

Bandai Namco Group Information Meeting Fiscal Year Ending March 2026 1st Half Result Presentation

November 6, 2025



FY2025.3 First Half Results

(billion yen)

	FY2025. 3 First Half Results	FY 2026.3 First Half Previous Forecast	FY2026. 3 First Half Results	Vs. Previous Year's Results		Vs. Previous Forecast
				Change	(%)	
Net sales	611.3	605.0	643.8	+32.5	+5.3	+38.8
Operating Profit	113.6	90.0	105.4	-8.2	-7.2	+15.4
Ordinary Profit	115.5	94.0	110.1	-5.4	-4.6	+16.1
Profit Attributable to Owners of Parent	80.7	65.0	78.9	-1.8	-2.3	+13.9



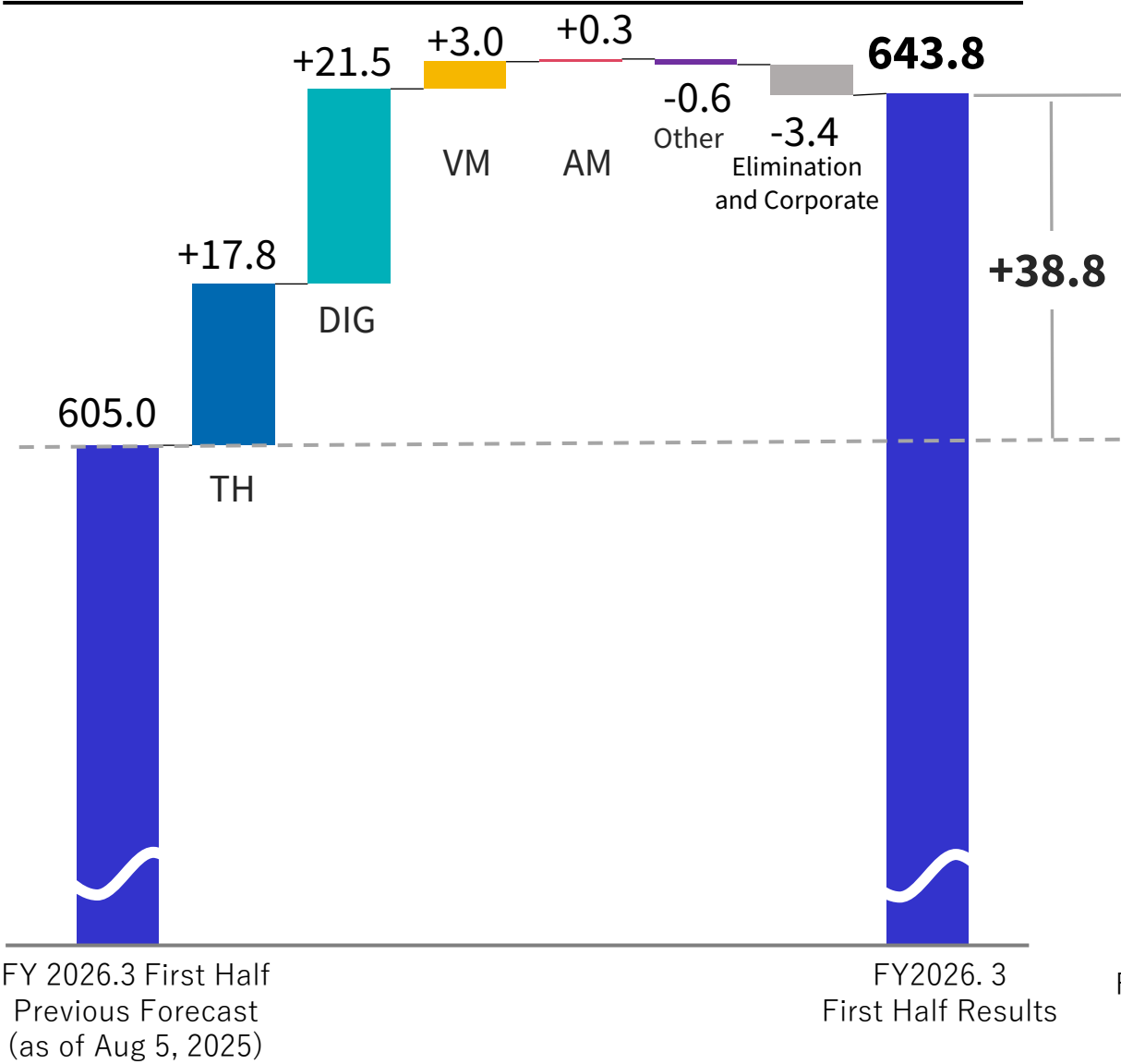
- First-half results exceeded both initial and revised forecasts.
- Sales for the *Gundam* series increased due to growing excitement for the series and synergistic effects between its products and services.

FY2026.3 First Half Results by Segment

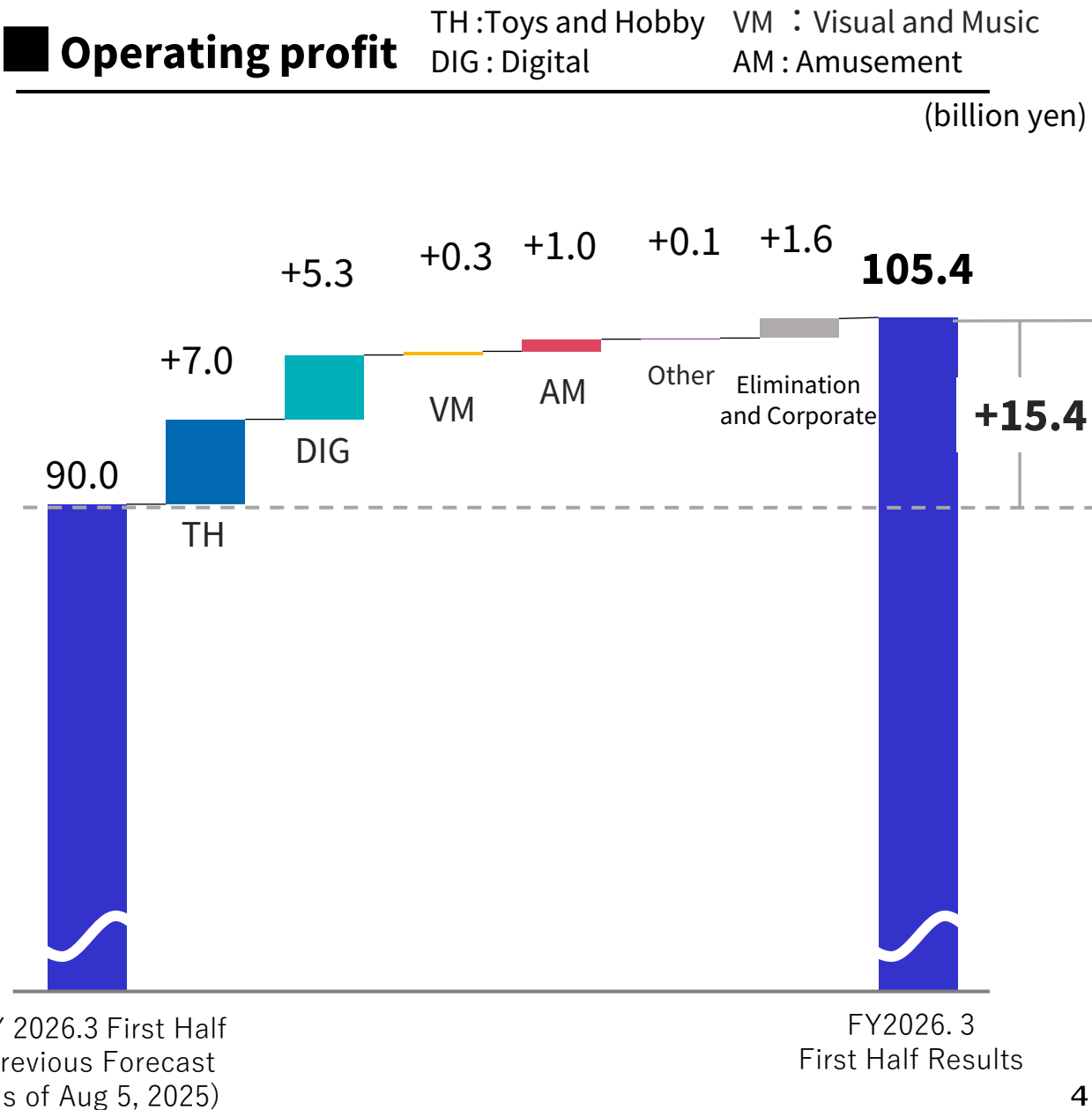
		FY2025. 3 First Half Results	FY 2026.3 First Half Previous Forecast	FY2026. 3 First Half Results	Vs. Previous Year's Results	Vs. Previous Forecast	(billion yen)
Toys and Hobby	Segment sales	291.6	300.0	317.8	+26.2	+17.8	
	Segment profit	59.7	58.0	65.0	+5.3	+7.0	
Digital	Segment sales	228.5	210.0	231.5	+3.0	+21.5	
	Segment profit	44.7	32.0	37.3	-7.4	+5.3	
Visual and Music	Segment sales	41.2	38.0	41.0	-0.2	+3.0	
	Segment profit	6.7	5.0	5.3	-1.4	+0.3	
Amusement	Segment sales	71.6	75.0	75.3	+3.7	+0.3	
	Segment profit	7.2	6.0	7.0	-0.2	+1.0	
Other	Segment sales	17.3	19.0	18.4	+1.1	-0.6	
	Segment profit	1.2	1.0	1.1	-0.1	+0.1	
Elimination and Corporate	Segment sales	-39.1	-37.0	-40.4	-1.3	-3.4	
	Segment profit	-6.0	-12.0	-10.4	-4.4	+1.6	
Consolidated	Net sales	611.3	605.0	643.8	+32.5	+38.8	
	Operating profit	113.6	90.0	105.4	-8.2	+15.4	

FY2026.3 First Half Results - Comparison with Previous Forecast -

Net sales



Operating profit



Toys and Hobby Unit

Record-High Results Thanks to Ongoing Strong Performance Across Each Categories

- Robust performance of products for the mature fan base, such as model kits, as well as card games, capsule toys, confectioneries, and other products
- Strong worldwide popularity for *Tamagotchi*
- Impact of U.S. tariff policy on operating profit: around ¥2.0 billion

Digital Unit

Solid Contributions from the Strong Performance of New Title in Network Content

- Network content
 - Massive success of *SD Gundam G Generation ETERNAL*
 - Stable performance of existing mainstay titles
- Home console games
 - Worldwide success of *ELDEN RING NIGHTREIGN*
 - Decreased profitability from repeat title sales

Visual and Music Unit

Widespread Impact on Groupwide Performance From the Popularity of New *Gundam* Series Title

- Solid contributions from *Mobile Suit Gundam GQuuuuuuX* box-office revenue, licensing revenue, etc.
- Overall, performance fell short of the same period last year, when multiple major releases had made significant contributions to box office revenue.

Amusement Unit

Strong Performance of Amusement Facilities

- Facilities: Sales of existing-stores in Japan increased by 6.0% year-on-year
- Amusement machines: Sales of new products for the *Gundam* series, etc.

Total company costs

Expenses recorded related to exhibition at Expo 2025 Osaka, Kansai, Japan

Forecast for Full-Year of FY2026.3

(billion yen)

	FY2025.3 Full-Year Results	FY2026.3 Full-Year Plan	FY2026.3 Full-Year New Forecast	Vs. Previous Forecast		Vs. Previous Year's Results
				Change	(%)	
Net sales	1,241.5	1,200.0	1,250.0	+50.0	+4.2	+8.5
Operating Profit	180.2	145.0	165.0	+20.0	+13.8	-15.2
Ordinary Profit	186.4	149.0	172.0	+23.0	+15.4	-14.4
Profit Attributable to Owners of Parent	129.3	100.0	120.0	+20.0	+20.0	-9.3



Forecasts have been revised in light of the actual first half results , along with the current trends of its businesses, and the marketing plans of the products and services in the third quarter onwards, etc.

Forecast for Full-Year of FY2026.3 by Segment

(billion yen)

		FY2025. 3 Full-Year Results	FY2026.3 Full-Year Plan	FY2026.3 Full-Year New Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
Toys and Hobby	Segment sales	596.9	600.0	640.0	+43.1	+40.0
	Segment profit	102.2	105.0	115.0	+12.8	+10.0
Digital	Segment sales	455.6	390.0	410.0	-45.6	+20.0
	Segment profit	68.5	40.0	48.0	-20.5	+8.0
Visual and Music	Segment sales	90.7	90.0	90.0	-0.7	—
	Segment profit	11.7	10.5	10.5	-1.2	—
Amusement	Segment sales	141.4	150.0	140.0	-1.4	-10.0
	Segment profit	8.4	9.5	9.5	+1.1	—
Other	Segment sales	36.2	38.0	38.0	+1.8	—
	Segment profit	1.6	1.5	1.5	-0.1	—
Elimination and Corporate	Segment sales	-79.5	-68.0	-68.0	+11.5	—
	Segment profit	-12.3	-21.5	-19.5	-7.2	+2.0
Consolidated	Net sales	1,241.5	1,200.0	1,250.0	+8.5	+50.0
	Operating profit	180.2	145.0	165.0	-15.2	+20.0

■ Toys and Hobby Business in the Second Half

- Focus on maintaining strong performance across each categories
- Response to U.S. Tariff policy: Implement response measures according to the characteristics and price ranges of products
- Strengthen marketing activities focused on growth in the next term and in the medium to long term



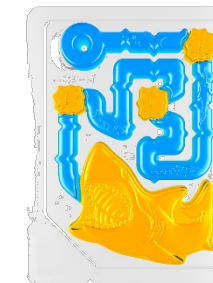
Steady launch of *GUNDAM CARD GAME* in 54 countries and regions



Continued strong performance of *Gundam* model kits, driven by their 45th anniversary and excitement generated from Expo 2025



Worldwide popularity of *Tamagotchi Paradise*



Robust performance while expanding categories for candy toys, collection candy, etc.

Aim for further growth towards the 50th anniversary of *Gundam*

■ Digital Business in the Second Half

- Network content: Focus on maintaining stable performance of mainstay titles and developing new titles
- Home console game: Projected decline in new title and repeat sales volumes compared with the second half of the previous fiscal year
Recording of upfront costs following the launch of multiple new titles



LITTLE NIGHTMARES III (October Release)



DIGIMON STORY TIME STRANGER
(October Release)

◀ Home console game



CODE VEIN II
(January 2026 Release)

▶ Network content



Ongoing strong performance of
SD Gundam G Generation Eternal



DRAGON BALL GEKISHIN SQUADRA
Focus on launching games in new genres

Strengthen earnings base through main and new titles

Visual and Music Business in the Second Half

- Projected recording of licensing revenue for the *Gundam* series, given the strong performance of its products and services
- Increase in live event revenue



Release a variety of titles and news catered to different regions and age groups
Strengthen global rollout of *Gundam* through Unit reorganization

Deliver diverse IP through extensive title rollouts

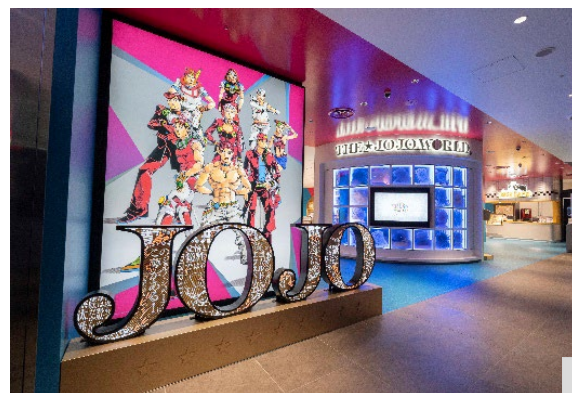
Amusement Business in the Second Half

- Amusement facilities: Second-half sales from existing stores in Japan is forecasted to increase by 5.0% year-on-year
Recording of expenses related to the opening of large-scale facilities
- Amusement machines: Sales of new large-scale products is concentrated in the first half

Amusement machines



Amusement facilities



Developing new titles from popular series and *ONE PIECE: Maboroshi no Hiseki to Unmei no Haguruma*, the first medal game for the *ONE PIECE* series.

Experiential facilities that recreate the world of the IP 12

GUNDAM NEXT FUTURE PAVILION

Cumulative Attendance: Over 1 million

(April 13 – October 13, 2025)

The pavilion achieved the highest satisfaction rating, ranking No. 1

- Data Source: Video Research Ltd.
- Survey Period: July 2025
- Survey Area: Kanto (within 50 km of Tokyo) and Kansai
- Survey Respondents: Individuals aged 12 to 69 living in the survey area who have attended Expo 2025 Osaka, Kansai, Japan (700 samples)



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.



A promotional poster for Bandai Namco's 20th anniversary. The background is a light blue gradient. On the left, a large, stylized yellow Pac-Man character is shown from the chest up, with its mouth wide open. The number '20' is integrated into the shape of the mouth. To the right of the '20', the words 'YEARS OF FUN' are written in a bold, black, sans-serif font. Below the text, a small, white and red Gundam-style robot is shown in a dynamic, running pose. At the bottom of the poster, there is a block of text in a smaller font, followed by a celebratory message and the Bandai Namco logo and tagline.

It's been 20 years since Bandai Namco was born. Not *already* 20 years, but *just* 20 years. And we're just getting started. With playfulness in our hearts, we keep connecting with people around the world, sharing joy, and creating the future together. Bandai Namco is moving forward, always giving our all, and always having fun.

We're celebrating our 20th birthday!
Thank you! Let's keep having fun together!

BANDAI NAMCO
Fun for All into the Future

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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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