

FOR IMMEDIATE RELEASE

KONAMI HOLDINGS CORPORATION
 Kimihiko Higashio, Representative Director, President
 Shares listed: Tokyo and London Stock Exchanges

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News Release: Notice Regarding Distribution of Retained Earnings

KONAMI HOLDINGS CORPORATION (the “Company”) hereby announces it resolved the dividend amount of retained earnings at the Board of Directors meeting held today with a record date of March 31, 2021, as follows.

The dividend amount will be formally decided at the meeting of its board of directors, after the statutory audit procedures of the financial statements for the fiscal year ended March 31, 2021.

1. Dividend distribution

	Year-end dividend	Previous year-end dividend forecast (announced on September 23, 2020)	Year-end dividend for prior year, actual (year ended March 31, 2020)
Record date	March 31, 2021	March 31, 2021	March 31, 2020
Dividend per share	50.50 yen	22.50 yen	7.00 yen
Amount of dividend	6,727 million yen	-	933 million yen
Date of payment	June 8, 2021	-	June 10, 2020
Source of dividend	Retained earnings	-	Retained earnings

Breakdown of annual dividend (reference)

Record date	Cash dividends per share		
	Second quarter end	Year end	Annual
Year ended March 31, 2021	22.50 yen	50.50 yen	73.00 yen
Year ended March 31, 2020 (actual)	38.00 yen	7.00 yen	45.00 yen

2. Reasons

For the fiscal year ended March 31, 2021, we had not been able to reasonably calculate the impact on our projected consolidated results under the circumstances that we could not predict when the outbreak settles down and consumption trend recovers. Therefore, the projected consolidated results had not been determined. As for the dividend forecast for the fiscal year ended March 31, 2021, the dividend on an annual basis for the fiscal year ended March 31, 2021 was intended to be at least the same amount as the previous fiscal year ended March 31, 2020 and we intended to recalculate the dividend on an annual basis to achieve a consolidated payout ratio of more than 30 % at the time when the consolidated earnings forecast for the fiscal year ended March 31, 2021 was able to become reasonably determined.

As for the consolidated results for the fiscal year ended March 31, 2021, revenues of some business segments were impacted from temporal closures to prevent the coronavirus outbreak as well as world-wide economic slowdown. However, strong performance of products and services in the Digital Entertainment business including mobile games, computer and video games and card games led to increase in revenues and profits.

As a result of re-calculation of payment of dividend to achieve a consolidated payout ratio of more than 30 % based on the consolidated results for the fiscal year ended March 31, 2021, the year-end dividend will be 50.50 yen per share and thus the dividends on an annual basis will be 73.00 yen per share (an increase of 28.00 yen per share from the previous fiscal year and forecast) including the distributed interim dividend (22.50 yen per share).

End

Cautionary statement with respect to forward-looking statements and other matters:

Statements made in this document with respect to our current plans, estimates, strategies and beliefs, including the above forecasts, are forward-looking statements about our future performance. 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: (i) changes in economic conditions affecting our operations; (ii) fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro; (iii) our 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; (iv) the timing of the release of new game titles and products, especially game titles and products that are part of historically popular series; (v) our ability to successfully expand internationally with a focus on our Digital Entertainment, Amusement, and Gaming & Systems businesses; (vi) our ability to successfully expand the scope of our business and broaden our customer base through our Sports business; (vii) regulatory developments and changes and our ability to respond and adapt to those changes; (viii) our expectations with regard to further acquisitions and the integration of any companies we may acquire; and (ix) the outcome of existing contingencies.