



# Virtual Investor Presentation

## 2024



1

### Cautionary Note Regarding Forward-Looking Statements / Regulation G

This presentation contains a number of forward-looking statements, which are statements that relate to the future and are, by their nature, uncertain. Forward-looking statements can be identified by the fact that they do not relate strictly to historical or current facts and include statements regarding Mattel's guidance and goals for future periods and other future events. The use of words such as "anticipates," "expects," "intends," "plans," "projects," "looks forward," "confident that," "believes," and "targeted," among others, generally identify forward-looking statements. These forward-looking statements are based on currently available operating, financial, economic, and other information and assumptions, and are subject to a number of significant risks and uncertainties. A variety of factors, many of which are beyond Mattel's control, could cause actual future results to differ materially from those projected in the forward-looking statements. Specific factors that might cause such a difference include, but are not limited to: (i) Mattel's ability to design, develop, produce, manufacture, source, ship, and distribute products on a timely and cost-effective basis; (ii) sufficient interest in and demand for the products and entertainment Mattel offers by retail customers and consumers to profitably recover Mattel's costs; (iii) downturns in economic conditions affecting Mattel's markets which can negatively impact retail customers and consumers, and which can result in lower employment levels and lower consumer disposable income and spending, including lower spending on purchases of Mattel's products; (iv) other factors which can lower discretionary consumer spending, such as higher costs for fuel and food, drops in the value of homes or other consumer assets, and high levels of consumer debt; (v) potential difficulties or delays Mattel may experience in implementing cost savings and efficiency enhancing initiatives; (vi) other economic and public health conditions or regulatory changes in the markets in which Mattel and its customers and suppliers operate, which could create delays or increase Mattel's costs, such as higher commodity prices, labor costs or transportation costs, or outbreaks of disease; (vii) the effect of inflation on Mattel's business, including cost inflation in supply chain inputs and increased labor costs, as well as pricing actions taken in an effort to mitigate the effects of inflation; (viii) currency fluctuations, including movements in foreign exchange rates, which can lower Mattel's net revenues and earnings, and significantly impact Mattel's costs; (ix) the concentration of Mattel's customers, potentially increasing the negative impact to Mattel of difficulties experienced by any of Mattel's customers, such as bankruptcies or liquidations or a general lack of success, or changes in their purchasing or selling patterns; (x) the inventory policies of Mattel's retail customers, as well as the concentration of Mattel's revenues in the second half of the year, which coupled with reliance by retailers on quick response inventory management techniques, increases the risk of underproduction, overproduction, and shipping delays; (xi) legal, reputational, and financial risks related to security breaches or cyberattacks; (xii) work disruptions, including as a result of supply chain disruption such as plant or port closures, which may impact Mattel's ability to manufacture or deliver product in a timely and cost-effective manner; (xiii) the impact of competition on revenues, margins, and other aspects of Mattel's business, including the ability to offer products that consumers choose to buy instead of competitive products, the ability to secure, maintain, and renew popular licenses from licensors of entertainment properties, and the ability to attract and retain talented employees and adapt to evolving workplace models; (xiv) the risk of product recalls or product liability suits and costs associated with product safety regulations; (xv) changes in laws or regulations in the United States and/or in other major markets, such as China, in which Mattel operates, including, without limitation, with respect to taxes, tariffs, trade policies, product safety, or sustainability, which may increase Mattel's product costs and other costs of doing business, and reduce Mattel's earnings and liquidity; (xvi) business disruptions or other unforeseen impacts due to economic instability, political instability, civil unrest, armed hostilities (including the impact of the war in Ukraine and geopolitical developments in the Middle East), natural and man-made disasters, pandemics or other public health crises, or other catastrophic events; (xvii) failure to realize the planned benefits from any investments or acquisitions made by Mattel; (xviii) the impact of other market conditions or third-party actions or approvals, including those that result in any significant failure, inadequacy, or interruption from vendors or outsourcers, which could reduce demand for Mattel's products, delay or increase the cost of implementation of Mattel's programs, or alter Mattel's actions and reduce actual results; (xix) changes in financing markets or the inability of Mattel to obtain financing on attractive terms; (xx) the impact of litigation, arbitration, or regulatory decisions or settlement actions; (xxi) Mattel's ability to navigate regulatory frameworks in connection with new areas of investment, product development, or other business activities, such as artificial intelligence, non-fungible tokens, and cryptocurrency; (xxii) an inability to remediate the material weakness in our internal control over financial reporting, or additional material weaknesses or other deficiencies in the future or the failure to maintain an effective system of internal control; and (xxiii) other risks and uncertainties as may be described in Mattel's filings with the Securities and Exchange Commission, including the "Risk Factors" section of Mattel's Annual Report on Form 10-K for the fiscal year ended December 31, 2022 and subsequent periodic filings, as well as in Mattel's other public statements. Mattel does not update forward-looking statements and expressly disclaims any obligation to do so, except as required by law.

To supplement our financial results presented in accordance with generally accepted accounting principles in the United States ("GAAP"), Mattel presents certain non-GAAP financial measures within the meaning of Regulation G promulgated by the Securities and Exchange Commission. The non-GAAP financial measures that Mattel uses in this presentation may include Adjusted Gross Profit, Adjusted Gross Margin, Adjusted Other Selling and Administrative Expenses, Adjusted Operating Income (Loss), Adjusted Operating Income (Loss) Margin, Adjusted Earnings (Loss) Per Share, earnings before interest expense, taxes, depreciation and amortization ("EBITDA"), Adjusted EBITDA, Free Cash Flow, Free Cash Flow Conversion (Free Cash Flow/Adjusted EBITDA), Leverage Ratio (Total Debt/Adjusted EBITDA), Net Debt, Adjusted Tax Rate, and constant currency. Mattel uses these measures to analyze its continuing operations and to monitor, assess and identify meaningful trends in its operating and financial performance, and each is discussed below. Mattel believes that the disclosure of non-GAAP financial measures provides useful supplemental information to investors to be able to better evaluate ongoing business performance and certain components of Mattel's results. These measures are not, and should not be viewed as, substitutes for GAAP financial measures and may not be comparable to similarly-titled measures used by other companies. Reconciliations of the non-GAAP financial measures to the most directly comparable GAAP financial measures are attached to this presentation as an appendix. In addition, Mattel presents changes in gross billings, a key performance indicator, as a metric for comparing its aggregate, categorical, brand, and geographic results to highlight significant trends in Mattel's business. Changes in gross billings are discussed because, while Mattel records the details of sales adjustments in its financial accounting systems at the time of sale, such sales adjustments are generally not associated with categories, brands, and individual products.

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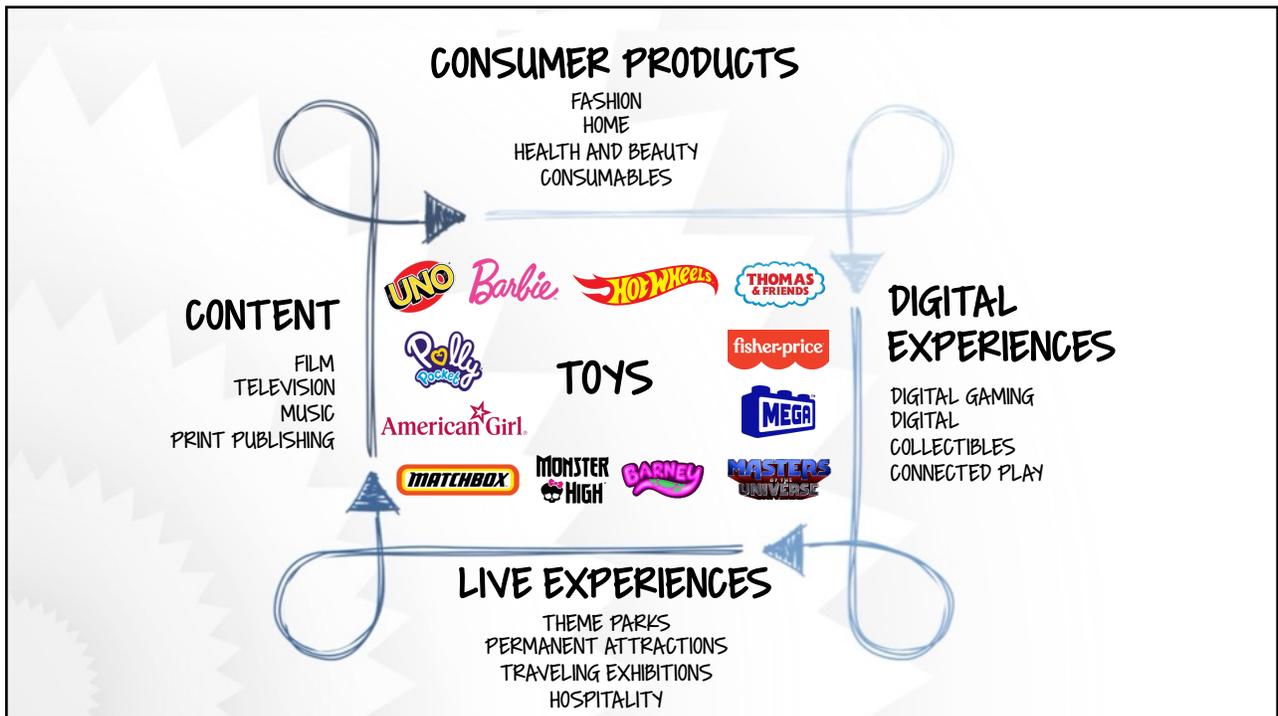
Franchise Management

# Consumer Products Content Digital and Live Experiences

4



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## >165 Consumer Product Partnerships



7

## Consumers Are Fans

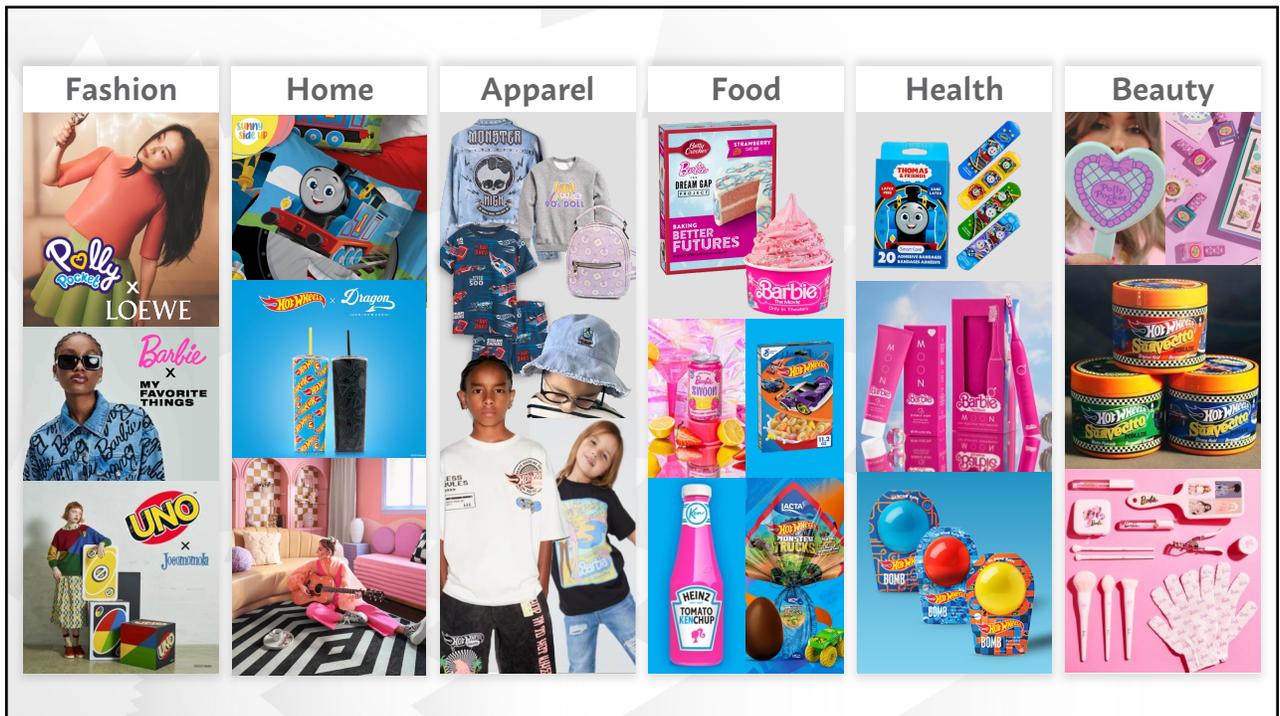


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# Consumer Products

9



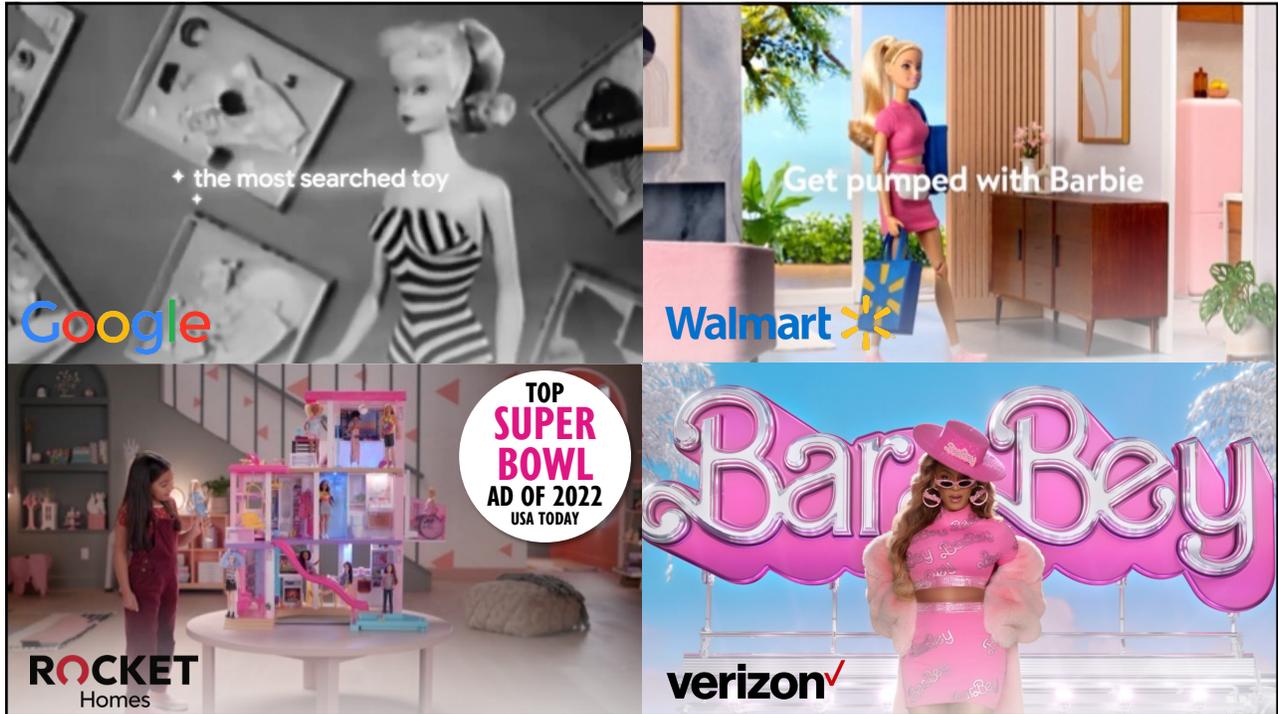
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13



14

**1 IN 4 WINS INSTANTLY**

**PLAY UNO AT HUNGRY JACK'S**

15

**THOMAS & FRIENDS**

どれがもらえるかな?

トーマス

ディーゼル

ニア

パーシー

ジェームズ

カナ

**第3弾 全6しゅるい 1/27金 ~ 2/9木**

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くわしくはマクドナルドのお店で ※おもちゃは数に限りがあるため、なくなり次第終了となります。※おもちゃの種類は選ばません。

16



17



18



**Mattel**  
**Television Studios**

**13**  
In Production

**35+**  
In Development

**190+**  
Countries

**30+**  
Languages

Source: Mattel Internal Analysis as of 12/31/2023

19

**MASTERS OF THE UNIVERSE**  
**REVOLUTION**

ONLY ON  
**NETFLIX**

**Top 10 Show** in 44 Countries

WILLIAM SHATNER	MARK HAMILL	LENA HEADEY	MELISSA BENOIST	CHRIS WOOD	KEITH DAVID	MEG FOSTER

Source: <https://tllxpatrol.com/title/masters-of-the-universe-revolution/>

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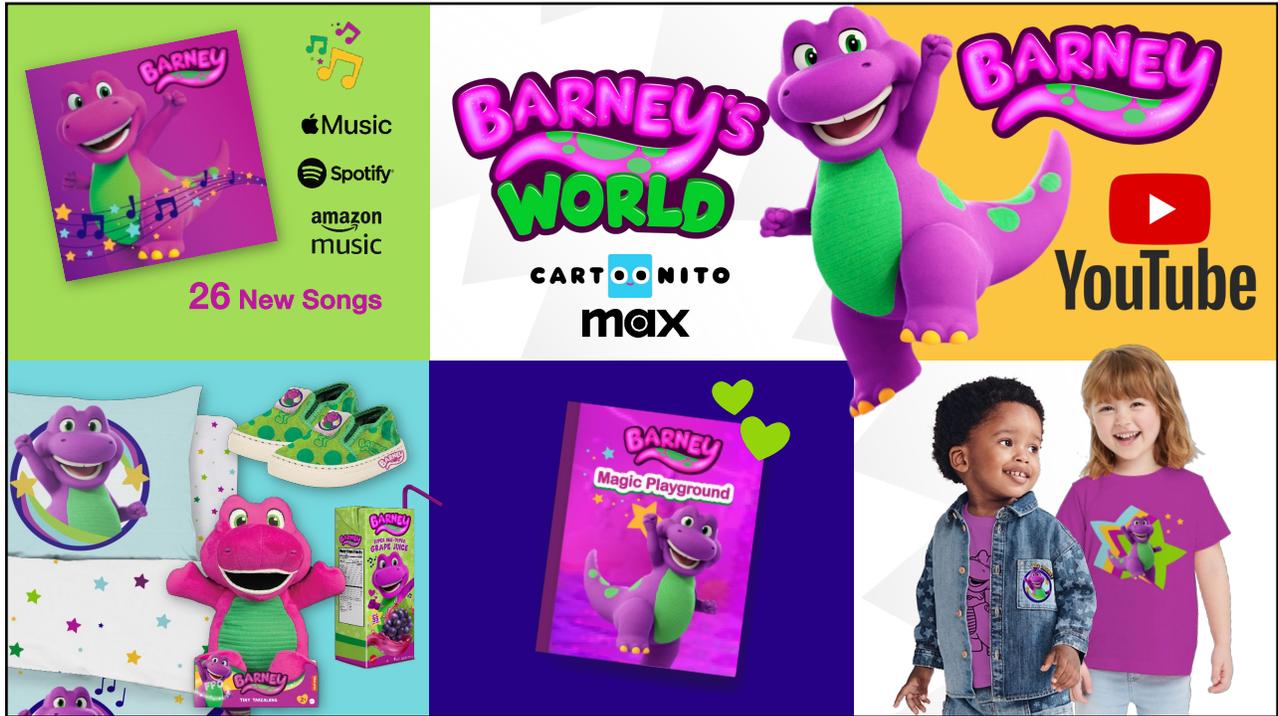
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25



26



# Print Publishing

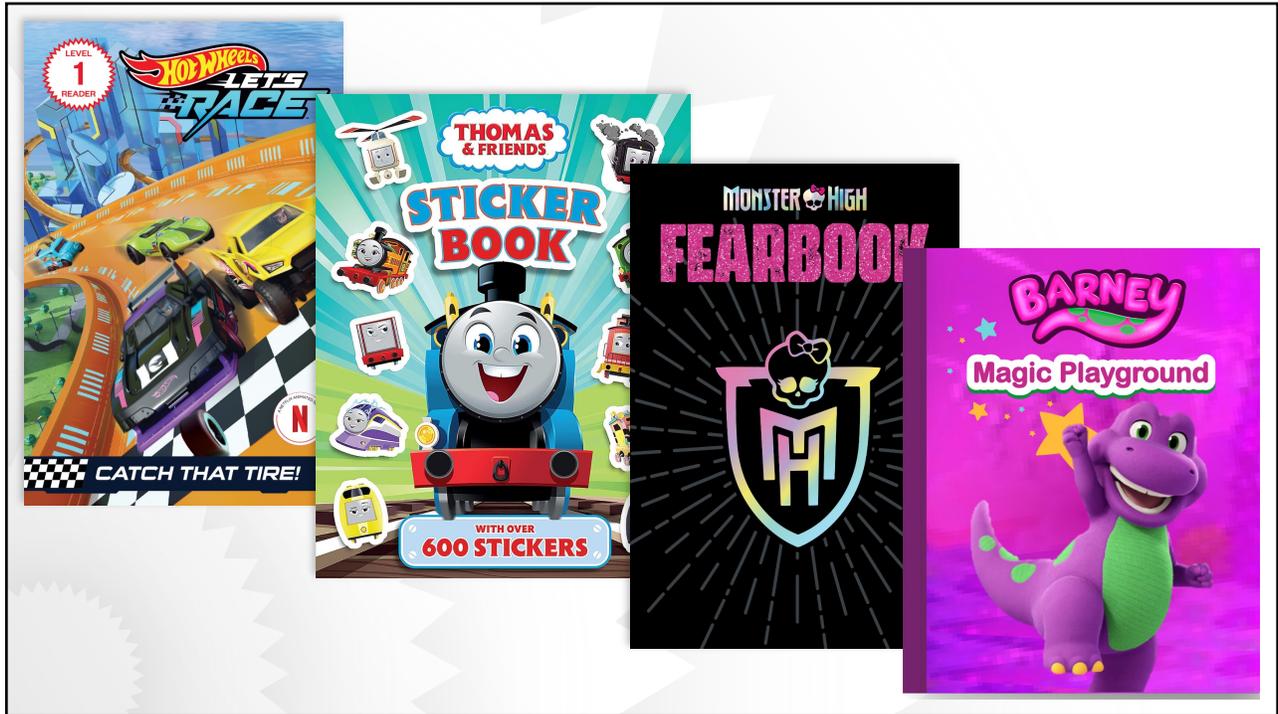
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# 50+

Titles Planned Per Year

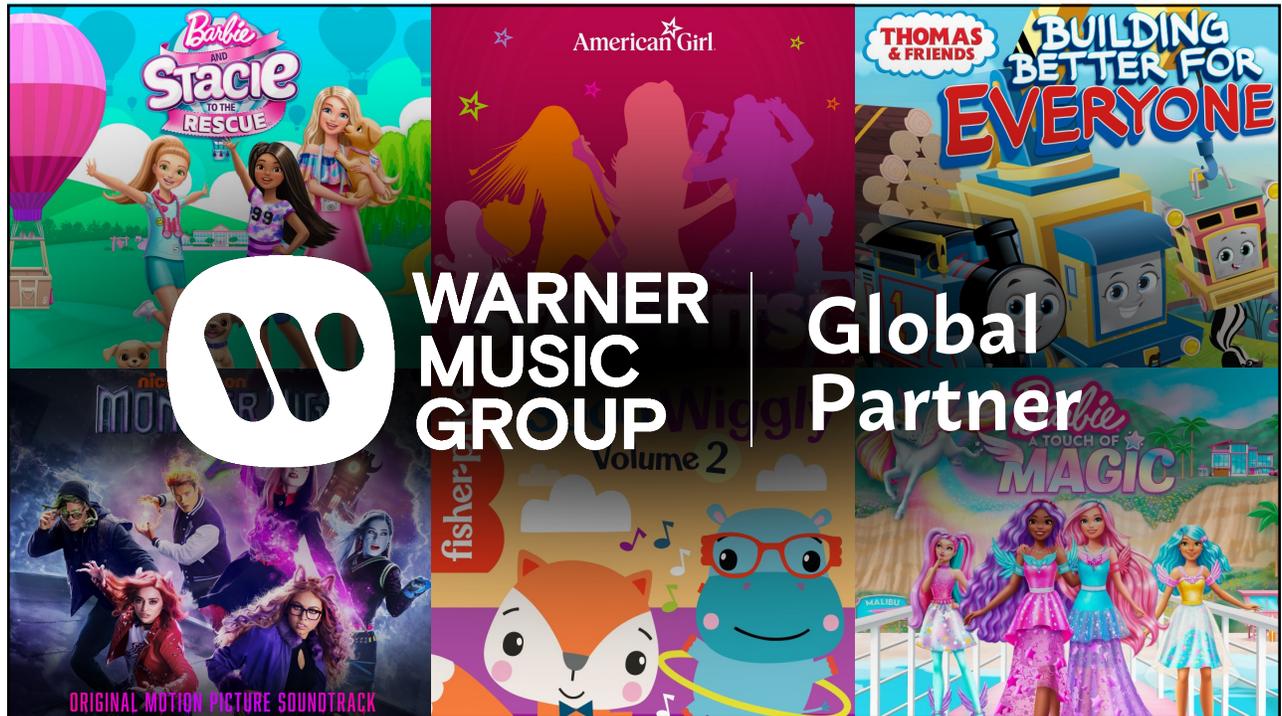
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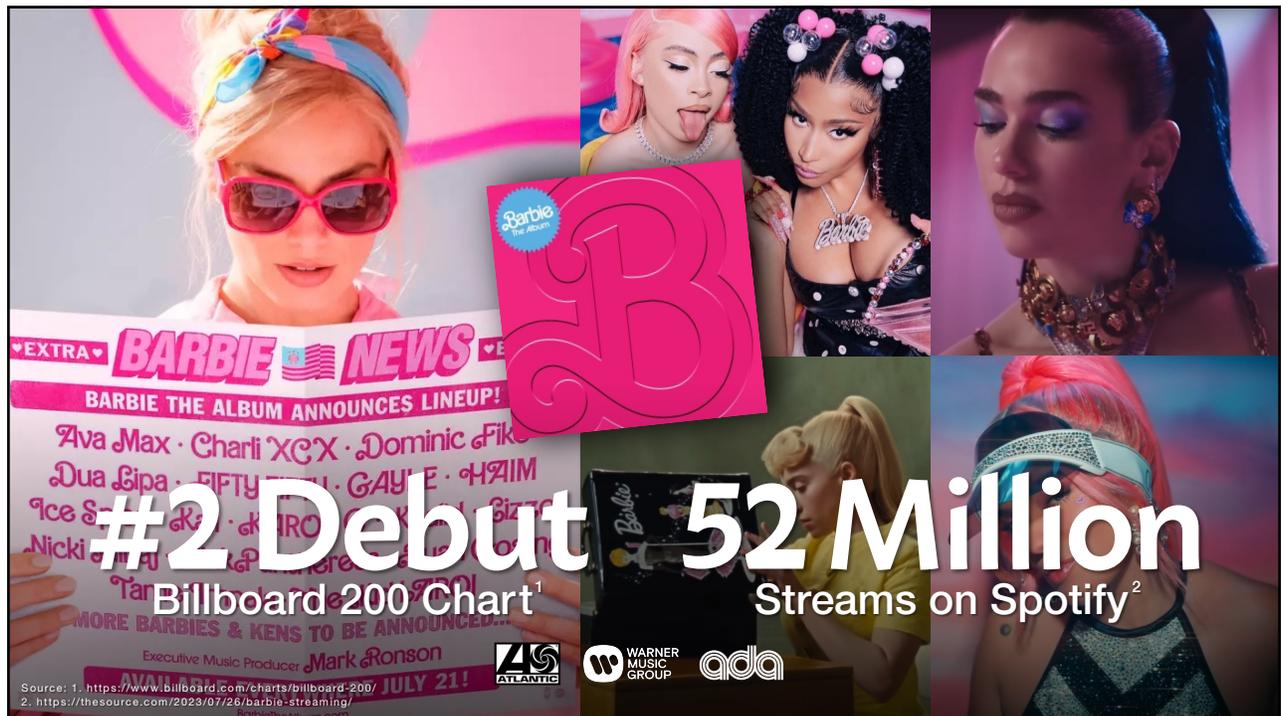
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30



31



32

# 66th Annual Grammy Awards



## Best Compilation Soundtrack for Visual Media

"Barbie The Album"  
Various Artists



## Song of the Year

"What Was I Made For"  
from Barbie The Album  
Billie Eilish, Finneas O'Connell

## Song Written for Visual Media

"What Was I Made For"  
from Barbie The Album  
Billie Eilish, Finneas O'Connell

33



# Live Experiences

34



35



Miami

Saudi Arabia

36



37



38



**Barbie**  
The Movie  
**IN CONCERT**

EXPERIENCE THE MOVIE  
WITH A **LIVE ORCHESTRA**

**Barbie Land**<sup>™</sup>  
*Sinfonietta*

**JULY 27**  
**HOLLYWOOD**  
**BOWL**

MATTEL ©2024 Mattel. © WBEI (s23) OVERTURE

39

**Hot Wheels**  
**MONSTER TRUCKS LIVE**

**2M+**  
Attendees

**60**  
Global Cities  
in 2023

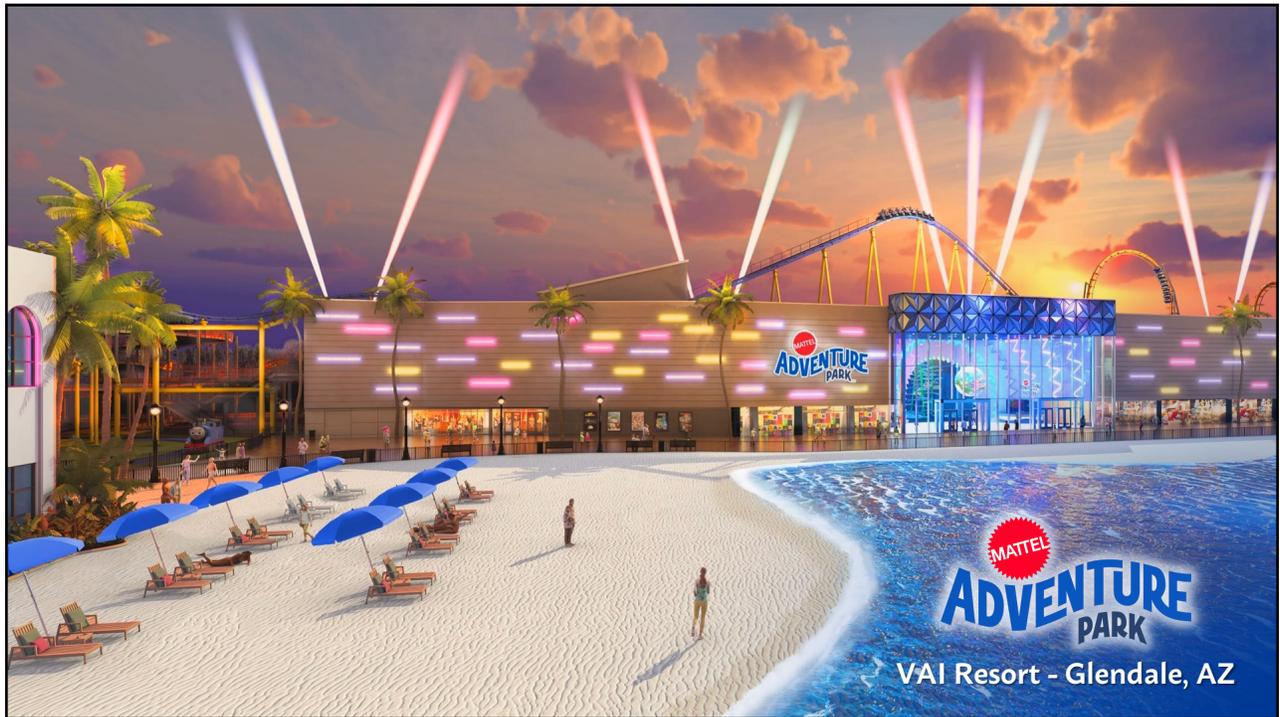
**85+**  
Global Cities  
in 2024

Source: Mattel and Licensee analytics, as of 2/20/2024  
Source: <https://hotwheelsmonstertruckslive.com/>, 2023

40



41



42



43



44



# Digital Experiences

45

**MATTEL Digital Games**

Launches	Integrations

**48 Million** Monthly Active Users

Source: Mattel Internal and partner reported analytics as of 1/1/2024

46



47



48



**MILESTONE**

**Hot Wheels**  
**UNLEASHED 2**  
**TURBOCHARGED**

**11 Million**  
Players

PS5 PS4 XBOX SERIES X|S XBOX ONE NINTENDO SWITCH PC

Source: Milestone reported data across HWU and HWU2, as 2/14/2024

49

**T2**™

**TAKE TWO**  
**INTERACTIVE**

Partnership

50




Connecting the World Through Play




**~\$200 Million**  
In Revenue

Source: Mattel Internal Analysis - Joint Venture Revenues, 2023

51

Products	Content	Experiences
  	 	 

52



# Global Relevance


53



54