

Bandai Namco Holdings Inc.

Financial Highlights for the Second Quarter (Six Months) of the Fiscal Year Ending March 31, 2026

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

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		FY2025.3	2026.3							
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year			
Net Sales	611,391	1,241,513	643,816	105.3%	1,200,000	1,250,000	100.7%			
Gross Profit	254,920	495,185	262,279	102.9%	460,000	492,000	99.4%			
Operating Profit	113,670	180,229	105,481	92.8%	145,000	165,000	91.5%			
Recurring Profit	115,553	186,470	110,196	95.4%	149,000	172,000	92.2%			
Profit Attributable to Owners of Parent	80,727	129,301	78,909	97.7%	100,000	120,000	92.8%			

Net Sales by Segment

(millions of yen)

net sales by segment						(1)	illuons of yell)
		FY2025.3				2026.3	
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Toys and Hobby	291,633	596,933	317,830	109.0%	600,000	640,000	107.2%
Digital	228,550	455,633	231,504	101.3%	390,000	410,000	90.0%
Visual and Music (IP Production)	41,289	90,738	41,078	99.5%	90,000	90,000	99.2%
Amusement	71,640	141,485	75,380	105.2%	150,000	140,000	99.0%
Other	17,395	36,224	18,457	106.1%	38,000	38,000	104.9%
Elimination and Corporate	(39,118)	(79,502)	(40,436)		(68,000)	(68,000)	
Total	611,391	1,241,513	643,816	105.3%	1,200,000	1,250,000	100.7%

Operating Profit by Segment

(millions of ver

Operating Profit by Segment	perating Profit by Segment (millions of yen)										
		FY2025.3			2026.3						
	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		
Toys and Hobby	59,743	102,202	17.1%	65,035	108.9%	105,000	115,000	18.0%	112.5%		
Digital	44,703	68,527	15.0%	37,386	83.6%	40,000	48,000	11.7%	70.0%		
Visual and Music (IP Production)	6,711	11,778	13.0%	5,359	79.8%	10,500	10,500	11.7%	89.1%		
Amusement	7,292	8,438	6.0%	7,046	96.6%	9,500	9,500	6.8%	112.6%		
Other	1,245	1,671	4.6%	1,150	92.3%	1,500	1,500	3.9%	89.7%		
Elimination and Corporate	(6,026)	(12,390)	-	(10,495)	-	(21,500)	(19,500)	-	-		
Total	113,670	180,229	14.5%	105,481	92.8%	145,000	165,000	13.2%	91.5%		

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

(millions of yen)

		FY2025.3	2026.3					
	1st Half	Full Year Results	1st Half	% vs	Full Year	Full Year	% vs	
	Results		Results	Prior Year	Plan	New Forecasts	Prior Year	
Japan	424,689	867,065	465,569	109.6%	836,500	913,500	105.4%	
Americas	64,673	140,531	54,035	83.6%	128,500	110,000	78.3%	
Europe	63,664	125,784	61,387	96.4%	126,000	112,000	89.0%	
Asia	58,366	108,133	62,824	107.6%	109,000	114,500	105.9%	
Elimination and Corporate	-	-	-	-	-	-	-	
Total	611,391	1,241,513	643,816	105.3%	1,200,000	1,250,000	100.7%	

Reference: Operating Profit by Region

(millions of yen)

	, , ,	FY2025.3			2026.3					
	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	97,525	160,806	18.5%	99,481	102.0%	135,500	157,000	17.2%	97.6%	
Americas	10,151	13,827	9.8%	3,928	38.7%	11,000	10,000	9.1%	72.3%	
Europe	6,961	5,539	4.4%	4,078	58.6%	7,000	6,000	5.4%	108.3%	
Asia	9,443	14,508	13.4%	10,048	106.4%	13,000	14,000	12.2%	96.5%	
Elimination and Corporate	(10,409)	(14,450)		(12,054)		(21,500)	(22,000)		-	
Total	113,670	180,229	14.5%	105,481	92.8%	145,000	165,000	13.2%	91.5%	

Other Data

(millions of ver

Other Data						1)	nillions of yen)	
		FY2025.3	2026.3					
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year	
Capital Investments	24,715	55,476	24,673	99.8%	45,000	50,000	90.1%	
Depreciation	16,225	40,216	18,616	114.7%	43,000	43,000	106.9%	
Advertising Expenses	27,652	71,531	33,286	120.4%	72,000	75,000	104.9%	
Personnel Expenses	48,032	99,781	51,401	107.0%	95,000	102,000	102.2%	
Investment in game content development etc.	-	69,760	,	1	-	•	-	

[Sales of IPs (Groupwide)]

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(hillian wan)

	202	5.3	2026.3		
	1st Half Full Year		1st Half	Full Year	
	Results	Results	Results	Forecasts	
Anpanman	5.3	11.4	5.8	12.0	
Ultraman	8.1	14.0	5.1	12.0	
KAMEN RIDER	14.6	30.7	13.4	28.5	
Mobile Suit Gundam	76.5	153.5	127.2	230.0	
Super Sentai	2.9	6.4	3.4	6.5	
DRAGON BALL	75.7	190.6	65.1	150.0	
NARUTO	15.0	26.9	13.1	22.0	
Pretty Cure	3.3	7.9	5.0	9.5	
ONE PIECE	73.2	139.5	69.5	140.0	

^{*}Figures are calculated based on sales before elimination of inter-segment transactions.

[Sales of IPs (Toys and Hobby Business, Japan)]

(billion yen)										
	202	5.3	2026.3							
	1st Half	Full Year	1st Half	Full Year						
	Results	Results	Results	Forecasts						
Anpanman	4.8	10.2	5.1	10.5						
Ultraman	4.0	6.7	3.1	6.0						
KAMEN RIDER	10.2	22.5	9.8	21.0						
Mobile Suit Gundam	37.8	75.7	49.3	93.0						
Super Sentai	2.5	5.4	3.0	5.5						
DRAGON BALL	15.8	29.9	13.6	26.0						
Pretty Cure	3.2	7.8	4.9	9.5						
Pokémon	5.1	12.2	6.6	13.5						
ONE PIECE	50.1	94.2	48.2	95.0						
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^{*}Figures are calculated based on sales before elimination of inter-segment transactions.

[Digital Business (Sales by major category)]

(billion ven)

Luigitat busiliess (Sates by II	/! y/a	(Dittion yen)			
	202	5.3	2026.3		
	1st Half	Full Year	1st Half	Full Year	
	Results	Results	Results	Forecasts	
Network content	100.8	195.1	117.2	218.0	
Home console game	110.5	216.1	92.7	155.0	

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

Lhome Console Game (Num								
		202	25.3		FY2026.3			
	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)	New Titles	(thousand)	New Titles	(thousand)
Japan	41	4,386	91	8,497	48	2,286	106	3,500
Americas	26	5,991	66	15,194	39	7,291	76	14,000
Europe	26	7,794	68	17,072	39	13,365	76	22,000
Group Total	93	18,171	225	40,763	126	22,942	258	39,500
Localized versions	52	-	150	-	89		175	
After elimination of localized versions								
Group Total	41	18,171	75	40,763	37	22,942	83	39,500

【Data Carddass Sales (Units sold)】

(million pieces)

		202	25.3	202	6.3
		1st Half	Full Year	1st Half	Full Year
		Results	Results	Results	Forecasts
Data Carddass Sales (Units so	old)	77	135	55	122

 $^{{}^{\}star}\mathsf{Figures}$ are estimates based on management accounting.

^{*}Total sales by IP of major Group companies.

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[Visual and Music (IP Production) Business (Sales by major category)]

billion ven

	(2							
	FY20	25.3	FY2026.3					
	1st Half	Full Year	1st Half	Full Year				
	Results	Results	Results	Forecasts				
Packages	4.6	11.8	2.7	8.5				
Production, license, distribution, events and others	36.6	78.9	38.3	81.5				
Total	41.2	90.7	41.0	90.0				

[Visual and Music (IP Production) Business (Number of copyrighted productions and running time)]

As of September 30, 2025

 Number of cop 	yrighted prod	uctions	

1,189 series 6,065 hours

· Total running time of all copyrighted productions

[Amusement Business (Sales by major category)] (billion yen)

	FY20	25.3	FY2026.3		
	1st Half	Full Year	1st Half	Full Year	
	Results	Results	Results	Forecasts	
Amusement machines	19.6	33.6	15.6	24.0	
Amusement facility	51.8	106.5	59.2	115.0	

[Number of Amusement Facilities]

			FY2025.3		FY2026.3			
			1st Half	Full Year	1st Half	Full Year		
			Results	Results	Results	Forecasts		
		Start of term	220	220	215	215		
		Openings	3	3	2	4		
	Japan	Closures	3	8	6	6		
		Increase/Decrease	0	(5)	△ 4	(2)		
		End of term	220	215	211	213		
		Start of term	20	20	21	21		
Directly		Openings	0	2	3	5		
managed	Overseas	Closures	0	1	0	0		
facilities		Increase/Decrease	0	1	3	5		
		End of term	20	21	24	26		
	Total	Start of term	240	240	236	236		
		Openings	3	5	5	9		
		Closures	3	9	6	6		
		Increase/Decrease	0	(4)	(1)	3		
		End of term	240	236	235	239		
Revenue-		Japan	820	801	819	851		
sharing		Overseas	14	13	16	16		
facilities		Total	834	814	835	867		
Other directly								
managed		Total	91	99	109	128		
facilities								
	Facilitie	es Total	1,165	1,149	1,179	1,234		
*Other directly managed facilities includes amusement parks. ID facilities activity facilities, and Cachanan								

^{*}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%	106.0%	
FY2025.3	103.0%	98.0%	119.2%	105.9%	105.5%	113.3%	114.4%	111.2%	108.8%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2026.3										
FY2025.3	96.2%	109.1%	104.4%	103.1%	101.4%	99.5%	102.5%	101.2%	102.1%	105.3%

 $^{{}^{\}star}\mathsf{Figures}$ are estimates based on management accounting.