KONAMI

FY2012 1st Quarter Financial Results

April 1 – June 30, 2011

KONAMI CORPORATION

August 4, 2011

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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 Digital Entertainment business and Gaming & Systems 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)

	FY2011 Q1	FY2012 Q1	FY2012 Guidance
Net Revenues	Apr - Jun '10	Apr - Jun '11	Apr '11 - Mar '12
Digital Entertainment	25.0	26.1	130.0
Gaming & Systems	4.3	5.1	22.0
Pachinko & Pachinko Slot Machines	2.7	3.7	22.0
Health & Fitness	21.4	20.3	85.0
Other / Elimination	-0.3	-0.3	-1.0
Total	53.2	54.9	258.0
Operating Income			
Digital Entertainment	2.3	6.1	18.5
Gaming & Systems	1.2	1.2	6.5
Pachinko & Pachinko Slot Machines	0.9	0.7	5.0
Health & Fitness	0.1	0.3	2.0
Other / Elimination	-1.7	-1.3	-6.0
Total	2.9	7.0	26.0

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Digital Entertainment (1)

Net revenues and operating income

(Yen in Billions)

	FY2010 Q1 Apr - Jun '10	FY2011 Q1 Apr - Jun '11
Consumer Games	14.3	7.7
SNS	2.4	7.8
e-Amusement	3.3	4.7
Card Games	4.9	6.1
Other	0.1	-0.2
Total Net Revenues	25.0	26.1
Operating Income	2.3	6.1
Operating Margin	9.4%	23.2%

FY2012 Q1 summary

- Total registered members of social games e.g. “Dragon Collection” surpassed eight million.
- Stable recurring revenues from “e-AMUSEMENT Participation”.
- Solid launch of digital game cards “FOOTBALL ALLSTAR’S” and “BASEBALL ALLSTAR’S”.

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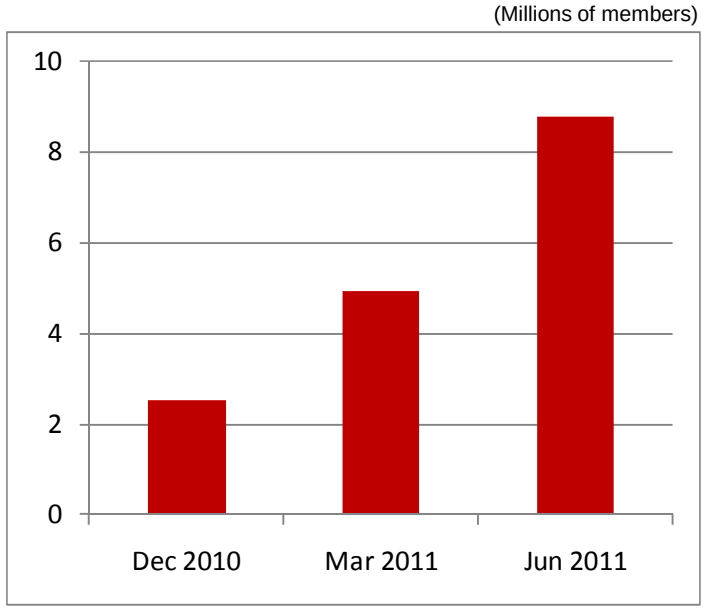
Digital Entertainment (2)

Social Games – Registered Members

***Cumulative registered members at the end of each month for all social games released by KONAMI.**



■ Titles in service (As of June 2011)

Title	Rlease Date	Platform	Remarks
Dragon Collection	Sep 2010	GREE	No.1 on GREE ranking（As of June） Launch for Android in June, iOS in July
PAWAFURU YAKYUBU	Dec 2010	GREE	
Sengoku Collection	Dec 2010	Mobage	No. 6 on Mobage ranking（As of June）
Bomberman for GREE	Apr 2011	GREE	Hudson title
Professional Baseball Dream Nine	Apr 2011	GREE	No.2 on GREE ranking（As of June）
Paw apro Homerun Kyoso for GREE	Apr 2011	GREE	
CROWS×WORST	May 2011	GREE	Hudson title
Mori no Kuma House	May 2011	Mobage	
Minnano Pet Shop	Jun 2011	GREE	
Slotore! KPE	Jun 2011	GREE	

■ Titles being launched in Q2（As of August 4, 2011）

Title	Rlease Date	Platform	Remarks
Tengaimakyo	Jul 2011	GREE	Hudson Title
ZOMBIE LIFE	Aug 2011	Mobage (Android)	Hudson Title iOS version to be launched subsequently
J.League Dream Eleven	Aug 2011	GREE	

Dragon Collection

Sengoku Collection

Professional Baseball Dream Nine

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Digital Entertainment (3)

Unit sales - video games

■ Unit sales breakdown

(units in million)

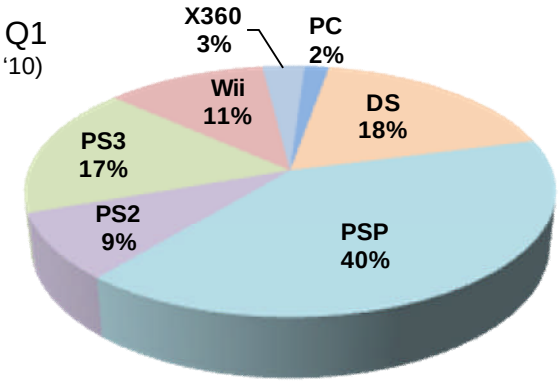
Geographic Region	FY2011 Q1 Apr - Jun '10	FY2012 Q1 Apr - Jun '11
Japan	2.44	1.29
Americas	1.02	0.70
Europe	1.08	0.69
Asia	0.09	0.08
Total	4.62	2.76

(units in million)

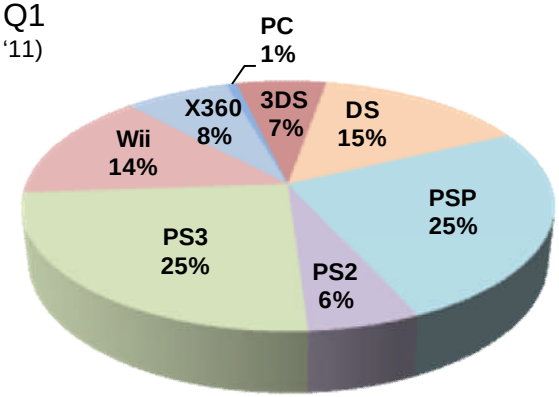
Genre / Category	FY2011 Q1 Apr - Jun '10	FY2012 Q1 Apr - Jun '11
Soccer	1.36	0.75
Baseball	0.25	0.47
TV Animated	0.30	0.19
Music	0.21	0.25
METAL GEAR	1.27	0.16
Other	1.24	0.94
Total	4.62	2.76

■ Unit sales platform mix

FY2011 Q1
(Apr - Jun '10)



FY2012 Q1
(Apr – Jun '11)



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Digital Entertainment (4)

Pipeline

TiTle	Platform	Geographic Region	Release Date
Pro Evolution Soccer 2012 / WORLD SOCCER Winnign Eleven 2012	milti-platform	Gobal	Fall 2011
METAL GEAR SOLID HD COLLECTION	PS3 / X360	Gobal	Nov 2011
METAL GEAR SOLID SNAKE EATER 3D	3DS	Gobal	FY2012
NEW LOVEPLUS	3DS	Japan	Fall 2011
NeverDead	PS3 / X360	Gobal	FY2012
Silent Hill Downpour	PS3 / X360	Gobal	FY2012
Karaoke Revolution Glee: Volume 3	Wii	Americas	Fall 2011
DanceDanceRevolution II	Wii	Americas	Fall 2011

Pro Evolution Soccer 2012

METAL GEAR SOLID HD COLLECTION

Silent Hill Downpour

NeverDead

DanceDanceRevolution II

NEW LOVEPLUS

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Gaming & Systems

Net revenues and operating income

(Yen in Billions)

	FY2011 Q1 Apr - Jun '10	FY2012 Q1 Apr - Jun '11
Net Revenue	4.3	5.1
Operating Income	1.2	1.2
Operating Margin	26.5%	24.2%

FY2012 Q1 summary

- Market share expansion through brisk sales of slot machines and increased participation revenues.
- Extended distribution channels in Europe, Latin America, Asia and Africa.

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Pachinko & Pachinko Slot Machines

Net revenues and operating income

(Yen in Billions)

	FY2011 Q1 Apr - Jun '10	FY2012 Q1 Apr - Jun '11
Net Revenue	2.7	3.7
Operating Income	0.9	0.7
Operating Margin	35.7%	19.8%

FY2012 Q1 summary

- Solid sales of “Janryu-Ouka” (KPE) and “Onihama-Gaiden Hayato Shippuden” (Takasago Electric Industry).

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Health & Fitness

Net revenues and operating income

(Yen in Billions)

	FY2011 Q1 Apr -Jun '10	FY2012 Q1 Apr -Jun '11
Directly Operated Clubs	17.6	16.6
Contract-based Clubs (*)	1.7	1.8
Health Related Products	2.1	1.9
Total Net Revenues	21.4	20.3
Operating Income	0.1	0.3
Operating Margin	0.7%	1.4

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

FY2012 Q1 summary

- Opened “Konami Sports Club Izumi-Fuchu” (Osaka) in April and “Konami Sports Club Grancise Osaka” in May.
- Added eight contract-based clubs.
- Reopened two out of three clubs that were closed due to the earthquake (the remaining club reopened on August 1st).

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THANK YOU

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