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FOR IMMEDIATE RELEASE

KONAMI GROUP CORPORATION

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Shares listed: Tokyo and London Stock Exchanges

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News Release: Notice on Revision of the Consolidated Forecast and the Dividend Forecast for the Fiscal Year Ending March 31, 2026

KONAMI GROUP CORPORATION (the "Company") hereby announces the revision of its consolidated earnings forecast and dividend forecast for the fiscal year ending March 31, 2026, which was released on May 8, 2025 in its Consolidated Financial Results for the Year Ended March 31, 2025, in light of its recent business performance.

1. Revision of the Consolidated Earnings Forecast for the Fiscal Year Ending March 31, 2026

For the fiscal year ending March 31, 2026 (from April 1, 2025 to March 31, 2026)

| (Millions of yen, except percentages) | | | | | | |
|--|---------|-----------------|------------------|----------------------------|---|---|
| | Revenue | Business profit | Operating profit | Profit before income taxes | Profit attributable to owners of the parent | Basic earnings per share (attributable to owners of the parent) (yen) |
| Previous forecast (A) Released on May 8, 2025 | 430,000 | 114,000 | 106,000 | 106,000 | 75,000 | 553.27 |
| Revised forecast (B) | 468,000 | 131,000 | 123,000 | 123,000 | 86,000 | 634.42 |
| Change (B - A) | 38,000 | 17,000 | 17,000 | 17,000 | 11,000 | |
| Percentage Change (%) | 8.8 | 14.9 | 16.0 | 16.0 | 14.7 | |

<For reference>

| | | | | | | |
|---|---------|---------|---------|---------|--------|--------|
| Results for the year ended March 31, 2025 | 421,602 | 109,117 | 101,944 | 104,008 | 74,692 | 551.00 |
|---|---------|---------|---------|---------|--------|--------|

Reasons for the Revision

For the nine months ended December 31, 2025, total revenue, business profit, operating profit, profit before income taxes and profit attributable to owners of the parent are all progressing ahead of the initial forecast for the fiscal year ending March 31, 2026.

This is mainly attributable to the strong performance of core titles, including *eFootball™*, in the Digital Entertainment business, and the business results are expected to exceed the initial plan.

In light of these developments, the Company revised its consolidated earnings forecast for the fiscal year ending March 31, 2026 as set forth above.

2. Revision of the Dividend Forecast for the Fiscal Year Ending March 31, 2026

| | Annual dividends per share (yen) | | |
|---|----------------------------------|------------|--------------|
| | Second quarter end | Year end | Annual total |
| Previous forecast released on May 8, 2025 | | 83.00 yen | 166.00 yen |
| Revised forecast | | 107.50 yen | 190.50 yen |
| Year ended March 31, 2026 (actual) | 83.00 yen | | |
| Year ended March 31, 2025 (actual) | 66.00 yen | 99.50 yen | 165.50 yen |

Reasons for the Revision

Since the Company believes that the provision of dividends and the enhancement of corporate value are important ways to return profits to its shareholders, the basic policy is to emphasize payment of dividends as a target for more than 30% in the consolidated payout ratio.

Based on this basic policy, once the Company had forecasted a year-end dividend would be 83.00 yen per share, it predicted profit attributable to owners of the parent would finish above its previous forecast as set forth above in the revision of its consolidated earnings forecast for the fiscal year ending March 31, 2026 and revised the year-end dividend forecast would be 107.50 yen per share. As a result, including the interim dividend of 83.00 yen per share, dividends on an annual basis will be 190.50 yen per share.

End

Cautionary statement with respect to forward-looking statements and other matters:

Statements made in this document with respect to our current plans, estimates, strategies and beliefs, including the above forecasts, are forward-looking statements about our future performance. 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: (i) changes in economic conditions affecting our operations; (ii) fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro; (iii) our 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; (iv) the timing of the release of new game titles and products, especially game titles and products that are part of historically popular series; (v) our ability to successfully expand internationally with a focus on our Digital Entertainment, Arcade Game, and Gaming & Systems businesses; (vi) our ability to successfully expand the scope of our business and broaden our customer base through our Sports business; (vii) regulatory developments and changes and our ability to respond and adapt to those changes; (viii) our expectations with regard to further acquisitions and the integration of any companies we may acquire; and (ix) the outcome of existing contingencies.