

# 株式会社BANDAI SPIRITS

# CORPORATE PROFILE 2025



# ₩ 株式会社BANDAI SPIRITS

https://www.bandaispirits.co.jp





# TOP MESSAGE

# Connecting with fans around the world by manufacturing with spirit

Bandai Spirits was established in 2018 with the goal of achieving business growth in global markets for products geared toward a mature fan base.

We are expanding our category brands globally in each business, including Gunpla and other plastic model products, Tamashii Nations figures and robots, Ichibankuji character lottery, and Banpresto amusement prizes.

We are also strengthening our system to deliver products to more customers around the world through Premium Bandai, the Group's official e-commerce website operated by Bandai Spirits.

In our Mid-term Plan, which we have been advancing since April 2025, we established our Mid-term Vision to "Connect with Fans," and we aim to connect more deeply and broadly with our fans with IP\* at the core.

Bandai Spirits maximizes the value of IP by manufacturing with spirit (Tamashii), and by combining the strengths of each company in the Bandai Namco Group, we will connect with fans around the world and deliver exciting new experiences that transcend their imaginations.

\*IP: Characters and other intellectual property

# Hiroshi Sakakibara

President and Chief Executive Officer BANDAI SPIRITS CO., LTD.



# **Bandai Namco Group**

# Purpose

# Fun for All into the Future

Bandai Namco exists to share dreams. fun andinspiration 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.

# The Bandai Namco Group consists of the holding company Bandai Namco Holdings Inc., four units, and affiliated business companies that support each unit. Bandai Spirits is in charge of the Toys and Hobby Unit.



BANDAI CO., LTD.

# Medium- to Long-Term Vision

**Connect with Fans** 

As we work toward what we aim to be in accordance with our purpose, we will strive to consistently meet the needs of IP fans, a wide range of business partners, Group employees, and communities around the world and to foster broad, deep, multifaceted connections.



BANDAI SPIRITS's Vision

# **BANDAI SPIRITS GROUP**



## BANDAI SPIRITS CO., LTD.

Planning, development, manufacturing, and sales of plastic models, figures and robots, Ichibankuji, and amusement prizes



# Bandai Namco Nui Inc.

Bandai Namco Nui Inc.

Planning, development, production, and sales of stuffed toys, textile products, fabric toys, sundries, and other products





BANDAI SPIRITS CO., LTD.

The Global Leader in Hobby Entertainment



Bandai Namco Prize Marketing Inc.

# Bandai Namco Prize Marketing Inc.

Planning, development, and sales of amusement prize products



Bandai Namco Trading (HK) Ltd.

# Bandai Namco Trading (HK) Ltd.

Procurement management for amusement prizes, Ichibankuji products offered at convenience stores, and products sold overseas

# **Bandai Spirits' Business Description**

At Bandai Spirits, we are expanding our category brands globally in each business, including Gunpla and other plastic model products, Tamashii Nations figures and robots, Ichibankuji character lottery in which everybody wins, and Banpresto amusement prizes. In addition, we operate Premium Bandai, the official online store of the Bandai Namco Group.

# **Plastic Models**

Planning/manufacture/sales of plastic models





**Hobby Products Division** Hobby Marketing Department / Hobby Creation Department

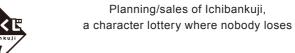
# **Figures and Robots**

Planning and sales of figures and robots for a mature fan base



**Collectors Toy Department** 







Lot & Innovation Department

# **Amusement Prizes**



**Banpresto Department** 



Planning/sales of Ichibankuji,

Planning/sales of prize products for amusement facilities

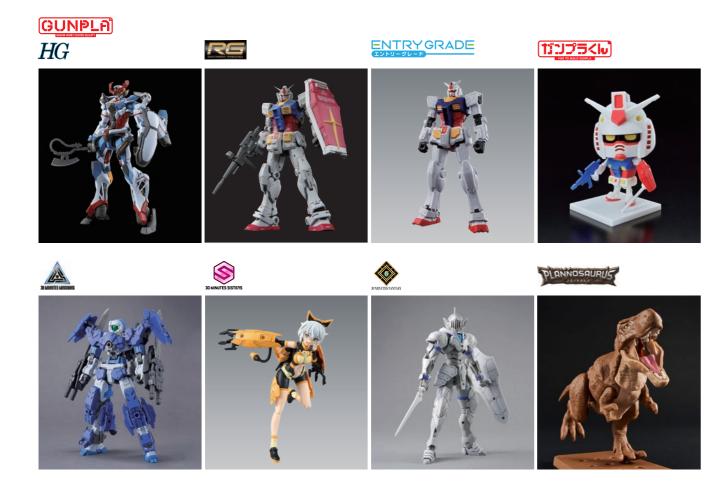


BUSINESS ACTIVITIES

# Hobby Marketing Department, Hobby Products Division

# PLASTIC MODELS

We are responsible for the marketing (sales, promotion, etc.) of plastic models globally in order for our customers to experience the fun of assembling plastic models and discovering new things in the process.



In order to spread the plastic model culture to more customers in Japan and abroad, we sell plastic models, including those from the Gunpla series, as well as hold events. We also operate THE GUNDAM BASE, an official general Gunpla facility for fans worldwide, and SIDE-F (in Gundam Park Fukuoka), which offers Gundam-related information and goods.

First launched in 1980, total shipments of Gunpla series products exceeded 800 million units in 2024. We aim to further expand our business by branding character plastic models, taking on the challenge of creating unique IP, and managing idols to promote plastic models, thereby spreading the fun of manufacturing through plastic models.



# Hobby Creation Department, Hobby Products Division

# PLASTIC MODELS

Based at the Bandai Hobby Center (Shizuoka City, Shizuoka), where plastic models are produced, we plan, develop, and manufacture products using advanced technological capabilities, with a focus on the Gunpla series, which continues to evolve through tireless technological development and the addition of new concept work.



At the Bandai Hobby Center, we pursue the overall evolution of plastic model technology, from planning to production, while at the same time undertaking various initiatives to contribute to the realization of a sustainable society. We are also working to reuse plastic and reduce the amount we use through initiatives such as the Gunpla Recycle Project. In this project, we collect the runners (plastic model frames) of Gunpla products and recycle them into new plastic models. In addition, we hold Gunpla Academia\* classes at elementary schools across the country, where students can experience the fun of manufacturing while learning about sustainability initiatives. In 2025, we began operating a new factory to establish a more stable production system. The factory also offers a tour course that allows visitors to learn about manufacturing through plastic models. \*The program was held for more than 670,000 children at a total of approximately 9,400 elementary schools (cumulative totals as of October 2021).



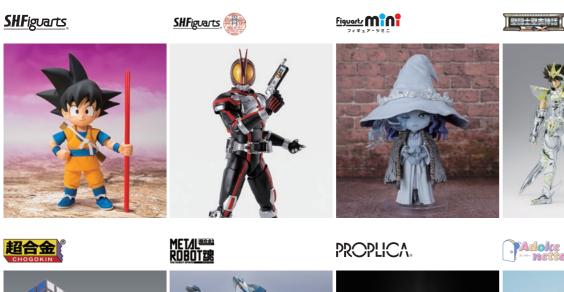




# **Collectors Toy Department**

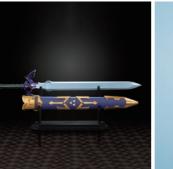
# FIGURES AND ROBOTS

Under the consolidated brand name Tamashii Nations, we deliver a widely varied lineup and IP developments, as well as high quality, high value-added products to customers around the world.









We have developed around 60 brands, including Chogokin, S.H.Figuarts, and METAL BUILD, and we are promoting the expansion of our business on a global scale. In order to promote a deeper understanding of the appeal of our products and our passion for manufacturing, we are expanding the content on our official website, Tamashii Web. We also provide a membership service, CLUB TAMASHII MEMBERS. In addition, we have expanded both in Japan and overseas with flagship stores opened in Tokyo, Shanghai, and New York, where we are focusing on providing opportunities for customers to have hands-on experiences with the actual products. Furthermore, we launched Rowtashii Noise, a new comprehensive brand for collectible items for a mature fan base. Going forward, we will continue to deliver new ways for fans all over the world to have fun with figures.











# ICHIBANKUJI

We are mainly in charge of Ichibankuji, a character lottery offered at convenience stores, bookstores, hobby shops, and other locations. Ichibankuji offers customers the fun of drawing lots and the excitement.





Products of over a hundred titles are released annually for Ichibankuji. By providing a wide-ranging lineup of products, we have enabled deeper and more extensive recreations of the worlds and appeal of each IP, allowing us to develop products with high levels of customer satisfaction. Ichibankuji leads the industry with creative sales methods, such as the Last One Prize, which is obtained by drawing the last lottery ticket at a store, and the Double Chance Campaign, in which winners are selected according to the campaign number printed on the ticket. Furthermore, we operate Ichibankuji Online, where customers can enjoy the lottery online, as well as designated Ichibankuji Official Shops all over Japan. Overseas, we are actively taking on the challenge of expanding our global operations, such as localizing and selling Ichibankuji in each region.





# **Banpresto Department**

# AMUSEMENT PRIZES

We plan and sell prizes that are exclusive to amusement facilities and can be won at crane games and other machines. With an emphasis on respecting the atmosphere and worlds of each IP under the Banpresto brand name, we are always striving to achieve the top customer satisfaction in the amusement industry.



SOFVIMATES

उन्न ( 3)

<u>めちゃもふぐっと</u> ぬいぐるみ









By commercializing over 1,500 figures and plush toys annually in a variety of design arrangements that can be enjoyed by a wide range of customers, we are revitalizing the market for amusement facility products by developing products in a speedy manner. They are also sold at e-BANPRESTO, an online store where BANPRESTO products can be purchased. We are also focused on creating more opportunities to connect with fans through events that convey the fun and appeal of crane games. In terms of overseas expansion, we are also focusing on expanding our business globally by customizing our product lineup for each region. We are committed to bringing Banpresto brand products into the hands of manga, anime, and game fans around the world.





SUSTAINABILITY



Mirai and Creation is sustainability project that works to connect the corporate slogan "Dreams and Creation" to the future.

We have formulated a vision for the project to realize our aspirations of exploring the things we can enjoy and accomplish ourselves, as well as spreading smiles with our fans and moving together towards a sustainable future.

# **Sustainability with Fun & Fans**

In line with this vision, we will uphold three Mirai and Creation Declarations.



Going forward, we will continue to engage in a wide range of activities aimed at contributing to a sustainable future.



Strict implementation of quality standards

In order to provide safe and reliable products and services to fans, we have established a number of guality standards related to safety,

performance, and labeling, which we continue to strictly enforce. We are also actively working to implement these



In addition to inspections prior to mass production, we conduct inspections prior to factory shipment and product acceptance inspections at our partner plants in Japan and overseas. We strive to maintain and improve product quality by conducting multiple inspections for each process. We also conduct ongoing plant audits at the final packaging plants where our products are manufactured. In addition to maintenance work and environment checks of facilities, we conduct regular checks of a wide range of items, including management systems for equipment, products and materials, and the working environment.

standards globally.

Quality Standards

# **BANDAI and BANDAI SPIRITS Sustainability Project Mirai and Creation**

# Measures for Safety and Security at the Production Stage



Pre-shipment inspection



Verifying the operation of needle detectors



# Sustainable Activities Through Gunpla

At Bandai Spirits, we value our connections with our fans and are committed to various environmental initiatives aimed at realizing a sustainable society.



**Creating Together: The Future of GunplaGunpla Recycling Project** 



We organized the Gunpla Recycling Project with the goal of recycling Gunpla runners (plastic model frames) and working together with fans to contribute to the development of a recycling-oriented society. We collect used runners by installing collection boxes at approximately 200 locations in Japan, including Namco locations. Bandai Logipal trucks that transport amusement prizes to facilities bring back runners on their return trips, thereby reducing the environmental impact of transportation. Thanks to the cooperation of fans, we collected approximately 35 tons during the 2024 fiscal year.





Thermal recycling to create new energy



**Material recycling** to create ECOPLA



Waste materials from production



**Chemical recycling** to create new Gunpla



We developed Gunpla Academia to provide a free class package for elementary schools throughout Japan to teach the fun of manufacturing and the global environment. Through the experience of assembling Gunpla and watching videos that show the Bandai Hobby Center facilities, production processes, and the work of people involved in production, students will learn about the fun of manufacturing and about sustainability initiatives aimed at addressing global environmental issues, such as plastic recycling. Gunpla Academia is also used as a career education resource for manufacturing jobs.

# **Initiatives to Reduce Material Usage** Through Innovations in Plastic Model Design

We are reducing the amount of plastic materials by reducing the number of runners that are thrown away after assembly.

# 1 Reduction of runner diameters

The diameter of runners (particularly the parts of the runners that have little impact on molding) is designed to be as narrow as possible to allow the material to flow.

# **3** Tightly laid out product parts

The product parts have been laid out closer together to make the runner fame smaller. which reduces the packaging materials at the same time.

> Reduction of material for outer frame of the runner through multi-color molding





Corner design ingenuity The corners of the outer frames of the runners have customarily been designed with right angles, but by removing the corners and making them round, we have been raising our materia efficiency to the utmost limit.



4 Removal of the outer frame of the runner

For certain products, the outer frame of the nner for part retention has been removed









Reduction of materia rom part of the oute Runner of plastic m produced by a multi-color nolding machine



Multi-color molding machine







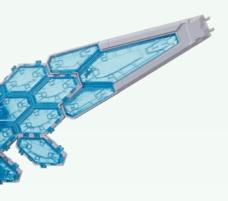
Limestone is used as part of the raw material





# **Initiatives to Utilize Plastic Alternatives**

For some plastic models, we have been using plastic alternatives, such as new materials made from limestone, eggshells, or Japanese green tea leaves. We will continue our efforts to reduce the use of petroleum-based plastics and contribute to the reduction of CO<sub>2</sub> emissions.



The collected runners are used as resources for chemical, material, and thermal recycling. In 2025, we introduced our first chemically recycled Gunpla products.

RX-78F00/E GUNDAM EX-001 G.L.R.S.S. Feather UNIT CHEMICAL RECYCLE Ver., composed of 44% chemically recycled resin

# **Gunpla Academia: A Teaching Resource for Elementary Schools Using Gunpla**



Hands-on Gunpla



Gunpla assembly workshop

Eggshells are used as part of



Japanese green tea leaves are used as part of the raw material

\*Images are for illustrative purposes only.

# **A Brief History of BANDAI SPIRITS**

1950	BANDAI-YA was established in Asakusa-Kikuyabashi, T 1950 aito-ku, Tokyo. ボール界で革命理
•	Rhythm Ball, our first original product, was launched.
1955	The industry pioneering quality control system was established and Bandai's first toy with product warranty was released.
1961	The company name changed from BANDAI-YA to Bandai.
1969	Acquire a factory in Shimizu City, Shizuoka Prefecture, to start manufacturing plastic models.
1974	CHOGOKIN MAZINGER Z was launched.
1977	SPACE BATTLESHIP YAMATO plastic model kits were launched. CHOGOKIN MAZINGER Z
1980	Gunpla was launched.
1983	Bandai adoped "Dreams and Creation" as the corporate slogan and renewed its corporate logo to the current version.
•	Launching the Iropla Series, which first introduces multi-color molding technology to mold parts in four different colors on a runner sheet for Plastic Models.
1987	SAINT SEIYA Saint Cloth Series (Figures).
	Launch of plastic models using the snap fit method, which enables construction without adhesive.
1990	Launch of the High Grade (HG) Series, a 1/144 scale standard Gunpla brand.
•	Banpresto Co., Ltd. (merged in 2019) launched the first game prizes for amusement facilities.
1995	Launch of the Master Grade (MG) Series, a 1/100 scale advanced Gunpla brand.
1996	Ichibankuji, the character lottery where everyone wins, is launched in the form of a wind machine lottery, Toru Toru Catcher Ichibankuji.
1997	SOUL OF CHOGOKIN GX-01 MAZINGER Z was launched.
1998	Launch of the Perfect Grade (PG) Series, the highest-grade brand that embodies the ultimate Gunpla on a scale of 1/60.
2003	The first branch of the comprehensive Gunpla establishment, THE GUNDAM BASE, opened in Korea.
•	Sales of Ichibankuji in its current form begins at convenience stores.
•	The new figures brand based on "The SAINT SEIYA Saint Cloth series" called the "Saint Cloth Myth" was launched.

2005	Management integration with Namco Limited. The Bandai Namco Holdings Inc. was founded and it marked the beginning of the Bandai Namco Group.
2006	Operation of the Bandai Hobby Center plastic model kits production plant (Shizuoka Prefecture) began.
2007	GUNDAM.INFO, an official portal site for GUNDAM information is released.
2008	"Tamashii Nations," a brand for mature fans, was launched.
•	The "S.H.Figuarts" series of high quality posable character figures was launched.
•	The Tamashii Nations figure exhibition event Tamashii Nations was held for the first time.
	The robot figure brand "THE ROBOT SPIRITS" for mature fans was launched.
2009	The World Collectible Figure series of game prizes were launched, based on the concept of palm-sized "treasures".
	Launch of Urban Material Chogokin Mazinger Z, an ultimate superalloy mode made from carbon and titanium, which is produced to order.
•	The official Premium Bandai shopping site opened.
	An 18-meter-high, Life-Sized Gundam Statue appears at the Odaiba Shiokaze Park in commemoration of the 30th anniversary of the airing of MOBILE SUIT GUNDAM on TV. During 52 days of exhibition, some 4.15 million people visit the park to see the statue.
2010	Launch of the "OTONA NO CHOGGOKIN" series, a perfectionist hobby item for mature fans, which interprets solid objects that exist (or existed) as characters and gives them an elaborate concrete form.
	Launch of the Real Grade (RG) Series, a brand that pursues a 1/144 scale Gunpla that looks realistic.
2011	The Ultimate Complete Robot Figure METAL BUILD Series is launched.
	The Gunpla Builders World Cup, which determines the world's No. 1 Gunpla builder, begins.
2012	Premium Bandai's overseas expansion began in Hong Kong.
	DX SOUL OF CHOGOKIN MAZINGER Z was launched.
2014	Launch of the S.H. Figuarts Series, which achieves both the presence of models and their natural mobility by molding them from their skeleton.
	The Q posket series of amusement prize product figures with large eyes that shine teary were launched.
2017	The first official Gunpla-themed integrated facility in Japan called THE GUNDAM BASE TOKYO was opened in Rinkai Fukutoshin.

HISTORY



TAMASHII //AT/O/VS.



The World Collectible Figure series

PREMIUM BANDAI

Itimate superalloy model o order.



Gunpla RG Series



OTONA NO CHOGOKIN series



S.H. Figuarts Series



THE GUNDAM BASE TOKYO

	2018	Bandai Spirits Co.,Ltd.	DAN	Corporate Data	Company N Head Offic		
		was established.	BAN				
		Launch of Figures-Rise Labo, a project to study expressions that have not yet bee	n DAL		Date of Est	ablishment	
		achieved by previous plastic models and evolve technology to achieve them.	Bandai Spirits Co.,Ltd.		Paid-in Ca	pital	
		<ul> <li>Established Tamashii Nations Quality, the logotype that globally certifies the quality of the products of Tamashii Nations, which unified brand for products for mature fans.</li> </ul>	was established.		Number of Year-end	Employees	
	2019	Bandai Spirits Co., Ltd. and Banpresto Co., Ltd. merge. Banpresto is launched as a category brand for amusement prizes.	Real Marian	Directors and Corporate	President & Managing I Director		
		• Opening of TAMASHII NATIONS TOKYO, the world's first directly managed flagship shop for Tamashii Nations, a brand for mature fans, in Akihabara.	TAMASHII NATIONS QUALITY	Auditors	Director Director		
					Director (O Audit & Su	utside) pervisory Boa	
	2020	The Entry Grade (EG) series of easy to assemble, high-quality plastic models is launched.	BANPRESTO				
		• An original electronic money service by Premium Bandai, PREBAN Pay, started.		Organizational Cha	art		
		<ul> <li>To cap the 40th anniversary of Gunpla, PERFECT GRADE UNLEASHED</li> </ul>					
		1/60 RX-78-2 GUNDAM is released as the current mark of GUNPLA and the ultimate Gunpla leading to the future.		Board of Directors Presi	ident & CEO		
	2021	Ichibankuji ONLINE was officially launched.	ONUNE	Audit & Supervisory Board Member		Corpor	
		<ul> <li>Gunpla Recycling Project is launched with the goal of contributing to the development of a recycling-oriented society by recycling runners.</li> </ul>	Ichibankuji ONLINE				
		Gunpla Academia is launched as a free class package featuring Gunpla for eleme	ntary schools.			E-comm	
						Product	
	2022	GUNDAM PARK FUKUOKA, a Gundam entertainment complex, opened at LaLaport Fukuoka.	GUNDAM SIDE-F				
		TAMASHII NATIONS TOKYO reopened as TAMASHII				Le	
		• The Bandai Hobby Center reduces CO <sub>2</sub> emissions to	IDAM PARK FUKUOKA			Gene	
		real zero by introducing two new power measures.				Humar	
			A COMMANY MATTOWNS. STORE				
	2023	Overseas Tamashii Nations flagship stores are opened in Shanghai, China and New York, USA.				Account	
		• Premium Bandai surpasses 5.55 million members in Japan.	TAMASHII NATIONS STORE TOKYO			Informa	
	2024	January 9 of every year designated as Ichibankuji Day.				Ii	
			for a mature fan base				
		Rowtashii Noise is launched as a new comprehensive brand for collectible items for a mature fan base. Cumulative shipments of Gunpla exceed 800 million units.			©SOTSU•SUNRISE ©BIRD STUDIO/SHUEISHA, TOEI ANIMATION ©202 ©Magica Quartet/Aniplex•Madoka Movie Project Rebellion ©Muneyuki Kane		
			13 frances 1 4	©BANDAI SPIRITS 2019 ©BANDAI SP ©Bandai Namco Entertainment Inc. / ©20			
		<ul> <li>Bandai Spirits holds its first amusement prize event, BANPRESTO Crane Game Expo 2024.</li> </ul>		©HIDEAKI SORACHI/SHUEISHA, TV TO ©BANDAI ®&©2024 BANDAI ©ME	OKYO, DENTSU, B EGMILK SNOW BR/	NP, ANIPLEX ©	
	2025	Operations commence at the new plant at Bandai Hobby Center.	Operations commence at the new plant at Bandai Hobby Center	©TFC/Supervised by SHOJI NISHIZAKI	© 2025 SANRIO CO., LTD. APPROVAL NO.L652612 © MORINAGA MILK INI ©TFC/Supervised by SHOJI NISHIZAKI all rights reserved. ©TSUBURAYA P ©BANDAI CO.,LTD. 2009 All Rights Reserved.		

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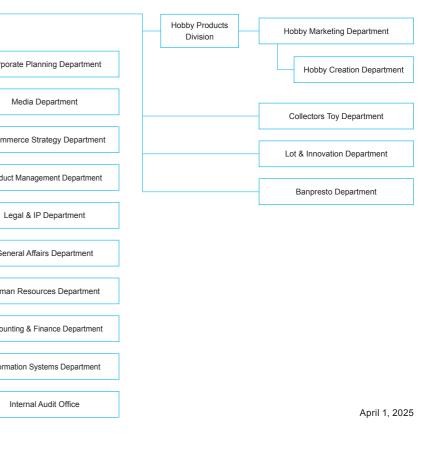
# February 15, 2018

# ¥300 million

# March 31

745

	Hiroshi Sakakibara
	Takahiro Mizuno
	Keisuke Furusawa
	Kotaro Hama
	Yoshinao Takahashi
	Kazuhiro Takenaka
Board Member (Outside)	Hidetaka Kokubo



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