



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the Fiscal Year Ending March 31, 2020

### BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2019.3	FY2020.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year
Net Sales	732,347	349,327	374,662	723,989	98.9%
Gross Profit	262,555	133,889	127,059	260,948	99.4%
Operating Profit	84,045	47,941	30,834	78,775	93.7%
Recurring Profit	86,863	48,746	31,051	79,797	91.9%
Profit Attributable to Owners of Parent	63,383	34,607	23,058	57,665	91.0%

#### Net Sales by Segment

(millions of yen)

	FY2019.3	FY2020.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year
Toys and Hobby	242,865	128,044	125,670	253,714	104.5%
Network Entertainment	340,927	153,036	175,043	328,079	96.2%
Real Entertainment	101,493	46,810	44,943	91,753	90.4%
Visual and Music Production	45,518	20,761	26,190	46,951	103.1%
IP Creation	22,464	7,850	11,900	19,750	87.9%
Other	29,764	15,342	20,410	35,752	120.1%
Elimination and Corporate	△ 50,687	△ 22,517	△ 29,495	△ 52,012	—
Total	732,347	349,327	374,662	723,989	98.9%

#### Operating Profit by Segment

(millions of yen)

	FY2019.3	FY2020.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year
Toys and Hobby	21,710	17,620	9,113	26,733	10.5%	123.1%
Network Entertainment	47,534	24,964	18,915	43,879	13.4%	92.3%
Real Entertainment	4,264	1,526	△ 3,028	△ 1,502	—	—
Visual and Music Production	8,797	3,837	4,195	8,032	17.1%	91.3%
IP Creation	5,020	2,255	3,503	5,758	29.2%	114.7%
Other	1,197	932	932	1,864	5.2%	155.7%
Elimination and Corporate	△ 4,480	△ 3,194	△ 2,797	△ 5,991	—	—
Total	84,045	47,941	30,834	78,775	10.9%	93.7%

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

(millions of yen)

	FY2019.3	FY2020.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year
Japan	595,291	283,927	294,995	578,922	97.3%
Americas	46,797	22,762	30,791	53,553	114.4%
Europe	43,900	18,145	26,023	44,168	100.6%
Asia	46,359	24,494	22,853	47,347	102.1%
Elimination and Corporate	—	—	—	—	—
Total	732,347	349,327	374,662	723,989	98.9%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2019.3	FY2020.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. Prior Year
Japan	75,576	45,399	27,199	72,598	12.5%	96.1%
Americas	4,866	1,760	3,012	4,772	8.9%	98.1%
Europe	3,121	838	1,320	2,158	4.9%	69.1%
Asia	7,046	3,784	1,555	5,339	11.3%	75.8%
Elimination and Corporate	△ 6,564	△ 3,839	△ 2,252	△ 6,091	—	—
Total	84,045	47,941	30,834	78,775	10.9%	93.7%

#### Other Data

(millions of yen)

	FY2019.3	FY2020.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. Prior Year
Capital Investments	22,083	13,308	14,034	27,342	123.8%
Depreciation	21,371	9,774	13,466	23,240	108.7%
Game Content R&D Investments	81,468			80,376	98.7%
Advertising Expenses	44,492	20,069	24,299	44,368	99.7%
Personnel Expenses	60,619	30,903	30,918	61,821	102.0%

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.

Consolidated projections for the fiscal year ending March 31, 2021 are undetermined as it is difficult to accurately calculate earnings forecasts given the diverse impacts of the spread of the novel coronavirus. The consolidated projections for the fiscal year ending March 31, 2021 will be disclosed promptly once it become possible to calculate them accurately.

**【 Sales of IPs (Groupwide)】**

(billion yen)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Aikatsu!	3.0	1.5	3.2
Anpanman	12.0	4.7	9.9
Ultraman	6.9	4.4	7.8
KAMEN RIDER	29.3	15.0	31.2
Mobile Suit Gundam	78.1	37.9	78.1
Super Sentai (Power Rangers)	10.2	4.3	6.8
DRAGON BALL	129.0	61.3	134.9
NARUTO	15.8	6.0	13.0
Pretty Cure	10.3	4.6	8.4
ONE PIECE	30.4	18.0	34.9

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

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

(billion yen)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Aikatsu!	1.9	0.8	1.6
Anpanman	11.5	4.4	9.4
Ultraman	4.4	2.5	4.3
KAMEN RIDER	27.3	13.7	28.5
Mobile Suit Gundam	32.5	18.3	35.7
Super Sentai	6.0	3.7	6.0
DRAGON BALL	20.4	11.6	20.7
Pretty Cure	10.1	4.5	8.3
Pokémon	3.5	3.2	6.6
ONE PIECE	5.6	4.8	7.9

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

**【 Digital Card Sales (Units sold)】**

(million pieces)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Digital card sales	202	91	174

**【 Network Entertainment Business (Sales by major category)】**

(billion yen)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Network content	211.1	100.8	200.9
Home video game	102.1	40.7	99.0

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

	FY2019.3		FY2020.3			
	Full Year Results		1st Half Results		Full Year Results	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	66	4,651	13	1,524	37	3,458
Americas	57	10,249	15	4,377	39	10,334
Europe	57	12,711	18	4,285	45	10,792
Group Total	180	27,611	46	10,186	121	24,584
Localized versions	89	-	20	-	62	-
After elimination of localized versions						
Group Total	91	27,611	26	10,186	59	24,584

\*Figures are estimates based on management accounting.

# **【Real Entertainment Business (Sales by major category)】**

(billion yen)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Amusement machines	35.6	11.6	27.1
Amusement facility	66.8	35.2	64.7

# **【Number of Amusement Facilities】**

			FY2019.3	FY2020.3	
			Full Year Results	1st Half Results	Full Year Results
Directly managed facilities	Japan	Start of term	256	264	264
		Openings	△ 26	△ 5	△ 8
		Closures	23	7	11
		Increase/Decrease	3	2	3
		End of term	259	262	261
	Overseas	Start of term	37	33	33
		Openings	△ 0	8	16
		Closures	4	3	3
		Increase/Decrease	4	5	13
		End of term	33	38	46
	Total	Start of term	293	297	297
		Openings	△ 26	13	24
		Closures	27	10	14
		Increase/Decrease	1	3	10
		End of term	292	300	307
Revenue-sharing facilities	Japan		567	517	442
	Overseas		906	854	842
	Total		1,473	1,371	1,284
Others	Total		9	4	4
Facilities Total			1 774	1 675	1 595

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2020.3	106.0%	109.7%	114.5%	109.8%	105.4%	108.2%	102.6%	105.7%	107.5%		
FY2019.3	98.0%	95.6%	98.5%	97.3%	93.1%	92.8%	102.4%	95.5%	96.3%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2020.3	104.9%	100.8%	93.9%	99.2%	105.0%	99.0%	99.6%	42.0%	79.5%	88.8%	98.1%
FY2019.3	88.3%	96.5%	107.6%	97.9%	96.9%	101.0%	101.5%	105.0%	102.5%	100.1%	98.1%

# **【Visual and Music Production Business & IP Creation Business (Sales by major category)】**

(billion yen)

	FY2019.3	FY2020.3	
	Full Year Results	1st Half Results	Full Year Results
Packages	17.0	6.5	15.2
Production, license, distribution, events and others	50.9	22.1	51.5
Total	67.9	28.6	66.7

# **【Visual and Music Production Business & IP Creation Business (Number of copyrighted productions and running time)】**

Number of copyrighted productions (BANDAI NAMCO Arts)	1,116 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,224 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	337 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,742 hours
As of March 31, 2020	

\*Figures are estimates based on management accounting.