



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the First Half 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				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Net Sales	337,122	740,903	393,646	116.8%	750,000	795,000	107.3%
Gross Profit	130,477	282,006	160,527	123.0%	274,000	303,000	107.4%
Operating Profit	45,930	84,654	61,751	134.4%	75,000	90,000	106.3%
Recurring Profit	47,193	87,612	64,111	135.8%	76,000	93,000	106.1%
Profit Attributable to Owners of Parent	31,715	48,894	39,527	124.6%	52,000	58,000	118.6%

#### Net Sales by Segment

(millions of yen)

	FY2021.3		FY2022.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Network Entertainment / ENT (Digital)	167,427	337,964	149,597	89.3%	310,000	310,000	91.7%
Toys and Hobby / ENT (Toys and Hobby)	131,049	300,815	178,123	135.9%	300,000	350,000	116.4%
Visual and Music Production / IPP (Visual and Music)	13,923	34,219	23,627	169.7%	45,000	45,000	131.5%
IP Creation / IPP (Creation)	9,559	28,213	15,696	164.2%	30,000	30,000	106.3%
Real Entertainment / Amusement	24,320	63,923	39,005	160.4%	84,000	84,000	131.4%
Other	11,562	24,655	13,642	118.0%	25,000	25,000	101.4%
Elimination and Corporate	△ 20,720	△ 48,887	△ 26,046	-	△ 44,000	△ 49,000	-
Total	337,122	740,903	393,646	116.8%	750,000	795,000	107.3%

#### Operating Profit by Segment

(millions of yen)

	FY2021.3		FY2022.3					
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Network Entertainment / ENT (Digital)	34,475	56,776	26,008	75.4%	40,000	40,000	12.9%	70.5%
Toys and Hobby / ENT (Toys and Hobby)	19,114	39,086	33,092	173.1%	35,000	50,000	14.3%	127.9%
Visual and Music Production / IPP (Visual and Music)	1,077	1,549	3,059	283.8%	4,000	4,000	8.9%	258.2%
IP Creation / IPP (Creation)	1,914	2,740	909	47.5%	4,000	2,500	8.3%	91.2%
Real Entertainment / Amusement	△ 8,022	△ 8,379	2,447	-	2,000	2,000	2.4%	-
Other	362	602	580	160.4%	500	500	2.0%	83.1%
Elimination and Corporate	△ 2,990	△ 7,720	△ 4,347	-	△ 10,500	△ 9,000	-	-
Total	45,930	84,654	61,751	134.4%	75,000	90,000	11.3%	106.3%

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

(millions of yen)

	FY2021.3		FY2022.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Japan	265,130	575,492	295,487	111.4%	574,000	588,000	102.2%
Americas	27,440	58,471	34,254	124.8%	62,500	75,000	128.3%
Europe	18,319	54,649	25,811	140.9%	54,500	57,000	104.3%
Asia	26,233	52,293	38,096	145.2%	59,000	75,000	143.4%
Elimination and Corporate	-	-	-	-	-	-	-
Total	337,122	740,903	393,646	116.8%	750,000	795,000	107.3%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2021.3		FY2022.3					
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Japan	41,550	85,355	52,614	126.6%	68,000	76,000	12.9%	89.0%
Americas	2,363	△ 5,895	4,179	176.9%	4,000	7,000	9.3%	-
Europe	599	4,306	3,238	540.6%	3,000	4,500	7.9%	104.5%
Asia	4,652	8,440	7,553	162.4%	6,500	12,000	16.0%	142.2%
Elimination and Corporate	△ 3,234	△ 7,551	△ 5,832	-	△ 6,500	△ 9,500	-	-
Total	45,930	84,654	61,751	134.4%	75,000	90,000	11.3%	106.3%

#### Other Data

(millions of yen)

	FY2021.3		FY2022.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Capital Investments	10,684	22,770	13,043	122.1%	23,000	25,000	109.8%
Depreciation	9,722	24,685	12,551	129.1%	27,000	28,000	113.4%
Game Content R&D Investments	37,581	81,948	39,980	106.4%			
Advertising Expenses	14,760	45,203	19,082	129.3%	50,000	51,000	112.8%
Personnel Expenses	32,615	66,726	35,786	109.7%	65,000	70,000	104.9%

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.

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	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Aikatsu!	0.6	2.0	1.3	2.5
Anpanman	3.8	8.7	4.2	9.5
Ultraman	3.9	8.6	6.5	13.0
KAMEN RIDER	14.1	28.9	13.3	29.5
Mobile Suit Gundam	45.4	95.0	50.2	106.0
Super Sentai	2.7	5.2	2.6	5.5
DRAGON BALL	63.0	127.4	61.2	133.5
NARUTO	10.3	21.4	11.7	17.0
Pretty Cure	3.3	6.6	3.1	7.0
ONE PIECE	19.9	38.0	21.6	42.0

\*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	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Aikatsu!	0.4	1.0	0.7	1.0
Anpanman	3.7	8.3	3.9	9.0
Ultraman	2.3	4.9	3.8	6.5
KAMEN RIDER	11.9	24.3	9.9	22.5
Mobile Suit Gundam	20.6	41.0	21.8	42.0
Super Sentai	2.4	4.5	2.2	5.0
DRAGON BALL	7.4	15.4	10.1	17.0
Pretty Cure	3.3	6.6	3.0	7.0
Pokémon	2.9	6.0	2.6	6.0
ONE PIECE	3.4	7.1	5.3	8.0

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

**【 Digital Business (Sales by major category)】**

(billion yen)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Network content	108.1	207.7	86.3	177.0
Home video game	55.0	118.1	55.7	122.0

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

	FY2021.3				FY2022.3			
	1st Half Results		Full Year Results		1st Half 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	19	1,948	44	3,469	23	1,374	62	4,500
Americas	16	7,678	25	16,280	17	9,223	47	18,000
Europe	16	8,768	34	21,749	19	9,003	56	20,000
Group Total	51	18,394	103	41,498	59	19,600	165	42,500
Localized versions	25	-	52	-	34	-	97	-
After elimination of localized versions								
Group Total	26	18,394	51	41,498	25	19,600	68	42,500

**【 Digital Card Sales (Units sold)】**

(million pieces)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Digital card sales	49	126	62	140

\*Figures are estimates based on management accounting.

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

(billion yen)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Packages	4.2	9.8	5.5	12.0
Production,license, distribution,events and others	19.2	52.6	33.7	63.0
Total	23.4	62.4	39.2	75.0

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

Number of copyrighted productions (BANDAI NAMCO Arts)	1,185 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,427 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	342 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,769 hours

As of September 30, 2021

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

(billion yen)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Amusement machines	6.1	16.7	10.3	22.0
Amusement facilities	18.1	47.1	28.6	62.0

**【Number of Amusement Facilities】**

			FY2021.3		FY2022.3	
			1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	261	261	244	244
		Openings	△ 3	△ 10	△ 2	△ 7
		Closures	11	27	5	9
		Increase/Decrease	8	17	3	2
		End of term	253	244	241	242
	Overseas	Start of term	49	49	22	22
		Openings	6	△ 8	△ 1	△ 1
		Closures	0	35	2	2
		Increase/Decrease	6	27	1	1
		End of term	55	22	21	21
	Total	Start of term	310	310	266	266
		Openings	△ 9	△ 18	△ 3	△ 8
		Closures	11	62	7	11
		Increase/Decrease	2	44	4	3
		End of term	308	266	262	263
Revenue-sharing facilities	Japan		444	518	535	535
	Overseas		810	16	16	16
	Total		1,254	534	551	551
Others	Total		3	3	4	4
Facilities Total			1,565	803	817	818

**【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%	119.3%	115.8%	92.7%	109.2%	139.1%		
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.