



Bandai Namco Holdings Inc.

Financial Highlights for the Third Quarter (Nine Months) of the Fiscal Year Ending March 31, 2025

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Net Sales	502,002	270,033	772,035	1,050,210	611,391	344,272	955,663		123.8%	1,150,000	1,230,000	117.1%
Gross Profit	197,253	85,560	282,813	370,959	254,920	140,618	395,538		139.9%	460,000	487,000	131.3%
Operating Profit	65,479	12,803	78,282	90,682	113,670	65,563	179,233	18.8%	229.0%	160,000	180,000	198.5%
Recurring Profit	73,931	15,699	89,630	104,164	115,553	69,860	185,413		206.9%	163,000	187,000	179.5%
Profit Attributable to Owners of Parent	52,167	8,231	60,398	101,493	80,727	47,972	128,699		213.1%	110,000	128,000	126.1%

Net Sales by Segment

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	174,316	88,696	263,012	372,667	228,550	128,473	357,023		135.7%	410,000	450,000	120.8%
Entertainment (Toys and Hobby)	249,810	140,402	390,212	509,880	291,633	172,553	464,187		119.0%	570,000	590,000	115.7%
IP Production	33,337	22,248	55,585	82,468	41,289	19,684	60,973		109.7%	83,000	83,000	100.6%
Amusement	59,253	29,057	88,310	119,667	71,640	33,124	104,764		118.6%	130,000	140,000	117.0%
Other	16,039	8,532	24,571	32,358	17,395	9,866	27,262		111.0%	33,000	33,000	102.0%
Elimination and Corporate	(30,756)	(18,901)	(49,657)	(66,830)	(39,118)	(19,429)	(58,547)		-	(76,000)	(66,000)	-
Total	502,002	270,033	772,035	1,050,210	611,391	344,272	955,663		123.8%	1,150,000	1,230,000	117.1%

Operating Profit by Segment

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	15,516	(13,901)	1,615	6,257	44,703	25,895	70,598	19.8%	4371.2%	55,000	67,000	1070.8%
Entertainment (Toys and Hobby)	45,753	23,964	69,717	78,655	59,743	37,874	97,618	21.0%	140.0%	98,000	104,000	132.2%
IP Production	2,347	4,454	6,801	10,048	6,711	2,713	9,424	15.5%	138.6%	12,000	12,000	119.4%
Amusement	6,977	583	7,560	6,843	7,292	849	8,141	7.8%	107.7%	8,000	8,000	116.9%
Other	661	607	1,268	988	1,245	852	2,097	7.7%	165.4%	1,500	1,500	151.8%
Elimination and Corporate	(5,777)	(2,904)	(8,681)	(12,111)	(6,026)	(2,619)	(8,646)		-	(14,500)	(12,500)	-
Total	65,479	12,803	78,282	90,682	113,670	65,563	179,233	18.8%	229.0%	160,000	180,000	198.5%

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

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Japan	363,948	192,339	556,288	758,463	424,689	221,895	646,584		116.2%	803,000	856,000	112.9%
Americas	40,381	21,672	62,053	91,447	64,673	49,771	114,444		184.4%	122,000	139,000	152.0%
Europe	48,340	29,725	78,066	102,937	63,664	43,225	106,889		136.9%	111,000	126,000	122.4%
Asia	49,333	26,297	75,630	97,365	58,366	29,380	87,747		116.0%	114,000	109,000	112.0%
Elimination and Corporate	-	-	-	-	-	-	-		-	-	-	-
Total	502,002	270,033	772,035	1,050,210	611,391	344,272	955,663		123.8%	1,150,000	1,230,000	117.1%

Reference: Operating Profit by Region

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Japan	64,741	15,637	80,378	90,340	97,525	50,971	148,495	23.0%	184.7%	143,000	148,500	164.4%
Americas	1,623	617	2,240	5,652	10,151	8,145	18,296	16.0%	816.8%	13,000	20,000	353.9%
Europe	1,160	(3,048)	(1,888)	(931)	6,961	3,732	10,693	10.0%	-	6,000	11,500	-
Asia	7,311	2,911	10,222	11,357	9,443	4,285	13,728	15.6%	134.3%	14,000	15,500	136.5%
Elimination and Corporate	(9,356)	(3,314)	(12,670)	(15,735)	(10,409)	(1,570)	(11,978)		-	(16,000)	(15,500)	-
Total	65,479	12,803	78,282	90,682	113,670	65,563	179,233	18.8%	229.0%	160,000	180,000	198.5%

Other Data

(millions of yen)

	FY2024.3				FY2025.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs Prior Year	Previous Full Year Forecasts	Full Year New Forecasts	% vs Prior Year
Capital Investments	16,812	12,826	29,638	38,326	24,715	12,387	37,103		125.2%	45,000	45,000	117.4%
Depreciation	14,575	12,651	27,225	38,364	16,225	11,548	27,773		102.0%	42,000	40,000	104.3%
Advertising Expenses	28,098	16,094	44,192	64,509	27,652	17,415	45,067		102.0%	67,000	70,000	108.5%
Personnel Expenses	43,889	21,527	65,417	85,970	48,032	21,993	70,024		107.0%	93,000	95,000	110.5%
Investment in game content development etc.	-	-	-	79,377	-	-	-		-	-	-	-

Forward-looking Statements: This document contains figures that are based on the information currently available to management and estimate involving uncertain factors thought likely to have an effect on future results.

【Sales of IPs (Groupwide)】

(billion yen)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Anpanman	7.7	10.1	8.9	11.5
Ultraman	15.3	19.1	12.0	14.5
KAMEN RIDER	22.5	31.5	23.0	30.5
Mobile Suit Gundam	108.3	145.7	115.7	148.0
Super Sentai	4.8	6.5	4.7	6.5
DRAGON BALL	99.3	140.6	143.3	188.0
NARUTO	18.6	25.3	21.1	26.0
Pretty Cure	4.3	6.4	5.2	7.5
ONE PIECE	84.4	112.1	108.9	138.0

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

*Total sales by IP of major Group companies.

【Sales of IPs (Toys and Hobby Business, Japan)】

(billion yen)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Anpanman	7.0	9.4	8.0	10.5
Ultraman	6.5	8.3	5.7	7.0
KAMEN RIDER	17.1	23.4	16.7	22.5
Mobile Suit Gundam	51.0	68.7	57.7	75.0
Super Sentai	3.9	5.4	4.1	5.5
DRAGON BALL	18.0	23.0	24.5	30.0
Pretty Cure	4.3	6.4	5.1	7.5
Pokémon	9.1	11.9	8.7	12.0
ONE PIECE	46.3	60.3	75.7	93.0

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

*Total sales by IP of major Group companies.

【Digital Business (Sales by major category)】

(billion yen)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Network content	136.1	187.9	142.5	195.0
Home video game	103.0	151.5	189.9	221.5

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

	FY2024.3				FY2025.3			
	3Q(9mo.) Results		Full Year Results		3Q(9mo.) Results		Full Year Forecasts	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	58	6,429	72	8,712	68	6,572	92	8,500
Americas	31	9,417	42	13,672	49	12,375	66	15,000
Europe	31	13,307	42	17,298	51	13,811	68	16,000
Group Total	120	29,153	156	39,682	168	32,758	226	39,500
Localized versions	81	-	105	-	107	-	149	-
After elimination of localized versions								
Group Total	39	29,153	51	39,682	61	32,758	77	39,500

【Data Carddass Sales (Units sold)】

(million pieces)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Data Carddass Sales (Units sold)	117	158	108	132

*Figures are estimates based on management accounting.

【IP Production Business (Sales by major category)】

(billion yen)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Packages	6.8	9.5	7.9	11.1
Production, license, distribution, events and others	48.7	72.9	53.0	71.9
Total	55.5	82.4	60.9	83.0

【IP Production Business (Number of copyrighted productions and running time)】

As of December 31, 2024

· Number of copyrighted productions	1,170 series
· Total running time of all copyrighted productions	5,986 hours

【Amusement Business (Sales by major category)】

(billion yen)

	FY2024.3		FY2025.3	
	3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Amusement machines	26.5	34.0	26.2	34.0
Amusement facility	61.6	85.4	77.1	104.5

【Number of Amusement Facilities】

			FY2024.3		FY2025.3	
			3Q(9mo.) Results	Full Year Results	3Q(9mo.) Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	219	219	220	220
		Openings	9	10	3	4
		Closures	3	9	5	5
		Increase/Decrease	6	1	(2)	(1)
		End of term	225	220	218	219
	Overseas	Start of term	19	19	20	20
		Openings	1	1	1	3
		Closures	0	0	0	1
		Increase/Decrease	1	1	1	2
		End of term	20	20	21	22
	Total	Start of term	238	238	240	240
		Openings	10	11	4	7
		Closures	3	9	5	6
		Increase/Decrease	7	2	(1)	1
End of term		245	240	239	241	
Revenue- sharing facilities	Japan	804	789	809	820	
	Overseas	15	14	13	14	
	Total	819	803	822	834	
Other directly managed facilities	Total	74	78	91	94	
Facilities Total			1,138	1,121	1,152	1,169

*Counting method of the number of stores was changed from 2025.3. The figures of 2024.3 also conform to this standard.

*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	
	FY2025.3	103.0%	98.0%	119.2%		105.9%		105.5%	113.3%	114.4%	111.2%
FY2024.3	112.5%	100.1%	95.7%	102.6%		101.3%	102.7%	102.3%	102.1%	102.4%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
	FY2025.3	96.2%	109.1%	104.4%	103.1%	106.9%					
FY2024.3	102.2%	99.9%	104.6%	102.4%	102.4%	100.1%	107.8%	107.6%	104.7%	103.6%	103.0%

*Figures are estimates based on management accounting.