KONAMI

FY2009 3rd Quarter Financial Results

April 1 – December 31, 2008

KONAMI CORPORATION

February 5, 2009

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Cautionary statement with respect to forward-looking statements

Statements made in this presentation with respect to the KONAMI's current plans, estimates, strategies and beliefs, including forecasts, are forward-looking statements about the future performance of KONAMI. 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 (1) Changes in economic conditions affecting our operations; (2) Fluctuations in foreign exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro; (3) KONAMI's 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; (4) KONAMI's ability to successfully expand internationally with a focus on our video game software business, card game business and gaming machine business; (5) KONAMI's ability to successfully expand the scope of our business and broaden our customer base through our health & fitness business; (6) Regulatory developments and changes and our ability to respond and adapt to those changes; (7) KONAMI's expectations with regard to further acquisitions and the integration of any companies we may acquire; and (8) the outcome of contingencies.

- Financial information included herein is not audited by independent public accountants
  (1) Numbers included in this presentation material are;
    a) in accordance with U.S. GAAP
    b) rounded to the nearest one hundred million yen
  (2) Revenues of each segment include inter-segment sales

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Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2008 Q1-Q3	FY2009 Q1-Q3	FY2008	FY2009 Forecast
Net Revenues	Apr - Dec '07	Apr - Dec '08	Apr '07 - Mar '08	Apr '08 - Mar '09
Digital Entertainment	134.4	148.7	178.9	185.0
Health & Fitness	65.0	67.7	86.5	91.0
Gaming & System	12.6	13.3	18.5	18.0
Other / Elimination	10.7	4.3	13.4	13.0
Total	222.7	234.0	297.4	307.0
Operating Income				
Digital Entertainment	28.0	37.8	35.4	44.0
Health & Fitness	4.7	2.1	5.3	3.0
Gaming & System	1.9	2.5	2.8	3.5
Other / Elimination	-7.0	-7.7	-9.6	-11.5
Total	27.6	34.7	33.8	39.0

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Digital Entertainment Segment (1)

Net revenues and operating income

(Yen in Billions)

	FY2008 Q1-Q3 Apr - Dec '07	FY2009 Q1-Q3 Apr - Dec '08
Computer & Video Games	62.7	76.2
Amusement (arcade machines)	36.0	31.8
Card Games	19.8	21.0
Online	15.0	21.9
Other	0.9	-2.2
Total Net Revenues	134.4	148.7
Operating Income	28.0	37.8
Operating Margin	20.8%	25.4%

Q3 summary

- Soccer, music and other original titles showed solid sales
- “METAL GEAR ONLINE” tops 1 million accounts worldwide
- “Yu-Gi-Oh! Trading Card Game” continued to show solid sales

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Digital Entertainment Segment (2)

Unit sales - video game software

■ Unit sales breakdown

(units in million)

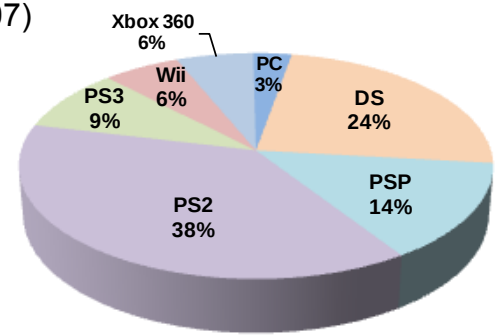
Geographical Zone	FY2008 Q1-Q3 Apr - Dec '07	FY2009 Q1-Q3 Apr - Dec '08
Japan	7.74	7.13
North America	2.50	6.37
Europe	7.38	8.62
Asia	0.19	0.24
Total	17.81	22.35

(units in million)

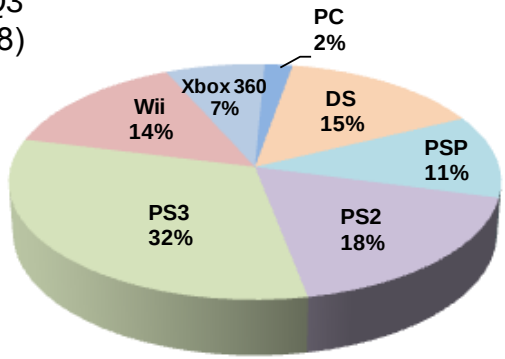
Genre/Category	FY2008 Q1-Q3 Apr - Dec '07	FY2009 Q1-Q3 Apr - Dec '08
Soccer	7.46	7.41
Baseball	1.37	1.20
TV Animated	1.78	1.37
Music	1.36	2.01
METAL GEAR	0.79	4.50
Other	5.05	5.86
Total	17.81	22.35

■ Unit sales platform mix

FY2008 Q1-Q3
(Apr – Dec '07)



FY2009 Q1-Q3
(Apr – Dec '08)



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Health & Fitness Segment

Net revenues and operating income

(Yen in Billions)

	FY2008 Q1-Q3 Apr - Dec '07	FY2009 Q1-Q3 Apr - Dec '08
Directly Operated Clubs	54.5	56.1
Contract-based Clubs (*)	4.2	4.4
Health Related Products	6.3	7.2
Total Net Revenues	65.0	67.7
Operating Income	4.7	2.1
Operating Margin	7.3%	3.1%

(*) Contract-based clubs: Outsourcing the operations of sports facilities run by regional public bodies and private-sectors to Konami

Q3 summary

- Directly operated clubs: 225 (y/y +17), Contract-based clubs: 116 (y/y +4), Total: 341 (y/y +21)
- Membership: 938,365 (y/y -3.1%)
- Opened 2 new directly operated and 1 new contract-based clubs
- Enhanced product lineup of health related goods such as supplements
- Renewed mobile website “Konami Sports Club”, driving introduction of IT to health management

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Gaming & System Segment

Net revenues and operating income

(Yen in Billions)

	FY2008 Q1-Q3 Apr - Dec '07	FY2009 Q1-Q3 Apr - Dec '08
Net Revenue	12.6	13.3
Operating Income	1.9	2.5
Operating Margin	15.1%	18.9%

Q3 summary

- Solid sales of “K2V” series and 5-reel spinner “Advantage 5”, steady increase of income from participation and maintenance fee from “Konami Casino Management System (KCMS)” in North America
- Introduction of caps on machines / smoking regulations causing continuous demand decline, while initiating introduction of KCMS to major casinos in Australia
- Showcased at the Global Gaming Expo 2008 held in Las Vegas, Nov 2008

THANK YOU

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