

Bandai Namco Group Information Meeting Fiscal Year Ending March 2027 First Quarter Result Presentation

August 6, 2026



Results in First Quarter of FY2027.3

(billion yen)

	FY2026.3 First Quarter Results	FY2027.3 First Quarter Results	Vs. Previous Year's Results
Net sales	300.4	328.4	+28.0
Operating Profit	51.9	69.2	+17.3
Ordinary Profit	54.6	74.4	+19.8
Profit Attributable to Owners of Parent	38.3	51.1	+12.8



Record-high first quarter results

Robust performance from established IPs, including the *Gundam* series, *DRAGON BALL* series, and *ONE PIECE*

The Group effectively leveraged its portfolio of diverse IP and a broad range of product categories

Results in First Quarter of FY2027. 3 by Segment

(billion yen)

		FY2026. 3 First Quarter Results	FY2027. 3 First Quarter Results	Vs. Previous Year's Results
Toys and Hobby	Segment sales	146.8	192.7	+45.9
	Segment profit	28.5	53.9	+25.4
Digital	Segment sales	107.7	90.9	-16.8
	Segment profit	21.7	15.0	-6.7
Visual and Music	Segment sales	21.2	19.2	-2.0
	Segment profit	4.2	1.3	-2.9
Amusement	Segment sales	33.8	38.0	+4.2
	Segment profit	2.0	1.9	-0.1
Other	Segment sales	9.0	10.3	+1.3
	Segment profit	0.4	0.6	+0.2
Elimination and Corporate	Segment sales	-18.3	-22.9	-4.6
	Segment profit	-5.1	-3.7	+1.4
Consolidated	Net sales	300.4	328.4	+28.0
	Operating profit	51.9	69.2	+17.3

Results in First Quarter of FY2027. 3 by Segment

Toy and Hobby Unit

Record-High Performance Achieved

- Strong performance continued across each categories, including products for the mature fan base, card products, Gashapon, confectionery and foods, and stationery
- In addition to the *Gundam* series, *DRAGON BALL* series, and *ONE PIECE*, *Tamagotchi* also achieved a solid performance
- Recorded a refund related to additional U.S. tariffs in North America

Digital Unit

Core game app titles remained popular

- **Network content:** Core game app titles continued to enjoy stable popularity
- **Home console games:** Results were affected by a different title lineup compared with the previous fiscal year, which benefited from the release of a major title

Visual and Music Unit

Results Affected by Differences in the Works Lineup

- Results did not reach the prior-year level, which was significantly supported by box office revenue from a blockbuster *Gundam* theatrical release
- Stable performance from licensing of the *Gundam* series and the global expansion of *One-Punch Man*
- Implemented strategic promotional initiatives overseas to expand IP awareness

Amusement Unit

Facilities Operations Drove Overall Performance

- Net sales for existing amusement facilities in Japan increased 7.6% year on year
- Retail shops where visitors can interact with the worldview of IP, Bandai Namco Cross Store, and other facilities continued to perform strongly

Forecast for First Half of FY2027.3

(billion yen)

	FY2026. 3 First Half Results	FY2027. 3 First Half Plan (as of May 2026)	FY2027. 3 First Half New Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
Net sales	643.8	610.0	690.0	+46.2	+80.0
Operating Profit	105.4	84.0	124.0	+18.6	+40.0
Ordinary Profit	110.1	87.0	130.0	+19.9	+43.0
Profit Attributable to Owners of Parent	78.9	60.0	90.0	+11.1	+30.0

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

Forecast for First Half of FY2027.3 by Segment

(billion yen)

		FY2026. 3 First Half Results	FY2027. 3 First Half Plan (as of May 2026)	FY2027. 3 First Half New Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
Toys and Hobby	Segment sales	317.8	330.0	400.0	+82.2	+70.0
	Segment profit	65.0	66.0	95.0	+30.0	+29.0
Digital	Segment sales	231.5	190.0	200.0	-31.5	+10.0
	Segment profit	37.3	15.0	26.5	-10.8	+11.5
Visual and Music	Segment sales	41.0	40.0	40.0	-1.0	-
	Segment profit	5.3	4.0	2.5	-2.8	-1.5
Amusement	Segment sales	75.3	73.0	78.0	+2.7	+5.0
	Segment profit	7.0	5.5	6.0	-1.0	+0.5
Other	Segment sales	18.4	19.0	21.0	+2.6	+2.0
	Segment profit	1.1	1.0	1.0	-0.1	-
Elimination and Corporate	Segment sales	-40.4	-42.0	-49.0	-8.6	-7.0
	Segment profit	-10.4	-7.5	-7.0	+3.4	+0.5
Consolidated	Net sales	643.8	610.0	690.0	+46.2	+80.0
	Operating profit	105.4	84.0	124.0	+18.6	+40.0

Forecast for First Half of FY2027.3 by Segment

(billion yen)

		FY2027. 3 First Quarter Results	FY2027.3 Second Quarter Forecast	FY2027.3 First Half New Forecast
Toys and Hobby	Segment sales	192.7	207.3	400.0
	Segment profit	53.9	41.1	95.0
Digital	Segment sales	90.9	109.1	200.0
	Segment profit	15.0	11.5	26.5
Visual and Music	Segment sales	19.2	20.8	40.0
	Segment profit	1.3	1.2	2.5
Amusement	Segment sales	38.0	40.0	78.0
	Segment profit	1.9	4.1	6.0
Other	Segment sales	10.3	10.7	21.0
	Segment profit	0.6	0.4	1.0
Elimination and Corporate	Segment sales	-22.9	-26.1	-49.0
	Segment profit	-3.7	-3.3	-7.0
Consolidated	Net sales	328.4	361.6	690.0
	Operating profit	69.2	54.8	124.0

Forecast for Full-Year of FY2027.3

	FY 2027.3 Full-year Plan (as of May 2026)	(billion yen)
Net sales	1,350.0	
Operating Profit	185.0	
Ordinary Profit	190.0	
Profit Attributable to Owners of Parent	130.0	

The full-year Plan has not been revised

Plan to reassess carefully in light of:

- Changes in the market environment and fan needs
- Trends of any major home console game titles planned in the third quarter and thereafter, and trends during key selling seasons, among other factors

Rapidly meeting fan needs through diverse IPs across a wide range of existing and new categories



Release of the highly popular *NARUTO* Card Game has been announced



Further expanding IP popularity



Strong start for new categories



Gundam recorded a higher performance than in the previous year through broad categories, centered around *Gundam* model kits

Expanding the global fan base through new products, highly tailored marketing, and enhanced production



Greater Focus on IPs for Children

Strengthening development capabilities with a view toward building an optimized title portfolio



ACE COMBAT 8: WINGS OF THE VEIL slated for release on October 2, 2026



Core titles remain strong, further reinforcing the network content earnings base



DRAGON BALL XENOVERSE 3 planned for release in 2027



Mobile Suit Gundam RG Project GUNDAM ROGUE ORBIT slated for release in 2027

Maximizing the value of the *Gundam* IP

Developing music businesses unique to Bandai Namco

Live-action film GUNDAM (working title)
Co-produced with: Bandai Namco Filmworks
Netflix
Legendary Pictures



Mobile Suit Gundam SEED FREEDOM ZERO
slated for theatrical release



Mobile Suit Gundam RG XARX-ZERO
launching in 2027



Generating excitement and attracting new fans



Shibuya LOVEZ opening

Delivering content for both new and long-time fans worldwide

Facilities operations, including IP retail shops and Bandai Namco Cross Store, driving growth



Bandai Namco Cross Store
AEON MALL Takaoka



THE GUNDAM BASE
LONDON



Second THE★JOJO WORLD location opening in Osaka in Winter 2026



NAMJATOWN 30th anniversary
renewal
introducing new attractions



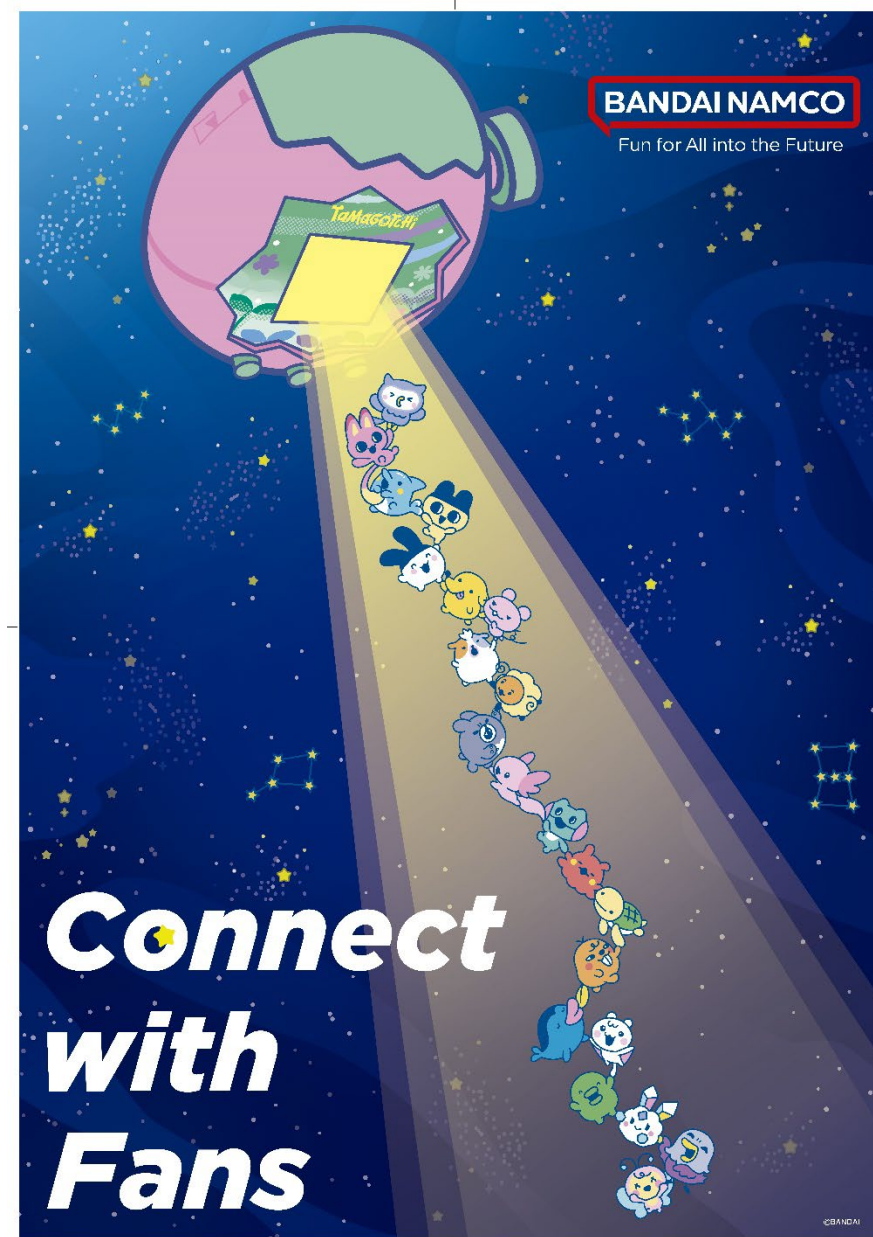
New installment in popular series currently in development 12



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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