

# **Bandai Namco Group Information Meeting Fiscal Year Ending March 2026 First Quarter Result Presentation**

August 5, 2025



# Results in First Quarter of FY2026. 3

	FY2025. 3 First Quarter Results	FY2026. 3 First Quarter Results	Vs. Previous Year's Results	(billion yen)
Net sales	280.6	300.4	+19.8	
Operating Profit	44.0	51.9	+7.9	
Ordinary Profit	49.0	54.6	+5.6	
Profit Attributable to Owners of Parent	34.0	38.3	+4.3	
Capital Investments	12.3	13.1	+0.8	
Depreciation	7.4	8.4	+1.0	
Advertising Expenses	10.7	13.8	+3.1	
Personnel Expenses	24.3	25.0	+0.7	

**Record-high first quarter results**

***Gundam* sales grew thanks to cross-group initiatives**

# Results in First Quarter of FY2026. 3 by Segment

		FY2025. 3 First Quarter Results	FY2026. 3 First Quarter Results	Vs. Previous Year's Results	(billion yen)
Toys and Hobby	Segment sales	132.8	146.8	+14.0	
	Segment profit	26.9	28.5	+1.6	
Digital	Segment sales	106.3	107.7	+1.4	
	Segment profit	14.7	21.7	+7.0	
Visual and Music	Segment sales	17.5	21.2	+3.7	
	Segment profit	2.4	4.2	+1.8	
Amusement	Segment sales	33.0	33.8	+0.8	
	Segment profit	2.7	2.0	-0.7	
Other	Segment sales	8.3	9.0	+0.7	
	Segment profit	0.3	0.4	+0.1	
Elimination and Corporate	Segment sales	-17.3	-18.3	-1.0	
	Segment profit	-3.2	-5.1	-1.9	
Consolidated	Net sales	280.6	300.4	+19.8	
	Operating profit	44.0	51.9	+7.9	

# Forecast for First Half of FY2026. 3

(billion yen)

	FY2025. 3 First Half Results	FY2026. 3 First Half Plan (as of May 2025)	FY2026. 3 First Half New Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
Net sales	611.3	595.0	605.0	-6.3	+10.0
Operating Profit	113.6	78.5	90.0	-23.6	+11.5
Ordinary Profit	115.5	81.0	94.0	-21.5	+13.0
Profit Attributable to Owners of Parent	80.7	54.0	65.0	-15.7	+11.0

**Revised our first-half earnings forecast to reflect 1Q results and recent business trends.**

(billion yen)

		FY2025. 3 First Half Results	FY2026. 3 First Half Plan (as of May 2025)	FY2026. 3 First Half New Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
<b>Toys and Hobby</b>	Segment sales	291.6	290.0	300.0	+8.4	+10.0
	Segment profit	59.7	58.0	58.0	-1.7	-
<b>Digital</b>	Segment sales	228.5	200.0	210.0	-18.5	+10.0
	Segment profit	44.7	20.5	32.0	-12.7	+11.5
<b>Visual and Music</b>	Segment sales	41.2	38.0	38.0	-3.2	-
	Segment profit	6.7	5.0	5.0	-1.7	-
<b>Amusement</b>	Segment sales	71.6	75.0	75.0	+3.4	-
	Segment profit	7.2	6.0	6.0	-1.2	-
<b>Other</b>	Segment sales	17.3	19.0	19.0	+1.7	-
	Segment profit	1.2	1.0	1.0	-0.2	-
<b>Elimination and Corporate</b>	Segment sales	-39.1	-27.0	-37.0	+2.1	-10.0
	Segment profit	-6.0	-12.0	-12.0	-6.0	-
<b>Consolidated</b>	Net sales	611.3	595.0	605.0	-6.3	+10.0
	Operating profit	113.6	78.5	90.0	-23.6	+11.5

**Estimate the impact of U.S. tariff policy on operating profit to be approximately ¥3.0 billion for the first half (Toys and Hobby Business).**

# Forecast for Full-Year of FY2026.3

	FY 2026.3 Full-year Plan (as of May 2025)
Net sales	1,200.0
Operating Profit	145.0
Ordinary Profit	149.0
Profit Attributable to Owners of Parent	100.0

(billion yen)

**No change in full-year earnings forecasts**

Plan to make a careful assessment in light of:

- Rapidly changing market trends
- Performance of major upcoming titles and trends during key selling seasons, among other factors

## ■ First Quarter: Record-High Performance Achieved

- Strong performance across a broad range of categories around the world
- Established IP products continued to maintain strong presence
- *Tamagotchi* and *PRETTY CURE!* remained consistently popular in toy category

## ■ Second Quarter

- Expect higher marketing costs for new product launches and impact from tariffs



GUNDAM CARD GAME now available in 54 countries and regions



ONE PIECE Card Game celebrates 3rd Anniversary with global expansion



The new factory for model kits now operational



Tamagotchi Paradise gaining worldwide popularity



## ■ First Quarter

- *SD Gundam G Generation Eternal* off to a solid launch
  - Console title *ELDEN RING NIGHTREIGN* performed well
- New title sales: 4.62 million units / Repeat title sales: 6.13 million units

## ■ Second Quarter

- Network content: Strengthening earnings base through core titles
- Higher upfront costs expected for both home console game and network content due to increase in new releases



Over five million units shipped



Boosted by brand synergy with the *Tamagotchi* device

### ◀ Home console games



*LITTLE NIGHTMARES 3* launching in October

### Network content ▶



*DRAGON BALL GEKISHIN SQUADRA* coming in 2025



Over six million downloads



1st Anniversary campaigns performing well 12

**Strengthening revenue base with core and new titles**



## ■First Quarter

The box office performance, global streaming, and licensing revenue of *Mobile Suit Gundam GQuuuuuuX* all contributed to its performance.

## ■Second Quarter

- Prior-year results included multiple theatrical hits contributing to box office revenues



Promoting overseas at  
North America's  
largest anime event ▶



Expanding stories through both anime  
and live-action by the same team

Expansive lineup  
across genres

Delivering diverse content and stories tailored to regions and generations worldwide



## ■First Quarter

- Group IP-themed and product-branded entertainment facilities and activity facilities performed well
- Major new amusement machine releases in the same period last year

## ■Second Quarter

- Ongoing strong performance expected in facilities operations
- Updated versions of popular Gundam amusement machine series to be rolled out



Latest installment of a popular series



Immersive facility inspired by the IP's universe





# IP axis strategy

BANDAI NAMCO

Fun for All into the Future

Advance a group-wide project over the medium to long term toward the 50th anniversary



## A strategic partnership between Sony Group and Bandai Namco Holdings

### **Carrying out various collaborations by leveraging the strengths of both companies**

- The expansion of works as well as products and services based on IP developed by Bandai Namco, leveraging Sony's strengths in areas such as the production and distribution of anime and other video content, as well as merchandising
- Joint development and promotion of IP
- Planning and technical collaboration on experiential entertainment
- Support for creators through the joint development and operation of entertainment-related technologies and services
- Joint investments and business alliances in the area of fan engagement



## 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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