

KONAMI

FY2014 Financial Results

Fiscal year ended March 31, 2014

KONAMI CORPORATION

May 8, 2014

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

Consolidated Financial Results

(Yen in Billions)

	FY2013	FY2014	FY2015 Guidance
	12 months ended March 2013	12 months ended March 2014	12 months ending March 2015
Net Revenues	226.0	217.6	220.0
Operating Income	21.9	7.7	12.0
Income Before Income Taxes	21.9	9.2	11.0
Net Income	13.2	3.8	7.0
Net Income / Share (JPY)	95.04	27.66	50.50
Annual Dividends / Share (JPY)	50.00	34.00	17.00

Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2013	FY2014	FY2015 Guidance
	12 months ended March 2013	12 months ended March 2014	12 months ending March 2015
<u>Net Revenues</u>			
Digital Entertainment	116.4	104.3	105.0
Health & Fitness	79.9	76.5	76.0
Gaming & Systems	25.0	31.6	30.0
Pachinko & Pachinko Slot Machines	5.4	5.8	10.0
Other / Elimination	-0.6	-0.6	-1.0
Total	226.0	217.6	220.0
<u>Operating Income</u>			
Digital Entertainment	21.2	11.7	10.0
Health & Fitness	3.0	-4.0	1.0
Gaming & Systems	5.6	7.3	7.0
Pachinko & Pachinko Slot Machines	-1.2	-1.9	0.0
Corporate / Elimination	-6.7	-5.4	-6.0
Total	21.9	7.7	12.0

Digital Entertainment (1)

Net revenues and operating income

(Yen in Billions)

	FY2013	FY2014
	12 months ended March 2013	12 months ended March 2014
Net Revenues	116.4	104.3
Operating Income	21.2	11.7
Operating Margin	18.2%	11.3%

FY2014 Q4 summary

- Solid Sales of Metal Gear Solid V : Ground Zeroes and Professional Baseball Spirits 2014
- Sustained revenue contributions from key SNS titles e.g. Dragon Collection and continued growth in number of native app downloads
- Stable recurring revenues from “e-AMUSEMENT Participation” arcade games and brisk sales of coin-pusher machines
- Solid sales of Yu-Gi-Oh! trading card games

Digital Entertainment (2)

Unit sales - video games

■ Unit sales breakdown

(units in million)

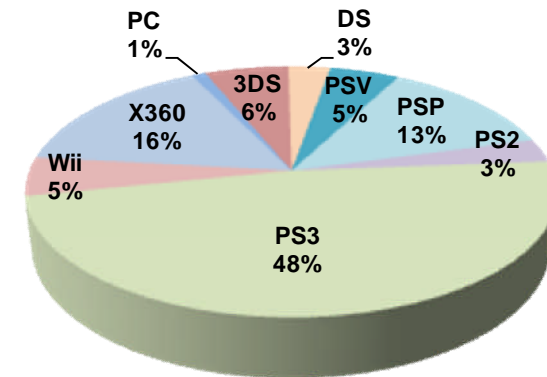
Geography	FY2013	FY2014
	12 months ended March 2013	12 months ended March 2014
Japan	4.04	3.40
Americas	4.44	3.16
Europe	4.87	4.07
Asia	0.27	0.19
Total	13.61	10.81

(units in million)

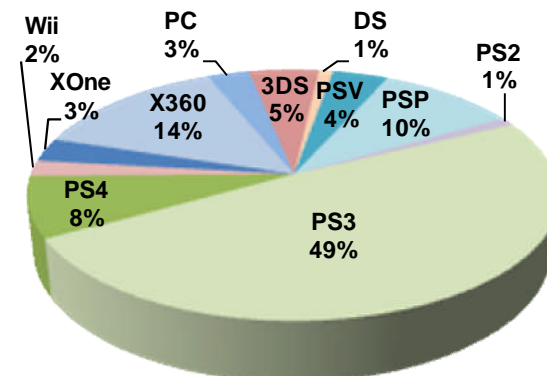
Genre / Category	FY2013	FY2014
	12 months ended March 2013	12 months ended March 2014
Soccer	6.15	3.89
Baseball	0.86	0.97
METAL GEAR	3.15	3.37
Other	3.45	2.59
Total	13.61	10.81

■ Unit sales platform mix

FY2013



FY2014



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Digital Entertainment (3)

■ Q4 releases / Pipeline

Title	Platform	Geography	Release Date
Nisekoi Majikore !?	App Store / Google Play	Japan	Jan 2014
DREAMSPHERE	Arcade	Japan	Jan 2014
Castlevania: Lords of Shadow 2	PS3 / X360 / PC	Global	Feb 2014
Gotochi Around	Arcade	Japan	Feb 2014
METAL GEAR SOLID V: GROUND ZEROES	PS4 / XOne PS3 / X360	Global	Mar 2014
PROFESSIONAL BASEBALL SPIRITS 2014	PS3 / PSV / PSP	Japan	Mar 2014
NEW LOVEPLUS+	3DS	Japan	Mar 2014
CHAIN OF SOULS	App Store	Japan / Asia	Mar 2014
Monster Retsuden ORECA BATTLE Pandora's Medal	Arcade	Japan	Mar 2014
ColorCoLotta	Arcade	Japan	Mar 2014
PAWAFURU PUROYAKYU TOUCH 2014	App Store / Google Play	Japan	Apr 2014
WORLD SOCCER Winning Eleven 2014 Aoki Samurai no Chosen	PS3 / PSP / 3DS	Japan	May 2014
Dragon Collection RPG: Shonen to Kamigari no Ryu	App Store / Google Play	Japan	May 2014 (Android)
Dragon Dice	App Store / Google Play	Japan	TBD
The New Prince of Tennis: Puzzle & Tennis	App Store / Google Play	Japan	TBD
Zeus Maxia	Gree	Japan	TBD
Ultimate Striker	Arcade	Japan	TBD
Shinken Shobu! Puroyakyu Dream Stadium	Arcade	Japan	TBD
SILENT SCOPE BONE-EATER	Arcade	Japan	TBD
BeatStream	Arcade	Japan	TBD



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WORLD SOCCER Winning Eleven 2014
Aoki Samurai no Chosen



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PAWAFURU PUROYAKYU
TOUCH 2014



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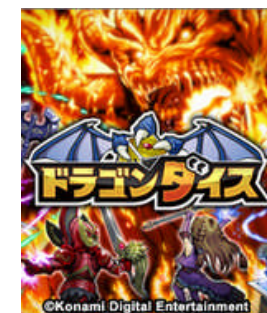
Ultimate Striker



SILENT SCOPE BONE-EATER



Dragon Collection RPG:
Shonen to Kamigari no Ryu



Dragon Dice

Net revenues and operating income

(Yen in Billions)

	FY2013 12 months ended March 2013	FY2014 12 months ended March 2014
Net Revenues	79.9	76.5
Operating Income	3.0	-4.0
Operating Margin	3.8%	-

FY2014 Q4 summary

- Extended number of gyms offering fitness programs targeting the elderly
- Solid sales growth from contract-based clubs
- Booked impairment loss on identifiable intangible assets

Net revenues and operating income

(Yen in Billions)

	FY2013 12 months ended March 2013	FY2014 12 months ended March 2014
Net Revenue	25.0	31.6
Operating Income	5.6	7.3
Operating Margin	22.4%	23.2%

FY2014 Q4 summary

- Record-high full year revenues and operating profit
- Continued solid sales of Podium / Advantage series of cabinets
- Casino management system SYNKROS well-reputed by casino operators

Pachinko & Pachinko Slot Machines

Net revenues and operating income

(Yen in Billions)

	FY2013 12 months ended March 2013	FY2014 12 months ended March 2014
Net Revenue	5.4	5.8
Operating Income	-1.2	-1.9
Operating Margin	-	-

FY2014 Q4 summary

- Launched pachislot title “Gekito Saiyuki”

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THANK YOU