

Bandai Namco Group Information Meeting Fiscal Year Ending March 2024 First Quarter Result Presentation

August 8, 2023



Results in First Quarter of FY2024. 3

	FY2023. 3 First Quarter Results	FY2024. 3 First Quarter Results	Vs. previous year's results	(billion yen)
Net sales	216.2	224.8	+8.6	
Operating profit	44.3	27.9	-16.4	
Recurring Profit	51.2	32.7	-18.5	
Profit Attributable to Owners of Parent	37.0	21.7	-15.3	
Capital Investments	10.1	6.9	-3.2	
Depreciation	5.1	6.4	+1.3	
Advertising Expenses	9.4	10.9	+1.5	
Personnel Expenses	19.4	22.4	+3.0	

Results in First Quarter of FY2024. 3

		FY2023. 3 First Quarter Results	FY2024. 3 First Quarter Results	Vs. previous year's results	(billion yen)
Digital	Segment sales	89.5	68.0	-21.5	
	Segment profit	29.4	2.6	-26.8	
Toys and Hobby	Segment sales	94.8	120.3	+25.5	
	Segment profit	14.3	23.6	+9.3	
IP Production	Segment sales	15.6	14.9	-0.7	
	Segment profit	1.0	1.0	-	
Amusement	Segment sales	23.0	28.2	+5.2	
	Segment profit	2.1	3.1	+1.0	
Other	Segment sales	7.0	8.0	+1.0	
	Segment profit	0.1	0.4	+0.3	
Elimination and Corporate	Segment sales	-13.9	-14.9	-1.0	
	Segment profit	-2.7	-3.0	-0.3	
Consolidated	Net sales	216.2	224.8	+8.6	
	Operating profit	44.3	27.9	-16.4	

Results in First Quarter of FY2024. 3

Entertainment Unit

Digital Business **Home video games: Differences in title lineup and product mix had an influence**

- In 2nd quarter and thereafter, launch of major titles
- Decrease in repeat unit sales

Network content:

- Good results with major app titles, smooth start for new PC online game

Toys and Hobby Business **Continued favorable results by products for mature fan bases, card products, and capsule toys, etc.**
→ Growth in Gundam plastic model fan base, card games became hits worldwide

IP Production Unit

- Hit status of *Mobile Suit Gundam THE WITCH FROM MERCURY* linked to popularity of Group products and services
- Favorable results in licensing, etc.

Amusement Unit

- Favorable sales of new amusement machine products
- YoY growth of 2.6% in sales at existing facilities in Japan, facilities that leverage Bandai Namco's distinctive strengths enjoy popularity

Forecast for First Half of FY2024. 3

	FY2023 . 3 First Half Results	FY2024. 3 First Half Forecast (as of May 2023)	FY2024. 3 First Half Latest Forecast	Vs. Previous Forecast	(billion yen)
Net sales	477.6	475.0	475.0	-	
Operating profit	81.6	60.0	60.0	-	
Recurring Profit	92.3	62.0	65.0	+3.0	
Profit Attributable to Owners of Parent	66.5	44.0	44.0	-	
Capital Investments	16.5	13.0	13.0	-	
Depreciation	11.2	12.0	12.0	-	
Advertising Expenses	22.4	34.0	34.0	-	
Personnel Expenses	39.0	40.0	42.0	+2.0	

Forecast for First Half of FY2024. 3

BANDAI NAMCO

Fun for All into the Future

		FY2024. 3 First Half Plan (as of May 2023)	FY2024. 3 First Half Latest Forecast	Vs. Previous Forecast
Digital	Segment sales	185.0	160.0	-25.0
	Segment profit	29.0	17.0	-12.0
Toys and Hobby	Segment sales	215.0	240.0	+25.0
	Segment profit	30.0	40.0	+10.0
IP Production	Segment sales	36.0	36.0	-
	Segment profit	4.0	4.0	-
Amusement	Segment sales	54.0	57.0	+3.0
	Segment profit	3.0	5.0	+2.0
Other	Segment sales	15.0	15.0	-
	Segment profit	0.5	0.5	-
Elimination and Corporate	Segment sales	-30.0	-33.0	-3.0
	Segment profit	-6.5	-6.5	-
Consolidated	Net sales	475.0	475.0	-
	Operating profit	60.0	60.0	-

(billion yen)

- Revision of forecast for repeat unit sales
- Increase in research expenses accompanying revision of development screening system

Etc.

FY2024.3 Full-Year Plan

	FY2023.3 Full-year Results	FY2024.3 Full-year Plan (as of May 2023)
Net sales	990.0	1,000.0
Operating profit	116.4	125.0
Recurring Profit	128.0	129.0
Profit Attributable to Owners of Parent	90.3	91.0
Capital Investments	36.4	28.0
Depreciation	28.6	27.0
Advertising Expenses	56.7	66.0
Personnel Expenses	81.0	83.0

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

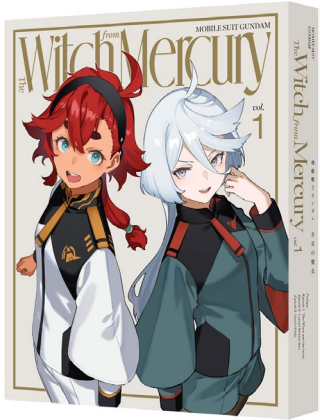
Toward Maximization of IP Value

BANDAI NAMCO

Fun for All into the Future

Advancing multiple projects extending across IP under the ALL BANDAI NAMCO concept

Aiming to implement initiatives extending across businesses and regions
in order to maximize IP value



Trends in Each Business

BANDAI NAMCO

Fun for All into the Future

Digital Business

Strengthening development with a focus on quality that fans can continue to enjoy over long periods of time

Home video games



Start of sales planned for August 25



Start of sales planned for 2023



Start of sales not yet decided

Network content



Surpassed 600,000 players in one week



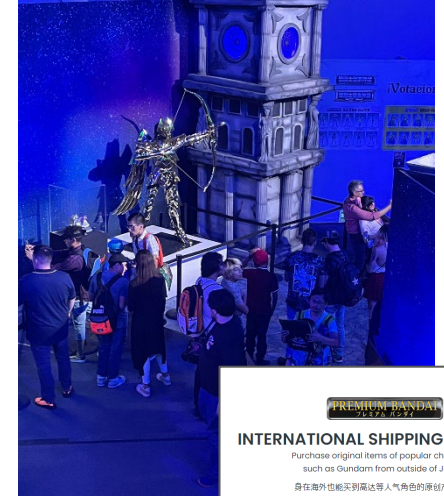
Timing of online distribution not yet decided

Toys and Hobby Business

Expanding rollouts in global markets in categories with favorable results



One year since start of sales, favorable results worldwide



Implementing approaches with physical and digital elements



Gashapon official shop



Tamagotchi Uni
たまごっちユニ
©BANDAI

Trends in Each Business

BANDAI NAMCO

Fun for All into the Future

IP Production Business

Creating IP and products and rolling them out for a variety of touch-points



Visual work based on a manga by Akira Toriyama



Release planned for August 18!



Amusement Business

Rolling out both facilities and amusement machines in a well-balanced manner



Rolling out multiple facilities worldwide



Developing a wide variety of machines

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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