



# Bandai Namco Holdings Inc.

## Financial Highlights for the Second Quarter (Six Months) 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				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Net Sales	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%
Gross Profit	197,253	370,959	254,920	129.2%	403,000	460,000	124.0%
Operating Profit	65,479	90,682	113,670	173.6%	115,000	160,000	176.4%
Recurring Profit	73,931	104,164	115,553	156.3%	119,000	163,000	156.5%
Profit Attributable to Owners of Parent	52,167	101,493	80,727	154.7%	81,000	110,000	108.4%

#### Net Sales by Segment

(millions of yen)

	FY2024.3		FY2025.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	174,316	372,667	228,550	131.1%	370,000	410,000	110.0%
Entertainment (Toys and Hobby)	249,810	509,880	291,633	116.7%	530,000	570,000	111.8%
IP Production	33,337	82,468	41,289	123.9%	83,000	83,000	100.6%
Amusement	59,253	119,667	71,640	120.9%	125,000	130,000	108.6%
Other	16,039	32,358	17,395	108.5%	33,000	33,000	102.0%
Elimination and Corporate	(30,756)	(66,830)	(39,118)	-	(61,000)	(76,000)	-
Total	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%

#### Operating Profit by Segment

(millions of yen)

	FY2024.3			FY2025.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Entertainment (Digital)	15,516	6,257	1.7%	44,703	288.1%	30,000	55,000	13.4%	879.1%
Entertainment (Toys and Hobby)	45,753	78,655	15.4%	59,743	130.6%	80,000	98,000	17.2%	124.6%
IP Production	2,347	10,048	12.2%	6,711	285.9%	12,000	12,000	14.5%	119.4%
Amusement	6,977	6,843	5.7%	7,292	104.5%	7,000	8,000	6.2%	116.9%
Other	661	988	3.1%	1,245	188.4%	500	1,500	4.5%	151.8%
Elimination and Corporate	(5,777)	(12,111)	-	(6,026)	-	(14,500)	(14,500)	-	-
Total	65,479	90,682	8.6%	113,670	173.6%	115,000	160,000	13.9%	176.4%

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

(millions of yen)

	FY2024.3		FY2025.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Japan	363,948	758,463	424,689	116.7%	770,000	803,000	105.9%
Americas	40,381	91,447	64,673	160.2%	108,000	122,000	133.4%
Europe	48,340	102,937	63,664	131.7%	95,000	111,000	107.8%
Asia	49,333	97,365	58,366	118.3%	107,000	114,000	117.1%
Elimination and Corporate	-	-	-	-	-	-	-
Total	502,002	1,050,210	611,391	121.8%	1,080,000	1,150,000	109.5%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2024.3			FY2025.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Japan	64,741	90,340	11.9%	97,525	150.6%	105,000	143,000	17.8%	158.3%
Americas	1,623	5,652	6.2%	10,151	625.4%	9,500	13,000	10.7%	230.0%
Europe	1,160	(931)	-	6,961	600.1%	3,500	6,000	5.4%	-
Asia	7,311	11,357	11.7%	9,443	129.2%	12,000	14,000	12.3%	123.3%
Elimination and Corporate	(9,356)	(15,735)	-	(10,409)	-	(15,000)	(16,000)	-	-
Total	65,479	90,682	8.6%	113,670	173.6%	115,000	160,000	13.9%	176.4%

#### Other Data

(millions of yen)

	FY2024.3		FY2025.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Capital Investments	16,812	38,326	24,715	147.0%	43,000	45,000	117.4%
Depreciation	14,575	38,364	16,225	111.3%	40,000	42,000	109.5%
Advertising Expenses	28,098	64,509	27,652	98.4%	67,000	67,000	103.9%
Personnel Expenses	43,889	85,970	48,032	109.4%	88,000	93,000	108.2%
Investment in game content development etc.	-	79,377	-	-	-	-	-

**【Sales of IPs (Groupwide)】**

(billion yen)

	2024.3		2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Anpanman	4.7	10.1	5.3	11.0
Ultraman	9.5	19.1	8.1	16.0
KAMEN RIDER	12.9	31.5	14.6	30.0
Mobile Suit Gundam	72.6	145.7	76.5	148.0
Super Sentai	3.3	6.5	2.9	6.5
DRAGON BALL	68.4	140.6	75.7	168.0
NARUTO	11.0	25.3	15.0	25.0
Pretty Cure	2.8	6.4	3.3	7.0
ONE PIECE	57.1	112.1	73.2	135.0

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

\*Total sales by IP of major Group companies.

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

(billion yen)

	2024.3		2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Anpanman	4.3	9.4	4.8	10.0
Ultraman	4.3	8.3	4.0	7.5
KAMEN RIDER	9.4	23.4	10.2	21.0
Mobile Suit Gundam	34.7	68.7	37.8	73.0
Super Sentai	2.8	5.4	2.5	5.0
DRAGON BALL	12.2	23.0	15.8	29.0
Pretty Cure	2.8	6.4	3.2	7.0
Pokémon	5.9	11.9	5.1	11.5
ONE PIECE	30.0	60.3	50.1	90.0

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

\*Total sales by IP of major Group companies.

**【Digital Business (Sales by major category)】**

(billion yen)

	2024.3		2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Network content	94.5	187.9	100.8	195.0
Home console game	65.5	151.5	110.5	187.0

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

	2024.3				FY2025.3			
	1st Half Results		Full Year Results		1st Half Results		Full Year Forecasts	
	# 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	31	3,230	72	8,712	41	4,386	92	8,000
Americas	15	6,449	42	13,672	26	5,991	68	13,000
Europe	15	8,474	42	17,298	26	7,794	68	15,000
Group Total	61	18,153	156	39,682	93	18,171	228	36,000
Localized versions	39	-	105	-	52	-	149	-
After elimination of localized versions								
Group Total	22	18,153	51	39,682	41	18,171	79	36,000

**【Data Carddass Sales (Units sold)】**

(million pieces)

	2024.3		2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Digital card sales	80	158	77	118

\*Figures are estimates based on management accounting.

**【IP Production Business (Sales by major category)】**

(billion yen)

	FY2024.3		FY2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Packages	3.9	9.5	4.6	10.5
Production, license, distribution, events and others	29.4	72.9	36.6	72.5
Total	33.3	82.4	41.2	83.0

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

As of September 30, 2024

· Number of copyrighted productions	1,165 series
· Total running time of all copyrighted productions	5,961 hours

**【Amusement Business (Sales by major category)】**

(billion yen)

	FY2024.3		FY2025.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Amusement machines	19.1	34.0	19.6	33.0
Amusement facility	40.1	85.4	51.8	97.0

**【Number of Amusement Facilities】**

			FY2024.3		FY2025.3	
			1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	219	219	220	220
		Openings	7	10	3	5
		Closures	3	9	3	3
		Increase/Decrease	4	1	0	2
		End of term	223	220	220	222
	Overseas	Start of term	19	19	20	20
		Openings	1	1	0	2
		Closures	0	0	0	1
		Increase/Decrease	1	1	0	1
		End of term	20	20	20	21
	Total	Start of term	239	239	240	240
		Openings	8	11	3	7
		Closures	3	10	3	4
Increase/Decrease		5	1	0	3	
End of term		244	240	240	243	
Revenue-sharing facilities	Japan		804	789	820	1,021
	Overseas		15	14	14	14
	Total		819	803	834	1,035
Other directly managed facilities	Total		70	78	91	102
Facilities Total			1,133	1,121	1,165	1,380

\*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	
FY2024.3	103.0%	98.0%	119.2%	105.9%	105.5%	113.3%	114.4%	111.2%	108.8%	
FY2023.3	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
FY2024.3										
FY2023.3	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.