

Bandai Namco Group Information Meeting Fiscal Year Ending March 2023 First Quarter Result Presentation

August 5, 2022



Results in First Quarter of FY2023. 3

(billion yen)

	FY2022. 3 First Quarter Results	FY2023. 3 First Quarter Results	Vs. previous year's results
Net sales	178.0	216.2	+38.2
Operating profit	27.0	44.3	+17.3
Recurring Profit	28.7	51.2	+22.5
Profit Attributable to Owners of Parent	20.9	37.0	+16.1
Capital Investments	6.5	10.1	+3.6
Depreciation	5.5	5.1	-0.4
Game Content R&D Investments	17.8	15.8	-2.0
Advertising Expenses	8.2	9.4	+1.2
Personnel Expenses	18.2	19.4	+1.2

Results in First Quarter of FY2023. 3

(billion yen)

		FY2022. 3 First Quarter Results	FY2023. 3 First Quarter Results	Vs. previous year's results
Digital	Segment Sales	66.8	89.5	+22.7
	Segment profit	11.8	29.4	+17.6
Toys and Hobby	Segment Sales	83.0	94.8	+11.8
	Segment profit	14.4	14.3	-0.1
IP Production	Segment Sales	17.4	15.6	-1.8
	Segment profit	3.2	1.0	-2.2
Amusement	Segment Sales	15.2	23.0	+7.8
	Segment profit	-0.6	2.1	+2.7
Other	Segment Sales	6.6	7.0	+0.4
	Segment profit	0.1	0.1	±0
Elimination and Corporate	Segment Sales	-11.2	-13.9	-2.7
	Segment profit	-2.0	-2.7	-0.7
Consolidated	Net sales	178.0	216.2	+38.2
	Operating profit	27.0	44.3	+17.3

Results in First Quarter of FY2023. 3

Entertainment Unit

- Digital Business:** Strong repeat sales of home video game “ELDEN RING”
Robust performance of major existing titles, etc. in network content
- Toys and Hobby Business:** Continued strong sales of products for mature fan bases in Japan and overseas
Strong performance of products related to toys such as cards
High profit margins were maintained despite the effect of increased costs and freight rates.

IP Production Unit

- Trended as planned
- Strong year-on-year performance of license revenue

Amusement Unit

- Recovery in amusement facility business and amusement machine business
- Continuous promotion of a measure to raise efficiency.

Forecast for First Half of FY2023. 3

(billion yen)

	FY2022. 3 First Half Results	FY2023. 3 First Half Forecast (as of May 2022)	FY2023. 3 First Half Latest Forecast	Vs. Previous Forecast
Net sales	393.6	400.0	430.0	+30.0
Operating profit	61.7	46.0	72.0	+26.0
Recurring Profit	64.1	46.5	80.0	+33.5
Profit Attributable to Owners of Parent	39.5	33.0	57.0	+24.0
Capital Investments	13.0	13.0	17.0	+4.0
Depreciation	12.5	11.0	11.0	±0
Advertising Expenses	19.0	22.0	21.0	-1.0
Personnel Expenses	35.7	35.5	37.5	+2.0

Forecast for First Half of FY2023. 3

(billion yen)

		FY2022. 3 First Half Results	FY2023. 3 First Half Forecast (as of May 2022)	FY2023. 3 First Half Latest Forecast	Vs. Previous Forecast
Digital	Segment Sales	149.5	160.0	170.0	+10.0
	Segment profit	26.0	20.0	40.0	+20.0
Toys and Hobby	Segment Sales	178.1	180.0	200.0	+20.0
	Segment profit	33.0	27.0	31.0	+4.0
IP Production	Segment Sales	36.1	35.0	35.0	±0
	Segment profit	4.0	4.0	4.0	±0
Amusement	Segment Sales	39.0	40.0	45.0	+5.0
	Segment profit	2.4	1.0	2.5	+1.5
Other	Segment Sales	13.6	13.0	13.0	±0
	Segment profit	0.5	0.0	0.0	±0
Elimination and Corporate	Segment Sales	-22.8	-28.0	-33.0	-5.0
	Segment profit	-4.3	-6.0	-5.5	+0.5
Consolidated	Net sales	393.6	400.0	430.0	+30.0
	Operating profit	61.7	46.0	72.0	+26.0

FY2023.3 Full-Year Plan

	FY2022.3 Full-year results	FY2023.3 Full-year plan (as of May 2022)
Net sales	889.2	880.0
Operating profit	125.4	100.0
Recurring Profit	133.6	101.0
Profit Attributable to Owners of Parent	92.7	70.0
Capital Investments	27.9	25.0
Depreciation	25.7	25.0
Advertising Expenses	53.5	56.0
Personnel Expenses	73.0	73.0

(billion yen)

We will keep the full-year forecast unchanged for the moment and **closely examine it in the future.**

Boost the Expansion of Established IP Products and Services

Mobile Suit Gundam



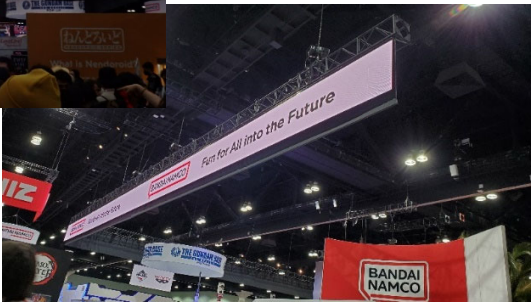
DRAGON BALL



ONE PIECE



Efforts by ALL BANDAI NAMCO



Bandai Namco's Purpose

Fun for All into the Future

Bandai Namco exists to share dreams, fun and inspiration with people around the world. Connecting people and societies in the enjoyment of uniquely entertaining products and services, we're working to create a brighter future for everyone.



Note on Projections

The information contained in this document is based on various assumptions and is not intended to constitute a promise or guarantee that the planned figures, strategies or measures mentioned herein will materialize in the future.

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