



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2021

### BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2020.3			FY2021.3				
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	% vs. Prior Year
Net Sales	159,251	349,327	723,989	145,035	91.1%	315,000	650,000	89.8%
Gross Profit	63,198	133,889	260,948	58,173	92.0%	112,000	224,000	85.8%
Operating Profit	22,830	47,941	78,775	19,915	87.2%	30,000	50,000	63.5%
Recurring Profit	23,829	48,746	79,797	20,412	85.7%	30,500	50,500	63.3%
Profit Attributable to Owners of Parent	16,924	34,607	57,665	13,181	77.9%	20,000	33,000	57.2%

#### Net Sales by Segment

(millions of yen)

	FY2020.3			FY2021.3				
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	% vs. Prior Year
Toys and Hobby	56,842	128,044	253,714	54,421	95.7%	120,000	250,000	98.5%
Network Entertainment	71,222	153,036	328,079	77,850	109.3%	160,000	305,000	93.0%
Real Entertainment	21,613	46,810	91,753	6,602	30.5%	25,000	70,000	76.3%
Visual and Music Production	9,191	20,761	46,951	4,024	43.8%	10,000	25,000	53.2%
IP Creation	3,263	7,850	23,497	4,628	141.8%	10,000	30,000	127.7%
Other	7,301	15,342	31,054	7,011	96.0%	14,000	30,000	96.6%
Elimination and Corporate	△ 10,182	△ 22,517	△ 51,061	△ 9,503	-	△ 24,000	△ 60,000	-
Total	159,251	349,327	723,989	145,035	91.1%	315,000	650,000	89.8%

#### Operating Profit by Segment

(millions of yen)

	FY2020.3				FY2021.3					
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Toys and Hobby	6,807	17,620	26,733	10.5%	6,338	93.1%	13,000	26,000	10.4%	97.3%
Network Entertainment	14,431	24,964	43,879	13.4%	19,515	135.2%	28,000	38,000	12.5%	86.6%
Real Entertainment	△ 36	1,526	△ 1,502	-	△ 5,663	-	△ 9,000	△ 12,000	-	-
Visual and Music Production	1,323	3,837	8,032	17.1%	158	12.0%	0	500	2.0%	6.2%
IP Creation	1,141	2,255	6,269	26.7%	814	71.4%	1,000	4,000	13.3%	63.8%
Other	307	932	1,346	4.3%	113	36.9%	500	1,000	3.3%	74.3%
Elimination and Corporate	△ 1,143	△ 3,194	△ 5,983	-	△ 1,361	-	△ 3,500	△ 7,500	-	-
Total	22,830	47,941	78,775	10.9%	19,915	87.2%	30,000	50,000	7.7%	63.5%

#### Reference: Net Sales by Region (External sales after elimination)

(millions of yen)

	FY2020.3			FY2021.3				
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	% vs. Prior Year
Japan	130,675	283,927	578,922	111,928	85.7%	245,900	496,000	85.7%
Americas	10,393	22,762	53,553	13,339	128.3%	26,100	49,500	92.4%
Europe	7,417	18,145	44,168	7,578	102.2%	16,500	43,500	98.5%
Asia	10,767	24,494	47,347	12,190	113.2%	26,500	61,000	128.8%
Elimination and Corporate	-	-	-	-	-	0	-	-
Total	159,251	349,327	723,989	145,035	91.1%	315,000	650,000	89.8%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2020.3				FY2021.3					
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Japan	22,369	45,399	72,598	12.5%	17,508	78.3%	27,000	44,500	9.0%	61.3%
Americas	498	1,760	4,772	8.9%	1,787	358.8%	2,000	3,000	6.1%	62.9%
Europe	53	838	2,158	4.9%	754	1422.6%	1,000	3,000	6.9%	139.0%
Asia	1,426	3,784	5,339	11.3%	1,990	139.6%	3,500	4,500	7.4%	84.3%
Elimination and Corporate	△ 1,515	△ 3,839	△ 6,091	-	△ 2,123	-	△ 3,500	△ 5,000	-	-
Total	22,830	47,941	78,775	10.9%	19,915	87.2%	30,000	50,000	7.7%	63.5%

#### Other Data

(millions of yen)

	FY2020.3			FY2021.3				
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	Full Year Forecasts	% vs. Prior Year
Capital Investments	5,399	13,308	27,342	4,819	89.3%	11,000	23,000	84.1%
Depreciation	4,431	9,774	23,240	4,505	101.7%	10,000	23,500	101.1%
Game Content R&D Investments	18,712	39,394	83,204	22,335	119.4%	41,000	83,000	99.8%
Advertising Expenses	8,015	20,069	44,368	5,422	67.6%	19,000	41,000	92.4%
Personnel Expenses	15,502	30,903	61,821	15,994	103.2%	29,000	59,000	95.4%

Note: As the Group partially changed the classification of business segments from FY2021.3, the classification of business segments for FY2020.3 have been restated accordingly.

Forward-looking Statements: This document contains figures that are based on the information currently available to management and estimate involving uncertain factors thought likely to have an effect on future results.

**【 Sales of IPs (Groupwide)】**

(billion yen)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	0.7	1.5	3.2	0.4	1.0	2.5
Anpanman	2.0	4.7	9.9	1.4	4.0	10.0
Ultraman	1.4	4.4	7.8	1.3	4.0	8.5
KAMEN RIDER	5.1	15.0	31.2	5.3	14.0	32.0
Mobile Suit Gundam	18.3	37.9	78.1	20.7	42.5	87.0
Super Sentai	2.4	4.3	6.8	1.4	3.0	6.0
DRAGON BALL	28.4	61.3	134.9	27.1	56.5	109.0
NARUTO	3.1	6.0	13.0	5.4	7.5	12.0
Pretty Cure	2.3	4.6	8.4	1.8	3.5	7.0
ONE PIECE	8.7	18.0	34.9	10.5	18.0	32.0

\*Figures are calculated based on sales before elimination of inter-segment transactions.

**【 Sales of IPs (Toys and Hobby Business, Japan)】**

(billion yen)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	0.4	0.8	1.6	0.3	0.5	1.5
Anpanman	1.9	4.4	9.4	1.4	4.0	9.5
Ultraman	1	2.5	4.3	0.9	2.5	5.0
KAMEN RIDER	4.7	13.7	28.5	4.6	12.5	27.5
Mobile Suit Gundam	9.4	18.3	35.7	9.9	19.0	36.0
Super Sentai	2.1	3.7	6.0	1.3	2.5	5.5
DRAGON BALL	5.3	11.6	20.7	3.0	7.0	16.5
Pretty Cure	2.3	4.5	8.3	1.8	3.5	7.0
Pokémon	1.7	3.2	6.6	1.1	2.5	5.5
ONE PIECE	1.7	4.8	7.9	1.4	3.5	7.0

\*Figures are calculated based on sales before elimination of inter-segment transactions.

**【 Digital Card Sales (Units sold)】**

(million pieces)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	44	91	174	13	60	135

**【 Network Entertainment Business (Sales by major category)】**

(billion yen)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Network content	47.6	100.8	200.9	49.5	100.0	195.0
Home video game	17.9	40.7	99	25.0	53.0	100.0

**【 Home Video Game (Number of titles and unit sales)】**

	FY2020.3						FY2021.3					
	1Q Results		1st Half Results		Full Year Results		1Q Results		1st Half Forecasts		Full Year Forecasts	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	4	710	13	1,524	37	3,458	10	763	20	2,000	45	3,000
Americas	2	1,978	15	4,377	39	10,334	7	3,663	16	6,000	31	9,000
Europe	3	1,659	18	4,285	45	10,792	7	4,579	17	7,000	35	16,000
Group Total	9	4,347	46	10,186	121	24,584	24	9,005	53	15,000	111	28,000
Localized versions	2	-	20	-	62	-	14	-	25	-	56	-
After elimination of localized versions												
Group Total	7	4,347	26	10,186	59	24,584	10	9,005	28	15,000	55	28,000

\*Figures are estimates based on management accounting.

**【Real Entertainment Business (Sales by major category)】**

(billion yen)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	5.6	11.6	27.1	1.5	5.6	17.5
Amusement facility	15.9	35.2	64.7	5.0	19.5	53.0

**【Number of Amusement Facilities】**

			FY2020.3			FY2021.3		
			1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	264	264	264	261	261	261
		Openings	△ 3	△ 5	△ 8	△ 2	△ 3	△ 7
		Closures	4	7	11	6	10	11
		Increase/Decrease	1	2	3	4	7	4
		End of term	263	262	261	257	254	257
	Overseas	Start of term	33	33	33	49	49	49
		Openings	7	8	19	0	7	8
		Closures	1	3	3	0	0	0
		Increase/Decrease	6	5	16	0	7	8
		End of term	39	38	49	49	56	57
	Total	Start of term	297	297	297	310	310	310
		Openings	10	13	27	△ 2	10	15
		Closures	5	10	14	△ 6	10	11
Increase/Decrease		5	3	13	4	0	4	
End of term	302	300	310	306	310	314		
	Revenue-sharing facilities	Japan	550	517	442	429	429	429
	Overseas	870	854	842	819	819	819	
Total	1,420	1,371	1,284	1,248	1,248	1,248		
Others	Total	3	4	4	4	4	4	
Facilities Total			1,725	1,675	1,598	1,558	1,562	1,566

**【Amusement Facilities (Existing-store sales, YOY, Japan)】**

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2021.3	15.4%	17.6%	68.8%	33.2%	/	/	/	/	/		
FY2020.3	106.0%	109.7%	114.5%	109.8%	105.4%	108.2%	102.6%	105.7%	107.5%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2021.3	/	/	/	/	/	/	/	/	/	/	/
FY2020.3	104.9%	100.8%	93.9%	99.2%	105.0%	99.0%	99.6%	42.0%	79.5%	88.8%	98.1%

**【Visual and Music Production Business & IP Creation Business (Sales by major category)】**

(billion yen)

	FY2020.3			FY2021.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Packages	3.4	6.5	15.2	1.0	4.0	10.0
Production, license, distribution, events and others	9.0	22.1	55.2	7.6	16.0	45.0
Total	12.4	28.6	70.4	8.6	20.0	55.0

**【Visual and Music Production Business & IP Creation Business (Number of copyrighted productions and running time)】**

Number of copyrighted productions (BANDAI NAMCO Arts)	1,117 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,229 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	337 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,742 hours
As of June 30, 2020	

\*Figures are estimates based on management accounting.