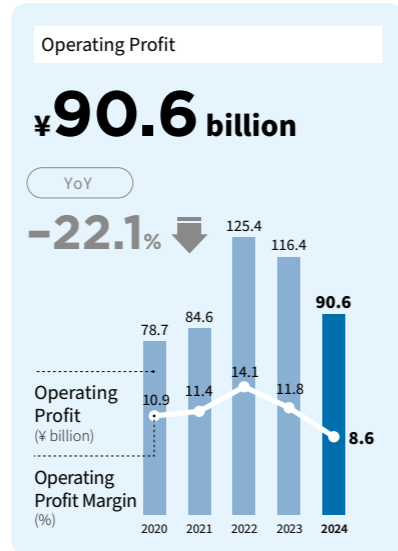
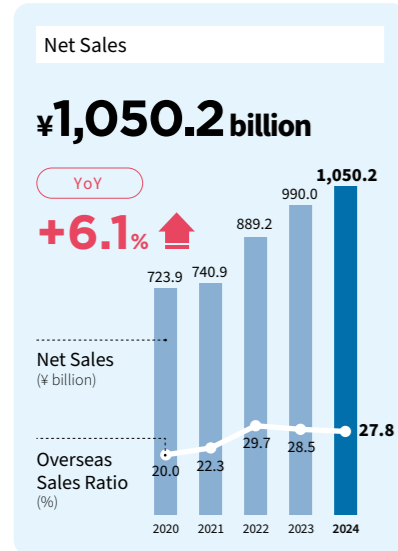


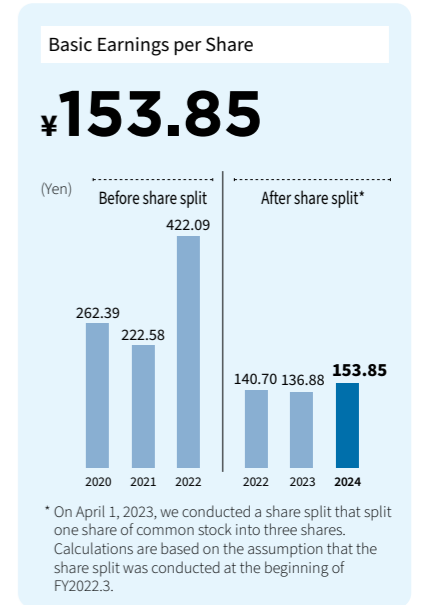
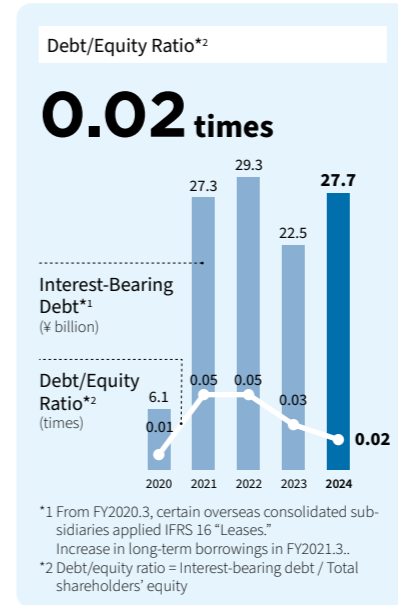
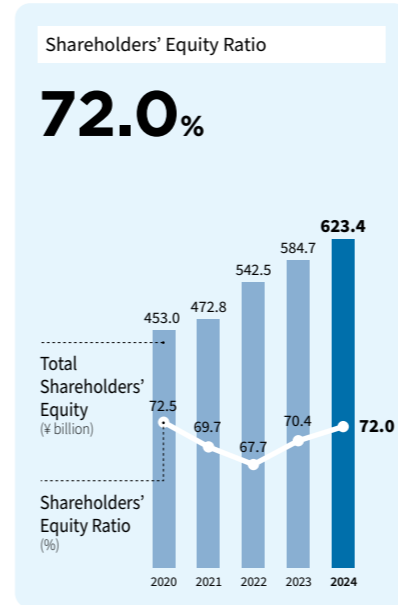
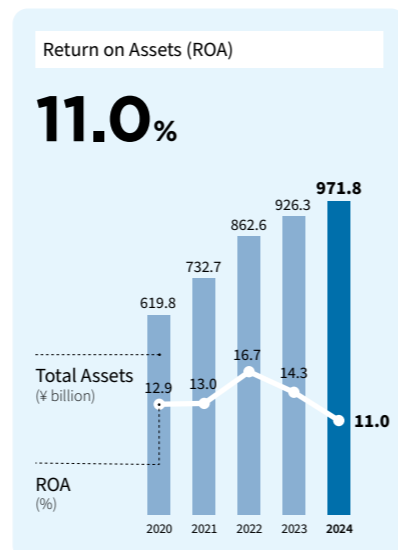
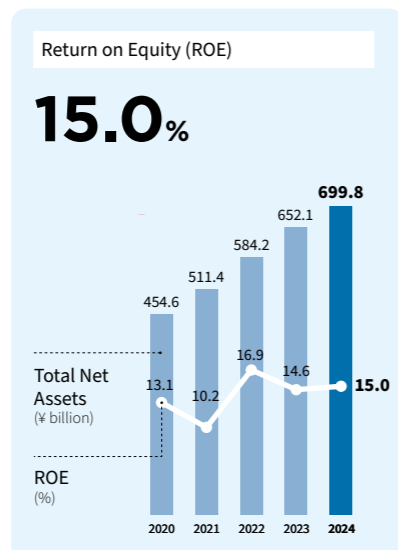
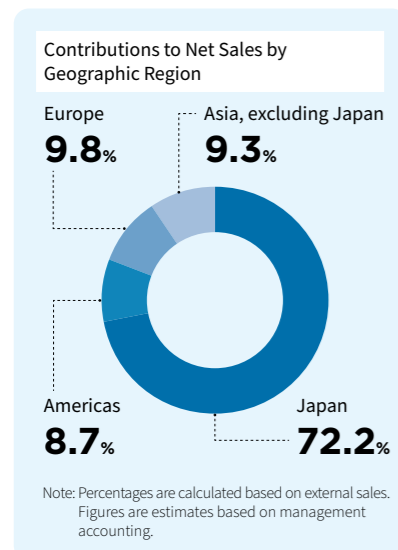
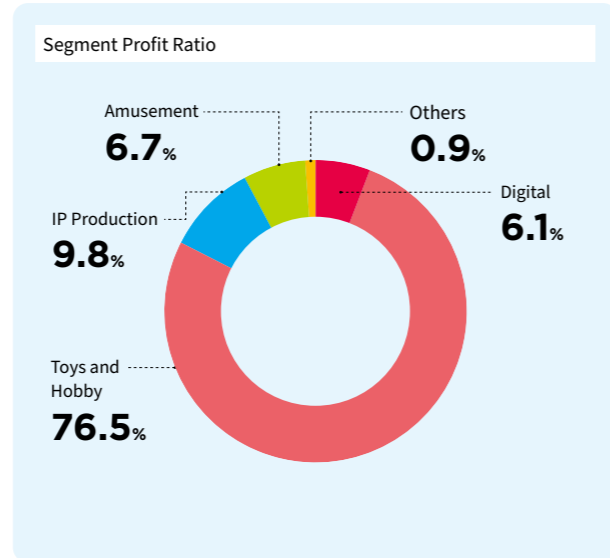
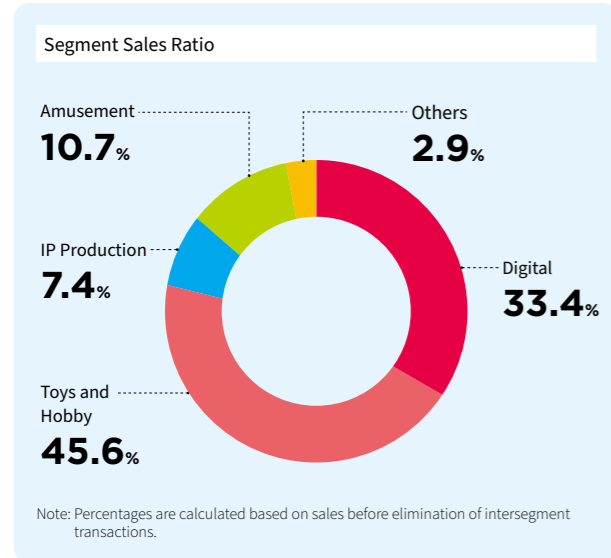
# THE BANDAI NAMCO GROUP— 1 YEAR OF RESULTS

Bandai Namco Holdings Inc. and Consolidated Subsidiaries  
For the Fiscal Years Ended March 31



### Overview of Results

- We promoted collaboration across each region and business centered on the IP axis strategy and strengthened Groupwide measures under the ALL BANDAI NAMCO concept.
- In the Digital Business, we recorded valuation losses on new online game and disposal losses that accompanied revisions to our title organization.
- In the Toys and Hobby Business, favorable results were recorded due in part to our efforts to expand the lineup and global rollout of products in high-performing categories and bolster our production structure.
- In the IP Production Business, performance in the visual works business was robust, and we also recorded solid results in terms of the licensing business, online distribution, and live events, among others.
- In the Amusement Business, we had success with opening new facilities featuring Group products and services and achieved solid sales of new products for amusement machines.



## ESG (For detailed data, please refer to FACT BOOK 2024, a separate publication.)

