



Bandai Namco Holdings Inc.

Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2023

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

| | FY2022.3 | | | FY2023.3 | | | | | |
|---|------------|------------------|-------------------|------------|-----------------|--------------------|------------------------|----------------|-----------------|
| | 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 | 178,049 | 393,646 | 889,270 | 216,241 | 121.5% | 400,000 | 430,000 | 880,000 | 99.0% |
| Gross Profit | 74,771 | 160,527 | 356,266 | 96,683 | 129.3% | 154,000 | 182,000 | 338,000 | 94.9% |
| Operating Profit | 27,021 | 61,751 | 125,496 | 44,393 | 164.3% | 46,000 | 72,000 | 100,000 | 79.7% |
| Recurring Profit | 28,754 | 64,111 | 133,608 | 51,274 | 178.3% | 46,500 | 80,000 | 101,000 | 75.6% |
| Profit Attributable to Owners of Parent | 20,917 | 39,527 | 92,752 | 37,019 | 177.0% | 33,000 | 57,000 | 70,000 | 75.5% |

Net Sales by Segment

(millions of yen)

| | FY2022.3 | | | FY2023.3 | | | | | |
|--------------------------------|------------|------------------|-------------------|------------|-----------------|--------------------|------------------------|----------------|-----------------|
| | 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 |
| Entertainment (Digital) | 66,834 | 149,597 | 378,173 | 89,599 | 134.1% | 160,000 | 170,000 | 350,000 | 92.6% |
| Entertainment (Toys and Hobby) | 83,059 | 178,123 | 373,625 | 94,872 | 114.2% | 180,000 | 200,000 | 400,000 | 107.1% |
| IP Production | 17,477 | 36,128 | 79,964 | 15,686 | 89.8% | 35,000 | 35,000 | 80,000 | 100.0% |
| Amusement | 15,221 | 39,005 | 82,344 | 23,022 | 151.2% | 40,000 | 45,000 | 85,000 | 103.2% |
| Other | 6,656 | 13,642 | 27,667 | 7,027 | 105.6% | 13,000 | 13,000 | 26,000 | 94.0% |
| Elimination and Corporate | (11,200) | (22,850) | (52,504) | (13,967) | - | (28,000) | (33,000) | (61,000) | - |
| Total | 178,049 | 393,646 | 889,270 | 216,241 | 121.5% | 400,000 | 430,000 | 880,000 | 99.0% |

Operating Profit by Segment

(millions of yen)

| | FY2022.3 | | | | FY2023.3 | | | | | | |
|--------------------------------|------------|------------------|-------------------|-----------|------------|-----------------|--------------------|------------------------|----------------|-----------|-----------------|
| | 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 | OP Margin | % vs Prior Year |
| Entertainment (Digital) | 11,827 | 26,008 | 69,634 | 18.4% | 29,411 | 248.7% | 20,000 | 40,000 | 45,000 | 12.9% | 64.6% |
| Entertainment (Toys and Hobby) | 14,498 | 33,092 | 52,319 | 14.0% | 14,363 | 99.1% | 27,000 | 31,000 | 53,000 | 13.3% | 101.3% |
| IP Production | 3,221 | 4,006 | 8,833 | 11.0% | 1,085 | 33.7% | 4,000 | 4,000 | 10,000 | 12.5% | 113.2% |
| Amusement | (662) | 2,447 | 4,051 | 4.9% | 2,113 | - | 1,000 | 2,500 | 2,000 | 2.4% | 49.4% |
| Other | 147 | 580 | 347 | 1.3% | 131 | 89.1% | 0 | 0 | 0 | - | - |
| Elimination and Corporate | (2,011) | (4,385) | (9,689) | - | (2,711) | - | (6,000) | (5,500) | (10,000) | - | - |
| Total | 27,021 | 61,751 | 125,496 | 14.1% | 44,393 | 164.3% | 46,000 | 72,000 | 100,000 | 11.4% | 79.7% |

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

(millions of yen)

| | FY2022.3 | | | FY2023.3 | | | | | |
|---------------------------|------------|------------------|-------------------|------------|-----------------|--------------------|------------------------|----------------|-----------------|
| | 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 | 132,131 | 295,487 | 625,460 | 148,707 | 112.5% | 290,000 | 304,500 | 640,000 | 102.3% |
| Americas | 16,721 | 34,254 | 99,204 | 29,471 | 176.3% | 42,000 | 51,000 | 84,000 | 84.7% |
| Europe | 11,560 | 25,811 | 82,544 | 18,085 | 156.4% | 27,000 | 32,500 | 66,000 | 80.0% |
| Asia | 17,637 | 38,096 | 82,063 | 19,976 | 113.3% | 41,000 | 42,000 | 90,000 | 109.7% |
| Elimination and Corporate | - | - | - | - | - | - | - | - | - |
| Total | 178,049 | 393,646 | 889,270 | 216,241 | 121.5% | 400,000 | 430,000 | 880,000 | 99.0% |

Reference: Operating Profit by Region

(millions of yen)

| | FY2022.3 | | | | FY2023.3 | | | | | | |
|---------------------------|------------|------------------|-------------------|-----------|------------|-----------------|--------------------|------------------------|----------------|-----------|-----------------|
| | 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 | OP Margin | % vs Prior Year |
| Japan | 23,373 | 52,614 | 104,611 | 16.7% | 38,012 | 162.6% | 42,000 | 62,000 | 91,000 | 14.2% | 87.0% |
| Americas | 2,386 | 4,179 | 5,495 | 5.5% | 5,824 | 244.1% | 2,200 | 7,000 | 5,000 | 6.0% | 91.0% |
| Europe | 1,106 | 3,238 | 13,727 | 16.6% | 3,211 | 290.3% | 1,300 | 4,400 | 2,000 | 3.0% | 14.6% |
| Asia | 2,979 | 7,553 | 14,045 | 17.1% | 2,943 | 98.8% | 4,000 | 6,000 | 9,000 | 10.0% | 64.1% |
| Elimination and Corporate | (2,824) | (5,832) | (12,383) | - | (5,599) | - | (3,500) | (7,400) | (7,000) | - | - |
| Total | 27,021 | 61,751 | 125,496 | 14.1% | 44,393 | 164.3% | 46,000 | 72,000 | 100,000 | 11.4% | 79.7% |

Other Data

(millions of yen)

| | FY2022.3 | | | FY2023.3 | | | | | |
|------------------------------|------------|------------------|-------------------|------------|-----------------|--------------------|------------------------|----------------|-----------------|
| | 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 | 6,588 | 13,043 | 27,968 | 10,193 | 154.7% | 13,000 | 17,000 | 25,000 | 89.4% |
| Depreciation | 5,544 | 12,551 | 25,726 | 5,184 | 93.5% | 11,000 | 11,000 | 25,000 | 97.2% |
| Game Content R&D Investments | 17,864 | 39,980 | 94,803 | 15,872 | 88.8% | | | | |
| Advertising Expenses | 8,235 | 19,082 | 53,555 | 9,428 | 114.5% | 22,000 | 21,000 | 56,000 | 104.6% |
| Personnel Expenses | 18,247 | 35,786 | 73,086 | 19,407 | 106.4% | 35,500 | 37,500 | 73,000 | 99.9% |

Note: As the Group partially changed the classification of business segments from FY2023.3, the figures for FY2022.3 have been restated accordingly.

Note: The figures of the full year plan of FY2023.3 are as of May 11, 2022.

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)

| | FY2022.3 | | | FY2023.3 | | |
|--------------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Aikatsu! | 0.8 | 1.3 | 1.9 | 0.3 | 0.4 | 1.0 |
| Anpanman | 1.9 | 4.2 | 9.3 | 1.8 | 4.5 | 10.0 |
| Ultraman | 2.5 | 6.5 | 16.8 | 3.5 | 8.0 | 18.5 |
| KAMEN RIDER | 5.6 | 13.3 | 29.5 | 4.6 | 14.5 | 30.0 |
| Mobile Suit Gundam | 24.0 | 50.2 | 101.7 | 29.0 | 60.5 | 119.0 |
| Super Sentai | 1.4 | 2.6 | 5.0 | 1.6 | 3.4 | 5.0 |
| DRAGON BALL | 25.1 | 61.2 | 127.6 | 27.5 | 59.5 | 133.5 |
| NARUTO | 5.7 | 11.7 | 23.0 | 5.0 | 9.5 | 19.0 |
| Pretty Cure | 1.6 | 3.1 | 5.8 | 1.3 | 3.0 | 6.0 |
| ONE PIECE | 10.0 | 21.6 | 44.1 | 13.7 | 29.0 | 58.0 |

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

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

(billion yen)

| | FY2022.3 | | | FY2023.3 | | |
|--------------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Aikatsu! | 0.4 | 0.7 | 1.0 | 0.2 | 0.3 | 0.5 |
| Anpanman | 1.8 | 3.9 | 8.7 | 1.7 | 4.0 | 9.0 |
| Ultraman | 1.5 | 3.8 | 8.0 | 2.2 | 4.5 | 9.5 |
| KAMEN RIDER | 3.8 | 9.9 | 22.8 | 3.2 | 10.0 | 23.0 |
| Mobile Suit Gundam | 11.8 | 21.8 | 44.2 | 14.8 | 28.5 | 52.0 |
| Super Sentai | 1.2 | 2.2 | 4.4 | 1.3 | 3.0 | 5.0 |
| DRAGON BALL | 4.1 | 10.1 | 19.7 | 5.6 | 11.0 | 21.0 |
| Pretty Cure | 1.6 | 3.0 | 5.7 | 1.3 | 3.0 | 6.0 |
| Pokémon | 1.4 | 2.6 | 5.9 | 1.7 | 4.0 | 6.0 |
| ONE PIECE | 2.3 | 5.3 | 10.0 | 4.7 | 10.5 | 14.0 |

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

【Digital Business (Sales by major category)】

(billion yen)

| | FY2022.3 | | | FY2023.3 | | |
|-----------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Network content | 39.9 | 86.3 | 185.5 | 41.5 | 88.0 | 190.0 |
| Home video game | 26.2 | 55.7 | 174.4 | 40.5 | 73.0 | 140.0 |

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

| | FY2022.3 | | | | | | FY2023.3 | | | | | |
|---|-----------------|-----------------------|------------------|-----------------------|-------------------|-----------------------|-----------------|-----------------------|------------------------|-----------------------|-----------------|-----------------------|
| | 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 | 11 | 633 | 23 | 1,374 | 53 | 4,650 | 5 | 2,871 | 40 | 2,000 | 85 | 4,500 |
| Americas | 7 | 4,764 | 17 | 9,223 | 46 | 25,054 | 4 | 5,429 | 30 | 10,000 | 80 | 21,000 |
| Europe | 9 | 4,669 | 19 | 9,003 | 49 | 27,143 | 4 | 3,225 | 30 | 9,000 | 80 | 18,000 |
| Group Total | 27 | 10,066 | 59 | 19,600 | 148 | 56,847 | 13 | 11,525 | 100 | 21,000 | 245 | 43,500 |
| Localized versions | 13 | - | 34 | - | 82 | - | 9 | - | 70 | - | 175 | - |
| After elimination of localized versions | | | | | | | | | | | | |
| Group Total | 14 | 10,066 | 25 | 19,600 | 66 | 56,847 | 4 | 11,525 | 30 | 21,000 | 70 | 43,500 |

Note: Breakdown of Japan and Europe for 1Q results has partially been changed.

【Digital Card Sales (Units sold)】

(million pieces)

| | FY2022.3 | | | FY2023.3 | | |
|--------------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Digital card sales | 27 | 62 | 142 | 39 | 77 | 140 |

*Figures are estimates based on management accounting.

【IP Production Business (Sales by major category)】

(billion yen)

| | FY2022.3 | | | FY2023.3 | | |
|--|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Packages | 2.3 | 5.5 | 12.4 | 2.2 | 6.0 | 14.0 |
| Production, license, distribution, events and others | 15.1 | 30.6 | 67.5 | 13.4 | 29.0 | 66.0 |
| Total | 17.4 | 36.1 | 79.9 | 15.6 | 35.0 | 80.0 |

【Amusement Business (Sales by major category)】

(billion yen)

| | FY2022.3 | | | FY2023.3 | | |
|--------------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Amusement machines | 3.0 | 10.3 | 20.8 | 6.1 | 10.0 | 23.0 |
| Amusement facility | 12.1 | 28.6 | 61.5 | 16.8 | 35.0 | 62.0 |

【Number of Amusement Facilities】

| | | | FY2022.3 | | | FY2023.3 | | |
|-----------------------------|----------|-------------------|------------|------------------|-------------------|------------|------------------------|----------------|
| | | | 1Q Results | 1st Half Results | Full Year Results | 1Q Results | 1st Half New Forecasts | Full Year Plan |
| Directly managed facilities | Japan | Start of term | 244 | 244 | 244 | 240 | 240 | 240 |
| | | Openings | 1 | 2 | 7 | 2 | 3 | 6 |
| | | Closures | 4 | 5 | 11 | 2 | 3 | 0 |
| | | Increase/Decrease | △ 3 | △ 3 | △ 4 | 0 | 0 | 6 |
| | | End of term | 241 | 241 | 240 | 240 | 240 | 246 |
| | Overseas | Start of term | 22 | 22 | 22 | 21 | 21 | 21 |
| | | Openings | 1 | 1 | 1 | 1 | 1 | 2 |
| | | Closures | 0 | 2 | 2 | 0 | 0 | 0 |
| | | Increase/Decrease | 1 | △ 1 | △ 1 | 1 | 1 | 2 |
| | | End of term | 23 | 21 | 21 | 22 | 22 | 23 |
| | Total | Start of term | 266 | 266 | 266 | 261 | 261 | 261 |
| | | Openings | 2 | 3 | 8 | 3 | 4 | 8 |
| | | Closures | 4 | 7 | 13 | 2 | 3 | 0 |
| | | Increase/Decrease | △ 2 | △ 4 | △ 5 | 1 | 1 | 8 |
| | | End of term | 264 | 262 | 261 | 262 | 262 | 269 |
| Revenue-sharing facilities | Japan | | 529 | 535 | 551 | 611 | 617 | 551 |
| | Overseas | | 16 | 16 | 16 | 15 | 16 | 16 |
| | Total | | 545 | 551 | 567 | 626 | 633 | 567 |
| Others | Total | | 3 | 4 | 5 | 7 | 9 | 5 |
| Facilities Total | | | 812 | 817 | 833 | 895 | 904 | 841 |

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

| | Apr. | May | Jun. | 1Q (3 mo.) | Jul. | Aug. | Sep. | 2Q (3 mo.) | 1st Half | |
|----------|--------|--------|--------|---------------|--------|--------|-------|---------------|----------|-----------|
| FY2023.3 | 110.7% | 145.7% | 126.6% | 127.1% | | | | | | |
| FY2022.3 | 503.9% | 380.0% | 103.0% | 215.6% | 119.3% | 115.8% | 92.7% | 109.2% | 139.1% | |
| | Oct. | Nov. | Dec. | 3Q (3 mo.) | Jan. | Feb. | Mar. | 4Q (3 mo.) | 2nd Half | Full Year |
| FY2023.3 | | | | | | | | | | |
| FY2022.3 | 94.0% | 88.4% | 110.6% | 97.8% | 115.8% | 93.7% | 98.3% | 103.2% | 100.4% | 115.5% |

*Figures are estimates based on management accounting.