

FY2026 1st Quarter Financial Results

Fiscal year ended June 30, 2025

KONAMI GROUP CORPORATION
July 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

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Consolidated Financial Results

(JPY in billions)

	FY2025 Q1	FY2026 Q1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	3 months ended June 2024	3 months ended June 2025			12 months ending March 2026
Revenue	90.0	97.0	6.9	+7.7%	430.0
Business profit	25.1	27.6	2.5	+9.9%	114.0
Other income and other expenses	△0.0	0.1	0.1	-	△8.0
Operating profit	25.1	27.7	2.6	+10.3%	106.0
Profit before income taxes	26.5	27.9	1.3	+5.1%	106.0
Profit for the period (attributable to owners of the parent)	19.2	19.8	0.7	+3.5%	75.0
Earnings per share (JPY)	141.35	146.32	4.97		553.27

Revenue by Business Segment

(JPY in billions)

	<div>FY2025 Q1</div> <div>3 months ended June 2024</div>	<div>FY2026 Q1</div> <div>3 months ended June 2025</div>	<div>YoY Change (Amount)</div>	<div>YoY Change (%)</div>	<div>FY2026 Guidance</div> <div>12 months ending March 2026</div>
Digital Entertainment	64.2	73.3	9.1	+14.2%	310.0
Amusement	4.9	4.6	△ 0.4	△ 7.3%	31.0
Gaming & Systems	9.7	7.5	△ 2.2	△ 22.5%	43.0
Sports	11.8	12.1	0.2	+2.1%	49.0
Eliminations	△ 0.6	△ 0.5	0.1	-	△ 3.0
Total revenue	90.0	97.0	6.9	+7.7%	430.0

Profit by Business Segment

(JPY in billions)

	FY2025 Q1 3 months ended June 2024	FY2026 Q1 3 months ended June 2025	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance 12 months ending March 2026
Digital Entertainment	23.8	27.9	4.1	+17.0%	103.0
Amusement	0.8	0.5	△ 0.2	△ 29.4%	8.0
Gaming & Systems	1.3	△ 0.2	△ 1.4	-	7.5
Sports	0.2	0.4	0.2	+75.3%	3.0
Corporate expenses and eliminations	△ 1.0	△ 1.0	△ 0.1	-	△ 7.5
Total business profit	25.1	27.6	2.5	+9.9%	114.0
Other income and other expenses	△ 0.0	0.1	0.1	-	△ 8.0
Total operating profit	25.1	27.7	2.6	+10.3%	106.0

Revenue and profit

(JPY in billions)

	FY2025 Q1	FY2026 Q1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	3 months ended June 2024	3 months ended June 2025			12 months ending March 2026
Revenue	64.2	73.3	9.1	+14.2%	310.0
Business profit	23.8	27.9	4.1	+17.0%	103.0
Operating profit	23.8	27.9	4.1	+17.0%	95.5
Operating profit margin	37%	38%			31%

FY2026 Q1 summary

- Sustained strong performance of eFootball™ with an update allowing cross-play among all compatible console/PC versions
- Announced the September release of SILENT HILL f and the remake development of SILENT HILL, the first title in the series
- Release of short animation series Yu-Gi-Oh! CARD GAME THE CHRONICLES on YouTube's Yu-Gi-Oh! OCG Channel commencing April

Revenue and profit

(JPY in billions)

	FY2025 Q1	FY2026 Q1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	3 months ended June 2024	3 months ended June 2025			12 months ending March 2026
Revenue	4.9	4.6	△ 0.4	△ 7.3%	31.0
Business profit	0.8	0.5	△ 0.2	△ 29.4%	8.0
Operating profit	0.8	0.5	△ 0.2	△ 29.4%	8.0
Operating profit margin	16%	12%			26%

FY2026 Q1 summary

- Solid performance of GITADORA -ARENA MODEL-
- Announced the Q2 release of three smart-pachislot titles, My Happy Marriage, Reincarnated as a Sword, and Magical Halloween Bonus Trigger

※ Effective October 1, the arcade game business of Konami Amusement Co., Ltd. will be transferred to Konami Arcade Games Co., Ltd., established on June 2, though an absorption-type company split.

Revenue and profit

(JPY in billions)

	FY2025 Q1	FY2026 Q1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	3 months ended June 2024	3 months ended June 2025			12 months ending March 2026
Revenue	9.7	7.5	△ 2.2	△ 22.5%	43.0
Business profit	1.3	△ 0.2	△ 1.4	-	7.5
Operating profit	1.3	△ 0.2	△ 1.4	-	7.5
Operating profit margin	13%	△ 2%			17%

FY2026 Q1 summary

- Recorded strong performance of new content What the Duck™ series
- Installed SYNKROS at multiple casino properties in Illinois and New Mexico
- Promoted development and marketing activities for the new Solstice™ cabinet ahead of its launch in the second half of FY

Revenue and profit

(JPY in billions)

	FY2025 Q1	FY2026 Q1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	3 months ended June 2024	3 months ended June 2025			12 months ending March 2026
Revenue	11.8	12.1	0.2	+2.1%	49.0
Business profit	0.2	0.4	0.2	+75.3%	3.0
Operating profit	0.2	0.4	0.2	+77.6%	2.8
Operating profit margin	2%	4%			6%

FY2026 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 71 studios)
- Announced the July opening of the second studio for personal training gym Personal 30 in Setagaya, Tokyo
- 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 Apr – Jun 2025 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※)
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
GRADIUS ORIGINS	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	Aug '25	DE
METAL GEAR SOLID Δ: SNAKE EATER	PlayStation®5, Xbox Series X S, Steam®	Global	Aug '25	DE
SILENT HILL f	PlayStation®5, Xbox Series X S, Steam®, Epic Games Store, Microsoft Store (Windows)	Global	Sep '25	DE
Darwin's Paradox!	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	2025	DE
Suikoden STAR LEAP	App Store, Google Play, Steam®	Global	TBD	DE
SILENT HILL: Townfall	TBD	Global	TBD	DE

※ DE: Digital Entertainment



SILENT HILL f



GRADIUS ORIGINS



METAL GEAR SOLID Δ:
SNAKE EATER



TOKIMEKI MEMORIAL
forever with you emotional



SILENT HILL: Townfall

"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.

Titles Released in Apr – Jun 2025 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
My Happy Marriage	Pachislot Machine	Japan	Jul '25	AM
Monster Retsuden Orecabattle 2 Pandora's Medal	Arcade Machine (Medal Game)	Japan	Jul '25	AM
Reincarnated as a Sword	Pachislot Machine	Japan	Aug '25	AM
Magical Halloween Bonus Trigger	Pachislot Machine	Japan	Sep '25	AM
Momotaro Dentetsu World -Chikyu mo Medal mo Mawatteru!-	Arcade Machine (Medal Game)	Japan	FY2026 Q3	AM
ColorCoLotta Tropical Resort	Arcade Machine (Medal Game)	Japan	FY2026 Q3	AM
What the Duck™	Gaming Content	North America	FY2026 Q1	GS
Solstice™	Slot Machine Cabinet	North America	FY2026 Q3	GS

※ AM: Amusement GS: Gaming & Systems



Monster Retsuden Orecabattle 2
Pandora's Medal



My Happy Marriage



©AKIRA SAKUMA ©Konami Digital Entertainment ©Konami Amusement

Momotaro Dentetsu World
-Chikyu mo Medal mo Mawatteru!-



©Yū Tanioka, Ruro/ MICRO MAGAZINE, INC./
Reincarnated as a Sword Project
©Konami Amusement

Reincarnated as a Sword



What the Duck™

Consolidated Business Performance

(JPY in billions)

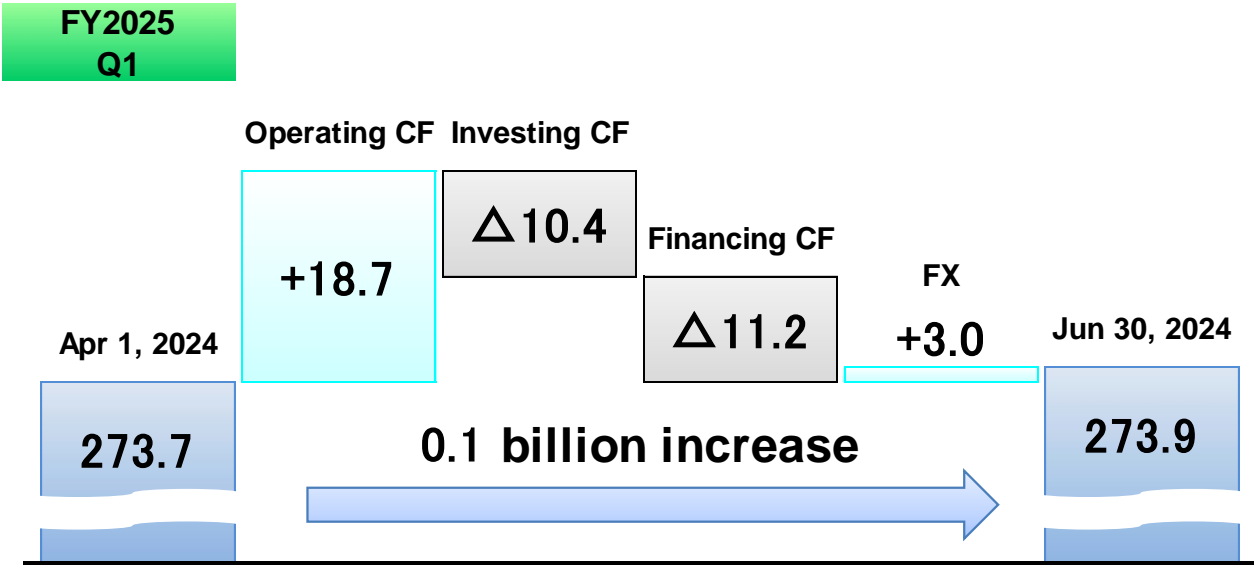
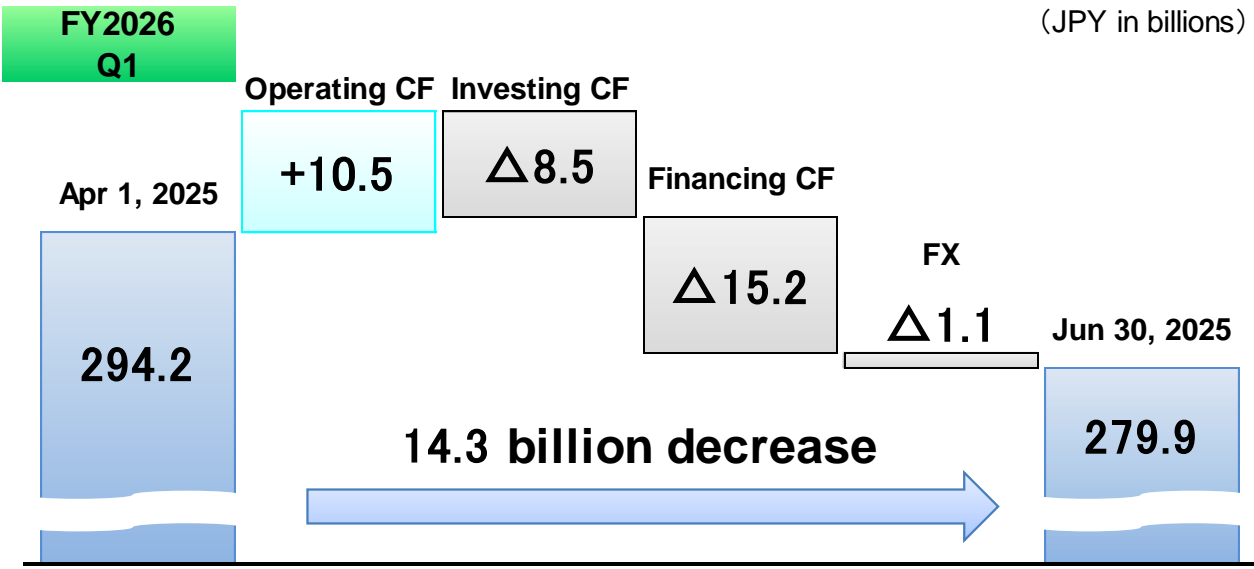
	FY2025 Q1	Percentile	FY2026 Q1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	90.0	100.0%	97.0	100.0%	6.9	+7.7%
Total cost of revenue	△ 46.3	51.4%	△ 49.0	50.5%	△ 2.7	
SG&A	△ 18.6	20.6%	△ 20.3	20.9%	△ 1.7	
Other income and other expenses	△ 0.0	0.0%	0.1	△ 0.1%	0.1	
Operating profit	25.1	27.9%	27.7	28.6%	2.6	+10.3%
Finance income	1.4		0.4		△ 1.1	
Finance costs	△ 0.2		△ 0.4		△ 0.2	
Profit from investments accounted for using the equity method	0.1		0.2		0.0	
Profit before income taxes	26.5	29.5%	27.9	28.8%	1.3	+5.1%
Income taxes	△ 7.4	8.2%	△ 8.1	8.3%	△ 0.7	
Profit for the period	19.2	21.3%	19.8	20.5%	0.7	+3.5%
Profit attributable to:						
Owners of the parent	19.2	21.3%	19.8	20.5%	0.7	+3.5%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Financial Position

(JPY in billions)

	Mar 31, 2025	Jun 30, 2025	Change		Mar 31, 2025	Jun 30, 2025	Change
Current assets				Current liabilities			
Cash and cash equivalents	294.2	279.9	△14.3	Bonds and borrowings	20.0	20.0	0.0
Trade and other receivables	47.2	39.9	△7.3	Trade and other payables	45.4	37.1	△8.3
Inventories	12.1	13.1	1.0	Other current liabilities	50.9	41.4	△9.5
Other current assets	13.3	17.0	3.7	Total current liabilities	116.3	98.5	△17.8
Total current assets	366.8	349.9	△16.9	Non-current liabilities			
(55.2%)	(53.7%)			Bonds and borrowings	39.9	39.9	0.0
Non-current assets				Other non-current liabilities	26.9	27.0	0.1
Property, plant and equipment, net	163.6	163.2	△0.5	Total non-current liabilities	66.9	66.9	0.1
Goodwill and intangible assets	60.7	64.1	3.3	Total liabilities	183.2	165.4	△17.8
Deferred tax assets	31.1	31.2	0.1	Total equity attributable to	481.9	486.1	4.3
Other non-current assets	42.8	43.2	0.4	owners of the parent	(72.5%)	(74.6%)	
Total non-current assets	298.2	301.6	3.4	(per share:JPY)	(3,554.61)	(3,586.07)	(31.46)
(44.8%)	(46.3%)			Total equity	481.9	486.1	4.3
Total assets	665.0	651.5	△13.5	Total liabilities and equity	665.0	651.5	△13.5

Consolidated Cash Flows



THANK YOU