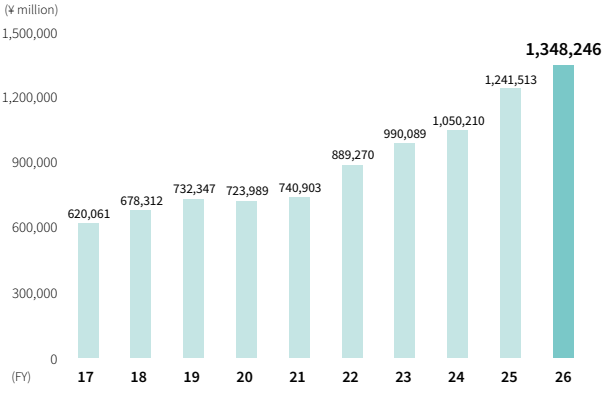
Results of Operations

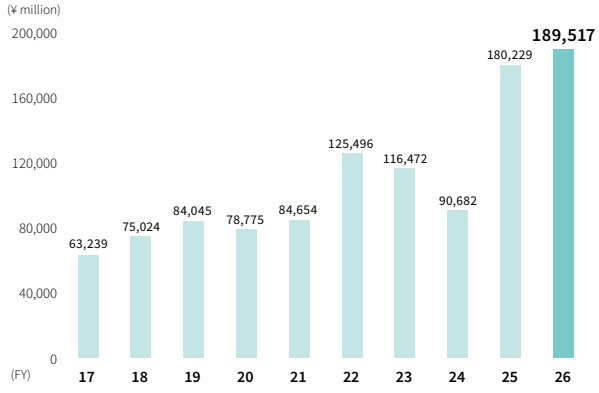
Fiscal year ended March 31. Latest data: 2026.3 (April 2025–March 2026)
Note: Figures in this fact book have been rounded down

Consolidated Business Performance

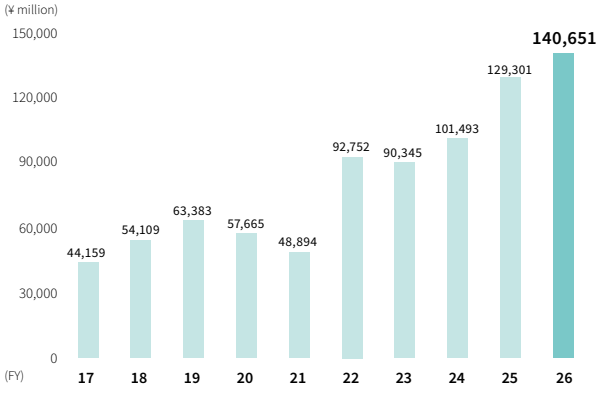
Net Sales



Operating Profit

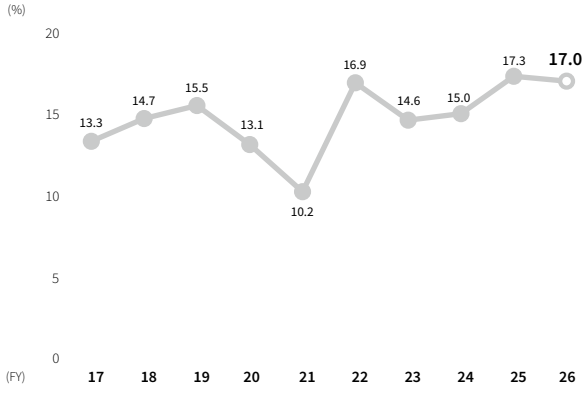


Profit Attributable to Owners of Parent

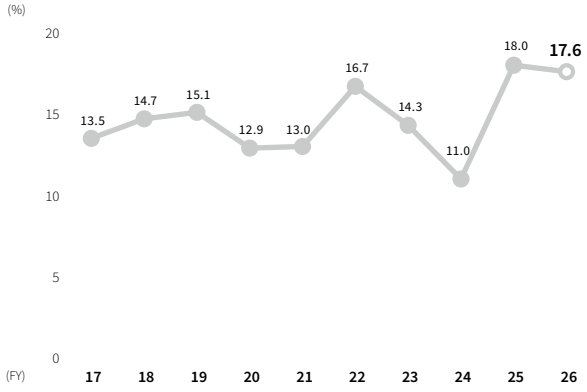


Management Indicators

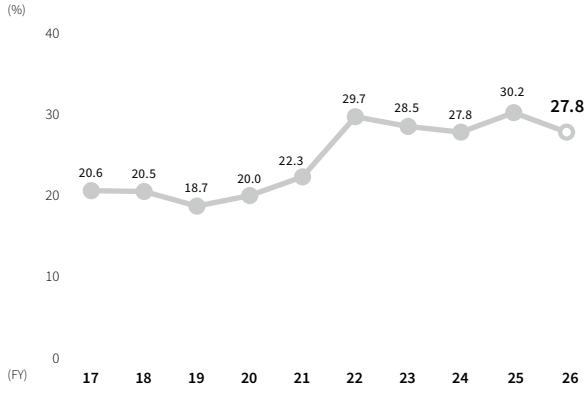
ROE (Profit Attributable To Owners Of Parent / Average Total Shareholder's Equity)



ROA (Recurring Profit / Average Total Assets)



Overseas Sales Ratio



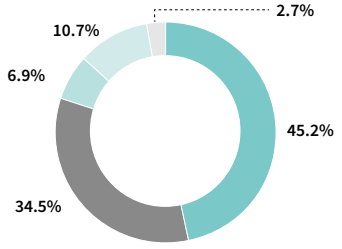
Note: Sales revenue by location of Group companies. Exports from Japan are included in Japan's sales revenue.

Sales by Category

Sales by Segment

• FY2025.3

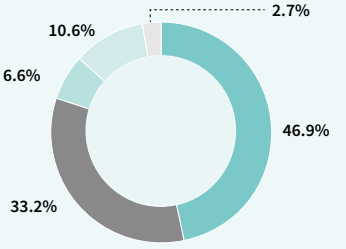
Elimination of internal transactions and corporate	**¥79,502 million**
Net sales (after eliminations)	**¥1,241,513 million**



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

• FY2026.3

Elimination of internal transactions and corporate	**¥89,541 million**
Net sales (after eliminations)	**¥1,348,246 million**



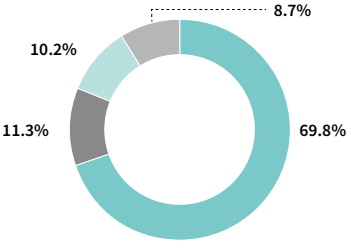
Toys and Hobby Unit	¥673,968 million	**46.9%**
Digital Unit	¥476,592 million	**33.2%**
Visual and Music Unit	¥95,506 million	**6.6%**
Amusement Unit	¥152,747 million	**10.6%**
Others	¥38,973 million	**2.7%**

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

Sales by Geographic Region

• FY2025.3

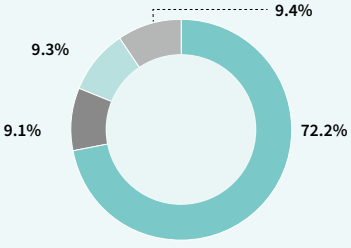
Sales to external customers	**¥1,241,513 million**



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%**

• FY2026.3

Sales to external customers	**¥1,348,246 million**



Japan	¥973,483 million	**72.2%**
Americas	¥122,250 million	**9.1%**
Europe	¥125,611 million	**9.3%**
Asia, excluding Japan	¥126,902 million	**9.4%**

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)

(¥ billion)

	FY2025.3	FY2026.3
Ultraman series	14.0	9.6
KAMEN RIDER series	30.7	29.7
Gundam series	153.5	254.3
Super Sentai series, *PROJECT R.E.D.*	6.4	7.0
Anpanman	11.4	12.1
DRAGON BALL series	190.6	138.0
NARUTO	26.9	25.7
PRETTY CURE! series	7.9	9.3
ONE PIECE	139.5	139.3

Note: Sales before elimination of intersegment transactions

Sales by IP for Toys and Hobby Business (Japan)

(¥ billion)

	FY2025.3	FY2026.3
Ultraman series	6.7	5.5
KAMEN RIDER series	22.5	22.1
Gundam series	75.7	106.3
Super Sentai series, *PROJECT R.E.D.*	5.4	6.0
Anpanman	10.2	10.5
DRAGON BALL series	29.9	29.4
PRETTY CURE! series	7.8	9.2
Pokémon	12.2	13.3
ONE PIECE	94.2	95.1

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 2026 ····· 114.72 million units

· *Super Sentai* series (shape-changing model robots)
Cumulative shipment volume,
1979 to March 2026 ····· 32.19 million units

· *Digital Monsters* (*Digimon* portable LCD games)
Cumulative shipment volume,
June 1997 to March 2026 ····· 14.88 million units

· *KAMEN RIDER* transformation belt (*HEISEI / REIWA RIDER*)
Cumulative shipment volume,
February 2000 to March 2026 ····· 18.28 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 2026 ····· 63.16 million units

· *Donjara* series
Cumulative shipment volume,
1984 to March 2026 ····· 4.21 million units

· *Anpanman* PC series (including tablet devices)
Cumulative shipment volume,
1999 to March 2026 ····· 2.59 million units

Capsule Toys: Gashapon*

· Gashapon (¥100–¥2,000)
Cumulative shipment volume,
1977 to March 2026 ····· 4,640.00 million units

· Capsule-less product series
Cumulative shipment volume,
October 2015 to March 2026 ····· 90.69 million units

Cards, Trading Cards

· *BANDAI CARD GAMES, CARDDASS* series
Cumulative shipment volume,
1988 to March 2026 ····· 15,610.40 million units

· *DATA CARDDASS* series
Cumulative total card shipments,
March 2005 to March 2026 ····· 3,419.30 million units

Candy Toys

· Candy Toys (all lines)
Cumulative shipment volume,
1995 to March 2026 ····· 3,084.98 million units

Confectionery / Foods

· *Crayon Shin-chan Chocobi* series
Cumulative shipment volume,
March 2005 to March 2026 ····· 301.88 million units

· *Charapaki* series
Cumulative shipment volume,
October 2017 to March 2026 ····· 225.69 million units

· *Tabemasu* (Japanese-style confection) series
Cumulative shipment volume,
April 2015 to March 2026 ····· 17.85 million units

· *Tsurigumi* series
Cumulative shipment volume,
March 2020 to March 2026 ····· 153.15 million units

Apparel

· Transformation suits
Cumulative shipment volume,
1991 to March 2026 ····· 12.03 million units

· Glow-in-the-dark pajama series
Cumulative shipment volume,
October 2007 to March 2026 ····· 8.70 million units

Lifestyle (Sundries)

· *Bikkura Tamago* bathing salts
Cumulative shipment volume,
March 2002 to March 2026 ····· 250.45 million units

BANDAI SPIRITS CO., LTD.

Collectible Figures

· *SOUL OF CHOGOKIN**
Cumulative shipment volume,
December 1997 to March 2026 ····· 4.22 million units

· *SAINT CLOTH MYTH*
Cumulative shipment volume,
November 2003 to March 2026 ····· 15.63 million units

· *SOUL OF ROBOT**
Cumulative shipment volume,
October 2008 to March 2026 ····· 8.03 million units

· *S.H. Figuarts**
Cumulative shipment volume,
February 2008 to March 2026 ····· 23.42 million units

· *Gundam* action figures (Overseas only)
Cumulative shipment volume,
January 2000 to March 2026 ····· 18.96 million units

Model Kits

• *Gundam* series model kits
Cumulative shipment volume,
As of the end of March 2026 ····· 841.17 million units

Gundam (Real) series model kits
Cumulative shipment volume,
July 1980 to March 2026 ····· 648.28 million units

Gundam (SD) series model kits
Cumulative shipment volume,
July 1987 to March 2026 ····· 192.89 million units

Prizes

· Number of items commercialized by the Bandai Spirits Prize Business Division in FY2026.3

Total number of items ····· 1,948 items
Formed products (figures, etc.) ····· 921 items
Sewn products (stuffed toys, etc.) ····· 677 items
Sundries ····· 350 items

* Figures represent data for Japan only.

Products / Service Data

MegaHouse Corporation

· *Othello* series*

Cumulative shipment volume,
1973 to March 2026 ····· 26.41 million units

· *Rubik's Cube* series*

Cumulative shipment volume,
1980 to March 2026 ····· 17.58 million units

SUN-STAR STATIONERY CO., LTD.

· *Nurie* (coloring book) series

Cumulative shipment volume,
July 2009 to May 2026 ····· 182.00 million units

· *Metacil* series

Cumulative shipment volume,
June 2022 to May 2026 ····· 2.95 million units

HEART CORPORATION

· Results in shipments of products for seasonal events

Confectionery for
2025 Christmas ····· 74 items, 1.91 million units

Confectionery for
2026 Valentine's Day ····· 120 items, 3.74 million units

Confectionery for
2026 White Day ····· 70 items, 1.43 million units

* Figures represent data for Japan only.

Digital Unit

• Sales by major category

(¥ billion)

	FY2025.3	FY2026.3
Network content	195.1	228.5
Home console games	216.1	199.1

• Number of network content titles in Japan
(As of the end of March 2026)

Social media ····· 2 titles

Game apps (Google Play) ····· 22 titles

Game apps (App Store) ····· 22 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 2026 ····· 21.33 million units

· *TEKKEN* series

Cumulative total number of shipments,
March 1995 to March 2026 ····· 62.70 million units

· *Tales of...* series

Cumulative total number of shipments,
December 1995 to March 2026 ····· 32.13 million units

· *NARUTO*-related series

Cumulative total number of shipments,
April 2006 to March 2026 ····· 46.58 million units

· *DARK SOULS* series

Cumulative total number of shipments,
September 2011 to March 2026 ····· 41.80 million units

Note: Total for overseas sales for which Bandai Namco Entertainment Inc. was the original seller (excluding domestic sales by FromSoftware, Inc.)

· *LITTLE NIGHTMARES* series

Cumulative total number of shipments,
April 2017 to March 2026 ····· 24.54 million units

Note: Includes Network contents

• Major network content titles: Cumulative total number of downloads

· *ONE PIECE Treasure Cruise*

Cumulative total number of downloads,
May 2014 to March 2026 ····· 100.00 million downloads

· *DRAGON BALL Z DOKKAN BATTLE*

Cumulative total number of downloads,
January 2015 to March 2026 ····· 400.00 million downloads

· *DRAGON BALL LEGENDS*

Cumulative total number of downloads,
May 2018 to March 2026 ····· 100.00 million downloads

· *ONE PIECE Bounty Rush*

Cumulative total number of downloads,
January 2019 to March 2026 ····· 240.00 million downloads

Visual and Music Unit

• Sales by category

(¥ billion)

	FY2025.3	FY2026.3
Packaged products	11.8	7.9
Productions, license, distribution, events, etc.	78.9	87.6
Total	90.7	95.5

Bandai Namco Filmworks Inc.

• Cumulative total sales of visual packaged products

· *Gundam* series

Cumulative shipment volume,
December 1987 to March 2026 ····· 21.77 million units

· *Ultraman* series

Cumulative shipment volume,
January 1988 to March 2026 ····· 8.61 million units

· FY2026.3 visual packaged products overall

Cumulative total number of shipments,
April 2025 to March 2026 ····· 8.3 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 2026 ····· 659,637,037 viewings

• Number of animation productions available for on-demand delivery

Number of productions delivered as of
March 31, 2026 ····· 6,274 productions

Bandai Namco Filmworks Inc. / Bandai Namco Pictures Inc.

Number of copyrighted products and total number of hours
(As of March 31, 2026)

· Number of copyrighted products ····· 1,213 products

· Total number of hours ····· 6,146 hours

Bandai Namco Music Live Inc.

• Total number of musical works (As of March 31, 2026)

· Number of works
with master license recordings ····· Approx. 80,100 works

· Number of works published ····· Approx. 46,100 works

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

Amusement Unit

• Sales by major category

(¥ billion)

	FY2025.3	FY2026.3
Amusement machines	33.6	27.9
Amusement facilities	106.5	121.9

Amusement Facilities

• Number of facilities at the end of FY2026.3

Region	Directly managed facilities	Revenue-sharing facilities*1	Others*2
Japan	209	891	109
Overseas	25	16	
Total	234	907	109

*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)

	FY2025.3	FY2026.3
Japan	105.3%	107.0%

HANAYASHIKI CO., LTD.

· Number of customers entering
ASAKUSA HANAYASHIKI in FY2026.3 ····· 460,000 customers