

**Consolidated Financial Results
for the Year Ended March 31, 2026
(Prepared in Accordance with IFRS)**

May 8, 2026

KONAMI GROUP CORPORATION

Address: 11-1, Ginza 1-chome, Chuo-ku, Tokyo, Japan
 Stock code number, TSE: 9766
 Ticker symbol, LSE: KNM
 URL: <https://www.konami.com/>
 Shares listed: Tokyo Stock Exchange and London Stock Exchange
 Representative: Kimihiko Higashio, Representative Director, President and Group CEO
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 Date of General Shareholders Meeting: June 25, 2026
 Beginning date of dividend payment: June 4, 2026

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

1. Consolidated Financial Results for the Year Ended March 31, 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 year	Profit attributable to owners of the parent
Year ended March 31, 2026	493,677	143,583	135,891	140,667	100,013	100,013
% change from previous year	17.1%	31.6%	33.3%	35.2%	33.9%	33.9%
Year ended March 31, 2025	421,602	109,117	101,944	104,008	74,692	74,692
% change from previous year	17.0%	23.7%	27.0%	25.8%	26.2%	26.2%

Total comprehensive income for the year: Year ended March 31, 2026: ¥107,431 million; 47.6%
 Year ended March 31, 2025: ¥72,804 million; 7.2%

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)	Return on profit attributable to owners of the parent	Ratio of profit before income taxes to total assets	Ratio of operating profit to revenue
Year ended March 31, 2026	737.80	737.80	19.1%	19.9%	27.5%
Year ended March 31, 2025	551.00	551.00	16.4%	16.4%	24.2%

Reference: Profit from investments accounted for using the equity method

Year ended March 31, 2026: ¥ 1,458 million

Year ended March 31, 2025: ¥ 321 million

(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	Equity attributable to owners of the parent per share (yen)
March 31, 2026	748,765	564,553	564,537	75.4%	4,164.58
March 31, 2025	665,040	481,868	481,852	72.5%	3,554.61

(3) Consolidated Cash Flows

(Millions of Yen)

	Net cash provided by (used in)			Cash and cash equivalents at the end of year
	Operating activities	Investing activities	Financing activities	
Year ended March 31, 2026	135,664	(55,323)	(51,897)	327,564
Year ended March 31, 2025	114,620	(67,885)	(25,784)	294,216

2. Cash Dividends

Record Date	Cash dividends per share (yen)					Total cash dividends (annual)	Payout ratio (consolidated)	Cash dividend rate for equity attributable to owners of the parent (consolidated)
	First quarter end	Second quarter end	Third quarter end	Year end	Annual			
Year ended March 31, 2025	-	66.00	-	99.50	165.50	¥22,435 million	30.0%	4.9%
Year ended March 31, 2026	-	83.00	-	138.50	221.50	¥30,026 million	30.0%	5.7%
Year ending March 31, 2027 (Forecast)	-	112.00	-	112.00	224.00		30.1%	

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%	

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 March 31, 2026 143,500,000 shares
 - As of March 31, 2025 143,500,000 shares
2. Number of treasury shares:
 - As of March 31, 2026 7,943,517 shares
 - As of March 31, 2025 7,943,186 shares
3. Average number of shares outstanding:
 - Year ended March 31, 2026 135,556,652 shares
 - Year ended March 31, 2025 135,557,371 shares

(Reference) Summary of Non-consolidated Financial Results

Results for the Year Ended March 31, 2026

(1) Non-consolidated Results of Operation

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

	Operating revenues	Operating income	Ordinary income	Net income
Year ended March 31, 2026	66,439	59,773	61,743	60,840
% change from previous year	24.1%	25.9%	27.4%	26.7%
Year ended March 31, 2025	53,540	47,458	48,473	48,026
% change from previous year	45.9%	52.5%	48.4%	49.5%

	Basic net income per share (yen)	Diluted net income per share (yen)
Year ended March 31, 2026	448.82	448.82
Year ended March 31, 2025	354.29	354.29

(2) Non-consolidated Financial Position

(Millions of Yen, except percentages)

	Total assets	Total net assets	Equity ratio	Net assets per share (yen)
March 31, 2026	412,102	369,077	89.6%	2,722.69
March 31, 2025	395,635	332,939	84.2%	2,456.09

Reference: Total Stockholders' equity

Year ended March 31, 2026: ¥369,077 million

Year ended March 31, 2025: ¥332,939 million

Earnings release (Kessan Tanshin) regarding these consolidated financial results is not subject to auditing procedures.

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 8 and 9 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 May 8, 2026.

1. Business Performance

(1) Overview of Business Performance

(i) Business Performance

For the fiscal year ended March 31, 2026, 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, as the impact of the Middle East situation, volatility in financial and capital markets, and developments surrounding U.S. trade policy warrant close attention.

Amidst these circumstances, Konami Group's business results for the fiscal year ended March 31, 2026 showed total revenue, business profit, operating profit, profit before income taxes, and profit attributable to owners of the parent all reached record highs for three consecutive fiscal years, mainly driven by the strong performance of key titles in the Digital Entertainment business.

In terms of the consolidated results for the fiscal year ended March 31, 2026, total revenue amounted to ¥493,677 million (a year-on-year increase of 17.1%), business profit was ¥143,583 million (a year-on-year increase of 31.6%), operating profit was ¥135,891 million (a year-on-year increase of 33.3%), profit before income taxes was ¥140,667 million (a year-on-year increase of 35.2%), and profit attributable to owners of the parent was ¥100,013 million (a year-on-year increase of 33.9%).

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."

(ii) Performance by Business Segment

Summary of total revenue by business segment:

Millions of Yen, except percentages			
	Year ended March 31, 2025	Year ended March 31, 2026	% change
Total revenue:			
Digital Entertainment	¥305,187	¥370,950	21.5
Arcade Game	24,056	26,353	9.6
Gaming & Systems	42,669	43,077	1.0
Sports	48,543	49,484	1.9
Others	3,578	6,254	74.8
Adjustments	(2,431)	(2,441)	-
Total revenue	¥421,602	¥493,677	17.1

Digital Entertainment

In the entertainment market, future development of game content is expected through the functional enhancement of various devices, including mobile devices and video game consoles, and the spread of next generation communication systems. The ways in which content is enjoyed are becoming more diverse, such as the increased attention and growing fan bases for the esports, which treat video games as sports competitions, and gameplay videos.

Under these circumstances, as part of our new initiatives for this business, in the *METAL GEAR* series, we launched *METAL GEAR SOLID Δ: SNAKE EATER*, which delivers the ultimate survival stealth

action experience, and the title has achieved global shipments of more than two million units. In the *SILENT HILL* series, we launched the new psychological horror title *SILENT HILL f*, the series' first title to be set in Japan. This title, set in a world where beauty and horror intersect, has been well received by customers all around the world. In the *Momotaro Dentetsu* series, we released the latest title *Momotaro Dentetsu 2: Anata no Machi mo Kitto Aru*, featuring two maps—"East Japan Map" and "West Japan Map"—for the largest volume of content in the series' history. In addition to commencing global distribution of *eBaseball™: PRO SPIRIT*, a full-fledged baseball game, we began sales of the digital download version of *SUPER BOMBERMAN COLLECTION*, a compilation of seven titles, including five from the *SUPER BOMBERMAN* series. In the mobile game space, we launched a new title, *POWER PROS Adventures*, a training simulation RPG in which players train adventurers, set in a fantasy world with swords and spells. 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 released monthly on the YouTube "Yu-Gi-Oh! OCG channel" since April 2025.

As a continuation of an existing initiative, *eFootball™*, which is available for home consoles, PC, and mobile devices, has continued to perform well, with the series surpassing one billion cumulative downloads (as of April 2026). For *eBaseball™: MLB PRO SPIRIT*, in the March update, the players and managers have been updated to reflect the 2026 season, and a new key visual featuring cover athlete Shohei Ohtani has been released. A new Casual Mode has been added, allowing players to easily enjoy batting and pitching actions, further evolving the game to appeal to an even wider audience. Other titles such as *PROFESSIONAL BASEBALL SPIRITS A (ACE)*—featuring a campaign starring players from the Japanese national team, "Samurai Japan," that competed in the 2026 World Baseball Classic™—and *Yu-Gi-Oh! MASTER DUEL*, which was held a campaign to celebrate reaching 90 million downloads, continue to be well-received by many customers. Furthermore, we implemented a limited-time special collaboration between the Yu-Gi-Oh! card game and the *eFootball™* series.

In our esports business, official esports tournaments with *eFootball™* as the competitive title—including the "eFootball™ Championship 2025 World Finals" and the "FIFAe World Cup 2025™"—were held in conjunction with the Fédération Internationale de Football Association (FIFA®), and featured intense competition. In addition, the "WBSC eBaseball™ Series 2025" was held, hosted by the World Baseball Softball Confederation (WBSC) with *WBSC eBASEBALL™: POWER PROS* as the competition title. We also hosted the e Nippon Series of the 2025 "Prospi A Pro League" season and the final rounds of the 2025 "Prospi A Championship" season, featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as the competition title. Moreover, the finals for all four divisions of the "Yu-Gi-Oh! World Championship 2025"—the esports world championship that determines the world's top Yu-Gi-Oh! card game duelists—were held in Paris, France, and generated tremendous excitement.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2026 in this segment amounted to ¥370,950 million (a year-on-year increase of 21.5%) and business profit for the fiscal year ended March 31, 2026 amounted to ¥136,006 million (a year-on-year increase of 37.5%).

Arcade Game

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

Under these circumstances, in our video game business, the latest *pop'n music* title, *pop'n music High ☆Cheers!!*, began operations. At the Amusement Expo 2025 held in November, we showcased multiple titles including *Demon Slayer: Nichirin Battle Slash*—the first arcade game based on the immensely popular "Demon Slayer" anime—allowing many customers to experience their appeal. We also released *Sazae-san Machigai Sagashi*, the first-ever arcade game based on the "Sazae-san" TV anime.

In the medal game business, we introduced to the market *Momotaro Dentetsu World -Chikyuu mo*

Medal mo Mawatteru!-. The game's 360-degree immersive display, which utilizes a hemispherical Earth-themed LED monitor, has been well-received by many customers. We also released the medal game *Monster Retsuden Oreca Battle 2 Pandora no Medal*, which can be played using original cards created in the video game *Monster Retsuden Oreca Battle 2* that was released in the previous fiscal year.

As part of our overseas initiatives, we have launched several redemption games, including *eBaseball™: POWER PROS BATTER UP!!*—themed around *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!*—for the North American market.

In our prize game business, prizes featuring popular IPs including *Yu-Gi-Oh!* have been well-received. Additionally, through our *KONAMI PREMIUM KUJI ONLINE* lottery service, we have offered a diverse range of products covering both KONAMI IPs and popular anime and manga IPs.

In our esports business, we held “BEMANI PRO LEAGUE -SEASON 5-,” attracting many customers who enjoyed the thrilling matches.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2026 in this segment amounted to ¥26,353 million (a year-on-year increase of 9.6%) and business profit for the fiscal year ended March 31, 2026 amounted to ¥6,779 million (a year-on-year increase of 4.8%).

Gaming & Systems

In the gaming market, the North American and the Australian markets remained stable. The markets continue to experience the constant introduction of new products by competing slot machine manufacturers providing new placement opportunities.

Under these circumstances, in our slot machines business, we released *Solstice 49C™*, our first new cabinet model in approximately six years, which was the debut model of the *Solstice™* series. *Solstice 49C™* was voted “Best New Core Cabinet” among the new cabinets exhibited at Global Gaming Expo held in October 2025, attracting significant attention from the industry.

In terms of gaming content, in the North American market, gaming content for the new *Solstice™* series cabinets—including *BOMBERMAN™* series featuring KONAMI's signature IP—has maintained high performance. In the Australian market, the *Bull Rush Stampede™* series has gained popularity.

For our casino management system, the number of facilities adopting *SYNKROS®* has been increasing, driven by installations at casino facilities in California and New Mexico in the U.S., as well as on cruise ships. We expanded the feature of *SYNK Vision™*, the player facial recognition solution for slot machines, to table games. This will further improve convenience for both casino operators and players.

In our Specialty Markets initiatives, we secured orders in the Illinois VLT (Video Lottery Terminals) market.

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

During the fiscal year ended March 31, 2026, we were affected by the U.S. tariff measures and customers' reluctance in purchasing ahead of the upcoming new cabinet launch.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2026 in this segment amounted to ¥43,077 million (a year-on-year increase of 1.0%) and business profit for the fiscal year ended March 31, 2026 amounted to ¥3,650 million (a year-on-year decrease of 50.4%).

Sports

Although the business environment in the sports market continues to be affected by increases in prices of various goods and soaring energy costs, the market is expanding due to people's growing consciousness of health, as well as the diversification of business categories and services.

Under these circumstances, in our operation of sports clubs, we have been holding “UNITED FEEL,” a large-scale event based on popular studio programs that have been cherished by many customers for many years. Additionally, we introduced the “Navi Series,” a new service supporting facility usage and exercise methods for new members.

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. “KONAMI J.B.STAR,” the select team from our Dance School, represented Japan at the “2025 WORLD HIP HOP DANCE CHAMPIONSHIP” dance competition held in Arizona, the U.S., achieving second place worldwide. In addition to regular lessons, we support children's mental and physical development through competitions and events where they can showcase their achievements. Meanwhile, we expanded the use of the “Undo Juku Digital Note,” previously implemented in swimming schools and highly appreciated by children and parents, to gymnastics and dance schools.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we opened 32 new studios—including first locations in Saitama, Kyoto, Hyogo, and Fukuoka Prefectures—bringing the total to 85 studios. “Pilates Mirror” has been well received by customers, with some of the studios having waiting lists for membership. In “Personal 30,” our 30-minute intensive personal training gym, we opened two new 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 operations of sports facilities in Niiza City, Saitama; Nakano-ku and Toshima-ku, Tokyo; and Izumiotsu City, Osaka.

In response to the growing need for schools to outsource swimming instruction, we are expanding swimming instruction services at many elementary and junior high schools throughout Japan.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2026 in this segment amounted to ¥49,484 million (a year-on-year increase of 1.9%) and business profit for the fiscal year ended March 31, 2026 amounted to ¥3,411 million (a year-on-year increase of 52.9%).

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

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.

Digital Entertainment

With networked entertainment offerings rapidly becoming mainstream, more people than ever before have a growing number of opportunities to enjoy playing games on any device. Under this situation, we will continue to propose ways for our games to be played so that even more people can enjoy them, regardless of the device they use. In addition, as the ways of enjoying content continue to diversify, we will promote global efforts so that users can enjoy a wide range of game genres in various situations such as fan events and esports competitions.

As part of our future initiatives, we plan to release *METAL GEAR SOLID: MASTER COLLECTION Vol.2*, the second volume of the definitive collection for the *METAL GEAR* series. We are also diligently developing for release *SILENT HILL: Townfall*, the latest *Silent Hill* series title set on a fictional isolated island in Scotland, and *Castlevania: Belmont's Curse*, the first of our commemorative projects marking the 40th anniversary of the *Castlevania* series. For our baseball titles, we plan to release *PAWAFURU PUROYAKYU 2026-2027* and *eBaseball™: PRO SPIRIT 2026*. In addition, we have begun taking reservations for *eFootball™ Kick-Off!*, a full-fledged soccer action game for the Nintendo Switch™ 2.

As a continuation 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*, and *Yu-Gi-Oh! MASTER DUEL*—to enable more customers to enjoy them.

In our esports business, we are co-hosting “eJ.League eFootball™ 2026 Season” with the Japan Professional Football League (J.League) using *eFootball™* as the competitive title, to determine the top club in the “Meiji Yasuda J.League 100 Year Vision League.” Qualifiers for the official esports tournament “FIFAe World Cup 2026™ featuring *eFootball™*,” co-hosted with the Fédération Internationale de Football Association (FIFA®), are underway, with players from a record over 110 FIFA member associations and regions engaged in fierce competition. 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 duelist—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. This is a game where players collect character cards dispensed by the arcade cabinet and battle various opponents by using the “Nichirin Blade Controller” located in the center of the cabinet. Players can operate the Nichirin Blade Controller according to on-screen instructions to execute a variety of attacks, and through sword-fighting actions like slashing and blocking, players can experience battles so immersive that they will feel as though they are actually fighting alongside the characters. Enjoy exhilarating action that faithfully recreates the world of “Demon Slayer.”

As an overseas initiative, we will continue releasing redemption game titles for the North American

market.

In our prize game business, we will continue to offer a wide variety of prizes. Additionally, through our *KONAMI PREMIUM KUJI ONLINE* lottery service, we will provide collaboration merchandise featuring popular IPs, as well as premium merchandise featuring popular KONAMI characters that is available exclusively through this service.

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

Gaming & Systems

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

In our slot machine business, we will strive to expand sales of the *Solstice*TM series. For gaming content, we will release new content for the *Solstice*TM series. We announced the release of *Diggin' Bros.*TM, featuring playful animations and bonus features, and *All Aboard Diamond*TM series, an update to KONAMI's signature *All Aboard*TM series for the new cabinet.

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

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

In iGaming, we will accelerate the expansion of popular gaming content into iGaming.

Sports

For the “Undo Juku” exercise circle aimed at children, we will support the development of children’s skills and motivation by hosting target tournaments and events in various disciplines. We have decided to host the 13th Konami Sports Jr. Cup at the Golf Academy, and the qualifying rounds will be held at facilities nationwide using golf simulators to allow as many children as possible to participate.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, we plan to continue opening numerous studios, including Pilates Mirror Kotoni (the first location in Hokkaido Prefecture) and Pilates Mirror Nishifunabashi (the first location in Chiba Prefecture). For our 30-minute intensive personal training gym “Personal 30”, the 4th location “Personal 30 Kaminoge” will open in May in Setagaya-ku, Tokyo. Going forward, we plan to expand the new business line to more locations in order to meet the needs of more people.

With regard to the operation of outsourced facilities, we will commence operations as the designated manager for 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 from April 2026. Besides managing gymnasiums and training rooms at our designated management facilities, we will conduct various school programs and events, undertaking diverse initiatives to enable people of all ages, from children to seniors, to make full use of the facilities.

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

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

(2) Consolidated Financial Position

(i) Total Assets, Total Liabilities and Total Equity

Total Assets:

Total assets amounted to ¥748,765 million as of March 31, 2026, increasing by ¥83,725 million compared with March 31, 2025. This mainly resulted from increases in cash and cash equivalents due to higher cash flows from operating activities, in property, plant and equipment due to the completion of our new site “Konami Creative Front Tokyo Bay,” and in trade and other receivables.

Total Liabilities:

Total liabilities amounted to ¥184,212 million as of March 31, 2026, increasing by ¥1,040 million compared with March 31, 2025. This primarily resulted from increases in income tax payables and other current liabilities, despite a decrease in bonds and borrowings.

Total Equity:

Total equity amounted to ¥564,553 million as of March 31, 2026, increasing by ¥82,685 million compared with March 31, 2025. This mainly resulted from an increase in total equity attributable to owners of the parent due to recognition of profit for the period and impact of fluctuations in exchange rate, despite payment of dividends.

Ratio of equity attributable to owners of the parent as of March 31, 2026 was 75.4%, increasing by 2.9 points compared with March 31, 2025.

(ii) Cash Flows

	Millions of Yen		
	Year ended March 31, 2025	Year ended March 31, 2026	Change
Cash flow summary:			
Net cash provided by operating activities	¥114,620	¥135,664	¥21,044
Net cash used in investing activities	(67,885)	(55,323)	12,562
Net cash used in financing activities	(25,784)	(51,897)	(26,113)
Effect of exchange rate changes on cash and cash equivalents	(482)	4,904	5,386
Net increase in cash and cash equivalents	20,469	33,348	12,879
Cash and cash equivalents at the end of the year	¥294,216	¥327,564	¥33,348

Cash and cash equivalents (hereafter, referred to as “Net cash”), as of March 31, 2026, amounted to ¥327,564 million, an increase of ¥33,348 million compared to the year ended March 31, 2025.

Cash flow summary for each activity for the year ended March 31, 2026 is as follows:

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥135,664 million for the year ended March 31, 2026, a year-on-year increase of 18.4%. This primarily resulted from an increase in profit for the year, despite an increase in income taxes paid.

Cash flows from investing activities:

Net cash used in investing activities amounted to ¥55,323 million for the year ended March 31, 2026, a year-on-year decrease of 18.5%. This primarily resulted from a decrease in capital expenditures.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥51,897 million for the year ended March 31, 2026, a year-on-year increase of 101.3%. This primarily resulted from payment for redemption of bonds and an increase in dividends paid.

(iii) Basic Policy on the Distribution of Profits

The Company believes that the provision of dividends and the enhancement of corporate value are important ways to return profits to our shareholders. It is our policy to emphasize dividend payments with a target consolidated payout ratio of 30% or more. In addition, we intend to use retained earnings to invest in areas with good future prospects in order to strengthen our competitiveness and achieve continuous growth.

The year-end dividend for the consolidated year ended March 31, 2026 will be 138.50 yen per share. As a result, the dividends on an annual basis will be 221.50 yen per share including the distributed interim dividend (83.00 yen per share).

The dividend forecast on an annual basis for the fiscal year ending March 31, 2027 will be 224.00 yen per share.

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. Basic Policy on the Selection of Accounting Standards

The Company has voluntarily adopted International Financial Reporting Standards (IFRS) from the fiscal year ended March 31, 2015, for the purpose of enhancing comparability with the financial information of overseas companies in the same industry.

3. Consolidated Financial Statements and Notes

(1) Consolidated Statement of Financial Position

	Millions of Yen	
	As of March 31, 2025	As of March 31, 2026
Assets		
Current assets		
Cash and cash equivalents	¥294,216	¥327,564
Trade and other receivables	47,220	60,023
Inventories	12,108	18,968
Income tax receivables	337	865
Other current assets	12,955	17,094
Total current assets	366,836	424,514
Non-current assets		
Property, plant and equipment, net	163,617	187,186
Goodwill and intangible assets	60,702	55,770
Investment property	17,588	17,590
Investments accounted for using the equity method	4,484	5,901
Other investments	1,671	2,016
Other financial assets	17,903	17,491
Deferred tax assets	31,130	36,766
Other non-current assets	1,109	1,531
Total non-current assets	298,204	324,251
Total assets	665,040	748,765
Liabilities and equity		
Liabilities		
Current liabilities		
Bonds and borrowings	19,994	-
Other financial liabilities	8,713	8,338
Trade and other payables	45,406	50,545
Income tax payables	19,362	29,669
Other current liabilities	22,839	29,858
Total current liabilities	116,314	118,410
Non-current liabilities		
Bonds and borrowings	39,911	39,936
Other financial liabilities	15,622	15,513
Provisions	8,271	7,022
Deferred tax liabilities	1,213	1,296
Other non-current liabilities	1,841	2,035
Total non-current liabilities	66,858	65,802
Total liabilities	183,172	184,212
Equity		
Share capital	47,399	47,399
Share premium	78,144	78,146
Treasury shares	(21,617)	(21,626)
Other components of equity	18,737	26,255
Retained earnings	359,189	434,363
Total equity attributable to owners of the parent	481,852	564,537
Non-controlling interests	16	16
Total equity	481,868	564,553
Total liabilities and equity	¥665,040	¥748,765

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

Consolidated Statement of Profit or Loss

	Millions of Yen	
	Year ended March 31, 2025	Year ended March 31, 2026
Revenue		
Product sales revenue	¥129,886	¥140,370
Service and other revenue	291,716	353,307
Total revenue	421,602	493,677
Cost of revenue		
Cost of product sales revenue	(61,027)	(69,311)
Cost of service and other revenue	(161,654)	(181,187)
Total cost of revenue	(222,681)	(250,498)
Gross profit	198,921	243,179
Selling, general and administrative expenses	(89,804)	(99,596)
Other income and other expenses, net	(7,173)	(7,692)
Operating profit	101,944	135,891
Finance income	2,240	3,791
Finance costs	(497)	(473)
Profit from investments accounted for using the equity method	321	1,458
Profit before income taxes	104,008	140,667
Income taxes	(29,316)	(40,654)
Profit for the year	74,692	100,013
Profit attributable to:		
Owners of the parent	74,692	100,013
Non-controlling interests	¥0	¥0

	Yen	
	Year ended March 31, 2025	Year ended March 31, 2026
Earnings per share (attributable to owners of the parent)		
Basic	¥551.00	¥737.80
Diluted	¥551.00	¥737.80

Consolidated Statement of Comprehensive Income

	Millions of Yen	
	Year ended March 31, 2025	Year ended March 31, 2026
Profit for the year	¥74,692	¥100,013
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	(102)	85
Total items that will not be reclassified to profit or loss	(102)	85
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	(1,786)	7,333
Total items that may be reclassified to profit or loss	(1,786)	7,333
Total other comprehensive income	(1,888)	7,418
<i>Total comprehensive income for the year</i>	72,804	107,431
Comprehensive income attributable to:		
Owners of the parent	72,804	107,431
Non-controlling interests	¥0	¥0

(3) 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 year					74,692	74,692	0	74,692
Other comprehensive income				(1,888)		(1,888)		(1,888)
Total comprehensive income for the year	-	-	-	(1,888)	74,692	72,804	0	72,804
Purchase of treasury shares			(14)			(14)		(14)
Dividends					(18,300)	(18,300)		(18,300)
Total transactions with the owners	-	-	(14)	-	(18,300)	(18,314)	-	(18,314)
Balance at March 31, 2025	¥47,399	¥78,144	¥(21,617)	¥18,737	¥359,189	¥481,852	¥16	¥481,868

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 year					100,013	100,013	0	100,013
Other comprehensive income				7,418		7,418		7,418
Total comprehensive income for the year	-	-	-	7,418	100,013	107,431	0	107,431
Purchase of treasury shares			(9)			(9)		(9)
Disposal of treasury shares		2	0			2		2
Dividends					(24,739)	(24,739)		(24,739)
Transfer from other components of equity to retained earnings				100	(100)	-		-
Total transactions with the owners	-	2	(9)	100	(24,839)	(24,746)	-	(24,746)
Balance at March 31, 2026	¥47,399	¥78,146	¥(21,626)	¥26,255	¥434,363	¥564,537	¥16	¥564,553

(4) Consolidated Statement of Cash Flows

	Millions of Yen	
	Year ended March 31, 2025	Year ended March 31, 2026
<i>Operating activities</i>		
Profit for the year	¥74,692	¥100,013
Depreciation and amortization	28,488	34,190
Impairment losses	5,434	8,101
Interest and dividends income	(1,510)	(1,671)
Interest expense	469	447
Loss on sale or disposal of property, plant and equipment	288	675
Profit from investments accounted for using the equity method	(321)	(1,458)
Income taxes	29,316	40,654
Increase in trade and other receivables	(3,808)	(10,316)
Decrease (increase) in inventories	1,872	(5,764)
Increase in trade and other payables	3,395	2,307
(Increase) decrease in prepaid expense	(210)	206
(Decrease) increase in contract liabilities	(469)	5,651
Other, net	(987)	(1,977)
Interest and dividends received	1,480	1,625
Interest paid	(425)	(426)
Income taxes paid	(23,084)	(36,593)
<i>Net cash provided by operating activities</i>	114,620	135,664
<i>Investing activities</i>		
Capital expenditures	(66,862)	(55,680)
Payments for lease deposits	(265)	(103)
Proceeds from refunds of lease deposits	530	921
Other, net	(1,288)	(461)
<i>Net cash used in investing activities</i>	(67,885)	(55,323)
<i>Financing activities</i>		
Redemption of bonds	-	(20,000)
Principal payments of lease liabilities	(7,482)	(7,170)
Dividends paid	(18,288)	(24,719)
Other, net	(14)	(8)
<i>Net cash used in financing activities</i>	(25,784)	(51,897)
Effect of exchange rate changes on cash and cash equivalents	(482)	4,904
Net increase in cash and cash equivalents	20,469	33,348
Cash and cash equivalents at the beginning of the year	273,747	294,216
<i>Cash and cash equivalents at the end of the year</i>	¥294,216	¥327,564

(5) Going Concern Assumption

None

(6) Segment Information

(i) Operating Segment Information

For the year ended March 31, 2025

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥304,646	¥22,783	¥42,654	¥48,209	¥3,310	-	¥421,602
Intersegment	541	1,273	15	334	268	¥(2,431)	-
Total	305,187	24,056	42,669	48,543	3,578	(2,431)	421,602
Business profit	¥98,935	¥6,470	¥7,359	¥2,231	¥(532)	¥(5,346)	109,117
Other income and other expenses, net	-	-	-	-	-	-	(7,173)
Operating profit	-	-	-	-	-	-	101,944
Finance income and finance costs, net	-	-	-	-	-	-	1,743
Profit from investments accounted for using the equity method	-	-	-	-	-	-	321
Profit before income taxes	-	-	-	-	-	-	¥104,008

For the year ended March 31, 2026

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥370,225	¥25,295	¥43,062	¥49,146	¥5,949	-	¥493,677
Intersegment	725	1,058	15	338	305	¥(2,441)	-
Total	370,950	26,353	43,077	49,484	6,254	(2,441)	493,677
Business profit	¥136,006	¥6,779	¥3,650	¥3,411	¥538	¥(6,801)	143,583
Other income and other expenses, net	-	-	-	-	-	-	(7,692)
Operating profit	-	-	-	-	-	-	135,891
Finance income and finance costs, net	-	-	-	-	-	-	3,318
Profit from investments accounted for using the equity method	-	-	-	-	-	-	1,458
Profit before income taxes	-	-	-	-	-	-	¥140,667

(Notes)

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

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

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

4. “Others” represents business segments not included in the reportable segments, and includes the pachinko and pachislot machine business.
5. Adjustments consist of corporate expenses not directly attributable to specific segments and eliminations of intersegment transactions.
6. Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the “Arcade Game” business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in the “Others.” Segment information for the fiscal year ended March 31, 2025 has been reclassified and disclosed based on the segment classifications applied for the fiscal year ended March 31, 2026.

(ii) Geographic Information

Revenue from external customers

	Millions of Yen	
	Year ended March 31, 2025	Year ended March 31, 2026
Revenue:		
Japan	¥298,945	¥352,015
United States	76,047	84,202
Europe	27,871	35,101
Asia/Oceania	18,739	22,359
Consolidated	¥421,602	¥493,677

(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.

(7) Earnings per Share

	Year ended March 31, 2025	Year ended March 31, 2026
Profit attributable to owners of the parent	74,692million yen	100,013million yen
Adjustments for profit used in the calculation of diluted earnings per share	-million yen	-million yen
Profit used in the calculation of diluted earnings per share	74,692million yen	100,013million yen
Basic weighted average ordinary shares outstanding	135,557,371shares	135,556,652shares
Basic weighted average ordinary shares outstanding used in the calculation of diluted earnings per share	135,557,371shares	135,556,652shares
Earnings per share attributable to owners of the parent for the year		
Basic	551.00yen	737.80yen
Diluted	551.00yen	737.80yen

(Note)

Diluted earnings per share attributable to owners of the parent for the year ended March 31, 2025 and March 31, 2026 are presented as same amount as basic earnings per share attributable to owners of the parent for the period, since there are no potentially dilutive ordinary shares for the relevant period.

(8) Subsequent Events

None