

KONAMI

FY2015 Financial Results

Fiscal year ended March 31, 2015

KONAMI CORPORATION

May 8, 2015

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)

	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
Net Revenues	217.6	218.2	228.0
Operating Income	7.7	14.5	17.0
Income Before Income Taxes	9.2	15.9	16.0
Net Income	3.8	9.5	9.5
Net Income / Share (JPY)	27.66	68.38	68.54
Dividends / Share (JPY)	34.00	21.00	21.00

Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
<u>Net Revenues</u>			
Digital Entertainment	104.3	97.0	106.0
Health & Fitness	76.5	73.3	73.0
Gaming & Systems	31.6	33.8	34.0
Pachislot & Pachinko Machines	5.8	14.7	16.0
Other / Elimination	-0.6	-0.7	-1.0
Total	217.6	218.2	228.0
<u>Operating Income</u>			
Digital Entertainment	11.7	13.3	14.5
Health & Fitness	-4.0	-0.9	0.6
Gaming & Systems	7.3	6.3	6.5
Pachislot & Pachinko Machines	-1.9	0.3	0.4
Corporate / Elimination	-5.4	-4.6	-5.0
Total	7.7	14.5	17.0

Digital Entertainment (1)

Net revenues and operating income

	(Yen in Billions)		
	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
Net Revenues	104.3	97.0	106.0
Operating Income	11.7	13.3	14.5
Operating Margin	11.3%	13.7%	13.7%

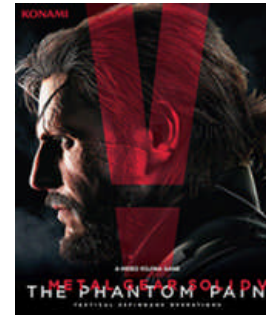
FY2015 Q4 summary

- Mobile games earnings driven by “JIKKYOU PAWAFURU PUROYAKYU” with 8 million downloads in four months since its launch in December 2014
- Solid item monetization on the “myClub” mode for “WORLD SOCCER Winning Eleven 2015 / Pro Evolution Soccer 2015” and launched new titles e.g. “PROFESSIONAL BASEBALL SPIRITS 2015”
- Stable recurring revenues from “e-AMUSEMENT Participation” arcade games including “MAHJONG FIGHT CLUB” and music titles while “Disney Tsum Tsum” wins high acclaim
- Global sales of Yu-Gi-Oh! trading card games

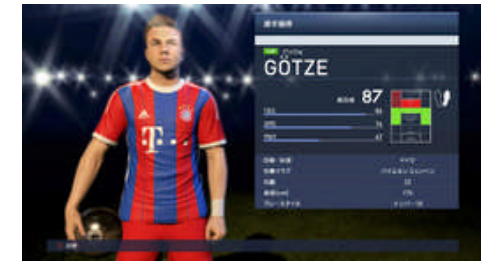
Digital Entertainment (2)

■ Contributing titles after Jan. 2015 / Pipeline

Title	Platform	Geography	Release Date
Yu-Gi-Oh ARC-V TAGFORCE SPECIAL	PSP	Japan	Jan 2015
Kyoshin Senso	App Store / Google Play	Japan	Mar 2015
PROFESSIONAL BASEBALL SPIRITS 2015	PS3 / PSV	Japan	Mar 2015
Winning Eleven 2015 myClub	PlayStation Store (PS4)	Japan	Mar 2015
Monster Strike MULTI BURST	Arcade	Japan	Mar 2015
Disney Tsum Tsum	Arcade	Japan	Mar 2015
Otocadoll	Arcade	Japan	Mar 2015
ShadowPrincess	Arcade	Japan	Mar 2015
METAL GEAR SOLID V: THE PHANTOM PAIN	PS4 / XOne PS3 / X360 / PC	Global	Sep 2015
Matsuri de Fever!!	Arcade	Japan	TBD



METAL GEAR SOLID V:
THE PHANTOM PAIN



Winning Eleven 2015 myClub



Otocadoll



JIKKYOU PAWAFURU PUROYAKYU



Matsuri de Fever!!



Kyoshin Senso

Net revenues and operating income

	(Yen in Billions)		
	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
Net Revenues	76.5	73.3	73.0
Business Income	1.2	1.4	0.6
Impairment of Fixed Assets	5.3	2.3	-
Operating Income	-4.0	-0.9	0.6
Operating Margin	-	-	0.8%

FY2015 Q4 summary

- Closures of unprofitable gyms leading to margin recovery (excluding impact of asset impairment)
- Renewed facilities and service at Grancise Otemachi and Grancise Aoyama, renewal opening of Konami Sports Club Osaka Station City
- Extended number of gyms offering dancing lessons for children, as well as swimming and gymnastics lessons
- Launched swimming lessons for members over fifty years old and exercise lessons to prevent cognitive disorder for members over sixty years old

Net revenues and operating income

(Yen in Billions)

	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
Net Revenue	31.6	33.8	34.0
Operating Income	7.3	6.3	6.5
Operating Margin	23.2%	18.7%	19.1%

FY2015 Q4 summary

- Solid sales of Podium cabinets with expansion into the Latin American market
- Announced a lineup of new releases at International Casino Exhibition 2015 (ICE 2015) in London and debuted Podium Monument, winning high acclaim from operators
- Strong performance of casino management system SYNKROS in North American states

Pachislot & Pachinko Machines

Net revenues and operating income

(Yen in Billions)

	FY2014	FY2015	FY2016 Guidance
	12 months ended March 2014	12 months ended March 2015	12 months ending March 2016
Net Revenue	5.8	14.7	16.0
Operating Income	-1.9	0.3	0.4
Operating Margin	-	2.2%	2.5%

FY2015 Q4 summary

- Earnings recovery driven by pachislot title “Sengoku Collection 2” from the popular mobile game

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THANK YOU