November 10, 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 Differences Between Consolidated Projections and Actual Results for the Second Quarter (Six Months) of the Fiscal Year Ending March 31, 2027 and Revisions to Consolidated Projections for the Fiscal Year

Bandai Namco Holdings Inc. (the "Company") hereby announces that there were differences between the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2027 that were announced on August 6, 2026 and the actual results that were announced today.

The Company also announces that the Board of Directors decided today to revise the consolidated projections for the fiscal year ending March 31, 2027, which were announced on May 13, 2026, as described below.

1. Differences between consolidated projections and actual results 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)	690,000	124,000	130,000	90,000	¥140.33
Actual results (B)	728,471	134,317	142,682	99,511	155.14
Change in amount (B-A)	38,471	10,317	12,682	9,511	–
Change (%)	5.6	8.3	9.8	10.6	–
(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

<Reasons for differences>

In the second quarter (six 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 growth in revenue with strong performances from various categories around the world. Additionally, the Digital Business, Visual and Music Business, and Amusement Business produced results that exceeded the projections. 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.

2. Revisions to consolidated projections for the fiscal year ending March 31, 2027
(April 1, 2026 to March 31, 2027)

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	1,350,000	185,000	190,000	130,000	¥202.69
Revised projections (B)	1,480,000	226,000	237,000	162,000	252.54
Change in amount (B-A)	130,000	41,000	47,000	32,000	–
Change (%)	9.6	22.2	24.7	24.6	–
(Reference) Results for the previous fiscal year (Fiscal year ended March 31, 2026)	1,348,246	189,517	201,923	140,651	¥217.49

<Reasons for revisions>

For the consolidated projections for the fiscal year ending March 31, 2027, the projections announced on May 13, 2026 have been revised in light of the favorable results for the second quarter (six months) of the fiscal year ending March 31, 2027, along with the current trends of its businesses, and the launch timing and marketing plans of the products and services in the third quarter onwards, etc.

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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.