

THE BANDAI NAMCO GROUP:
1 YEAR OF RESULTS

FY2025.3

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

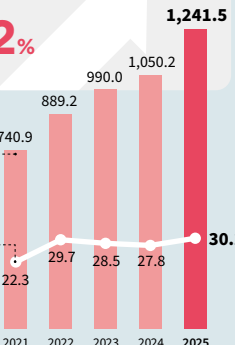
Net Sales

¥1,241.5 billion

YoY
+18.2%

Net Sales
(¥ billion)

Overseas
Sales Ratio
(%)



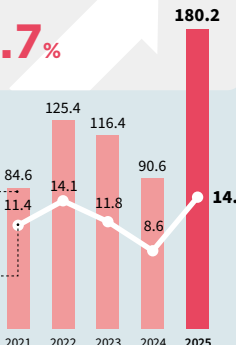
Operating Profit

¥180.2 billion

YoY
+98.7%

Operating Profit
(¥ billion)

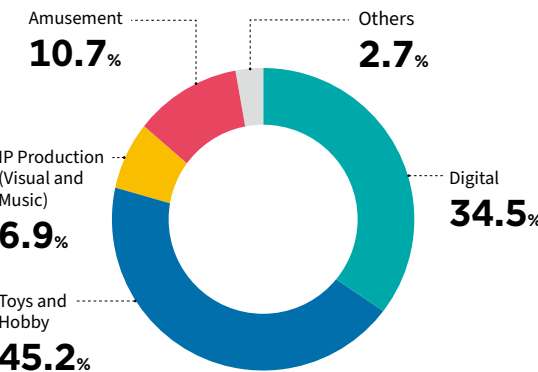
Operating Profit Margin
(%)



Overview of Results

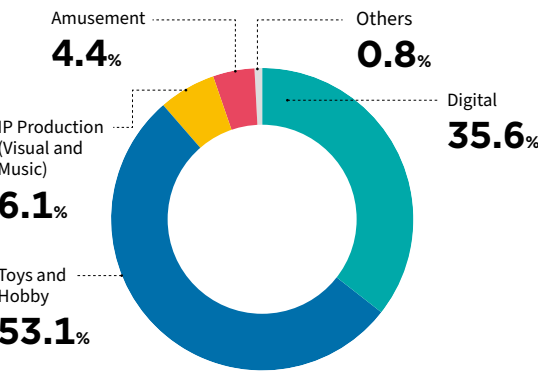
- We promoted collaborations across each region and business centered on the IP axis strategy and strengthened Groupwide measures under the ALL BANDAI NAMCO concept.
- In the Digital Business, mainstay app titles for network content achieved steady performance around the world. Performance of home console games remained strong, driven by globally successful titles and robust repeat sales.
- In the Toys and Hobby Business, favorable results were recorded due to the increase in the global rollout of products in various categories, expansion of contact points with fans, and reinforcement of 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 licensing, online distribution, live events, and packaged sales, 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 and mainstay amusement machines.

Segment Sales Ratio

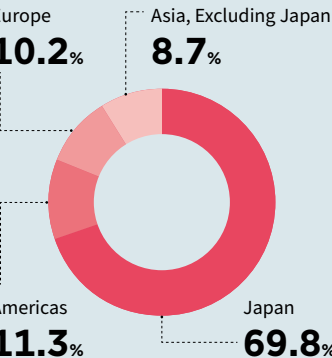


Note: Percentages are calculated based on sales before elimination of intersegment transactions.

Segment Profit Ratio



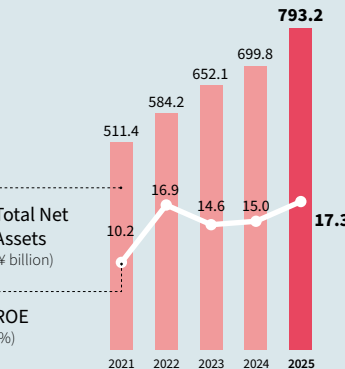
Contributions to Net Sales by Geographic Region



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

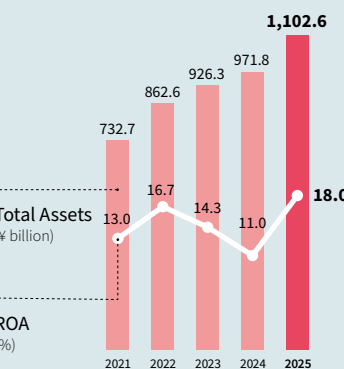
Return on Equity (ROE)

17.3%



Return on Assets (ROA)

18.0%

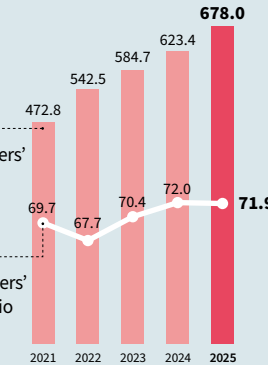


Shareholders' Equity Ratio

71.9%

Shareholders' Equity
(¥ billion)

Shareholders' Equity Ratio
(%)

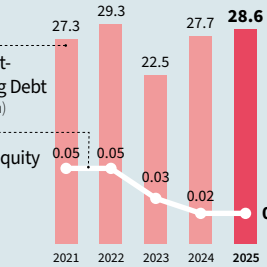


Debt/Equity Ratio*

0.02 Times

Interest-Bearing Debt
(¥ billion)

Debt/Equity Ratio
(times)



* Debt/equity ratio = Interest-bearing debt ÷ Total shareholders' equity

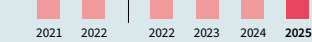
Basic Earnings per Share

¥197.88

Before Share Split
(yen)

After Share Split*

Basic Earnings per Share
(¥)



* On April 1, 2023, we conducted a share split that split one share of common share into three shares. Calculations are based on the assumption that the share split was conducted at the beginning of FY2022.3.

ESG (For detailed data, please refer to *FACT BOOK 2025*, a separate publication.)

CO₂ Emissions

Scope1+Scope2

52,564 t-CO₂

Scope3*

1,325,924 t-CO₂

Scope2+
Scope1
(t-CO₂)

* The data covers BANDAI CO., LTD., BANDAI SPIRITS CO., LTD., Bandai Namco Entertainment Inc., Bandai Namco Filmworks Inc., and Bandai Namco Amusement Inc.

Industrial Waste

2,617 tons

Recycling Volume

2,654 tons

Number of Consolidated Employees

11,345 people

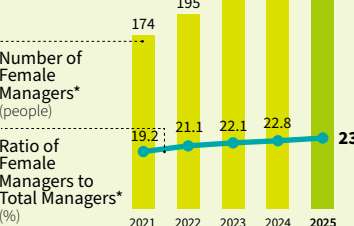
Number of Independent Directors

5/14

Female Managers

Number of Female Managers*
(people)

Ratio of Female Managers to Total Managers*
(%)



* The data covers Bandai Namco Holdings Inc., BANDAI CO., LTD., BANDAI SPIRITS CO., LTD., Bandai Namco Entertainment Inc., Bandai Namco Filmworks Inc., Bandai Namco Music Live Inc., Bandai Namco Amusement Inc., and Bandai Namco Business Arc Inc.

Sales of IP Products and Services (Group Total)

KAMEN RIDER series

2024 ¥31.5 billion 2025 ¥30.7 billion

DRAGON BALL series

2024 ¥140.6 billion 2025 ¥190.6 billion

ONE PIECE

2024 ¥112.1 billion 2025 ¥139.5 billion

Gundam series

2024 ¥145.7 billion 2025 ¥153.5 billion

Ultraman series

2024 ¥19.1 billion 2025 ¥14.0 billion

Investment in Game Content Development, etc.

¥69.7 billion

Capital Investments
(¥ billion)

