

FY2025 3rd Quarter Financial Results

Nine months ended December 31, 2024

KONAMI GROUP CORPORATION
January 31, 2025

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

➤ Consolidated Financial Results _____	4
➤ Revenue by Business Segment _____	5
➤ Profit by Business Segment _____	6
➤ Earnings Guidance Revision _____	7
➤ Earnings Guidance Revision by Business Segment _____	8
➤ Dividend Forecast Revision _____	10
➤ Digital Entertainment _____	11
➤ Amusement _____	12
➤ Gaming & Systems _____	13
➤ Sports _____	14
➤ Titles Released in Oct - Dec 2024 / Pipeline _____	15
➤ Consolidated Business Performance _____	17
➤ Consolidated Financial Position _____	18
➤ Consolidated Cash Flows _____	19

Consolidated Financial Results

(JPY in billions)

	FY2024 Q1-3	FY2025 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance
	9 months ended December 2023	9 months ended December 2024			12 months ending March 2025
Revenue	253.1	310.8	57.7	+22.8%	380.0
Business profit	62.8	87.1	24.3	+38.7%	92.5
Other income and other expenses	△ 3.2	△ 0.4	2.8	-	△ 8.0
Operating profit	59.6	86.7	27.1	+45.5%	84.5
Profit before income taxes	61.5	88.8	27.3	+44.4%	84.5
Profit for the period (attributable to owners of the parent)	44.5	63.1	18.6	+41.8%	59.5
Earnings per share (JPY)	328.23	465.56	137.33		438.93

Revenue by Business Segment

(JPY in billions)

	FY2024 Q1-3 <small>9 months ended December 2023</small>	FY2025 Q1-3 <small>9 months ended December 2024</small>	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance <small>12 months ending March 2025</small>
Digital Entertainment	173.4	228.9	55.5	+32.0%	258.0
Amusement	16.3	16.9	0.6	+3.6%	36.0
Gaming & Systems	29.6	30.4	0.8	+2.8%	40.0
Sports	35.6	36.4	0.8	+2.4%	49.0
Eliminations	△ 1.8	△ 1.8	△ 0.1	-	△ 3.0
Total revenue	253.1	310.8	57.7	+22.8%	380.0

Profit by Business Segment

(JPY in billions)

	FY2024 Q1-3 9 months ended December 2023	FY2025 Q1-3 9 months ended December 2024	YoY Change (Amount)	YoY Change (%)	FY2025 Guidance 12 months ending March 2025
Digital Entertainment	55.9	80.8	24.9	+44.6%	80.0
Amusement	2.2	2.6	0.4	+16.2%	8.0
Gaming & Systems	4.9	4.7	△0.2	△3.2%	7.5
Sports	2.1	1.9	△0.2	△9.7%	2.5
Corporate expenses and eliminations	△2.3	△2.9	△0.6	-	△5.5
Total business profit	62.8	87.1	24.3	+38.7%	92.5
Other income and other expenses	△3.2	△0.4	2.8	-	△8.0
Total operating profit	59.6	86.7	27.1	+45.5%	84.5

Earnings Guidance Revision

(JPY in billions)

	FY2024 Actual	FY2025 Initial Guidance	FY2025 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2024	12 months ending March 2025	12 months ending March 2025		
Revenue	360.3	380.0	412.0	32.0	51.7
Business profit	88.2	92.5	108.0	15.5	19.8
Operating profit	80.3	84.5	100.0	15.5	19.7
Profit before income taxes	82.7	84.5	100.0	15.5	17.3
Profit for the period (attributable to owners of the parent)	59.2	59.5	70.0	10.5	10.8
Earnings per share (JPY)	436.50	438.93	516.39	77.46	79.89

Earnings Guidance Revision (Revenue Breakdown)

(JPY in billions)

	FY2024 Actual	FY2025 Initial Guidance	FY2025 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2024	12 months ending March 2025	12 months ending March 2025		
Digital Entertainment	249.1	258.0	290.0	32.0	40.9
Amusement	26.4	36.0	36.0	0.0	9.6
Gaming & Systems	39.7	40.0	40.0	0.0	0.3
Sports	47.6	49.0	49.0	0.0	1.4
Eliminations	△ 2.6	△ 3.0	△ 3.0	0.0	△ 0.4
Total revenue	360.3	380.0	412.0	32.0	51.7

Earnings Guidance Revision (Profit Breakdown)

(JPY in billions)

	FY2024 Actual	FY2025 Initial Guidance	FY2025 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2024	12 months ending March 2025	12 months ending March 2025		
Digital Entertainment	79.4	80.0	96.0	16.0	16.6
Amusement	5.2	8.0	8.0	0.0	2.8
Gaming & Systems	6.2	7.5	7.5	0.0	1.3
Sports	2.3	2.5	2.5	0.0	0.2
Corporate expenses and eliminations	△ 4.9	△ 5.5	△ 6.0	△ 0.5	△ 1.1
Total business profit	88.2	92.5	108.0	15.5	19.8
Other income and other expenses	△ 7.9	△ 8.0	△ 8.0	0.0	△ 0.1
Total operating profit	80.3	84.5	100.0	15.5	19.7

Dividend Forecast Revision

(JPY)

	FY2024	FY2025 Initial Forecast	FY2025 Revised Forecast	Change vs. Initial Forecast	YoY Change
	12 months ended March 2024	12 months ending March 2025	12 months ending March 2025		
Interim dividend	62.00	66.00	66.00	0.00	4.00
Year-end dividend	69.00	66.00 (Forecast)	89.00 (Forecast)	23.00	20.00
Annual dividend	131.00	132.00 (Forecast)	155.00 (Forecast)	23.00	24.00

In line with the earnings guidance revision for FY2025, dividend has been recalculated in accordance with our basic policy of 30% or more payout ratio.

Revenue and profit

(JPY in billions)

	FY2024 Q1-3	FY2025 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2025 Initial Guidance	FY2025 Revised Guidance
	9 months ended December 2023	9 months ended December 2024			12 months ending March 2025	12 months ending March 2025
Revenue	173.4	228.9	55.5	+32.0%	258.0	290.0
Business profit	55.9	80.8	24.9	+44.6%	80.0	96.0
Operating profit	52.7	80.5	27.8	+52.7%	72.5	88.5
Operating profit margin	30%	35%			28%	31%

*Operating profit includes other expenses of JPY 3.2 billion (FY2024) and JPY 0.4 billion (FY2025)

FY2025 Q3 summary

- eFootball™ continues to sustain strong performance while global downloads exceed 800 million
- Released remake of SILENT HILL 2 with shipment topping two million copies in January
- Launched eBaseball™: MLB PRO SPIRIT featuring MLB players including KONAMI baseball game ambassador Shohei Ohtani
- esports initiative - FIFAE World Cup 2024™ featuring eFootball™, hosted by FIFA® (Fédération Internationale de Football Association) held in Saudi Arabia, with over 14 million players participating in the preliminaries

Revenue and profit

(JPY in billions)

	FY2024 Q1-3	FY2025 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2025 Initial Guidance	FY2025 Revised Guidance
	9 months ended December 2023	9 months ended December 2024			12 months ending March 2025	12 months ending March 2025
Revenue	16.3	16.9	0.6	+3.6%	36.0	36.0
Business profit	2.2	2.6	0.4	+16.2%	8.0	8.0
Operating profit	2.2	2.6	0.4	+16.0%	8.0	8.0
Operating profit margin	14%	15%			22%	22%

FY2025 Q3 summary

- Released "Monster Retsuden Orcabattle 2", the latest iteration from the hit title "Monster Retsuden Orcabattle"
- Launched MINECRAFT DUNGEONS ARCADE as an arcade adaptation of Minecraft
- Released Pachislot Kyokara Ore Wa!! Pachislot Hen, based on a popular comic, Kyokara Ore Wa!! and smart-pachislot title Momotaro Dentetsu - Pachislot mo teiban! - as an adaptation of video game Momotaro Dentetsu - Showa Heisei Reiwa mo teiban! -

Revenue and profit

(JPY in billions)

	FY2024 Q1-3	FY2025 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2025 Initial Guidance	FY2025 Revised Guidance
	9 months ended December 2023	9 months ended December 2024			12 months ending March 2025	12 months ending March 2025
Revenue	29.6	30.4	0.8	+2.8%	40.0	40.0
Business profit	4.9	4.7	△0.2	△ 3.2%	7.5	7.5
Operating profit	5.0	4.7	△0.3	△ 5.3%	7.5	7.5
Operating profit margin	17%	15%			19%	19%

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

FY2025 Q3 summary

- New content Bingo Frenzy Stampede™ series announced at G2E receives strong orders
- Commenced shipment of VLT machines for a major operator in Illinois
- Installed SYNKROS at casino properties in Arizona and California
- Awarded exclusive agreement for wide area progressive (WAP) slots, offering jackpot potential across multiple casino destinations in British Columbia, Canada

Revenue and profit

(JPY in billions)

	FY2024 Q1-3	FY2025 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2025 Initial Guidance	FY2025 Revised Guidance
	9 months ended December 2023	9 months ended December 2024			12 months ending March 2025	12 months ending March 2025
Revenue	35.6	36.4	0.8	+2.4%	49.0	49.0
Business profit	2.1	1.9	△0.2	△ 9.7%	2.5	2.5
Operating profit	2.0	1.7	△0.3	△ 14.8%	2.0	2.0
Operating profit margin	6%	5%			4%	4%

*Operating profit includes other expenses of JPY 0.1 billion (FY2024) and JPY 0.2 billion (FY2025)

FY2025 Q3 summary

- Strong traction among pilates studios - opened six studios in Q3 and scheduled to open four more studios in Q4 (making cumulative total of 53 studios)
- Announced operation of sports facilities on behalf of local governments in Toshima Ward (Tokyo), Nakano Ward (Tokyo), Niiza City (Saitama) and Izumiotsu City (Osaka) to commence in April
- Announced installment of Digital Note at gymnastics and dancing school programs for children

Titles Released in Oct – Dec 2024 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※1)
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!	Consumer Game	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)

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SILENT HILL 2



Professional Baseball Spirits 2024-2025



eBaseball™: MLB PRO SPIRIT



METAL GEAR SOLID Δ:
SNAKE EATER



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



Yu-Gi-Oh! EARLY DAYS COLLECTION

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<Professional Baseball Spirits 2024-2025>

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

<Yu-Gi-Oh! EARLY DAYS COLLECTION>

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Titles Released in Oct – Dec 2024 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
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
Reign of the SEVEN SPELLBLADES	Pachislot Machine	Japan	Jan '25	AM
GITADORA -ARENA MODEL-	Arcade Machine (Video Game)	Japan	Mar '25	AM
GI-WorldClassic GLORY	Arcade Machine (Medal Game)	Japan	Mar '25	AM
Bingo Frenzy Stampede™	Gaming Content	North America	FY2025 Q3	GS

※ AM: Amusement GS: Gaming & Systems



Monster Retsuden Orecabattle 2



Anima Lotta
Yusya Anima to Ryu no Hiho



GITADORA -ARENA MODEL-



Reign of the SEVEN SPELLBLADES



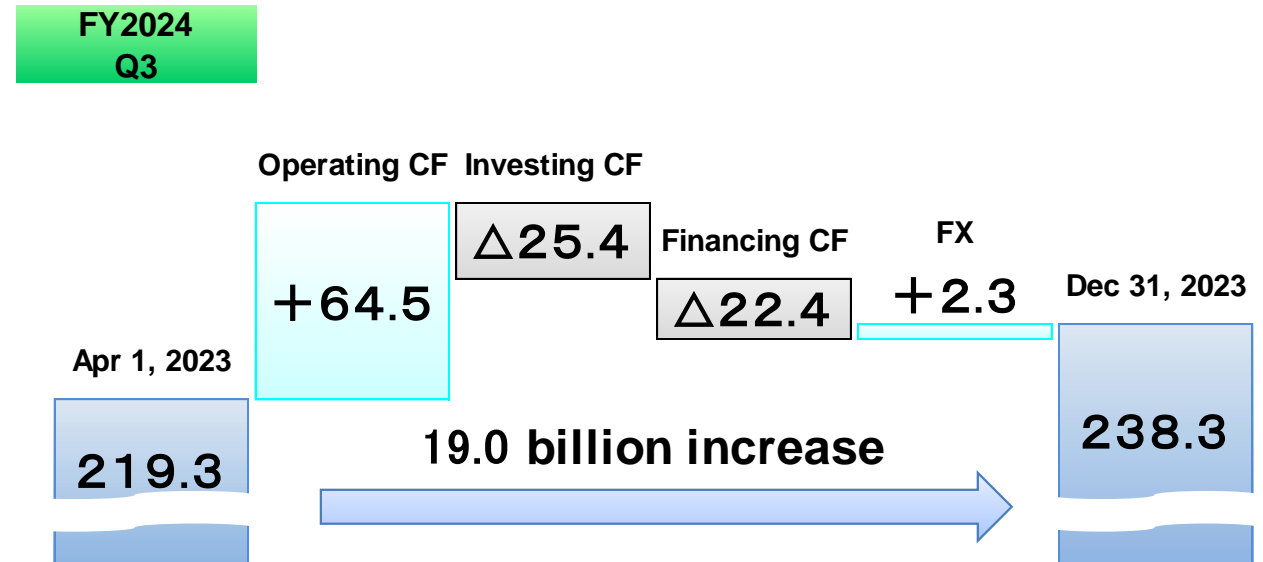
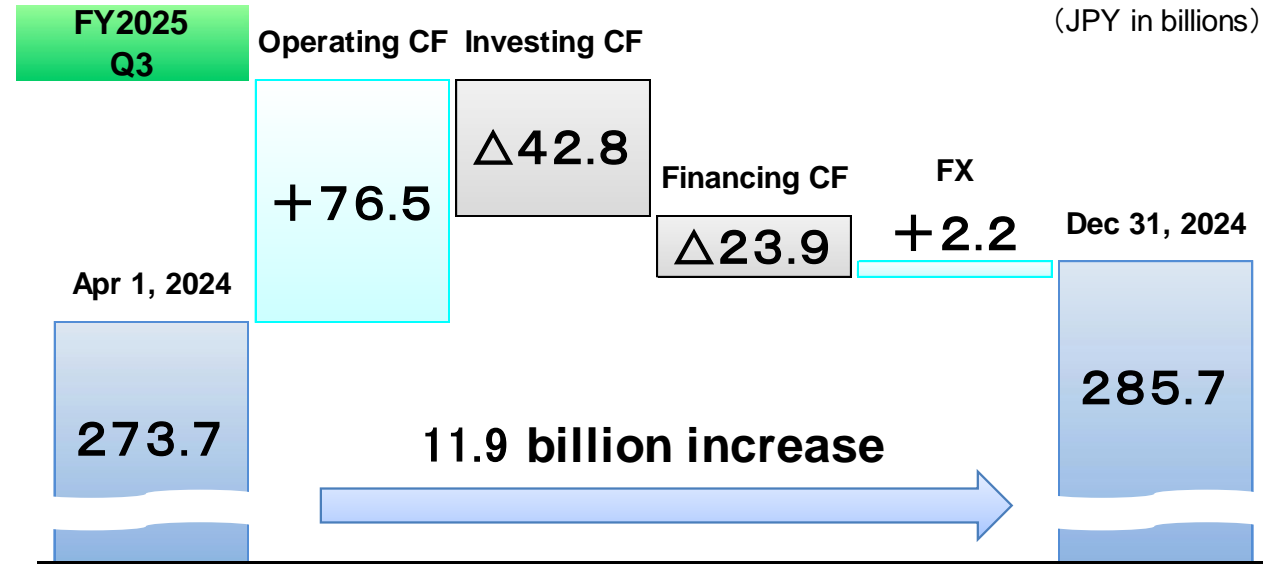
Bingo Frenzy Stampede™ 16

Consolidated Business Performance

(JPY in billions)

	FY2024 Q1-3	Percentile	FY2025 Q1-3	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	253.1	100.0%	310.8	100.0%	57.7	+22.8%
Total cost of revenue	△ 140.7	55.6%	△ 163.5	52.6%	△ 22.8	
SG&A	△ 49.5	19.6%	△ 60.2	19.4%	△ 10.6	
Other income and other expenses	△ 3.2	1.3%	△ 0.4	0.1%	2.8	
Operating profit	59.6	23.6%	86.7	27.9%	27.1	+45.5%
Finance income	2.0		2.0		△ 0.0	
Finance costs	△ 0.5		△ 0.4		0.1	
Profit from investments accounted for using the equity method	0.4		0.5		0.1	
Profit before income taxes	61.5	24.3%	88.8	28.6%	27.3	+44.4%
Income taxes	△ 17.0	6.7%	△ 25.7	8.3%	△ 8.7	
Profit for the period	44.5	17.6%	63.1	20.3%	18.6	+41.8%
Profit attributable to:						
Owners of the parent	44.5	17.6%	63.1	20.3%	18.6	+41.8%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Cash Flows



THANK YOU