

FY2027 2nd Quarter Financial Results

Six months ended September 30, 2026

KONAMI GROUP CORPORATION
October 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

(JPY in billions)

	FY2026 H1	FY2027 H1	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance	Progress
	6 months ended September 2025	6 months ended September 2026			12 months ending March 2027	
Revenue	224.8	308.0	83.1	+37.0%	505.0	61%
Business profit	65.1	112.1	47.0	+72.2%	150.0	75%
Other income and other expenses	△0.8	△0.8	△0.0	-	△7.0	
Operating profit	64.3	111.3	47.0	+73.1%	143.0	78%
Profit before income taxes	65.2	112.9	47.7	+73.1%	143.0	79%
Profit for the period (attributable to owners of the parent)	46.5	79.2	32.8	+70.5%	101.0	78%
Earnings per share (JPY)	342.92	584.54	241.62		745.08	

Revenue by Business Segment

(JPY in billions)

	FY2026 H1 6 months ended September 2025	FY2027 H1 6 months ended September 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Digital Entertainment	168.8	243.5	74.7	+44.3%	372.0
Arcade Game	8.8	10.4	1.5	+17.4%	29.0
Gaming & Systems	17.8	25.1	7.3	+41.3%	46.0
Sports	24.9	25.7	0.8	+3.3%	52.0
Others	5.6	4.6	△ 1.1	△ 19.2%	9.0
Eliminations	△ 1.1	△ 1.3	△ 0.2	-	△ 3.0
Total revenue	224.8	308.0	83.1	+37.0%	505.0

Profit by Business Segment

(JPY in billions)

	FY2026 H1 6 months ended September 2025	FY2027 H1 6 months ended September 2026	YoY Change (Amount)	YoY Change (%)	FY2027 Guidance 12 months ending March 2027
Digital Entertainment	61.4	107.5	46.1	+75.1%	138.0
Arcade Game	1.8	2.7	0.9	+50.1%	7.5
Gaming & Systems	0.9	2.4	1.5	+154.4%	6.5
Sports	1.8	1.9	0.2	+8.9%	4.0
Others	1.5	0.8	△ 0.7	△ 44.8%	1.5
Corporate expenses and eliminations	△ 2.2	△ 3.2	△ 1.0	-	△ 7.5
Total business profit	65.1	112.1	47.0	+72.2%	150.0
Other income and other expenses	△ 0.8	△ 0.8	△ 0.0	-	△ 7.0
Total operating profit	64.3	111.3	47.0	+73.1%	143.0

Earnings Guidance Revision

(JPY in billions)

	FY2026 Actual	FY2027 Initial Guidance	FY2027 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2026	12 months ending March 2027	12 months ending March 2027		
Revenue	493.7	505.0	583.0	78.0	89.3
Business profit	143.6	150.0	200.0	50.0	56.4
Operating profit	135.9	143.0	193.0	50.0	57.1
Profit before income taxes	140.7	143.0	193.0	50.0	52.3
Profit for the year (attributable to owners of the parent)	100.0	101.0	135.0	34.0	35.0
Earnings per share (JPY)	737.80	745.08	995.90	250.82	258.10

Earnings Guidance Revision (Revenue Breakdown)

(JPY in billions)

	FY2026 Actual	FY2027 Initial Guidance	FY2027 Revised Guidance	Change vs. Initial Guidance	YoY Change
	12 months ended March 2026	12 months ending March 2027	12 months ending March 2027		
Digital Entertainment	371.0	372.0	450.0	78.0	79.0
Arcade Game	26.4	29.0	29.0	0.0	2.6
Gaming & Systems	43.1	46.0	46.0	0.0	2.9
Sports	49.5	52.0	52.0	0.0	2.5
Others	6.3	9.0	9.0	0.0	2.7
Eliminations	△ 2.4	△ 3.0	△ 3.0	0.0	△ 0.6
Total revenue	493.7	505.0	583.0	78.0	89.3

Earnings Guidance Revision (Profit Breakdown)

(JPY in billions)

	FY2026 Actual 12 months ended March 2026	FY2027 Initial Guidance 12 months ending March 2027	FY2027 Revised Guidance 12 months ending March 2027	Change vs. Initial Guidance	YoY Change
Digital Entertainment	136.0	138.0	188.0	50.0	52.0
Arcade Game	6.8	7.5	7.5	0.0	0.7
Gaming & Systems	3.6	6.5	6.5	0.0	2.9
Sports	3.4	4.0	4.0	0.0	0.6
Others	0.5	1.5	1.5	0.0	1.0
Corporate expenses and eliminations	△ 6.8	△ 7.5	△ 7.5	0.0	△ 0.7
Total business profit	143.6	150.0	200.0	50.0	56.4
Other income and other expenses	△ 7.7	△ 7.0	△ 7.0	0.0	0.7
Total operating profit	135.9	143.0	193.0	50.0	57.1

Dividend Forecast Revision

(JPY)

	FY2026 Actual	FY2027 Initial Forecast	FY2027 Revised Forecast	Change vs. Initial Forecast	YoY Change
	12 months ended March 2026	12 months ending March 2027	12 months ending March 2027		
Interim dividend	83.00	112.00 (Forecast)	112.00	0.00	29.00
Year-end dividend	138.50	112.00 (Forecast)	187.00 (Forecast)	75.00	48.50
Annual dividend	221.50	224.00 (Forecast)	299.00 (Forecast)	75.00	77.50

In line with the earnings guidance revision for FY2027, dividend has been recalculated in accordance with our basic policy of 30% or more payout ratio.

Revenue and profit

(JPY in billions)

	FY2026 H1	FY2027 H1	YoY Change (Amount)	YoY Change (%)	FY2027 Initial Guidance	FY2027 Revised Guidance
	6 months ended September 2025	6 months ended September 2026			12 months ending March 2027	12 months ending March 2027
Revenue	168.8	243.5	74.7	+44.3%	372.0	450.0
Business profit	61.4	107.5	46.1	+75.1%	138.0	188.0
Operating profit	60.8	106.0	45.1	+74.2%	131.0	181.0
Operating profit margin	36%	44%			35%	40%

Operating profit includes other expenses of JPY 0.5 billion (FY2026) and JPY 1.5 billion (FY2027)

FY2027 Q2 summary

- Strong performance of eFootball™ driven by campaigns commemorating the international football tournament and major update
- Launched METAL GEAR SOLID: MASTER COLLECTION Vol.2 and SILENT HILL: Townfall
- Released Yu-Gi-Oh! card products featuring cards used by the first six Yu-Gi-Oh! series' heroes

Arcade Game

Revenue and profit

	FY2026 H1	FY2027 H1	YoY Change (Amount)	YoY Change (%)	(JPY in billions)	
	6 months ended September 2025	6 months ended September 2026			FY2027 Initial Guidance	FY2027 Revised Guidance
					12 months ending March 2027	12 months ending March 2027
Revenue	8.8	10.4	1.5	+17.4%	29.0	29.0
Business profit	1.8	2.7	0.9	+50.1%	7.5	7.5
Operating profit	1.8	2.7	0.9	+50.1%	7.5	7.5
Operating profit margin	20%	26%			26%	26%

FY2027 Q2 summary

- Released Demon Slayer: Nichirin Battle Slash, the first arcade game based on Demon Slayer: Kimetsu no Yaiba
- Announced the showcase of Momotaro Dentetsu 2: Anata no Machi no Medal Game and jubeat U'nit at the AMUSEMENT EXPO 2026, scheduled for November

Gaming & Systems

Revenue and profit

(JPY in billions)

	FY2026 H1	FY2027 H1	YoY Change (Amount)	YoY Change (%)	FY2027 Initial Guidance	FY2027 Revised Guidance
	6 months ended September 2025	6 months ended September 2026			12 months ending March 2027	12 months ending March 2027
Revenue	17.8	25.1	7.3	+41.3%	46.0	46.0
Business profit	0.9	2.4	1.5	+154.4%	6.5	6.5
Operating profit	0.9	2.4	1.5	+154.5%	6.5	6.5
Operating profit margin	5%	10%			14%	14%

FY2027 Q2 summary

- Increase in gaming machine unit sales driven by the strong performance of Solstice 49C™
- Showcased the new Solstice™ series cabinets, Solstice 27™ and Solstice SuperNova™, at the Global Gaming Expo 2026
- Installed SYNKROS® at casino properties in California and Arizona, as well as aboard cruise ships

Revenue and profit

(JPY in billions)

	FY2026 H1	FY2027 H1	YoY Change (Amount)	YoY Change (%)	FY2027 Initial Guidance	FY2027 Revised Guidance
	6 months ended September 2025	6 months ended September 2026			12 months ending March 2027	12 months ending March 2027
Revenue	24.9	25.7	0.8	+3.3%	52.0	52.0
Business profit	1.8	1.9	0.2	+8.9%	4.0	4.0
Operating profit	1.6	2.4	0.8	+49.2%	4.0	4.0
Operating profit margin	7%	9%			8%	8%

Operating profit includes other expense of JPY 0.1 billion (FY2026) and other income of JPY 0.5 billion (FY2027)

FY2027 Q2 summary

- Strong traction among pilates studios - opened 15 studios in Q2 and scheduled to open seven more studios from Q3 onwards (making cumulative total of 123 studios)
- Announced the October opening of a sixth studio for personal training gym Personal 30
- Expanded swimming coaching services at facilities nationwide in response to growing demand from schools

Titles Released in Jul – Sep 2026 / Pipeline(1)

Title	Platform	Geography	Release Date	Business Segment (#1)
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
Suikoden STAR LEAP	App Store, Google Play	Japan	Aug 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, GOG.com	Global	Sep 2026	DE
Castlevania: Belmont's Curse	Nintendo Switch™, PlayStation®5, XBOX Series X S, XBOX on PC, Steam®	Global	Oct 2026	DE
Yu-Gi-Oh! TAG FORCE GX	Nintendo Switch™ 2, Nintendo Switch™, Steam®	Global	Feb 2027	DE
Rev. NOiR	PlayStation®5, XBOX Series X S, Steam®	Global	2027	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
KONAMI Wai Wai World Craft	App Store, Google Play, Steam®	TBD	TBD	DE
Rhapsody in Scarlet	PlayStation®5, XBOX Series X S, Steam®	Global	TBD	DE

* 1 DE: Digital Entertainment
* 2 Soft-launched in Canada and Spain



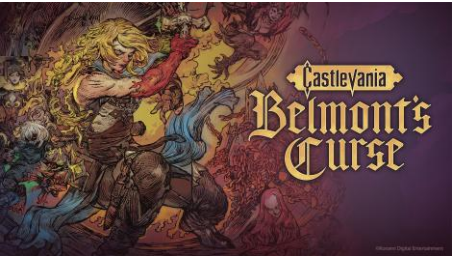
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SILENT HILL: Townfall



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Suikoden STAR LEAP



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Castlevania: Belmont's Curse



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Yu-Gi-Oh! TAG FORCE GX



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Titles Released in Jul – Sep 2026 / Pipeline(2)

Title	Platform	Geography	Release Date	Business Segment (*)
Demon Slayer: Nichirin Battle Slash	Arcade Machine (Video Game)	Japan North America	Japan: Jul 2026 North America: TBD	AG
BLAZING ENCOUNTER	Arcade Machine (Redemption Game)	North America	Oct 2026	AG
Anima Lotta Anima to Shiawase no Okurimono	Arcade Machine (Medal Game)	Japan	2026	AG
jubeat U'nit	Arcade Machine (Music Game)	Japan	TBD	AG
HOLO CARD STATION	Arcade Machine (Card Printing Game)	North America	TBD	AG
TREASURE ROAD DX	Arcade Machine (Prize Game)	Japan	TBD	AG
GHOSTBUSTERS	Arcade Machine (Redemption Game)	North America	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
Solstice SuperNova™	Slot Machine Cabinet	North America	FY2027 Q3	GS

* AG: Arcade Game GS: Gaming & Systems



Demon Slayer:
Nichirin Battle Slash



Momotaro Dentetsu 2:
Anata no Machi no Medal Game



BLAZING ENCOUNTER



TREASURE ROAD DX



GHOSTBUSTERS



Solstice 27™

Consolidated Business Performance

(JPY in billions)

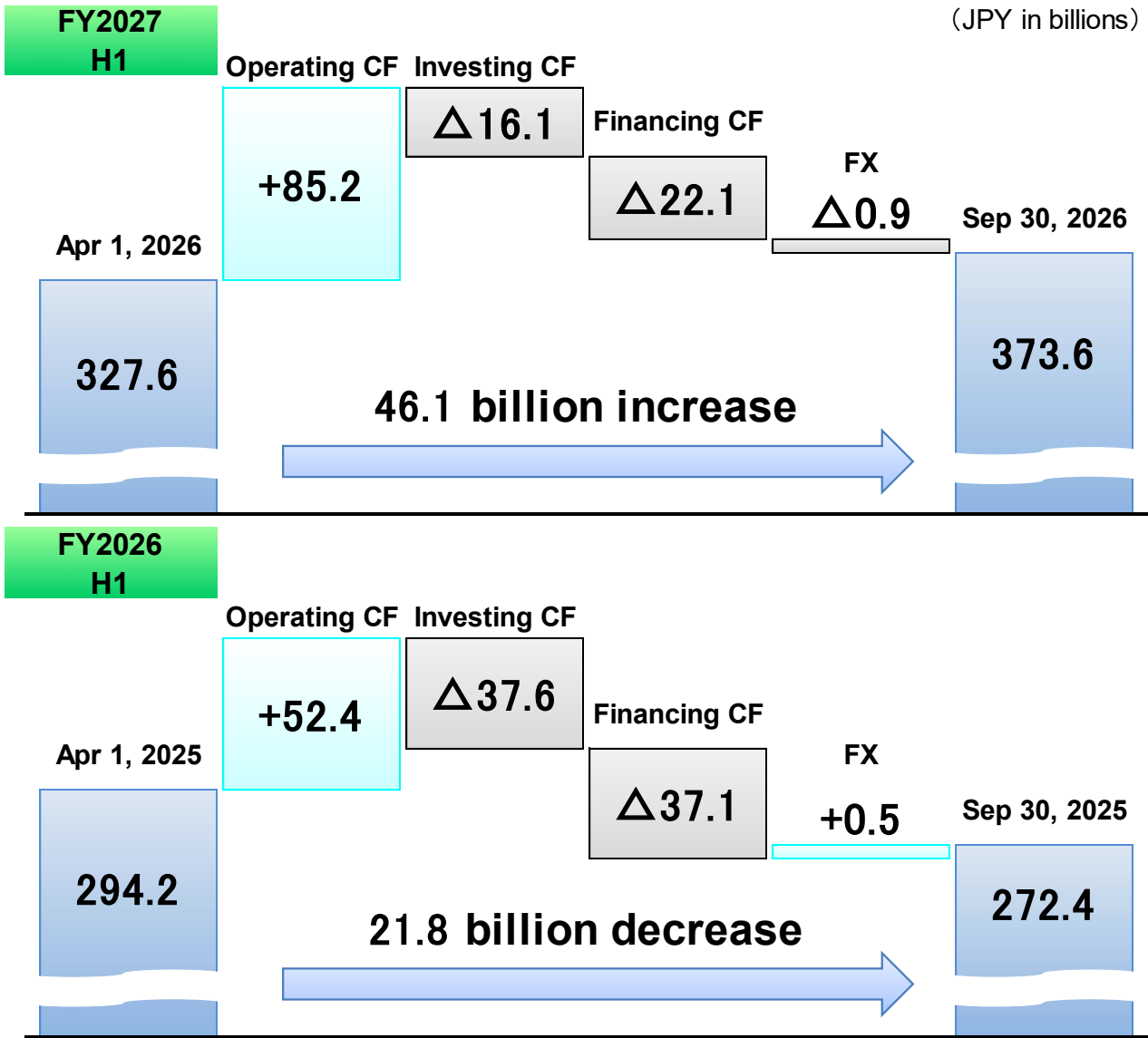
	FY2026 H1	Percentile	FY2027 H1	Percentile	YoY Change (Amount)	YoY Change (%)
Revenue	224.8	100.0%	308.0	100.0%	83.1	+37.0%
Total cost of revenue	△113.8	50.6%	△139.1	45.2%	△ 25.3	
SG&A	△46.0	20.4%	△ 56.8	18.4%	△ 10.9	
Other income and other expenses	△0.8	0.4%	△ 0.8	0.3%	△ 0.0	
Operating profit	64.3	28.6%	111.3	36.1%	47.0	+73.1%
Finance income	0.8		1.2		0.4	
Finance costs	△0.2		△0.3		△ 0.1	
Profit from investments accounted for using the equity method	0.3		0.7		0.3	
Profit before income taxes	65.2	29.0%	112.9	36.7%	47.7	+73.1%
Income taxes	△18.8	8.3%	△ 33.7	10.9%	△ 14.9	
Profit for the period	46.5	20.7%	79.2	25.7%	32.8	+70.5%
Profit attributable to:						
Owners of the parent	46.5	20.7%	79.2	25.7%	32.8	+70.5%
Non-controlling interests	0.0	0.0%	0.0	0.0%	0.0	

Consolidated Financial Position

(JPY in billions)

	Mar 31, 2026	Sep 30, 2026	Change		Mar 31, 2026	Sep 30, 2026	Change
Current assets				Current liabilities			
Cash and cash equivalents	327.6	373.6	46.1	Bonds and borrowings	-	20.0	20.0
Trade and other receivables	60.0	75.6	15.6	Trade and other payables	50.5	51.9	1.4
Inventories	19.0	23.0	4.1	Other current liabilities	67.9	73.5	5.6
Other current assets	18.0	14.3	△3.7	Total current liabilities	118.4	145.4	27.0
Total current assets	424.5	486.6	62.0	Non-current liabilities			
(56.7%)		(59.8%)		Bonds and borrowings	39.9	20.0	△ 20.0
Non-current assets				Other non-current liabilities	25.9	24.6	△ 1.3
Property, plant and equipment, net	187.2	188.0	0.8	Total non-current liabilities	65.8	44.6	△ 21.2
Goodwill and intangible assets	55.8	57.9	2.1	Total liabilities	184.2	190.0	5.8
Deferred tax assets	36.8	36.2	△0.6	Total equity attributable to	564.5	623.1	58.6
Other non-current assets	44.5	44.5	△0.1	owners of the parent	(75.4%)	(76.6%)	
Total non-current assets	324.3	326.6	2.3	(per share:JPY)	(4,164.58)	(4,596.76)	(432.18)
(43.3%)		(40.2%)		Total equity	564.6	623.1	58.6
Total assets	748.8	813.1	64.3	Total liabilities and equity	748.8	813.1	64.3

Consolidated Cash Flows



THANK YOU