KONAMI

FY2027 1st Quarter Financial Results

Three months ended June 30, 2026

KONAMI GROUP CORPORATION

July 30, 2026

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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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Contents

Consolidated Financial Results

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Revenue	97.0	129.5	32.6	+33.6%	505.0
Business profit	27.6	44.7	17.1	+61.7%	150.0
Other income and other expenses	0.1	0.6	0.5	-	△7.0
Operating profit	27.7	45.3	17.6	+63.3%	143.0
Profit before income taxes	27.9	46.5	18.6	+66.6%	143.0
Profit for the period (attributable to owners of the parent)	19.8	32.6	12.7	+64.2%	101.0
Earnings per share (JPY)	146.32	240.30	93.98		745.08

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Revenue by Business Segment

（JPY in billions）

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Digital Entertainment	73.3	100.1	26.8	+36.5%	372.0
Arcade Game	4.0	4.3	0.3	+8.3%	29.0
Gaming & Systems	7.5	12.4	4.9	+64.9%	46.0
Sports	12.1	12.7	0.6	+5.2%	52.0
Others	0.6	0.7	0.1	+18.5%	9.0
Eliminations	△0.5	△0.6	△0.2	-	△3.0
Total revenue	97.0	129.5	32.6	+33.6%	505.0

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Profit by Business Segment

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Digital Entertainment	27.9	43.9	16.0	+57.4%	138.0
Arcade Game	0.6	0.9	0.3	+58.9%	7.5
Gaming & Systems	△0.2	0.8	1.0	-	6.5
Sports	0.4	0.8	0.3	+79.4%	4.0
Others	△0.0	0.0	0.1	-	1.5
Corporate expenses and eliminations	△1.0	△1.7	△0.7	-	△7.5
Total business profit	27.6	44.7	17.1	+61.7%	150.0
Other income and other expenses	0.1	0.6	0.5	-	△7.0
Total operating profit	27.7	45.3	17.6	+63.3%	143.0

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Digital Entertainment

Revenue and profit

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Revenue	73.3	100.1	26.8	+36.5%	372.0
Business profit	27.9	43.9	16.0	+57.4%	138.0
Operating profit	27.9	43.9	16.0	+57.4%	131.0
Operating profit margin	38%	44%			35%

FY2027 Q1 summary

- Strong performance of eFootball™ driven by increased excitement around the quadrennial football tournament
- Released video games PAWAFURU PUROYAKYU 2026-2027 and eFootball™ Kick-Off!
- Released Yu-Gi-Oh! cards linked to the promotion short animation series Yu-Gi-Oh! CARD GAME THE CHRONICLES

Arcade Game

Revenue and profit

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Revenue	4.0	4.3	0.3	+8.3%	29.0
Business profit	0.6	0.9	0.3	+58.9%	7.5
Operating profit	0.6	0.9	0.3	+58.9%	7.5
Operating profit margin	15%	22%			26%

FY2027 Q1 summary

- Announced the July release of Demon Slayer: Nichirin Battle Slash, the first arcade game based on Demon Slayer: Kimetsu no Yaiba
- Released redemption games in North America, including TEENAGE MUTANT NINJA TURTLES, leveraging a globally popular IP, and DanceDanceRevolution STOMP, based on the popular music game DanceDanceRevolution

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Gaming & Systems

Revenue and profit

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Revenue	7.5	12.4	4.9	+64.9%	46.0
Business profit	△0.2	0.8	1.0	-	6.5
Operating profit	△0.2	0.8	1.0	-	6.5
Operating profit margin	△2%	7%			14%

FY2027 Q1 summary

- Increase in gaming machine unit sales driven by the strong performance of Solstice 49C™
- Launched Class II gaming machines in Texas and Washington
- Installed SYNKROS® at casino properties in Pennsylvania and Nevada, as well as aboard cruise ships

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Sports

Revenue and profit

(JPY in billions)

	FY2026 Q1 3 months ended June 2025	FY2027 Q1 3 months ended June 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Revenue	12.1	12.7	0.6	+5.2%	52.0
Business profit	0.4	0.8	0.3	+79.4%	4.0
Operating profit	0.4	1.3	0.8	+195.9%	4.0
Operating profit margin	4%	10%			8%

Operating profit includes other profit of JPY 0.5 billion (FY2027)

FY2027 Q1 summary

- Strong traction among pilates studios - opened 16 studios in Q1 and scheduled to open 11 more studios from Q2 onwards (making cumulative total of 112 studios)
- Expanded swimming coaching services for elementary and junior high schools across Japan in response to growing demand from schools
- 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

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Titles Released in Apr – Jun 2026 / Pipeline(1)

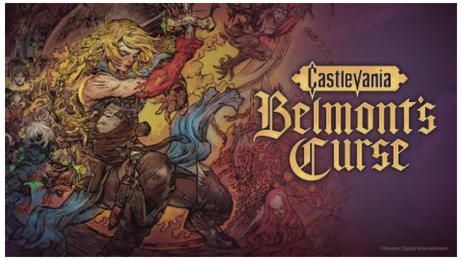
Title	Platform	Geography	Release Date	Business Segment (*1)
Darwin's Paradox!	Nintendo Switch™ 2, PlayStation®5, Xbox Series X|S, Steam®, Epic Games	Global	Apr 2026	DE
eFootball™ Kick-Off!	Nintendo Switch™ 2	Global	Jun 2026	DE
PAWAFURU PUROYAKYU 2026-2027	Nintendo Switch™, PlayStation®4	Japan	Jun 2026	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	Sep 2026	DE
Castlevania: Belmont's Curse	Nintendo Switch™, PlayStation®5, XBOX Series X|S, XBOX on PC, Steam®	Global	Oct 2026	DE
Dice Strikers: Roll to Glory	App Store, Google Play	Global (*2)	TBD	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 Soft-launched in Canada and Spain

PAWAFURU PUROYAKYU 2026-2027

METAL GEAR SOLID: MASTER COLLECTION Vol.2

Suikoden STAR LEAP



Castlevania: Belmont's Curse

SILENT HILL: Townfall

Rev. NOiR

Titles Released in Apr – Jun 2026 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (*)
DanceDanceRevolution STOMP	Arcade Machine (Redemption Game)	North America	May 2026	AG
TEENAGE MUTANT NINJA TURTLES	Arcade Machine (Redemption Game)	North America	May 2026	AG
Demon Slayer: Nichirin Battle Slash	Arcade Machine (Video Game)	Japan	Jul 2026	AG
BLAZING ENCOUNTER	Arcade Machine (Redemption Game)	North America	TBD	AG
jubeat (working title)	Arcade Machine (Video Game)	Japan	TBD	AG
Anima Lotta Anima to Shiawase no Okurimono	Arcade Machine (Medal Game)	Japan	TBD	AG
Momotaro Dentetsu 2: Anata no Machi no Medal Game	Arcade Machine (Medal Game)	Japan	TBD	AG
Solstice 27™	Slot Machine Cabinet	North America	FY2027 Q2	GS

＊ AG: Arcade Game GS: Gaming & Systems

Anima Lotta
Anima to Shiawase no Okurimono

TEENAGE MUTANT NINJA TURTLES

Demon Slayer: Nichirin Battle Slash

jubeat (working title)

Solstice 27™

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Consolidated Business Performance

（JPY in billions）

	FY2026 Q1	Percentile	FY2027 Q1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	97.0	100.0%	129.5	100.0%	32.6	+33.6%
Total cost of revenue	△49.0	50.5%	△59.3	45.8%	△10.3	
SG&A	△20.3	20.9%	△25.5	19.7%	△5.2	
Other income and other expenses	0.1	△0.1%	0.6	△0.5%	0.5	
Operating profit	27.7	28.6%	45.3	35.0%	17.6	+63.3%
Finance income	0.4		1.1		0.7	
Finance costs	△0.4		△0.2		0.2	
Profit from investments accounted for using the equity method	0.2		0.2		0.1	
Profit before income taxes	27.9	28.8%	46.5	35.9%	18.6	+66.6%
Income taxes	△8.1	8.3%	△13.9	10.7%	△5.8	
Profit for the period	19.8	20.5%	32.6	25.1%	12.7	+64.2%
Profit attributable to:						
Owners of the parent	19.8	20.5%	32.6	25.1%	12.7	+64.2%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

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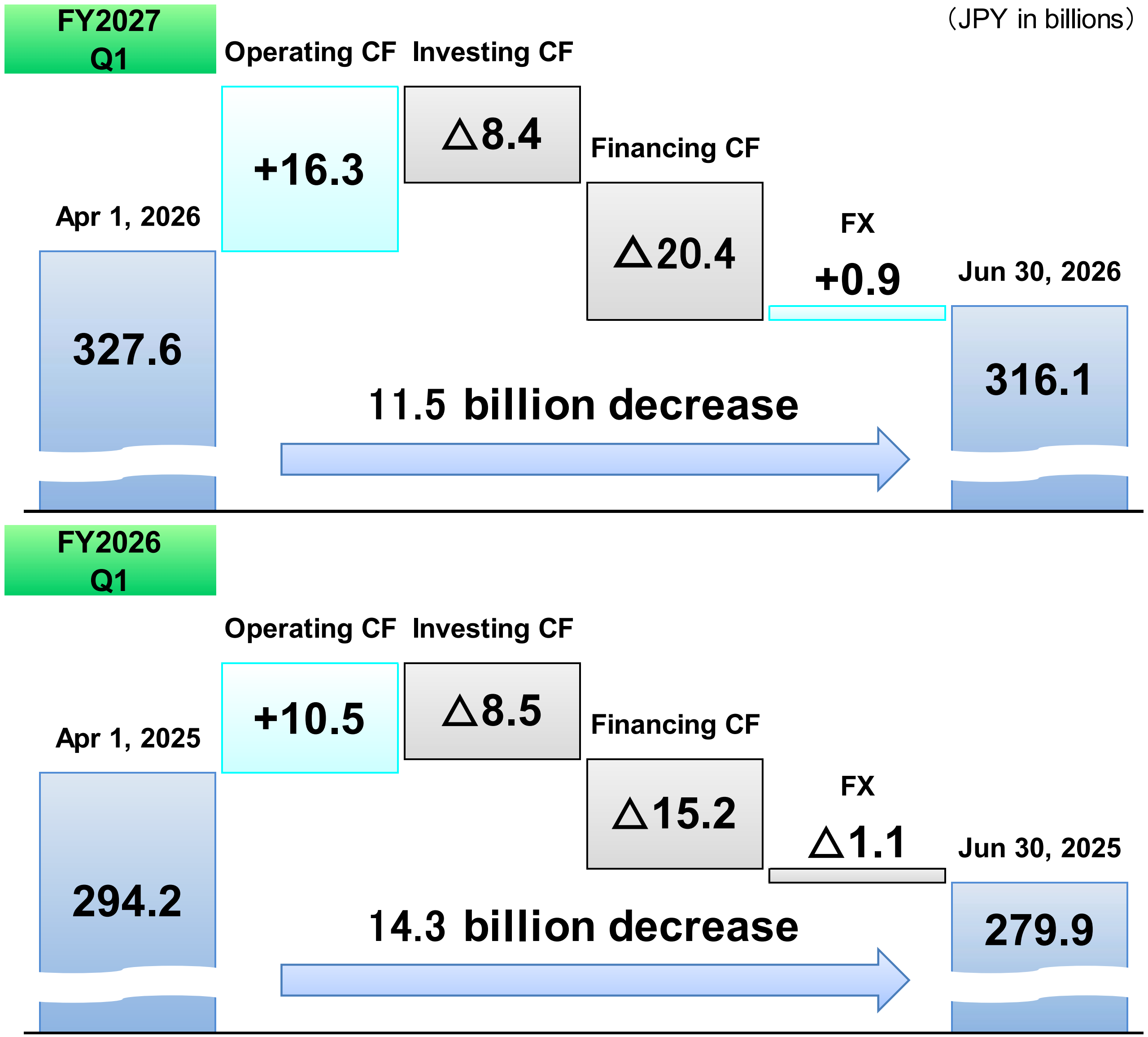
Consolidated Financial Position

（JPY in billions）

	Mar 31, 2026	Jun 30, 2026	Change		Mar 31, 2026	Jun 30, 2026	Change
Current assets				Current liabilities			
Cash and cash equivalents	327.6	316.1	△11.5	Bonds and borrowings	-	-	-
Trade and other receivables	60.0	61.0	1.0	Trade and other payables	50.5	47.8	△2.7
Inventories	19.0	22.8	3.8	Other current liabilities	67.9	58.9	△9.0
Other current assets	18.0	23.0	5.0	Total current liabilities	118.4	106.7	△11.7
Total current assets	424.5	422.9	△1.6	Non-current liabilities			
	(56.7%)	(56.3%)		Bonds and borrowings	39.9	39.9	0.0
Non-current assets				Other non-current liabilities	25.9	25.3	△0.5
Property, plant and equipment, net	187.2	187.5	0.4	Total non-current liabilities	65.8	65.3	△0.5
Goodwill and intangible assets	55.8	60.4	4.7	Total liabilities	184.2	172.0	△12.2
Deferred tax assets	36.8	36.6	△0.2	Total equity attributable to owners of the parent	564.5	579.8	15.2
Other non-current assets	44.5	44.3	△0.2		(75.4%)	(77.1%)	
Total non-current assets	324.3	328.9	4.6	（per share:JPY）	(4,164.58)	(4,277.03)	(112.45)
	(43.3%)	(43.7%)		Total equity	564.6	579.8	15.2
Total assets	748.8	751.8	3.0	Total liabilities and equity	748.8	751.8	3.0

Consolidated Cash Flows



THANK YOU