



BANDAI NAMCO Holdings Inc.

Financial Highlights for the Third Quarter
of the Fiscal Year Ending March 31, 2022

BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2021.3				FY2022.3							
	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	337,122	206,334	543,456	740,903	393,646	234,665	628,311	115.6%	795,000	810,000	109.3%	
Gross Profit	130,477	78,371	208,848	282,006	160,527	88,136	248,663	119.1%	303,000	314,000	111.3%	
Operating Profit	45,930	26,992	72,922	84,654	61,751	30,402	92,153	126.4%	90,000	96,000	113.4%	
Recurring Profit	47,193	27,951	75,144	87,612	64,111	31,447	95,558	127.2%	93,000	99,000	113.0%	
Profit Attributable to Owners of Parent	31,715	18,919	50,634	48,894	39,527	22,176	61,703	121.9%	58,000	67,000	137.0%	

Net Sales by Segment

(millions of yen)

	FY2021.3				FY2022.3							
	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	
Network Entertainment / ENT (Digital)	167,427	86,672	254,099	337,964	149,597	92,724	242,321	95.4%	310,000	310,000	91.7%	
Toys and Hobby / ENT (Toys and Hobby)	131,049	93,525	224,574	300,815	178,123	107,834	285,957	127.3%	350,000	365,000	121.3%	
Visual and Music Production / IPP (Visual and Music)	13,923	7,191	21,114	34,219	23,627	11,665	35,292	167.2%	45,000	45,000	131.5%	
IP Creation / IPP (Creation)	9,559	6,739	16,298	28,213	15,696	8,807	24,503	150.3%	30,000	30,000	106.3%	
Real Entertainment / Amusement	24,320	18,192	42,512	63,923	39,005	22,390	61,395	144.4%	84,000	84,000	131.4%	
Other	11,562	6,724	18,286	24,655	13,642	7,360	21,002	114.9%	25,000	25,000	101.4%	
Elimination and Corporate	△ 20,720	△ 12,707	△ 33,427	△ 48,887	△ 26,046	△ 16,116	△ 42,162	-	△ 49,000	△ 49,000	-	
Total	337,122	206,334	543,456	740,903	393,646	234,665	628,311	115.6%	795,000	810,000	109.3%	

Operating Profit by Segment

(millions of yen)

	FY2021.3				FY2022.3							
	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
Network Entertainment / ENT (Digital)	34,475	12,875	47,350	56,776	26,008	11,625	37,633	15.5%	79.5%	40,000	40,000	70.5%
Toys and Hobby / ENT (Toys and Hobby)	19,114	17,083	36,197	39,086	33,092	17,673	50,765	17.8%	140.2%	50,000	55,000	140.7%
Visual and Music Production / IPP (Visual and Music)	1,077	△ 437	640	1,549	3,059	460	3,519	10.0%	549.6%	4,000	4,000	258.2%
IP Creation / IPP (Creation)	1,914	746	2,660	2,740	909	703	1,612	6.6%	60.6%	2,500	2,500	91.2%
Real Entertainment / Amusement	△ 8,022	△ 1,721	△ 9,743	△ 8,379	2,447	1,886	4,333	7.1%	-	2,000	2,000	-
Other	362	494	856	602	580	242	822	3.9%	96.0%	500	500	83.1%
Elimination and Corporate	△ 2,990	△ 2,049	△ 5,039	△ 7,720	△ 4,347	△ 2,187	△ 6,534	-	-	△ 9,000	△ 8,000	-
Total	45,930	26,992	72,922	84,654	61,751	30,402	92,153	14.7%	126.4%	90,000	96,000	113.4%

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

(millions of yen)

	FY2021.3				FY2022.3							
	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	265,130	148,998	414,128	575,492	295,487	163,721	459,208	110.9%	588,000	596,500	103.7%	
Americas	27,440	14,967	42,407	58,471	34,254	20,508	54,761	129.1%	75,000	73,000	124.8%	
Europe	18,319	27,699	46,018	54,649	25,811	25,787	51,598	112.1%	57,000	62,500	114.4%	
Asia	26,233	14,671	40,904	52,293	38,096	24,649	62,745	153.4%	75,000	78,000	149.2%	
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	
Total	337,122	206,334	543,456	740,903	393,646	234,665	628,311	115.6%	795,000	810,000	109.3%	

Reference: Operating Profit by Region

(millions of yen)

	FY2021.3				FY2022.3							
	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	41,550	21,929	63,479	85,355	52,614	24,703	77,317	16.8%	121.8%	76,000	81,500	95.5%
Americas	2,363	1,474	3,837	△ 5,895	4,179	1,907	6,086	11.1%	158.6%	7,000	6,500	-
Europe	599	2,867	3,466	4,306	3,238	1,517	4,755	9.2%	137.2%	4,500	5,000	116.1%
Asia	4,652	2,400	7,052	8,440	7,553	5,337	12,890	20.5%	182.8%	12,000	13,000	154.0%
Elimination and Corporate	△ 3,234	△ 1,677	△ 4,911	△ 7,551	△ 5,832	△ 3,062	△ 8,895	-	-	△ 9,500	△ 10,000	-
Total	45,930	26,992	72,922	84,654	61,751	30,402	92,153	14.7%	126.4%	90,000	96,000	113.4%

Other Data

(millions of yen)

	FY2021.3				FY2022.3							
	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	10,684	6,414	17,098	22,770	13,043	5,918	18,962	110.9%	25,000	25,000	109.8%	
Depreciation	9,722	6,449	16,171	24,685	12,551	5,739	18,290	113.1%	28,000	28,000	113.4%	
Game Content R&D Investments	40,680	23,274	63,954	84,718	42,265	25,996	68,261	106.7%	85,000	90,000	106.2%	
Advertising Expenses	14,760	14,579	29,339	45,203	19,082	13,782	32,864	112.0%	51,000	52,000	115.0%	
Personnel Expenses	32,615	16,648	49,263	66,726	35,786	17,358	53,144	107.9%	70,000	71,000	106.4%	

Note: As the Group partially changed the classification of business segments from FY2022.3, the figures for FY2021.3 have been restated accordingly.

Note: ENT stands for Entertainment and IPP stands for IP Production.

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)

	FY2021.3		FY2022.3	
	3Q (9mo.)	Full Year Results	3Q (9mo.)	Full Year Forecasts
Aikatsu!	1.4	2.0	1.6	2.5
Anpanman	6.4	8.7	7.2	9.5
Ultraman	6.4	8.6	12.3	17.0
KAMEN RIDER	22.8	28.9	22.6	30.0
Mobile Suit Gundam	67.6	95.0	76.1	108.0
Super Sentai	3.6	5.2	3.3	5.0
DRAGON BALL	90.7	127.4	91.3	136.5
NARUTO	15.1	21.4	17.8	19.5
Pretty Cure	4.4	6.6	3.8	7.0
ONE PIECE	27.8	38.0	33.4	44.0

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

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

(billion yen)

	FY2021.3		FY2022.3	
	3Q (9mo.)	Full Year Results	3Q (9mo.)	Full Year Forecasts
Aikatsu!	0.9	1.0	0.9	1.0
Anpanman	6.2	8.3	6.6	9.0
Ultraman	3.7	4.9	6.0	7.5
KAMEN RIDER	18.9	24.3	16.9	22.5
Mobile Suit Gundam	30.9	41.0	33.9	44.0
Super Sentai	3.0	4.5	2.7	4.5
DRAGON BALL	11.5	15.4	16.0	19.0
Pretty Cure	4.4	6.6	3.7	7.0
Pokémon	4.5	6.0	4.2	6.0
ONE PIECE	5.1	7.1	8.4	10.0

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

【Digital Business (Sales by major category)】

(billion yen)

	FY2021.3		FY2022.3	
	3Q (9mo.)	Full Year Results	3Q (9mo.)	Full Year Forecasts
Network content	154.1	207.7	131.9	177.0
Home video game	93.0	118.1	98.8	122.0

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

	FY2021.3				FY2022.3			
	3Q (9mo.)		Full Year Results		3Q (9mo.)		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	33	2,713	44	3,469	42	3,058	52	4,000
Americas	21	12,100	25	16,280	36	15,089	45	21,000
Europe	27	17,532	34	21,749	39	18,073	48	22,500
Group Total	81	32,345	103	41,498	117	36,220	145	47,500
Localized versions	38	-	52	-	68	-	83	-
After elimination of localized versions								
Group Total	43	32,345	51	41,498	49	36,220	62	47,500

【Digital Card Sales (Units sold)】

(million pieces)

	FY2021.3		FY2022.3	
	3Q (9mo.)	Full Year Results	3Q (9mo.)	Full Year Forecasts
Digital card sales	86	126	96	137

*Figures are estimates based on management accounting.

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

(billion yen)

	FY2021.3		FY2022.3	
	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Packages	6.5	9.8	9.2	12.0
Production,license, distribution,events and others	26.6	52.6	50.5	63.0
Total	33.1	62.4	59.7	75.0

【Visual and Music Business & Creation Business (Number of copyrighted productions and running time)】

Number of copyrighted productions (BANDAI NAMCO Arts)	1,205 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,468 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	343 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,777 hours

As of December 31, 2021

【Amusement Business (Sales by major category)】 (billion yen)

	FY2021.3		FY2022.3	
	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Amusement machines	9.4	16.7	16.4	21.0
Amusement facilities	33.1	47.1	44.9	63.0

【Number of Amusement Facilities】

			FY2021.3		FY2022.3	
			3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Directly managed facilities	Japan	Start of term	261	261	244	244
		Openings	6	10	6	7
		Closures	14	27	6	9
		Increase/Decrease	△ 8	△ 17	0	△ 2
		End of term	253	244	244	242
	Overseas	Start of term	49	49	22	22
		Openings	7	8	1	1
		Closures	0	35	2	2
		Increase/Decrease	7	△ 27	△ 1	△ 1
		End of term	56	22	21	21
	Total	Start of term	310	310	266	266
		Openings	13	18	7	8
		Closures	14	62	8	11
Increase/Decrease		△ 1	△ 44	△ 1	△ 3	
End of term		309	266	265	263	
Revenue-sharing facilities	Japan	484	518	539	539	
	Overseas	801	16	16	16	
	Total	1,285	534	555	555	
Others	Total	2	3	5	5	
Facilities Total			1,596	803	825	823

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2022.3	503.9%	380.0%	103.0%	215.6%	119.3%	115.8%	92.7%	109.2%	139.1%		
FY2021.3	15.4%	17.6%	68.8%	33.2%	71.5%	59.7%	78.3%	68.7%	52.8%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2022.3	94.0%	88.4%	110.6%	97.8%	120.7%	/	/	/	/	/	/
FY2021.3	98.4%	107.0%	86.4%	96.4%	66.1%	77.6%	89.1%	203.8%	104.2%	100.1%	74.2%

*Figures are estimates based on management accounting.