



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

July 31, 2025

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: -

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

1. Consolidated Financial Results for the Three Months Ended June 30, 2025

(1) Consolidated Results of Operations

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

	Revenue	Business profit	Operating profit	Profit before income taxes	Profit for the period	Profit attributable to owners of the parent
Three months ended June 30, 2025	96,964	27,647	27,732	27,890	19,834	19,834
% change from previous year	7.7%	9.9%	10.3%	5.1%	3.5%	3.5%
Three months ended June 30, 2024	90,039	25,149	25,145	26,546	19,160	19,160
% change from previous year	24.0%	46.6%	46.6%	44.3%	43.3%	43.3%

Total comprehensive income for the period: Three months ended June 30, 2025: ¥17,754 million; (26.4)%

Three months ended June 30, 2024: ¥24,125 million; 26.4%

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)
Three months ended June 30, 2025	146.32	146.32
Three months ended June 30, 2024	141.35	141.35

(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
June 30, 2025	651,547	486,132	486,116	74.6%
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	-				
Year ending March 31, 2026 (Forecast)		83.00	-	83.00	166.00

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

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

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

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

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

Noted Items

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

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

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

(3) Number of shares issued (Share capital)

1. Number of shares issued: (Treasury shares included)

As of June 30, 2025	143,500,000 shares
As of March 31, 2025	143,500,000 shares
2. Number of treasury shares:

As of June 30, 2025	7,943,283 shares
As of March 31, 2025	7,943,186 shares
3. Average number of shares outstanding:

Three months ended June 30, 2025	135,556,766 shares
Three months ended June 30, 2024	135,557,763 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, Amusement, and Gaming & Systems businesses; (vi) our ability to successfully expand the scope of our business and broaden our customer base through our Sports business; (vii) regulatory developments and changes and our ability to respond and adapt to those changes; (viii) our expectations with regard to further acquisitions and the integration of any companies we may acquire; and (ix) the outcome of existing contingencies.

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

KONAMI GROUP CORPORATION (the "Company") disclosed the supplemental data for the consolidated financial statements via the Company's website on July 31, 2025.

1. Business Performance

(1) Overview of Business Performance

(1) Business Performance

For the three months ended June 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 three months ended June 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 quarter 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 three months ended June 30, 2025, total revenue amounted to ¥96,964 million (a year-on-year increase of 7.7%), business profit was ¥27,647 million (a year-on-year increase of 9.9%), operating profit was ¥27,732 million (a year-on-year increase of 10.3%), profit before income taxes was ¥27,890 million (a year-on-year increase of 5.1%), and profit attributable to owners of the parent was ¥19,834 million (a year-on-year increase of 3.5%).

(2) Performance by Business Segment

Summary of total revenue by business segment:

	Millions of Yen, except percentages		
	Three months ended June 30, 2024	Three months ended June 30, 2025	% change
Total revenue:			
Digital Entertainment	¥64,202	¥73,315	14.2
Amusement	4,915	4,554	(7.3)
Gaming & Systems	9,698	7,513	(22.5)
Sports	11,836	12,079	2.1
Intersegment eliminations	(612)	(497)	-
Total revenue	¥90,039	¥96,964	7.7

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 announced a new feature set to appear in *METAL GEAR SOLID Δ: SNAKE EATER*, scheduled for release in August 2025. For the *SILENT HILL* series, whose latest title, *SILENT HILL f*, is planned for release in September 2025, we have decided to develop a remake of the original first installment, *SILENT HILL*. This information was announced during the official "KONAMI PRESS START" program, which was broadcast simultaneously worldwide with subtitles in 13 languages, including Japanese and English. The program also featured a video of the production team discussing the development background and the game's worldview, as well as KONAMI's latest lineup of products, including titles for the Nintendo Switch™ 2, and

generated a strong response. Furthermore, “Yu-Gi-Oh! CARD GAME THE CHRONICLES”, a promotional short animation series depicting the world of the Yu-Gi-Oh! card game, has been available on the YouTube “Yu-Gi-Oh! OCG channel” since April 2025.

As a continuation of an existing initiative, the *eFootball™* series—featuring the *eFootball™* currently available on consoles, PCs, and mobile platforms—has collectively surpassed 850 million cumulative downloads. Moreover, we have released a game update that enables online play on all supported home console and PC versions. Other new features have also been added to the game, making it even easier to play than before, and the game continues to perform well. For *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, which reached its 10th anniversary since launch, we rolled out collaborative initiatives with Ichiro and Hideki Matsui (both legendary former professional baseball players). In addition, we held a sponsored professional baseball game at Hanshin Koshien Stadium, the “PROFESSIONAL BASEBALL SPIRITS A 10th Anniversary Year Special Night Game,” which was enthusiastically received. For *eBaseball™: MLB PRO SPIRIT*, we held an event in conjunction with the All-Star fan vote to determine the starters for the MLB All-Star Game to be held in July 2025.

In the esports space, qualifying competitions have begun worldwide 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, and intense competition is underway leading up to the World Finals. Meanwhile, the finals of the “eJ.League eFootball™ 2025” season, jointly organized by the Japan Professional Football League (J.League), were held in the esports Ginza Studio in the Konami Creative Center Ginza, where intense competition and spectacular performances made for exciting matches. Furthermore, qualifying rounds were held in four divisions for the “Yu-Gi-Oh! World Championship 2025”, which will determine the top duelists worldwide for the Yu-Gi-Oh! card game, and excitement is building up for the main competition in August 2025.

In terms of financial performance, total revenue for the three months ended June 30, 2025 in this segment amounted to ¥73,315 million (a year-on-year increase of 14.2%) and business profit for the three months ended June 30, 2025 amounted to ¥27,868 million (a year-on-year increase of 17.0%).

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, the operation of *GITADORA -ARENA MODEL-*, the latest title in the *GITADORA* series released in the previous fiscal year, has maintained steady performance. In addition, *Monster Retsuden Oreca Battle 2*, a title that allows players to enjoy collecting and training unique monsters using their own *Oreca* cards, has been well-received. In the medal game business, titles such as *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES! NITOURYU!*, and *Momotaro Dentetsu -Medal game mo teiban!* have maintained strong performance. Furthermore, we launched the redemption game *eBaseball™: POWER PROS BATTER UP!!*, themed around the *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!*, to the U.S. market. This game has garnered positive feedback from many players, who enjoy the simple gameplay based on baseball, a sport popular in the United States. For the prize game business, we offered a diverse lineup of amusement prizes centered on KONAMI intellectual properties, including the *PAWAFURU PUROYAKYU* series and the Yu-Gi-Oh! card game, which attracted significant attention.

In the esports space, we announced that the “BEMANI PRO LEAGUE -SEASON 5-” will be held. For this season, the league will run simultaneously with three titles: *beatmania IIDX*, *SOUND VOLTEX*, and *DanceDanceRevolution*, with the aim of revitalizing music games and, moreover, the amusement industry as a whole.

In the pachinko and pachislot machine business, we announced that, in the second quarter ending September 30, 2025, we will release a smart slot machine themed around the anime *Watashi no*

Shiawasena Kekkō, adapted from a popular novel that was also made into a live-action film, as well as a smart slot machine based on the anime *Tensei Shitara Ken Deshita*, adapted from a popular light novel series boasting total sales of 4 million copies.

For three months ended June 30, 2025, difference in timing of product launch has impacted on our performance in this segment.

In terms of financial performance, total revenue for the three months ended June 30, 2025 in this segment amounted to ¥4,554 million (a year-on-year decrease of 7.3%) and business profit for the three months ended June 30, 2025 amounted to ¥547 million (a year-on-year decrease of 29.4%).

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, sales of the *Falling Coins Link™* series remained steady in the North American market. This series succeeds the *Charms Full Link™* series, which launched and performed strongly in the previous fiscal year. Moreover, the *Crazy Stuffed Coins™* series, featuring eye-catching and flashy effects such as golden coin animations, has been well received by the market. In the Australian market, the *Fortune Hearts™* series continues to enjoy popularity.

SYNKROS®, our casino management system, has been newly installed at multiple casino facilities in Illinois and New Mexico. The high reliability of the system continues to be well received by many casino operators. 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, we have received orders for COAM (Coin Operated Amusement Machines) in Georgia, the U.S.

During three months ended June 30, 2025, we were affected by the rise in raw material prices and revisions to shipment plans due to U.S. tariff measures.

In terms of financial performance, total revenue for the three months ended June 30, 2025 in this segment amounted to ¥7,513 million (a year-on-year decrease of 22.5%) and business loss for the three months ended June 30, 2025 amounted to ¥166 million (business profit for the three months ended June 30, 2024 amounted to ¥1,278 million).

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 introduced new beginner studio programs—*Les Mills Pilates* and *Les Mills Shapes*—at Konami Sports Clubs nationwide, which have been well received.

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, qualifying competitions for the 12th Konami Sports Junior Cup are being held nationwide using golf simulators, enabling wider participation.

Additionally, 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 10 new studios in Tokyo and Kanagawa Prefecture, as well as “Pilates Mirror Shukugawa,” the first location in Hyogo Prefecture, bringing the total number of studios to 64. “Pilates Mirror” has been well received by customers, with some of the studios having waiting lists for membership.

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.

Additionally, we have signed a cooperation agreement with the Japan Dodge Ball Association to promote sports and health through dodgeball. We will hold dodgeball classes and events featuring Japanese national team players at facilities nationwide.

In terms of financial performance, total revenue for the three months ended June 30, 2025 in this segment amounted to ¥12,079 million (a year-on-year increase of 2.1%) and business profit for the three months ended June 30, 2025 amounted to ¥426 million (a year-on-year increase of 75.3%).

(2) Consolidated Financial Position

(1) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥651,547 million as of June 30, 2025, decreasing by ¥13,493 million compared with March 31, 2025. This mainly resulted from a decrease in cash and cash equivalents due to dividends and income taxes paid, despite increases in other current assets and goodwill and intangible assets.

Total Liabilities:

Total liabilities amounted to ¥165,415 million as of June 30, 2025, decreasing by ¥17,757 million compared with March 31, 2025. This primarily resulted from decreases in trade and other payables and income tax payables.

Total Equity:

Total equity amounted to ¥486,132 million as of June 30, 2025, increasing by ¥4,264 million compared with March 31, 2025. This mainly resulted from an increase in total equity attributable to owners of the parent due to recognition of profit for the period, despite payment of dividends and impact of fluctuations in exchange rate.

Ratio of equity attributable to owners of the parent as of June 30, 2025 was 74.6%, increasing by 2.1 points compared with March 31, 2025.

(2) Cash Flows

	Millions of Yen		
	Three months ended June 30, 2024	Three months ended June 30, 2025	Change
Cash flow summary:			
Net cash provided by operating activities	¥18,660	¥10,519	¥(8,141)
Net cash used in investing activities	(10,361)	(8,514)	1,847
Net cash used in financing activities	(11,163)	(15,235)	(4,072)
Effect of exchange rate changes on cash and cash equivalents	2,980	(1,054)	(4,034)
Net increase (decrease) in cash and cash equivalents	116	(14,284)	(14,400)
Cash and cash equivalents at the end of the year	¥273,863	¥279,932	¥6,069

Cash and cash equivalents (hereafter, referred to as “Net cash”) amounted to ¥279,932 million as of June 30, 2025, decreasing by ¥14,284 million compared with March 31, 2025.

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

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥10,519 million for the three months ended June 30, 2025, a year-on-year decrease of 43.6%. This primarily resulted from an increase in income taxes paid.

Cash flows from investing activities:

Net cash used in investing activities amounted to ¥8,514 million for the three months ended June 30, 2025, a year-on-year decrease of 17.8%. This primarily resulted from a decrease in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥15,235 million for the three months ended June 30, 2025, a year-on-year increase of 36.5%. This primarily resulted from 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, the release of *METAL GEAR SOLID A: SNAKE EATER*, in the *METAL GEAR* series, is scheduled for August 2025. This title offers the “ultimate in survival stealth action,” evolved through rich and beautiful graphics and three-dimensional sound effects created with state-of-the-art technology, promising players an engaging experience. The latest title in the *SILENT HILL* series, *SILENT HILL f*, is planned for release in September 2025. This new psychological horror marks the first time the series is set in Japan. We have also begun development on a remake of the first entry in the series, *SILENT HILL*, which was originally released in 1999.

As a continuation of our ongoing efforts, we will actively promote the 30th anniversary of the *eFootball™* series and the 10th anniversary of *PROFESSIONAL BASEBALL SPIRITS A (ACE)*. At the same time, for currently available titles such as *eBaseball™: MLB PRO SPIRIT* and *Yu-Gi-Oh! MASTER DUEL*, we will continue to implement attractive initiatives aimed at enabling even more customers to enjoy them.

In the esports space, the largest official tournament in the *eFootball™* series, the “eFootball™ Championship 2025 World Finals,” will be held simultaneously with the first-ever fan festival commemorating the series’ 30th anniversary, the “eFootball™ World Festival in Tokyo.” Attendees will have the opportunity to watch thrilling battles up close as top players compete for the world champion title. The *eFootball™* series has been also selected as the competition title for the “Inter-Prefectural Esports Championship 2025 SHIGA,” which will be held in November 2025. Additionally, it has been decided that the “FIFAe World Cup 2025™,” the global esports tournament organized by the Fédération Internationale de Football Association (FIFA), will take place within 2025. Furthermore, the final tournament of the “Yu-Gi-Oh! World Championship 2025,” which determines the world’s top Yu-Gi-Oh! duelist, will be held in Paris, France. Beyond these, two competitions for the 2025 season, the “Prospi A Pro League” and the “Prospi A Championship,” featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as their esports titles, are planned to be held. Going forward, we will work on activities to disseminate the appeal of esports with the aim of expanding the esports fan base even more.

Amusement

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

In video games targeted at amusement facilities, we will continue to expand the number of installed *Monster Retsuden Oreca Battle 2* cabinets. Furthermore, we will launch *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 broadening the scope of play, we aim to share the appeal and fun of *Oreca Battle* with even more customers. Following the popular *Momotaro Dentetsu -Medal game mo teiban!*, the latest title *Momotaro Dentetsu World -Chikyuu mo Medal mo Mawatteru!* will begin operation. Additionally, we will introduce the latest releases of popular medal games, including *ColorCoLotta Tropical Resort*, the newest installment in the *ColorCoLotta* series, to the market.

In the esports space, we will hold the draft meeting for “BEMANI PRO LEAGUE -SEASON 5-” in August 2025. We will energize the “BEMANI PRO LEAGUE” ahead of the regular season opening in November 2025.

In the pachinko and pachislot machine space, smart slot machines based on the popular anime *Watashi no Shiawase na Kekkon* and *Tensei Shitara Ken Deshita* will begin operation. We remain dedicated to developing and launching a new lineup to the market, aimed at providing enjoyable experiences to an even wider range of players.

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

Gaming & Systems

In the gaming market, competitors are introducing new products successively, creating an environment that requires stronger product appeal. Under such circumstances, Konami Group is engaged in developing new slot machines, new gaming content, and new features for the casino management system. We will also take the initiatives in the Specialty Markets where we have not been actively involved before.

In the slot machine business, we will continue to expand the highly acclaimed *DIMENSION* series in the market. In our gaming content, we will continue to promote the popular series such as *Charms Full Link™*. Moreover, we will continue to make efforts to enable more customers to enjoy popular content, such as by launching the *K'Pow Pig™* series, which is well received in the Australian market, to the North American market.

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

As part of our initiatives in the Specialty Markets, we are expanding the reach of VLTs (Video Lottery Terminals) and HHR (Historical Horse Racing) machines. Additionally, we will accelerate the sales expansion of WAP (Wide Area Progressive) machines, which enable jackpot sharing among multiple casino facilities, as well as the deployment of popular content in iGaming.

Sports

For the operation of sports clubs, we will continue to sequentially hold “UNITED FEEL,” a large-scale studio program event enjoyed by many customers, at Konami Sports Clubs nationwide during this fiscal year.

In the “Undo Juku” exercise circle aimed at children, we plan to expand the number of facilities offering the “Undo Juku Digital Note,” which is already being used in swimming, gymnastics, and dance programs. Additionally, we will support children’s skill development and motivation by organizing target competitions and events in each discipline.

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

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

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

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

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

Special Note:

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

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

2. 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 June 30, 2025
Assets		
Current assets		
Cash and cash equivalents	¥294,216	¥279,932
Trade and other receivables	47,220	39,884
Inventories	12,108	13,086
Income tax receivables	337	378
Other current assets	12,955	16,629
Total current assets	366,836	349,909
Non-current assets		
Property, plant and equipment, net	163,617	163,158
Goodwill and intangible assets	60,702	64,051
Investment property	17,588	17,626
Investments accounted for using the equity method	4,484	4,529
Other investments	1,671	1,668
Other financial assets	17,903	18,190
Deferred tax assets	31,130	31,231
Other non-current assets	1,109	1,185
Total non-current assets	298,204	301,638
Total assets	665,040	651,547
Liabilities and equity		
Liabilities		
Current liabilities		
Bonds and borrowings	19,994	19,999
Other financial liabilities	8,713	8,507
Trade and other payables	45,406	37,060
Income tax payables	19,362	7,903
Other current liabilities	22,839	25,005
Total current liabilities	116,314	98,474
Non-current liabilities		
Bonds and borrowings	39,911	39,917
Other financial liabilities	15,622	15,656
Provisions	8,271	8,309
Deferred tax liabilities	1,213	1,252
Other non-current liabilities	1,841	1,807
Total non-current liabilities	66,858	66,941
Total liabilities	183,172	165,415
Equity		
Share capital	47,399	47,399
Share premium	78,144	78,144
Treasury shares	(21,617)	(21,619)
Other components of equity	18,737	16,657
Retained earnings	359,189	365,535
Total equity attributable to owners of the parent	481,852	486,116
Non-controlling interests	16	16
Total equity	481,868	486,132
Total liabilities and equity	¥665,040	¥651,547

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

Quarterly Condensed Consolidated Statement of Profit or Loss

	Millions of Yen	
	Three months ended June 30, 2024	Three months ended June 30, 2025
Revenue		
Product sales revenue	¥25,780	¥25,120
Service and other revenue	64,259	71,844
Total revenue	90,039	96,964
Cost of revenue		
Cost of product sales revenue	(10,302)	(11,402)
Cost of service and other revenue	(36,000)	(37,608)
Total cost of revenue	(46,302)	(49,010)
Gross profit	43,737	47,954
Selling, general and administrative expenses	(18,588)	(20,307)
Other income and other expenses, net	(4)	85
Operating profit	25,145	27,732
Finance income	1,426	376
Finance costs	(157)	(399)
Profit from investments accounted for using the equity method	132	181
Profit before income taxes	26,546	27,890
Income taxes	(7,386)	(8,056)
Profit for the period	19,160	19,834
Profit attributable to:		
Owners of the parent	19,160	19,834
Non-controlling interests	¥0	¥0

	Yen	
	Three months ended June 30, 2024	Three months ended June 30, 2025
Earnings per share (attributable to owners of the parent)		
Basic	¥141.35	¥146.32
Diluted	¥141.35	¥146.32

Quarterly Condensed Consolidated Statement of Comprehensive Income

	Millions of Yen	
	Three months ended June 30, 2024	Three months ended June 30, 2025
Profit for the period	¥19,160	¥19,834
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	33	(2)
Total items that will not be reclassified to profit or loss	33	(2)
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	4,932	(2,078)
Total items that may be reclassified to profit or loss	4,932	(2,078)
Total other comprehensive income	4,965	(2,080)
Total comprehensive income for the period	24,125	17,754
Comprehensive income attributable to:		
Owners of the parent	24,125	17,754
Non-controlling interests	¥0	¥0

(3) Quarterly Condensed Consolidated Statement of Changes in Equity

Millions of Yen

	Equity attributable to owners of the parent						Non-controlling interests	Total equity
	Share capital	Share premium	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at April 1, 2024	¥47,399	¥78,144	¥(21,603)	¥20,625	¥302,797	¥427,362	¥16	¥427,378
Profit for the period					19,160	19,160	0	19,160
Other comprehensive income				4,965		4,965		4,965
Total comprehensive income for the period	-	-	-	4,965	19,160	24,125	0	24,125
Purchase of treasury shares			(2)			(2)		(2)
Dividends					(9,353)	(9,353)		(9,353)
Total transactions with the owners	-	-	(2)	-	(9,353)	(9,355)	-	(9,355)
Balance at June 30, 2024	¥47,399	¥78,144	¥(21,605)	¥25,590	¥312,604	¥442,132	¥16	¥442,148

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					19,834	19,834	0	19,834
Other comprehensive income				(2,080)		(2,080)		(2,080)
Total comprehensive income for the period	-	-	-	(2,080)	19,834	17,754	0	17,754
Purchase of treasury shares			(2)			(2)		(2)
Dividends					(13,488)	(13,488)		(13,488)
Total transactions with the owners	-	-	(2)	-	(13,488)	(13,490)	-	(13,490)
Balance at June 30, 2025	¥47,399	¥78,144	¥(21,619)	¥16,657	¥365,535	¥486,116	¥16	¥486,132

(4) Quarterly Condensed Consolidated Statement of Cash Flows

	Millions of Yen	
	Three months ended June 30, 2024	Three months ended June 30, 2025
<i>Operating activities</i>		
Profit for the period	¥19,160	¥19,834
Depreciation and amortization	4,572	5,294
Impairment losses	2	-
Interest and dividends income	(354)	(375)
Interest expense	151	101
Loss (profit) on sale or disposal of property, plant and equipment	2	(0)
Profit from investments accounted for using the equity method	(132)	(181)
Income taxes	7,386	8,056
Decrease in trade and other receivables	7,760	6,880
Increase in inventories	(1)	(1,107)
Decrease in trade and other payables	(4,311)	(6,428)
Increase in prepaid expense	(3,469)	(4,261)
(Decrease) increase in contract liabilities	(608)	120
Other, net	(761)	2,047
Interest and dividends received	401	378
Interest paid	(86)	(37)
Income taxes paid	(11,052)	(19,802)
<i>Net cash provided by operating activities</i>	18,660	10,519
<i>Investing activities</i>		
Capital expenditures	(9,441)	(8,707)
Payments for lease deposits	(29)	(15)
Proceeds from refunds of lease deposits	23	289
Other, net	(914)	(81)
<i>Net cash used in investing activities</i>	(10,361)	(8,514)
<i>Financing activities</i>		
Principal payments of lease liabilities	(1,844)	(1,791)
Dividends paid	(9,318)	(13,441)
Other, net	(1)	(3)
<i>Net cash used in financing activities</i>	(11,163)	(15,235)
Effect of exchange rate changes on cash and cash equivalents	2,980	(1,054)
Net increase (decrease) in cash and cash equivalents	116	(14,284)
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>	¥273,863	¥279,932

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the three months ended June 30, 2024

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥64,036	¥4,560	¥9,694	¥11,749	¥90,039	-	¥90,039
Intersegment	166	355	4	87	612	¥(612)	-
Total	64,202	4,915	9,698	11,836	90,651	(612)	90,039
Business profit	¥23,815	¥775	¥1,278	¥243	¥26,111	¥(962)	25,149
Other income and other expenses, net	-	-	-	-	-	-	(4)
Operating profit	-	-	-	-	-	-	25,145
Finance income and finance costs, net	-	-	-	-	-	-	1,269
Profit from investments accounted for using the equity method	-	-	-	-	-	-	132
Profit before income taxes	-	-	-	-	-	-	¥26,546

For the three months ended June 30, 2025

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥73,171	¥4,218	¥7,509	¥12,066	¥96,964	-	¥96,964
Intersegment	144	336	4	13	497	¥(497)	-
Total	73,315	4,554	7,513	12,079	97,461	(497)	96,964
Business profit (loss)	¥27,868	¥547	¥(166)	¥426	¥28,675	¥(1,028)	27,647
Other income and other expenses, net	-	-	-	-	-	-	85
Operating profit	-	-	-	-	-	-	27,732
Finance income and finance costs, net	-	-	-	-	-	-	(23)
Profit from investments accounted for using the equity method	-	-	-	-	-	-	181
Profit before income taxes	-	-	-	-	-	-	¥27,890

(Notes)

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

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

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

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

(ii) Geographic Information

Revenue from external customers

	Millions of Yen	
	Three months ended June 30, 2024	Three months ended June 30, 2025
Revenue:		
Japan	¥63,850	¥71,211
United States	16,653	15,904
Europe	5,828	5,845
Asia/Oceania	3,708	4,004
Consolidated	¥90,039	¥96,964

(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.