

 Fun for All into the Future	<b>Bandai Namco Holdings Inc.</b> <b>Financial Highlights for the Third Quarter (Nine Months) of the Fiscal Year Ending March 31, 2026</b>									
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**Bandai Namco Holdings Inc.: Consolidated Financial Results**
**Summary of Income Statement**

	FY2025.3				FY2026.3						
	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	611,391	344,272	955,663	1,241,513	643,816	358,427	1,002,243	104.9%	1,250,000	1,300,000	104.7%
Gross Profit	254,920	140,618	395,538	495,185	262,279	134,503	396,782	100.3%	492,000	516,000	104.2%
Operating Profit	113,670	65,563	179,233	180,229	105,481	51,914	157,395	87.8%	165,000	181,000	100.4%
Ordinary Profit	115,553	69,860	185,413	186,470	110,196	56,288	166,484	89.8%	172,000	190,000	101.9%
Profit Attributable to Owners of Parent	80,727	47,972	128,699	129,301	78,909	36,135	115,044	89.4%	120,000	130,000	100.5%

**Net Sales by Segment**

	FY2025.3				FY2026.3						
	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
Toys and Hobby	291,633	172,553	464,187	596,933	317,830	185,827	503,658	108.5%	640,000	660,000	110.6%
Digital	228,550	128,473	357,023	455,633	231,504	127,348	358,853	100.5%	410,000	460,000	101.0%
Visual and Music (IP Production)	41,289	19,684	60,973	90,738	41,078	22,546	63,624	104.3%	90,000	90,000	99.2%
Amusement	71,640	33,124	104,764	141,485	75,380	36,360	111,740	106.7%	140,000	145,000	102.5%
Other	17,395	9,866	27,262	36,224	18,457	10,501	28,958	106.2%	38,000	38,000	104.9%
Elimination and Corporate	(39,118)	(19,429)	(58,547)	(79,502)	(40,436)	(24,155)	(64,591)	-	(68,000)	(93,000)	-
Total	611,391	344,272	955,663	1,241,513	643,816	358,427	1,002,243	104.9%	1,250,000	1,300,000	104.7%

**Operating Profit by Segment**

	FY2025.3				FY2026.3							
	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
Toys and Hobby	59,743	37,874	97,618	102,202	65,035	38,542	103,577	20.6%	106.1%	115,000	125,000	122.3%
Digital	44,703	25,895	70,598	68,527	37,386	12,503	49,889	13.9%	70.7%	48,000	53,000	77.3%
Visual and Music (IP Production)	6,711	2,713	9,424	11,778	5,359	3,612	8,971	14.1%	95.2%	10,500	10,500	89.1%
Amusement	7,292	849	8,141	8,438	7,046	900	7,946	7.1%	97.6%	9,500	9,500	112.6%
Other	1,245	852	2,097	1,671	1,150	1,027	2,176	7.5%	103.8%	1,500	2,000	119.7%
Elimination and Corporate	(6,026)	(2,619)	(8,646)	(12,390)	(10,495)	(4,671)	(15,166)	-	-	(19,500)	(19,000)	-
Total	113,670	65,563	179,233	180,229	105,481	51,914	157,395	15.7%	87.8%	165,000	181,000	100.4%

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

	FY2025.3				FY2026.3						
	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	424,689	221,895	646,584	867,065	465,569	245,643	711,212	110.0%	913,500	936,000	108.0%
Americas	64,673	49,771	114,444	140,531	54,035	36,931	90,967	79.5%	110,000	121,000	86.1%
Europe	63,664	43,225	106,889	125,784	61,387	39,853	101,240	94.7%	112,000	122,500	97.4%
Asia	58,366	29,380	87,747	108,133	62,824	36,001	98,825	112.6%	114,500	120,500	111.4%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-
Total	611,391	344,272	955,663	1,241,513	643,816	358,427	1,002,243	104.9%	1,250,000	1,300,000	104.7%

**Reference: Operating Profit by Region**

	FY2025.3				FY2026.3							
	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	97,525	50,971	148,495	160,806	99,481	47,804	147,286	20.7%	99.2%	157,000	173,500	107.9%
Americas	10,151	8,145	18,296	13,827	3,928	4,236	8,164	9.0%	44.6%	10,000	9,000	65.1%
Europe	6,961	3,732	10,693	5,539	4,078	1,380	5,458	5.4%	51.0%	6,000	5,500	99.3%
Asia	9,443	4,285	13,728	14,508	10,048	4,683	14,731	14.9%	107.3%	14,000	15,000	103.4%
Elimination and Corporate	(10,409)	(1,570)	(11,978)	(14,450)	(12,054)	(6,189)	(18,243)	-	-	(22,000)	(22,000)	-
Total	113,670	65,563	179,233	180,229	105,481	51,914	157,395	15.7%	87.8%	165,000	181,000	100.4%

**Other Data**

	FY2025.3				FY2026.3						
	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	24,715	12,387	37,103	55,476	24,673	11,486	36,158	97.5%	50,000	50,000	90.1%
Depreciation	16,225	11,548	27,773	40,216	18,616	13,829	32,444	116.8%	43,000	45,000	111.9%
Advertising Expenses	27,652	17,415	45,067	71,531	33,286	20,195	53,481	118.7%	75,000	77,500	108.3%
Personnel Expenses	48,032	21,993	70,024	99,781	51,401	24,144	75,545	107.9%	102,000	104,000	104.2%
Investment in game content development etc.	-	-	-	69,760	-	-	-	-	-	-	-

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)			
	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Anpanman	8.9	11.4	9.4	12.0
Ultraman	12.0	14.0	7.3	10.0
KAMEN RIDER	23.0	30.7	21.6	28.5
Mobile Suit Gundam	115.7	153.5	188.1	240.0
Super Sentai	4.7	6.4	4.9	6.0
DRAGON BALL	143.3	190.6	95.2	140.0
NARUTO	21.1	26.9	19.3	25.0
Pretty Cure	5.2	7.9	6.6	9.5
ONE PIECE	108.9	139.5	105.8	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)			
	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Anpanman	8.0	10.2	8.3	10.5
Ultraman	5.7	6.7	4.2	5.5
KAMEN RIDER	16.7	22.5	16.1	21.0
Mobile Suit Gundam	57.7	75.7	76.7	100.0
Super Sentai	4.1	5.4	4.2	5.0
DRAGON BALL	24.5	29.9	21.8	27.0
Pretty Cure	5.1	7.8	6.4	9.5
Pokémon	8.7	12.2	10.0	13.5
ONE PIECE	75.7	94.2	74.1	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)】**

	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Network content	142.5	195.1	167.0	225.0
Home console game	189.9	216.1	156.2	193.0

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

	FY2025.3				FY2026.3			
	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	68	6,572	91	8,497	87	3,506	102	4,500
Americas	49	12,375	66	15,194	64	11,575	74	15,000
Europe	51	13,811	68	17,072	64	20,672	74	25,000
Group Total	168	32,758	225	40,763	215	35,753	250	44,500
Localized versions	107	-	150	-	152	-	177	-
After elimination of localized versions								
Group Total	61	32,758	75	40,763	63	35,753	73	44,500

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

	(million pieces)			
	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Data Carddass Sales (Units sold)	108	135	80	125

\*Figures are estimates based on management accounting.

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

(billion yen)

	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Packages	7.9	11.8	4.7	8.0
Production, license, distribution, events and others	53.0	78.9	58.9	82.0
Total	60.9	90.7	63.6	90.0

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

As of December 31, 2025

- Number of copyrighted productions 1,200 series
- Total running time of all copyrighted productions 6,113 hours

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

(billion yen)

	FY2025.3		FY2026.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Amusement machines	26.2	33.6	21.4	26.5
Amusement facility	77.1	106.5	89.5	117.5

**【Number of Amusement Facilities】**

			FY2025.3		FY2026.3	
			3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	220	220	215	215
		Openings	3	3	3	4
		Closures	5	8	6	6
		Increase/Decrease	(2)	(5)	(3)	(2)
		End of term	218	215	212	213
	Overseas	Start of term	20	20	21	21
		Openings	1	2	3	5
		Closures	0	1	0	0
		Increase/Decrease	1	1	3	5
		End of term	21	21	24	26
	Total	Start of term	240	240	236	236
		Openings	4	5	6	9
		Closures	5	9	6	6
		Increase/Decrease	(1)	(4)	0	3
		End of term	239	236	236	239
Revenue-sharing facilities	Japan		809	801	848	851
	Overseas		13	13	16	16
	Total		822	814	864	867
Other directly managed facilities	Total		91	99	110	128
Facilities Total			1,152	1,149	1,210	1,234

\*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
FY2026.3	106.4%	111.6%	108.1%	108.7%		105.1%	108.7%	96.0%	103.8%
FY2025.3	103.0%	98.0%	119.2%	105.9%		105.5%	113.3%	114.4%	111.2%
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)
FY2026.3	106.5%	108.7%	109.1%	108.2%	106.7%				2nd Half
FY2025.3	96.2%	109.1%	104.4%	103.1%	106.9%	101.4%	99.5%	102.5%	101.2%
									Full Year
FY2026.3	106.5%	108.7%	109.1%	108.2%	106.7%				
FY2025.3	96.2%	109.1%	104.4%	103.1%	106.9%	101.4%	99.5%	102.5%	101.2%
									102.1%
									105.3%

\*Figures are estimates based on management accounting.