KONAMI

FY2013 3rd Quarter Financial Results

April 1 – December 31, 2012

KONAMI CORPORATION
February 7, 2013

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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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Consolidated Financial Results

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012	FY2013 Guidance 12 months ending March 2013
Net Revenues	194.5	160.2	228.0
Operating Income	30.9	14.9	23.0
Income Before Income Taxes	30.0	14.7	22.5
Net Income	17.0	8.8	13.5
Net Income / Share (JPY)	123.19	63.63	97.39
Annual Dividends / Share (JPY)	-	-	50.00

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Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012	FY2013 Guidance 12 months ending March 2013
Net Revenues			
Digital Entertainment	99.5	80.6	120.0
Health & Fitness	62.1	60.0	80.0
Gaming & Systems	18.1	16.6	24.0
Pachinko & Pachinko Slot Machines	15.5	3.5	5.0
Other / Elimination	-0.6	-0.5	-1.0
Total	194.5	160.2	228.0
Operating Income			
Digital Entertainment	24.3	15.6	23.0
Health & Fitness	2.1	2.1	2.5
Gaming & Systems	5.1	3.6	6.0
Pachinko & Pachinko Slot Machines	3.8	-0.9	-1.5
Corporate / Elimination	-4.3	-5.5	-7.0
Total	30.9	14.9	23.0

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Digital Entertainment (1)

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Consumer Games	35.4	23.5
SNS	26.5	24.4
e-Amusement	16.7	15.9
Card Games	19.9	16.3
Other	1.1	0.5
Total Net Revenues	99.5	80.6
Operating Income	24.3	15.6
Operating Margin	24.4%	19.3%

FY2013 Q3 summary

- Solid sales of packaged software driven by the soccer franchise.
- Total registered members of social media content including Dragon Collection surpasses 34 million (as of Dec. 2012).
- Strong performance of “ORECA BATTLE” arcade machine.
- Solid sales of Yu-Gi-Oh! trading card games.

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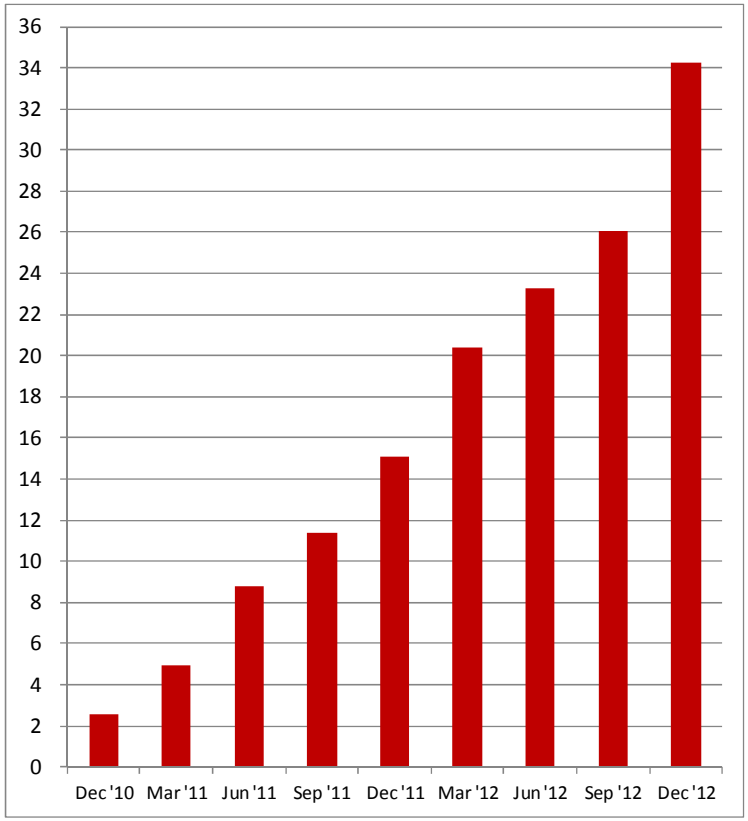
Digital Entertainment (2)

Social Media Content
– Registered Members –

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

(Millions of members)



■ Titles in service

Title	Rlease Date	Platform	Remarks
Dragon Collection	Sep 2010	GREE	For smartphones / feature phones Available as an iOS app from Oct 2012
Sengoku Collection	Dec 2010	Mobage	For smartphones / feature phones Available as an Android app from Dec 2012
Professional Baseball Dream Nine	Apr 2011	GREE Mobage mixi dgame	For smartphones / feature phones Launched for Mobage in Oct 2011 Launched for mixi in Mar 2012 Launched for dgame in Dec 2012
CROWS×WORST -Saikyou Densetsu-	May 2011	GREE	For smartphones / feature phones
World Soccer Collection	Aug 2011	GREE Mobage dgame	For smartphones / feature phones Launched for Mobage in Jun 2012 Launched for dgame in Dec 2012
Hisho Collection	Aug 2011	GREE	For smartphones / feature phones
STAR WARS COLLECTION	Feb 2012	GREE	For smartphones / feature phones
Yu-Gi-Oh! BAM	Jun 2012	Facebook	For overseas market
PAWAFURU PUROYAKYU	Aug 2012	GREE Mobage	For smartphones / feature phones
Professional Baseball Dream Nine	Aug 2012	T store Kakao	For South Korean market
MLB DREAM NINE	Sep 2012	Facebook	For North American market
The Prince of Tennis	Oct 2012	Mobage	For smartphones / feature phones
CROWS×WORST -Kenka Retsuden-	Oct 2012	Mobage	For smartphones / feature phones
J. LEAGUE Dream Legends	Oct 2012	Mobage mobcast Ameba	For smartphones / feature phones Launched for mobcast in Nov 2012 Launched for Ameba in Jan 2013
KPE Dream Master	Nov 2012	GREE	For smartphones / feature phones
METAL GEAR SOLID SOCIAL OPS	Dec 2012	GREE	For smartphones
Daifugo Monsters	Jan 2013	dgame	For smartphones / feature phones
DRACOLLE & POKER	Jan 2013	App store	For smartphones
KARA☆COLLE	Jan 2013	Mobage	For smartphones / feature phones
GT Grand Prix	Jan 2013	mixi	For smartphones / feature phones

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Digital Entertainment (3)

Unit sales - video games

■ Unit sales breakdown

(units in million)

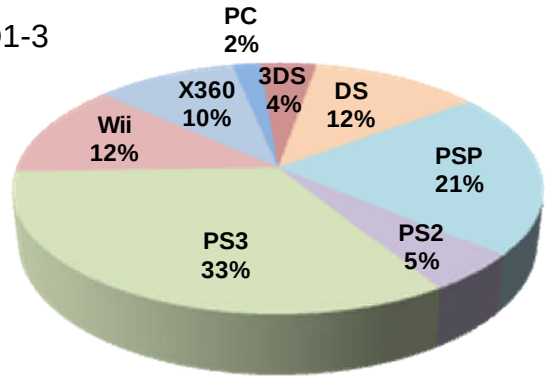
Geographic Region	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Japan	5.33	2.64
Americas	3.76	2.99
Europe	4.89	3.69
Asia	0.23	0.18
Total	14.21	9.50

(units in million)

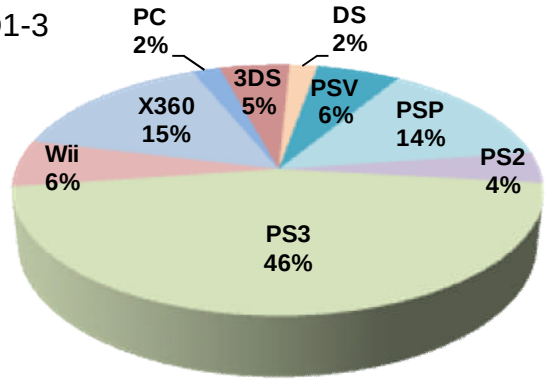
Genre / Category	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Soccer	5.73	5.52
Baseball	1.16	0.50
TV Animated	0.48	0.04
Music	1.14	0.16
METAL GEAR	1.21	0.93
Other	4.49	2.35
Total	14.21	9.50

■ Unit sales platform mix

FY2012 Q1-3



FY2013 Q1-3



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Digital Entertainment (4)

Pipeline

TiTle	Platform	Geographic Region	Release Date
METAL GEAR RISING REVENGEANCE	PS3 / X360	Global	Feb. 2013
PROFESSIONAL BASEBALL SPIRITS 2013	PS3 / PSV / PSP	Japan	Mar. 2013
Castlevania: Lords of Shadow - Mirror of Fate	3DS	Global	Mar. 2013
DRAGON COLLECTION The Ambition of The Pepper Gang	Arcade Machine	Japan	Q4 FY2013
GI-GranDesire	Arcade Machine	Japan	Q4 FY2013
GITADORA GuitarFreaks	Arcade Machine	Japan / Asia	Q4 FY2013
GITADORA DrumMania	Arcade Machine	Japan / Asia	Q4 FY2013

METAL GEAR RISING REVENGEANCE

PROFESSIONAL BASEBALL SPIRITS 2013

Castlevania: Lords of Shadow – Mirror of Fate

DRAGON COLLECTION
The Ambition of The Pepper Gang

GI-GranDesire

GITADORA GuitarFreaks
GITADORA DrumMania

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Health & Fitness

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Directly Operated Clubs	51.0	49.1
Contract-based Clubs (*)	5.4	6.0
Health Related Products	5.7	4.9
Total Net Revenues	62.1	60.0
Operating Income	2.1	2.1
Operating Margin	3.3%	3.4%

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

FY2013 Q3 summary

- Improved efficiency in directly operated clubs, and implemented services for elderly members.

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Gaming & Systems

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Net Revenue	18.1	16.6
Operating Income	5.1	3.6
Operating Margin	28.0%	21.7%

FY2013 Q3 summary

- Solid performance of “Podium” cabinet and stable participation revenues.

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Pachinko & Pachinko Slot Machines

Net revenues and operating income

(Yen in Billions)

	FY2012 Q1-3 9 months ended December 2011	FY2013 Q1-3 9 months ended December 2012
Net Revenue	15.5	3.5
Operating Income	3.8	-0.9
Operating Margin	24.6%	-

FY2013 Q3 summary

- Launched pachislot title “Rumble Roses 3D”.

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THANK YOU

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