



BANDAI NAMCO Holdings Inc.

Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2022

BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2021.3			FY2022.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Net Sales	145,035	337,122	740,903	178,049	122.8%	350,000	380,000	750,000	101.2%
Gross Profit	58,173	130,477	282,006	74,771	128.5%	124,000	140,000	274,000	97.2%
Operating Profit	19,915	45,930	84,654	27,021	135.7%	35,000	43,000	75,000	88.6%
Recurring Profit	20,412	47,193	87,612	28,754	140.9%	35,500	46,000	76,000	86.7%
Profit Attributable to Owners of Parent	13,181	31,715	48,894	20,917	158.7%	25,000	32,500	52,000	106.4%

Net Sales by Segment

(millions of yen)

	FY2021.3			FY2022.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Network Entertainment / ENT (Digital)	76,441	167,427	337,964	66,834	87.4%	140,000	140,000	310,000	91.7%
Toys and Hobby / ENT (Toys and Hobby)	55,344	131,049	300,815	83,059	150.1%	140,000	170,000	300,000	99.7%
Visual and Music Production / IPP (Visual and Music)	5,419	13,923	34,219	12,012	221.6%	20,000	20,000	45,000	131.5%
IP Creation / IPP (Creation)	4,628	9,559	28,213	7,304	157.8%	15,000	15,000	30,000	106.3%
Real Entertainment / Amusement	6,602	24,320	63,923	15,221	230.5%	42,000	42,000	84,000	131.4%
Other	5,311	11,562	24,655	6,656	125.3%	12,000	14,000	25,000	101.4%
Elimination and Corporate	△ 8,713	△ 20,720	△ 48,887	△ 13,040	-	△ 19,000	△ 21,000	△ 44,000	-
Total	145,035	337,122	740,903	178,049	122.8%	350,000	380,000	750,000	101.2%

Operating Profit by Segment

(millions of yen)

	FY2021.3				FY2022.3					
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Network Entertainment / ENT (Digital)	19,390	34,475	56,776	16.8%	11,827	61.0%	17,000	17,000	40,000	70.5%
Toys and Hobby / ENT (Toys and Hobby)	6,435	19,114	39,086	13.0%	14,498	225.3%	17,000	25,000	35,000	11.7%
Visual and Music Production / IPP (Visual and Music)	283	1,077	1,549	4.5%	2,362	832.3%	1,500	2,500	4,000	8.9%
IP Creation / IPP (Creation)	814	1,914	2,740	9.7%	828	101.7%	1,500	1,500	4,000	13.3%
Real Entertainment / Amusement	△ 5,663	△ 8,022	△ 8,379	-	△ 662	-	1,500	1,500	2,000	2.4%
Other	△ 2	362	602	2.4%	147	-	200	200	500	2.0%
Elimination and Corporate	△ 1,342	△ 2,990	△ 7,720	-	△ 1,980	-	△ 3,700	△ 4,700	△ 10,500	-
Total	19,915	45,930	84,654	11.4%	27,021	135.7%	35,000	43,000	75,000	88.6%

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

(millions of yen)

	FY2021.3			FY2022.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Japan	111,928	265,130	575,492	132,131	118.0%	272,000	289,500	574,000	99.7%
Americas	13,339	27,440	58,471	16,721	125.4%	27,000	32,500	62,500	106.9%
Europe	7,578	18,319	54,649	11,560	152.5%	21,500	22,500	54,500	99.7%
Asia	12,190	26,233	52,293	17,637	144.7%	29,500	35,500	59,000	112.8%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	145,035	337,122	740,903	178,050	122.8%	350,000	380,000	750,000	101.2%

Reference: Operating Profit by Region

(millions of yen)

	FY2021.3				FY2022.3					
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Japan	17,508	41,550	85,355	14.8%	23,373	133.5%	33,000	39,000	68,000	11.8%
Americas	1,787	2,363	△ 5,895	-	2,386	133.5%	500	2,500	4,000	6.4%
Europe	754	599	4,306	7.9%	1,106	146.7%	500	0	3,000	5.5%
Asia	1,990	4,652	8,440	16.1%	2,979	149.7%	3,500	5,500	6,500	11.0%
Elimination and Corporate	△ 2,123	△ 3,234	△ 7,551	-	△ 2,824	-	△ 2,500	△ 4,000	△ 6,500	-
Total	19,915	45,930	84,654	11.4%	27,021	135.7%	35,000	43,000	75,000	88.6%

Other Data

(millions of yen)

	FY2021.3			FY2022.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Capital Investments	4,819	10,684	22,770	6,588	136.7%	11,000	11,000	23,000	101.0%
Depreciation	4,505	9,722	24,685	5,544	123.1%	11,000	11,000	27,000	109.4%
Game Content R&D Investments	19,411	37,581	81,948	17,864	92.0%				
Advertising Expenses	5,422	14,760	45,203	8,235	151.9%	18,000	21,500	50,000	110.6%
Personnel Expenses	15,994	32,615	66,726	18,247	114.1%	32,000	34,000	65,000	97.4%

Note: As the Group partially changed the classification of business segments from FY2022.3, the figures for FY2021.3 have been restated accordingly.

Note: ENT stands for Entertainment and IPP stands for IP Production.

Note: The figures of the full year plan of FY2022.3 are as of May 11, 2021.

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)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Aikatsu!	0.4	0.6	2.0	0.8	1.5	2.5
Anpanman	1.4	3.8	8.7	1.9	4.5	9.5
Ultraman	1.3	3.9	8.6	2.5	5.5	9.5
KAMEN RIDER	5.3	14.1	28.9	5.6	15.0	29.5
Mobile Suit Gundam	20.7	45.4	95.0	24.0	53.5	103.0
Super Sentai	1.4	2.7	5.2	1.4	2.5	5.0
DRAGON BALL	27.1	63.0	127.4	25.1	67.5	127.0
NARUTO	5.4	10.3	21.4	5.7	9.0	16.5
Pretty Cure	1.8	3.3	6.6	1.6	3.5	7.0
ONE PIECE	10.5	19.9	38.0	10.0	21.5	38.0

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

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

(billion yen)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Aikatsu!	0.3	0.4	1.0	0.4	0.5	1.0
Anpanman	1.4	3.7	8.3	1.8	4.0	9.0
Ultraman	0.9	2.3	4.9	1.5	3.0	6.0
KAMEN RIDER	4.6	11.9	24.3	3.8	11.5	24.5
Mobile Suit Gundam	9.9	20.6	41.0	11.8	22.0	42.0
Super Sentai	1.3	2.4	4.5	1.2	2.0	5.0
DRAGON BALL	3.0	7.4	15.4	4.1	9.5	13.0
Pretty Cure	1.8	3.3	6.6	1.6	3.5	7.0
Pokémon	1.1	2.9	6.0	1.4	3.0	6.0
ONE PIECE	1.4	3.4	7.1	2.3	5.5	7.0

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

【 Digital Business (Sales by major category)】

(billion yen)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Network content	49.5	108.1	207.7	39.9	90.0	203.0
Home video game	25.0	55.0	118.1	26.2	50.0	115.0

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

	FY2021.3						FY2022.3					
	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	10	763	19	1,948	44	3,469	11	633	23	1,300	70	4,500
Americas	7	3,663	16	7,678	25	16,280	7	4,764	18	8,000	65	13,000
Europe	7	4,579	16	8,768	34	21,749	9	4,669	20	8,500	70	16,000
Group Total	24	9,005	51	18,394	103	41,498	27	10,066	61	17,800	205	33,500
Localized versions	14	-	25	-	52	-	13	-	34	-	130	-
After elimination of localized versions												
Group Total	10	9,005	26	18,394	51	41,498	14	10,066	27	17,800	75	33,500

【 Digital Card Sales (Units sold)】

(million pieces)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Digital card sales	13	49	126	27	60	153

*Figures are estimates based on management accounting.

【Visual and Music Business & Creation Business (Sales by major category)】

(billion yen)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Packages	1.0	4.2	9.8	2.3	5.5	17.0
Production,license, distribution,events and others	9.0	19.2	52.6	17.0	29.5	58.0
Total	10.0	23.4	62.4	19.3	35.0	75.0

【Visual and Music Business & Creation Business (Number of copyrighted productions and running time)】

Number of copyrighted productions (BANDAI NAMCO Arts)	1,168 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,372 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	342 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,765 hours
As of June 30, 2021	

【Amusement Business (Sales by major category)】

(billion yen)

	FY2021.3			FY2022.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Amusement machines	1.5	6.1	16.7	3.0	11.0	20.0
Amusement facilities	5.0	18.1	47.1	12.1	31.0	64.0

【Number of Amusement Facilities】

			FY2021.3			FY2022.3		
			1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Directly managed facilities	Japan	Start of term	261	261	261	244	244	244
		Openings	△ 2	△ 3	△ 10	△ 1	△ 2	△ 5
		Closures	6	11	27	4	5	8
		Increase/Decrease	4	8	17	3	3	3
		End of term	257	253	244	241	241	241
	Overseas	Start of term	49	49	49	22	22	22
		Openings	0	6	△ 8	1	1	1
		Closures	0	0	35	0	1	0
		Increase/Decrease	0	6	27	1	0	1
		End of term	49	55	22	23	22	23
	Total	Start of term	310	310	310	266	266	266
		Openings	△ 2	△ 9	△ 18	△ 2	△ 3	△ 6
		Closures	6	11	62	4	6	8
		Increase/Decrease	4	2	44	2	3	2
		End of term	306	308	266	264	263	264
Revenue-sharing facilities	Japan		429	444	518	529	529	518
	Overseas		819	810	16	16	16	16
	Total		1,248	1,254	534	545	545	534
Others	Total		4	3	3	3	3	3
Facilities Total			1,558	1,565	803	812	811	801

【Amusement Facilities (Existing-store sales, YOY, Japan)】

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2022.3	503.9%	380.0%	103.0%	215.6%							
FY2021.3	15.4%	17.6%	68.8%	33.2%	71.5%	59.7%	78.3%	68.7%	52.8%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2022.3											
FY2021.3	98.4%	107.0%	86.4%	96.4%	66.1%	77.6%	89.1%	203.8%	104.2%	100.1%	74.2%

*Figures are estimates based on management accounting.