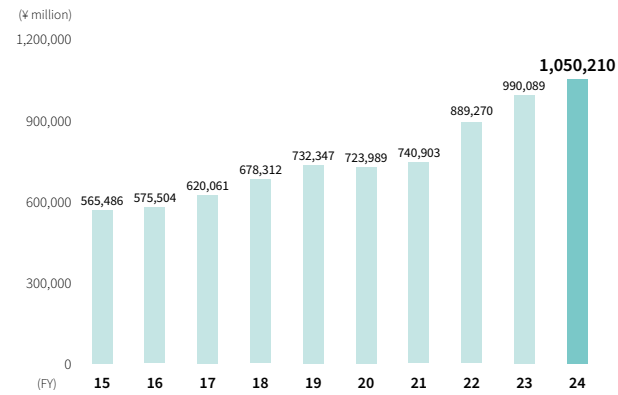


Results of Operations

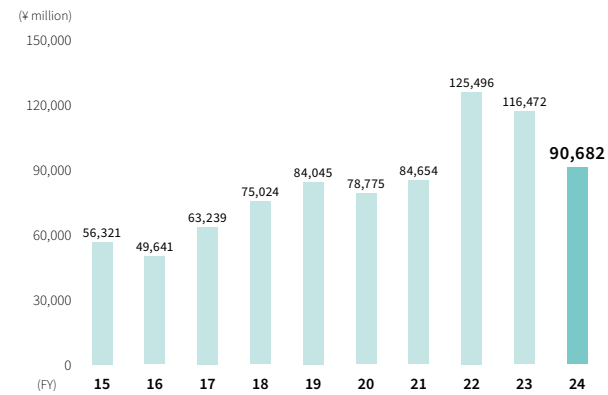
Fiscal year ended March 31. Latest data: 2024.3 (April 2023–March 2024)
 Note: Figures in this fact book have been rounded down.

Consolidated Business Performance

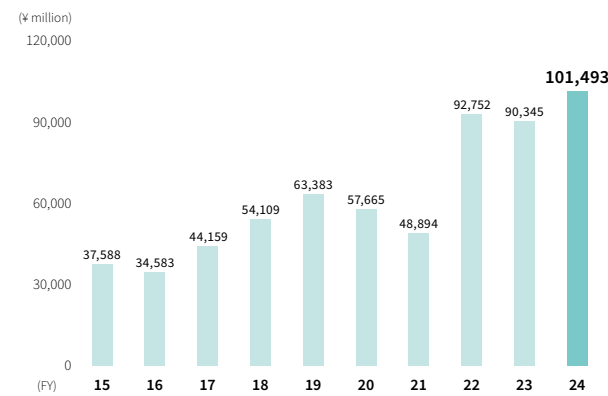
Net Sales



Operating Profit

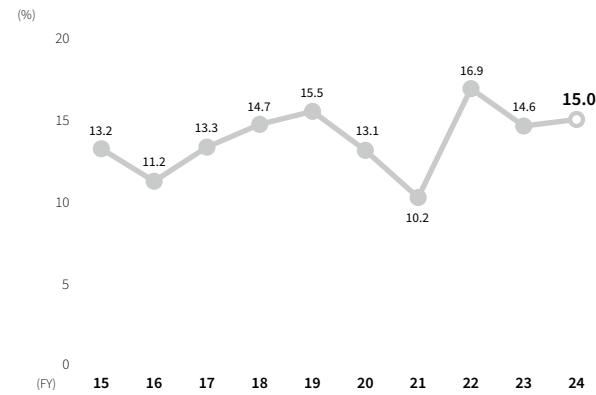


Profit Attributable to Owners of Parent

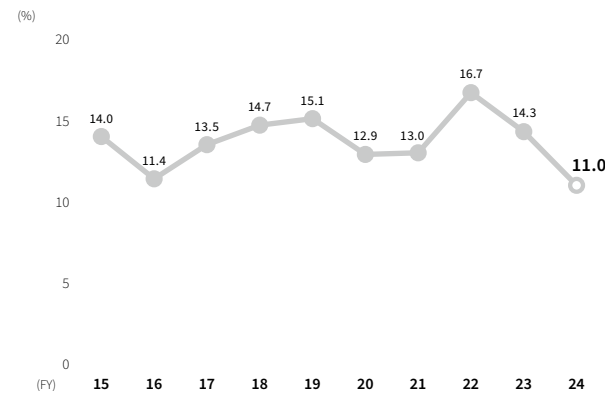


Management Indicators

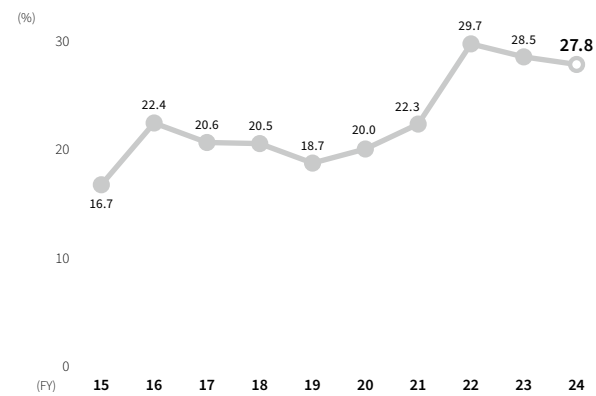
ROE (Profit Attributable To Owners Of Parent / Average Total Shareholder's Equity)



ROA (Recurring Profit / Average Total Assets)



Overseas Sales Proportion

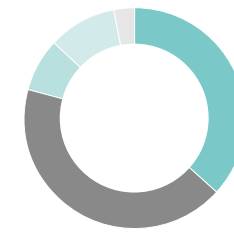


Sales by Category

Sales by Category (Consolidated)

• FY2023.3

Elimination of internal transactions and corporate	¥60,748 million
Net sales (after eliminations)	¥990,089 million



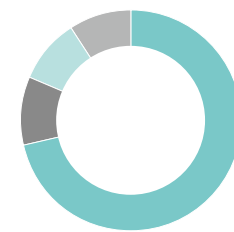
Category	Sales (¥ million)	Percentage
Entertainment Unit (Digital Business)	¥385,681 million	36.7%
Entertainment Unit (Toys and Hobby Business)	¥447,491 million	42.6%
IP Production Unit	¥81,748 million	7.8%
Amusement Unit	¥104,602 million	10.0%
Other	¥31,313 million	2.9%

Note: Percentages are calculated based on sales before elimination of intersegment transactions.

Sales by Geographic Region

• FY2023.3

Sales to external customers	¥990,089 million
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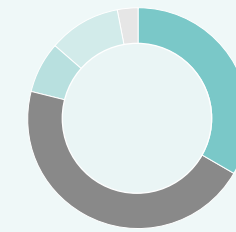


Region	Sales (¥ million)	Percentage
Japan	¥707,531 million	71.5%
Americas	¥99,344 million	10.0%
Europe	¥94,458 million	9.5%
Asia, excluding Japan	¥88,757 million	9.0%

Note: Percentages are calculated based on external sales. Figures are estimates based on management accounting.

• FY2024.3

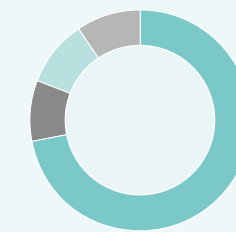
Elimination of internal transactions and corporate	¥66,830 million
Net sales (after eliminations)	¥1,050,210 million



Category	Sales (¥ million)	Percentage
Entertainment Unit (Digital Business)	¥372,667 million	33.4%
Entertainment Unit (Toys and Hobby Business)	¥509,880 million	45.6%
IP Production Unit	¥82,468 million	7.4%
Amusement Unit	¥119,667 million	10.7%
Other	¥32,358 million	2.9%

• FY2024.3

Sales to external customers	¥1,050,210 million
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Region	Sales (¥ million)	Percentage
Japan	¥758,463 million	72.2%
Americas	¥91,447 million	8.7%
Europe	¥102,937 million	9.8%
Asia, excluding Japan	¥97,365 million	9.3%

Products / Service Data

Sales by IPs

Groupwide Sales by IPs (Worldwide)

	FY2023.3		FY2024.3	
	(# billion)			
Ultraman series	19.5	19.1		
KAMEN RIDER series	32.1	31.5		
Gundam series	131.3	145.7		
Super Sentai series	6.5	6.5		
Anpanman	9.9	10.1		
DRAGON BALL series	144.5	140.6		
NARUTO	18.7	25.3		
PRETTY CURE! series	5.6	6.4		
ONE PIECE	86.3	112.1		

Note: Sales before elimination of intersegment transactions

Sales by IP for Toys and Hobby Business (Japan)

	FY2023.3		FY2024.3	
	(# billion)			
Ultraman series	9.2	8.3		
KAMEN RIDER series	23.0	23.4		
Gundam series	60.5	68.7		
Super Sentai series	5.6	5.4		
Anpanman	9.3	9.4		
DRAGON BALL series	22.5	23.0		
PRETTY CURE! series	5.6	6.4		
Pokémon	8.8	11.9		
ONE PIECE	31.9	60.3		

Note: Sales before elimination of intersegment transactions

Entertainment Unit (Digital Business)

Sales by major category

	FY2023.3		FY2024.3	
	(# billion)			
Network content	194.0	187.9		
Home console games	159.8	151.5		

- Number of network content titles in Japan (As of the end of March 2024)
 - Social media 2 titles
 - Game apps (Google Play) 23 titles
 - Game apps (App Store) 23 titles

Bandai Namco Entertainment Inc.

- Major home console game titles: Cumulative total number of shipments by series (including PC versions)
 - Super Robot Wars series
 - Cumulative total number of shipments, April 1991 to March 2024 20.47 million units
 - TEKKEN series
 - Cumulative total number of shipments, March 1995 to March 2024 57.00 million units
 - Tales of... series
 - Cumulative total number of shipments, December 1995 to March 2024 30.25 million units
 - NARUTO-related series
 - Cumulative total number of shipments, January 2009 to March 2024 35.47 million units
 - DARK SOULS series
 - Cumulative total number of shipments, September 2011 to March 2024 37.33 million units
- Note: Total for overseas sales for which Bandai Namco Entertainment Inc. was the original seller (excluding domestic sales by FromSoftware, Inc.)

- Major network content titles: Cumulative total number of downloads
 - ONE PIECE Treasure Cruise
 - Cumulative total number of downloads, May 2014 to March 2024 100.00 million downloads
 - DRAGON BALL Z DOKKAN BATTLE
 - Cumulative total number of downloads, January 2015 to March 2024 350.00 million downloads
 - THE IDOLM@STER CINDERELLA GIRLS: STARLIGHT STAGE
 - Cumulative total number of downloads, September 2015 to March 2024 25.00 million downloads
 - NARUTO X BORUTO NINJA VOLTAGE
 - Cumulative total number of downloads, November 2017 to March 2024 110.00 million downloads
 - DRAGON BALL LEGENDS
 - Cumulative total number of downloads, May 2018 to March 2024 100.00 million downloads
 - ONE PIECE Bounty Rush
 - Cumulative total number of downloads, January 2019 to March 2024 130.00 million downloads

Entertainment Unit (Toys and Hobby Business)

BANDAI CO., LTD.

Toys

- Ultraman soft figures (heroes and monsters)
 - Cumulative shipment volume, 1983 to March 2024 109.60 million units
- Super Sentai series (shape-changing model robots)
 - Cumulative shipment volume, 1979 to March 2024 31.55 million units
- Digital Monsters (Digimon portable LCD games)
 - Cumulative shipment volume, June 1997 to March 2024 14.50 million units
- KAMEN RIDER transformation belt (HEISEI/REIWA RIDER)
 - Cumulative shipment volume, February 2000 to March 2024 16.45 million units
- First-generation Tamagotchi (including overseas)
 - Cumulative shipment volume, November 1996 to March 1999 40.00 million units
- Tamagotchi (including overseas)
 - Cumulative shipment volume, March 2004 to March 2024 54.50 million units
- Donjara series
 - Cumulative shipment volume, 1984 to March 2024 4.09 million units
- Anpanman PC series (including tablet devices)
 - Cumulative shipment volume, 1999 to March 2024 2.53 million units

Capsule Toys: Gashapon

- Gashapon (¥100-¥2,000)
 - Cumulative shipment volume, 1977 to March 2024 4,060.90 million units
- Capsule-less product series
 - Cumulative shipment volume, October 2015 to March 2024 73.95 million units

Cards, Trading Cards

- BANDAI CARD GAMES, CARDDASS series
 - Cumulative shipment volume, 1988 to March 2024 13,114.00 million units
- DATA CARDDASS series
 - Cumulative total card shipments, March 2005 to March 2024 3,174.08 million units

Candy Toys

- Candy toys (all lines)
 - Cumulative shipment volume, 1995 to March 2024 2,781.38 million units

Confectionery / Foods

- Crayon Shin-chan Chocobi series
 - Cumulative shipment volume, March 2005 to March 2024 272.55 million units
- Charapaki series
 - Cumulative shipment volume, October 2017 to March 2024 156.14 million units
- Tabemasu (Japanese-style confection) series
 - Cumulative shipment volume, April 2015 to March 2024 16.27 million units

Apparel

- Transformation suits
 - Cumulative shipment volume, 1991 to March 2024 11.76 million units
- Glow-in-the-dark pajama series
 - Cumulative shipment volume, October 2007 to March 2024 8.04 million units

Lifestyle (Sundries)

- Bikkura Tamago bathing salts
 - Cumulative shipment volume, March 2002 to March 2024 203.01 million units
- The Rose of Versailles Liquid Eyeliner series (including overseas)
 - Cumulative shipment volume, September 2007 to March 2024 7.05 million units

Products / Service Data

BANDAI SPIRITS CO., LTD.

Collectible Figures

- *SOUL OF CHOGOKIN*
Cumulative shipment volume,
December 1997 to March 2024 3.87 million units
- *SAINT CLOTH MYTH*
Cumulative shipment volume,
November 2003 to March 2024 5.77 million units
- *SOUL OF ROBOT*
Cumulative shipment volume,
October 2008 to March 2024 6.87 million units
- *S.H. Figuarts*
Cumulative shipment volume,
February 2008 to March 2024 19.62 million units

Model Kits

- *Gundam series* model kits
Cumulative shipment volume,
As of the end of March 2024 787.45 million units
- *Gundam (Real) series* model kits
Cumulative shipment volume,
July 1980 to March 2024 600.41 million units
- *Gundam (SD) series* model kits
Cumulative shipment volume,
July 1987 to March 2024 187.04 million units
- *Figure-rise series*
Cumulative shipment volume,
December 2009 to March 2024 10.18 million units

Prizes

- Number of items developed into prizes in FY2024.3
Total number of items 1,586 items
- Formed products (figures, etc.) 818 items
- Sewn products (stuffed toys, etc.) 546 items
- Sundries 222 items

Overseas

- *SAINT CLOTH MYTH*
Cumulative shipment volume,
December 2003 to March 2024 9.35 million units
- *Gundam* action figures
Cumulative shipment volume,
January 2000 to March 2024 17.79 million units
- *Gundam series* model kits
Cumulative shipment volume,
January 2000 to March 2024 121.13 million units

MegaHouse Corporation

- *Othello series*
Cumulative shipment volume,
1973 to March 2024 26.23 million units
- *Rubik's Cube series*
Cumulative shipment volume,
1980 to March 2024 16.74 million units

SUN-STAR STATIONERY CO., LTD.

- *Nurie* (coloring book) series
Cumulative shipment volume,
July 2009 to March 2024 107.75 million units
- *STICKYLE* (stick-type stationery) series
Cumulative shipment volume,
November 2010 to March 2024 11.80 million units

HEART CORPORATION

- Results in shipments of products for seasonal events
Confectionery for
2023 Christmas 85 items, 2.52 million units
- Confectionery for
2024 Valentine's Day 152 items, 4.15 million units
- Confectionery for
2024 White Day 92 items, 1.66 million units

IP Production Unit

• Sales by category (¥ billion)

	FY2023.3	FY2024.3
Packaged products	11.5	9.5
Productions, license, distribution, events, etc.	70.2	72.9
Total	81.7	82.4

Bandai Namco Filmworks Inc.

- Cumulative total sales of visual packaged products
- *Gundam series*
Cumulative shipment volume,
December 1987 to March 2024 21.46 million units
- *Ultraman series*
Cumulative shipment volume,
January 1988 to March 2024 8.58 million units
- FY2024.3 visual packaged products overall
Cumulative total number of shipments,
April 2023 to March 2024 1.25 million units
- Cumulative number of fee-based viewings for on-demand delivery of animations (Total for TVOD and SVOD, excluding free distribution)
Cumulative total,
October 2002 to March 2024 626,153,585 viewings
- Number of animation productions available for on-demand delivery
Number of productions delivered as of
March 31, 2024 5,455 productions

Bandai Namco Filmworks Inc. / Bandai Namco Pictures Inc. / SUNRISE BEYOND INC.

- Number of copyrighted products and total number of hours (As of the end of March 31, 2024)
- Number of copyrighted products 1,137 products
 - Total number of hours 5,902 hours

Bandai Namco Music Live Inc.

- Total number of musical works (As of the end of March 2024)
- Number of works
with master license recordings Approx. 72,700 works
- Number of works published Approx. 40,400 works

Note: From FY2017.3, number of works managed in-house

Amusement Unit

• Sales by category (¥ billion)

	FY2023.3	FY2024.3
Amusement machines	31.0	34.0
Amusement facilities	73.5	85.4

Amusement Facilities

- Number of facilities at the end of FY2024.3

Region	Directly managed facilities	Revenue-sharing facilities*	Other
Japan	220	789	78
Overseas	20	14	
Total	240	803	78

* Revenue-sharing facilities: Revenues from the operation of amusement machines are shared among stores.

- Existing-store sales (YoY)

	FY2023.3	FY2024.3
Japan	114.9%	103.0%

HANAYASHIKI CO., LTD.

- Number of customers entering
ASAKUSA HANAYASHIKI in FY2024.3 530,000 customers