

Bandai Namco Group Information Meeting Fiscal Year Ending March 2023 Third Quarter Results Presentation

February 7, 2023



Results in FY2023.3 (1st Nine Months of FY2023.3)

billion yen

	FY2022.3 1st Nine Months	FY2023.3 1st Nine Months	Vs. Previous Year's Results
Net Sales	628.3	743.1	+114.8
Operating Profit	92.1	106.2	+14.1
Recurring Profit	95.5	116.9	+21.4
Profit Attributable to Owners of Parent	61.7	84.4	+22.7
Capital Investments	18.9	24.9	+6.0
Depreciation	18.2	20.1	+1.9
Advertising Expenses	32.8	38.0	+5.2
Personnel Expenses	53.1	58.9	+5.8

Results in FY2023.3 (1st Nine Months of FY2023.3)

billion yen

		FY2022.3 1st Nine Months	FY2023.3 1st Nine Months	Vs. Previous Year's Results
Digital	Segment sales	242.3	288.5	+46.2
	Segment profit	37.6	46.6	+9.0
Toys and Hobby	Segment sales	285.9	345.1	+59.2
	Segment profit	50.7	52.9	+2.2
IP Production	Segment sales	54.5	55.0	+0.5
	Segment profit	5.2	6.3	+1.1
Amusement	Segment sales	61.3	75.4	+14.1
	Segment profit	4.3	6.9	+2.6
Other	Segment sales	21.0	23.5	+2.5
	Segment profit	0.8	1.1	+0.3
Elimination and Corporate	Segment sales	-36.9	-44.5	-7.6
	Segment profit	-6.6	-7.8	-1.2
Consolidated	Net sales	628.3	743.1	+114.8
	Operating profit	92.1	106.2	+14.1

Results in FY2023.3 (1st Nine Months of FY2023.3)

Entertainment Unit

Unit overall	Favorable results from cooperative initiatives with new visual works based on established IP
Digital Business	Home video games: Favorable repeat sales of “ELDEN RING”, etc. Network content: Favorable performance of major established titles, etc.
Toys and Hobby Business	Worldwide: Favorable performance of products for mature fan bases Japan: Favorable results with cards, confectionery, capsule toys, etc. High profit margins were maintained despite the effect of increased costs and freight rates

IP Production Unit

- **Wide-ranging roll-outs of products based on established IP and new IP**
- **Year-on-year increase in live events, etc., due to easing of restrictions on activities**

Amusement Unit

- **Favorable year-on-year results in amusement facility business and amusement machine sales business**
- **Influence from higher utility costs, etc.**

Forecast for Full-Year of FY2023. 3

billion yen

	FY2022.3 Full-Year Results	FY2023.3 Full-Year Forecast	Vs. Previous Year's Results
Net Sales	889.2	940.0	+50.8
Operating Profit	125.4	128.0	+2.6
Recurring Profit	133.6	139.0	+5.4
Profit Attributable to Owners of Parent	92.7	95.0	+2.3
Capital Investments	27.9	30.0	+2.1
Depreciation	25.7	25.0	-0.7
Advertising Expenses	53.5	56.0	+2.5
Personnel Expenses	73.0	74.0	+1.0

Forecast for Full-Year of FY2023. 3

billion yen

		FY2022.3 Full-Year Results	FY2023.3 Previous Full- Year Forecast	FY2023.3 Latest Full-Year Forecast	Vs. Previous Year's Results
Digital	Segment sales	378.1	370.0	370.0	-8.1
	Segment profit	69.6	63.0	58.0	-11.6
Toys and Hobby	Segment sales	373.6	430.0	435.0	+61.4
	Segment profit	52.3	61.0	61.0	+8.7
IP Production	Segment sales	79.9	80.0	80.0	+0.1
	Segment profit	8.8	10.0	11.0	+2.2
Amusement	Segment sales	82.3	97.0	97.0	+14.7
	Segment profit	4.0	5.0	7.0	+3.0
Other	Segment sales	27.6	26.0	26.0	-1.6
	Segment profit	0.3	1.0	1.0	+0.7
Elimination and Corporate	Segment sales	-52.5	-63.0	-68.0	-15.5
	Segment profit	-9.6	-12.0	-10.0	-0.4
Consolidated	Net sales	889.2	940.0	940.0	+50.8
	Operating profit	125.4	128.0	128.0	+2.6

■ Purpose

The purpose of the share split is to further increase the liquidity of the Company's shares and to broaden its shareholder base in addition to connecting with shareholders in an even broader manner, fostering a deeper understanding of the Group among shareholders, and encouraging shareholders to become long-term fans of the Group.

■ Outline of the Share Split

Each share of stock held by shareholders who are listed or recorded on the final shareholder register on the record date of Friday, March 31, 2023, will be split into three shares.

Total number of issued shares before the share split (including shares of treasury stock)	222,000,000 shares
Increase in number of shares due to the share split (including shares of treasury stock)	444,000,000 shares
Total number of issued shares after the share split (including shares of treasury stock)	666,000,000 shares
Total number of shares authorized to be issued after the share split	2,500,000,000 shares

■ Timetable of Share Split

Record date	Friday, March 31, 2023
Effective date	Saturday, April 1, 2023

Group Officers (from April 2023)



Bandai Namco Holdings Inc.



Entertainment Unit

Digital Business

Business management company Bandai Namco Entertainment Inc.

Toys and Hobby Business

Business management company BANDAI CO., LTD.



New
appointment



IP Production Unit

IP Production Business

Business management company Bandai Namco Filmworks Inc.



Amusement Unit

Amusement Business

Business management company Bandai Namco Amusement Inc.



Affiliated Business Companies



Development with a focus on quality, continued communication with fans

Utilizing diverse development approaches / controlling quality and scheduling / strengthening area marketing



TEKKEN 8



REFLECTOR

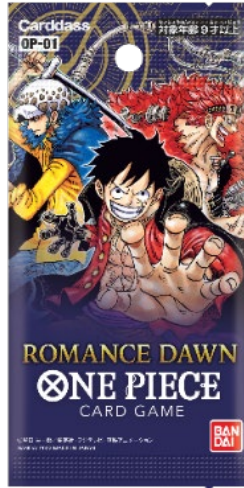


ARMORED CORE VI FIRES OF RUBICON



Implementing user tests of Gundam plastic model colonies of IP metaverse within FY2023.3

Expanding established IP, favorable categories



Rolling out established IP products worldwide



Expanding stuffed toy business



ガシャポン
バンダイ オフィシャルショップ



GASHAPON
BANDAI OFFICIAL SHOP

Toward global growth

- Expanding in-house e-commerce
- Implementing merchandising of IP originating overseas
- Collaborating with online distribution

PREMIUM BANDAI
プレミアムバンダイ

INTERNATIONAL SHIPPING AVAILABLE

Purchase original items of popular characters
such as Gundam from outside of Japan.

身在海外也能买到高达等人气角色的原创产品！／
高达等超人氣動漫角色的原創商品、在海外也能輕鬆買到！

IP Production Business / Amusement Business

BANDAI NAMCO
Fun for All into the Future

IP Production Business

Rolling out IP products with wide-ranging individuality



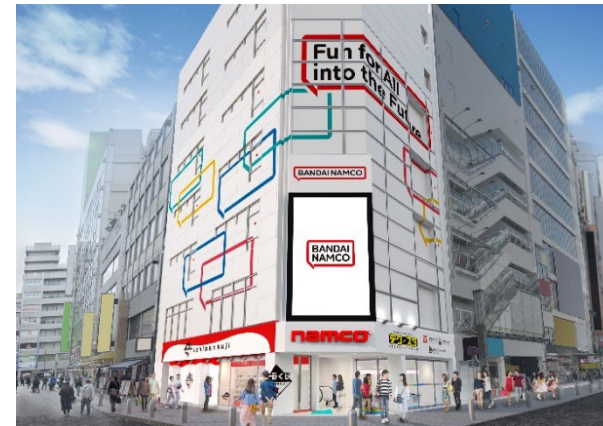
SAND LAND



Advancing the provision of value through new live events

Amusement Business

Facilities that only Bandai Namco could develop



Launching new machine



CLENAB

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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