

**Consolidated Financial Results  
for the Year Ended March 31, 2025  
(Prepared in Accordance with IFRS)**

May 8, 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  
 Contact: Junichi Motobayashi, Corporate Officer, General Manager, Finance Division  
 (Phone: +81-3-6636-0573)  
 Date of General Shareholders Meeting: June 26, 2025  
 Beginning date of dividend payment: June 5, 2025

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

**1. Consolidated Financial Results for the Year Ended March 31, 2025**

**(1) Consolidated Results of Operations**

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

	Revenue	Business profit	Operating profit	Profit before income taxes	Profit for the year	Profit attributable to owners of the parent
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%
Year ended March 31, 2024	360,314	88,212	80,262	82,685	59,172	59,171
% change from previous year	14.6%	55.8%	73.8%	75.5%	69.6%	69.6%

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

Year ended March 31, 2024: ¥67,917 million; 70.5%

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, 2025	551.00	551.00	16.4%	16.4%	24.2%
Year ended March 31, 2024	436.50	436.50	14.7%	14.3%	22.3%

Reference: Profit from investments accounted for using the equity method

Year ended March 31, 2025: ¥ 321 million

Year ended March 31, 2024: ¥ 274 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, 2025	665,040	481,868	481,852	72.5%	3,554.61
March 31, 2024	605,850	427,378	427,362	70.5%	3,152.62

**(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, 2025	114,620	(67,885)	(25,784)	294,216
Year ended March 31, 2024	103,061	(29,216)	(24,199)	273,747

**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, 2024	-	62.00	-	69.00	131.00	¥17,758 million	30.0%	4.4%
Year ended March 31, 2025	-	66.00	-	99.50	165.50	¥22,435 million	30.0%	4.9%
Year ending March 31, 2026 (Forecast)	-	83.00	-	83.00	166.00		30.0%	

**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%	

**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, 2025 143,500,000 shares
  - As of March 31, 2024 143,500,000 shares
2. Number of treasury shares:
  - As of March 31, 2025 7,943,186 shares
  - As of March 31, 2024 7,942,166 shares
3. Average number of shares outstanding:
  - Year ended March 31, 2025 135,557,371 shares
  - Year ended March 31, 2024 135,558,384 shares

## (Reference) Summary of Non-consolidated Financial Results

### Results for the Year Ended March 31, 2025

#### (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, 2025	53,540	47,458	48,473	48,026
% change from previous year	45.9%	52.5%	48.4%	49.5%
Year ended March 31, 2024	36,686	31,119	32,673	32,115
% change from previous year	(24.5)%	(28.8)%	(27.4)%	(27.5)%

	Basic net income per share (yen)	Diluted net income per share (yen)
Year ended March 31, 2025	354.29	354.29
Year ended March 31, 2024	236.92	236.92

#### (2) Non-consolidated Financial Position

(Millions of Yen, except percentages)

	Total assets	Total net assets	Equity ratio	Net assets per share (yen)
March 31, 2025	395,635	332,939	84.2%	2,456.09
March 31, 2024	366,557	303,183	82.7%	2,236.56

Reference: Total Stockholders' equity

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

Year ended March 31, 2024: ¥303,183 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, 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 8 to 10 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, 2025.

# 1. Business Performance

## (1) Overview of Business Performance

### (i) Business Performance

For the fiscal year ended March 31, 2025, the domestic economy has continued to recover moderately, supported by improvements in employment and income conditions, despite concerns that ongoing inflation may dampen personal consumption. On the other hand, the outlook for the global economy remains uncertain, mainly due to the impact of the U.S. trade policy, concerns over the prospects for the Chinese economy, heightened volatility in financial and capital markets, and rising geopolitical risks.

Amidst these circumstances, Konami Group's business results for the fiscal year ended March 31, 2025 showed total revenue and all profit categories exceeding those of the previous fiscal year. This was primarily driven by the continued strong performance of key titles in the Digital Entertainment business, as well as higher sales of new console game releases. Furthermore, supported by the steady performance of the Amusement, Gaming & Systems, and Sports businesses, total revenue, business profit, operating profit, profit before income taxes, and profit attributable to owners of the parent all reached record highs for the second consecutive year.

In terms of the consolidated results for the fiscal year ended March 31, 2025, total revenue amounted to ¥421,602 million (a year-on-year increase of 17.0%), business profit was ¥109,117 million (a year-on-year increase of 23.7%), operating profit was ¥101,944 million (a year-on-year increase of 27.0%), profit before income taxes was ¥104,008 million (a year-on-year increase of 25.8%), and profit attributable to owners of the parent was ¥74,692 million (a year-on-year increase of 26.2%).

### (ii) Performance by Business Segment

Summary of total revenue by business segment:

	Millions of Yen, except percentages		
	Year ended March 31, 2024	Year ended March 31, 2025	% change
<b>Total revenue:</b>			
Digital Entertainment	¥249,121	¥305,187	22.5
Amusement	26,427	27,634	4.6
Gaming & Systems	39,729	42,669	7.4
Sports	47,631	48,543	1.9
Intersegment eliminations	(2,594)	(2,431)	-
Total revenue	¥360,314	¥421,602	17.0

#### 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.

Amidst these circumstances, as a new initiative for our business in the KONAMI's baseball game titles featuring player Shohei Ohtani as ambassador, we released *PAWAFURU PUROYAKYU 2024-2025* to commemorate the 30th anniversary of the *PAWAFURU PUROYAKYU* series and *Professional Baseball Spirits 2024-2025* to commemorate the 20th anniversary of the *Professional Baseball Spirits* series. In addition, we launched the distribution of *eBaseball™: MLB PRO SPIRIT*, which is the brand-

new mobile game allows players to experience the world of MLB, the highest level of professional baseball in the world, anytime, anywhere, in 10 countries and regions, including Japan and the United States. For the March 2025 season update, we updated in-game players, managers, uniforms, and other elements to correspond to the 2025 season, and completely retooled the key visuals in the image of 'nitoryu' (two-way) player Shohei Ohtani. We have also signed a global partnership agreement with MLB, and will strive to attract even more fans of both the game and baseball, and to promote the sport of baseball. In the *SILENT HILL* series, we released a remake of *SILENT HILL 2*, the psychological horror game which has enjoyed global popularity. This title has sold a total of over two million copies worldwide, thanks to the strong support of many customers. In addition, we released *Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars*. To coincide with the launch, we publicly broadcast “Suikoden Live” and announced the development of *Suikoden STAR LEAP*, an entirely new mobile game in the series, as well as the production of a TV anime adaptation of *Suikoden II*. For the Yu-Gi-Oh! card game, to commemorate the 25th anniversary, we have released *Yu-Gi-Oh! EARLY DAYS COLLECTION*, featuring 14 nostalgic classic digital titles, for Nintendo Switch™ and Steam®.

As a continuation of an existing initiative, *eFootball™*, which is currently available on consoles, PC, and mobile platforms, achieved over 800 million cumulative downloads across the series, and continues to perform strongly. We implemented a major update at the start of the new season, and deployed various measures such as holding a special collaboration with a popular football manga and a campaign to celebrate the appointment of new and old FC Barcelona star players as ambassadors. In the mobile game space, *PROFESSIONAL BASEBALL SPIRITS A (ACE)* and *JIKKYOU PAWAFURU PUROYAKYU* celebrated their 9th and 10th anniversaries, respectively, with commemorative events and campaigns being held. *Yu-Gi-Oh! MASTER DUEL*, which has been downloaded a total of more than 80 million times, and the Yu-Gi-Oh! card game, for which special commemorative 25th anniversary packs were released, also continue to be enjoyed by many customers. Besides, the browser-based version of *Momotaro Dentetsu: Education Edition Lite*—which is provided free of charge to school educational institutions—has now been adopted by more than 12,300 schools.

In the eSports space, we held the “eFootball™ Championship 2024 World Finals,” the largest official esports tournament for *eFootball™* and the “FIFAE World Cup 2024™,” an international esports tournament organized by the Fédération Internationale de Football Association (FIFA®), featuring a series of thrilling and highly competitive matches. Additionally, the “WBSC ePremier12 2024” was held, with *WBSC eBASEBALL™: POWER PROS*—the official baseball game of the World Baseball Softball Confederation (WBSC)—serving as the competition title. Moreover, we hosted the e Nippon Series, the final event of the 2024 “Prospi A Pro League” season, featuring the mobile game *PROFESSIONAL BASEBALL SPIRITS A (ACE)* as the competition title. In the Yu-Gi-Oh! card game, the final competition of the “Yu-Gi-Oh! World Championship 2024” esports tournament was held in Seattle, the USA, to determine the world’s top Yu-Gi-Oh! duelists in all four categories, and was met with great enthusiasm.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2025 in this segment amounted to ¥305,187 million (a year-on-year increase of 22.5%) and business profit for the fiscal year ended March 31, 2025 amounted to ¥98,935 million (a year-on-year increase of 24.7%).

## Amusement

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

Amidst these circumstances, in the medal game business, many customers have been enjoying the *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!* which was released in July 2024. While being a pusher game, the title offers a real baseball experience. In March 2025, we introduced the latest *PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES! NITOURYU!* to the market, featuring the KONAMI baseball game ambassador Shohei Ohtani. This series is drawing even more attention. In

addition, *Momotaro Dentetsu -Medal game mo teiban!* has continued to be well received, leading to an increase in sales volume during this fiscal year. For video games targeted at amusement facilities, the number of installations of *Monster Retsuden Oreca Battle 2* has been steadily increasing. In this game, players can collect and train unique monsters by creating and using their own original *Oreca* cards within the game. In the *beatmania IIDX* series, the latest title, *beatmania IIDX 32 Pinky Crush*, which is themed around the “vibrant brightness” of music, has begun operation. Additionally, we released *GITADORA -ARENA MODEL-*, which is the latest of the *GITADORA* series. The three-sided display with a large main monitor and two sub-monitors on the left and right creates a sense of realism and immersion as if standing on a live stage. For prize games, we launched the new *PUKURE* crane game cabinet, which is equipped with a “searchlight” that makes it easy even for new players to aim for amusement prizes by shining a light on their target. The *KONAMI premium kuji ONLINE*, an online lottery, which features merchandise of KONAMI’s popular characters, has been very well received.

In the pachinko and pachislot machine space, we launched the popular battle fantasy *Nanatsu no Maken ga Shihaisuru* into the market as a smart slot machine. In response to the strong market performance of this title, we have received additional orders. Furthermore, we have introduced new titles based on a variety of intellectual properties, including *Kyokara Orewa!! Pachislot Hen* and *Momotaro Dentetsu -Pachislot mo teiban!-*.

In the esports space, we held the “BEMANI PRO LEAGUE -SEASON 4-,” featuring exciting matches in two titles: *beatmania IIDX* and *DanceDanceRevolution*. Following each tournament, we hosted live DJ performances by renowned artists from the *BEMANI* series, offering fans an exciting new form of entertainment that fuses “esports and music.”

In terms of financial performance, total revenue for the fiscal year ended March 31, 2025 in this segment amounted to ¥27,634 million (a year-on-year increase of 4.6%) and business profit for the fiscal year ended March 31, 2025 amounted to ¥5,938 million (a year-on-year increase of 14.5%).

## 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.

Amidst these circumstances, the *DIMENSION 49™* with a 49-inch ultra-high definition portrait display and the *DIMENSION 27™* with the combination of three 27-inch monitors drove the sales of the slot machine segment. The *DIMENSION 43x3™* also steadily increased its unit sales.

In the terms of gaming content, in the North American market, the popular titles from the *Lucky Honeycomb™* series maintain significant momentum with the *Fortune Bags™* and *Fortune Pots™* features that provide a variety of engaging bonus events for players to enjoy. Likewise, the *Charms Full Link™* series continues to be a top performer. In the Australian market, the new *Fortune Hearts™* series gained popularity among the market.

*SYNKROS®*, our casino management system, was installed at multiple large-scale casino facilities, including Ocean Casino Resort in New Jersey, JACK Cleveland Casino and JACK Thistledown Racino in Ohio, the U.S. The number of facilities introducing the system is increasing even more. The high reliability of the system of 99.9% availability is well received by casino operators. Moreover, we introduced *SYNKROS® Drink System* which enables players to order drinks from slot machine.

As the effort to expand our business area, we have distributed our VLT (Video Lottery Terminal) to the major operator located in Illinois. In iGaming, we have launched our gaming contents to the Portugal’s largest iGaming platform, aiming to expand KONAMI’s presence in Europe.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2025 in this

segment amounted to ¥42,669 million (a year-on-year increase of 7.4%) and business profit for the fiscal year ended March 31, 2025 amounted to ¥7,359 million (a year-on-year increase of 18.4%).

## 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.

Amidst these circumstances, in our operation of sports clubs, we held large-scale "UNITED FEEL" events featuring our popular studio programs, which have been loved by many customers for many years, at Konami Sports Club locations throughout Japan. In particular, at the Konami Sports Club headquarters, we held a special event to commemorate the release of the 100th "BODYCOMBAT" class, one of the most popular studio programs. We invited the guest performer from New Zealand, the program's country of origin, and the event was met with an enthusiastic response from participants.

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. In addition to regular lessons, we organize competitions and events as a place for children who attend "Undo Juku" to showcase the results of their daily practice, and these have been well received. For the golf lesson, we held the final tournament for "the 11th Konami Sports Club Kids Golfer Challenge Cup" at the Nasu Highland Golf Club, Tochigi.

For "Pilates Mirror," machine Pilates studios with mirrors on the ceiling, we opened "Pilates Mirror Takatsuki," the first location to open in Kansai, and our business has expanded into new areas. During this fiscal year, we opened 30 new studios, bringing the total number of studios to 53. "Pilates Mirror" has been well received by customers, with some of the studios having waiting lists for membership. We also opened the first "Personal 30," a personal gym at Kyodo in Tokyo, offering efficient 30-minute focused training sessions.

The Sports business, as the exclusive master distributor in Japan, has been promoting *JAZZERCISE*—one of the world's largest dance fitness programs—nationwide. To commemorate the 40th anniversary of *JAZZERCISE*'s presence in Japan, we hosted a large-scale event, the "40th Celebration Dance Party," which was met with great excitement from participants.

With regard to the operation of outsourced facilities, a form of business that expands our network without ownership of assets, we leveraged our previously developed operational and leadership expertise, as well as our accomplishments, to promote our businesses. During the fiscal year ended March 31, 2025, we began new contracted operations of sports facilities, including Machida City, Tokyo, Sagami City, Kanagawa, Kahoku City, Ishikawa, and Osaka 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.

Due to the recent increase in prices of various goods and soaring energy costs, Konami Sports Club's membership fees have been revised effective August 2024.

In terms of financial performance, total revenue for the fiscal year ended March 31, 2025 in this segment amounted to ¥48,543 million (a year-on-year increase of 1.9%) and business profit for the fiscal year ended March 31, 2025 amounted to ¥2,231 million (a year-on-year decrease of 4.2%).

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

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.

#### 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. Amidst 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 for new initiatives going forward, the release of *METAL GEAR SOLID Δ: SNAKE EATER*, in the *METAL GEAR* series, is currently being planned 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. Furthermore, we are committed to the development of *SILENT HILL f*, the latest title in the *SILENT HILL* series. For the first time in the series, we are introducing a new psychological horror title set in Japan. Developed under the concept of “beautiful, yet horrifying,” the game offers a realistic and deeply immersive experience. In the *Suikoden* series, we are moving forward on the production of *Suikoden STAR LEAP*, an entirely new mobile game, and the production of a TV anime adaptation of *Suikoden II*. Starting in April 2025, we intend to release monthly videos of the “Yu-Gi-Oh! CARD GAME THE CHRONICLES,” a series of animated short promotional videos depicting the world of the Yu-Gi-Oh! card game, on the YouTube “Yu-Gi-Oh! OCG channel.”

We will also continue to promote attractive measures for currently available titles such as *eFootball™*, *PROFESSIONAL BASEBALL SPIRITS A (ACE)*, *eBaseball™: MLB PRO SPIRIT*, and *Yu-Gi-Oh! MASTER DUEL*, so that even more customers will be able to enjoy them.

In the esports space, we will hold a championship tournament for the “eJ.League eFootball™ 2025 season,” in conjunction with the Japan Professional Football League (J.League). Additionally, a series of thrilling matches will unfold in the “eFootball™ Championship 2025,” which is the largest official esports tournament for *eFootball™*, as players compete for a place in the World Finals. Furthermore, the final competition in the “Yu-Gi-Oh! World Championship 2025” esports tournament will be held in Paris, France, to determine the world’s top Yu-Gi-Oh! duelist. 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.

For video games targeted at amusement facilities, we will continue to expand the number of installed *Monster Retsuden Oreca Battle 2* cabinets, and furthermore, we will introduce *Monster Retsuden Oreca Battle 2 Pandora no Medal* to the market, 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 expanding the range of play, we will continue to share the fun of *Oreca Battle* with even more customers. For prize games, we will deploy a wide variety of amusement prizes centered on KONAMI IPs, such as the *PAWAFURU PUROYAKYU* series. In addition, we will continue to offer premium merchandise featuring popular KONAMI characters that can only be found in *KONAMI premium kuji ONLINE*, an



online raffle draw.

In the pachinko and pachislot machine space, we will introduce *Watashi no Shiawasena Kekkō*—based on a popular novel that has also been made into a live action film—to the market as a smart slot machine. We are diligently working to develop and introduce a new lineup to the market so that even more people can enjoy our products.

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 higher product appeal. Under such circumstances, KONAMI will continue to develop our new game titles and system features. We will also enhance our brand value by taking initiatives in the business area where we have not actively involved.

In the slot machine business, we will continue to expand the highly acclaimed *DIMENSION* series in the market. In our gaming contents, we will continue to promote the classic *Fortune Bags*<sup>TM</sup> and *Fortune Pots*<sup>TM</sup> series. Moreover, we will continue expanding the *Falling Coins Link*<sup>TM</sup> series that inherited the bonus features from the popular *Charms Full Link*<sup>TM</sup>.

In our casino management system, *SYNKROS*<sup>®</sup> will be introduced to several casino facilities. Moreover, we will expand the feature of *SYNK Vision*<sup>TM</sup>, the world's only player facial recognition solution for Electronic Game Machines, to table games to enhance convenience of the system. This expansion enables seamless management throughout casino floor. By proceeding with the development of various functions that utilize cutting-edge technologies, responding to our client needs, we will aim to expand our market share.

As the effort to expand our business area, we are expanding VLTs (Video Lottery Terminals) to the market. Moreover, we will accelerate the expansion of WAP (Wide Area Progressive) machines which enable to share jackpot among multiple casino facilities, the sales of HHR (Historical Horse Racing) machines, and the development of the popular contents in iGaming.

## **Sports**

For the operation of sports clubs, we will continue to improve our services to provide more people with opportunities for exercise.

For the “Undo Juku” exercise circle aimed at children, we will newly introduce “Undo Juku Digital Note,” which is currently being used at swimming school lessons, to gymnastics and dance schools. The lessons that utilize the latest technologies, such as video and AI, as well as our many years of teaching expertise, have been well received by children and their parents. Additionally, we will open “Konami Sports Junior School Nakano” in Kodomo Depart Nakano, a new childcare center with a wide range of content for parents and children. The school will offer gymnastics, dance and other activities in small groups, and will provide detailed guidance for individual students.

For “Pilates Mirror,” machine Pilates studios with mirrors on the ceiling, in addition to opening nine studios in Tokyo and Kanagawa, we will open “Pilates Mirror Shukugawa” in Nishinomiya City, Hyogo, the first location to open in Hyogo prefecture. Meanwhile, “Personal 30” offers short, efficient, and comfortable ways for customers to achieve the bodies they want to have as they go through repeated 30-minute sessions. 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, since April 2025, we have been operating sports facilities in Toshima and Nakano Ward, Tokyo, Niiza City, Saitama, and Izumiotsu City, Osaka under outsourcing agreements. At each facility, we will manage gymnasiums and training rooms, hold

various schools and events, and undertake various initiatives so that people of all ages, from children to the elderly, can use them.

In the 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 ¥665,040 million as of March 31, 2025, increasing by ¥59,190 million compared with March 31, 2024. This mainly resulted from an increase in cash and cash equivalents due to cash flows from operating activities generated by our principal business operations, despite capital expenditures for the construction of our new site, “Konami Creative Front Tokyo Bay,” and payment of dividends.

Total Liabilities:

Total liabilities amounted to ¥183,172 million as of March 31, 2025, increasing by ¥4,700 million compared with March 31, 2024. This primarily resulted from increases in income tax payables and trade and other payables, despite decreases in other financial liabilities and provisions.

Total Equity:

Total equity amounted to ¥481,868 million as of March 31, 2025, increasing by ¥54,490 million compared with March 31, 2024. This mainly resulted from an increase in total equity attributable to owners of the parent due to recognition of profit for the year, despite payment of dividends.

Ratio of equity attributable to owners of the parent as of March 31, 2025 was 72.5%, increasing by 2.0 points compared with March 31, 2024.

### (ii) Cash Flows

	Millions of Yen		
	Year ended March 31, 2024	Year ended March 31, 2025	Change
<b>Cash flow summary:</b>			
Net cash provided by operating activities	¥103,061	¥114,620	¥11,559
Net cash used in investing activities	(29,216)	(67,885)	(38,669)
Net cash used in financing activities	(24,199)	(25,784)	(1,585)
Effect of exchange rate changes on cash and cash equivalents	4,838	(482)	(5,320)
Net increase in cash and cash equivalents	54,484	20,469	(34,015)
Cash and cash equivalents at the end of the year	¥273,747	¥294,216	¥20,469

Cash and cash equivalents (hereafter, referred to as “Net cash”), as of March 31, 2025, amounted to ¥294,216 million, an increase of ¥20,469 million compared to the year ended March 31, 2024.

Cash flow summary for each activity for the year ended March 31, 2025 is as follows:

Cash flows from operating activities:

Net cash provided by operating activities amounted to ¥114,620 million for the year ended March 31, 2025, a year-on-year increase of 11.2%. 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 ¥67,885 million for the year ended March 31, 2025, a year-on-year increase of 132.4%. This primarily resulted from an increase in capital expenditures for the construction of our new site.

Cash flows from financing activities:

Net cash used in financing activities amounted to ¥25,784 million for the year ended March 31, 2025, a year-on-year increase of 6.6%. This primarily resulted from an increase in dividends paid.

### **(iii) Basic Policy on the Distribution of Profits**

Konami Group 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 payment of dividends as a target of a consolidated payout ratio of more than 30% and to use retained earnings for investments focused on business fields with good future prospects in order to continually reinforce Konami Group’s growth potential and competitiveness.

The year-end dividend for the consolidated year ended March 31, 2025 will be 99.50 yen per share. As a result, the dividends on an annual basis will be 165.50 yen per share including the distributed interim dividend (66.00 yen per share).

The dividend forecast on an annual basis for the fiscal year ending March 31, 2026 will be 166.00 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, 2024	As of March 31, 2025
<b>Assets</b>		
<b>Current assets</b>		
Cash and cash equivalents	¥273,747	¥294,216
Trade and other receivables	43,887	47,220
Inventories	13,764	12,108
Income tax receivables	603	337
Other current assets	11,859	12,955
<b>Total current assets</b>	<b>343,860</b>	<b>366,836</b>
<b>Non-current assets</b>		
Property, plant and equipment, net	154,454	163,617
Goodwill and intangible assets	57,226	60,702
Investment property	-	17,588
Investments accounted for using the equity method	3,456	4,484
Other investments	1,768	1,671
Other financial assets	15,300	17,903
Deferred tax assets	28,275	31,130
Other non-current assets	1,511	1,109
<b>Total non-current assets</b>	<b>261,990</b>	<b>298,204</b>
<b>Total assets</b>	<b>605,850</b>	<b>665,040</b>
<b>Liabilities and equity</b>		
<b>Liabilities</b>		
<b>Current liabilities</b>		
Bonds and borrowings	-	19,994
Other financial liabilities	9,263	8,713
Trade and other payables	44,257	45,406
Income tax payables	10,615	19,362
Other current liabilities	21,791	22,839
<b>Total current liabilities</b>	<b>85,926</b>	<b>116,314</b>
<b>Non-current liabilities</b>		
Bonds and borrowings	59,862	39,911
Other financial liabilities	20,262	15,622
Provisions	9,527	8,271
Deferred tax liabilities	1,192	1,213
Other non-current liabilities	1,703	1,841
<b>Total non-current liabilities</b>	<b>92,546</b>	<b>66,858</b>
<b>Total liabilities</b>	<b>178,472</b>	<b>183,172</b>
<b>Equity</b>		
Share capital	47,399	47,399
Share premium	78,144	78,144
Treasury shares	(21,603)	(21,617)
Other components of equity	20,625	18,737
Retained earnings	302,797	359,189
Total equity attributable to owners of the parent	427,362	481,852
Non-controlling interests	16	16
<b>Total equity</b>	<b>427,378</b>	<b>481,868</b>
<b>Total liabilities and equity</b>	<b>¥605,850</b>	<b>¥665,040</b>

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

### Consolidated Statement of Profit or Loss

	Millions of Yen	
	Year ended March 31, 2024	Year ended March 31, 2025
Revenue		
Product sales revenue	¥116,807	¥129,886
Service and other revenue	243,507	291,716
Total revenue	360,314	421,602
Cost of revenue		
Cost of product sales revenue	(55,868)	(61,027)
Cost of service and other revenue	(144,409)	(161,654)
Total cost of revenue	(200,277)	(222,681)
Gross profit	160,037	198,921
Selling, general and administrative expenses	(71,825)	(89,804)
Other income and other expenses, net	(7,950)	(7,173)
Operating profit	80,262	101,944
Finance income	2,814	2,240
Finance costs	(665)	(497)
Profit from investments accounted for using the equity method	274	321
Profit before income taxes	82,685	104,008
Income taxes	(23,513)	(29,316)
Profit for the year	59,172	74,692
Profit attributable to:		
Owners of the parent	59,171	74,692
Non-controlling interests	¥1	¥0

	Yen	
	Year ended March 31, 2024	Year ended March 31, 2025
Earnings per share (attributable to owners of the parent)		
Basic	¥436.50	¥551.00
Diluted	¥436.50	¥551.00

## Consolidated Statement of Comprehensive Income

	Millions of Yen	
	Year ended March 31, 2024	Year ended March 31, 2025
Profit for the year	¥59,172	¥74,692
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	(167)	(102)
Total items that will not be reclassified to profit or loss	(167)	(102)
Items that may be reclassified to profit or loss:		
Exchange differences on foreign operations	8,912	(1,786)
Total items that may be reclassified to profit or loss	8,912	(1,786)
Total other comprehensive income	8,745	(1,888)
<b><i>Total comprehensive income for the year</i></b>	<b>67,917</b>	<b>72,804</b>
Comprehensive income attributable to:		
Owners of the parent	67,916	72,804
Non-controlling interests	¥1	¥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		
<b>Balance at April 1, 2023</b>	¥47,399	¥78,144	¥(21,594)	¥11,880	¥260,435	¥376,264	¥15	¥376,279
Profit for the year					59,171	59,171	1	59,172
Other comprehensive income				8,745		8,745		8,745
Total comprehensive income for the year	-	-	-	8,745	59,171	67,916	1	67,917
Purchase of treasury shares			(9)			(9)		(9)
Disposal of treasury shares		0	0			0		0
Dividends					(16,809)	(16,809)		(16,809)
Total transactions with the owners	-	0	(9)	-	(16,809)	(16,818)	-	(16,818)
<b>Balance at March 31, 2024</b>	¥47,399	¥78,144	¥(21,603)	¥20,625	¥302,797	¥427,362	¥16	¥427,378

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		
<b>Balance at April 1, 2024</b>	¥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)
<b>Balance at March 31, 2025</b>	¥47,399	¥78,144	¥(21,617)	¥18,737	¥359,189	¥481,852	¥16	¥481,868

#### (4) Consolidated Statement of Cash Flows

	Millions of Yen	
	Year ended March 31, 2024	Year ended March 31, 2025
<b><i>Operating activities</i></b>		
Profit for the year	¥59,172	¥74,692
Depreciation and amortization	23,267	28,488
Impairment losses	3,778	5,434
Interest and dividends income	(1,357)	(1,510)
Interest expense	639	469
Loss on sale or disposal of property, plant and equipment	4,053	288
Profit from investments accounted for using the equity method	(274)	(321)
Income taxes	23,513	29,316
Increase in trade and other receivables	(2,218)	(3,808)
Decrease in inventories	293	1,872
Increase in trade and other payables	3,288	3,395
Increase in prepaid expense	(1,125)	(210)
Increase (decrease) increase in contract liabilities	2,885	(469)
Other, net	(2,085)	(987)
Interest and dividends received	1,336	1,480
Interest paid	(596)	(425)
Income taxes paid	(11,508)	(23,084)
<b><i>Net cash provided by operating activities</i></b>	<b>103,061</b>	<b>114,620</b>
<b><i>Investing activities</i></b>		
Capital expenditures	(29,316)	(66,862)
Payments for lease deposits	(105)	(265)
Proceeds from refunds of lease deposits	397	530
Other, net	(192)	(1,288)
<b><i>Net cash used in investing activities</i></b>	<b>(29,216)</b>	<b>(67,885)</b>
<b><i>Financing activities</i></b>		
Principal payments of lease liabilities	(7,395)	(7,482)
Dividends paid	(16,796)	(18,288)
Other, net	(8)	(14)
<b><i>Net cash used in financing activities</i></b>	<b>(24,199)</b>	<b>(25,784)</b>
Effect of exchange rate changes on cash and cash equivalents	4,838	(482)
Net increase in cash and cash equivalents	54,484	20,469
Cash and cash equivalents at the beginning of the year	219,263	273,747
<b><i>Cash and cash equivalents at the end of the year</i></b>	<b>¥273,747</b>	<b>¥294,216</b>



## (5) Going Concern Assumption

None

## (6) Segment Information

### (i) Operating Segment Information

For the year ended March 31, 2024

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥248,462	¥24,916	¥39,636	¥47,300	¥360,314	-	¥360,314
Intersegment	659	1,511	93	331	2,594	¥(2,594)	-
Total	249,121	26,427	39,729	47,631	362,908	(2,594)	360,314
Business profit	¥79,363	¥5,187	¥6,213	¥2,328	¥93,091	¥(4,879)	88,212
Other income and other expenses, net	-	-	-	-	-	-	(7,950)
Operating profit	-	-	-	-	-	-	80,262
Finance income and finance costs, net	-	-	-	-	-	-	2,149
Profit from investments accounted for using the equity method	-	-	-	-	-	-	274
Profit before income taxes	-	-	-	-	-	-	¥82,685

For the year ended March 31, 2025

Millions of Yen

	Reportable segments					Intersegment eliminations	Consolidated
	Digital Entertainment	Amusement	Gaming & Systems	Sports	Total		
Revenue							
External customers	¥304,646	¥26,093	¥42,654	¥48,209	¥421,602	-	¥421,602
Intersegment	541	1,541	15	334	2,431	¥(2,431)	-
Total	305,187	27,634	42,669	48,543	424,033	(2,431)	421,602
Business profit	¥98,935	¥5,938	¥7,359	¥2,231	¥114,463	¥(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

(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 and 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	
	Year ended March 31, 2024	Year ended March 31, 2025
<b>Revenue:</b>		
Japan	¥256,743	¥298,945
United States	65,151	76,047
Europe	20,353	27,871
Asia/Oceania	18,067	18,739
Consolidated	¥360,314	¥421,602

(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, 2024	Year ended March 31, 2025
Profit attributable to owners of the parent	59,171million yen	74,692million 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	59,171million yen	74,692million yen
Basic weighted average ordinary shares outstanding	135,558,384shares	135,557,371shares
Adjustments for convertible bond-type bonds with subscription rights to shares	-shares	-shares
Basic weighted average ordinary shares outstanding used in the calculation of diluted earnings per share	135,558,384shares	135,557,371shares
Earnings per share attributable to owners of the parent for the year		
Basic	436.50yen	551.00yen
Diluted	436.50yen	551.00yen

(Note)

Diluted earnings per share attributable to owners of the parent for the year ended March 31, 2024 and March 31, 2025 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