



# Bandai Namco Holdings Inc.

## Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2023

### Bandai Namco Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2022.3			FY2023.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Net Sales	178,049	393,646	889,270	216,241	121.5%	400,000	430,000	880,000	99.0%
Gross Profit	74,771	160,527	356,266	96,683	129.3%	154,000	182,000	338,000	94.9%
Operating Profit	27,021	61,751	125,496	44,393	164.3%	46,000	72,000	100,000	79.7%
Recurring Profit	28,754	64,111	133,608	51,274	178.3%	46,500	80,000	101,000	75.6%
Profit Attributable to Owners of Parent	20,917	39,527	92,752	37,019	177.0%	33,000	57,000	70,000	75.5%

#### Net Sales by Segment

(millions of yen)

	FY2022.3			FY2023.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Entertainment (Digital)	66,834	149,597	378,173	89,599	134.1%	160,000	170,000	350,000	92.6%
Entertainment (Toys and Hobby)	83,059	178,123	373,625	94,872	114.2%	180,000	200,000	400,000	107.1%
IP Production	17,477	36,128	79,964	15,686	89.8%	35,000	35,000	80,000	100.0%
Amusement	15,221	39,005	82,344	23,022	151.2%	40,000	45,000	85,000	103.2%
Other	6,656	13,642	27,667	7,027	105.6%	13,000	13,000	26,000	94.0%
Elimination and Corporate	(11,200)	(22,850)	(52,504)	(13,967)	-	(28,000)	(33,000)	(61,000)	-
Total	178,049	393,646	889,270	216,241	121.5%	400,000	430,000	880,000	99.0%

#### Operating Profit by Segment

(millions of yen)

	FY2022.3				FY2023.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Entertainment (Digital)	11,827	26,008	69,634	18.4%	29,411	248.7%	20,000	40,000	45,000	12.9%	64.6%
Entertainment (Toys and Hobby)	14,498	33,092	52,319	14.0%	14,363	99.1%	27,000	31,000	53,000	13.3%	101.3%
IP Production	3,221	4,006	8,833	11.0%	1,085	33.7%	4,000	4,000	10,000	12.5%	113.2%
Amusement	(662)	2,447	4,051	4.9%	2,113	-	1,000	2,500	2,000	2.4%	49.4%
Other	147	580	347	1.3%	131	89.1%	0	0	0	-	-
Elimination and Corporate	(2,011)	(4,385)	(9,689)	-	(2,711)	-	(6,000)	(5,500)	(10,000)	-	-
Total	27,021	61,751	125,496	14.1%	44,393	164.3%	46,000	72,000	100,000	11.4%	79.7%

#### Reference: Net Sales by Region (External sales after elimination)

(millions of yen)

	FY2022.3			FY2023.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Japan	132,131	295,487	625,460	148,707	112.5%	290,000	304,500	640,000	102.3%
Americas	16,721	34,254	99,204	29,471	176.3%	42,000	51,000	84,000	84.7%
Europe	11,560	25,811	82,544	18,085	156.4%	27,000	32,500	66,000	80.0%
Asia	17,637	38,096	82,063	19,976	113.3%	41,000	42,000	90,000	109.7%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	178,049	393,646	889,270	216,241	121.5%	400,000	430,000	880,000	99.0%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2022.3				FY2023.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Japan	23,373	52,614	104,611	16.7%	38,012	162.6%	42,000	62,000	91,000	14.2%	87.0%
Americas	2,386	4,179	5,495	5.5%	5,824	244.1%	2,200	7,000	5,000	6.0%	91.0%
Europe	1,106	3,238	13,727	16.6%	3,211	290.3%	1,300	4,400	2,000	3.0%	14.6%
Asia	2,979	7,553	14,045	17.1%	2,943	98.8%	4,000	6,000	9,000	10.0%	64.1%
Elimination and Corporate	(2,824)	(5,832)	(12,383)	-	(5,599)	-	(3,500)	(7,400)	(7,000)	-	-
Total	27,021	61,751	125,496	14.1%	44,393	164.3%	46,000	72,000	100,000	11.4%	79.7%

#### Other Data

(millions of yen)

	FY2022.3			FY2023.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Capital Investments	6,588	13,043	27,968	10,193	154.7%	13,000	17,000	25,000	89.4%
Depreciation	5,544	12,551	25,726	5,184	93.5%	11,000	11,000	25,000	97.2%
Game Content R&D Investments	21,065	42,265	95,131	15,872	75.3%	50,000	35,000	100,000	105.1%
Advertising Expenses	8,235	19,082	53,555	9,428	114.5%	22,000	21,000	56,000	104.6%
Personnel Expenses	18,247	35,786	73,086	19,407	106.4%	35,500	37,500	73,000	99.9%

Note: As the Group partially changed the classification of business segments from FY2023.3, the figures for FY2022.3 have been restated accordingly.

Note: The figures of the full year plan of FY2023.3 are as of May 11, 2022.

Forward-looking Statements: This document contains figures that are based on the information currently available to management and estimate involving uncertain factors thought likely to have an effect on future results.

**【Sales of IPs (Groupwide)】**

(billion yen)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Aikatsu!	0.8	1.3	1.9	0.3	0.4	1.0
Anpanman	1.9	4.2	9.3	1.8	4.5	10.0
Ultraman	2.5	6.5	16.8	3.5	8.0	18.5
KAMEN RIDER	5.6	13.3	29.5	4.6	14.5	30.0
Mobile Suit Gundam	24.0	50.2	101.7	29.0	60.5	119.0
Super Sentai	1.4	2.6	5.0	1.6	3.4	5.0
DRAGON BALL	25.1	61.2	127.6	27.5	59.5	133.5
NARUTO	5.7	11.7	23.0	5.0	9.5	19.0
Pretty Cure	1.6	3.1	5.8	1.3	3.0	6.0
ONE PIECE	10.0	21.6	44.1	13.7	29.0	58.0

\*Figures are calculated based on sales before elimination of inter-segment transactions.

**【Sales of IPs (Toys and Hobby Business, Japan)】**

(billion yen)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Aikatsu!	0.4	0.7	1.0	0.2	0.3	0.5
Anpanman	1.8	3.9	8.7	1.7	4.0	9.0
Ultraman	1.5	3.8	8.0	2.2	4.5	9.5
KAMEN RIDER	3.8	9.9	22.8	3.2	10.0	23.0
Mobile Suit Gundam	11.8	21.8	44.2	14.8	28.5	52.0
Super Sentai	1.2	2.2	4.4	1.3	3.0	5.0
DRAGON BALL	4.1	10.1	19.7	5.6	11.0	21.0
Pretty Cure	1.6	3.0	5.7	1.3	3.0	6.0
Pokémon	1.4	2.6	5.9	1.7	4.0	6.0
ONE PIECE	2.3	5.3	10.0	4.7	10.5	14.0

\*Figures are calculated based on sales before elimination of inter-segment transactions.

**【Digital Business (Sales by major category)】**

(billion yen)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Network content	39.9	86.3	185.5	41.5	88.0	190.0
Home video game	26.2	55.7	174.4	40.5	73.0	140.0

**【Home Video Game (Number of titles and unit sales)】**

	FY2022.3						FY2023.3					
	1Q Results		1st Half Results		Full Year Results		1Q Results		1st Half New Forecasts		Full Year Plan	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	11	633	23	1,374	53	4,650	5	777	40	2,000	85	4,500
Americas	7	4,764	17	9,223	46	25,054	4	5,429	30	10,000	80	21,000
Europe	9	4,669	19	9,003	49	27,143	4	5,238	30	9,000	80	18,000
Group Total	27	10,066	59	19,600	148	56,847	13	11,444	100	21,000	245	43,500
Localized versions	13	-	34	-	82	-	9	-	70	-	175	-
After elimination of localized versions												
Group Total	14	10,066	25	19,600	66	56,847	4	11,444	30	21,000	70	43,500

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Digital card sales	27	62	142	39	77	140

\*Figures are estimates based on management accounting.

**【IP Production Business (Sales by major category)】**

(billion yen)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Packages	2.3	5.5	12.4	2.2	6.0	14.0
Production, license, distribution, events and others	15.1	30.6	67.5	13.4	29.0	66.0
<b>Total</b>	<b>17.4</b>	<b>36.1</b>	<b>79.9</b>	<b>15.6</b>	<b>35.0</b>	<b>80.0</b>

**【Amusement Business (Sales by major category)】**

(billion yen)

	FY2022.3			FY2023.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Amusement machines	3.0	10.3	20.8	6.1	10.0	23.0
Amusement facility	12.1	28.6	61.5	16.8	35.0	62.0

**【Number of Amusement Facilities】**

		FY2022.3			FY2023.3			
		1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan	
Directly managed facilities	Japan	Start of term	244	244	244	240	240	240
		Openings	1	2	7	2	3	6
		Closures	4	5	11	2	3	0
		Increase/Decrease	△ 3	△ 3	△ 4	0	0	6
		End of term	241	241	240	240	240	246
	Overseas	Start of term	22	22	22	21	21	21
		Openings	1	1	1	1	1	2
		Closures	0	2	2	0	0	0
		Increase/Decrease	1	△ 1	△ 1	1	1	2
		End of term	23	21	21	22	22	23
	Total	Start of term	266	266	266	261	261	261
		Openings	2	3	8	3	4	8
		Closures	4	7	13	2	3	0
		Increase/Decrease	△ 2	△ 4	△ 5	1	1	8
End of term		264	262	261	262	262	269	
Revenue-sharing facilities	Japan	529	535	551	611	617	551	
	Overseas	16	16	16	15	16	16	
	Total	545	551	567	626	633	567	
Others	Total	3	4	5	7	9	5	
Facilities Total		812	817	833	895	904	841	

**【Amusement Facilities (Existing-store sales, YOY, Japan)】**

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half	
FY2023.3	110.7%	145.7%	126.6%	127.1%	/	/	/	/	/	/
FY2022.3	503.9%	380.0%	103.0%	215.6%	119.3%	115.8%	92.7%	109.2%	139.1%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2023.3	/	/	/	/	/	/	/	/	/	/
FY2022.3	94.0%	88.4%	110.6%	97.8%	115.8%	93.7%	98.3%	103.2%	100.4%	115.5%

\*Figures are estimates based on management accounting.