

Konami Group Corporation Q2FY25 Report Overview

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Goals and Objectives of the Research

Research Objective: To perform a comparative analysis of the Q2FY25 quarterly report and those of previous periods.

Research Tasks:

- Gather comprehensive financial and corporate information pertaining to the company for Q2FY25;
- Analyze the collected information;
- Conduct a comparative assessment of the report for the Q2FY25 with reports for previous quarters up to the Q2FY24;
- Formulate 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.

The provided public company quarterly reports are unaudited.

Document Markup

- FY - Financial Year;
- Q - Quarter;
- PoP - Period-over-Period;
- Konami - Konami Group Corporation;
- QoQ - Quarter-over-Quarter;
- 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 Q2FY25 Report Period is from July 1 to September 30, 2024.

Conclusions

General Information

Parameter	Konami Group Corporation
Website	konami.com
Country (location)	Japan
Country (issuer)	Japan **
Year of foundation	1969 *
Founder	Kagemasa Kōzuki
Sector	Information & Communication **
Type	Public
Year of IPO	Tokyo Stock Exchange - 1988 ** London Stock Exchange - 1999
Stock market	Tokyo Stock Exchange London Stock Exchange
Ticker	Tokyo Stock Exchange - 9766 ** London Stock Exchange - KNM
Previous Annual Report from Data40	Konami Group Corporation Full Fiscal Year 2024 Report Overview
Previous Quarterly Report from Data40	Konami Group Corporation Q1FY25 Report Overview

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

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

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

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

About Company^{2 3}

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, and Sports Business.

Conference Call Information⁴

Konami disclosed the supplemental data for the consolidated financial statements for **Q2FY25**, which ended **September 30, 2024**, via the company's website **on Thursday, October 31, 2024**.

Public Quarterly Reports Calendar FY25-26^{5 6}

Quarter	Period	Date
FY25		
Q1	Apr 1, 2024 to Jun 30, 2024	Aug 1, 2024
Q2	Jul 1, 2024 to Sep 30, 2024	Oct 31, 2024
Q3	Oct 1, 2024 to Dec 31, 2024	Jan 29, 2025 (Projected)
Q4 and FY24	Jan 1, 2025 to Mar 31, 2025	TBA
FY26		
Q1	Apr 1, 2025 to Jun 30, 2025	Jul 30, 2025 (Projected)
Q2	Jul 1, 2025 to Sep 30, 2025	TBA
Q3	Oct 1, 2025 to Dec 31, 2025	TBA
Q4 and FY25	Jan 1, 2026 to Mar 31, 2026	TBA

Follow the announcements of the release of new reports on the website [Data40.com](https://www.data40.com) in the [Calendars by Financial reports section of DATA40.com](https://www.data40.com).

² [Konami Corporate Profile, p.3](#)

³ [Konami Web, Corporate Data](#)

⁴ [Konami web, KONAMI GROUP CORPORATION To Release FY2025 2nd Quarter Financial Results](#)

⁵ [Konami web, Investor Relation Calendar](#)

⁶ [MarketScreener, Konami Calendar](#)

Highlights and Metrics

Q2FY25 Highlights^{7 8}

- **Net Revenue** of 94,045 million JPY, an increase of 4.45%, compared to 90,039 million JPY in Q1FY25 and an increase of 15.79%, compared to 81,218 million JPY in Q2FY24;
- **Gross Profit** of 44,695 million JPY, an increase of 2.19%, compared to 43,737 million JPY in Q1FY25 and an increase of 28.39%, compared to 34,811 million JPY in Q2FY24;
- **Operating Profit** of 24,699 million JPY, a decrease of 1.77%, compared to 25,145 million JPY in Q1FY25 and an increase of 35.03%, compared to 18,292 million JPY in Q2FY24;
- **Profit for the period** of 17,241 million JPY, a decrease of 10.02%, compared to 19,160 million JPY in Q1FY25 and an increase of 28.10%, compared to 13,459 million JPY in Q2FY24;
- **EPS Basic and Diluted** of 127.18 JPY and 127.18 JPY respectively.

Acquisitions and Divestitures

The company has not made any acquisitions or divestitures in Q2FY25.

Business Overview⁹

- “Sustained strong performance of eFootball driven by major update and new features
- Held the finals of Yu-Gi-Oh! World Championship in Seattle, US with qualifiers battling for the world top duelist position
- esports initiative – hosted the eFootball Championship 2024 World Finals to crown top players in console and mobile categories
- Announced the showcase of new content e.g. Bingo Frenzy Stampede series at G2E
- Test launched Class II machines at a Native American casino in Florida commencing August
- Received orders for VLT machines from a major operator in Illinois with shipment commencing Q3
- Installed SYNKROS at casino facilities in Nebraska and Oklahoma
- Strong traction among pilates studios – opened nine studios in Q2 and scheduled to open five more studios in Q3
- Revised membership fee commencing August, catering to inflation and soaring energy costs”;
- Released Digital Entertainment Business in Q2FY25: PAWAFURU PUROYAKYU 2024-2025; CYGNI: All Guns Blazing; Castlevania Dominus Collection;
- Released Amusement Business Division in Q2FY25: PAWAFURU PUROYAKYU KAIMAKU MEDAL SERIES!; PUKURE.

⁷ [Konami Consolidated Financial Q2FY25 Results, p.13](#)

⁸ [Konami Consolidated Financial Q1FY25 Results, p.13](#)

⁹ In this chapter, quotes are used from the [Konami Q2FY25 Presentation, p.7-12](#)

Digital Entertainment Business Announced Titles

Announced Titles ¹⁰	
Title	Launch date
SILENT HILL 2	Oct, 2024
Professional Baseball Spirits 2024-2025	Oct, 2024
eBaseball™: MLB PRO SPIRIT	Oct, 2024
Yu-Gi-Oh! EARLY DAYS COLLECTION	Feb, 2025
Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars	Mar, 2025
TOKIMEKI MEMORIAL forever with you emotional	2025
SHINEPOST Be Your IDOL!	TBD
METAL GEAR SOLID Δ: SNAKE EATER	TBD
SILENT HILL: Townfall	TBD
SILENT HILL f	TBD

¹⁰ [Konami Q2FY25 Presentation, p.11](#)

Amusement Business Division Announced Titles

Announced Titles ¹¹	
Title	Launch date
Kyokara Ore Wa!! Pachislot Hen	Oct, 2024
MINECRAFT DUNGEONS ARCADE	Nov, 2024
Monster Retsuden Orecabattle 2	Dec, 2024
Momotaro Dentetsu - Pachislot mo teiban!	Dec, 2024
Anima Lotta Yusya Anima to Ryu no Hiho	Jan, 2025
Bingo Frenzy Stampede	Q3FY25

¹¹ [Konami Q2FY25 Presentation, p.12](#)

Business Outlook¹²

- “We will continue to produce completely new titles in the SILENT HILL series, and intend to provide a variety of information through the «SILENT HILL Transmission» program, which will be broadcast simultaneously around the world.
- We are working diligently on production of a METAL GEAR SOLID Δ: SNAKE EATER;
- In the Professional Baseball Spirits series, we will release Professional Baseball Spirits 2024-2025 to commemorate the 20th anniversary of the series.
- We will host the «FIFAe World Cup™» in 2024, with eFootball™ as the competition title.
- In October 2024, we will start holding matches to select players who will be prefectural representatives for the eFootball™ series, which is the competition for the «National Prefectural Competitive eSports Championship 2024 SAGA».
- We will host the 2024 season of two competitions, «eBASEBALL Prospi A Pro League» and «eBASEBALL Prospi A Championship,» using the mobile game PROFESSIONAL BASEBALL SPIRITS A (ACE) as the competition title.
- In the esports tournament «BEMANI PRO LEAGUE -SEASON 4- beatmania IIDX,» we will hold semifinal and final matches between the top four teams.
- In the slot machine business, we will continue to expand the highly acclaimed DIMENSION series in the market. In our gaming contents, we will continue to expand popular game series such as the Unwooly Riches™ series.
- We will expand Class II machines to the market.
- We have received an order of VLT (Video Lottery Terminal) from a major operator in Illinois, the USA, and the terminals will be shipped sequentially from the third quarter.
- We will expand the feature of SYNK Vision™, the world's only player facial recognition solution for Electronic Game Machines, to table games to enhance convenience of the system.
- We will sequentially host large-scale «UNITED FEEL 2024» studio program events at 21 Konami Sports Club locations all over Japan.
- For the «Undo Juku» exercise circle aimed at children, we will also hold competitions and events.
- For «Pilates Mirror,» in addition to opening four new studios in Tokyo and Kanagawa, we will open «Pilates Mirror Takatsuki» in Takatsuki City, Osaka, the first location to open in Kansai».
- We will continue to expand the number of target schools in order to provide a safe environment where students can take classes at indoor pools, which are less affected by weather and temperature.
- Projected consolidated results for the fiscal year ending March 31, 2025 are as follows:
 - total revenue of 380,000 million JPY;
 - business profit of 92,500 million JPY;
 - operating profit of 84,500 million JPY;
 - profit before income tax of 84,500 million JPY;
 - profit attributable to owners of the parent of 59,500 million JPY.”

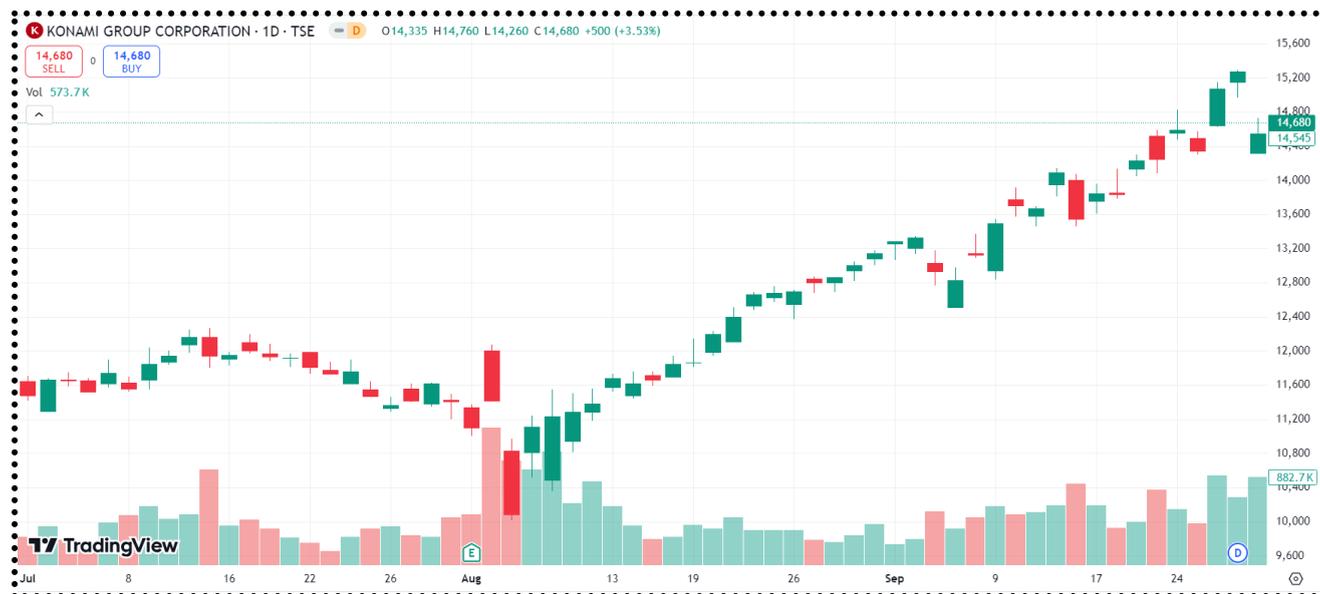
¹² In this chapter, quotes are used from the [Konami Consolidated Financial Q2FY25 Results, p.9-11](#)

Stock Information

About Shares

Average number of shares outstanding - 135,557,586 (as of September 30, 2024).¹³

TradingView Retrospective Q2FY25¹⁴



Date	Open Price, JPY	Highest Price, JPY	Lowest Price, JPY	Close Price, JPY
Jul 1, 2024	11,645	11,705	11,420	11,475
Sep 30, 2024	14,315	14,725	14,315	14,545

Q2FY25 Price MAX: 15,285 JPY (September 27, 2024).

Q2FY25 Price MIN: 10,015 JPY (August 5, 2024).

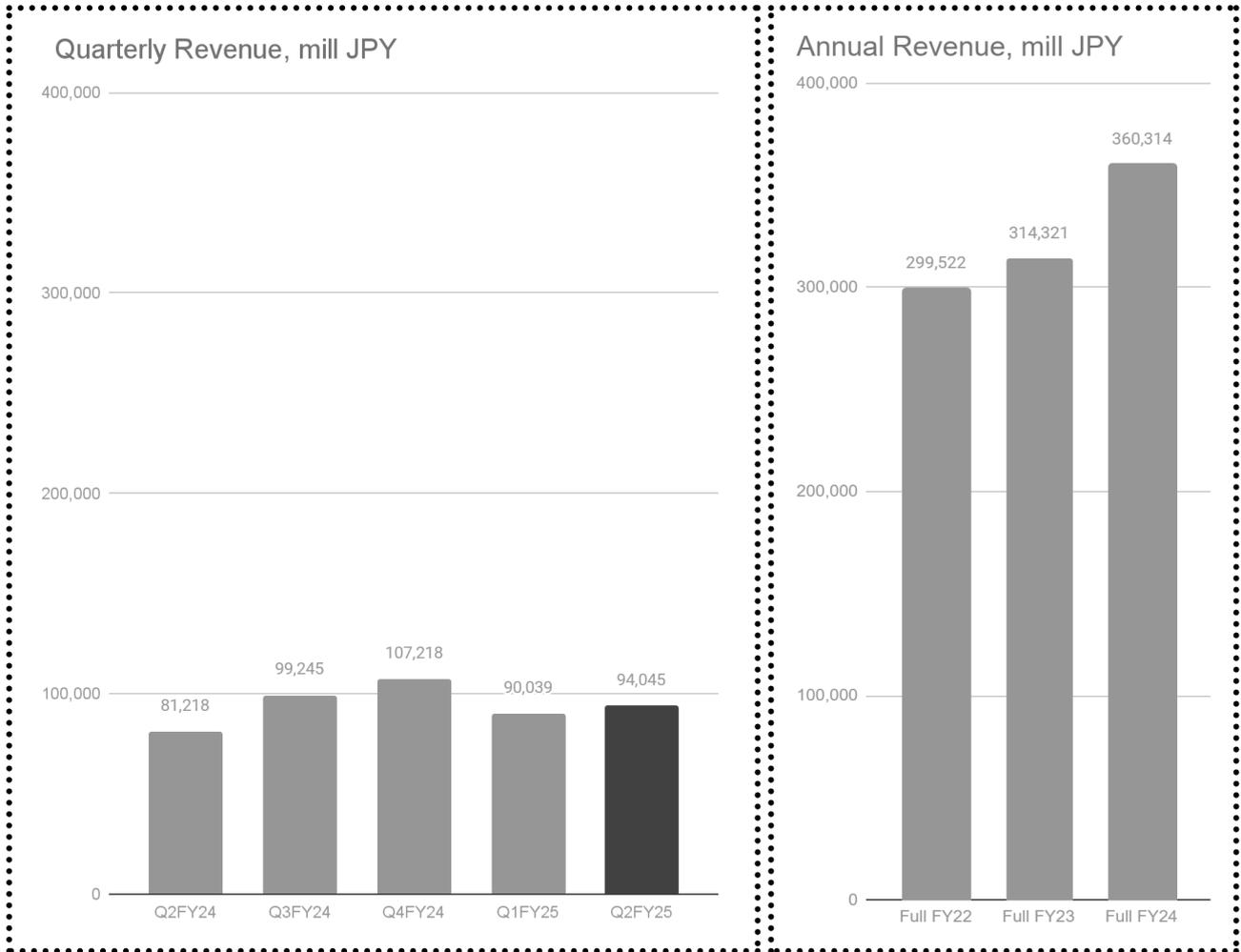
¹³ [Konami Consolidated Financial Q2FY25 Results, p.2](#)

¹⁴ [TradingView, Konami Chart](#)

Financial Statements

Revenue Retrospective

Konami Group Corporation Revenue Retrospective^{15 16 17 18 19}



¹⁵ [Konami Consolidated Financial Q2FY25 Results, p.13](#)

¹⁶ [Konami Consolidated Financial Q1FY25 Results, p.13](#)

¹⁷ [Konami Consolidated Q3FY24 Report, p.4](#)

¹⁸ [Konami Consolidated Annual Report 2024, p.3](#)

¹⁹ [Konami Consolidated Annual Report 2023, p.3](#)

Sales per Segment^{20 21 22 23}

Net Revenue Structure (In million, except Percentages)

Parameter	Q2FY25, JPY	QoQ, %	Q1FY25, JPY	QoQ, %	Q4FY24, JPY	QoQ, %	Q3FY24, JPY	QoQ, %	Q2FY24, JPY	YoY, %
Digital Entertainment	67,448	5.06	64,202	-15.25	75,752	6.29	71,267	32.04	53,972	24.97
Amusement	5,891	19.86	4,915	-51.37	10,107	59.97	6,318	-4.24	6,598	-10.72
Gaming & Systems	8,904	-8.19	9,698	-4.20	10,123	-3.63	10,504	15.37	9,105	-2.21
Sports	12,368	4.49	11,836	-1.86	12,060	2.45	11,772	-2.73	12,102	2.20
Intersegment eliminations	(566)	-7.52	(612)	-25.73	(824)	33.77	(616)	10.20	(559)	1.25
Total Consolidated Revenue	94,045	4.45	90,039	-16.02	107,218	8.03	99,245	22.20	81,218	15.79

²⁰ [Konami Consolidated Financial Q2FY25 Results, p.4](#)

²¹ [Konami Consolidated Financial Q1FY25 Results, p.4](#)

²² [Konami Consolidated Annual Report 2024, p.22-23](#)

²³ [Konami Consolidated Q3FY24 Report, p.13](#)

Net Revenue Structure Percentages

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
Digital Entertainment	71.72	71.30	70.65	71.81	66.45
Amusement	6.26	5.46	9.43	6.37	8.12
Gaming & Systems	9.47	10.77	9.44	10.58	11.21
Sports	13.15	13.15	11.25	11.86	14.90
Intersegment eliminations	-0.60	-0.68	-0.77	-0.62	-0.69

Sales per Region^{24 25 26 27}

Sales by Region

(In million, except Percentages)

Parameter	Q2FY25, JPY	QoQ, %	Q1FY25, JPY	QoQ, %	Q4FY24, JPY	QoQ, %	Q3FY24, JPY	QoQ, %	Q2FY24, JPY	YoY, %
Japan	69,215	8.40	63,850	-21.51	81,350	17.23	69,395	22.76	56,530	22.44
United States	14,131	-15.14	16,653	1.47	16,411	-13.38	18,946	21.02	15,655	-9.73
Europe	6,278	7.72	5,828	34.13	4,345	-29.79	6,189	16.80	5,299	18.48
Asia/Oceania	4,421	19.23	3,708	-27.46	5,112	8.42	4,715	26.27	3,734	18.40
Total Consolidated Revenue	94,045	4.45	90,039	-16.02	107,218	8.03	99,245	22.20	81,218	15.79

²⁴ [Konami Consolidated Financial Q2FY25 Results, p.19](#)

²⁵ [Konami Consolidated Financial Q1FY25 Results, p.19](#)

²⁶ [Konami Consolidated Annual Report 2024, p.24](#)

²⁷ [Konami Consolidated Q3FY24 Report, p.14](#)

Sales by Region Percentages

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
Japan	73.60	70.91	75.87	69.92	69.60
United States	15.03	18.50	15.31	19.09	19.28
Europe	6.68	6.47	4.05	6.24	6.52
Asia/Oceania	4.70	4.12	4.77	4.75	4.60

Dividend Information^{28 29}

(In million, except Per share data and Percentages)

Parameter	Q2FY25, JPY	PoP, %	Q4FY24, JPY	PoP, %	Q2FY24, JPY	YoY, %
Per share	66.00	-4.35	69.00	11.29	62.00	6.45
Cash dividends declared	8,947	-4.34	9,353	11.28	8,405	6.45

Beginning date of dividend payment: November 21, 2024.

Dividends have been paid since 1985.³⁰

²⁸ [Konami Consolidated Annual Report 2024, p.43](#)

²⁹ [Konami Consolidated Financial Q2FY25 Results, p.1-2](#)

³⁰ [Konami web, Dividend Announcements](#)

Balance Sheet^{31 32 33 34}

(In million, except Percentages)

Parameter	at Sep 30, 2024, JPY	QoQ, %	at Jun 30, 2024, JPY	QoQ, %	at Mar 31, 2024, JPY	QoQ, %	at Dec 31, 2023, JPY	QoQ, %	at Sep 30, 2023, JPY	YoY, %
Assets										
Total Current Assets	332,365	-2.68	341,519	-0.68	343,860	10.71	310,597	4.10	298,355	11.40
Total Non-Current Assets	285,395	5.28	271,080	3.47	261,990	-2.23	267,975	-1.38	271,730	5.03
Total Assets	617,760	0.84	612,599	1.11	605,850	4.71	578,572	1.49	570,085	8.36
Liabilities										
Total Current Liabilities	97,848	24.32	78,704	-8.40	85,926	10.87	77,501	6.76	72,594	34.79
Total Non-Current Liabilities	70,105	-23.59	91,747	-0.86	92,546	-1.02	93,501	-1.62	95,039	-26.24
Total Liabilities	167,953	-1.47	170,451	-4.49	178,472	4.37	171,002	2.01	167,633	0.19
Total Equity	449,807	1.73	442,148	3.46	427,378	4.86	407,570	1.27	402,452	11.77

³¹ [Konami Consolidated Financial Q2FY25 Results, p.12](#)

³² [Konami Consolidated Financial Q1FY25 Results, p.12](#)

³³ [Konami Consolidated Q3FY24 Report, p.3](#)

³⁴ [Konami Consolidated Q2FY24 Report, p.1](#)

Income Statement^{35 36 37 38}

(In million, except EPS data and Percentages)

Parameter	Q2FY25, JPY	QoQ, %	Q1FY25, JPY	QoQ, %	Q4FY24, JPY	QoQ, %	Q3FY24, JPY	QoQ, %	Q2FY24, JPY	YoY, %
Revenue	94,045	4.45	90,039	-16.02	107,218	8.03	99,245	22.20	81,218	15.79
Gross Profit	44,695	2.19	43,737	-8.26	47,673	4.64	45,560	30.88	34,811	28.39
Operating Profit	24,699	-1.77	25,145	21.74	20,654	-14.53	24,165	32.11	18,292	35.03
Profit for the period	17,241	-10.02	19,160	30.54	14,677	-16.90	17,661	31.22	13,459	28.10
EPS Basic	127.18 JPY	-10.02	141.35 JPY	30.55	108.27 JPY	-16.89	130.28 JPY	31.22	99.28 JPY	28.10
EPS Diluted	127.18 JPY	-10.02	141.35 JPY	30.55	108.27 JPY	-16.89	130.28 JPY	31.22	99.28 JPY	28.10

³⁵ [Konami Consolidated Financial Q2FY25 Results, p.13](#)

³⁶ [Konami Consolidated Financial Q1FY25 Results, p.13](#)

³⁷ [Konami Consolidated Annual Report 2024, p.3](#)

³⁸ [Konami Consolidated Q3FY24 Report, p.5](#)

Cashflow Statement^{†39 40 41 42}

(In million, except Percentages)

Parameter	Q2FY25, JPY	QoQ, %	Q1FY25, JPY	QoQ, %	Q4FY24, JPY	QoQ, %	Q3FY24, JPY	QoQ, %	Q2FY24, JPY	YoY, %
Cash flows from operating activities	26,035	39.52	18,660	-51.62	38,567	80.44	21,374	-18.70	26,289	-0.97
Cash flows from investing activities	(26,811)	158.77	(10,361)	169.54	(3,844)	-46.52	(7,188)	-5.18	(7,581)	253.66
Cash flows from financing activities	(1,943)	-82.59	(11,163)	506.68	(1,840)	-82.03	(10,239)	434.12	(1,917)	1.36

³⁹ [Konami Consolidated Financial Q2FY25 Results, p.8](#)

⁴⁰ [Konami Consolidated Financial Q1FY25 Results, p.8](#)

⁴¹ [Konami Consolidated Annual Report 2024, p.6](#)

⁴² [Konami Consolidated Q3FY24 Report, p.9](#)

News⁴³

July 8, 2024 - [KONAMI GROUP CORPORATION To Release FY2025 1st Quarter Financial Results](#)

August 1, 2024 - [Announcing Official Personnel Change](#)

August 1, 2024 - [1Q FY2025 Consolidated Financial Results](#)

August 1, 2024 - [1Q FY2025 Financial Results Presentation Material](#)

August 22, 2024 - [Inter-Prefectural Esports Championships 2024 SAGA eFootball™ Series Division. Prefectural Qualifiers to Begin Thursday, October 17!](#)

September 17, 2024 - [Announcing Official Personnel Change](#)

September 29, 2024 - ["Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars" Selected Among Winners of Japan Game Awards 2024: Future Division](#)

⁴³ [Konami web, News](#)

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, and Sports Business.

Konami has been publicly traded on the TSE since 1988 and on the LSE since 2004. The average number of shares outstanding was 135,557,586 as of September 30, 2024. The range in which the company's shares traded during Q2FY25 was between 10,015 JPY and 15,285 JPY. The opening price on July 1, 2024, was 11,645 JPY, and the closing price on September 30, 2024, was 14,545 JPY. Konami pays dividends twice a year, in the second and fourth quarters. A dividend of 66.00 JPY per share was approved in Q2FY25. Beginning date of dividend payment: November 21, 2024.

9 Pilates studios were opened in Q2FY25 and 5 more are planned to open in Q3FY25. Since August 2024, the sustainability of the population has been reviewed to take into account inflation and rising energy prices. A test run of the Class II machine began at a casino in Florida and an order for a VLT machine was received from an operator in Illinois. The SYNCROS system was installed in casinos in Nebraska and Oklahoma. The final of the Yu-Gi-Oh! championships was held in Seattle and the football Championship was held in 2024.

Total revenue in Q2FY25 amounted to 94,045 million JPY, which is 15.79% higher compared to Q2FY24, which was 81,218 million JPY, and 4.45% lower compared to Q1FY25, which was 90,039 million JPY.

Sales per Segment in Q2FY25: 71.72% from Digital Entertainment at 67,448 million JPY, 13.15% from Sports at 12,368 million JPY, 9.47% from Gaming & Systems at 8,904 million JPY, 6.26% from Amusement at 5,891 million JPY, and -0.60% from Intersegment eliminations amounted to a negative 566 million JPY.

As of September 30, 2024, Total Current Assets amounted to 332,365 million JPY, exceeding Total Current Liabilities, which were 97,848 million JPY, by 234,517 million JPY. Total Equity was 449,807 million JPY, an increase of 1.73%, compared to 442,148 million JPY on June 30, 2024, and an increase of 11.77%, compared to 402,452 million JPY on September 30, 2023.

The company has not made any acquisitions or divestitures in Q2FY25.

Follow the announcements of the release of new reports on the website Data40.com in the [Calendars by section DATA40.com](#).

Sources List

- [Konami Group Corporation Web](#)
- [London Stock Exchange](#)
- [Tokyo Stock Exchange](#)
- [Wikipedia](#)
- [MarketScreener](#)
- [TradingView](#)
- [Konami Corporate Profile](#)
- [Notice on Change of the Company's Trade Name](#)
- [Konami Q2FY25 Presentation](#)
- [Konami Consolidated Financial Q2FY25 Results](#)
- [Konami Consolidated Financial Q1FY25 Results](#)
- [Konami Consolidated Q3FY24 Report](#)
- [Konami Consolidated Q2FY24 Report](#)
- [Konami Consolidated Annual Report 2024](#)
- [Konami Consolidated Annual Report 2023](#)
- [Data40](#)

META



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