

FOR IMMEDIATE RELEASE

KONAMI HOLDINGS CORPORATION
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Shares listed: Tokyo and London Stock Exchanges

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**News Release: Notice Regarding Difference between Consolidated Results
for the Fiscal Year Ended March 31, 2021 and 2020, Recording of Impairment Loss and
Loss on Valuation of Shares of Subsidiaries (Non-Consolidated)**

KONAMI HOLDINGS CORPORATION (the "Company") had not disclosed consolidated earnings forecast for the fiscal year ended March 31, 2021, however, difference between the consolidated results for the fiscal year ended March 31, 2021 and 2020 meet the Timely Disclosure Rules. The Company hereby announces the difference resulted from increases in revenues and profits, despite of the impact of coronavirus outbreak, as follows.

In addition, the Company hereby announces recording of impairment loss on a consolidated basis and loss on valuation of shares of subsidiaries on a non-consolidated basis for the fiscal year ended March 31, 2021.

1. Difference between the Consolidated Results for the Fiscal Year Ended March 31, 2021 and 2020

(Millions of yen, except percentages)							
	Revenue	Business profit	Operating Profit	Profit before income taxes	Profit for the year	Profit attributable to owners of the parent	Basic earnings per share (attributable to owners of the parent) (yen)
Year ended March 31, 2020 (A)	262,810	44,297	30,972	30,395	19,897	19,892	147.26
Year ended March 31, 2021 (B)	272,656	64,164	36,550	35,581	32,274	32,261	242.17
Change (B – A)	9,846	19,867	5,578	5,186	12,377	12,369	
Percentage Change (%)	3.7	44.8	18.0	17.1	62.2	62.2	

Reason for the difference

Revenues of some business segments were impacted from temporal closures to prevent the coronavirus outbreak as well as world-wide economic slowdown, however, strong performance of products and services in the Digital Entertainment business including mobile games, computer and video games and card games led to consolidated results for the fiscal year ended March 31, 2021 that exceeded consolidated results for the fiscal year ended March 31, 2020.

2. Recording of impairment loss

The company assessed the recoverability of assets which was impacted from decrease in revenues due to the temporal closure of both directly managed sports clubs and outsourced facilities and shortened business hours in line with state-of-emergency declaration from government and business suspension request from local governments, moreover, from prolonged coronavirus outbreak. As a result, impairment loss of ¥18,717 million for property, plant and equipment and trademarks was recorded since the recoverable amount fell below the carrying amount.

3. Loss on valuation of shares of subsidiaries (Non-consolidated)

As for the shares of Konami Sports Co., Ltd., a consolidated subsidiary of the Company, loss on valuation of shares of subsidiaries of ¥48,424 million was recorded as extraordinary losses for the year ended March 31, 2021 on a non-consolidated basis, considering decrease in net assets of Konami Sports Co., Ltd. that was impacted from coronavirus outbreak.

The loss on valuation of shares of subsidiaries was recorded in non-consolidated financial statements only, and was eliminated in consolidation.

End

Cautionary statement with respect to forward-looking statements and other matters:

Statements made in this document with respect to our current plans, estimates, strategies and beliefs, including the above forecasts, are forward-looking statements about our future performance. 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: (i) changes in economic conditions affecting our operations; (ii) fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro; (iii) our 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; (iv) the timing of the release of new game titles and products, especially game titles and products that are part of historically popular series; (v) our ability to successfully expand internationally with a focus on our Digital Entertainment, Amusement, and Gaming & Systems businesses; (vi) our ability to successfully expand the scope of our business and broaden our customer base through our Sports business; (vii) regulatory developments and changes and our ability to respond and adapt to those changes; (viii) our expectations with regard to further acquisitions and the integration of any companies we may acquire; and (ix) the outcome of existing contingencies.