OVERVIEW OF MAIN GROUP COMPANIES

As of October 31, 2024

Bandai Namco Holdings Inc. Planning and execution of the Bandai Namco Group's medium- to long-term management strategies; provision of support for business strategy implementation by Group companies; management of business activities (Tokyo Stock Exchange, Prime Market) Bandai Namco Holdings USA Inc. Regional management company in the Americas, providing support for the implementation of strategies by operating companies, etc. Bandai Namco Holdings Europe S.A.S. Regional management company in Europe, providing support for the implementation of strategies by operating companies, etc. Bandai Namco Holdings Asia Co., Ltd. Regional management company in Asia, providing support for the implementation of strategies by operating companies in Asia (excluding China) Bandai Namco Holdings China Co., Ltd. Regional management company in China, providing support for the implementation of strategies by operating companies, etc. Bandai Namco Holdings UK Ltd. Regional holding company in the U.K., providing support for the implementation of strategies by operating companies in U.K.

Entertainment Unit

Digital Business

Bandai Namco Entertainment Inc.	Planning, distribution, and sales of entertainment content, such as network content and home console games
Bandai Namco Studios Inc.	Planning, development, and operation of home console games, network content, PC content, etc.
Bandai Namco Online Inc.	Planning, development, and operation of Internet-based online games, other software, and services
D3PUBLISHER INC.	Planning, development, and sales of home console games; planning, development, and distribution of network content
B.B.STUDIO CO., LTD.	Planning and development of home console games, network content, and amusement machines
Bandai Namco Network Services Inc.	Operation, distribution, digital marketing, and localization of content in network services, as well as technical support and other services
Bandai Namco Sevens Inc.	Development and sales of entertainment equipment; development, manufacturing, and sales of visual substrates; planning and operation of other new businesses
Bandai Namco Research Inc.	Development of technologies, demonstration, and verification in new business fields for use in Groupwide services for the Bandai Namco Group
Bandai Namco Nexus Inc.	Development, operation, and analysis of online games, online distribution platforms, and services for IP fans, etc.
Bandai Namco Aces Inc.	Planning, development, and operation of home console games, network content, PC content, etc.
Bandai Namco Shimane Susanoo Magic Inc.	Planning and operation of professional basketball team Shimane Susanoo Magic
Bandai Namco Entertainment Europe S.A.S.	Planning, development, and sales of home console games; planning, development, and distribution of network content.
Bandai Namco Entertainment America Inc.	Planning, development, and sales of home console games; planning, development, and distribution of network content
Reflector Entertainment Ltd.	Planning and production of entertainment content, such as network content, home console games, etc.
Bandai Namco Mobile S.L.	Development and marketing of network content
Bandai Namco Studios Singapore Pte. Ltd.	Planning and development of home console games, amusement machines, etc.
Bandai Namco Entertainment (Shanghai) Co., Ltd.	Planning, operation, and production of network content; planning, development, production, and sales of toys, capsule toys, cards, candy toys, model kits, prizes, etc.; production and sales of toys, etc., for China
Limbic Entertainment GmbH	Planning and production of entertainment content, such as network content, home console games, etc.

Toys and Hobby Business

 Planning, development, manufacturing, and sales of model kits, toys for the mature fan base, character lottery products, special amusement prizes, etc. Planning, development, production, and sales of toys, figures, and other products, as well as contract manufacturing. Planning, development, production, processing, and sales of character-themed stationery, idea stationery, and other miscellaneous goods Planning, development, production, processing, and wholesale of seasonal special event candy and candy toys Character design, planning, and design of BANDAI products; planning and sales of in-house products Planning, development, and manufacturing of toys, model kits, electronic-related equipment, etc.; contract operations for various types of inspecting and testing (ISO 17025-accredited testing organization) Sales of special amusement prizes, etc. Planning, development, production, and sales of stuffed toys, testile products, fabric toys, sundries, and other products
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Planning, development, production, and sales of stuffed toys, textile products, fabric toys, sundries, and other products
Planning, design, and printing (packages, catalogs, posters, cards); website production, event planning, and administration
Sales, promotions, event sales, e-commerce, etc., in the Americas for toys, collectible figures, and other products for the mature fan base
Sales of toy-related products in France
Sales of toy-related products in the U.K.
Sales of toy-related products in Spain
Planning, operation, and production of network content; planning, development, production, and sales of toys, capsule toys, cards, candy toys, model kits, prizes, etc.; production and sales of toys, etc., for China
Procurement, sales, importing, and exporting of toys, etc., in Asia (excluding Japan)
Production guidance and development support for cooperating plants; provision of services related to quality control, etc.; provision of quality testing, plant auditing, and other services
Planning and sales of toy-related products in South Korea
Production of Super Sentai series robot toys as well as molds
Manufacturing of toys (principally capsule toys, figures, and lower-priced toys); manufacturing of capsule toy vending machines
Procurement management for special amusement prizes, character lottery products for convenience stores, etc., and products sold overseas
Sales of toy-related products in Mexico

IP Production Unit

Bandai Namco Filmworks Inc.	Planning, production, and sales of animatior administration of copyrights and other rights
Bandai Namco Music Live Inc.	Planning, production, management, and adr production of live events
SOTSU CO., LTD.	Planning and production of TV animation pro
Bandai Namco Pictures Inc.	Planning and production of animations and
Actas Inc.	Planning and production of animation produ
Eightbit co., Ltd.	Planning, production, and product developm
Bandai Namco Base Inc.	Management and operation of concert hall fa
SUNRISE (SHANGHAI) CO., LTD.	Planning and production of visual content; m

Amusement Unit

Bandai Namco Amusement Inc.	Planning, development, operation, and sales of facil
PLEASURECAST CO., LTD.	Planning and operation of entertainment facilities
HANAYASHIKI CO., LTD.	Planning, operation, etc., of ASAKUSA HANAYASHIKI
Bandai Namco Technica Inc.	After-sales service operations related to amusement other companies; development of original products
Bandai Namco Amusement Lab Inc.	Operations related to the research, planning, and de machines
Bandai Namco Amusement America Inc.	Planning and production of amusement machines; and Japan of amusement machines manufactured l
Bandai Namco Amusement Europe Ltd.	Planning and operation of entertainment facilities; s
NAMCO ENTERPRISES ASIA LTD.	Planning and operation of entertainment facilities
Bandai Namco Amusement (Shanghai) Co., Ltd.	Planning and operation of entertainment facilities

BANDAI LOGIPAL INC.	International distribution, customs brokerag
LOGIPAL EXPRESS INC.	Truck freight, industrial waste collection and
Bandai Namco Business Arc Inc.	Work related to the Bandai Namco Group's
J-Broad Co., LTD.	Consulting related to new graduate and mic media; acquisition, analysis, and provision of planning related to public relations and edu students; employment personnel referral bu
Bandai Namco Will Inc.	Special subsidiary for the promotion of emp

ons and other visual content and of services related to visual products; management and

dministration of visual and music content; artist discovery and development;

rograms; rights business; production and agency operations in sports entertainment

d other visual content; management and administration of copyrights and other rights

ducts

ment of animation products

facilities

management and administration of copyrights and other rights, etc.

ales of facilities, machines, and services related to real entertainment facilities

NAYASHIKI amusement park and ASAKUSA KAGEKIJO multipurpose hall

musement machines; stocking and sales of pre-owned amusement machines and products from al products

ing, and development of content for real entertainment facilities and areas related to amusement

machines; planning, production, and sales of indoor-use recreation products; exports to Europe ufactured by other companies; repair of amusement machines

facilities; sales of amusement machines

rage, amusement-related business, product inspection, product manufacturing support, etc.

and transportation, logistics management, warehouse operations, vehicle maintenance, etc. s general affairs, personnel, finance and accounting, and information systems

nid-career hiring plans; planning, production, and publication of employment public relations n of employment-related information; sales of employment aptitude tests for companies; ducation for colleges, junior colleges, etc.; implementation of practice employment tests for business (permit No.: 13-7-010991)

mployment of people with disabilities