

KONAMI

FY2010 3rd Quarter Financial Results

April 1 – December 31, 2009

KONAMI CORPORATION

February 4, 2010

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 video game software business, card game business and gaming machine 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

Net Revenues and Operating Income by Business Segment

(Yen in Billions)

	FY2009 Q3 9 months	FY2010 Q3 9 months	FY2009	FY2010 Guidance
<u>Net Revenues</u>	Apr - Dec '08	Apr - Dec '09	Apr '08 - Mar '09	Apr '09 - Mar '10
Digital Entertainment	148.7	100.4	187.6	183.0
Health & Fitness	67.7	64.6	90.0	91.0
Gaming & System	13.3	14.7	18.3	20.0
Other / Elimination	4.3	11.2	13.8	16.0
Total	234.0	190.9	309.8	310.0
<u>Operating Income</u>				
Digital Entertainment	37.8	16.4	41.6	31.0
Health & Fitness	2.1	1.1	-8.3	3.5
Gaming & System	2.5	3.8	3.4	3.5
Other / Elimination	-7.7	-4.2	-9.4	-8.0
Total	34.7	17.1	27.4	30.0

Digital Entertainment (1)

Net revenues and operating income

(Yen in Billions)

	FY2009 Q3 9 months Apr - Dec '08	FY2010 Q3 9 months Apr - Dec '09
Computer & Video Games	76.2	46.7
Amusement (arcade machines)	31.8	18.7
Card Games	21.0	21.3
Online	21.9	15.1
Other	-2.2	-1.4
Total Net Revenues	148.7	100.4
Operating Income	37.8	16.4
Operating Margin	25.4%	16.3%

FY2010 Q3 summary

- Released a wide variety of video games including soccer, baseball and TV-animated titles
- Launched arcade games “MAH-JONG FIGHT CLUB GARYOTENSEI”, “BASEBALL HEROES 2009 HASHA”, etc.
- Continued to enjoy brisk sales of card games
- Released games for Windows phone

Digital Entertainment (2)

Unit sales - video games

■ Unit sales breakdown

(units in million)

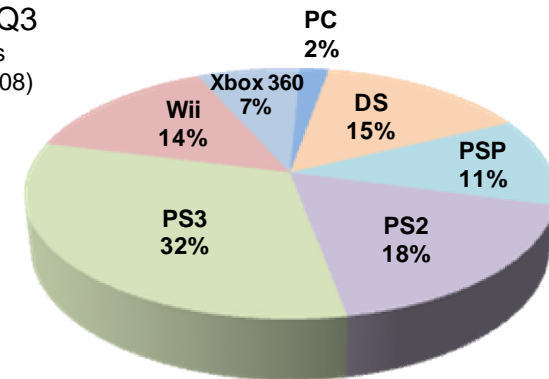
Geographical Zone	FY2009 Q3	FY2010 Q3
	9 months Apr - Dec '08	9 months Apr - Dec '09
Japan	7.13	5.17
North America	6.37	3.36
Europe	8.62	6.73
Asia	0.24	0.28
Total	22.35	15.53

(units in million)

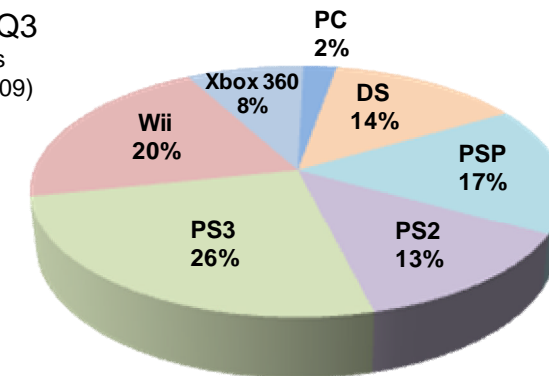
Genre / Category	FY2009 Q3	FY2010 Q3
	9 months Apr - Dec '08	9 months Apr - Dec '09
Soccer	7.41	6.96
Baseball	1.20	1.02
TV Animated	1.37	1.26
Music	2.01	1.03
METAL GEAR	4.50	0.65
Other	5.86	4.62
Total	22.35	15.53

■ Unit sales platform mix

FY2009 Q3
9 months
(Apr - Dec '08)



FY2010 Q3
9 months
(Apr - Dec '09)



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Digital Entertainment (3)

Q4 Pipeline

Title	Platform	Geographical Zone	Release Date
Silent Hill: Shattered Memories	Wii · PS2 · PSP	North America	2010/1/19
		Europe	2010/3/4
		Japan	2010/3/25
Quiz Magic Academy DS -Futatsu No Jikuseki-	DS	Japan	2010/2/11
DARKSIDERS	PS3 · Xbox 360	Japan	2010/3/18
MOBILE PAWAFURU PROYAKYU MOBILE PAWAFURU PROYAKYU MEGA	Windows phone	Japan	2010/1/19
FORTUNE TRINITY	Arcade Machine	Japan	Mar 2010
QUIZ MAGIC ACADEMY VII	Arcade Machine	Japan	Mar 2010



Quiz Magic Academy DS
-Futatsu No Jikuseki-



Silent Hill: Shattered Memories



QUIZ MAGIC ACADEMY VII



FORTUNE TRINITY

Net revenues and operating income

	(Yen in Billions)	
	FY2009 Q3 9 months Apr - Dec '08	FY2010 Q3 9 months Apr - Dec '09
Directly Operated Clubs	56.1	53.3
Contract-based Clubs (*)	4.4	4.5
Health Related Products	7.2	6.8
Total Net Revenues	67.7	64.6
Operating Income	2.1	1.1
Operating Margin	3.1%	1.7%

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

FY2010 Q3 summary

- Directly operated clubs: 212 (y/y -13), Contract-based clubs: 115 (y/y -1), Total: 327 (y/y -14)
- Enhanced services and products based on regional characteristics and customer needs / lifestyles
- Opened Konami Sports Club Sendai-Nagamachi in November with one of the biggest studios in Tohoku area

Net revenues and operating income

(Yen in Billions)

	FY2009 Q3 9 months Apr - Dec '08	FY2010 Q3 9 months Apr - Dec '09
Net Revenue	13.3	14.7
Operating Income	2.5	3.8
Operating Margin	18.9%	26.0%

FY2010 Q3 summary

- Slot machines continued to gain momentum, while Konami Casino Management System (KCMS) and participation agreements performed well
- New video slot cabinet “Podium” showed solid sales
- Showcased innovative cabinets and a wide variety of content at the Global Gaming Expo

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THANK YOU