

2021: Toy Market Review

April 2022

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Global Market Overview

2021: Key Take Away

Sales **HIT RECORD** in G13
US drives 80% of global gains

GAMES & PUZZLES and **OUTDOOR** top gaining
KIDULTS (12+) grow fastest

LESS INNOVATION / higher share for **LICENSES**
Increased **ASP** / collectibles recover partially

ONLINE SALES PLATEAU
Limited inventory issues & price increases



G13 Global Toy Sales: \$63BN in 2021

Extraordinary growth in last 2 years

+9%

Value

+21% vs. 2019

+5%

Volume

+4% vs. 2019

+3%

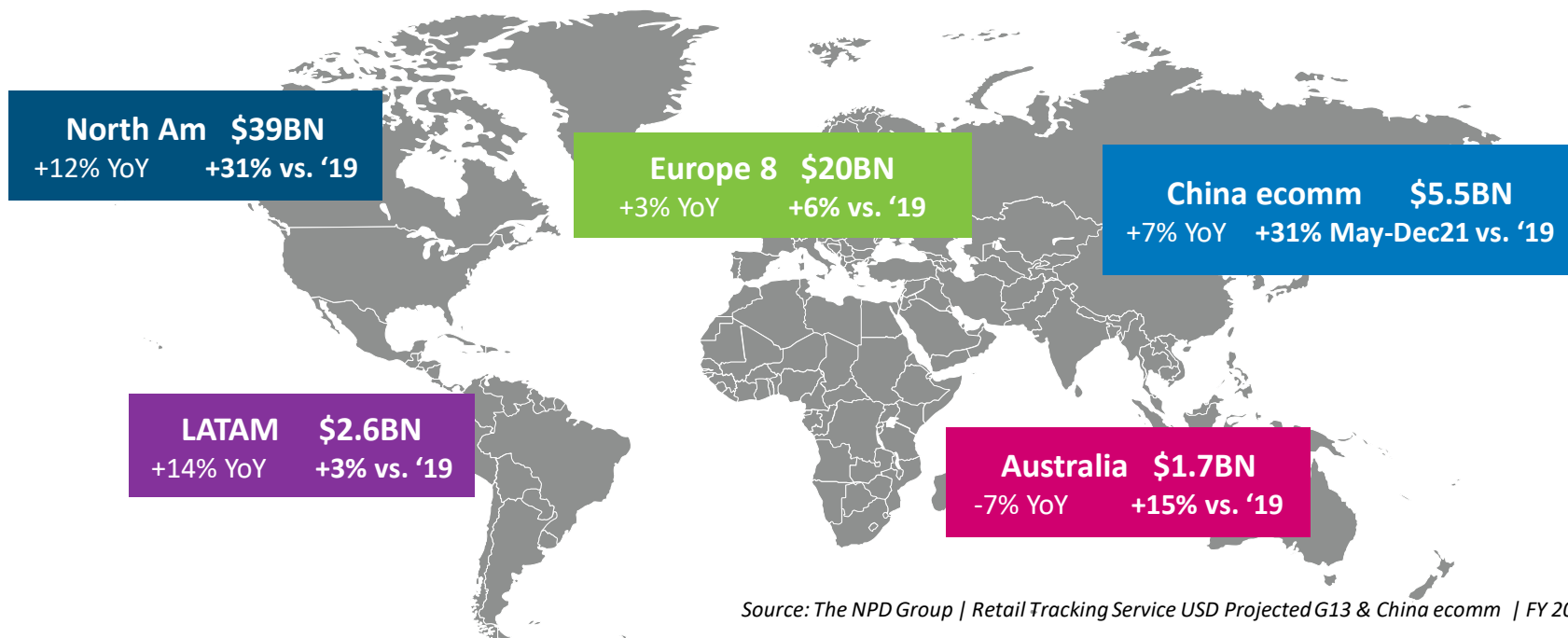
Price

+16% vs. 2019

Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021

Huge Variations By Region

But all regions have seen toy sales increase over the 2 years of the pandemic



Source: The NPD Group | Retail Tracking Service USD Projected G13 & China ecomm | FY 2021



2021 WINNERS

What's Driving Growth?

Incredible results along with other entertainment categories like Video Games, Books...

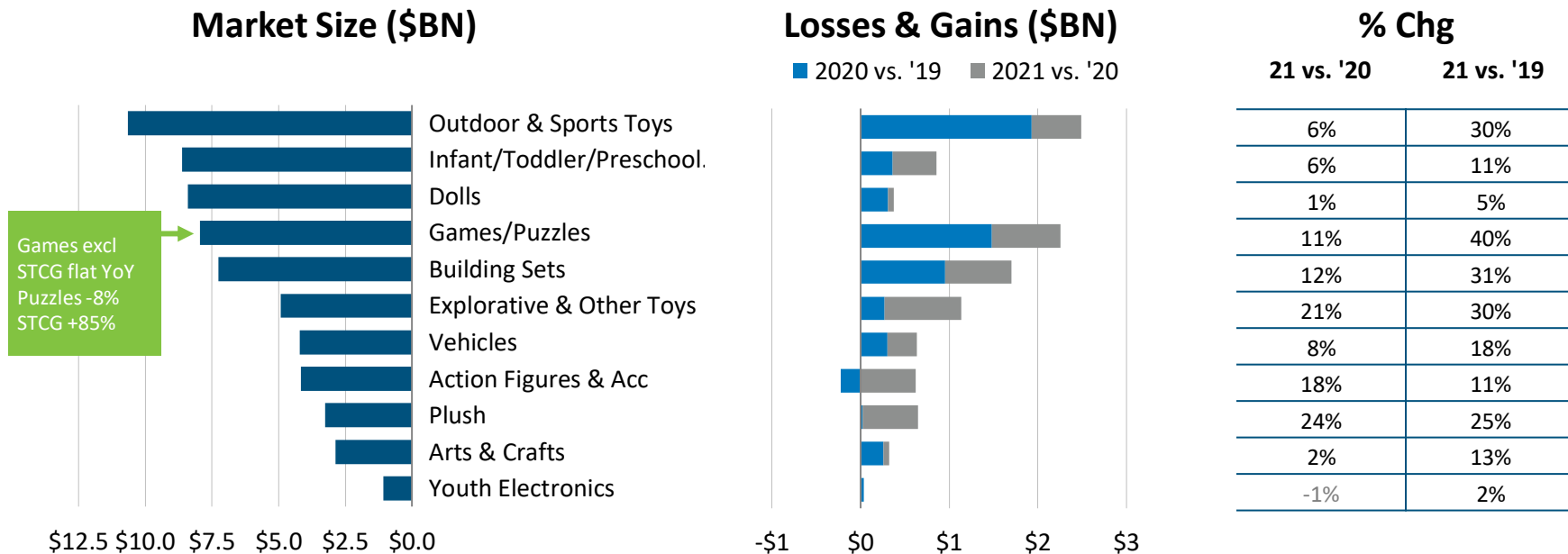
	US+ Canada	EU + AUS
Macro	Stimulus, increased spend / Buyer & more Buyers	
Recipients	Kids & Kidults	Kidults mainly
Channels	In-store +17% YoY +23% vs. 2019	In-store +4% YoY in EU8 -10% vs. 2019
<\$20	+12% vs. '19	-1%
Collectibles	+39% vs. '19	-3%
Sports licenses	3%, up 128% vs. '19	~1%
New	Squishmallow, 5 Surprise, Cocomelon, Bluey...	

Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021



10/11 Super Categories in Growth in 2021

Games / Puzzles & Outdoor & Sports Toys top gaining



Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021

Top Gaining Subclasses Growing Through ASP

In the context of 2022 price increases, there is potential to move up price points

Top Gaining Subclasses in \$ - 2021 vs. '19



+33%

STD BUILDING SETS

+26%



+127%

STCG

+19%



+71%

FASHION DOLLS

+28%



+52%

PLAYGROUND

+20%



+161%

NON STRAT. TRADING
CARDS & STICKERS

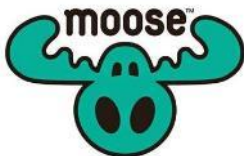
82%

2021 ASP vs. '19

Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021 vs. 20

2021 Top Gaining Manufacturers

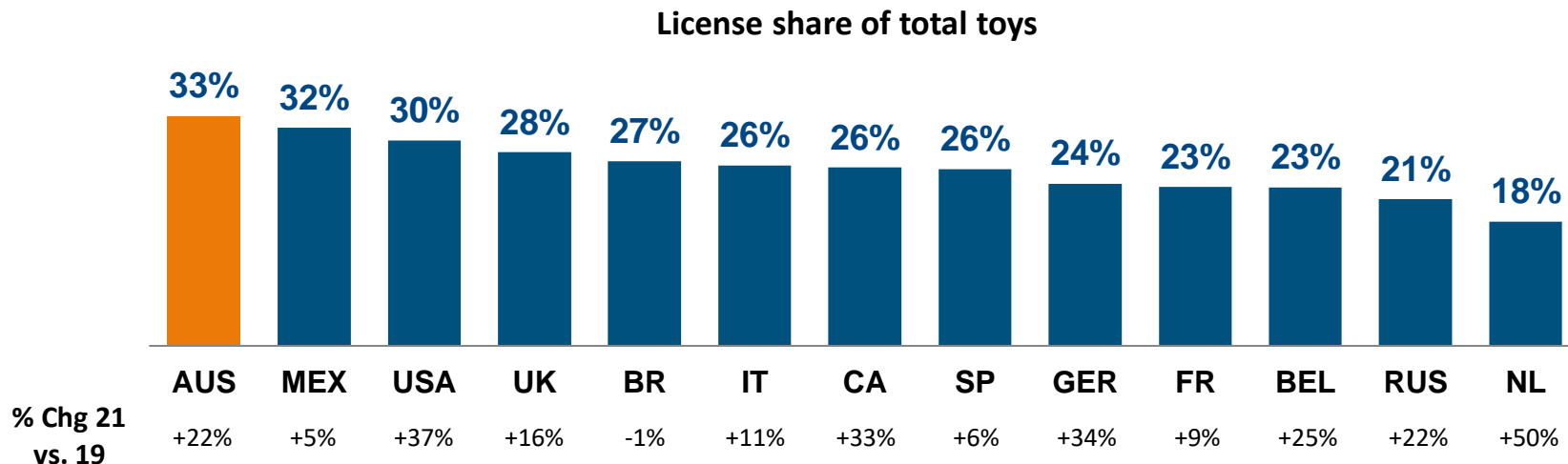
Collectively they grew by \$3.8BN



Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021

Appetite for licensed toys remained high in Australia – largest share of licensed toys

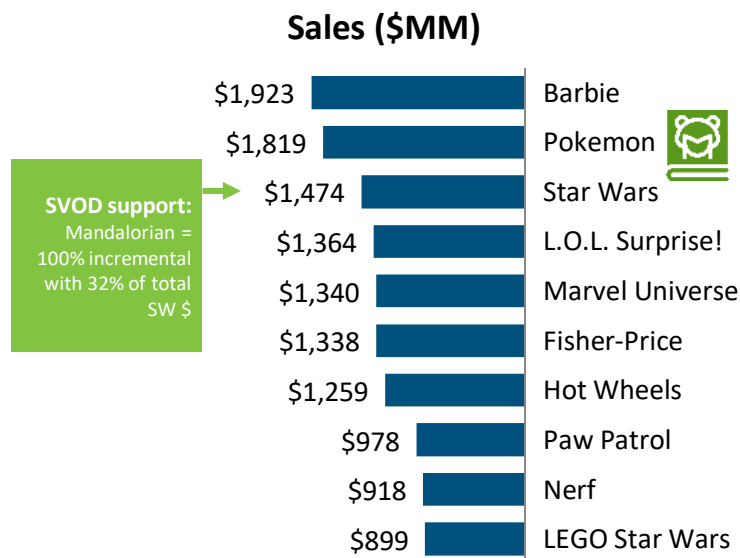
G13 share of licensed toys in 2021: 28% (up 1 point from 2020)



Top Properties Dominated by Ever-green

Barbie kept her crown with a 12% sales increase in 2021

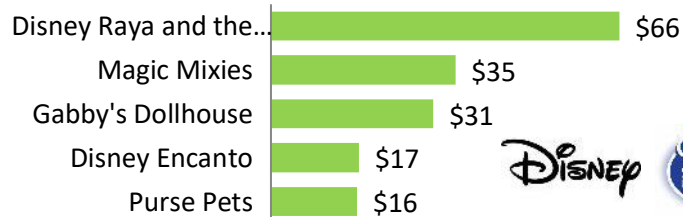
Only 0.4% of 2021 sales were made with new IP's... (vs. 0.8% in 2019)



🇨🇦🇺🇸 Top Gains YoY outside Top 10 in N.A. (\$MM)



🇨🇦🇺🇸 Top New Properties N.A. (\$MM)



Source: The NPD Group | Retail Tracking Service Projected | G13 | FY 2021

Australia Toys Landscape 2021

Toy Market Challenges in 2021

- Growth in 2020 Despite Lockdowns & Store Closures
- 2H 2021 Wave #3
- Postal delays
- Shipping Costs
- Product Shortages



Key Facts Toys 2021

-7%

Q1 +14% Q3 -10%
Q2 -13% Q4 -8%
FY2021 vs. 2019: +15%

1/13

Only Explorative Toys (+4%) grew YoY. 6 out of 13 Supercategories gained share



Licensed toys recorded its highest ever share in 2021 at 33%. Movie based licenses had highest share, but VG licenses added most dollars

+6%

Barbie was the #1 property by dollars. Pokémon was the top dollar gainer. Gains from Pokémon was almost 3X larger than the second dollar gaining property

+25%

Online sales +25% in 2021 (+115% vs. 2019)

61%

Top 10 manufacturers contributed 61% to total toy dollars (gained 0.6 share points). #11 – #20 dollar share remained flat. LEGO kept its position #1 with 20% share, Mattel #2: 9.5% share and Hasbro #3: 7.2%

2021 Australia Toy Highlights

+23%

Online sales accelerated in 2020 thanks to COVID. In 2021, online channel gained 5 points (24% in 2021)



33% share
(2019: 31% 2020: 32%)

Licensed toys recorded its highest ever share. Top dollar adding license came from Preschool (2021: Cocomelon, 2020: Bluey)



+107%

Pokémon became the #3 property & was the largest dollar gainer. Strategic Trading Cards accounted for 74% of the property



Pop It Fidgets

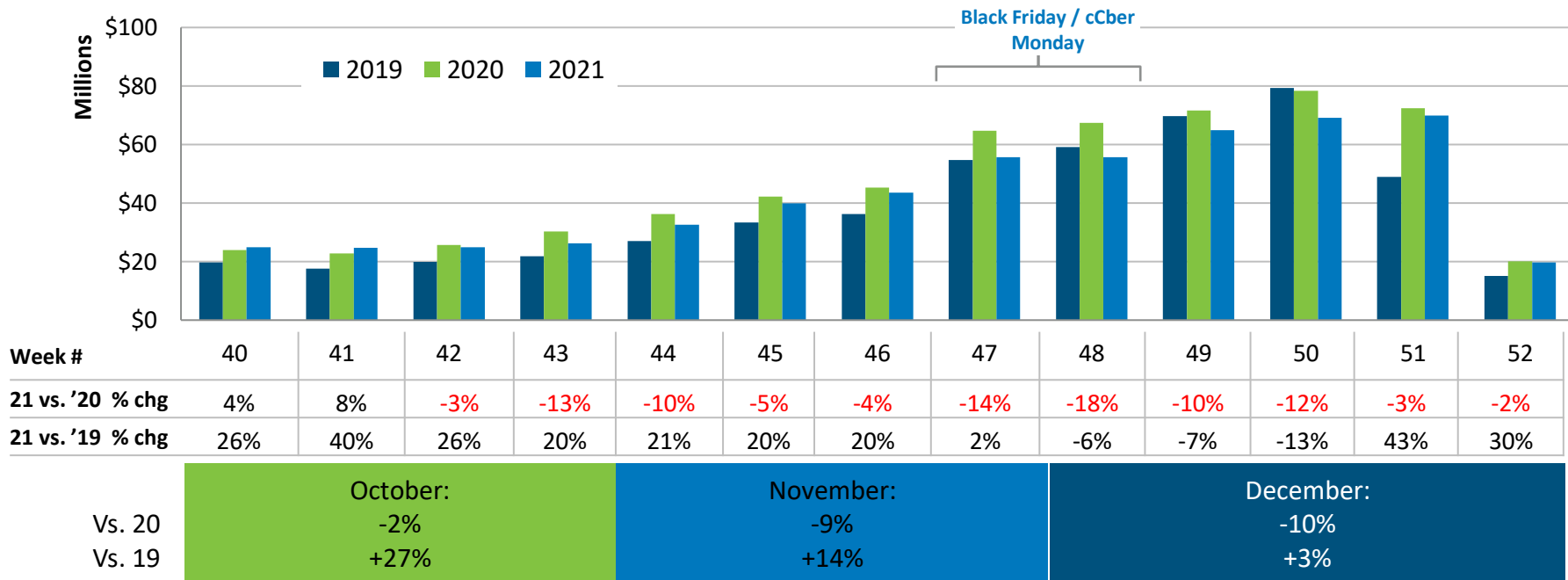
Fidgets was a must have in 2021. Sales took off from March. These impulse toys sold at an avg price of \$6 (last 2 months of the year accounted for 25% of sales)



Source: The NPD Group | Retail Tracking Service | AUS | YTD Jun21

As Xmas approaches continued to dip

Leading up to Xmas (Nov-Dec): -10% vs. LY, +7% vs. 2019



Source: The NPD Group | Retail Tracking Service | AUS | 2021

41% of EU Parents Experienced Inventory Issues for Toys in Q4

32%

Switched retailer to find their toy

29%

Kept looking until they found the item they wanted

16%

Purchased another toy from the same brand

16%

Switched to another toy from another brand all together

7%

Bought a gift card or gave up buying toys

Source: The NPD Group | EU5 + Russia | Consumer Survey | First Week of December 2021



Gifts Received By Category per Gender

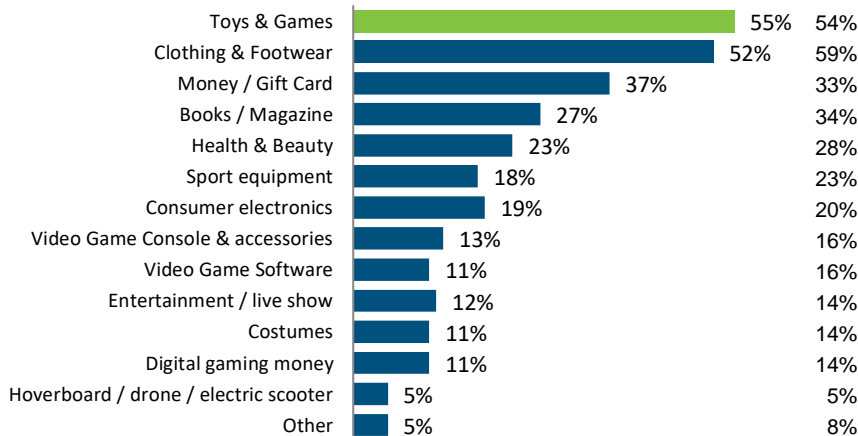
Toys & Games was the top gift received by Girls(55%) . Toys & Games share remained the same in Boys, but VG combined was top gift received by Boys (63%)



Girls 0-14 yrs

Category % Penetration

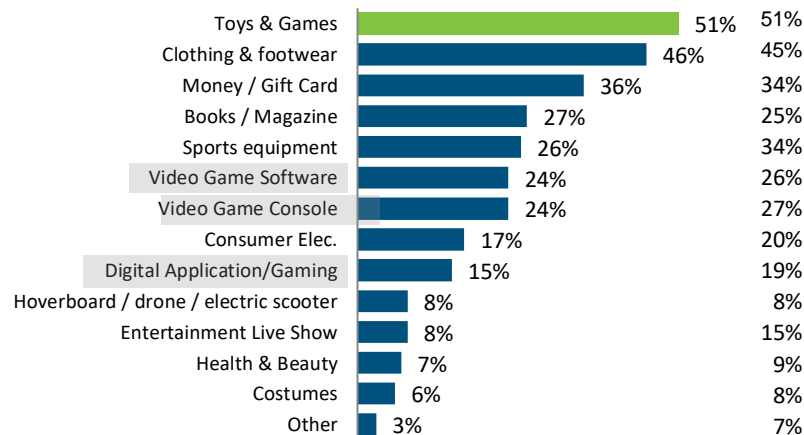
2020



Boys 0-14 yrs

Category % Penetration

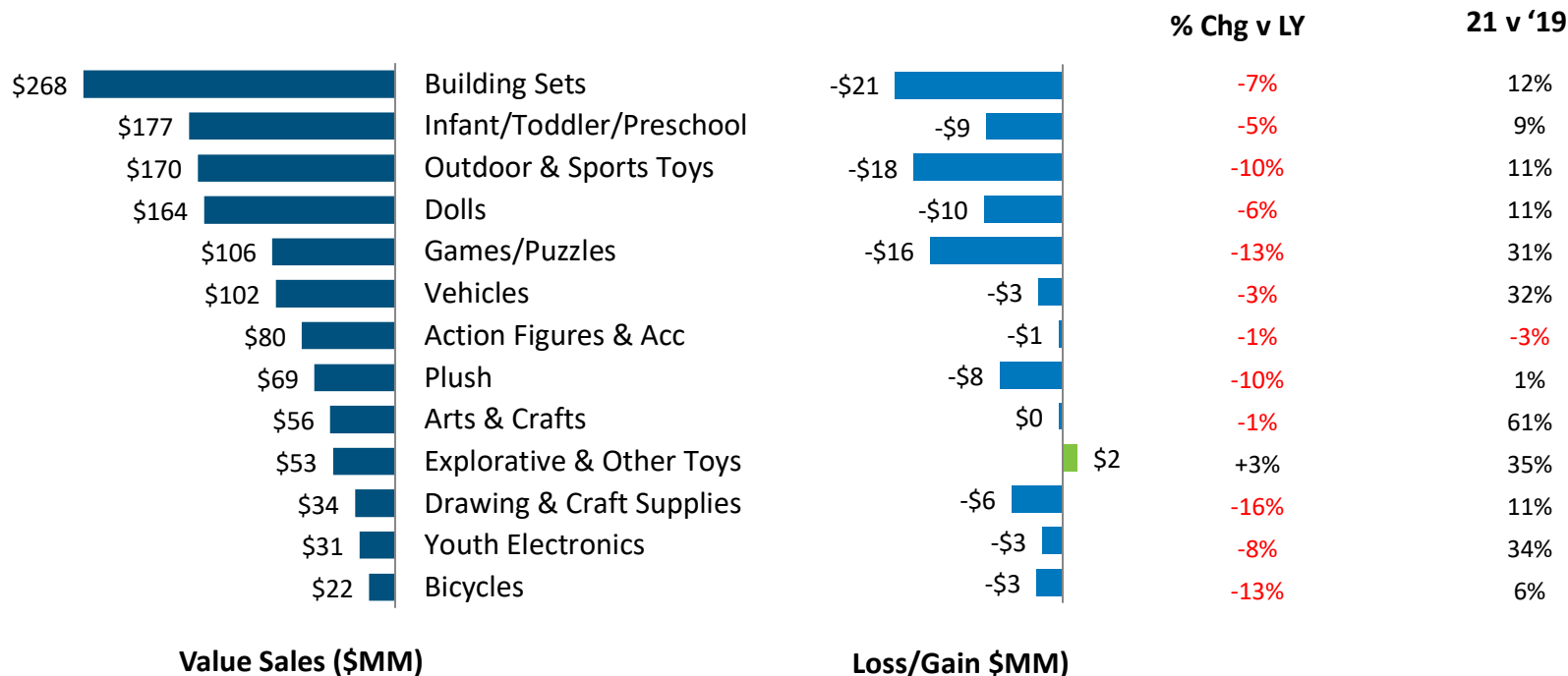
2019



Question : Did your child receive a gift from any of the following categories at Christmas 2020 from you and other family members / friends (Grandparents, relatives etc) ?

Supercategory Performance 2021

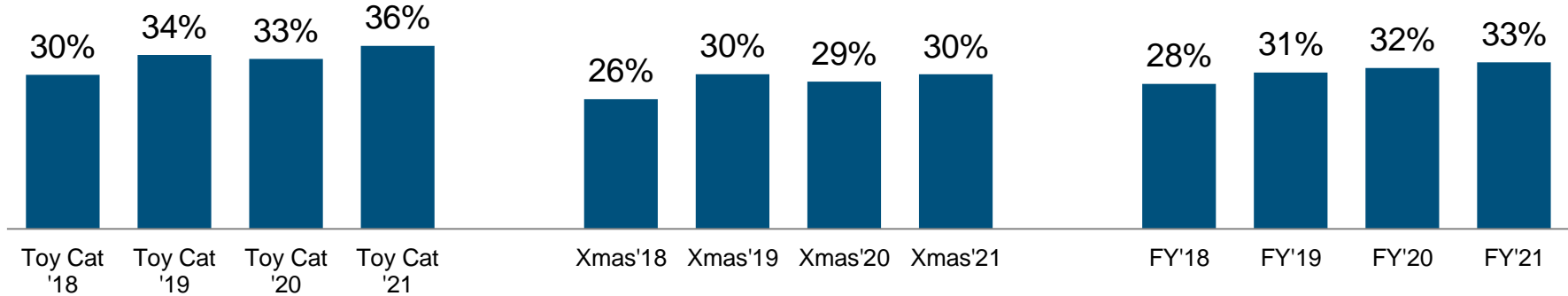
Toy sales were expected to fall in 2021 however, 12/13 supercategories remained resilient vs. 2019



Full Year 2021 licensing accounted for 33% of toys sold

Licensed toys share was highest during Toy Cat 36% which helped boosted share of licensed toys for the year. Xmas for the last 3 years continued to have the same levels of share

Total Toy Market – Licensed Toys Market Share (\$%)



2021 Top dollar gaining distributors & New Properties



Magic Mixies

\$2.5M

#1 Plush in Dec and
2021
#4 in Dec across all toys

64% Weighted
Distribution in Q4



Real Littles

\$1.6M

#5 Property in
Playset Dolls

Mini Backpack
Assortment



LEGO VIDIYO

\$1.6M

LEGO VIDIYO did
not reach the
heights of LEGO
DOTS from LY
(\$3.7M), but it
performed similarly
to LEGO ART



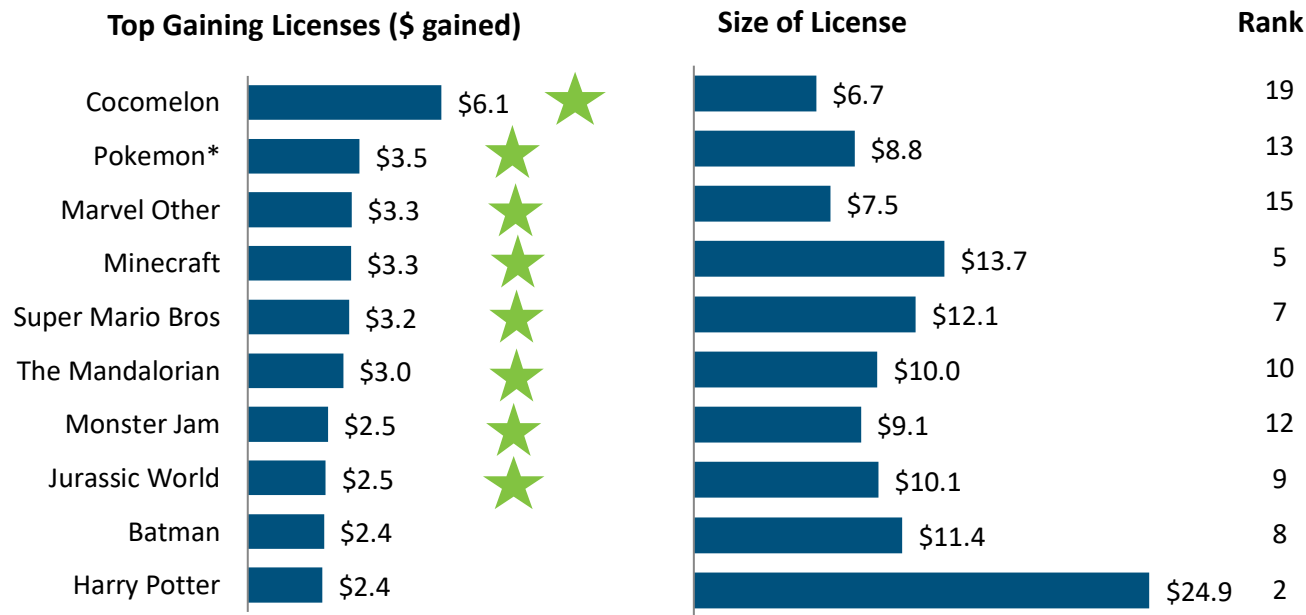
Banter Toys gained +\$18M
Pokémon: 76% of gains
Squishmallows: 9% of gains



Big Balloon gained +\$5M
CoComelon: 78% of gains
Pokémon: Made up the remaining

Licensing bigger than ever in Australia

Accounted for 33% of toys sold. Collectively top gaining other licenses(such as VG) added +\$25M to Australia Toys



Entertainment
outside of movies

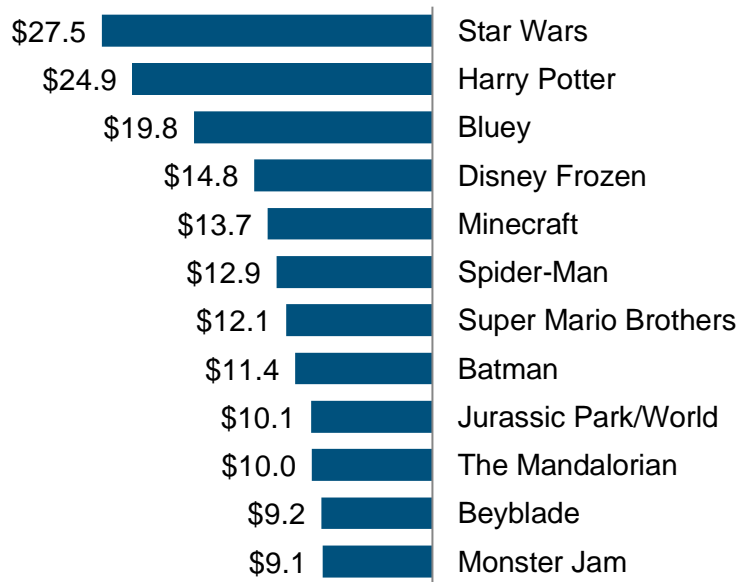


= other forms of license besides movie

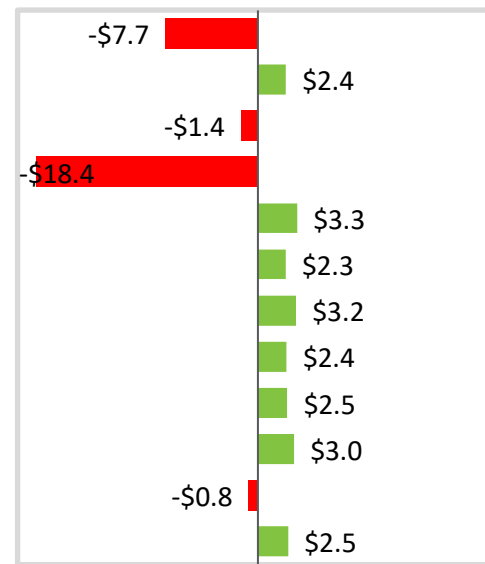
*Pokémon license = outside of Trading cards

Top 10 Licenses in 2021

8/12 licenses grew. Super Mario, The Mandalorian, Jurassic World and Monster Jam were new to the top 12



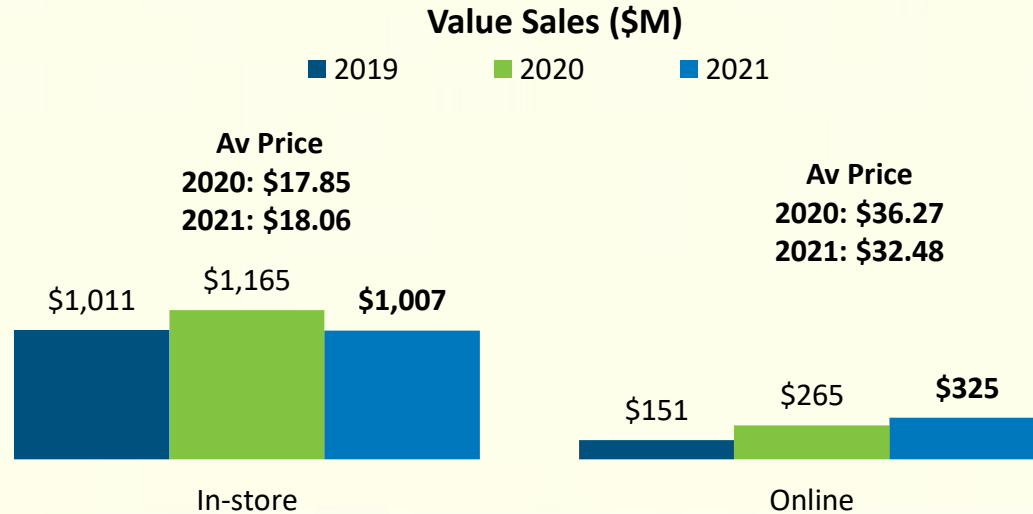
Market Size (\$M AUD)



Loss/Gain (\$MM)

Majority of sales still from in-store

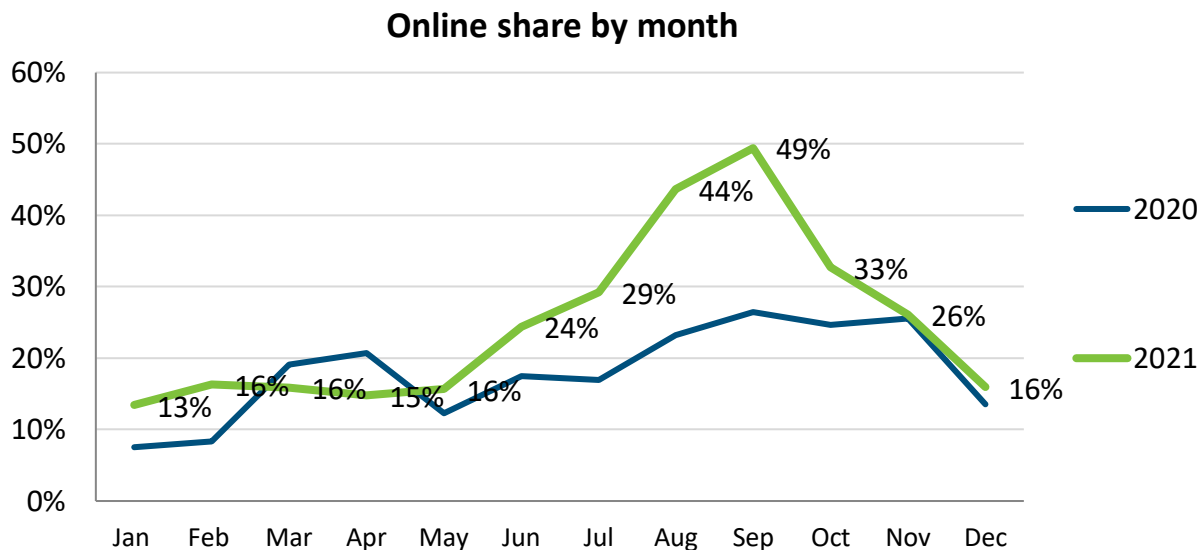
In-store dollar sales slightly below 2019 (-0.5%)



Source: The NPD Group | Retail Tracking | AUS | FY2021

Lockdown accelerated online sales

The latest month, Jan 2022, share of online reached 18%, 5 points higher than 2021

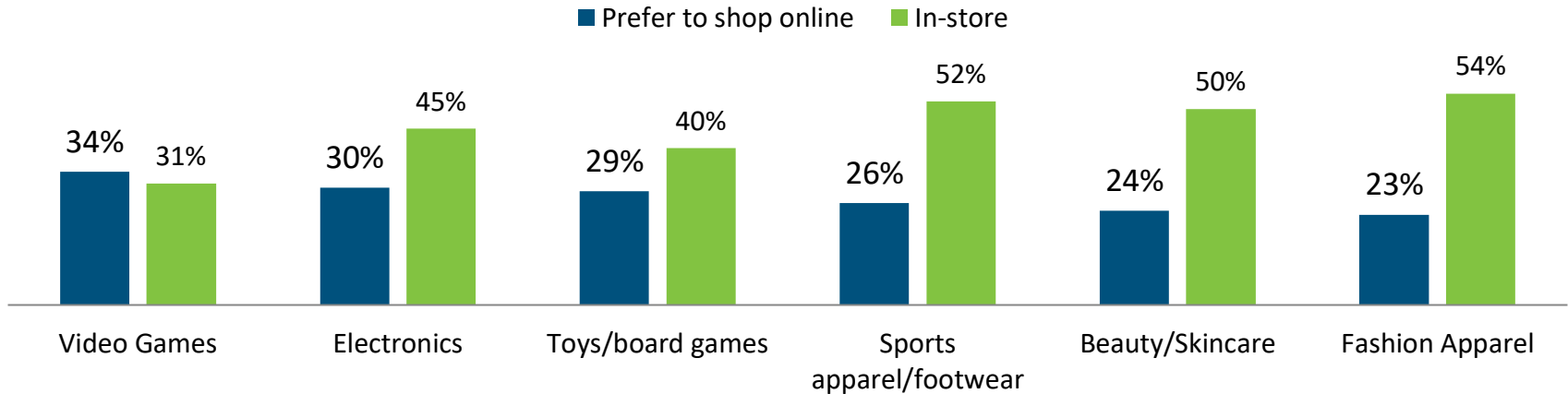


**Online accounted for 24%
of toys in 2021**
2021 vs 2020: +24%
2021 vs 2019: +115%

Most Australians still prefer to shop in-store

Toys came in as the third most popular category where consumers indicated that they prefer to shop online

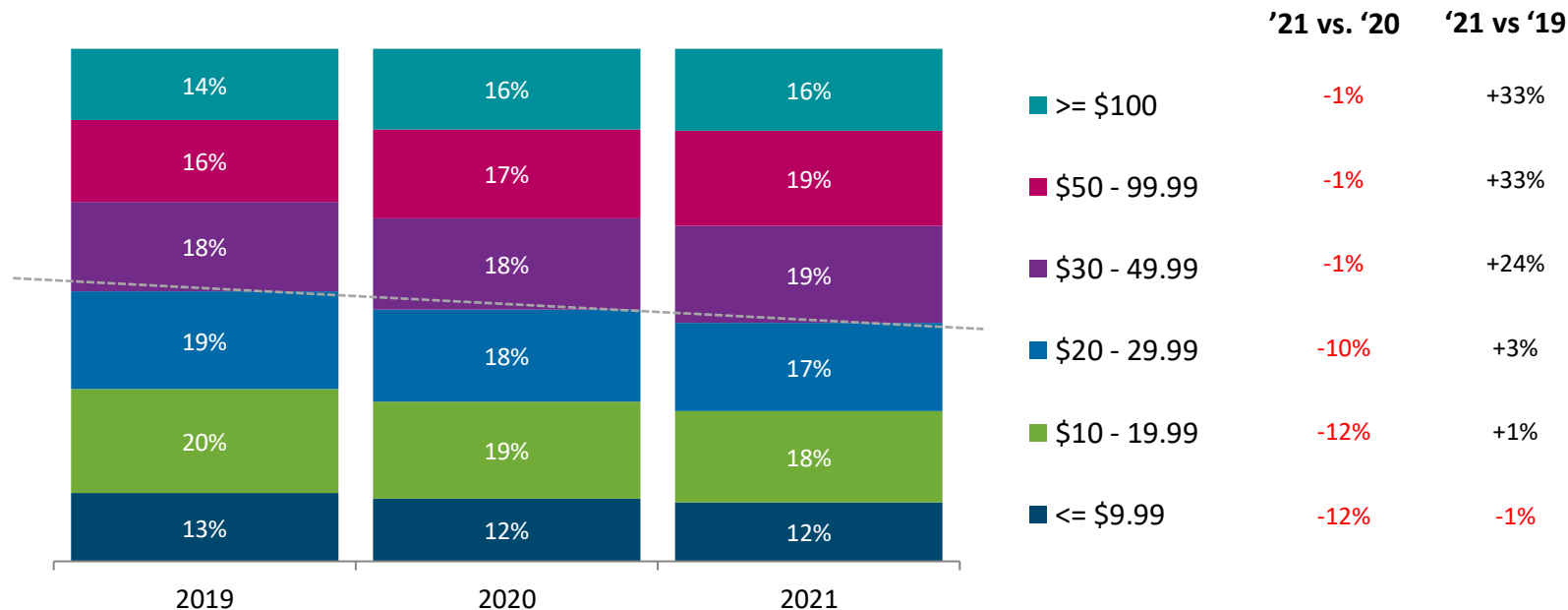
Online/Offline Preference by Category



Question : For each category below, please indicate if you are more likely to purchase it (online or in-store) after the lockdown?

Price point movement

Mid Tier (\$30-49.99) and Big Box (\$50+) price segments were popular in 2021, accounted for 54% of total toy dollars (3 share points increase vs. last year)



Winning by dreaming big

High performing subclasses in last 2 years: growth through ASP

Sales vs. '19

+12%

Std Building Sets

+76%

Fashion Dolls

+211%

Strategic Card Games

Price vs. '19

+26%

+24%

+28%

Source: The NPD Group | Retail Tracking Service | AUS | 2021 vs. 19

Conclusion and Outlook for 2022

In 2021, the online channel gained 5 share points and contributed 24% to overall toy dollars. Impact online channel in 2022

Licensed toys recorded its largest ever share in 2021 33%. Movies still key however video game licenses added most dollars.

Collectibles saw a slight come back in 2021 grew +2%. In 2021 collectibles share 8% (2018: 10%)

Inventory and supply chain issues
Return to normalcy



THANK YOU

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