



# Bandai Namco Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 31, 2023

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

#### Summary of Income Statement

(millions of yen)

	FY2022.3	FY2023.3				FY2024.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year
Net Sales	889,270	477,620	512,469	990,089	111.3%	475,000	525,000	1,000,000	101.0%
Gross Profit	356,266	195,616	173,040	368,656	103.5%	190,000	200,000	390,000	105.8%
Operating Profit	125,496	81,607	34,865	116,472	92.8%	60,000	65,000	125,000	107.3%
Recurring Profit	133,608	92,365	35,641	128,006	95.8%	62,000	67,000	129,000	100.8%
Profit Attributable to Owners of Parent	92,752	66,557	23,788	90,345	97.4%	44,000	47,000	91,000	100.7%

#### Net Sales by Segment

(millions of yen)

	FY2022.3	FY2023.3				FY2024.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year
Entertainment (Digital)	378,173	193,897	191,784	385,681	102.0%	185,000	205,000	390,000	101.1%
Entertainment (Toys and Hobby)	373,625	213,368	234,123	447,491	119.8%	215,000	235,000	450,000	100.6%
IP Production	79,964	35,065	46,683	81,748	102.2%	36,000	47,000	83,000	101.5%
Amusement	82,344	48,657	55,944	104,602	127.0%	54,000	56,000	110,000	105.2%
Other	27,667	15,070	16,243	31,313	113.2%	15,000	16,000	31,000	99.0%
Elimination and Corporate	(52,504)	(28,439)	(32,309)	(60,748)	-	(30,000)	(34,000)	(64,000)	-
Total	889,270	477,620	512,469	990,089	111.3%	475,000	525,000	1,000,000	101.0%

#### Operating Profit by Segment

(millions of yen)

	FY2022.3	FY2023.3					FY2024.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Entertainment (Digital)	69,634	44,649	4,690	49,339	12.8%	70.9%	29,000	29,000	58,000	14.9%	117.6%
Entertainment (Toys and Hobby)	52,319	33,562	25,976	59,538	13.3%	113.8%	30,000	33,000	63,000	14.0%	105.8%
IP Production	8,833	3,459	7,186	10,645	13.0%	120.5%	4,000	7,000	11,000	13.3%	103.3%
Amusement	4,051	4,804	1,234	6,038	5.8%	149.0%	3,000	2,000	5,000	4.5%	82.8%
Other	347	456	709	1,165	3.7%	335.9%	500	500	1,000	3.2%	85.8%
Elimination and Corporate	(9,689)	(5,324)	(4,929)	(10,254)	-	-	(6,500)	(6,500)	(13,000)	-	-
Total	125,496	81,607	34,865	116,472	11.8%	92.8%	60,000	65,000	125,000	12.5%	107.3%

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

(millions of yen)

	FY2022.3	FY2023.3				FY2024.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year
Japan	625,460	335,861	371,670	707,531	113.1%	341,500	370,500	712,000	100.6%
Americas	99,204	52,651	46,692	99,344	100.1%	47,500	52,000	99,500	100.2%
Europe	82,544	45,047	49,410	94,458	114.4%	42,500	51,000	93,500	99.0%
Asia	82,063	44,059	44,697	88,757	108.2%	43,500	51,500	95,000	107.0%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	889,270	477,620	512,469	990,089	111.3%	475,000	525,000	1,000,000	101.0%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2022.3	FY2023.3					FY2024.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Japan	104,611	72,611	30,995	103,606	14.6%	99.0%	59,500	55,500	115,000	16.2%	111.0%
Americas	5,495	6,159	2,383	8,543	8.6%	155.5%	4,000	5,500	9,500	9.5%	111.2%
Europe	13,727	5,039	1,201	6,241	6.6%	45.5%	(1,000)	5,000	4,000	4.3%	64.1%
Asia	14,045	8,801	3,391	12,192	13.7%	86.8%	4,000	5,500	9,500	10.0%	77.9%
Elimination and Corporate	(12,383)	(11,003)	(3,105)	(14,109)	-	-	(6,500)	(6,500)	(13,000)	-	-
Total	125,496	81,607	34,865	116,472	11.8%	92.8%	60,000	65,000	125,000	12.5%	107.3%

#### Other Data

(millions of yen)

	FY2022.3	FY2023.3				FY2024.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year
Capital Investments	27,968	16,561	19,916	36,477	130.4%	13,000	15,000	28,000	76.8%
Depreciation	25,726	11,266	17,405	28,671	111.4%	12,000	15,000	27,000	94.2%
Advertising Expenses	53,555	22,432	34,366	56,798	106.1%	34,000	32,000	66,000	116.2%
Personnel Expenses	73,086	39,096	41,949	81,045	110.9%	40,000	43,000	83,000	102.4%
Investment in game content development, etc.	-	-	-	76,270	-	-	-	-	-

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		FY2024.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Anpanman	9.3	4.7	9.9	4.5	10.0
Ultraman	16.8	8.9	19.5	10.0	21.5
KAMEN RIDER	29.5	14.2	32.1	14.5	32.0
Mobile Suit Gundam	101.7	62.4	131.3	65.0	135.0
Super Sentai	5.0	3.5	6.5	3.5	7.0
DRAGON BALL	127.6	65.7	144.5	65.0	130.0
NARUTO	23.0	10.2	18.7	12.0	23.0
Pretty Cure	5.8	2.9	5.6	3.0	6.0
ONE PIECE	44.1	35.9	86.3	42.0	78.0

\*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		FY2024.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Anpanman	8.7	4.3	9.3	4.0	9.0
Ultraman	8.0	4.7	9.2	5.0	9.5
KAMEN RIDER	22.8	9.5	23.0	10.0	23.0
Mobile Suit Gundam	44.2	30.1	60.5	31.0	62.0
Super Sentai	4.4	2.9	5.6	3.0	6.0
DRAGON BALL	19.7	12.0	22.5	9.5	20.0
Pretty Cure	5.7	2.9	5.6	3.0	6.0
Pokémon	5.9	4.1	8.8	5.0	9.0
ONE PIECE	10.0	12.3	31.9	19.5	36.0

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

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

(billion yen)

	FY2022.3	FY2023.3		FY2024.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Network content	185.5	94.0	194.0	97.0	200.0
Home video game	174.4	85.1	159.8	76.0	170.0

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

	FY2023.3				FY2024.3			
	1st Half Results		Full Year Results		1st Half Forecasts		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	40	5,556	76	10,021	40	4,500	65	10,000
Americas	33	10,063	59	18,710	25	10,000	35	18,000
Europe	33	8,998	57	19,560	25	9,000	35	20,000
Group Total	106	24,617	192	48,291	90	23,500	135	48,000
Localized versions	78	-	130	-	65	-	95	-
After elimination of localized versions								
Group Total	28	24,617	62	48,291	25	23,500	40	48,000

Note: Breakdown of Japan and Europe has partially been changed

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2022.3	FY2023.3		FY2024.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	142	90	181	90	180

\*Figures are estimates based on management accounting.

**【Visual and Music Business & Creation Business (Sales by major category)】**

(billion yen)

	FY2023.3		FY2024.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Packages	5.4	11.5	4.7	11.0
Production, license, distribution, events and others	29.6	70.2	31.3	72.0
Total	35.0	81.7	36.0	83.0

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

(billion yen)

	FY2023.3		FY2024.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	11.4	31.0	17.0	34.0
Amusement facility	37.2	73.5	36.5	74.5

**【Number of Amusement Facilities】**

			FY2023.3		FY2024.3	
			1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	240	240	243	243
		Openings	3	7	3	6
		Closures	2	4	1	1
		Increase/Decrease	1	3	2	5
		End of term	241	243	245	248
	Overseas	Start of term	21	21	21	21
		Openings	2	2	1	1
		Closures	0	2	0	0
		Increase/Decrease	2	0	1	1
		End of term	23	21	22	22
	Total	Start of term	261	261	264	264
		Openings	5	9	4	7
		Closures	2	6	1	1
		Increase/Decrease	3	3	3	6
		End of term	264	264	267	270
Revenue-sharing facilities	Japan		632	683	707	749
	Overseas		16	15	15	15
	Total		648	698	722	764
Others	Total		9	10	15	29
Facilities Total			921	972	1,004	1,063

**【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.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2023.3	109.7%	103.6%	101.3%	104.6%	109.5%	123.3%	111.3%	113.7%	109.2%	114.9%
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.