



CORPORATE PROFILE 2025





https://www.bandaispirits.co.jp







TOPMESSAGE

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

Connecting people and societies in the enjoyment of uniquely entertaining products and services.

we're working to create a brighter future for everyone.

■ 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.

Planning, development, manufacturing, and sales of toys, Gashapon products, cards, confectionery, food products and **Toys and Hobby Unit** Candy Toys, apparel, daily necessities, plastic models, figures and robots, Ichibankuji, amusement prizes, and stationery Business Management Company:BANDAI CO., LTD. Planning, development, and distribution of home console games and network content; production and sales of Digital Unit entertainment content, etc. **Business Management Company:** Bandai Namco Entertainment Inc. **BANDAI NAMCO** Planning, production, and use of visual and music content, such Bandai Namco Holdings Inc. as animations; management and use of copyrights; discovery and development of artists; live entertainment business **Business Management Company:** Bandai Namco Filmworks Inc. Planning, development, production, sales, and after-sales service of amusement machines; planning and operation of amusement **Amusement Unit** facilities, including theme parks, indoor playgrounds, etc. Business Management Company: Bandai Namco Experience Inc. Supporting the Units in such Affiliated Business areas as distribution, logistics, Companies and administrative services

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.

Toys and Hobby Unit





BANDAI CO., LTD.

BANDAI SPIRITS CO., LTD.

■ BANDAI SPIRITS's Vision

The Global Leader in Hobby Entertainment

BANDAI SPIRITS GROUP



BANDAI SPIRITS CO., LTD.

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

BANDAI NAMCO

Bandai Namco Prize Marketing Inc.

Bandai Namco Prize Marketing Inc.

Planning, development, and sales of amusement prize products



Bandai Namco Nui Inc.

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





Ichibankuji



Lot & Innovation Department

Amusement Prizes

Planning/sales of prize products for amusement facilities









Banpresto Department

EC Website

Operation of Premium Bandai, the official e-commerce website for the Bandai Namco Group





E-commerce Strategy Department

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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.

HG ENTRYGRADE TOTAL AND THE STATE OF THE

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).











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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.

SHFiguarts.































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.











Lot & Innovation Department

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.







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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.

Grandista

















SOFVIMATES













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.





BANDAI and BANDAI SPIRITS Sustainability Project Mirai and Creation

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.

Three Declarations for Sustainability



We will provide safe and reliable products and services.



We will expand the circle of action toward coexistence with the global environment.



We will create valuable experiences to nurture the children who will lead our future.

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

Quality Standards

In order to provide safe and reliable products and services to fans, we have established a number of quality standards related to safety, performance, and labeling, which we continue to strictly enforce. We are also actively working to implement these

standards globally.



Measures for Safety and Security at the Production Stage

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.



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.



Collected runners



Thermal recycling to create new energy





Material recycling to create ECOPLA



Waste materials from production



Chemical recycling

to create new Gunpla

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

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.





Hands-on Gunpla

Gunpla assembly workshop



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.



Corner design ingenuity

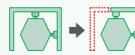
The corners of the outer frames of the runners have customarily been designed with right angles, but by removing the corners and making them round, we have been raising our materia efficiency to the utmost limit.





4 Removal of the outer frame of the runner

For certain products, the outer frame of the















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 CO2 emissions.



Limestone is used as part of the raw material



Eggshells are used as part of the raw material



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

*Images are for illustrative purposes only.

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





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2003

A Brief History of BANDAI SPIRITS

1950	BANDAI-YA was established in Asakusa-Kikuyabashi, T 1950 aito-k	ku, Tokyo. ボール界の革	命但人
	Rhythm Ball, our first original product, was launched.		
1955	The industry pioneering quality control system was established ar Bandai's first toy with product warranty was released.	First origin	
1961	The company name changed from BANDAI-YA to Bandai.	laund	Bandai's first toy with product warranty
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	and the second
1980	Gunpla was launched.		SPACE BATTLESHIP YAMATO plastic model kits
1983	Bandai adoped "Dreams and Creation" as the corporate slogan and renewed its corporate logo to the current version.	787	
	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.	Gunpla	IROPLA Series
1987	SAINT SEIYA Saint Cloth Series (Figures).		Wall Known Assa
	Launch of plastic models using the snap fit method, which enables construction without adhesive.	7	
1990	Launch of the High Grade (HG) Series, a 1/144 scale standard Gur	npla brand.	SAINT SEIYA Saint Cloth Myth
	Banpresto Co., Ltd. (merged in 2019) launched the first game prize amusement facilities.	s for	
1995	Launch of the Master Grade (MG) Series, a 1/100 scale advanced Gunpla brand.	O CONTRACTOR	M A
1996	Ichibankuji, the character lottery where everyone wins, is launched the form of a wind machine lottery, Toru Toru Catcher Ichibankuji.	in	The first game prizes for amusement facilities
1997	SOUL OF CHOGOKIN GX-01 MAZINGER Z was launched.	Toru Toru Catcher Ichibankuji	
1998	Launch of the Perfect Grade (PG) Series, the highest-grade brand that embodies the ultimate Gunpla on a s	scale of 1/60.	

The first branch of the comprehensive Gunpla establishment,

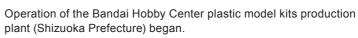
THE GUNDAM BASE, opened in Korea.

called the "Saint Cloth Myth" was launched.





2006 plant (Shizuoka Prefecture) began.





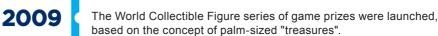
GUNDAM.INFO, an official portal site for GUNDAM information is released.

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.



2007

2011

2012

Launch of Urban Material Chogokin Mazinger Z, an ultimate superalloy model 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.

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.

Premium Bandai's overseas expansion began in Hong Kong.

DX SOUL OF CHOGOKIN MAZINGER Z was launched.

Launch of the S.H. Figuarts Series, which achieves both the presence of 2014 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.

The first official Gunpla-themed integrated facility in Japan called 2017 THE GUNDAM BASE TOKYO was opened in Rinkai Fukutoshin.



The World Collectible Figure





Gunpla RG Series



S.H. Figuarts Series



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2018

Bandai Spirits Co.,Ltd. was established.

Launch of Figures-Rise Labo, a project to study expressions that have not yet been achieved by previous plastic models and evolve technology to achieve them.

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.



2019

Bandai Spirits Co., Ltd. and Banpresto Co., Ltd. merge. Banpresto is launched as a category brand for amusement prizes.

Opening of TAMASHII NATIONS TOKYO, the world's first directly managed flagship shop for Tamashii Nations, a brand for mature fans, in Akihabara.



2020

The Entry Grade (EG) series of easy to assemble, high-quality plastic models is launched.

An original electronic money service by Premium Bandai, PREBAN Pay, started.

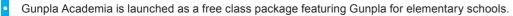
To cap the 40th anniversary of Gunpla, PERFECT GRADE UNLEASHED 1/60 RX-78-2 GUNDAM is released as the current mark of GUNPLA and the ultimate Gunpla leading to the future.



2021

Ichibankuji ONLINE was officially launched.

Gunpla Recycling Project is launched with the goal of contributing to the development of a recycling-oriented society by recycling runners.





GUNDAM PARK FUKUOKA, a Gundam entertainment complex, opened at LaLaport Fukuoka.

TAMASHII NATIONS TOKYO reopened as TAMASHII NATIONS STORE TOKYO in Akihabara.

The Bandai Hobby Center reduces CO₂ emissions to real zero by introducing two new power measures.



GUNDAM PARK FUKUOKA



Overseas Tamashii Nations flagship stores are opened in Shanghai, China and New York, USA.

Premium Bandai surpasses 5.55 million members in Japan.



ONLINE

TAMASHII NATIONS STORE TOKYO

2024

January 9 of every year designated as Ichibankuji Day.

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.

Bandai Spirits holds its first amusement prize event, BANPRESTO Crane Game Expo 2024.



2025 Operations commence at the new plant at Bandai Hobby Center.

Operations commence at the new plant at

Corporate Data

Company Name BANDAI SPIRITS CO., LTD.

SUMITOMO FUDOSAN TOKYO MITA GARDEN TOWER **Head Office**

3-5-19, Mita, Minato-ku, Tokyo, 108-0073 Japan

Date of Establishment February 15, 2018

¥300 million Paid-in Capital

Number of Employees 745 Year-end March 31

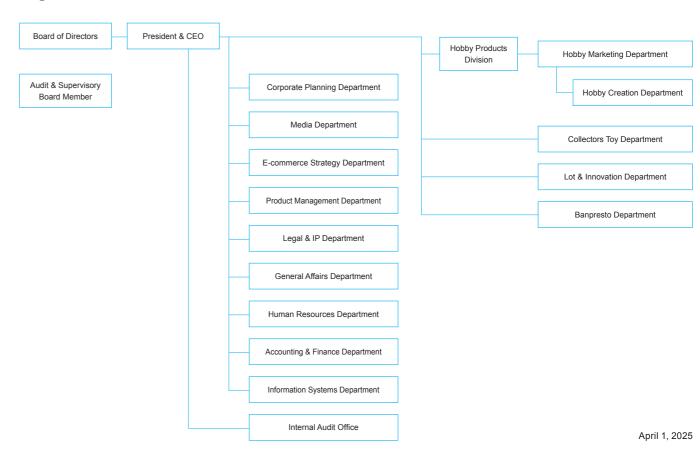
Directors and Corporate **Auditors**

President & CEO

Hiroshi Sakakibara Managing Director Takahiro Mizuno Director Keisuke Furusawa Director Kotaro Hama

Director Yoshinao Takahashi Director (Outside) Kazuhiro Takenaka Audit & Supervisory Board Member (Outside) Hidetaka Kokubo

Organizational Chart



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