



# Bandai Namco Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 31, 2022

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

#### Summary of Income Statement

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3			
	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	740,903	393,646	495,624	889,270	120.0%	400,000	480,000	880,000	99.0%
Gross Profit	282,006	160,527	195,739	356,266	126.3%	154,000	184,000	338,000	94.9%
Operating Profit	84,654	61,751	63,745	125,496	148.2%	46,000	54,000	100,000	79.7%
Recurring Profit	87,612	64,111	69,497	133,608	152.5%	46,500	54,500	101,000	75.6%
Profit Attributable to Owners of Parent	48,894	39,527	53,225	92,752	189.7%	33,000	37,000	70,000	75.5%

#### Net Sales by Segment

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3			
	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
ENT (Digital)		149,597	228,576	378,173	-	160,000	190,000	350,000	92.6%
ENT (Toys and Hobby)		178,123	195,502	373,625	-	180,000	220,000	400,000	107.1%
IP Production		36,128	43,836	79,964	-	35,000	45,000	80,000	100.0%
Amusement		39,005	43,339	82,344	-	40,000	45,000	85,000	103.2%
Other		13,642	14,025	27,667	-	13,000	13,000	26,000	94.0%
Elimination and Corporate		△ 22,850	△ 29,654	△ 52,504	-	△ 28,000	△ 33,000	△ 61,000	-
Total		393,646	495,624	889,270	-	400,000	480,000	880,000	99.0%

#### Operating Profit by Segment

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3					
	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
ENT (Digital)		26,008	43,626	69,634	18.4%	-	20,000	25,000	45,000	12.9%	64.6%
ENT (Toys and Hobby)		33,092	19,227	52,319	14.0%	-	27,000	26,000	53,000	13.3%	101.3%
IP Production		4,006	4,827	8,833	11.0%	-	4,000	6,000	10,000	12.5%	113.2%
Amusement		2,447	1,604	4,051	4.9%	-	1,000	1,000	2,000	2.4%	49.4%
Other		580	△ 233	347	1.3%	-	0	0	0	-	-
Elimination and Corporate		△ 4,385	△ 5,304	△ 9,689	-	-	△ 6,000	△ 4,000	△ 10,000	-	-
Total		61,751	63,745	125,496	14.1%	-	46,000	54,000	100,000	11.4%	79.7%

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

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3			
	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	575,492	295,487	329,973	625,460	108.7%	290,000	350,000	640,000	102.3%
Americas	58,471	34,254	64,950	99,204	169.7%	42,000	42,000	84,000	84.7%
Europe	54,649	25,811	56,733	82,544	151.0%	27,000	39,000	66,000	80.0%
Asia	52,293	38,096	43,967	82,063	156.9%	41,000	49,000	90,000	109.7%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	740,903	393,646	495,624	889,270	120.0%	400,000	480,000	880,000	99.0%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3					
	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	85,355	52,614	51,997	104,611	16.7%	122.6%	42,000	49,000	91,000	14.2%	87.0%
Americas	△ 5,895	4,179	1,316	5,495	5.5%	-	2,200	2,800	5,000	6.0%	91.0%
Europe	4,306	3,238	10,489	13,727	16.6%	318.8%	1,300	700	2,000	3.0%	14.6%
Asia	8,440	7,553	6,492	14,045	17.1%	166.4%	4,000	5,000	9,000	10.0%	64.1%
Elimination and Corporate	△ 7,551	△ 5,832	△ 6,551	△ 12,383	-	-	△ 3,500	△ 3,500	△ 7,000	-	-
Total	84,654	61,751	63,745	125,496	14.1%	148.2%	46,000	54,000	100,000	11.4%	79.7%

#### Other Data

(millions of yen)

	FY2021.3	FY2022.3				FY2023.3			
	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	22,770	13,043	14,925	27,968	122.8%	13,000	12,000	25,000	89.4%
Depreciation	24,685	12,551	13,175	25,726	104.2%	11,000	14,000	25,000	97.2%
Game Content R&D Investments	84,718	42,265	52,866	95,131	112.3%	50,000	50,000	100,000	105.1%
Advertising Expenses	45,203	19,082	34,473	53,555	118.5%	22,000	34,000	56,000	104.6%
Personnel Expenses	66,726	35,786	37,300	73,086	109.5%	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: ENT stands for Entertainment.

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.

## <Reference>

### Net Sales by Previous Segment

(millions of yen)

	FY2021.3	FY2022.3				% vs. prior year
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results		
Network Entertainment / ENT (Digital)	337,964	149,597	228,576	378,173	111.9%	
Toys and Hobby / ENT (Toys and Hobby)	300,815	178,123	195,502	373,625	124.2%	
Visual and Music Production / IP Production (Visual and Music)	34,219	23,627	30,314	53,941	157.6%	
IP Creation / IP Production (Creation)	28,213	15,696	21,868	37,564	133.1%	
Real Entertainment / Amusement	63,923	39,005	43,339	82,344	128.8%	
Other	24,655	13,642	14,025	27,667	112.2%	
Elimination and Corporate	△ 48,887	△ 26,046	△ 37,999	△ 64,045	-	
Total	740,903	393,646	495,624	889,270	120.0%	

### Operating Income by Previous Segment

(millions of yen)

	FY2021.3	FY2022.3				% vs. prior year
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	
Network Entertainment / ENT (Digital)	56,776	26,008	43,626	69,634	18.4%	122.6%
Toys and Hobby / ENT (Toys and Hobby)	39,086	33,092	19,227	52,319	14.0%	133.9%
Visual and Music Production / IP Production (Visual and Music)	1,549	3,059	2,639	5,698	10.6%	367.9%
IP Creation / IP Production (Creation)	2,740	909	1,921	2,830	7.5%	103.3%
Real Entertainment / Amusement	△ 8,379	2,447	1,604	4,051	-	-
Other	602	580	△ 233	347	1.3%	57.6%
Elimination and Corporate	△ 7,720	△ 4,347	△ 5,037	△ 9,384	-	-
Total	84,654	61,751	63,745	125,496	14.1%	148.2%

**【Sales of IPs (Groupwide)】**

(billion yen)

	FY2021.3	FY2022.3		FY2023.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	2.0	1.3	1.9	0.5	1.0
Anpanman	8.7	4.2	9.3	4.5	10.0
Ultraman	8.6	6.5	16.8	7.0	18.5
KAMEN RIDER	28.9	13.3	29.5	13.0	30.0
Mobile Suit Gundam	95.0	50.2	101.7	53.0	119.0
Super Sentai	5.2	2.6	5.0	2.5	5.0
DRAGON BALL	127.4	61.2	127.6	66.0	133.5
NARUTO	21.4	11.7	23.0	9.5	19.0
Pretty Cure	6.6	3.1	5.8	3.0	6.0
ONE PIECE	38.0	21.6	44.1	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)

	FY2021.3	FY2022.3		FY2023.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	1.0	0.7	1.0	0.3	0.5
Anpanman	8.3	3.9	8.7	4.0	9.0
Ultraman	4.9	3.8	8.0	4.5	9.5
KAMEN RIDER	24.3	9.9	22.8	10.0	23.0
Mobile Suit Gundam	41.0	21.8	44.2	25.5	52.0
Super Sentai	4.5	2.2	4.4	2.5	5.0
DRAGON BALL	15.4	10.1	19.7	11.0	21.0
Pretty Cure	6.6	3.0	5.7	3.0	6.0
Pokémon	6.0	2.6	5.9	2.5	6.0
ONE PIECE	7.1	5.3	10.0	7.5	14.0

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

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

(billion yen)

	FY2021.3	FY2022.3		FY2023.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Network content	207.7	86.3	185.5	88.0	190.0
Home video game	118.1	55.7	174.4	67.0	140.0

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

	FY2022.3				FY2023.3			
	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	23	1,374	53	4,650	50	2,300	85	4,500
Americas	17	9,223	46	25,054	45	11,500	80	21,000
Europe	19	9,003	49	27,143	45	9,000	80	18,000
Group Total	59	19,600	148	56,847	140	22,800	245	43,500
Localized versions	34	-	82	-	100	-	175	-
After elimination of localized versions								
Group Total	25	19,600	66	56,847	40	22,800	70	43,500

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2021.3	FY2022.3		FY2023.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	126	62	151	62	140

\*Figures are estimates based on management accounting.

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

(billion yen)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Packages	5.5	12.4	7.0	14.0
Production, license, distribution, events and others	33.7	79.0	28.0	66.0
Total	39.2	91.4	35.0	80.0

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

Number of copyrighted productions (BANDAI NAMCO Arts)	1,218 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,508 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	345 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,780 hours

As of March 31, 2022

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

(billion yen)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	10.3	20.8	8.5	23.0
Amusement facility	28.6	61.5	31.5	62.0

**【Number of Amusement Facilities】**

			FY2022.3		FY2023.3	
			1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	244	244	240	240
		Openings	2	7	3	6
		Closures	5	11	0	0
		Increase/Decrease	△ 3	△ 4	3	6
		End of term	241	240	243	246
	Overseas	Start of term	22	22	21	21
		Openings	1	1	0	2
		Closures	2	2	0	0
		Increase/Decrease	△ 1	△ 1	0	2
	Total	Start of term	266	266	261	261
		Openings	3	8	3	8
		Closures	7	13	0	0
		Increase/Decrease	△ 4	△ 5	3	8
	End of term	262	261	264	269	
Revenue-sharing facilities	Japan	535	551	551	551	
	Overseas	16	16	16	16	
	Total	551	567	567	567	
Others	Total	4	5	5	5	
Facilities Total			817	833	836	841

**【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.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2022.3	94.0%	88.4%	110.6%	97.8%	115.8%	93.7%	98.3%	103.2%	100.4%	115.5%
FY2021.3	98.4%	107.0%	86.4%	96.4%	77.6%	89.1%	203.8%	104.2%	100.1%	74.2%

\*Figures are estimates based on management accounting.