

# FY2026 3<sup>rd</sup> Quarter Financial Results

Nine months ended December 31, 2025

**KONAMI GROUP CORPORATION**  
January 29, 2026

## 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, Arcade Game 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

	FY2025 Q1-3	FY2026 Q1-3	YoY Change (Amount)	YoY Change (%)	FY2026 Guidance
	9 months ended December 2024	9 months ended December 2025			12 months ending March 2026
Revenue	310.8	353.0	42.2	+13.6%	430.0
Business profit	87.1	101.8	14.7	+16.8%	114.0
Other income and other expenses	△0.4	△0.0	0.4	-	△8.0
Operating profit	86.7	101.8	15.1	+17.4%	106.0
Profit before income taxes	88.8	105.0	16.3	+18.3%	106.0
Profit for the period (attributable to owners of the parent)	63.1	74.3	11.2	+17.8%	75.0
Earnings per share (JPY)	465.56	548.46	82.90		553.27

## Revenue by Business Segment

	FY2025 Q1-3	FY2026 Q1-3	YoY Change (Amount)	YoY Change (%)	(JPY in billions)
	9 months ended December 2024	9 months ended December 2025			12 months ending March 2026
Digital Entertainment	228.9	266.2	37.3	+16.3%	310.0
Arcade Game*	14.6	16.5	1.8	+12.6%	24.5
Gaming & Systems	30.4	28.7	△1.7	△5.7%	43.0
Sports	36.4	37.3	0.8	+2.3%	49.0
Others	2.3	6.2	3.9	+170.6%	6.5
Eliminations	△1.8	△1.8	0.1	-	△3.0
<b>Total revenue</b>	<b>310.8</b>	<b>353.0</b>	<b>42.2</b>	<b>+13.6%</b>	<b>430.0</b>

\* Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the "Arcade Game" business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in "Others".

## Profit by Business Segment

	FY2025 Q1-3	FY2026 Q1-3	YoY Change (Amount)	YoY Change (%)	(JPY in billions) FY2026 Guidance
	9 months ended December 2024	9 months ended December 2025			12 months ending March 2026
Digital Entertainment	80.8	96.5	15.7	+19.4%	103.0
Arcade Game*	3.2	3.6	0.3	+10.1%	7.0
Gaming & Systems	4.7	1.8	△2.9	△61.4%	7.5
Sports	1.9	2.7	0.9	+46.4%	3.0
Others	△0.7	0.9	1.5	-	1.0
Corporate expenses and eliminations	△2.9	△3.7	△0.8	-	△7.5
<b>Total business profit</b>	<b>87.1</b>	<b>101.8</b>	<b>14.7</b>	<b>+16.8%</b>	<b>114.0</b>
Other income and other expenses	△0.4	△0.0	0.4	-	△8.0
<b>Total operating profit</b>	<b>86.7</b>	<b>101.8</b>	<b>15.1</b>	<b>+17.4%</b>	<b>106.0</b>

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## Earnings Guidance Revision

	FY2025 Actual	FY2026 Initial Guidance	FY2026 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2025	12 months ending March 2026	12 months ending March 2026		
Revenue	421.6	430.0	468.0	38.0	46.4
Business profit	109.1	114.0	131.0	17.0	21.9
Operating profit	101.9	106.0	123.0	17.0	21.1
Profit before income taxes	104.0	106.0	123.0	17.0	19.0
Profit for the year (attributable to owners of the parent)	74.7	75.0	86.0	11.0	11.3
Earnings per share (JPY)	551.00	553.27	634.42	81.15	83.42

## Earnings Guidance Revision (Revenue Breakdown)

	FY2025 Actual	FY2026 Initial Guidance	FY2026 Revised Guidance	(JPY in billions)				
				12 months ended March 2025	12 months ending March 2026	12 months ending March 2026	Change vs. Initial Guidance	YoY Change
Digital Entertainment	305.2	310.0	348.0	305.2	310.0	348.0	38.0	42.8
Arcade Game*	24.1	24.5	24.5	24.1	24.5	24.5	0.0	0.4
Gaming & Systems	42.7	43.0	43.0	42.7	43.0	43.0	0.0	0.3
Sports	48.5	49.0	49.0	48.5	49.0	49.0	0.0	0.5
Others	3.6	6.5	6.5	3.6	6.5	6.5	0.0	2.9
Eliminations	△2.4	△3.0	△3.0	△2.4	△3.0	△3.0	0.0	△0.6
<b>Total revenue</b>	<b>421.6</b>	<b>430.0</b>	<b>468.0</b>	<b>421.6</b>	<b>430.0</b>	<b>468.0</b>	<b>38.0</b>	<b>46.4</b>

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## Earnings Guidance Revision (Profit Breakdown)

	FY2025 Actual	FY2026 Initial Guidance	FY2026 Revised Guidance	(JPY in billions)	
				12 months ended March 2025	12 months ending March 2026
Digital Entertainment	98.9	103.0	122.5	19.5	23.6
Arcade Game*	6.5	7.0	7.0	0.0	0.5
Gaming & Systems	7.4	7.5	5.0	△ 2.5	△ 2.4
Sports	2.2	3.0	3.0	0.0	0.8
Others	△ 0.5	1.0	1.0	0.0	1.5
Corporate expenses and eliminations	△ 5.3	△ 7.5	△ 7.5	0.0	△ 2.2
<b>Total business profit</b>	<b>109.1</b>	<b>114.0</b>	<b>131.0</b>	<b>17.0</b>	<b>21.9</b>
Other income and other expenses	△ 7.2	△ 8.0	△ 8.0	0.0	△ 0.8
<b>Total operating profit</b>	<b>101.9</b>	<b>106.0</b>	<b>123.0</b>	<b>17.0</b>	<b>21.1</b>

\* Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the "Arcade Game" business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in "Others".

## Dividend Forecast Revision

	FY2025 12 months ended March 2025	FY2026 Initial Forecast 12 months ending March 2026	FY2026 Revised Forecast 12 months ending March 2026	Change vs. Initial Forecast	YoY Change	(JPY)
Interim dividend	66.00	83.00	83.00	0.00	17.00	
Year-end dividend	99.50	83.00 (Forecast)	107.50 (Forecast)	24.50	8.00	
Annual dividend	165.50	166.00 (Forecast)	190.50 (Forecast)	24.50	25.00	

In line with the earnings guidance revision for FY2026, dividend has been recalculated in accordance with our basic policy of 30% or more payout ratio.

## Digital Entertainment

## Revenue and profit

(JPY in billions)

	FY2025 Q1-3 <small>9 months ended December 2024</small>	FY2026 Q1-3 <small>9 months ended December 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Initial Guidance <small>12 months ending March 2026</small>	FY2026 Revised Guidance <small>12 months ending March 2026</small>
Revenue	228.9	266.2	37.3	+16.3%	310.0	348.0
Business profit	80.8	96.5	15.7	+19.4%	103.0	122.5
Operating profit	80.5	96.7	16.2	+20.1%	95.5	115.0
Operating profit margin	35%	36%			31%	33%

Operating profit includes other expense of JPY 0.4 billion (FY2025) and other profit of JPY 0.2 billion (FY2026)

## FY2026 Q3 summary

- eFootball™ continues to sustain userbase expansion and announced its global downloads exceeding 950 million in January
- Released the latest iteration of the Momotaro Dentetsu series - Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru
- Co-hosted the FIFAe World Cup 2025™ (Venue: Saudi Arabia) featuring eFootball™ with FIFA® (Fédération Internationale de Football Association)

## Arcade Game

## Revenue and profit

(JPY in billions)

	FY2025 Q1-3 <small>9 months ended December 2024</small>	FY2026 Q1-3 <small>9 months ended December 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Initial Guidance <small>12 months ending March 2026</small>	FY2026 Revised Guidance <small>12 months ending March 2026</small>
Revenue	14.6	16.5	1.8	+12.6%	24.5	24.5
Business profit	3.2	3.6	0.3	+10.1%	7.0	7.0
Operating profit	3.2	3.6	0.3	+10.1%	7.0	7.0
Operating profit margin	22%	22%			29%	29%

## FY2026 Q3 summary

- Released Momotaro Dentetsu World -Chikyu mo Medal mo Mawatteru!-, pop'n music High☆Cheers!! and ColorCoLotta Tropical Resort
- Announced multiple titles including Demon Slayer: Nichirin Battle Slash, the first arcade game based on Demon Slayer: Kimetsu no Yaiba, and Sazae-san Machigai Sagashi at the Amusement Expo 2025 held in November

## Gaming &amp; Systems

## Revenue and profit

(JPY in billions)

	FY2025 Q1-3 <small>9 months ended December 2024</small>	FY2026 Q1-3 <small>9 months ended December 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Initial Guidance <small>12 months ending March 2026</small>	FY2026 Revised Guidance <small>12 months ending March 2026</small>
Revenue	30.4	28.7	△ 1.7	△ 5.7%	43.0	43.0
Business profit	4.7	1.8	△ 2.9	△ 61.4%	7.5	5.0
Operating profit	4.7	1.8	△ 2.9	△ 61.3%	7.5	5.0
Operating profit margin	15%	6%			17%	12%

## FY2026 Q3 summary

- Launched Solstice 49C™ as the first model from the Solstice™ series, the first new cabinet in six years, and awarded the “Best New Core Cabinet” at the Global Gaming Expo
- Released BOMBERMAN™ series for the Solstice 49C™
- Installed SYNKROS® at casino properties in California and cruise ships

## Revenue and profit

(JPY in billions)

	FY2025 Q1-3 <small>9 months ended December 2024</small>	FY2026 Q1-3 <small>9 months ended December 2025</small>	YoY Change (Amount)	YoY Change (%)	FY2026 Initial Guidance <small>12 months ending March 2026</small>	FY2026 Revised Guidance <small>12 months ending March 2026</small>
Revenue	36.4	37.3	0.8	+2.3%	49.0	49.0
Business profit	1.9	2.7	0.9	+46.4%	3.0	3.0
Operating profit	1.7	2.6	0.9	+51.9%	2.8	2.8
Operating profit margin	5%	7%			6%	6%

Operating profit includes other expenses of JPY 0.2 billion (FY2025) and JPY 0.2 billion (FY2026)

## FY2026 Q3 summary

- Strong traction among pilates studios - opened nine studios in Q3 and scheduled to open four more studios in Q4 (making cumulative total of 85 studios)
- Opened a third studio for personal training gym Personal 30 in December
- Announced operation of sports facilities on behalf of local governments in Yuki City (Ibaraki), Hachioji City (Tokyo), Hyogo, Higashihiroshima City (Hiroshima) and Fukuoka City (Fukuoka) to commence in April 2026

## Titles Released in Oct – Dec 2025 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (*)
Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru	Nintendo Switch™ 2, Nintendo Switch™	Japan	Nov 2025	DE
POWER PROS Adventures	App Store, Google Play	Japan	Spring 2026	DE
Darwin's Paradox!	Nintendo Switch™ 2, PlayStation®5, Xbox Series X S, Steam®	Global	2026	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®	Global	TBD	DE
The Prince of Tennis Doki Doki Survival ~eternal passion!~ Tie break ♥ game	Nintendo Switch™, Nintendo Switch™ 2, Steam®	Global	TBD	DE
Wai Wai World Craft (working title)	App Store, Google Play, Steam®	TBD	TBD	DE

\* DE: Digital Entertainment



Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru



POWER PROS Adventures



Suikoden STAR LEAP



Wai Wai World Craft (working title)



SILENT HILL: Townfall

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

## Titles Released in Oct – Dec 2025 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (*)
ColorCoLotta Tropical Resort	Arcade Machine (Medal Game)	Japan	Nov 2025	AG
Momotaro Dentetsu World -Chikyu mo Medal mo Mawatteru!-	Arcade Machine (Medal Game)	Japan	Dec 2025	AG
pop'n music High☆Cheers!!	Arcade Machine (Music Video Game)	Japan North America Asia	Dec 2025	AG
FORTUNE TRINITY JURASSIC TREASURE	Arcade Machine (Medal Game)	Japan	Feb 2026	AG
Sazae-san Machigai Sagashi	Arcade Machine (Video Game)	Japan	Mar 2026	AG
GASHAAAAN	Arcade Machine (Video Game)	Japan	Mar 2026	AG
DanceDanceRevolution STOMP	Arcade Machine (Redemption Game)	North America	TBD	AG
TEENAGE MUTANT NINJA TURTLES	Arcade Machine (Redemption Game)	North America	TBD	AG
Demon Slayer: Nichirin Battle Slash	Arcade Machine (Video Game)	Japan	TBD	AG
Solstice 49C™	Slot Machine Cabinet	North America	FY2026 Q3	GS

\* AG: Arcade Game GS: Gaming & Systems



pop'n music High☆Cheers!!



Demon Slayer: Nichirin Battle Slash

(The cabinet is currently under development)



Momotaro Dentetsu World -Chikyu mo Medal mo Mawatteru!-



Solstice 49C™



TEENAGE MUTANT NINJA TURTLES



TEENAGE MUTANT NINJA TURTLES



TEENAGE MUTANT NINJA TURTLES

## Consolidated Business Performance

(JPY in billions)

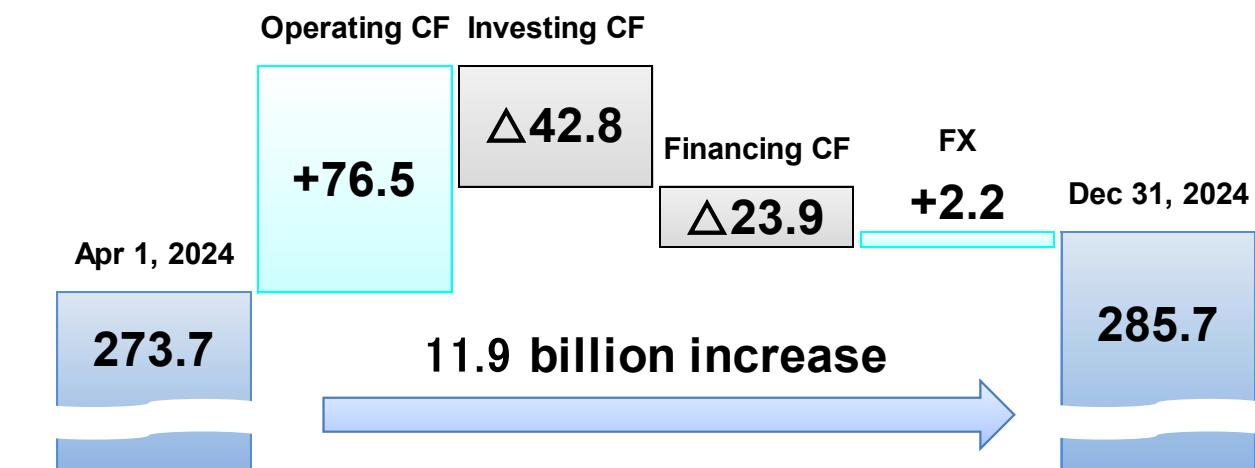
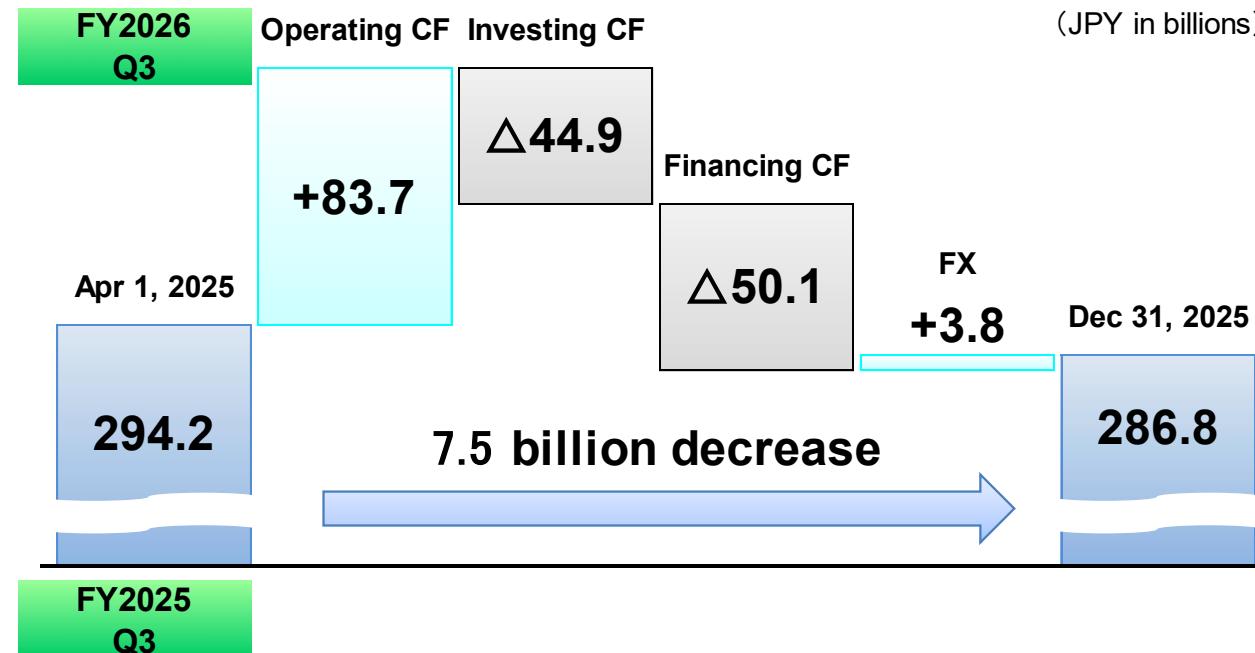
	FY2025 Q1-3	Percentile	FY2026 Q1-3	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	310.8	100.0%	353.0	100.0%	42.2	+13.6%
Total cost of revenue	△163.5	52.6%	△179.9	51.0%	△ 16.4	
SG&A	△60.2	19.4%	△71.3	20.2%	△ 11.2	
Other income and other expenses	△0.4	0.1%	△0.0	0.0%	0.4	
Operating profit	86.7	27.9%	101.8	28.8%	15.1	+17.4%
Finance income	2.0		2.5		0.5	
Finance costs	△0.4		△0.3		0.0	
Profit from investments accounted for using the equity method	0.5		1.1		0.6	
Profit before income taxes	88.8	28.6%	105.0	29.8%	16.3	+18.3%
Income taxes	△25.7	8.3%	△30.7	8.7%	△ 5.0	
Profit for the period	63.1	20.3%	74.3	21.1%	11.2	+17.8%
Profit attributable to:						
Owners of the parent	63.1	20.3%	74.3	21.1%	11.2	+17.8%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

## Consolidated Financial Position

(JPY in billions)

	Mar 31, 2025	Dec 31, 2025	Change		Mar 31, 2025	Dec 31, 2025	Change
Current assets				Current liabilities			
Cash and cash equivalents	294.2	286.8	△ 7.5	Bonds and borrowings	20.0	-	△ 20.0
Trade and other receivables	47.2	61.8	14.6	Trade and other payables	45.4	51.0	5.6
Inventories	12.1	19.9	7.8	Other current liabilities	50.9	56.8	5.9
Other current assets	13.3	17.3	4.0	Total current liabilities	116.3	107.8	△ 8.5
Total current assets	366.8	385.8	18.9	Non-current liabilities			
	(55.2%)	(54.3%)		Bonds and borrowings	39.9	39.9	0.0
Non-current assets				Other non-current liabilities	26.9	26.3	△ 0.7
Property, plant and equipment, net	163.6	185.2	21.5	Total non-current liabilities	66.9	66.2	△ 0.7
Goodwill and intangible assets	60.7	63.6	2.9	Total liabilities	183.2	174.0	△ 9.2
Deferred tax assets	31.1	32.0	0.9	Total equity attributable to owners of the parent	481.9	536.8	54.9
Other non-current assets	42.8	44.3	1.6		(72.5%)	(75.5%)	
Total non-current assets	298.2	325.0	26.8	(per share:JPY)	(3,554.61)	(3,959.95)	(405.34)
	(44.8%)	(45.7%)		Total equity	481.9	536.8	54.9
Total assets	665.0	710.8	45.8	Total liabilities and equity	665.0	710.8	45.8

## Consolidated Cash Flows



THANK YOU