



# Bandai Namco Holdings Inc.

## Financial Highlights for the First Half 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				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Net Sales	393,646	889,270	477,620	121.3%	880,000	940,000	105.7%
Gross Profit	160,527	356,266	195,616	121.9%	338,000	370,000	103.9%
Operating Profit	61,751	125,496	81,607	132.2%	100,000	128,000	102.0%
Recurring Profit	64,111	133,608	92,365	144.1%	101,000	139,000	104.0%
Profit Attributable to Owners of Parent	39,527	92,752	66,557	168.4%	70,000	95,000	102.4%

#### Net Sales by Segment

(millions of yen)

	FY2022.3		FY2023.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	149,597	378,173	193,897	129.6%	350,000	370,000	97.8%
Entertainment (Toys and Hobby)	178,123	373,625	213,368	119.8%	400,000	430,000	115.1%
IP Production	36,128	79,964	35,065	97.1%	80,000	80,000	100.0%
Amusement	39,005	82,344	48,657	124.7%	85,000	97,000	117.8%
Other	13,642	27,667	15,070	110.5%	26,000	26,000	94.0%
Elimination and Corporate	(22,850)	(52,504)	(28,439)	-	(61,000)	(63,000)	-
Total	393,646	889,270	477,620	121.3%	880,000	940,000	105.7%

#### Operating Profit by Segment

(millions of yen)

	FY2022.3			FY2023.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Entertainment (Digital)	26,008	69,634	18.4%	44,649	171.7%	45,000	63,000	17.0%	90.5%
Entertainment (Toys and Hobby)	33,092	52,319	14.0%	33,562	101.4%	53,000	61,000	14.2%	116.6%
IP Production	4,006	8,833	11.0%	3,459	86.3%	10,000	10,000	12.5%	113.2%
Amusement	2,447	4,051	4.9%	4,804	196.3%	2,000	5,000	5.2%	123.4%
Other	580	347	1.3%	456	78.6%	0	1,000	3.8%	288.2%
Elimination and Corporate	(4,385)	(9,689)	-	(5,324)	-	(10,000)	(12,000)	-	-
Total	61,751	125,496	14.1%	81,607	132.2%	100,000	128,000	13.6%	102.0%

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

(millions of yen)

	FY2022.3		FY2023.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Japan	295,487	625,460	335,861	113.7%	640,000	670,000	107.1%
Americas	34,254	99,204	52,651	153.7%	84,000	98,000	98.8%
Europe	25,811	82,544	45,047	174.5%	66,000	83,000	100.6%
Asia	38,096	82,063	44,059	115.7%	90,000	89,000	108.5%
Elimination and Corporate	-	-	-	-	-	-	-
Total	393,646	889,270	477,620	121.3%	880,000	940,000	105.7%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2022.3			FY2023.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Japan	52,614	104,611	16.7%	72,611	138.0%	91,000	120,000	17.9%	114.7%
Americas	4,179	5,495	5.5%	6,159	147.4%	5,000	9,500	9.7%	172.9%
Europe	3,238	13,727	16.6%	5,039	155.6%	2,000	6,000	7.2%	43.7%
Asia	7,553	14,045	17.1%	8,801	116.5%	9,000	12,000	13.5%	85.4%
Elimination and Corporate	(5,832)	(12,383)	-	(11,003)	-	(7,000)	(19,500)	-	-
Total	61,751	125,496	14.1%	81,607	132.2%	100,000	128,000	13.6%	102.0%

#### Other Data

(millions of yen)

	FY2022.3		FY2023.3				
	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Forecasts	Full Year Plan	% vs Prior Year
Capital Investments	13,043	27,968	16,561	127.0%	25,000	25,000	89.4%
Depreciation	12,551	25,726	11,266	89.8%	25,000	25,000	97.2%
Advertising Expenses	19,082	53,555	22,432	117.6%	56,000	57,000	106.4%
Personnel Expenses	35,786	73,086	39,096	109.2%	73,000	75,000	102.6%

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

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	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Aikatsu!	1.3	1.9	0.4	1.0
Anpanman	4.2	9.3	4.7	10.5
Ultraman	6.5	16.8	8.9	20.5
KAMEN RIDER	13.3	29.5	14.2	32.0
Mobile Suit Gundam	50.2	101.7	62.4	132.0
Super Sentai	2.6	5.0	3.5	6.0
DRAGON BALL	61.2	127.6	65.7	130.5
NARUTO	11.7	23.0	10.2	18.0
Pretty Cure	3.1	5.8	2.9	6.0
ONE PIECE	21.6	44.1	35.9	70.0

\*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	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Aikatsu!	0.7	1.0	0.3	0.5
Anpanman	3.9	8.7	4.3	9.5
Ultraman	3.8	8.0	4.7	9.5
KAMEN RIDER	9.9	22.8	9.5	23.0
Mobile Suit Gundam	21.8	44.2	30.1	57.5
Super Sentai	2.2	4.4	2.9	5.5
DRAGON BALL	10.1	19.7	12.0	21.0
Pretty Cure	3.0	5.7	2.9	6.0
Pokémon	2.6	5.9	4.1	8.0
ONE PIECE	5.3	10.0	12.3	25.0

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

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

(billion yen)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Network content	86.3	185.5	94.0	193.0
Home video game	55.7	174.4	85.1	157.0

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

	FY2022.3				FY2023.3			
	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	23	1,374	53	4,650	40	5,556	85	11,000
Americas	17	9,223	46	25,054	33	10,063	75	19,000
Europe	19	9,003	49	27,143	33	8,998	70	16,000
Group Total	59	19,600	148	56,847	106	24,617	230	46,000
Localized versions	34	-	82	-	78	-	155	-
After elimination of localized versions								
Group Total	25	0	66	56,847	28	24,617	75	46,000

Note: Breakdown of Japan and Europe has partially been changed.

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Digital card sales	62	142	90	160

\*Figures are estimates based on management accounting.

**【IP Production Business (Sales by major category)】**

(billion yen)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Packages	5.5	12.4	5.4	12.0
Production, license, distribution, events and others	30.6	67.5	29.6	68.0
Total	36.1	79.9	35.0	80.0

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

(billion yen)

	FY2022.3		FY2023.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Amusement machines	10.3	20.8	11.4	27.0
Amusement facility	28.6	61.5	37.2	70.0

**【Number of Amusement Facilities】**

			FY2022.3		FY2023.3	
			1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	244	244	240	240
		Openings	2	7	3	6
		Closures	5	11	2	3
		Increase/Decrease	△ 3	△ 4	1	3
		End of term	241	240	241	243
	Overseas	Start of term	22	22	21	21
		Openings	1	1	2	2
		Closures	2	2	0	0
		Increase/Decrease	△ 1	△ 1	2	2
		End of term	21	21	23	23
	Total	Start of term	266	266	261	261
		Openings	3	8	5	8
		Closures	7	13	2	3
Increase/Decrease		△ 4	△ 5	3	5	
End of term		262	261	264	266	
Revenue-sharing facilities	Japan	535	551	632	644	
	Overseas	16	16	16	15	
	Total	551	567	648	659	
Others	Total	4	5	9	9	
Facilities Total			817	833	921	934

**【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%	108.5%	123.9%	119.3%	117.3%	121.6%	
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									100.0%	110.0%
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.