# Bandai Namco Group Information Meeting Fiscal Year Ending March 2023 First Quarter Result Presentation

August 5, 2022



## Results in First Quarter of FY2023. 3



	FY2022. 3 First Quarter Results	FY2023. 3 First Quarter Results	Vs. previous year's results
Net sales	178.0	216.2	+38.2
Operating profit	27.0	44.3	+17.3
Recurring Profit	28.7	51.2	+22.5
Profit Attributable to Owners of Parent	20.9	37.0	+16.1
Capital Investments	6.5	10.1	+3.6
Depreciation	5.5	5.1	-0.4
Game Content R&D Investments	17.8	15.8	-2.0
Advertising Expenses	8.2	9.4	+1.2
Personnel Expenses	18.2	19.4	+1.2

## Results in First Quarter of FY2023. 3



		FY2022. 3 First Quarter Results	FY2023. 3 First Quarter Results	Vs. previous year's results
Digital	Segment Sales	66.8	89.5	+22.7
Digitat	Segment profit	11.8	29.4	+17.6
Toys and Hobby	Segment Sales	83.0	94.8	+11.8
Toys and Hobby	Segment profit	14.4	14.3	-0.1
IP Production	Segment Sales	17.4	15.6	-1.8
ir rioduction	Segment profit	3.2	1.0	-2.2
Amusement	Segment Sales	15.2	23.0	+7.8
Amusement	Segment profit	-0.6	2.1	+2.7
Other	Segment Sales	6.6	7.0	+0.4
Other	Segment profit	0.1	0.1	±0
Elimination and	Segment Sales	-11.2	-13.9	-2.7
Corporate	Segment profit	-2.0	-2.7	-0.7
Consolidated	Net sales	178.0	216.2	+38.2
Consolidated	Operating profit	27.0	44.3	+17.3

### Results in First Quarter of FY2023. 3



Entertainment Unit				
Digital Business:	Strong repeat sales of home video game "ELDEN RING" Robust performance of major existing titles, etc. in network content			
Toys and Hobby Business:	Continued strong sales of products for mature fan bases in Japan and overseas Strong performance of products related to toys such as cards High profit margins were maintained despite the effect of increased costs and freight rates.			

#### **IP Production Unit**

- Trended as planned
- Strong year-on-year performance of license revenue

#### **Amusement Unit**

- Recovery in amusement facility business and amusement machine business
- Continuous promotion of a measure to raise efficiency.

### Forecast for First Half of FY2023. 3



	FY2022. 3 First Half Results	FY2023. 3 First Half Forecast (as of May 2022)	FY2023. 3 First Half Latest Forecast	Vs. Previous Forecast
Net sales	393.6	400.0	430.0	+30.0
Operating profit	61.7	46.0	72.0	+26.0
Recurring Profit	64.1	46.5	80.0	+33.5
Profit Attributable to Owners of Parent	39.5	33.0	57.0	+24.0
Capital Investments	13.0	13.0	17.0	+4.0
Depreciation	12.5	11.0	11.0	±0
Advertising Expenses	19.0	22.0	21.0	-1.0
Personnel Expenses	35.7	35.5	37.5	+2.0

### Forecast for First Half of FY2023. 3



		FY2022. 3 First Half Results	FY2023. 3 First Half Forecast (as of May 2022	FY2023. 3 First Half Latest Forecast	Vs. Previous Forecast
Digital	Segment Sales	149.5	160.0	170.0	+10.0
Digital	Segment profit	26.0	20.0	40.0	+20.0
Toys and Habby	Segment Sales	178.1	180.0	200.0	+20.0
Toys and Hobby	Segment profit	33.0	27.0	31.0	+4.0
ID Droduction	Segment Sales	36.1	35.0	35.0	±0
IP Production	Segment profit	4.0	4.0	4.0	±0
American	Segment Sales	39.0	40.0	45.0	+5.0
Amusement	Segment profit	2.4	1.0	2.5	+1.5
Othor	Segment Sales	13.6	13.0	13.0	±0
Other	Segment profit	0.5	0.0	0.0	±0
Elimination and	Segment Sales	-22.8	-28.0	-33.0	-5.0
Corporate	Segment profit	-4.3	-6.0	-5.5	+0.5
Concelidated	Net sales	393.6	400.0	430.0	+30.0
Consolidated	Operating profit	61.7	46.0	72.0	+26.0

### FY2023.3 Full-Year Plan



2 4 	880.0 100.0
ີດ	
,	101.0
7	70.0
9	25.0
7	25.0
5	56.0
)	73.0
	7

(billion yen)

We will keep the full-year forecast unchanged for the moment and <u>closely</u> <u>examine it in the future.</u>

### **Boost the Expansion of Established IP Products and Services**



#### **Mobile Suit Gundam**









#### **DRAGON BALL**





#### **ONE PIECE**









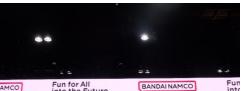
## **Efforts by ALL BANDAI NAMCO**



















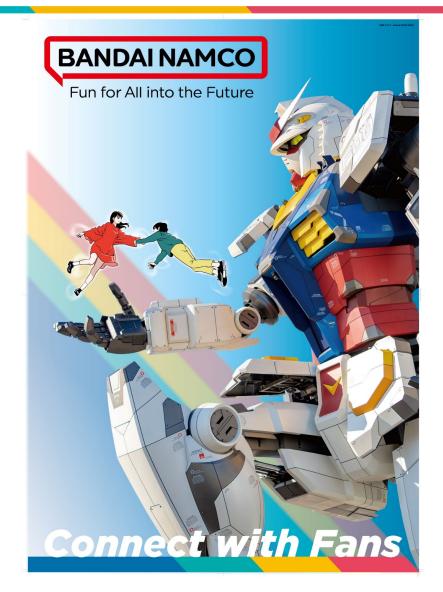


Bandai Namco's Purpose

### 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**

The information contained in this document is based on various assumptions and is not intended to constitute a promise or guarantee that the planned figures, strategies or measures mentioned herein will materialize in the future.

# Bandai Namco Group Information Meeting Fiscal Year Ending March 2023 First Quarter Result Presentation

August 5, 2022

