

FY2026 Financial Results

Fiscal year ended March 31, 2026

KONAMI GROUP CORPORATION

May 8, 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

(JPY in billions)

	FY2025 Actual	FY2026 Actual	YoY Change (Amount)	YoY Change (%)	FY2026 Revised Guidance
	12 months ended March 2025	12 months ended March 2026			12 months ended March 2026
Revenue	421.6	493.7	72.1	+17.1%	468.0
Business profit	109.1	143.6	34.5	+31.6%	131.0
Other income and other expenses	△7.2	△7.7	△0.5	-	△8.0
Operating profit	101.9	135.9	33.9	+33.3%	123.0
Profit before income taxes	104.0	140.7	36.7	+35.2%	123.0
Profit for the year (attributable to owners of the parent)	74.7	100.0	25.3	+33.9%	86.0
Earnings per share (JPY)	551.00	737.80	186.80		634.42

Revenue by Business Segment

(JPY in billions)

	FY2025 Actual 12 months ended March 2025	FY2026 Actual 12 months ended March 2026	YoY Change (Amount)	YoY Change (%)	FY2026 Revised Guidance 12 months ended March 2026
Digital Entertainment	305.2	371.0	65.8	+21.5%	348.0
Arcade Game	24.1	26.4	2.3	+9.6%	24.5
Gaming & Systems	42.7	43.1	0.4	+1.0%	43.0
Sports	48.5	49.5	0.9	+1.9%	49.0
Others	3.6	6.3	2.7	+74.8%	6.5
Eliminations	△2.4	△2.4	△0.0	-	△3.0
Total revenue	421.6	493.7	72.1	+17.1%	468.0

Profit by Business Segment

(JPY in billions)

	FY2025 Actual 12 months ended March 2025	FY2026 Actual 12 months ended March 2026	YoY Change (Amount)	YoY Change (%)	FY2026 Revised Guidance 12 months ended March 2026
Digital Entertainment	98.9	136.0	37.1	+37.5%	122.5
Arcade Game	6.5	6.8	0.3	+4.8%	7.0
Gaming & Systems	7.4	3.6	△3.7	△50.4%	5.0
Sports	2.2	3.4	1.2	+52.9%	3.0
Others	△0.5	0.5	1.1	-	1.0
Corporate expenses and eliminations	△5.3	△6.8	△1.5	-	△7.5
Total business profit	109.1	143.6	34.5	+31.6%	131.0
Other income and other expenses	△7.2	△7.7	△0.5	-	△8.0
Total operating profit	101.9	135.9	33.9	+33.3%	123.0

Dividend Declared for FY2026

	(JPY)			
	FY2025 Dividend	FY2026 Revised Forecast	FY2026 Dividend Declared	YoY Change
	12 months ended March 2025	12 months ended March 2026	12 months ended March 2026	
Interim dividend	66.00	83.00	83.00	17.00
Year-end dividend	99.50	107.50 (forecast)	138.50 (declared)	39.00
Annual dividend	165.50	190.50 (forecast)	221.50 (declared)	56.00

Based on the earnings of FY2026, dividend will be in accordance with our basic policy of 30% or more payout ratio.

Earnings Guidance for FY2027

(JPY in billions)

	FY2026 Actual	FY2027 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2026	12 months ending March 2027		
Revenue	493.7	505.0	11.3	+2.3%
Business profit	143.6	150.0	6.4	+4.5%
Operating profit	135.9	143.0	7.1	+5.2%
Profit before income taxes	140.7	143.0	2.3	+1.7%
Profit for the year (attributable to owners of the parent)	100.0	101.0	1.0	+1.0%
Earnings per share (JPY)	737.80	745.08	7.28	

Earnings Guidance for FY2027 (Revenue by Business Segment)

(JPY in billions)

	FY2026 Actual	FY2027 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2026	12 months ending March 2027		
Digital Entertainment	371.0	372.0	1.0	+0.3%
Arcade Game	26.4	29.0	2.6	+10.0%
Gaming & Systems	43.1	46.0	2.9	+6.8%
Sports	49.5	52.0	2.5	+5.1%
Others	6.3	9.0	2.7	+43.9%
Eliminations	△2.4	△3.0	△0.6	-
Total revenue	493.7	505.0	11.3	+2.3%

Earnings Guidance for FY2027 (Profit by Business Segment)

(JPY in billions)

	FY2026 Actual	FY2027 Forecast	YoY Change (Amount)	YoY Change (%)
	12 months ended March 2026	12 months ending March 2027		
Digital Entertainment	136.0	138.0	2.0	+1.5%
Arcade Game	6.8	7.5	0.7	+10.6%
Gaming & Systems	3.6	6.5	2.9	+78.1%
Sports	3.4	4.0	0.6	+17.3%
Others	0.5	1.5	1.0	+179.0%
Corporate expenses and eliminations	△ 6.8	△ 7.5	△ 0.7	-
Total business profit	143.6	150.0	6.4	+4.5%
Other income and other expenses	△ 7.7	△ 7.0	0.7	-
Total operating profit	135.9	143.0	7.1	+5.2%

Dividend Guidance for FY2027

(JPY)

	FY2026 Dividend Declared	FY2027 Dividend Forecast	YoY Change
	12 months ended March 2026	12 months ending March 2027	
Interim dividend	83.00	112.00 (forecast)	29.00
Year-end dividend	138.50 (declared)	112.00 (forecast)	△26.50
Annual dividend	221.50 (declared)	224.00 (forecast)	2.50

Revenue and profit

(JPY in billions)

	FY2025 Actual	FY2026 Actual	YoY Change (Amount)	YoY Change (%)	FY2027 Forecast
	12 months ended March 2025	12 months ended March 2026			12 months ending March 2027
Revenue	305.2	371.0	65.8	+21.5%	372.0
Business profit	98.9	136.0	37.1	+37.5%	138.0
Operating profit	92.5	128.1	35.7	+38.6%	131.0
Operating profit margin	30%	35%			35%

Operating profit includes other expense of JPY 6.5 billion (FY2025) and JPY 7.9 billion (FY2026)

FY2026 Q4 summary

- eFootball™ continues to sustain userbase expansion and announced its global downloads exceeding one billion in April
- Strong repeat sales of series including Metal Gear and SILENT HILL
- Positive reception of LIMIT OVER COLLECTION Yu-Gi-Oh! cards featuring “Extended Art” design

Revenue and profit

(JPY in billions)

	FY2025 Actual	FY2026 Actual	YoY Change (Amount)	YoY Change (%)	FY2027 Forecast
	12 months ended March 2025	12 months ended March 2026			12 months ending March 2027
Revenue	24.1	26.4	2.3	+9.6%	29.0
Business profit	6.5	6.8	0.3	+4.8%	7.5
Operating profit	6.5	6.8	0.3	+4.8%	7.5
Operating profit margin	27%	26%			26%

FY2026 Q4 summary

- Released FORTUNE TRINITY JURASSIC TREASURE, SAZAE-SAN Machigai Sagashi and GASHAAAAN
- Positive reception of prize merchandise featuring popular IPs such as Yu-Gi-Oh!

Revenue and profit

(JPY in billions)

	FY2025 Actual	FY2026 Actual	YoY Change (Amount)	YoY Change (%)	FY2027 Forecast
	12 months ended March 2025	12 months ended March 2026			12 months ending March 2027
Revenue	42.7	43.1	0.4	+1.0%	46.0
Business profit	7.4	3.6	Δ3.7	Δ50.4%	6.5
Operating profit	7.3	3.7	Δ3.7	Δ50.1%	6.5
Operating profit margin	17%	8%			14%

Operating profit includes other expense of JPY 0.0 billion (FY2025) and other profit of JPY 0.0 billion (FY2026)

FY2026 Q4 summary

- BOMBERMAN™, Red Fortune Rail™ and Dragon Firecracker™ series record strong performance on the new Solstice 49C™ cabinet
- Installed SYNKROS® at casino properties in Arizona and cruise ships

Revenue and profit

(JPY in billions)

	FY2025 Actual	FY2026 Actual	YoY Change (Amount)	YoY Change (%)	FY2027 Forecast
	12 months ended March 2025	12 months ended March 2026			12 months ending March 2027
Revenue	48.5	49.5	0.9	+1.9%	52.0
Business profit	2.2	3.4	1.2	+52.9%	4.0
Operating profit	2.8	3.8	1.0	+34.9%	4.0
Operating profit margin	6%	8%			8%

Operating profit includes other profits of JPY 0.6 billion (FY2025) and JPY 0.4 billion (FY2026)

FY2026 Q4 summary

- Strong traction among pilates studios - opened four studios in Q4 and scheduled to open 17 more studios from FY2027 Q1 onwards (making cumulative total of 102 studios)
- Announced the May 2026 opening of a fourth studio for personal training gym Personal 30
- Commenced operation of sports facilities on behalf of local governments in Yuki City (Ibaraki), Hachioji City (Tokyo), Shizuoka City (Shizuoka), Hyogo, Higashihiroshima City (Hiroshima) and Fukuoka City (Fukuoka) in April 2026

Titles Released in Jan – Mar 2026 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (*1)
SUPER BOMBERMAN COLLECTION	Nintendo Switch™ 2, Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	Feb 2026 (*2)	DE
eBaseball™: PRO SPIRIT	PlayStation®5, Steam®	Global	Mar 2026	DE
POWER PROS Adventures	App Store, Google Play	Japan	Mar 2026	DE
Darwin's Paradox!	Nintendo Switch™ 2, PlayStation®5, Xbox Series X S, Steam®, Epic Games	Global	Apr 2026	DE
eFootball™ Kick-Off!	Nintendo Switch™ 2	Global	Jun 2026	DE
PAWAFURU PUROYAKYU 2026-2027	Nintendo Switch™, PlayStation®4	Japan	Jun 2026	DE
eBaseball™: PRO SPIRIT 2026	PlayStation®5, Steam®	Global	Jul 2026	DE
Ganbare Goemon Dai Shugou!	Nintendo Switch™, PlayStation®5, Steam®	Japan	Jul 2026	DE
The Prince of Tennis Sweet School Festival ♥-40 and more...	Nintendo Switch™, Nintendo Switch™ 2, Steam®	Global	Jul 2026	DE
The Prince of Tennis Doki Doki Survival ~eternal passion!~ Tie break ♥ game~	Nintendo Switch™, Nintendo Switch™ 2, Steam®	Global	Jul 2026	DE
METAL GEAR SOLID: MASTER COLLECTION Vol.2	Nintendo Switch™ 2, Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	Aug 2026	DE
SILENT HILL: Townfall	PlayStation®5, Steam®, Epic Games	Global	2026	DE
Castlevania: Belmont's Curse	Nintendo Switch™, PlayStation®5, Xbox Series X S, Steam®	Global	2026	DE
Suikoden STAR LEAP	App Store, Google Play, Steam®	Global	TBD	DE
Wai Wai World Craft (working title)	App Store, Google Play, Steam®	TBD	TBD	DE
Rev. NOiR	PlayStation®5	TBD	TBD	DE

* 1 DE: Digital Entertainment
* 2 Physical version scheduled to be released in Aug 2026



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POWER PROS Adventures



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METAL GEAR SOLID:
MASTER COLLECTION Vol.2



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Suikoden STAR LEAP



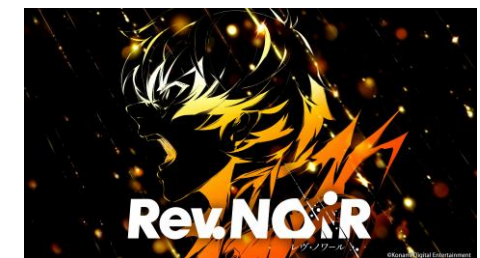
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Castlevania: Belmont's Curse



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SILENT HILL: Townfall



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Titles Released in Jan – Mar 2026 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (*)
FORTUNE TRINITY JURASSIC TREASURE	Arcade Machine (Medal Game)	Japan	Feb 2026	AG
SAZAE-SAN Machigai Sagashi	Arcade Machine (Video Game)	Japan	Mar 2026	AG
GASHAAAAAN	Arcade Machine (Video Game)	Japan	Mar 2026	AG
DanceDanceRevolution STOMP	Arcade Machine (Redemption Game)	North America	FY2027 Q1	AG
TEENAGE MUTANT NINJA TURTLES	Arcade Machine (Redemption Game)	North America	FY2027 Q1	AG
Demon Slayer: Nichirin Battle Slash	Arcade Machine (Video Game)	Japan	TBD	AG
BOMBERMAN™	Gaming Content	North America	FY2026 Q4	GS

* AG: Arcade Game GS: Gaming & Systems



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SAZAE-SAN
Machigai Sagashi



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Demon Slayer: Nichirin Battle Slash
(The cabinet is currently under development)



©Konami Arcade Games

FORTUNE TRINITY
JURASSIC TREASURE



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TEENAGE MUTANT
NINJA TURTLES



©Konami Digital Entertainment

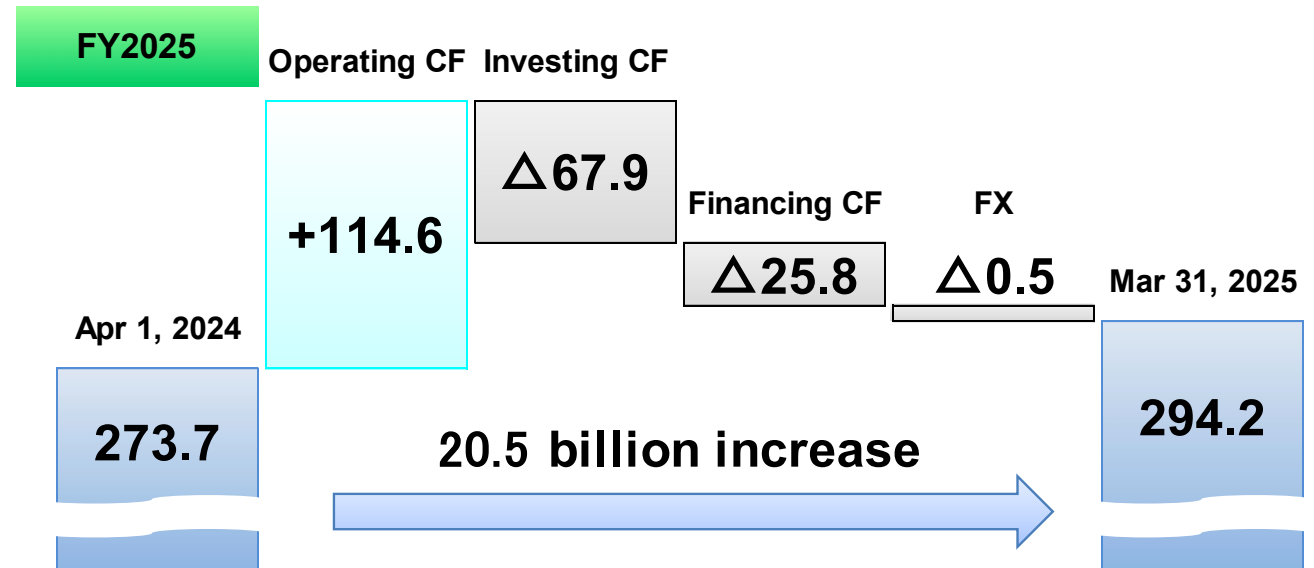
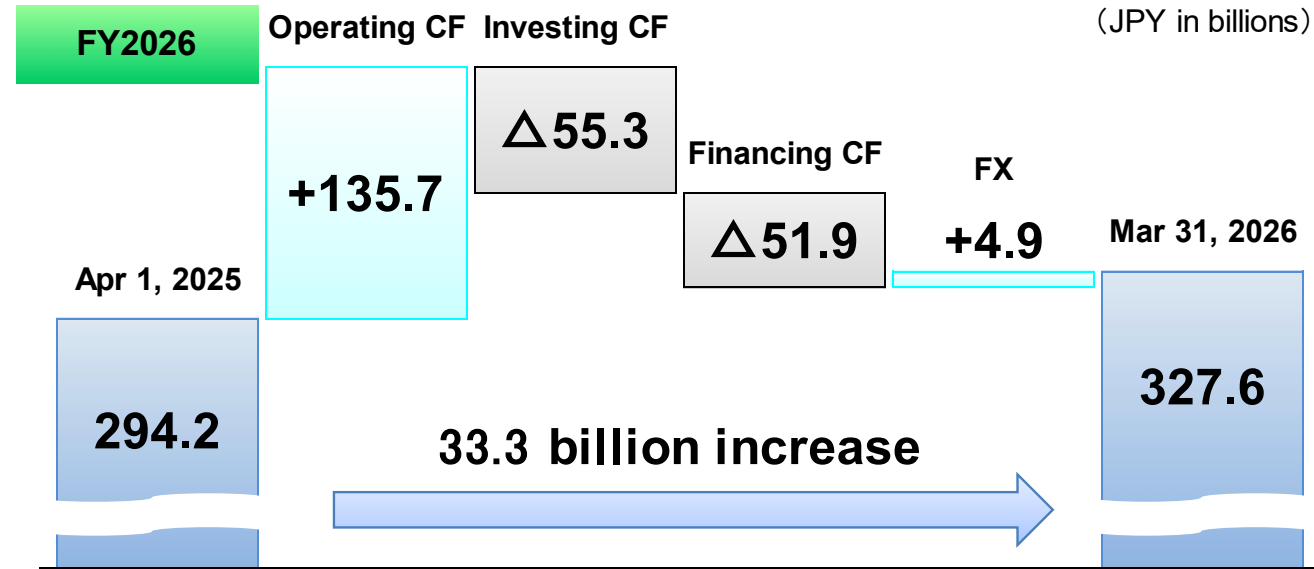
BOMBERMAN™

Consolidated Business Performance

(JPY in billions)

	FY2025	Percentile	FY2026	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	421.6	100.0%	493.7	100.0%	72.1	+17.1%
Total cost of revenue	△222.7	52.8%	△250.5	50.7%	△27.8	
SG&A	△89.8	21.3%	△99.6	20.2%	△9.8	
Other income and other expenses	△7.2	1.7%	△7.7	1.6%	△0.5	
Operating profit	101.9	24.2%	135.9	27.5%	33.9	+33.3%
Finance income	2.2		3.8		1.6	
Finance costs	△0.5		△0.5		0.0	
Profit from investments accounted for using the equity method	0.3		1.5		1.1	
Profit before income taxes	104.0	24.7%	140.7	28.5%	36.7	+35.2%
Income taxes	△29.3	7.0%	△40.7	8.2%	△11.3	
Profit for the year	74.7	17.7%	100.0	20.3%	25.3	+33.9%
Profit attributable to:						
Owners of the parent	74.7	17.7%	100.0	20.3%	25.3	+33.9%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Cash Flows



THANK YOU