BANDAI NAMCO
Fun for All into the Future

August 6, 2026

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

Notice Regarding Revisions to Consolidated Projections for the Second Quarter (Six Months) of the Fiscal Year Ending March 31, 2027

Bandai Namco Holdings Inc. (the "Company") hereby announces that the Board of Directors decided today to revise the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2027, which were announced on May 13, 2026.

1. Revisions to projections

(1) 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) Reasons for revisions

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. As a result, performance in the first quarter (three months) has greatly exceeded that in the same period of the previous fiscal year.

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.

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- 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.