



Bandai Namco Holdings Inc.

Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2026

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2025.3			FY2026.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Net Sales	280,627	611,391	1,241,513	300,430	107.1%	595,000	605,000	1,200,000	96.7%
Gross Profit	110,132	254,920	495,185	125,997	114.4%	228,500	245,000	460,000	92.9%
Operating Profit	44,023	113,670	180,229	51,921	117.9%	78,500	90,000	145,000	80.5%
Ordinary Profit	49,072	115,553	186,470	54,658	111.4%	81,000	94,000	149,000	79.9%
Profit Attributable to Owners of Parent	34,050	80,727	129,301	38,329	112.6%	54,000	65,000	100,000	77.3%

Net Sales by Segment

(millions of yen)

	FY2025.3			FY2026.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Toys and Hobby	132,815	291,633	596,933	146,893	110.6%	290,000	300,000	600,000	100.5%
Digital	106,309	228,550	455,633	107,770	101.4%	200,000	210,000	390,000	85.6%
Visual and Music (IP Production)	17,503	41,289	90,738	21,265	121.5%	38,000	38,000	90,000	99.2%
Amusement	33,027	71,640	141,485	33,820	102.4%	75,000	75,000	150,000	106.0%
Other	8,307	17,395	36,224	9,060	109.1%	19,000	19,000	38,000	104.9%
Elimination and Corporate	(17,335)	(39,118)	(79,502)	(18,379)	-	(27,000)	(37,000)	(68,000)	-
Total	280,627	611,391	1,241,513	300,430	107.1%	595,000	605,000	1,200,000	96.7%

Operating Profit by Segment

(millions of yen)

	FY2025.3				FY2026.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Toys and Hobby	26,957	59,743	102,202	17.1%	28,571	106.0%	58,000	58,000	105,000	17.5%	102.7%
Digital	14,731	44,703	68,527	15.0%	21,704	147.3%	20,500	32,000	40,000	10.3%	58.4%
Visual and Music (IP Production)	2,495	6,711	11,778	13.0%	4,230	169.6%	5,000	5,000	10,500	11.7%	89.1%
Amusement	2,774	7,292	8,438	6.0%	2,073	74.7%	6,000	6,000	9,500	6.3%	112.6%
Other	342	1,245	1,671	4.6%	493	143.8%	1,000	1,000	1,500	3.9%	89.7%
Elimination and Corporate	(3,277)	(6,026)	(12,390)	-	(5,150)	-	(12,000)	(12,000)	(21,500)	-	-
Total	44,023	113,670	180,229	14.5%	51,921	117.9%	78,500	90,000	145,000	12.1%	80.5%

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

(millions of yen)

	FY2025.3			FY2026.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Japan	185,464	424,689	867,065	217,188	117.1%	416,500	438,500	836,500	96.5%
Americas	35,912	64,673	140,531	27,131	75.5%	58,500	52,500	128,500	91.4%
Europe	30,288	63,664	125,784	25,670	84.8%	62,500	52,500	126,000	100.2%
Asia	28,963	58,366	108,133	30,441	105.1%	57,500	61,500	109,000	100.8%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	280,627	611,391	1,241,513	300,430	107.1%	595,000	605,000	1,200,000	96.7%

Reference: Operating Profit by Region

(millions of yen)

	FY2025.3				FY2026.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Japan	35,624	97,525	160,806	18.5%	48,874	137.2%	73,500	85,500	135,500	16.2%	84.3%
Americas	6,516	10,151	13,827	9.8%	2,399	36.8%	5,000	4,500	11,000	8.6%	79.6%
Europe	4,249	6,961	5,539	4.4%	2,865	67.4%	5,000	4,000	7,000	5.6%	126.4%
Asia	4,508	9,443	14,508	13.4%	4,500	99.8%	7,000	8,000	13,000	11.9%	89.6%
Elimination and Corporate	(6,872)	(10,409)	(14,450)	-	(6,717)	-	(12,000)	(12,000)	(21,500)	-	-
Total	44,023	113,670	180,229	14.5%	51,921	117.9%	78,500	90,000	145,000	12.1%	80.5%

Other Data

(millions of yen)

	FY2025.3			FY2026.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Capital Investments	12,395	24,715	55,476	13,172	106.3%	20,000	22,000	45,000	81.1%
Depreciation	7,458	16,225	40,216	8,431	113.0%	17,500	17,500	43,000	106.9%
Advertising Expenses	10,709	27,652	71,531	13,817	129.0%	32,000	34,000	72,000	100.7%
Personnel Expenses	24,398	48,032	99,781	25,010	102.5%	48,000	50,000	95,000	95.2%
Investment in game content development etc.	-	-	69,760	-	-	-	-	-	-

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)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Anpanman	2.5	5.3	11.4	2.6	5.5	12.0
Ultraman	3.5	8.1	14.0	2.4	6.5	13.5
KAMEN RIDER	6.2	14.6	30.7	5.9	12.5	28.0
Mobile Suit Gundam	36.1	76.5	153.5	65.4	115.0	160.0
Super Sentai	1.9	2.9	6.4	1.8	3.0	6.5
DRAGON BALL	31.0	75.7	190.6	26.5	68.0	150.0
NARUTO	7.4	15.0	26.9	6.8	12.0	20.0
Pretty Cure	1.8	3.3	7.9	2.5	4.0	8.5
ONE PIECE	33.3	73.2	139.5	32.8	72.0	140.0

*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)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Anpanman	2.2	4.8	10.2	2.3	5.0	10.5
Ultraman	1.9	4.0	6.7	1.3	3.5	6.5
KAMEN RIDER	4.0	10.2	22.5	4.1	9.0	20.0
Mobile Suit Gundam	18.8	37.8	75.7	25.4	47.0	85.0
Super Sentai	1.5	2.5	5.4	1.6	2.5	5.5
DRAGON BALL	8.0	15.8	29.9	7.4	14.0	26.0
Pretty Cure	1.7	3.2	7.8	2.5	4.0	8.5
Pokémon	2.2	5.1	12.2	3.0	6.0	12.5
ONE PIECE	22.1	50.1	94.2	22.1	50.0	95.0

*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)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Network content	42.5	100.8	195.1	55.6	122.0	193.0
Home console game	55.8	110.5	216.1	42.7	73.0	179.0

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

	FY2025.3						FY2026.3					
	1Q Results		1st Half Results		Full Year Results		1Q Results		1st Half New Forecasts		Full Year Plan	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# 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	19	2,900	41	4,386	91	8,497	15	1,061	39	2,000	83	11,000
Americas	11	2,830	26	5,991	66	15,194	9	4,066	30	7,000	70	17,000
Europe	13	2,872	26	7,794	68	17,072	9	5,635	30	10,500	70	18,000
Group Total	43	8,602	93	18,171	225	40,763	33	10,762	99	19,500	223	46,000
Localized versions	24	-	52	-	150	-	18	-	74	-	152	-
After elimination of localized versions												
Group Total	19	8,602	41	18,171	75	40,763	15	10,762	25	19,500	71	46,000

【Data Carddass Sales (Units sold)】

(million pieces)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Data Carddass Sales (Units sold)	34	77	135	26	60	125

*Figures are estimates based on management accounting.

【Visual and Music (IP Production) Business (Sales by major category)】

(billion yen)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Packages	1.7	4.6	11.8	1.5	3.7	9.5
Production, license, distribution, events and others	15.8	36.6	78.9	19.8	34.3	80.5
Total	17.5	41.2	90.7	21.3	38.0	90.0

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

As of June 30, 2025

・ Number of copyrighted productions	1,181 series
・ Total running time of all copyrighted productions	6,040 hours

【Amusement Business (Sales by major category)】

(billion yen)

	FY2025.3			FY2026.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Amusement machines	9.7	19.6	33.6	6.4	19.0	36.0
Amusement facility	23.3	51.8	105.0	27.1	56.0	114.0

【Number of Amusement Facilities】

			FY2025.3			FY2026.3		
			1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Directly managed amusement facilities	Japan	Start of term	220	220	220	215	215	215
		Openings	1	3	3	0	2	4
		Closures	0	3	8	5	5	3
		Increase/Decrease	1	0	(5)	(5)	(3)	1
		End of term	221	220	215	210	212	216
	Overseas	Start of term	20	20	20	21	21	21
		Openings	0	0	2	2	3	4
		Closures	0	0	1	0	0	0
		Increase/Decrease	0	0	1	2	3	4
		End of term	20	20	21	23	24	25
	Total	Start of term	240	240	240	236	236	236
		Openings	1	3	5	2	5	8
		Closures	0	3	9	5	5	3
Increase/Decrease		1	0	(4)	(3)	0	5	
	End of term	241	240	236	233	236	241	
Revenue-sharing facilities	Japan	811	820	801	814	832	896	
	Overseas	14	14	13	16	16	13	
	Total	825	834	814	830	848	909	
Other directly managed facilities	Total	79	91	99	105	114	133	
Facilities Total			1,145	1,165	1,149	1,168	1,198	1,283

*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	
FY2026.3	106.4%	111.6%	108.1%	108.7%						
FY2025.3	103.0%	98.0%	119.2%	105.9%	105.5%	113.3%	114.4%	111.2%	108.8%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2026.3										
FY2025.3	96.2%	109.1%	104.4%	103.1%	101.4%	99.5%	102.5%	101.2%	102.1%	105.3%

*Figures are estimates based on management accounting.