



August 5, 2022

Name of listed company:  
Bandai Namco Holdings Inc.  
Name of representative:  
Masaru Kawaguchi,  
President and Representative Director  
(Code Number: 7832 TSE Prime Market)  
Contact: Yuji Asako, Director

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

Bandai Namco Holdings Inc. (the “Company”) hereby announces the decision, made at a Board of Directors meeting held today, to revise the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2023 (April 1, 2022 to September 30, 2022), which were announced on May 11, 2022, as described below.

1. Revisions to consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2023  
(April 1, 2022 to September 30, 2022)

	Net sales	Operating profit	Recurring profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	400,000	46,000	46,500	33,000	¥150.02
Revised projections (B)	430,000	72,000	80,000	57,000	259.12
Change in amount (B-A)	30,000	26,000	33,500	24,000	—
Change (%)	7.5	56.5	72.0	72.7	—
(Reference) Results for the same period of the previous fiscal year (The second quarter of the fiscal year ended March 31, 2022)	393,646	61,751	64,111	39,527	¥179.92

2. Reasons for revisions

In the first quarter (three months) of the fiscal year ending March 31, 2023, each business has quickly promoted various measures to adapt to changes in lifestyles and preferences of customers, and the Digital Business, Toys and Hobby Business and Amusement Business performed favorably, resulting in a year-on-year increase in revenues. Profits also increased significantly due to strong repeat sales of home video games, which have high profit margins. Profits were also boosted by foreign exchange gains on transactions denominated in foreign currencies due to the weak yen.

The Company has revised its consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2023, which were announced on May 11, 2022, as shown in the table to reflect the significant progress in actual results and recent market environment for the first quarter (three months) of the fiscal year ending March 31, 2023, the marketing plans of the products and services in the second quarter (six months) of the fiscal year ending March 31, 2023, etc. Consolidated projections for the full year have not been revised in light of the future situation remaining unclear, such as holding off on launching major titles in home video games from the third quarter (nine months) of the fiscal year ending March 31, 2023, in addition to the coming Christmas and New Year selling season, which is a large-scale selling season, impact of the continuing spread of the novel coronavirus disease (COVID-19) and foreign exchange fluctuations in Japan and overseas. The Company will make another disclosure after reexamining the future consolidated projections for the full year.

\* The above forward-looking statements 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.

End of notice