

KONAMI GROUP CORPORATION

Semi-annual Condensed Consolidated Financial Statements
for the Six Months Ended September 30, 2025

English translation and a part of summary of the Semi-annual Securities Report (Hanki Hokokusho) for the six-month period ended September 30, 2025 pursuant to the Financial Instruments and Exchange Law of Japan

KONAMI GROUP CORPORATION filed its Semi-annual Securities Report for the six-month period ended September 30, 2025 with the Director of the Kanto Local Finance Bureau of the Ministry of Finance of Japan on November 13, 2025. The following is the outline of the Semi-annual Securities Report.

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1. Semi-annual Condensed Consolidated Financial Statements

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

Millions of Yen			
	Note	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	10	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	10	1,671	2,120
Other financial assets	10	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	6,10	19,994	-
Other financial liabilities	10	8,713	8,312
Trade and other payables		45,406	41,380
Income tax payables		19,362	16,688
Other current liabilities	5	22,839	32,885
Total current liabilities		116,314	99,265
Non-current liabilities			
Bonds and borrowings	6,10	39,911	39,924
Other financial liabilities	10	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	7	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

The accompanying notes are an integral part of these financial statements.

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

Semi-annual Condensed Consolidated Statement of Profit or Loss Six months ended September 30, 2024 and 2025

				Millions of Yen	
	Note	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	4,9	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	
	Note	Six months ended September 30, 2024	Six months ended September 30, 2025		
Earnings per share (attributable to owners of the parent)					
Basic	11	¥268.53	¥342.92		
Diluted	11	¥268.53	¥342.92		

Semi-annual Condensed Consolidated Statement of Comprehensive Income
Six months ended September 30, 2024 and 2025

Millions of Yen

	Note	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

	Note	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	8					(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

	Note	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	8					(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

The accompanying notes are an integral part of these financial statements.

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

Millions of Yen

	Note	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	6	-	(20,000)
Principal payments of lease liabilities		(3,754)	(3,626)
Dividends paid	8	(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

The accompanying notes are an integral part of these financial statements.

Notes to Semi-annual Condensed Consolidated Financial Statements

1. Reporting Entity

KONAMI GROUP CORPORATION (the “Company”) is a public company located in Japan.

The accompanying semi-annual condensed consolidated financial statements consist of the Company and its consolidated subsidiaries (collectively, “Konami Group”) as well as equity interests in its associates.

Konami Group engages in the following four business operations: Digital Entertainment, Amusement, Gaming & Systems, and Sports businesses.

The operations of each business segment are presented in Note 4 “Segment Information”.

2. Basis of Preparation

(1) Compliance with IFRS Accounting Standards

The semi-annual condensed consolidated financial statements meet the requirements set out under Article 1-2, Paragraph 1, Item 2 of the Rules on Terminology, Formats and Compilation Methods of Consolidated Financial Statements under which the Company is qualified as a “specified company applied Designated International Accounting Standards” and duly adopted the provisions of Article 312 of the foregoing rules.

Therefore, the Company prepares such semi-annual condensed consolidated financial statements in accordance with IAS 34 “Interim Financial Reporting”. Since the semi-annual condensed consolidated financial statements do not contain all the information required in the consolidated financial statements for the fiscal year ended March 31, 2025, it should be read in combination with the annual consolidated financial statements.

(2) Use of estimates and judgments

In preparing semi-annual condensed consolidated financial statements, management uses estimates and judgments. Judgments made by management, assumptions about the future and uncertainty in estimates may affect the reported amounts of assets and liabilities, disclosure of contingent assets and liabilities and reported amounts of income and expenses as of the reporting date of the semi-annual condensed consolidated financial statements.

The estimates and underlying assumptions are reviewed on an ongoing basis. The impacts from revisions to accounting estimates are recognized in the period in which the estimate is revised and future periods that are affected.

Information about estimates and judgments made by management that would have significant effects on the amounts recognized in the semi-annual condensed consolidated financial statements is in the same manner of the consolidated financial statements for the fiscal year ended March 31, 2025.

3. Material Accounting Policies

The material accounting policies adopted for these semi-annual condensed consolidated financial statements are the same as those applied to the consolidated financial statements for the fiscal year ended March 31, 2025.

4. Segment Information

Konami Group's reportable segments constitute units of the Konami Group for which separate financial information is available. The Chief Operating Decision Maker regularly conducts deliberations to determine the allocation of management resources and to assess performance of each segment.

Operating segments are components of business activities from which Konami Group may earn revenues and incur expenses, including revenues and expenses relating to transactions with other operating segments.

The operating segments are managed separately as each segment represents a strategic business unit that offers different products and serves different markets.

Konami Group operates on a worldwide basis principally with the following four operating 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.

Konami Group defines business profit associated with each segment as segment profit. Segment profit 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. Intersegment eliminations primarily consist of administrative expenses not directly associated with specific segments and eliminations of intercompany sales.

Intersegment sales and revenues are generally recognized at values that represent arm's-length fair value.

Neither Konami Group nor any of its segments depended on any single customer for more than 10% of Konami Group's revenues for the six months ended September 30, 2025.

(1) 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

(2) Geographic information

Revenue from external customers for the six months ended September 30, 2024 and 2025

	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

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.

5. Other Current Liabilities

The following is a breakdown of other current liabilities as of March 31, 2025 and September 30, 2025.

	Millions of Yen	
	As of March 31, 2025	As of September 30, 2025
Contract liabilities	¥11,971	¥21,921
Others	10,868	10,964
Total	¥22,839	¥32,885

6. Bonds

For the six months ended September 30, 2024, there was neither issuance nor redemption of bonds.

For the six months ended September 30, 2025, the Company redeemed unsecured bonds in the amount of ¥20,000 million (interest 0.22% per annum, due in July 2025). During the period, there was no issuance of bonds.

7. Equity

Changes in other components of equity consisted of the following:

	Millions of Yen	
	Six months ended September 30, 2024	Six months ended September 30, 2025
<i>Exchange differences on translation of foreign operations</i>		
Balance at the beginning of the period	¥20,279	¥18,493
Net change during the period	(4,606)	301
Transfer to retained earnings	-	-
Balance at the end of the period	¥15,673	¥18,794
<i>Net Change in fair value of equity financial assets measured at fair value through other comprehensive income</i>		
Balance at the beginning of the period	¥346	¥244
Net change during the period	(7)	193
Transfer to retained earnings	-	-
Balance at the end of the period	¥339	¥437

8. Dividends

The Company paid dividends 69.00 yen per share and the total amount of ¥9,353 million for the six months ended September 30, 2024.

The Company paid dividends 99.50 yen per share and the total amount of ¥13,488 million for the six months ended September 30, 2025.

The board of directors' meeting held on October 30, 2025 resolved a cash dividend of 83.00 yen per share and the total amount of ¥11,251 million will be paid for shareholders on record as of September 30, 2025.

9. Revenue

The following is a breakdown of the reportable segment revenue from external customers, which is categorized based on the geographical location of each Konami Group company.

For the six months ended September 30, 2024

Millions of Yen

	Japan	United States	Europe	Asia/Oceania	Total revenue
Digital Entertainment	¥98,954	¥15,984	¥12,106	¥4,335	¥131,379
Amusement	10,076	-	-	-	10,076
Gaming & Systems	-	14,800	-	3,794	18,594
Sports	24,035	-	-	-	24,035
Revenue from external customers	¥133,065	¥30,784	¥12,106	¥8,129	¥184,084
Revenue recognized from contracts with customers	132,885	27,482	¥12,106	¥8,129	180,602
Revenue recognized from other sources	¥180	¥3,302	-	-	¥3,482

Note) Revenue recognized from other sources consists of revenue in accordance with IFRS 16, "Leases."

For the six months ended September 30, 2025

Millions of Yen

	Japan	United States	Europe	Asia/Oceania	Total revenue
Digital Entertainment	¥120,446	¥26,380	¥16,806	¥4,891	¥168,523
Amusement	13,823	-	-	-	13,823
Gaming & Systems	-	13,582	-	4,178	17,760
Sports	24,733	-	-	-	24,733
Revenue from external customers	¥159,002	¥39,962	¥16,806	¥9,069	¥224,839
Revenue recognized from contracts with customers	158,988	37,556	¥16,806	¥9,069	222,419
Revenue recognized from other sources	¥14	¥2,406	-	-	¥2,420

Note) Revenue recognized from other sources consists of revenue in accordance with IFRS 16, "Leases."

10. Fair Value of Financial Instruments

(1) Measuring fair value of financial instruments

Methods for measuring the fair value of financial assets and liabilities are as follows:

1. Financial assets and liabilities measured at amortized cost

The fair values of cash and cash equivalents, trade and other receivables, and trade and other payables approximate their carrying amounts because they have short term maturities.

The fair values of lease deposits and other financial assets are calculated as the present value of the total principal and interest discounted at interest rates reflecting the credit risks estimated by Konami Group, and categorized as Level 2.

The fair values of bonds and borrowings and other financial liabilities are calculated as the present value of the total principal and interest, discounted at interest rates that would be applied to new borrowings of Konami Group with similar terms and the same remaining maturity, and categorized as Level 2.

2. Equity financial assets measured at fair value through other comprehensive income

With regards to equity instruments included in other investments, the fair values of marketable securities are measured based on quoted market prices on equity markets of identical assets, and categorized as Level 1. The fair values of unlisted securities are determined based on an approach using observable inputs such as the comparable company's share prices and unobservable inputs, and categorized as Level 3.

3. Financial assets and liabilities measured at fair value through profit or loss

The fair values of foreign exchange contracts are measured using valuation provided by financial institutions based on observable market data at the end of each reporting period, and categorized as Level 2. The fair values of debt instruments included in other investments are determined based on an approach using observable inputs such as the comparable company's share prices and unobservable inputs, and categorized as Level 3.

(2) Fair value hierarchy

Fair values are categorized within the fair value hierarchy as follows:

- Level 1: Fair values measured at a price quoted in an active market.
- Level 2: Fair values calculated directly or indirectly using an observable price except for level 1.
- Level 3: Fair values calculated through valuation techniques, including inputs that are not based on observable market data.

(3) Fair value of financial instruments

The table is a breakdown of financial instruments showing carrying amounts and fair values as of March 31, 2025 and September 30, 2025.

Millions of Yen

	As of March 31, 2025		As of September 30, 2025	
	Carrying amount	Fair value	Carrying amount	Fair value
Financial assets:				
Financial assets measured at amortized cost				
Loans receivable	¥6	¥6	¥3	¥3
Lease deposits	20,118	20,553	19,881	20,216
Other financial assets	948	893	1,385	1,284
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	1,519	1,519	1,801	1,801
Other investments (Non-securities)	72	72	239	239
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	80	80	80	80
Financial liabilities:				
Financial liabilities measured at amortized cost				
Bonds and borrowings	¥59,905	¥57,210	¥39,924	¥37,734
Other financial liabilities	2,495	2,495	2,473	2,473

(4) Fair values measured and disclosed on the semi-annual condensed consolidated statements of financial position

The following is a breakdown of financial assets that are measured at fair value on a recurring basis as of March 31, 2025 and September 30, 2025.

	Millions of Yen			
Balance at March 31, 2025	Level 1	Level 2	Level 3	Total
Financial assets:				
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	¥895	-	¥624	¥1,519
Other investments (Non-securities)	-	-	72	72
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	-	-	80	80
Total	¥895	-	¥776	¥1,671

	Millions of Yen			
Balance at September 30, 2025	Level 1	Level 2	Level 3	Total
Financial assets:				
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	¥1,177	-	¥624	¥1,801
Other investments (Non-securities)	-	-	239	239
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	-	-	80	80
Total	¥1,177	-	¥943	¥2,120

Other investments, which are classified as Level 3, have no significant changes for the six months ended September 30, 2025.

11. Earnings per Share

The breakdown of the basic and diluted earnings per share attributable to owners of the parent for the six months ended September 30, 2024 and 2025 is as follows:

	Six months ended September 30, 2024	Six months ended September 30, 2025
Profit attributable to owners of the parent	36,401million yen	46,486million yen
Adjustments for profit used in the calculation of diluted earnings per share	-million yen	-million yen
Profit used in the calculation of diluted earnings per share	36,401million yen	46,486million yen
Basic weighted average ordinary shares outstanding	135,557,586shares	135,556,714shares
Basic weighted average ordinary shares outstanding used in the calculation of diluted earnings per share	135,557,586shares	135,556,714shares
Earnings per share attributable to owners of the parent for the period		
Basic	268.53yen	342.92yen
Diluted	268.53yen	342.92yen

Note) Diluted earnings per share attributable to owners of the parent for the period is presented as same amount as basic earnings per share attributable to owners of the parent for the period, since there are no potentially dilutive ordinary shares for the relevant period.

12. Subsequent Events

There have been no events after September 30, 2025 that would require adjustments to the semi-annual condensed consolidated financial statements or disclosures in the notes to the semi-annual condensed consolidated financial statements.

13. Approval of Semi-annual Condensed Consolidated Financial Statements

The semi-annual condensed consolidated financial statements were approved by Representative Director, President, Kimihiko Higashio, on November 12, 2025.

2. Business Review

(1) Business Overview

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 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 Δ: 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%).

3. Risk Factors

For the six-month period ended September 30, 2025, there is no significant change in risk factors which were described on the Annual Report for the year ended March 31, 2025.

Responsibility Statement

The following responsibility statement is made solely to comply with the requirements of DTR 4.1.12 of the United Kingdom Financial Conduct Authority's Disclosure Rules and Transparency Rules, in relation to KONAMI GROUP CORPORATION as an issuer whose financial instruments are admitted to trading on the London Stock Exchange.

Kimihiko Higashio, Representative Director, President, confirms that:

to the best of his knowledge, the financial statements, prepared in accordance with International Financial Reporting Standards, give a true and fair view of the assets, liabilities, financial position and profit or loss of KONAMI GROUP CORPORATION and the undertakings included in the consolidation taken as a whole; and

to the best of his knowledge, this semi-annual financial information includes a fair review of the development and performance of the business and the position of KONAMI GROUP CORPORATION and the undertakings included in the consolidation taken as a whole, together with a description of the principal risks and uncertainties that they face.