

FY2025 Financial Results

Fiscal year ended March 31, 2025

KONAMI GROUP CORPORATION

May 8, 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
➤ Dividend Declared for FY2025	7
➤ Earnings Guidance for FY2026	8
➤ Dividend Forecast for FY2026	11
➤ Digital Entertainment	12
➤ Amusement	13
➤ Gaming & Systems	14
➤ Sports	15
➤ Titles Released in Jan - Mar 2025 / Pipeline	16
➤ Consolidated Business Performance	18
➤ Consolidated Financial Position	19
➤ Consolidated Cash Flows	20

Consolidated Financial Results

(JPY in billions)

	FY2024 Actual <small>12 months ended March 2024</small>	FY2025 Actual <small>12 months ended March 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2025 Revised Guidance <small>12 months ended March 2025</small>
Revenue	360.3	421.6	61.3	+17.0%	412.0
Business profit	88.2	109.1	20.9	+23.7%	108.0
Other income and other expenses	△7.9	△7.2	0.8	-	△8.0
Operating profit	80.3	101.9	21.7	+27.0%	100.0
Profit before income taxes	82.7	104.0	21.3	+25.8%	100.0
Profit for the year (attributable to owners of the parent)	59.2	74.7	15.5	+26.2%	70.0
Earnings per share (JPY)	436.50	551.00	114.50		516.39

Revenue by Business Segment

(JPY in billions)

	<div>FY2024 Actual</div> <div>12 months ended March 2024</div>	<div>FY2025 Actual</div> <div>12 months ended March 2025</div>	<div>YoY Change (Amount)</div>	<div>YoY Change (%)</div>	<div>FY2025 Revised Guidance</div> <div>12 months ended March 2025</div>
Digital Entertainment	249.1	305.2	56.1	+22.5%	290.0
Amusement	26.4	27.6	1.2	+4.6%	36.0
Gaming & Systems	39.7	42.7	2.9	+7.4%	40.0
Sports	47.6	48.5	0.9	+1.9%	49.0
Eliminations	△ 2.6	△ 2.4	0.2	-	△ 3.0
Total revenue	360.3	421.6	61.3	+17.0%	412.0

Profit by Business Segment

(JPY in billions)

	<div>FY2024 Actual</div> <div>12 months ended March 2024</div>	<div>FY2025 Actual</div> <div>12 months ended March 2025</div>	<div>YoY Change (Amount)</div>	<div>YoY Change (%)</div>	<div>FY2025 Revised Guidance</div> <div>12 months ended March 2025</div>
Digital Entertainment	79.4	98.9	19.6	+24.7%	96.0
Amusement	5.2	5.9	0.8	+14.5%	8.0
Gaming & Systems	6.2	7.4	1.1	+18.4%	7.5
Sports	2.3	2.2	△ 0.1	△ 4.2%	2.5
Corporate expenses and eliminations	△ 4.9	△ 5.3	△ 0.5	-	△ 6.0
Total business profit	88.2	109.1	20.9	+23.7%	108.0
Other income and other expenses	△ 7.9	△ 7.2	0.8	-	△ 8.0
Total operating profit	80.3	101.9	21.7	+27.0%	100.0

Dividend Declared for FY2025

				(JPY)
	FY2024 Dividend	FY2025 Revised Forecast	FY2025 Dividend Declared	YoY Change
	12 months ended March 2024	12 months ended March 2025	12 months ended March 2025	
Interim dividend	62.00	66.00	66.00	4.00
Year-end dividend	69.00	89.00 (forecast)	99.50 (declared)	30.50
Annual dividend	131.00	155.00 (forecast)	165.50 (declared)	34.50

Based on the earnings of FY2025, dividend will be in accordance with our basic policy of 30% or more payout ratio.

Earnings Guidance for FY2026

		(JPY in billions)		
	FY2025 Actual	FY2026 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2025	12 months ending March 2026		
Revenue	421.6	430.0	8.4	+2.0%
Business profit	109.1	114.0	4.9	+4.5%
Operating profit	101.9	106.0	4.1	+4.0%
Profit before income taxes	104.0	106.0	2.0	+1.9%
Profit for the year (attributable to owners of the parent)	74.7	75.0	0.3	+0.4%
Earnings per share (JPY)	551.00	553.27	2.27	

Earnings Guidance for FY2026 (Revenue by Business Segment)

		(JPY in billions)		
	FY2025 Actual	FY2026 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2025	12 months ending March 2026		
Digital Entertainment	305.2	310.0	4.8	+1.6%
Amusement	27.6	31.0	3.4	+12.2%
Gaming & Systems	42.7	43.0	0.3	+0.8%
Sports	48.5	49.0	0.5	+0.9%
Eliminations	△2.4	△3.0	△0.6	-
Total revenue	421.6	430.0	8.4	+2.0%

Earnings Guidance for FY2026 (Profit by Business Segment)

(JPY in billions)

	<div>FY2025 Actual</div> <div>12 months ended March 2025</div>	<div>FY2026 Forecast</div> <div>12 months ending March 2026</div>	<div>YoY Change (Amount)</div>	<div>YoY Change (%)</div>
Digital Entertainment	98.9	103.0	4.1	+4.1%
Amusement	5.9	8.0	2.1	+34.7%
Gaming & Systems	7.4	7.5	0.1	+1.9%
Sports	2.2	3.0	0.8	34.5%
Corporate expenses and eliminations	△ 5.3	△ 7.5	△ 2.2	-
Total business profit	109.1	114.0	4.9	+4.5%
Other income and other expenses	△ 7.2	△ 8.0	△ 0.8	-
Total operating profit	101.9	106.0	4.1	+4.0%

Dividend Guidance for FY2026

			(JPY)
	FY2025 Dividend Declared	FY2026 Dividend Forecast	YoY Change
	12 months ended March 2025	12 months ending March 2026	
Interim dividend	66.00	83.00 (forecast)	17.00
Year-end dividend	99.50 (declared)	83.00 (forecast)	△ 16.50
Annual dividend	165.50 (declared)	166.00 (forecast)	0.50

Revenue and profit

(JPY in billions)

	FY2024 Actual	FY2025 Actual	YoY Change (Amount)	YoY Change (%)	FY2026 Forecast
	12 months ended March 2024	12 months ended March 2025			12 months ending March 2026
Revenue	249.1	305.2	56.1	+22.5%	310.0
Business profit	79.4	98.9	19.6	+24.7%	103.0
Operating profit	71.6	92.5	20.9	+29.2%	95.5
Operating profit margin	29%	30%			31%

*Operating profit includes other expense of JPY 7.8 billion (FY2024) and JPY 6.5 billion (FY2025)

FY2025 Q4 summary

- eFootball™ continues to sustain userbase expansion while global downloads exceed 850 million in April
- Announced the August release of METAL GEAR SOLID Δ: SNAKE EATER
- Signed a global partnership agreement with MLB (Major League Baseball)
- esports initiative - Announced the finals of Yu-Gi-Oh! World Championship 2025 to take place in Paris, France in August

Revenue and profit

	(JPY in billions)				
	FY2024 Actual	FY2025 Actual	YoY Change (Amount)	YoY Change (%)	FY2026 Forecast
	12 months ended March 2024	12 months ended March 2025			12 months ending March 2026
Revenue	26.4	27.6	1.2	+4.6%	31.0
Business profit	5.2	5.9	0.8	+14.5%	8.0
Operating profit	5.2	5.9	0.7	+14.4%	8.0
Operating profit margin	20%	21%			26%

FY2025 Q4 summary

- Launched new titles including GITADORA -ARENA MODEL-, Anima Lotta Yusya Anima to Ryu no Hiho and GI-WorldClassic GLORY
- Expanded installations of Monster Retsuden Orecabattle 2
- Released smart-pachislot title from the popular TV animation, Reign of the SEVEN SPELLBLADES

Revenue and profit

(JPY in billions)

	FY2024 Actual <small>12 months ended March 2024</small>	FY2025 Actual <small>12 months ended March 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Forecast <small>12 months ending March 2026</small>
Revenue	39.7	42.7	2.9	+7.4%	43.0
Business profit	6.2	7.4	1.1	+18.4%	7.5
Operating profit	6.3	7.3	1.0	+16.3%	7.5
Operating profit margin	16%	17%			17%

*Operating profit includes other profit of JPY 0.1 billion (FY2024) and other expense of JPY 0.0 billion (FY2025)

FY2025 Q4 summary

- New content Mighty Mayan Chief™ series released in Q4 delivers strong performance
- Continued shipment of VLT machines for a major operator in Illinois
- Installed SYNKROS at multiple casino properties in Oklahoma

Revenue and profit

(JPY in billions)

	FY2024 Actual <small>12 months ended March 2024</small>	FY2025 Actual <small>12 months ended March 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Forecast <small>12 months ending March 2026</small>
Revenue	47.6	48.5	0.9	+1.9%	49.0
Business profit	2.3	2.2	△ 0.1	△ 4.2%	3.0
Operating profit	2.0	2.8	0.8	+39.0%	2.8
Operating profit margin	4%	6%			6%

*Operating profit includes other expense of JPY 0.3 billion (FY2024) and other profit of JPY 0.6 billion (FY2025)

FY2025 Q4 summary

- Strong traction among pilates studios - opened four studios in Q4 and scheduled to open 10 more studios in Q1 (making cumulative total of 63 studios)
- Sustained focus on expanding network under asset-light business model and commenced operation of sports facilities on behalf of local governments in Toshima Ward (Tokyo), Nakano Ward (Tokyo), Niiza City (Saitama) and Izumiotsu City (Osaka)

Titles Released in Jan – Mar 2025 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※)
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™, Nintendo Switch™ 2, PlayStation®5, PlayStation®4, Xbox Series X S, Xbox One, Steam®, Microsoft Store (Windows), Epic Games Store	Global	Mar '25	DE
TOKIMEKI MEMORIAL forever with you emotional	Nintendo Switch™	Japan	May '25	DE
Deliver at All Costs	PlayStation®5, Xbox Series X S, Steam®, Epic Games Store, GOG	Global	May '25	DE
SHINEPOST Be Your IDOL!	Nintendo Switch™ 2	Japan	Jun '25	DE
Survival Kids	Nintendo Switch™ 2	Global	Jun '25	DE
EDENS ZERO	PlayStation®5, Xbox Series X S, Steam®, Microsoft Store (Windows)	Global	Jul '25	DE
METAL GEAR SOLID Δ: SNAKE EATER	PlayStation®5, Xbox Series X S, Steam®	Global	Aug '25	DE
GRADIUS ORIGINS	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	Aug '25	DE
Darwin's Paradox!	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	2025	DE
SILENT HILL: Townfall	TBD	Global	TBD	DE
SILENT HILL f	PlayStation®5, Xbox Series X S, Steam®, Epic Games Store, Microsoft Store (Windows)	Global	TBD	DE

※ DE: Digital Entertainment



METAL GEAR SOLID Δ:
SNAKE EATER



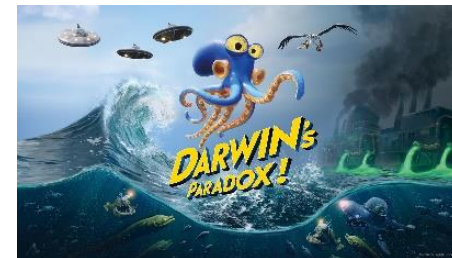
Suikoden I&II HD Remaster
Gate Rune and Dunan Unification Wars



Yu-Gi-Oh! EARLY DAYS COLLECTION



Survival Kids



Darwin's Paradox!



SILENT HILL f

"PlayStation" is registered trademarks or trademarks of Sony Interactive Entertainment Inc. Trademarks are property of their respective owners. Nintendo Switch is a trademark of Nintendo.

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

< Yu-Gi-Oh! EARLY DAYS COLLECTION >
©2020 Studio Dice/SHUEISHA, TV TOKYO, KONAMI
©Konami Digital Entertainment

< Darwin's Paradox! >
©Konami Digital Entertainment
©2022 ZeDrimeTim "Darwin's Paradox" and "ZDT Studio" are registered trademarks of ZeDrimeTim

Titles Released in Jan – Mar 2025 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
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
My Happy Marriage	Pachislot Machine	Japan	Jul '25	AM
Monster Retsuden Orecabattle 2 Pandora's Medal	Arcade Machine (Medal Game)	Japan	TBD	AM
Mighty Mayan Chief™	Gaming Content	North America	FY2025 Q4	GS

※ AM: Amusement GS: Gaming & Systems



GI-WorldClassic GLORY



Anima Lotta
Yusya Anima to Ryu no Hiho



GITADORA -ARENA MODEL-



Monster Retsuden Orecabattle 2
Pandora's Medal



Mighty Mayan Chief™

Consolidated Business Performance

(JPY in billions)

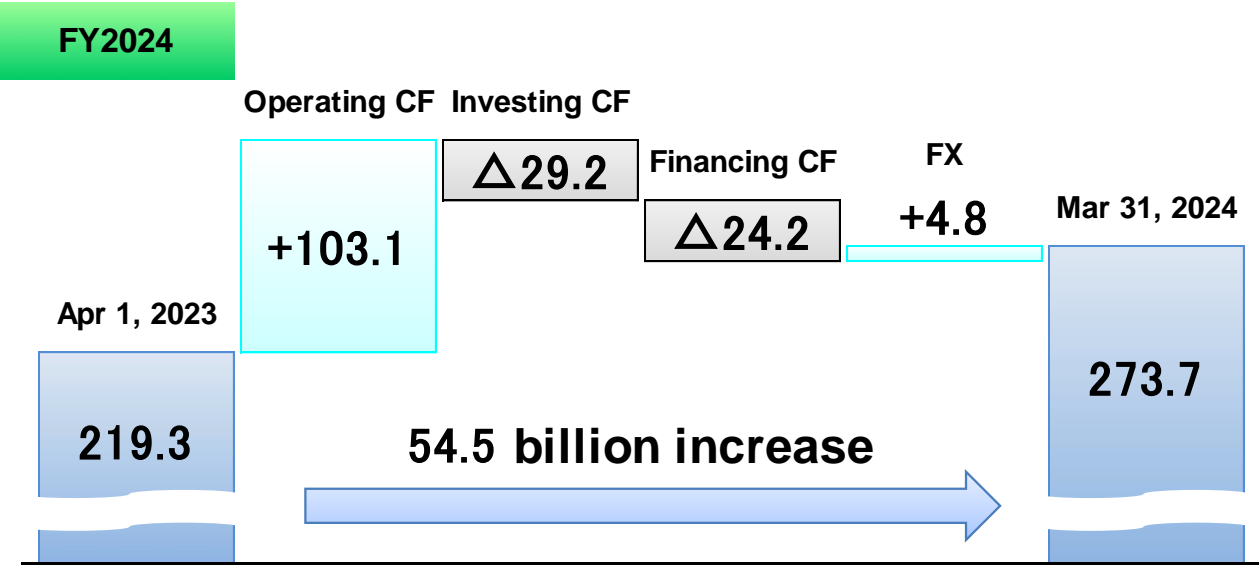
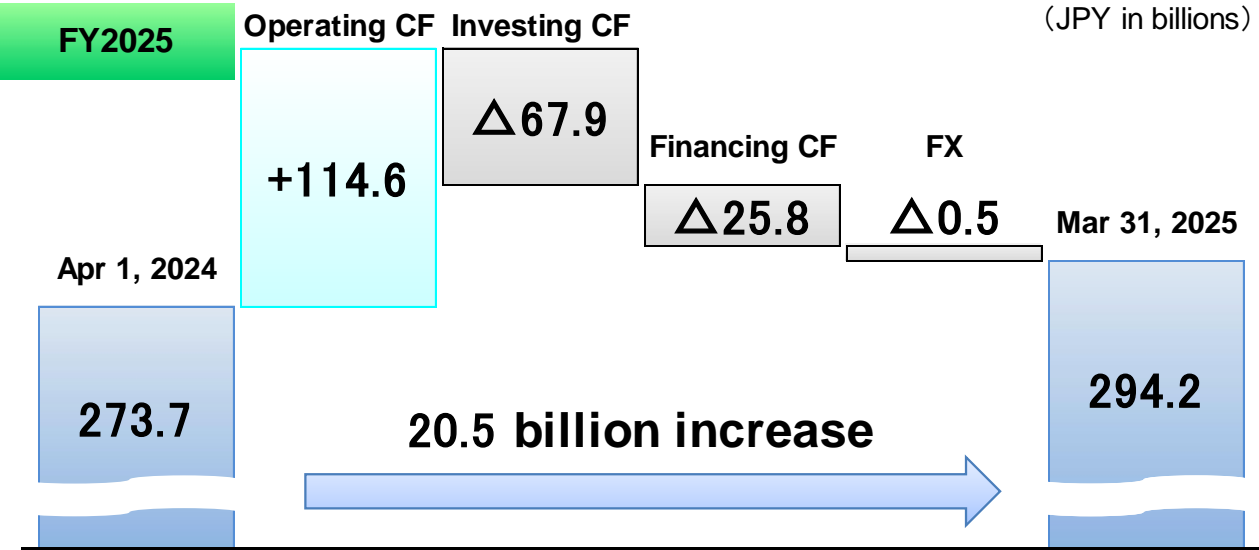
	FY2024	Percentile	FY2025	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	360.3	100.0%	421.6	100.0%	61.3	+17.0%
Total cost of revenue	△ 200.3	55.6%	△ 222.7	52.8%	△ 22.4	
SG&A	△ 71.8	19.9%	△ 89.8	21.3%	△ 18.0	
Other income and other expenses	△ 8.0	2.2%	△ 7.2	1.7%	0.8	
Operating profit	80.3	22.3%	101.9	24.2%	21.7	+27.0%
Finance income	2.8		2.2		△ 0.6	
Finance costs	△ 0.7		△ 0.5		0.2	
Profit from investments accounted for using the equity method	0.3		0.3		0.0	
Profit before income taxes	82.7	22.9%	104.0	24.7%	21.3	+25.8%
Income taxes	△ 23.5	6.5%	△ 29.3	7.0%	△ 5.8	
Profit for the year	59.2	16.4%	74.7	17.7%	15.5	+26.2%
Profit attributable to:						
Owners of the parent	59.2	16.4%	74.7	17.7%	15.5	+26.2%
Non-controlling interests	0.0	0.0%	0.0	0.0%	△ 0.0	

Consolidated Financial Position

(JPY in billions)

	Mar 31, 2024	Mar 31, 2025	Change		Mar 31, 2024	Mar 31, 2025	Change
Current assets				Current liabilities			
Cash and cash equivalents	273.7	294.2	20.5	Bonds and borrowings	-	20.0	20.0
Trade and other receivables	43.9	47.2	3.3	Trade and other payables	44.3	45.4	1.1
Inventories	13.8	12.1	△1.7	Other current liabilities	41.7	50.9	9.2
Other current assets	12.5	13.3	0.8	Total current liabilities	85.9	116.3	30.4
Total current assets	343.9	366.8	23.0	Non-current liabilities			
(56.8%)		(55.2%)		Bonds and borrowings	59.9	39.9	△ 20.0
Non-current assets				Other non-current liabilities	32.7	26.9	△ 5.7
Property, plant and equipment, net	154.5	163.6	9.2	Total non-current liabilities	92.5	66.9	△ 25.7
Goodwill and intangible assets	57.2	60.7	3.5	Total liabilities	178.5	183.2	4.7
Deferred tax assets	28.3	31.1	2.9	Total equity attributable to	427.4	481.9	54.5
Other non-current assets	22.0	42.8	20.7	owners of the parent	(70.5%)	(72.5%)	
Total non-current assets	262.0	298.2	36.2	(per share:JPY)	(3,152.62)	(3,554.61)	(401.99)
(43.2%)		(44.8%)		Total equity	427.4	481.9	54.5
Total assets	605.9	665.0	59.2	Total liabilities and equity	605.9	665.0	59.2

Consolidated Cash Flows



THANK YOU