



Consolidated Financial Results
for the Six Months Ended September 30, 2025
(Prepared in Accordance with IFRS)

October 30, 2025

KONAMI GROUP CORPORATION

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 Stock code number, TSE: 9766
 Ticker symbol, LSE: KNM
 URL: <https://www.konami.com/>
 Shares listed: Tokyo Stock Exchange and London Stock Exchange
 Representative: Kimihiko Higashio, Representative Director, President and Group CEO
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 Beginning date of dividend payment: November 20, 2025

(Amounts are rounded to the nearest million, except percentages and per share amounts)

1. Consolidated Financial Results for the Six Months Ended September 30, 2025

(1) Consolidated Results of Operations (Millions of Yen, except percentages and per share amounts)

	Revenue	Business profit	Operating profit	Profit before income taxes	Profit for the period	Profit attributable to owners of the parent
Six months ended September 30, 2025	224,839	65,086	64,268	65,238	46,486	46,486
% change from previous year	22.1%	29.6%	28.9%	28.3%	27.7%	27.7%
Six months ended September 30, 2024	184,084	50,217	49,844	50,863	36,401	36,401
% change from previous year	19.7%	41.8%	40.6%	37.4%	35.7%	35.7%

Total comprehensive income for the period: Six months ended September 30, 2025: ¥46,980 million; 47.8%

Six months ended September 30, 2024: ¥31,788 million; (8.1)%

Note) Business profit is calculated by deducting “cost of revenue” and “selling, general and administrative expenses” from “revenue.”

	Basic earnings per share (attributable to owners of the parent) (yen)	Diluted earnings per share (attributable to owners of the parent) (yen)
Six months ended September 30, 2025	342.92	342.92
Six months ended September 30, 2024	268.53	268.53

(2) Consolidated Financial Position

(Millions of Yen, except percentages and per share amounts)

	Total assets	Total equity	Total equity attributable to owners of the parent	Ratio of equity attributable to owners of the parent
September 30, 2025	681,185	515,355	515,339	75.7%
March 31, 2025	665,040	481,868	481,852	72.5%

2. Cash Dividends

Record Date	Cash dividends per share (yen)				
	First quarter end	Second quarter end	Third quarter end	Year end	Annual
Year ended March 31, 2025	-	66.00	-	99.50	165.50
Year ending March 31, 2026	-	83.00			
Year ending March 31, 2026 (Forecast)			-	83.00	166.00

Note) Recently announced change in dividend forecasts for the fiscal year ending March 31, 2026 during the three months ended September 30, 2025: No

3. Consolidated Earnings Forecast for the Year Ending March 31, 2026

(Millions of Yen, except percentages and per share amounts)

	Revenue	Business profit	Operating profit	Profit before income taxes	Profit attributable to owners of the parent	Basic earnings per share (attributable to owners of the parent) (yen)
Year ending March 31, 2026	430,000	114,000	106,000	106,000	75,000	553.27
% change from previous year	2.0%	4.5%	4.0%	1.9%	0.4%	

Note) Recently announced change in earnings forecasts for the fiscal year ending March 31, 2026 during the three months ended September 30, 2025: No

Noted Items

(1) Significant changes in the scope of consolidation during the period: None

(2) Changes in accounting policies and changes in accounting estimates

1. Changes in accounting policies required by IFRS: None
2. Changes in accounting policies due to other reasons: None
3. Changes in accounting estimates: None

(3) Number of shares issued (Share capital)

1. Number of shares issued: (Treasury shares included)
 - As of September 30, 2025 143,500,000 shares
 - As of March 31, 2025 143,500,000 shares
2. Number of treasury shares:
 - As of September 30, 2025 7,943,404 shares
 - As of March 31, 2025 7,943,186 shares
3. Average number of shares outstanding:
 - Six months ended September 30, 2025 135,556,714 shares
 - Six months ended September 30, 2024 135,557,586 shares

Semi-annual financial results reports are exempt from review conducted by certified public accountants or an audit firm.

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.

Please refer to page from 9 to 11 for further information regarding our business forecasts.

KONAMI GROUP CORPORATION (the “Company”) disclosed the supplemental data for the consolidated financial statements via the Company's website on October 30, 2025.

1. Business Performance

(1) Overview of Business Performance

(1) Business Performance

For the six months ended September 30, 2025, the domestic economy has continued to recover moderately, supported by improvements in employment and income conditions, despite concerns that ongoing inflation may dampen personal consumption. On the other hand, the outlook for the global economy remains uncertain, mainly due to the impact of the U.S. trade policy, concerns over the prospects for the Chinese economy, heightened volatility in financial and capital markets, and rising geopolitical risks.

Under these circumstances, Konami Group's business results for the six months ended September 30, 2025 showed total revenue, business profit, operating profit, profit before income taxes, and profit attributable to owners of the parent all reached record highs for the the first half for two consecutive fiscal years, mainly driven by the continued strong performance of key titles in the Digital Entertainment business.

In terms of the consolidated results for the six months ended September 30, 2025, total revenue amounted to ¥224,839 million (a year-on-year increase of 22.1%), business profit was ¥65,086 million (a year-on-year increase of 29.6%), operating profit was ¥64,268 million (a year-on-year increase of 28.9%), profit before income taxes was ¥65,238 million (a year-on-year increase of 28.3%), and profit attributable to owners of the parent was ¥46,486 million (a year-on-year increase of 27.7%).

(2) Performance by Business Segment

Summary of total revenue by business segment:

Millions of Yen, except percentages			
	Six months ended September 30, 2024	Six months ended September 30, 2025	% change
Total revenue:			
Digital Entertainment	¥131,650	¥168,777	28.2
Amusement	10,806	14,466	33.9
Gaming & Systems	18,602	17,768	(4.5)
Sports	24,204	24,904	2.9
Intersegment eliminations	(1,178)	(1,076)	-
Total revenue	¥184,084	¥224,839	22.1

Digital Entertainment

In the entertainment market, future development of game content is expected through the functional enhancement of various devices, including mobile devices and video game consoles, and the spread of next generation communication systems. The ways in which content is enjoyed are becoming more diverse, such as the increased attention and growing fan bases for the esports space, which treat video games as sports competitions, and gameplay videos.

Under these circumstances, as a new business initiative, we released *METAL GEAR SOLID A: SNAKE EATER*, which allows players to enjoy extreme survival stealth action in a jungle setting. We also released *SILENT HILL f*, a new psychological horror game set in Japan for the first time in the series, developed under the concept of “beautiful yet horrifying.” Both titles have been well received by many customers, achieving initial sales exceeding one million units worldwide. Furthermore, we have announced the release of *Momotaro Dentetsu 2 ~Your Town is Surely There~*, the latest title in the *Momotaro Dentetsu* series that includes two maps—the “East Japan Map” and the “West Japan Map” — and features the greatest volume of stations and properties in series history. At the Tokyo Game Show

2025, alongside the latest updates on these titles, we announced the launch of “Wai Wai World Craft (working title),” a new game project centered on user-generated content (UGC) that makes it possible for anyone to have fun creating games, and the announcement garnered significant media attention.

As a continuation of an existing initiative, we implemented a major update for *eFootball™*, which is available for home consoles, PC, and mobile devices. New features have been added to this title, including the ability for players to customize stadiums to their liking, as well as new elements such as expanded tactical options. A launch campaign to commemorate the start of the new season is also underway, with the series surpassing 900 million cumulative downloads. For *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, which marked its 10th anniversary since launch, we implemented well-received initiatives such as the “Prospi Selection 10 Years Selects,” featuring 12 returning players from past “Prospi Selection” lineups. Meanwhile, *Yu-Gi-Oh! MASTER DUEL*, which continues to be enjoyed by many players, has surpassed 90 million cumulative downloads. Furthermore, we launched a special collaboration between the Yu-Gi-Oh! card game, a title that has continued to evolve for more than 25 years, and the *eFootball™* series, which celebrated its 30th anniversary.

In the esports space, the “eFootball™ Championship 2025 World Finals,” the largest official tournament in the *eFootball™* series, was held concurrently with the inaugural “eFootball™ World Festival in Tokyo” fan event to commemorate the series' 30th anniversary, showcasing some of the most intense and thrilling matches in the world. In addition, the final rounds of the “Yu-Gi-Oh! World Championship 2025,” which determined the top duelists worldwide across four divisions for the Yu-Gi-Oh! card game, took place in Paris, France. The players who had won regional qualifiers around the world competed in heated duels that created an atmosphere of great excitement. Moreover, we are currently holding the qualifiers and opening round of the world finals for the “WBSC eBaseball™ Series 2025,” an event sponsored by the World Baseball Softball Confederation (WBSC) that uses the *WBSC eBASEBALL™: POWER PROS* as the competition title.

In terms of financial performance, total revenue for the six months ended September 30, 2025 in this segment amounted to ¥168,777 million (a year-on-year increase of 28.2%) and business profit for the six months ended September 30, 2025 amounted to ¥61,378 million (a year-on-year increase of 31.6%).

Amusement

In the amusement market, the overall market has been performing steadily, reflecting the moderate recovery of the domestic economy.

Under these circumstances, in our video game business targeting amusement facilities, *Monster Retsuden Oreca Battle 2* has continued to increase the number of units installed in arcades. Furthermore, we launched *Monster Retsuden Oreca Battle 2 Pandora no Medal*, a medal game that allows players to use the original cards that they created in *Monster Retsuden Oreca Battle 2* to play the game. By linking two games with different playstyles, we are able to offer enjoyment to a wider audience. We launched operations of the latest entry in the *beatmania IIDX* series, *beatmania IIDX 33 Sparkle Shower*, which allows players to enjoy exhilarating musical experiences. We have also introduced the latest title in the *Quiz Magic Academy* series, *Quiz Magic Academy: Ake no Arcadia*, to the market. Additionally, for *Mahjong Fight Club Extreme*, we are actively implementing measures to boost the operation of existing titles, such as holding a “Vote Selection Tournament” where players can vote for their favorite professional mahjong players.

In the esports space, we held a draft meeting for “BEMANI PRO LEAGUE -SEASON 5-,” and finalized the players across three titles: *beatmania IIDX*, *SOUND VOLTEX*, and *DanceDanceRevolution*.

In the pachinko and pachislot machine business, we released a smart slot machine themed around the anime *My Happy Marriage*, adapted from a popular novel that was made into a live-action film, as well as a smart slot machine based on the anime *Reincarnated as a Sword*, adapted from a popular light novel series boasting total sales of 4 million copies. For the popular *Magical Halloween* series

featuring a cast of unique characters, we have introduced the latest title, which incorporates the new “Bonus Trigger” pachislot feature, to the market.

In terms of financial performance, total revenue for the six months ended September 30, 2025 in this segment amounted to ¥14,466 million (a year-on-year increase of 33.9%) and business profit for the six months ended September 30, 2025 amounted to ¥3,233 million (a year-on-year increase of 56.2%).

Gaming & Systems

In the gaming market, the North American and the Australian markets remained stable. The markets continue to experience the constant introduction of new products by competing slot machine manufacturers providing for new placement opportunities.

Under these circumstances, in our sales of slot machines, we sold the *DIMENSION 49™* featuring a 49-inch ultra-high definition portrait display, and the *DIMENSION 27™*, which combines three 27-inch monitors.

In terms of gaming content, in the North American market, we launched the *K-Pow! Pig™* series which has gained popularity in the Australian market. Moreover, the *What the duck™* series performed strongly, appealing to players with its comical cowboy duck character. In the Australian market, the newly introduced *Bull Rush Stampede™* and the *Power Panther™* series have enjoyed popularity.

SYNKROS®, our casino management system, has been newly installed at casino facilities in New Mexico, the U.S. and at multiple cruise lines. We expanded the feature of *SYNK Vision™*, the player facial recognition solution for slot machines, to table games. This will further improve convenience for both casino operators and players.

As the effort to expand our business in the Specialty Markets in the North America, we have received orders for COAM (Coin Operated Amusement Machines) in Georgia and orders for VLT (Video Lottery Terminals) in Illinois.

During six months ended September 30, 2025, we were affected by the U.S. tariff measures and customers' reluctance in purchasing ahead of the upcoming new cabinet launch.

In terms of financial performance, total revenue for the six months ended September 30, 2025 in this segment amounted to ¥17,768 million (a year-on-year decrease of 4.5%) and business profit for the six months ended September 30, 2025 amounted to ¥949 million (a year-on-year decrease of 60.1%).

Sports

Although the business environment in the sports market continues to be affected by increases in prices of various goods and soaring energy costs, the market is expanding due to people's growing consciousness of health, as well as the diversification of business categories and services.

Under these circumstances, in our operation of sports clubs, we have been holding “UNITED FEEL” since August 2025, a large-scale event based on popular studio programs that have been cherished by many customers for many years. The “UNITED FEEL” offers lessons led by top trainers, providing many customers with the opportunity to enjoy intense studio programs distinct from our regular offerings. Furthermore, to encourage facility use among younger members, we have introduced the “U-22 Light” plan. We are striving to contribute to the wellbeing of as many people as possible by providing services tailored to diverse needs.

For the “Undo Juku” exercise circle aimed at children, we are developing a variety of options for children, including swimming, gymnastics, dance, soccer, tennis, and golf, to support the mental and physical growth of children. At the Junior Golf Academy, the final tournament of the “12th Konami Sports Junior Cup” was held at Nasu Highland Golf Club (Tochigi Prefecture). The chosen team at the Dance School, “KONAMI J.B.STAR,” represented Japan and took second place worldwide at the

“2025 WORLD HIP HOP DANCE CHAMPIONSHIP” dance competition, which was held in Arizona, the U.S. In addition to regular lessons, we support children's mental and physical development through competitions and events where they can showcase their achievements. Meanwhile, we expanded the use of the “Undo Juku Digital Note,” previously implemented in swimming schools and highly appreciated by children and parents, to gymnastics and dance schools. Furthermore, we opened “Konami Sports Junior School Nakano” at Kodomo Depart Nakano, a new childcare facility offering a broad range of content for both parents and children.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we opened 19 new studios, bringing the total number of studios to 72. “Pilates Mirror” has been well received by customers, with some of the studios having waiting lists for membership. For “Personal 30,” the 30-minute focused personal training gym, we opened the second location, “Personal 30 Oyamadai,” in Setagaya Ward, Tokyo in July 2025.

With regard to the operation of outsourced facilities, a form of business that expands our network without ownership of assets, we commenced contracted operations of sports facilities in Niiza City, Saitama; Nakano and Toshima Wards, Tokyo; and Izumiotsu City, Osaka.

In response to the growing need for schools to outsource swimming instruction, we are expanding swimming instruction services at many elementary and junior high schools throughout Japan.

In terms of financial performance, total revenue for the six months ended September 30, 2025 in this segment amounted to ¥24,904 million (a year-on-year increase of 2.9%) and business profit for the six months ended September 30, 2025 amounted to ¥1,773 million (a year-on-year increase of 59.7%).

(2) Consolidated Financial Position

(1) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥681,185 million as of September 30, 2025, increasing by ¥16,145 million compared with March 31, 2025. This mainly resulted from increases in property, plant and equipment, net and trade and other receivables, despite a decrease in cash and cash equivalents primarily due to capital expenditures for the construction of our new site, “Konami Creative Front Tokyo Bay” and payment for redemption of bonds.

Total Liabilities:

Total liabilities amounted to ¥165,830 million as of September 30, 2025, decreasing by ¥17,342 million compared with March 31, 2025. This primarily resulted from decreases in bonds and borrowings and trade and other payables, despite an increase in other current liabilities.

Total Equity:

Total equity amounted to ¥515,355 million as of September 30, 2025, increasing by ¥33,487 million compared with March 31, 2025. This mainly resulted from an increase in total equity attributable to owners of the parent due to recognition of profit for the period, despite payment of dividends.

Ratio of equity attributable to owners of the parent as of September 30, 2025 was 75.7%, increasing by 3.2 points compared with March 31, 2025.

(2) Cash Flows

	Millions of Yen		
	Six months ended September 30, 2024	Six months ended September 30, 2025	Change
Cash flow summary:			
Net cash provided by operating activities	¥44,695	¥52,431	¥7,736
Net cash used in investing activities	(37,172)	(37,644)	(472)
Net cash used in financing activities	(13,106)	(37,108)	(24,002)
Effect of exchange rate changes on cash and cash equivalents	(2,104)	499	2,603
Net decrease in cash and cash equivalents	(7,687)	(21,822)	(14,135)
Cash and cash equivalents at the end of the year	¥266,060	¥272,394	¥6,334

Cash and cash equivalents (hereafter, referred to as “Net cash”) amounted to ¥272,394 million as of September 30, 2025, decreasing by ¥21,822 million compared with March 31, 2025.

Cash flow summary for each activity for the six months ended September 30, 2025 is as follows:

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥52,431 million for the six months ended September 30, 2025, a year-on-year increase of 17.3%. This primarily resulted from an increase in profit for the period, despite an increase in income taxes paid.

Cash flows from investing activities:

Net cash used in investing activities amounted to ¥37,644 million for the six months ended September 30, 2025, a year-on-year increase of 1.3%. This primarily resulted from an increase in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥37,108 million for the six months ended September 30, 2025, a year-on-year increase of 183.1%. This primarily resulted from payment for redemption of bonds and an increase in dividends paid.

(3) Outlook for the Fiscal Year Ending March 31, 2025

Digital Entertainment

With networked entertainment offerings rapidly becoming mainstream, more people than ever before have a growing number of opportunities to enjoy playing games on any device. Under this situation, we will continue to propose ways for our games to be played so that even more people can enjoy them, regardless of the device they use. In addition, as the ways of enjoying content continue to diversify, we will promote global efforts so that users can enjoy a wide range of game genres in various situations such as fan events and esports competitions.

As part of our future initiatives, in *METAL GEAR SOLID A: SNAKE EATER*, we will launch “FOX HUNT,” an entirely original online versus mode. Players can utilize stealth and survival elements within the game's atmosphere to enjoy hide-and-seek-like tactics, such as concealment and tracking, incorporating the signature sneaking mechanics of the *METAL GEAR* series. The latest title in the *Momotaro Dentetsu* series, *Momotaro Dentetsu 2 ~Your Town is Surely There~,* is planned for release in November 2025. This title meticulously depicts the distinctive features of each region, allowing players to savor the diverse appeal of places all across Japan.

As a continuation of our ongoing efforts, we are currently developing a brand-new title in the *SILENT HILL* series, as well as a remake of the first installment, *SILENT HILL*. Additionally, we will continue the limited-time special collaboration between the Yu-Gi-Oh! card game and the *eFootball™* series. Various campaigns are planned for each title, such as collaboration-exclusive appearances by the player Neymar. We are also actively promoting the 10th anniversary of *PROFESSIONAL BASEBALL SPIRITS A (ACE)*. At the same time, we will continue implementing appealing initiatives across currently available titles, such as *eBaseball™: MLB PRO SPIRIT*, to ensure that even more customers can enjoy our offerings.

In the esports space, the “FIFAE World Cup 2025™,” an international esports tournament organized by the Fédération Internationale de Football Association (FIFA) featuring *eFootball™* as its competitive title, will hold its finals in Saudi Arabia in December 2025. In addition, the “Inter-Prefectural Esports Championship 2025 SHIGA” has commenced its prefectural representative selection matches for the *eFootball™* division, generating excitement ahead of the main tournament in November 2025. Meanwhile, the Super Round and final tournament of the “WBSC eBaseball™ Series 2025,” a global tournament organized by the World Baseball Softball Confederation (WBSC) that features *WBSC eBASEBALL™: POWER PROS* as the competition title, will be held in the U.S. in an offline format. Furthermore, the “Prospi A Pro League” and the “Prospi A Championship,” featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as their esports titles, are planned to be held. Going forward, we will work on activities to disseminate the appeal of esports with the aim of expanding the esports fan base even more.

Amusement

We will offer new ways to play, created through interpersonal communication via services such as the e-amusement service, which connects amusement facilities around the country by networking them together.

In video games targeted at amusement facilities, we will launch a new cabinet in the *pop'n music* series. In addition to making the switch to a large 43-inch high-resolution display for the new cabinet, its design will be revamped. To mark the series' 27th anniversary ahead of the cabinet's launch, we are holding the “pop'n Cheers! project,” a player-participation project. We shall progressively roll out a diverse range of open-call initiatives, starting with “Ohoshi-sama ni Mata Onegai!” which invites various players to make requests. Furthermore, we will be exhibiting *Demon Slayer: Nichirin Battle Slash*, the first arcade game based on the hugely popular “Demon Slayer” anime series, at the “AMUSEMENT EXPO 2025.” This is a digital card game where players battle enemies using cards depicting warriors and demons that can be obtained through gameplay, along with a controller designed to evoke the image of a Nichirin sword. Additionally, the latest installment, *Mahjong Fight Club UNION*, marking the first major update to the series in three years, will begin operations. For medal games, following the popular *Momotaro Dentetsu -Medal game mo teiban!*, the latest title *Momotaro Dentetsu World -Chikyuu mo Medal mo Mawatteru!* will begin operation. Moreover, we will introduce the latest releases of popular medal games, including *ColorCoLotta Tropical Resort*, the newest installment in the *ColorCoLotta* series, to the market.

In the esports space, the regular season for “BEMANI PRO LEAGUE -SEASON 5-” will kick off in November 2025. We will energize further the “BEMANI PRO LEAGUE” ahead of the opening.

In the pachinko and pachislot machine space, we will introduce *Legend of the Galactic Heroes: Die Neue These* to the market as a pachislot machine, which is based on the anime series “Legend of the Galactic Heroes” that has cumulative sales exceeding 15 million copies. We remain dedicated to developing and launching a new lineup to the market, aimed at providing enjoyable experiences to an even wider range of players.

Through providing new user experiences, we will deliver the amusement and fun, which are enjoyable for participants and spectators alike, to an even greater number of customers, and we continue to have them lead to the revitalization of the amusement market.

Gaming & Systems

In the gaming market, competitors are introducing new products successively, creating an environment that requires stronger product appeal. Under such circumstances, Konami Group is engaged in developing new slot machines, new gaming content, and new features for the casino management system. We will also expand our efforts in the Specialty Markets and iGaming.

In the slot machine business, in addition to the highly acclaimed *DIMENSION* series, we will expand the *Solstice*TM series which was exhibited at the Global Gaming Expo held in October 2025. The *Solstice*TM features first-of-its-kind lighting elements that interact dynamically with gameplay and has attracted significant industry attention as our first new cabinet model in approximately six years. In our gaming content, we will launch our newest titles, led by the *BOMBERMAN* game series, which is based on the one of the most representative IP of KONAMI, alongside the launch of the new cabinet.

SYNKROS[®], our casino management system, has been decided to be installed at multiple casino facilities. Going forward, by progressing with the development of various functions utilizing cutting-edge technologies and responding to client needs, we will aim to expand our market share.

As part of our initiative in the Specialty Markets, we are expanding the reach of VLTs (Video Lottery Terminals) and HHR (Historical Horse Racing) machines, as well as Class II products. In iGaming, we will accelerate the expansion of popular gaming content into iGaming. Furthermore, to drive innovation and expand market share in iGaming, we will launch the new brand “Konami Online Interactive.”

We have obtained the gaming-related vendor license in the United Arab Emirates, which will open its

first integrated resort in 2027. We will continue our efforts to seize new market opportunities.

Sports

In the “Undo Juku” exercise circle aimed at children; we will support children's skill development and motivation by organizing target competitions and events in each discipline.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we plan to open nine new studios. For “Personal 30,” the 30-minute focused personal training gym, we will open the third location, “Personal 30 Soshigaya-Okura,” in Setagaya Ward, Tokyo in December 2025. Going forward, we plan to expand the number of new business line locations in order to meet the needs of more people.

With regard to the operation of outsourced facilities, in addition to managing gymnasiums and training rooms at operated facilities, we will hold various schools and events, undertaking a wide range of initiatives so that people of all ages, from children to seniors, can utilize the facilities.

In outsourced school swimming classes, we will strive to improve children's swimming abilities through effective instruction provided by professional staff members in a safe and secure environment. We will continue to expand the number of target schools in order to provide a safe environment where students can take classes at indoor pools, which are less affected by weather and temperature.

We will continue to provide products and services that meet the needs of our customers.

Projected consolidated results for the fiscal year ending March 31, 2026 are as follows: total revenue of ¥430,000 million; business profit of ¥114,000 million; operating profit of ¥106,000 million; profit before income tax of ¥106,000 million; and profit attributable to owners of the parent of ¥75,000 million. Thus, there is no change from the forecast figures released in the “Consolidated Financial Results for the Year Ended March 31, 2025” dated May 8, 2025.

Special Note:

This document contains “forward-looking statements,” or statements related to future events that are based on management's assumptions and beliefs in light of information currently available. These statements are subject to various risks and uncertainties.

When relying on forward-looking statements to make investments, you should not place undue reliance on such forward-looking statements. Actual results may be affected by a number of important factors and may be materially different from those discussed in forward-looking statements. Such factors include, but are not limited to, changes in economic conditions affecting our operations, market trends and fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro.

2. Semi-annual Condensed Consolidated Financial Statements and Notes

(1) Semi-annual Condensed Consolidated Statement of Financial Position

	Millions of Yen	
	As of March 31, 2025	As of September 30, 2025
Assets		
Current assets		
Cash and cash equivalents	¥294,216	¥272,394
Trade and other receivables	47,220	53,319
Inventories	12,108	16,225
Income tax receivables	337	40
Other current assets	12,955	18,656
Total current assets	366,836	360,634
Non-current assets		
Property, plant and equipment, net	163,617	182,984
Goodwill and intangible assets	60,702	63,244
Investment property	17,588	17,617
Investments accounted for using the equity method	4,484	4,702
Other investments	1,671	2,120
Other financial assets	17,903	18,242
Deferred tax assets	31,130	30,451
Other non-current assets	1,109	1,191
Total non-current assets	298,204	320,551
Total assets	665,040	681,185
Liabilities and equity		
Liabilities		
Current liabilities		
Bonds and borrowings	19,994	-
Other financial liabilities	8,713	8,312
Trade and other payables	45,406	41,380
Income tax payables	19,362	16,688
Other current liabilities	22,839	32,885
Total current liabilities	116,314	99,265
Non-current liabilities		
Bonds and borrowings	39,911	39,924
Other financial liabilities	15,622	15,679
Provisions	8,271	7,848
Deferred tax liabilities	1,213	1,287
Other non-current liabilities	1,841	1,827
Total non-current liabilities	66,858	66,565
Total liabilities	183,172	165,830
Equity		
Share capital	47,399	47,399
Share premium	78,144	78,144
Treasury shares	(21,617)	(21,622)
Other components of equity	18,737	19,231
Retained earnings	359,189	392,187
Total equity attributable to owners of the parent	481,852	515,339
Non-controlling interests	16	16
Total equity	481,868	515,355
Total liabilities and equity	¥665,040	¥681,185

(2) Semi-annual Condensed Consolidated Statements of Profit or Loss and Comprehensive Income

Semi-annual Condensed Consolidated Statement of Profit or Loss

	Millions of Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
Revenue		
Product sales revenue	¥51,454	¥67,682
Service and other revenue	132,630	157,157
Total revenue	184,084	224,839
Cost of revenue		
Cost of product sales revenue	(22,428)	(33,031)
Cost of service and other revenue	(73,224)	(80,770)
Total cost of revenue	(95,652)	(113,801)
Gross profit	88,432	111,038
Selling, general and administrative expenses	(38,215)	(45,952)
Other income and other expenses, net	(373)	(818)
Operating profit	49,844	64,268
Finance income	1,074	833
Finance costs	(259)	(197)
Profit from investments accounted for using the equity method	204	334
Profit before income taxes	50,863	65,238
Income taxes	(14,462)	(18,752)
Profit for the period	36,401	46,486
Profit attributable to:		
Owners of the parent	36,401	46,486
Non-controlling interests	¥0	¥0

	Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
Earnings per share (attributable to owners of the parent)		
Basic	¥268.53	¥342.92
Diluted	¥268.53	¥342.92

Semi-annual Condensed Consolidated Statement of Comprehensive Income

	Millions of Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
Profit for the period	¥36,401	¥46,486
Other comprehensive income		
Items that will not be reclassified to profit or loss:		
Net change in fair value of equity financial assets measured at fair value through other comprehensive income	(7)	193
Total items that will not be reclassified to profit or loss	(7)	193
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	(4,606)	301
Total items that may be reclassified to profit or loss	(4,606)	301
Total other comprehensive income	(4,613)	494
Total comprehensive income for the period	31,788	46,980
Comprehensive income attributable to:		
Owners of the parent	31,788	46,980
Non-controlling interests	¥0	¥0

(3) Semi-annual Condensed Consolidated Statement of Changes in Equity

Millions of Yen								
	Equity attributable to owners of the parent						Non-controlling interests	Total equity
	Share capital	Share premium	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at April 1, 2024	¥47,399	¥78,144	¥(21,603)	¥20,625	¥302,797	¥427,362	¥16	¥427,378
Profit for the period					36,401	36,401	0	36,401
Other comprehensive income				(4,613)		(4,613)		(4,613)
Total comprehensive income for the period	-	-	-	(4,613)	36,401	31,788	0	31,788
Purchase of treasury shares			(6)			(6)		(6)
Dividends					(9,353)	(9,353)		(9,353)
Total transactions with the owners	-	-	(6)	-	(9,353)	(9,359)	-	(9,359)
Balance at September 30, 2024	¥47,399	¥78,144	¥(21,609)	¥16,012	¥329,845	¥449,791	¥16	¥449,807

Millions of Yen								
	Equity attributable to owners of the parent						Non-controlling interests	Total equity
	Share capital	Share premium	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at April 1, 2025	¥47,399	¥78,144	¥(21,617)	¥18,737	¥359,189	¥481,852	¥16	¥481,868
Profit for the period					46,486	46,486	0	46,486
Other comprehensive income				494		494		494
Total comprehensive income for the period	-	-	-	494	46,486	46,980	0	46,980
Purchase of treasury shares			(5)			(5)		(5)
Dividends					(13,488)	(13,488)		(13,488)
Total transactions with the owners	-	-	(5)	-	(13,488)	(13,493)	-	(13,493)
Balance at September 30, 2025	¥47,399	¥78,144	¥(21,622)	¥19,231	¥392,187	¥515,339	¥16	¥515,355

(4) Semi-annual Condensed Consolidated Statement of Cash Flows

	Millions of Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
<i>Operating activities</i>		
Profit for the period	¥36,401	¥46,486
Depreciation and amortization	10,308	15,235
Impairment losses	453	903
Interest and dividends income	(727)	(832)
Interest expense	245	178
Loss on sale or disposal of property, plant and equipment	10	2
Profit from investments accounted for using the equity method	(204)	(334)
Income taxes	14,462	18,752
Decrease (increase) in trade and other receivables	5,782	(5,955)
Increase in inventories	(577)	(3,978)
Decrease in trade and other payables	(5,983)	(3,030)
Increase in prepaid expense	(2,161)	(2,107)
Increase in contract liabilities	2,031	9,965
Other, net	(2,670)	(2,762)
Interest and dividends received	775	815
Interest paid	(223)	(169)
Income taxes paid	(13,227)	(20,738)
<i>Net cash provided by operating activities</i>	44,695	52,431
<i>Investing activities</i>		
Capital expenditures	(36,194)	(37,728)
Payments for lease deposits	(44)	(52)
Proceeds from refunds of lease deposits	94	462
Other, net	(1,028)	(326)
<i>Net cash used in investing activities</i>	(37,172)	(37,644)
<i>Financing activities</i>		
Redemption of bonds	-	(20,000)
Principal payments of lease liabilities	(3,754)	(3,626)
Dividends paid	(9,346)	(13,476)
Other, net	(6)	(6)
<i>Net cash used in financing activities</i>	(13,106)	(37,108)
Effect of exchange rate changes on cash and cash equivalents	(2,104)	499
Net decrease in cash and cash equivalents	(7,687)	(21,822)
Cash and cash equivalents at the beginning of the period	273,747	294,216
<i>Cash and cash equivalents at the end of the period</i>	¥266,060	¥272,394

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the six months ended September 30, 2024

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥131,379	¥10,076	¥18,594	¥24,035	¥184,084	-	¥184,084
Intersegment	271	730	8	169	1,178	¥(1,178)	-
Total	131,650	10,806	18,602	24,204	185,262	(1,178)	184,084
Business profit	¥46,655	¥2,071	¥2,377	¥1,111	¥52,214	¥(1,997)	50,217
Other income and other expenses, net	-	-	-	-	-	-	(373)
Operating profit	-	-	-	-	-	-	49,844
Finance income and finance costs, net	-	-	-	-	-	-	815
Profit from investments accounted for using the equity method	-	-	-	-	-	-	204
Profit before income taxes	-	-	-	-	-	-	¥50,863

For the six months ended September 30, 2025

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥168,523	¥13,823	¥17,760	¥24,733	¥224,839	-	¥224,839
Intersegment	254	643	8	171	1,076	¥(1,076)	-
Total	168,777	14,466	17,768	24,904	225,915	(1,076)	224,839
Business profit	¥61,378	¥3,233	¥949	¥1,773	¥67,333	¥(2,247)	65,086
Other income and other expenses, net	-	-	-	-	-	-	(818)
Operating profit	-	-	-	-	-	-	64,268
Finance income and finance costs, net	-	-	-	-	-	-	636
Profit from investments accounted for using the equity method	-	-	-	-	-	-	334
Profit before income taxes	-	-	-	-	-	-	¥65,238

(Notes)

1. Konami Group operates on a worldwide basis principally with the following four business segments:

a) Digital Entertainment:	Production, manufacture and sale of digital content and related products including mobile games, computer & video games, and card games.
b) Amusement:	Production, manufacture and sale of amusement machines.
c) Gaming & Systems:	Production, manufacture, sale and service of gaming machines and casino management systems.
d) Sports:	Operation of sports facilities and courses, including swimming, gymnastics, dance, soccer, tennis, and golf, and production and sale of sports related goods.

2. Konami Group defines business profit associated with each segment as segment profit. Segment profit (loss) is determined by deducting “cost of revenue” and “selling, general and administrative expenses” from “revenue.” This does not include corporate expenses, finance income and finance costs, and certain non-regular expenses associated with each segment such as impairment losses on property, plant and equipment, goodwill and intangible assets.

3. Intersegment eliminations primarily consist of administrative expenses not directly associated with specific segments and eliminations of intercompany sales.
4. Other income and other expenses, net include impairment losses on property, plant and equipment and goodwill and intangible assets and profit or loss of sales and disposal on property, plant and equipment.

(ii) Geographic Information

Revenue from external customers

	Millions of Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
Revenue:		
Japan	¥133,065	¥159,002
United States	30,784	39,962
Europe	12,106	16,806
Asia/Oceania	8,129	9,069
Consolidated	¥184,084	¥224,839

(Note)

For the purpose of presenting operations in the geographic areas above, revenue from external customers is categorized based on the geographical location of each Konami Group company.