



# Bandai Namco Holdings Inc.

## Financial Highlights for the Third 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						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Net Sales	393,646	234,665	628,311	889,270	477,620	265,567	743,187	118.3%	940,000	940,000	105.7%
Gross Profit	160,527	88,136	248,663	356,266	195,616	89,716	285,332	114.7%	370,000	365,000	102.5%
Operating Profit	61,751	30,402	92,153	125,496	81,607	24,596	106,203	115.2%	128,000	128,000	102.0%
Recurring Profit	64,111	31,447	95,558	133,608	92,365	24,596	116,961	122.4%	139,000	139,000	104.0%
Profit Attributable to Owners of Parent	39,527	22,176	61,703	92,752	66,557	17,887	84,444	136.9%	95,000	95,000	102.4%

#### Net Sales by Segment

(millions of yen)

	FY2022.3				FY2023.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	149,597	92,724	242,321	378,173	193,897	94,674	288,571	119.1%	370,000	370,000	97.8%
Entertainment (Toys and Hobby)	178,123	107,834	285,957	373,625	213,368	131,760	345,128	120.7%	430,000	435,000	116.4%
IP Production	36,128	18,458	54,586	79,964	35,065	19,958	55,023	100.8%	80,000	80,000	100.0%
Amusement	39,005	22,390	61,395	82,344	48,657	26,821	75,478	122.9%	97,000	97,000	117.8%
Other	13,642	7,360	21,002	27,667	15,070	8,459	23,529	112.0%	26,000	26,000	94.0%
Elimination and Corporate	(22,850)	(14,103)	(36,953)	(52,504)	(28,439)	(16,104)	(44,543)	-	(63,000)	(68,000)	-
Total	393,646	234,665	628,311	889,270	477,620	265,567	743,187	118.3%	940,000	940,000	105.7%

#### Operating Profit by Segment

(millions of yen)

Operating Profit by Segment	FY2022.3				FY2023.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	26,008	11,625	37,633	69,634	44,649	1,993	46,642	16.2%	123.9%	63,000	58,000	83.3%
Entertainment (Toys and Hobby)	33,092	17,673	50,765	52,319	33,562	19,391	52,953	15.3%	104.3%	61,000	61,000	116.6%
IP Production	4,006	1,261	5,267	8,833	3,459	2,891	6,350	11.5%	120.6%	10,000	11,000	124.5%
Amusement	2,447	1,886	4,333	4,051	4,804	2,132	6,936	9.2%	160.1%	5,000	7,000	172.8%
Other	580	242	822	347	456	684	1,140	4.8%	138.6%	1,000	1,000	288.2%
Elimination and Corporate	(4,385)	(2,285)	(6,670)	(9,689)	(5,324)	(2,497)	(7,821)	-	-	(12,000)	(10,000)	-
Total	61,751	30,402	92,153	125,496	81,607	24,596	106,203	14.3%	115.2%	128,000	128,000	102.0%

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

(millions of yen)

	FY2022.3				FY2023.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Japan	295,487	163,721	459,208	625,460	335,861	183,921	519,782	113.2%	670,000	664,500	106.2%
Americas	34,254	20,508	54,761	99,204	52,651	25,222	77,873	142.2%	98,000	98,000	98.8%
Europe	25,811	25,787	51,598	82,544	45,047	28,662	73,709	142.9%	83,000	85,500	103.6%
Asia	38,096	24,649	62,745	82,063	44,059	27,765	71,824	114.5%	89,000	92,000	112.1%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-
Total	393,646	234,665	628,311	889,270	477,620	265,567	743,187	118.3%	940,000	940,000	105.7%

#### Reference: Operating Profit by Region

(millions of yen)

FY2022.3					FY2023.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Japan	52,614	24,703	77,317	104,611	72,611	22,125	94,736	18.2%	122.5%	120,000	115,000	109.9%
Americas	4,179	1,907	6,086	5,495	6,159	1,591	7,750	10.0%	127.3%	9,500	9,500	172.9%
Europe	3,238	1,517	4,755	13,727	5,039	470	5,509	7.5%	115.9%	6,000	6,000	43.7%
Asia	7,553	5,337	12,890	14,045	8,801	2,628	11,429	15.9%	88.7%	12,000	13,000	92.6%
Elimination and Corporate	(5,832)	(3,062)	(8,895)	(12,383)	(11,003)	(2,218)	(13,221)	-	-	(19,500)	(15,500)	-
Total	61,751	30,402	92,153	125,496	81,607	24,596	106,203	14.3%	115.2%	128,000	128,000	102.0%

#### Other Data

(millions of yen)

	FY2022.3				FY2023.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Capital Investments	13,043	5,918	18,962	27,968	16,561	8,388	24,949	131.6%	25,000	30,000	107.3%
Depreciation	12,551	5,739	18,290	25,726	11,266	8,917	20,183	110.3%	25,000	25,000	97.2%
Advertising Expenses	19,082	13,782	32,864	53,555	22,432	15,620	38,052	115.8%	57,000	56,000	104.6%
Personnel Expenses	35,786	17,358	53,144	73,086	39,096	19,838	58,934	110.9%	75,000	74,000	101.3%

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

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	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Aikatsu!	1.6	1.9	0.5	0.6
Anpanman	7.2	9.3	7.8	10.5
Ultraman	12.3	16.8	15.3	20.5
KAMEN RIDER	22.6	29.5	23.6	32.0
Mobile Suit Gundam	76.1	101.7	99.1	130.5
Super Sentai	3.3	5.0	4.9	6.5
DRAGON BALL	91.3	127.6	102.2	139.0
NARUTO	17.8	23.0	14.2	18.0
Pretty Cure	3.8	5.8	3.5	6.0
ONE PIECE	33.4	44.1	59.8	81.0

\*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	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Aikatsu!	0.9	1.0	0.4	0.4
Anpanman	6.6	8.7	7.2	9.5
Ultraman	6.0	8.0	6.9	9.5
KAMEN RIDER	16.9	22.8	16.4	23.0
Mobile Suit Gundam	33.9	44.2	47.6	60.0
Super Sentai	2.7	4.4	4.1	6.0
DRAGON BALL	16.0	19.7	17.9	22.0
Pretty Cure	3.7	5.7	3.5	6.0
Pokémon	4.2	5.9	6.7	8.5
ONE PIECE	8.4	10.0	24.1	31.0

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

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

(billion yen)

	FY2022.3		FY2023.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Network content	131.9	185.5	140.7	189.0
Home video game	98.8	174.4	125.4	157.0

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

	FY2022.3				FY2023.3			
	3Q(9mo.) Results		Full Year Results		3Q(9mo.) Results		Full Year Forecasts	
	# 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	42	3,058	53	4,650	58	8,133	74	11,000
Americas	36	15,089	46	25,054	51	14,619	65	18,500
Europe	39	18,073	49	27,143	46	15,959	60	18,500
Group Total	117	36,220	148	56,847	155	38,711	199	48,000
Localized versions	68	-	82	-	109	-	134	-
After elimination of localized versions								
Group Total	49	36,220	66	56,847	46	38,711	65	48,000

Note: Breakdown of Japan and Europe has partially been changed

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2022.3		FY2023.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Digital Cards Sales	96	142	133	185

\*Figures are estimates based on manager

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

(billion yen)

	FY2022.3		FY2023.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Packages	9.2	12.4	8.7	12.0
Production, license, distribution, events and others	45.3	67.5	46.3	68.0
Total	54.5	79.9	55.0	80.0

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

(billion yen)

	FY2022.3		FY2023.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Amusement machines	16.4	20.8	21.0	26.0
Amusement facility	44.9	61.5	54.4	71.0

**【Number of Amusement Facilities】**

			FY2022.3		FY2023.3	
			3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	244	244	240	240
		Openings	6	7	6	7
		Closures	6	11	4	4
		Increase/Decrease	0	(4)	2	3
		End of term	244	240	242	243
	Overseas	Start of term	22	22	21	21
		Openings	1	1	2	3
		Closures	2	2	0	0
		Increase/Decrease	(1)	(1)	2	3
		End of term	21	21	23	24
	Total	Start of term	266	266	261	261
		Openings	7	8	8	10
		Closures	8	13	4	4
		Increase/Decrease	(1)	(5)	4	6
		End of term	265	261	265	267
Revenue- sharing facilities	Japan		539	551	671	672
	Overseas		16	16	16	15
	Total		555	567	687	687
Others	Total		5	5	9	9
Facilities Total			825	833	961	963

**【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%	108.5%	123.9%	119.3%	117.3%	121.6%		
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.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2023.3	109.7%	103.6%	101.3%	104.6%	115.4%						
FY2022.3	94.0%	88.4%	110.6%	97.8%	120.7%	115.8%	93.7%	98.3%	103.2%	100.4%	115.5%

\*Figures are estimates based on management accounting.