Bandai Namco Holdings Inc.

Consolidated Financial Report for the First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027

August 6, 2026

DISCLAIMER

- 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 “Kessan Tanshin” 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.

Bandai Namco Holdings Inc.

Stock Listing: Tokyo Stock Exchange
Code Number: 7832
(URL: https://www.bandainamco.co.jp/)

August 6, 2026

Consolidated Financial Report for the First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027 (Japanese GAAP)

Representative: Yuji Asako, President and Representative Director
Contact: Takashi Tsuji, Director, CFO
Scheduled starting date for dividend payments: –
The Financial Highlights of the Financial Results: Yes
The information session of the Financial Results: Yes (for institutional investors and analysts)

* Figures are in millions of yen, rounded down

1. Consolidated Results for the First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027 (April 1, 2026 to June 30, 2026)

(1) Consolidated Operating Results (For the Three Months Ended June 30, 2026)

(Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit	
	¥ million	%	¥ million	%	¥ million	%
First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027	**328,494**	**9.3**	**69,204**	**33.3**	**74,493**	**36.3**
First Quarter (Three Months) of the Fiscal Year Ended March 31, 2026	300,430	7.1	51,921	17.9	54,658	11.4

	Profit attributable to owners of parent		Basic earnings per share	Diluted earnings per share
	¥ million	%	¥	¥
First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027	**51,135**	**33.4**	**79.73**	**–**
First Quarter (Three Months) of the Fiscal Year Ended March 31, 2026	38,329	12.6	59.22	–

(Note) Comprehensive income: 57,525 million yen [36.6%] (FY2027.3 1Q), 42,115 million yen [0.7%] (FY2026.3 1Q)

(2) Consolidated Financial Position

	Total assets	Net assets	Equity ratio
	¥ million	¥ million	%
As of June 30, 2026	**1,179,437**	**886,894**	**75.1**
As of March 31, 2026	1,190,494	861,424	72.3

(Reference) Equity: 885,795 million yen (as of June 30, 2026), 860,781 million yen (as of March 31, 2026)

2. Cash Dividends

	Annual cash dividends				
	End of first quarter	End of second quarter	End of third quarter	Fiscal year-end	Total
Fiscal Year Ended March 31, 2026	–	¥23.00	–	¥50.00	¥73.00
Fiscal Year Ending March 31, 2027	–				
Fiscal Year Ending March 31, 2027 (Projections)		¥25.00	–	–	–

(Note) Revision to the projections of cash dividends for the Fiscal Year Ending March 31, 2027: No
Concerning the projections of the end of second quarter dividend amount for the fiscal year ending March 31, 2027, the base dividend is stated based on the Company's basic policy on the distribution of profits. The year-end cash dividend for the fiscal year ending March 31, 2027, will be considered by the Company based on the basic policy on the distribution of profits.

3. Consolidated Projections for the Fiscal Year Ending March 31, 2027 (April 1, 2026 to March 31, 2027)

(Percentages indicate year-on-year changes.)

	Net sales		Operating profit		Ordinary profit		Profit attributable to owners of parent		Basic earnings per share
	¥ million	%	¥ million	%	¥ million	%	¥ million	%	¥
Six Months Ending September 30, 2026	690,000	7.2	124,000	17.6	130,000	18.0	90,000	14.1	140.33
Full Fiscal Year	1,350,000	0.1	185,000	(2.4)	190,000	(5.9)	130,000	(7.6)	202.69

(Note) Revision to the projections: Yes
Consolidated projections for the six months ending September 30, 2026 (announced on May 13, 2026) are revised in this document. For details of the revisions to the consolidated projections, please refer to "Notice Regarding Revisions to Consolidated Projections for the Second Quarter (Six Months) of the Fiscal Year Ending March 31, 2027" announced today (August 6, 2026).

*** Notes**

(1) Significant Changes in Scope of Consolidation during the Period: No

(2) Application of Special Accounting for Preparing the Quarterly Consolidated Financial Statements: Yes

(Note) For more details, please refer to the section of “(3) Notes to Consolidated Financial Statements, (Notes on Special Accounting for Preparing the Quarterly Consolidated Financial Statements)” of “2. Consolidated Financial Statements and Significant Notes” on page 13 of the attached material.

(3) Changes in Accounting Policies, Changes in Accounting Estimation and Restatement

a) Changes in accounting policies due to revisions to accounting standards and other regulations: No
b) Changes in accounting policies due to other reasons: No
c) Changes in accounting estimation: No
d) Restatement: No

(4) Number of Issued Shares (Common Shares)

a) Total number of issued shares at the end of the period (including treasury shares)

As of June 30, 2026	645,000,000 shares
As of March 31, 2026	650,000,000 shares

b) Number of treasury shares at the end of the period

As of June 30, 2026	3,634,147 shares
As of March 31, 2026	8,634,037 shares

c) Average number of shares during the period (cumulative from the beginning of the fiscal year)

For the First Quarter (Three Months) of the Fiscal Year Ending March 31, 2027	641,365,936 shares
For the First Quarter (Three Months) of the Fiscal Year Ended March 31, 2026	647,217,510 shares

* Review of the Japanese-language originals of the attached consolidated financial statements by certified public accountants or an audit firm: Yes (voluntary)

* Explanation on appropriate use of the projections of business results, etc.

- Forward-Looking Statements:
This document contains forward-looking statements that are based on management’s estimates, assumptions and projections at the time of publication and those forward-looking statements do not purport to be a promise by the Company to achieve such results. A number of factors could cause actual results to differ materially from expectations. Please refer to the section of “(3) Explanation Regarding Consolidated Projections and Other Forward-Looking Statements” of “1. Overview of Operating Results and Others” on page 3 of the attached material for matters pertaining to the earnings projections.
- To Obtain Financial Highlights:
The Financial Highlights will be posted on the Company’s website on August 6, 2026.

Attached Material

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1. Overview of Operating Results and Others

(1) Overview of Operating Results for the Period

During the first quarter (three months) of the fiscal year ending March 31, 2027, the Japanese economy showed a gradual recovery trend, but the upward trend in raw material prices and general inflation continued. As for the entertainment market, the growing popularity of Japanese IP (Intellectual Property: meaning characters and other intellectual property) continued in the global market, driven in part by the proliferation of video streaming. On the other hand, the future outlook around the world remains uncertain due to various global changes, such as ongoing political instability.

Under such circumstances, from April 2025, based on our Purpose, "Fun for All into the Future," the ultimate definition of the Group, and the Mid- to Long-term Vision, "Connect with Fans," the Bandai Namco Group began a three-year Mid-term Plan. The Mid-term Plan aims to make broad, deep, and multifaceted connections with fans around the world (IP fans, business partners, shareholders, Group employees, and society), by proactively pursuing new challenges more than ever. Specifically, based on the three common themes of "Further expansion of business scale," "Acquisition of new business pillars," and "Establishment of structure for generating long-term profits," we formulated the four key themes of "Creative Quality," "Expansion," "Growth," and "Strengthen," as well as eight key initiatives that build on these themes, promoting a variety of them. In this way, we will strengthen the foundation for sustainable growth over the medium to long term.

In the first quarter (three months) of the fiscal year ending March 31, 2027, we promoted the IP axis strategy, which aims to maximize IP value by taking advantage of the worldview and unique characteristics of IP and through the provision of the optimal products and services to the optimal regions at the optimal times, in collaboration with each business. On the business side, the Toys and Hobby Business achieved significant business growth mainly due to the favorable performance in each category around the world. In efforts to promote IP, established IP products and services such as the *Gundam* series were able to exert a strong presence. The Group as a whole demonstrated its effective utilization of its portfolio, encompassing a broad range of categories and a wide variety of IP.

Consequently, the Group's consolidated operating results for the first quarter (three months) were net sales of 328,494 million yen (year-on-year increase of 9.3%), operating profit of 69,204 million yen (year-on-year increase of 33.3%), ordinary profit of 74,493 million yen (year-on-year increase of 36.3%), and profit attributable to owners of parent of 51,135 million yen (year-on-year increase of 33.4%).

Operating results by segment are as follows.

Toys and Hobby Business

As for the Toys and Hobby Business, we performed well around the world in categories that include: products for the mature fan base (adults), such as *Gundam* series model kits and *ichibankuji* (character lotteries); card products, such as trading card games; *GASHAPON* (capsule toys); confectionery and food products; and stationery. This success was attributed to efforts in expanding our categories of business, product lineup and target groups around the world, expanding touchpoints through real events and stores, and strengthening our production structure and logistics. In efforts to promote IP, established IP products and services such as the *Gundam* series, the *DRAGON BALL* series, *ONE PIECE*, and *Tamagotchi*, demonstrated a strong presence. In addition, our North American subsidiary recorded a refund related to additional US tariffs.

As a result, net sales in the Toys and Hobby Business were 192,760 million yen (year-on-year increase of 31.2%), and segment profit was 53,944 million yen (year-on-year increase of 88.8%).

Digital Business

As for the Digital Business, in network content, major app titles such as the *DRAGON BALL* series, *ONE PIECE, THE IDOLM@STER* series, and the *Gundam* series, showed strong performance due to ongoing measures for users. In home console games, results were affected by the difference in the title lineup from the same period of the previous fiscal year, which included the release of a major new title for worldwide distribution.

In the Digital Business, we will continually strive to build a well-balanced and optimal title portfolio with the aim of developing titles to meet the expectations of our fans with an emphasis on quality.

As a result, net sales in the Digital Business were 90,901 million yen (year-on-year decrease of 15.7%), and segment profit was 15,011 million yen (year-on-year decrease of 30.8%).

Visual and Music Business

As for the Visual and Music Business, licensing of products and services for the *Gundam* series and the *LoveLive!* series, as well as global business development and video streaming for *ONE PUNCH MAN*, and others showed stable performance. However, overall business performance did not reach the levels of the same period of the previous fiscal year, which was largely boosted by the box-office revenue and video streaming of *Mobile Suit Gundam GQuuuuuuX*.

In the Visual and Music Business, under the new organizational structure after restructuring, we will promote initiatives in creating IPs that will form the core of our IP axis strategy and developing a music business that is unique to Bandai Namco.

As a result, net sales in the Visual and Music Business were 19,279 million yen (year-on-year decrease of 9.3%), and segment profit was 1,320 million yen (year-on-year decrease of 68.8%).

Amusement Business

As for the Amusement Business, we performed well, with net sales for existing amusement facilities in Japan increasing to 107.6% year-on-year. This is due to the strong popularity of stores unique to Bandai Namco, based on collaboration with the Group's products and services, such as Bandai Namco Cross Stores, GASHAPON Department Stores, and retail shops where visitors can interact with the worldview of IP.

In the Amusement Business, in addition to the development of facilities by leveraging our unique strengths under the IP axis strategy, we will further enhance the role of touchpoints with fans to increase awareness of the Group's products and services.

As a result, net sales in the Amusement Business were 38,092 million yen (year-on-year increase of 12.6%), and segment profit was 1,991 million yen (year-on-year decrease of 4.0%).

Other Businesses

Other Businesses consist of companies that conduct businesses such as logistics support and group administration for each of the Group companies. We have been making efforts to manage such operations related to Group support in an efficient manner.

Net sales in the Other Businesses were 10,366 million yen (year-on-year increase of 14.4%), and segment profit was 662 million yen (year-on-year increase of 34.5%).

(2) Overview of Financial Position for the Period

As of June 30, 2026, total assets stood at 1,179,437 million yen, a decrease of 11,056 million yen from the end of the previous fiscal year. The main factor was a decrease of 42,328 million yen in cash and deposits mainly due to cash dividends paid, despite increases of 5,140 million yen in notes and accounts receivable - trade, and contract assets, 8,740 million yen in merchandise and finished goods, 10,469 million yen in work in process, and 4,628 million yen in investment securities.

Total liabilities amounted to 292,542 million yen, a decrease of 36,527 million yen from the end of the previous fiscal year. The main factors were a decrease of 10,814 million yen in income taxes payable, and a decrease of 28,382 million yen in other under current liabilities mainly due to decreased accounts payable - other.

Total net assets stood at 886,894 million yen, an increase of 25,470 million yen from the end of the previous fiscal year. The main factors were an increase of 7,330 million yen in retained earnings and a decrease of 19,737 million yen in treasury shares (an increase in net assets) mainly due to cancellation of treasury shares. As a result of the cancellation of treasury shares, the balance of capital surplus became negative; therefore, capital surplus was set to zero, and this negative balance was deducted from retained earnings.

As a result, the equity ratio became 75.1% compared with 72.3% at the end of the previous fiscal year.

(3) Explanation Regarding Consolidated Projections and Other Forward-Looking Statements

Looking ahead, the Group expects uncertainty to continue in various regions around the world. We also expect the changes in the environment surrounding us such as the market as well as customer lifestyles and preferences to become even more intense.

Under these circumstances, in order to adapt to escalating competitiveness in global markets and change in lifestyles and preferences of customers, the Group started a three-year Mid-term Plan in April 2025. Under the Group's Purpose, "Fun for All into the Future," which is the ultimate definition of the Group, and the Mid- to Long-term Vision, "Connect with Fans," which are detailed in the Mid-term Plan, we further promote the IP axis strategy in global markets in order to achieve sustainable growth over the medium to long term.

1) Our aims driven by our Purpose “Fun for All into the Future”

We have established our Purpose, “Fun for All into the Future,” as the ultimate definition of the Group, conveying the reason for our existence, why we conduct our businesses and corporate activities, and the meaningfulness we derive from working at Bandai Namco Group.

In accordance with the Purpose, “Fun for All into the Future,” the Bandai Namco Group aims to connect with fans around the world (IP fans, business partners, shareholders, Group employees, and society). We strive to connect more broadly with new fans and more deeply with current fans. In addition, we aim to foster multifaceted connections between communities of both new fans and current fans. In fostering connections with and among various fans, our highest priority is the quality of the connections. Under the current Mid-term Plan, we advance a variety of strategies and initiatives focusing on broad, deep, and multifaceted connections with fans and on the quality of those connections.

<Bandai Namco’s Purpose>

Fun for All into the Future

**Bandai Namco exists to share dreams, fun and inspiration with people around the world.
Connecting people and societies in the enjoyment of uniquely entertaining products and services,
we’re working to create a brighter future for everyone.**

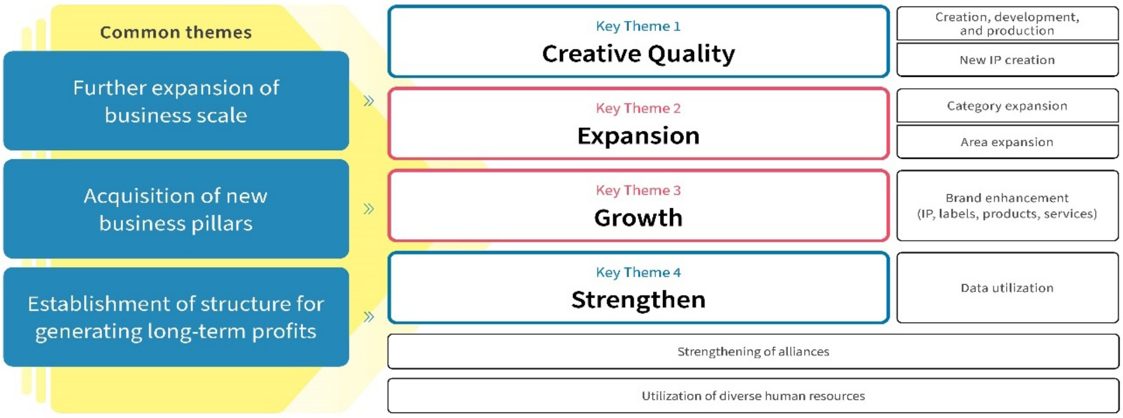
2) Mid- to Long-term Vision

Connect with Fans

Under our Purpose, “Fun for All into the Future,” we position “Connect with Fans,” which has been a commitment we have continued to aim for since the previous Mid-term Plan, as our Mid- to Long-term Vision. As the second chapter and action phase of our pursuit of this vision begins, we make greater efforts than ever before to establish 360° connections with fans around the world (IP fans, business partners, shareholders, Group employees, and society) that are broad, deep, and multifaceted by boldly taking on new challenges.

3) Mid-term Plan

We have established three common themes for the Mid-term Plan with the aim of achieving the sustainable growth of the Bandai Namco Group: “Further expansion of business scale,” “Acquisition of new business pillars,” and “Establishment of structure for generating long-term profits.” Based on the common themes, we formulated the four key themes of “Creative Quality,” “Expansion,” “Growth,” and “Strengthen,” as well as eight key initiatives, such as “Strengthening of alliances” and “Utilization of diverse human resources,” that build on the four key themes. In this way, we aim to expand the potential of IP and develop businesses that create a chain of smiles with fans around the world.



・ Key Theme 1 “Creative Quality”

Positioning Monozukuri as the Starting Point of the Group and Creating Products and Services Unique to Bandai Namco

The starting point of the Bandai Namco Group is Monozukuri (craftsmanship). To deliver experience-based value unique to Bandai Namco to our fans across the globe, we develop games, produce animated series, plan and produce products, and create new services. At the same time, we take a multifaceted approach to new IP creation, including initiatives driven by visual works, products, services, and Groupwide projects. As part of these initiatives, we will strengthen IP co-creation by working more closely with external creators, studios, and IP holders from new perspectives. We will also pursue greater efficiency in terms of content creation, development, and production as we work to realize even-higher-quality Monozukuri.

・ Key Theme 2 “Expansion”

Aim to Increase Fans Around the World by Expanding Our Area of Rollouts as Well as Product Categories

As the popularity of Japanese IP continues to grow across the globe, we still have many opportunities to expand our business worldwide.

To that end, in the Toys and Hobby Business, we are expanding rollouts of products for the mature fan base, trading card games, capsule toys, and other products. The Business is also collaborating with the Amusement Business to open official stores and hold workshops and other hands-on events. In these ways, we are working to enhance engagement with our products and services and deepen connections with fans. Furthermore, in addition to Japanese IP, we are actively pursuing collaborations with local IP and corporations. With regard to expanding our area of operations, we are stepping up the rollout of e-commerce services in each country and region.

In the Digital Business, we have further refined the structure to oversee worldwide marketing activities in Japan and the United States, thereby working to accelerate decision-making and information sharing.

In the Visual and Music Business, we established a visual and music works business company in North America. Through this company, we have moved forward with our partners to the stage of the full-scale production for the live-action adaptation of *GUNDAM* (working title). With a view toward a worldwide release of the film, the new business company serves as an investment hub for live-action films while also working to strengthen the overseas licensing, promotions, and events for the *Mobile Suit Gundam* series. By doing so, we maximize the value of the *Gundam* IP.

・ Key Theme 3 “Growth”

Fostering Brands That Are Deeply Loved by Many Fans Over Time by Recognizing the Importance of Continuously Nurturing the IP We Create

IPs serve as the key element of the IP axis strategy, which is our greatest strength as a Group, and we understand the importance of not only creating IPs but also growing them. Under the current Mid-term Plan, we strengthen the licensing business for Group IP, such as *Tamagotchi* from the Toys and Hobby Business, *THE IDOLM@STER* and *PAC-MAN* from the Digital Business, and *Gundam* from the Visual and Music Business. At the same time, we expand the worldview of our IP in a manner that transcends our business domains. For game titles, we focus on expanding the popularity of titles within our series and continuing to release new titles in the same series, while making effective use of them. By doing so, we aim to establish a strong presence for such titles and strengthen our brand power.

Also, products in the Toys and Hobby business, such as *Gundam* model kits, which are the flagship product of the *Gundam* IP, use various raw materials, including plastics. Amid growing concerns regarding the environmental impact of plastics, we have established the Bandai Namco Group Plastic Environmental Consideration Policy. We have been pursuing such efforts as recycling programs involving fans and the utilization of alternative materials. Moving forward, under the Plastic Environmental Consideration Policy, we will continue to reduce plastic usage to the greatest extent possible while utilizing renewable plastics and alternative materials and promoting recycling. As a member of society, promoting Groupwide environment-friendly initiatives helps us enhance the brand value of IPs and products.

・ Key Theme 4 “Strengthen”

New technology utilization Utilizing Accumulated Data to the Greatest Extent Possible to Evolve Our Business Through “Strengthen”

Under the previous Mid-term Plan, we promoted the Data Universe, which connects, integrates, and utilizes Groupwide data, and began to utilize it across numerous businesses. Under the current Mid-term Plan, we will begin the genuine utilization of accumulated data and further deepen our application of it. By doing so, we will formulate optimized marketing plans and enhance the accuracy of our product planning and demand forecasting, thus refining our operations in each business. In addition, primarily in the fields of game development and visual content production, we actively promote the research and application of new technologies through discussions and collaborations between external partners and our internal studios and research and development departments. Through such efforts, we realize our goals for the theme “Strengthen.”

・ Strengthening of Alliances

In each business, we continue to promote collaborations and alliances with various business partners, as we have done in the past. As a new initiative, we have established the CW360 (Connect with 360) Division at the Company, embodying our desire to establish 360° connections with fans, based on our Mid- to Long-term Vision of “Connect with Fans.” To date, there have been areas we wished to pursue but could not due to time, budget, and other restrictions. Through CW360, we aim to approach these areas from a Groupwide perspective, embracing challenges without fear of failure and fostering connections with external partners through projects, collaborations, and alliances. These types of efforts to support business growth are expected to lead to the further growth of the Group over the long term.

・ Utilization of Diverse Human Resources

Initiatives led by CW360 to strengthen alliances with external partners also provide an excellent opportunity for human resource development. Opportunities created by CW360, such as the promotion of projects and alliances with external partners and the establishment of joint-venture companies, are expected to help us to cultivate the talent of the next generation.

In addition, we will promote a broad range of initiatives to ensure that our diverse group of talent can work in a lively manner and with peace of mind. These include developing global talent to support the Group’s business growth, reinforcing our corporate personnel and divisions, and establishing employee-friendly environments and systems. By doing so, we will lay a solid foundation for our business.

<Overview of Mid-term Plan>

The two central circles in the Mid-term Plan diagram comprise the four key themes of "Creative Quality," "Expansion," "Growth," and "Strengthen" as well as eight key initiatives that build on these themes. These two circles embody various complementary dynamics, including "digital and physical," "offense and defense," and "centrifugal and centripetal forces."

Guided by our Purpose, "Fun for All into the Future," and our Mid- to Long-term Vision, "Connect with Fans," we expand the potential of IP and strengthen the various multifaceted connections we have with fans around the world (IP fans, business partners, shareholders, Group employees, and society). By doing so, we aim to achieve further growth of the Bandai Namco Group.

4) Capital Policy

Under the current Mid-term Plan, we enhance corporate value by maximizing IP potential with the aim of achieving sustainable growth. We also focus on increasing ROE with an awareness of EPS and equity spread in order to generate long-term profits. At the same time, we strive to engage in communication with the stock market. Currently, we recognize that capital cost is approximately 8%, and we aim to maintain an equity spread of 5% or more on an ongoing basis. In the performance evaluation of Directors, we place a greater emphasis on capital efficiency, incorporating EPS as a KPI in addition to numerical indicators and sustainability.

5) Capital Allocation

Under the Mid-term Plan, we will realize both business growth and shareholder returns, based on our capital allocation policy.

Growth investments, with approximately 600.0 billion yen planned during the period of the current Mid-term Plan, largely comprise investments recorded primarily as costs, such as those related to game and visual works production; facility and equipment investments necessary for business operations, such as the acquisition of molds; and strategic investments under the Mid-term Plan, referred to as "360 Investments," which are aimed at connecting with all stakeholders, including IP fans, business partners, and shareholders, from all directions. With these investments, we focus not only on producing results during the current Mid-term Plan but also on contributing to growth over the medium to long term.

6) Numerical targets in the Mid-term Plan (figures announced in February 2025)

- Fiscal year ending March 31, 2028: Numerical targets

  Consolidated net sales: 1,450.0 billion yen
  Consolidated operating profit: 200.0 billion yen
  Overseas sales ratio (by destination): 50% or more

- Continuous targets

  Operating margin: Continuously 12% or more
  Equity spread: Continuously 5% or more

The Bandai Namco Group aims to make connections with fans around the world (IP fans, business partners, shareholders, Group employees, and society) that are broad, deep, and multifaceted. In its Mid-term Plan, the Group is promoting various initiatives to maximize IP value and establishing a robust management foundation for growth, with the goal of enhancing corporate value and creating long-term profits.

For the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2027, the projections announced on May 13, 2026 have been revised in light of strong performance seen in the actual results for the first quarter (three months), the current market environment and trends of its businesses, and the marketing plans of the products and services in the second quarter, etc.

The consolidated projections for the full fiscal year ending March 31, 2027 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 external market trends such as the increasingly competitive market, as well as in consideration of sales trends of any major home console game titles planned in the third quarter and thereafter, trends for the Christmas and New Year selling season and other factors.

Revisions to consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2027 (April 1, 2026 to September 30, 2026)

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of parent	Basic earnings per share
	¥ million	¥ million	¥ million	¥ million	¥
Previous projections (A)	610,000	84,000	87,000	60,000	93.55
Revised projections (B)	690,000	124,000	130,000	90,000	140.33
Change in amount (B-A)	80,000	40,000	43,000	30,000	–
Change (%)	13.1	47.6	49.4	50.0	–
(Reference) Results for the same period of the previous fiscal year (The second quarter (six months) of the fiscal year ended March 31, 2026)	643,816	105,481	110,196	78,909	121.91

2. Consolidated Financial Statements and Significant Notes

(1) Consolidated Balance Sheets

(¥ million)

	Prior Fiscal Year (As of March 31, 2026)	Current 1st Quarter (As of June 30, 2026)
Assets		
Current assets		
Cash and deposits	433,262	390,933
Notes and accounts receivable - trade, and contract assets	146,181	151,321
Merchandise and finished goods	55,507	64,247
Work in process	64,616	75,085
Raw materials and supplies	9,319	10,773
Other	73,270	69,130
Allowance for doubtful accounts	(1,256)	(1,446)
Total current assets	780,901	760,045
Non-current assets		
Property, plant and equipment	152,933	155,901
Intangible assets	27,426	26,246
Investments and other assets		
Investment securities	161,418	166,046
Other	68,519	71,934
Allowance for doubtful accounts	(705)	(738)
Total investments and other assets	229,232	237,242
Total non-current assets	409,593	419,391
Total assets	1,190,494	1,179,437

(¥ million)

	Prior Fiscal Year (As of March 31, 2026)	Current 1st Quarter (As of June 30, 2026)
Liabilities		
Current liabilities		
Notes and accounts payable - trade	101,717	107,752
Income taxes payable	35,024	24,209
Provisions	4,755	541
Other	151,803	123,421
Total current liabilities	293,300	255,924
Non-current liabilities		
Provisions	–	84
Retirement benefit liability	6,380	6,368
Other	29,389	30,165
Total non-current liabilities	35,769	36,618
Total liabilities	329,069	292,542
Net assets		
Shareholders’ equity		
Share capital	10,000	10,000
Capital surplus	7,987	–
Retained earnings	755,714	763,045
Treasury shares	(33,359)	(13,621)
Total shareholders’ equity	740,342	759,424
Accumulated other comprehensive income		
Valuation difference on available-for-sale securities	72,768	74,732
Deferred gains or losses on hedges	1,772	2,235
Revaluation reserve for land	(4,022)	(4,022)
Foreign currency translation adjustment	46,482	50,018
Remeasurements of defined benefit plans	3,437	3,407
Total accumulated other comprehensive income	120,438	126,371
Non-controlling interests	642	1,099
Total net assets	861,424	886,894
Total liabilities and net assets	1,190,494	1,179,437

(2) Consolidated Statements of Operations and Consolidated Statements of Comprehensive Income

(Consolidated Statements of Operations)

(¥ million)

	Prior 1st Quarter (From April 1, 2025 to June 30, 2025)	Current 1st Quarter (From April 1, 2026 to June 30, 2026)
Net sales	300,430	328,494
Cost of sales	174,433	183,406
Gross profit	125,997	145,088
Selling, general and administrative expenses	74,075	75,883
Operating profit	51,921	69,204
Non-operating income		
Share of profit of entities accounted for using equity method	3,000	1,537
Foreign exchange gains	–	1,707
Other	2,134	2,193
Total non-operating income	5,134	5,438
Non-operating expenses		
Interest expenses	117	82
Foreign exchange losses	1,877	–
Other	402	66
Total non-operating expenses	2,397	149
Ordinary profit	54,658	74,493
Extraordinary income		
Gain on sale of investment securities	5	–
Gain on sale of shares of subsidiaries and associates	–	905
Other	2	11
Total extraordinary income	8	917
Extraordinary losses		
Loss on valuation of investment securities	30	451
Loss on sale of investment securities	21	–
Provision of allowance for doubtful accounts	–	150
Other	44	132
Total extraordinary losses	96	734
Profit before income taxes	54,570	74,676
Income taxes	16,164	23,083
Profit	38,406	51,592
Profit attributable to non-controlling interests	77	456
Profit attributable to owners of parent	38,329	51,135

(Consolidated Statements of Comprehensive Income)

(¥ million)

	Prior 1st Quarter (From April 1, 2025 to June 30, 2025)	Current 1st Quarter (From April 1, 2026 to June 30, 2026)
Profit	38,406	51,592
Other comprehensive income		
Valuation difference on available-for-sale securities	4,052	1,998
Deferred gains or losses on hedges	(319)	463
Foreign currency translation adjustment	(198)	3,535
Remeasurements of defined benefit plans, net of tax	(10)	(29)
Share of other comprehensive income of entities accounted for using equity method	184	(35)
Total other comprehensive income	3,709	5,932
Comprehensive income	42,115	57,525
Comprehensive income attributable to		
Comprehensive income attributable to owners of parent	42,038	57,068
Comprehensive income attributable to non-controlling interests	76	456

(3) Notes to Consolidated Financial Statements

(Notes on Special Accounting for Preparing the Quarterly Consolidated Financial Statements)

(Calculation of taxes)

Taxes are calculated first by reasonably estimating the effective tax rate after applying tax effect accounting against profit before income taxes for the fiscal year including the current first quarter, and next by multiplying the profit before income taxes by such estimated effective tax rate.

(Notes on Segment Information, Etc.)

I Prior 1st Quarter (From April 1, 2025 to June 30, 2025)

1. Information regarding the amounts of net sales and profit/loss by reportable segment

(¥ million)

	Reportable segments					Other (Note 1)	Total	Adjust-ments (Note 2)	Consoli-dated Total (Note 3)
	Toys and Hobby Business	Digital Business	Visual and Music Business	Amuse-ment Business	Subtotal				
Net sales									
To external customers	141,320	106,853	16,908	33,731	298,814	1,616	300,430	–	300,430
Inter-segment sales and transfers	5,572	916	4,356	89	10,935	7,443	18,379	(18,379)	–
Total	146,893	107,770	21,265	33,820	309,749	9,060	318,810	(18,379)	300,430
Segment profit	28,571	21,704	4,230	2,073	56,579	493	57,072	(5,150)	51,921

Notes: 1. The “Other” category is a business segment not included in reportable segments under which operations such as logistics services for each of the Group companies are classified.

2. Included in the 5,150 million yen deducted from segment profit as adjustment are a deduction of 114 million yen in inter-segment eliminations, and a deduction of 5,036 million yen in corporate expenses that cannot be allocated to any reportable segment. The corporate expenses are mainly costs related to the administration division that has not been attributed to a reportable segment.

3. Segment profit is adjusted with operating profit in the consolidated statements of operations.

2. Information regarding impairment losses of non-current assets and goodwill by reportable segment

(Material impairment losses of non-current assets)

Not applicable.

(Material changes in the amount of goodwill)

Not applicable.

(Material gain on bargain purchase)

Not applicable.

II Current 1st Quarter (From April 1, 2026 to June 30, 2026)

1. Information regarding the amounts of net sales and profit/loss by reportable segment

(¥ million)

	Reportable segments					Other (Note 1)	Total	Adjust-ments (Note 2)	Consoli-dated Total (Note 3)
	Toys and Hobby Business	Digital Business	Visual and Music Business	Amuse-ment Business	Subtotal				
Net sales									
To external customers	184,157	89,685	15,094	37,879	326,816	1,677	328,494	–	328,494
Inter-segment sales and transfers	8,603	1,215	4,184	212	14,216	8,688	22,904	(22,904)	–
Total	192,760	90,901	19,279	38,092	341,033	10,366	351,399	(22,904)	328,494
Segment profit	53,944	15,011	1,320	1,991	72,268	662	72,931	(3,726)	69,204

Notes: 1. The “Other” category is a business segment not included in reportable segments under which operations such as logistics services for each of the Group companies are classified.

2. Included in the 3,726 million yen deducted from segment profit as adjustment are a deduction of 547 million yen in inter-segment eliminations, and a deduction of 3,178 million yen in corporate expenses that cannot be allocated to any reportable segment. The corporate expenses are mainly costs related to the administration division that has not been attributed to a reportable segment.

3. Segment profit is adjusted with operating profit in the consolidated statements of operations.

2. Information regarding impairment losses of non-current assets and goodwill by reportable segment

(Material impairment losses of non-current assets)

Not applicable.

(Material changes in the amount of goodwill)

Not applicable.

(Material gain on bargain purchase)

Not applicable.

(Notes on Significant Changes in the Amount of Shareholders’ Equity)

The Company canceled 5,000,000 treasury shares on April 30, 2026, per resolution at the Board of Directors meeting held on April 16, 2026. As a result of the cancellation of treasury shares, the balance of capital surplus became negative; therefore, capital surplus was set to zero, and this negative balance was deducted from retained earnings. Consequently, retained earnings and treasury shares stood at 763,045 million yen and 13,621 million yen, respectively, as of June 30, 2026.

(Notes on Premise of Going Concern)

Not applicable.

(Notes on Quarterly Consolidated Statements of Cash Flows)

Quarterly consolidated statements of cash flows for the first quarter (three months) of the fiscal year ending March 31, 2027 are not prepared. Depreciation (including amortization related to intangible assets excluding goodwill) and amortization of goodwill for the first quarter (three months) of the fiscal year ended March 31, 2026 and the fiscal year ending March 31, 2027 are as follows.

(¥ million)

	Prior 1st Quarter (From April 1, 2025 to June 30, 2025)	Current 1st Quarter (From April 1, 2026 to June 30, 2026)
Depreciation	8,431	10,209
Amortization of goodwill	607	523

Independent Auditor’s Report on Review of Interim Consolidated Financial Statements

August 6, 2026

To the Board of Directors of Bandai Namco Holdings Inc.:

KPMG AZSA LLC

Tokyo Office, Japan

Michiaki Yamabe
Designated Limited Liability Partner
Engagement Partner
Certified Public Accountant

Tsugunobu Hikishikibayashi
Designated Limited Liability Partner
Engagement Partner
Certified Public Accountant

Kenta Kurosu
Designated Limited Liability Partner
Engagement Partner
Certified Public Accountant

Conclusion

We have reviewed the accompanying interim consolidated financial statements of Bandai Namco Holdings Inc. (“the Company”) and its consolidated subsidiaries (collectively referred to as “the Group”), provided in the “Attached Documents” in the Quarterly Earning Reports which comprise the interim consolidated balance sheet as at June 30, 2026, the interim consolidated statements of income and comprehensive income for the three-month period then ended, and the related notes.

Based on our review, nothing has come to our attention that causes us to believe that the accompanying interim consolidated financial statements are not prepared, in all material respects, in accordance with Article 4(1) of Standard for Preparation of Quarterly Financial Statements of Tokyo Stock Exchange, Inc. (“the Standard”) (applying the omissions prescribed in Article 4(2) of the Standard) and accounting principles generally accepted in Japan for interim financial reporting.

Basis for Conclusion

We conducted our review in accordance with interim review standards generally accepted in Japan. Our responsibilities under those standards are further described in the *Auditor’s Responsibilities for the Review of the Interim Consolidated Financial Statements* section of our report. We are independent of the Group in accordance with the ethical requirements in Japan (including those that are relevant to audits of the financial statements of public interest entities), and we have fulfilled our other ethical responsibilities in accordance with these requirements. We believe that the evidence we have obtained is sufficient and appropriate to provide a basis for our conclusion.

Responsibilities of Management, the Audit and Supervisory Committee for the Interim Consolidated Financial Statements

Management is responsible for the preparation and presentation of the interim consolidated financial statements in accordance with Article 4(1) of Standard for Preparation of Quarterly Financial Statements of Tokyo Stock Exchange, Inc. (applying the omissions prescribed in Article 4(2) of the Standard) and accounting principles generally accepted in Japan for interim financial reporting, and for such internal control as management determines is necessary to enable the preparation of the interim consolidated financial statements that are free from material misstatement, whether due to fraud or error.

In preparing the interim consolidated financial statements, management is responsible for assessing the Group's ability to continue as a going concern, disclosing, as applicable, matters related to going concern in accordance with Article 4(1) of Standard for Preparation of Quarterly Financial Statements of Tokyo Stock Exchange, Inc. (applying the omissions prescribed in Article 4(2) of the Standard) and accounting principles generally accepted in Japan for interim financial reporting and using the going concern basis of accounting unless management either intends to liquidate the Group or to cease operations, or has no realistic alternative but to do so.

The audit and supervisory committee are responsible for overseeing the directors' performance of their duties with regard to the design, implementation and maintenance of the Group's financial reporting process.

Auditor's Responsibilities for the Review of the Interim Consolidated Financial Statements

Our responsibility is to express a conclusion on these interim consolidated financial statements based on our review in our report on the review of interim consolidated financial statements.
As part of our review in accordance with interim review standards generally accepted in Japan, we exercise professional judgment and maintain professional skepticism throughout the review. We also:

- Make inquiries, primarily of management and persons responsible for financial and accounting matters, and apply analytical and other review procedures. An interim review is substantially less in scope than an audit conducted in accordance with auditing standards generally accepted in Japan.
- Conclude, based on the evidence obtained, that nothing has come to our attention that causes us to believe that the interim consolidated financial statements are not prepared in accordance with Article 4(1) of Standard for Preparation of Quarterly Financial Statements of Tokyo Stock Exchange, Inc. (applying the omissions prescribed in Article 4(2) of the Standard) and accounting principles generally accepted in Japan for interim financial reporting, if a material uncertainty relating to events or conditions comes to our attention that may cast significant doubt on the Group's ability to continue as a going concern. If we conclude that a material uncertainty exists, we are required to draw attention in our report on the review of interim consolidated financial statements to the related disclosures in

the interim consolidated financial statements or, if such disclosures are inadequate, to express a qualified conclusion or an adverse conclusion. Our conclusions are based on the evidence obtained up to the date of our report on the review of interim consolidated financial statements; however, future events or conditions may cause the Group to cease to continue as a going concern.

- Evaluate that nothing has come to our attention that causes us to believe that the presentation and disclosures in the interim consolidated financial statements are not prepared in accordance with Article 4(1) of Standard for Preparation of Quarterly Financial Statements of Tokyo Stock Exchange, Inc. (applying the omissions prescribed in Article 4(2) of the Standard) and accounting principles generally accepted in Japan for interim financial reporting.
- Plan and perform the group audit to obtain sufficient appropriate evidence regarding the financial information of the entities or business activities within the Group as a basis for forming a conclusion on the interim consolidated financial statements. We are responsible for the direction, supervision and review of the audit work performed for the purpose of the group audit. We remain solely responsible for our review conclusion.

We communicate with the audit and supervisory committee regarding, the planned scope and timing of the review, significant review findings that we identify during our review.

We also provide the audit and supervisory committee with a statement that we have complied with relevant ethical requirements regarding independence, and communicate with them all relationships and other matters that may reasonably be thought to bear on our independence, and where applicable, actions taken to eliminate threats or safeguards applied.

Interest required to be disclosed by the Certified Public Accountants Act of Japan

We do not have any interest in the Group which is required to be disclosed pursuant to the provisions of the Certified Public Accountants Act of Japan.

<u>Notes to the Reader of Independent Auditor’s Report on Review:</u>

The Independent Auditor’s Report on Review herein is the English translation of the original Independent Auditor’s Report on Review for the conveniences of the reader.