

# Konami Group Corporation Full Fiscal Year 2024 Report Overview

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## Goals and Objectives of the Research

Research Objective: To study Konami Group Corporation's publicly available financial information, determine the company's development strategy, and compile an overview of its Annual Financial Reports.

Research Tasks:

- Find the company's comprehensive financial and corporate information;
- Analyze the gathered information;
- Draw conclusions based on the analyzed data.

## Disclaimers

The information collected in this report reflects data from the company's public reports and is not questioned or verified via other sources. In other words, information from the company's public reports is taken and used as is.

If additional information from other sources is used or if the data used is reflective of the researcher's personal opinion, this will be labeled accordingly.

## Document Markup

- FY - Financial Year;
- Konami - KONAMI GROUP CORPORATION;
- This report uses the American number format: a period is used as the decimal separator, while commas separate thousands;
- Year-over-year (YoY) calculations of relative values were not performed in cases where last year's profit changed to a loss in the current year and vice versa within the scope of the current report;
- Konami Group Corporation Annual Report Period is from April 1, 2023 to March 31, 2024.

# Conclusions

## General Information

Parameter	Konami Group Corporation
Website	<a href="https://www.konami.com">konami.com</a>
Country (location)	<a href="#">Japan</a>
Country (issuer)	<a href="#">Japan</a> *
Year of foundation	<a href="#">1969</a> *
Founder	<a href="#">Kagemasa Kōzuki</a>
Sector	<a href="#">Information &amp; Communication</a> *
Type	Public
Year of IPO	Tokyo Stock Exchange - <a href="#">1988</a> * London Stock Exchange - <a href="#">1999</a>
Stock market	<a href="#">Tokyo Stock Exchange</a> <a href="#">London Stock Exchange</a>
Ticker	Tokyo Stock Exchange - <a href="#">9766</a> * London Stock Exchange - <a href="#">KNM</a>
Previous Annual Report from Data40	<a href="#">Konami Group Corporation Full Fiscal Year 2023 Report Overview</a>
Previous Quarterly Report from Data40	<a href="#">Konami Group Corporation Q1FY25 Report Overview</a>

\*Note: To access the information on Tokyo Stock Exchange, enter the company name in the "Issue name (company name)" field and click "Search".

\*\*Note: Konami was founded in 1969, incorporated in 1973.

On July 1, 2022, the company changed its trade name from KONAMI HOLDINGS CORPORATION to KONAMI GROUP CORPORATION.<sup>1</sup>

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<sup>1</sup> [Notice on Change of the Company's Trade Name](#)

## Members of the Board and Managers

Board of Directors <sup>2</sup>		
Name	Title	Since
<a href="#">Kagemasa Kozuki</a>	Representative Director, Chairman	1987
<a href="#">Kimihiro Higashio</a>	Director, Chairman	2020
<a href="#">Hideki Hayakawa</a>	Director	2020
<a href="#">Katsunori Okita</a>	Director	2020
<a href="#">Yoshihiro Matsuura</a>	Director	2019
<a href="#">Kaori Yamaguchi</a>	Outside Director, Audit & Supervisory Committee Member	2021
<a href="#">Kimito Kubo</a>	Outside Director, Audit & Supervisory Committee Member	2021
<a href="#">Yasushi Higuchi</a>	Outside Director, Audit & Supervisory Committee Member	2023
<a href="#">Yoko Zetterlund</a>	Outside Director	2024

<sup>2</sup> [Konami Web, Profile of Directors](#)

Executive Team <sup>3 4</sup>		
Name	Title	Since
<a href="#">Kimihiro Higashio</a>	President, Corporate Officer	2020
<a href="#">Hideki Hayakawa</a>	Corporate Officer of Digital Entertainment	2017
<a href="#">Katsunori Okita</a>	Corporate Officer of Amusement	2017
<a href="#">Takeshi Murota</a>	Corporate Officer of Sports	2023
<a href="#">Junichi Motobayashi</a>	Corporate Officer (General Manager, Finance Division)	2014
<a href="#">Shinichiro Yoneyama</a>	Corporate Officer (General Manager, General Affairs Division)	2017
<a href="#">Yutaka Abe</a>	Corporate Officer (General Manager, Human Resources Division)	2023
<a href="#">Steve Sutherland</a>	Chief Executive Officer, Gaming & Systems Business	2023

## Employees

Parameter	Number of Employees
Number of Employees as of Mar 31, 2022	8,817 <sup>5</sup>
Number of Employees as of Mar 31, 2023	8,857 <sup>6</sup>
Number of Employees as of Mar 31, 2024	8,843 <sup>7</sup>

<sup>3</sup> [Konami Web, Corporate Officers](#)

<sup>4</sup> [Konami Web, Profile of Directors](#)

<sup>5</sup> [Konami Annual Report FY22, p.7](#)

<sup>6</sup> [Konami Annual Report FY23, p.7](#)

<sup>7</sup> [Konami Annual Report FY24, p.7](#)

## Shareholders

### Shareholders Structure

Ownership Breakdown as of Sep 11, 2024 <sup>8</sup>		
Owner Type	Number of Shares	Ownership Percentage, %
Institutions	53,703,944	39.62
General Public	41,773,687	30.82
Private Companies	22,748,000	16.78
Company Controlled Foundation	17,100,000	12.61
Individual Insiders	232,000	0.17
<b>Total Shares</b>	<b>135,557,631</b>	<b>100.00</b>

Average number of shares outstanding - 135,558,384 (as of March 31, 2024).<sup>9</sup>

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<sup>8</sup> [SimplyWall, Konami Ownership](#)

<sup>9</sup> [Konami FY24 Consolidated Financial Results, p.2](#)

## Shareholders Equities

Top 10 Shareholders as of Sep 11, 2024 <sup>10</sup>				
Name	Number of Shares	Current Value <sup>11</sup> , mill JPY	Last Reported Holding Date	Ownership Percentage, %
Kozuki Foundation, Endowment Arm	17,100,000	234,300	Mar 31, 2024	12.61
Kozuki Holding B.V	15,700,000	215,100	Mar 31, 2024	11.58
Nomura Asset Management Co., Ltd.	11,796,300	161,600	Mar 31, 2024	8.70
BlackRock, Inc.	7,190,349	98,500	Mar 31, 2024	5.30
Kozuki Capital Corporation	7,048,000	96,600	Mar 31, 2024	5.20
Nikko Asset Management Co., Ltd.	5,955,400	81,600	Mar 31, 2024	4.39
Daiwa Asset Management Co., Ltd.	5,662,200	77,600	Aug 30, 2024	4.18
The Vanguard Group, Inc.	3,583,080	49,100	Jul 31, 2024	2.64
Mitsubishi UFJ Asset Management Co., Ltd.	3,332,000	45,600	Aug 30, 2024	2.46
Sumitomo Mitsui Trust Asset Management Co., Ltd.	2,933,000	40,200	Mar 31, 2024	2.16
<b>Total Top 10</b>	<b>80,300,329</b>	<b>1,100,200</b>	<b>-</b>	<b>59.24</b>

## Mergers, Acquisitions, and Subsidiaries

Konami has not made mergers and acquisitions for the last 10 years.<sup>12</sup>

The list of subsidiaries of Konami is available through the link in the application Exhibit 8.1.<sup>13 14</sup>

<sup>10</sup> [SimplyWall, Konami Top Shareholders](#)

<sup>11</sup> As of September 10, 2024

<sup>12</sup> [Tracxn, Konami](#)

<sup>13</sup> [Sec.gov, Subsidiaries of the Registrant](#)

<sup>14</sup> [Sec.gov, Subsidiaries of the Registrant](#)

## Company Strategy<sup>15 16</sup>

“We, the Konami Group, aim to be an enterprise that will continue to keep our stakeholders always looking forward with anticipation as we create and provide our current and future customers with products and services that offer «Valuable Time».”

Konami’s Principles in the realization of corporate goal:

- **“Customer-Oriented.** We will maximize our customers' satisfaction by providing them with the highest level of products and services;
- **Our Challenge.** We will challenge every day to make creation and innovation in order to provide our customers with dreams and excitement which have never before been experienced;
- **Response to Change.** Times are changing. Our customers' needs are also changing daily. We need to remain sensitive to the changes in our times and respond flexibly to them;
- **Compliance.** Complying with laws and ethics is the first step in gaining the trust of our stakeholders. Recognizing that even a tiny error may have an adverse effect on our group, we will strive to conduct our business faithfully.”

Konami’s Corporate Responsibility Social Initiatives:

- Administration;
- Fair Business Activity;
- Human Rights;
- Customer Relations;
- Better Work Environment;
- Community Assistance;
- Environmental Preservation.

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<sup>15</sup> In this chapter, quotes are used from the [Konami Web. Corporate Philosophy](#)

<sup>16</sup> [Konami Corporate Profile, p.21](#)



## Divisions<sup>17</sup>

Divisions	Activities
<a href="#">Digital Entertainment Business</a>	Producing mobile games, computer and video games and cards
<a href="#">Amusement Business</a>	Handling business aspects related to amusement machines from design and production to sales
<a href="#">Gaming and Systems Business</a>	<p>Designing, manufacturing, distributing and servicing gaming machines and casino management systems in the gaming market. Casino Products:</p> <ul style="list-style-type: none"> <li>• <a href="#">Games</a></li> <li>• <a href="#">Cabinets</a></li> <li>• <a href="#">SYNKROS Overview</a></li> </ul>
<a href="#">Sport Business</a>	Operating fitness clubs and sports classes: swimming, gymnastics, dance, soccer, tennis and golf, manufacture and sale of sports-related products

<sup>17</sup> [Konami Web, Principal Businesses](#)

## Games

### Genres of Games

Main game genres:<sup>18</sup>

- Sandbox
- Real-time strategy (RTS)
- Shooter:
  - FPS
  - TPS
- Multiplayer online battle arena (MOBA)
- Role-playing:
  - RPG
  - ARPG
  - CRPG
  - MMORPG
  - TRPG
  - Roguelike
  - Roguelite
- Simulation and sports
- Puzzler and party game
- Action-adventure
- Survival and horror
- Platformer

Note: This gaming genre structure, in our view, is the most comprehensive and flexible when specifying the genre of a particular game.

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<sup>18</sup> [Hp, Video Game Genres](#)

## Gaming Structure<sup>19</sup>

[Konami Digital Entertainment Co., Ltd.](#) is a division of Konami, which produces mobile games, computer and video games and cards.

Konami Digital Entertainment Co., Ltd.	
Divisions	Company
Japan	<ul style="list-style-type: none"> <li>• <a href="#">Mobile Games</a></li> <li>• <a href="#">Computer and Video Games</a></li> <li>• <a href="#">Cards</a></li> <li>• <a href="#">Music, Videos/DVDs</a></li> </ul>
The Americas	<ul style="list-style-type: none"> <li>• <a href="#">All Games</a></li> <li>• <a href="#">All News</a></li> <li>• <a href="#">Community</a></li> <li>• <a href="#">Support</a></li> </ul>
Europe	<ul style="list-style-type: none"> <li>• <a href="#">All Games</a></li> <li>• <a href="#">All News</a></li> <li>• <a href="#">Community</a></li> <li>• <a href="#">Support</a></li> </ul>
Asia	<ul style="list-style-type: none"> <li>• <a href="#">All Games</a></li> <li>• <a href="#">All News</a></li> <li>• <a href="#">Community</a></li> <li>• <a href="#">Support</a></li> </ul>

Konami Amusement Co., Ltd. is a division of Konami responsible for the design, production, and distribution of amusement machines and online game services. The company provides online services for arcade games through the e-amusement system and the KONAMI AMUSEMENT GAME STATION platform, which allows users to play on PCs and smartphones.<sup>20</sup>

Since 2011, Konami has hosted the official esports tournament "The KONAMI Arcade Championship." The tournament is held at amusement centers in Japan, Asia, and North America. Since 2021, Konami has organized the professional rhythm game esports tournament "BEMANI PRO LEAGUE." Since 2020, the "eFootball™ Championship" has been held, and since 2023, the WBSC-licensed baseball game tournament "WBSC eBASEBALL™: POWER PROS" has also been organized.<sup>21</sup>

<sup>19</sup> [Konami Web](#)

<sup>20</sup> [Konami Web, Amusement Business](#)

<sup>21</sup> [Konami Web, News](#)

## Famous Game Franchises

The 16 Best Selling Game Franchises Konami owns according to [Video Game Sales Wiki](#).

Name	Genre
<a href="#">Pro Evolution Soccer</a>	Simulation and sports
<a href="#">Metal Gear</a>	Action-adventure
<a href="#">Mario Party</a>	Puzzler and party game
<a href="#">Frogger</a>	Action-adventure
<a href="#">Bemani</a> (Games & Music Division)	Puzzler and party game
<a href="#">Power Pros</a>	Simulation and sports
<a href="#">Castlevania</a>	Platformer, Action-adventure
<a href="#">Yu-Gi-Oh!</a>	Action-adventure
<a href="#">Teenage Mutant Ninja Turtles</a>	Action-adventure
<a href="#">Momotaro Densetsu</a>	Role-playing
<a href="#">Bomberman</a>	Action-adventure
<a href="#">Silent Hill</a>	Survival and horror
<a href="#">Contra</a>	Action-adventure
<a href="#">Ganbare Goemon</a>	Puzzler and party game
<a href="#">Suikoden</a>	Role-playing
<a href="#">Tokimeki Memorial</a>	Simulation and sports

The list of Konami games is in the [List of Konami games](#).

## TBA Games<sup>22</sup>

Title	Launch Date
<a href="#">SILENT HILL 2</a>	Oct 8, 2024
<a href="#">Suikoden I&amp;II HD Remaster Gate Rune &amp; Dunan Unification Wars</a>	Mar 6, 2025
<a href="#">SHINEPOST Be Your IDOL!</a>	TBD
<a href="#">METAL GEAR SOLID Δ: SNAKE EATER</a>	TBD
<a href="#">SILENT HILL: Townfall</a>	TBD
<a href="#">SILENT HILL f</a>	TBD
<a href="#">Yu-Gi-Oh! Early Days Collection</a>	TBD

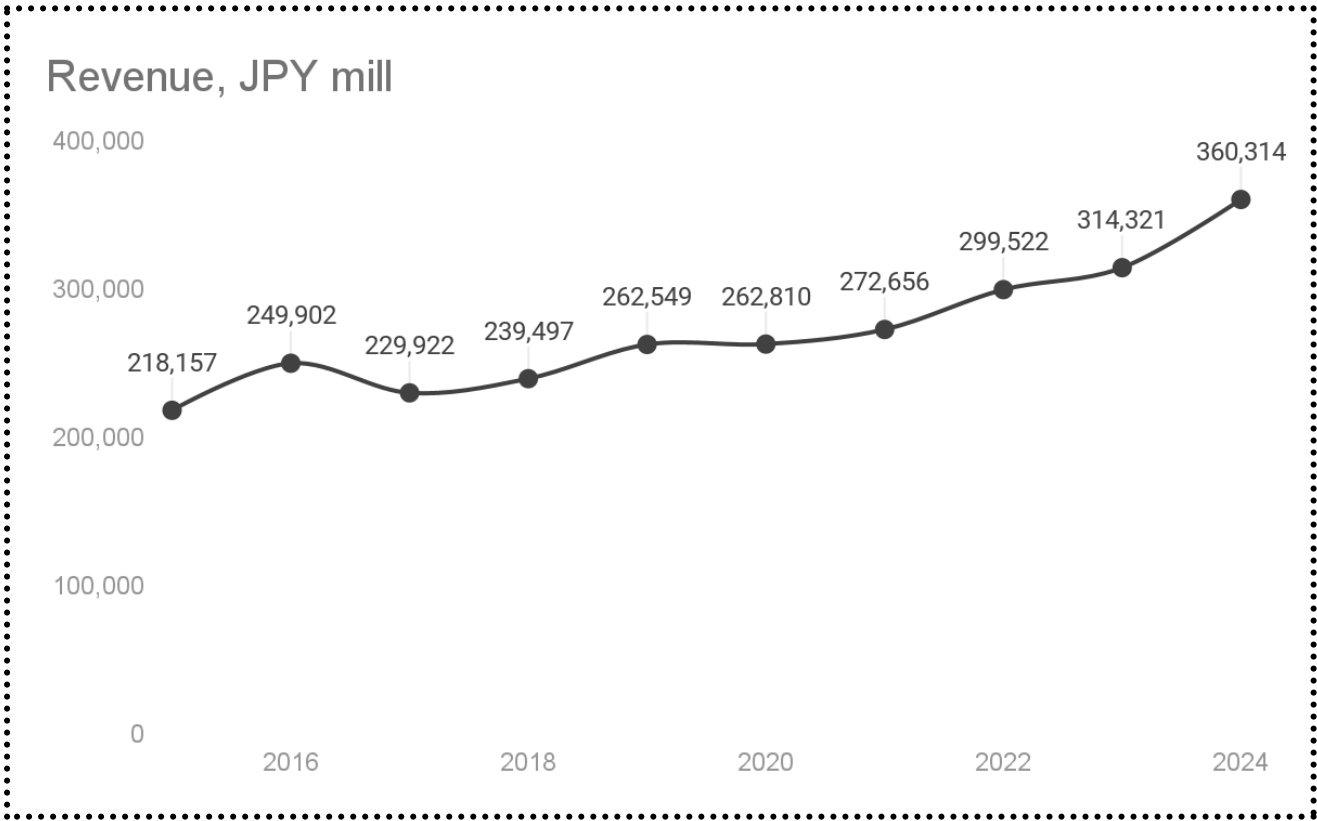
Note: This section may not fully represent all the company's games, but, within the scope of this current report, presents the maximum amount of information available via open sources.

<sup>22</sup> [Konami FY24 Financial Results Presentation, p.16](#)

# Financial Statements for 2024 Fiscal Year Revenue Retrospective

## Revenue Retrospective

Konami Group Corporation Revenue Retrospective for 2015-2024<sup>23 24 25 26 27 28</sup>



<sup>23</sup> [Konami FY24 Consolidated Annual Report, p.3](#)

<sup>24</sup> [Konami FY23 Consolidated Annual Report, p.3](#)

<sup>25</sup> [Konami FY21 Consolidated Annual Report, p.3](#)

<sup>26</sup> [Konami FY19 Consolidated Annual Report, p.3](#)

<sup>27</sup> [Konami FY17 Consolidated Annual Report, p.3](#)

<sup>28</sup> [Konami FY15 Consolidated Financial Results, p.22](#)

## Sales per Business

### Net Revenue Structure<sup>29 30</sup>

(In million, except Percentages)

Parameter	FY24, JPY	YoY, %	FY23, JPY	YoY, %	FY22, JPY
Digital Entertainment	249,121	16.72	213,432	-0.73	215,010
Amusement	26,427	35.29	19,533	0.12	19,510
Gaming and Systems	39,729	3.00	38,573	50.50	25,630
Sports	47,631	4.75	45,473	8.38	41,957
Intersegment eliminations	(2,594)	-3.57	(2,690)	4.06	(2,585)
<b>Total Consolidated Revenue</b>	<b>360,314</b>	<b>14.63</b>	<b>314,321</b>	<b>4.94</b>	<b>299,522</b>

### Net Revenue Structure FY24 Percentages

Parameter	Percentage, %
Digital Entertainment	69.14
Amusement	7.33
Gaming and Systems	11.03
Sports	13.22
Intersegment eliminations	-0.72

<sup>29</sup> [Konami FY24 Consolidated Annual Report, p.23](#)

<sup>30</sup> [Konami FY23 Consolidated Annual Report, p.21-22](#)

## Sales per Region

### Segment Revenue from External Customers<sup>31 32</sup>

(In million, except Percentages)

Parameter	FY24, JPY	YoY, %	FY23, JPY	YoY, %	FY22, JPY
Japan	256,743	19.03	215,702	-6.06	229,606
United States	65,151	-1.56	66,185	49.76	44,195
Europe	20,353	25.36	16,236	25.01	12,988
Asia/Oceania	18,067	11.54	16,198	27.21	12,733
<b>Total Consolidated Revenue</b>	<b>360,314</b>	<b>14.63</b>	<b>314,321</b>	<b>4.94</b>	<b>299,522</b>

### Sales by Region FY24 Percentages

Parameter	Percentage, %
Japan	71.26
United States	18.08
Europe	5.65
Asia/Oceania	5.01

### Dividend Information<sup>33 34</sup>

(In million, except Per share data and Percentages)

Parameter	FY24, JPY	YoY, %	FY23, JPY	YoY, %	FY22, JPY
Per share	131.00 JPY	5.65	124.00 JPY	0.40	123.50 JPY
Cash dividends declared	17,758	5.67	16,805	1.87	16,497

<sup>31</sup> [Konami FY24 Consolidated Annual Report, p.24](#)

<sup>32</sup> [Konami FY23 Consolidated Annual Report, p.23](#)

<sup>33</sup> [Konami FY24 Consolidated Financial Results, p.2](#)

<sup>34</sup> [Konami FY23 Consolidated Financial Results, p.2](#)



## Balance Sheet<sup>35 36</sup>

(In million, except Percentages)

Parameter	at Mar 31, 2024, JPY	YoY, %	at Mar 31, 2023, JPY	YoY, %	at Mar 31, 2022, JPY
Assets					
Total Current Assets	343,860	18.56	290,041	-3.20	299,626
Total Non-Current Assets	261,990	1.87	257,182	12.31	228,987
Total Assets	605,850	10.71	547,223	3.52	528,613
Liabilities					
Total Current Liabilities	85,926	14.42	75,094	-9.07	82,587
Total Non-Current Liabilities	92,546	-3.45	95,850	-2.14	97,950
Total Liabilities	178,472	4.40	170,944	-5.31	180,537
<b>Total Equity</b>	<b>427,378</b>	<b>13.58</b>	<b>376,279</b>	<b>8.10</b>	<b>348,076</b>

<sup>35</sup> [Konami FY24 Consolidated Annual Report, p.1-2](#)

<sup>36</sup> [Konami FY23 Consolidated Annual Report, p.1-2](#)

## Income Statement<sup>37 38</sup>

(In million, except EPS data and Percentages)

Parameter	FY24, JPY	YoY, %	FY23, JPY	YoY, %	FY22, JPY
Revenue	360,314	14.63	314,321	4.94	299,522
Gross Profit	160,037	30.76	122,391	-9.23	134,839
Operating Income	80,262	73.78	46,185	-37.95	74,435
Net Income	59,172	69.57	34,895	-36.34	54,812
EPS Basic	436.50 JPY	68.66	258.81 JPY	-37.00	410.80 JPY
EPS Diluted	436.50 JPY	69.52	257.49 JPY	-36.36	404.62 JPY

## Cashflow Statement<sup>39 40</sup>

(In million, except Percentages)

Parameter	FY24, JPY	YoY, %	FY23, JPY	YoY, %	FY22, JPY
Cash flows from operating activities	103,061	185.50	36,098	-62.61	96,542
Cash flows from investing activities	(29,216)	-31.72	(42,786)	86.08	(22,993)
Cash flows from financing activities	(24,199)	-11.90	(27,467)	-1.60	(27,913)

<sup>37</sup> [Konami FY24 Consolidated Annual Report, p.3](#)

<sup>38</sup> [Konami FY23 Consolidated Annual Report, p.3](#)

<sup>39</sup> [Konami FY24 Consolidated Annual Report, p.6](#)

<sup>40</sup> [Konami FY23 Consolidated Annual Report, p.6](#)

## Criticism

In April 2015, Konami canceled the Silent Hill series sequel, The director, Guillermo del Toro, behind films like Pacific Rim and the Hellboy franchise was set to work with Kojima on the reimagined entry in the Silent Hill series that was to be his first gaming endeavor. In an interview with Bloody Disgusting, Guillermo del Toro criticized the cancellation of Silent Hill.<sup>41</sup>

In August 2015, the company faced criticism from the Japanese newspaper Nikkei regarding the working conditions at the company. Konami's offices were monitoring employee lunch breaks, but those who are gone for too long get their names announced throughout the company for the sake of embarrassment. After one employee announced they were leaving Konami on Facebook, any current staff members who liked the post were all relocated to lesser jobs within the company.<sup>42</sup>

In December 2015, Yoichi Wada, who used to run Square Enix, gave his opinion on how Konami has been behaving towards Metal Gear creator Hideo Kojima. A Konami PR person picked up a Metal Gear Solid V award in Tokyo instead of Kojima. The Metal Gear creator wasn't allowed to attend the year's Game Awards. Wada said "Generally, this kind of thing happens when there's a lack of leadership. I think, perhaps, there isn't someone in charge who is paying attention and laying out all the little details for the whole enterprise".<sup>43</sup>

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<sup>41</sup> [Polygon, Guillermo del Toro: Silent Hills cancellation 'makes no sense'](#)

<sup>42</sup> [Arcade Sushi, Konami Criticized for Promoting a Terrible and Unhappy Workplace](#)

<sup>43</sup> [Kotaku, Konami's Treatment of Kojima Is Bad Business, Says Former Square Enix Exec](#)

# Analyst's Opinion

## Summary

Konami Group Corporation is a Japanese company, founded in 1969, with headquarters in Tokyo. The company engages in the development, manufacture and sale of entertainment products. It manages casinos and operates fitness clubs. Their business is divided into 4 divisions: Digital Entertainment Business, Amusement Business, Gaming and Systems Business, Sport Business.

Shares of Konami trade on the Tokyo Stock Exchange under the ticker symbol 9766 and on the London Stock Exchange under the ticker KNM. As of March 31, 2024, the total shares outstanding were  $\approx 135,558,384$ . In FY24, Konami declared a dividend of 131.00 JPY per common share in the amount of 17,758 million JPY.

Net revenue for FY24 was 360,314 million JPY, a 14.63% increase from 314,321 million JPY in FY23, Net revenue for FY23 was 4.94% increase from 299,522 million JPY in FY22.

Net Revenue Structure by Business Segments in FY24: 69.14% from Digital Entertainment at 249,121 million JPY, 13.22% from Sports at 47,631 million JPY, 11.03% from Gaming and Systems at 39,729 million JPY, 7.33% from Amusement at 26,427 million JPY, and -0.72% from Intersegment eliminations at -2,594 million JPY.

Sales per Region in FY24 were distributed as follows: 71.26% from Japan, totaling 256,743 million JPY; 18.08% from the United States, totaling 65,151 million JPY; 5.65% from Europe, totaling 20,353 million JPY; 5.01% from Asia/Oceania, totaling 18,067 million JPY of the total revenue.

At March 31, 2024, Total Equity was 427,378 million JPY, an increase of 13.58% compared to March 31, 2023 - 376,279 million JPY. Total Current Assets at March 31, 2024 amount to 343,860 million JPY, which is more than Total Current Liabilities in 85,926 million JPY by 257,934 million JPY.

In 2024, Konami launched an animation studio called [KONAMI Animation](#). The studio's first project is a short film dedicated to the 25th anniversary of Yu-Gi-Oh!, which was presented at an event at the Tokyo Dome.<sup>44</sup>

In 2024, Konami's game eFootball surpassed 750 million downloads worldwide. New games were released, including ColorCoLotta Maboroshi no Togenkyo and Polaris Chord. The company is currently working on Silent Hill 2 and Metal Gear Solid Delta: Snake Eater. In the esports arena, Konami hosted the final of the WBSC eBaseball PAWAFURU PUROYAKYU championship in Switzerland.<sup>45</sup>

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<sup>44</sup> [News On Japan, Konami Establishes Its Own Animation Studio, Unveils Special 25th Anniversary Yu-Gi-Oh! Card Game Video](#)

<sup>45</sup> [Konami FY24 Financial Results Presentation, p.12,16](#)

## Sources List

- [Konami Group Corporation Web](#)
- [Notice on Change of the Company's Trade Name](#)
- [Tokyo Stock Exchange](#)
- [London Stock Exchange](#)
- [Wikipedia](#)
- [MarketScreener](#)
- [Bloomberg](#)
- [Crunchbase](#)
- [Tracxn](#)
- [Simply Wall St](#)
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- [HP](#)
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- [Konami Annual Report FY24](#)
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- [Konami FY24 Financial Results Presentation](#)
- [Konami Corporate Profile](#)
- [Polygon](#)
- [Arcade Sushi](#)
- [Kotaku](#)
- [News On Japan](#)
- [KONAMI Animation](#)
- [Data40](#)

META



Data40 - professional research agency. We do all kinds of researches in gaming, gamedev, gambling, venture and blockchain. 15+ years of experience in the field. Loyal price development, quick and informative results.

DCS/GD-D40/KON3-03-2024

[Website: Data40.com](https://data40.com)

E-mail: [danila@data40.com](mailto:danila@data40.com)

Phone: +44 770-141-90-59

Address: 010000, Republic of Kazakhstan, Astana city, Yesil district, Dostyk street 20, office 1501

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