

Bandai Namco Group Information Meeting Fiscal Year Ending March 2023 1st Half Result Presentation

November 10, 2022



FY 2023.3 1st Half Results

billion yen

	FY 2022.3 1st Half Results	FY 2023.3 1st Half Forecast (as of Aug. 2022)	FY 2023.3 1st Half Results	Vs. Previous Year's Results	Vs. Previous Forecast
Net Sales	393.6	430.0	477.6	+ 84.0	+ 47.6
Operating Profit	61.7	72.0	81.6	+ 19.9	+ 9.6
Recurring Profit	64.1	80.0	92.3	+ 28.2	+ 12.3
Profit Attributable to Owners of Parent	39.5	57.0	66.5	+ 27.0	+ 9.5
Capital Investments	13.0	17.0	16.5	+3.5	-0.5
Depreciation	12.5	11.0	11.2	-1.3	+0.2
Advertising Expenses	19.0	21.0	22.4	+3.4	+1.2
Personnel Expenses	35.7	37.5	39.0	+3.3	+1.5

FY 2023.3 1st Half Results

billion yen

		FY 2022.3 1st Half Results	FY 2023.3 1st Half Forecast (as of Aug. 2022)	FY 2023.3 1st Half Results	Vs. Previous Year's Results	Vs. Previous Forecast
Digital	Segment sales	149.5	170.0	193.8	+44.3	+23.8
	Segment profit	26.0	40.0	44.6	+18.6	+4.6
Toys and Hobby	Segment sales	178.1	200.0	213.3	+35.2	+13.3
	Segment profit	33.0	31.0	33.5	+0.5	+2.5
IP Production	Segment sales	36.1	35.0	35.0	-1.1	±0
	Segment profit	4.0	4.0	3.4	-0.6	-0.6
Amusement	Segment sales	39.0	45.0	48.6	+9.6	+3.6
	Segment profit	2.4	2.5	4.8	+2.4	+2.3
Other	Segment sales	13.6	13.0	15.0	+1.4	+2.0
	Segment profit	0.5	0	0.4	-0.1	+0.4
Elimination and Corporate	Segment sales	-22.8	-33.0	-28.4	-5.6	+4.6
	Segment profit	-4.3	-5.5	-5.3	-1.0	+0.2
Consolidated	Net sales	393.6	430.0	477.6	+84.0	+47.6
	Operating profit	61.7	72.0	81.6	+19.9	+9.6

Entertainment Unit

Digital Business

Home video games: Strong repeat sales of “ELDEN RING”

Stable results with new titles

Network content: Favorable performance of major existing titles, etc.

Toys and Hobby Business

Worldwide: Continued strong sales of products for mature fan bases

Japan: Favorable results with established IP toys, cards, confectionery

High profit margins were maintained despite the effect of increased costs and freight rates

IP Production Unit

- Trended as planned
- Licensing revenues were favorable in the same period of the previous fiscal year

Amusement Unit

- Favorable year-on-year results in amusement facility business and overseas amusement machine sales business
- Continuous promotion of a measure to raise efficiency

Forecast for Full-Year of FY2023. 3

billion yen

	FY2022.3 Full-Year Results	FY2023.3 Initial Full-Year Plan	FY2023.3 Latest Full-Year Forecast	Vs. Previous Year's Results	Vs. Initial Plan
Net Sales	889.2	880.0	940.0	+50.8	+60.0
Operating Profit	125.4	100.0	128.0	+2.6	+28.0
Recurring Profit	133.6	101.0	139.0	+5.4	+38.0
Profit Attributable to Owners of Parent	92.7	70.0	95.0	+2.3	+25.0
Capital Investments	27.9	25.0	25.0	-2.9	±0
Depreciation	25.7	25.0	25.0	-0.7	±0
Advertising Expenses	53.5	56.0	57.0	+3.5	+1.0
Personnel Expenses	73.0	73.0	75.0	+2.0	+2.0

Forecast for Full-Year of FY2023. 3

billion yen

		FY2022.3 Full-Year Results	FY2023.3 Initial Full-Year Plan	FY2023.3 Latest Full- Year Forecast	Vs. Previous Year's Results	Vs. Initial Plan
Digital	Segment sales	378.1	350.0	370.0	-8.1	+20.0
	Segment profit	69.6	45.0	63.0	-6.6	+18.0
Toys and Hobby	Segment sales	373.6	400.0	430.0	+56.4	+30.0
	Segment profit	52.3	53.0	61.0	+8.7	+8.0
IP Production	Segment sales	79.9	80.0	80.0	+0.1	±0
	Segment profit	8.8	10.0	10.0	+1.2	±0
Amusement	Segment sales	82.3	85.0	97.0	+14.7	+12.0
	Segment profit	4.0	2.0	5.0	+1.0	+3.0
Other	Segment sales	27.6	26.0	26.0	-1.6	±0
	Segment profit	0.3	0	1.0	+0.7	+1.0
Elimination and Corporate	Segment sales	-52.5	-61.0	-63.0	-10.5	-2.0
	Segment profit	-9.6	-10.0	-12.0	-2.4	-2.0
Consolidated	Net sales	889.2	880.0	940.0	+50.8	+60.0
	Operating profit	125.4	100.0	128.0	+2.6	+28.0

ALL BANDAI NAMCO Initiatives



New games



Strengthening development capabilities / implementing initiatives for new technologies



Bandai Namco Entertainment



Toys and Hobby Business

BANDAI NAMCO

Fun for All into the Future

Continued favorable results in each category

Wide-ranging business development on an IP axis



KAMEN RIDER GEATS
Transformation belt



Mobile Suit Gundam THE WITCH FROM MERCURY
Gundam plastic model



ONE PIECE
Card game



Charapaki series



Tsurigumi series



ガシャポンのデパート
CAPSULE TOY STORE

ガシャポン
バンダイ オフィシャルショップ



GASHAPON
BANDAI OFFICIAL SHOP

IP Production Business / Amusement Business

BANDAI NAMCO

Fun for All into the Future

IP Production Business

Second half: Multiple strategic IP launches



Mobile Suit Gundam
THE WITCH FROM MERCURY

That Time I Got Reincarnated as a Slime
the Movie: Scarlet Bond



BLUE LOCK



Amusement Business

Facilities that only Bandai Namco could develop



New machine to be launched in second half

CLENA B

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

This document contains forward looking statements and information related to the Bandai Namco Group that are based on our knowledge as well as various assumptions made on the basis of information currently available. The words “forecast,” “plan,” “target,” “estimation,” “projection,” “intend,” “will” and similar expressions, as related to the Group, are intended to identify forward looking statements and information. Actual results could differ materially from those projected in such forward-looking statements.

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