

Bandai Namco Group Fiscal Year Ended March 2024 Information Meeting

May 9, 2024



Results for FY2024.3 — Key Points

billion yen

	FY2023.3 Results	FY2024.3 previous forecast (February)	FY2024.3 Results	Vs. previous year's Results	Vs. previous forecast
Net Sales	990.0	1,000.0	1,050.2	+60.2	+50.2
Operating Profit	116.4	82.0	90.6	-25.8	+8.6
Recurring Profit	128.0	93.0	104.1	-23.9	+11.1
Profit Attributable to Owners of Parent	90.3	98.0	101.4	+11.1	+3.4

▪ Net Sales

We achieved record-high net sales.

We demonstrated our market presence with established IP products and services, such as *Gundam*, *DRAGON BALL*, and *ONE PIECE*, etc.

▪ Operating Profit

In the Digital business, we recorded a valuation loss and a disposal loss due to a reevaluation of the title lineup.

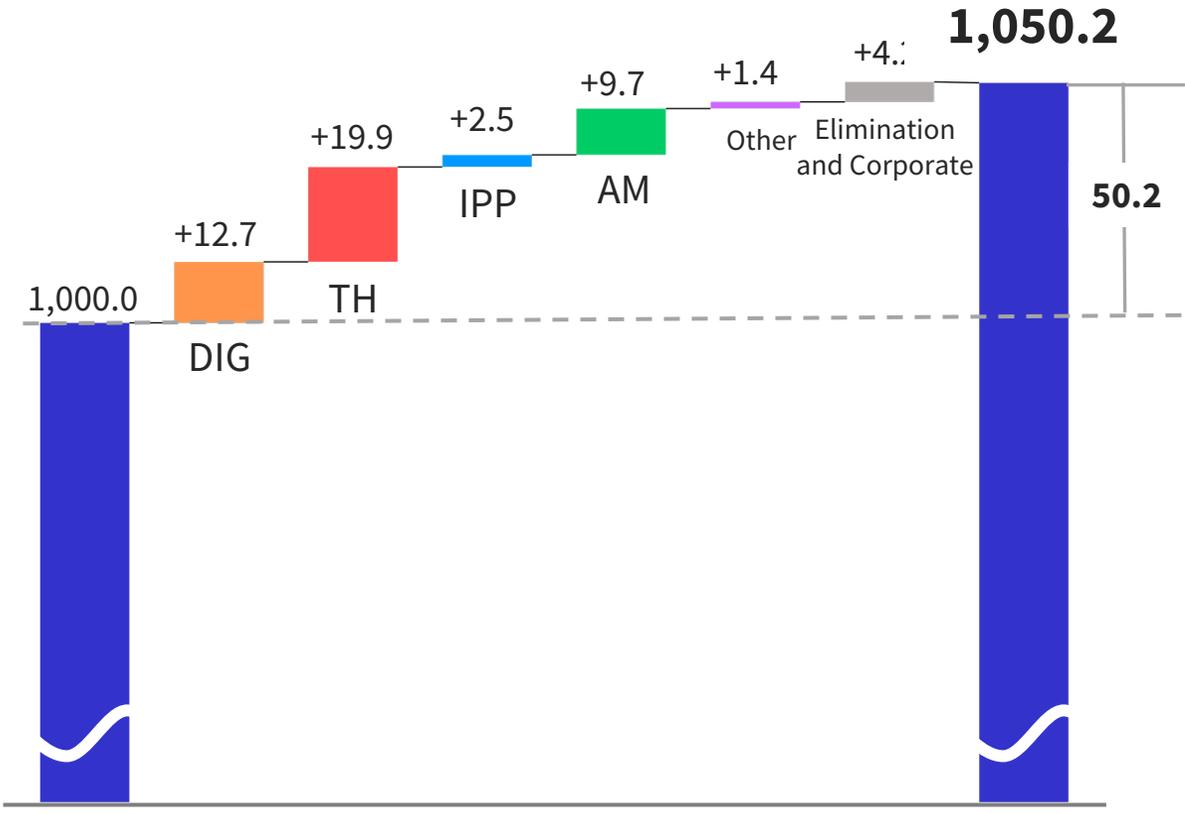
▪ Net Profit

We recorded gains on the sale of investment securities.

Net Sales and Operating Profit Versus Full-Year Forecasts

billion yen

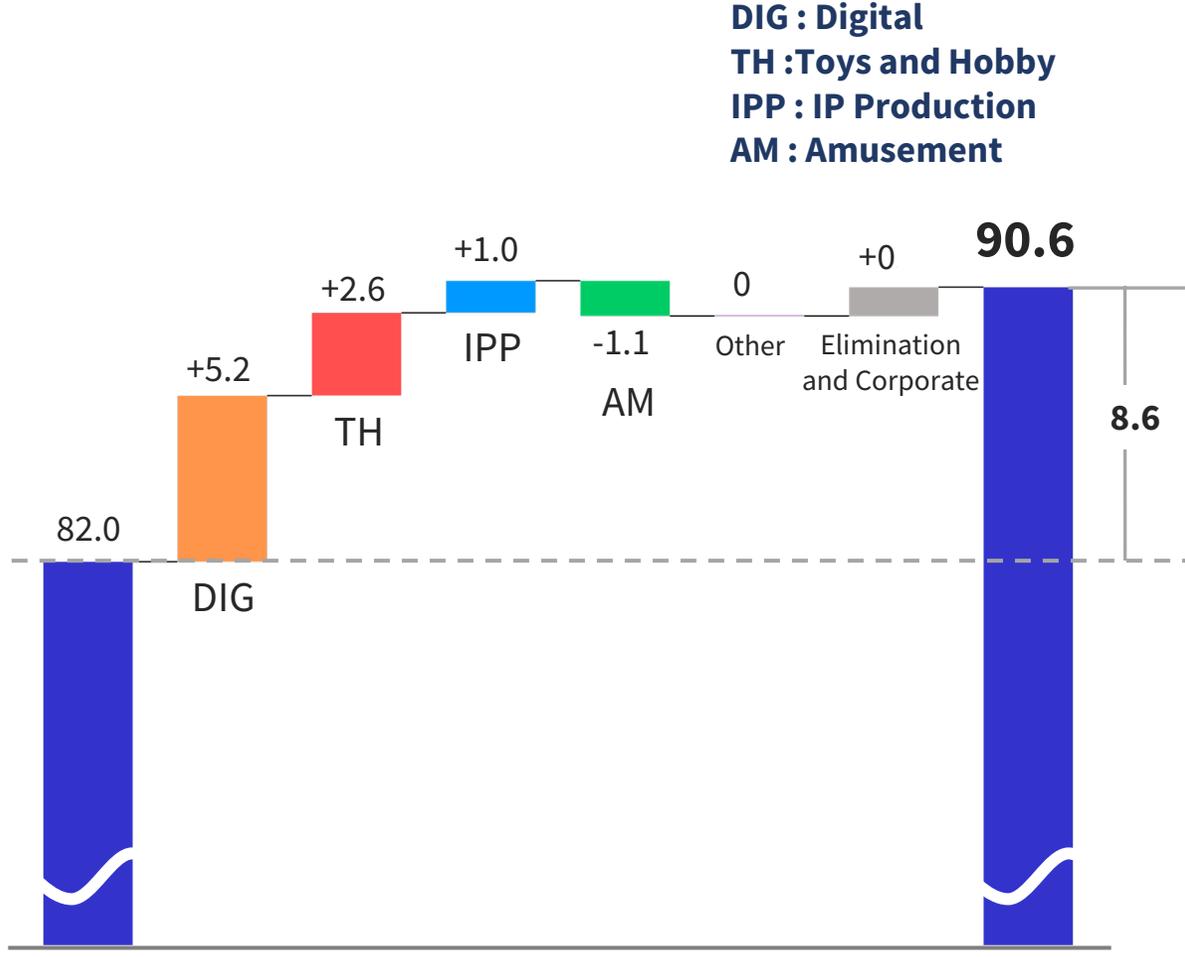
Net Sales



FY2024.3 forecast (February)

FY2024.3 results

Operating profit



FY2024.3 forecast (February)

FY2024.3 results

FY2024.3 Results by Segment

		billion yen				
		FY 2023.3 Results	FY2024.3 previous forecast (February)	FY 2024.3 Results	Vs. previous year's Results	Vs. previous forecast
Digital	Segment sales	385.6	360.0	372.6	-13.0	+12.6
	Segment profit	49.3	1.0	6.2	-43.1	+5.2
Toys and Hobby	Segment sales	447.4	490.0	509.8	+62.4	+19.8
	Segment profit	59.5	76.0	78.6	+19.1	+2.6
IP Production	Segment sales	81.7	80.0	82.4	+0.7	+2.4
	Segment profit	10.6	9.0	10.0	-0.6	+1.0
Amusement	Segment sales	104.6	110.0	119.6	+15.0	+9.6
	Segment profit	6.0	8.0	6.8	+0.8	-1.2
Other	Segment sales	31.3	31.0	32.3	+1.0	+1.3
	Segment profit	1.1	1.0	0.9	-0.2	-0.1
Elimination and Corporate	Segment sales	-60.7	-71.0	-66.8	-6.1	+4.2
	Segment profit	-10.2	-13.0	-12.1	-1.9	+0.9
Consolidated	Net sales	990.0	1,000.0	1,050.2	+60.2	+50.2
	Operating profit	116.4	82.0	90.6	-25.8	+8.6

Entertainment Unit

Digital Business

Network content: Major app titles contributed but PC online game fell short of target.
Home console games: Favorable sales of “*ARMORED CORE VI*” and “*TEKKEN 8*.”
YoY change was affected by changes in the title lineup and product mix.
Valuation losses and disposal losses were booked due to a revamp of the title lineup with a view to the next Mid-term Plan.

Toys and Hobby

Favorable results were recorded by products for mature fan bases, cards, confectionery, capsule toys, etc.
We expanded our global business presence.

IP Production Unit

- We expanded our fan base with the release of multiple *Gundam* titles including *Mobile Suit Gundam THE WITCH FROM MERCURY*.
- Favorable outlook on Movie distribution and licensing.
- Favorable performance of live events and GUNDAM FACTORY YOKOHAMA.

Amusement Unit

- Sales were brisk for the arcade game *Mobile Suit Gundam: Extreme Vs. 2 OverBoost* and other titles.
- Sales were firm for Group collaboration facility such as Bandai Namco Cross Store.

Our policy is to implement shareholder return that targets a total return ratio of **50% or more based on stable dividend payments of **2% of DOE** (dividends on equity)**

FY2024.3 annual dividends: ¥60

- Base dividend: ¥20

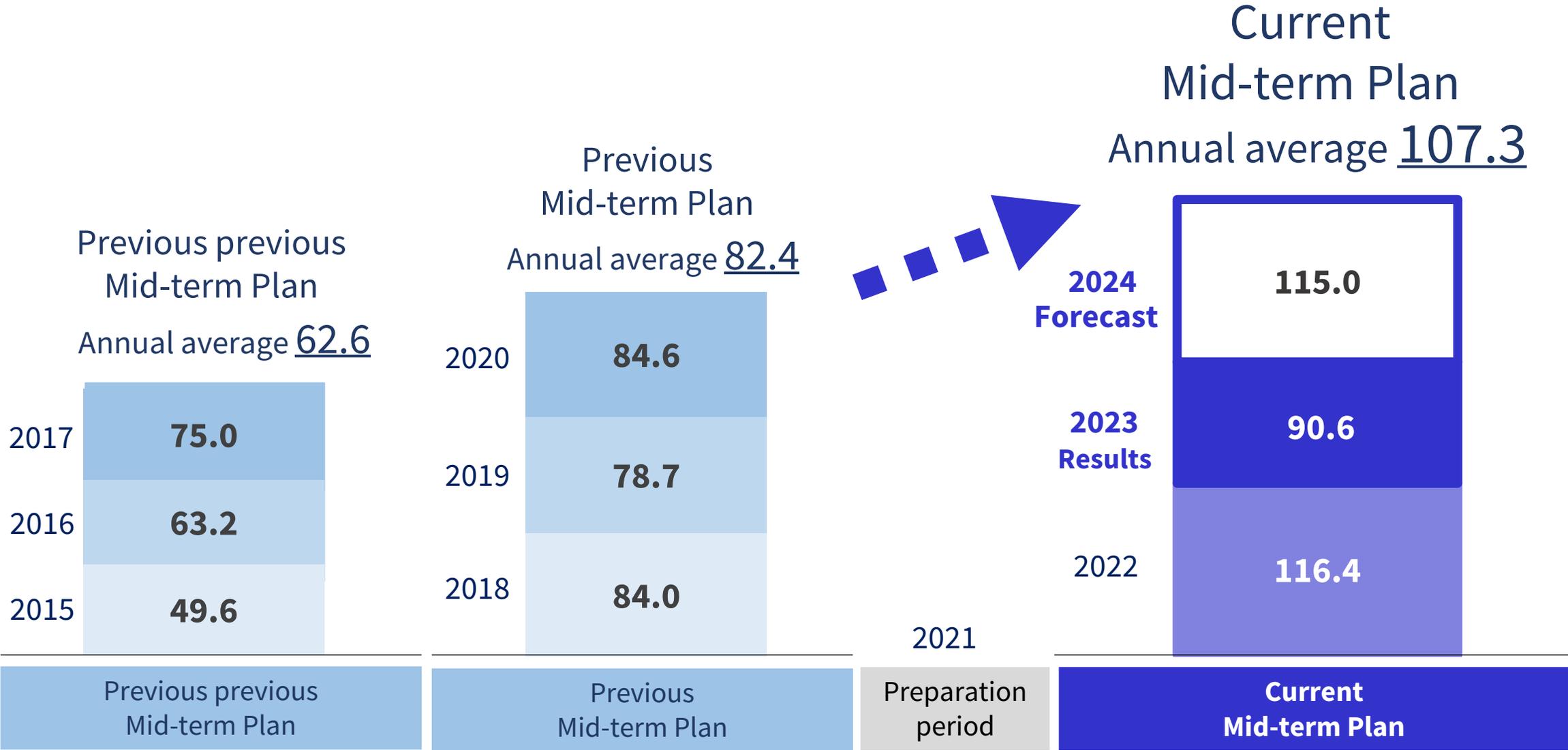
- Performance-based dividend: ¥40

Total payout ratio 55.7%

We plan to retire six million shares of treasury stock on May 21.

billion yen

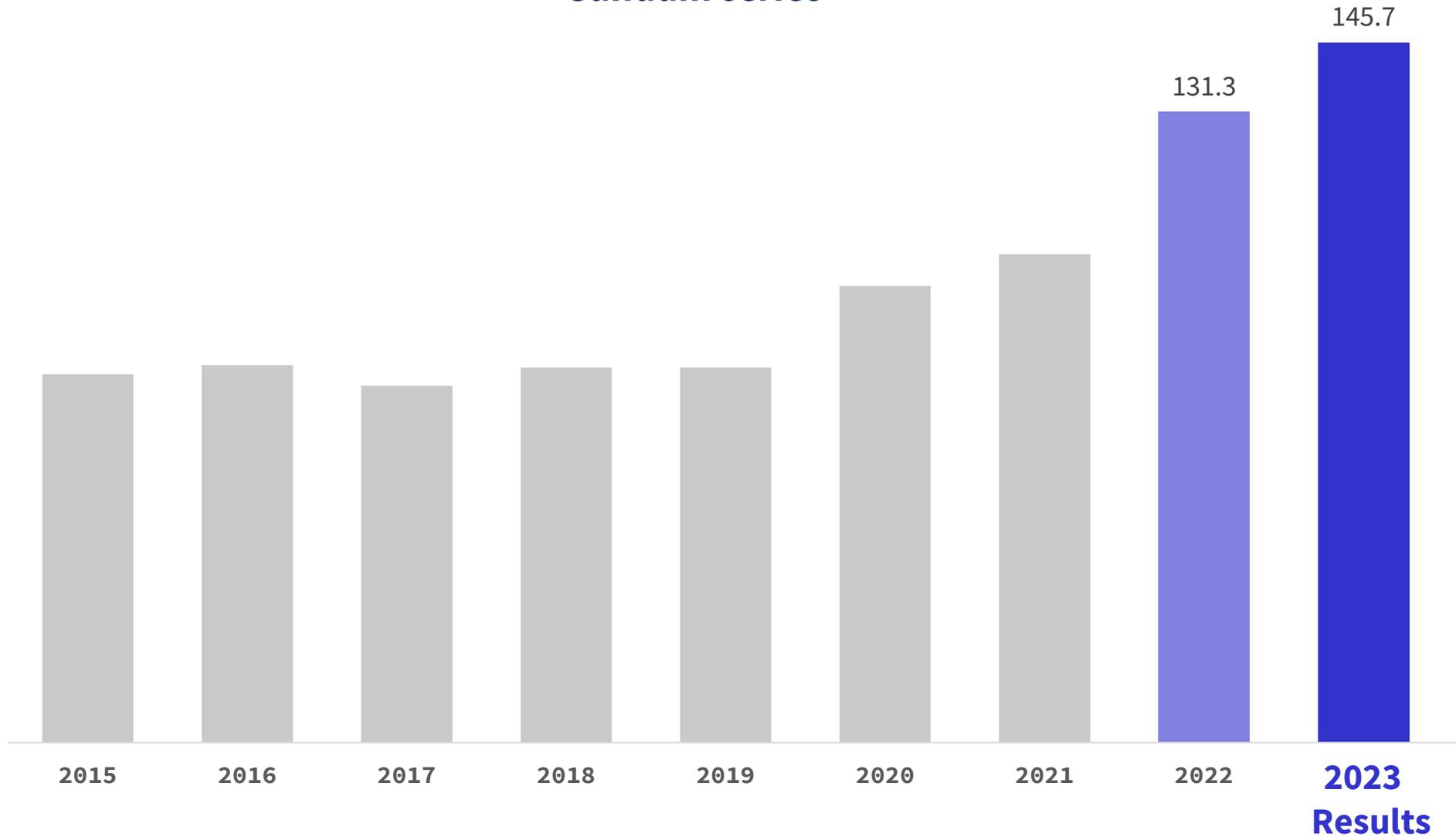
< Group Consolidated Operating Profit >



Progress on Mid-Term Plan: IP Axis Strategy

billion yen

< Groupwide IP Sales > *Gundam series*



Earnings Forecasts for FY2025.3

billion yen

	FY2024.3 Results	FY 2025.3 Full-year Forecast	Vs. previous year's Results
Net sales	1,050.2	1,080.0	+29.8
Operating profit	90.6	115.0	+24.4
Recurring Profit	104.1	119.0	+14.9
Profit Attributable to Owners of Parent	101.4	81.0	-20.4

- We aim to increase sales and profit YoY.
- Our forecasts consider changes in market trends and fan preferences, sales of products and services in each business and marketing plans.
- We recorded gains on the sale of investment securities in FY2024.3.

Earnings Forecasts for FY2025.3 by Segment

		billion yen		
		FY2024.3 Results	FY 2025.3 Full-year Forecast	Vs. previous year's Results
Digital	Segment sales	372.6	370.0	-2.6
	Segment profit	6.2	30.0	+23.8
Toys and Hobby	Segment sales	509.8	530.0	+20.2
	Segment profit	78.6	80.0	+1.4
IP Production	Segment sales	82.4	83.0	+0.6
	Segment profit	10.0	12.0	+2.0
Amusement	Segment sales	119.6	125.0	+5.4
	Segment profit	6.8	7.0	+0.2
Other	Segment sales	32.3	33.0	+0.7
	Segment profit	0.9	0.5	-0.4
Elimination and Corporate	Segment sales	-66.8	-61.0	+5.8
	Segment profit	-12.1	-14.5	-2.4
Consolidated	Net sales	1,050.2	1,080.0	+29.8
	Operating profit	90.6	115.0	+24.4

- We aim to create a balanced title portfolio after rebuilding the structure to focus on medium/long-term growth.
- Network content: We continue to develop major app titles at a high level.
We are increasing operational efficiency.
- Home console games: 1H: *ELDEN RING* downloadable content. 2H onward: We plan to release several new titles.
Repeat title sales volume: We assume pre-pandemic levels.
We continue to implement measures for long-term growth in sales.

Strengthening Title Development and Marketing Structure

- We aim to create a balanced title portfolio.
- We are properly allocating resources and improving schedule management.
- We are consolidating know-how at Group studios.
- We are strategically allocating marketing resources worldwide.

Long-Term Growth in Sales of New Titles with Focus on Quality



esports
"TEKKEN WORLD TOUR"



under development "DRAGON BALL Sparking! ZERO" 11

- We aim for seventh consecutive year of record-setting earnings.
- We are expanding global business with a focus on popular categories.
- We are advancing measures to support growth (strengthening the production system, engaging in global e-commerce and setting quality standards, etc.).
- 1. We intend to foster future mature fan groups by focusing on product development for lower age groups.

Strengthening Global Development and IP Category Portfolio



ONE PIECE
CARD GAME
ワンピースカードゲーム



DRAGON BALL
FUSION WORLD
CARD GAME
ドラゴンボール
FUSION WORLD
カードゲーム



Established IP + New IP

Introduce new product **BANDAI CARD GAMES**
(trading card game)



Focus on low-age group

- In FY2025.3, we have a number of promising titles, centered on core IP (theater productions, TV anime, distributed works, etc.).
- Our messaging will focus on movie titles, and we will launch measures for the 45th anniversary of *Gundam*.
- We are strengthening our ability to create IP by turning anime studios into subsidiaries.



Major hits in theaters



Movies planned in more than 80 countries and regions



Launch of measures for 45th anniversary of *Gundam* series



Construction of a live event hall

Venue for holding events and nurturing IP and artists

Location: Udagawacho, Shibuya, Tokyo

Capacity: 2,000 people



Plan to open in spring 2026

- Our business operations are stable in both arcade games and facilities.
- Facilities: We are enhancing the development of facilities that leverage our strengths.
- Arcade games: We plan to release several new products.
- We are advancing the overseas development of facilities and arcade games.

BANDAI NAMCO Cross Store

Digital



Toys and Hobby



IP Production



Opening Group collaboration official shops around the world



Launching new titles for popular series of Arcade games

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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