KONAMI

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

July 30, 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:	-

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

1. Consolidated Financial Results for the Three Months Ended June 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
Three months ended June 30, 2026	129,524	44,699	45,285	46,453	32,574	32,574
% change from previous year	33.6%	61.7%	63.3%	66.6%	64.2%	64.2%
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%

Total comprehensive income for the period: Three months ended June 30, 2026: ¥34,017 million; 91.6%
Three months ended June 30, 2025: ¥17,754 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, 2026	240.30	240.30
Three months ended June 30, 2025	146.32	146.32

(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, 2026	751,772	579,795	579,779	77.1%
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	-				
Year ending March 31, 2027 (Forecast)		112.00	-	112.00	224.00

Note) Recently announced change in dividend forecasts for the fiscal year ending March 31, 2027 during the three months ended June 30, 2026: No

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	505,000	150,000	143,000	143,000	101,000	745.08
% change from previous year	2.3%	4.5%	5.2%	1.7%	1.0%	

Note) Recently announced change in earnings forecasts for the fiscal year ending March 31, 2027 during the three months ended June 30, 2026: 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, 2026	143,500,000	shares
As of March 31, 2026	143,500,000	shares

2. Number of treasury shares:

As of June 30, 2026	7,943,518	shares
As of March 31, 2026	7,943,517	shares

3. Average number of shares outstanding:

Three months ended June 30, 2026	135,556,483	shares
Three months ended June 30, 2025	135,556,766	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 July 30, 2026.

1. Business Performance

(1) Overview of Business Performance

(1) Business Performance

For the three months ended June 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 three months ended June 30, 2026 showed total revenue and all profit categories reached record highs for the first quarter, 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, 2026, total revenue amounted to ¥129,524 million (a year-on-year increase of 33.6%), business profit was ¥44,699 million (a year-on-year increase of 61.7%), operating profit was ¥45,285 million (a year-on-year increase of 63.3%), profit before income taxes was ¥46,453 million (a year-on-year increase of 66.6%), and profit attributable to owners of the parent was ¥32,574 million (a year-on-year increase of 64.2%).

(2) Performance by Business Segment

Summary of total revenue by business segment:

Millions of Yen, except percentages

	Three months ended June 30, 2025	Three months ended June 30, 2026	% change
Total revenue:			
Digital Entertainment	¥73,315	¥100,083	36.5
Arcade Game	3,982	4,312	8.3
Gaming & Systems	7,513	12,388	64.9
Sports	12,079	12,712	5.2
Others	572	678	18.5
Adjustments	(497)	(649)	-
Total revenue	¥96,964	¥129,524	33.6

(Note)

Reportable segment classifications have been changed, beginning with the three-month period ended December 31, 2025. For comparison purposes, figures for the three-month period ended June 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 our new initiatives for this business, we launched the *PAWAFURU PUROYAKYU 2026-2027,* the latest installment in the *POWER PROS* series. This title, which also marks the 30th anniversary of “Success Mode,” features a total of nine scenarios, including new, classic, and re-released ones, and showcases numerous national team players from around the world who competed in the “2026 World Baseball Classic™,” including Japan’s “Samurai Japan.” We also released *eFootball™ Kick-Off!* for the Nintendo Switch™ 2, which even first-time players can enjoy. Featuring national teams and club teams from around the world, this authentic soccer action game showcases a diverse cast of athletes from current stars to legendary figures known to everyone, allowing players to fully enjoy the thrill of soccer.

As an ongoing initiative for *eFootball™*, which is currently available for home consoles, PC, and mobile platforms, we launched a campaign to commemorate exceeding one billion downloads worldwide, as well as the ninth anniversary of the mobile version. In addition, we have launched special campaigns and in-game events in conjunction with the football festival, and the title continues to perform well. For the *PROFESSIONAL BASEBALL SPIRITS A (ACE)* and *JIKKYOU PAWAFURU PUROYAKYU* mobile titles, we have rolled out collaborations with popular anime series, which have garnered major attention. For *eBaseball™: MLB PRO SPIRIT*, which has exceeded five million downloads worldwide, we launched a limited-time campaign featuring MLB players selected by Shohei Ohtani, the title's cover athlete. In addition, for the Yu-Gi-Oh! Card game, we have released products which feature cards tied to the promotional short anime series "Yu-Gi-Oh! CARD GAME THE CHRONICLES" as well as cards designed to strengthen decks based on popular themes, and these continue to be enjoyed by many customers.

In our esports business, the final round of the "eJ.League eFootball™ 2026 Season," jointly organized with the Japan Professional Football League (J-League), was held, and the champion among all 40 J1 and J2 clubs was determined. Details have been announced for the "WBSC eBaseball™ Series 2026," a global tournament organized by the World Baseball Softball Confederation (WBSC) that features *eBaseball™: PRO SPIRIT*, which launched in March 2026, as its competitive title. This title is available in around 200 countries and regions as a free-to-play game, and has been selected as a title suitable for global-scale competition. Moreover, qualifiers were held across all four categories for the "Yu-Gi-Oh! World Championship 2026," the global esports tournament that determines the world's top Yu-Gi-Oh! card game duelists, and excitement is building ahead of the main tournament in August 2026.

In terms of financial performance, total revenue for the three months ended June 30, 2026 in this segment amounted to ¥100,083 million (a year-on-year increase of 36.5%) and business profit for the three months ended June 30, 2026 amounted to ¥43,870 million (a year-on-year increase of 57.4%).

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, we announced that *Demon Slayer: Nichirin Battle Slash*, the first arcade game based on the highly popular anime "Demon Slayer," would begin operation in July 2026. The game faithfully recreates the world of "Demon Slayer," and players can enjoy immersive action by using character cards dispensed from the arcade cabinet and the "Nichirin Blade Controller" installed at its center. In addition, *pop'n music High☆Cheers!!*, the latest installment in the *pop'n music* series released in the previous fiscal year, has continued to perform well. At our *CARD CONNECT* card-printing machines, we have held collaboration events featuring a variety of content, including "Sanrio Characters," "Crayon Shin-chan," and "Toy Story 5," which have attracted considerable attention from customers.

In the medal game business, titles such as *Momotaro Dentetsu: Chikyuu mo Medal mo Mawatteru!*, which features an Earth-themed hemispherical LED monitor, continue to operate steadily.

As part of our overseas initiatives, redemption games for the North American market, including *TEENAGE MUTANT NINJA TURTLES*, based on a popular IP, and the music game *DanceDanceRevolution STOMP*, began operation.

In our prize game business and *KONAMI PREMIUM KUJI ONLINE* lottery service, we offer a diverse range of products covering both KONAMI IPs and popular anime and manga IPs, which have been well received.

In terms of financial performance, total revenue for the three months ended June 30, 2026 in this segment amounted to ¥4,312 million (a year-on-year increase of 8.3%) and business profit for the three months ended June 30, 2026 amounted to ¥929 million (a year-on-year increase of 58.9%).

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, we sold products such as the *Solstice 49C*™ from the *Solstice*™ series. *Solstice 49C*™ features a curved 49-inch high-definition display, as well as lighting effects synchronized with game play and immersive audio technology that enhance the player experience. The product has received high praise in the market.

In our gaming content, the *BOMBERMAN*™ series, based on one of KONAMI's signature IPs, continued to outperform the casino floor average in the North American market and remained strong. In the Australian market, the popular *Bull Rush Stampede*™ series has been well received.

For our casino management system, *SYNKROS*® has been increasingly adopted across both casino facilities and cruise ships operated by Carnival Corporation, one of the world's largest cruise line companies.

In our Specialty Markets initiatives, we have entered the Class II gaming machine markets in Texas and Washington in the U.S.

In preparation for the opening of Japan's first IR (Integrated Resort) facility in 2030, Konami Gaming, Inc., a U.S. subsidiary of Konami Group, has become the first gaming equipment manufacturer to submit license applications to the Japan Casino Regulatory Commission, the government agency responsible for regulating casinos in Japan. We have a long history of strict compliance with laws and regulations, and have successfully operated in highly regulated markets around the world. Leveraging this experience and expertise, we are committed to providing high-quality products and services in the Japanese market as well.

In terms of financial performance, total revenue for the three months ended June 30, 2026 in this segment amounted to ¥12,388 million (a year-on-year increase of 64.9%) and business profit for the three months ended June 30, 2026 amounted to ¥827 million (business loss for the three months ended June 30, 2025 amounted to ¥166 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, 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 qualifying tournaments for the "13th Konami Sports Jr. Cup." To allow as many children as possible to participate, the qualifying rounds were held at facilities nationwide using golf simulators. "KONAMI J.B.STAR," the select team from our Dance School, competed in a hip-hop dance tournament in Japan, the "ALL JAPAN HIPHOP DANCE CHAMPIONSHIP 2026," and won first place in two categories. As a result, the team qualified to compete in the "2026 WORLD HIP HOP DANCE CHAMPIONSHIP," a world championship to be held in the United States in August 2026.

For "Pilates Mirror," machine Pilates studios with mirrors on the ceiling, we opened 16 new studios—including first locations in Hokkaido and Chiba Prefectures—bringing the total to over 100 studios.

“Pilates Mirror” has been well received by customers. In “Personal 30,” our 30-minute intensive personal training gym, we opened a new gym in Setagaya-ku, Tokyo—bringing the total number of locations to four.

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 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 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 three months ended June 30, 2026 in this segment amounted to ¥12,712 million (a year-on-year increase of 5.2%) and business profit for the three months ended June 30, 2026 amounted to ¥764 million (a year-on-year increase of 79.4%).

(2) Consolidated Financial Position

(1) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥751,772 million as of June 30, 2026, increasing by ¥3,007 million compared with March 31, 2026. This mainly resulted from increases in other current assets, goodwill and intangible assets, and inventories, despite a decrease in cash and cash equivalents due to dividends and income taxes paid.

Total Liabilities:

Total liabilities amounted to ¥171,977 million as of June 30, 2026, decreasing by ¥12,235 million compared with March 31, 2026. This mainly resulted from a decrease in income tax payables, despite an increase in other current liabilities.

Total Equity:

Total equity amounted to ¥579,795 million as of June 30, 2026, increasing by ¥15,242 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 and impact of fluctuations in exchange rate, despite payment of dividends.

Ratio of equity attributable to owners of the parent as of June 30, 2026 was 77.1%, increasing by 1.7 points compared with March 31, 2026.

(2) Cash Flows

Millions of Yen

	Three months ended June 30, 2025	Three months ended June 30, 2026	Change
Cash flow summary:			
Net cash provided by operating activities	¥10,519	¥16,343	¥5,824
Net cash used in investing activities	(8,514)	(8,382)	132
Net cash used in financing activities	(15,235)	(20,356)	(5,121)
Effect of exchange rate changes on cash and cash equivalents	(1,054)	943	1,997
Net decrease in cash and cash equivalents	(14,284)	(11,452)	2,832
Cash and cash equivalents at the end of the year	¥279,932	¥316,112	¥36,180

Cash and cash equivalents (hereafter, referred to as “Net cash”) amounted to ¥316,112 million as of June 30, 2026, decreasing by ¥11,452 million compared with March 31, 2026.

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

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥16,343 million for the three months ended June 30, 2026, a year-on-year increase of 55.4%. This mainly 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 ¥8,382 million for the three months ended June 30, 2026, a year-on-year decrease of 1.5%. This mainly resulted from a decrease in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥20,356 million for the three months ended June 30, 2026, a year-on-year increase of 33.6%. This mainly resulted from 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 plan to release *METAL GEAR SOLID: MASTER COLLECTION Vol.2*, the second volume of the definitive collection for the *METAL GEAR* series. This collection includes three titles, including *METAL GEAR SOLID 4: Guns of the Patriots*, which is being ported for the first time since its original release, making the collection a must-have for fans. In the *SILENT HILL* series, we plan to release the latest title, *SILENT HILL: Townfall*, set on a fictional isolated island in Scotland. This title delivers a new psychological horror experience presented entirely from a first-person perspective. In addition, we will release *eBaseball™: PRO SPIRIT 2026*, the latest installment in the *eBaseball™: PRO SPIRIT* series, in over 200 countries and regions worldwide. Moreover, we are diligently developing *Castlevania: Belmont's Curse* for release, the first of our commemorative projects marking the 40th anniversary of the *Castlevania* series.

As a continuation of our ongoing efforts, in *eFootball™*, we will continue to host special campaigns and in-game events in conjunction with the football festival. Furthermore, we will continue implementing attractive initiatives across our currently available titles—including *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, *eBaseball™: MLB PRO SPIRIT*, and *Yu-Gi-Oh! MASTER DUEL*—to enable more customers to enjoy them.

In our esports business, the “FIFAe Nations League,” the international qualifying tournament for the official esports competition “FIFAe World Cup 2026™ featuring *eFootball™*,” which is co-hosted with the Fédération Internationale de Football Association (FIFA®), is being held across various regions. National representatives from participating countries are competing in intense matches. Additionally, the final round of the “Yu-Gi-Oh! World Championship 2026”—the esports world championship that determines the world’s top Yu-Gi-Oh! card game duelists—will be held at the Tokyo Garden Theater (Ariake, Koto-ku, Tokyo). 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, *Demon Slayer: Nichirin Battle Slash*, the first arcade title based on the immensely popular “Demon Slayer” anime, will commence operations. Players can enjoy exhilarating action that faithfully recreates the world of “Demon Slayer.” 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.

For medal games, we will be launching the latest titles in popular medal game series, including *Anima Lotta: Anima to Shiawase no Okurimono*, the newest installment in the *Anima Lotta* series, which is celebrating its 15th anniversary.

For esports, we will hold the draft session for “BEMANI PRO LEAGUE -SEASON 6-” in August 2026. We will build momentum for the “BEMANI PRO LEAGUE” ahead of the start to the regular season in November 2026.

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

For gaming content, we will continue to deliver popular series such as *BOMBERMAN*™ to the North American market, along with new content, such as the *Diggin’ Bros.*™ series, which features playful animations and bonus features. In the Australian market, we will launch the *Dragon Rush*™ series, the successor to the popular *Bull Rush*™ series, along with other titles.

SYNKROS®, our casino management system, has been selected for installation at multiple casino facilities. Going forward, by progressing with the development of various functions utilizing cutting-edge technologies, we will aim to expand our market share.

In the Specialty Markets, we are expanding 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

As part of our sports club operations, we will continue to hold “UNITED FEEL”, a large-scale studio program event enjoyed by many customers, at Konami Sports Clubs nationwide throughout this fiscal year. In addition, starting in July 2026, we will introduce “Training Partner,” a program designed to make it easier for people to get started with personal training. This program is aimed at a wide range of age groups, including beginners with little exercise experience and those who want to experience the benefits firsthand.

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.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we plan to continue opening numerous studios. For our 30-minute intensive personal training gym “Personal 30,” the 5th location “Personal 30 Higashi-Matsubara” will open in July 2026 in Setagaya-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.

Projected consolidated results for the fiscal year ending March 31, 2027 are as follows: total revenue of ¥505,000 million; business profit of ¥150,000 million; operating profit of ¥143,000 million; profit before income tax of ¥143,000 million; and profit attributable to owners of the parent of ¥101,000 million. Thus, there is no change from the forecast figures released in the “Consolidated Financial Results for the Year Ended March 31,2026” dated May 8, 2026.

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, 2026	As of June 30, 2026
Assets		
Current assets		
Cash and cash equivalents	¥327,564	¥316,112
Trade and other receivables	60,023	61,015
Inventories	18,968	22,791
Income tax receivables	865	509
Other current assets	17,094	22,470
Total current assets	424,514	422,897
Non-current assets		
Property, plant and equipment, net	187,186	187,541
Goodwill and intangible assets	55,770	60,442
Investment property	17,590	17,577
Investments accounted for using the equity method	5,901	5,612
Other investments	2,016	1,974
Other financial assets	17,491	17,228
Deferred tax assets	36,766	36,599
Other non-current assets	1,531	1,902
Total non-current assets	324,251	328,875
Total assets	748,765	751,772
Liabilities and equity		
Liabilities		
Current liabilities		
Other financial liabilities	8,338	8,143
Trade and other payables	50,545	47,802
Income tax payables	29,669	12,730
Other current liabilities	29,858	38,030
Total current liabilities	118,410	106,705
Non-current liabilities		
Bonds and borrowings	39,936	39,942
Other financial liabilities	15,513	15,075
Provisions	7,022	7,076
Deferred tax liabilities	1,296	1,314
Other non-current liabilities	2,035	1,865
Total non-current liabilities	65,802	65,272
Total liabilities	184,212	171,977
Equity		
Share capital	47,399	47,399
Share premium	78,146	78,146
Treasury shares	(21,626)	(21,626)
Other components of equity	26,255	27,698
Retained earnings	434,363	448,162
Total equity attributable to owners of the parent	564,537	579,779
Non-controlling interests	16	16
Total equity	564,553	579,795
Total liabilities and equity	¥748,765	¥751,772

(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, 2025	Three months ended June 30, 2026
Revenue		
Product sales revenue	¥25,120	¥30,044
Service and other revenue	71,844	99,480
Total revenue	96,964	129,524
Cost of revenue		
Cost of product sales revenue	(11,402)	(12,459)
Cost of service and other revenue	(37,608)	(46,821)
Total cost of revenue	(49,010)	(59,280)
Gross profit	47,954	70,244
Selling, general and administrative expenses	(20,307)	(25,545)
Other income and other expenses, net	85	586
Operating profit	27,732	45,285
Finance income	376	1,078
Finance costs	(399)	(150)
Profit from investments accounted for using the equity method	181	240
Profit before income taxes	27,890	46,453
Income taxes	(8,056)	(13,879)
Profit for the period	19,834	32,574
Profit attributable to:		
Owners of the parent	19,834	32,574
Non-controlling interests	¥0	¥0

Yen

	Three months ended June 30, 2025	Three months ended June 30, 2026
Earnings per share (attributable to owners of the parent)		
Basic	¥146.32	¥240.30
Diluted	¥146.32	¥240.30

Quarterly Condensed Consolidated Statement of Comprehensive Income

Millions of Yen

	Three months ended June 30, 2025	Three months ended June 30, 2026
Profit for the period	¥19,834	¥32,574
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	(2)	(64)
Total items that will not be reclassified to profit or loss	(2)	(64)
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	(2,078)	1,507
Total items that may be reclassified to profit or loss	(2,078)	1,507
Total other comprehensive income	(2,080)	1,443
Total comprehensive income for the period	17,754	34,017
Comprehensive income attributable to:		
Owners of the parent	17,754	34,017
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, 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

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					32,574	32,574	0	32,574
Other comprehensive income				1,443		1,443		1,443
Total comprehensive income for the period	-	-	-	1,443	32,574	34,017	0	34,017
Purchase of treasury shares			0			0		0
Dividends					(18,775)	(18,775)		(18,775)
Total transactions with the owners	-	-	0	-	(18,775)	(18,775)	-	(18,775)
Balance at June 30, 2026	¥47,399	¥78,146	¥(21,626)	¥27,698	¥448,162	¥579,779	¥16	¥579,795

(4) Quarterly Condensed Consolidated Statement of Cash Flows

Millions of Yen

	Three months ended June 30, 2025	Three months ended June 30, 2026
Operating activities		
Profit for the period	¥19,834	¥32,574
Depreciation and amortization	5,294	6,434
Interest and dividends income	(375)	(379)
Interest expense	101	140
Profit on sale or disposal of property, plant and equipment	(0)	(13)
Profit from investments accounted for using the equity method	(181)	(240)
Income taxes	8,056	13,879
Decrease (increase) in trade and other receivables	6,880	(790)
Increase in inventories	(1,107)	(3,398)
Decrease in trade and other payables	(6,428)	(4,760)
Increase in prepaid expense	(4,261)	(5,240)
Increase in contract liabilities	120	5,164
Other, net	2,047	2,722
Interest and dividends received	378	461
Interest paid	(37)	(91)
Income taxes paid	(19,802)	(30,120)
Net cash provided by operating activities	10,519	16,343
Investing activities		
Capital expenditures	(8,707)	(8,696)
Payments for lease deposits	(15)	(60)
Proceeds from refunds of lease deposits	289	535
Other, net	(81)	(161)
Net cash used in investing activities	(8,514)	(8,382)
Financing activities		
Principal payments of lease liabilities	(1,791)	(1,633)
Dividends paid	(13,441)	(18,723)
Other, net	(3)	(0)
Net cash used in financing activities	(15,235)	(20,356)
Effect of exchange rate changes on cash and cash equivalents	(1,054)	943
Net decrease in cash and cash equivalents	(14,284)	(11,452)
Cash and cash equivalents at the beginning of the period	294,216	327,564
Cash and cash equivalents at the end of the period	¥279,932	¥316,112

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the three months ended June 30, 2025

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥73,171	¥3,710	¥7,509	¥12,066	¥508	-	¥96,964
Intersegment	144	272	4	13	64	¥(497)	-
Total	73,315	3,982	7,513	12,079	572	(497)	96,964
Business profit (loss)	¥27,868	¥585	¥(166)	¥426	¥(38)	¥(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

For the three months ended June 30, 2026

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥99,828	¥4,073	¥12,384	¥12,624	¥615	-	¥129,524
Intersegment	255	239	4	88	63	¥(649)	-
Total	100,083	4,312	12,388	12,712	678	(649)	129,524
Business profit (loss)	¥43,870	¥929	¥827	¥764	¥27	¥(1,718)	44,699
Other income and other expenses, net	-	-	-	-	-	-	586
Operating profit	-	-	-	-	-	-	45,285
Finance income and finance costs, net	-	-	-	-	-	-	928
Profit from investments accounted for using the equity method	-	-	-	-	-	-	240
Profit before income taxes	-	-	-	-	-	-	¥46,453

(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 three months ended June 30, 2025 has been reclassified and disclosed based on the segment classifications applied for the three months ended June 30, 2026.

(ii) Geographic Information

Revenue from external customers

Millions of Yen

	Three months ended June 30, 2025	Three months ended June 30, 2026
Revenue:		
Japan	¥71,211	¥103,697
United States	15,904	16,334
Europe	5,845	3,923
Asia/Oceania	4,004	5,570
Consolidated	¥96,964	¥129,524

(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.