



# Bandai Namco Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 31, 2026

### Bandai Namco Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Net Sales	1,241,513	643,816	704,430	1,348,246	108.6%	610,000	740,000	1,350,000	100.1%
Gross Profit	495,185	262,279	268,893	531,172	107.3%	239,000	288,000	527,000	99.2%
Operating Profit	180,229	105,481	84,036	189,517	105.2%	84,000	101,000	185,000	97.6%
Ordinary Profit	186,470	110,196	91,728	201,923	108.3%	87,000	103,000	190,000	94.1%
Profit Attributable to Owners of Parent	129,301	78,909	61,742	140,651	108.8%	60,000	70,000	130,000	92.4%

#### Net Sales by Segment

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Toys and Hobby	596,933	317,830	356,138	673,968	112.9%	330,000	360,000	690,000	102.4%
Digital	455,633	231,504	245,088	476,592	104.6%	190,000	270,000	460,000	96.5%
Visual and Music (IP Production)	90,738	41,078	54,428	95,506	105.3%	40,000	55,000	95,000	99.5%
Amusement	141,485	75,380	77,366	152,747	108.0%	73,000	82,000	155,000	101.5%
Other	36,224	18,457	20,516	38,973	107.6%	19,000	21,000	40,000	102.6%
Elimination and Corporate	(79,502)	(40,436)	(49,105)	(89,541)	-	(42,000)	(48,000)	(90,000)	-
Total	1,241,513	643,816	704,430	1,348,246	108.6%	610,000	740,000	1,350,000	100.1%

#### Operating Profit by Segment

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3					
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	OP Margin	% vs. Prior Year
Toys and Hobby	102,202	65,035	61,903	126,938	18.8%	124.2%	66,000	61,000	127,000	18.4%	100.0%
Digital	68,527	37,386	19,296	56,682	11.9%	82.7%	15,000	36,000	51,000	11.1%	90.0%
Visual and Music (IP Production)	11,778	5,359	6,822	12,181	12.8%	103.4%	4,000	8,000	12,000	12.6%	98.5%
Amusement	8,438	7,046	3,060	10,106	6.6%	119.8%	5,500	4,500	10,000	6.5%	99.0%
Other	1,671	1,150	1,669	2,819	7.2%	168.6%	1,000	500	1,500	3.8%	53.2%
Elimination and Corporate	(12,390)	(10,495)	(8,715)	(19,210)	-	-	(7,500)	(9,000)	(16,500)	-	-
Total	180,229	105,481	84,036	189,517	14.1%	105.2%	84,000	101,000	185,000	13.7%	97.6%

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

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Japan	867,065	465,569	507,914	973,483	112.3%	445,500	521,500	967,000	99.3%
Americas	140,531	54,035	68,215	122,250	87.0%	46,000	87,500	133,500	109.2%
Europe	125,784	61,387	64,224	125,611	99.9%	56,500	66,500	123,000	97.9%
Asia	108,133	62,824	64,078	126,902	117.4%	62,000	64,500	126,500	99.7%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	1,241,513	643,816	704,430	1,348,246	108.6%	610,000	740,000	1,350,000	100.1%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3					
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	OP Margin	% vs. Prior Year
Japan	160,806	99,481	81,115	180,596	18.6%	112.3%	77,000	91,000	168,000	17.4%	93.0%
Americas	13,827	3,928	5,366	9,294	7.6%	67.2%	3,500	8,000	11,500	8.6%	123.7%
Europe	5,539	4,078	894	4,972	4.0%	89.8%	3,000	3,000	6,000	4.9%	120.7%
Asia	14,508	10,048	5,888	15,937	12.6%	109.8%	8,000	8,000	16,000	12.6%	100.4%
Elimination and Corporate	(14,450)	(12,054)	(9,227)	(21,281)	-	-	(7,500)	(9,000)	(16,500)	-	-
Total	180,229	105,481	84,036	189,517	14.1%	105.2%	84,000	101,000	185,000	13.7%	97.6%

#### Other Data

(millions of yen)

	FY2025.3	FY2026.3				FY2027.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Plan	2nd Half Plan	Full Year Plan	% vs. Prior Year
Capital Investments	55,476	24,673	28,727	53,399	96.3%	24,500	28,500	53,000	99.3%
Depreciation	40,216	18,616	28,589	47,204	117.4%	20,000	30,000	50,000	105.9%
Advertising Expenses	71,531	33,286	49,336	82,623	115.5%	29,000	49,000	78,000	94.4%
Personnel Expenses	99,781	51,401	50,789	102,190	102.4%	51,500	51,500	103,000	100.8%
Investment in game content development, etc.	69,760	-	-	68,193	97.8%	-	-	-	-

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		FY2027.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Anpanman	11.4	5.8	12.1	6.0	12.0
Ultraman	14.0	5.1	9.6	5.5	11.0
KAMEN RIDER	30.7	13.4	29.7	14.0	30.0
Mobile Suit Gundam	153.5	127.2	254.3	120.0	240.0
Super Sentai · PROJECT R.E.D.	6.4	3.4	7.0	3.5	7.0
DRAGON BALL	190.6	65.1	138.0	60.0	160.0
NARUTO	26.9	13.1	25.7	11.0	22.0
Pretty Cure	7.9	5.0	9.3	5.0	9.5
ONE PIECE	139.5	69.5	139.3	65.0	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		FY2027.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Anpanman	10.2	5.1	10.5	5.5	11.0
Ultraman	6.7	3.1	5.5	3.0	6.0
KAMEN RIDER	22.5	9.8	22.1	10.0	22.0
Mobile Suit Gundam	75.7	49.3	106.3	53.0	110.0
Super Sentai · PROJECT R.E.D.	5.4	3.0	6.0	3.0	6.0
DRAGON BALL	29.9	13.6	29.4	13.0	29.0
Pretty Cure	7.8	4.9	9.2	5.0	9.5
Pokémon	12.2	6.6	13.3	7.5	15.0
ONE PIECE	94.2	48.2	95.1	48.0	96.0

\*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		FY2027.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Network content	195.1	117.2	228.5	110.0	212.0
Home console game	216.1	92.7	199.1	67.0	208.0

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

	FY2026.3				FY2027.3			
	1st Half Results		Full Year Results		1st Half Plan		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)
Japan	48	2,286	101	4,208	23	1,000	64	3,000
Americas	39	7,291	74	15,273	13	5,500	40	16,500
Europe	39	13,365	74	26,392	13	12,000	40	24,500
Group Total	126	22,942	249	45,873	49	18,500	144	44,000
Number of Unique New Titles*	10	-	23	-	5	-	14	-

\*Platform and region localized versions excluded

**【Data Carddass Sales (Units sold)】**

(million pieces)

	FY2025.3	FY2026.3	
	Full Year Results	1st Half Results	Full Year Results
Data Carddass Sales (Units sold)	135	55	115

\*Figures are estimates based on management accounting.

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

(billion yen)

	FY2026.3		FY2027.3	
	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Packages	2.7	7.9	3.3	8.0
Production, license, distribution, events and others	38.3	87.6	36.7	87.0
Total	41.0	95.5	40.0	95.0

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

As of March 31, 2026

· Number of copyrighted productions	1,213 series
· Total running time of all copyrighted productions	6,146 hours

### 【Amusement Business (Sales by major category)】

(billion yen)

	FY2026.3		FY2027.3	
	1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Amusement machines	15.6	27.9	10.5	28.0
Amusement facility	59.2	121.9	62.5	127.0

### 【Number of Amusement Facilities】

			FY2026.3		FY2027.3	
			1st Half Results	Full Year Results	1st Half Plan	Full Year Plan
Directly managed amusement facilities	Japan	Start of term	215	215	209	209
		Openings	2	4	1	3
		Closures	6	10	0	0
		Increase/Decrease	△ 4	(6)	1	3
		End of term	211	209	210	212
	Overseas	Start of term	21	21	25	25
		Openings	3	4	3	4
		Closures	0	0	0	0
		Increase/Decrease	3	4	3	4
		End of term	24	25	28	29
	Total	Start of term	236	236	234	234
		Openings	5	8	4	7
		Closures	6	10	0	0
Increase/Decrease		△ 1	(2)	4	7	
End of term		235	234	238	241	
Revenue-sharing facilities	Japan	819	891	891	891	
	Overseas	16	16	16	16	
	Total	835	907	907	907	
Other directly managed facilities	Total	109	109	119	135	
Facilities Total			1,179	1,250	1,264	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%	105.1%	108.7%	96.0%	103.8%	106.0%	
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	106.5%	108.7%	109.1%	108.2%	112.3%	106.7%	104.1%	107.8%	108.0%	107.0%
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.