Konami Milestones

Mar.	1969	Kagemasa Kozuki (current Chairman of the Board and Chief Executive Officer) founded a jukebox rental and repair business at 148 Kozushima, Toyonaka, Osaka.
Mar.	1973	KONAMI INDUSTRY CO., LTD. (Konami) was established at 3-124-1 Meishinguchi, Toyonaka, Osaka, with capital of ¥1 million.
		Konami began to manufacture amusement machines for arcades.
Jan.	1978	Konami created and began to market video games using microcomputers.
Jan.	1979	Konami exported products to the U.S. for the first time (marked the first step towards expansion into the U.S.).
May	1980	Headquarters was transferred to the newly constructed office building at 2-11-1 Shonai-Sakaemachi, Toyonaka, Osaka.
Mar.	1981	The Konami logo was established.
Mar.	1982	Konami entered the toy game business.
		Konami received an investment from Osaka Small and Medium Business Investment & Consultation Co., Ltd. and increased its capital to 120 million yen.
		Headquarters was transferred to Osaka Ekimae Daiyon Building at 1-11-4 Umeda, Kita-ku, Osaka.
Jun.	1982	President Kagemasa Kozuki contributed his own Konami shares to establish the Kozuki Foundation for Higher Education (approved by Hyogo Prefecture) to which he was inaugurated as the Executive Director (began social contribution activities).
Oct.	1982	Konami entered the PC game business.
Nov.	1982	Konami of America, Inc. (currently Konami Digital Entertainment, Inc.) was established in the U.S.
Dec.	1983	Konami entered the MSX game business.
Mar.	1984	Construction was completed on the new building for the Technology Development Center in Toyonaka, Osaka.
May	1984	Konami Ltd. (currently Konami Digital Entertainment B.V.) was established in the U.K.
Oct.	1984	Konami was listed on the Second Section of the Osaka Securities Exchange (specially designated stocks in the second section) and increased capital to ¥2.94 billion.
Dec.	1984	Konami GmbH (currently Konami Digital Entertainment GmbH) was established in Germany.
Apr.	1985	Konami entered the Nintendo ENTERTAINMENT SYSTEM (called "FAMILY COMPUTER" in Japan) game business.
Aug.	1986	CI was introduced on the occasion of the 17th anniversary of its founding. Konami's logo went through a transformation.
		Headquarters was transferred to the newly constructed Konami Software Development Building at 7-3-2 Minatojima-Nakamachi, Chuo-ku, Kobe, Hyogo.
Oct.	1986	Construction was completed on the new building for the production control department and distribution center in Toyonaka, Osaka.
Dec.	1987	Konami Kosan Co., Ltd. (currently Konami Real Estate, Inc.) was established.
Feb.	1988	Konami was listed on the Second Section of the Tokyo Stock Exchange.
Aug.	1988	Konami was listed on the First Section of the Tokyo Stock Exchange and the Osaka Securities Exchange.
May	1991	Construction was completed on the Konami Technology Development Center (currently Kobe Office) in Nishi-ku, Kobe, Hyogo.
Jun.	1991	KONAMI INDUSTRY CO., LTD. changed its trade name to KONAMI CO., LTD.
Nov.	1991	Konami entered the PC Engine game business.
Jun.	1992	The Tokyo Headquarters was set up at 4-3-1 Toranomon, Minato-ku, Tokyo.
Dec.	1992	Konami entered the MEGADRIVE (called "GENESIS" in North America) game business.
Aug.	1994	Construction was completed on the Tokyo Technical Center (currently Zama Office) in Zama, Kanagawa.
Sep.	1994	Konami (Hong Kong) Limited (currently Konami Digital Entertainment Limited) was established in Hong Kong.
Dec.	1994	Konami entered the PlayStation game business.
Jan.	1995	The Kobe Building in Minatojima, Chuo-ku, Kobe, received some damage due to the Great Hanshin-Awaji Earthquake.
Nov.	1996	U.S. holding company, Konami Corporation of America was established in the U.S.
		Konami Australia Pty Ltd was established in Australia.
Jan.	1997	Konami Gaming, Inc. was established in the U.S.
Mar.	1997	Construction was completed on the Amusement Machine Division Plant (merged with current Kobe Office) in Kobe, Hyogo.
Oct.	1997	Konami entered a gaming machines market in Australia.
Nov.	1997	Konami was listed on the Singapore Exchange.
		European holding company, Konami Europe B.V. (currently Konami Digital Entertainment B.V.) was established in the Netherlands.

Oct.	1998	Konami's logo was changed from italics to plain text.
Feb.	1999	Konami entered the card game business and released the *Yu-Gi-Oh! Trading Card Game*.
Jun.	1999	Konami began to create, manufacture, and market LCD games for pachinko manufacturers.
Sep.	1999	Konami was listed on the London Stock Exchange.
Dec.	1999	The registered office of Konami was transferred to "4-3-1 Toranomon, Minato-ku, Tokyo", from "Kobe, Hyogo".
Jan.	2000	Konami became the first Japanese company to enter the world's largest gaming machines market in the U.S.
Mar.	2000	The Kozuki Foundation for Higher Education established the Kozuki Foundation for Advanced Information Technology (approved by the Ministry of Education, Culture, Sports, Science and Technology) to which Kagemasa Kozuki was inaugurated as Executive Director (the social contribution activities were expanded on a nationwide scale).
Jun.	2000	Konami Software Shanghai, Inc. was established in China.
Jul.	2000	The corporate name was changed from KONAMI CO., LTD. to KONAMI CORPORATION.
Nov.	2000	Konami announced a new type of financial product called "Game Fund Tokimeki Memorial".
Feb.	2001	PEOPLE CO., LTD. became a subsidiary through a friendly TOB (Take Over Bid) (currently Konami Sports & Life Co., Ltd.) and Konami entered the Health & Fitness business.
Aug.	2001	Konami invested in HUDSON SOFT CO., LTD. and made it an affiliated company.
Sep.	2001	Konami donated the Konami Multimedia Hall to Osaka Electro-Communication University (Neyagawa, Osaka).
Oct.	2001	Konami entered the toy candy business.
Feb.	2002	Konami entered the Xbox game business.
Mar.	2002	Konami launched e-AMUSEMENT (online service for arcade machines).
Apr.	2002	The names of Konami sports facilities were changed to Konami Sports Club.
Aug.	2002	Headquarters was transferred to 2-4-1 Marunouchi, Chiyoda-ku, Tokyo.
Sep.	2002	Konami was listed on the New York Stock Exchange.
Mar.	2003	Kozuki Foundation for Education established Kozuki Foundation for Sports and Athletes (approved by the Ministry of Education, Culture, Sports, Science and Technology) to which Kagemasa Kozuki was inaugurated as Executive Director (supported athletes and expanded social contribution activities focused on the promotion of sports).
Apr.	2003	Konami introduced a new logo on the occasion of the 30th anniversary since the establishment of the company.
		The newly developed EZ training machine series was installed at Konami Sports Clubs nationwide.
Oct.	2003	Konami was added to the Nikkei Stock Average (Nikkei 225).
Sep.	2004	AEDs (Automated External Defibrillator) were installed at every Konami Sports Club.
Mar.	2005	Kozuki Foundation for Education, Kozuki Foundation for Advanced Information Technology and Kozuki Foundation for Sports were merged under Kozuki Foundation for Sports and Education (approved by the Ministry of Education, Culture, Sports, Science and Technology).
Apr.	2005	Konami accepted new third-party shares issued by HUDSON SOFT CO., LTD. and made it a consolidated subsidiary.
Jun.	2005	Construction was completed on the new offices and production facility for casino machines in Las Vegas, Nevada, U.S.
Jul.	2005	Konami Sports Club received authorization by the Japanese Olympic Committee to become Japan's first "JOC Athlete Support Center".
Oct.	2005	Konami Logistics and Service, Inc. (currently Konami Manufacturing and Service, Inc.) was established.
Feb.	2006	Internet Revolution, Inc. was established as a joint venture company with Internet Initiative Japan Inc.
Mar.	2006	Konami acquired capital in Resort Solution Co., Ltd. (equity method affiliate) and business alliance.
		Konami Digital Entertainment Co., Ltd. was newly established to take over Konami's digital entertainment business and Konami shifted to a pure holding company.
May	2006	Konami acquired entire stake in Combi Wellness Corporation and made it a subsidiary.
Aug.	2006	Konami entered a pachinko slot machines market.
Apr.	2007	Headquarters was transferred to Midtown East, 9-7-2, Akasaka, Minato-ku, Tokyo. The offices of Konami group in Tokyo moved together to "Tokyo Midtown".
Mar.	2008	Konami transformed Sportsplex Japan Co., Ltd. into a consolidated subsidiary through a share purchase.