

# **Bandai Namco Group Fiscal Year Ended March 2025 Information Meeting**

May 8, 2025



# Results for FY2025.3 — Key Points

(billion yen)

	FY2024.3 Results	FY2025.3 previous forecast (February)	FY2025.3 Results	Vs. Previous Fiscal Year's Results	Vs. Previous Forecast
Net sales	1,050.2	1,230.0	1,241.5	+191.3	+11.5
Operating Profit	90.6	180.0	180.2	+89.6	+0.2
Ordinary Profit	104.1	187.0	186.4	+82.3	-0.6
Profit Attributable to Owners of Parent	101.4	128.0	129.3	+27.9	+1.3



**We achieved record-high net sales.**

**Strengthened a stable earnings foundation over the three years of the previous Mid-term Plan.**

(billion yen)

		FY2024.3 Results	FY2025.3 previous forecast (February)	FY2025.3 Results	Vs. Previous Fiscal Year's Results	Vs. Previous Forecast
<b>Digital</b>	Segment sales	372.6	450.0	455.6	+83.0	+5.6
	Segment profit	6.2	67.0	68.5	+62.3	+1.5
<b>Toys and Hobby</b>	Segment sales	509.8	590.0	596.9	+87.1	+6.9
	Segment profit	78.6	104.0	102.2	+23.6	-1.8
<b>IP Production</b>	Segment sales	82.4	83.0	90.7	+8.3	+7.7
	Segment profit	10.0	12.0	11.7	+1.7	-0.3
<b>Amusement</b>	Segment sales	119.6	140.0	141.4	+21.8	+1.4
	Segment profit	6.8	8.0	8.4	+1.6	+0.4
<b>Other</b>	Segment sales	32.3	33.0	36.2	+3.9	+3.2
	Segment profit	0.9	1.5	1.6	+0.7	+0.1
<b>Elimination and Corporate</b>	Segment sales	-66.8	-66.0	-79.5	-12.7	-13.5
	Segment profit	-12.1	-12.5	-12.3	-0.2	+0.2
<b>Consolidated</b>	Net sales	1,050.2	1,230.0	1,241.5	+191.3	+11.5
	Operating profit	90.6	180.0	180.2	+89.6	+0.2

# FY2025.3 Results by Segment

## Entertainment Unit

### ■ Digital Business

- Network content:
- Major app titles and the new release THE IDOLM@STER Gakuen contributed to performance
- Home console games:
- Sales have been solid for both the upcoming large-scale DLC and repeat sales of the main title *ELDEN RING*
  - *DRAGON BALL Sparking! ZERO* sold 5.4 million units
- |                        |                                    |
|------------------------|------------------------------------|
| Units sold in FY2025.3 | New titles: 11.92 million units    |
|                        | Repeat titles: 28.84 million units |

### ■ Toys and Hobby Business

- Continued strong performance of products for mature fan base, trading card games, driven by various strategic initiatives
- Significant growth was achieved for established IPs through the development of core products across a wide range of categories
- Broadened lineup of IPs across product offerings
- Overseas sales expanded, particularly in North America and Asia

# FY2025.3 Results by Segment

## IP Production Unit

- Contribution to box-office revenue from the theatrical releases *Mobile Suit Gundam SEED FREEDOM* and *BLUELOCK*
- Global expansion of video streaming and licensing performed well
- Sales of live event-related packages remained solid
- Theatrical release of *Mobile Suit Gundam GQuuuuuuX* was a hit (box office revenue to be recorded in FY2026.3)

## Amusement Unit

- Favorable performance continued at the group-linked Bandai Namco Cross Store, as well as at activity-based facilities
- Sales of existing-store in Japan: +5.3% year on year
- Steady popularity of new and staple arcade game products

# Shareholder Return

## FY2025.3 shareholder return

### Purchase of treasury shares

Total number of shares to be acquired:	7,056,300 shares
Total value of shares to be acquired:	34,999,814,138 yen
Acquisition period:	February 6, 2025 – May 21, 2025

\* The Company has cancelled 10,000,000 shares of the treasury shares held as of April 30, 2025.

### Dividends

FY2025.3 annual dividends:	<b>71 yen</b>
- Base dividend:	22 yen
- Performance-based dividend:	49 yen

**Total payout ratio 62.7%**

## New basic policy on return to shareholders

Further strengthen the competitiveness of the Group and rank the appropriate return of profits to shareholders as one of its highest priorities in the management, while making it a basic policy to have **a total return ratio of 50% or higher.**

- Implement long-term stable **dividends with a minimum DOE (dividend on equity) of 3.60%**
- Acquire treasury shares as appropriate with an awareness of capital cost

# Forecast for Full-Year of FY2026.3

(billion yen)

	FY2025.3 Full-Year Results	FY2026.3 Full-Year Plan	Vs. Previous Fiscal Year's Results
Net sales	1,241.5	1,200.0	-41.5
Operating Profit	180.2	145.0	-35.2
Ordinary Profit	186.4	149.0	-37.4
Profit Attributable to Owners of Parent	129.3	100.0	-29.3

# Forecast for Full-Year of FY2026.3 by Segment

(billion yen)

		FY2025.3 Full-Year Results	FY2026.3 Full-Year Plan	Vs. Previous Year's Results
Toys and Hobby	Segment sales	596.9	600.0	+3.1
	Segment profit	102.2	105.0	+2.8
Digital	Segment sales	455.6	390.0	-65.6
	Segment profit	68.5	40.0	-28.5
Visual and Music	Segment sales	90.7	90.0	-0.7
	Segment profit	11.7	10.5	-1.2
Amusement	Segment sales	141.4	150.0	+8.6
	Segment profit	8.4	9.5	+1.1
Other	Segment sales	36.2	38.0	+1.8
	Segment profit	1.6	1.5	-0.1
Elimination and Corporate	Segment sales	-79.5	-68.0	+11.5
	Segment profit	-12.3	-21.5	-9.2
Consolidated	Net sales	1,241.5	1,200.0	-41.5
	Operating profit	180.2	145.0	-35.2



# Trends in the Toys and Hobby Business

## FY2026.3 Plan

- Aiming for record-high earnings with IP x categories x regions
- Continuing proactive promotions and marketing centered on well-performing categories
- Capital investments to expand production capacity

### ONE PIECE CARD GAME



▲ Available in five languages (Japanese, English, Chinese, Korean and French)



▲ Hosting tournaments and events worldwide



▲ Scene from our Times Square ad takeover in New York



### GUNDAM CARD GAME



GUNDAM CARD GAME launched simultaneously worldwide in collaboration with the miniature game series GUNDAM ASSEMBLE



▲ Attracting new fans



▲ The new factory for Gundam model kits is scheduled to begin phased operations in the second half

# Trends in the Digital Business

## FY2026.3 Plan

- **Home console games:** Impact from differences in title lineup compared to the previous fiscal year
- **Network content:** Launch of anticipated new titles, in addition to existing app titles



A successful launch with positive user ratings



Nintendo Switch 2 titles under development



Original IP celebrating its anniversary



# Trends in the Visual and Music Business

## FY2026.3 Plan

- Offering a variety of visual and music content, including approaches to new fans and the creation of original IPs
- Strengthening licensing business and live events



▲Collaborative works with studio Khara

Attracting new fans through theatrical releases and anime broadcasts



▲Expanding through both anime and live-action adaptations



▲Original works in both film and music that are drawing attention

Decided on third broadcast of animi One Punch-Man▶



▲GUNDAM NEXT FUTURE PAVILION  
at EXPO 2025 in OSAKA, KANSAI, JAPAN



# Trends in the Amusement Business

## FY2026.3 Plan

- Aggressively opening differentiated facilities around the world
- Launching new amusement machines, new versions of popular series

★Start of new structure → Strengthening facility and equipment planning, facility operations, development functions  
→ Training personnel specialized in each function



**THE IDOLM@STER TOURS**  
アイドルマスター ツアーズ  
TO YOU RADIANT SMILE



▲ Plan to launch this popular series in 2025

▲ Full-scale start of  
*THE IDOLM@STER TOURS*

## **BANDAI NAMCO** Cross Store



▲ Plan to expand stores in Japan and overseas, including New York, U.S.A. and Birmingham, U.K.

# 360 Investment



**A strategic partnership between Sony Group, Bandai Namco, and Gaudiy**

**SONY**



**Gaudiy**

- Important themes are “Global,” “IP Creation and Nurturing Next-Generation Creators,” “Data Usage and Applications,” “Blockchain,” and “Generative AI”
- Leveraging the unique strengths of the three companies, we will advance strategic partnership in the field of entertainment and technology



**By enhancing MyAnimeList —anime and manga community site — the service will connect with more IP fans around the world, and their preferences and enthusiasm will be reflected into business development.**

360 Investment: Strategic investments aimed at connecting with all stakeholders, including IP fans, partners, shareholders, employees, and society.



### 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. This document is a translation of the Japanese original. Bandai Namco Holdings Inc. provides this translation for your reference and convenience only and without any warranty as to its accuracy or otherwise. In the event of any discrepancy, the Japanese original shall prevail.

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