

# FY2025 2<sup>nd</sup> Quarter Financial Results

Six months ended September 30, 2024

KONAMI GROUP CORPORATION  
October 31, 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 H1	FY2025 H1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	6 months ended September 2023	6 months ended September 2024			12 months ending March 2025
Revenue	153.9	184.1	30.2	+19.7%	380.0
Business profit	35.4	50.2	14.8	+41.8%	92.5
Other income and other expenses	0.0	△4.0	△0.4	-	△8.0
Operating profit	35.4	49.8	14.4	+40.6%	84.5
Profit before income taxes	37.0	50.9	13.9	+37.4%	84.5
Profit for the period (attributable to owners of the parent)	26.8	36.4	9.6	+35.7%	59.5
Earnings per share (JPY)	197.95	268.53	70.58		438.93

## Revenue by Business Segment

(JPY in billions)

	<b>FY2024 H1</b> <small>6 months ended September 2023</small>	<b>FY2025 H1</b> <small>6 months ended September 2024</small>	<b>YoY Change (Amount)</b>	<b>YoY Change (%)</b>	<b>FY2025 Guidance</b> <small>12 months ending March 2025</small>
Digital Entertainment	102.1	131.6	29.5	+28.9%	258.0
Amusement	10.0	10.8	0.8	+8.0%	36.0
Gaming & Systems	19.1	18.6	△ 0.5	△ 2.6%	40.0
Sports	23.8	24.2	0.4	+1.7%	49.0
Eliminations	△ 1.2	△ 1.2	△ 0.0	-	3.0
<b>Total revenue</b>	<b>153.9</b>	<b>184.1</b>	<b>30.2</b>	<b>+19.7%</b>	<b>380.0</b>

## Profit by Business Segment

(JPY in billions)

	FY2024 H1 6 months ended September 2023	FY2025 H1 6 months ended September 2024	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance 12 months ending March 2025
Digital Entertainment	31.0	46.7	15.6	+50.3%	80.0
Amusement	1.2	2.1	0.9	+73.6%	8.0
Gaming & Systems	3.1	2.4	△ 0.7	△ 23.7%	7.5
Sports	1.6	1.1	△ 0.5	△ 30.6%	2.5
Corporate expenses and eliminations	△ 1.5	△ 2.0	△ 0.5	-	△ 5.5
Total business profit	35.4	50.2	14.8	+41.8%	92.5
Other income and other expenses	0.0	△ 0.4	△ 0.4	-	△ 8.0
Total operating profit	35.4	49.8	14.4	+40.6%	84.5

### Revenue and profit

(JPY in billions)

	FY2024 H1	FY2025 H1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	6 months ended September 2023	6 months ended September 2024			12 months ending March 2025
Revenue	102.1	131.6	29.5	+28.9%	258.0
Business profit	31.0	46.7	15.6	+50.3%	80.0
Operating profit	31.0	46.3	15.3	+49.2%	72.5
Operating profit margin	30%	35%			28%

\*Operating profit includes other expense of JPY 0.4 billion (FY2025)

### FY2025 Q2 summary

- Sustained strong performance of eFootball™ driven by major update and new features
- Announced eBaseball™: MLB PRO SPIRIT featuring MLB players including KONAMI baseball game ambassador Shohei Ohtani
- Held the finals of Yu-Gi-Oh! World Championship in Seattle, US with qualifiers battling for the world top duelist position
- esports initiative – hosted the eFootball™ Championship 2024 World Finals to crown top players in console and mobile categories

### Revenue and profit

(JPY in billions)

	FY2024 H1	FY2025 H1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	6 months ended September 2023	6 months ended September 2024			12 months ending March 2025
Revenue	10.0	10.8	0.8	+8.0%	36.0
Business profit	1.2	2.1	0.9	+73.6%	8.0
Operating profit	1.2	2.1	0.9	+73.0%	8.0
Operating profit margin	12%	19%			22%

### FY2025 Q2 summary

- Released PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!, a coin-pusher leveraging KONAMI's popular baseball IP
- Launched an all-new claw machine PUKURE, equipped with a beginner-friendly searchlight for picking up prizes
- Announced the December release of smart-pachislot title Momotaro Dentetsu - Pachislot mo teiban! - as a recreation of video game Momotaro Dentetsu - Showa Heisei Reiwa mo teiban! - with unit sales exceeding four million copies



### Revenue and profit

(JPY in billions)

	FY2024 H1	FY2025 H1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	6 months ended September 2023	6 months ended September 2024			12 months ending March 2025
Revenue	19.1	18.6	△ 0.5	△ 2.6%	40.0
Business profit	3.1	2.4	△ 0.7	△ 23.7%	7.5
Operating profit	3.2	2.4	△ 0.8	△ 26.2%	7.5
Operating profit margin	17%	13%			19%

\*Operating profit includes other income of JPY 0.1 billion (FY2024)

### FY2025 Q2 summary

- Announced the showcase of new content e.g. Bingo Frenzy Stampede™ series at G2E
- Test launched Class II machines at a Native American casino in Florida commencing August
- Received orders for VLT machines from a major operator in Illinois with shipment commencing Q3
- Installed SYNKROS at casino facilities in Nebraska and Oklahoma

### Revenue and profit

(JPY in billions)

	FY2024 H1	FY2025 H1	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	6 months ended September 2023	6 months ended September 2024			12 months ending March 2025
Revenue	23.8	24.2	0.4	+1.7%	49.0
Business profit	1.6	1.1	△ 0.5	△ 30.6%	2.5
Operating profit	1.5	1.0	△ 0.5	△ 35.1%	2.0
Operating profit margin	6%	4%			4%

\*Operating profit includes other expense of JPY 0.1 billion (FY2024, FY2025)

### FY2025 Q2 summary

- Strong traction among pilates studios – opened nine studios in Q2 and scheduled to open five more studios in Q3 (making cumulative total of 48 studios)
- Revised membership fee commencing August, catering to inflation and soaring energy costs

## Titles Released in Jul – Sep 2024 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※1)
PAWAFURU PUROYAKYU 2024-2025	Nintendo Switch™, PlayStation®4	Japan	Jul '24	DE
CYGN: All Guns Blazing	PlayStation®5, Xbox Series X S, Steam®, Epic Games Store	Global	Aug '24	DE
Castlevania Dominus Collection	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	Aug '24	DE
SILENT HILL 2	PlayStation®5, Steam®	Global	Oct '24	DE
Professional Baseball Spirits 2024-2025	PlayStation®5, Steam®	Japan, Asia	Oct '24	DE
eBaseball™: MLB PRO SPIRIT	App Store, Google Play	10 Countries/Regions ※2	Oct '24	DE
Yu-Gi-Oh! EARLY DAYS COLLECTION	Nintendo Switch™, Steam®	Global	Feb '25	DE
Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars	Nintendo Switch™, PlayStation®5, PlayStation®4, Xbox Series X S, Xbox One, Steam®	Global	Mar '25	DE
TOKIMEKI MEMORIAL forever with you emotional	Nintendo Switch™	Japan	2025	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

※1 DE: Digital Entertainment

※2 10 Countries/Regions (United States, Australia, Canada, Columbia, Taiwan, Dominican Republic, Japan, Panama, Venezuela, Mexico)



PAWAFURU PUROYAKYU 2024-2025



SILENT HILL 2



METAL GEAR SOLID Δ:  
SNAKE EATER



eBaseball™: MLB PRO SPIRIT



Professional Baseball Spirits  
2024-2025



Suikoden I&II HD Remaster  
Gate Rune and Dunan Unification Wars

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<PAWAFURU PUROYAKYU 2024-2025 / Professional Baseball Spirits 2024-2025>

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<eBaseball™: MLB PRO SPIRIT>

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<SILENT HILL 2 / METAL GEAR SOLID Δ: SNAKE EATER / Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars>

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## Titles Released in Jul – Sep 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
Kyokara Ore Wa!! Pachislot Hen	Pachislot Machine	Japan	Oct '24	AM
MINECRAFT DUNGEONS ARCADE	Arcade Machine (Video Game)	Japan	Nov '24	AM
Monster Retsuden Orecabattle 2	Arcade Machine (Video Game)	Japan	Dec '24	AM
Momotaro Dentetsu - Pachislot mo teiban! -	Pachislot Machine	Japan	Dec '24	AM
Anima Lotta Yusya Anima to Ryu no Hiho	Arcade Machine (Medal Game)	Japan	Jan '25	AM
Bingo Frenzy Stampede™	Gaming Content	North America	FY2025 Q3	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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Momotaro Dentetsu - Pachislot mo teiban! -



Bingo Frenzy Stampede™

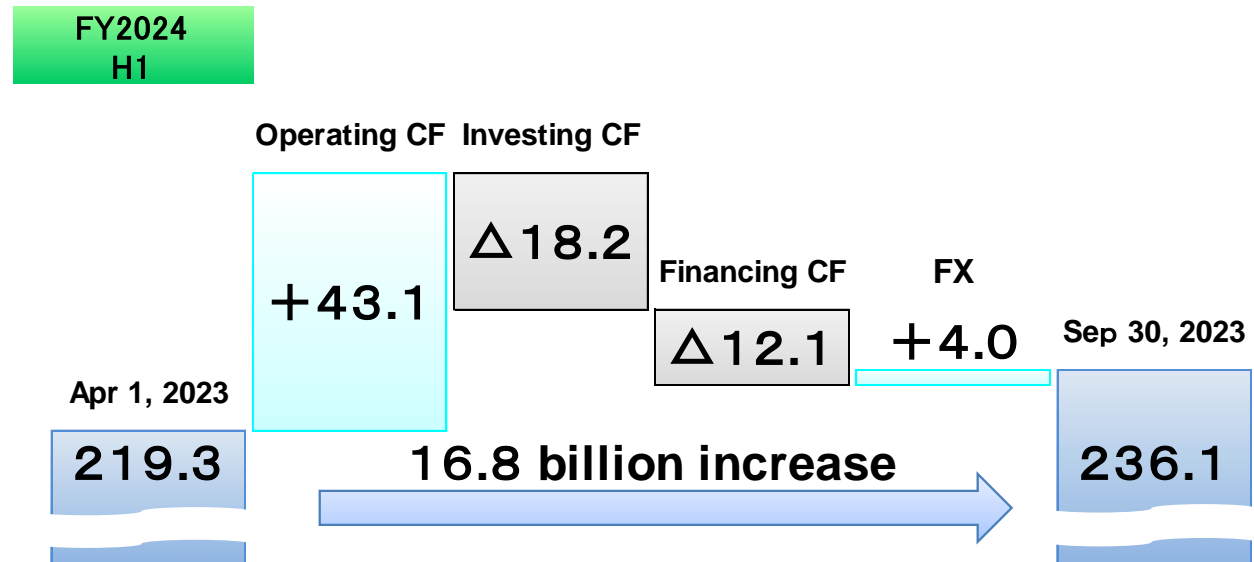
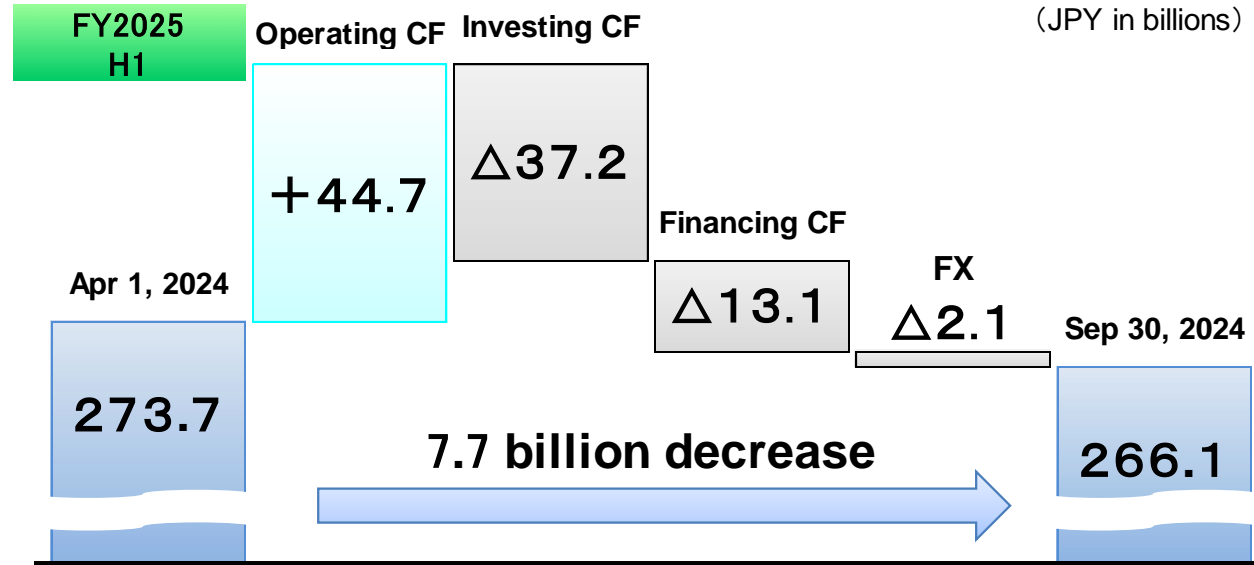
## Consolidated Business Performance

(JPY in billions)

	FY2024 H1	Percentile	FY2025 H1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	153.9	100.0%	184.1	100.0%	30.2	+19.7%
Total cost of revenue	△ 87.0	56.6%	△ 95.7	52.0%	△ 8.6	
SG&A	△ 31.4	20.4%	△ 38.2	20.8%	△ 6.8	
Other income and other expenses	0.0	△ 0.0%	△ 0.4	0.2%	△ 0.4	
Operating profit	35.4	23.0%	49.8	27.1%	14.4	+40.6%
Finance income	1.7		1.1		△ 0.6	
Finance costs	△ 0.3		△ 0.3		0.1	
Profit from investments accounted for using the equity method	0.2		0.2		△ 0.0	
Profit before income taxes	37.0	24.1%	50.9	27.6%	13.9	+37.4%
Income taxes	△ 10.2	6.6%	△ 14.5	7.9%	△ 4.3	
Profit for the period	26.8	17.4%	36.4	19.8%	9.6	+35.7%
Profit attributable to:						
Owners of the parent	26.8	17.4%	36.4	19.8%	96.0	+35.7%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	



## Consolidated Cash Flows



THANK YOU