

August 8, 2024

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## **Notice Regarding Revisions to Consolidated Projections**

Bandai Namco Holdings Inc. (the "Company") hereby announces the revisions of the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2025, which were announced on May 9, 2024, as described below.

	Net sales	Operating profit	Recurring profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	515,000	55,000	57,500	40,000	¥61.14
Revised projections (B)	555,000	82,000	88,000	60,000	¥91.72
Change in amount (B-A)	40,000	27,000	30,500	20,000	_
Change (%)	7.8	49.1	53.0	50.0	_
(Reference) Results for the previous fiscal year* (The fiscal year ended March 31, 2024)	502,002	65,479	73,931	52,167	¥79.03

1. Revisions to consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2025 (April 1, 2024 to September 30, 2024)

## 2. Reasons for revisions

In the first quarter (three months) of the fiscal year ending March 31, 2025, with the IP axis strategy at the core, the Group strengthened initiatives unified under the ALL BANDAI NAMCO concept through collaboration across regions and businesses. On the business side, *ELDEN RING SHADOW OF THE ERDTREE*, the major downloadable content of the home console game *ELDEN RING*, was a hit, contributing to the operating results in the Digital Business. In the Toys and Hobby Business, products for the mature fan base (adults), trading card games and other card products, capsule toys and other products continued to be popular around the world. As a result, year-on-year increases across the board were achieved for net sales, operating profit, recurring profit and profit attributable to owners of parent for the first quarter (three months) of the fiscal year ending March 31, 2025.

For the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2025, net sales and operating profit in the consolidated projections announced on May 9, 2024 have been revised in light of the significant progress seen in the actual results due to strong performance for each business for the first quarter (three months) of the fiscal year ending March 31, 2025, the current trends of its businesses, and the marketing plans of the products and services in the second quarter, etc. As part of these changes, projections in recurring profit and profit attributable to owners of parent also have been revised as stated in the table above. Furthermore, the consolidated projections for the full fiscal year ending March 31, 2025, have not been reviewed. The full-year consolidated projections will be carefully examined based on changes in the market environment and the preferences of fans around the world, and the market trends such as the increasingly competitive environment, as well as in consideration of sales trends for major home console game title planned in the third quarter and thereafter, trends for the Christmas and New Year selling season and other factors.

<sup>-</sup> This document is a translation of the original Press Release in Japanese. Bandai Namco Holdings Inc. provides this translation for your reference and convenience only and without any warranty as to its accuracy or otherwise. In the event of any discrepancy, the original Press Release in Japanese shall prevail.

<sup>-</sup> This document contains forward-looking statements that are based on management's estimates, assumptions and projections at the time of publication. A number of factors could cause actual results to differ materially from expectations.