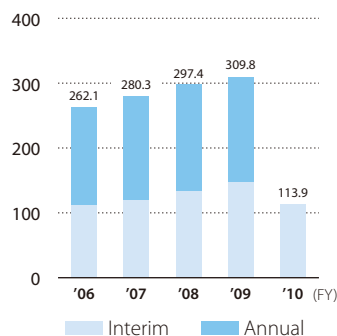


Consolidated Financial Highlights

Financial Highlights (U.S. GAAP)

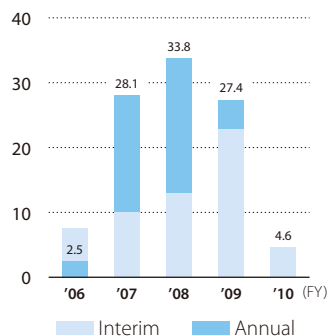
Net Revenues

(¥ billion)



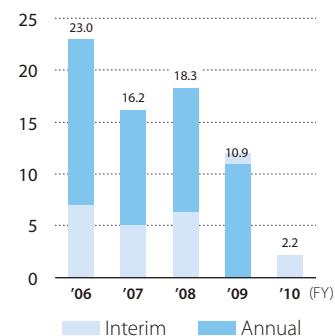
Operating Income

(¥ billion)



Net Income

(¥ billion)



Konami's Digital Entertainment segment rolled out titles on multiple platforms in its home video game software series, such as *PUROYAKYU SPIRITS*, *Winning Eleven* (known in the U.S. and Europe as *Pro Evolution Soccer*), *JIKKYOU PAWAFURU PUROYAKYU* and *DanceDanceRevolution*. The new romantic communication game *LOVEPLUS*, an original title, was also released to favorable market reviews. Although sales of card games were satisfactory, sales in video game software and amusement arcade video games fell compared to the same period last year when major titles had been released.

In the Health & Fitness segment, we strove to upgrade services supporting the maintenance and promotion of good health both within and outside our facilities by increasing the number of new fitness clubs either under our direct management or outsourced to us. We also introduced new services that meet the diversifying needs of customers, reinforced the

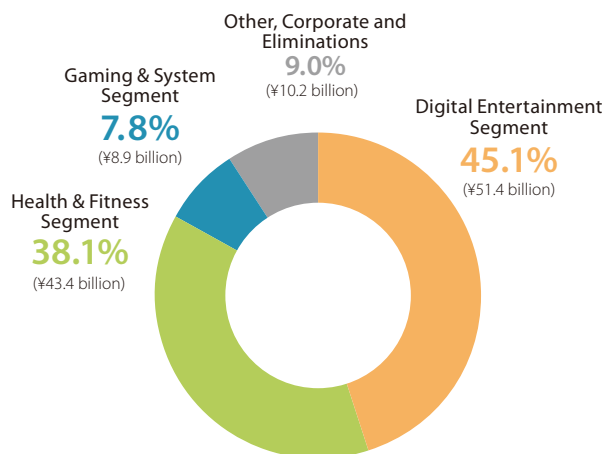
development and sale of health-related products and promoted the computerization of health management.

As for the Gaming & System segment, we enjoyed healthy sales of the *K2V*, *Advantage 5* and other slot machine series in the North American and Australian markets. Furthermore, sales through the *Konami Casino Management System* and participation agreements (equipment sales in which profits are shared with operators) also expanded steadily.

In terms of the consolidated results for the six months ended September 30, 2009, net revenues amounted to ¥113,914 million (a year-on-year decrease of 22.5%), operating income was ¥4,611 million (a year-on-year decrease of 79.8%), income before income taxes was ¥4,029 million (a year-on-year decrease of 82.0%) and net income attributable to Konami Corporation was ¥2,232 million (a year-on-year decrease of 81.3%).

Net Revenues by Segment

(Six months ended September 30, 2009)



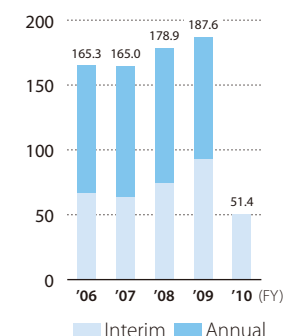
Digital Entertainment Segment

Principal Business

Planning, production, manufacture, and sale of digital content for computer and video games; amusement arcade machines; card games; online games; and related products

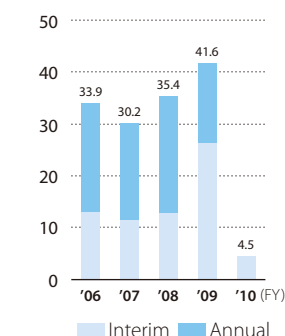
Net Revenues

(¥ billion)



Operating Income

(¥ billion)



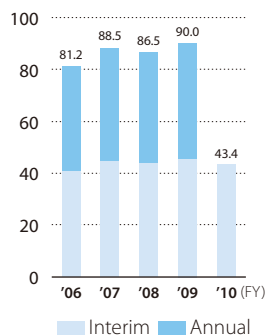
Health & Fitness Segment

Principal Business

Operation of fitness clubs; planning, manufacture, and sale of fitness machines and health-related products

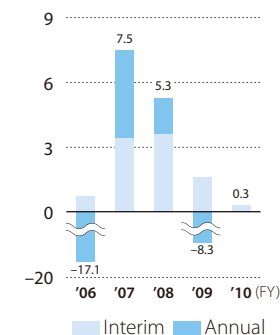
Net Revenues

(¥ billion)



Operating Income

(¥ billion)



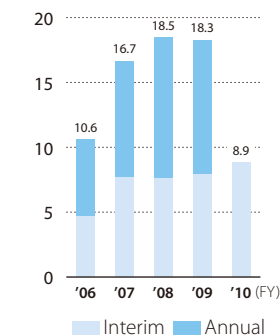
Gaming & System Segment

Principal Business

Development, manufacture, sale, and service of gaming machines for casinos and casino management systems

Net Revenues

(¥ billion)



Operating Income

(¥ billion)

