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### Today's Topic

1: What is KONAMI???

2: KONAMI's Core Business

3: Advantage of KONAMI

4: Sales Forecast

5: Conclusion



### Investment Suggestion: BUY

**Growing SNS market** 

Contents applicative skills

**Great success in SNS games market** 

Target price: 3304 Yen

38.5% Undervalued

\*Enterprise Discounted Cash Flow Model

Current price : 2030 Yen

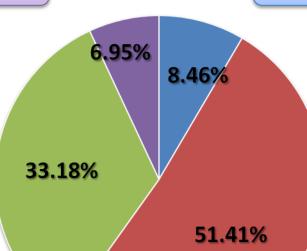
(21, July, 2011)

### What is KONAMI??

Pachinko & Slot

Gaming & Systems







**Health & Fitness** 





**Digital Entertainment** 



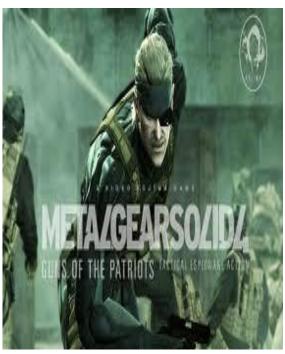


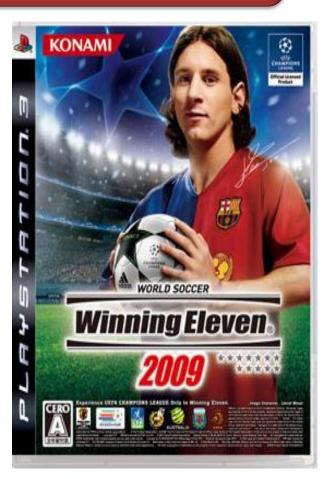
game software arcade games card games social games



#### Game Software









#### **Core Business of KONAMI**

Former: Game software business



**New: SNS business** 

What??

Why??



### What is SNS Business??

**Profit structure** 

**KONAMI** 

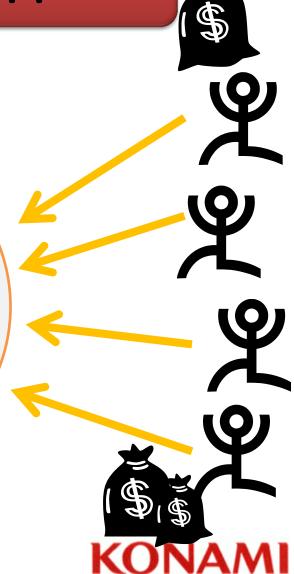
**Game Content** 

**Platform** 

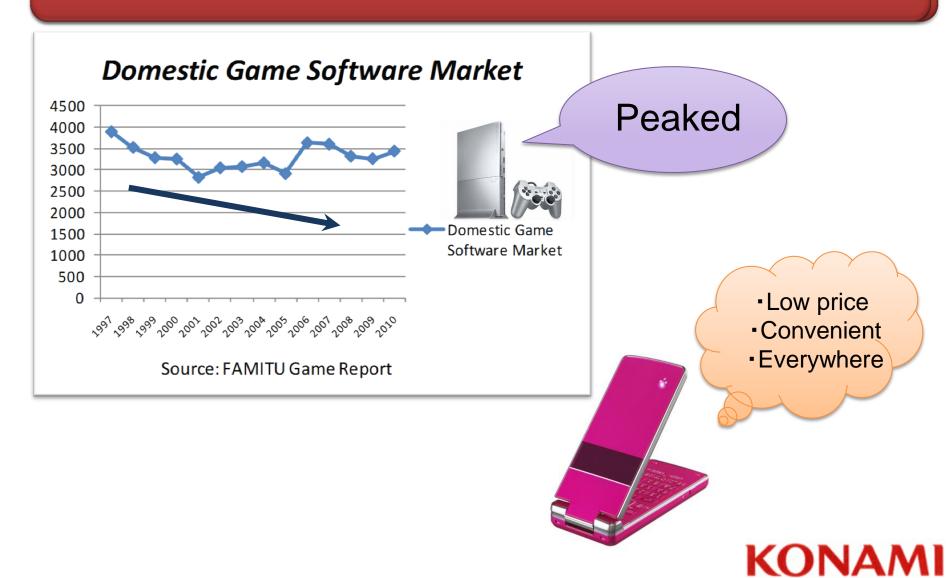
Facebook

MIG33

GREE



### Why Does KONAMI's Core Business Change 1



### Why Does KONAMI's Core Business Change 2

#### ⇒KONAMI can have a chance for global launch

Reason

1)Platform company started networking for smartphone

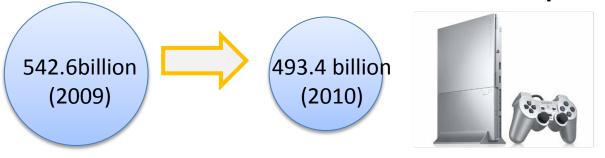
2)Smartphone has increased rapidly in the world



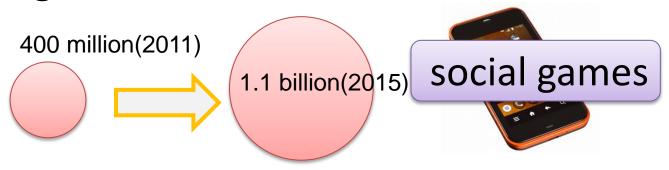


### Summary of SNS

#### Declination of Game Software in Japan



#### Growing SNS Market in the World





### Advantage of KONAMI



Past performance

3 million downloads

No.1!!!

for 44 weeks in GREE download ranking (Hall of Fame )

**KONAMI** creates hits products. ⇒success at SNS business



#### Attention to Advantage of KONAMI

1) Why can KONAMI develop hit products??

②Can KONAMI develop hit products from now on??



#### We think advantage of KONAMI is...

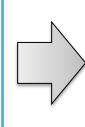
### **Contents applicative skills**

Example 1

Social Card game



- 1)The fullness of rule
- 2)Card type and effect
- 3)Hierarchical rankings of card





Card game business



### Contents Applicative Skills

Example 2

Baseball card game



New popular Products

SNS game + Card game





**Baseball game** 



#### A summary of contents applicative skills

# KONAMI can produce hit products by using past products



KONAMI acquired 100% ownership of HADSON which has an edge on social game.





hit products in the world



#### Sales Forecast

Digital Entertainment

Health & Fitness

**Gaming & Systems** 

Pachinko & Slot Machines

**Total Sales** 

Game software
Arcade games
Card games
Social games

Sales depend on SNS Business



#### **SNS** Business

<u>Sales</u> = users × charging price per person × charging rate

	Japan	Abroad
Users	Growth rate of GREE's membership	Growth rate of Smartphone market
Charging Price	<b>1322 Yen</b> (Reference : Same as above)	554 Yen (compared JPN's GDP to abroad)
Charging rate	<b>23.8%</b> (Reference :SOFTBANK Human Capital CORP.)	



#### Valuation

Compute operating free cash flow from future net sales

Prediction term: 10 years

WACC: 6.66%

Permanent growing rate: 1%

Target price

3304 Yen



#### Conclusion

Growing SNS market

Contents applicative skills

Great success in SNS games market

Target price: 3304 Yen

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Investment

suggestion: BUY







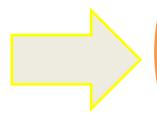
### Thank you for listening !!!!





### KONAMI

KONAMI delivers 70% SNS game



**GREE's Platform** 

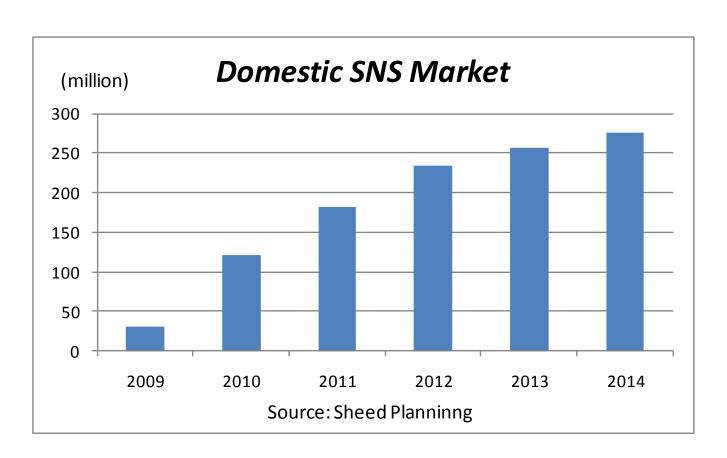




We decided centralization of capital.

Moreover, we bought "HADOSON" to brush up SNS contents.







⇒We think game software in domestic won't recover. Because of low birthrate.

⇒No damage. We think.

Because...1) Overseas development 2) age-group



#### Risk factor....

### Key person risk.

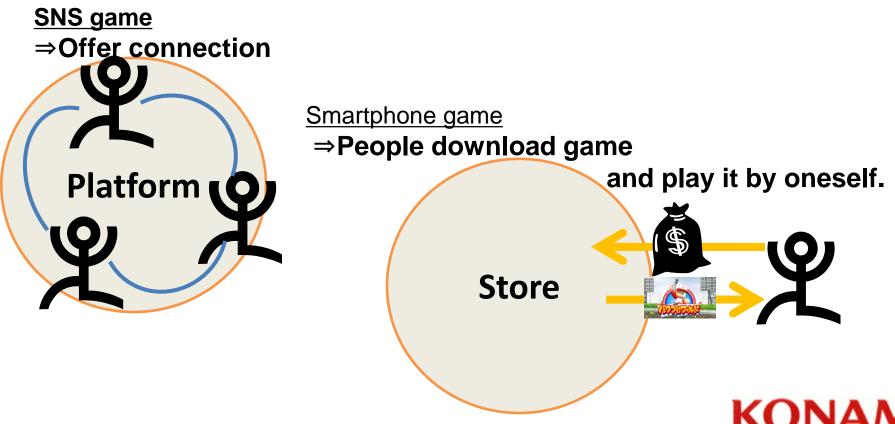
President Kagemasa Kozuki, KONAMI has been active in the front lines. And, he has leaded the growth and development of KONAMI.

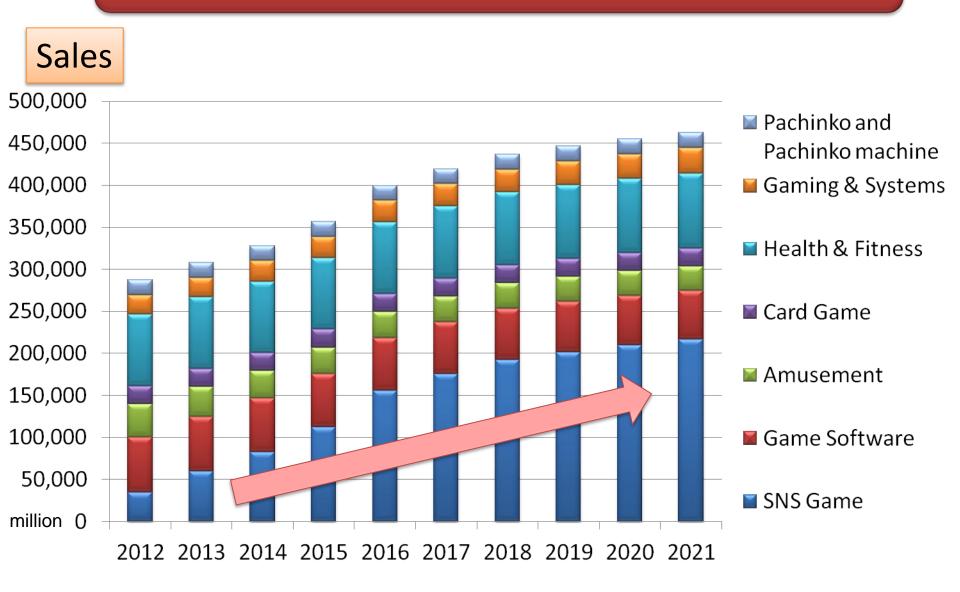
Therefore, after he retires, it is question that his successor can lead KONAMI



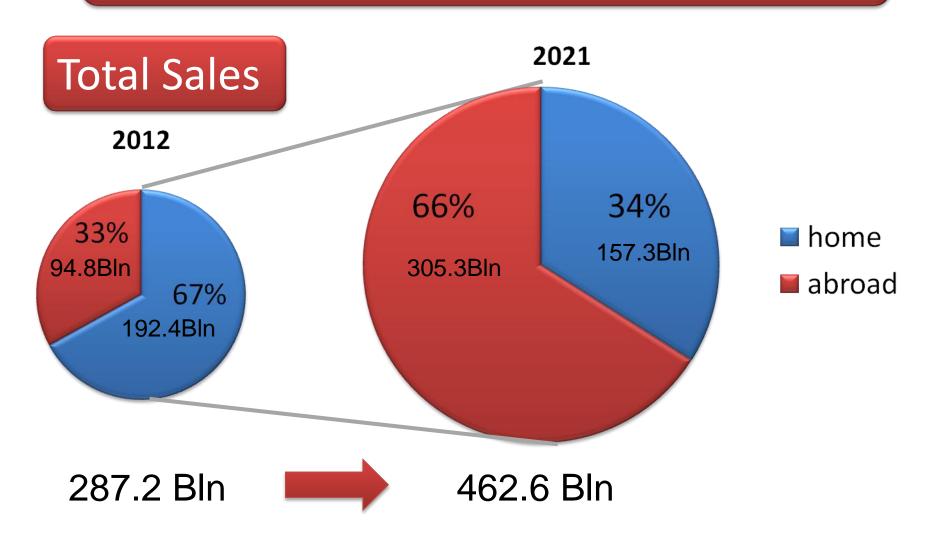


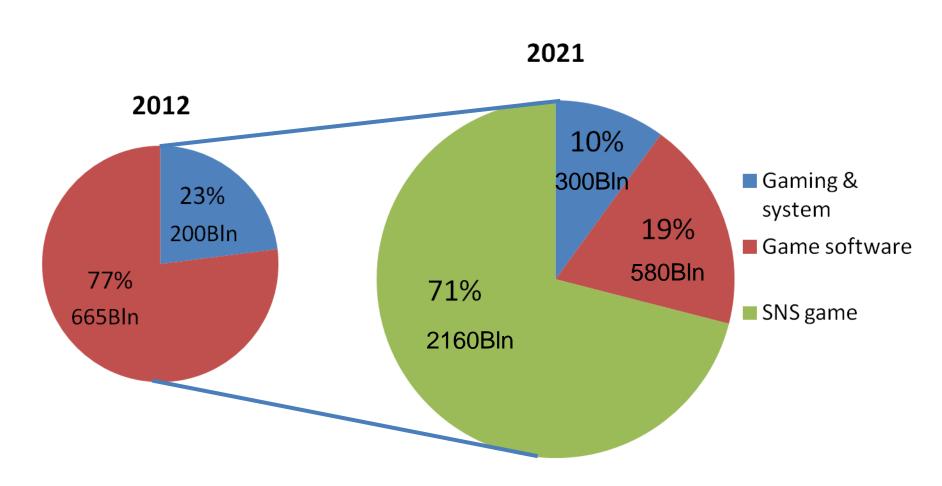
Is it different from between SNS game and Smartphone game??



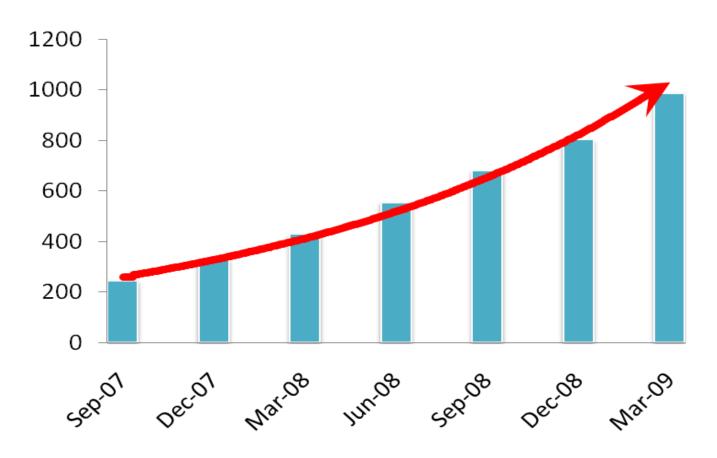


Bond Interest	1.08%
Risk Premium	5.26%
β	1.24
rE	7.60%
rD	3.64%
Tax Rate	40.70%
WACC	6.66%
Discount Rate	1.07%





#### **GREE's membership**





Reference : Gree's financial report



Singapore EU South Africa China



Southeast Asia
South Asia
Africa
Middle East