



Bandai Namco Holdings Inc.

Financial Highlights for the Fiscal Year Ended March 31, 2024

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year	
Net Sales	990,089	502,002	548,208	1,050,210	106.1%	515,000	565,000	1,080,000	102.8%	
Gross Profit	368,656	197,253	173,706	370,959	100.6%	198,000	205,000	403,000	108.6%	
Operating Profit	116,472	65,479	25,203	90,682	77.9%	55,000	60,000	115,000	126.8%	
Recurring Profit	128,006	73,931	30,233	104,164	81.4%	57,500	61,500	119,000	114.2%	
Profit Attributable to Owners of Parent	90,345	52,167	49,326	101,493	112.3%	40,000	41,000	81,000	79.8%	

Net Sales by Segment

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year	
Entertainment (Digital)	385,681	174,316	198,350	372,667	96.6%	180,000	190,000	370,000	99.3%	
Entertainment (Toys and Hobby)	447,491	249,810	260,069	509,880	113.9%	250,000	280,000	530,000	103.9%	
IP Production	81,748	33,337	49,130	82,468	100.9%	38,000	45,000	83,000	100.6%	
Amusement	104,602	59,253	60,414	119,667	114.4%	60,000	65,000	125,000	104.5%	
Other	31,313	16,039	16,319	32,358	103.3%	16,000	17,000	33,000	102.0%	
Elimination and Corporate	(60,748)	(30,756)	(36,074)	(66,830)	-	(29,000)	(32,000)	(61,000)	-	
Total	990,089	502,002	548,208	1,050,210	106.1%	515,000	565,000	1,080,000	102.8%	

Operating Profit by Segment

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Entertainment (Digital)	49,339	15,516	(9,259)	6,257	1.7%	12.7%	13,000	17,000	30,000	8.1%	479.5%
Entertainment (Toys and Hobby)	59,538	45,753	32,902	78,655	15.4%	132.1%	39,000	41,000	80,000	15.1%	101.7%
IP Production	10,645	2,347	7,701	10,048	12.2%	94.4%	6,000	6,000	12,000	14.5%	119.4%
Amusement	6,038	6,977	(134)	6,843	5.7%	113.3%	4,500	2,500	7,000	5.6%	102.3%
Other	1,165	661	327	988	3.1%	84.8%	300	200	500	1.5%	50.6%
Elimination and Corporate	(10,254)	(5,777)	(6,334)	(12,111)	-	-	(7,800)	(6,700)	(14,500)	-	-
Total	116,472	65,479	25,203	90,682	8.6%	77.9%	55,000	60,000	115,000	10.6%	126.8%

Reference: Net Sales by Region (External sales after elimination)

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year	
Japan	707,531	363,948	394,515	758,463	107.2%	366,000	404,000	770,000	101.5%	
Americas	99,344	40,381	51,066	91,447	92.1%	53,000	55,000	108,000	118.1%	
Europe	94,458	48,340	54,597	102,937	109.0%	45,000	50,000	95,000	92.3%	
Asia	88,757	49,333	48,032	97,365	109.7%	51,000	56,000	107,000	109.9%	
Elimination and Corporate	-	-	-	-	-	-	-	-	-	
Total	990,089	502,002	548,208	1,050,210	106.1%	515,000	565,000	1,080,000	102.8%	

Reference: Operating Profit by Region

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. Prior Year
Japan	103,606	64,741	25,599	90,340	11.9%	87.2%	53,000	52,000	105,000	13.6%	116.2%
Americas	8,543	1,623	4,029	5,652	6.2%	66.2%	4,000	5,500	9,500	8.8%	168.1%
Europe	6,241	1,160	(2,091)	(931)	-	-	1,500	2,000	3,500	3.7%	-
Asia	12,192	7,311	4,046	11,357	11.7%	93.2%	6,500	5,500	12,000	11.2%	105.7%
Elimination and Corporate	(14,109)	(9,356)	(6,379)	(15,735)	-	-	(10,000)	(5,000)	(15,000)	-	-
Total	116,472	65,479	25,203	90,682	8.6%	77.9%	55,000	60,000	115,000	10.6%	126.8%

Other Data

(millions of yen)

	FY2023.3			FY2024.3			FY2025.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. Prior Year	
Capital Investments	36,477	16,812	21,514	38,326	105.1%	18,000	25,000	43,000	112.2%	
Depreciation	28,671	14,575	23,790	38,365	133.8%	15,000	25,000	40,000	104.3%	
Advertising Expenses	56,798	28,098	36,411	64,509	113.6%	33,000	34,000	67,000	103.9%	
Personnel Expenses	81,045	43,889	42,081	85,970	106.1%	44,000	44,000	88,000	102.4%	
Investment in game content development, etc.	76,270	-	-	79,377	104.1%	-	-	-	-	

Forward-looking Statements: This document contains figures that are based on the information currently available to management and estimate involving uncertain factors thought likely to have an effect on future results.

【Sales of IPs (Groupwide)】

(billion yen)

	FY2023.3	FY2024.3		FY2025.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Anpanman	9.9	4.7	10.1	5.0	10.5
Ultraman	19.5	9.5	19.1	9.5	20.0
KAMEN RIDER	32.1	12.9	31.5	13.0	32.0
Mobile Suit Gundam	131.3	72.6	145.7	71.0	145.0
Super Sentai	6.5	3.3	6.5	3.3	6.5
DRAGON BALL	144.5	68.4	140.6	65.0	145.0
NARUTO	18.7	11.0	25.3	12.0	23.0
Pretty Cure	5.6	2.8	6.4	2.5	6.0
ONE PIECE	86.3	57.1	112.1	55.0	105.0

*Figures are calculated based on sales before elimination of inter-segment transactions.

【Sales of IPs (Toys and Hobby Business, Japan)】

(billion yen)

	FY2023.3	FY2024.3		FY2025.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Anpanman	9.3	4.3	9.4	4.5	9.5
Ultraman	9.2	4.3	8.3	4.5	9.0
KAMEN RIDER	23.0	9.4	23.4	9.0	23.0
Mobile Suit Gundam	60.5	34.7	68.7	35.0	70.0
Super Sentai	5.6	2.8	5.4	2.5	5.0
DRAGON BALL	22.5	12.2	23.0	13.0	27.0
Pretty Cure	5.6	2.8	6.4	2.5	6.0
Pokémon	8.8	5.9	11.9	5.0	11.5
ONE PIECE	31.9	30.0	60.3	33.0	64.0

*Figures are calculated based on sales before elimination of inter-segment transactions.

【Digital Business (Sales by major category)】

(billion yen)

	FY2023.3	FY2024.3		FY2025.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Network content	194.0	94.5	187.9	85.0	180.0
Home video game	159.8	65.5	151.5	82.0	162.0

【Home Video Game (Number of titles and unit sales)】

	FY2024.3				FY2025.3			
	1st Half Results		Full Year Results		1st Half Forecasts		Full Year Forecasts	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	31	3,230	72	8,712	63	3,000	107	8,000
Americas	15	6,449	42	13,672	46	6,000	88	11,500
Europe	15	8,474	42	17,298	44	6,000	86	11,500
Group Total	61	18,153	156	39,682	153	15,000	281	31,000
Localized versions	39	-	105	-	96	-	190	-
After elimination of localized versions								
Group Total	22	18,153	51	39,682	57	15,000	91	31,000

Note: Breakdown of Japan and Europe has partially been changed

【Data Carddass Sales (Units sold)】

(million pieces)

	FY2023.3	FY2024.3		FY2025.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	181	80	158	96	196

*Figures are estimates based on management accounting.

【Visual and Music Business & Creation Business (Sales by major category)】

(billion yen)

	FY2024.3		FY2025.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Packages	3.9	9.5	4.2	9.5
Production, license, distribution, events and others	29.4	72.9	33.8	73.5
Total	33.3	82.4	38.0	83.0

【IP Production Business (Number of copyrighted productions and running time)】

As of March 31, 2024

· Number of copyrighted productions	1,137 series
· Total running time of all copyrighted productions	5,902 hours

【Amusement Business (Sales by major category)】

(billion yen)

	FY2024.3		FY2025.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	19.1	34.0	17.0	35.0
Amusement facility	40.1	85.4	43.0	90.0

【Number of Amusement Facilities】

			FY2024.3		FY2025.3	
			1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Directly managed amusement facilities	Japan	Start of term	219	219	220	220
		Openings	7	10	5	6
		Closures	3	9	1	1
		Increase/Decrease	4	1	4	5
		End of term	223	220	224	225
	Overseas	Start of term	19	19	20	20
		Openings	1	1	0	3
		Closures	0	0	0	1
		Increase/Decrease	1	1	0	2
		End of term	20	20	20	22
	Total	Start of term	239	239	240	240
		Openings	8	11	5	9
		Closures	3	10	1	2
Increase/Decrease		5	1	4	7	
		End of term	244	240	244	247
Revenue-sharing facilities	Japan		804	789	933	1,048
	Overseas		15	14	14	14
	Total		819	803	947	1,062
Other directly managed facilities	Total		70	78	86	94
Facilities Total			1,133	1,121	1,277	1,403

*Other directly managed facilities includes amusement parks, IP facilities, activity facilities, and Gashapon stores

【Amusement Facilities (Existing-store sales, YOY, Japan)】

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half	
FY2023.3	112.5%	100.1%	95.7%	102.6%	101.3%	102.7%	102.3%	102.1%	102.4%	
FY2022.3	110.7%	145.7%	126.6%	127.1%	108.5%	123.9%	119.3%	117.3%	121.6%	
	Oct.	Nov.	Dec.	3Q (3 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2023.3	102.2%	99.9%	104.6%	102.4%	100.1%	107.8%	107.6%	104.7%	103.6%	103.0%
FY2022.3	109.7%	103.6%	101.3%	104.6%	109.5%	123.3%	111.3%	113.7%	109.2%	114.9%

*Figures are estimates based on management accounting.