

May 11, 2021



BANDAI NAMCO Holdings Inc.

Financial Highlights for the
Fiscal Year Ended March 31, 2021

BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3			
	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	723,989	337,122	403,781	740,903	102.3%	350,000	400,000	750,000	101.2%
Gross Profit	260,948	130,477	151,529	282,006	108.1%	124,000	150,000	274,000	97.2%
Operating Profit	78,775	45,930	38,724	84,654	107.5%	35,000	40,000	75,000	88.6%
Recurring Profit	79,797	47,193	40,419	87,612	109.8%	35,500	40,500	76,000	86.7%
Profit Attributable to Owners of Parent	57,665	31,715	17,179	48,894	84.8%	25,000	27,000	52,000	106.4%

Net Sales by Segment

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3			
	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
Network Entertainment / ENT (Digital)	328,079	170,273	173,877	344,150	104.9%	140,000	170,000	310,000	90.1%
Toys and Hobby / ENT (Toys and Hobby)	253,714	128,858	167,158	296,016	116.7%	140,000	160,000	300,000	101.3%
Visual and Music Production / IPP (Visual and Music)	46,951	11,091	16,998	28,089	59.8%	20,000	25,000	45,000	160.2%
IP Creation / IPP (Creation)	23,497	9,559	18,654	28,213	120.1%	15,000	15,000	30,000	106.3%
Real Entertainment / Amusement	91,753	24,320	39,603	63,923	69.7%	42,000	42,000	84,000	131.4%
Other	31,054	15,700	18,388	34,088	109.8%	12,000	13,000	25,000	73.3%
Elimination and Corporate	△ 51,061	△ 22,680	△ 30,897	△ 53,577	-	△ 19,000	△ 25,000	△ 44,000	-
Total	723,989	337,122	403,781	740,903	102.3%	350,000	400,000	750,000	101.2%

Operating Profit by Segment

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3				
	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
Network Entertainment / ENT (Digital)	43,879	34,726	22,630	57,356	16.7%	130.7%	17,000	23,000	40,000	12.9%
Toys and Hobby / ENT (Toys and Hobby)	26,733	18,809	19,411	38,220	12.9%	143.0%	17,000	18,000	35,000	11.7%
Visual and Music Production / IPP (Visual and Music)	8,032	826	143	969	3.4%	12.1%	1,500	2,500	4,000	8.9%
IP Creation / IPP (Creation)	6,269	1,914	826	2,740	9.7%	43.7%	1,500	2,500	4,000	13.3%
Real Entertainment / Amusement	△ 1,502	△ 8,022	△ 357	△ 8,379	-	-	1,500	500	2,000	2.4%
Other	1,346	661	784	1,445	4.2%	107.4%	200	300	500	2.0%
Elimination and Corporate	△ 5,983	△ 2,984	△ 4,714	△ 7,698	-	-	△ 3,700	△ 6,800	△ 10,500	-
Total	78,775	45,930	38,724	84,654	11.4%	107.5%	35,000	40,000	75,000	10.0%

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

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3			
	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	578,922	265,130	310,362	575,492	99.4%	272,000	302,000	574,000	99.7%
Americas	53,553	27,440	31,031	58,471	109.2%	27,000	35,500	62,500	106.9%
Europe	44,168	18,319	36,330	54,649	123.7%	21,500	33,000	54,500	99.7%
Asia	47,347	26,233	26,060	52,293	110.4%	29,500	29,500	59,000	112.8%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	723,989	337,122	403,781	740,903	102.3%	350,000	400,000	750,000	101.2%

Reference: Operating Profit by Region

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3				
	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
Japan	72,598	41,550	43,805	85,355	14.8%	117.6%	33,000	35,000	68,000	11.8%
Americas	4,772	2,363	△ 8,258	△ 5,895	-	-	500	3,500	4,000	6.4%
Europe	2,158	599	3,707	4,306	7.9%	199.5%	500	2,500	3,000	5.5%
Asia	5,339	4,652	3,788	8,440	16.1%	158.1%	3,500	3,000	6,500	11.0%
Elimination and Corporate	△ 6,091	△ 3,234	△ 4,317	△ 7,551	-	-	△ 2,500	△ 4,000	△ 6,500	-
Total	78,775	45,930	38,724	84,654	11.4%	107.5%	35,000	40,000	75,000	10.0%

Other Data

(millions of yen)

	FY2020.3	FY2021.3				FY2022.3			
	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	27,342	10,684	12,086	22,770	83.3%	11,000	12,000	23,000	101.0%
Depreciation	23,240	9,722	14,963	24,685	106.2%	11,000	16,000	27,000	109.4%
Game Content R&D Investments	80,376	37,581	44,367	81,948	102.0%				
Advertising Expenses	44,368	14,760	30,443	45,203	101.9%	18,000	32,000	50,000	110.6%
Personnel Expenses	61,821	32,615	34,111	66,726	107.9%	32,000	33,000	65,000	97.4%

Note: Figures for FY2022.3 are calculated based on the composition of the new Units. ENT stands for Entertainment and IPP stands for IP Production.

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)

	FY2020.3	FY2021.3		FY2022.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	3.2	0.6	2.0	1.5	2.5
Anpanman	9.9	3.8	8.7	4.0	9.5
Ultraman	7.8	3.9	8.6	4.0	9.5
KAMEN RIDER	31.2	14.1	28.9	14.0	29.5
Mobile Suit Gundam	78.1	45.4	95.0	50.5	103.0
Super Sentai	6.8	2.7	5.2	2.0	5.0
DRAGON BALL	134.9	63.0	127.4	63.0	127.0
NARUTO	13.0	10.3	21.4	8.0	16.5
Pretty Cure	8.4	3.3	6.6	3.5	7.0
ONE PIECE	34.9	19.9	38.0	19.0	38.0

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

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

(billion yen)

	FY2020.3	FY2021.3		FY2022.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	1.6	0.4	1.0	0.5	1.0
Anpanman	9.4	3.7	8.3	4.0	9.0
Ultraman	4.3	2.3	4.9	2.5	6.0
KAMEN RIDER	28.5	11.9	24.3	11.5	24.5
Mobile Suit Gundam	35.7	20.6	41.0	21.0	42.0
Super Sentai	6.0	2.4	4.5	2.0	5.0
DRAGON BALL	20.7	7.4	15.4	6.0	13.0
Pretty Cure	8.3	3.3	6.6	3.5	7.0
Pokémon	6.6	2.9	6.0	3.0	6.0
ONE PIECE	7.9	3.4	7.1	3.5	7.0

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

【 Digital Business (Sales by major category)】

(billion yen)

	FY2020.3	FY2021.3		FY2022.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Network content	200.9	108.1	207.7	100.0	203.0
Home video game	99.0	55.0	118.1	45.0	115.0

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

	FY2021.3				FY2022.3			
	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	19	1,948	44	3,469	35	1,400	70	4,500
Americas	16	7,678	25	16,280	35	5,500	65	13,000
Europe	16	8,768	34	21,749	35	6,500	70	16,000
Group Total	51	18,394	103	41,498	105	13,400	205	33,500
Localized versions	25	-	52	-	70	-	130	-
After elimination of localized versions								
Group Total	26	18,394	51	41,498	35	13,400	75	33,500

【 Digital Card Sales (Units sold)】

(million pieces)

	FY2020.3	FY2021.3		FY2022.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	174	49	126	73	153

*Figures are estimates based on management accounting.

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

(billion yen)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Packages	4.2	9.8	8.0	17.0
Production,license, distribution,events and others	16.4	46.5	27.0	58.0
Total	20.6	56.3	35.0	75.0

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

Number of copyrighted productions (BANDAI NAMCO Arts)	1,157 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	4,341 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	342 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,765 hours
As of March 31, 2021	

【Amusement Business (Sales by major category)】

(billion yen)

	FY2021.3		FY2022.3	
	1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	6.1	16.7	11.0	20.0
Amusement facility	18.1	47.1	31.0	64.0

【Number of Amusement Facilities】

			FY2021.3		FY2022.3	
			1st Half Results	Full Year Results	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	261	261	244	244
		Openings	△ 3	△ 10	△ 2	△ 5
		Closures	11	27	5	8
		Increase/Decrease	8	17	3	3
		End of term	253	244	241	241
	Overseas	Start of term	49	49	22	22
		Openings	6	△ 8	1	1
		Closures	0	35	0	0
		Increase/Decrease	6	27	1	1
		End of term	55	22	23	23
	Total	Start of term	310	310	266	266
		Openings	△ 9	△ 18	△ 3	△ 6
		Closures	11	62	5	8
		Increase/Decrease	2	44	2	2
End of term		308	266	264	264	
Revenue-sharing facilities	Japan		444	518	518	518
	Overseas		810	16	16	16
	Total		1,254	534	534	534
Others	Total		3	3	3	3
Facilities Total			1,565	803	801	801

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2021.3	15.4%	17.6%	68.8%	33.2%	71.5%	59.7%	78.3%	68.7%	52.8%		
FY2020.3	106.0%	109.7%	114.5%	109.8%	105.4%	108.2%	102.6%	105.7%	107.5%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2021.3	98.4%	107.0%	86.4%	96.4%	66.1%	77.6%	89.1%	203.8%	104.2%	100.1%	74.2%
FY2020.3	104.9%	100.8%	93.9%	99.2%	105.0%	99.0%	99.6%	42.0%	79.5%	88.8%	98.1%

*Figures are estimates based on management accounting.