

**FY2009 1st Quarter Financial Results
Supplemental Material**

April 1 – June 30, 2008

KONAMI CORPORATION
August 5, 2008

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 Revenue and Operating Income by Business Segment

(Yen in Billions)

	FY2008 Q1	FY2009 Q1	FY2008	FY2009 Forecast
<u>Net Revenue</u>	Apr - Jun '07	Apr - Jun '08	Apr '07 - Mar '08	Apr '08 - Mar '09
Digital Entertainment	34.9	44.9	178.9	200.0
Health & Fitness	21.6	22.2	86.5	95.0
Gaming & System	3.6	3.7	18.5	21.0
Other / Elimination	0.6	0.1	13.4	14.0
Total	60.7	70.8	297.4	330.0
<u>Operating Income</u>				
Digital Entertainment	8.3	13.2	35.4	43.0
Health & Fitness	1.8	0.6	5.3	6.0
Gaming & System	0.4	0.5	2.8	3.5
Other / Elimination	-3.5	-2.6	-9.6	-7.5
Total	7.0	11.6	33.8	45.0

Digital Entertainment Segment (1)

◆ Net revenue breakdown and operating income

(Yen in Billions)

	FY2008 Q1	FY2009 Q1
	Apr - Jun '07	Apr - Jun '08
Computer & Video Games	12.4	19.6
Amusement (arcade machines)	12.8	13.7
Card Games	4.6	5.7
Online	5.0	6.4
Other	0.1	-0.5
Total Net Revenues	34.9	44.9
Operating Income	8.3	13.2
Operating Margin	23.8%	29.3%

◆ FY2009 Q1 summary

- “METAL GEAR SOLID 4 GUNS OF THE PATRIOTS” shipped over 3 million units worldwide
- Globally acclaimed content such as sports / music titles showed steady repeat sales
- Arcade machines such as “HORSERIDERS” showed solid sales
- “Yu-Gi-Oh! Trading Card Game” showed steady sales especially in Japan

Digital Entertainment Segment (2)

◆ Unit sales of video game software

■ Unit sales breakdown - Geographic Areas & Genre/Category

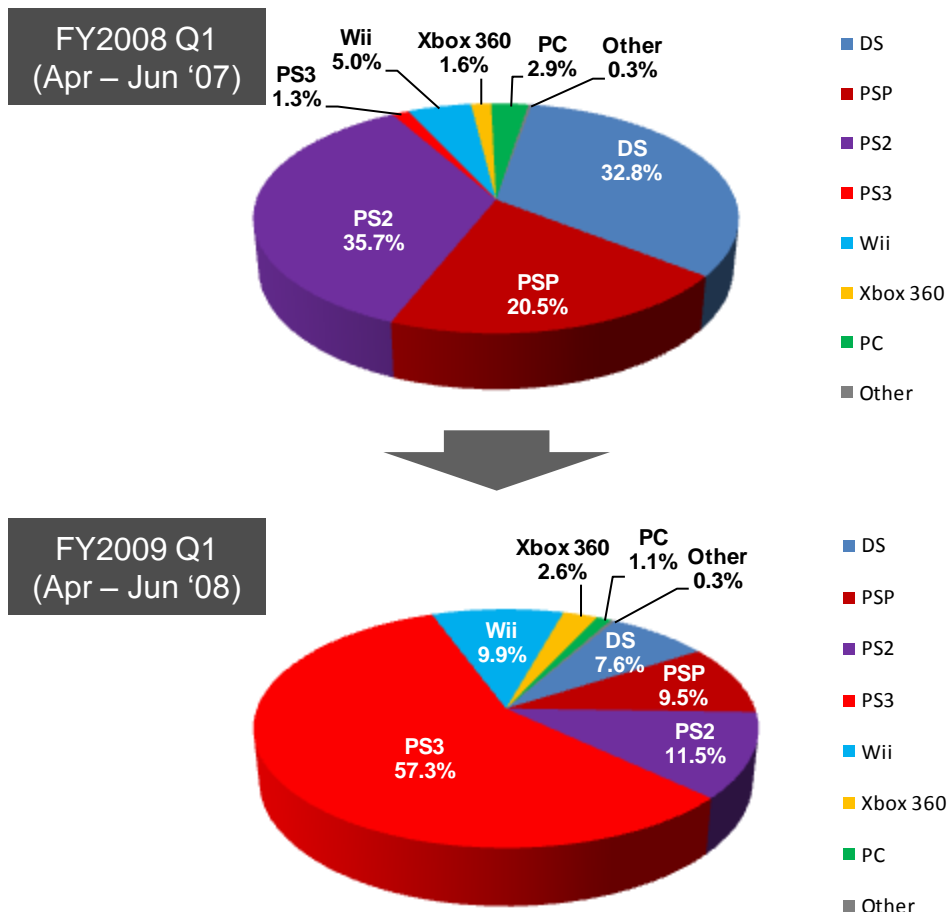
Geographic Areas (units in million)

	FY2008 Q1 Apr - Jun '07	FY2009 Q1 Apr - Jun '08
Japan	1.91	1.93
North America	0.39	2.59
Europe	1.48	2.30
Asia	0.04	0.12
Total	3.82	6.94

Genre/Category (units in million)

	FY2008 Q1 Apr - Jun '07	FY2009 Q1 Apr - Jun '08
Soccer	1.02	0.95
Baseball	0.31	0.36
TV Animated	0.39	0.30
Music	0.16	0.33
METAL GEAR	0.20	3.94
Other	1.74	1.05
Total	3.82	6.94

■ Unit sales platform mix



Digital Entertainment Segment (3)

◆ FY2009 Video Game Slate

➤ *Upcoming releases of highly-acclaimed sports / music titles as well as Konami's existing franchises*

- PRO EVOLUTION SOCCER 2009, WORLD SOCCER Winning Eleven 2009
PS3, Xbox 360, PS2, PSP etc. Europe: Fall 2008 release, Japan: Winter 2008 release
- JIKKYOU PAWAFURU PUROYAKYU 15 PS2, Wii Japan: Jul 24, '08 release
JIKKYOU PAWAFURU MAJOR LEAGUE 3 PS2, Wii Japan: Oct 2, '08 release
MLB POWER PROS 2008 PS2, Wii North America: Jul 29, '08 release (DS: Aug '08 release)
- DanceDanceRevolution HOTTEST PARTY 2 Wii North America: Fall 2008 release
Karaoke Revolution Presents: American Idol Encore 2 PS3, Xbox 360, Wii North America: Winter 2008 release

Rock Revolution



PS3•Xbox 360•Wii•DS
North America: Fall 2008 release
Europe: 2009 release

Castlevania Judgment



Wii
North America: Fall 2008 release
Europe: TBD

Silent Hill: Homecoming



PS3•Xbox 360
North America & Europe: September 2008 release

Health & Fitness Segment

◆ Net revenue breakdown and operating income

(Yen in Billions)

	FY2008 Q1	FY2009 Q1
	Apr - Jun '07	Apr - Jun '08
Directly Operated Facilities	18.3	18.7
Contract-based Facilities (*)	1.4	1.4
Health Products Sales	1.9	2.1
Total Net Revenues	21.6	22.2
Operating Income	1.8	0.6
Operating Margin	8.3%	2.6%

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

◆ FY2009 Q1 summary

- Directly operated clubs : 223 (y/y +15), Contract-based clubs : 114 (y/y +3)
Total No. of clubs : 337 (y/y +18)
- Membership : 965,019 (y/y -2.6%)
- Establishment of 3 new clubs, Acquisition of Sportsplex Japan to strengthen operation in Tokyo / Kanagawa metropolitan area
- Up-front cost for establishing new clubs, increase in operational cost due to rising oil price, etc.

Gaming & System Segment

◆ Net revenue and operating income

(Yen in Billions)

	FY2008 Q1 Apr - Jun '07	FY2009 Q1 Apr - Jun '08
Net Revenue	3.6	3.7
Operating Income	0.4	0.5
Operating Margin	11.1%	12.9%

◆ FY2009 Q1 summary

- Further strengthened sales of “K2V” series slot machines and 5-reel spinner “Advantage 5” in North America
- Stabilization of income from participation (*) fee and maintenance fee from “Konami Casino Management System”
- Introduction of caps on machines / smoking regulations in major Australian states causing demand decline

(*) participation: continuous split of profit between casino operators

THANK YOU