



**Consolidated Financial Results
for the Nine Months Ended December 31, 2025
(Prepared in Accordance with IFRS)**

January 29, 2026

KONAMI GROUP CORPORATION

Address:	11-1, Ginza 1-chome, Chuo-ku, Tokyo, Japan
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:	-

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

1. Consolidated Financial Results for the Nine Months Ended December 31, 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
Nine months ended December 31, 2025	353,020	101,817	101,788	105,042	74,347	74,347
% change from previous year	13.6%	16.8%	17.4%	18.3%	17.8%	17.8%
Nine months ended December 31, 2024	310,829	87,143	86,700	88,790	63,110	63,110
% change from previous year	22.8%	38.7%	45.5%	44.4%	41.8%	41.8%

Total comprehensive income for the period: Nine months ended December 31, 2025: ¥79,689 million; 20.4%

Nine months ended December 31, 2024: ¥66,194 million; 37.6%

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)
Nine months ended December 31, 2025	548.46	548.46
Nine months ended December 31, 2024	465.56	465.56

(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
December 31, 2025	710,796	536,813	536,797	75.5%
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)				107.50	190.50

Note) Recently announced change in dividend forecasts for the fiscal year ending March 31, 2026 during the three months ended December 31, 2025: Yes

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	468,000	131,000	123,000	123,000	86,000	634.42
% change from previous year	11.0%	20.1%	20.7%	18.3%	15.1%	

Note) Recently announced change in earnings forecasts for the fiscal year ending March 31, 2026 during the three months ended December 31, 2025: Yes

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 December 31, 2025	143,500,000 shares
As of March 31, 2025	143,500,000 shares
2. Number of treasury shares:

As of December 31, 2025	7,943,408 shares
As of March 31, 2025	7,943,186 shares
3. Average number of shares outstanding:

Nine months ended December 31, 2025	135,556,690 shares
Nine months ended December 31, 2024	135,557,494 shares

Review of the Japanese-language originals of the attached quarterly consolidated financial statements by certified public accountants or an audit firm: None

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, Arcade Game, 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 January 29, 2026.

1. Business Performance

(1) Overview of Business Performance

(1) Business Performance

For the nine months ended December 31, 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.

Amidst these circumstances, Konami Group's business results for the nine months ended December 31, 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 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 nine months ended December 31, 2025, total revenue amounted to ¥353,020 million (a year-on-year increase of 13.6%), business profit was ¥101,817 million (a year-on-year increase of 16.8%), operating profit was ¥101,788 million (a year-on-year increase of 17.4%), profit before income taxes was ¥105,042 million (a year-on-year increase of 18.3%), and profit attributable to owners of the parent was ¥74,347 million (a year-on-year increase of 17.8%).

Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the "Arcade Game" business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in the "Others."

(2) Performance by Business Segment

Summary of total revenue by business segment:

	Nine months ended December 31, 2024	Nine months ended December 31, 2025	Millions of Yen, except percentages
Total revenue:			
Digital Entertainment	¥228,882	¥266,175	16.3
Arcade Game	14,635	16,475	12.6
Gaming & Systems	30,444	28,708	(5.7)
Sports	36,415	37,252	2.3
Others	2,277	6,160	170.6
Adjustments	(1,824)	(1,750)	-
Total revenue	¥310,829	¥353,020	13.6

(Note)

Reportable segment classifications have been changed, beginning with the three-month period ended December 31, 2025. For comparison purposes, figures for the nine-month period ended December 31, 2024 have been reclassified to conform to the new segment classifications.

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 *Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru*, the latest title in the *Momotaro Dentetsu* series. This title includes two editions—“East Japan Map” and “West Japan Map”—and features the greatest volume of stations and properties in series history. In *METAL GEAR SOLID 4: SNAKE EATER*, we have newly launched the completely original online battle mode, “FOX HUNT,” which allows up to 12 players to battle one another.

As a continuation of an existing initiative, *eFootball™*, which is available for home consoles, PC, and mobile devices, has continued to perform well, with the series surpassing 950 million cumulative downloads. Recently, *eFootball™* won the “Best Ongoing” category at the Google Play Best of 2025 awards. The “Best Ongoing” category is an award given to apps and games that continuously provide new value through ongoing updates and improvements. We will continue to deliver passionate, enjoyable, and authentic football experiences to football fans across all generations. In the mobile games, *PROFESSIONAL BASEBALL SPIRITS A (ACE)* and *JIKKYU PAWAFURU PUROYAKYU* marked their respective 10th and 11th anniversaries since launch, with various commemorative events and campaigns that were well received by many customers. To celebrate the one-year anniversary of *eBaseball™: MLB PRO SPIRIT*, we refreshed the main visual to feature a pitching scene of cover athlete Shohei Ohtani, alongside the rollout of anniversary initiatives. Furthermore, we implemented a limited-time special collaboration between the Yu-Gi-Oh! card game, which has continued to evolve for over 25 years, and the *eFootball™* series on the occasion of its 30th anniversary.

In our esports business, the final rounds of the “WBSC eBaseball™ Series 2025,” hosted by the World Baseball Softball Confederation (WBSC) and featuring *WBSC eBASEBALL™: POWER PROS* as the competition title, were held in the U.S. In addition, the “FIFAE World Cup 2025™,” an esports world championship featuring *eFootball™* as its competition title and co-hosted with the Fédération Internationale de Football Association (FIFA®), was held in Saudi Arabia. Representatives from each country who prevailed in qualifiers involving a record 90 countries and regions with a cumulative total of 16.51 million participants battled for the world champion title in the world's most prestigious competition. Moreover, in “The National Prefectural Competitive Esports Championship 2025 SHIGA,” the winner of the *eFootball™* division was determined. We also hosted the e Nippon Series of the 2025 “Prosp! A Pro League” season, featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as the competition title.

In terms of financial performance, total revenue for the nine months ended December 31, 2025 in this segment amounted to ¥266,175 million (a year-on-year increase of 16.3%) and business profit for the nine months ended December 31, 2025 amounted to ¥96,479 million (a year-on-year increase of 19.4%).

Arcade Game

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

Under these circumstances, in our video game business, the latest *pop'n music* title, *pop'n music High☆Cheers!!*, began operations on the new “pop'n music PICAPICA POP-KUN MODEL” cabinet, which is designed for easy play even by first-time players. Featuring user-friendly buttons and an intuitive touch panel, it has been enjoyed by many customers since launch. We also introduced a new cabinet for the *CARD CONNECT* card printing game machine. The new cabinet supports color hologram printing, enabling the creation of more beautiful and higher-resolution cards than previous

versions. Furthermore, *SOUND VOLTEX* ∇ , the first new title in the *SOUND VOLTEX* series in four years, and *MAH-JONG FIGHT CLUB UNION*, the first new title in the *MAH-JONG FIGHT CLUB* series in three years, began operations. At the Amusement Expo 2025 held in November, we showcased multiple titles including *Demon Slayer: Nichirin Battle Slash*—the first arcade game based on the immensely popular “Demon Slayer” anime—allowing many customers to experience their appeal.

For medal games, we introduced to the market *Momotaro Dentetsu World -Chikyuu mo Medal mo Mawatteru!* The game’s 360-degree immersive display, which utilizes a hemispherical Earth-themed LED monitor, has been well-received by many customers. In the *ColorCoLotta* series, the latest title *ColorCoLotta Tropical Resort* began operations.

In our esports business, the regular season of “BEMANI PRO LEAGUE -SEASON 5-” has commenced, with many customers enjoying the thrilling matches.

In terms of financial performance, total revenue for the nine months ended December 31, 2025 in this segment amounted to ¥16,475 million (a year-on-year increase of 12.6%) and business profit for the nine months ended December 31, 2025 amounted to ¥3,578 million (a year-on-year increase of 10.1%).

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 new placement opportunities.

Under these circumstances, in our slot machines business, we released *Solstice 49*™, our first new cabinet model in approximately six years, which was the debut model of the *Solstice*™ series. The cabinet is mounted with 49-inch 4K ultra high-definition display and features lighting elements that interact with in-game and audio technology, presenting an immersive experience to players. Also, *Solstice*™ was voted No. 1 “Best New Core Cabinet” among the new cabinets exhibited at Global Gaming Expo held in October 2025, attracting significant attention from the industry. Sales of products such as *DIMENSION 49*™ and *DIMENSION 27*™ continue to perform well in the Australian market.

In terms of gaming content, in the North American market, we have launched *BOMBERMAN*™ series as new game content for the *Solstice*™ series based on one of KONAMI’s most iconic IPs, along with the *Red Fortune Rail*™. Moreover, the *K-Pow! Pig*™ series, which has gained popularity in the Australian market, and the *What the Duck*™ series, featuring its comical cowboy duck character, have continued to enjoy popularity. Additionally, the *Bull Rush Stampede*™ series and *Power Panther*™ series continued to perform well in Australia.

SYNKROS®, our casino management system, has been newly installed at several casino facilities, including those in California in the U.S., as well as at cruise ships. 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 an effort to expand our business in the Specialty Markets in North America, we have received orders for HHR (Historical Horse Racing) in Kentucky and Wyoming and orders for VLT (Video Lottery Terminals) in Illinois.

Furthermore, we have established a new brand “Konami Online Interactive,” to expand our market share in iGaming.

During nine months ended December 31, 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 nine months ended December 31, 2025 in this segment amounted to ¥28,708 million (a year-on-year decrease of 5.7%) and business profit for the nine months ended December 31, 2025 amounted to ¥1,821 million (a year-on-year decrease of 61.4%).

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," a large-scale event based on popular studio programs that have been cherished by many customers for many years. 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. 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 28 new studios, including "Pilates Mirror Nagaoka-tenjin," the first location in Kyoto Prefecture, bringing the total number of studios to 81. "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 third location, "Personal 30 Soshigaya-okura," in Setagaya Ward, Tokyo in December 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 nine months ended December 31, 2025 in this segment amounted to ¥37,252 million (a year-on-year increase of 2.3%) and business profit for the nine months ended December 31, 2025 amounted to ¥2,749 million (a year-on-year increase of 46.4%).

(2) Consolidated Financial Position

(1) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥710,796 million as of December 31, 2025, increasing by ¥45,756 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 ¥173,983 million as of December 31, 2025, decreasing by ¥9,189 million compared with March 31, 2025. This primarily resulted from a decrease in bonds and borrowings, despite increases in other current liabilities and trade and other payables.

Total Equity:

Total equity amounted to ¥536,813 million as of December 31, 2025, increasing by ¥54,945 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 and impact of fluctuations in exchange rate, despite payment of dividends.

Ratio of equity attributable to owners of the parent as of December 31, 2025 was 75.5%, increasing by 3.0 points compared with March 31, 2025.

(2) Cash Flows

	Nine months ended December 31, 2024	Nine months ended December 31, 2025	Change
Cash flow summary:			
Net cash provided by operating activities	¥76,461	¥83,690	¥7,229
Net cash used in investing activities	(42,836)	(44,911)	(2,075)
Net cash used in financing activities	(23,922)	(50,065)	(26,143)
Effect of exchange rate changes on cash and cash equivalents	2,244	3,834	1,590
Net increase (decrease) in cash and cash equivalents	11,947	(7,452)	(19,399)
Cash and cash equivalents at the end of the year	¥285,694	¥286,764	¥1,070

Cash and cash equivalents (hereafter, referred to as “Net cash”) amounted to ¥286,764 million as of December 31, 2025, decreasing by ¥7,452 million compared with March 31, 2025.

Cash flow summary for each activity for the nine months ended December 31, 2025 is as follows:

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥83,690 million for the nine months ended December 31, 2025, a year-on-year increase of 9.5%. 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 ¥44,911 million for the nine months ended December 31, 2025, a year-on-year increase of 4.8%. This primarily resulted from an increase in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥50,065 million for the nine months ended December 31, 2025, a year-on-year increase of 109.3%. This primarily resulted from payment for redemption of bonds and an increase in dividends paid.

(3) Outlook for the Fiscal Year Ending March 31, 2026

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, we announced that the new mobile game *POWER PROS Adventures* is scheduled for release in spring 2026 and commenced pre-registration. This game is a training simulation RPG set in a fantasy world of swords and magic, featuring the *PAWAPURO* series' signature Success mode for adventurer development.

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*.

As one of our soccer game initiatives, we have been selected as the top partner for the “Meiji Yasuda J.League 100 Year Vision League,” a special tournament to be held in February 2026 by the Japan Professional Football League (J.League). Through our currently available *eFootball™* title and *J.League Club Championship*, we will deliver the appeal of J.League players and clubs to an even wider audience.

For our baseball titles—*PROFESSIONAL BASEBALL SPIRITS A (ACE)*, *JIKKYOU PAWAFURU PUROYAKYU*, and *eBaseball™ : MLB PRO SPIRIT*—we plan to roll out various initiatives ahead of the March 2026 international baseball competition. As the official partner of Japan's national baseball team, “Samurai Japan,” we will support the national team while generating significant excitement for the event.

In titles such as *Yu-Gi-Oh! MASTER DUEL* and *Yu-Gi-Oh! DUEL LINKS* as well, we will continue implementing appealing initiatives to ensure that even more customers can enjoy them.

In our esports business, the in-game qualifiers for the “FIFAE World Cup 2026™”—an esports world championship featuring *eFootball™* as its competition title and co-hosted with the Fédération Internationale de Football Association (FIFA®)—will commence in February 2026. Furthermore, the 2025 “Prospi A Championship” season, featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as its competition title, commences in January 2026. In addition, in *Yu-Gi-Oh! MASTER DUEL*, we will hold the first nationwide high school esports tournament, the “High School Japan No. 1 Championship.” Going forward, we will continue our activities to promote the appeal of esports and further expand the esports fan base.

Arcade Game

For customers visiting amusement facilities, we aim to deliver surprise, excitement, and lasting memories by creating new forms of play that promote person-to-person real-world experiences.

The titles exhibited at the “Amusement Expo 2025,” held in November 2025, have attracted significant attention.

In video games, we are diligently developing *Demon Slayer: Nichirin Battle Slash*, the first arcade title based on the immensely popular “Demon Slayer” anime. Additionally, we will release *Sazae-san Machigai Sagashi*, the first-ever arcade game based on the nationally beloved “Sazae-san” anime, letting players enjoy the “Sazae-san” world through spot-the-difference gameplay. Furthermore, we will introduce to the market *GASHAAAAN*, a variety game where players toss balls at the screen.

For medal games, we will release the latest installment in the popular *FORTUNE TRINITY* series, *FORTUNE TRINITY JURASSIC TREASURE*. In addition to new jackpots, the dynamic dinosaur-themed visuals will enhance the excitement of play.

As an overseas initiative, we will release *TEENAGE MUTANT NINJA TURTLES*, which makes use of popular IP, as a redemption game for North America.

In our esports business, following the regular season of the currently ongoing “BEMANI PRO LEAGUE -SEASON 5-,” we will hold the Final Stage in March 2026.

We will challenge ourselves to create products and services that exceed customer expectations, contributing to the revitalization of the arcade game 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 our slot machine business, we will strive to expand sales of the *Solstice™* series. For gaming content, we will release new content for the *Solstice™* series. Following the launch of the *BOMBERMAN™* series, we announced the release of the *All Aboard Diamond™* series, which is a brand extension of KONAMI’s world-famous *All Aboard™* slot games series for the new cabinet.

SYNKROS®, our casino management system, has been confirmed for installation 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.

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.

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 our operation of sports clubs, we will introduce the new “Navi Series” service for new members at all Konami Sports Clubs nationwide starting in January 2026. The “Navi Series” offers 30-minute-per-session one-to-one programs designed to meet each new member’s individual needs and enable confident use of facilities. We provide attentive support to maximize the benefits of KONAMI’s comprehensive sports clubs.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we will open Pilates Mirror Ropponmatsu (the first location in Fukuoka Prefecture) and Pilates Mirror Shiki (the first location in

Saitama Prefecture), in addition to Pilates Mirror Chigasaki and Pilates Mirror Shijo-Karasuma, during the fourth quarter ending March 31, 2026. Going forward, we plan to expand the new business line to more locations in order to meet the needs of more people.

With regard to the operation of outsourced facilities, we have announced our appointment as the designated manager for operating sports facilities in Yuki City, Ibaraki Prefecture; Hachioji City, Tokyo; Kobe City and Himeji City, Hyogo Prefecture; Higashihiroshima City, Hiroshima Prefecture; and Fukuoka City, Fukuoka Prefecture from April 2026. Besides managing gymnasiums and training rooms at our designated management facilities, we will conduct various school programs and events, undertaking diverse initiatives to enable people of all ages, from children to seniors, to make full use of 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.

Consolidated earnings forecast for the fiscal year ending March 31, 2026 was revised as follows, as business results are expected to exceed the initial plan mainly due to the strong performance of core titles, including *eFootball™*, in the Digital Entertainment business. Please refer to "Notice on Revision of the Consolidated Forecast and the Dividend Forecast for the Fiscal Year Ending March 31, 2026" for further details, released on January 29, 2026.

Consolidated earnings forecast for the fiscal year ending March 31, 2026

Millions of yen

	Performance forecast for the year ending March 31, 2026		Year ended March 31, 2025 (actual)	% change from previous year
	Previous forecast	Revised forecast		
Revenue	¥430,000	¥468,000	¥421,602	11.0%
Business profit	114,000	131,000	109,117	20.1%
Operating profit	106,000	123,000	101,944	20.7%
Profit before income taxes	106,000	123,000	104,008	18.3%
Profit attributable to owners of the parent	¥75,000	¥86,000	¥74,692	15.1%

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. Quarterly Condensed Consolidated Financial Statements and Notes

(1) Quarterly Condensed Consolidated Statement of Financial Position

	Millions of Yen	
	As of March 31, 2025	As of December 31, 2025
Assets		
Current assets		
Cash and cash equivalents	¥294,216	¥286,764
Trade and other receivables	47,220	61,829
Inventories	12,108	19,929
Income tax receivables	337	242
Other current assets	12,955	17,010
Total current assets	366,836	385,774
Non-current assets		
Property, plant and equipment, net	163,617	185,164
Goodwill and intangible assets	60,702	63,553
Investment property	17,588	17,603
Investments accounted for using the equity method	4,484	5,541
Other investments	1,671	2,148
Other financial assets	17,903	17,926
Deferred tax assets	31,130	31,980
Other non-current assets	1,109	1,107
Total non-current assets	298,204	325,022
Total assets	665,040	710,796
Liabilities and equity		
Liabilities		
Current liabilities		
Bonds and borrowings	19,994	-
Other financial liabilities	8,713	7,883
Trade and other payables	45,406	51,032
Income tax payables	19,362	15,646
Other current liabilities	22,839	33,237
Total current liabilities	116,314	107,798
Non-current liabilities		
Bonds and borrowings	39,911	39,930
Other financial liabilities	15,622	15,240
Provisions	8,271	7,773
Deferred tax liabilities	1,213	1,389
Other non-current liabilities	1,841	1,853
Total non-current liabilities	66,858	66,185
Total liabilities	183,172	173,983
Equity		
Share capital	47,399	47,399
Share premium	78,144	78,146
Treasury shares	(21,617)	(21,624)
Other components of equity	18,737	24,079
Retained earnings	359,189	408,797
Total equity attributable to owners of the parent	481,852	536,797
Non-controlling interests	16	16
Total equity	481,868	536,813
Total liabilities and equity	¥665,040	¥710,796

(2) Quarterly Condensed Consolidated Statements of Profit or Loss and Comprehensive Income

Quarterly Condensed Consolidated Statement of Profit or Loss

	Millions of Yen	
	Nine months ended December 31, 2024	Nine months ended December 31, 2025
Revenue		
Product sales revenue	¥92,763	¥100,050
Service and other revenue	218,066	252,970
Total revenue	310,829	353,020
Cost of revenue		
Cost of product sales revenue	(43,302)	(50,515)
Cost of service and other revenue	(120,208)	(129,351)
Total cost of revenue	(163,510)	(179,866)
Gross profit	147,319	173,154
Selling, general and administrative expenses	(60,176)	(71,337)
Other income and other expenses, net	(443)	(29)
Operating profit	86,700	101,788
Finance income	1,984	2,457
Finance costs	(379)	(332)
Profit from investments accounted for using the equity method	485	1,129
Profit before income taxes	88,790	105,042
Income taxes	(25,680)	(30,695)
Profit for the period	63,110	74,347
Profit attributable to:		
Owners of the parent	63,110	74,347
Non-controlling interests	¥0	¥0
Yen		
	Nine months ended December 31, 2024	Nine months ended December 31, 2025
Earnings per share (attributable to owners of the parent)		
Basic	¥465.56	¥548.46
Diluted	¥465.56	¥548.46

Quarterly Condensed Consolidated Statement of Comprehensive Income

	Millions of Yen	
	Nine months ended December 31, 2024	Nine months ended December 31, 2025
Profit for the period	¥63,110	¥74,347
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	(11)	160
Total items that will not be reclassified to profit or loss	(11)	160
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	3,095	5,182
Total items that may be reclassified to profit or loss	3,095	5,182
Total other comprehensive income	3,084	5,342
Total comprehensive income for the period	66,194	79,689
Comprehensive income attributable to:		
Owners of the parent	66,194	79,689
Non-controlling interests	¥0	¥0

(3) Quarterly Condensed Consolidated Statement of Changes in Equity

	Equity attributable to owners of the parent						Non-controlling interests	Millions of Yen 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					63,110	63,110	0	63,110
Other comprehensive income					3,084	3,084		3,084
Total comprehensive income for the period	-	-	-	3,084	63,110	66,194	0	66,194
Purchase of treasury shares				(7)		(7)		(7)
Dividends					(18,300)	(18,300)		(18,300)
Total transactions with the owners	-	-	(7)	-	(18,300)	(18,307)	-	(18,307)
Balance at December 31, 2024	¥47,399	¥78,144	¥(21,610)	¥23,709	¥347,607	¥475,249	¥16	¥475,265

	Equity attributable to owners of the parent						Non-controlling interests	Millions of Yen 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					74,347	74,347	0	74,347
Other comprehensive income					5,342	5,342		5,342
Total comprehensive income for the period	-	-	-	5,342	74,347	79,689	0	79,689
Purchase of treasury shares				(7)		(7)		(7)
Disposal of treasury shares		2	0			2		2
Dividends					(24,739)	(24,739)		(24,739)
Total transactions with the owners	-	2	(7)	-	(24,739)	(24,744)	-	(24,744)
Balance at December 31, 2025	¥47,399	¥78,146	¥(21,624)	¥24,079	¥408,797	¥536,797	¥16	¥536,813

(4) Quarterly Condensed Consolidated Statement of Cash Flows

	Millions of Yen	
	Nine months ended December 31, 2024	Nine months ended December 31, 2025
<i>Operating activities</i>		
Profit for the period	¥63,110	¥74,347
Depreciation and amortization	21,202	24,681
Impairment losses	506	923
Interest and dividends income	(1,058)	(1,188)
Interest expense	359	312
Loss on sale or disposal of property, plant and equipment	21	10
Profit from investments accounted for using the equity method	(485)	(1,129)
Income taxes	25,680	30,695
Increase in trade and other receivables	(6,660)	(12,878)
Increase in inventories	(74)	(7,176)
(Decrease) increase in trade and other payables	(1,200)	2,068
(Increase) decrease in prepaid expense	(874)	243
Increase in contract liabilities	640	11,060
Other, net	(2,936)	(3,768)
Interest and dividends received	1,105	1,171
Interest paid	(298)	(254)
Income taxes paid	(22,577)	(35,427)
<i>Net cash provided by operating activities</i>	76,461	83,690
<i>Investing activities</i>		
Capital expenditures	(41,806)	(45,070)
Payments for lease deposits	(61)	(87)
Proceeds from refunds of lease deposits	158	645
Other, net	(1,127)	(399)
<i>Net cash used in investing activities</i>	(42,836)	(44,911)
<i>Financing activities</i>		
Redemption of bonds	-	(20,000)
Principal payments of lease liabilities	(5,635)	(5,348)
Dividends paid	(18,280)	(24,712)
Other, net	(7)	(5)
<i>Net cash used in financing activities</i>	(23,922)	(50,065)
Effect of exchange rate changes on cash and cash equivalents	2,244	3,834
Net increase (decrease) in cash and cash equivalents	11,947	(7,452)
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>	¥285,694	¥286,764

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the nine months ended December 31, 2024

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥228,442	¥13,718	¥30,433	¥36,164	¥2,072	-	¥310,829
Intersegment	440	917	11	251	205	¥(1,824)	-
Total	228,882	14,635	30,444	36,415	2,277	(1,824)	310,829
Business profit	¥80,817	¥3,249	¥4,723	¥1,877	¥(667)	¥(2,856)	87,143
Other income and other expenses, net	-	-	-	-	-	-	(443)
Operating profit	-	-	-	-	-	-	86,700
Finance income and finance costs, net	-	-	-	-	-	-	1,605
Profit from investments accounted for using the equity method	-	-	-	-	-	-	485
Profit before income taxes	-	-	-	-	-	-	¥88,790

For the nine months ended December 31, 2025

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥265,673	¥15,726	¥28,697	¥36,998	¥5,926	-	¥353,020
Intersegment	502	749	11	254	234	¥(1,750)	-
Total	266,175	16,475	28,708	37,252	6,160	(1,750)	353,020
Business profit	¥96,479	¥3,578	¥1,821	¥2,749	¥870	¥(3,680)	101,817
Other income and other expenses, net	-	-	-	-	-	-	(29)
Operating profit	-	-	-	-	-	-	101,788
Finance income and finance costs, net	-	-	-	-	-	-	2,125
Profit from investments accounted for using the equity method	-	-	-	-	-	-	1,129
Profit before income taxes	-	-	-	-	-	-	¥105,042

(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) Arcade Game:	Business planning, production and sale of arcade games.
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. 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.

4. “Others” represents business segments not included in the reportable segments, and includes the pachinko and pachislot machine business.
5. Adjustments consist of corporate expenses not directly attributable to specific segments and eliminations of intersegment transactions.
6. Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the “Arcade Game” business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in the “Others.” Segment information for the nine-month period ended December 31, 2024 has been reclassified and disclosed based on the segment classifications applied for the nine-month period ended December 31, 2025.

(ii) Geographic Information

Revenue from external customers

	Nine months ended December 31, 2024	Nine months ended December 31, 2025	Millions of Yen
Revenue:			
Japan	¥219,147	¥251,420	
United States	56,095	60,607	
Europe	21,910	25,501	
Asia/Oceania	13,677	15,492	
Consolidated	¥310,829	¥353,020	

(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.