

FY2026 2nd Quarter Financial Results

Six months ended September 30, 2025

KONAMI GROUP CORPORATION
October 30, 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 H1	FY2026 H1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	6 months ended September 2024	6 months ended September 2025			12 months ending March 2026
Revenue	184.1	224.8	40.8	+22.1%	430.0
Business profit	50.2	65.1	14.9	+29.6%	114.0
Other income and other expenses	△0.4	△0.8	△0.4	-	△8.0
Operating profit	49.8	64.3	14.4	+28.9%	106.0
Profit before income taxes	50.9	65.2	14.4	+28.3%	106.0
Profit for the period (attributable to owners of the parent)	36.4	46.5	10.1	+27.7%	75.0
Earnings per share (JPY)	268.53	342.92	74.39		553.27

Revenue by Business Segment

(JPY in billions)

	FY2025 H1 6 months ended September 2024	FY2026 H1 6 months ended September 2025	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance 12 months ending March 2026
Digital Entertainment	131.6	168.8	37.1	+28.2%	310.0
Amusement	10.8	14.5	3.7	+33.9%	31.0
Gaming & Systems	18.6	17.8	△ 0.8	△ 4.5%	43.0
Sports	24.2	24.9	0.7	+2.9%	49.0
Eliminations	△ 1.2	△ 1.1	0.1	-	△ 3.0
Total revenue	184.1	224.8	40.8	+22.1%	430.0

Profit by Business Segment

(JPY in billions)

	FY2025 H1 6 months ended September 2024	FY2026 H1 6 months ended September 2025	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance 12 months ending March 2026
Digital Entertainment	46.7	61.4	14.7	+31.6%	103.0
Amusement	2.1	3.2	1.2	+56.2%	8.0
Gaming & Systems	2.4	0.9	△ 1.4	△ 60.1%	7.5
Sports	1.1	1.8	0.7	+59.7%	3.0
Corporate expenses and eliminations	△ 2.0	△ 2.2	△ 0.2	-	△ 7.5
Total business profit	50.2	65.1	14.9	+29.6%	114.0
Other income and other expenses	△ 0.4	△ 0.8	△ 0.4	-	△ 8.0
Total operating profit	49.8	64.3	14.4	+28.9%	106.0

Revenue and profit

	(JPY in billions)				
	FY2025 H1	FY2026 H1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	6 months ended September 2024	6 months ended September 2025			12 months ending March 2026
Revenue	131.6	168.8	37.1	+28.2%	310.0
Business profit	46.7	61.4	14.7	+31.6%	103.0
Operating profit	46.3	60.8	14.5	+31.4%	95.5
Operating profit margin	35%	36%			31%

*Operating profit includes other expenses of JPY 0.4 billion (FY2025) and JPY 0.5 billion (FY2026)

FY2026 Q2 summary

- eFootball™, celebrating its 30th anniversary, launched a major update while downloads exceeded 900 million
- Released METAL GEAR SOLID Δ: SNAKE EATER and SILENT HILL f - both titles exceeding one million copies in initial sales
- Announced Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru with largest content volume in series history featuring two maps

Revenue and profit

	FY2025 H1	FY2026 H1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	6 months ended September 2024	6 months ended September 2025			12 months ending March 2026
Revenue	10.8	14.5	3.7	+33.9%	31.0
Business profit	2.1	3.2	1.2	+56.2%	8.0
Operating profit	2.1	3.2	1.2	+56.2%	8.0
Operating profit margin	19%	22%			26%

FY2026 Q2 summary

- Launched medal game Monster Retsuden Oreca Battle 2 Pandora's Medal, allowing cross use of original cards created with Monster Retsuden Oreca Battle 2
- Released 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. was transferred to Konami Arcade Games Co., Ltd., established on June 2, through an absorption-type company split.

Revenue and profit

(JPY in billions)

	FY2025 H1	FY2026 H1	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	6 months ended September 2024	6 months ended September 2025			12 months ending March 2026
Revenue	18.6	17.8	△ 0.8	△ 4.5%	43.0
Business profit	2.4	0.9	△ 1.4	△ 60.1%	7.5
Operating profit	2.4	0.9	△ 1.4	△ 60.0%	7.5
Operating profit margin	13%	5%			17%

FY2026 Q2 summary

- Announced the new Solstice 49C™ cabinet, winning high acclaim from operators at G2E
- Installed SYNKROS at multiple casino properties in California and New Mexico
- New content Bull Rush Stampede™ series, released in Australia, delivers strong performance

Revenue and profit

(JPY in billions)

	FY2025 H1 6 months ended September 2024	FY2026 H1 6 months ended September 2025	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance 12 months ending March 2026
Revenue	24.2	24.9	0.7	+2.9%	49.0
Business profit	1.1	1.8	0.7	+59.7%	3.0
Operating profit	1.0	1.6	0.6	+64.4%	2.8
Operating profit margin	4%	7%			6%

*Operating profit includes other expenses of JPY 0.1 billion (FY2025) and JPY 0.1 billion (FY2026)

FY2026 Q2 summary

- Strong traction among pilates studios – opened eight studios in Q2 and scheduled to open nine more studios in Q3 (making cumulative total of 81 studios)
- Opened a second studio for personal training gym Personal 30 in July and announced the December opening of a third studio

Titles Released in Jul – Sep 2025 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (※1)
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) GOG	Global	Sep '25 (※2)	DE
Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru	Nintendo Switch™ 2, Nintendo Switch™	Japan	Nov '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
The Prince of Tennis Sweet School Festival ♡-40 and more...	Nintendo Switch™, Nintendo Switch™ 2, Steam®	TBD	TBD	DE
The Prince of Tennis Doki Doki Survival ~eternal passion!" Tie break ♡ game	Nintendo Switch™, Nintendo Switch™ 2, Steam®	TBD	TBD	DE
Wai Wai World Craft (working title)	App Store, Google Play, Steam®	TBD	TBD	DE

※1 DE: Digital Entertainment
※2 GOG version released on October 7th



METAL GEAR SOLID Δ:
SNAKE EATER



SILENT HILL f



Momotaro Dentetsu 2:
Anata no Machi mo Kitto Aru



Suikoden STAR LEAP



SILENT HILL: Townfall



The Prince of Tennis
Sweet School Festival ♡-40 and more...
Doki Doki Survival ~eternal passion!" Tie break ♡ game

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Titles Released in Jul – Sep 2025 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (※)
Monster Retsuden Orecabattle 2 Pandora's Medal	Arcade Machine (Medal Game)	Japan	Jul '25	AM
My Happy Marriage	Pachislot Machine	Japan	Jul '25	AM
Reincarnated as a Sword	Pachislot Machine	Japan	Aug '25	AM
Magical Halloween Bonus Trigger	Pachislot Machine	Japan	Sep '25	AM
ColorCoLotta Tropical Resort	Arcade Machine (Medal Game)	Japan	Nov '25	AM
Momotaro Dentetsu World -Chikyu mo Medal mo Mawatteru!-	Arcade Machine (Medal Game)	Japan	Dec '25	AM
pop'n music High☆Cheers!!	Arcade Machine (Music Video Game)	Japan North America Asia	Dec '25	AM
Legend of the Galactic Heroes: Die Neue These	Pachislot Machine	Japan	Dec '25	AM
Demon Slayer: Nichirin Battle Slash	Arcade Machine (Video Game)	Japan	TBD	AM
GASHAAAAAN	Arcade Machine (Video Game)	Japan	TBD	AM
DanceDanceRevolution STOMP	Arcade Machine (Redemption Game)	North America	TBD	AM
TEENAGE MUTANT NINJA TURTLES	Arcade Machine (Medal Game)	North America	TBD	AM
Solstice 49C™	Slot Machine Cabinet	North America	FY2026 Q3	GS

※ AM: Amusement GS: Gaming & Systems



©Konami Arcade Games
pop'n music High☆Cheers!!



©2025 Viacom
©Konami Arcade Games
©Konami Digital Entertainment
TEENAGE MUTANT
NINJA TURTLES



©AKIRA SAKUMA ©Konami Digital Entertainment
©Konami Arcade Games
Momotaro Dentetsu World
-Chikyu mo Medal mo Mawatteru!-



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Reincarnated as a Sword Project
©Konami Amusement
Reincarnated as a Sword



Solstice 49C™

Consolidated Business Performance

(JPY in billions)

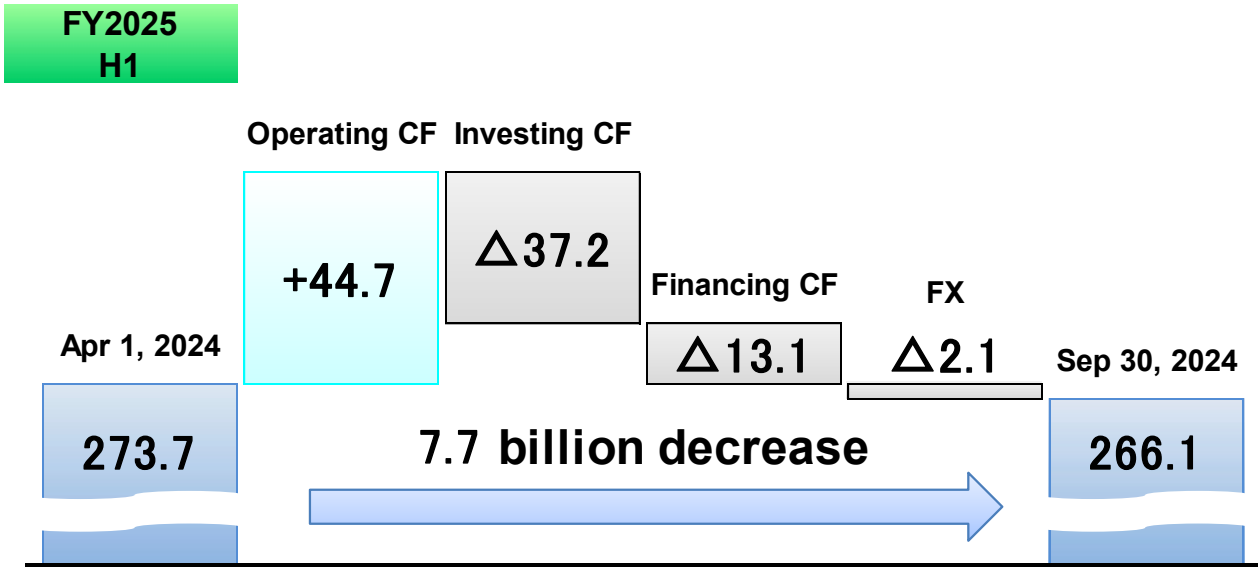
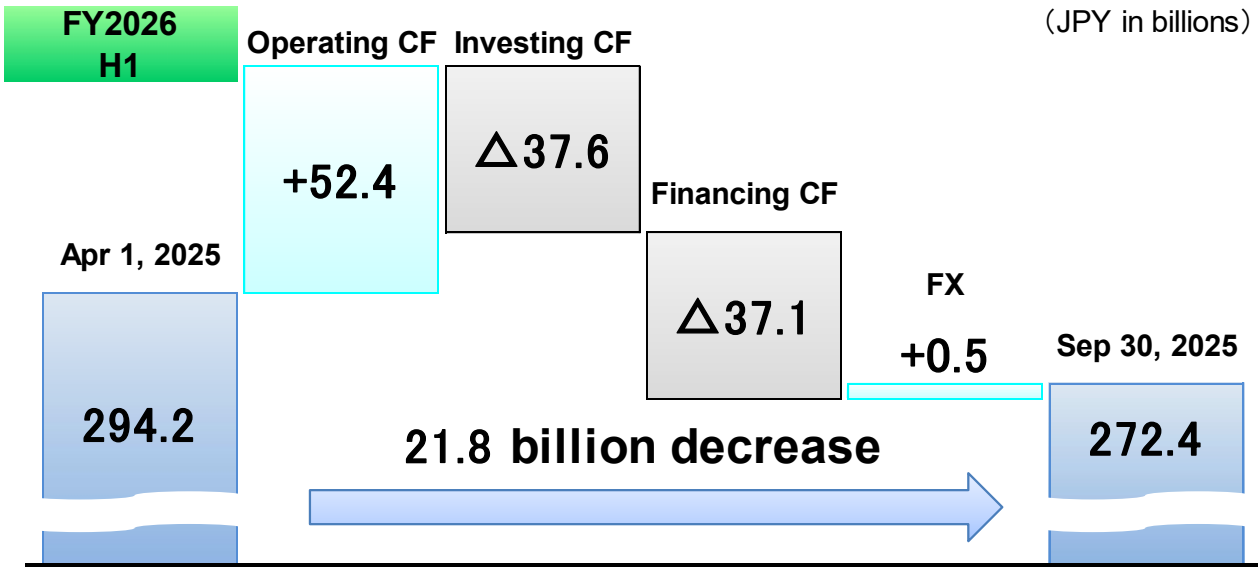
	FY2025 H1	Percentile	FY2026 H1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	184.1	100.0%	224.8	100.0%	40.8	+22.1%
Total cost of revenue	△ 95.7	52.0%	△ 113.8	50.6%	△ 18.1	
SG&A	△ 38.2	20.8%	△ 46.0	20.4%	△ 7.7	
Other income and other expenses	△ 0.4	0.2%	△ 0.8	0.4%	△ 0.4	
Operating profit	49.8	27.1%	64.3	28.6%	14.4	+28.9%
Finance income	1.1		0.8		△ 0.2	
Finance costs	△ 0.3		△ 0.2		0.1	
Profit from investments accounted for using the equity method	0.2		0.3		0.1	
Profit before income taxes	50.9	27.6%	65.2	29.0%	14.4	+28.3%
Income taxes	△ 14.5	7.9%	△ 18.8	8.3%	△ 4.3	
Profit for the period	36.4	19.8%	46.5	20.7%	10.1	+27.7%
Profit attributable to:						
Owners of the parent	36.4	19.8%	46.5	20.7%	10.1	+27.7%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Financial Position

(JPY in billions)

	Mar 31, 2025	Sep 30, 2025	Change		Mar 31, 2025	Sep 30, 2025	Change
Current assets				Current liabilities			
Cash and cash equivalents	294.2	272.4	△ 21.8	Bonds and borrowings	20.0	-	△ 20.0
Trade and other receivables	47.2	53.3	6.1	Trade and other payables	45.4	41.4	△ 4.0
Inventories	12.1	16.2	4.1	Other current liabilities	50.9	57.9	7.0
Other current assets	13.3	18.7	5.4	Total current liabilities	116.3	99.3	△ 17.0
Total current assets	366.8	360.6	△ 6.2	Non-current liabilities			
(55.2%)		(52.9%)		Bonds and borrowings	39.9	39.9	0.0
Non-current assets				Other non-current liabilities	26.9	26.6	△ 0.3
Property, plant and equipment, net	163.6	183.0	19.4	Total non-current liabilities	66.9	66.6	△ 0.3
Goodwill and intangible assets	60.7	63.2	2.5	Total liabilities	183.2	165.8	△ 17.3
Deferred tax assets	31.1	30.5	△ 0.7	Total equity attributable to	481.9	515.3	33.5
Other non-current assets	42.8	43.9	1.1	owners of the parent	(72.5%)	(75.7%)	
Total non-current assets	298.2	320.6	22.3	(per share:JPY)	(3,554.61)	(3,801.65)	(247.04)
(44.8%)		(47.1%)		Total equity	481.9	515.4	33.5
Total assets	665.0	681.2	16.1	Total liabilities and equity	665.0	681.2	16.1

Consolidated Cash Flows



THANK YOU