



October 23, 2024

Name of listed company:
Bandai Namco Holdings Inc.
Name of representative:
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(Code Number: 7832 TSE Prime Market)
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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 August 8, 2024, and the revisions of the consolidated projections for the fiscal year ending March 31, 2025, which were announced on May 9, 2024, as described below.

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)

	Net sales	Operating profit	Recurring profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	555,000	82,000	88,000	60,000	¥91.72
Revised projections (B)	610,000	112,000	114,000	80,000	¥122.28
Change in amount (B-A)	55,000	30,000	26,000	20,000	—
Change (%)	9.9	36.6	29.5	33.3	—
(Reference) Results for the second quarter (six months) of the previous fiscal year (The fiscal year ended March 31, 2024)	502,002	65,479	73,931	52,167	¥79.03

<Reasons for revisions>

For the second quarter (six months) of the fiscal year ending March 31, 2025, not only are earnings for the Digital Business and the Toys and Hobby Business expected to be significantly higher mainly due to the hit successes of highly profitable products and services, but also earnings for the IP Production Business and Amusement Business are also looking strong. For all businesses, we are expecting increased revenue and profit.

For the Digital Business, in home console games *ELDEN RING SHADOW OF THE ERDTREE*, the major downloadable content of the home console game *ELDEN RING* has become a hit in markets worldwide. Moreover,

repeat sales for *ELDEN RING* also performed well. In network content, in addition to good performance from major app titles, the new app title, *THE IDOLM@STER Gakuen* got off to a good start. For the Toys and Hobby Business, products for the mature fan base (adults) such as model kits, card products such as trading card games, and other products such as capsule toys and confectionery were popular around the world. As for the IP Production Business, we recorded box-office revenue from the theatrical production *Mobile Suit Gundam SEED FREEDOM*, and achieved strong performance from our global development and distribution of IP works. In addition, for the Amusement Business, we enjoyed popularity at facilities unique to Bandai Namco, which are based on collaboration with the Group's products and services, and at activity facilities.

As a result, we expect net sales, operating profit, recurring profit and profit attributable to owners of parent for the second quarter (six months) of the fiscal year ending March 31, 2025 to greatly exceed the projections for that period, which were announced on August 8, 2024.

2. Revisions to consolidated projections for the fiscal year ending March 31, 2025 (April 1, 2024 to March 31, 2025)

	Net sales	Operating profit	Recurring profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	1,080,000	115,000	119,000	81,000	¥123.82
Revised projections (B)	1,150,000	160,000	163,000	110,000	¥168.13
Change in amount (B-A)	70,000	45,000	44,000	29,000	—
Change (%)	6.5	39.1	37.0	35.8	—
(Reference) Results for the previous fiscal year (The fiscal year ended March 31, 2024)	1,050,210	90,682	104,164	101,493	¥153.85

<Reasons for revisions>

For the consolidated projections for 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 earnings for the second quarter (six months) greatly exceeding the consolidated projections for that period, along with the current market environment and sales trends of products and services, and the marketing plans of the products and services of each business in the third quarter and thereafter, 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. Going forward, with the IP axis strategy at the core, the Group will strengthen initiatives unified under the ALL BANDAI NAMCO concept through collaboration across regions and businesses.

The figures stated in this material are as of October 23, 2024 and are subject to change. We plan to disclose further details in the Consolidated Financial Report for the Second Quarter of the Fiscal Year Ending March 31, 2025 scheduled for disclosure on November 6, 2024.

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the original Press Release in Japanese shall prevail.

- 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.