

FY2025 1st Quarter Financial Results

Fiscal year ended June 30, 2024

KONAMI GROUP CORPORATION

August 1, 2024

Cautionary statement with respect to forward-looking statements

Statements made in this presentation with respect to KONAMI GROUP'S 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

(JPY in billions)

	FY2024 Q1	FY2025 Q1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	3 months ended June 2023	3 months ended June 2024			12 months ending March 2025
Revenue	72.6	90.0	17.4	+24.0%	380.0
Business profit	17.2	25.1	8.0	+46.6%	92.5
Other income and other expenses	△0.0	△0.0	0.0	-	△8.0
Operating profit	17.2	25.1	8.0	+46.6%	84.5
Profit before income taxes	18.4	26.5	8.2	+44.3%	84.5
Profit for the period (attributable to owners of the parent)	13.4	19.2	5.8	+43.3%	59.5
Earnings per share (JPY)	98.67	141.35	42.68		438.93

Revenue by Business Segment

(JPY in billions)

	FY2024 Q1 3 months ended June 2023	FY2025 Q1 3 months ended June 2024	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance 12 months ending March 2025
Digital Entertainment	48.1	64.2	16.1	+33.4%	258.0
Amusement	3.4	4.9	1.5	+44.4%	36.0
Gaming & Systems	10.0	9.7	△ 0.3	△ 3.0%	40.0
Sports	11.7	11.8	0.1	+1.2%	49.0
Eliminations	△ 0.6	△ 0.6	△ 0.0	-	△ 3.0
Total revenue	72.6	90.0	17.4	+24.0%	380.0

Profit by Business Segment

(JPY in billions)

	FY2024 Q1 3 months ended June 2023	FY2025 Q1 3 months ended June 2024	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance 12 months ending March 2025
Digital Entertainment	15.1	23.8	8.7	+57.7%	80.0
Amusement	0.2	0.8	0.6	+300.9%	8.0
Gaming & Systems	2.0	1.3	△ 0.7	△ 35.2%	7.5
Sports	0.7	0.2	△ 0.5	△ 66.4%	2.5
Corporate expenses and eliminations	△ 0.8	△ 1.0	△ 0.1	-	△ 5.5
Total business profit	17.2	25.1	8.0	+46.6%	92.5
Other income and other expenses	△ 0.0	△ 0.0	0.0	-	△ 8.0
Total operating profit	17.2	25.1	8.0	+46.6%	84.5

Revenue and profit

(JPY in billions)

	FY2024 Q1	FY2025 Q1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	3 months ended June 2023	3 months ended June 2024			12 months ending March 2025
Revenue	48.1	64.2	16.1	+33.4%	258.0
Business profit	15.1	23.8	8.7	+57.7%	80.0
Operating profit	15.1	23.8	8.7	+57.7%	72.5
Operating profit margin	31%	37%			28%

FY2025 Q1 summary

- Strong performance of eFootball™ 2024 driven by additional features and in-game events
- Announced the launch of PAWAFURU PUROYAKYU 2024-2025 in July, Professional Baseball Spirits 2024-2025 in September and SILENT HILL 2 in October
- Continued sales of the Yu-Gi-Oh! cards 25th anniversary project including overseas markets
- esports initiative – hosted the finals for eFootball™ 2024 at the eLiga BBVA MX 2024 in corporation with Mexico's top football league

Revenue and profit

(JPY in billions)

	FY2024 Q1	FY2025 Q1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	3 months ended June 2023	3 months ended June 2024			12 months ending March 2025
Revenue	3.4	4.9	1.5	+44.4%	36.0
Business profit	0.2	0.8	0.6	+300.9%	8.0
Operating profit	0.2	0.8	0.6	+292.5%	8.0
Operating profit margin	6%	16%			22%

FY2025 Q1 summary

- Continued contribution from repeat sales of Momotaro Dentetsu -Medal game mo teiban!-, sustaining strong performance
- Announced the July launch of a new title, PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!, merging enjoyment of baseball and medal games
- Announced the September release of Pachislot Kyokara Ore Wa!! Pachislot Hen, based on a popular comic, Kyokara Ore Wa!!

Revenue and profit

(JPY in billions)

	FY2024 Q1	FY2025 Q1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	3 months ended June 2023	3 months ended June 2024			12 months ending March 2025
Revenue	10.0	9.7	△ 0.3	△ 3.0%	40.0
Business profit	2.0	1.3	△ 0.7	△ 35.2%	7.5
Operating profit	2.0	1.3	△ 0.7	△ 35.1%	7.5
Operating profit margin	20%	13%			19%

FY2025 Q1 summary

- Released and recorded strong performance of new series Charms Full Link™, inspired by the acclaimed All Aboard™ series
- Installed SYNKROS at large casino facilities i.e., Ocean Casino Resort in New Jersey, JACK Cleveland Casino and JACK Thistledown Racino in Ohio

Revenue and profit

(JPY in billions)

	FY2024 Q1	FY2025 Q1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	3 months ended June 2023	3 months ended June 2024			12 months ending March 2025
Revenue	11.7	11.8	0.1	+1.2%	49.0
Business profit	0.7	0.2	△ 0.5	△ 66.4%	2.5
Operating profit	0.7	0.2	△ 0.5	△ 66.3%	2.0
Operating profit margin	6%	2%			4%

FY2025 Q1 summary

- Strong traction among pilates studios – opened 11 studios in Q1 and scheduled to open seven more studios in Q2 (making cumulative total of 41 studios)
- April opening of the first studio for “Personal 30”, a new personal training gym brand based on the concept of 30 minutes concentrated workout
- Commenced operation of sports facilities on behalf of local governments in Machida City (Tokyo), Sagami-hara City (Kanagawa), Kahoku City (Ishikawa) and Osaka City (Osaka)

Titles Released in Apr – Jun 2024 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※)
ORE'N	Browser	Japan	Apr '24	DE
The Perfect Island for Grinding	Mobile Browser	Japan	Jun '24	DE
PAWAFURU PUROYAKYU 2024-2025	Nintendo Switch™, PlayStation®4	Japan	Jul '24	DE
CYGNI: All Guns Blazing	PlayStation®5, Xbox Series X S, Steam®, Epic Games Store	Global	Aug '24	DE
Professional Baseball Spirits 2024-2025	PlayStation®5, Steam®	Japan, Asia	Sep '24	DE
SILENT HILL 2	PlayStation®5, Steam®	Global	Oct '24	DE
Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars	Nintendo Switch™, PlayStation®4, Xbox One, Steam®	Global	TBD	DE
SHINEPOST Be Your IDOL!	App Store, Google Play	Japan	TBD	DE
METAL GEAR SOLID Δ: SNAKE EATER	PlayStation®5, Xbox Series X S, Steam®	Global	TBD	DE
SILENT HILL: Townfall	TBD	Global	TBD	DE
SILENT HILL f	TBD	Global	TBD	DE
Yu-Gi-Oh! Early Days Collection	Nintendo Switch™, Steam®	Global	TBD	DE

※ DE: Digital Entertainment



PAWAFURU PUROYAKYU 2024-2025



Professional Baseball Spirits
2024-2025



SILENT HILL 2



CYGNI: All Guns Blazing



METAL GEAR SOLID Δ:
SNAKE EATER

<PAWAFURU PUROYAKYU 2024-2025 / Professional Baseball Spirits 2024-2025>
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<SYGNI: All Guns Blazing> ©Konami Digital Entertainment ©KeelWorks Ltd 2023

Titles Released in Apr – Jun 2024 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!	Arcade Machine (Medal Game)	Japan	Jul '24	AM
PUKURE	Arcade Machine (Prize Game)	Japan	Jul '24	AM
MINECRAFT DUNGEONS ARCADE	Arcade Machine (Video Game)	Japan	Sep '24	AM
Kyokara Ore Wa!! Pachislot Hen	Pachislot Machine	Japan	Oct '24	AM
Monster Retsuden Orecabattle 2	Arcade Machine (Video Game)	Japan	TBD	AM
Anima Lotta Yusya Anima to Ryu no Hiho	Arcade Machine (Medal Game)	Japan	TBD	AM
Charms Full Link™	Gaming Content	North America	Jun '24	GS

※ AM: Amusement GS: Gaming & Systems



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PAWAFURU PUROYAKYU
KAIMAKU MEDAL SERIES!



©Konami Amusement

PUKURE



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MINECRAFT DUNGEONS ARCADE



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Kyokara Ore Wa!! Pachislot Hen



Charms Full Link™

Consolidated Business Performance

(JPY in billions)

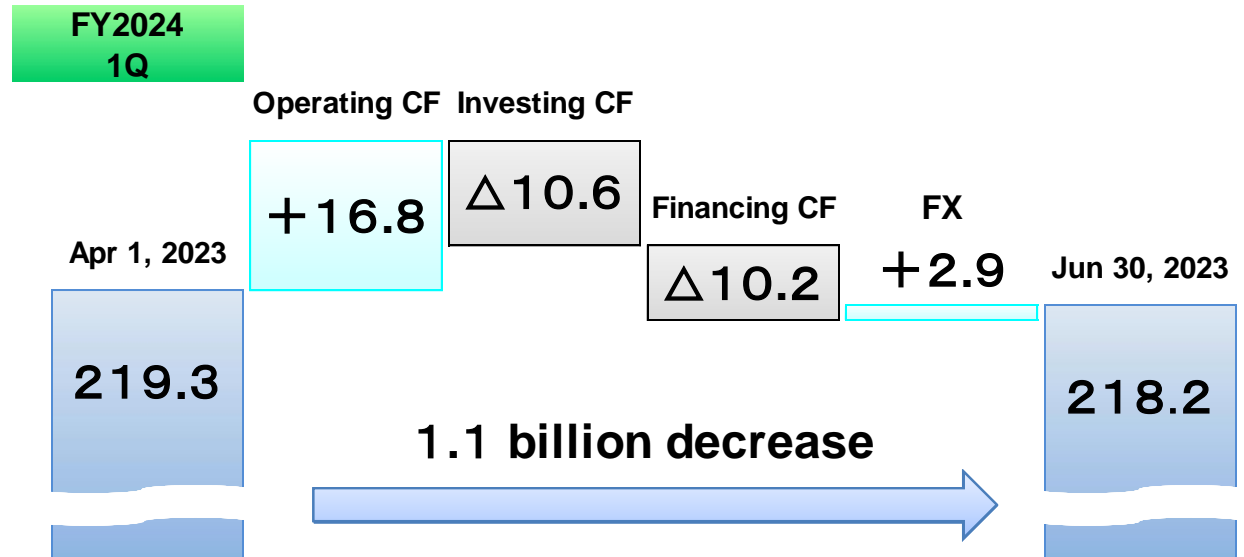
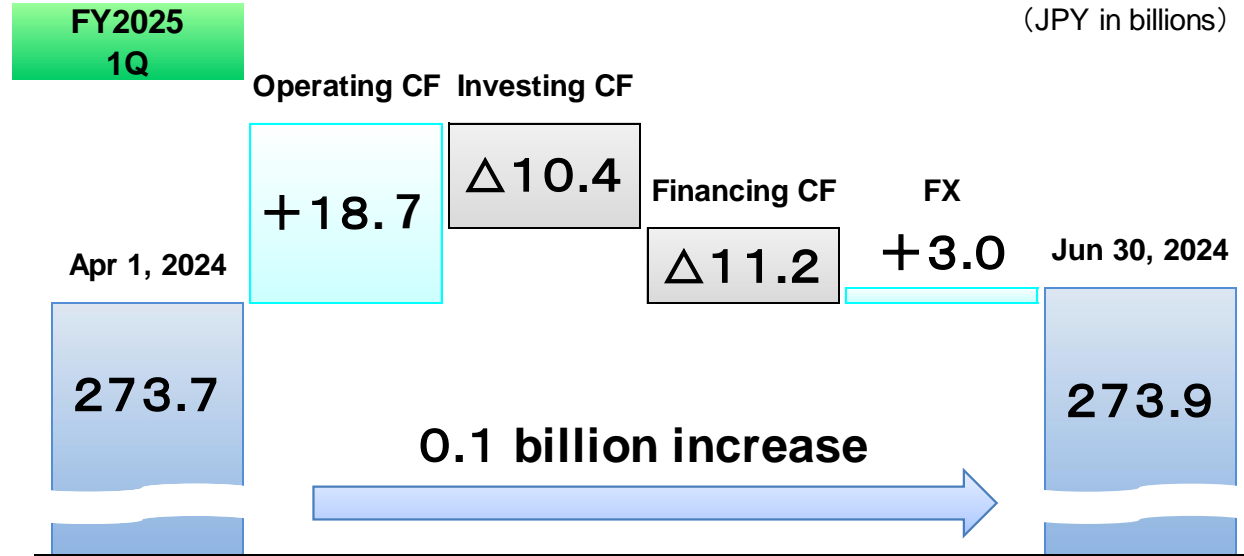
	FY2024 Q1	Percentile	FY2025 Q1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	72.6	100.0%	90.0	100.0%	17.4	+24.0%
Total cost of revenue	△ 40.6	56.0%	△ 46.3	51.4%	△ 5.7	
SG&A	△ 14.8	20.4%	△ 18.6	20.6%	△ 3.8	
Other income and other expenses	△ 0.0	0.0%	△ 0.0	0.0%	0.0	
Operating profit	17.2	23.6%	25.1	27.9%	8.0	+46.6%
Finance income	1.3		1.4		0.1	
Finance costs	△ 0.2		△ 0.2		0.0	
Profit from investments accounted for using the equity method	0.1		0.1		△ 0.0	
Profit before income taxes	18.4	25.3%	26.5	29.5%	8.2	+44.3%
Income taxes	△ 5.0	6.9%	△ 7.4	8.2%	△ 2.4	
Profit for the period	13.4	18.4%	19.2	21.3%	5.8	+43.3%
Profit attributable to:						
Owners of the parent	13.4	18.4%	19.2	21.3%	5.8	+43.3%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Financial Position

(JPY in billions)

	Mar 31, 2024	Jun 30, 2024	Change		Mar 31, 2024	Jun 30, 2024	Change
Current assets				Current liabilities			
Cash and cash equivalents	273.7	273.9	0.1	Trade and other payables	44.3	39.2	△ 5.0
Trade and other receivables	43.9	37.0	△ 6.9	Other current liabilities	41.7	39.5	△ 2.2
Inventories	13.8	14.4	0.6	Total current liabilities	85.9	78.7	△ 7.2
Other current assets	12.5	16.2	3.8	Non-current liabilities			
Total current assets	343.9	341.5	△ 2.3	Bonds and borrowings	59.9	59.9	0.0
	(56.8%)	(55.7%)		Other non-current liabilities	32.7	31.9	△ 0.8
Non-current assets				Total non-current liabilities	92.5	91.7	△ 0.8
Property, plant and equipment, net	154.5	154.1	△ 0.4	Total liabilities	178.5	170.5	△ 8.0
Goodwill and intangible assets	57.2	62.2	4.9	Total equity attributable to	427.4	442.1	14.8
Deferred tax assets	28.3	28.9	0.6	owners of the parent	(70.5%)	(72.2%)	
Other non-current assets	22.0	26.0	4.0	(per share:JPY)	(2,775.65)	(3,261.58)	(485.93)
Total non-current assets	262.0	271.1	9.1	Non-controlling interests	0.0	0.0	0.0
	(43.2%)	(44.3%)		Total equity	427.4	442.1	14.8
Total assets	605.9	612.6	6.7	Total liabilities and equity	605.9	612.6	6.7

Consolidated Cash Flows



THANK YOU