



Bandai Namco Holdings Inc.

Financial Highlights for the First Quarter of the Fiscal Year Ending March 31, 2025

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2024.3			FY2025.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Net Sales	224,812	502,002	1,050,210	280,627	124.8%	515,000	555,000	1,080,000	102.8%
Gross Profit	89,357	197,253	370,959	110,132	123.2%	198,000	222,000	403,000	108.6%
Operating Profit	27,989	65,479	90,682	44,023	157.3%	55,000	82,000	115,000	126.8%
Recurring Profit	32,733	73,931	104,164	49,072	149.9%	57,500	88,000	119,000	114.2%
Profit Attributable to Owners of Parent	21,786	52,167	101,493	34,050	156.3%	40,000	60,000	81,000	79.8%

Net Sales by Segment

(millions of yen)

	FY2024.3			FY2025.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Entertainment (Digital)	68,040	174,316	372,667	106,309	156.2%	180,000	200,000	370,000	99.3%
Entertainment (Toys and Hobby)	120,372	249,810	509,880	132,815	110.3%	250,000	275,000	530,000	103.9%
IP Production	14,992	33,337	82,468	17,503	116.8%	38,000	38,000	83,000	100.6%
Amusement	28,240	59,253	119,667	33,027	116.9%	60,000	65,000	125,000	104.5%
Other	8,098	16,039	32,358	8,307	102.6%	16,000	16,000	33,000	102.0%
Elimination and Corporate	(14,932)	(30,756)	(66,830)	(17,335)	-	(29,000)	(39,000)	(61,000)	-
Total	224,812	502,002	1,050,210	280,627	124.8%	515,000	555,000	1,080,000	102.8%

Operating Profit by Segment

(millions of yen)

	FY2024.3				FY2025.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Entertainment (Digital)	2,661	15,516	6,257	1.7%	14,731	553.5%	13,000	27,000	30,000	8.1%	479.5%
Entertainment (Toys and Hobby)	23,629	45,753	78,655	15.4%	26,957	114.1%	39,000	50,000	80,000	15.1%	101.7%
IP Production	1,058	2,347	10,048	12.2%	2,495	235.6%	6,000	6,000	12,000	14.5%	119.4%
Amusement	3,157	6,977	6,843	5.7%	2,774	87.9%	4,500	5,500	7,000	5.6%	102.3%
Other	481	661	988	3.1%	342	71.2%	300	300	500	1.5%	50.6%
Elimination and Corporate	(3,000)	(5,777)	(12,111)	-	(3,277)	-	(7,800)	(6,800)	(14,500)	-	-
Total	27,989	65,479	90,682	8.6%	44,023	157.3%	55,000	82,000	115,000	10.6%	126.8%

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

(millions of yen)

	FY2024.3			FY2025.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Japan	168,188	363,948	758,463	185,464	110.3%	366,000	388,000	770,000	101.5%
Americas	15,632	40,381	91,447	35,912	229.7%	53,000	57,000	108,000	118.1%
Europe	17,693	48,340	102,937	30,288	171.2%	45,000	56,000	95,000	92.3%
Asia	23,300	49,333	97,365	28,963	124.3%	51,000	54,000	107,000	109.9%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	224,812	502,002	1,050,210	280,627	124.8%	515,000	555,000	1,080,000	102.8%

Reference: Operating Profit by Region

(millions of yen)

	FY2024.3				FY2025.3						
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	OP Margin	% vs Prior Year
Japan	29,267	64,741	90,340	11.9%	35,624	121.7%	53,000	70,000	105,000	13.6%	116.2%
Americas	692	1,623	5,652	6.2%	6,516	941.6%	4,000	8,500	9,500	8.8%	168.1%
Europe	(177)	1,160	(931)	-	4,249	-	(1,000)	5,000	3,500	3.7%	-
Asia	2,835	7,311	11,357	11.7%	4,508	159.0%	6,500	8,500	12,000	11.2%	105.7%
Elimination and Corporate	(4,627)	(9,356)	(15,735)	-	(6,872)	-	(10,000)	(10,000)	(15,000)	-	-
Total	27,989	65,479	90,682	8.6%	44,023	157.3%	55,000	82,000	115,000	10.6%	126.8%

Other Data

(millions of yen)

	FY2024.3			FY2025.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs Prior Year	1st Half Plan	1st Half New Forecasts	Full Year Plan	% vs Prior Year
Capital Investments	6,906	16,812	38,326	12,395	179.5%	18,000	18,000	43,000	112.2%
Depreciation	6,479	14,575	38,364	7,458	115.1%	15,000	16,000	40,000	104.3%
Advertising Expenses	10,956	28,098	64,509	10,709	97.7%	33,000	31,000	67,000	103.9%
Personnel Expenses	22,485	43,889	85,970	24,398	108.5%	44,000	46,000	88,000	102.4%
Investment in game content development etc.	-	-	79,377	-	-	-	-	-	-

Note: The figures of the full year plan of FY2025.3 are as of May 9, 2024.

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)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Anpanman	1.9	4.7	10.1	2.5	5.0	10.5
Ultraman	4.1	9.5	19.1	3.5	9.0	20.0
KAMEN RIDER	5.9	12.9	31.5	6.2	13.0	32.0
Mobile Suit Gundam	36.9	72.6	145.7	36.1	75.0	145.0
Super Sentai	2.0	3.3	6.5	1.9	3.3	6.5
DRAGON BALL	28.7	68.4	140.6	31.0	67.0	145.0
NARUTO	4.9	11.0	25.3	7.4	13.0	23.0
Pretty Cure	1.3	2.8	6.4	1.8	3.0	6.0
ONE PIECE	25.0	57.1	112.1	33.3	67.0	105.0

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

【Sales of IPs (Toys and Hobby Business, Japan)】

(billion yen)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Anpanman	1.8	4.3	9.4	2.2	4.5	9.5
Ultraman	2.1	4.3	8.3	1.9	4.5	9.0
KAMEN RIDER	4.4	9.4	23.4	4.0	9.0	23.0
Mobile Suit Gundam	17.6	34.7	68.7	18.8	36.0	70.0
Super Sentai	1.8	2.8	5.4	1.5	2.5	5.0
DRAGON BALL	6.5	12.2	23.0	8.0	14.0	27.0
Pretty Cure	1.2	2.8	6.4	1.7	3.0	6.0
Pokémon	2.7	5.9	11.9	2.2	5.0	11.5
ONE PIECE	13.9	30.0	60.3	22.1	45.0	64.0

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

【Digital Business (Sales by major category)】

(billion yen)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Network content	38.9	94.5	187.9	42.5	95.0	180.0
Home console game	22.5	65.5	151.5	55.8	90.0	162.0

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

	FY2024.3						FY2025.3					
	1Q Results		1st Half Results		Full Year Results		1Q Results		1st Half New Forecasts		Full Year Plan	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# 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	18	1,214	31	3,230	72	8,712	19	2,900	54	5,000	107	8,000
Americas	9	2,932	15	6,449	42	13,672	11	2,830	38	5,500	88	11,500
Europe	9	3,634	15	8,474	42	17,298	13	2,872	40	6,500	86	11,500
Group Total	36	7,780	61	18,153	156	39,682	43	8,602	132	17,000	281	31,000
Localized versions	25	-	39	-	105	-	24	-	85	-	190	-
After elimination of localized versions												
Group Total	11	7,780	22	18,153	51	39,682	19	8,602	47	17,000	91	31,000

【Data Carddass Sales (Units sold)】

(million pieces)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Digital card sales	41	80	158	34	63	196

*Figures are estimates based on management accounting.

【IP Production Business (Sales by major category)】

(billion yen)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Packages	1.5	3.9	9.5	1.7	3.9	9.5
Production, license, distribution, events and others	13.4	29.4	72.9	15.8	34.1	73.5
Total	14.9	33.3	82.4	17.5	38.0	83.0

【IP Production Business (Number of copyrighted productions and running time)】

As of June 30, 2024

· Number of copyrighted productions	1,146 series
· Total running time of all copyrighted productions	5,926 hours

【Amusement Business (Sales by major category)】

(billion yen)

	FY2024.3			FY2025.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan
Amusement machines	9.8	19.1	34.0	9.7	17.0	35.0
Amusement facility	18.4	40.1	85.4	23.3	48.0	90.0

【Number of Amusement Facilities】

		FY2024.3			FY2025.3			
		1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half New Forecasts	Full Year Plan	
Directly managed facilities	Japan	Start of term	219	219	219	220	220	220
		Openings	3	7	10	1	3	6
		Closures	0	3	9	0	1	1
		Increase/Decrease	3	4	1	1	2	5
		End of term	222	223	220	221	222	225
	Overseas	Start of term	20	19	19	20	20	20
		Openings	0	1	1	0	0	3
		Closures	0	0	0	0	0	1
		Increase/Decrease	0	1	1	0	0	2
		End of term	20	20	20	20	20	22
	Total	Start of term	239	239	239	240	240	240
		Openings	3	8	11	1	3	9
Closures		0	3	10	0	1	2	
Increase/Decrease		3	5	1	1	2	7	
End of term		242	244	240	241	242	247	
Revenue-sharing facilities	Japan	755	804	789	811	906	1,048	
	Overseas	15	15	14	14	14	14	
	Total	770	819	803	825	920	1,062	
Other directly managed facilities	Total	64	70	78	79	87	94	
Facilities Total		1,076	1,133	1,121	1,145	1,249	1,403	

*Counting method of the number of stores was changed from 2025.3. The figures of 2024.3 also conform to this standard.

*Other directly managed facilities includes amusement parks, IP facilities, activity facilities, and Gashapon stores

【Amusement Facilities (Existing-store sales, YOY, Japan)】

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half	
FY2025.3	103.0%	98.0%	119.2%	105.9%	/	/	/	/	/	/
FY2024.3	112.5%	100.1%	95.7%	102.6%	101.3%	102.7%	102.3%	102.1%	102.4%	/
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2025.3	/	/	/	/	/	/	/	/	/	/
FY2024.3	102.2%	99.9%	104.6%	102.4%	100.1%	107.8%	107.6%	104.7%	103.6%	103.0%

*Figures are estimates based on management accounting.