFootball™* series, available on consoles, PC, and mobile platforms, surpassed 800 million downloads (850 million as of April 2025). In eSports, KONAMI hosted the hugely exciting finals of all four categories of the “Yu-Gi-Oh! World Championship 2024” tournament in Seattle, Washington, to determine the world's top duelist.

In the Amusement Business, we launched the latest title featuring Shohei Ohtani, *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES! NITOURYU!* in March 2025, and it is drawing a great amount of attention. In video games for amusement facilities, we are increasing the number of *Monster Retsuden Oreca Battle 2* cabinets in amusement facilities. In the pachislot machine space, we have launched new titles from various IPs, including *Momotaro Dentetsu -Pachislot mo teiban!*

In the Gaming & Systems Business, sales of *DIMENSION 49™*, *DIMENSION 27™*, and *DIMENSION 43x3™* cabinets continued to grow steadily. In terms of gaming content, sales of *Lucky Honeycomb™* series, which incorporates features from the *Fortune Bags™* and *Fortune Pots™* series with numerous bonus events for players to enjoy, continued to perform well in the North American market. In the Australian market, the newly launched *Fortune Hearts™* series to gained popularity.

In the Sports Business, the “Pilates Mirror” chain of machine Pilates studios expanded into the Kansai region with a total of 53 studios opened to date. In addition, we have utilized the operational and instructional expertise and history we have cultivated over the years to begin engaging in the contracted operation of sports facilities and school swimming classes, and this has been well received by users.

For more detailed financial data, please visit the Financial Information page on the KONAMI website.

<https://www.konami.com/ir/en/ir-data/>

Digital Entertainment



KONAMI's Global Baseball Game *eBaseball™: MLB PRO SPIRIT*

eBaseball™: MLB PRO SPIRIT, launched in October 2024, is KONAMI's newest global mobile game has expanded to ten countries and regions, and we are pleased to report that the total number of its downloads has reached over 5 million and it is garnering positive customer feedback.

Featuring key visuals from Shohei Ohtani, ambassador for KONAMI's baseball games, this mobile game allows players to experience the world of Major League Baseball (MLB) any-time, anywhere.

In March 2025, we signed a global partnership agreement with MLB under which the joint project, "STAR WATCH," was launched. "STAR WATCH" enables users to vote each month for a player who they predict will perform the best in line with a specific theme, and the player with the best record in the real world will appear in-game with some of their abilities enhanced. We are also pursuing a number of other initiatives, including an in-game event that ties in with the "MLB All-Star Ballot."

Through this game, we will continue to deliver the delight of KONAMI's baseball games to customers across more countries and regions.

Amusement



Sequel to KONAMI's Popular Card Video Game *Monster Retsuden Oreca Battle 2*

Monster Retsuden Oreca Battle 2, KONAMI's card video game for amusement facilities, is currently performing well. This title is a sequel to KONAMI's popular game, *Monster Retsuden Oreca Battle*, originally released in 2012.

In the game, players collect and raise unique monsters, and battle other players either one-on-one or in teams with their one-of-a-kind "Oreca" cards made in-game. Gameplay is similar to the previous game, but in the new version players can create original "Oremon" monster cards based on the player's own appearance, adding a further dimension of uniqueness. Since its launch, the game has received positive feedback and, with new chapters being added through updates, the range of monster creation and ways to play continues to further expand. We are also working to increase awareness of our content, such as serializing a manga in the magazine *Monthly CoroCoro Comic*, and planning to exhibit at events for children in summer 2025.

Going forward, we will continue to deliver fun, exciting KONAMI arcade games to even more customers.

Gaming & System



New Series Popular in North America

Charms Full Link™

KONAMI's slot game, *Charms Full Link*™, has received positive feedback from both customers and casino operators in the North American market.

This series is inspired by the leprechauns of Irish folklore and is the first to combine the credit collection mechanic from the *All Aboard*™ series with the bonus adventure features of the *Dragon's Law Fortune*™ series.

This slot machine is already being sold as part of KONAMI's widely distributed *DIMENSION* series and performed well in the market. This machine was also ranked in the top ten list, "The industry's Top Indexing NEW Game—Core, Video," by Eilers & Krejcik Gaming, LLC and Fantini Research, two trusted research institutes in the gaming industry.

Going forward, we will continue to provide high-quality products that meet the needs of the gaming industry across the world.

Sports



Supporting Children's Independent Learning

Expanding KONAMI's "Undo Juku"

Konami Sports utilizes its extensive educational expertise to operate "Undo Juku," an exercise school that allows children to engage in a variety of sports, including swimming, gymnastics, dance, soccer, tennis, and golf. "Undo Juku" encourages children to cultivate both their bodies and minds by providing detailed instruction tailored to encourage the children's development and skill acquisition while motivating them through praise.

In April 2022, we launched "Undo Juku Digital Note," which utilizes video and other technologies, to our swimming school lessons. Accessed using tablets, this program enables students to monitor their own movements, helping them to develop bodily awareness.

We have introduced this technology to 91 Konami Sports Club facilities across Japan, and we have received much positive feedback from both children and their parents. Soon, we will introduce "Undo Juku Digital Note" at gymnastics and dance schools to further expand our provision of high-quality services.

Konami Sports will continue actively promoting "Undo Juku" exercise school for children, providing instruction for each and every child to support their healthy growth.

Rebooting Popular IPs and Developing New Series

KONAMI has a long history of many popular IPs, and we are rebooting them and then creating and launching a wide variety of new content.

Since the original release of the *Suikoden* series in 1995, it has become one of KONAMI's most well-known RPGs, with eleven titles released to date. Most recently, we offered players the opportunity to enjoy the emotionally resonating stories combined with high quality sound and graphics with the release of *Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars* in March 2025. In addition, the game's 30th anniversary will be in December 2025, and we plan to develop a variety of media adaptations for the occasion. The *Suikoden* series continues to draw fans across many formats, including a *Suikoden II*

anime released by KONAMI animation, our internal studio, *Suikoden STAR LEAP*, the first brand-new mobile game in the series, a comic book adaptation, and, for the first time in this series, the story of *Suikoden I* will be adapted for the stage.

In addition, the *TOKIMEKI MEMORIAL* series celebrated its 30th anniversary in 2024, and we released *TOKIMEKI MEMORIAL: forever with you emotional*, a remaster of *TOKIMEKI MEMORIAL: forever with you*, in May 2025. While taking great care to retain the flavor of the original gameplay, this remaster adds a feature that lets players switch between the original and new graphics visuals and introduces the Emotional Voice System (EVS), which enables characters to call out the player's name, making it a remaster that fans of the original can enjoy again.



Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars
Launched March 6, 2025

Nintendo Switch™ 2, Nintendo Switch™, PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, Steam®, Microsoft Store (Windows), and Epic Games Store



Tokimeki Memorial: forever with you – emotional
Launched May 8, 2025

Nintendo Switch™



SILENT HILL f

Launches September 25, 2025

PlayStation®5, Xbox Series X|S, Steam®, Epic Games Store, and Microsoft Store (Windows)

The *SILENT HILL* series launched its first title in 1999, and in October 2024, we launched the remake of *SILENT HILL 2*, which was originally released in 2001. This remake was released over twenty years after its original launch and features significantly enhanced graphics and sound that can be enjoyed by new players and long-standing fans alike. Just three months after its release, the title sold over two million copies in total and has received favorable reviews from both customers and the media globally. In addition, in September 2025, we will release *SILENT HILL f*, the first title in the series to be set in Japan, as a new title in the psychological horror series—which has been widely acclaimed both in Japan and globally for its unique setting.



METAL GEAR SOLID Δ: SNAKE EATER

Launches August 28, 2025

PlayStation®5, Xbox Series X|S, and Steam®

The *METAL GEAR* series has sold a total of over 62 million copies to date and has many passionate fans from around the world. This series was born in 1987 as the first game to offer innovative stealth action gameplay, an entirely new genre at the time. We will release *METAL GEAR SOLID Δ: SNAKE EATER* in August 2025, as a remake of *Metal Gear Solid 3: Snake Eater*, originally released in 2004. We retain the core experience of the original—including story and game design—while introducing cutting-edge, beautifully rendered graphics and rich soundscapes to deliver the ultimate survival stealth action experience.

KONAMI will continue to utilize its popular IPs to offer products and services that will be loved by our fans around the world.

Corporate Data

Company Name	KONAMI GROUP CORPORATION
Headquarters	1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan Tel: 81-3-6636-0573 Fax: 81-3-6893-1573
Founded	March 21, 1969
Incorporated	March 19, 1973
Total Equity	JPY481 billion* (As of March 31, 2025) *Including paid in capital of JPY 47 billion
Consolidated Employees	9,038* (As of March 31, 2025) *Including temporary employees, converted at 160 hours per month
Website	https://www.konami.com

Shareholder Information

Fiscal Year-End	March 31
Ordinary General Meeting of Shareholders	June
Record Dates for Shareholders	Annual shareholders' meeting: March 31 Year-end dividend: March 31 Interim dividend: September 30 Other (when necessary): As announced in advance
Transfer Agent	Sumitomo Mitsui Trust Bank, Limited 1-4-1, Marunouchi, Chiyoda-ku, Tokyo, Japan
Location of Transfer Agent Handling Office	Sumitomo Mitsui Trust Bank, Limited Stock Transfer Agency Department 1-4-1, Marunouchi, Chiyoda-ku, Tokyo, Japan
Mailing Address	Sumitomo Mitsui Trust Bank, Limited Stock Transfer Agency Department 2-8-4, Izumi, Suginami-ku, Tokyo 168-0063, Japan
Website	https://www.smtb.jp/english
Public Notices	Shown on the Company's website: https://www.konami.com/ir/en/
Stock Exchange Listings	Tokyo and London

Stock Information

(As of March 31, 2025)

Common Stock	
Authorized	450,000,000 shares
Issued	143,500,000 shares (Including 7,943,186 treasury shares)
Number of Shareholders	21,822

The 10 Largest Shareholders

Shareholder's Name	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

Guide to Investor Relations (IR) Site

Our website includes an IR section that provides easy access to our latest financial information, news releases, and other relevant IR information.
<https://www.konami.com/ir/en/>