



# Bandai Namco Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 31, 2025

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

#### Summary of Income Statement

(millions of yen)

	FY2024.3	FY2025.3				FY2026.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Net Sales	1,050,210	611,391	630,121	1,241,513	118.2%	595,000	605,000	1,200,000	96.7%
Gross Profit	370,959	254,920	240,265	495,185	133.5%	228,500	231,500	460,000	92.9%
Operating Profit	90,682	113,670	66,559	180,229	198.7%	78,500	66,500	145,000	80.5%
Ordinary Profit	104,164	115,553	70,918	186,470	179.0%	81,000	68,000	149,000	79.9%
Profit Attributable to Owners of Parent	101,493	80,727	48,574	129,301	127.4%	54,000	46,000	100,000	77.3%

#### Net Sales by Segment

(millions of yen)

	FY2024.3	FY2025.3				FY2026.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Toys and Hobby	509,880	291,633	305,300	596,933	117.1%	290,000	310,000	600,000	100.5%
Digital	372,667	228,550	227,083	455,633	122.3%	200,000	190,000	390,000	85.6%
Visual and Music (IP Production)	82,468	41,289	49,449	90,738	110.0%	38,000	52,000	90,000	99.2%
Amusement	119,667	71,640	69,846	141,485	118.2%	75,000	75,000	150,000	106.0%
Other	32,358	17,395	18,828	36,224	111.9%	19,000	19,000	38,000	104.9%
Elimination and Corporate	(66,830)	(39,118)	(40,385)	(79,502)	-	(27,000)	(41,000)	(68,000)	-
Total	1,050,210	611,391	630,121	1,241,513	118.2%	595,000	605,000	1,200,000	96.7%

#### Operating Profit by Segment

(millions of yen)

	FY2024.3	FY2025.3					FY2026.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	OP Margin	% vs. Prior Year
Toys and Hobby	78,655	59,743	42,459	102,202	17.1%	129.9%	58,000	47,000	105,000	17.5%	102.7%
Digital	6,257	44,703	23,824	68,527	15.0%	1095.1%	20,500	19,500	40,000	10.3%	58.4%
Visual and Music (IP Production)	10,048	6,711	5,067	11,778	13.0%	117.2%	5,000	5,500	10,500	11.7%	89.1%
Amusement	6,843	7,292	1,147	8,438	6.0%	123.3%	6,000	3,500	9,500	6.3%	112.6%
Other	988	1,245	427	1,671	4.6%	169.2%	1,000	500	1,500	3.9%	89.7%
Elimination and Corporate	(12,111)	(6,026)	△ 6,364	(12,390)	-	-	(12,000)	(9,500)	(21,500)	-	-
Total	90,682	113,670	66,559	180,229	14.5%	198.7%	78,500	66,500	145,000	12.1%	80.5%

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

(millions of yen)

	FY2024.3	FY2025.3				FY2026.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Japan	758,463	424,689	442,376	867,065	114.3%	416,500	420,000	836,500	96.5%
Americas	91,447	64,673	75,859	140,531	153.7%	58,500	70,000	128,500	91.4%
Europe	102,937	63,664	62,120	125,784	122.2%	62,500	63,500	126,000	100.2%
Asia	97,365	58,366	49,767	108,133	111.1%	57,500	51,500	109,000	100.8%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	1,050,210	611,391	630,122	1,241,513	118.2%	595,000	605,000	1,200,000	96.7%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2024.3	FY2025.3					FY2026.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	OP Margin	% vs. Prior Year
Japan	90,340	97,525	63,282	160,806	18.5%	178.0%	73,500	62,000	135,500	16.2%	84.3%
Americas	5,652	10,151	3,675	13,827	9.8%	244.6%	5,000	6,000	11,000	8.6%	79.6%
Europe	(931)	6,961	(1,422)	5,539	4.4%	-	5,000	2,000	7,000	5.6%	126.4%
Asia	11,357	9,443	5,065	14,508	13.4%	127.7%	7,000	6,000	13,000	11.9%	89.6%
Elimination and Corporate	(15,735)	(10,409)	(4,041)	(14,450)	-	-	(12,000)	(9,500)	(21,500)	-	-
Total	90,682	113,670	66,559	180,229	14.5%	198.7%	78,500	66,500	145,000	12.1%	80.5%

#### Other Data

(millions of yen)

	FY2024.3	FY2025.3				FY2026.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Capital Investments	38,326	24,715	30,761	55,476	144.8%	20,000	25,000	45,000	81.1%
Depreciation	38,364	16,225	23,992	40,216	104.8%	17,500	25,500	43,000	106.9%
Advertising Expenses	64,509	27,652	43,879	71,531	110.9%	32,000	40,000	72,000	100.7%
Personnel Expenses	85,970	48,032	51,749	99,781	116.1%	48,000	47,000	95,000	95.2%
Investment in game content development, etc.	79,377	-	-	69,760	87.9%	-	-	-	-

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)

	FY2024.3	FY2025.3		FY2026.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Anpanman	10.1	5.3	11.4	5.5	12.0
Ultraman	19.1	8.1	14.0	7.0	13.5
KAMEN RIDER	31.5	14.6	30.7	13.0	28.0
Mobile Suit Gundam	145.7	76.5	153.5	80.0	160.0
Super Sentai	6.5	2.9	6.4	3.0	6.5
DRAGON BALL	140.6	75.7	190.6	70.0	150.0
NARUTO	25.3	15.0	26.9	12.0	20.0
Pretty Cure	6.4	3.3	7.9	4.0	8.5
ONE PIECE	112.1	73.2	139.5	70.0	140.0

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

\*Total sales by IP of major Group companies.

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

(billion yen)

	FY2024.3	FY2025.3		FY2026.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Anpanman	9.4	4.8	10.2	5.0	10.5
Ultraman	8.3	4.0	6.7	3.5	6.5
KAMEN RIDER	23.4	10.2	22.5	9.0	20.0
Mobile Suit Gundam	68.7	37.8	75.7	40.0	85.0
Super Sentai	5.4	2.5	5.4	2.5	5.5
DRAGON BALL	23.0	15.8	29.9	14.0	26.0
Pretty Cure	6.4	3.2	7.8	4.0	8.5
Pokémon	11.9	5.1	12.2	6.0	12.5
ONE PIECE	60.3	50.1	94.2	50.0	95.0

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

\*Total sales by IP of major Group companies.

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

(billion yen)

	FY2024.3	FY2025.3		FY2026.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Network content	187.9	100.8	195.1	99.5	193.0
Home console game	151.5	110.5	216.1	92.5	179.0

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

	FY2025.3				FY2026.3			
	1st Half Results		Full Year Results		1st Half Plan		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)
Japan	41	4,386	91	8,497	51	5,000	83	11,000
Americas	26	5,991	66	15,194	40	9,000	70	17,000
Europe	26	7,794	68	17,072	40	9,000	70	18,000
Group Total	93	18,171	225	40,763	131	23,000	223	46,000
Localized versions	52	-	150	-	88	-	152	-
After elimination of localized versions								
Group Total	41	18,171	75	40,763	43	23,000	71	46,000

**【Data Carddass Sales (Units sold)】**

(million pieces)

	FY2024.3	FY2025.3		FY2026.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Data Carddass Sales (Units sold)	158	77	135	50	125

\*Figures are estimates based on management accounting.

### 【Visual and Music (IP Production) Business (Sales by major category)】

(billion yen)

	FY2025.3		FY2026.3	
	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Packages	4.6	11.8	3.7	9.5
Production, license, distribution, events and others	36.6	78.9	34.3	80.5
Total	41.2	90.7	38.0	90.0

### 【Visual and Music (IP Production) Business (Number of copyrighted productions and running time)】

As of March 31, 2025

· Number of copyrighted productions	1,174 series
· Total running time of all copyrighted productions	6,011 hours

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

(billion yen)

	FY2025.3		FY2026.3	
	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Amusement machines	19.6	33.6	19.0	36.0
Amusement facility	51.8	105.0	56.0	114.0

### 【Number of Amusement Facilities】

			FY2024.3		FY2025.3	
			1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Directly managed amusement facilities	Japan	Start of term	220	220	215	215
		Openings	3	3	3	4
		Closures	3	8	3	3
		Increase/Decrease	0	(5)	0	1
		End of term	220	215	215	216
	Overseas	Start of term	20	20	21	21
		Openings	0	2	2	4
		Closures	0	1	0	0
		Increase/Decrease	0	1	2	4
		End of term	20	21	23	25
	Total	Start of term	240	240	236	236
		Openings	3	5	5	8
		Closures	3	9	3	3
Increase/Decrease		0	(4)	2	5	
End of term		240	236	238	241	
Revenue-sharing facilities	Japan	820	801	846	896	
	Overseas	14	13	13	13	
	Total	834	814	859	909	
Other directly managed facilities	Total	91	99	116	133	
Facilities Total			1,165	1,149	1,213	1,283

\*Other directly managed facilities includes amusement parks, IP facilities, activity facilities, and Gashapon stores

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half	
FY2025.3	103.0%	98.0%	119.2%	105.9%	105.5%	113.3%	114.4%	111.2%	108.8%	
FY2024.3	112.5%	100.1%	95.7%	102.6%	101.3%	102.7%	102.3%	102.1%	102.4%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2025.3	96.2%	109.1%	104.4%	103.1%	101.4%	99.5%	102.5%	101.2%	102.1%	105.3%
FY2024.3	102.2%	99.9%	104.6%	102.4%	100.1%	107.8%	107.6%	104.7%	103.6%	103.0%

\*Figures are estimates based on management accounting.