Bandai Namco Group Information Meeting Fiscal Year Ending March 2027 1st Half Result Presentation

November 10, 2026

BANDAI NAMCO
Fun for All into the Future

FY2027.3 First Half Results

(billion yen)

	FY2026.3 First Half Results	FY 2027.3 First Half Previous Forecast	FY2027.3 First Half Results	Vs. Previous Year's Results		Vs. Previous Forecast
				Change	(%)	
Net sales	643.8	690.0	728.4	+84.6	+13.1	+38.4
Operating Profit	105.4	124.0	134.3	+28.9	+27.3	+10.3
Ordinary Profit	110.1	130.0	142.6	+32.5	+29.5	+12.6
Profit Attributable to Owners of Parent	78.9	90.0	99.5	+20.6	+26.1	+9.5

Record-high first-half results for net sales and all profit metrics
Robust performance from established IPs, including the *Gundam* series, *DRAGON BALL* series, and *ONE PIECE*
Our business portfolio proved effective, with diverse IPs, a broad range of product categories, and regions working in Group synergy

FY2027.3 First Half Results by Segment

(billion yen)

		FY2026.3 First Half Results	FY 2027.3 First Half Previous Forecast	FY2027.3 First Half Results	Vs. Previous Year's Results	Vs. Previous Forecast
Toys and Hobby	Segment sales	317.8	400.0	412.0	+94.2	+12.0
	Segment profit	65.0	95.0	101.0	+36.0	+6.0
Digital	Segment sales	231.5	200.0	217.4	-14.1	+17.4
	Segment profit	37.3	26.5	27.8	-9.5	+1.3
Visual and Music	Segment sales	41.0	40.0	41.8	+0.8	+1.8
	Segment profit	5.3	2.5	3.6	-1.7	+1.1
Amusement	Segment sales	75.3	78.0	83.5	+8.2	+5.5
	Segment profit	7.0	6.0	7.7	+0.7	+1.7
Other	Segment sales	18.4	21.0	22.3	+3.9	+1.3
	Segment profit	1.1	1.0	1.5	+0.4	+0.5
Elimination and Corporate	Segment sales	-40.4	-49.0	-48.6	-8.2	+0.4
	Segment profit	-10.4	-7.0	-7.5	+2.9	-0.5
Consolidated	Net sales	643.8	690.0	728.4	+84.6	+38.4
	Operating profit	105.4	124.0	134.3	+28.9	+10.3

FY2027.3 First Half Results by Segment

Toys Hobby Unit

Strong Performance Continued across All Categories Around the World

- Strong performance continued across each category, including products for the mature fan base such as model kits and *Ichibankuji*, card products, Capsule Toys, confectionery, and stationery
- In addition to the *Gundam* series, *DRAGON BALL* series, and *ONE PIECE*, *Tamagotchi* also performed strongly
- In North America, recorded a refund of additional U.S. tariffs

Visual and Music Unit

Stable Performance from Global IP Expansion and Other Areas

- Licensing, global expansion, and video streaming revenue for *Gundam*, *Love Live!*, and other IPs remained stable
- Recorded box office revenue from *MOBILE SUIT GUNDAM HATHAWAY The Sorcery of Nymph Circe*
- Higher amortization expenses for video works
- Implemented strategic promotions overseas to raise IP awareness

Digital Unit

Results Affected by Differences in the Title Lineup

- Network content:
  - Focused on stable operation of core mobile app game titles
- Home console games:
  - Third-party titles and repeat sales of existing titles performed solidly
  - Results were affected by a different title lineup compared with the previous fiscal year, which benefited from the release of a major title

Amusement Unit

Facilities Operations Drove Overall Performance

- Net sales at existing stores in Japan increased 9.7% 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 Full-Year of FY2027.3

(billion yen)

	FY2026.3 Full-Year Results	FY2027. 3 Full-Year Plan (as of May 2026)	FY2027.3 Full-Year Current Forecast	Vs. Previous Year's Results	Vs. Previous Forecast	
					Change	(%)
Net sales	1,348.2	1,350.0	1,480.0	+131.8	+130.0	9.6
Operating Profit	189.5	185.0	226.0	+36.5	+41.0	22.2
Ordinary Profit	201.9	190.0	237.0	+35.1	+47.0	24.7
Profit Attributable to Owners of Parent	140.6	130.0	162.0	+21.4	+32.0	24.6

Revised full-year earnings forecast based on first-half results and recent business trends

Forecast for Full-Year of FY2027.3 by Segment

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(billion yen)

		FY2026.3 Full-Year Results	FY2027. 3 Full-Year Plan (as of May 2026)	FY2027.3 Full-Year Current Forecast	Vs. Previous Year's Results	Vs. Previous Forecast
Toys and Hobby	Segment sales	**673.9**	**690.0**	**840.0**	**+166.1**	**+150.0**
	Segment profit	**126.9**	**127.0**	**170.0**	**+43.1**	**+43.0**
Digital	Segment sales	**476.5**	**460.0**	**440.0**	**-36.5**	**-20.0**
	Segment profit	**56.6**	**51.0**	**51.0**	**-5.6**	**-**
Visual and Music	Segment sales	**95.5**	**95.0**	**95.0**	**-0.5**	**-**
	Segment profit	**12.1**	**12.0**	**12.0**	**-0.1**	**-**
Amusement	Segment sales	**152.7**	**155.0**	**165.0**	**+12.3**	**+10.0**
	Segment profit	**10.1**	**10.0**	**10.0**	**-0.1**	**-**
Other	Segment sales	**38.9**	**40.0**	**50.0**	**+11.1**	**+10.0**
	Segment profit	**2.8**	**1.5**	**1.5**	**-1.3**	**-**
Elimination and Corporate	Segment sales	**-89.5**	**-90.0**	**-110.0**	**-20.5**	**-20.0**
	Segment profit	**-19.2**	**-16.5**	**-18.5**	**+0.7**	**-2.0**
Consolidated	Net sales	**1,348.2**	**1,350.0**	**1,480.0**	**+131.8**	**+130.0**
	Operating profit	**189.5**	**185.0**	**226.0**	**+36.5**	**+41.0**

Trends in the Toys and Hobby Business

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



New Shizuoka factory, which handles model kit production, begins full-scale operations

BANDAI CARD GAMES

メラメラの実争奪戦 ONE PIECE CARD GAME



SUNDAM CARD GAME EXPO 2026



Building communities with fans through events and tournaments

BHC大阪
BANDAI HOBBY CENTER OSAKA



Osaka Factory to begin operations in November 2026



NARUTO CARD GAME



NARUTO CARD GAME, based on a globally popular IP, scheduled for release in June 2027



アイカツ! アイコレ



Relaunch of *Aikatsu! DATA CARDDASS* expected to expand the fan base

Trends in the Toys and Hobby Business

BANDAI NAMCO
Fun for All into the Future

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









A string of hit and trending products in the confectionery and GASHAPON categories









Continuing to generate interest through initiatives such as the upcoming launch of *Tamagotchi ring* in February 2027 and a Times Square takeover in New York as part of the 30th anniversary overseas

Trends in the Digital Business

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





Stable operation of core titles further strengthens the network content earnings base



ACE COMBAT 8 : WINGS OF THEVE



DRAGON BALL XENOVERSE 3
scheduled for release in 2027



ONE PIECE: Grand Gourmet



RG Project *GUNDAM ROGUE ORBIT*
scheduled for release in March 2027

Trends in the Visual and Music Business

Maximizing the value of the *Gundam* IP
Developing music businesses unique to Bandai Namco

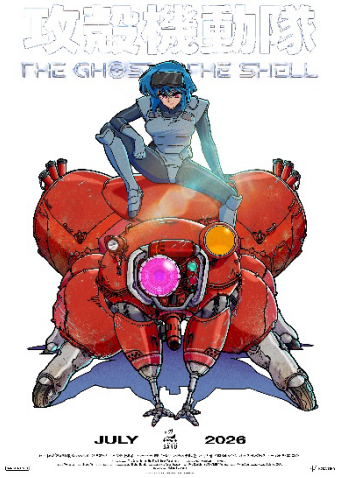


Mobile Suit Gundam SEED FREEDOM ZERO slated for theatrical release in January 2027



Mobile Suit Gundam RG XARX-ZERO to start airing in April 2027





Generating excitement and attracting new fans





Developing visual content and live events with strong synergies with our Music and Live Event businesses

Delivering content for both new and long-time fans worldwide

Trends in the Amusement Business

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



THE GUNDAM BASE LONDON



Bandai Namco Cross Store
AEON MALL Takaoka





THE★JOJO WORLD OSAKA opening in December 2026



Strong performance in the vendor machine business



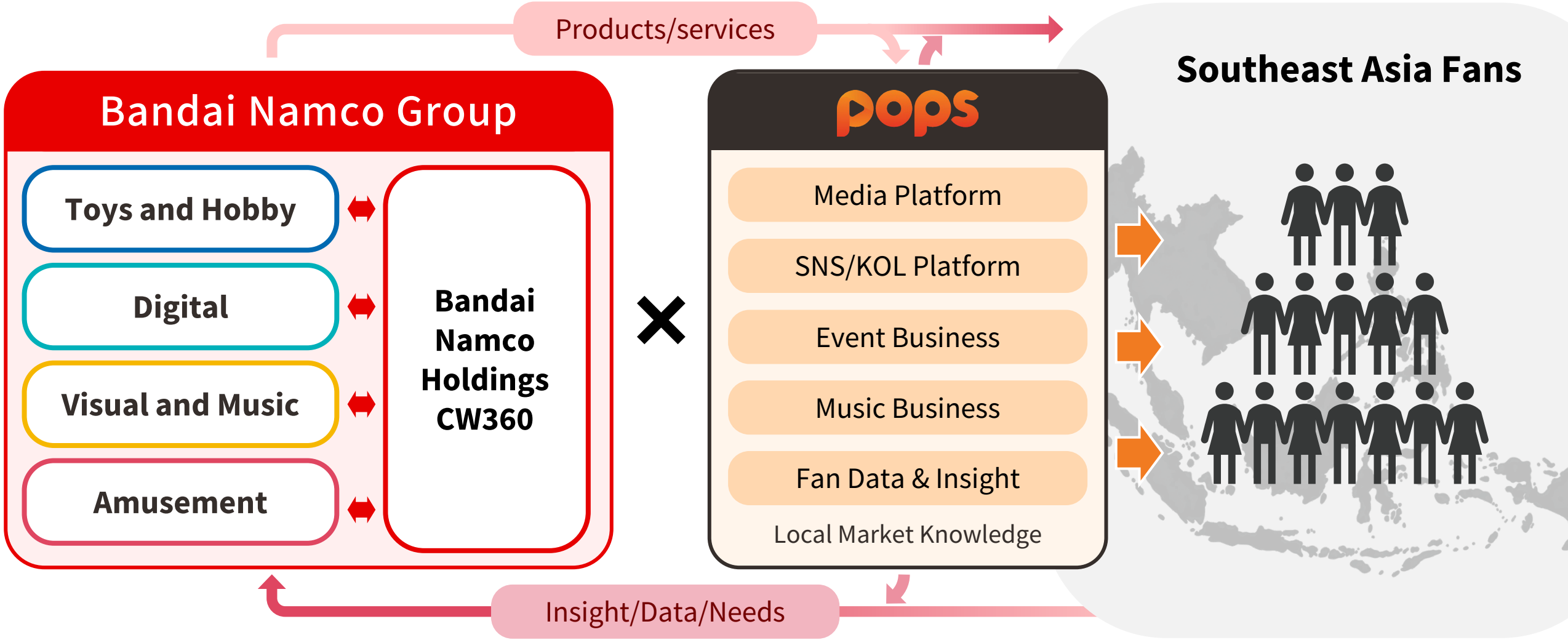
Strong performance at activity facilities
New activities launched in October



湾岸ミッドナイト MAXIMUM TUNE IGNITION

New cabinets for *WANGAN MIDNIGHT MAXIMUM TUNE IGNITION* scheduled to launch in early spring 2027

CW360 Initiatives



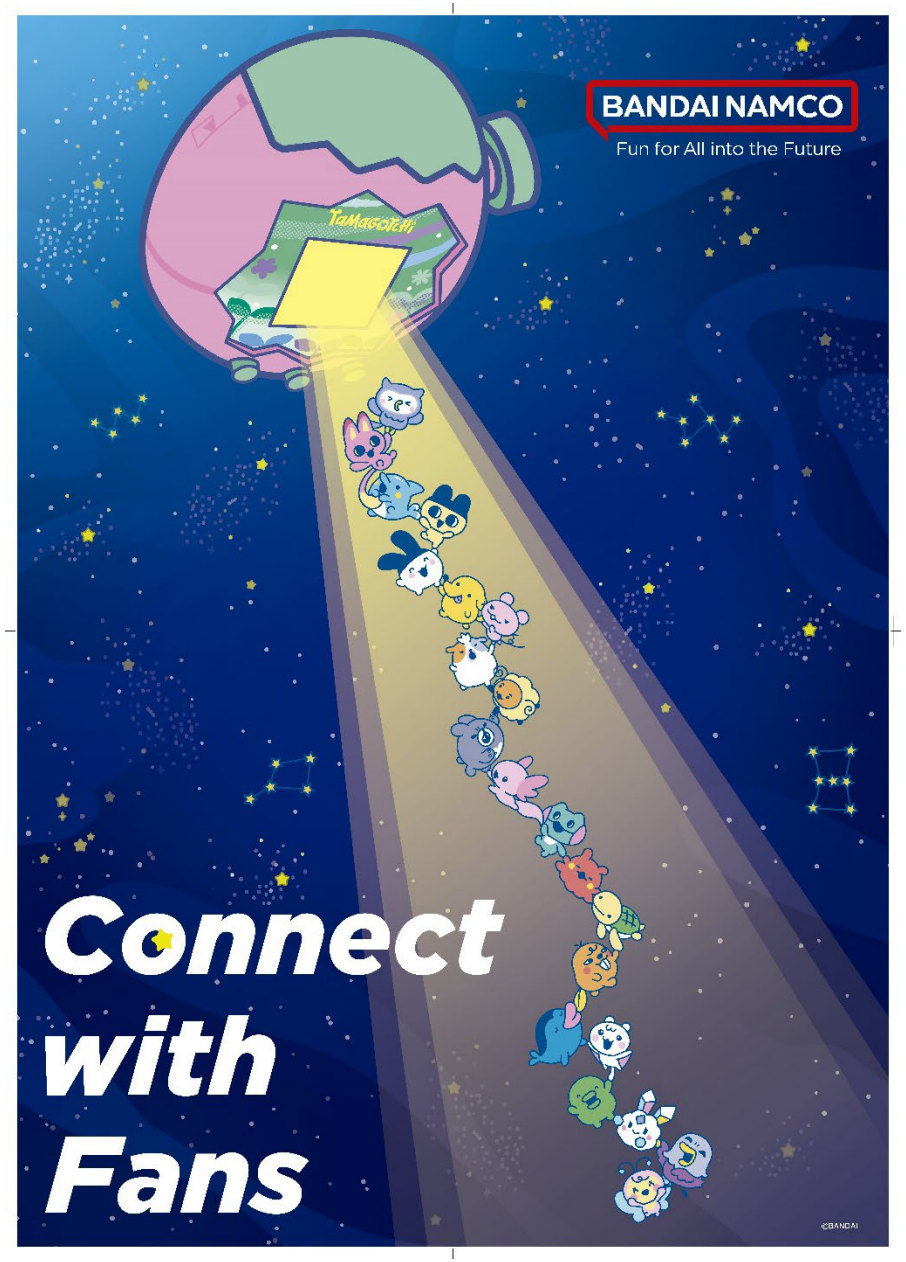
Acquisition of a 42.1% stake in POPS K.K.

Aiming to create new markets in Southeast Asia by combining the strengths of both companies

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.
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