

FY2022 Financial Results

Fiscal year ended March 31, 2022

KONAMI HOLDINGS CORPORATION

May 12, 2022

Cautionary statement with respect to forward-looking statements

Statements made in this presentation with respect to KONAMI HOLDINGS' current plans, estimates, strategies and beliefs, including forecasts, are forward-looking statements about the future performance of the Company. 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) the Company'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) the Company's ability to successfully expand internationally with a focus on our Digital Entertainment business, Amusement business and Gaming & Systems business; (5) the Company's ability to successfully expand the scope of our business and broaden our customer base through our Sports business; (6) Regulatory developments and changes and our ability to respond and adapt to those changes; (7) the Company'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 IFRS
 - b) rounded to the nearest one hundred million yen
- (2) Revenues of each segment include inter-segment sales

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Consolidated Financial Results

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2021	12 months ended March 2022		
Revenue	272.7	299.5	26.9	+9.9%
Business profit	64.2	80.3	16.2	+25.2%
Other income and other expenses	△ 27.6	△ 5.9	21.7	-
Operating profit	36.6	74.4	37.9	+103.6%
Profit before income taxes	35.6	75.2	39.6	+111.2%
Profit for the period (attributable to owners of the parent)	32.3	54.8	22.5	+69.9%
Earnings per share (JPY)	242.17	410.80	168.63	

Revenue by Business Segment

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2021	12 months ended March 2022		
Digital Entertainment	204.2	215.0	10.8	+5.3%
Amusement	17.6	19.5	1.9	+10.6%
Gaming & Systems	16.6	25.6	9.0	+54.0%
Sports	36.4	42.0	5.5	+15.2%
Eliminations	△ 2.2	△ 2.6	△ 0.4	-
Total	272.7	299.5	26.9	+9.9%

Profit by Business Segment

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2021	12 months ended March 2022		
Digital Entertainment	73.4	76.4	3.0	+4.1%
Amusement	2.4	3.5	1.1	+44.7%
Gaming & Systems	△ 2.1	3.5	5.6	-
Sports	△ 5.9	0.8	6.6	-
Corporate expenses and eliminations	△ 3.7	△ 3.9	△ 0.1	-
Total business profit	64.2	80.3	16.2	+25.2%
Other income and other expenses	△ 27.6	△ 5.9	21.7	-
COVID-19 related loss	△ 4.6	△ 0.7	4.0	-
Other	△ 23.0	△ 5.2	17.8	-
Total operating profit	36.6	74.4	37.9	+103.6%

Dividend Declared for FY2022

				(JPY)
	FY2021 dividend	FY2022 dividend forecast	FY2022 dividend declared	YoY Change
	12 months ended March 2021	12 months ended March 2022	12 months ended March 2022	
Interim dividend	22.50	36.50	36.50	14.00
Year-end dividend	50.50	36.50 (forecast)	87.00 (declared)	36.50
Annual dividend	73.00	73.00 (forecast)	123.50 (declared)	50.50

Based on the earnings of FY2022, we plan to pay dividend according to our payout ratio basic policy of 30% or more.

Earnings Guidance for FY2023

(Yen in Billions)

	FY2022 Actual	FY2023 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2022	12 months ending March 2023		
Revenue	299.5	320.0	20.5	+6.8%
Business profit	80.3	81.0	0.7	+0.9%
Operating profit	74.4	76.5	2.1	+2.8%
Profit before income taxes	75.2	76.5	1.3	+1.8%
Profit for the period (attributable to owners of the parent)	54.8	55.0	0.2	+0.4%
Earnings per share (JPY)	410.80	411.74	0.94	

Earnings Guidance for FY2023 (Revenue Breakdown)

(Yen in Billions)

	FY2022 Actual	FY2023 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2022	12 months ending March 2023		
Digital Entertainment	215.0	225.0	10.0	+4.6%
Amusement	19.5	22.0	2.5	+12.8%
Gaming & Systems	25.6	29.0	3.4	+13.1%
Sports	42.0	46.0	4.0	+9.6%
Eliminations	△ 2.6	△ 2.0	0.6	-
Total	299.5	320.0	20.5	+6.8%

Earnings Guidance for FY2023 (Profit Breakdown)

(Yen in Billions)

	FY2022 Actual	FY2023 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2022	12 months ending March 2023		
Digital Entertainment	76.4	76.5	0.1	+0.1%
Amusement	3.5	4.0	0.5	+14.6%
Gaming & Systems	3.5	4.0	0.5	+14.4%
Sports	0.8	1.0	0.2	+30.4%
Corporate expenses and eliminations	△ 3.9	△ 4.5	△ 0.6	-
Total business profit	80.3	81.0	0.7	+0.9%
Other income and other expenses	△ 5.9	△ 4.5	1.4	-
Total operating profit	74.4	76.5	2.1	+2.8%

Dividend Guidance for FY2023

(JPY)

	FY2022 dividend declared <small>12 months ended March 2022</small>	FY2023 dividend forecast <small>12 months ending March 2023</small>	YoY Change (Amount)
Interim dividend	36.50	62.00 (forecast)	25.50
Year-end dividend	87.00 (declared)	62.00 (forecast)	△ 25.00
Annual dividend	123.50 (declared)	124.00 (forecast)	0.50

Revenue and profit

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)	FY2023 Forecast
	12 months ended March 2021	12 months ended March 2022			12 months ending March 2023
Revenue	204.2	215.0	10.8	+5.3%	225.0
Business profit	73.4	76.4	3.0	+4.1%	76.5
Operating profit	70.0	71.1	1.1	+1.6%	72.0
Operating profit margin	34%	33%			32%

*Operating profit includes other expenses of JPY 3.4 billion (FY2021) and JPY 5.3 billion (FY2022)

FY2022 Q4 summary

- Global launch of Yu-Gi-Oh! Master Duel as a cross-platform title - exceeding 30 million downloads as of April
- Announced collaborations with Ichiro for baseball franchises Professional Baseball Spirits and PAWAFURU PUROYAKYU
- Yu-Gi-Oh! TRADING CARD GAME continues to gain global support and deliver strong performance amid COVID-19 epidemic
- eSports initiatives: co-hosted the eNippon Series for the eBASEBALL Prospi A League 2021 season with Nippon Professional Baseball Organization (NPB). The 2021 season of Prospi A Championship (held to determine the best player) recorded highest number of participants

Revenue and profit

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)	FY2023 Forecast
	12 months ended March 2021	12 months ended March 2022			12 months ending March 2023
Revenue	17.6	19.5	1.9	+10.6%	22.0
Business profit	2.4	3.5	1.1	+44.7%	4.0
Operating profit	1.7	3.0	1.3	+75.8%	4.0
Operating profit margin	10%	16%			18%

*Operating profit includes other expenses of JPY 0.7 billion (FY2021) and JPY 0.5 billion (FY2022)

FY2022 Q4 summary

- Launched new titles DANCE aROUND, the latest BEMANI series dance game, and QuizKnock STADIUM, collaborating with the popular group QuizKnock known for appearances on TV quiz shows, as well as medal games GRANDCROSS GOLD and ColorCoLotta Frozen Island
- Released Pachinko Sengoku Collection BLACK, a new spec model of Pachinko Sengoku Collection
- Solid performance of KONAMI AMUSEMENT GAME STATION, a streaming service of arcade games for PCs and smartphones through cloud gaming technology, with continued additions of content

Revenue and profit

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)	FY2023 Forecast
	12 months ended March 2021	12 months ended March 2022			12 months ending March 2023
Revenue	16.6	25.6	9.0	+54.0%	29.0
Business profit	△ 2.1	3.5	5.6	-	4.0
Operating profit	△ 2.4	3.5	5.9	-	4.0
Operating profit margin	△ 14%	14%			14%

*YoY impact from yen depreciation: revenue JPY +1.6 billion, operating profit JPY +0.2 billion

FY2022 Q4 summary

- New content Fortune Mint and Triple Sparkle series released on core cabinets i.e. DIMENSION27 and DIMENSION49 deliver strong performance in the US market
- Successful launch of the new Lucky Envelope series for the participation exclusive cabinet DIMENSION49J contributes to the increase in number of installed units
- Casino management system SYNKROS sustains strong performance with continued instalments at casinos

Revenue and profit

(Yen in Billions)

	FY2021 Actual	FY2022 Actual	YoY Change (Amount)	YoY Change (%)	FY2023 Forecast
	12 months ended March 2021	12 months ended March 2022			12 months ending March 2023
Revenue	36.4	42.0	5.5	+15.2%	46.0
Business profit	△ 5.9	0.8	6.6	-	1.0
Operating profit	△ 29.5	0.1	29.6	-	1.0
Operating profit margin	△81%	0%			2%

*Operating profit includes other expenses of JPY 23.6 billion (FY2021) and JPY 0.6 billion (FY2022)

FY2022 Q4 summary

- Appointed by the local governments of Yokohama, Fukuoka and Kyoto as the operator for the cities' sports facilities (operations commenced in April)
- Announcement of Digital Note, a new digital service utilizing video images and AI to improve practice efficiency at swimming schools for children (service launched in April with a plan of 100 facilities implementing the service by the end of March 2023)

Titles Released in Jan - Mar 2022 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※)
Yu-Gi-Oh! MASTER DUEL	Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X/S, Steam®, App Store, Google Play	Global	Jan '22	DE
GetsuFumaDen: Undying Moon	Steam® Nintendo Switch™	Global	Feb '22	DE
EDENS ZERO Pocket Galaxy	App Store, Google Play	Global	Feb '22	DE
Yu-Gi-Oh! RUSH DUEL Core Booster Pack	Card game	Japan	Apr '22	DE
CRIMESIGHT	Steam®	Global	Apr '22	DE
eBASEBALL PAWAFURU PUROYAKYU 2022	Nintendo Switch™ PlayStation®4	Japan	Apr '22	DE
Teenage Mutant Ninja Turtles: The Cowabunga Collection	Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X/S, Steam®	Global	2022	DE
Yu-Gi-Oh! CROSS DUEL	App Store, Google Play	Global	TBD	DE
SHINEPOST	App Store, Google Play	Japan	TBD	DE

※ DE: Digital Entertainment



eBASEBALL
PAWAFURU PUROYAKYU 2022



Yu-Gi-Oh! RUSH DUEL
Core Booster Pack



Teenage Mutant Ninja Turtles:
The Cowabunga Collection



Yu-Gi-Oh! MASTER DUEL



CRIMESIGHT



Yu-Gi-Oh! CROSS DUEL

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Titles Released in Jan - Mar 2022 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
GRANDCROSS GOLD	Amusement machine	Japan	Jan '22	AM
High School DxD2	Amusement machine	Japan	Jan '22	AM
QuizKnock STADIUM	Amusement machine	Japan	Mar '22	AM
DANCE aROUND	Amusement machine	Japan	Mar '22	AM
ColorCoLotta Frozen Island	Amusement machine	Japan	Mar '22	AM
DELTA MAGIC ~Red Diamond~	Amusement machine	Japan	Mar '22	AM
Pachinko Sengoku Collection BLACK	Amusement machine	Japan	Mar '22	AM
Chase Chase Jokers	Amusement machine	Japan	TBD	AM
DIMENSION 75C	Gaming machine	North America	Jun '22	GS
DIMENSION TOP Box	Gaming machine	North America	Dec '22	GS

※ AM: Amusement GS: Gaming & Systems



DANCE aROUND



QuizKnock STADIUM



GRANDCROSS GOLD



ColorCoLotta Frozen Island



DIMENSION 75C



DIMENSION TOP Box

Consolidated Business Performance

(Yen in Billions)

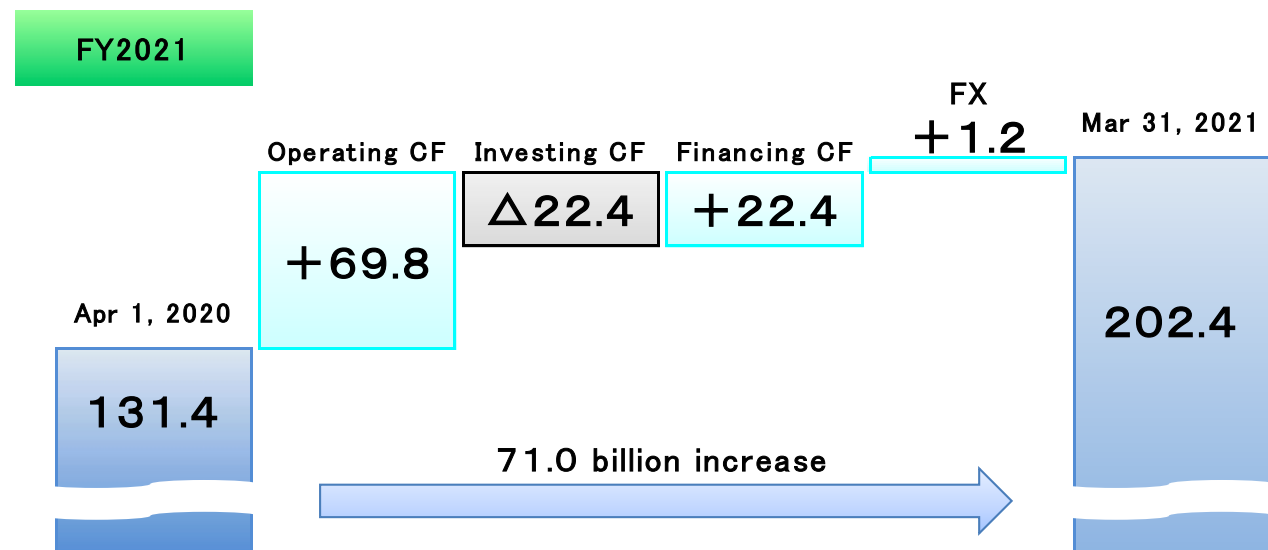
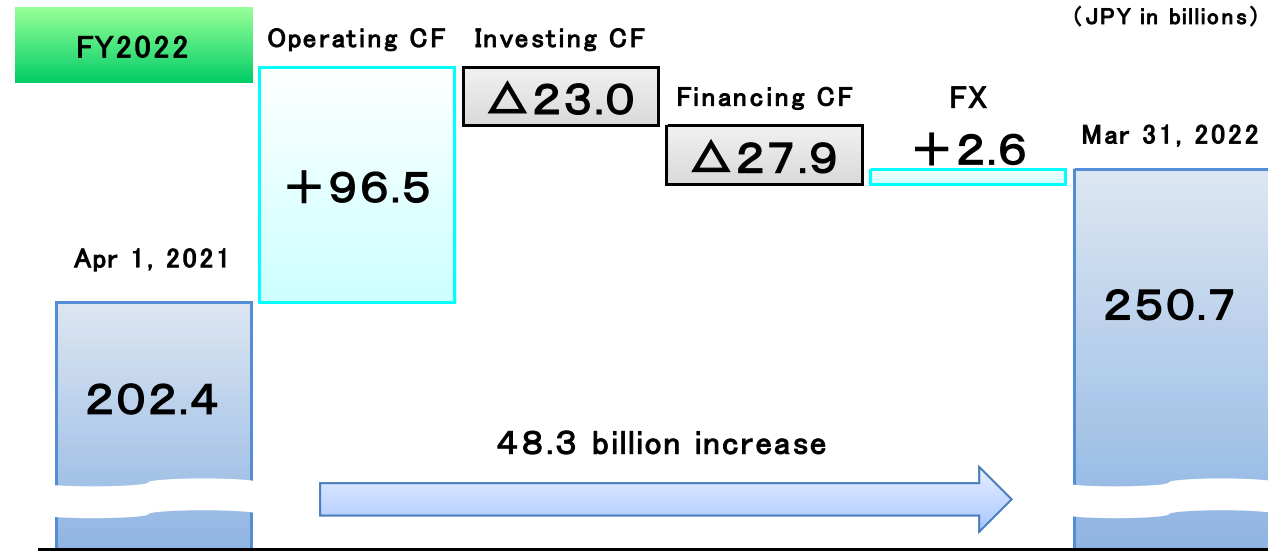
	FY2021	percentile	FY2022	percentile	YoY Change (Amount)	YoY Change (%)
Revenue	272.7	100.0%	299.5	100.0%	26.9	+9.9%
Total cost of revenue	△ 159.2	58.4%	△ 164.7	55.0%	△ 5.5	
SG&A	△ 49.3	18.1%	△ 54.5	18.2%	△ 5.2	
Other income and other expenses	△ 27.6	10.1%	△ 5.9	2.0%	21.7	
Operating profit	36.6	13.4%	74.4	24.9%	37.9	+103.6%
Finance income	0.1		1.5		1.4	
Finance costs	△ 1.1		△ 0.8		0.3	
Profit from investments accounted for using the equity method	0.1		0.1		0.0	
Profit before income taxes	35.6	13.0%	75.2	25.1%	39.6	+111.2%
Income taxes	△ 3.3	1.2%	△ 20.4	6.8%	△ 17.0	
Profit for the period	32.3	11.8%	54.8	18.3%	22.5	+69.8%
Profit attributable to:						
Owners of the parent	32.3	11.8%	54.8	18.3%	22.5	+69.9%
Non-controlling interests	0.0	0.0%	0.0	0.0%	△ 0.0	

Consolidated Financial Position

(Yen in Billions)

	Mar 31, 2021	Mar 31, 2022	change		Mar 31, 2021	Mar 31, 2022	change
Current assets				Current liabilities			
Cash and cash equivalents	202.4	250.7	48.3	Bonds and borrowings	5.5	8.4	2.8
Trade and other receivables	31.9	29.1	△ 2.8	Trade and other payables	32.8	33.5	0.7
Inventories	10.4	9.0	△ 1.4	Other current liabilities	41.5	40.7	△ 0.8
Other current assets	22.0	10.9	△ 11.1	Total current liabilities	79.9	82.6	2.7
Total current assets	266.7	299.6	32.9	Non-current liabilities			
	(54.5%)	(56.7%)		Bonds and borrowings	69.6	59.8	△ 9.9
Non-current assets				Other non-current liabilities	40.0	38.2	△ 1.8
Property, plant and equipment, net	106.0	138.9	32.8	Total non-current liabilities	109.6	98.0	△ 11.7
Goodwill and intangible assets	36.8	45.4	8.6	Total liabilities	189.5	180.5	△ 8.9
Investment Property	32.4	0.0	△ 32.4	Total equity attributable to owners of the parent	298.7	348.1	49.3
Deferred tax assets	25.1	23.7	△ 1.4		(61.1%)	(65.8%)	
Other non-current assets	22.0	21.1	△ 0.9	(per share: JPY)	(2,242.47)	(2605.63)	(363.16)
Total non-current assets	222.3	229.0	6.7	Non-controlling interests	0.8	0.0	△ 0.8
	(45.5%)	(43.3%)		Total equity	299.5	348.1	48.5
Total assets	489.0	528.6	39.6	Total liabilities and equity	489.0	528.6	39.6

Consolidated Cash Flows



THANK YOU