

# Bandai Namco Holdings Inc.

Financial Highlights for the Second Quarter (Six Months) of the Fiscal Year Ending March 31, 2025

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

Summary of Income Statement

(millions of yen)

		FY2024.3		FY2025.3					
	1st Half Results	Full Year Results		% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year		
Net Sales	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%		
Gross Profit	197,253	370,959	254,920	129.2%	403,000	460,000	124.0%		
Operating Profit	65,479	90,682	113,670	173.6%	115,000	160,000	176.4%		
Recurring Profit	73,931	104,164	115,553	156.3%	119,000	163,000	156.5%		
Profit Attributable to Owners of Parent	52,167	101,493	80,727	154.7%	81,000	110,000	108.4%		

Net Sales by Segment

(millions of yen)

Net bales by beginner								
		FY2024.3			F	Y2025.3		
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year	
Entertainment (Digital)	174,316	372,667	228,550	131.1%	370,000	410,000	110.0%	
Entertainment (Toys and Hobby)	249,810	509,880	291,633	116.7%	530,000	570,000	111.8%	
IP Production	33,337	82,468	41,289	123.9%	83,000	83,000	100.6%	
Amusement	59,253	119,667	71,640	120.9%	125,000	130,000	108.6%	
Other	16,039	32,358	17,395	108.5%	33,000	33,000	102.0%	
Elimination and Corporate	(30,756)	(66,830)	(39,118)	-	(61,000)	(76,000)	-	
Total	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%	

Operating Profit by Segment

(millions of yen)

operating Front by Segment			(millions of yen)						
		FY2024.3			FY2025.3				
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Entertainment (Digital)	15,516	6,257	1.7%	44,703	288.1%	30,000	55,000	13.4%	879.1%
Entertainment (Toys and Hobby)	45,753	78,655	15.4%	59,743	130.6%	80,000	98,000	17.2%	124.6%
IP Production	2,347	10,048	12.2%	6,711	285.9%	12,000	12,000	14.5%	119.4%
Amusement	6,977	6,843	5.7%	7,292	104.5%	7,000	8,000	6.2%	116.9%
Other	661	988	3.1%	1,245	188.4%	500	1,500	4.5%	151.8%
Elimination and Corporate	(5,777)	(12,111)	-	(6,026)	-	(14,500)	(14,500)	-	-
Total	65,479	90,682	8.6%	113,670	173.6%	115,000	160,000	13.9%	176.4%

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

(millions of yen)

		FY2024.3	FY2025.3					
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year	
Japan	363,948	758,463	424,689	116.7%	770,000	803,000	105.9%	
Americas	40,381	91,447	64,673	160.2%	108,000	122,000	133.4%	
Europe	48,340	102,937	63,664	131.7%	95,000	111,000	107.8%	
Asia	49,333	97,365	58,366	118.3%	107,000	114,000	117.1%	
Elimination and Corporate	-	-	-	-	-	-	-	
Total	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%	

Reference: Operating Profit by Region

(millions of yen)

	, , ,	FY2024.3			FY2025.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year	
Japan	64,741	90,340	11.9%	97,525	150.6%	105,000	143,000	17.8%	158.3%	
Americas	1,623	5,652	6.2%	10,151	625.4%	9,500	13,000	10.7%	230.0%	
Europe	1,160	(931)	•	6,961	600.1%	3,500	6,000	5.4%	-	
Asia	7,311	11,357	11.7%	9,443	129.2%	12,000	14,000	12.3%	123.3%	
Elimination and Corporate	(9,356)	(15,735)	-	(10,409)		(15,000)	(16,000)		-	
Total	65,479	90,682	8.6%	113,670	173.6%	115,000	160,000	13.9%	176.4%	

Other Data

(millions of ver

Other Data						1)	nillions of yen)		
		FY2024.3		FY2025.3					
	1st Half	Full Year Results	1st Half	% vs	Full Year	Full Year	% vs		
	Results		Results	Prior Year	Plan	New Forecasts	Prior Year		
Capital Investments	16,812	38,326	24,715	147.0%	43,000	45,000	117.4%		
Depreciation	14,575	38,364	16,225	111.3%	40,000	42,000	109.5%		
Advertising Expenses	28,098	64,509	27,652	98.4%	67,000	67,000	103.9%		
Personnel Expenses	43,889	85,970	48,032	109.4%	88,000	93,000	108.2%		
Investment in game content development etc.	-	79,377	1	-	-		-		

[Sales of IPs (Groupwide)]

(bil	llion	ven)

	202	4.3	2025.3		
	1st Half Full Year		1st Half	Full Year	
	Results	Results	Results	Forecasts	
Anpanman	4.7	10.1	5.3	11.0	
Ultraman	9.5	19.1	8.1	16.0	
KAMEN RIDER	12.9	31.5	14.6	30.0	
Mobile Suit Gundam	72.6	145.7	76.5	148.0	
Super Sentai	3.3	6.5	2.9	6.5	
DRAGON BALL	68.4	140.6	75.7	168.0	
NARUTO	11.0	25.3	15.0	25.0	
Pretty Cure	2.8	6.4	3.3	7.0	
ONE PIECE	57.1	112.1	73.2	135.0	

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

[Sales of IPs (Tovs and Hobby Business, Japan)] (billion yen)

Loales of IPs (Toys and Hobby Business, Japan) (billion yen)										
	202	4.3	2025.3							
	1st Half Full Year		1st Half	Full Year						
	Results	Results	Results	Forecasts						
Anpanman	4.3	9.4	4.8	10.0						
Ultraman	4.3	8.3	4.0	7.5						
KAMEN RIDER	9.4	23.4	10.2	21.0						
Mobile Suit Gundam	34.7	68.7	37.8	73.0						
Super Sentai	2.8	5.4	2.5	5.0						
DRAGON BALL	12.2	23.0	15.8	29.0						
Pretty Cure	2.8	6.4	3.2	7.0						
Pokémon	5.9	11.9	5.1	11.5						
ONE PIECE	30.0	60.3	50.1	90.0						

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

【Digital Business (Sales by major category)】

(billion yen)

	202	4.3	2025.3					
	1st Half	Full Year	1st Half	Full Year				
	Results	Results	Results	Forecasts				
Network content	94.5	187.9	100.8	195.0				
Home console game	65.5	151.5	110.5	187.0				

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

Lhome Console Game (Number of titles and unit sales)									
		202	24.3		FY2025.3				
	1st Half	Results	Full Year Results		1st Half Results		Full Year Forecasts		
	# of	Units Sold	# of	Units Sold	# of	Units Sold	# of	Units Sold	
	New Titles	(thousand)	New Titles	(thousand)	<b>New Titles</b>	(thousand)	New Titles	(thousand)	
Japan	31	3,230	72	8,712	41	4,386	92	8,000	
Americas	15	6,449	42	13,672	26	5,991	68	13,000	
Europe	15	8,474	42	17,298	26	7,794	68	15,000	
Group Total	61	18,153	156	39,682	93	18,171	228	36,000	
Localized versions	39	-	105	-	52	-	149	-	
After elimination of localized versions									
Group Total	22	18,153	51	39,682	41	18,171	79	36,000	

【Data Carddass Sales (Units sold)】

(million pieces)

	202	24.3	202	5.3	
	1st Half	Full Year	1st Half	Full Year	
	Results	Results	Results	Forecasts	
Digital card sales	80	158	77	118	

 $<sup>{}^{\</sup>star}\mathsf{Figures}$  are estimates based on management accounting.

<sup>\*</sup>Total sales by IP of major Group companies.

<sup>\*</sup>Total sales by IP of major Group companies.

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

(billion yen)

	(=:::::)=:							
	FY20	24.3	FY2025.3					
	1st Half	Full Year	1st Half	Full Year				
	Results	Results	Results	Forecasts				
Packages	3.9	9.5	4.6	10.5				
Production, license, distribution, events and others	29.4	72.9	36.6	72.5				
Total	33.3	82.4	41.2	83.0				

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

As of September 30, 2024

Number of copyrighted productions

1,165 series

· Total running time of all copyrighted productions

5,961 hours

[Amusement Business (Sales by major category)]

(billion yen
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	FY20	24.3	FY2025.3		
	1st Half	Full Year	1st Half	Full Year	
	Results	Results	Results	Forecasts	
Amusement machines	19.1	34.0	19.6	33.0	
Amusement facility	40.1	85.4	51.8	97.0	

#### [Number of Amusement Facilities]

			FY20	24.3	FY2025.3		
				Full Year	1st Half	Full Year	
			Results	Results	Results	Forecasts	
		Start of term	219	219	220	220	
	Japan	Openings	7	10	3	5	
		Closures	3	9	3	3	
		Increase/Decrease	4	1	0	2	
		End of term	223	220	220	222	
		Start of term	19	19	20	20	
Directly	Overseas	Openings	1	1	0	2	
managed facilities		Closures	0	0	0	1	
		Increase/Decrease	1	1	0	1	
		End of term	20	20	20	21	
	Total	Start of term	239	238	240	240	
		Openings	8	11	3	7	
		Closures	3	9	3	4	
		Increase/Decrease	5	2	0	3	
		End of term	244	240	240	243	
Revenue-		Japan	804	789	820	1,021	
sharing		Overseas	15	14	14	14	
facilities	Total		819	803	834	1,035	
Other directly managed facilities		Total	70	78	91	102	
	Facilities Total			1,121	1,165	1,380	

<sup>\*</sup>Counting method of the number of stores was changed from 2025.3. The figures of 2024.3 also conform to this standard.

[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										
FY2024.3	102.2%	99.9%	104.6%	102.4%	100.1%	107.8%	107.6%	104.7%	103.6%	103.0%

<sup>\*</sup>Figures are estimates based on management accounting.

<sup>\*</sup>Other directly managed facilities includes amusement parks, IP facilities, activity facilities, and Gashapon stores