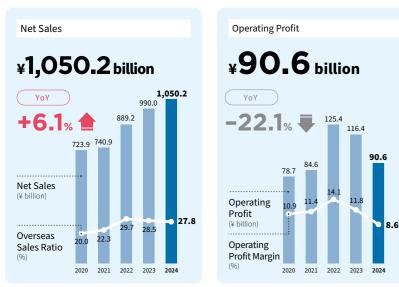
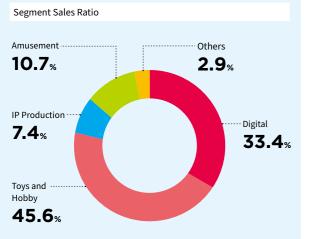
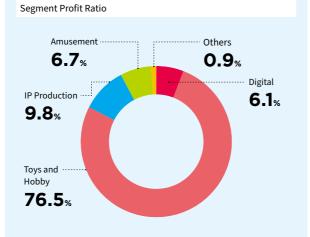
## THE BANDAI NAMCO GROUP-**1 YEAR OF RESULTS**

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

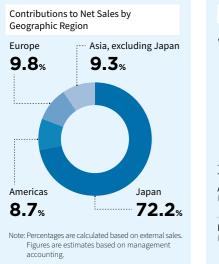


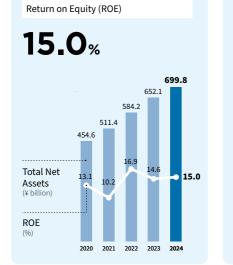
- We promoted collaboration across each region and business centered on the IP axis strategy and strengthened Groupwide measures under the ALL BANDAI NAMCO concept.
- In the Digital Business, we recorded valuation losses on new online game and disposal losses that accompanied revisions to our title organization.
- 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.

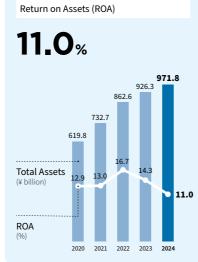




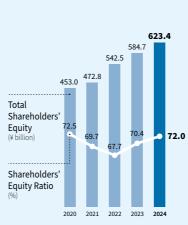
Note: Percentages are calculated based on sales before elimination of intersegment transactions.













Industrial Waste

4.321 tons

Recycling Volume

1,256 tons

11,159 people

2024

2024

... 🕨 ¥145.7 billion

¥19.1 billion

5 /14

6.1

Interest-Bearing

Debt\*1

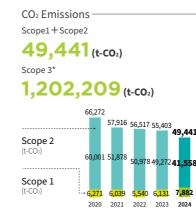
(¥ billion

Ratio\*2

Debt/Equity

Debt/Equity Ratio\*2

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



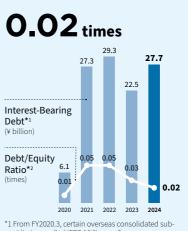
\* The data covers Bandai Namco Entertai BANDAI CO., LTD., BANDAI SPIRITS CO., LTD., Bandai Namco Filmworks Inc., and Bandai Namco Am

Sales of IP Products and Services (Group Total)

| (KAMEN RIDER series   |                       | Gundam series   |
|-----------------------|-----------------------|-----------------|
| 2023                  | 2024                  | 2023            |
| ¥ <b>32.1</b> billion | ¥ <b>31.5</b> billion | ¥131.3 billion  |
| DRAGON BALL series    |                       | Ultraman series |
| 2023                  | 2024                  | 2023            |
| ¥144.5 billion        | ¥140.6 billion        | ¥19.5 billion   |
| ONE PIECE             |                       |                 |
| 2023                  | 2024                  |                 |
| ¥86.3 billion         | ¥112.1 billion        |                 |





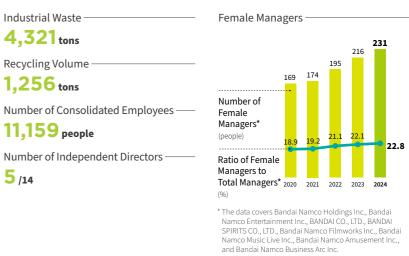






2021 2022 2022 2023 2020 2024 \* On April 1, 2023, we conducted a share split that split one share of common stock into three shares. Calculations are based on the assumption that the

share split was conducted at the beginning of FY2022.3.



Investment in Game Content Development,





