

KONAMI

FY2013 Financial Results

April 1 – June 30, 2012

KONAMI CORPORATION

August 2, 2012

Cautionary statement with respect to forward-looking statements

Statements made in this presentation with respect to the KONAMI's current plans, estimates, strategies and beliefs, including forecasts, are forward-looking statements about the future performance of KONAMI. These statements are based on management's assumptions and beliefs in light of information currently available to it and, therefore, you should not place undue reliance on them. A number of important factors could cause actual results to be materially different from and worse than those discussed in forward-looking statements. Such factors include, but are not limited to (1) Changes in economic conditions affecting our operations; (2) Fluctuations in foreign exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro; (3) KONAMI's ability to continue to win acceptance of our products, which are offered in highly competitive markets characterized by the continuous introduction of new products, rapid developments in technology and subjective and changing consumer preferences; (4) KONAMI's ability to successfully expand internationally with a focus on our Digital Entertainment business and Gaming & Systems business; (5) KONAMI's ability to successfully expand the scope of our business and broaden our customer base through our Health & Fitness business; (6) Regulatory developments and changes and our ability to respond and adapt to those changes; (7) KONAMI's expectations with regard to further acquisitions and the integration of any companies we may acquire; and (8) the outcome of contingencies.

- Financial information included herein is not audited by independent public accountants
- (1) Numbers included in this presentation material are;
 - a) in accordance with U.S. GAAP
 - b) rounded to the nearest one hundred million yen
- (2) Revenues of each segment include inter-segment sales

Consolidated Financial Results

(Yen in Billions)

	FY2012 Q1	FY2013 Q1	FY2013 Guidance
	3 months ended June 2011	3 months ended June 2012	12 months ending March 2013
Net Revenues	54.9	49.1	270.0
Operating Income	7.0	5.4	41.1
Income Before Income Taxes	6.7	4.6	40.1
Net Income	4.0	2.7	23.1
Net Income Per Share (Yen)	29.30	19.59	166.64
Cash Dividends Per Share (Yen)	-	-	50.00

Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2012 Q1	FY2013 Q1	FY2013 Guidance
	3 months ended June 2011	3 months ended June 2012	12 months ending March 2013
<u>Net Revenues</u>			
Digital Entertainment	26.1	22.8	141.0
Health & Fitness	20.3	19.7	81.0
Gaming & Systems	5.1	5.2	26.0
Pachinko & Pachinko Slot Machines	3.7	1.6	23.0
Other / Elimination	-0.3	-0.2	-1.0
Total	54.9	49.1	270.0
<u>Operating Income</u>			
Digital Entertainment	6.1	5.2	33.0
Health & Fitness	0.3	0.7	3.0
Gaming & Systems	1.2	1.0	7.0
Pachinko & Pachinko Slot Machines	0.7	0.4	4.5
Other / Elimination	-1.3	-1.9	-6.4
Total	7.0	5.4	41.1

Digital Entertainment (1)

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1	FY2013 Q1
	3 months ended June 2011	3 months ended June 2012
Consumer Games	7.7	5.1
SNS	7.8	7.9
e-Amusement	4.3	3.8
Card Games	6.1	5.9
Other	0.2	0.2
Total Net Revenues	26.1	22.8
Operating Income	6.1	5.2
Operating Margin	23.2%	22.8%

FY2013 Q1 summary

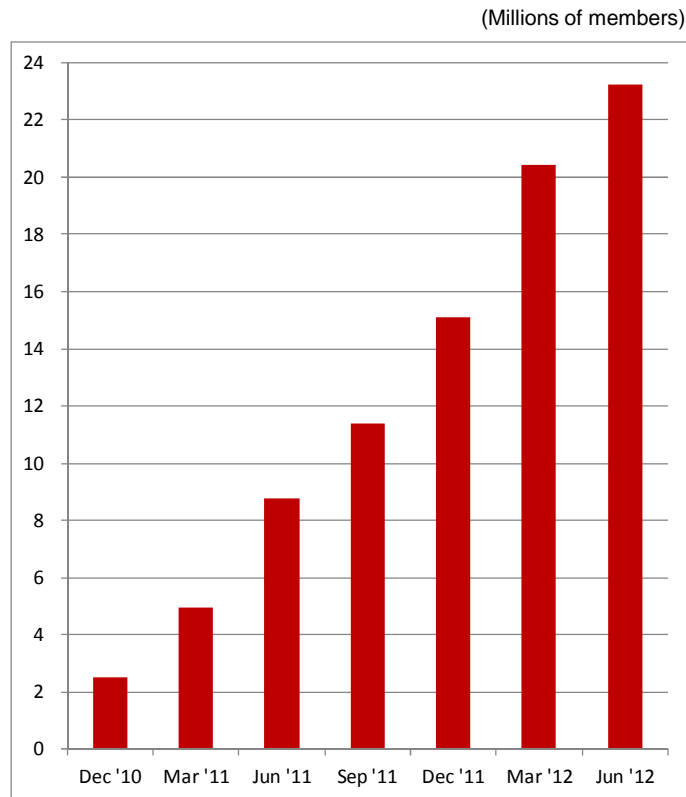
- Solid sales of catalog titles.
- Total registered members of social media content including Dragon Collection surpasses 23 million.
- Stable recurring revenues from “e-AMUSEMENT Participation”.
- Solid sales of Yu-Gi-Oh! trading card games.

Digital Entertainment (2)

Social Media Content

– Registered Members –

***Cumulative registered members at the end of each month for all social games released by KONAMI.**



■ Titles in service

Title	Release Date	Platform	Remarks
Dragon Collection	Sep 2010	GREE	No.1 on GREE ranking (as of July 31) Launched for Android in Jun, iOS in Jul 2011
Sengoku Collection	Dec 2010	Mobage	No. 10 on Mobage ranking (as of July 31) Launched for Android & iOS in Sep 2011
Professional Baseball Dream Nine	Apr 2011	GREE/ Mobage/ mixi	No. 4 on GREE ranking (as of July 31) Launched for Android & iOS in Oct 2011 Launched for Mobage in Oct 2011 Launched for mixi in Mar 2012
CROWSxWORST	May 2011	GREE	No. 3 on GREE ranking (as of July 31) Launched for Android in Dec 2011 Launched for iOS in Jan 2012
Slotore! KPE	Jun 2011	GREE	
World Soccer Collection (Formerly J.League Dream Eleven)	Aug 2011	GREE/ Mobage	Launched for Android in Dec 2011 Launched for iOS in Apr 2012 Launched for Mobage in Jun 2012
Hisho Collection	Aug 2011	GREE	Launched for Android in Oct 2011 Launched for iOS in Feb 2012
Dream Stallion	Nov 2011	Mobage	Launched for Android & iOS
BE-BOP-HIGHSCHOOL	Jan 2012	Mobage	
STAR WARS COLLECTION	Feb 2012	GREE	Launched for Android & iOS
Attack on Titan	Apr 2012	Mobage	Launched for Android & iOS in Jun 2012
Yu-Gi-Oh! BAM	Jun 2012	Facebook	For overseas
Kindan Keiyaku	Jun 2012	GREE	

■ Pipeline

Title	Release Date	Platform	Remarks
PAWAFURU PUROYAKYU	Summer 2012	GREE/ Mobage	Pre-registration from Jun 12, 2012 For smartphones / feature phones

Digital Entertainment (3)

Unit sales - video games

■ Unit sales breakdown

(units in million)

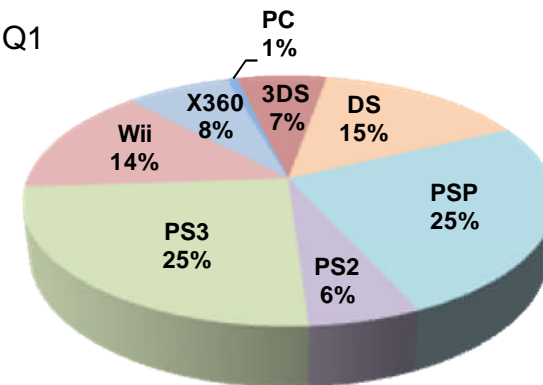
Geographic Region	FY2012 Q1	FY2013 Q1
	3 months ended June 2011	3 months ended June 2012
Japan	1.29	0.60
Americas	0.70	0.75
Europe	0.69	0.63
Asia	0.08	0.04
Total	2.76	2.02

(units in million)

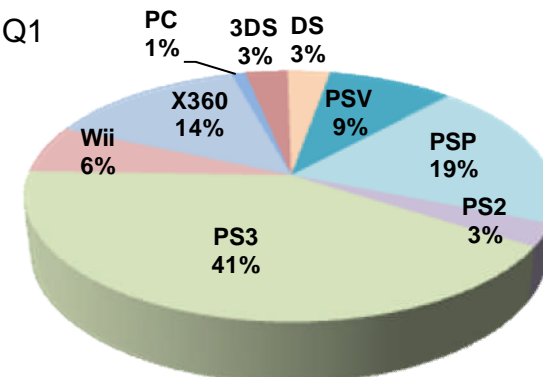
Genre / Category	FY2012 Q1	FY2013 Q1
	3 months ended June 2011	3 months ended June 2012
Soccer	0.75	0.93
Baseball	0.47	0.10
TV Animated	0.19	0.01
Music	0.25	0.03
METAL GEAR	0.16	0.37
Other	0.94	0.57
Total	2.76	2.02

■ Unit sales platform mix

FY2012 Q1



FY2013 Q1



Digital Entertainment (4)

Pipeline

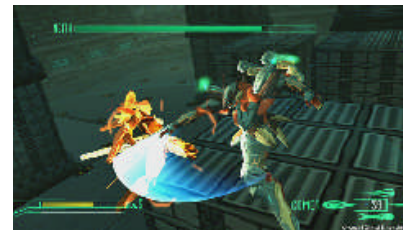
Title	Platform	Geographic Region	Release Date
Pro Evolution Soccer 2013 / WORLD SOCCER Winning Eleven 2013	multi- platform	Global	Fall 2012
METAL GEAR RISING REVENGEANCE	PS3 / X360	Global	FY2013 2H
ZONE OF THE ENDERS HD EDITION	PS3 / X360	Global	Nov 2012
SILENT HILL Book of Memories	PS Vita	Global	Fall 2012
Castlevania: Lords of Shadow - Mirror of Fate	3DS	Global	FY2013 2H
Castlevania: Lords of Shadow 2	PS3 / X360	Global	2013
BASEBALL HEROES 2012	Arcade Machine	Japan	Fall 2012



Pro Evolution Soccer 2013



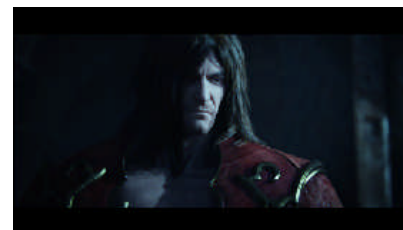
METAL GEAR RISING
REVENGEANCE



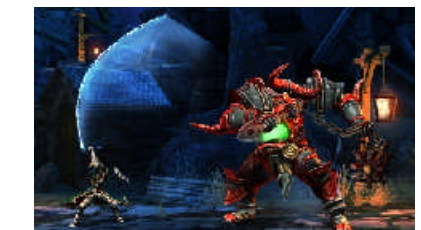
ZONE OF THE ENDERS
HD EDITION



SILENT HILL
Book of Memories



Castlevania:
Lords of Shadow 2



Castlevania:
Lords of Shadow –
Mirror of Fate

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1 3 months ended June 2011	FY2013 Q1 3 months ended June 2012
Directly Operated Clubs	16.6	16.1
Contract-based Clubs (*)	1.8	2.0
Health Related Products	1.9	1.7
Total Net Revenues	20.3	19.7
Operating Income	0.3	0.7
Operating Margin	1.4%	3.5%

(*) Contract-based clubs: Outsourcing the operations of sports facilities run by regional public bodies and private-sectors to KONAMI.

FY2013 Q1 summary

- Increased income through efficient operations in directly operated clubs.
- Expanded the network of contract-based clubs.

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1 3 months ended June 2011	FY2013 Q1 3 months ended June 2012
Net Revenue	5.1	5.2
Operating Income	1.2	1.0
Operating Margin	24.2%	19.8%

FY2013 Q1 summary

- Market share expansion through solid sales of slot machines and increased participation revenues.

Pachinko & Pachinko Slot Machines

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1 3 months ended June 2011	FY2013 Q1 3 months ended June 2012
Net Revenue	3.7	1.6
Operating Income	0.7	0.4
Operating Margin	19.8%	26.0%

FY2013 Q1 summary

- Launched pachislot title “Spy Girl 2”.

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THANK YOU