



Bandai Namco Group Information Meeting Fiscal Year Ending March 2022 1st Half Result Presentation



Masaru Kawaguchi
President and Representative Director
BANDAI NAMCO Holdings Inc.

1st Half Results

	FY 2021.3 1st Half Results	FY 2022.3 1st Half Forecast (as of Aug. 2021)	FY 2022.3 1st Half Results	Vs. previous year's results	Vs. previous Forecast	billion yen
Net Sales	337.1	380.0	393.6	+56.5	+13.6	
Operating Profit	45.9	43.0	61.7	+15.8	+18.7	
Recurring Profit	47.1	46.0	64.1	+17.0	+18.1	
Profit Attributable to Owners of Parent	31.7	32.5	39.5	+7.8	+7.0	
Capital Investments	10.6	11.0	13.0	+2.4	+2.0	
Depreciation	9.7	11.0	12.5	+2.8	+1.5	
Game content R&D investments	37.5		39.9	+2.4		
Advertising Expenses	14.7	21.5	19.0	+4.3	-2.5	
Personnel Expenses	32.6	34.0	35.7	+3.1	+1.7	

1st Half Results by Business Segment

			FY 2021.3 1st Half Results	FY 2022.3 1st Half Forecast (as of Aug. 2021)	FY 2022.3 1st Half Results	Vs. previous year's results	Vs. previous forecast	billion yen
Entertainment Unit	Digital Business	Segment sales	167.4	140.0	149.5	-17.9	+9.5	
		Segment profit	34.4	17.0	26.0	-8.4	+9.0	
	Toys and Hobby Business	Segment sales	131.0	170.0	178.1	+47.1	+8.1	
		Segment profit	19.1	25.0	33.0	+13.9	+8.0	
IP Production Unit	Visual and Music Business	Segment sales	13.9	20.0	23.6	+9.7	+3.6	
		Segment profit	1.0	2.5	3.0	+2.0	+0.5	
	Creation Business	Segment sales	9.5	15.0	15.6	+6.1	+0.6	
		Segment profit	1.9	1.5	0.9	-1.0	-0.6	
Amusement Unit	Amusement Business	Segment sales	24.3	42.0	39.0	+14.7	-3.0	
		Segment profit	-8.0	1.5	2.4	+10.4	+0.9	
Other		Segment sales	11.5	14.0	13.6	+2.1	-0.4	
		Segment profit	0.3	0.2	0.5	+0.2	+0.3	
Elimination and Corporate		Segment sales	-20.7	-21.0	-26.0	-5.3	-5.0	
		Segment profit	-2.9	-4.7	-4.3	-1.4	+0.4	
Consolidated		Net sales	337.1	380.0	393.6	+56.5	+13.6	
		Operating profit	45.9	43.0	61.7	+15.8	+18.7	

Full-Year Forecast

	FY 2021.3 Results	FY2022.3 Initial plan	FY2022.3 Current forecast	Vs. previous year's results	Vs. initial plan	billion yen
Net Sales	740.9	750.0	795.0	+54.1	+45.0	
Operating Profit	84.6	75.0	90.0	+5.4	+15.0	
Recurring Profit	87.6	76.0	93.0	+5.4	+17.0	
Profit Attributable to Owners of Parent	48.8	52.0	58.0	+9.2	+6.0	
Capital Investments	22.7	23.0	25.0	+2.3	+2.0	
Depreciation	24.6	27.0	28.0	+3.4	+1.0	
Advertising Expenses	45.2	50.0	51.0	+5.8	+1.0	
Personnel Expenses	66.7	65.0	70.0	+3.3	+5.0	

Full-Year Forecast by Business Segment

			FY 2021.3 Results	FY2022.3 Initial plan	FY2022.3 Current forecast	Vs. previous year's Results	Vs. initial plan	billion yen
Entertainment Unit	Digital Business	Segment sales	337.9	310.0	310.0	-27.9	±0.0	
		Segment profit	56.7	40.0	40.0	-16.7	±0.0	
	Toys and Hobby Business	Segment sales	300.8	300.0	350.0	+49.2	+50.0	
		Segment profit	39.0	35.0	50.0	+11.0	+15.0	
IP Production Unit	Visual and Music Business	Segment sales	34.2	45.0	45.0	+10.8	±0.0	
		Segment profit	1.5	4.0	4.0	+2.5	±0.0	
	Creation Business	Segment sales	28.2	30.0	30.0	+1.8	±0.0	
		Segment profit	2.7	4.0	2.5	-0.2	-1.5	
Amusement Unit	Amusement Business	Segment sales	63.9	84.0	84.0	+20.1	±0.0	
		Segment profit	-8.3	2.0	2.0	+10.3	±0.0	
Other		Segment sales	24.6	25.0	25.0	+0.4	±0.0	
		Segment profit	0.6	0.5	0.5	-0.1	±0.0	
Elimination and Corporate		Segment sales	-48.8	-44.0	-49.0	-0.2	-5.0	
		Segment profit	-7.7	-10.5	-9.0	-1.3	+1.5	
Consolidated		Net sales	740.9	750.0	795.0	+54.1	+45.0	
		Operating profit	84.6	75.0	90.0	+5.4	+15.0	

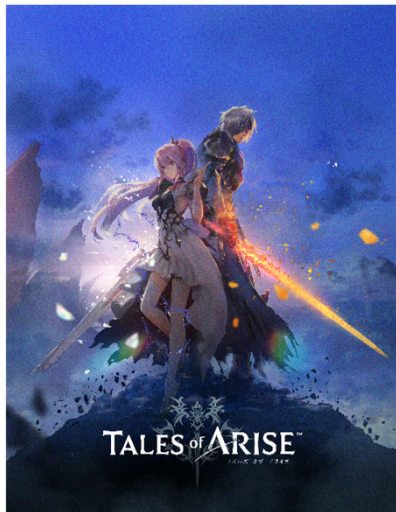
Overview and Topics (Entertainment Unit)

Entertainment Unit, Digital Business

【First half】

Favorable results with new titles

In home video games, continued favorable results with repeat titles



Home video game
Tales of ARISE



Network content
My Hero Academia
ULTRA IMPACT

【Second half】

Home video games: Planning to release major titles

Network content: Planning to release multiple new products

⇒ Upfront, initial costs, such as development expenses and promotional expenses



Home video game
ELDEN RING



Network content
THE IDOLM@STER SideM
GROWING STARS

Overview and Topics (Entertainment Unit)

Entertainment Unit, Toys and Hobby Business

【First half】

Continued favorable results for products for the mature fan base around the world

Japan: Favorable results with products for new IP and toy-related items

Overseas: Expanded categories in North America, China, etc.



【Second half】

Introducing buzz-creating products for the busy Christmas/New Year sales period

Planning to launch multiple IP and plant seeds for the next year

⇒ Fusing digital and real in a manner that transcends Units

Transportation costs and overseas-base consolidation costs will be incurred.



Overview and Topics (IP Production Unit)

IP Production Unit, Visual and Music Production Business / Creation Business

【First half】

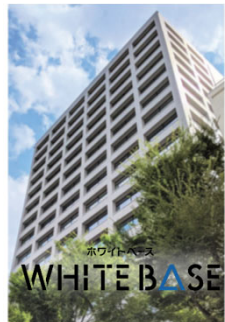
Favorable results in overseas licensing of application games, etc.
Easing of restrictions on live events
Rolled out new products in popular series



【Second half and thereafter】

Continuing focus on IP creation and nurturing
⇒Consolidating production studios, strengthening creation capabilities
Holding live events with emphasis on guidelines

Currently advancing *Gundam* series production



Live events

Rolling out large-scale *Love Live!* tour from October

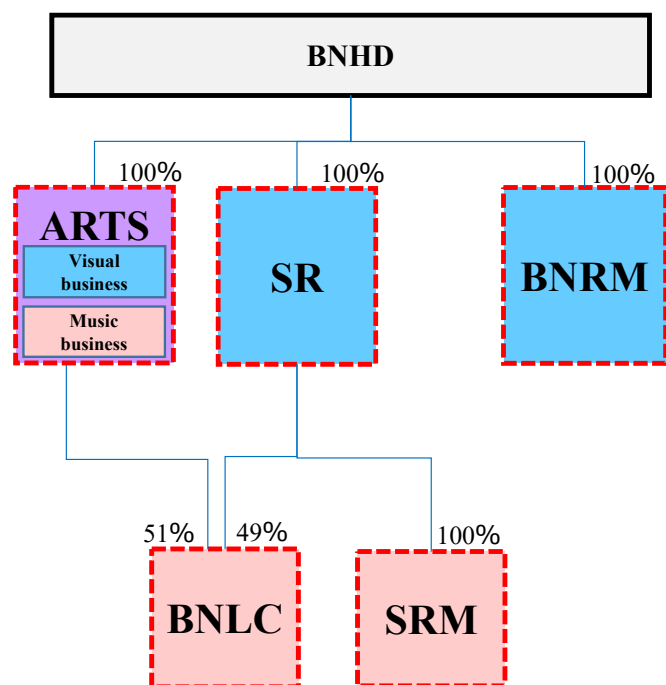
Love Live! Superstar!! Liella! First Love Live! Tour
~Starlines~



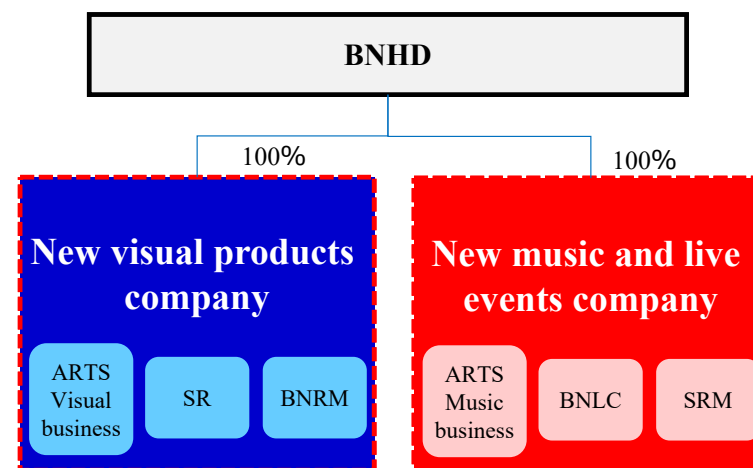
Overview and Topics (IP Production Unit)

Overview of Reorganization of IP Production Unit

Current



From April 2022



BNHD: BANDAI NAMCO Holdings Inc.; ARTS: BANDAI NAMCO Arts Inc.; SR: SUNRISE INC.
BNRM: BANDAI NAMCO Rights Marketing Inc.
BNLC: BANDAI NAMCO Live Creative Inc.; SRM: SUNRISE Music INC.

Overview and Topics (Amusement Unit)

Amusement Unit

【First half】

Japan: Sales at existing facilities up 39.1% YoY
Starting operation of *Senjo no Kizuna II*, a new amusement machine

Overseas: Recovery trend in regions in which COVID-19 infections have subsided

Collaboration with IP



【Second half】

Continuing structural reform initiatives
Strengthening collaboration between facilities and IP / Group resources



Developing facilities that leverage Group strengths



さんすたーぶんぐのおみせ

Preparing for the Next Mid-term Plan

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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