



Bandai Namco Holdings Inc.

Financial Highlights for the Second Quarter of the Fiscal Year Ending March 31, 2024

Bandai Namco Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2023.3		FY2024.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Net Sales	477,620	990,089	502,002	105.1%	1,000,000	1,000,000	101.0%
Gross Profit	195,616	368,656	197,253	100.8%	390,000	394,000	106.9%
Operating Profit	81,607	116,472	65,479	80.2%	125,000	125,000	107.3%
Recurring Profit	92,365	128,006	73,931	80.0%	129,000	134,000	104.7%
Profit Attributable to Owners of Parent	66,557	90,345	52,167	78.4%	91,000	91,000	100.7%

Net Sales by Segment

(millions of yen)

	FY2023.3		FY2024.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Entertainment (Digital)	193,897	385,681	174,316	89.9%	390,000	360,000	93.3%
Entertainment (Toys and Hobby)	213,368	447,491	249,810	117.1%	450,000	480,000	107.3%
IP Production	35,065	81,748	33,337	95.1%	83,000	83,000	101.5%
Amusement	48,657	104,602	59,253	121.8%	110,000	110,000	105.2%
Other	15,070	31,313	16,039	106.4%	31,000	31,000	99.0%
Elimination and Corporate	(28,439)	(60,748)	(30,756)	-	(64,000)	(64,000)	-
Total	477,620	990,089	502,002	105.1%	1,000,000	1,000,000	101.0%

Operating Profit by Segment

(millions of yen)

	FY2023.3			FY2024.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Entertainment (Digital)	44,649	49,339	12.8%	15,516	34.8%	58,000	41,000	11.4%	83.1%
Entertainment (Toys and Hobby)	33,562	59,538	13.3%	45,753	136.3%	63,000	75,000	15.6%	126.0%
IP Production	3,459	10,645	13.0%	2,347	67.9%	11,000	11,000	13.3%	103.3%
Amusement	4,804	6,038	5.8%	6,977	145.2%	5,000	8,000	7.3%	132.5%
Other	456	1,165	3.7%	661	144.7%	1,000	1,000	3.2%	85.8%
Elimination and Corporate	(5,324)	(10,254)	-	(5,777)	-	(13,000)	(11,000)	-	-
Total	81,607	116,472	11.8%	65,479	80.2%	125,000	125,000	12.5%	107.3%

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

(millions of yen)

	FY2023.3		FY2024.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Japan	335,861	707,531	363,948	108.4%	712,000	724,500	102.4%
Americas	52,651	99,344	40,381	76.7%	99,500	89,500	90.1%
Europe	45,047	94,458	48,340	107.3%	93,500	95,000	100.6%
Asia	44,059	88,757	49,333	112.0%	95,000	91,000	102.5%
Elimination and Corporate	-	-	-	-	-	-	-
Total	477,620	990,089	502,002	105.1%	1,000,000	1,000,000	101.0%

Reference: Operating Profit by Region

(millions of yen)

	FY2023.3			FY2024.3					
	1st Half Results	Full Year Results	OP Margin	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	OP Margin	% vs Prior Year
Japan	72,611	103,606	14.6%	64,741	89.2%	115,000	119,500	16.5%	115.3%
Americas	6,159	8,543	8.6%	1,623	26.4%	9,500	6,000	6.7%	70.2%
Europe	5,039	6,241	6.6%	1,160	23.0%	4,000	3,500	3.7%	56.1%
Asia	8,801	12,192	13.7%	7,311	83.1%	9,500	9,000	9.9%	73.8%
Elimination and Corporate	(11,003)	(14,109)	-	(9,356)	-	(13,000)	(13,000)	-	-
Total	81,607	116,472	11.8%	65,479	80.2%	125,000	125,000	12.5%	107.3%

Other Data

(millions of yen)

	FY2023.3		FY2024.3				
	1st Half Results	Full Year Results	1st Half Results	% vs Prior Year	Full Year Plan	Full Year New Forecasts	% vs Prior Year
Capital Investments	16,561	36,477	16,812	101.5%	28,000	28,000	76.8%
Depreciation	11,266	28,671	14,575	129.4%	27,000	27,000	94.2%
Advertising Expenses	22,432	56,798	28,098	125.3%	66,000	66,000	116.2%
Personnel Expenses	39,096	81,045	43,889	112.3%	83,000	83,000	102.4%
Investment in game content development etc.	-	76,270	-	-	-	-	-

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

【Sales of IPs (Groupwide)】

(billion yen)

	2023.3		2024.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Anpanman	4.7	9.9	4.7	10.0
Ultraman	8.9	19.5	9.5	21.5
KAMEN RIDER	14.2	32.1	12.9	32.0
Mobile Suit Gundam	62.4	131.3	72.6	140.0
Super Sentai	3.5	6.5	3.3	7.0
DRAGON BALL	65.7	144.5	68.4	133.0
NARUTO	10.2	18.7	11.0	24.5
Pretty Cure	2.9	5.6	2.8	6.0
ONE PIECE	35.9	86.3	57.1	100.0

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

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

(billion yen)

	2023.3		2024.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Anpanman	4.3	9.3	4.3	9.0
Ultraman	4.7	9.2	4.3	9.5
KAMEN RIDER	9.5	23.0	9.4	23.0
Mobile Suit Gundam	30.1	60.5	34.7	65.5
Super Sentai	2.9	5.6	2.8	6.0
DRAGON BALL	12.0	22.5	12.2	21.0
Pretty Cure	2.9	5.6	2.8	6.0
Pokémon	4.1	8.8	5.9	9.5
ONE PIECE	12.3	31.9	30.0	52.5

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

【Digital Business (Sales by major category)】

(billion yen)

	2023.3		2024.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Network content	94.0	194.0	94.5	195.0
Home console game	85.1	159.8	65.5	145.0

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

	2023.3				FY2024.3			
	1st Half Results		Full Year Results		1st Half Results		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	40	5,556	76	10,021	31	3,230	70	8,500
Americas	33	10,063	59	18,710	15	6,449	45	14,500
Europe	33	8,998	57	19,560	15	8,474	45	18,500
Group Total	106	24,617	192	48,291	61	18,153	160	41,500
Localized versions	78	-	130	-	39	-	110	-
After elimination of localized versions								
Group Total	28	24,617	62	48,291	22	18,153	50	41,500

【Digital Card Sales (Units sold)】

(million pieces)

	2023.3		2024.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Digital card sales	90	181	80	180

*Figures are estimates based on management accounting.

【IP Production Business (Sales by major category)】

(billion yen)

	FY2023.3		FY2024.3	
	1st Half Results	Full Year Results	1st Half New Forecasts	Full Year Plan
Packages	5.4	11.5	3.9	8.0
Production, license, distribution, events and others	29.6	70.2	29.4	75.0
Total	35.0	81.7	33.3	83.0

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

As of September 30, 2023

• Number of copyrighted productions	1,125 series
• Total running time of all copyrighted productions	5,873 hours

【Amusement Business (Sales by major category)】

(billion yen)

	FY2023.3		FY2024.3	
	1st Half Results	Full Year Results	1st Half New Forecasts	Full Year Plan
Amusement machines	11.4	31.0	19.1	33.0
Amusement facility	37.2	73.5	40.1	77.0

【Number of Amusement Facilities】

			FY2023.3		FY2024.3	
			1st Half Results	Full Year Results	1st Half New Forecasts	Full Year Plan
Directly managed facilities	Japan	Start of term	240	240	243	243
		Openings	3	7	7	10
		Closures	2	4	3	5
		Increase/Decrease	1	3	4	5
		End of term	241	243	247	248
	Overseas	Start of term	21	21	21	21
		Openings	2	2	1	1
		Closures	0	2	0	1
		Increase/Decrease	2	0	1	0
		End of term	23	21	22	21
	Total	Start of term	261	261	264	264
		Openings	5	9	8	11
		Closures	2	6	3	6
Increase/Decrease		3	3	5	5	
End of term		264	264	269	269	
Revenue-sharing facilities	Japan	632	683	804	886	
	Overseas	16	15	15	15	
	Total	648	698	819	901	
Others	Total	9	10	18	25	
Facilities Total			921	972	1,106	1,195

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half	
FY2024.3	112.5%	100.1%	95.7%	102.6%	101.3%	102.7%	102.3%	102.1%	102.4%	
FY2023.3	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
FY2024.3										
FY2023.3	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.