KONAMI GROUP CORPORATION

Semi-annual Condensed Consolidated Financial Statements

for the Six Months Ended September 30, 2026

English translation and a part of summary of the Semi-annual Securities Report (Hanki Hokokusho) for the six-month period ended September 30, 2026 pursuant to the Financial Instruments and Exchange Law of Japan

KONAMI GROUP CORPORATION filed its Semi-annual Securities Report for the six-month period ended September 30, 2026 with the Director of the Kanto Local Finance Bureau of the Ministry of Finance of Japan on November 12, 2026. The following is the outline of the Semi-annual Securities Report.

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1. Semi-annual Condensed Consolidated Financial Statements

(1) Semi-annual Condensed Consolidated Statement of Financial Position

Millions of Yen

	Note	As of March 31, 2026	As of September 30, 2026
Assets			
Current assets			
Cash and cash equivalents		¥327,564	¥373,626
Trade and other receivables		60,023	75,622
Inventories		18,968	23,037
Income tax receivables		865	123
Other current assets	10	17,094	14,146
Total current assets		424,514	486,554
Non-current assets			
Property, plant and equipment, net		187,186	187,963
Goodwill and intangible assets		55,770	57,913
Investment property		17,590	17,564
Investments accounted for using the equity method		5,901	6,011
Other investments	10	2,016	2,001
Other financial assets	10	17,491	16,986
Deferred tax assets		36,766	36,207
Other non-current assets		1,531	1,908
Total non-current assets		324,251	326,553
Total assets		748,765	813,107
Liabilities and equity			
Liabilities			
Current liabilities			
Bonds and borrowings	6,10	-	19,989
Other financial liabilities	10	8,338	8,102
Trade and other payables		50,545	51,925
Income tax payables		29,669	31,015
Other current liabilities	5	29,858	34,372
Total current liabilities		118,410	145,403
Non-current liabilities			
Bonds and borrowings	6,10	39,936	19,959
Other financial liabilities	10	15,513	14,298
Provisions		7,022	7,124
Deferred tax liabilities		1,296	1,337
Other non-current liabilities		2,035	1,850
Total non-current liabilities		65,802	44,568
Total liabilities		184,212	189,971
Equity			
Share capital		47,399	47,399
Share premium		78,146	78,146
Treasury shares		(21,626)	(21,629)
Other components of equity	7	26,255	24,378
Retained earnings		434,363	494,826
Total equity attributable to owners of the parent		564,537	623,120
Non-controlling interests		16	16
Total equity		564,553	623,136
Total liabilities and equity		¥748,765	¥813,107

The accompanying notes are an integral part of these financial statements.

(2) Semi-annual Condensed Consolidated Statements of Profit or Loss and Comprehensive Income

Semi-annual Condensed Consolidated Statement of Profit or Loss
Six months ended September 30, 2025 and 2026

Millions of Yen

	Note	Six months ended September 30, 2025	Six months ended September 30, 2026
Revenue			
Product sales revenue		¥67,682	¥84,814
Service and other revenue		157,157	223,161
Total revenue	4,9	224,839	307,975
Cost of revenue			
Cost of product sales revenue		(33,031)	(37,877)
Cost of service and other revenue		(80,770)	(101,198)
Total cost of revenue		(113,801)	(139,075)
Gross profit		111,038	168,900
Selling, general and administrative expenses		(45,952)	(56,812)
Other income and other expenses, net		(818)	(824)
Operating profit		64,268	111,264
Finance income		833	1,242
Finance costs		(197)	(292)
Profit from investments accounted for using the equity method		334	682
Profit before income taxes		65,238	112,896
Income taxes		(18,752)	(33,658)
Profit for the period		46,486	79,238
Profit attributable to:			
Owners of the parent		46,486	79,238
Non-controlling interests		¥0	¥0

Yen

	Note	Six months ended September 30, 2025	Six months ended September 30, 2026
Earnings per share (attributable to owners of the parent)			
Basic	11	¥342.92	¥584.54
Diluted	11	¥342.92	¥584.54

Semi-annual Condensed Consolidated Statement of Comprehensive Income
Six months ended September 30, 2025 and 2026

Millions of Yen

	Note	Six months ended September 30, 2025	Six months ended September 30, 2026
Profit for the period		¥46,486	¥79,238
Other comprehensive income			
Items that will not be reclassified to profit or loss:			
Net change in fair value of equity financial assets measured at fair value through other comprehensive income		193	(51)
Total items that will not be reclassified to profit or loss		193	(51)
Items that may be reclassified to profit or loss:			
Exchange differences on foreign operations		301	(1,826)
Total items that may be reclassified to profit or loss		301	(1,826)
Total other comprehensive income		494	(1,877)
Total comprehensive income for the period		46,980	77,361
Comprehensive income attributable to:			
Owners of the parent		46,980	77,361
Non-controlling interests		¥0	¥0

(3) Semi-annual Condensed Consolidated Statement of Changes in Equity

Millions of Yen

	Note	Equity attributable to owners of the parent						Non-controlling interests	**Total equity**
		Share capital	Share premium	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at April 1, 2025		¥47,399	¥78,144	¥(21,617)	¥18,737	¥359,189	¥481,852	¥16	¥481,868
Profit for the period						46,486	46,486	0	46,486
Other comprehensive income					494		494		494
Total comprehensive income for the period		-	-	-	494	46,486	46,980	0	46,980
Purchase of treasury shares				(5)			(5)		(5)
Dividends	8					(13,488)	(13,488)		(13,488)
Total transactions with the owners		-	-	(5)	-	(13,488)	(13,493)	-	(13,493)
Balance at September 30, 2025		¥47,399	¥78,144	¥(21,622)	¥19,231	¥392,187	¥515,339	¥16	¥515,355

Millions of Yen

	Note	Equity attributable to owners of the parent						Non-controlling interests	**Total equity**
		Share capital	Share premium	Treasury shares	Other components of equity	Retained earnings	Total		
Balance at April 1, 2026		¥47,399	¥78,146	¥(21,626)	¥26,255	¥434,363	¥564,537	¥16	¥564,553
Profit for the period						79,238	79,238	0	79,238
Other comprehensive income					(1,877)		(1,877)		(1,877)
Total comprehensive income for the period		-	-	-	(1,877)	79,238	77,361	0	77,361
Purchase of treasury shares				(3)			(3)		(3)
Disposal of treasury shares			0	0			0		0
Dividends	8					(18,775)	(18,775)		(18,775)
Total transactions with the owners		-	0	(3)	-	(18,775)	(18,778)	-	(18,778)
Balance at September 30, 2026		¥47,399	¥78,146	¥(21,629)	¥24,378	¥494,826	¥623,120	¥16	¥623,136

The accompanying notes are an integral part of these financial statements.

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

Millions of Yen

	Note	Six months ended September 30, 2025	Six months ended September 30, 2026
Operating activities			
Profit for the period		¥46,486	¥79,238
Depreciation and amortization		15,235	17,524
Impairment losses		903	-
Interest and dividends income		(832)	(976)
Interest expense		178	280
Loss on sale or disposal of property, plant and equipment		2	1,478
Profit from investments accounted for using the equity method		(334)	(682)
Income taxes		18,752	33,658
Increase in trade and other receivables		(5,955)	(15,959)
Increase in inventories		(3,978)	(6,211)
Decrease in trade and other payables		(3,030)	(517)
Increase in prepaid expense		(2,107)	(1,629)
Increase in contract liabilities		9,965	4,620
Other, net		(2,762)	4,672
Interest and dividends received		815	907
Interest paid		(169)	(268)
Income taxes paid		(20,738)	(30,912)
Net cash provided by operating activities		52,431	85,223
Investing activities			
Capital expenditures		(37,728)	(16,212)
Payments for lease deposits		(52)	(84)
Proceeds from refunds of lease deposits		462	729
Other, net		(326)	(538)
Net cash used in investing activities		(37,644)	(16,105)
Financing activities			
Redemption of bonds	6	(20,000)	-
Principal payments of lease liabilities		(3,626)	(3,352)
Dividends paid	8	(13,476)	(18,759)
Other, net		(6)	(3)
Net cash used in financing activities		(37,108)	(22,114)
Effect of exchange rate changes on cash and cash equivalents		499	(942)
Net (decrease) increase in cash and cash equivalents		(21,822)	46,062
Cash and cash equivalents at the beginning of the period		294,216	327,564
Cash and cash equivalents at the end of the period		¥272,394	¥373,626

The accompanying notes are an integral part of these financial statements.

Notes to Semi-annual Condensed Consolidated Financial Statements

1. Reporting Entity

KONAMI GROUP CORPORATION (the "Company") is a public company located in Japan.

The accompanying semi-annual condensed consolidated financial statements consist of the Company and its consolidated subsidiaries (collectively, "Konami Group") as well as equity interests in its associates.

Konami Group engages in the following four business operations: Digital Entertainment, Arcade Game, Gaming & Systems, and Sports businesses.

The operations of each business segment are presented in Note 4 "Segment Information".

2. Basis of Preparation

(1) Compliance with IFRS Accounting Standards

The semi-annual condensed consolidated financial statements meet the requirements set out under Article 1-2, Paragraph 1, Item 2 of the Rules on Terminology, Formats and Compilation Methods of Consolidated Financial Statements under which the Company is qualified as a "specified company applied Designated International Accounting Standards" and duly adopted the provisions of Article 312 of the foregoing rules.

Therefore, the Company prepares such semi-annual condensed consolidated financial statements in accordance with IAS 34 "Interim Financial Reporting". Since the semi-annual condensed consolidated financial statements do not contain all the information required in the consolidated financial statements for the fiscal year ended March 31, 2026, it should be read in combination with the annual consolidated financial statements.

(2) Use of estimates and judgments

In preparing semi-annual condensed consolidated financial statements, management uses estimates and judgments. Judgments made by management, assumptions about the future and uncertainty in estimates may affect the reported amounts of assets and liabilities, disclosure of contingent assets and liabilities and reported amounts of income and expenses as of the reporting date of the semi-annual condensed consolidated financial statements.

The estimates and underlying assumptions are reviewed on an ongoing basis. The impacts from revisions to accounting estimates are recognized in the period in which the estimate is revised and future periods that are affected.

Information about estimates and judgments made by management that would have significant effects on the amounts recognized in the semi-annual condensed consolidated financial statements is in the same manner of the consolidated financial statements for the fiscal year ended March 31, 2026.

3. Material Accounting Policies

The material accounting policies adopted for these semi-annual condensed consolidated financial statements are the same as those applied to the consolidated financial statements for the fiscal year ended March 31, 2026.

4. Segment Information

Konami Group's reportable segments constitute units of the Konami Group for which separate financial information is available. The Chief Operating Decision Maker regularly conducts deliberations to determine the allocation of management resources and to assess performance of each segment.

Operating segments are components of business activities from which Konami Group may earn revenues and incur expenses, including revenues and expenses relating to transactions with other operating segments.

The operating segments are managed separately as each segment represents a strategic business unit that offers different products and serves different markets.

Konami Group operates on a worldwide basis principally with the following four operating 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.

Konami Group defines business profit associated with each segment as segment profit. Segment profit 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. Adjustments primarily consist of corporate expenses not directly attributable to specific segments and eliminations of intersegment transactions.

Intersegment sales and revenues are generally recognized at values that represent arm's-length fair value.

Neither Konami Group nor any of its segments depended on any single customer for more than 10% of Konami Group's revenues for the six months ended September 30, 2026.

Effective October 1, 2025, the arcade game business of Konami Amusement Co., Ltd. was transferred to Konami Arcade Games Co., Ltd., which was newly established on June 2, 2025, through an absorption-type company split. Accordingly, beginning with the three-month period ended December 31, 2025, the "Arcade Game" business has been presented as a separate reporting segment, and the pachinko and pachislot machine business has been included in the "Others." Segment information for the six months ended September 30, 2025 has been reclassified and disclosed based on the segment classifications applied for the six months ended September 30, 2026.

(1) Operating segment information

For the six months ended September 30, 2025

Millions of Yen

	Reportable segments				Others	Adjustments	Consolidated
	Digital Entertainment	Arcade Game	Gaming & Systems	Sports			
Revenue							
External customers	¥168,523	¥8,306	¥17,760	¥24,733	¥5,517	-	¥224,839
Intersegment	254	516	8	171	127	¥(1,076)	-
Total	168,777	8,822	17,768	24,904	5,644	(1,076)	224,839
Business profit (loss)	¥61,378	¥1,777	¥949	¥1,773	¥1,456	¥(2,247)	65,086
Other income and other expenses, net	-	-	-	-	-	-	(818)
Operating profit	-	-	-	-	-	-	64,268
Finance income and finance costs, net	-	-	-	-	-	-	636
Profit from investments accounted for using the equity method	-	-	-	-	-	-	334
Profit before income taxes	-	-	-	-	-	-	¥65,238

For the six months ended September 30, 2026

Millions of Yen

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

(2) Geographic information

Revenue from external customers for the six months ended September 30, 2025 and 2026

Millions of Yen

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

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.

5. Other Current Liabilities

The following is a breakdown of other current liabilities as of March 31, 2026 and September 30, 2026.

Millions of Yen

	As of March 31, 2026	As of September 30, 2026
Contract liabilities	¥17,660	¥22,267
Others	12,198	12,105
Total	¥29,858	¥34,372

6. Bonds

For the six months ended September 30, 2025, the Company redeemed unsecured bonds in the amount of ¥20,000 million (interest 0.22% per annum, due in July 2025). During the period, there was no issuance of bonds.

For the six months ended September 30, 2026, there was neither issuance nor redemption of bonds.

7. Equity

Changes in other components of equity consisted of the following:

Millions of Yen

	Six months ended September 30, 2025	Six months ended September 30, 2026
Exchange differences on translation of foreign operations		
Balance at the beginning of the period	¥18,493	¥25,826
Net change during the period	301	(1,826)
Transfer to retained earnings	-	-
Balance at the end of the period	¥18,794	¥24,000
Net Change in fair value of equity financial assets measured at fair value through other comprehensive income		
Balance at the beginning of the period	¥244	¥429
Net change during the period	193	(51)
Transfer to retained earnings	-	-
Balance at the end of the period	¥437	¥378

8. Dividends

The Company paid dividends 99.50 yen per share and the total amount of ¥13,488 million for the six months ended September 30, 2025.

The Company paid dividends 138.50 yen per share and the total amount of ¥18,775 million for the six months ended September 30, 2026.

The board of directors' meeting held on October 29, 2026 resolved a cash dividend of 112.00 yen per share and the total amount of ¥15,182 million will be paid for shareholders on record as of September 30, 2026.

9. Revenue

The following is a breakdown of the reportable segment revenue from external customers, which is categorized based on the geographical location of each Konami Group company.

Reportable segment classifications have been changed, beginning with the three-month period ended December 31, 2025. In line with this change, figures for the six months ended September 30, 2025 have been reclassified to conform to the new segment classifications. Details are described in Note 4 “Segment Information.”

For the six months ended September 30, 2025

Millions of Yen

	Japan	United States	Europe	Asia/Oceania	Total revenue
Digital Entertainment	¥120,446	¥26,380	¥16,806	¥4,891	¥168,523
Arcade Game	8,306	-	-	-	8,306
Gaming & Systems	-	13,582	-	4,178	17,760
Sports	24,733	-	-	-	24,733
Others	5,517	-	-	-	5,517
Revenue from external customers	¥159,002	¥39,962	¥16,806	¥9,069	¥224,839
Revenue recognized from contracts with customers	158,988	37,556	¥16,806	¥9,069	222,419
Revenue recognized from other sources	¥14	¥2,406	-	-	¥2,420

Note) Revenue recognized from other sources consists of revenue in accordance with IFRS 16, “Leases.”

For the six months ended September 30, 2026

Millions of Yen

	Japan	United States	Europe	Asia/Oceania	Total revenue
Digital Entertainment	¥211,875	¥17,189	¥10,315	¥3,684	¥243,063
Arcade Game	9,845	-	-	-	9,845
Gaming & Systems	-	17,513	-	7,591	25,104
Sports	25,548	-	-	-	25,548
Others	4,415	-	-	-	4,415
Revenue from external customers	¥251,683	¥34,702	¥10,315	¥11,275	¥307,975
Revenue recognized from contracts with customers	251,591	32,472	¥10,315	¥11,275	305,653
Revenue recognized from other sources	¥92	¥2,230	-	-	¥2,322

Note) Revenue recognized from other sources consists of revenue in accordance with IFRS 16, “Leases.”

10. Fair Value of Financial Instruments

(1) Measuring fair value of financial instruments

Methods for measuring the fair value of financial assets and liabilities are as follows:

1. Financial assets and liabilities measured at amortized cost

The fair values of cash and cash equivalents, trade and other receivables, and trade and other payables approximate their carrying amounts because they have short term maturities.

The fair values of lease deposits and other financial assets are calculated as the present value of the total principal and interest discounted at interest rates reflecting the credit risks estimated by Konami Group, and categorized as Level 2.

The fair values of bonds and borrowings and other financial liabilities are calculated as the present value of the total principal and interest, discounted at interest rates that would be applied to new borrowings of Konami Group with similar terms and the same remaining maturity, and categorized as Level 2.

2. Equity financial assets measured at fair value through other comprehensive income

With regards to equity instruments included in other investments, the fair values of marketable securities are measured based on quoted market prices on equity markets of identical assets, and categorized as Level 1. The fair values of equity financial assets other than marketable securities are determined based on valuation techniques using observable inputs such as comparable company's share prices and unobservable inputs, and categorized as Level 3.

3. Financial assets and liabilities measured at fair value through profit or loss

The fair values of foreign exchange contracts are measured using valuation provided by financial institutions based on observable market data at the end of each reporting period, and categorized as Level 2. The fair values of debt instruments included in other investments are determined based on an approach using observable inputs such as the comparable company's share prices and unobservable inputs, and categorized as Level 3.

(2) Fair value hierarchy

Fair values are categorized within the fair value hierarchy as follows:

Level 1: Fair values measured at a price quoted in an active market.
Level 2: Fair values calculated directly or indirectly using an observable price except for level 1.
Level 3: Fair values calculated through valuation techniques, including inputs that are not based on observable market data.

(3) Fair value of financial instruments

The table is a breakdown of financial instruments showing carrying amounts and fair values as of March 31, 2026 and September 30, 2026.

Millions of Yen

	As of March 31, 2026		As of September 30, 2026	
	Carrying amount	Fair value	Carrying amount	Fair value
Financial assets:				
Financial assets measured at amortized cost				
Loans receivable	¥1	¥1	¥1	¥1
Lease deposits	19,721	19,887	18,907	18,999
Other financial assets	1,709	1,613	1,270	1,187
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	1,643	1,643	1,568	1,568
Other investments (Non-securities)	256	256	313	313
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	117	117	120	120
Financial liabilities:				
Financial liabilities measured at amortized cost				
Bonds and borrowings	¥39,936	¥37,575	¥39,948	¥37,524
Other financial liabilities	2,468	2,468	2,433	2,433

Loans receivable, lease deposits, other financial assets, bonds and borrowings and other financial liabilities are categorized as Level 2.
Other investments (securities) are categorized as Level 1 and Level 3 and other investments (non-securities) are categorized as Level 3.

(4) Fair values measured and disclosed on the semi-annual condensed consolidated statements of financial position

The following is a breakdown of financial assets that are measured at fair value on a recurring basis as of March 31, 2026 and September 30, 2026.

Millions of Yen

Balance at March 31, 2026	Level 1	Level 2	Level 3	Total
Financial assets:				
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	¥1,019	-	¥624	¥1,643
Other investments (Non-securities)	-	-	256	256
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	-	-	117	117
Total	¥1,019	-	¥997	¥2,016

Millions of Yen

Balance at September 30, 2026	Level 1	Level 2	Level 3	Total
Financial assets:				
Equity financial assets measured at fair value through other comprehensive income				
Other investments (Securities)	¥944	-	¥624	¥1,568
Other investments (Non-securities)	-	-	313	313
Financial assets measured at fair value through profit or loss				
Other investments (Non-securities)	-	-	120	120
Total	¥944	-	¥1,057	¥2,001

Other investments, which are classified as Level 3, have no significant changes for the six months ended September 30, 2026.

11. Earnings per Share

The breakdown of the basic and diluted earnings per share attributable to owners of the parent for the six months ended September 30, 2025 and 2026 is as follows:

	Six months ended September 30, 2025	Six months ended September 30, 2026
Profit attributable to owners of the parent	46,486million yen	79,238million 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	46,486million yen	79,238million yen
Basic weighted average ordinary shares outstanding	135,556,714shares	135,556,463shares
Basic weighted average ordinary shares outstanding used in the calculation of diluted earnings per share	135,556,714shares	135,556,463shares
Earnings per share attributable to owners of the parent for the period		
Basic	342.92yen	584.54yen
Diluted	342.92yen	584.54yen

Note) Diluted earnings per share attributable to owners of the parent for the period is 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.

12. Subsequent Events

There have been no events after September 30, 2026 that would require adjustments to the semi-annual condensed consolidated financial statements or disclosures in the notes to the semi-annual condensed consolidated financial statements.

13. Approval of Semi-annual Condensed Consolidated Financial Statements

The semi-annual condensed consolidated financial statements were approved by Representative Director, President and Group CEO, Kimihiko Higashio, on November 11, 2026.

2. Business Review

(1) Business Overview

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

Under these circumstances, Konami Group's business results for the six months ended September, 2026 showed total revenue and all profit categories reached record highs for the first half of the fiscal year, mainly driven by the continued strong performance of key titles in the Digital Entertainment business.

In terms of the consolidated results for the six months ended September 30, 2026, total revenue amounted to ¥307,975 million (a year-on-year increase of 37.0%), business profit was ¥112,088 million (a year-on-year increase of 72.2%), operating profit was ¥111,264 million (a year-on-year increase of 73.1%), profit before income taxes was ¥112,896 million (a year-on-year increase of 73.1%), and profit attributable to owners of the parent was ¥79,238 million (a year-on-year increase of 70.5%).

(2) Performance by Business Segment

Summary of total revenue by business segment:

Millions of Yen, except percentages

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

(Note)

Reportable segment classifications have been changed, beginning with the three-month period ended December 31, 2025. For comparison purposes, figures for the six-month period ended September 30, 2025 have been reclassified to conform to the new segment classifications.

Digital Entertainment

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

Under these circumstances, as part of a new initiative in this business, we released the *METAL GEAR SOLID: MASTER COLLECTION Vol.2*, the second installment in the collection that serves as the culmination of the *METAL GEAR* series. It includes three titles, including *Metal Gear Solid 4: Guns of the Patriots*, which is receiving its first port since its original release. Players can fully enjoy the extreme thrills and excitement unique to the *METAL GEAR* series. In the *SILENT HILL* series, we have

released the latest installment, *SILENT HILL: Townfall*, which is set on a fictional isolated island in Scotland. This new psychological horror game offers players an exceptionally immersive experience as they explore and solve puzzles from a completely first-person perspective. In the *eBaseball™: PRO SPIRIT* series, we have released the latest title, *eBaseball™: PRO SPIRIT 2026*, in more than 200 countries and regions around the world. We have also launched *Suikoden STAR LEAP* in Japan, a mobile game and the first completely new title in the *Suikoden* series in 14 years.

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

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

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

Arcade Game

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

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

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

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

In our esports business, the "BEMANI PRO LEAGUE -SEASON 6-" draft was held, and the player

lineups for *beatmania IIDX, SOUND VOLTEX*, and *DanceDanceRevolution* were finalized. Following last season, we will continue to energize KONAMI's music game scene by holding competitions for all three titles simultaneously.

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

Gaming & Systems

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

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

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

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

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

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

Sports

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

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

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

CHAMPIONSHIP," a global hip-hop dance competition held in Arizona, USA.

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

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

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

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

3. Risk Factors

For the six-month period ended September 30, 2026, there is no significant change in risk factors which were described on the Annual Report for the year ended March 31, 2026.

November 11, 2026

Responsibility Statement

The following responsibility statement is made solely to comply with the requirements of DTR 4.1.12 of the United Kingdom Financial Conduct Authority's Disclosure Rules and Transparency Rules, in relation to KONAMI GROUP CORPORATION as an issuer whose financial instruments are admitted to trading on the London Stock Exchange.

Kimihiko Higashio, Representative Director, President and Group CEO, confirms that:

to the best of his knowledge, the financial statements, prepared in accordance with International Financial Reporting Standards, give a true and fair view of the assets, liabilities, financial position and profit or loss of KONAMI GROUP CORPORATION and the undertakings included in the consolidation taken as a whole; and

to the best of his knowledge, this semi-annual financial information includes a fair review of the development and performance of the business and the position of KONAMI GROUP CORPORATION and the undertakings included in the consolidation taken as a whole, together with a description of the principal risks and uncertainties that they face.