KONAMI

Consolidated Financial Results for the Six Months Ended September 30, 2026 (Prepared in Accordance with IFRS)

October 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
Contact:	Junichi Motobayashi, Executive Officer, General Manager, Finance Division (Phone: +81-3-6636-0573)
Beginning date of dividend payment:	November 19, 2026

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

1. Consolidated Financial Results for the Six Months Ended September 30, 2026

(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, 2026	307,975	112,088	111,264	112,896	79,238	79,238
% change from previous year	37.0%	72.2%	73.1%	73.1%	70.5%	70.5%
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%

Total comprehensive income for the period: Six months ended September 30, 2026: ¥77,361 million; 64.7%
Six months ended September 30, 2025: ¥46,980 million; 47.8%

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, 2026	584.54	584.54
Six months ended September 30, 2025	342.92	342.92

(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, 2026	813,107	623,136	623,120	76.6%
March 31, 2026	748,765	564,553	564,537	75.4%

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, 2026	-	83.00	-	138.50	221.50
Year ending March 31, 2027	-	112.00			
Year ending March 31, 2027 (Forecast)			-	187.00	299.00

Note) Recently announced change in dividend forecasts for the fiscal year ending March 31, 2027 during the three months ended September 30, 2026: Yes

3. Consolidated Earnings Forecast for the Year Ending March 31, 2027

(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, 2027	583,000	200,000	193,000	193,000	135,000	995.90
% change from previous year	18.1%	39.3%	42.0%	37.2%	35.0%	

Note) Recently announced change in earnings forecasts for the fiscal year ending March 31, 2027 during the three months ended September 30, 2026: 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 September 30, 2026 143,500,000 shares
   - As of March 31, 2026 143,500,000 shares
2. Number of treasury shares:
   - As of September 30, 2026 7,943,667 shares
   - As of March 31, 2026 7,943,517 shares
3. Average number of shares outstanding:
   - Six months ended September 30, 2026 135,556,463 shares
   - Six months ended September 30, 2025 135,556,714 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, 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 October 29, 2026.

1. Business Performance

(1) Overview of Business Performance

(1) Business Performance

For the six months ended September 30, 2026, the domestic economy has continued to recover moderately, supported by improvements in employment and income conditions, despite concerns that rising prices may weigh on personal consumption. Meanwhile, the outlook for the global economy remains uncertain due to developments in the Middle East, volatility in financial and capital markets, and U.S. trade policies.

Under these circumstances, Konami Group's business results for the six months ended September, 2026 showed total revenue and all profit categories reached record highs for the first half of the fiscal year, 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, 2026, total revenue amounted to ¥307,975 million (a year-on-year increase of 37.0%), business profit was ¥112,088 million (a year-on-year increase of 72.2%), operating profit was ¥111,264 million (a year-on-year increase of 73.1%), profit before income taxes was ¥112,896 million (a year-on-year increase of 73.1%), and profit attributable to owners of the parent was ¥79,238 million (a year-on-year increase of 70.5%).

(2) Performance by Business Segment

Summary of total revenue by business segment:

Millions of Yen, except percentages

	Six months ended September 30, 2025	Six months ended September 30, 2026	% change
Total revenue:			
Digital Entertainment	¥168,777	¥243,521	44.3
Arcade Game	8,822	10,356	17.4
Gaming & Systems	17,768	25,112	41.3
Sports	24,904	25,720	3.3
Others	5,644	4,559	(19.2)
Adjustments	(1,076)	(1,293)	-
Total revenue	¥224,839	¥307,975	37.0

(Note)

Reportable segment classifications have been changed, beginning with the three-month period ended December 31, 2025. For comparison purposes, figures for the six-month period ended September 30, 2025 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 esports, which treat video games as sports competitions, and gameplay videos.

Under these circumstances, as part of a new initiative in this business, we released the *METAL GEAR SOLID: MASTER COLLECTION Vol.2*, the second installment in the collection that serves as the culmination of the *METAL GEAR* series. It includes three titles, including *Metal Gear Solid 4: Guns of*

the Patriots, which is receiving its first port since its original release. Players can fully enjoy the extreme thrills and excitement unique to the *METAL GEAR* series. In the *SILENT HILL* series, we have released the latest installment, *SILENT HILL: Townfall*, which is set on a fictional isolated island in Scotland. This new psychological horror game offers players an exceptionally immersive experience as they explore and solve puzzles from a completely first-person perspective. In the *eBaseball™: PRO SPIRIT* series, we have released the latest title, *eBaseball™: PRO SPIRIT 2026*, in more than 200 countries and regions around the world. We have also launched *Suikoden STAR LEAP* in Japan, a mobile game and the first completely new title in the *Suikoden* series in 14 years.

As an ongoing initiative for *eFootball™*, which is currently available for home consoles, PC, and mobile platforms, we continued to hold special campaigns and in-game events to commemorate the football festival. In August, we rolled out a major update that further enhanced the game with the addition of new features and other improvements, and we also held a campaign to celebrate the start of the new season, which has been performing well. For the *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, *JIKKYOU PAWAFURU PUROYAKYU* and *eBaseball™: MLB PRO SPIRIT* mobile titles, we have deployed various measures which have been received positively. In addition, for *Yu-Gi-Oh! MASTER DUEL*, we held a campaign to celebrate surpassing 100 million cumulative downloads. Moreover, for the Yu-Gi-Oh! card game, we have released special-edition, highly collectible products themed around the cards used by the protagonists of past anime series, which have been well received by many customers.

In our esports business, *eFootball™* was selected as an esports title for the 20th Asian Games, held in Japan for the first time in 32 years, where representative players from various countries and regions competed for the title of Asia's best. In addition, we held the finals for all four divisions of the "Yu-Gi-Oh! World Championship 2026," a global esports tournament that determines the world's top Yu-Gi-Oh! card game duelists, in Tokyo. Players who had advanced through qualifiers in countries and regions around the world engaged in intense battles, generating a great deal of excitement.

In terms of financial performance, total revenue for the six months ended September 30, 2026 in this segment amounted to ¥243,521 million (a year-on-year increase of 44.3%) and business profit for the six months ended September 30, 2026 amounted to ¥107,483 million (a year-on-year increase of 75.1%).

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, we launched *Demon Slayer: Nichirin Battle Slash*, the first arcade game based on the highly popular anime "Demon Slayer," in July. The game faithfully recreates the world of "Demon Slayer," and players can enjoy collecting cards featuring popular characters dispensed by the game machines, as well as immersive action gameplay. In addition, in September, we released the second series of cards featuring characters from the "Mugen Train Arc," which has been well received by customers. In the *beatmania IIDX* series, we launched *beatmania IIDX 34 ZINRAI*, based on the concept of a world where traditional Japanese music and electronic music fuse together.

In the medal game business, we released *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES! KIWAMI NITOURYU!*. Shohei Ohtani, a Major League Baseball player, appears in the game as a *POWER PROS* character, adding excitement as a two-way player with his hitting and pitching. Familiar *POWER PROS* characters also appear in the game, ensuring that both medal game users and *POWER PROS* fans alike will enjoy the game.

As part of our overseas initiatives, the *TREASURE ROAD mini* prize machine, which uses a conveyor belt, began operation in North America.

In our esports business, the "BEMANI PRO LEAGUE -SEASON 6-" draft was held, and the player lineups for *beatmania IIDX*, *SOUND VOLTEX*, and *DanceDanceRevolution* were finalized. Following

last season, we will continue to energize KONAMI's music game scene by holding competitions for all three titles simultaneously.

In terms of financial financial performance, total revenue for the six months ended September 30, 2026 in this segment amounted to ¥10,356 million (a year-on-year increase of 17.4%) and business profit for the six months ended September 30, 2026 amounted to ¥2,669 million (a year-on-year increase of 50.1%).

Gaming & Systems

In the gaming market, both the North American and Australian markets remained stable. New casino openings and replacement demand at existing facilities have created new placement opportunities for casino machines, and competitors continue to introduce new products to the market.

Under these circumstances, in our slot machine sales, the Solstice *49C*™ featuring a curved 49-inch Ultra-high definition display has been receiving high praise in the market. We have also strengthened our Solstice lineup by launching *Solstice 27*™ which combines 27-inch monitors, and the *Solstice SuperNova*™, featuring a 75-inch large monitor that has attracted considerable attention.

In our gaming content, the *BOMBERMAN*™ series, based on one of KONAMI's signature IPs, maintained its strong performance and led sales in the North American market. In the Australian market, the popular *Dragon Rush*™ series and *Bull Rush Stampede*™ series continue to be well received.

In our casino management system, adoption of *SYNKROS*® has expanded across casino facilities as well as cruise ships operated by Carnival Corporation, one of the world's largest cruise line companies. More than 150,000 slot machines are now connected to *SYNKROS*®, supporting casino operations around the world.

In our Specialty Markets initiatives, we expanded installations of Class II gaming machines in Texas and Washington in the U.S.

In terms of financial performance, total revenue for the six months ended September 30, 2026 in this segment amounted to ¥25,112 million (a year-on-year increase of 41.3%) and business profit for the six months ended September 30, 2026 amounted to ¥2,414 million (a year-on-year increase of 154.4%).

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 sports club operations, we hold "UNITED FEEL," a large-scale event featuring popular studio programs that have long been popular with customers. In addition, in July, we introduced "Training Partner," a program designed to make it easier for people to get started with personal training. We will continue to provide services tailored to a wide range of needs.

At "Undo Juku," our exercise school for children, we offer a variety of programs, including swimming, gymnastics, dance, soccer, tennis, and golf. At our Golf Academy, we held the finals for the "13th Konami Sports Jr. Cup" at Nasu Highland Golf Club (Tochigi Prefecture), where intense competition unfolded in both the elementary school and junior high school divisions. We will continue to share the joy of golf with children through the "Konami Sports Jr. Cup." "KONAMI J.B.STAR," the representative team from our Dance School, won the "2026 WORLD HIP HOP DANCE CHAMPIONSHIP," a global hip-hop dance competition held in Arizona, USA.

"Pilates Mirror," a machine Pilates studio featuring mirrors on the ceiling, has expanded to a total of 116 locations, adding 31 new studios, including its first locations in Hokkaido and Chiba Prefecture. "Pilates Mirror" has been well received by customers. For "Personal 30," our 30-minute intensive

personal training gym, we opened two gyms in Setagaya-ku, Tokyo.

With regard to the operation of outsourced facilities, a form of business that expands our network without ownership of assets, we commenced contracted management of sports facilities in Yuki City, Ibaraki Prefecture; Hachioji City, Tokyo; Shizuoka City, Shizuoka Prefecture; Hyogo Prefecture; Higashihiroshima City, Hiroshima Prefecture; and Fukuoka City, Fukuoka Prefecture.

In response to the growing demand from schools to outsource swimming instruction, we are expanding swimming instruction services at facilities nationwide.

In terms of financial performance, total revenue for the six months ended September 30, 2026 in this segment amounted to ¥25,720 million (a year-on-year increase of 3.3%) and business profit for the six months ended September 30, 2026 amounted to ¥1,931 million (a year-on-year increase of 8.9%).

(2) Consolidated Financial Position

(1) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥813,107 million as of September 30, 2026, increasing by ¥64,342 million compared with March 31, 2026. This mainly resulted from an increase in cash and cash equivalents due to higher cash inflows from operating activities generated by the Group's core operations, as well as an increase in trade and other receivables.

Total Liabilities:

Total liabilities amounted to ¥189,971 million as of September 30, 2026, increasing by ¥5,759 million compared with March 31, 2026. This primarily resulted from increases in other current liabilities and trade and other payables.

Total Equity:

Total equity amounted to ¥623,136 million as of September 30, 2026, increasing by ¥58,583 million compared with March 31, 2026. 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, 2026 was 76.6%, increasing by 1.2 points compared with March 31, 2026.

(2) Cash Flows

Millions of Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026	Change
Cash flow summary:			
Net cash provided by operating activities	¥52,431	¥85,223	¥32,792
Net cash used in investing activities	(37,644)	(16,105)	21,539
Net cash used in financing activities	(37,108)	(22,114)	14,994
Effect of exchange rate changes on cash and cash equivalents	499	(942)	(1,441)
Net (decrease) increase in cash and cash equivalents	(21,822)	46,062	67,884
Cash and cash equivalents at the end of the year	¥272,394	¥373,626	¥101,232

Cash and cash equivalents (hereafter, referred to as "Net cash") amounted to ¥373,626 million as of September 30, 2026, increasing by ¥46,062 million compared with March 31, 2026.

Cash flow summary for each activity for the six months ended September 30, 2026 is as follows:

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥85,223 million for the six months ended September 30, 2026, a year-on-year increase of 62.5%. This primarily resulted from an increase in profit for the period.

Cash flows from investing activities:

Net cash used in investing activities amounted to ¥16,105 million for the six months ended September 30, 2026, a year-on-year decrease of 57.2%. This primarily resulted from a decrease in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥22,114 million for the six months ended September 30, 2026, a year-on-year decrease of 40.4%. This primarily resulted from a decrease in expenditures for redemption of bonds, despite an increase in dividends paid.

(3) Outlook for the Fiscal Year Ending March 31, 2027

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 these circumstances, we will continue to provide new ways for even more people to enjoy our games, 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 will release the latest installment, *Castlevania: Belmont's Curse*, marking the 40th anniversary of the *Castlevania* series. The game's story unfolds in Paris, France, in 1499, 23 years after the popular series title *Castlevania III: Dracula's Curse*, and will offer players the chance to enjoy even more exhilarating action. We also plan to release *Yu-Gi-Oh! TAG FORCE GX*, a remake of the 2008 title *Yu-Gi-Oh! GX TAG FORCE 3*. This title will feature online multiplayer functionality and include approximately 200 additional cards.

As part of our ongoing efforts, we will continue implementing attractive initiatives across our currently available titles―including *eFootball*™, *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, *eBaseball*™*: MLB PRO SPIRIT*, *Yu-Gi-Oh! MASTER DUEL* and *Suikoden STAR LEAP*―to allow more customers to enjoy them.

In our esports business, the "eFootball™ Championship 2027," *eFootball*™'s largest official esports tournament, is set to begin. The previous tournament drew a record-breaking 45.21 million participants from around the world, and for this year's tournament, we have expanded the number of spots available in the finals to create an environment where even more players can compete on the world's premier stage. Intense battles are expected as players vie to become the world champion. Going forward, we will continue our activities to promote the appeal of esports and further expand the esports fan base.

Arcade Game

We aim to deliver surprise, excitement, and lasting memories by creating new forms of play that promote person-to-person real-world experiences.

In video games, as part of our strategy to revitalize the music game genre, we will release a new arcade cabinet for the *jubeat* series, the first new cabinet in 18 years. The cabinet features a touch panel at the top of the screen for intuitive controls, and players can enjoy a more immersive experience thanks to visual effects that sync with their gameplay and high-quality sound. The new cabinet will be launched alongside the latest title, *jubeat U'nit*, in Japan, Asia, and North America, and rolled out globally.

In medal games, we will release *Anima Lotta: Anima to Shiawase no Okurimono*, the newest installment in the *Anima Lotta* series, which is celebrating its 15th anniversary. In addition, we will launch *Momotaro Dentetsu 2: Anata no Machi no Medal Game*, the sequel to *Momotaro Dentetsu* -

Medal game mo teiban!. This title features two maps, one for Eastern Japan and one for Western Japan, expanding the range of ways for players to enjoy the game.

In esports, the regular stage of the "BEMANI PRO LEAGUE -SEASON 6-" will commence in November, and we will continue to build excitement around the "BEMANI PRO LEAGUE" leading up to the semifinals and finals.

We will challenge ourselves to create products and services that exceed customer expectations, thereby contributing to the revitalization of the arcade game market.

Gaming & Systems

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

In our slot machine sales, we will continue to expand the *Solstice*™ series, which has been well-received in the market.

For gaming content, we will continue to offer popular series such as *BOMBERMAN*™ in the North American market, as well as series such as *Fortune Hearts*™, which has performed well in the Australian market. In the Australian market, we will continue to expand sales of popular series such as *Bull Rush*™ and *Dragon Rush*™, along with other titles.

For *SYNKROS*®, our casino management system, installation on cruise ships continues to expand, and the system has been selected by multiple casino facilities. Going forward, we aim to expand our market share through the continued development of various functions utilizing cutting-edge technologies.

In the Specialty Markets, we will continue to expand the reach of Class II products, as well as VLTs (Video Lottery Terminals) and HHR (Historical Horse Racing) machines.

In iGaming, we will expand the availability of popular gaming content across online platforms.

Sports

At "Undo Juku," our exercise school for children, we will support the development of children's skills and motivation by hosting tournaments and events across various disciplines that provide goals for their ongoing development.

"Pilates Mirror," a machine Pilates studio featuring mirrors on the ceiling, we plan to continue opening numerous studios. For our 30-minute intensive personal training gym "Personal 30," we will open the 6th location "Personal 30 Yutenji" in October 2026 in Meguro-ku, Tokyo. Going forward, we plan to continue expanding these new-format facilities 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 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, 2027 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*™ and Yu-Gi-Oh! 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, 2027” for further details, released on October 29, 2026.

Consolidated earnings forecast for the fiscal year ending March 31, 2027

Millions of yen

	Earnings forecast for the year ending March 31, 2027		Year ended March 31, 2026 (actual)	% change from previous year
	Previous forecast	Revised forecast		
Revenue	¥505,000	¥583,000	¥493,677	18.1%
Business profit	150,000	200,000	143,583	39.3%
Operating profit	143,000	193,000	135,891	42.0%
Profit before income taxes	143,000	193,000	140,667	37.2%
Profit attributable to owners of the parent	¥101,000	¥135,000	¥100,013	35.0%

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, 2026	As of September 30, 2026
Assets		
Current assets		
Cash and cash equivalents	¥327,564	¥373,626
Trade and other receivables	60,023	75,622
Inventories	18,968	23,037
Income tax receivables	865	123
Other current assets	17,094	14,146
Total current assets	424,514	486,554
Non-current assets		
Property, plant and equipment, net	187,186	187,963
Goodwill and intangible assets	55,770	57,913
Investment property	17,590	17,564
Investments accounted for using the equity method	5,901	6,011
Other investments	2,016	2,001
Other financial assets	17,491	16,986
Deferred tax assets	36,766	36,207
Other non-current assets	1,531	1,908
Total non-current assets	324,251	326,553
Total assets	748,765	813,107
Liabilities and equity		
Liabilities		
Current liabilities		
Bonds and borrowings	-	19,989
Other financial liabilities	8,338	8,102
Trade and other payables	50,545	51,925
Income tax payables	29,669	31,015
Other current liabilities	29,858	34,372
Total current liabilities	118,410	145,403
Non-current liabilities		
Bonds and borrowings	39,936	19,959
Other financial liabilities	15,513	14,298
Provisions	7,022	7,124
Deferred tax liabilities	1,296	1,337
Other non-current liabilities	2,035	1,850
Total non-current liabilities	65,802	44,568
Total liabilities	184,212	189,971
Equity		
Share capital	47,399	47,399
Share premium	78,146	78,146
Treasury shares	(21,626)	(21,629)
Other components of equity	26,255	24,378
Retained earnings	434,363	494,826
Total equity attributable to owners of the parent	564,537	623,120
Non-controlling interests	16	16
Total equity	564,553	623,136
Total liabilities and equity	¥748,765	¥813,107

(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, 2025	Six months ended September 30, 2026
Revenue		
Product sales revenue	¥67,682	¥84,814
Service and other revenue	157,157	223,161
Total revenue	224,839	307,975
Cost of revenue		
Cost of product sales revenue	(33,031)	(37,877)
Cost of service and other revenue	(80,770)	(101,198)
Total cost of revenue	(113,801)	(139,075)
Gross profit	111,038	168,900
Selling, general and administrative expenses	(45,952)	(56,812)
Other income and other expenses, net	(818)	(824)
Operating profit	64,268	111,264
Finance income	833	1,242
Finance costs	(197)	(292)
Profit from investments accounted for using the equity method	334	682
Profit before income taxes	65,238	112,896
Income taxes	(18,752)	(33,658)
Profit for the period	46,486	79,238
Profit attributable to:		
Owners of the parent	46,486	79,238
Non-controlling interests	¥0	¥0

Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026
Earnings per share (attributable to owners of the parent)		
Basic	¥342.92	¥584.54
Diluted	¥342.92	¥584.54

Semi-annual Condensed Consolidated Statement of Comprehensive Income

Millions of Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026
Profit for the period	¥46,486	¥79,238
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	193	(51)
Total items that will not be reclassified to profit or loss	193	(51)
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	301	(1,826)
Total items that may be reclassified to profit or loss	301	(1,826)
Total other comprehensive income	494	(1,877)
Total comprehensive income for the period	46,980	77,361
Comprehensive income attributable to:		
Owners of the parent	46,980	77,361
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, 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

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, 2026	¥47,399	¥78,146	¥(21,626)	¥26,255	¥434,363	¥564,537	¥16	¥564,553
Profit for the period					79,238	79,238	0	79,238
Other comprehensive income				(1,877)		(1,877)		(1,877)
Total comprehensive income for the period	-	-	-	(1,877)	79,238	77,361	0	77,361
Purchase of treasury shares			(3)			(3)		(3)
Disposal of treasury shares		0	0			0		0
Dividends					(18,775)	(18,775)		(18,775)
Total transactions with the owners	-	0	(3)	-	(18,775)	(18,778)	-	(18,778)
Balance at September 30, 2026	¥47,399	¥78,146	¥(21,629)	¥24,378	¥494,826	¥623,120	¥16	¥623,136

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

Millions of Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026
Operating activities		
Profit for the period	¥46,486	¥79,238
Depreciation and amortization	15,235	17,524
Impairment losses	903	-
Interest and dividends income	(832)	(976)
Interest expense	178	280
Loss on sale or disposal of property, plant and equipment	2	1,478
Profit from investments accounted for using the equity method	(334)	(682)
Income taxes	18,752	33,658
Increase in trade and other receivables	(5,955)	(15,959)
Increase in inventories	(3,978)	(6,211)
Decrease in trade and other payables	(3,030)	(517)
Increase in prepaid expense	(2,107)	(1,629)
Increase in contract liabilities	9,965	4,620
Other, net	(2,762)	4,672
Interest and dividends received	815	907
Interest paid	(169)	(268)
Income taxes paid	(20,738)	(30,912)
Net cash provided by operating activities	52,431	85,223
Investing activities		
Capital expenditures	(37,728)	(16,212)
Payments for lease deposits	(52)	(84)
Proceeds from refunds of lease deposits	462	729
Other, net	(326)	(538)
Net cash used in investing activities	(37,644)	(16,105)
Financing activities		
Redemption of bonds	(20,000)	-
Principal payments of lease liabilities	(3,626)	(3,352)
Dividends paid	(13,476)	(18,759)
Other, net	(6)	(3)
Net cash used in financing activities	(37,108)	(22,114)
Effect of exchange rate changes on cash and cash equivalents	499	(942)
Net (decrease) increase in cash and cash equivalents	(21,822)	46,062
Cash and cash equivalents at the beginning of the period	294,216	327,564
Cash and cash equivalents at the end of the period	¥272,394	¥373,626

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the six months ended September 30, 2025

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥168,523	¥8,306	¥17,760	¥24,733	¥5,517	-	¥224,839
Intersegment	254	516	8	171	127	¥(1,076)	-
Total	168,777	8,822	17,768	24,904	5,644	(1,076)	224,839
Business profit (loss)	¥61,378	¥1,777	¥949	¥1,773	¥1,456	¥(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

For the six months ended September 30, 2026

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥243,063	¥9,845	¥25,104	¥25,548	¥4,415	-	¥307,975
Intersegment	458	511	8	172	144	¥(1,293)	-
Total	243,521	10,356	25,112	25,720	4,559	(1,293)	307,975
Business profit (loss)	¥107,483	¥2,669	¥2,414	¥1,931	¥803	¥(3,212)	112,088
Other income and other expenses, net	-	-	-	-	-	-	(824)
Operating profit	-	-	-	-	-	-	111,264
Finance income and finance costs, net	-	-	-	-	-	-	950
Profit from investments accounted for using the equity method	-	-	-	-	-	-	682
Profit before income taxes	-	-	-	-	-	-	¥112,896

(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.

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 six months ended September 30, 2025 has been reclassified and disclosed based on the segment classifications applied for the six months ended September 30, 2026.

(ii) Geographic Information

Revenue from external customers

Millions of Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026
Revenue:		
Japan	¥159,002	¥251,683
United States	39,962	34,702
Europe	16,806	10,315
Asia/Oceania	9,069	11,275
Consolidated	¥224,839	¥307,975

(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.