

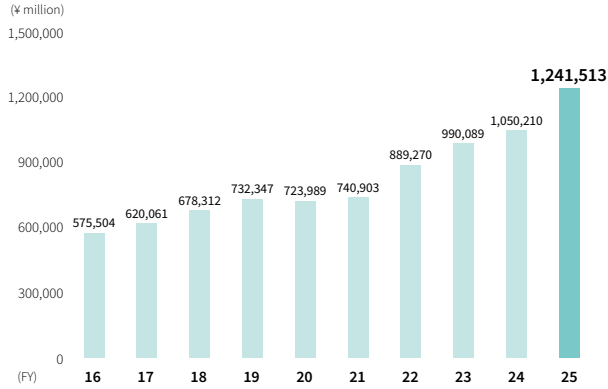
Results of Operations

Fiscal year ended March 31. Latest data: 2025.3 (April 2024–March 2025)

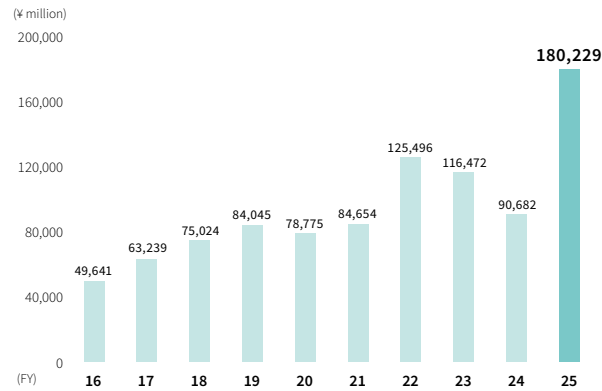
Note: Figures in this fact book have been rounded down

Consolidated Business Performance

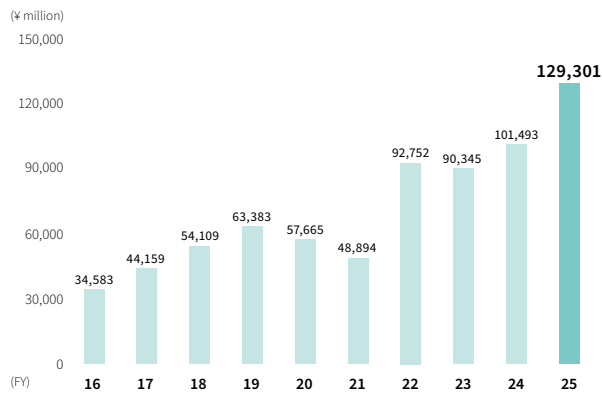
Net Sales



Operating Profit

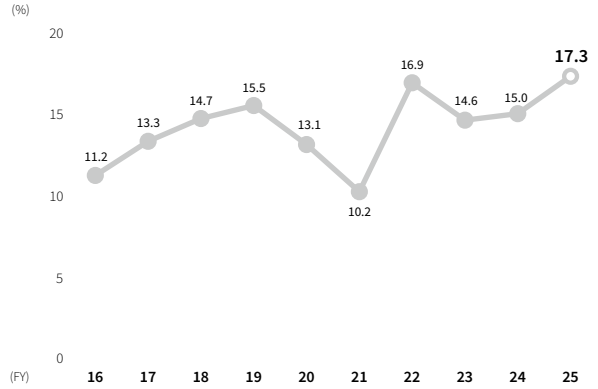


Profit Attributable to Owners of Parent

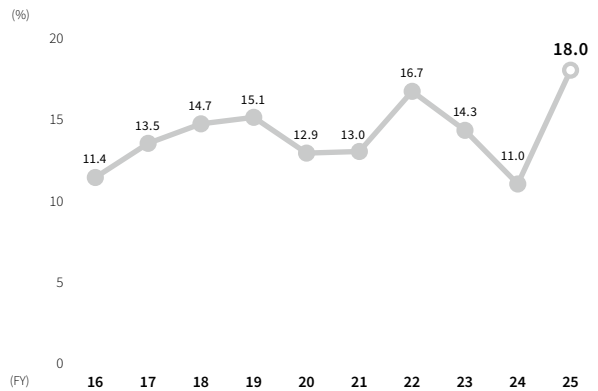


Management Indicators

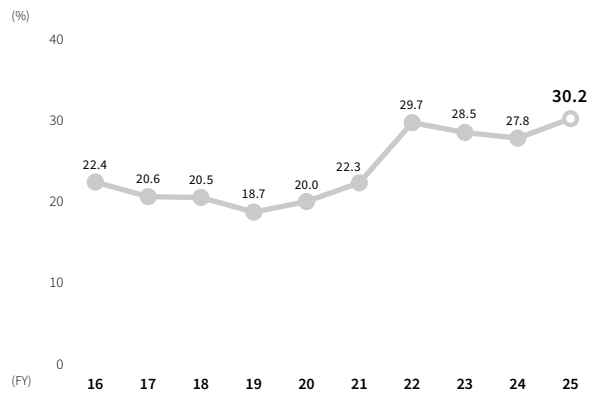
ROE (Profit Attributable To Owners Of Parent / Average Total Shareholder's Equity)



ROA (Recurring Profit / Average Total Assets)



Overseas Sales Proportion



Note: Sales revenue by location of Group companies. Exports from Japan are included in Japan's sales revenue.

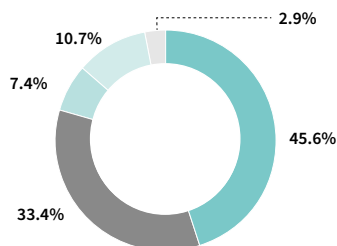
Sales by Category

Sales by Category

• FY2024.3

Elimination of internal transactions and corporate **¥66,830 million**

Net sales (after eliminations) **¥1,050,210 million**

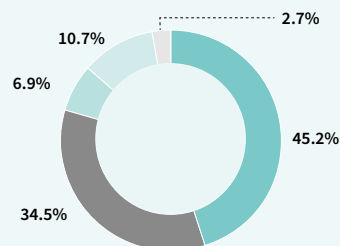


■ Toys and Hobby Unit	¥509,880 million	45.6%
■ Digital Unit	¥372,667 million	33.4%
■ Visual and Music (IP Production) Unit	¥82,468 million	7.4%
■ Amusement Unit	¥119,667 million	10.7%
■ Others	¥32,358 million	2.9%

• FY2025.3

Elimination of internal transactions and corporate **¥79,502 million**

Net sales (after eliminations) **¥1,241,513 million**



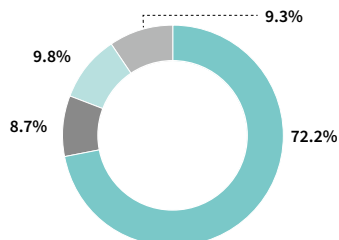
■ Toys and Hobby Unit	¥596,933 million	45.2%
■ Digital Unit	¥455,633 million	34.5%
■ Visual and Music (IP Production) Unit	¥90,738 million	6.9%
■ Amusement Unit	¥141,485 million	10.7%
■ Others	¥36,224 million	2.7%

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

Sales By Geographic Region

• FY2024.3

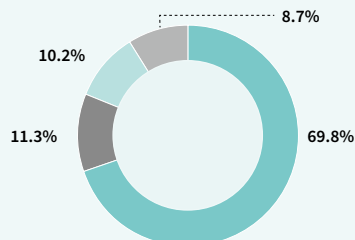
Sales to external customers **¥1,050,210 million**



■ 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%

• FY2025.3

Sales to external customers **¥1,241,513 million**



■ Japan	¥867,065 million	69.8%
■ Americas	¥140,531 million	11.3%
■ Europe	¥125,784 million	10.2%
■ Asia, excluding Japan	¥108,133 million	8.7%

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

Products / Service Data

Sales by IPs

Groupwide Sales by IPs (Worldwide)

	FY2024.3		FY2025.3	
	¥ billion			
Ultraman series	19.1		14.0	
KAMEN RIDER series	31.5		30.7	
Gundam series	145.7		153.5	
Super Sentai series	6.5		6.4	
Anpanman	10.1		11.4	
DRAGON BALL series	140.6		190.6	
NARUTO	25.3		26.9	
PRETTY CURE! series	6.4		7.9	
ONE PIECE	112.1		139.5	

Note: Sales before elimination of intersegment transactions

Sales by IP for Toys and Hobby Business (Japan)

	FY2024.3		FY2025.3	
	¥ billion			
Ultraman series	8.3		6.7	
KAMEN RIDER series	23.4		22.5	
Gundam series	68.7		75.7	
Super Sentai series	5.4		5.4	
Anpanman	9.4		10.2	
DRAGON BALL series	23.0		29.9	
PRETTY CURE! series	6.4		7.8	
Pokémon	11.9		12.2	
ONE PIECE	60.3		94.2	

Note: Sales before elimination of intersegment transactions

Toys and Hobby Unit

BANDAI CO., LTD.

Toys

- Ultraman soft figures (heroes and monsters)
Cumulative shipment volume,
1983 to March 2025 112.66 million units
- Super Sentai series (shape-changing model robots)
Cumulative shipment volume,
1979 to March 2025 31.83 million units
- Digital Monsters (Digimon portable LCD games)
Cumulative shipment volume,
June 1997 to March 2025 14.67 million units
- KAMEN RIDER transformation belt (HEISEI/REIWA RIDER)
Cumulative shipment volume,
February 2000 to March 2025 17.41 million units
- First-generation Tamagotchi
Cumulative shipment volume,
November 1996 to March 1999 40.00 million units
- Tamagotchi
Cumulative shipment volume,
March 2004 to March 2025 58.10 million units
- Donjara series
Cumulative shipment volume,
1984 to March 2025 4.16 million units
- Anpanman PC series (including tablet devices)
Cumulative shipment volume,
1999 to March 2025 2.56 million units

Capsule Toys: Gashapon*

- Gashapon (¥100–¥2,000)
Cumulative shipment volume,
1977 to March 2025 4,370.00 million units
- Capsule-less product series
Cumulative shipment volume,
October 2015 to March 2025 85.26 million units

Cards, Trading Cards

- BANDAI CARD GAMES, CARDDASS series
Cumulative shipment volume,
1988 to March 2025 14,393.00 million units
- DATA CARDDASS series
Cumulative total card shipments,
March 2005 to March 2025 3,277.26 million units

Candy Toys

- Candy Toys (all lines)
Cumulative shipment volume,
1995 to March 2025 2,828.07 million units

Confectionery / Foods

- Crayon Shin-chan Chocobi series
Cumulative shipment volume,
March 2005 to March 2025 288.45 million units
- Charapaki series
Cumulative shipment volume,
October 2017 to March 2025 192.32 million units
- Tabemasu (Japanese-style confection) series
Cumulative shipment volume,
April 2015 to March 2025 16.94 million units

Apparel

- Transformation suits
Cumulative shipment volume,
1991 to March 2025 11.92 million units
- Glow-in-the-dark pajama series
Cumulative shipment volume,
October 2007 to March 2025 8.38 million units

Lifestyle (Sundries)

- Bikkura Tamago bathing salts
Cumulative shipment volume,
March 2002 to March 2025 226.15 million units
- The Rose of Versailles Liquid Eyeliner series
Cumulative shipment volume,
September 2007 to March 2025 7.10 million units

BANDAI SPIRITS CO., LTD.

Collectible Figures

- SOUL OF CHOGOKIN*
Cumulative shipment volume,
December 1997 to March 2025 4.07 million units
- SAINT CLOTH MYTH
Cumulative shipment volume,
November 2003 to March 2025 15.40 million units
- SOUL OF ROBOT*
Cumulative shipment volume,
October 2008 to March 2025 7.46 million units
- S.H. Figuarts*
Cumulative shipment volume,
February 2008 to March 2025 21.57 million units
- Gundam action figures (Overseas only)
Cumulative shipment volume,
January 2000 to March 2025 18.28 million units

Model Kits

- Gundam series model kits
Cumulative shipment volume,
As of the end of March 2025 810.72 million units
 - Gundam (Real) series model kits
Cumulative shipment volume,
July 1980 to March 2025 619.92 million units
 - Gundam (SD) series model kits
Cumulative shipment volume,
July 1987 to March 2025 190.80 million units
- Figure-rise series
Cumulative shipment volume,
December 2009 to March 2025 11.57 million units

Prizes

- Number of items developed into prizes in FY2025.3
Total number of items 1,872 items
 - Formed products (figures, etc.) 791 items
 - Sewn products (stuffed toys, etc.) 564 items
 - Sundries 517 items

* Figures represent data for Japan only

Products / Service Data

MegaHouse Corporation

- *Othello* series*

Cumulative shipment volume,
1973 to March 2025 26.33 million units

- *Rubik's Cube* series*

Cumulative shipment volume,
1980 to March 2025 17.24 million units

SUN-STAR STATIONERY CO., LTD.

- *Nurie* (coloring book) series

Cumulative shipment volume,
July 2009 to March 2025 174.37 million units

- *Metacil* series

Cumulative shipment volume,
June 2022 to March 2025 2.57 million units

HEART CORPORATION

- Results in shipments of products for seasonal events

Confectionery for
2024 Christmas 87 items, 2.39 million units

Confectionery for
2025 Valentine's Day 144 items, 4.03 million units

Confectionery for
2025 White Day 83 items, 1.34 million units

* Figures represent data for Japan only

Digital Unit

- Sales by major category

	FY2024.3	(¥ billion) FY2025.3
Network content	187.9	195.1
Home console games	151.5	216.1

- Number of network content titles in Japan
(As of the end of March 2025)

Social media 2 titles

Game apps (Google Play) 20 titles

Game apps (App Store) 20 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 2025 20.80 million units

- *TEKKEN* series

Cumulative total number of shipments,
March 1995 to March 2025 61.00 million units

- *Tales of...* series

Cumulative total number of shipments,
December 1995 to March 2025 31.21 million units

- *NARUTO*-related series

Cumulative total number of shipments,
January 2009 to March 2025 37.86 million units

- *DARK SOULS* series

Cumulative total number of shipments,
September 2011 to March 2025 39.71 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 2025 100.00 million downloads

- *DRAGON BALL Z DOKKAN BATTLE*

Cumulative total number of downloads,
January 2015 to March 2025 350.00 million downloads

- *THE IDOLM@STER CINDERELLA GIRLS: STARLIGHT STAGE*

Cumulative total number of downloads,
September 2015 to March 2025 25.00 million downloads

- *DRAGON BALL LEGENDS*

Cumulative total number of downloads,
May 2018 to March 2025 100.00 million downloads

- *ONE PIECE Bounty Rush*

Cumulative total number of downloads,
January 2019 to March 2025 180.00 million downloads

Visual and Music (IP Production) Unit

• Sales by category

	FY2024.3		FY2025.3	
	¥ billion			
Packaged products	9.5		11.8	
Productions, license, distribution, events, etc.	72.9		78.9	
Total	82.4		90.7	

Bandai Namco Filmworks Inc.

• Cumulative total sales of visual packaged products

· Gundam series

Cumulative shipment volume,
December 1987 to March 2025 21.69 million units

· Ultraman series

Cumulative shipment volume,
January 1988 to March 2025 8.60 million units

· FY2025.3 visual packaged products overall

Cumulative total number of shipments,
April 2024 to March 2025 1.04 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 2025 645,413,141 viewings

• Number of animation productions available for on-demand delivery

Number of productions delivered as of
March 31, 2025 5,881 productions

Bandai Namco Filmworks Inc. / Bandai Namco Pictures Inc.

Number of copyrighted products and total number of hours

(As of the end of March 31, 2025)

· Number of copyrighted products 1,174 products

· Total number of hours 6,011 hours

Bandai Namco Music Live Inc.

• Total number of musical works (As of the end of March 2025)

· Number of works

with master license recordings Approx. 76,400 works

· Number of works published Approx. 42,300 works

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

Amusement Unit

• Sales by major category

	FY2024.3		FY2025.3	
	¥ billion			
Amusement machines	34.0		33.6	
Amusement facilities	85.4		105.0	

Amusement Facilities

• Number of facilities at the end of FY2025.3

Region	Directly	Revenue-sharing	Others*2
	managed facilities	facilities*1	
Japan	215	801	99
Overseas	21	13	
Total	236	814	99

*1 Revenues from the operation of amusement machines are shared among stores.

*2 Includes amusement parks, IP facilities, activity facilities, and GASHAPON stores.

• Existing-store sales (YoY)

	FY2024.3	FY2025.3
Japan	103.0%	105.3%

HANAYASHIKI CO., LTD.

· Number of customers entering

ASAKUSA HANAYASHIKI in FY2025.3 540,000 customers