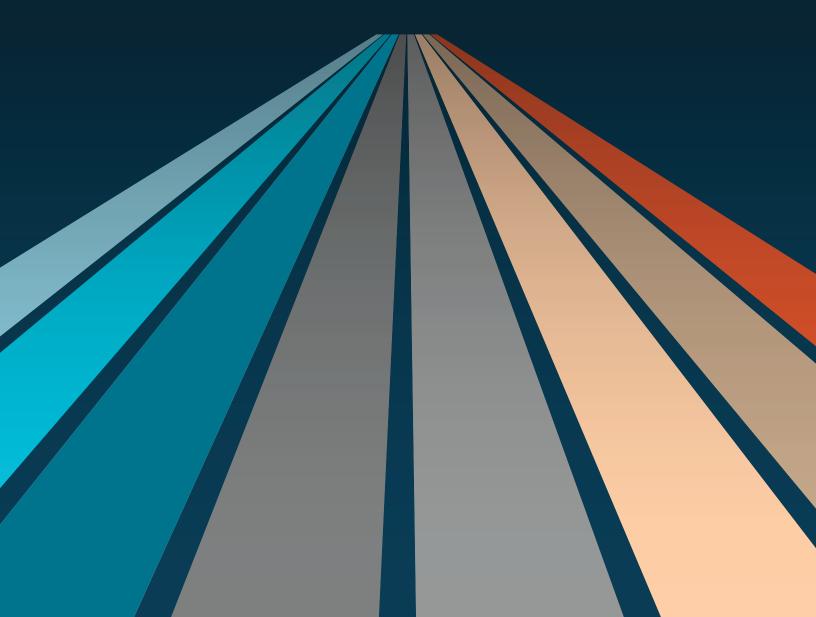


# 2024 Global Licensing Industry Study





# 2024 Global Licensing Industry Study

# **TABLE OF CONTENTS**

FROM THE PRESIDENT	3
EXECUTIVE SUMMARY	4
REGIONAL PROFILES	20
2024 TRENDS IN THE INDUSTRY'S WORDS	26
CONCLUSION	31
STUDY METHODOLOGY	33
BRAND LICENSING TERMINOLOGY OVERVIEW	35
LICENSED PROPERTY CATEGORY DEFINITIONS	36
TOP 10 LICENSING REVENUE COUNTRY PROFILES	39
REVENUE & ROYALTY SUMMARY TABLES – GLOBAL	41
REVENUE & ROYALTY SUMMARY TABLES – REGIONAL	52
REVENUE & ROYALTY SUMMARY TABLES – TOP 10 MARKETS	67
ABOUT LICENSING INTERNATIONAL	88



### FROM THE PRESIDENT

Licensing International is proud to present its ninth annual market sizing study of the global brand licensing industry. The 2024 Global Licensing Industry Study reveals continued worldwide sales growth of licensed products and services across a broad array of property categories with particularly strong sales in the fashion, entertainment, music, and sports sectors.

The global brand licensing industry shows no signs of slowing down. In 2023, consumers proved they are more loyal than ever before to the brands, characters, and properties they love. In fact, the global brand licensing industry once again performed better than the overall worldwide retail market, proving our brands are a real difference-maker regardless of product category.

One of Licensing International's main goals is to continue to provide reliable, fact-based statistical data like this study to support licensing professionals as they evolve their strategies and plan for the future. The 2024 Global Licensing Industry Study is the result of months of preparation, collaboration, surveying, data gathering, collating, and modeling conducted on Licensing International's behalf by Brandar Consulting LLC, a 16-year-old consulting firm with expertise in brand licensing, market research, market analysis, and brand extension. Results are based on responses to an extensive online questionnaire in eight languages, hundreds of phone calls to key licensing professionals, and the examination of a wide variety of publicly available financial data, import figures, economic data, and other fee-based market data.

Because Licensing International is the leading trade association for the \$356+ billion global brand licensing industry, we recognize that comprehensive global statistics and accurate information are important tools to stay competitive in this complex, diverse business. Our Global Study was developed for the benefit of the entire licensing community and is just one of the many services provided by Licensing International to our members and the industry overall. For more information on Licensing International's programs and activities, please visit us at <u>licensinginternational.org</u>.

I hope this study will once again be a key element in your future business planning and success. For those of you who participated in this year's survey, I offer you my very sincere thanks.

Best regards,

Maura J. Regan
President, Licensing International



#### **EXECUTIVE SUMMARY**

Licensing International has completed our 9th annual Global Licensing Industry Study and we are pleased to report that global sales of licensed merchandise and services had another year of solid growth in 2023 with \$356.5 billion in retail sales. This marked +4.6% growth over the \$340.8 billion reported for 2022. It is important to note that 2023 was a year evidenced by a rebound in many property sectors that had been

slow to grow in recent years, like the **Character/Entertainment** and **Fashion** segments, and continued above average growth in **Sports** and **Music** properties. The licensing industry was able to show growth against a challenging backdrop of continued inflationary pressures around the world in terms of raw material pricing, manufacturing costs, and final product pricing.

The cost-of-living challenge was again a top trend cited by many non-U.S./ Canada respondents this year. Inflation impacts were quite different this year depending on what region of the world we looked at, but overall the worldwide inflation rate was 6.8% in 2023, according to International Monetary Fund data from April 2024. This was an improvement over the 8.8% global rate experienced last year. While inflation did inhibit some of the licensing industry's growth in 2023, the global brand licensing industry again performed better than the overall worldwide retail market, which we calculated to have grown at a +3.7% rate in 2023. The licensed products and services market outperformed the overall retail

Sales of licensed merchandise and services reached \$356.5 billion in 2023

market by +0.9 percentage points, largely due to the strong brands that are associated with the industry's licensed products and the continued strong growth of the **Services** and **Location-Based Entertainment** (**LBE**) product categories.

In recent years, consumers have focused on living in the present by getting out and about much more frequently, and that trend continued in 2023. This year's results were defined by consumers continuing to have a healthy appetite for experiences, entertainment, events, music, travel, and dining. Additionally,

2023 saw an expansion of the return to in-person work environments, which led to consumers sprucing up both their appearance and work wardrobes. This caused strong licensed product growth in categories like **Apparel**, **Fashion Accessories**, **Footwear**, and **Health & Beauty**.

The global licensing industry grew +4.6% outperforming the +3.7% growth of the overall retail market

This continued shift in the structural mix of licensed properties and product categories has led to a surge in the consumption of out-of-home products and services and softer results for at-home consumption categories. This led licensees to move quickly to satisfy the tastes of the 2023 "out-and-about" consumer by licensing brands within the property categories of **Entertainment**, **Sports**, **Music**, and **Fashion** with greater enthusiasm. These licensed property sectors had strong years by participating in product categories like **Services** for the hospitality, travel and entertainment sectors, **Location-Based Events & Attractions**, **Music/Video**, **Video Gaming**, **Food/Beverage**, **Sporting Goods**, **Apparel**, and **Accessories**. Product categories that enabled licensed product consumers to use their favorite brands to entertain, dress up, and spice up their lives both inside and outside their homes were really the main areas of focus for the industry this past year.



One agent beautifully summarized the state of the licensing industry in 2023: "The licensing industry overall is wonderfully being forced to be ever more creative in our approach to partnerships, collabs, and product opportunities. The menu has been blown wide open. It is an interesting time in crafting contracts and legal parameters with AI entering the field and more and more creators and brands being introduced, and flooding into the market. It is a fantastic time to be within the realm of licensing—I love it!"

Before reviewing this year's results in more detail, it is important that we review some of the major trends

that drove the licensing marketplace in 2023 as these developments shape how we understand the Sales and Royalty revenue results as well as the respondent comments coming out of this year's Global Licensing Industry Study.

#### **▶ RETAIL TRENDS:**

- Retail consolidation continued with major retailers like Bed, Bath & Beyond, Tuesday Morning, Christmas Tree Shops, Party City, and Rite Aid filing for bankruptcy this year. Their subsequent restructurings had an impact on the retail shelf space available to licensees.
- Licensee summits are spreading across more property categories as licensees gather and coordinate to put forth a wholistic brand effort to claim the more limited retail shelf space available.
- There's a disconnect now between consumers wanting new and innovative products and retailers being
  risk averse. This is in part because of business issues arising from large excess inventories in recent
  years.
- Retailers are instead going narrow and deep with product purchases that are sure things in more essential
  categories to avoid excess inventory at all costs and to maximize margins coming from smaller retail
  footprints.
- Retailers are shifting to smaller, off-mall locations in pursuit of consumers with new shopping habits tied to going out for entertainment in downtown areas. Around 700 traditional indoor malls exist in the U.S. today, down from approximately 2,500 in the mid-1980s, according to Coresight Research's "Why Retailers Are Abandoning Traditional Malls."
- While the focus on the customization of products is not new, it is taking on added importance in the
  current retail landscape as localized specialty stores work to stand out from mass retailers that are
  focused on launching their own exclusive collections and private label brands, creating shopping
  experiences that feel special to customers and are unique to that local retailer.
- The Mall of the Metaverse is starting to take hold, providing virtual licensed consumer products that
  have linked cross-promotions to licensors' traditional Web2 physical product eCommerce websites,
  showcasing how both environments (Web3 and Web2) can seamlessly coexist.
- "Retail Shrink" from increased shoplifting has been a running theme in retailers' and licensors' earnings
  reports this year. The National Retail Federation (NRF) reported that retail shrink losses have more than
  doubled since 2015. Large stock loss numbers are now leading to store closures in some populated
  areas. Popular licensed goods become targets for organized shoplifting rings because of their high blackmarket value.





#### **ECONOMIC TRENDS:**

- Deloitte's Retail Research Group recently reported that 66% of retail executives thought price was more important than brand or retailer loyalty in 2023.
- Price-conscious consumers shifted to cheaper store brands and to off-price channels to pay less for premium brands to avoid what one survey respondent coined "Inflationary Deconsumption."
- Consumers have turned to **private-label products** to manage cost-of-living concerns, according to Food Navigator-USA. In the U.S., private-label store brands had a record-breaking year and were the brightest performers in both the Grocery and Non-Food product categories. In terms of both dollar sales and unit sales for all of 2023, store brands outperformed national brands. Store brand unit share came in at 20.7%, an improvement of +0.5 points compared to 2022 and setting a new share record. Shoppers have clearly come to appreciate the combination of quality, taste, and value that house brands now offer.
- In 2023, FMI The Food Industry Association found that more than half of shoppers surveyed (52%) said that they trusted private brands just as much as manufacturer-branded products.
- And 90% of shoppers said they are likely to continue purchasing private-label brands even if inflation subsides or the price of groceries decreases, indicating the growing loyalty shoppers now have for store brands.
- As a result, DTR licenses have accelerated this year as retailers seek to increase margins beyond their
  own house brands with the price premium afforded to more established in-house licensed brands.
- Growing economic inflation headwinds led to declining capital investments among licensors and licensees this year, particularly in the Entertainment sector.
- "With inflation at the highest level we've seen in decades and birth rates at their lowest in many countries, the global toy industry faced new challenges in 2023," said Frédérique Tutt, Global Toys Industry Advisor at Circana. "Consumers across many regions had to make difficult trade-offs and reduced their spending on toys and games."
- Challenging inflationary conditions in Europe, Middle East/Africa, and parts
  of Latin America in 2023 led to some consumers reducing their discretionary
  spending significantly by year-end.

Private-label products were top performers in the U.S. in 2023

#### **▶ PROPERTY TRENDS:**

- There was a massive rebound in the Entertainment sector with "Barbenheimer" (the trend of seeing the Barbie and Oppenheimer movies back-to-back) leading the way. 2023 box office gross revenues significantly exceeded 2022, and in fact started to approach pre-pandemic levels.
- The Video Game segment rebounded with strong growth, much of which was tied to the successful
  launch of **new mobile games** like *Monopoly Go*. The power of gaming lies with its immersive experience
  and resulting fandoms. According to *License Global Magazine*, "time spent" is a crucial piece in the video
  game market, with gaming titles garnering anywhere from double to as much as 100 times the time
  spent on any television show or movie in its lifespan.



- According to data in Rovio's 2023 annual investor presentation, video gaming revenue overall is now larger than video streaming, box office, and recorded music revenues combined.
- New IPs can be created at a rapid rate with Artificial Intelligence (AI), potentially displacing human writers, programmers, animators, influencers, actors, artists, and creators. Fortunately, the high courts in the U.S. have weighed in on the issue, barring purely AI-generated art and content from being copyrighted or trademarked unless "direct human authorship" can be demonstrated in the development process. Now both The U.S. Copyright Act and court rulings emphasize "human authorship" as a key condition for IP protection.
- Sports licensing continued to have momentum in 2023 with solid licensing growth happening beyond traditional U.S. professional sports leagues in areas like international soccer/football clubs (FC's), Formula 1 racing, UFC, and both collegiate and professional women's sports. And while female athletes were deployed in 2023 in a big way for promotional and sponsorship purposes, the success of these recent campaigns has made it clear that long-term licensing programs based on women's sports will soon be a big part of the gameplan.
- Collegiate Name, Image, and Likeness deals (NIL) experienced great growth in 2023 but have yet to make
  the impact on the licensing industry that many expected. In fact, only 10% of revenues is estimated to
  come from licensing deals, according to Licensing International.

#### ▶ PRODUCT TRENDS:

- The "newstalgia" trend is in for Gen Z as they look for new ways to embrace nostalgia and be reminded of an easier time in their lives. The strong embrace of the Barbie movie by Gen Z was a prime example of taking a comfortable, nostalgic brand and making it new. Vintage clothing re-purchase is also front and center, with Gen-Z meeting their strong desire to do good for the environment and celebrate their individuality through thrifting nostalgic styles. This re-purchase trend extends online to accessories, with the jewelry resale platform Rebag and online resale platform ThredUp showing great popularity.
- Location-Based Entertainment continues its rapid growth trajectory with more property owners getting into the category as a way to extend a brand's engagement and develop fandoms with a deeper level of immersion. Many LBE attraction operators are embracing new brands to create a point of difference to attract new guests who will stay longer and spend more money. Consumer preferences of younger generations have partially accounted for this shift. According to the Journal of Consumer Psychology, "experience" purchases count for 59% of purchases by 21- to 34-year-olds, while consumer goods only count for 39%. Fortunately, the licensing world has found LBE offerings are a great way to combine both types of purchases.
- Collaborations have accelerated to get licensed brands in front of new audiences of consumers. Product
  categories that benefited from licensed brand collaborations were the fashion-focused categories of
  Apparel, Accessories, Health & Beauty, and Footwear. And many licensors have begun to incorporate Al
  tools to gather market intelligence about the best categories and brands to collaborate with.
- 2023 Apparel and Fashion trends focused on pragmatic fashion. Sports properties are leaning into this
  as sports brands go up market with apparel that has become acceptable for everyday and work wear.



- Food and Beverage licensing deals continued their strong momentum, becoming a significant area of licensing focus for many property sectors this year.
- Animation and Toys have shifted to focus on mental wellness, accessibility, and themes of protecting nature and the climate. As technology becomes more engrained into day-to-day lives, children's social skills are declining as they have fewer face-to-face interactions, according to a UCLA psychology study. As a result, screen-free toys and games are now a growing focus and psychoeducation in animation is trending as parents focus on using leisure time to help teach kids behaviors that are beneficial to their social, emotional, and personal development. A recent Toy Association survey found that 79% of U.S. parents view Toy Play as a vital form of self-care.
- The U.S. toy industry was in need of a jolt following a weaker year in 2022. And, thanks to several high-profile blockbuster movies, licensed toys continued to play a vital role in the market dynamics of 2023. The trend of classic and long-standing intellectual properties taking both the box office and the toy aisle by force was reignited in 2023.
- The "Kidults" sector also continued to be a bright spot segment in what was a
  tough volume year for the overall toy market. Kidult culture—adults who buy
  and enjoy toys and games—is steeped in nostalgia, collectability, escapism, and
  a desire to share multi-generational play experiences.

59%
of purchases
by 21- to
34-yearolds are
experiences

#### MANUFACTURER TRENDS:

- The supply disruption issues of the past few years have led to reinvention in 2023 with the creation of a nonlinear supply chain. Manufacturers employed new technology to make product accessibility faster, easier, and more convenient for both retailers and consumers, as well as more price efficient.
- Because many retailers were burned with excess inventories in 2022, many made orders in 2023 at lower quantities than in previous years with short delivery timeframes and more frequent reordering. This put a strain on licensees to be increasingly more flexible in delivering new orders on a "just-in-time" basis.
- Sustainable manufacturing standards and materials are taking hold across the industry but need to be accomplished much closer to cost neutral to satisfy inflation-weary consumers. According to a 2023

There was
a strain on
licensees to
be flexible
in delivering
orders on a
"just-in-time"
basis

Bain & Company survey, U.S. consumers are only willing to pay an average price premium of 11% for products with a minimized environmental impact. However, there is actually a 28% average price premium for products marketed as sustainable today in the U.S. While sustainable products are increasingly being viewed as an important differentiator, many consumers are no longer willing to pay the price premium needed to accomplish sustainable consumption in the current price-conscious environment.

Our 2024 Global Study results reflect the impact of all these trends. Inflationary pressures led licensee wholesale margins to inch upward, causing the weighted average retailer gross margin in our analysis to decline by -0.5 points this past year to 35.9% (down from 36.4%) as retailers absorbed licensee price increases in



an effort to clear excess inventories in the latter part of 2023. One licensing agent even commented that this past year saw "licensees become less allergic to making sales price increases" as inflation impacts have become more long-lasting. Pricing pressures also led the weighted average wholesale royalty rate to fall in 2023 from 8.88% to 8.72% with the Entertainment, Sports, and Art categories having the steepest royalty rate declines.

That said, the Entertainment category rebounded in 2023 and was largely responsible for most of the sales revenue growth we saw in the industry in 2023. But many respondents commented that mass retailers are not supporting tentpole movies and TV properties with the same volume of shelf space and out-of-aisle statements they've provided in the past, a clear function of continued retail shelf

The retail channel share for eCommerce reached 37%

space consolidation. This fact likely led to one of the biggest surprises of this year's survey results, which was that eCommerce's retail channel share for the licensing industry again accelerated to reach the highest level ever measured in our study with a **37% share** of global licensing sales happening online. This surpassed even the 34% share recorded in the pandemic year of 2021. Clearly, licensees that are frustrated with risk-averse retailers not wanting to take on new properties and new inventories are turning to the eCommerce channel to maintain and grow their licensed product sales. The licensed product eCommerce channel share has **now more than doubled** from the original online share of 16.4% that we measured 10 years ago when we first conducted the Global Licensing Industry Study. Many licensees built out their own direct-to-consumer drop-ship eCommerce capabilities and web stores in recent years and have continued to enhance and lean on that strategy for licensed brands in 2023 as shelf-space compression continued. Several respondents commented this year about direct-to-consumer online selling and drop-ship product delivery capabilities now being a desired core competency for manufacturer licensees.

Given the decline in the average industry royalty rate by -1.8%, licensing royalty revenues increased at a slower pace than licensed retail revenues in 2023, rising only +3.6% to \$19.93 billion. In fact, a cautionary note was sounded by many survey participants in the 2022 Global Study that inflationary price increases and intense competition from cheaper private label brands would put downward pressure on royalty rates—a prediction that turned out to be true in our 2023 royalty results. Margin compression this past year, combined with the continued consumer cost-of-living crunch, is a likely precursor to a continued lowering of royalty rates in the coming months if licensed products are to remain competitive. Several

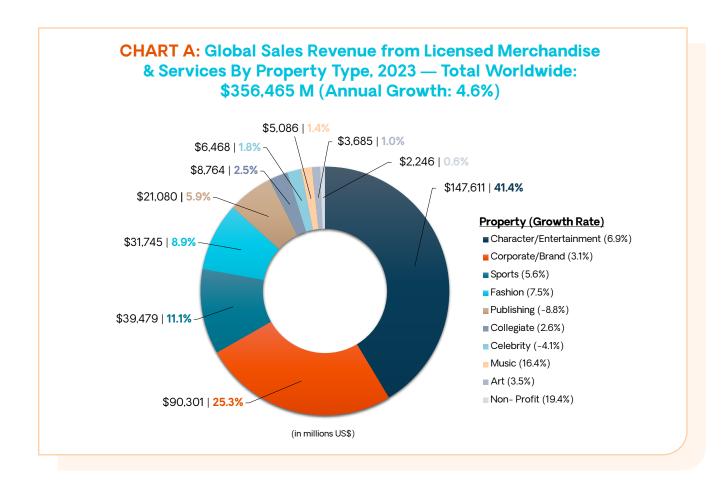
Licensing
royalty
revenues
increased at
a slower pace
than licensed
retail revenues
in 2023

respondents also commented that many licensors had lowered their requirements for minimum guarantees and advances in an effort to get new deals in 2023. This also contributed to a decrease in the average royalty rate since we ask our respondents to report these figures in their royalty revenues as well.

Licensing International again commissioned Brandar Consulting, LLC to conduct this Global Sizing Study independently for the 9th year. Study results have thus far shown continuous growth year-over-year, with a 47.6% increase in licensed retail revenues over the course of the 10-year time span that the study has been conducted. The global brand licensing industry has now grown from \$241.5 billion in 2014 to \$356.5 billion in 2023, representing a Compound Annual Growth Rate (CAGR) of 4.4% over the period.

Please Note: The industry financial projections contained in this study are NOT a guarantee or warranty of future potential sales, earnings, profitability, or economic value by Brandar Consulting, LLC.





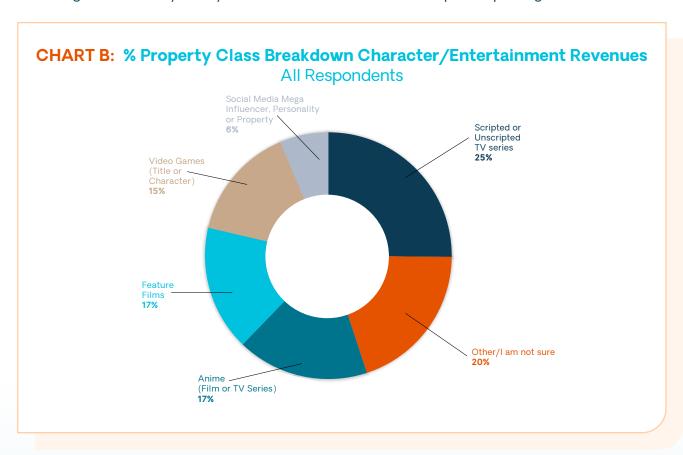
Looking at the overall licensing industry retail sales according to the types of properties licensed (Chart A), the leading market share category by far remains the **Character/Entertainment** sector, with a 41.4% share of the business (increasing by +0.9 share points from 2022 levels). The category showed strong bounce back growth well above the market rate at +6.9% over the period. Some long-standing Entertainment properties took both the theaters and retail aisles by force, with the likes of *Barbie, Super Mario Bros. Movie*, and *Teenage Mutant NinjaTurtles: Mutant Mayhem* making a big licensing splash in 2023. *Barbie* licensing had a record year for the franchise across almost all tracked product categories, with Mattel having inked more than 100 licensing deals in support of the film.

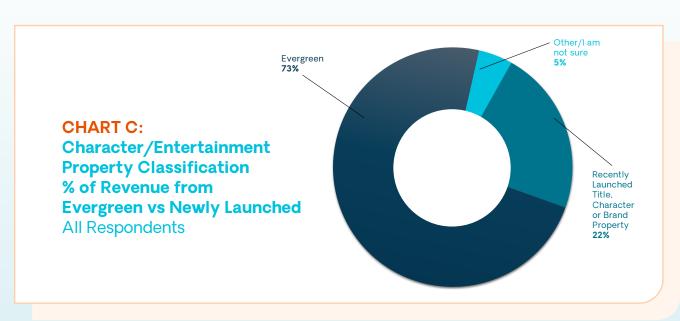
2023 global box office revenues hit \$33.9 billion, growing 30.4% over 2022. The global film industry finished the year only 15% below the 2017-2019 annual average. Concerns do remain, however, about the overall health of the industry heading into next year. Many survey respondents commented on another **void in Entertainment** properties in 2024 due to the writers' and actors' strikes, with many film titles being pushed to 2025. A veteran international studio exec recently told *Deadline* magazine that he continues to be worried about the long-term health of the industry, stating that "People are turning up for the blockbuster event movies, but they're not turning up for your normal run-of-the-mill every-week film. The frequency of moviegoing—the habit of moviegoing every week—that's gone right now."

It's clear that streaming properties took further hold of the sector in 2023, with streaming VOD and Pay Per View (TVOD) revenues surging 17.4% to \$106.1 billion. That said, there were still survey comments that VOD properties were tougher to license because of the diluted nature of their viewership. It is clear



that content consumption continued to shift from the confines of theaters to home and mobile devices where the economics are better for the consumer. As a result, studio concerns about cost-conscious consumers have been driving a more conservative approach to spending on new content development. Less production spending means fewer new releases and fewer new IPs for the licensing industry to leverage. Unfortunately, this cycle will continue until content development spending rebounds.







Similar to 2022, seven of the top 10 Movies in 2023 were existing franchise properties. This resulted in many licensees relying on the evergreen elements of those franchises to create licensing programs that were more attractive to retailers because of their long-term staying power. For the 2024 Global Study, we added a new question to our survey asking those who participated in the Entertainment sector what types of properties they were licensing. And their responses made it clear that the entire sector has shifted in the past few years, with Feature Films and Scripted & Unscripted TV now only accounting for a combined 42% share of revenues. **Anime, Video Games, and Social Media properties now make up a combined 38% of licensed revenues in the Entertainment category**. We also asked a follow-up question to understand the breakdown of Newly Launched properties compared to existing **Evergreen properties** and found that **73%** of sector revenues in 2023 came from Evergreen properties, a percentage that mirrored the amount of evergreen franchise films in the Box Office Top 10.

Turning our attention to the TV side of the business, thanks to the combination of the writers' and actors' strikes and a pullback by studios on new content spending, the number of scripted TV shows in the U.S. market fell 24% to 481 in 2023, according to research firm Ampere Analysis. That number is down from 633 shows in both 2021 and 2022, indicating a significant decline in the amount of content available for licensing in the near term. Many new scripted seasons were delayed on streaming services and broadcast TV due to the work stoppage and were expected to resume in 2024.

Fortunately, **Video Gaming** properties have taken up a great deal of the slack and boosted the Entertainment segment's growth in 2023, performing well with over 10.3% worldwide revenue growth. 2023 saw Gaming industry statistics spike year-over-year across the key measures of brand engagement, time spent, fandom, and global audience growth. According to Newzoo, **mobile games** generate **nearly half** of global gaming revenues, and this remains a largely untapped market as far

Anime, Video
Games, and
Social Media
make up
38%
of licensed
revenues in the
Entertainment
category

as licensors are concerned. With brands like Apple, Sony, and Tencent leading the charge in mobile gaming, the official count of gamers worldwide rose to 3.38 billion in 2023. The sheer time spent on interacting with a single game title dramatically outweighs any other entertainment medium, with some game titles taking as long as 80 hours of gameplay experience per player to complete.

Many respondents also named **Anime** as a property segment that continued to perform well in the Entertainment licensing space. But after several years of explosive growth, Licensing International recently reported that sales of licensed manga and anime products in the U.S. have started to level off. And while that growth has slowed compared to the major gains seen in recent years, manga and anime remain a force in the U.S. with sales now comprising 17% of total Entertainment licensing revenues. Many Anime properties are now mature and, like many evergreen Entertainment properties, are more focused on how to continue to engage fans across markets through licensed experiences and products as well as through new content. Anime and manga brands have had significant crossover with the Video Game segment and have emulated how video game brands have been commercialized in recent years, transferring their brand equity onto consumer products through licensing and brand collaborations, and even licensing their equity into feature films.

Other top performing growth property categories in 2023 were **Music** (+16.4%), **Fashion** (+7.5%), and **Sports** (+5.6%), which all showed strong above market growth and all benefited from consumers' continued desire to dress up and go out to enjoy local sporting and concert events. The Music sector



continued to benefit from artists getting back into the studio, releasing new music, performing live, and producing filmed concerts. According to Billboard, U.S. music consumption increased 12.6% in 2023 to 1.1 billion units, which includes streaming equivalent albums, album sales, and track equivalent albums. This is the biggest one-year gain in music consumption since 2019 and is also higher than the 9.2% improvement from 2022. **Sports** properties, now the third largest share property category at 11.1% of the market, grew share again in 2023. Fashion properties also had a nice bounce back in 2023 after losing market share of licensed products for the past few years. Fashion properties clearly benefited from the return to in-person work environments and grew market share by +0.2 percentage points. Additionally, the product categories that traditionally license Fashion brands—such as Beauty Aides, Apparel, Accessories, and Footwear—all had strong growth in 2023.

The **Non-Profit** space also had a strong year with +19.4% annual growth (following +25.6% growth in 2022). Non-Profit licensing still has a low share of the market at 0.6% of revenues but appears to be a high potential segment moving forward. We again witnessed more agents in 2023 representing Non-Profits in

their client pools as more Non-Profit brands focused on licensing as a new source of revenue in response to the difficult fundraising environment caused by the cost-of-living strains on their donors. One agent/consultant who focuses on this space stated that: "I've nurtured a lot more ideation/talks with Non-Profits about licensing lately to unlock the market value in their long-time 'brand equity'.... A few leading/high-pedigree organizations have done licensing successfully for years—yet many others have not even considered it as a new business strategy."

The **Collegiate** category had a slower growth year, mainly attributed to the limited licensing appeal of "transient" college athletes who are now changing teams via the transfer portal frequently and/or having relatively short collegiate careers in favor of jumping to the professional ranks more quickly. Many licensees are weary

The Non-Profit space saw +19.4% growth in 2023

to partner with student athletes because of these team tenure issues. And many college athletes have also been stepping away from licensed merchandise to instead ink more lucrative, fast-hitting NIL deals that are focused on autograph signings, social media posts, advertising, product sponsorship, and appearance fees. A new focus on annual video game licensing and print-on-demand licensed merchandise vendors will hopefully help to bring some NIL licensing deals back to the category in the future.

The **Corporate Brand** category had a below market growth year at just +3.1% growth worldwide, losing market share for the first time since 2017 with a -0.4 share point decline. Many of the licensed product categories that are natural fits for Corporate brand licenses—including Home Décor, Housewares, Gifts, Lawn & Garden/Hardware, Auto Parts, and Paper Products—all had low growth in 2023. One licensee stated this concern about the category's performance, saying, "The sales of Corporate Branded Product lines have become split over an increased number of vendors as a hedge against supply chain and product cost issues, with licensors granting multiple licenses for the same category of goods... and thus diluting the impact of each licensee in the marketplace."

It also appears that the continued trend toward out-of-home activities again impacted the amount of reading people are doing, resulting in the **Publishing** property segment having another off year with a -8.8% decline in licensed product and services sales. This was likely compounded by the fact that product categories that have traditionally been successful for many magazine properties—such as home décor, housewares, lawn & garden, real estate, and auto parts—were also soft in 2023. The **Celebrity** category also contracted this past year (-4.1%) likely due to a substitution effect with the strong growth in the



Character/Entertainment sector after Celebrity properties were leaned on during the pandemic when new Entertainment content was scarce.

Finally, Art again showed below market growth this year of +3.5% as there was more competition from the rebounding Entertainment property sector for new licenses. Unfortunately, piracy came up as an issue for this sector again in 2023 as advanced digital copying technologies have wreaked havoc on the Art licensing space. One art licensing agent commented that "piracy of artwork in China and massive amounts of products being made with stolen artwork has had a significant impact on my revenue this year." One art studio also noted that "there has been a significant decline in the number of manufacturers licensing artwork. Major retail chains seeking to build out their own in-house brands, such as Walmart, are aggressively building teams of in-house designers to create artwork for their own manufactured private label brands of products." This slowdown in art licensing was also combined with the fact that many of the

product categories Art properties work well with saw slower growth this past year (i.e., Home Décor, Housewares, Gifts, Publishing, and Paper Products).

The Sporting
Goods category
had a strong
year with
+4.0% growth

"The licensing industry appears very healthy, especially in product categories that appeal to Millennial and young adult consumers such as interactive/gaming, indulgent and flavorful foods and drinks, and cool apparel and accessory collabs," said a large global licensing agent.

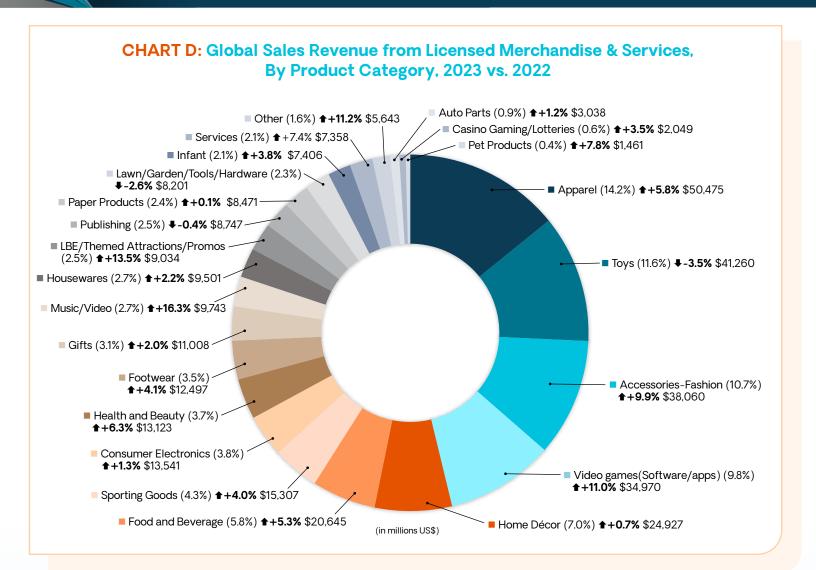
Examining the licensed product category sector (Chart D), we witnessed some of our largest share product categories also having the strongest growth with **Apparel** (+5.8%) and **Accessories** (+9.9%) being buoyed by the return of employees to the

office and the continued desire of consumers to attend as many out-of-home activities as possible. **Footwear** (+4.1%) similarly benefited from this trend with broader licensing options now being available in the footwear segment as more Celebrity and Entertainment properties have partnered with shoe brands for customized shoe collaborations. Collaborations allow a consumer to show their affection for multiple brands they love all at once. Crocs is a classic example in this category, having licensing partnerships with Lifestyle, Gaming, Sports, Music, Entertainment, and Celebrity brands. According to new data from Circana, kids' shoes are the fastest-growing segment of the footwear market and remain a strong source of Entertainment licensing deals with the likes of Nike, Converse, Puma, and Vans all very active in the kids' shoe licensing space.

Health & Beauty (+6.3%) also benefited from consumers focusing on their appearance again as they spend more facetime with colleagues and friends. There are definite social media niches dedicated to beauty product reviews and tutorials where consumers are discussing the hype surrounding licensed product launches and sharing their ideal brand collaborations with other beauty fans online. This trend has become widespread enough for many social media platforms, like TikTok and Instagram, to now offer in-app shopping of beauty products. Social media trends, fashion trends, and consumer shopping habits inform beauty product buying patterns, and beauty trends can inform the inverse as well. The Supplement side of the Health & Beauty category has also become a significant opportunity as the pandemic caused a large sea change in the overall Supplement market. Today, more than 75% of Americans take at least one supplement per day, according to Mintel. What's more, one third of supplement users have increased their supplement intake since the pandemic and half of Millennials are using supplements more often than they did before the pandemic.

The continued desire to enjoy life outdoors led the **Sporting Goods** category to have another solid year as well at **+4.0%** growth. The largest growth product category in 2023, however, was licensed **Music/Video**, which was up **+16.3%** as this category clearly benefited from the strong rebound in the Entertainment and Music property categories.





Location-Based Entertainment/Themed Attractions (+13.5%) and Licensed Services (+7.4%) showed strong above market growth for the second straight year as consumers continued to have a healthy appetite for experiences, entertainment, sporting events, concerts, travel, dining, and festive gatherings. Within the LBE category there was a focus on Family Entertainment Centers, Education Play Centers, and life-sized Toy- and Game-focused location-based experiences. Examples include the Peppa Pig Surprise Party, Nerf Action Xperience, Sesame Street Learn & Play Centers, and the Barbie You Can be Anything exhibits. Board Game brands like Monopoly, Clue, and Dungeons & Dragons have also become popular LBE experiences as consumers became reacquainted with these games during the pandemic and are now shifting from traditional play to a desire for immersive experiences with these same games. New technologies like virtual reality, augmented reality, and mixed reality are rapidly evolving the wow factor and popularity of these immersive brand experiences. And fans who invest in LBE attendance are showing an emotional desire to engage beyond the attraction by purchasing licensed goods to enhance the whole experience.

Location-Based
Entertainment/
Themed
Attractions
grew 13.5%
thanks to
consumer
demand for
experiences



**Pet Products** (+7.8%) had another strong year as the number of pets purchased during the pandemic continued to pay dividends for this high-potential licensed product category. According to Health For Animals—The Global Animal Health Association, there are estimated to be one billion pets worldwide. Families in the U.S., Brazil, EU, and China alone account for over half a billion dogs and cats, while more than half of the world is estimated to have a pet at home. And pet ownership is rising globally, particularly in **Millennial households** that tend to feature smaller families that have children later in life. An expanding middle class is also driving pet population growth in emerging markets.

The **Video Game/Software** product segment, meanwhile, experienced a bounce-back year after a slowdown in 2022, with well above market growth of **+11.0%**. The global gaming software industry is experiencing significant growth propelled by various factors. According to Allied Market Research, the commercialization of cellular 5G technology stands out as a key driver, particularly impacting mobile gaming by enabling cloud gaming for mobile users and delivering console-quality graphics. Moreover, the surge in the number of gamers and the rising popularity of immersive and competitive gaming on mobile devices has contributed to the market's expansion. Allied Market Research is forecasting a 9.3% CAGR over the next ten years for this robust product category. The future growth potential of this product category from a brand licensing perspective lies in the fact that video game properties are fueling a significant amount of consumer play, connectivity, and fandom.

Video game players are more likely to make in-app purchases when games feature brands they're familiar with

Many new video games are also utilizing licensed content from Entertainment franchise brands to create games suitable for the whole family to maximize revenue. Newzoo reported that players are almost three times more likely to download a game if it's based on an IP that they already like. To take further advantage of this fact, the Video Game sector is creating more licensing opportunities for classic brands to integrate their properties into popular mobile games already on the market. New IP can play an important role where in-game purchases are the main revenue model for the game and game players are much more likely to engage with in-game purchases when those games feature licensed brands they're already familiar with. And the "live-service" nature of these mobile games demands a constant stream of new content to keep players engaged over time.

The **Food & Beverage** licensing category also had growth (+5.3%) that was above the market rate this past year. Food & Beverage licensing deals continued to build momentum as food and alcoholic beverages became a significant area of focus for many agents this past year. One licensing agent mentioned that

Food and alcoholic beverages were a focus for many agents in 2023

Food & Beverage gifting is a great new high-margin trend for licensed products in the category. A challenge this product category is facing, according to one global licensing agent, is that some retailers and manufacturers in certain countries (e.g., Colombia) are facing additional challenges and slowing sales brought on by new hidden taxes applied to high fat and high sugar food and beverage products and this is affecting premium brands the most in the category.

Some product categories that had strong growth in recent years had softer demand in 2023. Home Décor (+0.7%) Housewares (+2.2%), Paper Products (+0.1%), Publishing (-0.4%), and Lawn Garden/Hardware (-2.6%) all suffered in 2023 as consumers were much less focused on their homes post-pandemic. The continued slowdown of the worldwide housing market in 2023 also contributed to



slowing growth of these home-related categories as the global real estate market continued to stagnate in 2023. According to the Knight Frank Global House Price Index, global house prices finally turned to slight positive real price growth, with a +0.1% increase in inflation-adjusted terms over the 12 months leading up to the end of Q4 2023. The primary factor driving the pricing uptick is the acute shortage of housing inventory in many markets. The U.S. is a notable example, where higher mortgage rates have discouraged potential home sellers from listing their properties due to the risk of a significantly higher mortgage rate when purchasing their next home. Furthermore, this shortage of available properties has been intensified by a slowdown in the delivery of new homes, a consequence of supply disruptions. These factors led to fewer home sales overall and therefore soft demand for home-related product categories.

With this backdrop, both the **Home Décor** and **Housewares** categories started to focus on licensed IP designs in 2023 as a way to reinvigorate the categories. Direct-to-consumer online shopping and print-on-demand are now important parts of business strategies for licensed manufacturers in these product categories. The change in strategy comes as the home goods industry continues to deal with the collapse of

Bed Bath & Beyond, the shifting strategies for Macy's and Nieman Marcus, and the shutdown of Pier One and Tuesday Morning. Taking advantage of beloved licensed brands and incorporating them into new product designs has helped create some online momentum in these home-related categories and allowed some licensees to expand into new categories. As one licensee respondent in the space put it: "Licensee success really hinges on licensing a great brand first and foremost, and then really focusing on both building and selling high quality products that will justify the premium pricing."

The biggest decline in a product category this year was in the **licensed Toy category**, which experienced a **-3.5% decline**. Because of the continued reliance on the nostalgia trend and kidult sectors to drive sales in the Toy/Games product category, it is not a surprise that brand licensing remains a vital driver here and actually was the reason Licensed Toys outperformed the Toys/Games market overall (which declined **-4.5%** worldwide). According to Circana, licensed toys

games market

The licensed

toy category

experienced a

-3.5%

decline but

outperformed

the overall toy/

account for 32% of the overall toy market for the countries that they track globally, highlighting the continued importance of Character/Entertainment franchises in driving sales. 2023 marked the fifth consecutive year of growth in share of Licensed Toys/Games—up from a 25% share in 2019. Pokémon

Circana
reported
licensed toys
account for
32% of the
overall toy
market for the
countries they
track globally

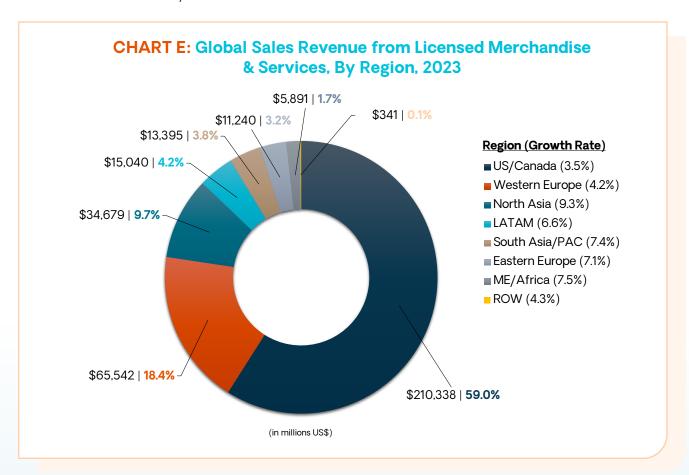
retained its crown as the top-selling licensed toy property globally, followed by familiar classics like Barbie, Star Wars, Marvel Universe, and Hot Wheels. Notably, LEGO lcons emerged as the top gaining property, reflecting the trend towards toys targeted at older, kidult consumers. Toy companies even went so far as to target classic games to the 65+ segment to help maintain mental sharpness and create opportunities for seniors to continue to socialize.

Hasbro recently confirmed that 40% of the company's consumer base were over the age of 18. This fact is particularly important when one considers that several survey respondents brought up **declining birth rates** around the world as a challenge for the Licensed Toys category. Globally, fertility rates have halved in the past 70 years, going from around 5.0 children per woman in 1950 to 2.2 in 2021, according to "Our World in Data." Over half of all countries (more than 110) now have fertility rates below the replacement level, which is 2.1 births per woman



[The Lancet: Dramatic Declines in Global Fertility Rates Set to Transform Global Population Patterns by 2100]. Predictions are for fertility rates to keep dropping, reaching 1.8 by 2050. This trend is also a likely reason that the **Infant** product category had below market growth at **+3.8%**.

Another category that had a difficult year for a second year in a row was the **Auto Parts/Accessories** category with just +1.2% growth. While chip shortages slowed down new auto sales overall in 2022, the light-vehicle sales market did rebound significantly in 2023 with **+10.8** sales growth. The licensed Auto Parts/Accessories market typically lags Auto sales in terms of performance, so we would expect that this market will rebound nicely in 2024.



Turning our attention to the global view (Chart E), the licensing industry continues to expand as North Asia (+9.3%), ME/Africa (+7.5%), South Asia/PAC (+7.4%), Eastern Europe (+7.1%), and LATAM (+6.6%) all grew well above market average growth rates in 2023. It's important to mention here that the International Monetary Fund reported higher than average inflation in 2023 in the MEA and LATAM regions.

**North Asia** increased its share of licensing sales to 9.7% (up +0.4 points), driven by strong growth primarily from Greater China and Japan. **South Asia/PAC** also increased its share in 2023 to 3.8% of the market, driven by continued urbanization

9.3% growth in 2023 thanks in large part to Greater China and Japan



and the rise of the middle class across this sector. Many countries in the region had above market rate growth, primarily driven by (in order of magnitude) Vietnam, Malaysia, India, Thailand, Indonesia, and the Philippines. The **ME/Africa** region increased its share as well to **1.7%** in 2023 with above market growth driven by UAE, Egypt, and Nigeria.

The **LATAM** region also increased its share slightly to **4.2%** due to above average growth (in order of magnitude) from Peru, Brazil, Venezuela, and Mexico. One global licensing agent commented that: "Convenience stores and Dollar stores are becoming major destinations for food and beverage products in LATAM and manufacturers are finding new ways to increase presence at the most traditional channel—the mom and pop shops in rural areas—by developing new packaging and smaller sizes to mitigate the logistical challenges of reaching this vast, price-sensitive market. About 70% of retail sales occur in this channel in LATAM." Another agent commented about the strong growth in LATAM outside of Brazil, particularly in Mexico, stating that there are now several homegrown Mexican brand names that are expanding into the licensing business.

**Eastern Europe** was another bright spot in this year's study with above market growth primarily driven from Türkiye, Russia, and Poland. We also received a heartening comment from an Eastern European licensing agent about the state of the licensing industry in Ukraine: "The Ukrainian licensing market works. There is demand for products and activities that cheer you up. Because on the one hand, the war goes on with tons of tragic consequences that we must take into account. On the other hand, Ukrainian companies

do their best to run their business, to renew it, and to grow. They are open to licensing projects that can help out there. So, it's important to find the balance, and in the end to create win-win brand collaborations with local brands, which work better in Ukraine right now. [The] top reasons [being] patriotism and the will to support internal producers."

After increasing market share the past two years, the **U.S./Canada** region had a softer 2023 with below market growth of **+3.5%**, shedding -0.6 share points to the rest of the world. This softer performance was primarily due to a slowdown in the Corporate and Publishing licensing sectors in the region.

**Western Europe** remains ranked as the second largest licensing region in the world, but slightly lost share this year, down to **18.4%** with a below market growth rate of **+4.2%**. One European licensor commented that in Western Europe, the "economic climate is challenging with retail being affected by both cost-of-living

The U.S./
Canada region
had below
market growth
in 2023,
increasing
3.5%

issues and supply chain costs... and a growing reluctance of retailers to deal with new licensing vendors because their own brand designs are becoming more important." Another German licensee respondent commented that "high inventories at retailers and more bankruptcies are putting a strain on their business." Some bright spots in Western Europe were The Netherlands, Italy, Spain, Portugal, and Ireland all having above average market growth rates in 2023. One Italian respondent commented that "a resurgence in Sports, Fashion, and Social Media properties helped with creating a good growth year" in their country.



# **REGIONAL PROFILES**

2023	YoY change		
\$356,465	4.59%		
N/A	N/A		
\$100,879,561	4.5%		
	4.0%		
8,043,901,603	0.88%		
100%			
\$18,034	7.6%		
0.49%			
Amazon, Walmart, Schwarz, Aldi Costco, Ahold, Carrefour			
	\$356,465 N/A \$100,879,561 8,043,901,603 100% \$18,034 0.49% Amazon, Walmart		

<sup>\*</sup> Economic information based on latest reported data

Western Europe	2023	YoY change		
2023 Retail Licensing Revenue (USD Millions)	\$65,542	4.22%		
2023 Licensing Revenue Rank	2	0		
Economics				
GDP (USD Millions)	\$20,673,886	-1.5%		
Retail Sales change		-0.4%		
Population	425,395,014	0.08%		
Percent of World (pop)	5.3%			
Average annual income	\$48,286	6.4%		
Licensing as percent of Consumer Spending	0.43%			
Major In-country Retailers	Lidl, Aldi, Tesco, Ahold, Carrefour			

<sup>\*</sup> Economic information based on latest reported data

LATAM	2023	YoY change		
2023 Retail Licensing Revenue (USD Millions)	\$15,040	6.56%		
2023 Licensing Revenue Rank	4	0		
Economics				
GDP (USD Millions)	\$5,287,956	16.7%		
Retail Sales change		1.3%		
Population	660,529,003	0.72%		
Percent of World (pop)	8.2%			
Average annual income	\$9,382	3.6%		
Licensing as percent of Consumer Spending	0.32%			
	Cencosud, FEMS	SA Comercio,		
Major In-country Retailers	Falabella, Via Varejo			

<sup>\*</sup> Economic information based on latest reported data

Eastern Europe	2023	YoY change		
2023 Retail Licensing Revenue (USD Millions)	\$11,240	7.11%		
2023 Licensing Revenue Rank	6	0		
Economics				
GDP (USD Millions)	\$4,764,665	15.1%		
Retail Sales change		7.2%		
Population	432,659,390	-0.20%		
Percent of World (pop)	5.4%			
Average annual income	\$13,855	9.8%		
Licensing as percent of Consumer Spending	0.34%			
	Magnit, X5 Retail Group,			
Major In-country Retailers	Auchan Group, Dixie Group			

<sup>\*</sup> Economic information based on latest reported data

ROW	2023	YoY change	
2023 Retail Licensing Revenue (USD Millions)	\$341	4.32%	
2023 Licensing Revenue Rank	N/A	0	
Economics			
GDP (USD Millions)	\$111,318	11.3%	
Retail Sales change		4.6%	
Population	9,459,624	0.97%	
Percent of World (pop)	0.1%		
Average annual income	N/A	N/A	
Licensing as percent of Consumer Spending	0.43%		
Major In-country Retailers	N/A	4	

<sup>\*</sup> Economic information based on latest reported data

US/Canada	2023	YoY change		
2023 Retail Licensing Revenue (USD Millions)	\$210,338	3.46%		
2023 Licensing Revenue Rank	1	0		
Economics				
GDP (USD Millions)	\$29,760,010	9.6%		
Retail Sales change		4.1%		
Population	382,038,168	0.54%		
Percent of World (pop)	4.7%			
Average annual income	\$74,368	8.4%		
Licensing as percent of Consumer Spending	0.86%			
	Walmart, Costco, Amazon, Kroger,			
Major In-country Retailers	Target			

 $<sup>^{\</sup>star}$  Economic information based on latest reported data

N. Asia	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$34,679	9.26%			
2023 Licensing Revenue Rank	3	0			
Economics					
GDP (USD Millions)	\$26,961,014	-2.3%			
Retail Sales change		6.2%			
Population	1,662,476,936	-0.04%			
Percent of World (pop)	20.7%				
Average annual income	\$16,092	6.5%			
Licensing as percent of Consumer Spending	0.22%				
	Alibaba, Sun Art, Seven & i, Vangu				
Major In-country Retailers	Walmart				

<sup>\*</sup> Economic information based on latest reported data

S. Asia/PAC	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$13,395	7.36%			
2023 Licensing Revenue Rank	5	0			
Economics					
GDP (USD Millions)	\$9,552,047	8.5%			
Retail Sales change		5.6%			
Population	2,395,326,738	0.84%			
Percent of World (pop)	29.8%				
Average annual income	\$4,230	9.2%			
Licensing as percent of Consumer Spending	0.20%				
Major In-country Retailers	detailers Wesfarmers, Aeon, Woolv				

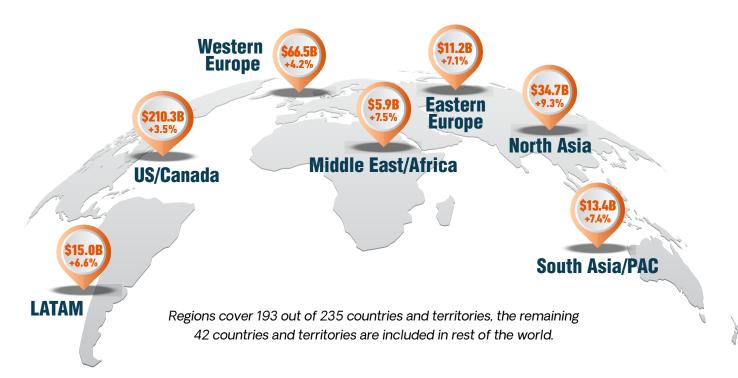
 $<sup>\</sup>ensuremath{^\star}$  Economic information based on latest reported data

ME/Africa	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$5,891	7.48%			
2023 Licensing Revenue Rank	7	0			
Economics					
GDP (USD Millions)	\$3,768,665	17.0%			
Retail Sales change		4.4%			
Population	2,076,016,730	2.19%			
Percent of World (pop)	25.8%				
Average annual income	\$7,406	14.9%			
Licensing as percent of Consumer Spending	0.24%				
	Al Aqili Group, Al Hokair,				
Major In-country Retailers	Al Khaja Group				

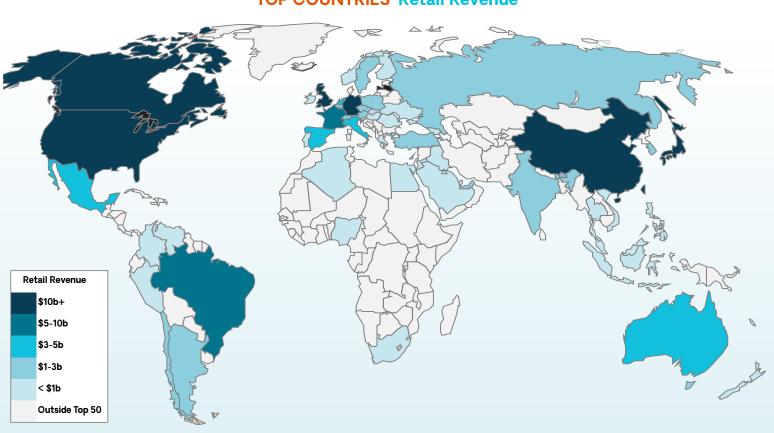
<sup>\*</sup> Economic information based on latest reported data



#### **REGIONAL GEOGRAPHIC VIEW Total Licensed Sales & Growth Rate**



#### **TOP COUNTRIES Retail Revenue**





#### **REGION COMPOSITION**

REGION COUNTRIES/TERRITORIES

Eastern Europe Albania, Armenia, Belarus, Bulgaria, Bosnia and Herzegovina, Croatia, Czech

Republic, Estonia, Georgia, Hungary, Kazakhstan, Latvia, Lithuania, Macedonia, Moldova, Montenegro, Poland, Romania, Russia, Serbia, Slovakia, Slovenia, Turkey,

Ukraine

LATAM Anguilla, Antigua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize,

Bolivia, Brazil, BVI, Cayman, Chile, Columbia, Costa Rica, Cuba, Dominica, Dominica Republic, Ecuador, El Salvador, French Guiana, Grenada, Guatemala, Haiti, Honduras, Jamaica, Mexico, Netherland Antilles, Nicaragua, Panama, Paraguay, Peru, St Kitts, St Lucia, St Vincent and Grenadines, Suriname, Trinidad

and Tobago, Turk and Caicos, Uruguay, Venezuela

Middle East/Africa Afghanistan, Algeria, Andorra, Angola, Arabia, Azerbaijan, Bahrain, Benin,

Burkina Faso, Botswana, Burundi, Cabo Verde, Cameroon, Chad, Congo, Cote d'Ivoire, Cyprus, Djibouti, Egypt, Ethiopia, Eritrea, Eswatini, Equatorial Guinea, Gabon, Gambia, Ghana, Guinea-Bissau, Guyana, Iran, Iraq, Israel, Jordan, Kenya, Kuwait, Lebanon, Lesotho, Libya, Malawi, Mali, Mauritania, Mayotte, Morocco, Mozambique, Namibia, Niger, Nigeria, Oman, Qatar, Rwanda, Sao Tome &

Principe, Saudi, S. Africa, Senegal, Sierra Leone, Somalia, Sudan, Swaziland, Syria, Tanzania, Togo, Tunisia, Turkmenistan, UAE, Uganda, Uzbekistan, Yemen, Zambia,

Zimbabwe

North Asia China, Hong Kong, Macau, Japan, Mongolia, North Korea, South Korea, Taiwan

US/Canada US and Canada

South Asia/PAC Australia, Bangladesh, Brunei, Bhutan, Cambodia, Fiji, India, Indonesia,

Kyrgyzstan, Laos, Macao, Malaysia, Maldives, Marshall Is., Micronesia, Myanmar, Pakistan, Philippines, Nepal, New Caledonia, Papua New Guinea, New Zealand,

Samoa, Singapore, Sri Lanka, Tajikistan, Thailand, Viet Nam

Western Europe Austria, Belgium, Channel Islands, Denmark, Finland, France, Germany, Gibraltar,

Greece, Holy See, Ireland, Isle of Man, Italy, Liechtenstein, Luxembourg, Monaco, North Macedonia, Norway, Portugal, San Marino, Spain, Sweden, Switzerland,

The Netherlands, UK

**Total Countries** 193 of 235 in World classified in Regions Above

ROW Remaining 42 Countries and Territories make up Rest of World



# PROPERTY AND REGION ANNUAL TRENDS

# Sales of Licensed Merchandise and Services, By Property Type, 2018-2023

	20	23 Sales	20	22 Sales	20	<b>2021 Sales</b>		<b>2019 Sales</b>		18 Sales	2023-2022	2022-2021	2021-2019	2019-2018
Property	Re	evenues	R	evenues	Revenues		Revenues		Revenues		YoY Change	YoY Change	YoY Change	YoY Change
Characters/Entertainment	\$	147,611	\$	138,111	\$	129,932	\$	128,392	\$	122,682	6.9%	6.3%	1.2%	4.7%
Corporate/Brand	\$	90,301	\$	87,604	\$	76,900	\$	60,174	\$	58,829	3.1%	13.9%	27.8%	2.3%
Sports	\$	39,479	\$	37,368	\$	31,260	\$	28,935	\$	27,838	5.6%	19.5%	8.0%	3.9%
Fashion	\$	31,745	\$	29,525	\$	28,433	\$	33,803	\$	32,243	7.5%	3.8%	-15.9%	4.8%
Publishing	\$	21,080	\$	23,121	\$	26,695	\$	22,232	\$	20,532	-8.8%	-13.4%	20.1%	8.3%
Collegiate	\$	8,764	\$	8,538	\$	7,666	\$	6,481	\$	6,139	2.6%	11.4%	18.3%	5.6%
Celebrity	\$	6,468	\$	6,744	\$	6,224	\$	4,785	\$	4,665	-4.1%	8.3%	30.1%	2.6%
Music	\$	5,086	\$	4,371	\$	3,465	\$	3,663	\$	3,484	16.4%	26.1%	-5.4%	5.1%
Art	\$	3,685	\$	3,560	\$	3,437	\$	2,983	\$	2,710	3.5%	3.6%	15.2%	10.0%
Non-Profit	\$	2,246	\$	1,881	\$	1,498	\$	1,381	\$	1,170	19.4%	25.6%	8.4%	18.0%
TOTAL WW	\$	356,465	\$	340,823	\$	315,511	\$	292,830	\$	280,292	4.6%	8.0%	7.7%	4.5%

# **Sales of Licensed Merchandise and Services, By Region, 2018-2023**

	20	23 Sales	20	22 Sales	20	<b>2021 Sales</b>		<b>2019 Sales</b>		18 Sales	2023-2022	2022-2021	2021-2019	2019-2018
Region	R	evenues	R	evenues	R	Revenues		s Revenues		evenues	YoY Change	YoY Change	YoY Change	YoY Change
US and Canada	\$	210,338	\$	203,300	\$	186,284	\$	169,872	\$	162,580	3.5%	9.1%	9.7%	4.5%
Western Europe	\$	65,542	\$	62,891	\$	59,929	\$	56,758	\$	54,544	4.2%	4.9%	5.6%	4.1%
N Asia	\$	34,679	\$	31,741	\$	29,961	\$	28,889	\$	27,517	9.3%	5.9%	3.7%	5.0%
LATAM	\$	15,040	\$	14,114	\$	12,970	\$	11,850	\$	11,301	6.6%	8.8%	9.4%	4.9%
S. Asia/PAC	\$	13,395	\$	12,477	\$	11,100	\$	10,522	\$	9,899	7.4%	12.4%	5.5%	6.3%
Eastern Europe	\$	11,240	\$	10,494	\$	9,916	\$	9,761	\$	9,498	7.1%	5.8%	1.6%	2.8%
ME/Africa	\$	5,891	\$	5,481	\$	5,048	\$	4,876	\$	4,655	7.5%	8.6%	3.5%	4.7%
ROW	\$	341	\$	327	\$	302	\$	302	\$	296	4.3%	8.3%	0.1%	1.8%
TOTAL WW	\$	356,465	\$	340,823	\$	315,511	\$	292,830	\$	280,292	4.6%	8.0%	7.7%	4.5%



## **PRODUCT ANNUAL TRENDS**

# **Sales of Licensed Merchandise and Services, By Product Category, 2018-2023**

Outoo of Elocitoca i foronanalos ana oc						.0501),								
	20	23 Sales	20	22 Sales	20	21 Sales	20	19 Sales	20	018 Sales	2023-2022	2022-2021	2021-2019	2019-2018
Product Categories	Re	evenues	Re	evenues	Re	evenues	R	evenues	R	evenues	YoY Change	YoY Change	YoY Change	YoY Change
Apparel	\$	50,475	\$	47,690	\$	45,016	\$	44,317	\$	42,177	5.8%	5.9%	1.6%	5.1%
Toys	\$	41,260	\$	42,739	\$	41,893	\$	35,790	\$	35,368	-3.5%	2.0%	17.1%	1.2%
Accessories- Fashion	\$	38,060	\$	34,619	\$	32,342	\$	34,731	\$	32,164	9.9%	7.0%	-6.9%	8.0%
Software/Video Games/Apps	\$	34,970	\$	31,502	\$	30,837	\$	22,864	\$	20,680	11.0%	2.2%	34.9%	10.6%
Home Décor	\$	24,927	\$	24,758	\$	24,409	\$	21,123	\$	20,204	0.7%	1.4%	15.6%	4.5%
Food and Beverage	\$	20,645	\$	19,606	\$	18,472	\$	16,485	\$	16,348	5.3%	6.1%	12.1%	0.8%
Sporting Goods	\$	15,307	\$	14,719	\$	13,088	\$	10,003	\$	9,835	4.0%	12.5%	30.8%	1.7%
CE	\$	13,541	\$	13,364	\$	12,756	\$	11,760	\$	11,391	1.3%	4.8%	8.5%	3.2%
Health and Beauty	\$	13,123	\$	12,340	\$	11,528	\$	10,866	\$	10,407	6.3%	7.0%	6.1%	4.4%
Footwear	\$	12,497	\$	12,002	\$	11,321	\$	11,091	\$	10,554	4.1%	6.0%	2.1%	5.1%
Gifts	\$	11,008	\$	10,787	\$	9,303	\$	10,284	\$	10,386	2.0%	15.9%	-9.5%	-1.0%
Music/ Video	\$	9,743	\$	8,375	\$	7,992	\$	7,951	\$	7,639	16.3%	4.8%	0.5%	4.1%
Housewares	\$	9,501	\$	9,301	\$	8,653	\$	7,265	\$	7,041	2.2%	7.5%	19.1%	3.2%
Location-Based Events/Themed Attractions/Promos	\$	9,034	\$	7,962	\$	4,759	\$	6,410	\$	5,836	13.5%	67.3%	-25.8%	9.8%
Publishing	\$	8,747	\$	8,780	\$	8,615	\$	9,067	\$	9,027	-0.4%	1.9%	-5.0%	0.4%
Paper Products	\$	8,471	\$	8,461	\$	8,281	\$	8,023	\$	7,819	0.1%	2.2%	3.2%	2.6%
Lawn/Garden/Tools/Hardware	\$	8,201	\$	8,417	\$	7,723	\$	6,458	\$	6,246	-2.6%	9.0%	19.6%	3.4%
Infant	\$	7,406	\$	7,138	\$	6,661	\$	5,972	\$	5,492	3.8%	7.2%	11.5%	8.7%
Services	\$	7,358	\$	6,850	\$	2,242	\$	3,030	\$	2,828	7.4%	205.6%	-26.0%	7.1%
Other	\$	5,643	\$	5,076	\$	3,921	\$	3,508	\$	3,363	11.2%	29.4%	11.8%	4.3%
Auto Parts	\$	3,038	\$	3,002	\$	3,069	\$	3,183	\$	2,983	1.2%	-2.2%	-3.6%	6.7%
Casino Gaming/Lotteries	\$	2,049	\$	1,980	\$	1,662	\$	1,826	\$	1,726	3.5%	19.1%	-9.0%	5.8%
Pet Products	\$	1,461	\$	1,356	\$	969	\$	825	\$	777	7.8%	39.8%	17.5%	6.2%
Total	\$	356,465	\$	340,823	\$	315,511	\$	292,830	\$	280,292	4.6%	8.0%	7.7%	4.5%



**CHART F: Retail Sales Channels Splits** 

	20	23	20	)22	2021		
	B&M	Online	B&M	Online	B&M	Online	
Region							
US/Canada	58%	42%	69%	31%	63%	37%	
W Europe	61%	39%	65%	35%	65%	35%	
LATAM	83%	17%	76%	24%	72%	28%	
N Asia	59%	41%	69%	31%	68%	32%	
South Asia/PAC	57%	43%	74%	26%	69%	31%	
E Europe*	60%		58%	42%	50%	50%	
ME/Africa*	70%	30%	83%	17%	85%	15%	
Worldwide	63%	37%	70%	30%	66%	34%	

Source: 2023 Licensing International Global Survey respondents

\*Note: Year-over-year changes in these regions have low responses and are not statistically significant

One can see from Chart F that the share of **online retail sales** increased significantly in 2023 to its highest share level of licensed product sales since we have been conducting this Global Licensing Industry Study. It looks like the acceleration of online shopping that occurred during the pandemic has become normalized

as a convenient way of shopping. Nearly all regions of the world reported a strong jump in online licensing sales this past year with U.S./Canada, Europe, North Asia, and South Asia all having similar shares of online sales.

Amazon's retail revenue grew by 12% in 2023 (following growth of 12% in 2022), maintaining its ranking as the #2 retailer in the world. Amazon reported double-digit sales in both its North American and International segments again this past year. One large global agent stated that: "Amazon continues to be an increasingly important retail channel for our licensees. However, with that comes challenges in controlling sales outside the licensed territory and for licensees' ability to operate on the platform without being the actual brand owner." Several survey respondents brought up eCommerce cross-border licensed territory challenges, though this issue does **signal strong worldwide demand for licensed brands**. Mastercard's SpendingPulse reported that a top retail trend this holiday season was a +6.3% increase in online retail sales, compared to just a +2.2% uptick for instore sales. According to Mastercard, online spending is rising at a faster clip than in-store sales, "thus taking a growing slice of the retail channel pie."

Online
retail sales
grew 6.3%
compared to a
2.2% increase
for in-store
sales during
the holiday
season,
according to
SpendingPulse

One major global licensing agent commented that: "eCommerce, including Amazon rival Mercado Libre and delivery apps like Rappi, remains extremely important and relevant to licensed brands in LATAM, especially to reach younger consumers and customers that are relatively new to doing digital transactions at all." In fact, Mercado Libre, Latin America's leading eCommerce company, had a +37.4% year-on-year sales increase in 2023 and reached a record \$14.5 billion in sales. Additionally,

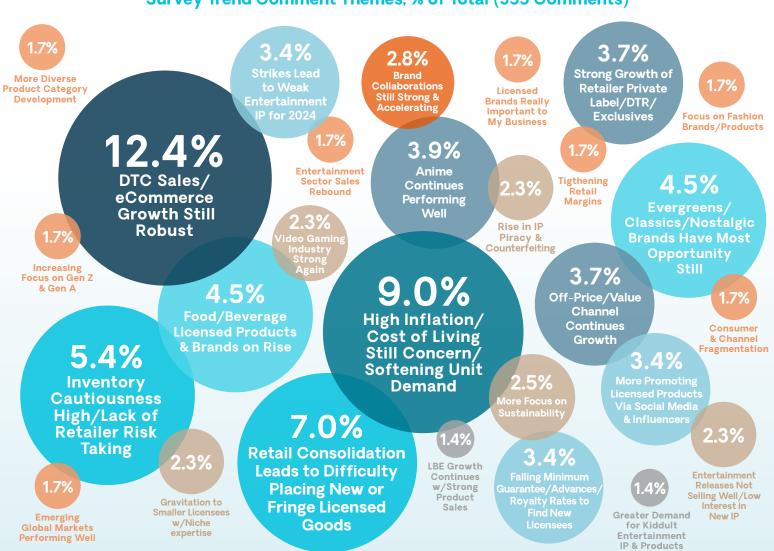


its growth rate further accelerated to +42% year-on-year in its latest 2024 quarter. It appears that online selling is also starting to make real in-roads in Latin America, even if it has not yet been reflected strongly in our own survey data for licensed product channel sales. Another global licensing agent commented that "governments in Latin America are finally implementing regulatory changes to support growth of eCommerce while ensuring consumer protections. eCommerce's growth is expected to rise significantly in this region as more consumers begin to embrace digital channels for their shopping needs."

License Global reported that **54%** of respondents to their 2023 Global Leading Licensees study stated that the **in-store retail channel** still provided most of their sales activity in 2023, followed by direct-to-consumer selling from internal online channels, and then mass-market eCommerce channels. High performing 2023 retailers who were specifically cited by name by respondents (in order of importance) were Walmart, Amazon, Target, Five Below, Hot Topic, and Tesco.

# 2024 IN THE INDUSTRY'S WORDS...

**Survey Trend Comment Themes, % of Total (355 Comments)** 





# ► ENTERTAINMENT BOUNCED BACK BUT WASN'T SUPPORTED AT RETAIL

Many respondents commented that it was a bounce back year in the Entertainment industry, but many also said that retailers were not supporting new releases with the same level of support that was present in years past. There were quite a few comments that Evergreen/Classic properties continued to be dominant in 2023. Concerns were raised that retailers, out of necessity, had moved away from a reliance on licensed Entertainment properties during the pandemic and did not express strong interest in returning to stocking those properties in 2023 and beyond. Kidult Entertainment, Video Game, and Anime IPs were cited as the exceptions, with growing demand for those Entertainment segments. The writers' and actors' strikes also led to concerns being raised about a lack of new Entertainment releases for 2024.

"More and more retailers are giving up on their entertainment property division"

"[The] market [is] moving toward evergreen and legacy properties [and] retail is risk-averse with newer, unproven properties. More mainstream retailers are supporting anime and moving to younger demographics (concentrated on Gen Z and now Gen Alpha). Netflix, Hulu, and Amazon streaming remain bullish on anime content."—A U.S.-based licensing agent

"Retailers [are] more focused on non-content-based licenses now due to planning volatility with film release dates being pushed back." —A major U.S. toy licensee

"More and more retailers are giving up on their entertainment property division or are massively reducing shelf space." —A licensee in Germany

"[There has been an] increased popularity of Anime-based properties and a decrease in theatrical property sales due to the push by major studios of bland, non-aspirational characters and storylines."

—A U.S.-based licensing agent

"Mass retailers are not supporting tentpole movies with out-of-aisle merchandising any longer... many are moving toward video gaming properties." —A major U.S. toy licensee

"Popular video game brands bring huge licensing opportunities, while games based on evergreen entertainment brands have maintained more modest growth." —A Chinese video game licensor/licensee

#### ▶ FASHION AND FOOD PRODUCTS SHOWED STRENGTH

Many respondents commented that the return to in-person work had a significant impact on interest in both Fashion brands and Fashion product categories. That said, there were also a number of comments calling for more differentiation in Fashion brand products. There were also quite a few mentions about the popularity of Food & Beverage brands and the growing appetite for licensing into the Food & Beverage product categories.

"Licensing development has become increasingly focused on lifestyle Fashion brands and Food & Beverage-related licenses." —A global licensing consultant



"We saw a real focus on fashion collabs as [a] point of difference this year." —A large global licensing agent

"Getting complaints from buyers that too many fashion brand licensees' products are the same—
i.e. manufacturers using 'stock' products on multiple licenses. [This is a] function of [the] overabundance of brand acquisition firms now aggregating products under too many like brands."

—A U.S. licensing consultant

"I'm getting more food/beverage clients wanting to unlock value in both licensing in and out. There are many Food/Beverage manufacturers that are not good marketers; just very good manufacturers. So brand licensing is a really good strategy." —A North America-based licensing consultant

"More and more companies are licensing out their brands into the food/beverage space. [They are] not as risk adverse as in the past... And [convenience] stores and dollar stores are becoming major destinations for food & beverage products." —A large global licensing agent

"Food/Beverage collaborations are still going strong and the appetite for limited-time offerings continues to grow. More companies are now considering collaborating with alcoholic brands for non-alcoholic offerings."

—A large global licensing agent

"In the food/beverage categories, growth of indulgent brand extensions (e.g., Oreos, Snickers, and other candy brands) [is] extending into cereal, dessert toppings, desserts, and more indulgent foods. Additionally, [there has been] growth of flavor extensions for spicy brands." —A large global licensing agent

"We saw a real focus on **fashion collabs** as [a] point of difference"

# THE BRICK-AND-MORTAR RETAIL ENVIRONMENT EXPERIENCED CHALLENGES

Retail consolidation was cited as a major issue in 2023 as many specialty retailers closed their doors, leading to difficulty in getting new or fringe licensed products onto retail shelves. Placement difficulties were also referenced in connection with a retailer fear of taking on too much inventory, wanting to avoid the inventory overstocking problems of 2022. Many mentioned there was a real lack of retailer risk-taking overall this past year. Brand collaborations were cited as trending upward because they're viewed as a way to counteract retailers' aversion to risk—the combination of the appeal of two strong brands helped to minimize the concerns about lack of retail sell-through.

"[The] willingness to take risks for innovations and new licenses in retail is decreasing significantly."

—A German licensee

"Shelf space is limited and more controlled now, making it difficult for new brands to gain placement. Retail is more risk averse to these new opportunities, requiring smaller store tests or turning away new branded product altogether." —A large global licensing agent

"Retail chain stores are purchasing much less inventory and many major stores have gone into bankruptcy." —A North American licensor



"Fashion retailers have trimmed down [the number] of brands carried—especially if they deem no differentiation in brand equity/DNA."

—A North American licensing consultant

"It is a challenge to get on retailer shelves when your property is not Disney, a recent hit, or a sports league. Buyers are less likely to take any risks and are buying what they know will sell for sure."

—A U.S. licensing agent

"Being able to touch and feel the product makes all the difference in the world, so brick-and-mortar remains a key part of our business. But brick-and-mortar shopkeeping remains an issue given [the] lack of staff on the floor."

—A large U.S. licensee

"Shelf space is limited and more controlled now, making it difficult for new brands to gain placement"

#### ▶ PERSISTENT INFLATION OPENS THE DOOR FOR DTR

The tightening of retail margins led to a strong embrace of private label/DTR products by both retailers and consumers, further compounding the difficulty of licensed product placement. There were quite a few comments about the escalating growth (and importance) of the off-price/value retail channel to inflation-weary shoppers and licensees as consumers continued the theme of wanting to get branded

products for less in 2023. Experiential retail offerings were looked to as a growing channel for licensed products.

"DTR is more popular than ever before"

"Data now shows that consumers are moving to private label/store brands in certain categories to save. [This] creates an opportunity for licensed DTR brands." —A large global licensing agent

"DTR is more popular than ever before. Retailers are seeking more collaboration with outside IPs to broaden their in-house product assortments."

—A U.S. licensing agent

"Retailers are seeking ways to use licensing as a strategy to boost in-house brand sales."

—A large global licensing agent

"Event-based retail is growing. We are creating a retail store that is linked to our own LBE exhibition and space." —A Japanese licensor

"Retail consolidation means fewer accounts to sell. Licensing revenue struggles mean licensors [are] more willing to layer in additional licensees into the same category, diluting the impact each licensee can have." —A large U.S. licensee



### FINDING NEW LICENSEES TO WEATHER THE ROUGH ECONOMIC WATERS

Many respondents commented that 2023 drove them to get creative about finding new product categories and licensees. Agents and licensors commented that they lowered minimum guarantees and advance requirements to sign new licensees. Many also stated that they were focused on finding smaller,

more nimble licenses with niche product expertise that were better equipped to get product placement with today's just-in-time inventory retailers. And a few mentioned that expanding their product category assortment in 2023 was a key priority to meet the needs of an increasingly fragmented consumer base. Others targeted the licensing of new content from social media platforms and YouTube as a way to meet consumers where they are amid media consumption fragmentation.

"It gets harder and harder with each year. MGs and advances are low now and sales reports barely surpass the MG. Licensees are reluctant to commit to big licensing programs because retailers are not as interested."

—A licensing agent in Mexico

"Guaranteed Minimums are 70% lower than in past years." —A Latin American licensing agency

"Big brands are not sustainable beyond a few very large opportunities, so all but the largest brand licensors and agencies need to diversify their client base/licensee pool and seek more small- to midsize wins to stay ahead. Smaller agents like myself can find a lot of smaller clients who need help that a large agency won't provide." — A U.S. licensing agent

"[There has been a] definite rise of new categories of content licenses from Youtubers and Influencers, such as Anime, and especially new social media celebrities. We're losing market share to these new licensed properties." —A licensee in Brazil

#### ▶ ECOMMERCE WAS ONE OF THE HOTTEST TRENDS IN 2023

The most trend comments we received this past year by a wide margin were about the big push in online licensed product sales. The comments resoundingly backed up the elevated online channel share we reported from our survey question. Many people commented that the best way to reach the growing and highly fragmented consumer base of Gen Z and Gen Alpha was through online and social media sales. Concerns with further retail consolidation, enhanced difficulty getting placed in physical stores, and consumer cost-consciousness all combined to have licensees relying more heavily on eCommerce to make their licensed product businesses successful.

"Amazon is surpassing Walmart in terms of importance for many licensees."

—A large global licensing agency

[I] saw a definite increase in online sales over 2022—licensees now really strive to maintain balance between both online and offline presence across product ranges." —A large U.S. licensing agent





"Combining real-world fashion shows with metaverse brands is leveraging the power of digital innovation to create immersive, engaging, and inclusive experiences that resonate to audiences in both physical and digital realms."

—A large global licensing agent

"eCommerce now plays a major role in product publicity and awareness. [It's] being used to reach more fragmented target market groups."

—A Chinese licensor

"The beauty business dominates our licensed sales and that is shifting now to much more online versus physical stores." —A U.S. licensor

"The biggest opportunities I see is in online selling, particularly cross-border eCommerce." —A Japanese licensor

"Marketing and promotion were focused on online businesses as sales trends in both domestic and overseas markets shifted from offline to online." —A South Korean licensing agent

"The main market trend is the continued move from the physical environment to online sales."

—A licensing consultant based in Brazil

"Broad-based licensing is our best strategy to fight manufacturers turning to counterfeiting products on eCommerce marketplace platforms." —A U.S. licensor

## STUDY CONCLUSIONS

In 2023, traditionally strong property categories bounced back, led by the robust performance of the Character/Entertainment and Fashion licensing sectors. It is clear the industry continues to evolve in order to successfully provide licensed products that meet consumers' quickly changing needs. An example of this is the shift in the product and property mix that resulted from a return to in-person work, with Fashion properties and associated Apparel, Accessories, Health & Beauty, and Footwear product categories once again being in vogue. Given the challenges associated with retail consolidation and the simultaneous rise in demand for private label brands in brick-and-mortar establishments, the licensing industry quickly pivoted to have a much larger share of its sales from online channels, embracing DTR licensing partnerships and creating alluring brand collaborations as a way to carve out precious physical shelf space for licensed merchandise.

"The growing trust and loyalty consumers have developed for private brands highlights how these products have really evolved recently to become an extension of a retailer's whole brand and value proposition... and that is playing a bigger role in how consumers decide where to shop," said Doug Baker, VP of Industry Relations at FMI-The Food Industry Association, in an October 2023 press release about the company's recent private brand purchasing research. One large global agent even commented that fast fashion retailers—notably Primark—are doubling down on DTRs to maintain margins and that growth in DTRs is giving brick-and-mortar retailers a point of difference.





But questions remain for the licensing landscape moving forward. The writers' and screen actors' strikes ran from July through November, halting movie and TV production and even spilling over to video games. While the strikes did not significantly hamper 2023 results, they are expected to create a hole in new film and TV releases in 2024 and 2025, and this was evident with many respondents commenting on the scarcity of entertainment properties to license for 2024. Others stated that they're seeing many brick-and-mortar retailers no longer focusing on licensed Entertainment products as a key segment going

forward. With a theatrical film release schedule that is now heavy on prequels, sequels, and remakes (and light on new content well into 2025), licensees are now having to broaden their strategies. Many manufacturers have focused on giving evergreen properties a new twist and/or partnering with engaging corporate brands and video game properties to garner now coveted retailer pick-up and long-term sell-through.

The Entertainment industry is adjusting as well, looking for more cost-effective properties to produce and promote, such as the Animation-for-Adults category. U.S. demand for adult-directed animation (defined as animated programming targeted at adults and adolescents) increased 152% between January 2020 and October 2023. Growth in U.S. demand for adult animation was roughly three times higher than the growth in supply over this period. This highlights an increased appetite for what can be cost-efficient programming at a time when Entertainment production budgets are under far more scrutiny. But it is also clear that the Entertainment industry needs to refocus itself on creating brand new

The writers' and actors' strikes are expected to create a hole in new film and TV releases in 2024 and 2025

properties as the over reliance on Evergreen and Classic properties (73% of total licensed IP) has clearly stifled retailer interest in the category and sources of new growth in licensed product sales.

The continued migration to online buying of licensed products will pose its own set of challenges going forward for an industry whose past demand has been fueled by impulse purchases from very visible licensed goods on physical retail store shelves. According to Andrew Clark, Mars Snacking Global President, "before the pandemic, some 70% of all transactions in a physical store were purchased on impulse, but by 2027 an expected 70% of all transactions will be made digitally, and impulse buys are much more challenging to secure in an online shop. Just 37% of transactions online happen spur of the moment." Moving forward, it will be critical for the licensing industry to find a way to create and capture demand for its branded products in what will likely be a predominantly digital commerce world. One promising potential solution here was mentioned by a large global agent who stated that online shopping sites are now much more frequently offering instantaneous virtual product bundles at discounted prices

"By 2027 an expected 70% of all transactions will be made digitally" to their customers when they click to buy one product. While licensed brands have no say in what products they're sold with, this bundling is being done to offer consumers value and convenience, and, most importantly, to create sought-after impulse purchases in an online shopping environment.

Digital commerce, the just-in-time physical retail environment of today's licensing marketplace, and escalating raw material and transportation costs are demanding that licensees reimagine their supply chains from creation to consumption. One licensee survey respondent commented on the challenge faced here, saying, "Mass retail is not stocking any volume of product anymore to avoid inventory issues and only wanting to hold small quantities via a just-in-time fulfillment



model. We now have to manage utterly unrealistic expectations of time between commitment to order with a firm PO and the actual delivery dates." We are now living in the Distribution Age, and the trend is accelerating, meaning that those in the licensing industry who can master the art and science of just-in-time distribution will have a clear advantage with retailers and consumers going forward.

Finally, sustainability remains important in the licensing marketplace as it is now a critical product element, but many licensees are struggling to find the right technologies to reduce their net carbon impact and recycle materials in a cost-effective way. Circularity in product materials is the ultimate goal but that likely won't be achieved until manufacturers take on the responsibility of actually recycling their own products themselves. One licensor in Singapore commented that they believe the properties that embrace DEI and have higher consciousness on climate change and sustainability are becoming much more relevant for

today's consumer. Another licensing agent stated that "sustainability continues to be a hot topic across multiple areas of the business, particularly in toys. Brands and manufacturers continue to call out the product attributes built with sustainable materials or manufacturing processes as a key selling point." Retailers are also stepping in to encourage more sustainable products, as witnessed by Tesco's new Accelerator Programme in the U.K. where participating brands have been selected due to their alignment with emerging product trends like health and sustainability, as well as those defining themselves as "social values-driven brands."

While challenges remain for the continued growth of the licensing business, particularly with continued retail consolidation and inflation cutting into the discretionary purchases that are a bedrock of the licensed products market, it's obvious that the global brand licensing industry continues to adapt and make adjustments rapidly to meet the complex needs of today's consumers.

"Sustainability continues to be a hot topic across multiple areas of the business, particularly in toys"

# STUDY METHODOLOGY

The 2024 Global Licensing Industry Study results are derived from multiple sources of market information and data. This analysis is unique in the licensing industry because it uses a bottom-up modeling approach that sizes the worldwide licensing industry by property type and product category from the company level. This analysis is sizing the amount of royalties and retail sales of the products/services sold by licensees to retailers and consumers in different countries or regions around the world. The study attempts to identify the different property classes and product categories that the licensing community licenses into and out of. In this analysis, the country origin of the sale of the licensed product to the consumer (the retail revenue) is reported only by the physical location of where the retail sale of the product actually occurred. The royalty revenue is also recorded by where the product sale originated geographically as reported by the licensee manufacturer to the brand owner licensor.

In February and March 2024, we fielded a market research survey in eight languages which drew responses from **246 firms** (a 22% increase over last year), including 72 licensors, 80 licensees, and 94 agents/consultants, which further built out our already extensive licensing industry company database. The



online survey responses were supplemented by multiple in-language phone interviews, and this resulted in reported revenues from **45 countries** in all 7 major geographic regions. In all, the 2024 Global Licensing Industry Study includes specific licensing data from **899 companies** spanning the globe. Our results also take into account multiple other data sources, such as import data from the International Trade Centre, country-level retail sales, GDP, inflation data and household consumption spending from various global economic tracking resources, royalty data from corporate annual reports and stock market filings, and product market analysis from various sources like IBIS World, Statista, and industry trade associations.

More detailed results from Licensing International's 2024 Global Licensing Industry Study are published in the tables that follow, including regional and country-by-country breakdowns for major markets.

The firm who conducted this study for Licensing International, **Brandar Consulting, LLC**, is a 16-year-old company committed to providing organizations with subject matter expertise in the areas of brand licensing, brand extension, market research, market/industry analysis, and business strategy. The firm specializes in helping organizations start or proactively expand brand/trademark licensing programs. The key components in its suite of services are conducting brand equity and category extension research, in-licensing brand identification research, brand collaboration targeting and effectiveness research, product market analysis, modeling brand royalty potential, and conducting factor analysis to set priorities for licensing plans. The firm's principals, Mike Slusar and Randy Malone, share a combined 50 years of experience in the brand licensing industry. <a href="https://www.brandar.com">www.brandar.com</a>

Please Note: The industry financial projections contained in this study are NOT a guarantee or warranty of future potential sales, earnings, profitability, or economic value by Brandar Consulting, LLC.



# **BRAND LICENSING TERMINOLOGY OVERVIEW**

**Licensing** is defined as the process of leasing a trademarked or copyrighted entity (known as a "property") for use in conjunction with a product, service, or promotion. The property could be a name, person/character likeness, logo, brand, graphic, saying, signature, or a combination of several of these elements.

**Licensing** is a marketing and brand extension tool that is widely used by everyone from major corporations to small businesses. Property types like entertainment, sports, and fashion are the areas of licensing that are most readily apparent to consumers, but the business reaches into the property realms of corporate brands, art, publishing, colleges and universities, and non-profit groups.

A **License** is a contractual agreement for a set term between two business entities—the owner or agent of the property/brand, also known as the **licensor** (the grantor of the rights to use), and the prospective **licensee**, generally a manufacturer or service provider who leases/rents the property. The licensee believes that, by attaching the licensed brand to their product as a marketing tool, they can sell more of the product than they would without the licensed property association. In exchange for granting the rights to use the property with the product, the licensor obtains a financial payment in the form of a **royalty**. In most cases, a royalty is a percentage of the licensee's wholesale sales to retailers of products covered by the license (i.e. the sales revenues that the royalties are calculated off of).

A **Licensing Agent** or **Agency** is a company that can represent a licensor or licensee and assist them in finding license partners for their brand/trademark or for their products in the case of a manufacturer or service provider. Agents make a commission on the sale of licensed products that they help to arrange deals for. They typically represent many licensors and licensees and rely on their extensive network in the licensing industry to get deals done quickly for their clients.

#### REVENUE DEFINITIONS

**Royalty Revenues** – a percentage of the wholesale revenues that the manufacturer (licensee) pays the owner of the brand/property (licensor) for the use of the brand on their products (usually 3-15% of the wholesale revenues). Royalty revenues in this study include all royalties, minimums, advances, and signing bonuses paid by a licensee to a licensor.

Wholesale Revenues – the value of the products sold to retailers by licensees (the price the retailer pays the manufacturer/licensee for the product they produce).

**Retail Revenues** – the value of the products sold to consumers through a brick-and-mortar store or online channel (the price the consumer pays the retailer for the product).



# LICENSED PROPERTY CATEGORY DEFINITIONS

#### **ART**

Art properties encompass everything from individual artists who support their artistic endeavors via licensing to well-established businesses/organizations that create or own art and design that can be specifically used to decorate a range of products, including prints, NFTs, home décor, housewares, textiles, publishing, giftware, and apparel.

#### **CELEBRITIES (ENTERTAINMENT, ETC.)**

This property includes individuals/groups and the estates of individuals who are primarily very well known in the fields of entertainment and other fields such as politics and business.

#### CHARACTER/ENTERTAINMENT

This category of licensing encompasses properties springing primarily from feature films, scripted and unscripted television shows, videogames, online entertainment, and social media personalities. (Characters and franchises that are created via books are also a popular licensing category but are generally classified as "Publishing" properties.)

#### COLLEGIATE

This property includes College and University logos, names, mascots, popular athletes, and slogans. Licensing programs usually target alumni and fans with a large variety of merchandise rather than just current college students.

#### CORPORATE/BRAND NAME

The licensing of company names, logos, trademarks, or brands (e.g. Harley-Davidson, Coca-Cola, Nike, Arm & Hammer).

#### **FASHION**

The licensing of designer fashion names, models, and brands into such categories as apparel, fashion accessories, health & beauty aids, and home goods is one of the best-known facets of the business.

#### **MUSIC**

Music property licensing and merchandising that is based on musical groups, individual musicians and recording artists, and their works. (This does not include the licensing of music itself for advertising, films, and other commercial purposes.)

#### **NON-PROFIT**

Licensing of non-profit organizations such as museums, churches, charities, and special interest organizations such as the ASPCA or the Red Cross.

#### **PUBLISHING**

This property type includes any brand or character that exists in print media (magazines, books, newspaper, etc.). Once a publishing property migrates to other media such as movies, TV, apps or video games, the property is re-classified under Entertainment/Characters Properties (e.g., Harry Potter).



#### SPORTS (Leagues/Individuals)

This category includes men's and women's major sports leagues—i.e. National Football League, Major League Baseball, National Basketball Association, Professional Soccer Leagues, and the National Hockey League—along with NASCAR and Formula 1. Each of those leagues runs the licensing business on behalf of its teams out of a centralized league office. This also includes professional associations who may represent the players for licensing (i.e. NFL Players Association) as well as smaller professional sports leagues and organizations such as the International Olympic Committee and major sports events such as the Olympics and FIFA World Cup, in addition to the active participating athletes.

#### **EXAMPLES FOR EACH LICENSEE PRODUCT CATEGORY**

Apparel (e.g., shirts, blouses, pants, shorts, dresses, outerwear, socks, underwear, pajamas, etc.)

**Auto Parts/Accessories** (e.g., automotive parts and fluids, car accessories)

Casino Gaming/Lotteries (e.g., lotteries, casino games, slots, etc.)

**Consumer Electronics** (e.g., audio and video equipment, computers and computer accessories, cellphone cases, headphones, electronic accessories, large appliances, etc.)

**Fashion Accessories** (e.g., leather goods, briefcases, jewelry, luggage, backpacks, scarves, gloves, hats, ties, etc.)

Food/Beverage (e.g., coffee, yogurt, wine, cereal, cake mixes, frozen food, spirits, sauces, soft drinks, etc.)

Footwear (e.g., shoes, slippers, sneakers, boots, sandals, etc.)

**Gifts/Collectibles** (Physical & Digital)/Novelties (e.g., NFTs, seasonal items, nick-nacks, figurines, die casts, candles, etc.)

Health & Beauty Products (e.g., fragrances, cosmetics, skin care, shaving goods, hair care, etc.)

**Home Décor** (e.g., indoor furniture/furnishings, lighting fixtures, wall hangings, kitchen domestics, bed/bath domestics, wall/floor coverings, etc.)

Housewares (e.g., small electric appliances, kitchen accessories, cooking utensils, pots, pans, etc.)

Infant Products (e.g., layette, strollers, diapers, infant apparel, baby care products, etc.)

**Lawn/Garden/Tools/Hardware** (e.g., power equipment and tools, garden tools, work apparel, planters, grilles, beach/camping/picnic supplies, garden chemicals, patio furniture, outdoor lighting, building supplies, paint, indoor storage and organization products, etc.)

**Music/Video** (e.g., DVDs, CDs, streams, downloads etc., but doesn't refer to the licensing of music itself, i.e. Musak, commercials, etc.)

**Paper & Party Products/Office & School Supplies** (e.g., notebooks, calendars, party goods, greeting cards, posters, pads, lunch boxes, office & stationary supplies, etc.)



**Pet Products** (e.g., pet foods and pet supplies, collars, leashes, health and beauty aids, supplements, toys, bedding, etc.)

**Location-Based Experiences or Shows/Themed Attractions or Travel/ Promotions** (e.g., licensing of a property to place on an event, show, or themed attraction, placing a licensed property on a marketing promotion or promotional item, etc.)

**Publishing** (e.g., books, comics, magazines, etc.)

**Services** (e.g., real estate, insurance, hotel/restaurants, travel planning, etc.)

**Software and Video Games** (e.g., apps, console-based games, mobile games, online games, competitive e-gaming, etc.)

**Sporting Goods** (e.g., athletic equipment, weights, exercise bikes, balls, etc.)

**Toys/Games** (Not Software/Video) (e.g., action figures, board games, toy vehicles, electronic toys and learning aids, etc.)

**Other** (anything not listed above, e.g., household cleaning supplies, HVAC systems, automobiles, golf carts, etc.)



# **TOP 10 LICENSING REVENUE COUNTRY PROFILES**

United States	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$199,530	3.4%			
2023 Licensing Revenue Rank	1	0			
Economics					
GDP (USD Millions)	\$25,439,700	9.1%			
Retail Sales change		4.3%			
Population	339,996,563	0.50%			
Percent of World (pop)	4.2%				
Percent Urban (pop)	83%				
Average annual income	\$76,770	8.2%			
Licensing as percent of Consumer Spending	0.95%				
Major In-country Retailers	Walmart, Amazon, Costco, Hor Depot, Target				

<sup>\*</sup> Economic information based on latest reported data

Japan	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$16,978	9.8%			
2023 Licensing Revenue Rank	3	0			
Economics					
GDP (USD Millions)	\$4,256,411	-13.9%			
Retail Sales change		5.6%			
Population	123,294,513	-0.53%			
Percent of World (pop)	1.5%				
Percent Urban (pop)	94%				
Average annual income	\$42,550	-0.2%			
Licensing as percent of Consumer Spending	0.5%				
Major In-country Retailers	Aeon, Seven & i, Pan Pacific International, Fast Retailing				

<sup>\*</sup> Economic information based on latest reported data

Germany	2023	YoY change				
2023 Retail Licensing Revenue (USD Millions)	\$13,321	2.5%				
2023 Licensing Revenue Rank	5	-1				
Economics						
GDP (USD Millions)	\$4,082,469	-4.2%				
Retail Sales change		-3.1%				
Population	83,294,633	-0.09%				
Percent of World (pop)	1.0%					
Percent Urban (pop)	77%					
Average annual income	\$54,030	4.6%				
Licensing as percent of Consumer Spending	0.45%					
	Amazon, Zalando, REWE, Lidl, Aldi, Rossmann, Zara, Primark,					
Major In-country Retailers	C&A, H&M					

<sup>\*</sup> Economic information based on latest reported data

United Kingdom	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$17,586	3.9%			
2023 Licensing Revenue Rank	2	0			
Economics					
GDP (USD Millions)	\$3,089,073	-1.4%			
Retail Sales change		-2.5%			
Population	67,736,802	0.34%			
Percent of World (pop)	0.8%				
Percent Urban (pop)	85%				
Average annual income	\$49,240	10.7%			
Licensing as percent of Consumer Spending	0.7%				
Major In-country Retailers	Tesco, Sainsbury, ASDA, Amazoi M&S, Next, Primark				
* Economic information based on latest reported data	, ido, itoxi,				

China	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$13,773	9.6%			
2023 Licensing Revenue Rank	4	+1			
Economics					
GDP (USD Millions)	\$18,347,052	1.2%			
Retail Sales change		7.3%			
Population	1,425,671,352	-0.02%			
Percent of World (pop)	17.7%				
Percent Urban (pop)	65%				
Average annual income	\$12,850	8.2%			
Licensing as percent of Consumer Spending	0.1%				
Major In-country Retailers	Alilbaba, JD.com, Sun Art, RT Mart Walmart, Suning, Easyhome				

<sup>\*</sup> Economic information based on latest reported data

2023	YoY change			
\$10,668	6.5%			
6	0			
\$2,161,483	8.7%			
	2.2%			
38,781,291	0.85%			
0.5%				
81%				
\$53,310	10.3%			
0.7%				
Weston Group, Walmart, Costco				
	\$10,668 6 \$2,161,483 38,781,291 0.5% 81% \$53,310 0.7% Weston Group, Wa			

<sup>\*</sup> Economic information based on latest reported data



# **TOP 10 LICENSING REVENUE COUNTRY PROFILES**

France	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$7,553	3.3%			
2023 Licensing Revenue Rank	7	0			
Economics					
GDP (USD Millions)	\$2,779,092	-6.0%			
Retail Sales change		-0.9%			
Population	64,756,584	0.20%			
Percent of World (pop)	0.8%				
Percent Urban (pop)	84%				
Average annual income	\$45,290	2.6%			
Licensing as percent of Consumer Spending	0.4%				
	E. leclerc, Carrefour, Les				
Major In-country Retailers	Mousquetaires, U Group, Auchan				

<sup>\*</sup> Economic information based on latest reported data

Italy	2023	YoY change				
2023 Retail Licensing Revenue (USD Millions)	\$4,854	6.5%				
2023 Licensing Revenue Rank	9	0				
Economics						
GDP (USD Millions)	\$2,049,737	-2.8%				
Retail Sales change		2.9%				
Population	58,870,762	-0.28%				
Percent of World (pop)	0.7%					
Percent Urban (pop)	72%					
Average annual income	\$38,200	6.1%				
Licensing as percent of Consumer Spending	0.3%					
Major In-country Retailers	Coop Italia, Conad, Selex, Vege Esselunga					

<sup>\*</sup> Economic information based on latest reported data

Brazil	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$6,966	8.0%			
2023 Licensing Revenue Rank	8	0			
Economics					
GDP (USD Millions)	\$1,920,096	19.3%			
Retail Sales change		2.2%			
Population	216,422,446	0.52%			
Percent of World (pop)	2.7%				
Percent Urban (pop)	88%				
Average annual income	\$8,140	5.2%			
Licensing as percent of Consumer Spending	0.4%				
Major In-country Retailers	Renner, C&A, Riachuelo, Lojas Americanas, Magazine Luiza,				

<sup>\*</sup> Economic information based on latest reported data

Australia	2023	YoY change			
2023 Retail Licensing Revenue (USD Millions)	\$4,773	5.7%			
2023 Licensing Revenue Rank	10	0			
Economics					
GDP (USD Millions)	\$1,692,957	9.0%			
Retail Sales change		2.7%			
Population	26,439,111	1.00%			
Percent of World (pop)	0.3%				
Percent Urban (pop)	86%				
Average annual income	\$60,840	6.4%			
Licensing as percent of Consumer Spending	0.4%				
	Wesfarmers, Woolworths, Aldi				
Major In-country Retailers	Bunnings, JB HiFi, Endeavour				

<sup>\*</sup> Economic information based on latest reported data



# Revenue & Royalty Summary Tables —Global

Please Note: Due to rounding necessary to present these tables in a readable report format, the numbers presented throughout this document may not add up precisely to the table summary totals provided and the reported percentages may not precisely reflect the absolute figures. The non-rounded, more detailed figures are available upon request.



# **REVENUE SUMMARY TABLES – GLOBAL**

Sales of Licensed Merchandise and Services, by Country, 2023 (in millions of US\$)																						
								Character/										Non-				
Property Type		Total		Art		elebrity		tertainment		ollegiate		orporate		ashion		lusic		Profit		ıblishing		Sports
United States	\$	199,530	\$	2,456	\$	4,691	\$	63,723	\$	7,454	\$	50,363	\$	18,859	\$	3,180	\$	2,015	\$	19,075	\$	27,713
United Kingdom	\$	17,586	\$	230	\$	156	\$	11,488	\$	300	\$	1,535	\$	1,032	\$	370	\$	3	\$	353	\$	2,119
Japan	\$	16,978	\$	160	\$	82	\$	12,560	\$	-	\$	2,514	\$	1,078	\$	107	\$	1	\$	198	\$	281
China	\$	13,773	\$	170	\$	128	\$	6,720	\$	134	\$	3,775	\$	1,759	\$	25	\$	149	\$	136	\$	775
Germany	\$	13,321	\$	17	\$	125	\$	6,455	\$	167	\$	2,758	\$	601	\$	387	\$	0	\$	180	\$	2,632
Canada	\$	10,668	\$	55	\$	461	\$	5,305	\$	228	\$	3,039	\$	732	\$	362	\$	1	\$	65	\$	420
France	\$	7,553	\$	58	\$	86	\$	3,403	\$	6	\$	2,125	\$	1,277	\$	20	\$	0	\$	257	\$	322
Brazil	\$	6,966	\$	139	\$	6	\$	2,915	\$	16	\$	2,048	\$	911	\$	11	\$	0	\$	0	\$	920
Italy	\$	4,854	\$	30	\$	47	\$	2,342	\$	-	\$	1,087	\$	1,051	\$	9	\$	0	\$	4	\$	284
Australia	\$	4,773	\$	17	\$	22	\$	2,086	\$	134	\$	1,043	\$	449	\$	204	\$	75	\$	115	\$	629
Netherlands	\$	4,709	\$	6	\$	48	\$	2,375	\$	29	\$	1,447	\$	229	\$	18	\$	0	\$	31	\$	525
Mexico	\$	4,231	\$	13	\$	36	\$	1,307	\$	237	\$	650	\$	840	\$	154	\$	0	\$	251	\$	743
Spain	\$	3,906	\$	27	\$	49	\$	2,257	\$	29	\$	966	\$	198	\$	10	\$	0	\$	98	\$	272
United Arab Emirates	\$	2,975	\$	23	\$	41	\$	1,735	\$	3	\$	1,060	\$	78	\$	14	\$	0	\$	1	\$	20
Belgium	\$	2,916	\$	3	\$	23	\$	1,702	\$	-	\$	871	\$	166	\$	9	\$	0	\$	3	\$	139
India	\$	2,369	\$	5	\$	8	\$	593	\$	-	\$	738	\$	840	\$	10	\$	0	\$	2	\$	173
South Korea	\$	2,156	\$	29	\$	57	\$	1,081	\$	-	\$	708	\$	94	\$	13	\$	0	\$	53	\$	122
Russia	\$	2,127	\$	8	\$	17	\$	1,203	\$	-	\$	826	\$	58	\$	7	\$	0	\$	1	\$	6
Sweden	\$	1,939	\$	2	\$	33	\$	1,076	\$	27	\$	422	\$	66	\$	6	\$	0	\$	224	\$	83
Poland	\$	1,903	\$	11	\$	16	\$	959	\$	-	\$	856	\$	45	\$	9	\$	0	\$	2	\$	5
Switzerland	\$	1,789	\$	4	\$	17	\$	753	\$	-	\$	760	\$	155	\$	8	\$	0	\$	2	\$	91
Turkey	\$	1,705	\$	8	\$	12	\$	491	\$	-	\$	919	\$	25	\$	7	\$	0	\$	1	\$	243
Singapore	\$	1,357	\$	10	\$	13	\$	319	\$	-	\$	808	\$	120	\$	9	\$	0	\$	2	\$	77
Denmark	\$	1,209	\$	2	\$	9	\$	707	\$	-	\$	372	\$	53	\$	3	\$	0	\$	5	\$	58
Chile	\$	1,059	\$	1	\$	8	\$	666	\$	0	\$	233	\$	29	\$	8	\$	0	\$	0	\$	114
Austria	\$	1,055	\$	3	\$	12	\$	346	\$	-	\$	554	\$	82	\$	5	\$	0	\$	1	\$	52
Argentina	\$	1,042	\$	135	\$	16	\$	467	\$	0	\$	335	\$	42	\$	6	\$	0	\$	0	\$	40
Norway	\$	984	\$	1	\$	5	\$	596	\$	-	\$	292	\$	29	\$	3	\$	0	\$	4	\$	53
Malaysia	\$	910	\$	7	\$	9	\$	326	\$	-	\$	456	\$	72	\$	5	\$	0	\$	1	\$	34
Saudi Arabia	\$	903	\$	2	\$	11	\$	459	\$	-	\$	398	\$	23	\$	5	\$	0	\$	0	\$	5
Indonesia	\$	898	\$	1	\$	9	\$	342	\$	-	\$	325	\$	160	\$	36	\$	0	\$	1	\$	23
Czech Republic	\$	896	\$	4	\$	6	\$	364	\$	-	\$	490	\$	22	\$	5	\$	0	\$	0	\$	3
Ireland	\$	852	\$	1	\$	6	\$	506	\$	1	\$	250	\$	30	\$	2	\$	0	\$	4	\$	52
Vietnam	\$	843	\$	1	\$	5	\$	514	\$	-	\$	269	\$	24	\$	5	\$	0	\$	0	\$	25
Thailand	\$	806	\$	1	\$	6	\$	375	<b>65</b>	-	\$	361	\$	30	\$	4	\$	0	\$	1	\$	27
New Zealand	\$	754	\$	1	\$	3	\$	313	\$		\$	383	\$	38	\$	1	\$	0	\$	0	\$	15
Colombia	\$	744	\$	1	\$	4	\$	342	\$	0	\$	319	\$	17	\$	8	\$	0	\$	0	\$	53
Portugal	\$	729	\$	1	\$	6	\$	438	\$	-	\$	210	\$	37	\$	2	\$	0	\$	1	\$	34
Finland	\$	707	\$	1	\$	4	\$	445	\$	-	\$	201	\$	21	\$	2	\$	0	\$	2	\$	31
Philippines	\$	685	\$	11	\$	5	\$	270	\$	-	\$	317	\$	59	\$	2	\$	0	\$	0	\$	20
Peru	\$	642	\$	0	\$	2	\$	329	\$	0	\$	254	\$	10	\$	5	\$	0	\$	0	\$	41
Hungary	\$	628	\$	2	\$	5	\$	396	\$	-	\$	208	\$	11	\$	4	\$	0	\$	0	\$	3
South Africa	\$	560	\$	1	\$	4	\$	284	\$	-	\$	143	\$	59	\$	2	\$	0	\$	0	\$	68
Slovakia	\$	535	\$	2	\$	4	\$	307	\$	-	\$	202	\$	13		4	\$	0	\$	0	\$	3
Egypt	\$	505	\$	1	\$	6	\$	191	\$	-	\$	284	\$	14	\$	3	\$	0	\$	0	\$	5
Greece	\$	505	\$	2	\$	4	\$	288	\$	-	\$	158	\$	21	\$	2	\$	0	\$	0	\$	30
Israel	\$	424	\$	2	\$	6	\$	266	\$	-	\$	132	\$	12	\$	2	\$	0	\$	0	\$	3
Nigeria	\$	313	\$	1	\$	4	\$	142	\$	-	\$	150	\$	10	\$	3	\$	0	\$	0	\$	4
Venezuela	\$	285	\$	0	\$	1	\$	121	\$	0	\$	146	\$	3		1	\$	0	\$	0	\$	14
LIC/Carrada	Φ.	040.000	6	0.540	ı.	E 457	Φ.	CO 400	6	7.000	÷	F2 424	Φ.	40.004	Φ.	2.544	6	0.040	Φ	10 110	Φ.	20.440
US/Canada	\$	210,338 65,542	\$	2,513 392		5,157 648	\$	69,109 35,914	\$	7,682	_	53,431 14,110	\$	19,601	\$	3,544	\$	2,016	\$	19,140 1,170	\$	28,146
Western Europe	\$		\$				_		\$	558	\$		\$	5,080	\$	859	\$	4	\$		\$	6,807
N. Asia	\$	34,679	\$	366	_	303	\$	21,520	\$	134	\$	7,426	\$	3,037		150	\$	150	\$	388	\$	1,205
LATAM S. Asia/Dasifia	\$	15,040	\$	290		73	\$	6,193	\$	253	\$	3,999	\$	1,858	\$	193	\$	76	\$	253	\$	1,927
S. Asia/Pacific	\$	13,395	\$	53	\$	80	\$	5,139	\$	134	\$	4,700	\$	1,792	\$	275	\$	76	\$	123	\$	1,024
Eastern Europe	\$	11,240	\$	39		123	\$	6,233	\$	-	\$	4,368	\$	174		36	\$	0	\$	5	\$	263
ME/Africa	\$	5,891	\$	30		78	\$	3,244	\$	3	\$	2,204	\$	198	\$	28	\$	0	\$	2	\$	105
ROW	\$	341	\$	1	\$	7	\$	260	\$	- 0.704	\$	65	\$	6	\$	0	\$	0	\$	0	\$	30,470
TOTAL WW	\$	356,465	\$	3,685	\$	6,468	\$	147,611	\$	8,764		90,301	\$	31,745		5,086	\$	2,246	\$	21,080	\$	39,479
Percent of WW		100%		1.0%		1.8%		41.4%		2.5%		25.3%		8.9%		1.4%		0.6%		5.9%		11.1%



# **REVENUE SUMMARY TABLES – GLOBAL**

Sales of Licensed Merchandise and Services, by Country, 2023 (Percent of WW)

	Outoo of E	loonood n	Toronanan	Character/	cs, by cc	untry, 20	LO (I CICC	int of WW			
Dramarty Tyres	Total	Aust	Celebrity	Character/ Entertainment	Collegiate	Carrageata	Fashion	Music	Non-	Publishing	Charte
Property Type	56.0%	Art 66.7%	72.5%	43.2%	85.1%		59.4%	62.5%	Profit 89.7%	90.5%	Sports 70.2%
United States						55.8%					
United Kingdom	4.9%	6.2%	2.4%	7.8%	3.4%	1.7%	3.3%	7.3%	0.1%	1.7%	5.4%
Japan	4.8%	4.3%	1.3%	8.5%	0.0%	2.8%	3.4%	2.1%	0.0%	0.9%	0.7%
China	3.9%	4.6%	2.0%	4.6%	1.5%	4.2%	5.5%	0.5%	6.7%	0.6%	2.0%
Germany	3.7%	0.5%	1.9%	4.4%	1.9%	3.1%	1.9%	7.6%	0.0%	0.9%	6.7%
Canada	3.0%	1.5%	7.1%	3.6%	2.6%	3.4%	2.3%	7.1%	0.0%	0.3%	1.1%
France	2.1%	1.6%	1.3%	2.3%	0.1%	2.4%	4.0%	0.4%	0.0%	1.2%	0.8%
Brazil	2.0%	3.8%	0.1%	2.0%	0.2%	2.3%	2.9%	0.2%	0.0%	0.0%	2.3%
Italy	1.4%	0.8%	0.7%	1.6%	0.0%	1.2%	3.3%	0.2%	0.0%	0.0%	0.7%
Australia	1.3%	0.5%	0.3%	1.4%	1.5%	1.2%	1.4%	4.0%	3.3%	0.5%	1.6%
Netherlands	1.3%	0.2%	0.7%	1.6%	0.3%	1.6%	0.7%	0.3%	0.0%	0.1%	1.3%
Mexico	1.2%	0.4%	0.6%	0.9%	2.7%	0.7%	2.6%	3.0%	0.0%	1.2%	1.9%
Spain	1.1%	0.7%	0.8%	1.5%	0.3%	1.1%	0.6%	0.2%	0.0%	0.5%	0.7%
United Arab Emirates	0.8%	0.6%	0.6%	1.2%	0.0%	1.2%	0.2%	0.3%	0.0%	0.0%	0.0%
Belgium	0.8%	0.1%	0.4%	1.2%	0.0%	1.0%	0.5%	0.2%	0.0%	0.0%	0.4%
India	0.7%	0.1%	0.1%	0.4%	0.0%	0.8%	2.6%	0.2%	0.0%	0.0%	0.4%
South Korea	0.6%	0.8%	0.9%	0.7%	0.0%	0.8%	0.3%	0.3%	0.0%	0.3%	0.3%
Russia	0.6%	0.2%	0.3%	0.8%	0.0%	0.9%	0.2%	0.1%	0.0%	0.0%	0.0%
Sweden	0.5%	0.1%	0.5%	0.7%	0.3%	0.5%	0.2%	0.1%	0.0%	1.1%	0.2%
Poland	0.5%	0.3%	0.2%	0.6%	0.0%	0.9%	0.1%	0.2%	0.0%	0.0%	0.0%
Switzerland	0.5%	0.1%	0.3%	0.5%	0.0%	0.8%	0.5%	0.2%	0.0%	0.0%	0.2%
Turkey	0.5%	0.2%	0.2%	0.3%	0.0%	1.0%	0.1%	0.1%	0.0%	0.0%	0.6%
Singapore	0.4%	0.3%	0.2%	0.2%	0.0%	0.9%	0.4%	0.2%	0.0%	0.0%	0.2%
Denmark	0.3%	0.1%	0.1%	0.5%	0.0%	0.4%	0.2%	0.1%	0.0%	0.0%	0.1%
Chile	0.3%	0.0%	0.1%	0.5%	0.0%	0.3%	0.1%	0.2%	0.0%	0.0%	0.3%
Austria	0.3%	0.1%	0.2%	0.2%	0.0%	0.6%	0.3%	0.1%	0.0%	0.0%	0.1%
Argentina	0.3%	3.7%	0.2%	0.3%	0.0%	0.4%	0.1%	0.1%	0.0%	0.0%	0.1%
Norway	0.3%	0.0%	0.1%	0.4%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.1%
Malaysia	0.3%	0.2%	0.1%	0.2%	0.0%	0.5%	0.2%	0.1%	0.0%	0.0%	0.1%
Saudi Arabia	0.3%	0.0%	0.1%	0.3%	0.0%	0.4%	0.1%	0.1%	0.0%	0.0%	0.1%
Indonesia	0.3%	0.0%	0.1%	0.2%	0.0%	0.4%	0.1%	0.7%	0.0%	0.0%	0.1%
Czech Republic	0.3%	0.1%	0.1%	0.2%	0.0%	0.5%	0.1%	0.1%	0.0%	0.0%	0.1%
Ireland	0.2%	0.1%	0.1%	0.2%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.0%
Vietnam	0.2%	0.0%	0.1%	0.3%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.1%
Taiwan	0.2%	0.0%	0.1%	0.2%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.1%
Thailand	0.2%	0.0%	0.5%	0.2%	0.0%	0.4%	0.1%	0.1%	0.0%	0.0%	0.1%
New Zealand	0.2%	0.0%	0.1%	0.2%	0.0%	0.4%	0.1%	0.1%	0.0%	0.0%	0.1%
Colombia	0.2%	0.0%	0.0%	0.2%	0.0%	0.4%	0.1%	0.0%	0.0%		0.0%
	0.2%									0.0%	
Portugal		0.0%	0.1%	0.3%	0.0%	0.2%	0.1%	0.0%	0.0%	0.0%	0.1%
Finland	0.2%	0.0%	0.1%	0.3%	0.0%	0.2%	0.1%	0.0%	0.0%	0.0%	0.1%
Philippines	0.2%	0.3%	0.1%	0.2%	0.0%	0.4%	0.2%	0.0%	0.0%	0.0%	0.1%
Peru	0.2%	0.0%	0.0%	0.2%	0.0%	0.3%	0.0%	0.1%	0.0%	0.0%	0.1%
Hungary	0.2%	0.1%	0.1%	0.3%	0.0%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%
South Africa	0.2%	0.0%	0.1%	0.2%	0.0%	0.2%	0.2%	0.0%	0.0%	0.0%	0.2%
Slovakia	0.2%	0.1%	0.1%	0.2%	0.0%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%
Egypt	0.1%	0.0%	0.1%	0.1%	0.0%	0.3%	0.0%	0.1%	0.0%	0.0%	0.0%
Greece	0.1%	0.1%	0.1%	0.2%	0.0%	0.2%	0.1%	0.0%	0.0%	0.0%	0.1%
Israel	0.1%	0.1%	0.1%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%
Nigeria	0.1%	0.0%	0.1%	0.1%	0.0%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%
Venezuela	0.1%	0.0%	0.0%	0.1%	0.0%	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%
US/Canada	59.0%	68.2%	79.7%	46.8%	87.7%	59.2%	61.7%	69.7%	89.8%	90.8%	71.3%
Western Europe	18.4%	10.6%	10.0%	24.3%	6.4%	15.6%	16.0%	16.9%	0.2%	5.6%	17.2%
N. Asia	9.7%	9.9%	4.7%	14.6%	1.5%	8.2%	9.6%	2.9%	6.7%	1.8%	3.1%
IN. ASIA LATAM	4.2%	7.9%	1.1%	4.2%	2.9%	4.4%	5.9%		0.0%	1.8%	4.9%
								3.8%			
S. Asia/Pacific	3.8%	1.4%	1.2%	3.5%	1.5%	5.2%	5.6%	5.4%	3.4%	0.6%	2.6%
Eastern Europe	3.2%	1.1%	1.9%	4.2%	0.0%	4.8%	0.5%	0.7%	0.0%	0.0%	0.7%
ME/Africa	1.7%	0.8%	1.2%	2.2%	0.0%	2.4%	0.6%	0.6%	0.0%	0.0%	0.3%
ROW	0.1%	0.0%	0.1%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL WW	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **ROYALTY SUMMARY TABLES - TOP 25 COUNTRIES**

Royalties of Licensed Merchandise, by Country, 2023 (in millions of US\$) - Top 25 Countries

		yantioo	<u> </u>		300	, more		herester/		j, <u>_</u>		(111111	 0110 01		<del>(1)</del>	م و	23 000		1100		
Property Type		Total		Art	C.	elebrity		haracter/ tertainment	Co	llegiate	C	orporate	ashion		Music	Nla	n-Profit	D.	ıblishina		Sports
. , , , , ,	Ф	7.77																	<u> </u>		7 P 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
United States		10,650.3	\$	96.3 9.2	\$	270.3 9.7	\$	3,934.3 733.1	\$	438.5 17.9		2,537.5 77.1	\$ 1,157.7	\$	184.1 25.2	\$	103.9	\$	263.5 13.8	\$	1,664.3 123.3
United Kingdom	\$	1,070.4	\$			-	•		,	17.9	\$			•				•		•	
Japan	\$	1,065.5	\$	4.8	\$	6.0	\$	815.8	\$	-	\$	136.7	\$ 67.4	\$	7.1	\$	0.0	\$	9.8	\$	18.0
China	\$	822.7	\$	6.9	\$	9.2	\$	417.5	\$	8.5	\$	208.0	\$ 109.5	\$	1.8	\$	3.7	\$	7.1	\$	50.5
Germany	\$	784.4	\$	0.8	\$	7.9	\$	396.8	\$	10.0	\$	145.0	\$ 36.6	\$	26.1	\$	0.0	\$	8.2	\$	153.1
Canada	\$	608.6	\$	2.1	\$	28.2	\$	326.2	\$	13.0	\$	149.4	\$ 41.6	\$	19.3	\$	0.0	\$	2.5	\$	26.3
France	\$	429.5	\$	2.6	\$	5.5	\$	212.2	\$	0.4	\$	107.9	\$ 75.5	\$	1.2	\$	0.0	\$	5.9	\$	18.3
Brazil	\$	417.4	\$	6.6	\$	0.5	\$	187.3	\$	1.0	\$	110.9	\$ 54.3	\$	0.6	\$	0.0	\$	0.0	\$	56.2
Australia	\$	290.4	\$	0.5	\$	1.6	\$	136.1	\$	8.5	\$	50.8	\$ 28.8	\$	14.2	\$	4.0	\$	4.9	\$	41.1
Italy	\$	278.5	\$	1.4	\$	3.0	\$	136.4	\$	-	\$	59.1	\$ 62.4	\$	0.6	\$	0.0	\$	0.2	\$	15.5
Netherlands	\$	276.7	\$	0.3	\$	3.1	\$	148.8	\$	1.7	\$	74.5	\$ 14.0	\$	1.0	\$	0.0	\$	1.5	\$	31.9
Mexico	\$	245.5	\$	0.5	\$	3.2	\$	84.1	\$	14.4	\$	28.7	\$ 51.4	\$	10.1	\$	0.0	\$	6.9	\$	46.3
Spain	\$	230.8	\$	1.2	\$	3.1	\$	139.4	\$	1.7	\$	52.1	\$ 12.3	\$	0.6	\$	0.0	\$	3.7	\$	16.5
United Arab Emirates	\$	176.2	\$	1.2	\$	2.7	\$	105.5	\$	0.2	\$	60.0	\$ 4.6	\$	0.8	\$	0.0	\$	0.0	<del>(\$</del>	1.2
Belgium	\$	171.3	\$	0.2	\$	1.5	\$	106.0	\$	-	\$	44.9	\$ 10.1	\$	0.5	\$	0.0	\$	0.1	\$	8.0
India	\$	132.9	\$	0.2	\$	0.6	\$	36.7	\$	-	\$	33.6	\$ 50.2	\$	0.6	\$	0.0	\$	0.1	\$	10.9
South Korea	\$	128.8	\$	1.1	\$	4.1	\$	69.5	\$	-	\$	36.3	\$ 5.8	\$	0.9	\$	0.0	\$	3.0	\$	8.1
Russia	\$	123.8	\$	0.3	\$	1.1	\$	75.3	\$	-	\$	42.6	\$ 3.5	\$	0.4	\$	0.0	\$	0.1	\$	0.4
Sweden	\$	113.1	\$	0.1	\$	2.1	\$	67.5	\$	1.5	\$	21.9	\$ 4.0	\$	0.3	\$	0.0	\$	10.7	\$	4.9
Poland	\$	111.7	\$	0.5	\$	1.0	\$	61.6	\$	-	\$	45.0	\$ 2.7	\$	0.5	\$	0.0	\$	0.1	\$	0.3
Switzerland	\$	105.6	\$	0.2	\$	1.1	\$	46.3	\$	-	\$	42.7	\$ 9.5	\$	0.5	\$	0.0	\$	0.1	\$	5.2
Turkey	\$	90.9	\$	0.4	\$	0.7	\$	30.1	\$	-	\$	42.6	\$ 1.5	\$	0.4	\$	0.0	\$	0.0	\$	15.0
Singapore	\$	74.8	\$	0.4	\$	0.9	\$	20.0	\$	-	\$	40.5	\$ 7.3	\$	0.6	\$	0.0	\$	0.1	\$	5.0
Denmark	\$	71.7	\$	0.1	\$	0.6	\$	44.6	\$	-	\$	19.3	\$ 3.2	\$	0.2	\$	0.0	\$	0.2	\$	3.4
Chile	\$	68.2	\$	0.1	\$	0.7	\$	45.2	\$	0.0	\$	12.7	\$ 1.8	\$	0.4	\$	0.0	\$	0.0	\$	7.4
US/Canada	\$	11,266.9	\$	98.4	\$	298.7	\$	4,263.5	\$	451.4	\$	2,689.4	\$ 1,200.2	\$	203.5	\$	103.9	\$	265.9	\$	1,691.8
Western Europe	\$	3,865.3	\$	16.7	\$	40.4	\$	2,223.4	\$	33.2	\$	752.3	\$ 302.4	\$	57.2	\$	0.1	\$	45.0	\$	394.6
N. Asia	\$	2,122.6	\$	13.1	\$	21.1	\$	1,359.0	\$	8.5	\$	419.9	\$ 188.2	\$	10.2	\$	3.7	\$	19.8	\$	79.0
LATAM	\$	891.7	\$	8.7	\$	6.4	\$	400.8	\$	15.4	\$	208.6	\$ 112.9	\$	12.2	\$	0.0	\$	6.9	\$	119.8
S. Asia/PAC	\$	777.8	\$	1.9	\$	5.7	\$	330.3	\$	8.5	\$	229.4	\$ 107.6	\$	18.7	\$	4.0	\$	5.4	\$	66.2
Eastern Europe	\$	643.4	\$	1.7	\$	8.7	\$	412.8	\$	-	\$	190.2	\$ 11.2	\$	2.1	\$	0.0	\$	0.3	\$	16.3
ME/Africa	\$	342.0	\$	1.5	\$	4.8	\$	193.2	\$	0.2	\$	121.6	\$ 12.1	\$	1.7	\$	0.0	\$	0.1	\$	6.9
ROW Adjusted	\$	19.6	\$	0.1	\$	0.4	\$	15.1	\$	-	\$	3.5	\$ 0.3	\$	0.0	\$	0.0	\$	0.0	\$	0.2
TOTAL WW	\$	19,929.2	\$	142.1	\$	386.4	\$	9,198.1	\$	517.1	\$	4,614.8	\$ 1,934.9	\$	305.7	\$	111.8	\$	343.4	\$	2,374.8
Percent of WW		100.0%		0.7%		1.9%		46.2%		2.6%		23.2%	9.7%		1.5%		0.6%		1.7%		11.9%



# **ROYALTY SUMMARY TABLES - TOP 25 COUNTRIES**

Royalties of Licensed Merchandise, by Country, 2023 (Percent of WW)

	Royantics	OI LIOCH	Sea mere	Character/	Journary, 2	020 (1 010	CITE OF TV	· )			
Property Type	Total	Art	Celebrity	Entertainment	Collegiate	Corporate	Fashion	Music	Non-Profit	Publishing	Sports
United States	53.4%	67.8%	70.0%	42.8%	84.8%	55.0%	59.8%	60.2%	93.0%	76.7%	70.1%
United Kingdom	5.4%	6.5%	2.5%	8.0%	3.5%	1.7%	3.1%	8.2%	0.1%	4.0%	5.2%
Japan	5.3%	3.4%	1.6%	8.9%	0.0%	3.0%	3.5%	2.3%	0.0%	2.9%	0.8%
China	4.1%	4.8%	2.4%	4.5%	1.6%	4.5%	5.7%	0.6%	3.3%	2.1%	2.1%
Germany	3.9%	0.5%	2.0%	4.3%	1.9%	3.1%	1.9%	8.5%	0.0%	2.4%	6.4%
Canada	3.1%	1.5%	7.3%	3.5%	2.5%	3.2%	2.2%	6.3%	0.0%	0.7%	1.1%
France	2.2%	1.8%	1.4%	2.3%	0.1%	2.3%	3.9%	0.4%	0.0%	1.7%	0.8%
Brazil	2.1%	4.7%	0.1%	2.0%	0.2%	2.4%	2.8%	0.2%	0.0%	0.0%	2.4%
Australia	1.5%	0.4%	0.4%	1.5%	1.6%	1.1%	1.5%	4.6%	3.6%	1.4%	1.7%
Italy	1.4%	1.0%	0.8%	1.5%	0.0%	1.3%	3.2%	0.2%	0.0%	0.1%	0.7%
Netherlands	1.4%	0.2%	0.8%	1.6%	0.3%	1.6%	0.7%	0.3%	0.0%	0.4%	1.3%
Mexico	1.2%	0.4%	0.8%	0.9%	2.8%	0.6%	2.7%	3.3%	0.0%	2.0%	1.9%
Spain	1.2%	0.9%	0.8%	1.5%	0.3%	1.1%	0.6%	0.2%	0.0%	1.1%	0.7%
United Arab Emirates	0.9%	0.8%	0.7%	1.1%	0.0%	1.3%	0.2%	0.3%	0.0%	0.0%	0.1%
Belgium	0.9%	0.1%	0.4%	1.2%	0.0%	1.0%	0.5%	0.2%	0.0%	0.0%	0.3%
India	0.7%	0.1%	0.1%	0.4%	0.0%	0.7%	2.6%	0.2%	0.0%	0.0%	0.5%
South Korea	0.6%	0.8%	1.1%	0.8%	0.0%	0.8%	0.3%	0.3%	0.0%	0.9%	0.3%
Russia	0.6%	0.2%	0.3%	0.8%	0.0%	0.9%	0.2%	0.1%	0.0%	0.0%	0.0%
Sweden	0.6%	0.1%	0.5%	0.7%	0.3%	0.5%	0.2%	0.1%	0.0%	3.1%	0.2%
Poland	0.6%	0.3%	0.3%	0.7%	0.0%	1.0%	0.1%	0.2%	0.0%	0.0%	0.0%
Switzerland	0.5%	0.1%	0.3%	0.5%	0.0%	0.9%	0.5%	0.2%	0.0%	0.0%	0.2%
Turkey	0.5%	0.3%	0.2%	0.3%	0.0%	0.9%	0.1%	0.1%	0.0%	0.0%	0.6%
Singapore	0.4%	0.3%	0.2%	0.2%	0.0%	0.9%	0.4%	0.2%	0.0%	0.0%	0.2%
Denmark	0.4%	0.1%	0.2%	0.5%	0.0%	0.4%	0.2%	0.1%	0.0%	0.1%	0.1%
Chile	0.3%	0.0%	0.2%	0.5%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.3%
US/Canada	56.5%	69.3%	77.3%	46.4%	87.3%	58.3%	62.0%	66.6%	93.0%	77.4%	71.2%
Western Europe	19.4%	11.8%	10.5%	24.2%	6.4%	16.3%	15.6%	18.7%	0.1%	13.1%	16.6%
N. Asia	10.7%	9.2%	5.5%	14.8%	1.6%	9.1%	9.7%	3.3%	3.3%	5.8%	3.3%
LATAM	4.5%	6.1%	1.7%	4.4%	3.0%	4.5%	5.8%	4.0%	0.0%	2.0%	5.0%
S. Asia/PAC	3.9%	1.4%	1.5%	3.6%	1.6%	5.0%	5.6%	6.1%	3.6%	1.6%	2.8%
Eastern Europe	3.2%	1.2%	2.3%	4.5%	0.0%	4.1%	0.6%	0.7%	0.0%	0.1%	0.7%
ME/Africa	1.7%	1.0%	1.3%	2.1%	0.0%	2.6%	0.6%	0.6%	0.0%	0.0%	0.3%
ROW Adjusted	0.1%	0.0%	0.1%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL WW	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **RETAIL SUMMARY TABLES - TOP 25 COUNTRIES**

# Sales of Licensed Merchandise and Services, by Country, 2023 (in millions of US\$) - Top 25 Countries

																_								
															Location-									
															Based									
														Lawn/	Events/						Software/			
					Casino									Garden/	Themed						Video			
		Accessories			Gaming/		Food &			Health &		House-		Tools/	Attractions/	Music/	Paper	Pet			Games/	Sporting		
Product Category	Total	- Fashion	Apparel	<b>Auto Parts</b>	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Home Décor	wares	Infant	Hardware	Promos	Video	Products	Products	Publishing	Services	Apps	Goods	Toys	Other
United States	\$ 199,530	\$ 21,518	\$ 27,950	\$ 1,826	\$ 896	\$ 7,204	\$ 11,771	\$ 6,877	\$ 6,373	\$ 6,312	\$ 18,190	\$ 4,555	\$ 3,942	\$ 6,940	\$ 3,901	\$ 4,602	\$ 3,996	\$ 853	\$ 3,932	\$ 5,305	\$ 19,036	\$ 9,780	\$ 20,529	\$ 3,243
United Kingdom	\$ 17,586	\$ 1,483	\$ 3,180	\$ 71	\$ 287	\$ 487	\$ 401	\$ 336	\$ 682	\$ 629	\$ 813	\$ 273	\$ 291	\$ 40	\$ 407	\$ 673	\$ 494	\$ 49	\$ 631	\$ 125	\$ 1,733	\$ 507	\$ 3,828	\$ 166
Japan	\$ 16,978	\$ 1,683	\$ 2,158	\$ 92	\$ 68	\$ 214	\$ 676	\$ 470	\$ 489	\$ 535	\$ 776	\$ 122	\$ 476	\$ 38	\$ 768	\$ 426	\$ 592	\$ 81	\$ 913	\$ 83	\$ 2,922	\$ 332	\$ 3,027	\$ 39
Germany	\$ 13,321	\$ 1,150	\$ 1,819	\$ 109	\$ 98	\$ 559	\$ 511	\$ 393	\$ 718	\$ 345	\$ 617	\$ 419	\$ 419	\$ 52	\$ 334	\$ 564	\$ 422	\$ 38	\$ 580	\$ 488	\$ 1,547	\$ 787	\$ 1,138	\$ 216
China	\$ 13,773	\$ 2,066	\$ 2,773	\$ 124	\$ 50	\$ 480	\$ 547	\$ 600	\$ 369	\$ 663	\$ 564	\$ 231	\$ 276	\$ 120	\$ 405	\$ 107	\$ 239	\$ 69	\$ 289	\$ 64	\$ 1,110	\$ 609	\$ 1,801	\$ 216
Canada	\$ 10,668	\$ 1,181	\$ 1,224	\$ 78	\$ 68	\$ 380	\$ 770	\$ 393	\$ 296	\$ 706	\$ 429	\$ 323	\$ 253	\$ 241	\$ 357	\$ 528	\$ 264	\$ 70	\$ 388	\$ 153	\$ 689	\$ 352	\$ 1,233	\$ 292
France	\$ 7,553	\$ 1,037	\$ 1,165	\$ 147	\$ 96	\$ 488	\$ 271	\$ 304	\$ 179	\$ 409	\$ 377	\$ 220	\$ 169	\$ 73	\$ 160	\$ 242	\$ 187	\$ 34	\$ 206	\$ 108	\$ 583	\$ 190	\$ 787	\$ 120
Brazil	\$ 6,966	\$ 843	\$ 1,134	\$ 34	\$ 42	\$ 265	\$ 499	\$ 300	\$ 197	\$ 412	\$ 376	\$ 191	\$ 157	\$ 65	\$ 265	\$ 195	\$ 180	\$ 22	\$ 164	\$ 42	\$ 488	\$ 335	\$ 620	\$ 139
Italy	\$ 4,854	\$ 772	\$ 842	\$ 27	\$ 54	\$ 174	\$ 135	\$ 178	\$ 164	\$ 276	\$ 142	\$ 141	\$ 103	\$ 11	\$ 127	\$ 385	\$ 129	\$ 15	\$ 68	\$ 103	\$ 237	\$ 105	\$ 614	\$ 51
Australia	\$ 4,773	\$ 255	\$ 914	\$ 19	\$ 62	\$ 83	\$ 379	\$ 93	\$ 129	\$ 189	\$ 208	\$ 262	\$ 87	\$ 15	\$ 140	\$ 103	\$ 66	\$ 15	\$ 161	\$ 20	\$ 627	\$ 217	\$ 641	\$ 89
Netherlands	\$ 4,709	\$ 181	\$ 581	\$ 31	\$ 17	\$ 309	\$ 297	\$ 195	\$ 141	\$ 230	\$ 149	\$ 193	\$ 110	\$ 21	\$ 144	\$ 179	\$ 155	\$ 14	\$ 111	\$ 119	\$ 659	\$ 161	\$ 599	\$ 111
Mexico	\$ 4,231	\$ 546	\$ 671	\$ 33	\$ 60	\$ 341	\$ 181	\$ 151	\$ 109	\$ 176	\$ 214	\$ 63	\$ 137	\$ 53	\$ 191	\$ 58	\$ 129	\$ 32	\$ 47	\$ 34	\$ 348	\$ 192	\$ 380	\$ 85
Spain	\$ 3,906	\$ 315	\$ 690	\$ 30	\$ 33	\$ 122	\$ 173	\$ 143	\$ 140	\$ 210	\$ 119	\$ 128	\$ 150	\$ 13	\$ 122	\$ 189	\$ 140	\$ 11	\$ 120	\$ 74	\$ 249	\$ 97	\$ 580	\$ 58
Belgium	\$ 2,916	\$ 160	\$ 334	\$ 29	\$ 11	\$ 112	\$ 218	\$ 150	\$ 56	\$ 138	\$ 130	\$ 100	\$ 75	\$ 20	\$ 89	\$ 78	\$ 129	\$ 11	\$ 119	\$ 93	\$ 231	\$ 116	\$ 430	\$ 86
United Arab Emirates	\$ 2,975	\$ 956	\$ 301	\$ 13	\$ 8	\$ 138	\$ 155	\$ 52	\$ 100	\$ 132	\$ 101	\$ 109	\$ 75	\$ 7	\$ 118	\$ 84	\$ 37	\$ 13	\$ 5	\$ 11	\$ 330	\$ 66	\$ 157	\$ 8
India	\$ 2,369	\$ 416	\$ 383	\$ 7	\$ 3	\$ 173	\$ 281	\$ 164	\$ 26	\$ 166	\$ 129	\$ 70	\$ 10	\$ 25	\$ 18	\$ 57	\$ 77	\$ 4	\$ 13	\$ 10	\$ 181	\$ 32	\$ 90	\$ 33
South Korea	\$ 2,156	\$ 171	\$ 305	\$ 6	\$ 5	\$ 55	\$ 275	\$ 117	\$ 52	\$ 64	\$ 77	\$ 22	\$ 24	\$ 3	•	\$ 54	\$ 51	\$ 4	\$ 46	\$ 9	\$ 343	\$ 132	\$ 313	\$ 6
Russia	\$ 2,127	\$ 172		\$ 15	\$ 4	\$ 76	\$ 255	\$ 168	\$ 25	\$ 59	\$ 93	\$ 182	\$ 11	\$ 48	\$ 296	\$ 16	\$ 11	\$ 7	\$ 30	\$ 4	\$ 77	\$ 53	\$ 219	\$ 11
Sweden	\$ 1,939	\$ 71		\$ 8	\$ 15	\$ 89	\$ 101	\$ 62	\$ 91	\$ 102	\$ 87	\$ 74	\$ 72	\$ 9	\$ 78	\$ 87	\$ 75	\$ 6	\$ 75	\$ 32	\$ 156	\$ 71	\$ 289	\$ 22
Poland	\$ 1,903	\$ 87	\$ 341	\$ 16	\$ 4	\$ 154	\$ 147	\$ 106	\$ 31	\$ 56	\$ 81	\$ 103	\$ 17	\$ 55	\$ 147	\$ 29	\$ 51	\$ 9	\$ 18	\$ 4	\$ 152	\$ 32	\$ 256	\$ 7
Switzerland	\$ 1,789	\$ 700	\$ 176	\$ 0	\$ 5	\$ 67	\$ 65	\$ 31	\$ 30	\$ 45	\$ 94	\$ 39	\$ 28	\$ 5		\$ 15	\$ 29	\$ 4	\$ 89	\$ 48	\$ 69	\$ 69	\$ 89	\$ 41
Turkey	\$ 1,705	\$ 173	\$ 214	\$ 39	\$ 4	\$ 256	\$ 14	\$ 66	\$ 20	\$ 35	\$ 40	\$ 188	\$ 15	\$ 45	\$ 5	\$ 46	\$ 61	\$ 14	\$ 13	\$ 140	\$ 104	\$ 27	\$ 101	\$ 85
Singapore	\$ 1,357	\$ 267	\$ 126	\$ 28	\$ 1	\$ 88	\$ 221	\$ 35	\$ 19	\$ 126	\$ 35	\$ 51	\$ 7	\$ 12	\$ 53	\$ 19	\$ 40	\$ 1	\$ 21	\$ 7	\$ 91	\$ 28	\$ 73	\$ 7
Denmark	\$ 1,209	\$ 49	\$ 170	\$ 2	\$ 10	\$ 46	\$ 74	\$ 36	\$ 26	\$ 37	\$ 63	\$ 98	\$ 41	\$ 6	\$ 41	\$ 33	\$ 25	\$ 4	\$ 34	\$ 35	\$ 108	\$ 46	\$ 200	\$ 25
Chile	\$ 1,059	\$ 39	\$ 233	\$ 0	\$ 3	\$ 39	\$ 69	\$ 75	\$ 20	\$ 30	\$ 37	\$ 26	\$ 18	\$ 5	\$ 30	\$ 44	\$ 19	\$ 3	\$ 15	\$ 8	\$ 130	\$ 33	\$ 180	\$ 3
US/Canada	\$ 210,338	\$ 22,713	\$ 29,182	\$ 1.905	\$ 966	\$ 7.588	\$ 12,551	\$ 7,276	\$ 6,674	\$ 7,024	\$ 18,624	\$ 4,877	\$ 4,199	\$ 7,182	\$ 4,264	\$ 5,138	\$ 4,270	\$ 924	\$ 4.326	\$ 5,459	\$ 19,741	\$ 10,140	\$ 21,775	\$ 3,538
Western Europe	\$ 65,542	\$ 6,315	\$ 9,792	\$ 479	\$ 669	\$ 2,673	\$ 2,601	\$ 2,039	\$ 2,368	\$ 2,680	\$ 2,874	\$ 1,976	\$ 1,640	\$ 293		\$ 2,677	\$ 1,955	\$ 210	\$ 2,290	\$ 1,386	\$ 6,083	\$ 2,448	\$ 9,351	\$ 1,052
N. Asia	\$ 34,679	\$ 4,179	\$ 5,419	\$ 227	\$ 131		\$ 1,574	\$ 1,273	\$ 965	\$ 1,339	\$ 1,457	\$ 399	\$ 825	\$ 166		\$ 651	\$ 985	\$ 161	\$ 1,322	\$ 168	\$ 4,609	\$ 1,147	\$ 5,364	\$ 273
LATAM	\$ 15,040	\$ 1,560	\$ 2,339		\$ 114		\$ 1,087	\$ 730	\$ 406	\$ 763		_				\$ 426	\$ 416	\$ 66	\$ 281	•	\$ 1,274	\$ 631		\$ 240
S. Asia/PAC	\$ 13,395	\$ 1,330	\$ 1,904	\$ 168	\$ 109	\$ 606	\$ 1,380	\$ 470	\$ 241	\$ 672		\$ 832	\$ 165	\$ 105	-	\$ 349	\$ 314	\$ 34	\$ 329		\$ 1,498	\$ 443	\$ 1,330	\$ 167
Eastern Europe	\$ 11,240	\$ 790		-	\$ 41		\$ 990	\$ 559	\$ 183	\$ 361		\$ 577	\$ 99	\$ 221	_	\$ 323	\$ 361	\$ 47	\$ 146	-		\$ 315		\$ 298
ME/Africa	\$ 5,891	\$ 1,141	\$ 592	\$ 49	\$ 16	\$ 268	\$ 429	\$ 140	\$ 162	\$ 266	\$ 240	\$ 448	\$ 136	\$ 50	\$ 256	\$ 161	\$ 147	\$ 18	\$ 42	\$ 18	\$ 608	\$ 169	\$ 475	\$ 63
ROW	\$ 341	\$ 31	\$ 18	\$ 2	\$ 3	\$ 10	\$ 33	\$ 10	\$ 10	\$ 17	\$ 12	\$ 2	\$ 7	\$ 2		\$ 18	\$ 22	\$ 1	\$ 11	\$ 1	\$ 49	\$ 15	\$ 46	\$ 13
TOTAL WW	\$ 356,465	\$ 38,060	\$ 50,475	\$ 3,038	\$ 2,049	\$13,541	\$ 20,645	\$ 12,497	\$ 11,008	\$ 13,123	\$ 24,927	\$ 9,501	\$ 7,406	\$ 8,201	\$ 9,034	\$ 9,743	\$ 8,471	\$ 1,461	\$ 8,747	\$ 7,358	\$ 34,970	\$ 15,307	\$ 41,260	\$ 5,643
TOTAL WW %	100.0%	10.7%	14.2%	0.9%	0.6%	3.8%	5.8%	3.5%	3.1%	3.7%	7.0%	2.7%	2.1%	2.3%	2.5%	2.7%	2.4%	0.4%	2.5%	2.1%	9.8%	4.3%	11.6%	1.6%



# **RETAIL SUMMARY TABLES - TOP 25 COUNTRIES**

# Sales of Licensed Merchandise and Services, by Country, 2023 (Percent of WW) - Top 25 Countries

															Location-									
															Based									
														Lawn/	Events/						Software/			
					Casino									Garden/	Themed						Video			
		Accessories			Gaming/		Food &			Health &		House-		Tools/	Attractions/	Music/Vid	Paper	Pet			Games/	Sporting		
Product Category	Total	- Fashion	Apparel	Auto Parts		CE	Beverage	Footwear	Gifts	Beauty	Home Décor	wares	Infant	Hardware	Promos	eo	Products	Products	Publishing	Services	Apps	Goods	Toys	Other
United States	56.0%	56.5%	55.4%	60.1%	43.7%	53.2%	57.0%	55.0%	57.9%	48.1%	73.0%	47.9%	53.2%	84.6%	43.2%	47.2%	47.2%	58.4%	45.0%	72.1%	54.4%	63.9%	49.8%	57.5%
United Kingdom	4.9%	3.9%	6.3%	2.4%	14.0%	3.6%	1.9%	2.7%	6.2%	4.8%	3.3%	2.9%	3.9%	0.5%	4.5%	6.9%	5.8%	3,4%	7.2%	1.7%	5.0%	3.3%	9.3%	2.9%
Japan	4.8%	4.4%	4.3%	3.0%	3.3%	1.6%	3.3%	3.8%	4.4%	4.1%	3.1%	1.3%	6.4%	0.5%	8.5%	4.4%	7.0%	5.5%	10.4%	1.1%	8.4%	2.2%	7.3%	0.7%
Germany	3.7%	3.0%	3.6%	3.6%	4.8%	4.1%	2.5%	3.1%	6.5%	2.6%	2.5%	4.4%	5.7%	0.6%	3.7%	5.8%	5.0%	2.6%	6.6%	6.6%	4.4%	5.1%	2.8%	3.8%
China	3.9%	5.4%	5.5%	4.1%	2.5%	3.5%	2.6%	4.8%	3.3%	5.1%	2.3%	2.4%	3.7%	1.5%	4.5%	1.1%	2.8%	4.8%	3.3%	0.9%	3.2%	4.0%	4.4%	3.8%
Canada	3.0%	3.1%	2.4%	2.6%	3.3%	2.8%	3.7%	3.1%	2.7%	5.4%	1.7%	3.4%	3.4%	2.9%	4.0%	5.4%	3.1%	4.8%	4.4%	2.1%	2.0%	2.3%	3.0%	5.2%
France	2.1%	2.7%	2.3%	4.8%	4.7%	3.6%	1.3%	2.4%	1.6%	3.1%	1.5%	2.3%	2.3%	0.9%	1.8%	2.5%	2.2%	2.3%	2.4%	1.5%	1.7%	1.2%	1.9%	2.1%
Brazil	2.0%	2.2%	2.2%	1.1%	2.1%	2.0%	2.4%	2.4%	1.8%	3.1%	1.5%	2.0%	2.1%	0.8%	2.9%	2.0%	2.1%	1.5%	1.9%	0.6%	1.4%	2.2%	1.5%	2.5%
Italy	1.4%	2.0%	1.7%	0.9%	2.6%	1.3%	0.7%	1.4%	1.5%	2.1%	0.6%	1.5%	1.4%	0.1%	1.4%	4.0%	1.5%	1.0%	0.8%	1.4%	0.7%	0.7%	1.5%	0.9%
Australia	1.3%	0.7%	1.8%	0.6%	3.0%	0.6%	1.8%	0.7%	1.2%	1.4%	0.8%	2.8%	1.2%	0.2%	1.5%	1.1%	0.8%	1.0%	1.8%	0.3%	1.8%	1.4%	1.6%	1.6%
Netherlands	1.3%	0.5%	1.2%	1.0%	0.8%	2.3%	1.4%	1.6%	1.3%	1.8%	0.6%	2.0%	1.5%	0.3%	1.6%	1.8%	1.8%	1.0%	1.3%	1.6%	1.9%	1.1%	1.5%	2.0%
Mexico	1.2%	1.4%	1.3%	1.1%	2.9%	2.5%	0.9%	1.2%	1.0%	1.3%	0.9%	0.7%	1.9%	0.6%	2.1%	0.6%	1.5%	2.2%	0.5%	0.5%	1.0%	1.3%	0.9%	1.5%
Spain	1.1%	0.8%	1.4%	1.0%	1.6%	0.9%	0.8%	1.1%	1.3%	1.6%	0.5%	1.4%	2.0%	0.2%	1.3%	1.9%	1.6%	0.8%	1.4%	1.0%	0.7%	0.6%	1.4%	1.0%
Belgium	0.8%	0.4%	0.7%	1.0%	0.5%	0.8%	1.1%	1.2%	0.5%	1.0%	0.5%	1.1%	1.0%	0.2%	1.0%	0.8%	1.5%	0.8%	1.4%	1.3%	0.7%	0.8%	1.0%	1.5%
United Arab Emirates	0.8%	2.5%	0.6%	0.4%	0.4%	1.0%	0.8%	0.4%	0.9%	1.0%	0.4%	1.1%	1.0%	0.1%	1.3%	0.9%	0.4%	0.9%	0.1%	0.2%	0.9%	0.4%	0.4%	0.1%
India	0.7%	1.1%	0.8%	0.2%	0.1%	1.3%	1.4%	1.3%	0.2%	1.3%	0.5%	0.7%	0.1%	0.3%	0.2%	0.6%	0.9%	0.2%	0.1%	0.1%	0.5%	0.2%	0.2%	0.6%
South Korea	0.6%	0.4%	0.6%	0.2%	0.2%	0.4%	1.3%	0.9%	0.5%	0.5%	0.3%	0.2%	0.3%	0.0%	0.2%	0.6%	0.6%	0.3%	0.5%	0.1%	1.0%	0.9%	0.8%	0.1%
Russia	0.6%	0.5%	0.6%	0.5%	0.2%	0.6%	1.2%	1.3%	0.2%	0.5%	0.4%	1.9%	0.1%	0.6%	3.3%	0.2%	0.1%	0.5%	0.3%	0.1%	0.2%	0.3%	0.5%	0.2%
Sweden	0.5%	0.2%	0.5%	0.3%	0.7%	0.7%	0.5%	0.5%	0.8%	0.8%	0.3%	0.8%	1.0%	0.1%	0.9%	0.9%	0.9%	0.4%	0.9%	0.4%	0.4%	0.5%	0.7%	0.4%
Poland	0.5%	0.2%	0.7%	0.5%	0.2%	1.1%	0.7%	0.8%	0.3%	0.4%	0.3%	1.1%	0.2%	0.7%	1.6%	0.3%	0.6%	0.6%	0.2%	0.1%	0.4%	0.2%	0.6%	0.1%
Switzerland	0.5%	1.8%	0.3%	0.0%	0.2%	0.5%	0.3%	0.2%	0.3%	0.3%	0.4%	0.4%	0.4%	0.1%	0.6%	0.2%	0.3%	0.3%	1.0%	0.6%	0.2%	0.5%	0.2%	0.7%
Turkey	0.5%	0.5%	0.4%	1.3%	0.2%	1.9%	0.1%	0.5%	0.2%	0.3%	0.2%	2.0%	0.2%	0.5%	0.1%	0.5%	0.7%	0.9%	0.1%	1.9%	0.3%	0.2%	0.2%	1.5%
Singapore	0.4%	0.7%	0.2%	0.9%	0.1%	0.7%	1.1%	0.3%	0.2%	1.0%	0.1%	0.5%	0.1%	0.1%	0.6%	0.2%	0.5%	0.1%	0.2%	0.1%	0.3%	0.2%	0.2%	0.1%
Denmark	0.3%	0.1%	0.3%	0.1%	0.5%	0.3%	0.4%	0.3%	0.2%	0.3%	0.3%	1.0%	0.6%	0.1%	0.5%	0.3%	0.3%	0.3%	0.4%	0.5%	0.3%	0.3%	0.5%	0.5%
Chile	0.3%	0.1%	0.5%	0.0%	0.2%	0.3%	0.3%	0.6%	0.2%	0.2%	0.1%	0.3%	0.2%	0.1%	0.3%	0.5%	0.2%	0.2%	0.2%	0.1%	0.4%	0.2%	0.4%	0.1%
US/Canada	59.0%	59.7%	57.8%	62.7%	47.1%	56.0%	60.8%	58.2%	60.6%	53.5%	74.7%	51.3%	56.7%	87.6%	47.2%	52.7%	50.4%	63.3%	49.5%	74.2%	56.4%	66.2%	52.8%	62.7%
Western Europe	18.4%	16.6%	19.4%	15.8%	32.6%	19.7%	12.6%	16.3%	21.5%	20.4%	11.5%	20.8%	22.1%	3.6%	18.7%	27.5%	23.1%	14.4%	26.2%	18.8%	17.4%	16.0%	22.7%	18.6%
N. Asia	9.7%	11.0%	10.7%	7.5%	6.4%	5.8%	7.6%	10.2%	8.8%	10.2%	5.8%	4.2%	11.1%	2.0%	13.9%	6.7%	11.6%	11.0%	15.1%	2.3%	13.2%	7.5%	13.0%	4.8%
LATAM	4.2%	4.1%	4.6%	2.5%	5.6%	5.7%	5.3%	5.8%	3.7%	5.8%	2.9%	4.1%	4.5%	2.2%	6.5%	4.4%	4.9%	4.5%	3.2%	1.4%	3.6%	4.1%	3.8%	4.2%
S. Asia/PAC	3.8%	3.5%	3.8%	5.5%	5.3%	4.5%	6.7%	3.8%	2.2%	5.1%	2.3%	8.8%	2.2%	1.3%	3.3%	3.6%	3.7%	2.3%	3.8%	1.0%	4.3%	2.9%	3.2%	3.0%
Eastern Europe	3.2%	2.1%	2.4%	4.4%	2.0%	6.2%	4.8%	4.5%	1.7%	2.8%	1.7%	6.1%	1.3%	2.7%	7.5%	3.3%	4.3%	3.2%	1.7%	2.1%	3.2%	2.1%	3.3%	5.3%
ME/Africa	1.7%	3.0%	1.2%	1.6%	0.8%	2.0%	2.1%	1.1%	1.5%	2.0%	1.0%	4.7%	1.8%	0.6%	2.8%	1.7%	1.7%	1.2%	0.5%	0.2%	1.7%	1.1%	1.2%	1.1%
ROW	0.1%	0.1%	0.0%	0.1%	0.1%	0.1%	0.2%	0.1%	0.1%	0.1%	0.0%	0.0%	0.1%	0.0%	0.1%	0.2%	0.3%	0.1%	0.1%	0.0%	0.1%	0.1%	0.1%	0.2%
TOTAL WW	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **GLOBAL ROYALTIES**

# Royalties of Licensed Merchandise, by Country, 2023 (in millions of US\$) - Top 25 Countries

									-		`			,	Leastien								$\overline{}$	
															Location-									·
															Based									·
														Lawn/	Events/						Software/			
					Casino									Garden/	Themed						Video			
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Attractions	Music/	Paper	Pet			Games/	Sporting		
Product Category	Total	- Fashion	Apparel	Parts	Lotteries		Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware		Video	Products		Publishing		Apps	Goods	Toys	Other
United States	\$ 10,650				3 \$ 23		\$ 374	\$ 404	\$ 326	\$ 353	\$ 525	\$ 211	\$ 239	\$ 186	\$ 268	\$ 255	\$ 240	\$ 46	\$ 223	\$ 168	\$ 1,199	\$ 559		\$ 146
United Kingdom	\$ 1,070				4 \$ 8	\$ 23		\$ 20	\$ 36	\$ 35	\$ 38	\$ 14	\$ 18	\$ 2	\$ 28	\$ 37	\$ 30	\$ 3	\$ 37	\$ 6	\$ 116	\$ 29	\$ 259	\$ 8
	\$ 1,066	6 \$ 106	\$ 152	2 \$ 5	5 \$ 2	\$ 11	\$ 22	\$ 29	\$ 27	\$ 31	\$ 42	\$ 7	\$ 31	\$ 2	\$ 55	\$ 25	\$ 38	\$ 5	\$ 55	\$ 4	\$ 196	\$ 20	\$ 199	\$ 2
China	\$ 823	3 \$ 124	\$ 183	\$ 6	6 \$ 1	. \$ 23	\$ 18	\$ 36	\$ 19	\$ 37	\$ 28	\$ 12	\$ 16	\$ 5	\$ 29	\$ 6	\$ 15	\$ 4	\$ 17	\$ 3	\$ 74	\$ 36	\$ 117	\$ 11
Germany	\$ 784	4 \$ 69	\$ 124	. \$ .	5 \$ 3	\$ \$ 28	\$ 18	\$ 24	\$ 39	\$ 19	\$ 32	\$ 22	\$ 26	\$ 3	\$ 23	\$ 30	\$ 26	\$ 2	\$ 34	\$ 25	\$ 102	\$ 46	\$ 73	\$ 11
Canada	\$ 609	9 \$ 71	\$ 82	2 \$ 4	4 \$ 2	! \$ 18	\$ 25	\$ 23	\$ 15	\$ 39	\$ 21	\$ 16	\$ 16	\$ 12	\$ 25	\$ 30	\$ 16	\$ 4	\$ 23	\$ 8	\$ 45	\$ 21	\$ 81	\$ 14
France	\$ 429	9 \$ 60	\$ 78	\$	7 \$ 3	\$ 22	\$ 9	\$ 17	\$ 10	\$ 22	\$ 17	\$ 10	\$ 11	\$ 3	\$ 11	\$ 13	\$ 12	\$ 2	\$ 12	\$ 5	\$ 38	\$ 11	\$ 50	\$ 6
Brazil	\$ 417	7 \$ 52	2 \$ 77	\$ 2	2 \$ 1	. \$ 13	\$ 17	\$ 18	\$ 10	\$ 24	\$ 20	\$ 10	\$ 10	\$ 3	\$ 19	\$ 12	\$ 11	\$ 1	\$ 10	\$ 2	\$ 33	\$ 21	\$ 43	\$ 7
Australia	\$ 290	0 \$ 16	\$ \$ 65	5 \$ 1	1 \$ 2	\$ 4	\$ 13	\$ 6	\$ 8	\$ 11	\$ 11	\$ 13	\$ 6	\$ 1	\$ 10	\$ 6	\$ 4	\$ 1	\$ 10	\$ 1	\$ 42	\$ 13	\$ 44	\$ 4
Italy	\$ 278	8 \$ 45	5 \$ 54	\$	\$ 1	. \$ 8	\$ 4	\$ 11	\$ 8	\$ 16	\$ 8	\$ 7	\$ 6	\$ 1	\$ 9	\$ 19	\$ 8	\$ 1	\$ 4	\$ 5	\$ 16	\$ 6	\$ 37	\$ 3
Netherlands	\$ 27	7 \$ 11	\$ 40	) \$ 1	1 \$ 0	\$ 15	\$ 10	\$ 11	\$ 8	\$ 13	\$ 8	\$ 9	\$ 7	\$ 1	\$ 10	\$ 10	\$ 10	\$ 1	\$ 7	\$ 6	\$ 43	\$ 9	\$ 40	\$ 6
Mexico	\$ 24	5 \$ 34	\$ 45	\$ 2	2 \$ 2	\$ 14	\$ 6	\$ 9	\$ 6	\$ 10	\$ 7	\$ 3	\$ 9	\$ 2	\$ 14	\$ 3	\$ 8	\$ 1	\$ 3	\$ 1	\$ 23	\$ 11	\$ 26	\$ 4
Spain	\$ 23:	1 \$ 18	\$ \$ 47	\$	1 \$ 1	. \$ 6	\$ 6	\$ 8	\$ 8	\$ 12	\$ 6	\$ 7	\$ 9	\$ 1	\$ 9	\$ 10	\$ 9	\$ 1	\$ 7	\$ 4	\$ 17	\$ 6	\$ 37	\$ 3
United Arab Emirates	\$ 176	6 \$ 58	\$ \$ 21	\$	1 \$ 0	\$ 7	\$ 5	\$ 3	\$ 5	\$ 8	\$ 5	\$ 6	\$ 5	\$ 0	\$ 8	\$ 4	\$ 2	\$ 1	\$ 0	\$ 1	\$ 21	\$ 4	\$ 10	\$ 0
Belgium	\$ 17:	1 \$ 10	\$ 23	\$	1 \$ 0	\$ 6	\$ 7	\$ 9	\$ 3	\$ 8	\$ 7	\$ 5	\$ 5	\$ 1	\$ 6	\$ 4	\$ 8	\$ 1	\$ 7	\$ 5	\$ 15	\$ 7	\$ 29	\$ 5
India	\$ 133	3 \$ 25	5 \$ 25	\$ (	0 \$ 0	\$ 8	\$ 9	\$ 10	\$ 1	\$ 9	\$ 7	\$ 4	\$ 1	\$ 1	\$ 1	\$ 3	\$ 5	\$ 0	\$ 1	\$ 0	\$ 12	\$ 2	\$ 6	\$ 2
South Korea	\$ 129	9 \$ 11	\$ 21	\$ (	0 \$ 0	\$ 3	\$ 9	\$ 7	\$ 3	\$ 4	\$ 4	\$ 1	\$ 1	\$ 0	\$ 2	\$ 3	\$ 3	\$ 0	\$ 3	\$ 0	\$ 23	\$ 8	\$ 21	\$ 0
Russia	\$ 124	4 \$ 11	\$ 20	\$ 1	1 \$ 0	\$ 4	\$ 9	\$ 9	\$ 1	\$ 3	\$ 5	\$ 9	\$ 1	\$ 2	\$ 22	\$ 1	\$ 1	\$ 0	\$ 2	\$ 0	\$ 5	\$ 3	\$ 14	\$ 1
Sweden	\$ 113	3 \$ 4	\$ 18	\$ (	0 \$ 0	\$ 5	\$ 3	\$ 4	\$ 5	\$ 6	\$ 4	\$ 4	\$ 4	\$ 0	\$ 6	\$ 5	\$ 4	\$ 0	\$ 4	\$ 2	\$ 10	\$ 4	\$ 18	\$ 1
Poland	\$ 112	2 \$ 5	5 \$ 23	\$	1 \$ 0	\$ 7	\$ 5	\$ 6	\$ 2	\$ 3	\$ 5	\$ 5	\$ 1	\$ 2	\$ 11	\$ 2	\$ 3	\$ 0	\$ 1	\$ 0	\$ 10	\$ 2	\$ 17	\$ 0
Switzerland	\$ 106	6 \$ 43	\$ 12	\$ (	0 \$ 0	\$ 3	\$ 2	\$ 2	\$ 2	\$ 3	\$ 5	\$ 2	\$ 2	\$ 0	\$ 3	\$ 1	\$ 2	\$ 0	\$ 5	\$ 2	\$ 4	\$ 4	\$ 6	\$ 2
Turkey	\$ 9:	1 \$ 10	\$ 14	\$ 2	2 \$ 0	\$ 12	\$ 0	\$ 4	\$ 1	\$ 2	\$ 2	\$ 8	\$ 1	\$ 2	\$ 0	\$ 3	\$ 4	\$ 1	\$ 1	\$ 7	\$ 7	\$ 2	\$ 6	\$ 4
Singapore	\$ 75	5 \$ 17	7 \$ 9	\$ 1	1 \$ 0	\$ 4	\$ 7	\$ 2	\$ 1	\$ 7	\$ 2	\$ 2	\$ 0	\$ 1	\$ 4	\$ 1	\$ 2	\$ 0	\$ 1	\$ 0	\$ 6	\$ 2	\$ 5	\$ 0
Denmark	\$ 72	2 \$ 3	3 \$ 12	2 \$ (	0 \$ 0	\$ 2	\$ 2	\$ 2	\$ 1	\$ 2	\$ 3	\$ 5	\$ 3	\$ 0	\$ 3	\$ 2	\$ 2	\$ 0	\$ 2	\$ 2	\$ 7	\$ 3	\$ 13	\$ 1
Chile	\$ 68	8 \$ 3	3 \$ 17	\$ (	0 \$ 0	\$ 2	\$ 2	\$ 4	\$ 1	\$ 2	\$ 2	\$ 1	\$ 1	\$ 0	\$ 2	\$ 3	\$ 1	\$ 0	\$ 1	\$ 0	\$ 9	\$ 2	\$ 13	\$ 0
UO (Oemede	<b>†</b> 44.00	<b>A</b> 100	A 4 046	A 11	Φ 05	A 055	<b>A</b> 000	A 407	1 044	<b>.</b> 000	A 547	<b>.</b> 007	A 055	A 407	<b>.</b>	A 005	A 057	<b>.</b> 50	1 040	A 475	A 4 0 4 5	<b>.</b> 500	1 110	4.04
US/Canada	\$ 11,26							\$ 427	\$ 341	\$ 392	\$ 547	\$ 227	-			\$ 285	\$ 257	\$ 50						_
	\$ 3,86							\$ 120	\$ 126		\$ 142	-	-			\$ 143	\$ 119	-		-	\$ 401			
N. Asia	\$ 2,123				T:	7	_		\$ 52		\$ 77	\$ 21	\$ 52			\$ 38	\$ 62			-	\$ 306	\$ 69	\$ 348	\$ 15
LATAM	\$ 892				4 \$ 3				\$ 22		\$ 34	\$ 20	\$ 22		\$ 43		\$ 26			_	\$ 86	\$ 39		
S. Asia/PAC	\$ 778					+			\$ 13		\$ 31	\$ 39			\$ 21	\$ 20	\$ 20	_	\$ 20	-	\$ 100	\$ 27	\$ 90	\$ 8
	\$ 643				6 \$ 1	. ψ .υ			\$ 11	\$ 20	\$ 21	-	-		\$ 49		\$ 24			\$ 8	\$ 77			
ME/Africa	\$ 342				2 \$ 0			-	\$ 8	\$ 16	\$ 13		_		\$ 18	_	\$ 9			\$ 1	\$ 39	\$ 10	\$ 31	
ROW	\$ 20				· · ·	\$ 1	_	\$ 1	-	\$ 1	\$ 1	\$ 0			\$ 1	-	-	\$ 0		\$ 0	\$ 3	Ŧ -	<del>-</del> -	
TOTAL WW	\$ 19,929					_		\$ 735	\$ 575	\$ 739	\$ 866	\$ 456	\$ 456			\$ 539	\$ 518	\$ 82		\$ 270	\$ 2,257	\$ 883	\$ 2,697	\$ 270
Percent of WW	100.0	% 11.1%	<b>16.7</b> %	6 0.89	% 0.3%	6 3.2%	4.3%	3.7%	2.7%	3.9%	3.0%	2.3%	2.3%	1.1%	1.4%	2.4%	2.9%	0.3%	2.9%	0.3%	12.6%	4.3%	16.1%	1.1%



# **GLOBAL ROYALTIES**

# Royalties from Licensed Merchandise and Services, by Country, 2023 (percent of WW Properties) - Top 25 Countries

															Location-									
															Based									
														Lawn/	Events/						Software/			
					Casino									Garden/	Themed						Video			
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Attractions	Music/	Paper	Pet			Games/Ap	Sporting		
Product Category	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	/ Promos	Video	Products	Products	Publishing	Services	ps	Goods	Toys	Other
United States	53.4%	56.3%	54.4%	65.1%	42.4%	52.3%	56.1%	54.9%	56.7%	47.7%	60.6%	46.3%	52.5%	76.3%	42.3%	47.3%	46.3%	55.7%	44.0%	62.1%	53.1%	63.3%	49.4%	54.0%
United Kingdom	5.4%	3.7%	6.5%	2.2%	14.0%	3.6%	2.1%	2.8%	6.3%	4.7%	4.3%	3.2%	4.0%	0.9%	4.4%	6.8%	5.8%	3.6%	7.2%	2.4%	5.1%	3.2%	9.6%	3.1%
Japan	5.3%	4.6%	4.5%	3.0%	3.5%	1.7%	3.4%	3.9%	4.7%	4.3%	4.9%	1.5%	6.8%	0.7%	8.7%	4.6%	7.3%	6.3%	10.8%	1.7%	8.7%	2.2%	7.4%	0.8%
China	4.1%	5.4%	5.4%	3.5%	2.5%	3.6%	2.7%	4.9%	3.4%	5.1%	3.3%	2.5%	3.6%	1.9%	4.6%	1.2%	2.9%	5.3%	3.4%	1.3%	3.3%	4.1%	4.3%	4.1%
Germany	3.9%	3.0%	3.7%	3.1%	5.2%	4.4%	2.7%	3.3%	6.8%	2.6%	3.7%	4.8%	5.7%	1.2%	3.6%	5.7%	5.0%	2.9%	6.7%	9.1%	4.5%	5.2%	2.7%	4.2%
Canada	3.1%	3.1%	2.4%	2.4%	3.2%	2.8%	3.7%	3.1%	2.7%	5.3%	2.5%	3.4%	3.4%	4.9%	4.0%	5.5%	3.2%	4.8%	4.5%	2.9%	2.0%	2.3%	3.0%	5.3%
France	2.2%	2.6%	2.3%	3.9%	4.8%	3.4%	1.3%	2.3%	1.7%	3.0%	2.0%	2.3%	2.3%	1.4%	1.8%	2.4%	2.2%	2.5%	2.4%	2.0%	1.7%	1.2%	1.9%	2.3%
Brazil	2.1%	2.3%	2.3%	0.9%	2.1%	2.1%	2.5%	2.4%	1.8%	3.2%	2.3%	2.2%	2.2%	1.2%	3.0%	2.1%	2.2%	1.6%	1.9%	0.8%	1.5%	2.3%	1.6%	2.7%
Australia	1.5%	0.7%	1.9%	0.5%	3.6%	0.7%	1.9%	0.8%	1.3%	1.4%	1.3%	2.8%	1.2%	0.3%	1.6%	1.1%	0.8%	1.0%	1.9%	0.4%	1.9%	1.5%	1.6%	1.6%
Italy	1.4%	2.0%	1.6%	0.8%	2.5%	1.3%	0.7%	1.4%	1.4%	2.1%	0.9%	1.6%	1.4%	0.2%	1.4%	3.6%	1.5%	1.1%	0.8%	1.9%	0.7%	0.7%	1.4%	1.0%
Netherlands	1.4%	0.5%	1.2%	0.8%	0.9%	2.4%	1.5%	1.6%	1.3%	1.8%	0.9%	2.1%	1.5%	0.4%	1.6%	1.9%	1.9%	1.1%	1.3%	2.2%	1.9%	1.1%	1.5%	2.2%
Mexico	1.2%	1.5%	1.3%	1.2%	3.0%	2.2%	0.9%	1.2%	1.0%	1.3%	0.9%	0.7%	2.0%	0.6%	2.2%	0.6%	1.6%	1.7%	0.6%	0.3%	1.0%	1.3%	1.0%	1.6%
Spain	1.2%	0.8%	1.4%	0.8%	1.7%	1.0%	0.9%	1.1%	1.3%	1.6%	0.7%	1.5%	2.0%	0.3%	1.4%	1.9%	1.7%	0.9%	1.4%	1.3%	0.7%	0.6%	1.4%	1.2%
United Arab Emirates	0.9%	2.5%	0.6%	0.4%	0.4%	1.0%	0.8%	0.4%	0.9%	1.0%	0.6%	1.2%	1.0%	0.1%	1.3%	0.8%	0.4%	1.0%	0.1%	0.2%	0.9%	0.4%	0.4%	0.2%
Belgium	0.9%	0.4%	0.7%	0.8%	0.5%	0.9%	1.1%	1.2%	0.5%	1.1%	0.8%	1.1%	1.0%	0.4%	1.0%	0.8%	1.6%	0.9%	1.4%	1.7%	0.7%	0.8%	1.1%	1.7%
India	0.7%	1.1%	0.7%	0.2%	0.1%	1.3%	1.4%	1.3%	0.3%	1.2%	0.8%	0.8%	0.1%	0.5%	0.2%	0.6%	0.9%	0.3%	0.1%	0.2%	0.5%	0.2%	0.2%	0.6%
South Korea	0.6%	0.5%	0.6%	0.2%	0.2%	0.5%	1.4%	1.0%	0.5%	0.5%	0.5%	0.3%	0.3%	0.1%	0.2%	0.6%	0.6%	0.3%	0.5%	0.2%	1.0%	0.9%	0.8%	0.1%
Russia	0.6%	0.5%	0.6%	0.4%	0.2%	0.6%	1.4%	1.2%	0.2%	0.5%	0.6%	1.9%	0.1%	0.8%	3.4%	0.2%	0.1%	0.5%	0.3%	0.1%	0.2%	0.4%	0.5%	0.3%
Sweden	0.6%	0.2%	0.5%	0.2%	0.8%	0.7%	0.5%	0.5%	0.9%	0.8%	0.5%	0.8%	1.0%	0.2%	0.9%	0.9%	0.8%	0.5%	0.9%	0.6%	0.5%	0.4%	0.7%	0.4%
Poland	0.6%	0.2%	0.7%	0.4%	0.2%	1.1%	0.8%	0.8%	0.3%	0.4%	0.5%	1.1%	0.2%	0.9%	1.7%	0.3%	0.6%	0.6%	0.2%	0.1%	0.5%	0.2%	0.6%	0.1%
Switzerland	0.5%	1.9%	0.4%	0.0%	0.2%	0.5%	0.3%	0.3%	0.3%	0.3%	0.6%	0.4%	0.4%	0.1%	0.5%	0.2%	0.3%	0.3%	1.0%	0.9%	0.2%	0.5%	0.2%	0.8%
Turkey	0.5%	0.5%	0.4%	0.9%	0.2%	1.8%	0.1%	0.5%	0.2%	0.3%	0.2%	1.7%	0.2%	0.7%	0.1%	0.5%	0.7%	0.9%	0.1%	2.5%	0.3%	0.2%	0.2%	1.5%
Singapore	0.4%	0.7%	0.3%	0.7%	0.1%	0.7%	1.0%	0.3%	0.2%	1.0%	0.2%	0.5%	0.1%	0.2%	0.6%	0.2%	0.5%	0.1%	0.2%	0.1%	0.3%	0.2%	0.2%	0.1%
Denmark	0.4%	0.1%	0.3%	0.1%	0.6%	0.4%	0.4%	0.3%	0.3%	0.3%	0.4%	1.1%	0.6%	0.1%	0.5%	0.3%	0.3%	0.3%	0.4%	0.6%	0.3%	0.3%	0.5%	0.5%
Chile	0.3%	0.1%	0.5%	0.0%	0.2%	0.3%	0.3%	0.6%	0.2%	0.3%	0.2%	0.3%	0.3%	0.1%	0.3%	0.5%	0.2%	0.3%	0.2%	0.2%	0.4%	0.2%	0.5%	0.1%
US/Canada	56.5%	59.4%	56.9%	67.6%	45.6%	55.1%	59.9%	58.0%	59.4%	53.0%	63.1%	49.7%	55.9%	81.3%	46.4%	52.8%	49.6%	60.4%	48.5%	65.0%	55.2%	65.7%	52.4%	59.5%
Western Europe	19.4%	16.3%	19.8%	13.4%	33.4%	20.2%	13.2%	16.3%	22.0%	20.3%	16.4%	21.8%	22.3%	6.1%	18.5%	26.5%	23.0%	15.8%	26.4%	25.6%	17.8%	16.0%	22.7%	21.6%
N. Asia	10.7%	11.2%	11.0%	6.8%	6.7%	6.1%	7.9%	10.5%	9.0%	10.5%	8.9%	4.6%	11.3%	2.8%	14.2%	7.0%	11.9%	12.4%	15.5%	3.3%	13.6%	7.8%	12.9%	5.6%
LATAM	4.5%	4.3%	4.7%	2.4%	5.8%	5.7%	5.1%	5.9%	3.8%	6.1%	3.9%	4.4%	4.8%	2.9%	6.8%	4.7%	5.0%	4.2%	3.3%	1.6%	3.8%	4.4%	3.9%	4.7%
S. Asia/PAC	3.9%	3.6%	3.9%	4.9%	5.9%	4.6%	6.7%	3.8%	2.3%	5.2%	3.6%	8.7%	2.3%	2.1%	3.3%	3.7%	3.8%	2.4%	3.9%	1.4%	4.4%	3.0%	3.3%	3.1%
Eastern Europe	3.2%	2.0%	2.4%	3.3%	1.7%	6.1%	4.9%	4.2%	1.9%	2.8%	2.5%	5.9%	1.5%	3.8%	7.8%	3.5%	4.7%	3.3%	1.9%	2.8%	3.4%	1.8%	3.5%	3.9%
ME/Africa	1.7%	3.0%	1.2%	1.4%	0.8%	2.0%	2.2%	1.2%	1.5%	2.1%	1.5%	4.8%	1.8%	1.1%	2.9%	1.6%	1.7%	1.4%	0.5%	0.3%	1.7%	1.1%	1.1%	1.3%
ROW	0.1%	0.1%	0.0%	0.1%	0.1%	0.1%	0.2%	0.1%	0.1%	0.1%	0.1%	0.0%	0.1%	0.1%	0.1%	0.2%	0.3%	0.1%	0.1%	0.0%	0.1%	0.1%	0.1%	0.3%
Percent of WW	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%



# **GLOBAL RETAIL**

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

					Casino									Lawn/ Garden/						Software/		Themed		
		Accessories			Gaming/		Food &			Health &				Tools/		Paper	Pet			Video	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Auto Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	<b>Home Décor</b>	House-wares	Infant	Hardware	Music/Video	Products	Products	Publishing	Services	Games/Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 147,611.1	\$ 11,268.2	\$ 15,417.6	\$ 243.7	\$ 734.4	\$ 3,184.9	\$ 6,531.6	\$ 2,742.9	\$ 3,517.9	\$ 4,641.4	\$ 5,608.5	\$ 2,234.0	\$ 4,476.1	\$ 671.0	\$ 8,040.3	\$ 5,288.1	\$ 583.4	\$ 6,749.7	\$ 1,104.5	\$ 21,741.7	\$ 3,542.7	\$ 6,041.6	\$ 32,707.6	\$ 539.3
Corporate/Brand	\$ 90,301.2	\$ 10,095.4	\$ 12,605.3	\$ 2,287.9	\$ 305.8	\$ 9,089.4	\$ 10,952.7	\$ 4,755.9	\$ 2,282.5	\$ 3,318.7	\$ 3,933.7	\$ 5,243.4	\$ 977.3	\$ 2,793.8	\$ 270.4	\$ 1,164.1	\$ 542.1	\$ 684.5	\$ 3,025.9	\$ 3,440.6	\$ 4,296.5	\$ 1,749.0	\$ 3,344.8	\$ 3,141.5
Sports	\$ 39,479.1	\$ 4,861.2	\$ 8,506.3	\$ 237.6	\$ 487.9	\$ 608.0	\$ 105.0	\$ 1,312.3	\$ 3,197.6	\$ 181.4	\$ 564.6	\$ 619.1	\$ 757.0	\$ 147.2	\$ 639.6	\$ 823.0	\$ 34.0	\$ 541.1	\$ 96.0	\$ 7,766.5	\$ 4,467.5	\$ 597.3	\$ 1,982.6	\$ 946.2
Fashion	\$ 31,745.2	\$ 8,288.7	\$ 8,500.8	\$ 154.6	\$ 118.0	\$ 309.1	\$ 605.9	\$ 2,631.8	\$ 363.3	\$ 3,887.5	\$ 2,451.3	\$ 293.4	\$ 196.5	\$ 96.2	\$ 138.5	\$ 207.6	\$ 123.0	\$ 99.9	\$ 560.1	\$ 162.2	\$ 985.3	\$ 199.3	\$ 1,356.1	\$ 16.1
Publishing	\$ 21,080.4	\$ 584.5	\$ 638.9	\$ 85.3	\$ 3.7	\$ 54.8	\$ 761.4	\$ 197.3	\$ 128.0	\$ 156.7	\$ 10,005.5	\$ 345.2	\$ 84.2	\$ 3,992.5	\$ 80.0	\$ 102.9	\$ 40.5	\$ 352.0	\$ 2,324.9	\$ 49.8	\$ 160.0	\$ 109.7	\$ 428.2	\$ 394.3
Collegiate	\$ 8,763.8	\$ 1,136.5	\$ 1,880.7	\$ 17.0	\$ 0.9	\$ 41.0	\$ 12.2	\$ 114.1	\$ 489.0	\$ 3.5	\$ 333.1	\$ 210.1	\$ 676.5	\$ 290.4	\$ -	\$ 85.1	\$ 11.4	\$ 2.3	\$ 7.7	\$ 1,306.4	\$ 1,564.9	\$ 23.0	\$ 550.7	\$ 7.4
Celebrity	\$ 6,467.6	\$ 597.2	\$ 1,413.4	\$ -	\$ 24.1	\$ 30.3	\$ 428.4	\$ 356.4	\$ 316.9	\$ 737.2	\$ 934.1	\$ 208.8	\$ 158.4	\$ 76.0	\$ 87.7	\$ 6.5	\$ 122.3	\$ 63.0	\$ 163.4	\$ 131.9	\$ 129.1	\$ 77.9	\$ 161.8	\$ 243.0
Music	\$ 5,086.0	\$ 492.9	\$ 925.4	\$ -	\$ 354.6	\$ 208.7	\$ 769.8	\$ 298.6	\$ 204.0	\$ 17.9	\$ 113.2	\$ 80.5	\$ 16.8	\$ 70.0	\$ 444.7	\$ 128.6	\$ -	\$ 55.1	\$ 57.3	\$ 147.5	\$ 126.2	\$ 73.3	\$ 200.5	\$ 300.3
Art	\$ 3,684.7	\$ 487.2	\$ 408.6	\$ 2.9	\$ 19.5	\$ 1.1	\$ 138.7	\$ 51.6	\$ 431.7	\$ 86.3	\$ 729.0	\$ 209.3	\$ 43.2	\$ 29.1	\$ 4.4	\$ 461.5	\$ 2.1	\$ 183.9	\$ 1.7	\$ 3.5	\$ 0.7	\$ 21.4	\$ 352.6	\$ 14.5
Non-Profit	\$ 2,246.2	\$ 247.9	\$ 178.0	\$ 9.0	\$ 0.0	\$ 14.3	\$ 339.7	\$ 36.0	\$ 76.7	\$ 92.4	\$ 254.3	\$ 57.2	\$ 20.3	\$ 35.2	\$ 37.0	\$ 203.7	\$ 2.0	\$ 15.3	\$ 16.2	\$ 220.3	\$ 34.3	\$ 141.2	\$ 174.7	\$ 40.6
TOTAL WW	\$ 356,465.3	\$ 38,059.7	\$ 50,475.0	\$ 3,038.1	\$ 2,048.9	\$ 13,541.5	\$ 20,645.4	\$ 12,497.0	\$ 11,007.5	\$ 13,123.0	\$ 24,927.2	\$ 9,501.0	\$ 7,406.3	\$ 8,201.3	\$ 9,742.6	\$ 8,471.0	\$ 1,460.8	\$ 8,746.7	\$ 7,357.9	\$ 34,970.4	\$ 15,307.1	\$ 9,033.7	\$ 41,259.8	\$ 5,643.3

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

				Casino									Lawn/ Garden/						Software/		Themed		
	Accessories			Gaming/		Food &			Health &				Tools/		Paper	Pet			Video	Sporting	Entertain-		
Total	- Fashion	Apparel	Auto Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Home Décor	House-wares	Infant	Hardware	Music/Video	Products	Products	Publishing	Services	Games/Apps	Goods	ment	Toys	Other
100%	7.6%	10.4%	0.2%	0.5%	2.2%	4.4%	1.9%	2.4%	3.1%	3.8%	1.5%	3.0%	0.5%	5.4%	3.6%	0.4%	4.6%	0.7%	14.7%	2.4%	4.1%	22.2%	0.4%
100%	11.2%	14.0%	2.5%	0.3%	10.1%	12.1%	5.3%	2.5%	3.7%	4.4%	5.8%	1.1%	3.1%	0.3%	1.3%	0.6%	0.8%	3.4%	3.8%	4.8%	1.9%	3.7%	3.5%
100%	12.3%	21.5%	0.6%	1.2%	1.5%	0.3%	3.3%	8.1%	0.5%	1.4%	1.6%	1.9%	0.4%	1.6%	2.1%	0.1%	1.4%	0.2%	19.7%	11.3%	1.5%	5.0%	2.4%
100%	26.1%	26.8%	0.5%	0.4%	1.0%	1.9%	8.3%	1.1%	12.2%	7.7%	0.9%	0.6%	0.3%	0.4%	0.7%	0.4%	0.3%	1.8%	0.5%	3.1%	0.6%	4.3%	0.1%
100%	2.8%	3.0%	0.4%	0.0%	0.3%	3.6%	0.9%	0.6%	0.7%	47.5%	1.6%	0.4%	18.9%	0.4%	0.5%	0.2%	1.7%	11.0%	0.2%	0.8%	0.5%	2.0%	1.9%
100%	13.0%	21.5%	0.2%	0.0%	0.5%	0.1%	1.3%	5.6%	0.0%	3.8%	2.4%	7.7%	3.3%	0.0%	1.0%	0.1%	0.0%	0.1%	14.9%	17.9%	0.3%	6.3%	0.1%
100%	9.2%	21.9%	0.0%	0.4%	0.5%	6.6%	5.5%	4.9%	11.4%	14.4%	3.2%	2.4%	1.2%	1.4%	0.1%	1.9%	1.0%	2.5%	2.0%	2.0%	1.2%	2.5%	3.8%
100%	9.7%	18.2%	0.0%	7.0%	4.1%	15.1%	5.9%	4.0%	0.4%	2.2%	1.6%	0.3%	1.4%	8.7%	2.5%	0.0%	1.1%	1.1%	2.9%	2.5%	1.4%	3.9%	5.9%
100%	13.2%	11.1%	0.1%	0.5%	0.0%	3.8%	1.4%	11.7%	2.3%	19.8%	5.7%	1.2%	0.8%	0.1%	12.5%	0.1%	5.0%	0.0%	0.1%	0.0%	0.6%	9.6%	0.4%
100%	11.0%	7.9%	0.4%	0.0%	0.6%	15.1%	1.6%	3.4%	4.1%	11.3%	2.5%	0.9%	1.6%	1.6%	9.1%	0.1%	0.7%	0.7%	9.8%	1.5%	6.3%	7.8%	1.8%
100%	10.7%	14.2%	0.9%	0.6%	3.8%	5.8%	3.5%	3.1%	3.7%	7.0%	2.7%	2.1%	2.3%	2.7%	2.4%	0.4%	2.5%	2.1%	9.8%	4.3%	2.5%	11.6%	1.6%
	100% 100% 100% 100% 100% 100% 100% 100%	Totat -Fashion 100% 7.6% 100% 11.2% 100% 12.3% 100% 26.1% 100% 26.9% 100% 13.0% 100% 9.2% 100% 9.7% 100% 13.2% 100% 13.2%	Total         -Fashion         Appared           100%         7.6%         10.4%           100%         11.2%         14.0%           100%         12.3%         21.5%           100%         26.1%         26.8%           100%         2.8%         3.0%           100%         13.0%         21.5%           100%         9.2%         21.9%           100%         13.0%         11.9%           100%         13.2%         11.1%           100%         11.0%         7.9%	Total         - Fashion         Apparet         Auto Parts           100%         7.6%         10.4%         0.2%           100%         11.2%         14.0%         2.5%           100%         12.3%         21.5%         0.6%           100%         26.1%         26.8%         0.5%           100%         28.9%         3.0%         0.4%           100%         13.0%         21.5%         0.2%           100%         9.2%         21.9%         0.0%           100%         9.2%         21.9%         0.0%           100%         9.7%         18.2%         0.0%           100%         13.2%         11.1%         0.1%           100%         11.0%         7.9%         0.4%	Total         Accessories - Fashion         Apparel         Auto Parts         Caming/ Lotteries           100%         7.6%         10.4%         0.2%         0.5%           100%         11.2%         14.0%         2.5%         0.3%           100%         12.3%         21.5%         0.6%         1.2%           100%         26.1%         26.8%         0.5%         0.4%           100%         2.8%         3.0%         0.4%         0.0%           100%         13.0%         21.5%         0.2%         0.0%           100%         9.2%         21.9%         0.0%         0.4%           100%         9.7%         18.2%         0.0%         7.0%           100%         13.2%         11.1%         0.1%         0.5%           100%         11.0%         7.9%         0.4%         0.0%	Total         Accessories -Fashion         Apparet Apparet         Auto Parts Auto Parts 0.2%         Gaming/ 0.5%         CE           100%         7.6%         10.4%         0.2%         0.5%         2.2%           100%         11.2%         14.0%         2.5%         0.3%         10.1%           100%         12.3%         21.5%         0.6%         1.2%         1.5%           100%         22.1%         3.0%         0.4%         0.0%         0.3%           100%         2.8%         3.0%         0.4%         0.0%         0.3%           100%         13.0%         21.5%         0.2%         0.0%         0.5%           100%         9.2%         21.9%         0.0%         0.4%         0.5%           100%         9.7%         18.2%         0.0%         7.0%         4.1%           100%         13.2%         11.1%         0.1%         0.5%         0.0%           100%         13.2%         11.1%         0.1%         0.5%         0.0%           100%         11.0%         7.9%         0.4%         0.0%         0.6%	Total         Accessories - Fashion         Apparet         Auto Parts Lotteries         CE         Food & Beverage           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%           100%         26.1%         26.8%         0.5%         0.4%         1.0%         1.9%           100%         2.8%         3.0%         0.4%         0.0%         0.3%         3.6%           100%         13.0%         21.5%         0.2%         0.0%         0.5%         0.1%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         0.5%         6.6%           100%         9.2%         21.9%         0.0%         7.0%         4.1%         15.1%           100%         13.2%         11.1%         0.5%         0.0%         0.0%         0.0%         0.0%         3.8%           100%         11.0%         7.9%         0.4%         0.0%         0.6%         15.1%         15.1%	Total         Accessories -Fashion         Apparet Apparet         Auto Parts 0.2%         Gaming/ 0.5%         Ec         Food & Beverage         Footwear           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%         1.9%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%         5.3%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%         3.3%           100%         22.1%         3.0%         0.5%         0.4%         1.0%         1.9%         8.3%           100%         2.2%         3.0%         0.4%         0.0%         0.3%         3.6%         0.9%           100%         13.0%         21.5%         0.2%         0.0%         0.5%         0.1%         1.3%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         0.6%         5.5%           100%         9.7%         18.2%         0.0%         7.0%         4.1%         15.1%         5.9%           100%         13.2%         11.1%         0.1%         0.5%         0.0%         3.8%         1.4% <t< td=""><td>  Total   Accessories   Apparet   Auto Parts   Ceming/ Lotteries   CE   Beverage   Footwar   Gifts    </td><td>Total         Accessories -Fashion         Apparet         Auto Parts         Gaming/ Lotteries         CE         Food &amp; Beverage         Footwar         Gifts         Health &amp; Beauty           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%         1.9%         2.4%         3.1%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%         5.5%         2.5%         3.7%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%         3.3%         8.1%         0.5%           100%         2.8%         3.0%         0.4%         0.0%         0.3%         3.6%         0.9%         0.6%         0.7%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.7%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.7%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         0.6%         5.5%         4.9%         11.4%           100%         9.7%</td><td>Total 100%         Accessories - Fashion         Apparet         Auto Parts Lotteries         CE Lotteries         Food &amp; Beverage         Footwar Footwar Gits         Health &amp; Beauty Home Décor           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%         1.9%         2.4%         3.1%         3.8%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%         5.3%         2.5%         3.7%         4.4%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%         3.3%         8.1%         0.5%         1.4%           100%         28.9%         3.0%         0.4%         1.0%         1.9%         8.3%         1.1%         12.2%         7.7%           100%         2.8%         3.0%         0.4%         0.0%         0.3%         3.6%         0.9%         0.6%         0.7%         47.5%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.0%         3.8%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         6.6%         5.5%</td><td>  Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health &amp; Beauty   Home Décor   House-wares    </td><td>  Total   Accessories   Apparet   Auto Parts   Lotteries   CE   Eood &amp; Beverage   Footwaar   Gitts   Beauty   Home Décor   House-wares   Infant    </td><td>  Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health &amp; Beauty   Home Décor   House-wares   Infant   Hardware    </td><td>  Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health &amp; Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   100%   7.6%   10.4%   0.2%   0.5%   2.2%   4.4%   1.5%   2.4%   3.1%   3.1%   3.8%   1.5%   3.0%   0.5%   3.5%   3.0%   10.1%   12.1%   5.3%   2.5%   3.7%   4.4%   5.8%   1.1%   3.1%  </td><td>  Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health &amp; Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   Products    </td><td>  Total   Accessories   Auto Parts   Lotteries   CE   Foot &amp; Beverage   Footwar   Gifts   Beauty   Home Décor   House-ware   Infant   Hardware   Music/Video   Products   Products   Products   No. 10.0%   1.0.4%</td><td>  Total   Accessories   Apparet   Auto Parts   Lotteries   CE   Beverage   Footwar   Girls   Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   Products   Pr</td><td>  Total   Accessories   Apparet   Auto Parts   Lotteries   Elegange   Footwar   Gifts   Beauty   Home Decor   House-wares   Infant   Howevers   Infant   Hardware   Music/Video   Page   Poducts   Publishing   Services   No.7%   10%   1.0%  </td><td>  Page   Page  </td><td>  Page   Page  </td><td>  Paper   Pet   Products   Produc</td><td>  Page   Page  </td></t<>	Total   Accessories   Apparet   Auto Parts   Ceming/ Lotteries   CE   Beverage   Footwar   Gifts	Total         Accessories -Fashion         Apparet         Auto Parts         Gaming/ Lotteries         CE         Food & Beverage         Footwar         Gifts         Health & Beauty           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%         1.9%         2.4%         3.1%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%         5.5%         2.5%         3.7%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%         3.3%         8.1%         0.5%           100%         2.8%         3.0%         0.4%         0.0%         0.3%         3.6%         0.9%         0.6%         0.7%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.7%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.7%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         0.6%         5.5%         4.9%         11.4%           100%         9.7%	Total 100%         Accessories - Fashion         Apparet         Auto Parts Lotteries         CE Lotteries         Food & Beverage         Footwar Footwar Gits         Health & Beauty Home Décor           100%         7.6%         10.4%         0.2%         0.5%         2.2%         4.4%         1.9%         2.4%         3.1%         3.8%           100%         11.2%         14.0%         2.5%         0.3%         10.1%         12.1%         5.3%         2.5%         3.7%         4.4%           100%         12.3%         21.5%         0.6%         1.2%         1.5%         0.3%         3.3%         8.1%         0.5%         1.4%           100%         28.9%         3.0%         0.4%         1.0%         1.9%         8.3%         1.1%         12.2%         7.7%           100%         2.8%         3.0%         0.4%         0.0%         0.3%         3.6%         0.9%         0.6%         0.7%         47.5%           100%         13.0%         2.15%         0.2%         0.0%         0.5%         0.1%         1.3%         5.6%         0.0%         3.8%           100%         9.2%         21.9%         0.0%         0.4%         0.5%         6.6%         5.5%	Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health & Beauty   Home Décor   House-wares	Total   Accessories   Apparet   Auto Parts   Lotteries   CE   Eood & Beverage   Footwaar   Gitts   Beauty   Home Décor   House-wares   Infant	Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health & Beauty   Home Décor   House-wares   Infant   Hardware	Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health & Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   100%   7.6%   10.4%   0.2%   0.5%   2.2%   4.4%   1.5%   2.4%   3.1%   3.1%   3.8%   1.5%   3.0%   0.5%   3.5%   3.0%   10.1%   12.1%   5.3%   2.5%   3.7%   4.4%   5.8%   1.1%   3.1%	Total   Accessories   Apparet   Auto Parts   CE   Beverage   Footwar   Girls   Health & Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   Products	Total   Accessories   Auto Parts   Lotteries   CE   Foot & Beverage   Footwar   Gifts   Beauty   Home Décor   House-ware   Infant   Hardware   Music/Video   Products   Products   Products   No. 10.0%   1.0.4%	Total   Accessories   Apparet   Auto Parts   Lotteries   CE   Beverage   Footwar   Girls   Beauty   Home Décor   House-wares   Infant   Hardware   Music/Video   Products   Pr	Total   Accessories   Apparet   Auto Parts   Lotteries   Elegange   Footwar   Gifts   Beauty   Home Decor   House-wares   Infant   Howevers   Infant   Hardware   Music/Video   Page   Poducts   Publishing   Services   No.7%   10%   1.0%	Page   Page	Page   Page	Paper   Pet   Products   Produc	Page   Page

								,		,	710-7-	(		0.111				,,						
Property	Total	Accessories - Fashion	Apparel	Auto Parts	Casino Gaming/ Lotteries	CE	Food & Beverage	Footwear	Gifts	Health &	Hama Dásay	House-wares	Infant	Lawn/ Garden/ Tools/ Hardware	Music/Video	Paper Products	Pet Products	Publishing	Services	Software/ Video Games/Apps	Sporting Goods	Themed Entertain- ment	Tovs	Other
																								Other
Character/Entertainment	41.4%	29.6%	30.5%	8.0%	35.8%	23.5%	31.6%	21.9%	32.0%	35.4%	22.5%	23.5%	60.4%	8.2%	82.5%	62.4%	39.9%	77.2%	15.0%	62.2%	23.1%	66.9%	79.3%	9.6%
Corporate/Brand	25.3%	26.5%	25.0%	75.3%	14.9%	67.1%	53.1%	38.1%	20.7%	25.3%	15.8%	55.2%	13.2%	34.1%	2.8%	13.7%	37.1%	7.8%	41.1%	9.8%	28.1%	19.4%	8.1%	55.7%
Sports	11.1%	12.8%	16.9%	7.8%	23.8%	4.5%	0.5%	10.5%	29.0%	1.4%	2.3%	6.5%	10.2%	1.8%	6.6%	9.7%	2.3%	6.2%	1.3%	22.2%	29.2%	6.6%	4.8%	16.8%
Fashion	8.9%	21.8%	16.8%	5.1%	5.8%	2.3%	2.9%	21.1%	3.3%	29.6%	9.8%	3.1%	2.7%	1.2%	1.4%	2.5%	8.4%	1.1%	7.6%	0.5%	6.4%	2.2%	3.3%	0.3%
Publishing	5.9%	1.5%	1.3%	2.8%	0.2%	0.4%	3.7%	1.6%	1.2%	1.2%	40.1%	3.6%	1.1%	48.7%	0.8%	1.2%	2.8%	4.0%	31.6%	0.1%	1.0%	1.2%	1.0%	7.0%
Collegiate	2.5%	3.0%	3.7%	0.6%	0.0%	0.3%	0.1%	0.9%	4.4%	0.0%	1.3%	2.2%	9.1%	3.5%	0.0%	1.0%	0.8%	0.0%	0.1%	3.7%	10.2%	0.3%	1.3%	0.1%
Celebrity	1.8%	1.6%	2.8%	0.0%	1.2%	0.2%	2.1%	2.9%	2.9%	5.6%	3.7%	2.2%	2.1%	0.9%	0.9%	0.1%	8.4%	0.7%	2.2%	0.4%	0.8%	0.9%	0.4%	4.3%
Music	1.4%	1.3%	1.8%	0.0%	17.3%	1.5%	3.7%	2.4%	1.9%	0.1%	0.5%	0.8%	0.2%	0.9%	4.6%	1.5%	0.0%	0.6%	0.8%	0.4%	0.8%	0.8%	0.5%	5.3%
Art	1.0%	1.3%	0.8%	0.1%	1.0%	0.0%	0.7%	0.4%	3.9%	0.7%	2.9%	2.2%	0.6%	0.4%	0.0%	5.4%	0.1%	2.1%	0.0%	0.0%	0.0%	0.2%	0.9%	0.3%
Non-Profit	0.6%	0.7%	0.4%	0.3%	0.0%	0.1%	1.6%	0.3%	0.7%	0.7%	1.0%	0.6%	0.3%	0.4%	0.4%	2.4%	0.1%	0.2%	0.2%	0.6%	0.2%	1.6%	0.4%	0.7%
TOTAL WW	100%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **GLOBAL ROYALTIES**

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

Property	Total	Accessories - Fashion	Apparel	Auto Parts	Casino Gaming/ Lotteries	CE	Food and Beverage	Footwear	Gifts	Health and Beauty	Home Décor	House- wares	Infant	Lawn/ Garden/ Tools/ Hardware	Music/ Video	Paper Products	Pet Products	Publishing	Services	Software/ Video Games/ Apps	Sporting Goods	Themed Entertain- ment	Toys	Other
Character/Entertainment	9198.1		1096.3	17.3		177.3	•	173.3	193.5	266.1	294.3	131.2	286.8	41.8	450.7	335.4	37.6	397.6		1456.7	211.8	436.8	2171.3	30.0
Corporate/Brand	4614.8		811.1	97.7	6.2	401.3		254.7	111.5	190.6	195.7	224.4	54.4	126.2	13.6	66.2	27.7	39.6		195.8	244.4	111.0	185.6	148.7
Sports	2374.8	277.9	549.1	44.1	13.2	32.6	2.9	82.0	167.7	10.3	27.6	33.4	46.3	9.8	33.0	50.3	1.9	30.7	5.3	479.6	255.5	38.2	131.2	52.0
Fashion	1934.9	523.6	544.6	9.2	3.3	15.1	18.3	161.6	19.4	220.5	140.1	14.4	11.3	4.8	7.6	12.8	5.5	5.4	28.0	10.1	58.9	17.7	102.1	0.6
Publishing	343.4	27.2	39.2	2.9	0.1	1.4	9.5	9.6	5.6	3.6	102.6	15.0	4.6	32.4	4.0	5.1	1.1	18.2	17.1	2.8	5.9	7.8	22.0	5.7
Collegiate	517.1	65.5	122.8	1.2	0.0	2.2	0.4	6.6	25.4	0.2	16.3	11.4	39.6	16.4	0.0	5.1	0.8	0.2	0.4	80.9	86.9	1.3	32.9	0.4
Celebrity	386.4	41.1	100.1	0.0	0.7	1.2	15.8	23.4	16.9	39.5	47.8	10.7	9.2	4.5	4.6	0.4	7.4	3.5	8.2	7.9	9.2	6.7	14.7	12.9
Music	305.7	33.9	77.9	0.0	11.0	12.0	25.3	20.5	14.8	1.0	7.4	4.1	1.0	4.0	23.3	8.8	0.0	3.1	3.9	8.9	8.5	5.6	13.7	17.0
Art	142.1	19.6	18.1	0.1	0.4	0.1	0.6	2.0	16.5	2.8	24.1	8.8	2.2	1.3	0.2	22.2	0.1	7.8	0.0	0.1	0.0	8.0	13.5	0.8
Non-Profit	111.8	12.1	8.7	0.5	0.0	0.6	13.8	1.7	3.5	4.8	10.7	2.6	0.7	1.8	1.9	11.9	0.1	0.8	0.8	13.5	1.4	7.9	9.9	2.2
TOTAL WW	\$ 19,929.2	\$ 2,295.0	\$ 3,368.1	\$ 172.9	\$ 55.4	\$ 643.7	\$ 666.5	\$ 735.4	\$ 574.8	\$ 739.5	\$ 866.5	\$ 456.0	\$ 456.2	\$ 243.0	\$ 538.9	\$ 518.2	\$ 82.4	\$ 506.8	\$ 269.9	\$ 2,256.5	\$ 882.5	\$ 633.7	\$ 2,697.0	\$ 270.3

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.5%	11.9%	0.2%	0.2%	1.9%	2.4%	1.9%	2.1%	2.9%	3.2%	1.4%	3.1%	0.5%	4.9%	3.6%	0.4%	4.3%	0.6%	15.8%	2.3%	4.7%	23.6%	0.3%
Corporate/Brand	100%	13.0%	17.6%	2.1%	0.1%	8.7%	7.8%	5.5%	2.4%	4.1%	4.2%	4.9%	1.2%	2.7%	0.3%	1.4%	0.6%	0.9%	3.2%	4.2%	5.3%	2.4%	4.0%	3.2%
Sports	100%	11.7%	23.1%	1.9%	0.6%	1.4%	0.1%	3.5%	7.1%	0.4%	1.2%	1.4%	2.0%	0.4%	1.4%	2.1%	0.1%	1.3%	0.2%	20.2%	10.8%	1.6%	5.5%	2.2%
Fashion	100%	27.1%	28.1%	0.5%	0.2%	0.8%	0.9%	8.4%	1.0%	11.4%	7.2%	0.7%	0.6%	0.2%	0.4%	0.7%	0.3%	0.3%	1.4%	0.5%	3.0%	0.9%	5.3%	0.0%
Publishing	100%	7.9%	11.4%	0.9%	0.0%	0.4%	2.8%	2.8%	1.6%	1.1%	29.9%	4.4%	1.3%	9.4%	1.2%	1.5%	0.3%	5.3%	5.0%	0.8%	1.7%	2.3%	6.4%	1.7%
Collegiate	100%	12.7%	23.8%	0.2%	0.0%	0.4%	0.1%	1.3%	4.9%	0.0%	3.1%	2.2%	7.7%	3.2%	0.0%	1.0%	0.2%	0.0%	0.1%	15.6%	16.8%	0.3%	6.4%	0.1%
Celebrity	100%	10.6%	25.9%	0.0%	0.2%	0.3%	4.1%	6.0%	4.4%	10.2%	12.4%	2.8%	2.4%	1.2%	1.2%	0.1%	1.9%	0.9%	2.1%	2.1%	2.4%	1.7%	3.8%	3.3%
Music	100%	11.1%	25.5%	0.0%	3.6%	3.9%	8.3%	6.7%	4.8%	0.3%	2.4%	1.4%	0.3%	1.3%	7.6%	2.9%	0.0%	1.0%	1.3%	2.9%	2.8%	1.8%	4.5%	5.6%
Art	100%	13.8%	12.8%	0.0%	0.3%	0.0%	0.4%	1.4%	11.6%	2.0%	17.0%	6.2%	1.5%	0.9%	0.1%	15.6%	0.1%	5.5%	0.0%	0.1%	0.0%	0.5%	9.5%	0.5%
Non-Profit	100%	10.8%	7.8%	0.4%	0.0%	0.5%	12.4%	1.5%	3.2%	4.3%	9.5%	2.3%	0.6%	1.6%	1.7%	10.6%	0.1%	0.7%	0.7%	12.1%	1.2%	7.1%	8.9%	2.0%
TOTAL WW	100%	11.5%	16.9%	0.9%	0.3%	3.2%	3.3%	3.7%	2.9%	3.7%	4.3%	2.3%	2.3%	1.2%	2.7%	2.6%	0.4%	2.5%	1.4%	11.3%	4.4%	3.2%	13.5%	1.4%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	46.2%	30.2%	32.5%	10.0%	37.1%	27.5%	33.0%	23.6%	33.7%	36.0%	34.0%	28.8%	62.9%	17.2%	83.6%	64.7%	45.7%	78.4%	21.5%	64.6%	24.0%	68.9%	80.5%	11.1%
Corporate/Brand	23.2%	26.2%	24.1%	56.5%	11.2%	62.3%	54.0%	34.6%	19.4%	25.8%	22.6%	49.2%	11.9%	51.9%	2.5%	12.8%	33.7%	7.8%	54.9%	8.7%	27.7%	17.5%	6.9%	55.0%
Sports	11.9%	12.1%	16.3%	25.5%	23.8%	5.1%	0.4%	11.1%	29.2%	1.4%	3.2%	7.3%	10.2%	4.0%	6.1%	9.7%	2.3%	6.1%	2.0%	21.3%	29.0%	6.0%	4.9%	19.2%
Fashion	9.7%	22.8%	16.2%	5.3%	6.0%	2.3%	2.7%	22.0%	3.4%	29.8%	16.2%	3.1%	2.5%	2.0%	1.4%	2.5%	6.7%	1.1%	10.4%	0.4%	6.7%	2.8%	3.8%	0.2%
Publishing	1.7%	1.2%	1.2%	1.7%	0.2%	0.2%	1.4%	1.3%	1.0%	0.5%	11.8%	3.3%	1.0%	13.3%	0.7%	1.0%	1.3%	3.6%	6.3%	0.1%	0.7%	1.2%	0.8%	2.1%
Collegiate	2.6%	2.9%	3.6%	0.7%	0.0%	0.3%	0.1%	0.9%	4.4%	0.0%	1.9%	2.5%	8.7%	6.8%	0.0%	1.0%	1.0%	0.0%	0.2%	3.6%	9.8%	0.2%	1.2%	0.1%
Celebrity	1.9%	1.8%	3.0%	0.0%	1.2%	0.2%	2.4%	3.2%	2.9%	5.3%	5.5%	2.3%	2.0%	1.9%	0.9%	0.1%	9.0%	0.7%	3.0%	0.4%	1.0%	1.1%	0.5%	4.8%
Music	1.5%	1.5%	2.3%	0.0%	19.8%	1.9%	3.8%	2.8%	2.6%	0.1%	0.9%	0.9%	0.2%	1.6%	4.3%	1.7%	0.0%	0.6%	1.4%	0.4%	1.0%	0.9%	0.5%	6.3%
Art	0.7%	0.9%	0.5%	0.0%	0.7%	0.0%	0.1%	0.3%	2.9%	0.4%	2.8%	1.9%	0.5%	0.5%	0.0%	4.3%	0.1%	1.5%	0.0%	0.0%	0.0%	0.1%	0.5%	0.3%
Non-Profit	0.6%	0.5%	0.3%	0.3%	0.0%	0.1%	2.1%	0.2%	0.6%	0.6%	1.2%	0.6%	0.2%	0.8%	0.3%	2.3%	0.1%	0.2%	0.3%	0.6%	0.2%	1.2%	0.4%	0.8%
TOTAL WW	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%



# Revenue & Royalty Summary Tables —Regional

Please Note: Due to rounding necessary to present these tables in a readable report format, the numbers presented throughout this document may not add up precisely to the table summary totals provided and the reported percentages may not precisely reflect the absolute figures. The non-rounded, more detailed figures are available upon request.



# **US / CANADA RETAIL**

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																Lawn/						Software/				
					C	asino										Garden/						Video		Themed		
		Accessories			Ga	aming/		Fo	sod &			Health&	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Auto Part	s Lot	tteries	CE	Bev	verage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 69,108.5	\$ 5,097.4	\$ 7,484.6	\$ 102.3	\$	272.4	\$ 1,632.3	3 \$	2,827.7	\$ 1,380.3	\$ 1,559.8	\$ 2,126.0	\$ 2,468.9	\$ 979.8	\$ 2,281.3	\$ 582.0	\$ 4,126.4	\$ 2,451.6	\$ 255.7	\$ 3,159.4	\$ 400.7	\$ 9,443.1	\$ 2,036.7	\$ 2,455.4	\$ 15,676.4	\$ 308.2
Corporate/Brand	\$ 53,430.8	\$ 5,761.9	\$ 6,847.9	\$ 1,458.2	\$	222.1	\$ 5,219.5	5 \$	7,326.3	\$ 2,519.7	\$ 1,279.5	\$ 1,803.1	\$ 2,360.6	\$ 2,347.2	\$ 543.1	\$ 1,968.2	\$ 188.3	\$ 584.2	\$ 409.7	\$ 373.5	\$ 2,024.1	\$ 2,252.2	\$ 2,544.9	\$ 1,107.1	\$ 2,084.6	\$ 2,205.1
Sports	\$ 28,146.2	\$ 3,934.5	\$ 6,027.9	\$ 226.5	\$	179.0	\$ 266.2	2 \$	53.0	\$ 788.9	\$ 2,426.2	\$ 155.8	\$ 509.0	\$ 294.2	\$ 404.1	\$ 136.0	\$ 329.5	\$ 475.4	\$ 30.1	\$ 216.7	\$ 66.9	\$ 6,408.2	\$ 3,236.1	\$ 255.3	\$ 1,561.3	\$ 165.5
Fashion	\$ 19,600.5	\$ 5,249.4	\$ 5,130.9	\$ 15.5	\$	20.7	\$ 214.2	2 \$	124.8	\$ 1,893.9	\$ 60.8	\$ 2,140.9	\$ 1,507.8	\$ 282.4	\$ 161.8	\$ 93.0	\$ 96.4	\$ 32.7	\$ 84.7	\$ 71.3	\$ 457.4	\$ 107.9	\$ 668.3	\$ 97.0	\$ 1,072.7	\$ 16.1
Publishing	\$ 19,140.3	\$ 287.2	\$ 326.8	\$ 78.8	\$	0.7	\$ 37.0	\$	731.1	\$ 123.0	\$ 76.2	\$ 70.4	\$ 9,685.3	\$ 296.8	\$ 35.2	\$ 3,950.3	\$ 44.2	\$ 15.5	\$ 24.3	\$ 264.4	\$ 2,301.9	\$ 48.4	\$ 83.1	\$ 87.1	\$ 191.0	\$ 381.6
Collegiate	\$ 7,682.1	\$ 1,039.3	\$ 1,604.4	\$ 16.3	\$	0.8	\$ 23.6	5 \$	11.1	\$ 104.1	\$ 447.0	\$ 3.4	\$ 310.5	\$ 193.1	\$ 609.8	\$ 263.8	\$ -	\$ 77.8	\$ 11.4	\$ 2.3	\$ 4.3	\$ 1,067.7	\$ 1,366.7	\$ 20.8	\$ 496.7	\$ 7.1
Celebrity	\$ 5,157.0	\$ 471.7	\$ 870.6	\$ -	\$	18.5	\$ 28.6	5 \$	426.0	\$ 187.7	\$ 307.2	\$ 637.1	\$ 902.0	\$ 207.2	\$ 120.5	\$ 73.7	\$ 50.9	\$ 1.6	\$ 105.2	\$ 58.9	\$ 154.5	\$ 101.1	\$ 85.6	\$ 48.0	\$ 104.6	\$ 195.5
Music	\$ 3,543.8	\$ 355.3	\$ 546.9	\$ -	\$	237.8	\$ 154.0	\$	665.9	\$ 232.4	\$ 110.8	\$ 11.2	\$ 61.8	\$ 78.7	\$ 6.5	\$ 64.2	\$ 261.6	\$ 74.2	\$ -	\$ 32.0	\$ 32.7	\$ 90.7	\$ 85.6	\$ 45.1	\$ 174.4	\$ 221.8
Art	\$ 2,512.8	\$ 336.6	\$ 213.1	\$ 2.2	\$	13.7	\$ 0.0	\$	50.6	\$ 14.3	\$ 336.9	\$ 21.2	\$ 584.5	\$ 148.1	\$ 25.8	\$ 16.5	\$ 3.7	\$ 354.4	\$ 1.5	\$ 132.4	\$ 0.6	\$ 1.2	\$ 0.3	\$ 7.0	\$ 247.5	\$ 0.5
Non-Profit	\$ 2,016.1	\$ 179.3	\$ 128.7	\$ 5.2	\$	-	\$ 12.5	5 \$	335.1	\$ 31.7	\$ 69.2	\$ 55.2	\$ 233.8	\$ 49.8	\$ 11.6	\$ 34.6	\$ 37.0	\$ 202.1	\$ 1.8	\$ 15.0	\$ 16.2	\$ 220.3	\$ 32.8	\$ 141.2	\$ 166.1	\$ 36.8
TOTAL	\$ 210,338.1	\$ 22,712.7	\$ 29,181.8	\$ 1,905.1	\$	965.8	\$ 7,588.0	) \$ 1	2,551.5	\$ 7,276.0	\$ 6,673.5	\$ 7,024.4	\$ 18,624.3	\$ 4,877.4	\$ 4,199.5	\$ 7,182.4	\$ 5,138.0	\$ 4,269.6	\$ 924.3	\$ 4,325.9	\$ 5,459.3	\$ 19,740.8	\$ 10,140.2	\$ 4,264.0	\$ 21,775.4	\$ 3,538.2

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories			Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	<b>Auto Parts</b>	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.4%	10.8%	0.1%	0.4%	2.4%	4.1%	2.0%	2.3%	3.1%	3.6%	1.4%	3.3%	0.8%	6.0%	3.5%	0.4%	4.6%	0.6%	13.7%	2.9%	3.6%	22.7%	0.4%
Corporate/Brand	100%	10.8%	12.8%	2.7%	0.4%	9.8%	13.7%	4.7%	2.4%	3.4%	4.4%	4.4%	1.0%	3.7%	0.4%	1.1%	0.8%	0.7%	3.8%	4.2%	4.8%	2.1%	3.9%	4.1%
Sports	100%	14.0%	21.4%	0.8%	0.6%	0.9%	0.2%	2.8%	8.6%	0.6%	1.8%	1.0%	1.4%	0.5%	1.2%	1.7%	0.1%	0.8%	0.2%	22.8%	11.5%	0.9%	5.5%	0.6%
Fashion	100%	26.8%	26.2%	0.1%	0.1%	1.1%	0.6%	9.7%	0.3%	10.9%	7.7%	1.4%	0.8%	0.5%	0.5%	0.2%	0.4%	0.4%	2.3%	0.6%	3.4%	0.5%	5.5%	0.1%
Publishing	100%	1.5%	1.7%	0.4%	0.0%	0.2%	3.8%	0.6%	0.4%	0.4%	50.6%	1.6%	0.2%	20.6%	0.2%	0.1%	0.1%	1.4%	12.0%	0.3%	0.4%	0.5%	1.0%	2.0%
Collegiate	100%	13.5%	20.9%	0.2%	0.0%	0.3%	0.1%	1.4%	5.8%	0.0%	4.0%	2.5%	7.9%	3.4%	0.0%	1.0%	0.1%	0.0%	0.1%	13.9%	17.8%	0.3%	6.5%	0.1%
Celebrity	100%	9.1%	16.9%	0.0%	0.4%	0.6%	8.3%	3.6%	6.0%	12.4%	17.5%	4.0%	2.3%	1.4%	1.0%	0.0%	2.0%	1.1%	3.0%	2.0%	1.7%	0.9%	2.0%	3.8%
Music	100%	10.0%	15.4%	0.0%	6.7%	4.3%	18.8%	6.6%	3.1%	0.3%	1.7%	2.2%	0.2%	1.8%	7.4%	2.1%	0.0%	0.9%	0.9%	2.6%	2.4%	1.3%	4.9%	6.3%
Art	100%	13.4%	8.5%	0.1%	0.5%	0.0%	2.0%	0.6%	13.4%	0.8%	23.3%	5.9%	1.0%	0.7%	0.1%	14.1%	0.1%	5.3%	0.0%	0.0%	0.0%	0.3%	9.9%	0.0%
Non-Profit	100%	8.9%	6.4%	0.3%	0.0%	0.6%	16.6%	1.6%	3.4%	2.7%	11.6%	2.5%	0.6%	1.7%	1.8%	10.0%	0.1%	0.7%	0.8%	10.9%	1.6%	7.0%	8.2%	1.8%
TOTAL	100%	10.8%	13.9%	0.9%	0.5%	3.6%	6.0%	3.5%	3.2%	3.3%	8.9%	2.3%	2.0%	3.4%	2.4%	2.0%	0.4%	2.1%	2.6%	9.4%	4.8%	2.0%	10.4%	1.7%

										•	, ,,		<u> </u>					, ,,						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories			Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Auto Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	32.9%	22.4%	25.6%	5.4%	28.2%	21.5%	22.5%	19.0%	23.4%	30.3%	13.3%	20.1%	54.3%	8.1%	80.3%	57.4%	27.7%	73.0%	7.3%	47.8%	20.1%	57.6%	72.0%	8.7%
Corporate/Brand	25.4%	25.4%	23.5%	76.5%	23.0%	68.8%	58.4%	34.6%	19.2%	25.7%	12.7%	48.1%	12.9%	27.4%	3.7%	13.7%	44.3%	8.6%	37.1%	11.4%	25.1%	26.0%	9.6%	62.3%
Sports	13.4%	17.3%	20.7%	11.9%	18.5%	3.5%	0.4%	10.8%	36.4%	2.2%	2.7%	6.0%	9.6%	1.9%	6.4%	11.1%	3.3%	5.0%	1.2%	32.5%	31.9%	6.0%	7.2%	4.7%
Fashion	9.3%	23.1%	17.6%	0.8%	2.1%	2.8%	1.0%	26.0%	0.9%	30.5%	8.1%	5.8%	3.9%	1.3%	1.9%	0.8%	9.2%	1.6%	8.4%	0.5%	6.6%	2.3%	4.9%	0.5%
Publishing	9.1%	1.3%	1.1%	4.1%	0.1%	0.5%	5.8%	1.7%	1.1%	1.0%	52.0%	6.1%	0.8%	55.0%	0.9%	0.4%	2.6%	6.1%	42.2%	0.2%	0.8%	2.0%	0.9%	10.8%
Collegiate	3.7%	4.6%	5.5%	0.9%	0.1%	0.3%	0.1%	1.4%	6.7%	0.0%	1.7%	4.0%	14.5%	3.7%	0.0%	1.8%	1.2%	0.1%	0.1%	5.4%	13.5%	0.5%	2.3%	0.2%
Celebrity	2.5%	2.1%	3.0%	0.0%	1.9%	0.4%	3.4%	2.6%	4.6%	9.1%	4.8%	4.2%	2.9%	1.0%	1.0%	0.0%	11.4%	1.4%	2.8%	0.5%	0.8%	1.1%	0.5%	5.5%
Music	1.7%	1.6%	1.9%	0.0%	24.6%	2.0%	5.3%	3.2%	1.7%	0.2%	0.3%	1.6%	0.2%	0.9%	5.1%	1.7%	0.0%	0.7%	0.6%	0.5%	0.8%	1.1%	0.8%	6.3%
Art	1.2%	1.5%	0.7%	0.1%	1.4%	0.0%	0.4%	0.2%	5.0%	0.3%	3.1%	3.0%	0.6%	0.2%	0.1%	8.3%	0.2%	3.1%	0.0%	0.0%	0.0%	0.2%	1.1%	0.0%
Non-Profit	1.0%	0.8%	0.4%	0.3%	0.0%	0.2%	2.7%	0.4%	1.0%	0.8%	1.3%	1.0%	0.3%	0.5%	0.7%	4.7%	0.2%	0.3%	0.3%	1.1%	0.3%	3.3%	0.8%	1.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **US / CANADA ROYALTY**

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																						Lawn/								Softwar	re/				
								Cas	sino													Garden/								Video			Themed		
			Acce	ssories			Auto	Gan	ning/		1	Food &				Health &	Hom	е	House-			Tools/	Music/	Pape	er	Pet				Games	s/	Sporting	Entertain-		
Property		Total	- Fa	shion	Apparel		Parts	Lott	eries	CE	В	everage	Footwe	ar	Gifts	Beauty	Déco	r	wares	Infant		Hardware	Video	Produ	cts	Products	Publishing	Se	ervices	Apps		Goods	ment	Toys	Other
Character/Entertainment	\$	4,263.5	\$	312.8	\$ 522.2	2 \$	6.1	\$	7.4	\$ 89.0	\$	93.9	\$ 85	.6 \$	84.0	\$ 121.1	. \$ 12	8.3	\$ 55.4	\$ 145.	4 \$	\$ 35.0	\$ 232.4	\$ 1	53.8	\$ 15.8	\$ 182.6	\$	21.3	\$ 62	5.9	\$ 120.4	\$ 174.6	\$ 1,034.0	\$ 16.8
Corporate/Brand	\$	2,689.4	\$	340.5	\$ 435.0	\$	62.8	\$	4.4	\$ 229.2	\$	239.8	\$ 134	.0 \$	61.2	\$ 101.0	\$ 11	7.1	\$ 95.2	\$ 29.	5 \$	\$ 92.2	\$ 9.3	\$	33.4	\$ 20.5	\$ 21.9	\$	99.7	\$ 12	7.4	\$ 144.0	\$ 70.5	\$ 117.1	\$ 103.6
Sports	\$	1,691.8	\$	223.3	\$ 385.5	5 \$	42.8	\$	4.8	\$ 14.0	\$	1.5	\$ 48	.8 \$	125.7	\$ 8.8	\$ 2	4.8	\$ 15.3	\$ 24.	2 \$	\$ 8.7	\$ 17.0	\$	28.2	\$ 1.7	\$ 12.0	\$	3.7	\$ 39:	1.5	\$ 182.7	\$ 16.0	\$ 101.8	\$ 9.1
Fashion	\$	1,200.2	\$	332.4	\$ 324.3	3 \$	0.9	\$	0.7	\$ 10.4	\$	3.8	\$ 115	.4 \$	3.2	\$ 121.0	\$ 8	6.7	\$ 13.8	\$ 9.3	3 \$	\$ 4.5	\$ 5.3	\$	2.0	\$ 3.5	\$ 3.9	\$	22.9	\$ 6	6.8	\$ 40.1	\$ 9.8	\$ 78.8	\$ 0.6
Publishing	\$\$	265.9	\$	16.6	\$ 20.0	\$	2.8	\$	0.0	\$ 0.9	\$	8.7	\$ 6	.9 \$	3.2	\$ 2.1	. \$ 9	5.3	\$ 13.2	\$ 2.	0 \$	\$ 31.5	\$ 2.2	\$	8.0	\$ 0.7	\$ 13.8	\$	16.8	\$ 2	2.7	\$ 3.5	\$ 6.2	\$ 10.2	\$ 5.5
Collegiate	\$	451.4	\$	60.0	\$ 104.4	1 \$	1.1	\$	0.0	\$ 1.3	\$	0.3	\$ 6	.1 \$	23.2	\$ 0.2	\$ 1	5.2	\$ 10.5	\$ 35.	7 \$	15.0	\$ -	\$	4.7	\$ 0.8	\$ 0.2	\$	0.2	\$ 65	5.5	\$ 75.6	\$ 1.2	\$ 29.7	\$ 0.4
Celebrity	\$	298.7	\$	31.8	\$ 62.6	3 \$	-	\$	0.5	\$ 1.1	. \$	15.7	\$ 12	.8 \$	16.2	\$ 33.8	\$ 4	5.3	\$ 10.5	\$ 7.0	0 \$	\$ 4.3	\$ 2.7	\$	0.1	\$ 6.6	\$ 3.2	\$	7.7	\$ 6	6.1	\$ 6.2	\$ 4.3	\$ 9.8	\$ 10.5
Music	\$	203.5	\$	23.7	\$ 45.5	5 \$	-	\$	7.2	\$ 8.5	\$	21.1	\$ 15	.4 \$	8.0	\$ 0.7	\$	4.0	\$ 4.1	\$ 0.4	4 \$	\$ 3.6	\$ 13.7	\$	5.0	\$ -	\$ 1.8	\$	2.2	\$ !	5.5	\$ 5.8	\$ 3.4	\$ 11.7	\$ 12.4
Art	\$	98.4	\$	13.6	\$ 9.3	3 \$	0.0	\$	0.3	\$ 0.0	\$	0.3	\$ 0	.2 \$	13.1	\$ 0.3	\$ 1	9.7	\$ 6.2	\$ 1.	3 \$	\$ 0.8	\$ 0.1	\$	17.2	\$ 0.1	\$ 5.7	\$	-	\$ (	0.0	\$ 0.0	\$ 0.2	\$ 9.9	\$ 0.0
Non-Profit	\$	103.9	\$	9.5	\$ 7.3	3 \$	0.3	\$	-	\$ 0.6	\$	13.8	\$ 1	.5 \$	3.4	\$ 2.9	\$ 1	0.2	\$ 2.4	\$ 0.	5 \$	1.8	\$ 1.9	\$	11.8	\$ 0.1	\$ 0.8	\$	0.8	\$ 13	3.5	\$ 1.3	\$ 7.9	\$ 9.7	\$ 2.0
TOTAL	\$	11,266.9	\$	1,364.0	\$ 1,916.0	) \$	116.8	\$	25.3	\$ 355.0	\$	399.0	\$ 426	.7 \$	341.3	\$ 391.9	\$ 54	6.8	\$ 226.7	\$ 255.	2 \$	\$ 197.5	\$ 284.6	\$ 2	57.0	\$ 49.8	\$ 245.9	\$	175.4	\$ 1,24	4.9	\$ 579.7	\$ 294.0	\$ 1,412.6	\$ 160.9

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.3%	12.2%	0.1%	0.2%	2.1%	2.2%	2.0%	2.0%	2.8%	3.0%	1.3%	3.4%	0.8%	5.5%	3.6%	0.4%	4.3%	0.5%	14.7%	2.8%	4.1%	24.3%	0.4%
Corporate/Brand	100%	12.7%	16.2%	2.3%	0.2%	8.5%	8.9%	5.0%	2.3%	3.8%	4.4%	3.5%	1.1%	3.4%	0.3%	1.2%	0.8%	0.8%	3.7%	4.7%	5.4%	2.6%	4.4%	3.9%
Sports	100%	13.2%	22.8%	2.5%	0.3%	0.8%	0.1%	2.9%	7.4%	0.5%	1.5%	0.9%	1.4%	0.5%	1.0%	1.7%	0.1%	0.7%	0.2%	23.1%	10.8%	0.9%	6.0%	0.5%
Fashion	100%	27.7%	27.0%	0.1%	0.1%	0.9%	0.3%	9.6%	0.3%	10.1%	7.2%	1.2%	0.8%	0.4%	0.4%	0.2%	0.3%	0.3%	1.9%	0.6%	3.3%	0.8%	6.6%	0.1%
Publishing	100%	6.2%	7.5%	1.0%	0.0%	0.4%	3.3%	2.6%	1.2%	0.8%	35.9%	5.0%	0.7%	11.9%	0.8%	0.3%	0.3%	5.2%	6.3%	1.0%	1.3%	2.3%	3.9%	2.1%
Collegiate	100%	13.3%	23.1%	0.2%	0.0%	0.3%	0.1%	1.3%	5.1%	0.1%	3.4%	2.3%	7.9%	3.3%	0.0%	1.0%	0.2%	0.0%	0.1%	14.5%	16.8%	0.3%	6.6%	0.1%
Celebrity	100%	10.7%	21.0%	0.0%	0.2%	0.4%	5.2%	4.3%	5.4%	11.3%	15.2%	3.5%	2.3%	1.4%	0.9%	0.0%	2.2%	1.1%	2.6%	2.0%	2.1%	1.4%	3.3%	3.5%
Music	100%	11.6%	22.3%	0.0%	3.5%	4.2%	10.4%	7.6%	3.9%	0.3%	2.0%	2.0%	0.2%	1.8%	6.8%	2.5%	0.0%	0.9%	1.1%	2.7%	2.9%	1.6%	5.7%	6.1%
Art	100%	13.8%	9.4%	0.0%	0.3%	0.0%	0.3%	0.2%	13.3%	0.4%	20.1%	6.3%	1.3%	0.8%	0.1%	17.4%	0.1%	5.8%	0.0%	0.0%	0.0%	0.2%	10.1%	0.0%
Non-Profit	100%	9.2%	7.0%	0.3%	0.0%	0.5%	13.3%	1.5%	3.2%	2.8%	9.8%	2.3%	0.4%	1.7%	1.8%	11.4%	0.1%	0.7%	0.8%	13.0%	1.3%	7.6%	9.3%	1.9%
TOTAL WW	100%	12.1%	17.0%	1.0%	0.2%	3.2%	3.5%	3.8%	3.0%	3.5%	4.9%	2.0%	2.3%	1.8%	2.5%	2.3%	0.4%	2.2%	1.6%	11.0%	5.1%	2.6%	12.5%	1.4%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	37.8%	22.9%	27.3%	5.2%	29.1%	25.1%	23.5%	20.1%	24.6%	30.9%	23.5%	24.5%	57.0%	17.7%	81.6%	59.8%	31.7%	74.2%	12.1%	50.3%	20.8%	59.4%	73.2%	10.4%
Corporate/Brand	23.9%	25.0%	22.7%	53.8%	17.6%	64.6%	60.1%	31.4%	17.9%	25.8%	21.4%	42.0%	11.6%	46.7%	3.3%	13.0%	41.2%	8.9%	56.9%	10.2%	24.8%	24.0%	8.3%	64.4%
Sports	15.0%	16.4%	20.1%	36.6%	18.9%	3.9%	0.4%	11.4%	36.8%	2.2%	4.5%	6.8%	9.5%	4.4%	6.0%	11.0%	3.4%	4.9%	2.1%	31.4%	31.5%	5.4%	7.2%	5.6%
Fashion	10.7%	24.4%	16.9%	0.8%	2.9%	2.9%	1.0%	27.0%	0.9%	30.9%	15.9%	6.1%	3.7%	2.3%	1.9%	0.8%	7.1%	1.6%	13.0%	0.5%	6.9%	3.3%	5.6%	0.4%
Publishing	2.4%	1.2%	1.0%	2.4%	0.1%	0.3%	2.2%	1.6%	0.9%	0.5%	17.4%	5.8%	0.8%	16.0%	0.8%	0.3%	1.5%	5.6%	9.6%	0.2%	0.6%	2.1%	0.7%	3.4%
Collegiate	4.0%	4.4%	5.4%	1.0%	0.1%	0.4%	0.1%	1.4%	6.8%	0.1%	2.8%	4.6%	14.0%	7.6%	0.0%	1.8%	1.7%	0.1%	0.1%	5.3%	13.0%	0.4%	2.1%	0.2%
Celebrity	2.7%	2.3%	3.3%	0.0%	2.0%	0.3%	3.9%	3.0%	4.8%	8.6%	8.3%	4.6%	2.7%	2.2%	1.0%	0.0%	13.2%	1.3%	4.4%	0.5%	1.1%	1.5%	0.7%	6.5%
Music	1.8%	1.7%	2.4%	0.0%	28.3%	2.4%	5.3%	3.6%	2.4%	0.2%	0.7%	1.8%	0.1%	1.8%	4.8%	2.0%	0.0%	0.7%	1.3%	0.4%	1.0%	1.1%	0.8%	7.7%
Art	0.9%	1.0%	0.5%	0.0%	1.1%	0.0%	0.1%	0.0%	3.8%	0.1%	3.6%	2.8%	0.5%	0.4%	0.1%	6.7%	0.2%	2.3%	0.0%	0.0%	0.0%	0.1%	0.7%	0.0%
Non-Profit	0.9%	0.7%	0.4%	0.2%	0.0%	0.2%	3.5%	0.4%	1.0%	0.7%	1.9%	1.1%	0.2%	0.9%	0.7%	4.6%	0.2%	0.3%	0.5%	1.1%	0.2%	2.7%	0.7%	1.2%
TOTAL WW	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **WESTERN EUROPE RETAIL**

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																							L	awn/									Software/						
								(	Casino														Gá	arden/									Video			Themed			
		Ac	cessori	es			Auto	G	aming/		Fo	od &					Health	ı &	Home	House	-		T	ools/	Music/		Paper	Pet					Games/	Sporti	ng	Entertain-			
Property	Total	-	· Fashior	1	Apparel	l	Parts	Lo	otteries	CE	Bev	/erage	Foot	twear	Gift	s	Beau	ty	Décor	wares		Infant	Ha	rdware	Video	-   1	Products	Products	Pu	ublishing	Servic	es	Apps	Good	S	ment	Toys		Other
Character/Entertainment	\$ 35,914.1	\$	2,399	9.6	\$ 3,961.5	5 \$	41.7	\$	283.5	\$ 809.1	\$ :	1,072.1	\$	621.6	\$ 1,0	92.0	\$ 1,40	6.6	1,505.0	\$ 519	.9 \$	1,024.0	\$	36.9	\$ 2,205	.7 \$	1,256.4	\$ 140.9	\$	1,734.6	\$ 54	19.2	\$ 4,930.3	\$ 804	1.0 \$	1,046.8	\$ 8,395	5.5 \$	77.1
Corporate/Brand	\$ 14,109.9	\$	1,665	5.4	\$ 2,191.4	4 \$	370.5	\$	29.5	\$ 1,652.1	\$ :	1,203.5	\$	645.1	\$ 3	35.5	\$ 36	9.9	700.8	\$ 1,199	.7 \$	198.2	\$	218.0	\$ 26	.4 \$	254.6	\$ 36.2	\$	158.7	\$ 76	33.7	\$ 390.5	\$ 637	7.2 \$	332.8	\$ 408	3.9 \$	321.4
Sports	\$ 6,806.6	\$	549	8.6	\$ 1,263.2	2 \$	4.7	\$	237.8	\$ 133.0	\$	48.3	\$	276.7	\$ 6	12.1	\$ 2	0.2	44.2	\$ 185	.1 \$	267.2	\$	6.6	\$ 303	.0 \$	204.6	\$ 2.7	\$	278.7	\$ 1	10.8	\$ 613.0	\$ 717	7.6 \$	210.3	\$ 24:	1.6 \$	575.4
Fashion	\$ 5,079.5	\$	1,227	7.9	\$ 1,458.9	9 \$	58.6	\$	42.0	\$ 31.3	\$	203.1	\$	296.2	\$ 1	67.6	\$ 75	1.3	370.9	\$ 3	.7 \$	21.4	\$	0.6	\$ 13	.4 \$	87.7	\$ 18.8	\$	15.6	\$ 4	41.3	\$ 18.8	\$ 133	1.5 \$	47.6	\$ 73	1.1 \$	-
Publishing	\$ 1,170.2	\$	211	1.9	\$ 210.6	6 \$	3.1	\$	0.2	\$ 8.6	\$	14.3	\$	52.2	\$	29.6	\$ 6	6.1	147.4	\$ 30	.1 \$	33.7	\$	6.9	\$ 22	.4 \$	64.8	\$ 1.9	\$	59.3	\$	0.6	\$ 0.6	\$ 49	9.6 \$	12.2	\$ 137	7.4 \$	6.8
Music	\$ 859.4	\$	84	1.2	\$ 239.3	3 \$	-	\$	70.8	\$ 31.5	\$	56.6	\$	37.9	\$	56.8	\$	2.4	31.9	\$ 0	.0 \$	2.6	\$	0.2	\$ 81	.8 \$	29.7	\$ -	\$	11.7	\$ 1	15.5	\$ 33.7	\$ 7	7.8 \$	17.2	\$ 6	5.3 \$	41.6
Celebrity	\$ 647.8	\$	41	1.4	\$ 275.9	9 \$	-	\$	2.7	\$ 1.4	\$	1.4	\$	92.2	\$	5.1	\$ 5	4.3	10.7	\$ 0	.7 \$	24.7	\$	0.6	\$ 24	.8 \$	4.1	\$ 9.7	\$	3.1	\$	3.0	\$ 13.0	\$ 19	9.1 \$	14.2	\$ 26	6.0 \$	19.7
Collegiate	\$ 558.3	\$	71	1.9	\$ 117.2	2 \$	0.5	\$	0.0	\$ 5.8	\$	1.0	\$	8.9	\$	35.6	\$	0.1	16.6	\$ 13	.8 \$	52.8	\$	19.5	\$ -	\$	6.5	\$ 0.0	\$	0.0	\$	1.2	\$ 82.3	\$ 79	9.6 \$	2.0	\$ 42	2.8 \$	0.2
Art	\$ 391.8	\$	63	3.3	\$ 74.3	3 \$	0.4	\$	1.9	\$ 0.0	\$	1.2	\$	8.4	\$	33.7	\$	9.1	46.4	\$ 22	.7 \$	14.1	\$	4.1 \$	\$ 0	.1 \$	46.9	\$ 0.2	\$	27.9	\$	8.0	\$ 1.0	\$ (	0.2 \$	6.2	\$ 19	9.3 \$	9.5
Non-Profit	\$ 4.1	\$	(	0.0	\$ 0.0	0 \$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	0.0	\$ 0	.0 \$	1.0	\$	0.0	\$ 0	.0 \$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$ 0.0	\$ 1	1.0 \$	0.0	\$ 2	2.0 \$	0.0
TOTAL	\$ 65,541.6	\$	6,315	5.4	\$ 9,792.4	4 \$	479.4	\$	668.5	\$ 2,672.8	\$ 2	2,601.4	\$ 2	2,039.3	\$ 2,3	68.1	\$ 2,68	0.0	2,873.8	\$ 1,975	.7 \$	1,639.8	\$	293.5	\$ 2,677	.5 \$	1,955.3	\$ 210.4	\$	2,289.6	\$ 1,38	6.0	\$ 6,083.1	\$ 2,447	7.7 \$	1,689.4	\$ 9,350	0.9 \$	1,051.7

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.7%	11.0%	0.1%	0.8%	2.3%	3.0%	1.7%	3.0%	3.9%	4.2%	1.4%	2.9%	0.1%	6.1%	3.5%	0.4%	4.8%	1.5%	13.7%	2.2%	2.9%	23.4%	0.2%
Corporate/Brand	100%	11.8%	15.5%	2.6%	0.2%	11.7%	8.5%	4.6%	2.4%	2.6%	5.0%	8.5%	1.4%	1.5%	0.2%	1.8%	0.3%	1.1%	5.4%	2.8%	4.5%	2.4%	2.9%	2.3%
Sports	100%	8.1%	18.6%	0.1%	3.5%	2.0%	0.7%	4.1%	9.0%	0.3%	0.6%	2.7%	3.9%	0.1%	4.5%	3.0%	0.0%	4.1%	0.2%	9.0%	10.5%	3.1%	3.5%	8.5%
Fashion	100%	24.2%	28.7%	1.2%	0.8%	0.6%	4.0%	5.8%	3.3%	14.8%	7.3%	0.1%	0.4%	0.0%	0.3%	1.7%	0.4%	0.3%	0.8%	0.4%	2.6%	0.9%	1.4%	0.0%
Publishing	100%	18.1%	18.0%	0.3%	0.0%	0.7%	1.2%	4.5%	2.5%	5.6%	12.6%	2.6%	2.9%	0.6%	1.9%	5.5%	0.2%	5.1%	0.1%	0.1%	4.2%	1.0%	11.7%	0.6%
Music	100%	9.8%	27.8%	0.0%	8.2%	3.7%	6.6%	4.4%	6.6%	0.3%	3.7%	0.0%	0.3%	0.0%	9.5%	3.5%	0.0%	1.4%	1.8%	3.9%	0.9%	2.0%	0.7%	4.8%
Celebrity	100%	6.4%	42.6%	0.0%	0.4%	0.2%	0.2%	14.2%	0.8%	8.4%	1.7%	0.1%	3.8%	0.1%	3.8%	0.6%	1.5%	0.5%	0.5%	2.0%	2.9%	2.2%	4.0%	3.0%
Collegiate	100%	12.9%	21.0%	0.1%	0.0%	1.0%	0.2%	1.6%	6.4%	0.0%	3.0%	2.5%	9.5%	3.5%	0.0%	1.2%	0.0%	0.0%	0.2%	14.7%	14.3%	0.4%	7.7%	0.0%
Art	100%	16.2%	19.0%	0.1%	0.5%	0.0%	0.3%	2.2%	8.6%	2.3%	11.8%	5.8%	3.6%	1.1%	0.0%	12.0%	0.1%	7.1%	0.2%	0.3%	0.0%	1.6%	4.9%	2.4%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	50.0%	0.0%
TOTAL	100%	9.6%	14.9%	0.7%	1.0%	4.1%	4.0%	3.1%	3.6%	4.1%	4.4%	3.0%	2.5%	0.4%	4.1%	3.0%	0.3%	3.5%	2.1%	9.3%	3.7%	2.6%	14.3%	1.6%

									•				<u> </u>					0 77						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	54.8%	38.0%	40.5%	8.7%	42.4%	30.3%	41.2%	30.5%	46.1%	52.5%	52.4%	26.3%	62.4%	12.6%	82.4%	64.3%	67.0%	75.8%	39.6%	81.0%	32.8%	62.0%	89.8%	7.3%
Corporate/Brand	21.5%	26.4%	22.4%	77.3%	4.4%	61.8%	46.3%	31.6%	14.2%	13.8%	24.4%	60.7%	12.1%	74.3%	1.0%	13.0%	17.2%	6.9%	55.1%	6.4%	26.0%	19.7%	4.4%	30.6%
Sports	10.4%	8.7%	12.9%	1.0%	35.6%	5.0%	1.9%	13.6%	25.8%	0.8%	1.5%	9.4%	16.3%	2.2%	11.3%	10.5%	1.3%	12.2%	0.8%	10.1%	29.3%	12.5%	2.6%	54.7%
Fashion	7.8%	19.4%	14.9%	12.2%	6.3%	1.2%	7.8%	14.5%	7.1%	28.0%	12.9%	0.2%	1.3%	0.2%	0.5%	4.5%	8.9%	0.7%	3.0%	0.3%	5.4%	2.8%	0.8%	0.0%
Publishing	1.8%	3.4%	2.2%	0.6%	0.0%	0.3%	0.5%	2.6%	1.2%	2.5%	5.1%	1.5%	2.1%	2.4%	0.8%	3.3%	0.9%	2.6%	0.0%	0.0%	2.0%	0.7%	1.5%	0.6%
Music	1.3%	1.3%	2.4%	0.0%	10.6%	1.2%	2.2%	1.9%	2.4%	0.1%	1.1%	0.0%	0.2%	0.1%	3.1%	1.5%	0.0%	0.5%	1.1%	0.6%	0.3%	1.0%	0.1%	4.0%
Celebrity	1.0%	0.7%	2.8%	0.0%	0.4%	0.1%	0.1%	4.5%	0.2%	2.0%	0.4%	0.0%	1.5%	0.2%	0.9%	0.2%	4.6%	0.1%	0.2%	0.2%	0.8%	0.8%	0.3%	1.9%
Collegiate	0.9%	1.1%	1.2%	0.1%	0.0%	0.2%	0.0%	0.4%	1.5%	0.0%	0.6%	0.7%	3.2%	6.7%	0.0%	0.3%	0.0%	0.0%	0.1%	1.4%	3.3%	0.1%	0.5%	0.0%
Art	0.6%	1.0%	0.8%	0.1%	0.3%	0.0%	0.0%	0.4%	1.4%	0.3%	1.6%	1.1%	0.9%	1.4%	0.0%	2.4%	0.1%	1.2%	0.1%	0.0%	0.0%	0.4%	0.2%	0.9%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **WESTERN EUROPE ROYALTY**

Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																	Lawn/							Software/				
							Casino										Garden							Video		Themed		
		Acc	cessories			Auto	Gaming/			Food &			Health &	Home	House-		Tools/	Music	Pa	aper	Pet			Games/	Sporting	Entertain-		
Property	Total	-1	Fashion	Appare	ι	Parts	Lotteries	CE		Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardwar	Video	Pro	ducts	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 2,223.4	\$	144.1	\$ 282.7	7 \$	3.5	\$ 7.9	\$ 46	6.6	\$ 35.4	\$ 39.2	\$ 59.4	\$ 79.8	\$ 76.9	\$ 31.0	\$ 65.2	\$ 2.	\$ 118.	\$	78.3	\$ 9.3	\$ 102.4	\$ 28.1	\$ 328.9	\$ 48.1	\$ 76.4	\$ 555.2	\$ 4.2
Corporate/Brand	\$ 752.3	\$	101.3	\$ 143.9	9 \$	15.9	\$ 0.7	\$ 72	2.8	\$ 42.2	\$ 35.5	\$ 16.6	\$ 22.3	\$ 35.3	\$ 55.4	\$ 11.5	\$ 9.	3 \$ 1.	\$	14.8	\$ 2.0	\$ 9.8	\$ 37.0	\$ 24.0	\$ 37.1	\$ 21.2	\$ 22.6	\$ 19.1
Sports	\$ 394.6	\$	31.7	\$ 81.7	7 \$	0.3	\$ 6.4	\$ 7	7.1	\$ 1.4	\$ 16.7	\$ 32.7	\$ 1.1	\$ 2.2	\$ 10.2	\$ 16.6	\$ 0.	\$ 15.	\$	12.9	\$ 0.1	\$ 15.8	\$ 0.6	\$ 39.3	\$ 40.9	\$ 12.9	\$ 16.3	\$ 31.4
Fashion	\$ 302.4	\$	76.0	\$ 95.9	9 \$	3.5	\$ 1.1	\$ 1	1.4	\$ 6.0	\$ 18.2	\$ 8.9	\$ 42.5	\$ 20.4	\$ 0.2	\$ 1.2	\$ 0.	L \$ 0.	\$	5.2	\$ 1.0	\$ 0.8	\$ 2.0	\$ 1.1	\$ 7.5	\$ 3.3	\$ 5.5	\$ -
Publishing	\$ 45.0	\$	6.1	\$ 12.9	9 \$	0.1	\$ 0.0	\$ 0	).2	\$ 0.4	\$ 1.3	\$ 1.3	\$ 1.0	\$ 2.4	\$ 1.1	\$ 1.8	\$ 0.	3 \$ 1.	L \$	3.2	\$ 0.1	\$ 2.9	\$ 0.0	\$ 0.0	\$ 1.2	\$ 0.8	\$ 6.7	\$ 0.0
Music	\$ 57.2	\$	6.2	\$ 20.3	3 \$	-	\$ 2.3	\$ 2	2.1	\$ 2.3	\$ 2.9	\$ 4.1	\$ 0.1	\$ 2.1	\$ 0.0	\$ 0.1	\$ 0.	\$ 4.	2 \$	2.0	\$ -	\$ 0.6	\$ 1.1	\$ 2.0	\$ 0.5	\$ 1.3	\$ 0.5	\$ 2.4
Celebrity	\$ 40.4	\$	2.9	\$ 18.5	5 \$	-	\$ 0.1	\$ 0	).1	\$ 0.0	\$ 5.4	\$ 0.3	\$ 2.8	\$ 0.8	\$ 0.1	\$ 1.4	\$ 0.	l \$ 1.	3 \$	0.2	\$ 0.5	\$ 0.2	\$ 0.1	\$ 0.7	\$ 1.2	\$ 1.0	\$ 2.0	\$ 0.9
Collegiate	\$ 33.2	\$	4.1	\$ 7.7	7 \$	0.0	\$ 0.0	\$ 0	0.3	\$ 0.0	\$ 0.5	\$ 1.8	\$ 0.0	\$ 0.8	\$ 0.7	\$ 3.1	\$ 1.	L \$ -	\$	0.4	\$ 0.0	\$ 0.0	\$ 0.1	\$ 5.3	\$ 4.5	\$ 0.1	\$ 2.5	\$ 0.0
Art	\$ 16.7	\$	2.6	\$ 3.9	9 \$	0.0	\$ 0.0	\$ 0	0.0	\$ 0.0	\$ 0.4	\$ 1.2	\$ 0.3	\$ 1.4	\$ 0.9	\$ 0.7	\$ 0.	2 \$ 0.	\$	2.2	\$ 0.0	\$ 1.2	\$ -	\$ 0.0	\$ 0.0	\$ 0.3	\$ 0.7	\$ 0.5
Non-Profit	\$ 0.1	\$	0.0	\$ 0.0	) \$	0.0	\$ -	\$ (	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.	\$ 0.	) \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0
TOTAL	\$ 3,865.3	\$	375.0	\$ 667.6	6 \$	23.2	\$ 18.5	\$ 130	0.0	\$ 87.7	\$ 120.0	\$ 126.4	\$ 150.0	\$ 142.2	\$ 99.6	\$ 101.8	\$ 14.	\$ 143.	L \$	119.1	\$ 13.0	\$ 133.7	\$ 69.0	\$ 401.4	\$ 141.2	\$ 117.3	\$ 612.2	\$ 58.5

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

											<u> </u>							<u>. ,                                     </u>						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.5%	12.7%	0.2%	0.4%	2.1%	1.6%	1.8%	2.7%	3.6%	3.5%	1.4%	2.9%	0.1%	5.3%	3.5%	0.4%	4.6%	1.3%	14.8%	2.2%	3.4%	25.0%	0.2%
Corporate/Brand	100%	13.5%	19.1%	2.1%	0.1%	9.7%	5.6%	4.7%	2.2%	3.0%	4.7%	7.4%	1.5%	1.3%	0.2%	2.0%	0.3%	1.3%	4.9%	3.2%	4.9%	2.8%	3.0%	2.5%
Sports	100%	8.0%	20.7%	0.1%	1.6%	1.8%	0.3%	4.2%	8.3%	0.3%	0.5%	2.6%	4.2%	0.1%	4.0%	3.3%	0.0%	4.0%	0.2%	10.0%	10.4%	3.3%	4.1%	7.9%
Fashion	100%	25.2%	31.7%	1.1%	0.4%	0.5%	2.0%	6.0%	2.9%	14.1%	6.7%	0.1%	0.4%	0.0%	0.2%	1.7%	0.3%	0.3%	0.7%	0.4%	2.5%	1.1%	1.8%	0.0%
Publishing	100%	13.5%	28.7%	0.2%	0.0%	0.4%	1.0%	2.9%	3.0%	2.2%	5.3%	2.4%	4.0%	0.6%	2.4%	7.1%	0.1%	6.5%	0.1%	0.1%	2.7%	1.7%	15.0%	0.1%
Music	100%	10.9%	35.5%	0.0%	4.0%	3.6%	4.1%	5.1%	7.1%	0.2%	3.6%	0.0%	0.2%	0.0%	7.4%	3.4%	0.0%	1.0%	1.8%	3.6%	1.0%	2.3%	0.9%	4.2%
Celebrity	100%	7.1%	45.7%	0.0%	0.2%	0.2%	0.1%	13.2%	0.8%	7.0%	2.0%	0.1%	3.4%	0.1%	3.1%	0.6%	1.2%	0.5%	0.4%	1.7%	3.1%	2.4%	5.0%	2.1%
Collegiate	100%	12.5%	23.4%	0.1%	0.0%	0.9%	0.1%	1.5%	5.5%	0.0%	2.4%	2.1%	9.3%	3.3%	0.0%	1.2%	0.0%	0.0%	0.2%	16.0%	13.5%	0.4%	7.7%	0.0%
Art	100%	15.5%	23.6%	0.0%	0.2%	0.0%	0.0%	2.4%	7.2%	2.1%	8.4%	5.3%	4.3%	1.0%	0.0%	12.9%	0.1%	7.5%	0.0%	0.2%	0.1%	1.6%	4.5%	3.1%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	23.6%	0.1%	51.2%	0.0%
TOTAL	100%	9.7%	17.3%	0.6%	0.5%	3.4%	2.3%	3.1%	3.3%	3.9%	3.7%	2.6%	2.6%	0.4%	3.7%	3.1%	0.3%	3.5%	1.8%	10.4%	3.7%	3.0%	15.8%	1.5%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	57.5%	38.4%	42.3%	14.9%	42.6%	35.4%	40.3%	32.6%	47.0%	53.2%	54.1%	31.2%	64.1%	19.4%	82.9%	65.7%	71.4%	76.6%	40.8%	81.9%	34.1%	65.1%	90.7%	7.2%
Corporate/Brand	19.5%	27.0%	21.6%	68.4%	3.6%	56.0%	48.1%	29.6%	13.2%	14.9%	24.9%	55.6%	11.3%	66.0%	1.2%	12.4%	15.6%	7.3%	53.6%	6.0%	26.3%	18.1%	3.7%	32.6%
Sports	10.2%	8.5%	12.2%	1.2%	34.7%	5.4%	1.5%	13.9%	25.9%	0.8%	1.5%	10.3%	16.3%	3.6%	10.9%	10.9%	1.1%	11.8%	0.9%	9.8%	29.0%	11.0%	2.7%	53.6%
Fashion	7.8%	20.3%	14.4%	15.0%	5.9%	1.1%	6.8%	15.1%	7.0%	28.3%	14.3%	0.2%	1.2%	0.4%	0.5%	4.4%	7.6%	0.6%	2.9%	0.3%	5.3%	2.8%	0.9%	0.0%
Publishing	1.2%	1.6%	1.9%	0.3%	0.0%	0.1%	0.5%	1.1%	1.1%	0.7%	1.7%	1.1%	1.8%	1.7%	0.8%	2.7%	0.4%	2.2%	0.0%	0.0%	0.9%	0.7%	1.1%	0.1%
Music	1.5%	1.7%	3.0%	0.0%	12.5%	1.6%	2.6%	2.4%	3.2%	0.1%	1.5%	0.0%	0.1%	0.1%	2.9%	1.6%	0.0%	0.4%	1.5%	0.5%	0.4%	1.1%	0.1%	4.2%
Celebrity	1.0%	0.8%	2.8%	0.0%	0.4%	0.1%	0.1%	4.5%	0.3%	1.9%	0.6%	0.1%	1.3%	0.4%	0.9%	0.2%	3.7%	0.1%	0.2%	0.2%	0.9%	0.8%	0.3%	1.5%
Collegiate	0.9%	1.1%	1.2%	0.1%	0.0%	0.2%	0.0%	0.4%	1.5%	0.0%	0.6%	0.7%	3.0%	7.3%	0.0%	0.3%	0.0%	0.0%	0.1%	1.3%	3.2%	0.1%	0.4%	0.0%
Art	0.4%	0.7%	0.6%	0.0%	0.2%	0.0%	0.0%	0.3%	1.0%	0.2%	1.0%	0.9%	0.7%	1.2%	0.0%	1.8%	0.1%	0.9%	0.0%	0.0%	0.0%	0.2%	0.1%	0.9%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **EASTERN EUROPE RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																La	wn/							Software/				
					С	asino										Gar	rden/							Video		Themed		
		Accessories		Auto	Ga	aming/		Food &			Hea	alth &	Home	House-		To	ols/	Music/	Pap	er	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lo	tteries	CE	Beverage	Footwear	Gifts	Ве	eauty	Décor	wares	Infant	Hard	dware	Video	Produ	ucts	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 6,232.8	\$ 380.6	\$ 403.4	\$ 10	.5 \$	22.5	126.6	\$ 852.1	\$ 96.8	\$ 107	.5 \$	172.9	\$ 256.4	\$ 179.8	\$ 65.	0 \$	17.9	\$ 272.5	\$ :	285.9	\$ 15.1	\$ 90.1	\$ 18.8	\$ 943.0	\$ 123.0	\$ 651.0	\$ 1,106.0	\$ 35.4
Corporate/Brand	\$ 4,367.5	\$ 325.7	\$ 623.4	\$ 122	.7 \$	17.6	696.1	\$ 127.3	\$ 399.3	\$ 54	.7 \$	174.3	\$ 130.6	\$ 393.6	\$ 28.	3 \$	201.8	\$ 21.6	\$	45.9	\$ 29.1	\$ 51.6	\$ 127.2	\$ 148.4	\$ 182.4	\$ 17.6	\$ 224.8	\$ 223.5
Sports	\$ 263.3	\$ 70.9	\$ 111.0	\$ 0	.0 \$	0.0	3.5	\$ 0.2	\$ 40.4	\$ 0	.1 \$	0.0	\$ 0.9	\$ 0.1	\$ 0.	2 \$	0.0	\$ 0.2	\$	1.1	\$ 0.0	\$ 0.3	\$ 0.5	\$ 0.0	\$ 0.2	\$ 3.8	\$ 0.5	\$ 29.4
Fashion	\$ 173.5	\$ 6.7	\$ 19.0	\$ -	\$	0.0	10.9	\$ 9.3	\$ 5.3	\$ 18	.3 \$	2.0	\$ 29.0	\$ 0.8	\$ 0.	5 \$	0.2	\$ 5.5	\$	10.5	\$ 0.6	\$ 2.1	\$ 7.3	\$ 7.7	\$ 6.9	\$ 2.8	\$ 28.1	\$ 0.0
Celebrity	\$ 123.0	\$ 3.6	\$ 65.5	\$ -	\$	0.5	0.1	\$ 0.0	\$ 16.2	\$ 0	.2 \$	8.6	\$ 0.5	\$ 0.0	\$ 4.	2 \$	0.1	\$ 3.8	\$	0.2	\$ 1.7	\$ 0.1	\$ 0.6	\$ 6.9	\$ 0.8	\$ 1.8	\$ 1.8	\$ 5.8
Art	\$ 39.3	\$ 2.0	\$ 4.9	\$ 0	.0 \$	0.2	0.0	\$ 0.0	\$ 0.3	\$ 2	.1 \$	2.7	\$ 4.2	\$ 2.9	\$ 0.	0 \$	0.2	\$ 0.0	\$	14.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.3	\$ 0.0	\$ 0.9	\$ 4.1	\$ 0.3
Music	\$ 35.5	\$ 0.7	\$ 1.5	\$ -	\$	0.1	0.0	\$ 0.5	\$ 0.5	\$ 0	.0 \$	0.6	\$ 0.1	\$ 0.0	\$ 0.	4 \$	0.1	\$ 16.8	\$	3.6	\$ -	\$ 1.6	\$ 0.0	\$ 2.8	\$ 1.4	\$ 0.1	\$ 1.6	\$ 3.1
Publishing	\$ 4.8	\$ 0.1	\$ 0.2	\$ 0	.1 \$	0.0	0.5	\$ 0.1	\$ 0.2	\$ 0	.0 \$	0.1	\$ 0.0	\$ 0.3	\$ 0.	0 \$	0.4	\$ 2.1	\$	0.1	\$ 0.1	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1
Non-Profit	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0	.0 \$	- 5	0.0	\$ 0.0	\$ 0.0	\$ 0	.0 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.	0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0
Collegiate	\$ -	\$ -	\$ -	\$ -	\$	- 5	-	\$ -	\$ -	\$ -	\$	-	\$ -	\$ -	\$ -	\$	-	\$ -	\$	- :	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
TOTAL	\$ 11,240.0	\$ 790.4	\$ 1,229.0	\$ 133	.3 \$	40.9	837.8	\$ 989.5	\$ 559.0	\$ 182	.9 \$	361.3	\$ 421.7	\$ 577.4	\$ 98.	5 \$	220.7	\$ 322.6	\$ :	361.5	\$ 46.7	\$ 145.8	\$ 154.4	\$ 1,109.1	\$ 314.9	\$ 678.0	\$ 1,366.9	\$ 297.6

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

													•			, ,,								
					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.1%	6.5%	0.2%	0.4%	2.0%	13.7%	1.6%	1.7%	2.8%	4.1%	2.9%	1.0%	0.3%	4.4%	4.6%	0.2%	1.4%	0.3%	15.1%	2.0%	10.4%	17.7%	0.6%
Corporate/Brand	100%	7.5%	14.3%	2.8%	0.4%	15.9%	2.9%	9.1%	1.3%	4.0%	3.0%	9.0%	0.6%	4.6%	0.5%	1.1%	0.7%	1.2%	2.9%	3.4%	4.2%	0.4%	5.1%	5.1%
Sports	100%	26.9%	42.2%	0.0%	0.0%	1.3%	0.1%	15.3%	0.0%	0.0%	0.3%	0.1%	0.1%	0.0%	0.1%	0.4%	0.0%	0.1%	0.2%	0.0%	0.1%	1.4%	0.2%	11.2%
Fashion	100%	3.9%	11.0%	0.0%	0.0%	6.3%	5.4%	3.0%	10.5%	1.1%	16.7%	0.5%	0.3%	0.1%	3.2%	6.1%	0.3%	1.2%	4.2%	4.4%	4.0%	1.6%	16.2%	0.0%
Celebrity	100%	2.9%	53.3%	0.0%	0.4%	0.1%	0.0%	13.2%	0.2%	7.0%	0.4%	0.0%	3.4%	0.0%	3.1%	0.2%	1.4%	0.1%	0.5%	5.6%	0.7%	1.5%	1.5%	4.7%
Art	100%	5.2%	12.4%	0.0%	0.5%	0.0%	0.0%	0.7%	5.4%	7.0%	10.7%	7.3%	0.0%	0.5%	0.1%	35.7%	0.1%	0.1%	0.0%	0.7%	0.1%	2.4%	10.3%	0.8%
Music	100%	2.0%	4.2%	0.0%	0.2%	0.0%	1.4%	1.4%	0.1%	1.8%	0.4%	0.0%	1.0%	0.2%	47.2%	10.1%	0.0%	4.4%	0.0%	7.8%	4.0%	0.3%	4.6%	8.8%
Publishing	100%	3.0%	4.6%	2.8%	0.0%	10.0%	2.3%	4.9%	0.3%	1.8%	0.0%	5.9%	0.0%	8.6%	44.1%	2.9%	2.8%	2.0%	0.1%	0.0%	0.0%	0.0%	1.0%	2.8%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	14.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	26.0%	0.0%	59.5%	0.0%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	7.0%	10.9%	1.2%	0.4%	7.5%	8.8%	5.0%	1.6%	3.2%	3.8%	5.1%	0.9%	2.0%	2.9%	3.2%	0.4%	1.3%	1.4%	9.9%	2.8%	6.0%	12.2%	2.6%

																_								
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	55.5%	48.2%	32.8%	7.9%	54.9%	15.1%	86.1%	17.3%	58.8%	47.9%	60.8%	31.1%	66.0%	8.1%	84.5%	79.1%	32.3%	61.8%	12.2%	85.0%	39.1%	96.0%	80.9%	11.9%
Corporate/Brand	38.9%	41.2%	50.7%	92.0%	43.1%	83.1%	12.9%	71.4%	29.9%	48.2%	31.0%	68.2%	28.7%	91.5%	6.7%	12.7%	62.4%	35.4%	82.3%	13.4%	57.9%	2.6%	16.4%	75.1%
Sports	2.3%	9.0%	9.0%	0.0%	0.0%	0.4%	0.0%	7.2%	0.1%	0.0%	0.2%	0.0%	0.2%	0.0%	0.0%	0.3%	0.0%	0.2%	0.3%	0.0%	0.1%	0.6%	0.0%	9.9%
Fashion	1.5%	0.8%	1.5%	0.0%	0.0%	1.3%	0.9%	0.9%	10.0%	0.5%	6.9%	0.1%	0.5%	0.1%	1.7%	2.9%	1.3%	1.4%	4.7%	0.7%	2.2%	0.4%	2.1%	0.0%
Celebrity	1.1%	0.5%	5.3%	0.0%	1.3%	0.0%	0.0%	2.9%	0.1%	2.4%	0.1%	0.0%	4.2%	0.0%	1.2%	0.1%	3.6%	0.0%	0.4%	0.6%	0.3%	0.3%	0.1%	1.9%
Art	0.3%	0.3%	0.4%	0.0%	0.5%	0.0%	0.0%	0.1%	1.1%	0.8%	1.0%	0.5%	0.0%	0.1%	0.0%	3.9%	0.1%	0.0%	0.0%	0.0%	0.0%	0.1%	0.3%	0.1%
Music	0.3%	0.1%	0.1%	0.0%	0.1%	0.0%	0.1%	0.1%	0.0%	0.2%	0.0%	0.0%	0.4%	0.0%	5.2%	1.0%	0.0%	1.1%	0.0%	0.3%	0.5%	0.0%	0.1%	1.1%
Publishing	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.7%	0.0%	0.3%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **EASTERN EUROPE ROYALTY**

#### Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

								Casino													Lawn/ Garden/						Software/ Video		Themed		
			Accessorie	s		Auto	,	Gaming/		Food	&				Health 8	g.	Home	House-			Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Tota		- Fashion		Apparel	Part	s	Lotteries	CE	Bevera	ige	Footwear	(	Gifts	Beauty		Décor	wares	Infan	t	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 43	2.8	\$ 27.	7 5	\$ 32.3	\$	1.2	\$ 0.7	\$ 7.4	\$ 3	80.8	\$ 7.2	\$	7.1	\$ 11.	.3 \$	15.2	\$ 11.2	\$	5.1	\$ 1.5	\$ 16.7	\$ 20.5	\$ 1.2	\$ 6.6	\$ 1.1	\$ 69.3	\$ 8.5	\$ 47.8	\$ 80.3	<b>1</b> \$ 2.3
Corporate/Brand	\$ 19	0.2	\$ 13.	7 5	\$ 35.7	\$ 4	1.6	\$ 0.1	\$ 31.3	\$	1.6	\$ 20.0	\$	2.5	\$ 8.	1 \$	4.1	\$ 15.3	\$	1.2	\$ 7.6	\$ 0.5	\$ 2.1	\$ 1.4	\$ 2.6	\$ 6.1	\$ 6.1	\$ 7.1	\$ 0.7	\$ 11.6	6.0
Sports	\$ :	6.3	\$ 4.	2 \$	\$ 7.3	\$ (	0.0	\$ 0.0	\$ 0.2	\$	0.0	\$ 2.5	\$	0.0	\$ 0.	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.3	\$ 0.0	0 \$ 1.6
Fashion	\$ :	1.2	\$ 0.	5 5	\$ 1.3	\$ -		\$ 0.0	\$ 0.6	\$	0.4	\$ 0.4	\$	1.1	\$ 0.	1 \$	1.7	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.3	\$ 0.7	\$ 0.0	\$ 0.1	\$ 0.4	\$ 0.5	\$ 0.5	\$ 0.3	\$ 2.3	3 \$ -
Celebrity	\$	8.7	\$ 0.	3 5	\$ 4.3	\$ -	:	\$ 0.0	\$ 0.0	\$	0.0	\$ 1.2	\$	0.0	\$ 0.	7 \$	0.0	\$ 0.0	\$	0.3	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.5	\$ 0.0	\$ 0.2	\$ 0.2	2 \$ 0.5
Art	\$	1.7	\$ 0.	1 5	\$ 0.3	\$ (	0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.1	\$ 0.	.1 \$	0.1	\$ 0.1	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.7	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.2	2 \$ 0.0
Music	\$	2.1	\$ 0.0	0 5	\$ 0.1	\$ -	*	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.9	\$ 0.3	\$ -	\$ 0.1	\$ 0.0	\$ 0.2	\$ 0.1	\$ 0.0	\$ 0.3	1 \$ 0.2
Publishing	\$	0.3	\$ 0.0	0 5	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	0.0
Non-Profit	\$	0.0	\$ 0.0	0 5	\$ 0.0	\$ (	0.0	\$ -	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	0.0
Collegiate	\$	- :	\$ -		\$ -	\$ -		\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$		\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
TOTAL	\$ 64	3.4	\$ 46.	6 5	\$ 81.3	\$ :	5.7	\$ 0.9	\$ 39.5	\$ 3	32.8	\$ 31.2	\$	10.8	\$ 20.	4 \$	21.2	\$ 26.7	\$	6.7	\$ 9.2	\$ 18.7	\$ 24.3	\$ 2.8	\$ 9.5	\$ 7.7	\$ 76.6	\$ 16.2	\$ 49.3	\$ 94.6	6 \$ 10.6

#### Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.7%	7.8%	0.3%	0.2%	1.8%	7.5%	1.7%	1.7%	2.7%	3.7%	2.7%	1.2%	0.4%	4.0%	5.0%	0.3%	1.6%	0.3%	16.8%	2.1%	11.6%	19.4%	0.6%
Corporate/Brand	100%	7.2%	18.8%	2.4%	0.1%	16.5%	0.8%	10.5%	1.3%	4.3%	2.2%	8.1%	0.7%	4.0%	0.3%	1.1%	0.8%	1.4%	3.2%	3.2%	3.7%	0.4%	6.1%	3.1%
Sports	100%	26.0%	44.7%	0.0%	0.0%	1.2%	0.0%	15.1%	0.0%	0.0%	0.3%	0.1%	0.1%	0.0%	0.1%	0.5%	0.0%	0.1%	0.2%	0.0%	0.1%	1.5%	0.2%	9.9%
Fashion	100%	4.0%	11.6%	0.0%	0.1%	5.5%	3.2%	3.2%	9.6%	1.1%	14.9%	0.4%	0.3%	0.2%	3.0%	5.8%	0.3%	1.1%	3.7%	4.8%	4.1%	2.4%	20.8%	0.0%
Celebrity	100%	3.7%	49.2%	0.0%	0.2%	0.0%	0.0%	14.0%	0.2%	8.1%	0.4%	0.0%	3.8%	0.0%	2.4%	0.4%	1.3%	0.0%	0.4%	6.0%	0.3%	2.2%	2.0%	5.3%
Art	100%	4.9%	15.4%	0.0%	0.3%	0.0%	0.0%	0.7%	4.8%	6.3%	7.5%	7.2%	0.0%	0.5%	0.1%	38.3%	0.1%	0.0%	0.0%	0.7%	0.1%	2.3%	10.2%	0.7%
Music	100%	2.3%	5.8%	0.0%	0.1%	0.0%	0.9%	1.8%	0.1%	1.7%	0.5%	0.0%	1.0%	0.2%	40.3%	12.3%	0.0%	4.4%	0.0%	7.9%	4.7%	0.4%	6.0%	9.6%
Publishing	100%	5.4%	4.0%	1.1%	2.4%	4.9%	1.9%	5.4%	1.3%	0.7%	2.4%	5.0%	1.2%	4.3%	41.4%	1.9%	0.7%	3.1%	1.5%	0.2%	1.6%	0.6%	5.7%	3.5%
Non-Profit	100%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	13.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	27.2%	0.0%	59.1%	0.0%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	7.2%	12.6%	0.9%	0.1%	6.1%	5.1%	4.9%	1.7%	3.2%	3.3%	4.2%	1.0%	1.4%	2.9%	3.8%	0.4%	1.5%	1.2%	11.9%	2.5%	7.7%	14.7%	1.6%

														Lawn/						Software/				
		Accessories		Auto	Casino Gaming/		Food &			Health &	Home	House-		Garden/ Tools/	Music/	Paper	Pet			Video Games/	Sporting	Themed Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	64.2%	59.5%	39.8%	20.1%	81.6%	18.8%	93.9%	23.0%	65.7%	55.3%	71.7%	41.9%	75.6%	16.4%	89.1%	84.4%	41.9%	70.0%	13.8%	90.4%	52.3%	97.1%	84.7%	21.9%
Corporate/Brand	29.6%	29.5%	43.9%	79.9%	14.5%	79.1%	4.9%	63.8%	23.4%	39.9%	19.4%	57.4%	18.4%	83.1%	2.6%	8.6%	52.6%	27.4%	79.9%	7.9%	43.9%	1.4%	12.3%	56.3%
Sports	2.5%	9.1%	9.0%	0.0%	0.0%	0.5%	0.0%	7.9%	0.1%	0.0%	0.2%	0.0%	0.2%	0.0%	0.0%	0.3%	0.0%	0.2%	0.4%	0.0%	0.1%	0.5%	0.0%	15.2%
Fashion	1.7%	1.0%	1.6%	0.0%	0.9%	1.6%	1.1%	1.2%	10.0%	0.6%	7.9%	0.2%	0.5%	0.2%	1.8%	2.7%	1.2%	1.3%	5.4%	0.7%	2.9%	0.5%	2.5%	0.0%
Celebrity	1.4%	0.7%	5.3%	0.0%	1.6%	0.0%	0.0%	3.9%	0.1%	3.5%	0.1%	0.0%	5.0%	0.0%	1.1%	0.1%	4.1%	0.0%	0.5%	0.7%	0.2%	0.4%	0.2%	4.4%
Art	0.3%	0.2%	0.3%	0.0%	0.5%	0.0%	0.0%	0.0%	0.8%	0.5%	0.6%	0.5%	0.0%	0.1%	0.0%	2.7%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.2%	0.1%
Music	0.3%	0.1%	0.2%	0.0%	0.2%	0.0%	0.1%	0.1%	0.0%	0.2%	0.1%	0.0%	0.3%	0.0%	4.6%	1.1%	0.0%	1.0%	0.0%	0.2%	0.6%	0.0%	0.1%	1.9%
Publishing	0.0%	0.0%	0.0%	0.1%	0.7%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.6%	0.0%	0.1%	0.1%	0.1%	0.0%	0.0%	0.0%	0.0%	0.1%
Non- Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# N. ASIA RETAIL

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 21,520.0	\$ 1,942.3	\$ 2,258.3	\$ 62.4	\$ 75.8	\$ 261.3	\$ 854.2	\$ 379.5	\$ 503.2	\$ 466.9	\$ 893.1	\$ 254.6	\$ 665.9	\$ 16.6	\$ 582.4	\$ 745.9	\$ 118.3	\$ 1,215.6	\$ 96.9	\$ 3,955.2	\$ 265.9	\$ 1,017.6	\$ 4,806.7	\$ 81.2
Corporate/Brand	\$ 7,426.0	\$ 1,074.4	\$ 1,634.8	\$ 139.9	\$ 19.1	\$ 430.4	\$ 568.5	\$ 583.3	\$ 297.1	\$ 324.9	\$ 226.7	\$ 56.0	\$ 113.8	\$ 138.6	\$ 11.3	\$ 111.6	\$ 29.8	\$ 57.0	\$ 35.3	\$ 392.4	\$ 577.3	\$ 165.8	\$ 284.4	\$ 153.6
Fashion	\$ 3,036.7	\$ 848.4	\$ 799.5	\$ 23.2	\$ 17.6	\$ 22.7	\$ 126.5	\$ 155.6	\$ 81.0	\$ 463.1	\$ 219.3	\$ 3.0	\$ 2.7	\$ 0.4	\$ 6.7	\$ 38.9	\$ 8.2	\$ 4.0	\$ 24.1	\$ 8.9	\$ 71.8	\$ 30.5	\$ 80.5	\$ -
Sports	\$ 1,204.6	\$ 94.5	\$ 367.2	\$ 0.0	\$ 13.6	\$ 65.9	\$ 0.8	\$ 68.9	\$ 28.6	\$ 1.6	\$ 5.0	\$ 42.7	\$ 16.7	\$ 0.0	\$ 5.6	\$ 37.5	\$ 0.0	\$ 12.0	\$ 5.5	\$ 192.3	\$ 158.8	\$ 27.5	\$ 50.3	\$ 9.5
Publishing	\$ 388.2	\$ 69.5	\$ 50.2	\$ 1.4	\$ 0.0	\$ 3.4	\$ 6.3	\$ 12.2	\$ 16.9	\$ 13.8	\$ 30.3	\$ 10.1	\$ 13.9	\$ 3.9	\$ 5.7	\$ 22.2	\$ 1.1	\$ 23.4	\$ 0.8	\$ 0.8	\$ 18.2	\$ 0.1	\$ 83.9	\$ 0.2
Art	\$ 366.5	\$ 50.9	\$ 72.5	\$ 0.1	\$ 1.6	\$ 1.0	\$ 5.3	\$ 23.6	\$ 27.1	\$ 43.0	\$ 50.6	\$ 25.1	\$ 0.7	\$ 5.1	\$ 0.1	\$ 19.1	\$ 0.2	\$ 3.9	\$ 0.1	\$ 0.3	\$ 0.1	\$ 4.4	\$ 30.7	\$ 0.9
Celebrity	\$ 302.6	\$ 44.0	\$ 119.1	\$ -	\$ 1.4	\$ 0.0	\$ 0.5	\$ 37.4	\$ 2.8	\$ 20.5	\$ 9.9	\$ 0.3	\$ 3.1	\$ 0.8	\$ 1.8	\$ 0.1	\$ 3.3	\$ 0.4	\$ 4.4	\$ 3.0	\$ 17.0	\$ 5.4	\$ 14.1	\$ 13.3
Non-Profit	\$ 150.1	\$ 38.7	\$ 45.6	\$ 0.0	\$ -	\$ 1.8	\$ 4.6	\$ 4.3	\$ 7.5	\$ 3.6	\$ 20.5	\$ 7.4	\$ 7.4	\$ 0.6	\$ 0.0	\$ 1.6	\$ 0.1	\$ 0.3	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0.0	\$ 5.9	\$ 0.1
Music	\$ 149.9	\$ 15.9	\$ 25.7	\$ -	\$ 2.2	\$ 0.0	\$ 6.9	\$ 8.6	\$ 0.6	\$ 1.7	\$ 1.2	\$ 0.0	\$ 1.2	\$ 0.2	\$ 37.2	\$ 8.1	\$ -	\$ 5.4	\$ 0.2	\$ 6.0	\$ 5.2	\$ 1.7	\$ 7.3	\$ 14.6
Collegiate	\$ 133.8	\$ -	\$ 46.6	\$ -	\$ 0.0	\$ 3.9	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.8	\$ 49.8	\$ 32.8	\$ -	\$ -	\$ -
TOTAL	\$ 34,678.6	\$ 4,178.6	\$ 5,419.5	\$ 226.9	\$ 131.4	\$ 790.3	\$ 1,573.7	\$ 1,273.2	\$ 964.9	\$ 1,339.1	\$ 1,456.6	\$ 399.2	\$ 825.4	\$ 166.3	\$ 650.8	\$ 985.1	\$ 161.1	\$ 1,322.0	\$ 168.1	\$ 4,608.8	\$ 1,147.2	\$ 1,253.0	\$ 5,364.0	\$ 273.5

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	9.0%	10.5%	0.3%	0.4%	1.2%	4.0%	1.8%	2.3%	2.2%	4.1%	1.2%	3.1%	0.1%	2.7%	3.5%	0.5%	5.6%	0.5%	18.4%	1.2%	4.7%	22.3%	0.4%
Corporate/Brand	100%	14.5%	22.0%	1.9%	0.3%	5.8%	7.7%	7.9%	4.0%	4.4%	3.1%	0.8%	1.5%	1.9%	0.2%	1.5%	0.4%	0.8%	0.5%	5.3%	7.8%	2.2%	3.8%	2.1%
Fashion	100%	27.9%	26.3%	0.8%	0.6%	0.7%	4.2%	5.1%	2.7%	15.3%	7.2%	0.1%	0.1%	0.0%	0.2%	1.3%	0.3%	0.1%	0.8%	0.3%	2.4%	1.0%	2.7%	0.0%
Sports	100%	7.8%	30.5%	0.0%	1.1%	5.5%	0.1%	5.7%	2.4%	0.1%	0.4%	3.5%	1.4%	0.0%	0.5%	3.1%	0.0%	1.0%	0.5%	16.0%	13.2%	2.3%	4.2%	0.8%
Publishing	100%	17.9%	12.9%	0.4%	0.0%	0.9%	1.6%	3.1%	4.4%	3.5%	7.8%	2.6%	3.6%	1.0%	1.5%	5.7%	0.3%	6.0%	0.2%	0.2%	4.7%	0.0%	21.6%	0.1%
Art	100%	13.9%	19.8%	0.0%	0.4%	0.3%	1.4%	6.4%	7.4%	11.7%	13.8%	6.8%	0.2%	1.4%	0.0%	5.2%	0.0%	1.1%	0.0%	0.1%	0.0%	1.2%	8.4%	0.3%
Celebrity	100%	14.5%	39.4%	0.0%	0.5%	0.0%	0.2%	12.4%	0.9%	6.8%	3.3%	0.1%	1.0%	0.3%	0.6%	0.0%	1.1%	0.1%	1.4%	1.0%	5.6%	1.8%	4.7%	4.4%
Non-Profit	100%	25.8%	30.4%	0.0%	0.0%	1.2%	3.1%	2.8%	5.0%	2.4%	13.7%	4.9%	4.9%	0.4%	0.0%	1.0%	0.1%	0.2%	0.0%	0.0%	0.1%	0.0%	4.0%	0.1%
Music	100%	10.6%	17.1%	0.0%	1.5%	0.0%	4.6%	5.7%	0.4%	1.2%	0.8%	0.0%	0.8%	0.1%	24.8%	5.4%	0.0%	3.6%	0.1%	4.0%	3.5%	1.1%	4.9%	9.7%
Collegiate	100%	0.0%	34.8%	0.0%	0.0%	2.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.6%	37.2%	24.5%	0.0%	0.0%	0.0%
TOTAL	100%	12.0%	15.6%	0.7%	0.4%	2.3%	4.5%	3.7%	2.8%	3.9%	4.2%	1.2%	2.4%	0.5%	1.9%	2.8%	0.5%	3.8%	0.5%	13.3%	3.3%	3.6%	15.5%	0.8%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	62.1%	46.5%	41.7%	27.5%	57.7%	33.1%	54.3%	29.8%	52.2%	34.9%	61.3%	63.8%	80.7%	10.0%	89.5%	75.7%	73.5%	91.9%	57.7%	85.8%	23.2%	81.2%	89.6%	29.7%
Corporate/Brand	21.4%	25.7%	30.2%	61.6%	14.5%	54.5%	36.1%	45.8%	30.8%	24.3%	15.6%	14.0%	13.8%	83.3%	1.7%	11.3%	18.5%	4.3%	21.0%	8.5%	50.3%	13.2%	5.3%	56.2%
Fashion	8.8%	20.3%	14.8%	10.2%	13.4%	2.9%	8.0%	12.2%	8.4%	34.6%	15.1%	0.8%	0.3%	0.3%	1.0%	3.9%	5.1%	0.3%	14.4%	0.2%	6.3%	2.4%	1.5%	0.0%
Sports	3.5%	2.3%	6.8%	0.0%	10.4%	8.3%	0.1%	5.4%	3.0%	0.1%	0.3%	10.7%	2.0%	0.0%	0.9%	3.8%	0.0%	0.9%	3.3%	4.2%	13.8%	2.2%	0.9%	3.5%
Publishing	1.1%	1.7%	0.9%	0.6%	0.0%	0.4%	0.4%	1.0%	1.8%	1.0%	2.1%	2.5%	1.7%	2.4%	0.9%	2.3%	0.7%	1.8%	0.5%	0.0%	1.6%	0.0%	1.6%	0.1%
Art	1.1%	1.2%	1.3%	0.0%	1.2%	0.1%	0.3%	1.9%	2.8%	3.2%	3.5%	6.3%	0.1%	3.1%	0.0%	1.9%	0.1%	0.3%	0.1%	0.0%	0.0%	0.4%	0.6%	0.3%
Celebrity	0.9%	1.1%	2.2%	0.0%	1.0%	0.0%	0.0%	2.9%	0.3%	1.5%	0.7%	0.1%	0.4%	0.5%	0.3%	0.0%	2.0%	0.0%	2.6%	0.1%	1.5%	0.4%	0.3%	4.9%
Non-Profit	0.4%	0.9%	0.8%	0.0%	0.0%	0.2%	0.3%	0.3%	0.8%	0.3%	1.4%	1.9%	0.9%	0.4%	0.0%	0.2%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%
Music	0.4%	0.4%	0.5%	0.0%	1.7%	0.0%	0.4%	0.7%	0.1%	0.1%	0.1%	0.0%	0.2%	0.1%	5.7%	0.8%	0.0%	0.4%	0.1%	0.1%	0.5%	0.1%	0.1%	5.3%
Collegiate	0.4%	0.0%	0.9%	0.0%	0.0%	0.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	1.1%	2.9%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# N. ASIA ROYALTY

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																		Lawn/						Software				
								Casino										Garden/						/ Video		Themed		
			Access	sories		A	uto	Gaming/		Food &			- 1	lealth &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	T	otal	- Fasi	hion	Apparel	Pa	arts	Lotteries	CE	Beverage	Footwear	Gifts	s	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ :	1,359.0	\$	119.1	\$ 161.6	\$	4.6	\$ 2.2	\$ 14.8	\$ 28.2	\$ 24.4	\$ 28	8.7 \$	26.9	\$ 47.4	\$ 15.2	\$ 42.4	\$ 1.3	\$ 33.7	\$ 48.1	\$ 7.9	\$ 72.8	\$ 5.4	\$ 265.3	\$ 15.7	\$ 74.1	\$ 314.6	\$ 4.6
Corporate/Brand	\$	419.9	\$	66.6	\$ 109.1	\$	5.8	\$ 0.5	\$ 19.1	\$ 19.9	\$ 32.4	\$ 15	5.1 \$	20.0	\$ 12.6	\$ 1.8	\$ 6.6	\$ 4.9	\$ 0.9	\$ 6.3	\$ 1.7	\$ 2.9	\$ 1.7	\$ 23.4	\$ 34.9	\$ 10.6	\$ 14.9	\$ 8.1
Fashion	\$	188.2	\$	55.2	\$ 53.0	\$	1.4	\$ 0.5	\$ 1.1	\$ 3.8	\$ 10.2	\$ 4	4.3 \$	27.1	\$ 12.5	\$ 0.1	\$ 0.2	\$ 0.0	\$ 0.3	\$ 2.5	\$ 0.4	\$ 0.2	\$ 1.2	\$ 0.5	\$ 4.4	\$ 2.5	\$ 6.7	\$ -
Sports	\$	79.0	\$	5.9	\$ 24.9	\$	0.0	\$ 0.4	\$ 3.7	\$ 0.0	\$ 4.9	\$ 1	1.8 \$	0.1	\$ 0.2	\$ 2.5	\$ 1.1	\$ 0.0	\$ 0.4	\$ 2.5	\$ 0.0	\$ 0.8	\$ 0.3	\$ 12.8	\$ 10.0	\$ 2.1	\$ 4.0	\$ 0.7
Publishing	\$	19.8	\$	3.6	\$ 3.1	\$	0.0	\$ 0.0	\$ 0.1	\$ 0.2	\$ 0.8	\$ (	0.8 \$	0.3	\$ 1.8	\$ 0.4	\$ 0.8	\$ 0.1	\$ 0.3	\$ 1.1	\$ 0.0	\$ 1.2	\$ 0.1	\$ 0.0	\$ 0.7	\$ 0.0	\$ 4.3	\$ 0.0
Art	\$	13.1	\$	1.8	\$ 2.8	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 1.2	\$ (	0.8 \$	1.6	\$ 1.4	\$ 1.0	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.8	\$ 0.0	\$ 0.2	\$ -	\$ 0.0	\$ 0.0	\$ 0.2	\$ 1.0	\$ 0.0
Celebrity	\$	21.1	\$	3.2	\$ 8.6	\$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 2.5	\$ (	0.2 \$	1.2	\$ 0.8	\$ 0.0	\$ 0.2	\$ 0.1	\$ 0.1	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.2	\$ 0.2	\$ 1.2	\$ 0.5	\$ 1.3	\$ 0.7
Non-Profit	\$	3.7	\$	1.0	\$ 1.2	\$	0.0	\$ -	\$ 0.0	\$ 0.1	\$ 0.1	\$ (	0.2 \$	0.1	\$ 0.5	\$ 0.2	\$ 0.2	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0.0
Music	\$	10.2	\$	1.3	\$ 2.3	\$	-	\$ 0.1	\$ 0.0	\$ 0.3	\$ 0.7	\$ (	0.0 \$	0.1	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.0	\$ 2.0	\$ 0.6	\$ -	\$ 0.3	\$ 0.0	\$ 0.4	\$ 0.3	\$ 0.1	\$ 0.6	\$ 0.9
Collegiate	\$	8.5	\$	-	\$ 3.2	\$	-	\$ 0.0	\$ 0.2	\$ -	\$ -	\$ -	- \$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.0	\$ 3.2	\$ 1.9	\$ -	\$ -	\$ -
TOTAL	\$ 2	2,122.6	\$	257.7	\$ 369.8	\$	11.8	\$ 3.7	\$ 39.0	\$ 52.5	\$ 77.2	\$ 52	2.0 \$	77.5	\$ 77.2	\$ 21.2	\$ 51.6	\$ 6.7	\$ 37.6	\$ 61.9	\$ 10.2	\$ 78.5	\$ 8.9	\$ 305.8	\$ 69.2	\$ 90.0	\$ 347.5	\$ 15.0

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	8.8%	11.9%	0.3%	0.2%	1.1%	2.1%	1.8%	2.1%	2.0%	3.5%	1.1%	3.1%	0.1%	2.5%	3.5%	0.6%	5.4%	0.4%	19.5%	1.2%	5.4%	23.2%	0.3%
Corporate/Brand	100%	15.9%	26.0%	1.4%	0.1%	4.6%	4.7%	7.7%	3.6%	4.8%	3.0%	0.4%	1.6%	1.2%	0.2%	1.5%	0.4%	0.7%	0.4%	5.6%	8.3%	2.5%	3.6%	1.9%
Fashion	100%	29.3%	28.1%	0.7%	0.2%	0.6%	2.0%	5.4%	2.3%	14.4%	6.6%	0.1%	0.1%	0.0%	0.2%	1.3%	0.2%	0.1%	0.6%	0.3%	2.3%	1.3%	3.6%	0.0%
Sports	100%	7.5%	31.5%	0.0%	0.5%	4.6%	0.0%	6.2%	2.3%	0.2%	0.3%	3.1%	1.4%	0.0%	0.4%	3.1%	0.0%	1.0%	0.4%	16.2%	12.6%	2.6%	5.1%	0.8%
Publishing	100%	18.0%	15.8%	0.2%	0.0%	0.4%	1.0%	4.1%	3.9%	1.7%	9.1%	2.1%	3.9%	0.7%	1.4%	5.6%	0.1%	6.1%	0.3%	0.2%	3.6%	0.0%	21.6%	0.0%
Art	100%	14.0%	21.2%	0.0%	0.2%	0.4%	0.3%	9.4%	6.3%	12.0%	10.6%	7.5%	0.2%	1.5%	0.0%	6.1%	0.1%	1.2%	0.0%	0.1%	0.0%	1.3%	7.3%	0.3%
Celebrity	100%	15.1%	40.7%	0.0%	0.2%	0.0%	0.1%	11.6%	1.0%	5.5%	3.8%	0.1%	0.9%	0.4%	0.5%	0.0%	0.8%	0.2%	1.0%	0.9%	5.8%	2.3%	6.0%	3.1%
Non-Profit	100%	25.6%	33.1%	0.0%	0.0%	1.1%	1.6%	2.8%	4.6%	2.1%	12.9%	4.4%	5.0%	0.6%	0.0%	1.1%	0.1%	0.3%	0.0%	0.0%	0.2%	0.0%	4.1%	0.1%
Music	100%	12.3%	22.4%	0.0%	0.7%	0.0%	2.8%	7.0%	0.4%	1.1%	0.8%	0.0%	0.7%	0.2%	19.2%	5.9%	0.0%	3.3%	0.1%	3.6%	3.3%	1.4%	6.0%	8.8%
Collegiate	100%	0.0%	37.0%	0.0%	0.0%	2.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	37.9%	22.1%	0.0%	0.0%	0.0%
TOTAL	100%	12.1%	17.4%	0.6%	0.2%	1.8%	2.5%	3.6%	2.4%	3.6%	3.6%	1.0%	2.4%	0.3%	1.8%	2.9%	0.5%	3.7%	0.4%	14.4%	3.3%	4.2%	16.4%	0.7%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	64.0%	46.2%	43.7%	38.8%	58.9%	37.9%	53.6%	31.6%	55.3%	34.8%	61.3%	71.6%	82.3%	19.1%	89.6%	77.7%	77.2%	92.8%	60.6%	86.7%	22.8%	82.3%	90.5%	30.8%
Corporate/Brand	19.8%	25.8%	29.5%	49.1%	14.0%	49.0%	38.0%	41.9%	29.0%	25.8%	16.3%	8.6%	12.9%	73.6%	2.3%	10.2%	16.5%	3.7%	18.9%	7.7%	50.4%	11.8%	4.3%	54.1%
Fashion	8.9%	21.4%	14.3%	11.7%	12.5%	2.8%	7.2%	13.3%	8.3%	35.0%	16.2%	0.7%	0.3%	0.5%	0.9%	4.0%	4.2%	0.3%	13.3%	0.2%	6.4%	2.8%	1.9%	0.0%
Sports	3.7%	2.3%	6.7%	0.0%	10.7%	9.4%	0.0%	6.3%	3.5%	0.2%	0.3%	11.6%	2.1%	0.0%	0.9%	4.0%	0.0%	1.0%	3.5%	4.2%	14.4%	2.3%	1.1%	4.4%
Publishing	0.9%	1.4%	0.8%	0.4%	0.0%	0.2%	0.4%	1.1%	1.5%	0.4%	2.3%	1.9%	1.5%	2.1%	0.8%	1.8%	0.3%	1.5%	0.6%	0.0%	1.0%	0.0%	1.2%	0.0%
Art	0.6%	0.7%	0.8%	0.0%	0.8%	0.1%	0.1%	1.6%	1.6%	2.0%	1.8%	4.7%	0.1%	2.9%	0.0%	1.3%	0.1%	0.2%	0.0%	0.0%	0.0%	0.2%	0.3%	0.3%
Celebrity	1.0%	1.2%	2.3%	0.0%	1.1%	0.0%	0.0%	3.2%	0.4%	1.5%	1.0%	0.1%	0.4%	1.2%	0.3%	0.0%	1.6%	0.0%	2.5%	0.1%	1.8%	0.5%	0.4%	4.4%
Non-Profit	0.2%	0.4%	0.3%	0.0%	0.0%	0.1%	0.1%	0.1%	0.3%	0.1%	0.6%	0.8%	0.4%	0.4%	0.0%	0.1%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Music	0.5%	0.5%	0.6%	0.0%	2.0%	0.0%	0.5%	0.9%	0.1%	0.1%	0.1%	0.0%	0.1%	0.3%	5.2%	1.0%	0.0%	0.4%	0.1%	0.1%	0.5%	0.2%	0.2%	5.9%
Collegiate	0.4%	0.0%	0.9%	0.0%	0.0%	0.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	1.1%	2.7%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **LATAM RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																							La	awn/							\$	Software/				
							Ca	sino															Ga	rden/								Video		Themed		
		Ac	cessories			Auto	Gar	ning/		F	Food &					Hea	lth &	Ho	me	Ho	use-		To	ools/	Music/	P	aper	Pet				Games/	Sporting	Entertain-		
Property	Total	-	Fashion	Appare	d .	Parts	Lott	eries	CE	Ве	everage	Foo	twear	G	ifts	Be	auty	Dé	cor	wa	ires	Infant	Har	dware	Video	Pro	ducts	Products	Publishing	Servi	ces	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 6,192.8	\$	340.5	\$ 644.	.3 \$	12.1	\$	30.4	\$ 197.0	) \$	460.8	\$	111.4	\$	79.1	\$	243.1	\$	234.3	\$	132.2	\$ 225.4	\$	7.0	\$ 397.0	\$	211.5	\$ 28.5	\$ 219.8	\$	29.5 \$	768.8	\$ 159.7	\$ 467.2	\$ 1,180	5 \$ 12.7
Corporate/Brand	\$ 3,998.6	\$	455.3	\$ 645.	.0 \$	57.6	\$	6.8	\$ 473.5	5 \$	507.4	\$	340.4	\$	163.7	\$	196.3	\$	196.3	\$	164.6	\$ 26.9	\$	132.0	\$ 3.9	\$	78.5	\$ 18.3	\$ 11.4	\$	32.6 \$	115.5	\$ 140.7	\$ 23.4	\$ 135.	2 \$ 73.2
Sports	\$ 1,926.8	\$	120.1	\$ 352.	.8 \$	4.7	\$	53.7	\$ 76.5	5 \$	1.8	\$	82.6	\$	114.6	\$	2.6	\$	3.6	\$	75.8	\$ 61.9	\$	3.1	\$ 1.1	\$	89.1	\$ 1.2	\$ 31.8	\$	5.7 \$	319.9	\$ 204.4	\$ 79.5	\$ 98.	9 \$ 141.4
Fashion	\$ 1,858.4	\$	562.0	\$ 512.	.1 \$	-	\$	1.8	\$ 6.3	3 \$	14.7	\$	165.7	\$	9.9	\$	310.6	\$	113.3	\$	0.5	\$ 5.6	\$	0.6	\$ 3.9	\$	10.1	\$ 5.0	\$ 1.0	\$	8.6 \$	4.7	\$ 58.7	\$ 12.2	\$ 51.	3 \$ -
Art	\$ 290.4	\$	19.3	\$ 25.	.5 \$	0.1	\$	1.6	\$ 0.:	1 \$	81.0	\$	3.8	\$	21.5	\$	5.6	\$	38.6	\$	8.2	\$ 1.6	\$	2.1	\$ 0.3	\$	21.1	\$ 0.2	\$ 15.0	\$	0.1 \$	0.3	\$ 0.1	\$ 1.3	\$ 42.	2 \$ 1.1
Collegiate	\$ 252.9	\$	24.2	\$ 65.	.8 \$	0.2	\$	0.0	\$ 3.9	9 \$	0.1	\$	1.0	\$	6.1	\$	0.0	\$	5.8	\$	3.1	\$ 13.4	\$	6.8	\$ -	\$	0.7	\$ 0.0	\$ 0.0	\$	0.8 \$	56.8	\$ 52.8	\$ 0.3	\$ 11.	2 \$ 0.1
Publishing	\$ 252.7	\$	9.7	\$ 32.	.1 \$	0.6	\$	2.6	\$ 1.4	4 \$	2.6	\$	8.3	\$	1.1	\$	0.1	\$	110.9	\$	3.8	\$ 0.0	\$	23.7	\$ 1.2	\$	0.0	\$ 12.0	\$ 0.7	\$	21.0 \$	0.0	\$ 4.5	\$ 0.4	\$ 15.	9 \$ 0.2
Music	\$ 193.3	\$	17.5	\$ 38.	.9 \$	-	\$	17.0	\$ 9.9	9 \$	18.6	\$	10.6	\$	8.7	\$	0.4	\$	4.9	\$	1.8	\$ 0.1	\$	5.1	\$ 17.8	\$	5.1	\$ -	\$ 1.2	\$	2.5 \$	6.5	\$ 5.1	\$ 3.5	\$ 8.	2 \$ 10.0
Celebrity	\$ 73.5	\$	11.8	\$ 22.	.2 \$	-	\$	0.4	\$ 0.0	\$	0.3	\$	6.4	\$	1.1	\$	4.6	\$	6.0	\$	0.2	\$ 0.6	\$	0.4	\$ 1.0	\$	0.1	\$ 0.4	\$ 0.2	\$	0.2 \$	1.3	\$ 4.6	\$ 3.3	\$ 7.	6 \$ 0.9
Non-Profit	\$ 0.2	\$	0.0	\$ 0.	.0 \$	0.0	\$	-	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$	0.0 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.	1 \$ 0.0
TOTAL	\$ 15,039.6	\$	1,560.4	\$ 2,338.	.6 \$	75.3	\$	114.4	\$ 768.0	6 \$	1,087.1	\$	730.2	\$	405.7	\$	763.2	\$	713.6	\$	390.2	\$ 335.5	\$	180.9	\$ 426.3	\$	416.1	\$ 65.6	\$ 281.2	\$ 1	00.9 \$	1,273.7	\$ 630.7	\$ 590.9	\$ 1,550.	9 \$ 239.6

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

																		· · ·						
														Lawn/						Software/				/
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	5.5%	10.4%	0.2%	0.5%	3.2%	7.4%	1.8%	1.3%	3.9%	3.8%	2.1%	3.6%	0.1%	6.4%	3.4%	0.5%	3.5%	0.5%	12.4%	2.6%	7.5%	19.1%	0.2%
Corporate/Brand	100%	11.4%	16.1%	1.4%	0.2%	11.8%	12.7%	8.5%	4.1%	4.9%	4.9%	4.1%	0.7%	3.3%	0.1%	2.0%	0.5%	0.3%	0.8%	2.9%	3.5%	0.6%	3.4%	1.8%
Sports	100%	6.2%	18.3%	0.2%	2.8%	4.0%	0.1%	4.3%	5.9%	0.1%	0.2%	3.9%	3.2%	0.2%	0.1%	4.6%	0.1%	1.6%	0.3%	16.6%	10.6%	4.1%	5.1%	7.3%
Fashion	100%	30.2%	27.6%	0.0%	0.1%	0.3%	0.8%	8.9%	0.5%	16.7%	6.1%	0.0%	0.3%	0.0%	0.2%	0.5%	0.3%	0.1%	0.5%	0.3%	3.2%	0.7%	2.8%	0.0%
Art	100%	6.6%	8.8%	0.0%	0.6%	0.0%	27.9%	1.3%	7.4%	1.9%	13.3%	2.8%	0.5%	0.7%	0.1%	7.3%	0.1%	5.2%	0.0%	0.1%	0.0%	0.4%	14.5%	0.4%
Collegiate	100%	9.6%	26.0%	0.1%	0.0%	1.5%	0.0%	0.4%	2.4%	0.0%	2.3%	1.2%	5.3%	2.7%	0.0%	0.3%	0.0%	0.0%	0.3%	22.5%	20.9%	0.1%	4.4%	0.0%
Publishing	100%	3.8%	12.7%	0.2%	1.0%	0.5%	1.0%	3.3%	0.4%	0.0%	43.9%	1.5%	0.0%	9.4%	0.5%	0.0%	4.8%	0.3%	8.3%	0.0%	1.8%	0.2%	6.3%	0.1%
Music	100%	9.1%	20.1%	0.0%	8.8%	5.1%	9.6%	5.5%	4.5%	0.2%	2.5%	0.9%	0.0%	2.6%	9.2%	2.6%	0.0%	0.6%	1.3%	3.4%	2.7%	1.8%	4.2%	5.2%
Celebrity	100%	16.1%	30.2%	0.0%	0.5%	0.0%	0.4%	8.7%	1.5%	6.3%	8.2%	0.3%	0.9%	0.6%	1.4%	0.1%	0.5%	0.3%	0.2%	1.8%	6.3%	4.5%	10.3%	1.2%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	27.3%	0.0%	47.1%	0.0%
TOTAL	100%	10.4%	15.5%	0.5%	0.8%	5.1%	7.2%	4.9%	2.7%	5.1%	4.7%	2.6%	2.2%	1.2%	2.8%	2.8%	0.4%	1.9%	0.7%	8.5%	4.2%	3.9%	10.3%	1.6%

					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	41.2%	21.8%	27.5%	16.1%	26.6%	25.6%	42.4%	15.3%	19.5%	31.8%	32.8%	33.9%	67.2%	3.9%	93.1%	50.8%	43.4%	78.2%	29.3%	60.4%	25.3%	79.1%	76.1%	5.3%
Corporate/Brand	26.6%	29.2%	27.6%	76.6%	6.0%	61.6%	46.7%	46.6%	40.3%	25.7%	27.5%	42.2%	8.0%	73.0%	0.9%	18.9%	28.0%	4.1%	32.3%	9.1%	22.3%	4.0%	8.7%	30.5%
Sports	12.8%	7.7%	15.1%	6.3%	47.0%	10.0%	0.2%	11.3%	28.3%	0.3%	0.5%	19.4%	18.5%	1.7%	0.3%	21.4%	1.9%	11.3%	5.7%	25.1%	32.4%	13.5%	6.4%	59.0%
Fashion	12.4%	36.0%	21.9%	0.0%	1.6%	0.8%	1.4%	22.7%	2.4%	40.7%	15.9%	0.1%	1.7%	0.3%	0.9%	2.4%	7.7%	0.4%	8.5%	0.4%	9.3%	2.1%	3.3%	0.0%
Art	1.9%	1.2%	1.1%	0.1%	1.4%	0.0%	7.4%	0.5%	5.3%	0.7%	5.4%	2.1%	0.5%	1.2%	0.1%	5.1%	0.3%	5.3%	0.1%	0.0%	0.0%	0.2%	2.7%	0.5%
Collegiate	1.7%	1.6%	2.8%	0.3%	0.0%	0.5%	0.0%	0.1%	1.5%	0.0%	0.8%	0.8%	4.0%	3.8%	0.0%	0.2%	0.0%	0.0%	0.8%	4.5%	8.4%	0.0%	0.7%	0.0%
Publishing	1.7%	0.6%	1.4%	0.7%	2.3%	0.2%	0.2%	1.1%	0.3%	0.0%	15.5%	1.0%	0.0%	13.1%	0.3%	0.0%	18.3%	0.3%	20.8%	0.0%	0.7%	0.1%	1.0%	0.1%
Music	1.3%	1.1%	1.7%	0.0%	14.8%	1.3%	1.7%	1.4%	2.1%	0.1%	0.7%	0.5%	0.0%	2.8%	4.2%	1.2%	0.0%	0.4%	2.5%	0.5%	0.8%	0.6%	0.5%	4.2%
Celebrity	0.5%	0.8%	0.9%	0.0%	0.3%	0.0%	0.0%	0.9%	0.3%	0.6%	0.8%	0.1%	0.2%	0.2%	0.2%	0.0%	0.5%	0.1%	0.2%	0.1%	0.7%	0.6%	0.5%	0.4%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# LATAM ROYALTY

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																	Lawn/							Software				
						Casino											Garden/							/ Video		Themed		
		Accessorie	s		Auto	Gaming	1		Food &			Health &	Но	ome	House-		Tools/	Music/	Pa	aper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	App	arel	Parts	Lotterie	s	CE	Beverage	Footwear	Gifts	Beauty	Dé	cor	wares	Infant	Hardware	Video	Pro	ducts	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 400.8	\$ 22.	5 \$ -	48.2	\$ 0.9	\$ 0.	B \$	11.5	\$ 16.2	\$ 7.5	\$ 4.5	\$ 14.4	\$	13.1	\$ 8.2	\$ 15.1	\$ 0.5	\$ 23.	7 \$	13.8	\$ 1.9	\$ 13.3	\$ 1.7	\$ 54.1	\$ 10.1	\$ 34.6	\$ 83.5	\$ 0.7
Corporate/Brand	\$ 208.6	\$ 28.	4 \$	12.9	\$ 2.4	\$ 0.	1 \$	19.9	\$ 16.3	\$ 18.2	\$ 8.3	\$ 12.4	\$	10.2	\$ 6.9	\$ 1.6	\$ 5.2	\$ 0.	2 \$	4.4	\$ 0.9	\$ 0.5	\$ 1.5	\$ 6.7	\$ 8.7	\$ 1.6	\$ 7.7	\$ 3.4
Sports	\$ 119.8	\$ 7.	2 \$ :	23.7	\$ 0.9	\$ 1.	5 \$	4.2	\$ 0.0	\$ 5.5	\$ 6.4	\$ 0.2	2 \$	0.2	\$ 4.2	\$ 4.0	\$ 0.3	\$ 0.	1 \$	5.7	\$ 0.1	\$ 2.0	\$ 0.3	\$ 20.8	\$ 12.5	\$ 5.4	\$ 6.8	\$ 7.9
Fashion	\$ 112.9	\$ 34.	5 \$	32.0	\$ -	\$ 0.	1 \$	0.3	\$ 0.5	\$ 10.0	\$ 0.5	\$ 17.2	2 \$	6.6	\$ 0.0	\$ 0.3	\$ 0.1	\$ 0.	2 \$	0.6	\$ 0.3	\$ 0.1	\$ 0.4	\$ 0.3	\$ 3.5	\$ 1.1	\$ 4.3	\$ -
Art	\$ 8.7	\$ 0.	9 \$	1.0	\$ 0.0	\$ 0.	0 \$	0.0	\$ 0.2	\$ 0.2	\$ 1.0	\$ 0.3	3 \$	1.3	\$ 0.4	\$ 0.1	\$ 0.1	\$ 0.	) \$	1.2	\$ 0.0	\$ 0.5	\$ -	\$ 0.0	\$ 0.0	\$ 0.1	\$ 1.4	\$ 0.1
Collegiate	\$ 15.4	\$ 1.	4 \$	4.4	\$ 0.0	\$ 0.	0 \$	0.2	\$ 0.0	\$ 0.1	\$ 0.3	\$ 0.0	) \$	0.3	\$ 0.2	\$ 0.8	\$ 0.4	\$ -	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 3.6	\$ 3.0	\$ 0.0	\$ 0.7	\$ 0.0
Publishing	\$ 6.9	\$ 0.	7 \$	2.0	\$ 0.0	\$ 0.	1 \$	0.0	\$ 0.0	\$ 0.4	\$ 0.1	\$ 0.0	\$	1.7	\$ 0.2	\$ 0.0	\$ 0.2	\$ 0.	1 \$	0.0	\$ 0.3	\$ 0.1	\$ 0.2	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.7	\$ 0.0
Music	\$ 12.2	\$ 1.	3 \$	3.3	\$ -	\$ 0.	5 \$	0.6	\$ 0.7	\$ 0.8	\$ 0.6	\$ 0.0	\$	0.3	\$ 0.1	\$ 0.0	\$ 0.3	\$ 0.	9 \$	0.4	\$ -	\$ 0.1	\$ 0.2	\$ 0.4	\$ 0.4	\$ 0.3	\$ 0.6	\$ 0.6
Celebrity	\$ 6.4	\$ 1.	1 \$	2.1	\$ -	\$ 0.	0 \$	0.0	\$ 0.0	\$ 0.6	\$ 0.1	\$ 0.3	\$	0.5	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.	1 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.4	\$ 0.3	\$ 0.7	\$ 0.0
Non-Profit	\$ 0.0	\$ 0.	0 \$	0.0	\$ 0.0	\$ -	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	) \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.	) \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
TOTAL	\$ 891.7	\$ 98.	0 \$ 1	59.6	\$ 4.2	\$ 3.	2 \$	36.7	\$ 33.9	\$ 43.1	\$ 21.8	\$ 44.8	\$	34.2	\$ 20.2	\$ 22.0	\$ 7.1	\$ 25.	3 \$	26.1	\$ 3.5	\$ 16.5	\$ 4.3	\$ 86.1	\$ 38.7	\$ 43.3	\$ 106.4	\$ 12.8

#### Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	5.6%	12.0%	0.2%	0.2%	2.9%	4.0%	1.9%	1.1%	3.6%	3.3%	2.0%	3.8%	0.1%	5.9%	3.5%	0.5%	3.3%	0.4%	13.5%	2.5%	8.6%	20.8%	0.2%
Corporate/Brand	100%	13.6%	20.6%	1.2%	0.1%	9.5%	7.8%	8.7%	4.0%	5.9%	4.9%	3.3%	0.8%	2.5%	0.1%	2.1%	0.5%	0.3%	0.7%	3.2%	4.2%	0.8%	3.7%	1.7%
Sports	100%	6.0%	19.8%	0.7%	1.3%	3.5%	0.0%	4.6%	5.4%	0.1%	0.2%	3.5%	3.3%	0.2%	0.1%	4.7%	0.1%	1.6%	0.3%	17.3%	10.4%	4.5%	5.7%	6.6%
Fashion	100%	30.6%	28.3%	0.0%	0.1%	0.3%	0.4%	8.8%	0.5%	15.3%	5.8%	0.0%	0.3%	0.0%	0.2%	0.6%	0.2%	0.0%	0.4%	0.3%	3.1%	1.0%	3.8%	0.0%
Art	100%	10.2%	11.8%	0.0%	0.4%	0.0%	2.7%	1.9%	10.9%	2.9%	15.4%	4.7%	1.1%	1.1%	0.2%	13.5%	0.1%	5.5%	0.0%	0.2%	0.0%	0.7%	16.0%	0.7%
Collegiate	100%	9.1%	28.5%	0.1%	0.0%	1.4%	0.0%	0.4%	2.1%	0.0%	1.8%	1.0%	5.1%	2.5%	0.0%	0.3%	0.0%	0.0%	0.3%	23.8%	19.4%	0.1%	4.3%	0.0%
Publishing	100%	10.4%	28.8%	0.2%	0.9%	0.5%	0.6%	6.4%	1.0%	0.1%	24.1%	2.2%	0.0%	3.4%	0.8%	0.0%	3.7%	0.8%	2.5%	0.0%	3.1%	0.4%	10.2%	0.0%
Music	100%	10.3%	27.1%	0.0%	4.3%	4.6%	5.5%	6.3%	5.2%	0.2%	2.6%	0.8%	0.0%	2.4%	7.7%	2.9%	0.0%	0.6%	1.4%	3.2%	3.1%	2.1%	4.8%	4.8%
Celebrity	100%	17.2%	32.1%	0.0%	0.2%	0.0%	0.2%	8.6%	1.4%	5.3%	7.3%	0.3%	0.6%	0.7%	1.0%	0.0%	0.3%	0.3%	0.1%	1.2%	5.9%	5.0%	11.6%	0.7%
Non-Profit	100%	0.0%	0.0%	1.7%	0.0%	0.0%	0.0%	0.0%	1.7%	0.0%	0.0%	0.0%	24.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	24.3%	1.7%	46.0%	0.0%
TOTAL	100%	11.0%	17.9%	0.5%	0.4%	4.1%	3.8%	4.8%	2.4%	5.0%	3.8%	2.3%	2.5%	0.8%	2.8%	2.9%	0.4%	1.9%	0.5%	9.7%	4.3%	4.9%	11.9%	1.4%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	44.9%	23.0%	30.2%	20.9%	26.5%	31.3%	47.8%	17.4%	20.5%	32.1%	38.3%	40.5%	68.8%	6.5%	93.7%	52.9%	55.1%	80.7%	38.6%	62.9%	26.2%	79.9%	78.4%	5.4%
Corporate/Brand	23.4%	28.9%	26.9%	57.8%	4.4%	54.2%	47.9%	42.2%	38.0%	27.6%	29.9%	34.3%	7.3%	74.1%	0.8%	16.9%	27.3%	3.3%	34.7%	7.8%	22.5%	3.6%	7.2%	27.0%
Sports	13.4%	7.4%	14.9%	20.5%	47.4%	11.4%	0.1%	12.7%	29.6%	0.4%	0.5%	20.9%	18.3%	3.8%	0.3%	21.7%	2.0%	11.9%	7.5%	24.1%	32.2%	12.4%	6.4%	62.2%
Fashion	12.7%	35.2%	20.0%	0.0%	2.1%	0.9%	1.4%	23.1%	2.5%	38.5%	19.3%	0.1%	1.5%	0.8%	0.9%	2.5%	7.3%	0.3%	10.2%	0.4%	9.0%	2.5%	4.1%	0.0%
Art	1.0%	0.9%	0.6%	0.1%	1.1%	0.0%	0.7%	0.4%	4.4%	0.6%	3.9%	2.0%	0.4%	1.4%	0.1%	4.5%	0.3%	2.9%	0.0%	0.0%	0.0%	0.1%	1.3%	0.5%
Collegiate	1.7%	1.4%	2.7%	0.3%	0.0%	0.6%	0.0%	0.1%	1.4%	0.0%	0.8%	0.8%	3.6%	5.3%	0.0%	0.2%	0.0%	0.0%	1.0%	4.2%	7.7%	0.0%	0.6%	0.0%
Publishing	0.8%	0.7%	1.2%	0.4%	1.9%	0.1%	0.1%	1.0%	0.3%	0.0%	4.9%	0.8%	0.0%	3.3%	0.2%	0.0%	7.5%	0.3%	4.0%	0.0%	0.6%	0.1%	0.7%	0.0%
Music	1.4%	1.3%	2.1%	0.0%	16.3%	1.5%	2.0%	1.8%	2.9%	0.1%	0.9%	0.5%	0.0%	4.1%	3.7%	1.4%	0.0%	0.5%	4.0%	0.5%	1.0%	0.6%	0.5%	4.5%
Celebrity	0.7%	1.1%	1.3%	0.0%	0.4%	0.0%	0.0%	1.3%	0.4%	0.8%	1.4%	0.1%	0.2%	0.6%	0.2%	0.0%	0.5%	0.1%	0.1%	0.1%	1.0%	0.7%	0.7%	0.4%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **SOUTH ASIA / PACIFIC RETAIL**

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																	Lawn/						Software/				
							Casino										Garden/						Video		Themed		
		Accesso	ories		Auto	) (	Gaming/		Food &				Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashi	ion	Apparel	Part	s l	Lotteries	CE	Beverage	Footwea	ar	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 5,139.2	\$ 3	377.4	\$ 467.1	\$	3.7 \$	34.8	\$ 84.0	\$ 198.8	\$ 7	5.1 \$	113.8	\$ 110.8	\$ 120.4	\$ 102.2	\$ 112.1	\$ 6.2	\$ 303.4	\$ 211.1	\$ 14.9	\$ 287.0	\$ 3.9	\$ 1,108.0	\$ 92.1	\$ 184.2	\$ 1,105.4	\$ 17.7
Corporate/Brand	\$ 4,699.8	\$ 4	441.3	\$ 372.7	\$ 94	4.8 \$	8.2	\$ 430.5	\$ 1,046.9	\$ 23	4.5 \$	59.3	\$ 290.7	\$ 225.8	\$ 701.8	\$ 32.6	\$ 88.2	\$ 13.8	\$ 65.7	\$ 11.7	\$ 27.4	\$ 41.6	\$ 91.2	\$ 102.0	\$ 74.6	\$ 142.0	\$ 102.6
Fashion	\$ 1,792.5	\$ 3	366.0	\$ 547.2	\$ 5	7.2 \$	\$ 35.6	\$ 15.2	\$ 104.4	\$ 10	7.6 \$	15.3	\$ 218.5	\$ 186.0	\$ 2.0	\$ 4.0	\$ 1.2	\$ 7.6	\$ 12.2	\$ 5.5	\$ 4.5	\$ 9.9	\$ 7.3	\$ 42.4	\$ 6.3	\$ 36.7	\$ 0.0
Sports	\$ 1,024.2	\$	77.4	\$ 342.9	\$	1.7 \$	3.4	\$ 55.8	\$ 0.9	\$ 3	5.8 \$	13.0	\$ 1.2	\$ 1.1	\$ 19.6	\$ 6.9	\$ 1.5	\$ 0.1	\$ 13.8	\$ 0.0	\$ 0.6	\$ 6.5	\$ 232.4	\$ 147.1	\$ 8.3	\$ 29.6	\$ 24.6
Music	\$ 275.1	\$	17.6	\$ 72.0	\$ -	. \$	\$ 26.7	\$ 13.2	\$ 21.4	\$	8.5 \$	25.8	\$ 1.0	\$ 12.5	\$ 0.0	\$ 5.4	\$ 0.2	\$ 16.3	\$ 6.2	\$ -	\$ 2.0	\$ 6.4	\$ 5.7	\$ 19.8	\$ 5.5	\$ 1.9	\$ 7.3
Collegiate	\$ 133.9	\$	0.0	\$ 46.6	\$ (	0.0	0.0	\$ 3.9	\$ 0.0	\$	0.0 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.8	\$ 49.7	\$ 32.9	\$ 0.0	\$ 0.0	\$ 0.0
Publishing	\$ 122.6	\$	6.0	\$ 18.8	\$	1.4 \$	0.1	\$ 3.7	\$ 6.9	\$	1.2 \$	4.2	\$ 6.2	\$ 31.6	\$ 4.1	\$ 1.4	\$ 7.1	\$ 3.6	\$ 0.2	\$ 1.1	\$ 4.2	\$ 0.7	\$ 0.1	\$ 4.5	\$ 9.9	\$ 0.1	\$ 5.3
Celebrity	\$ 79.7	\$	9.4	\$ 22.6	\$ -	. \$	\$ 0.3	\$ 0.0	\$ 0.2	\$	6.6 \$	0.4	\$ 7.0	\$ 4.3	\$ 0.2	\$ 1.5	\$ 0.2	\$ 3.9	\$ 0.3	\$ 0.8	\$ 0.2	\$ 0.6	\$ 3.4	\$ 1.5	\$ 4.0	\$ 6.8	\$ 5.3
Non-Profit	\$ 75.6	\$	29.9	\$ 3.7	\$ :	3.7 \$	\$ -	\$ -	\$ -	\$ -	- \$	-	\$ 33.6	\$ -	\$ -	\$ 0.2	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.2	\$ -	\$ 0.5	\$ 3.7
Art	\$ 52.8	\$	5.1	\$ 10.6	\$ (	0.0	0.2	\$ 0.0	\$ 0.7	\$	0.4 \$	8.7	\$ 2.8	\$ 3.8	\$ 1.8	\$ 1.0	\$ 0.8	\$ 0.1	\$ 4.5	\$ 0.0	\$ 3.2	\$ 0.1	\$ 0.3	\$ 0.1	\$ 1.1	\$ 7.1	\$ 0.4
TOTAL	\$ 13,395.3	\$ 1,3	330.1	\$ 1,904.2	\$ 16	7.6 \$	109.4	\$ 606.3	\$ 1,380.3	\$ 46	9.8 \$	240.5	\$ 671.8	\$ 585.5	\$ 831.7	\$ 165.2	\$ 105.5	\$ 348.7	\$ 314.0	\$ 34.1	\$ 329.0	\$ 70.4	\$ 1,498.0	\$ 442.6	\$ 293.8	\$ 1,330.0	\$ 167.0

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertainm		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ent	Toys	Other
Character/Entertainment	100%	7.3%	9.1%	0.2%	0.7%	1.6%	3.9%	1.5%	2.2%	2.2%	2.3%	2.0%	2.2%	0.1%	5.9%	4.1%	0.3%	5.6%	0.1%	21.6%	1.8%	3.6%	21.5%	0.3%
Corporate/Brand	100%	9.4%	7.9%	2.0%	0.2%	9.2%	22.3%	5.0%	1.3%	6.2%	4.8%	14.9%	0.7%	1.9%	0.3%	1.4%	0.2%	0.6%	0.9%	1.9%	2.2%	1.6%	3.0%	2.2%
Fashion	100%	20.4%	30.5%	3.2%	2.0%	0.8%	5.8%	6.0%	0.9%	12.2%	10.4%	0.1%	0.2%	0.1%	0.4%	0.7%	0.3%	0.3%	0.6%	0.4%	2.4%	0.4%	2.0%	0.0%
Sports	100%	7.6%	33.5%	0.2%	0.3%	5.5%	0.1%	3.5%	1.3%	0.1%	0.1%	1.9%	0.7%	0.1%	0.0%	1.4%	0.0%	0.1%	0.6%	22.7%	14.4%	0.8%	2.9%	2.4%
Music	100%	6.4%	26.2%	0.0%	9.7%	4.8%	7.8%	3.1%	9.4%	0.4%	4.5%	0.0%	2.0%	0.1%	5.9%	2.2%	0.0%	0.7%	2.3%	2.1%	7.2%	2.0%	0.7%	2.7%
Collegiate	100%	0.0%	34.8%	0.0%	0.0%	2.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.6%	37.2%	24.6%	0.0%	0.0%	0.0%
Publishing	100%	4.9%	15.4%	1.1%	0.1%	3.1%	5.6%	1.0%	3.5%	5.1%	25.8%	3.3%	1.2%	5.8%	2.9%	0.2%	0.9%	3.4%	0.6%	0.1%	3.7%	8.1%	0.0%	4.3%
Celebrity	100%	11.7%	28.3%	0.0%	0.4%	0.1%	0.3%	8.3%	0.5%	8.8%	5.4%	0.3%	1.9%	0.3%	4.9%	0.3%	1.0%	0.3%	0.8%	4.3%	1.9%	5.0%	8.6%	6.6%
Non-Profit	100%	39.5%	4.9%	4.9%	0.0%	0.0%	0.0%	0.0%	0.0%	44.5%	0.0%	0.0%	0.3%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.3%	0.0%	0.6%	4.9%
Art	100%	9.7%	20.0%	0.0%	0.4%	0.0%	1.3%	0.8%	16.5%	5.3%	7.3%	3.4%	1.8%	1.5%	0.1%	8.5%	0.0%	6.0%	0.1%	0.6%	0.1%	2.0%	13.5%	0.8%
TOTAL	100%	9.9%	14.2%	1.3%	0.8%	4.5%	10.3%	3.5%	1.8%	5.0%	4.4%	6.2%	1.2%	0.8%	2.6%	2.3%	0.3%	2.5%	0.5%	11.2%	3.3%	2.2%	9.9%	1.2%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertainm		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ent	Toys	Other
Character/Entertainment	38.4%	28.4%	24.5%	5.2%	31.9%	13.9%	14.4%	16.0%	47.3%	16.5%	20.6%	12.3%	67.9%	5.9%	87.0%	67.2%	43.9%	87.2%	5.5%	74.0%	20.8%	62.7%	83.1%	10.6%
Corporate/Brand	35.1%	33.2%	19.6%	56.6%	7.5%	71.0%	75.8%	49.9%	24.7%	43.3%	38.6%	84.4%	19.7%	83.7%	3.9%	20.9%	34.2%	8.3%	59.1%	6.1%	23.1%	25.4%	10.7%	61.4%
Fashion	13.4%	27.5%	28.7%	34.1%	32.5%	2.5%	7.6%	22.9%	6.3%	32.5%	31.8%	0.2%	2.4%	1.1%	2.2%	3.9%	16.2%	1.4%	14.0%	0.5%	9.6%	2.2%	2.8%	0.0%
Sports	7.6%	5.8%	18.0%	1.0%	3.1%	9.2%	0.1%	7.6%	5.4%	0.2%	0.2%	2.4%	4.2%	1.4%	0.0%	4.4%	0.0%	0.2%	9.2%	15.5%	33.2%	2.8%	2.2%	14.7%
Music	2.1%	1.3%	3.8%	0.0%	24.4%	2.2%	1.5%	1.8%	10.7%	0.1%	2.1%	0.0%	3.3%	0.2%	4.7%	2.0%	0.0%	0.6%	9.1%	0.4%	4.5%	1.9%	0.1%	4.4%
Collegiate	1.0%	0.0%	2.4%	0.0%	0.0%	0.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	1.1%	3.3%	7.4%	0.0%	0.0%	0.0%
Publishing	0.9%	0.5%	1.0%	0.8%	0.1%	0.6%	0.5%	0.3%	1.8%	0.9%	5.4%	0.5%	0.9%	6.8%	1.0%	0.1%	3.2%	1.3%	1.0%	0.0%	1.0%	3.4%	0.0%	3.2%
Celebrity	0.6%	0.7%	1.2%	0.0%	0.3%	0.0%	0.0%	1.4%	0.2%	1.0%	0.7%	0.0%	0.9%	0.2%	1.1%	0.1%	2.4%	0.1%	0.9%	0.2%	0.4%	1.4%	0.5%	3.2%
Non-Profit	0.6%	2.2%	0.2%	2.2%	0.0%	0.0%	0.0%	0.0%	0.0%	5.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	2.2%
Art	0.4%	0.4%	0.6%	0.0%	0.2%	0.0%	0.1%	0.1%	3.6%	0.4%	0.7%	0.2%	0.6%	0.7%	0.0%	1.4%	0.1%	1.0%	0.1%	0.0%	0.0%	0.4%	0.5%	0.3%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **SOUTH ASIA / PACIFIC ROYALTY**

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																					Lawn/							So	ftware/					
								Casi	no												Garden/							١	Video		Themed			
			Acce	ssories			Auto	Gami	ng/		Food &				Health &	Home	H	louse-			Tools/	Music/	'	Paper	Pet			G	ames/	Sporting	Entertain			
Property	T	Total	- Fa	shion	Appare	ι	Parts	Lotter	ies	CE	Beverage	Footwear	Gifts	5	Beauty	Décor	١	wares	Infant	Н	lardware	Video		Products	Products	Publishing	Service	S .	Apps	Goods	ment	Toys	C	Other
Character/Entertainment	\$	330.3	\$	23.5	\$ 34.9	9 \$	0.7	\$	1.1	4.8	\$ 6.8	\$ 4.7	\$ 6	.4 :	\$ 6.3	\$ 6.	4 \$	6.2	\$ 7.3	3 \$	0.4	\$ 17	.7	\$ 13.5	\$ 1.0	\$ 17.4	\$ 0	.2 \$	75.4	\$ 5.5	\$ 13.	\$ 75	.7 \$	1.0
Corporate/Brand	\$	229.4	\$	26.8	\$ 24.7	7 \$	4.1	\$	0.2	20.1	\$ 33.9	\$ 12.8	\$ 3	.0 :	\$ 17.0	\$ 11.	4 \$	31.8	\$ 1.9	\$	4.0	\$ 0	.8	\$ 3.8	\$ 0.6	\$ 1.6	\$ 2	.0 \$	5.1	\$ 5.8	\$ 4.	\$ 8	.0 \$	5.0
Fashion	\$	107.6	\$	23.0	\$ 36.0	\$	3.4	\$	0.9	0.7	\$ 3.1	\$ 6.9	\$ 0	.8	\$ 12.4	\$ 10.	8 \$	0.1	\$ 0.2	2 \$	0.1	\$ 0	.4	\$ 0.8	\$ 0.3	\$ 0.2	\$ 0	.5 \$	0.5	\$ 2.6	\$ 0.	\$ 3	.1 \$	0.0
Sports	\$	66.2	\$	4.6	\$ 23.2	2 \$	0.1	\$	0.1	3.0	\$ 0.0	\$ 2.3	\$ 0	.8	\$ 0.1	\$ 0.	1 \$	1.1	\$ 0.5	5 \$	0.3	\$ 0	.0	\$ 0.9	\$ 0.0	\$ 0.0	\$ 0	.4 \$	15.3	\$ 9.3	\$ 0.	\$ 2	.2 \$	1.4
Music	\$	18.7	\$	1.4	\$ 6.3	3 \$	-	\$	0.9	0.9	\$ 0.9	\$ 0.7	\$ 1	.9 ;	\$ 0.1	\$ 0.	8 \$	0.0	\$ 0.3	3 \$	0.0	\$ 0	.9	\$ 0.4	\$ -	\$ 0.1	\$ 0	.4 \$	0.3	\$ 1.3	\$ 0.	\$ 0	.2 \$	0.4
Collegiate	\$	8.5	\$	0.0	\$ 3.2	2 \$	0.0	\$	0.0	0.2	\$ 0.0	\$ 0.0	\$ 0	.0 :	\$ 0.0	\$ 0.	0 \$	0.0	\$ 0.0	\$	0.0	\$ -		\$ 0.0	\$ 0.0	\$ 0.0	\$ 0	.0 \$	3.2	\$ 1.9	\$ 0.	\$ 0	.0 \$	0.0
Publishing	\$	5.4	\$	0.3	\$ 1.2	2 \$	0.0	\$	0.0	0.1	\$ 0.1	\$ 0.1	\$ 0	.2 :	\$ 0.1	\$ 1.	4 \$	0.2	\$ 0.1	\$	0.2	\$ 0	.2	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0	.0 \$	0.0	\$ 0.2	\$ 0.	\$ 0	.0 \$	0.1
Celebrity	\$	5.7	\$	0.7	\$ 1.7	7 \$	-	\$	0.0	0.0	\$ 0.0	\$ 0.4	\$ 0	.0 :	\$ 0.4	\$ 0.	3 \$	0.0	\$ 0.1	\$	0.0	\$ 0	.2	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0	.0 \$	0.2	\$ 0.1	\$ 0.	\$ 0	.6 \$	0.3
Non-Profit	\$	4.0	\$	1.6	\$ 0.2	2 \$	0.2	\$	- ;	- 1	\$ -	\$ -	\$ -		\$ 1.8	\$ -	\$	-	\$ 0.0	\$	-	\$ -		\$ -	\$ -	\$ -	\$ -	\$	-	\$ 0.0	\$ -	\$ 0	.0 \$	0.2
Art	\$	1.9	\$	0.2	\$ 0.4	4 \$	0.0	\$	0.0	0.0	\$ 0.0	\$ 0.0	\$ 0	.3	\$ 0.1	\$ 0.	1 \$	0.1	\$ 0.1	\$	0.0	\$ 0	.0	\$ 0.2	\$ 0.0	\$ 0.1	\$ -	\$	0.0	\$ 0.0	\$ 0.	\$ 0	.3 \$	0.0
TOTAL	\$	777.8	\$	82.1	\$ 131.8	3 \$	8.6	\$	3.3	29.9	\$ 44.9	\$ 28.0	\$ 13	.4	\$ 38.3	\$ 31.	3 \$	39.5	\$ 10.4	\$	5.1	\$ 20	.1	\$ 19.6	\$ 2.0	\$ 19.8	\$ 3	.6 \$	100.0	\$ 26.7	\$ 20.	\$ 90	.2 \$	8.3

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.1%	10.6%	0.2%	0.3%	1.4%	2.0%	1.4%	1.9%	1.9%	1.9%	1.9%	2.2%	0.1%	5.3%	4.1%	0.3%	5.3%	0.1%	22.8%	1.7%	4.1%	22.9%	0.3%
Corporate/Brand	100%	11.7%	10.8%	1.8%	0.1%	8.8%	14.8%	5.6%	1.3%	7.4%	5.0%	13.9%	0.8%	1.8%	0.3%	1.6%	0.3%	0.7%	0.9%	2.2%	2.5%	2.1%	3.5%	2.2%
Fashion	100%	21.4%	33.5%	3.1%	0.9%	0.7%	2.9%	6.5%	0.8%	11.5%	10.0%	0.1%	0.2%	0.1%	0.4%	0.7%	0.3%	0.2%	0.5%	0.4%	2.4%	0.5%	2.9%	0.0%
Sports	100%	7.0%	35.1%	0.2%	0.1%	4.6%	0.0%	3.4%	1.2%	0.1%	0.1%	1.7%	0.7%	0.4%	0.0%	1.4%	0.0%	0.1%	0.6%	23.0%	14.0%	0.8%	3.4%	2.0%
Music	100%	7.4%	33.9%	0.0%	4.9%	4.7%	4.8%	3.8%	10.0%	0.3%	4.4%	0.0%	1.7%	0.1%	4.6%	2.3%	0.0%	0.6%	2.4%	1.8%	6.7%	2.4%	0.9%	2.3%
Collegiate	100%	0.0%	37.0%	0.0%	0.0%	2.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	37.8%	22.2%	0.0%	0.0%	0.0%
Publishing	100%	5.0%	21.5%	0.8%	0.1%	1.8%	2.2%	1.6%	3.0%	2.7%	26.5%	2.9%	1.5%	3.4%	3.3%	0.2%	0.6%	3.6%	0.7%	0.1%	3.1%	13.5%	0.1%	1.8%
Celebrity	100%	12.5%	29.4%	0.0%	0.2%	0.0%	0.2%	7.8%	0.5%	7.5%	5.9%	0.4%	1.6%	0.4%	3.8%	0.3%	0.7%	0.3%	0.5%	3.5%	1.9%	6.3%	11.3%	4.9%
Non-Profit	100%	39.7%	5.0%	5.0%	0.0%	0.0%	0.0%	0.0%	0.0%	44.7%	0.0%	0.0%	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.0%	0.4%	5.0%
Art	100%	10.3%	20.2%	0.0%	0.2%	0.0%	0.2%	1.1%	14.4%	5.1%	5.8%	4.1%	2.8%	1.5%	0.1%	10.3%	0.1%	6.5%	0.0%	0.8%	0.1%	2.2%	13.1%	1.2%
TOTAL	100%	10.6%	16.9%	1.1%	0.4%	3.8%	5.8%	3.6%	1.7%	4.9%	4.0%	5.1%	1.3%	0.7%	2.6%	2.5%	0.3%	2.5%	0.5%	12.9%	3.4%	2.7%	11.6%	1.1%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	42.5%	28.6%	26.5%	7.9%	32.8%	16.0%	15.1%	16.9%	47.8%	16.4%	20.3%	15.7%	70.2%	8.0%	87.7%	68.9%	49.6%	88.2%	5.2%	75.4%	20.8%	64.6%	84.0%	11.4%
Corporate/Brand	29.5%	32.6%	18.7%	48.3%	6.4%	67.3%	75.6%	45.8%	22.7%	44.4%	36.4%	80.5%	18.0%	79.2%	3.8%	19.3%	32.3%	8.1%	55.8%	5.1%	21.9%	22.6%	8.9%	59.9%
Fashion	13.8%	28.0%	27.3%	39.6%	29.0%	2.5%	7.0%	24.8%	6.1%	32.4%	34.5%	0.3%	2.2%	2.0%	2.2%	3.8%	14.4%	1.2%	13.6%	0.5%	9.7%	2.6%	3.5%	0.0%
Sports	8.5%	5.7%	17.6%	1.3%	3.0%	10.2%	0.1%	8.0%	5.9%	0.2%	0.2%	2.9%	4.3%	5.9%	0.0%	4.6%	0.0%	0.2%	10.0%	15.3%	34.8%	2.7%	2.5%	16.2%
Music	2.4%	1.7%	4.8%	0.0%	28.2%	3.0%	2.0%	2.5%	14.0%	0.1%	2.7%	0.0%	3.0%	0.3%	4.3%	2.2%	0.0%	0.6%	12.3%	0.3%	4.7%	2.1%	0.2%	5.2%
Collegiate	1.1%	0.0%	2.4%	0.0%	0.0%	0.7%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	1.2%	3.2%	7.1%	0.0%	0.0%	0.0%
Publishing	0.7%	0.3%	0.9%	0.5%	0.1%	0.3%	0.3%	0.3%	1.2%	0.4%	4.5%	0.4%	0.8%	3.6%	0.9%	0.1%	1.5%	1.0%	1.0%	0.0%	0.6%	3.5%	0.0%	1.2%
Celebrity	0.7%	0.9%	1.3%	0.0%	0.3%	0.0%	0.0%	1.6%	0.2%	1.1%	1.1%	0.1%	0.9%	0.4%	1.1%	0.1%	2.1%	0.1%	0.9%	0.2%	0.4%	1.7%	0.7%	3.4%
Non-Profit	0.5%	1.9%	0.2%	2.3%	0.0%	0.0%	0.0%	0.0%	0.0%	4.7%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	2.4%
Art	0.2%	0.2%	0.3%	0.0%	0.1%	0.0%	0.0%	0.1%	2.1%	0.3%	0.4%	0.2%	0.5%	0.6%	0.0%	1.0%	0.1%	0.6%	0.0%	0.0%	0.0%	0.2%	0.3%	0.3%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# MIDDLE EAST / AFRICA RETAIL

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																							Lawn/								Software/					
							C	asino															Garden	/							Video		Themed			
		Acc	essories			Auto	Ga	aming/			Food &					Health &	: 1	Home	Ηοι	use-			Tools/		Music/	Paper	Pet				Games/	Sporting	Entertain-			
Property	Total	- F	ashion	Ap	parel	Parts	Lot	tteries	CE		Beverage	Foo	twear	Gifts	s	Beauty	- 1	Décor	wa	ires	Infan	nt	Hardwa	e	Video	Products	Products	Publishing	Serv	ces	Apps	Goods	ment	Toys		Other
Character/Entertainment	\$ 3,244.1	\$	709.8	\$	190.2	\$ 5.1	\$	13.7	\$ 67.	.5 \$	\$ 241.9	\$	70.7	\$ 5	3.3	\$ 103.1	1 \$	124.1	\$	64.3	\$ 9	96.5	\$ 2	.5 \$	136.8	\$ 105.2	\$ 9.2	\$ 33.	\$	4.8	\$ 550.0	\$ 51.8	\$ 213.5	\$ 39	.9 \$	5.1
Corporate/Brand	\$ 2,203.7	\$	361.4	\$ :	283.8	\$ 43.4	\$	1.3	\$ 185.	.0 \$	\$ 164.9	\$	32.9	\$ 93	2.1	\$ 155.4	\$	87.7	\$ 3	380.1	\$ 3	33.8	\$ 47	.0 \$	3.8	\$ 22.5	\$ 7.3	\$ 4.5	5 \$	1.5	\$ 45.5	\$ 106.4	\$ 27.1	\$ 64	1.3 \$	51.9
Fashion	\$ 197.6	\$	28.0	\$	32.7	\$ -	\$	0.0	\$ 8.	.0 \$	\$ 22.0	\$	7.5	\$ 10	0.0	\$ 0.9	\$	24.4	\$	1.1	\$	0.6	\$ 0	.2 \$	4.7	\$ 14.9	\$ 0.2	\$ 1.4	\$	11.2	\$ 6.6	\$ 5.4	\$ 2.5	\$ 15	5.4 \$	-
Sports	\$ 104.9	\$	13.8	\$	41.3	\$ 0.0	\$	0.4	\$ 6.	9 \$	\$ 0.0	\$	18.4	\$ :	3.0	\$ 0.0	\$	0.8	\$	1.5	\$	0.0	\$ 0	.0 \$	0.1	\$ 1.3	\$ 0.0	\$ 1.0	\$	0.1	\$ 0.7	\$ 3.2	\$ 11.7	\$ (	0.5 \$	0.1
Celebrity	\$ 77.5	\$	15.1	\$	34.6	\$ -	\$	0.3	\$ 0.	.0 \$	\$ 0.0	\$	8.9	\$ (	0.1	\$ 4.4	\$	0.7	\$	0.0	\$	3.6	\$ 0	.1 \$	1.4	\$ 0.1	\$ 1.1	\$ 0.0	) \$	0.0	\$ 2.9	\$ 0.4	\$ 0.9	\$ (	0.9 \$	2.1
Art	\$ 30.2	\$	9.9	\$	7.6	\$ 0.1	\$	0.2	\$ 0.	.0 \$	\$ 0.0	\$	0.8	\$	1.5	\$ 1.6	\$	8.0	\$	0.6	\$	0.0	\$ 0	.2 \$	0.0	\$ 1.5	\$ 0.0	\$ 1.5	5 \$	0.0	\$ 0.1	\$ 0.0	\$ 0.5	\$ *	.5 \$	1.7
Music	\$ 28.5	\$	1.7	\$	1.2	\$ -	\$	0.0	\$ 0.	.0 \$	\$ 0.0	\$	0.2	\$	1.3	\$ 0.5	5 \$	0.9	\$	0.0	\$	0.5	\$ 0	.0 \$	13.1	\$ 1.6	\$ -	\$ 1.1	\$	0.1	\$ 2.2	\$ 1.2	\$ 0.2	\$ (	0.8 \$	1.8
Collegiate	\$ 2.8	\$	1.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.	.0 \$	\$ 0.0	\$	0.0	\$ (	0.2	\$ 0.0	\$	0.2	\$	0.1	\$	0.6	\$ 0	.3 \$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$	-	\$ 0.0	\$ 0.1	\$ 0.0	\$ (	0.1 \$	0.0
Publishing	\$ 1.5	\$	0.0	\$	0.2	\$ 0.0	\$	0.0	\$ 0.	.3 \$	\$ 0.0	\$	0.2	\$ (	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0	.0 \$	0.8	\$ 0.0	\$ 0.0	\$ 0.0	) \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ (	0.0 \$	0.0
Non-Profit	\$ 0.1	\$	0.0	\$	0.0	\$ 0.0	\$	-	\$ 0.	.0 \$	\$ 0.0	\$	0.0	\$ (	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0	.0 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ (	0.0 \$	0.0
TOTAL	\$ 5,890.8	\$	1,140.7	\$	591.6	\$ 48.7	\$	15.9	\$ 267.	.8 \$	\$ 428.8	\$	139.7	\$ 16	1.5	\$ 266.1	\$	239.6	\$ 4	447.7	\$ 13	35.6	\$ 50	.3 \$	160.8	\$ 147.1	\$ 17.7	\$ 42.	\$	17.7	\$ 608.0	\$ 168.6	\$ 256.4	\$ 475	5.5 \$	62.8

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

																		<del> </del>						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	21.9%	5.9%	0.2%	0.4%	2.1%	7.5%	2.2%	1.6%	3.2%	3.8%	2.0%	3.0%	0.1%	4.2%	3.2%	0.3%	1.0%	0.1%	17.0%	1.6%	6.6%	12.1%	0.2%
Corporate/Brand	100%	16.4%	12.9%	2.0%	0.1%	8.4%	7.5%	1.5%	4.2%	7.1%	4.0%	17.2%	1.5%	2.1%	0.2%	1.0%	0.3%	0.2%	0.1%	2.1%	4.8%	1.2%	2.9%	2.4%
Fashion	100%	14.2%	16.6%	0.0%	0.0%	4.0%	11.1%	3.8%	5.0%	0.5%	12.4%	0.5%	0.3%	0.1%	2.4%	7.5%	0.1%	0.7%	5.7%	3.3%	2.7%	1.3%	7.8%	0.0%
Sports	100%	13.2%	39.4%	0.0%	0.3%	6.6%	0.0%	17.5%	2.8%	0.0%	0.8%	1.5%	0.0%	0.0%	0.1%	1.2%	0.0%	0.9%	0.1%	0.7%	3.1%	11.2%	0.5%	0.1%
Celebrity	100%	19.4%	44.6%	0.0%	0.4%	0.0%	0.0%	11.5%	0.1%	5.7%	0.9%	0.0%	4.6%	0.1%	1.8%	0.1%	1.4%	0.0%	0.0%	3.7%	0.5%	1.2%	1.2%	2.7%
Art	100%	32.8%	25.1%	0.3%	0.6%	0.0%	0.0%	2.6%	5.1%	5.5%	2.6%	1.9%	0.0%	0.8%	0.1%	4.9%	0.1%	4.9%	0.0%	0.5%	0.1%	1.6%	4.9%	5.7%
Music	100%	6.1%	4.2%	0.0%	0.0%	0.0%	0.1%	0.7%	4.4%	1.9%	3.3%	0.0%	1.9%	0.1%	46.1%	5.5%	0.0%	3.7%	0.3%	7.6%	4.2%	0.7%	2.9%	6.3%
Collegiate	100%	36.1%	1.6%	0.0%	0.0%	0.0%	0.1%	1.6%	8.8%	0.0%	7.9%	4.0%	20.6%	9.9%	0.0%	1.1%	0.0%	0.0%	0.0%	0.1%	4.3%	0.2%	3.5%	0.1%
Publishing	100%	0.1%	10.5%	0.5%	0.1%	19.5%	0.6%	12.0%	0.0%	0.0%	0.0%	2.5%	0.0%	0.0%	51.6%	0.1%	0.0%	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%	2.3%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	37.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	28.2%	0.0%	34.5%	0.0%
TOTAL	100%	19.4%	10.0%	0.8%	0.3%	4.5%	7.3%	2.4%	2.7%	4.5%	4.1%	7.6%	2.3%	0.9%	2.7%	2.5%	0.3%	0.7%	0.3%	10.3%	2.9%	4.4%	8.1%	1.1%

									<u> </u>				•											
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	55.1%	62.2%	32.1%	10.5%	86.2%	25.2%	56.4%	50.6%	33.0%	38.8%	51.8%	14.4%	71.2%	5.0%	85.1%	71.5%	51.7%	77.9%	27.3%	90.5%	30.7%	83.3%	82.4%	8.1%
Corporate/Brand	37.4%	31.7%	48.0%	89.2%	8.2%	69.1%	38.4%	23.6%	57.0%	58.4%	36.6%	84.9%	24.9%	93.4%	2.4%	15.3%	41.0%	10.6%	8.7%	7.5%	63.1%	10.6%	13.5%	82.7%
Fashion	3.4%	2.5%	5.5%	0.0%	0.3%	3.0%	5.1%	5.3%	6.2%	0.3%	10.2%	0.2%	0.4%	0.3%	2.9%	10.1%	1.1%	3.2%	63.1%	1.1%	3.2%	1.0%	3.2%	0.0%
Sports	1.8%	1.2%	7.0%	0.0%	2.2%	2.6%	0.0%	13.2%	1.8%	0.0%	0.3%	0.3%	0.0%	0.0%	0.1%	0.9%	0.0%	2.2%	0.4%	0.1%	1.9%	4.6%	0.1%	0.2%
Celebrity	1.3%	1.3%	5.8%	0.0%	1.9%	0.0%	0.0%	6.4%	0.1%	1.7%	0.3%	0.0%	2.6%	0.1%	0.9%	0.1%	6.1%	0.0%	0.0%	0.5%	0.2%	0.4%	0.2%	3.3%
Art	0.5%	0.9%	1.3%	0.2%	1.2%	0.0%	0.0%	0.6%	0.9%	0.6%	0.3%	0.1%	0.0%	0.5%	0.0%	1.0%	0.1%	3.5%	0.1%	0.0%	0.0%	0.2%	0.3%	2.7%
Music	0.5%	0.2%	0.2%	0.0%	0.1%	0.0%	0.0%	0.1%	0.8%	0.2%	0.4%	0.0%	0.4%	0.0%	8.2%	1.1%	0.0%	2.5%	0.5%	0.4%	0.7%	0.1%	0.2%	2.8%
Collegiate	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.0%	0.1%	0.0%	0.4%	0.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%
Publishing	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# MIDDLE EAST / AFRICA ROYALTY

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																							Lawn/						Software				
								Cas	sino														Garden/						/ Video		Themed		
		Acc	cessories			A	uto	Gan	ning/			Food &					Health	<b>&amp;</b>	Home	House	e-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	-1	Fashion	App	parel	Pa	arts	Lotte	eries	C	Œ	Beverage	Fe	ootwear	Gift	ts	Beaut	ty	Décor	ware	s	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 193.2	\$	42.5	\$	13.9	\$	0.4	\$	0.4	\$	3.4	\$ 8.1	\$	4.3	\$ 2	2.9	\$ 5	5.6	\$ 6.6	\$ 3	3.9	\$ 5.9	\$ 0.2	\$ 7.1	\$ 6.3	\$ 0.6	\$ 1.8	\$ 0.2	\$ 35.0	\$ 2.9	\$ 15.4	\$ 25.4	\$ 0.3
Corporate/Brand	\$ 121.6	\$	22.6	\$	19.3	\$	2.0	\$	0.0	\$	8.8	\$ 5.8	\$	1.9	\$ 4	4.7	\$ 9	9.5	\$ 4.6	\$ 18	3.0	\$ 2.0	\$ 2.4	\$ 0.2	\$ 1.3	\$ 0.5	\$ 0.3	\$ 0.1	\$ 2.8	\$ 6.5	\$ 1.7	\$ 3.7	\$ 3.0
Fashion	\$ 12.1	\$	1.9	\$	2.2	\$	-	\$	0.0	\$	0.4	\$ 0.7	\$	0.5	\$ (	0.6	\$ (	0.1	\$ 1.5	\$ 0	0.1	\$ 0.0	\$ 0.0	\$ 0.3	\$ 0.9	\$ 0.0	\$ 0.1	\$ 0.6	\$ 0.4	\$ 0.3	\$ 0.2	\$ 1.2	\$ -
Sports	\$ 6.9	\$	0.9	\$	2.8	\$	0.0	\$	0.0	\$	0.4	\$ 0.0	\$	1.3	\$ (	0.2	\$ (	0.0	\$ 0.0	\$ 0	0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0.9	\$ 0.0	\$ 0.0
Celebrity	\$ 4.8	\$	1.0	\$	2.2	\$	-	\$	0.0	\$	0.0	\$ 0.0	\$	0.5	\$ (	0.0	\$ (	0.2	\$ 0.0	\$ (	0.0	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0.1	\$ 0.1
Art	\$ 1.5	\$	0.5	\$	0.4	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ (	0.0	\$ (	0.1	\$ 0.0	\$ 0	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.1
Music	\$ 1.7	\$	0.1	\$	0.1	\$	-	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ (	0.1	\$ (	0.0	\$ 0.1	\$ 0	0.0	\$ 0.0	\$ 0.0	\$ 0.7	\$ 0.1	\$ -	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.1
Collegiate	\$ 0.2	\$	0.1	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ (	0.0	\$ (	0.0	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Publishing	\$ 0.1	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ (	0.0	\$ (	0.0	\$ 0.0	\$ 0	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Non-Profit	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	-	\$	0.0	\$ 0.0	\$	0.0	\$ (	0.0	\$ (	0.0	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
TOTAL	\$ 342.0	\$	69.5	\$	40.9	\$	2.4	\$	0.5	\$	13.1	\$ 14.6	\$	8.5	\$ 8	8.5	\$ 15	5.5	\$ 12.9	\$ 22	2.1	\$ 8.2	\$ 2.6	\$ 8.4	\$ 8.8	\$ 1.1	\$ 2.4	\$ 0.9	\$ 38.5	\$ 10.0	\$ 18.4	\$ 30.5	\$ 3.6

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	22.0%	7.2%	0.2%	0.2%	1.8%	4.2%	2.2%	1.5%	2.9%	3.4%	2.0%	3.0%	0.1%	3.7%	3.2%	0.3%	1.0%	0.1%	18.1%	1.5%	8.0%	13.1%	0.1%
Corporate/Brand	100%	18.6%	15.9%	1.6%	0.0%	7.2%	4.8%	1.5%	3.9%	7.8%	3.8%	14.8%	1.7%	1.9%	0.2%	1.1%	0.4%	0.2%	0.1%	2.3%	5.3%	1.4%	3.0%	2.5%
Fashion	100%	16.0%	17.9%	0.0%	0.0%	3.5%	6.0%	4.3%	4.7%	0.5%	12.1%	0.5%	0.3%	0.1%	2.2%	7.6%	0.1%	0.7%	4.9%	3.7%	2.9%	1.8%	10.2%	0.0%
Sports	100%	12.4%	40.0%	0.0%	0.1%	5.8%	0.0%	18.4%	2.4%	0.0%	0.6%	1.2%	0.0%	0.0%	0.1%	1.5%	0.0%	1.0%	0.1%	0.0%	2.5%	13.1%	0.4%	0.5%
Celebrity	100%	21.0%	46.0%	0.0%	0.2%	0.0%	0.0%	10.7%	0.1%	4.8%	1.0%	0.0%	4.1%	0.1%	1.5%	0.1%	1.1%	0.0%	0.0%	3.5%	0.5%	1.3%	1.4%	2.5%
Art	100%	32.8%	30.6%	0.0%	0.3%	0.0%	0.0%	2.6%	3.3%	5.5%	1.3%	1.2%	0.0%	0.8%	0.1%	4.8%	0.1%	2.7%	0.0%	0.6%	0.1%	1.9%	5.2%	6.4%
Music	100%	6.5%	5.8%	0.0%	0.0%	0.0%	0.0%	0.6%	5.3%	2.0%	3.9%	0.0%	2.0%	0.1%	38.9%	6.9%	0.0%	4.3%	0.3%	7.6%	4.9%	1.0%	3.7%	6.3%
Collegiate	100%	37.1%	1.8%	0.0%	0.0%	0.0%	0.1%	1.6%	8.1%	0.0%	6.8%	3.7%	21.5%	9.8%	0.0%	1.1%	0.0%	0.0%	0.0%	0.2%	4.2%	0.2%	3.7%	0.1%
Publishing	100%	0.0%	9.2%	0.5%	0.0%	10.2%	0.4%	7.8%	0.0%	0.0%	0.0%	2.5%	0.0%	1.8%	66.0%	0.6%	0.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	37.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	27.0%	0.0%	35.3%	0.0%
TOTAL	100%	20.3%	12.0%	0.7%	0.1%	3.8%	4.3%	2.5%	2.5%	4.5%	3.8%	6.5%	2.4%	0.8%	2.5%	2.6%	0.3%	0.7%	0.3%	11.3%	2.9%	5.4%	8.9%	1.1%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	56.5%	61.1%	33.9%	18.1%	86.1%	26.3%	55.5%	50.5%	33.7%	36.4%	51.6%	17.8%	71.8%	6.0%	84.4%	71.1%	53.6%	77.6%	27.1%	90.8%	29.1%	84.1%	83.1%	7.5%
Corporate/Brand	35.5%	32.5%	47.3%	81.9%	8.5%	67.3%	39.6%	21.8%	55.8%	61.0%	35.6%	81.4%	24.5%	92.0%	2.9%	15.1%	40.6%	11.4%	7.4%	7.3%	64.5%	9.2%	12.1%	82.7%
Fashion	3.5%	2.8%	5.3%	0.0%	1.1%	3.3%	4.9%	6.1%	6.7%	0.4%	11.3%	0.2%	0.4%	0.6%	3.2%	10.4%	0.9%	3.4%	64.5%	1.2%	3.5%	1.2%	4.0%	0.0%
Sports	2.0%	1.2%	6.8%	0.0%	1.7%	3.1%	0.0%	14.9%	2.0%	0.0%	0.3%	0.4%	0.0%	0.0%	0.1%	1.1%	0.0%	2.8%	0.4%	0.0%	1.7%	4.9%	0.1%	0.9%
Celebrity	1.4%	1.5%	5.4%	0.0%	1.7%	0.0%	0.0%	6.1%	0.1%	1.5%	0.4%	0.0%	2.4%	0.3%	0.9%	0.1%	4.8%	0.0%	0.0%	0.4%	0.2%	0.4%	0.2%	3.3%
Art	0.4%	0.7%	1.1%	0.0%	0.9%	0.0%	0.0%	0.4%	0.6%	0.5%	0.1%	0.1%	0.0%	0.4%	0.0%	0.8%	0.1%	1.6%	0.0%	0.0%	0.0%	0.2%	0.3%	2.6%
Music	0.5%	0.2%	0.2%	0.0%	0.0%	0.0%	0.0%	0.1%	1.1%	0.2%	0.5%	0.0%	0.4%	0.1%	8.1%	1.4%	0.0%	3.1%	0.7%	0.3%	0.8%	0.1%	0.2%	3.0%
Collegiate	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.0%	0.1%	0.0%	0.4%	0.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%
Publishing	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# Revenue & Royalty Summary Tables —Top 10 Markets

Please Note: Due to rounding necessary to present these tables in a readable report format, the numbers presented throughout this document may not add up precisely to the table summary totals provided and the reported percentages may not precisely reflect the absolute figures. The non-rounded, more detailed figures are available upon request.



# **UNITED STATES RETAIL**

# Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																	Lawn/						Software/				
							Casino										Garden/						Video		Themed		
		Acc	cessories				Gaming	/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- F	Fashion	Apparel	Α	uto Parts	Lotterie	S	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 63,722.6	\$	4,743.3	\$ 7,069.	1 \$	97.1	\$ 248.	) \$ :	1,523.7	\$ 2,562.8	\$ 1,304.9	\$ 1,438.0	\$ 1,854.5	\$ 2,319.8	\$ 862.6	\$ 2,122.7	\$ 493.6	\$ 3,636.6	\$ 2,243.7	\$ 234.4	\$ 2,810.7	\$ 338.3	\$ 8,869.6	\$ 1,895.0	\$ 2,145.0	\$ 14,628.7	\$ 280.6
Corporate/Brand	\$ 50,362.8	\$	5,459.3	\$ 6,471.	8 \$	1,392.2	\$ 199.	3 \$ 4	4,968.8	\$ 6,924.9	\$ 2,338.7	\$ 1,186.9	\$ 1,667.0	\$ 2,153.4	\$ 2,178.4	\$ 504.4	\$ 1,859.4	\$ 183.1	\$ 551.8	\$ 371.4	\$ 347.8	\$ 1,946.0	\$ 2,183.3	\$ 2,429.6	\$ 1,089.4	\$ 1,984.0	\$1,971.7
Sports	\$ 27,713.4	\$	3,793.9	\$ 5,944.	1 \$	222.7	\$ 175.	3 \$	260.8	\$ 52.9	\$ 767.8	\$ 2,418.0	\$ 152.6	\$ 504.2	\$ 284.8	\$ 398.6	\$ 135.5	\$ 328.9	\$ 456.2	\$ 29.8	\$ 214.5	\$ 66.5	\$ 6,363.8	\$ 3,206.5	\$ 239.6	\$ 1,533.7	\$ 162.6
Publishing	\$ 19,075.4	\$	283.5	\$ 313.	9 \$	75.2	\$ 0.	7 \$	35.8	\$ 730.0	\$ 117.9	\$ 74.2	\$ 68.3	\$ 9,681.4	\$ 294.4	\$ 33.3	\$ 3,933.3	\$ 42.4	\$ 15.3	\$ 23.8	\$ 263.1	\$ 2,299.4	\$ 48.0	\$ 83.1	\$ 87.0	\$ 189.9	\$ 381.3
Fashion	\$ 18,859.0	\$	5,022.5	\$ 4,920.	8 \$	15.6	\$ 20.	5 \$	211.9	\$ 116.7	\$ 1,826.8	\$ 54.3	\$ 2,011.8	\$ 1,473.7	\$ 280.6	\$ 159.5	\$ 91.3	\$ 95.3	\$ 30.6	\$ 80.2	\$ 70.2	\$ 455.5	\$ 106.4	\$ 642.7	\$ 91.1	\$ 1,065.4	\$ 15.8
Collegiate	\$ 7,453.7	\$	975.6	\$ 1,587.	2 \$	15.9	\$ 0.	3 \$	23.5	\$ 11.0	\$ 99.8	\$ 424.9	\$ 3.3	\$ 291.8	\$ 184.0	\$ 573.8	\$ 248.6	\$ -	\$ 74.7	\$ 11.1	\$ 2.2	\$ 4.3	\$ 1,066.6	\$ 1,345.0	\$ 20.7	\$ 482.2	\$ 6.7
Celebrity	\$ 4,691.3	\$	420.1	\$ 790.	7 \$	<b>-</b>	\$ 16.	3 \$	26.4	\$ 423.6	\$ 169.6	\$ 266.6	\$ 472.3	\$ 890.8	\$ 206.6	\$ 108.6	\$ 73.3	\$ 44.6	\$ 1.2	\$ 99.4	\$ 52.0	\$ 147.2	\$ 91.0	\$ 74.1	\$ 37.8	\$ 88.8	\$ 189.8
Music	\$ 3,180.4	\$	322.4	\$ 515.	3 \$	- 6	\$ 221.	2 \$	140.4	\$ 573.1	\$ 206.6	\$ 105.7	\$ 9.3	\$ 59.7	\$ 66.7	\$ 5.4	\$ 54.4	\$ 230.5	\$ 68.5	\$ -	\$ 26.6	\$ 31.2	\$ 85.6	\$ 71.3	\$ 43.6	\$ 145.3	\$ 197.6
Art	\$ 2,456.2	\$	317.7	\$ 207.	9 \$	2.2	\$ 13.	1 \$	0.0	\$ 40.8	\$ 13.2	\$ 335.0	\$ 17.5	\$ 581.0	\$ 146.9	\$ 24.6	\$ 16.2	\$ 3.7	\$ 351.7	\$ 1.5	\$ 130.2	\$ 0.5	\$ 1.1	\$ 0.2	\$ 5.7	\$ 245.0	\$ 0.4
Non-Profit	\$ 2,015.4	\$	179.3	\$ 128.	7 \$	5.2	\$ -	\$	12.5	\$ 335.1	\$ 31.7	\$ 69.2	\$ 55.2	\$ 233.8	\$ 49.8	\$ 11.4	\$ 34.6	\$ 37.0	\$ 202.2	\$ 1.8	\$ 15.0	\$ 16.2	\$ 220.3	\$ 32.6	\$ 141.2	\$ 165.8	\$ 36.8
TOTAL	\$ 199,530.1	\$	21,517.6	\$ 27,949.	6 \$	1,826.1	\$ 896.	\$ 3	7,203.8	\$ 11,770.8	\$ 6,876.9	\$ 6,372.6	\$ 6,311.9	\$ 18,189.7	\$ 4,554.6	\$ 3,942.4	\$ 6,940.1	\$ 4,602.1	\$ 3,995.9	\$ 853.4	\$ 3,932.4	\$ 5,305.1	\$ 19,035.6	\$ 9,780.1	\$ 3,901.0	\$ 20,528.8	\$3,243.2

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories			Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	<b>Auto Parts</b>	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.4%	11.1%	0.2%	0.4%	2.4%	4.0%	2.0%	2.3%	2.9%	3.6%	1.4%	3.3%	0.8%	5.7%	3.5%	0.4%	4.4%	0.5%	13.9%	3.0%	3.4%	23.0%	0.4%
Corporate/Brand	100%	10.8%	12.9%	2.8%	0.4%	9.9%	13.8%	4.6%	2.4%	3.3%	4.3%	4.3%	1.0%	3.7%	0.4%	1.1%	0.7%	0.7%	3.9%	4.3%	4.8%	2.2%	3.9%	3.9%
Sports	100%	13.7%	21.4%	0.8%	0.6%	0.9%	0.2%	2.8%	8.7%	0.6%	1.8%	1.0%	1.4%	0.5%	1.2%	1.6%	0.1%	0.8%	0.2%	23.0%	11.6%	0.9%	5.5%	0.6%
Publishing	100%	1.5%	1.6%	0.4%	0.0%	0.2%	3.8%	0.6%	0.4%	0.4%	50.8%	1.5%	0.2%	20.6%	0.2%	0.1%	0.1%	1.4%	12.1%	0.3%	0.4%	0.5%	1.0%	2.0%
Fashion	100%	26.6%	26.1%	0.1%	0.1%	1.1%	0.6%	9.7%	0.3%	10.7%	7.8%	1.5%	0.8%	0.5%	0.5%	0.2%	0.4%	0.4%	2.4%	0.6%	3.4%	0.5%	5.6%	0.1%
Collegiate	100%	13.1%	21.3%	0.2%	0.0%	0.3%	0.1%	1.3%	5.7%	0.0%	3.9%	2.5%	7.7%	3.3%	0.0%	1.0%	0.1%	0.0%	0.1%	14.3%	18.0%	0.3%	6.5%	0.1%
Celebrity	100%	9.0%	16.9%	0.0%	0.4%	0.6%	9.0%	3.6%	5.7%	10.1%	19.0%	4.4%	2.3%	1.6%	1.0%	0.0%	2.1%	1.1%	3.1%	1.9%	1.6%	0.8%	1.9%	4.0%
Music	100%	10.1%	16.2%	0.0%	7.0%	4.4%	18.0%	6.5%	3.3%	0.3%	1.9%	2.1%	0.2%	1.7%	7.2%	2.2%	0.0%	0.8%	1.0%	2.7%	2.2%	1.4%	4.6%	6.2%
Art	100%	12.9%	8.5%	0.1%	0.5%	0.0%	1.7%	0.5%	13.6%	0.7%	23.7%	6.0%	1.0%	0.7%	0.2%	14.3%	0.1%	5.3%	0.0%	0.0%	0.0%	0.2%	10.0%	0.0%
Non-Profit	100%	8.9%	6.4%	0.3%	0.0%	0.6%	16.6%	1.6%	3.4%	2.7%	11.6%	2.5%	0.6%	1.7%	1.8%	10.0%	0.1%	0.7%	0.8%	10.9%	1.6%	7.0%	8.2%	1.8%
TOTAL	100%	10.8%	14.0%	0.9%	0.4%	3.6%	5.9%	3.4%	3.2%	3.2%	9.1%	2.3%	2.0%	3.5%	2.3%	2.0%	0.4%	2.0%	2.7%	9.5%	4.9%	2.0%	10.3%	1.6%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories			Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	<b>Auto Parts</b>	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	31.9%	22.0%	25.3%	5.3%	27.7%	21.2%	21.8%	19.0%	22.6%	29.4%	12.8%	18.9%	53.8%	7.1%	79.0%	56.2%	27.5%	71.5%	6.4%	46.6%	19.4%	55.0%	71.3%	8.7%
Corporate/Brand	25.2%	25.4%	23.2%	76.2%	22.3%	69.0%	58.8%	34.0%	18.6%	26.4%	11.8%	47.8%	12.8%	26.8%	4.0%	13.8%	43.5%	8.8%	36.7%	11.5%	24.8%	27.9%	9.7%	60.8%
Sports	13.9%	17.6%	21.3%	12.2%	19.6%	3.6%	0.4%	11.2%	37.9%	2.4%	2.8%	6.3%	10.1%	2.0%	7.1%	11.4%	3.5%	5.5%	1.3%	33.4%	32.8%	6.1%	7.5%	5.0%
Publishing	9.6%	1.3%	1.1%	4.1%	0.1%	0.5%	6.2%	1.7%	1.2%	1.1%	53.2%	6.5%	0.8%	56.7%	0.9%	0.4%	2.8%	6.7%	43.3%	0.3%	0.9%	2.2%	0.9%	11.8%
Fashion	9.5%	23.3%	17.6%	0.9%	2.3%	2.9%	1.0%	26.6%	0.9%	31.9%	8.1%	6.2%	4.0%	1.3%	2.1%	0.8%	9.4%	1.8%	8.6%	0.6%	6.6%	2.3%	5.2%	0.5%
Collegiate	3.7%	4.5%	5.7%	0.9%	0.1%	0.3%	0.1%	1.5%	6.7%	0.1%	1.6%	4.0%	14.6%	3.6%	0.0%	1.9%	1.3%	0.1%	0.1%	5.6%	13.8%	0.5%	2.3%	0.2%
Celebrity	2.4%	2.0%	2.8%	0.0%	1.9%	0.4%	3.6%	2.5%	4.2%	7.5%	4.9%	4.5%	2.8%	1.1%	1.0%	0.0%	11.7%	1.3%	2.8%	0.5%	0.8%	1.0%	0.4%	5.9%
Music	1.6%	1.5%	1.8%	0.0%	24.7%	1.9%	4.9%	3.0%	1.7%	0.1%	0.3%	1.5%	0.1%	0.8%	5.0%	1.7%	0.0%	0.7%	0.6%	0.4%	0.7%	1.1%	0.7%	6.1%
Art	1.2%	1.5%	0.7%	0.1%	1.5%	0.0%	0.3%	0.2%	5.3%	0.3%	3.2%	3.2%	0.6%	0.2%	0.1%	8.8%	0.2%	3.3%	0.0%	0.0%	0.0%	0.1%	1.2%	0.0%
Non-Profit	1.0%	0.8%	0.5%	0.3%	0.0%	0.2%	2.8%	0.5%	1.1%	0.9%	1.3%	1.1%	0.3%	0.5%	0.8%	5.1%	0.2%	0.4%	0.3%	1.2%	0.3%	3.6%	0.8%	1.1%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **UNITED STATES ROYALTY**

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 3,934.3	\$ 291.1	\$ 492.5	\$ 5.6	\$ 6.7	\$ 83.1	\$ 85.2	\$ 80.8	\$ 77.4	\$ 105.5	\$ 120.5	\$ 48.5	\$ 135.2	\$ 28.8	\$ 204.9	\$ 140.7	\$ 14.3	\$ 162.3	\$ 18.0	\$ 588.3	\$ 111.9	\$ 152.5	\$ 965.4	\$ 15.3
Corporate/Brand	\$ 2,537.5	\$ 322.4	\$ 411.3	\$ 60.1	\$ 4.0	\$ 218.1	\$ 226.9	\$ 124.4	\$ 56.8	\$ 93.3	\$ 106.9	\$ 88.4	\$ 27.4	\$ 88.2	\$ 9.0	\$ 31.6	\$ 18.6	\$ 20.4	\$ 95.9	\$ 123.3	\$ 137.5	\$ 69.4	\$ 111.4	\$ 92.2
Sports	\$ 1,664.3	\$ 215.0	\$ 380.1	\$ 41.8	\$ 4.7	\$ 13.7	\$ 1.5	\$ 47.4	\$ 125.2	\$ 8.6	\$ 24.6	\$ 14.8	\$ 23.8	\$ 8.7	\$ 17.0	\$ 27.0	\$ 1.7	\$ 11.9	\$ 3.7	\$ 388.6	\$ 181.0	\$ 14.8	\$ 99.8	\$ 8.8
Publishing	\$ 263.5	\$ 16.3	\$ 19.2	\$ 2.6	\$ 0.0	\$ 0.9	\$ 8.7	\$ 6.6	\$ 3.1	\$ 2.0	\$ 95.3	\$ 13.1	\$ 1.8	\$ 31.3	\$ 2.1	\$ 0.8	\$ 0.7	\$ 13.8	\$ 16.8	\$ 2.7	\$ 3.5	\$ 6.2	\$ 10.2	\$ 5.5
Fashion	\$ 1,157.7	\$ 319.3	\$ 311.5	\$ 0.9	\$ 0.7	\$ 10.3	\$ 3.5	\$ 111.6	\$ 2.9	\$ 114.2	\$ 85.0	\$ 13.7	\$ 9.2	\$ 4.5	\$ 5.2	\$ 1.9	\$ 3.3	\$ 3.8	\$ 22.8	\$ 6.7	\$ 38.6	\$ 9.3	\$ 78.3	\$ 0.6
Collegiate	\$ 438.5	\$ 56.3	\$ 103.3	\$ 1.1	\$ 0.0	\$ 1.3	\$ 0.3	\$ 5.8	\$ 22.1	\$ 0.2	\$ 14.3	\$ 10.0	\$ 33.6	\$ 14.1	\$ -	\$ 4.5	\$ 0.8	\$ 0.2	\$ 0.2	\$ 65.4	\$ 74.4	\$ 1.2	\$ 28.9	\$ 0.4
Celebrity	\$ 270.3	\$ 28.3	\$ 56.8	\$ -	\$ 0.5	\$ 1.0	\$ 15.6	\$ 11.6	\$ 14.1	\$ 25.0	\$ 44.8	\$ 10.5	\$ 6.3	\$ 4.3	\$ 2.4	\$ 0.1	\$ 6.3	\$ 2.8	\$ 7.4	\$ 5.5	\$ 5.4	\$ 3.4	\$ 8.3	\$ 10.1
Music	\$ 184.1	\$ 21.6	\$ 42.8	\$ -	\$ 6.7	\$ 7.8	\$ 18.2	\$ 13.7	\$ 7.7	\$ 0.5	\$ 3.9	\$ 3.4	\$ 0.3	\$ 3.1	\$ 12.1	\$ 4.6	\$ -	\$ 1.5	\$ 2.1	\$ 5.2	\$ 4.8	\$ 3.2	\$ 9.7	\$ 11.0
Art	\$ 96.3	\$ 12.7	\$ 9.0	\$ 0.0	\$ 0.3	\$ 0.0	\$ 0.3	\$ 0.2	\$ 13.0	\$ 0.3	\$ 19.6	\$ 6.2	\$ 1.2	\$ 0.7	\$ 0.1	\$ 17.0	\$ 0.1	\$ 5.6	\$ -	\$ 0.0	\$ 0.0	\$ 0.1	\$ 9.8	\$ 0.0
Non-Profit	\$ 103.9	\$ 9.5	\$ 7.3	\$ 0.3	\$ -	\$ 0.6	\$ 13.8	\$ 1.5	\$ 3.4	\$ 2.9	\$ 10.2	\$ 2.4	\$ 0.5	\$ 1.8	\$ 1.9	\$ 11.8	\$ 0.1	\$ 0.8	\$ 0.8	\$ 13.5	\$ 1.3	\$ 7.9	\$ 9.7	\$ 2.0
TOTAL	\$ 10,650.3	\$ 1,292.5	\$ 1,833.8	\$ 112.6	\$ 23.5	\$ 336.7	\$ 373.9	\$ 403.7	\$ 325.6	\$ 352.5	\$ 525.0	\$ 211.1	\$ 239.4	\$ 185.5	\$ 254.7	\$ 240.0	\$ 45.8	\$ 223.0	\$ 167.6	\$ 1,199.1	\$ 558.6	\$ 268.0	\$ 1,331.5	\$ 145.9

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property To	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	7.4%	12.5%	0.1%	0.2%	2.1%	2.2%	2.1%	2.0%	2.7%	3.1%	1.2%	3.4%	0.7%	5.2%	3.6%	0.4%	4.1%	0.5%	15.0%	2.8%	3.9%	24.5%	0.4%
Corporate/Brand	100%	12.7%	16.2%	2.4%	0.2%	8.6%	8.9%	4.9%	2.2%	3.7%	4.2%	3.5%	1.1%	3.5%	0.4%	1.2%	0.7%	0.8%	3.8%	4.9%	5.4%	2.7%	4.4%	3.6%
Sports	100%	12.9%	22.8%	2.5%	0.3%	0.8%	0.1%	2.8%	7.5%	0.5%	1.5%	0.9%	1.4%	0.5%	1.0%	1.6%	0.1%	0.7%	0.2%	23.4%	10.9%	0.9%	6.0%	0.5%
Publishing	100%	6.2%	7.3%	1.0%	0.0%	0.3%	3.3%	2.5%	1.2%	0.8%	36.2%	5.0%	0.7%	11.9%	0.8%	0.3%	0.3%	5.2%	6.4%	1.0%	1.3%	2.4%	3.9%	2.1%
Fashion	100%	27.6%	26.9%	0.1%	0.1%	0.9%	0.3%	9.6%	0.2%	9.9%	7.3%	1.2%	0.8%	0.4%	0.5%	0.2%	0.3%	0.3%	2.0%	0.6%	3.3%	0.8%	6.8%	0.1%
Collegiate	100%	12.8%	23.6%	0.2%	0.0%	0.3%	0.1%	1.3%	5.0%	0.1%	3.3%	2.3%	7.7%	3.2%	0.0%	1.0%	0.2%	0.0%	0.1%	14.9%	17.0%	0.3%	6.6%	0.1%
Celebrity	100%	10.5%	21.0%	0.0%	0.2%	0.4%	5.8%	4.3%	5.2%	9.3%	16.6%	3.9%	2.3%	1.6%	0.9%	0.0%	2.3%	1.1%	2.7%	2.0%	2.0%	1.3%	3.1%	3.7%
Music	100%	11.7%	23.3%	0.0%	3.6%	4.2%	9.9%	7.5%	4.2%	0.3%	2.1%	1.9%	0.2%	1.7%	6.6%	2.5%	0.0%	0.8%	1.1%	2.8%	2.6%	1.8%	5.3%	6.0%
Art	100%	13.2%	9.4%	0.0%	0.3%	0.0%	0.3%	0.2%	13.5%	0.3%	20.3%	6.4%	1.3%	0.8%	0.2%	17.7%	0.1%	5.8%	0.0%	0.0%	0.0%	0.1%	10.2%	0.0%
Non-Profit	100%	9.2%	7.0%	0.3%	0.0%	0.5%	13.3%	1.5%	3.2%	2.8%	9.8%	2.3%	0.4%	1.7%	1.8%	11.4%	0.1%	0.7%	0.8%	13.0%	1.3%	7.6%	9.3%	1.9%
TOTAL	100%	12.1%	17.2%	1.1%	0.2%	3.2%	3.5%	3.8%	3.1%	3.3%	4.9%	2.0%	2.2%	1.7%	2.4%	2.3%	0.4%	2.1%	1.6%	11.3%	5.2%	2.5%	12.5%	1.4%

		- 7						, ,		, ,,		`						, ,						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	36.9%	22.5%	26.9%	5.0%	28.4%	24.7%	22.8%	20.0%	23.8%	29.9%	23.0%	23.0%	56.5%	15.5%	80.4%	58.6%	31.3%	72.8%	10.7%	49.1%	20.0%	56.9%	72.5%	10.5%
Corporate/Brand	23.8%	24.9%	22.4%	53.4%	17.0%	64.8%	60.7%	30.8%	17.5%	26.5%	20.4%	41.9%	11.5%	47.6%	3.5%	13.2%	40.6%	9.1%	57.2%	10.3%	24.6%	25.9%	8.4%	63.2%
Sports	15.6%	16.6%	20.7%	37.2%	19.9%	4.1%	0.4%	11.7%	38.5%	2.4%	4.7%	7.0%	10.0%	4.7%	6.7%	11.3%	3.6%	5.3%	2.2%	32.4%	32.4%	5.5%	7.5%	6.0%
Publishing	2.5%	1.3%	1.0%	2.3%	0.1%	0.3%	2.3%	1.6%	1.0%	0.6%	18.2%	6.2%	0.8%	16.9%	0.8%	0.3%	1.5%	6.2%	10.0%	0.2%	0.6%	2.3%	0.8%	3.8%
Fashion	10.9%	24.7%	17.0%	0.8%	3.0%	3.1%	0.9%	27.7%	0.9%	32.4%	16.2%	6.5%	3.8%	2.4%	2.0%	0.8%	7.3%	1.7%	13.6%	0.6%	6.9%	3.5%	5.9%	0.4%
Collegiate	4.1%	4.4%	5.6%	1.0%	0.1%	0.4%	0.1%	1.4%	6.8%	0.1%	2.7%	4.8%	14.0%	7.6%	0.0%	1.9%	1.7%	0.1%	0.1%	5.5%	13.3%	0.5%	2.2%	0.2%
Celebrity	2.5%	2.2%	3.1%	0.0%	2.0%	0.3%	4.2%	2.9%	4.3%	7.1%	8.5%	5.0%	2.6%	2.3%	0.9%	0.0%	13.7%	1.3%	4.4%	0.5%	1.0%	1.3%	0.6%	6.9%
Music	1.7%	1.7%	2.3%	0.0%	28.4%	2.3%	4.9%	3.4%	2.4%	0.2%	0.7%	1.6%	0.1%	1.7%	4.8%	1.9%	0.0%	0.7%	1.2%	0.4%	0.9%	1.2%	0.7%	7.6%
Art	0.9%	1.0%	0.5%	0.0%	1.2%	0.0%	0.1%	0.0%	4.0%	0.1%	3.7%	2.9%	0.5%	0.4%	0.1%	7.1%	0.2%	2.5%	0.0%	0.0%	0.0%	0.1%	0.7%	0.0%
Non-Profit	1.0%	0.7%	0.4%	0.3%	0.0%	0.2%	3.7%	0.4%	1.0%	0.8%	1.9%	1.1%	0.2%	1.0%	0.7%	4.9%	0.2%	0.3%	0.5%	1.1%	0.2%	2.9%	0.7%	1.4%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **UNITED KINGDOM RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																		Lawn/							Software/				
							Casino											Garden/							Video		Themed		
		Acc	essories		Auto	)	Gaming/		Food &				Health &	Home	House-			Tools/	Music/	Paper	Pet				Games/	Sporting	Entertain-		
Property	Total	- F	ashion	Apparel	Part	s I	Lotteries	CE	Beverage	Foot	twear	Gifts	Beauty	Décor	wares	- li	nfant	Hardware	Video	Products	Products	Publishi	ng S	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 11,488.2	\$	673.7	\$ 1,630.2	\$ 1	1.0	\$ 72.1	\$ 148.5	\$ 209.2	\$	157.1	\$ 329.0	\$ 347.5	\$ 496.5	\$ 148.8	3 \$	191.6	\$ 7.0	\$ 556.5	\$ 323.9	\$ 38.6	\$ 502	2.8 \$	50.0	\$ 1,498.1	\$ 136.3	\$ 284.9	\$ 3,652.5	\$ 22.4
Sports	\$ 2,119.3	\$	185.7	\$ 727.3	\$	1.7	\$ 151.3	\$ 29.6	\$ 1.4	\$	52.3	\$ 178.7	\$ 5.5	\$ 32.5	\$ 52.5	5 \$	24.8	\$ 2.7	\$ 71.6	\$ 39.5	\$ 1.6	\$ 5	5.6 \$	0.4	\$ 141.3	\$ 243.4	\$ 40.8	\$ 55.2	\$ 24.1
Corporate/Brand	\$ 1,534.7	\$	170.5	\$ 215.0	\$ 30	6.2	\$ 12.6	\$ 282.1	\$ 104.4	\$	31.1	\$ 56.7	\$ 40.1	\$ 98.2	\$ 31.6	6 \$	31.6	\$ 9.7	\$ 4.6	\$ 50.5	\$ 0.6	\$ 34	1.4 \$	59.3	\$ 26.4	\$ 41.7	\$ 50.2	\$ 53.2	\$ 94.1
Fashion	\$ 1,032.3	\$	236.3	\$ 277.3	\$ 2	0.0	\$ 13.9	\$ 2.8	\$ 53.6	\$	42.3	\$ 42.7	\$ 193.9	\$ 69.5	\$ 1.0	\$	3.3	\$ 0.0	\$ 0.9	\$ 26.5	\$ 4.9	\$	1.5 \$	3.8	\$ 1.2	\$ 18.2	\$ 12.4	\$ 6.3	\$ 0.0
Music	\$ 370.1	\$	39.4	\$ 115.5	\$ -		\$ 35.1	\$ 15.8	\$ 23.0	\$	17.9	\$ 28.3	\$ 0.3	\$ 15.4	\$ 0.0	5 \$	0.4	\$ 0.0	\$ 21.2	\$ 9.4	\$ -	\$	1.4 \$	7.7	\$ 13.5	\$ 1.0	\$ 8.3	\$ 0.9	\$ 15.6
Publishing	\$ 352.9	\$	71.8	\$ 60.7	\$	2.1 5	\$ 0.1	\$ 4.9	\$ 7.6	\$	14.5	\$ 9.2	\$ 22.7	\$ 44.5	\$ 12.5	5 \$	4.8	\$ 5.7	\$ 5.1	\$ 15.0	\$ 1.5	\$ 20	0.7 \$	0.4	\$ 0.0	\$ 12.4	\$ 4.4	\$ 30.7	\$ 1.7
Collegiate	\$ 300.1	\$	42.6	\$ 62.6	\$	0.3	\$ 0.0	\$ 2.6	\$ 0.3	\$	2.9	\$ 13.9	\$ 0.0	\$ 10.2	\$ 6.5	5 \$	25.9	\$ 12.0	\$ -	\$ 2.3	\$ 0.0	\$ (	0.0 \$	0.6	\$ 50.6	\$ 49.0	\$ 0.6	\$ 17.2	\$ 0.1
Art	\$ 229.7	\$	49.1	\$ 35.5	\$	0.2	\$ 1.0	\$ 0.0	\$ 0.7	\$	4.7	\$ 21.9	\$ 1.8	\$ 41.0	\$ 20.1	1 \$	3.3	\$ 2.9	\$ 0.0	\$ 26.3	. \$ 0.1	\$ 13	2.3 \$	0.2	\$ 0.1	\$ 0.0	\$ 2.2	\$ 4.1	\$ 2.2
Celebrity	\$ 156.0	\$	13.6	\$ 55.5	\$ -		\$ 0.6	\$ 0.4	\$ 0.6	\$	13.4	\$ 1.6	\$ 16.9	\$ 5.4	\$ 0.3	3 \$	4.8	\$ 0.1	\$ 13.6	\$ 1.0	\$ 2.0	\$	2.0 \$	3.0	\$ 1.4	\$ 4.3	\$ 2.8	\$ 6.6	\$ 6.0
Non-Profit	\$ 3.1	\$	-	\$ -	\$		\$ -	\$ -	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$	8.0	\$ -	\$ -	\$ -	\$ -	\$	\$	-	\$ -	\$ 0.8	\$ -	\$ 1.6	\$ -
TOTAL	\$ 17,586.5	\$	1,482.9	\$ 3,179.6	\$ 7	1.4	\$ 286.6	\$ 486.6	\$ 400.8	\$	336.3	\$ 682.0	\$ 628.7	\$ 813.2	\$ 273.2	2 \$	291.2	\$ 40.2	\$ 673.5	\$ 494.0	\$ 49.3	\$ 63	).8 \$	125.5	\$ 1,732.7	\$ 507.0	\$ 406.6	\$ 3,828.2	\$ 166.2

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

					_						0		_ `					<i>,</i> ,						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	5.9%	14.2%	0.1%	0.6%	1.3%	1.8%	1.4%	2.9%	3.0%	4.3%	1.3%	1.7%	0.1%	4.8%	2.8%	0.3%	4.4%	0.4%	13.0%	1.2%	2.5%	31.8%	0.2%
Sports	100%	8.8%	34.3%	0.1%	7.1%	1.4%	0.1%	2.5%	8.4%	0.3%	1.5%	2.5%	1.2%	0.1%	3.4%	1.9%	0.1%	2.6%	0.0%	6.7%	11.5%	1.9%	2.6%	1.1%
Corporate/Brand	100%	11.1%	14.0%	2.4%	0.8%	18.4%	6.8%	2.0%	3.7%	2.6%	6.4%	2.1%	2.1%	0.6%	0.3%	3.3%	0.0%	2.2%	3.9%	1.7%	2.7%	3.3%	3.5%	6.1%
Fashion	100%	22.9%	26.9%	1.9%	1.3%	0.3%	5.2%	4.1%	4.1%	18.8%	6.7%	0.1%	0.3%	0.0%	0.1%	2.6%	0.5%	0.1%	0.4%	0.1%	1.8%	1.2%	0.6%	0.0%
Music	100%	10.7%	31.2%	0.0%	9.5%	4.3%	6.2%	4.8%	7.6%	0.1%	4.2%	0.0%	0.1%	0.0%	5.7%	2.5%	0.0%	0.4%	2.1%	3.7%	0.3%	2.2%	0.2%	4.2%
Publishing	100%	20.4%	17.2%	0.6%	0.0%	1.4%	2.2%	4.1%	2.6%	6.4%	12.6%	3.5%	1.4%	1.6%	1.4%	4.3%	0.4%	5.9%	0.1%	0.0%	3.5%	1.2%	8.7%	0.5%
Collegiate	100%	14.2%	20.8%	0.1%	0.0%	0.9%	0.1%	1.0%	4.6%	0.0%	3.4%	2.2%	8.6%	4.0%	0.0%	0.7%	0.0%	0.0%	0.2%	16.9%	16.3%	0.2%	5.7%	0.0%
Art	100%	21.4%	15.5%	0.1%	0.4%	0.0%	0.3%	2.0%	9.5%	0.8%	17.8%	8.7%	1.5%	1.3%	0.0%	11.3%	0.0%	5.4%	0.1%	0.1%	0.0%	1.0%	1.8%	1.0%
Celebrity	100%	8.7%	35.5%	0.0%	0.4%	0.3%	0.4%	8.6%	1.1%	10.8%	3.4%	0.2%	3.1%	0.1%	8.7%	0.7%	1.3%	1.3%	1.9%	0.9%	2.7%	1.8%	4.2%	3.8%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	50.0%	0.0%
TOTAL	100%	8.4%	18.1%	0.4%	1.6%	2.8%	2.3%	1.9%	3.9%	3.6%	4.6%	1.6%	1.7%	0.2%	3.8%	2.8%	0.3%	3.6%	0.7%	9.9%	2.9%	2.3%	21.8%	0.9%

					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	65.3%	45.4%	51.3%	15.4%	25.1%	30.5%	52.2%	46.7%	48.2%	55.3%	61.1%	54.5%	65.8%	17.4%	82.6%	65.6%	78.2%	79.7%	39.9%	86.5%	26.9%	70.1%	95.4%	13.5%
Sports	12.1%	12.5%	22.9%	2.3%	52.8%	6.1%	0.3%	15.6%	26.2%	0.9%	4.0%	19.2%	8.5%	6.8%	10.6%	8.0%	3.3%	8.8%	0.3%	8.2%	48.0%	10.0%	1.4%	14.5%
Corporate/Brand	8.7%	11.5%	6.8%	50.6%	4.4%	58.0%	26.1%	9.2%	8.3%	6.4%	12.1%	11.6%	10.9%	24.1%	0.7%	10.2%	1.2%	5.5%	47.2%	1.5%	8.2%	12.3%	1.4%	56.6%
Fashion	5.9%	15.9%	8.7%	28.1%	4.8%	0.6%	13.4%	12.6%	6.3%	30.8%	8.5%	0.4%	1.1%	0.1%	0.1%	5.4%	9.8%	0.2%	3.1%	0.1%	3.6%	3.1%	0.2%	0.0%
Music	2.1%	2.7%	3.6%	0.0%	12.2%	3.2%	5.7%	5.3%	4.2%	0.0%	1.9%	0.0%	0.1%	0.1%	3.2%	1.9%	0.0%	0.2%	6.1%	0.8%	0.2%	2.0%	0.0%	9.4%
Publishing	2.0%	4.8%	1.9%	2.9%	0.0%	1.0%	1.9%	4.3%	1.3%	3.6%	5.5%	4.6%	1.6%	14.2%	0.8%	3.0%	3.1%	3.3%	0.3%	0.0%	2.4%	1.1%	0.8%	1.0%
Collegiate	1.7%	2.9%	2.0%	0.4%	0.0%	0.5%	0.1%	0.9%	2.0%	0.0%	1.3%	2.4%	8.9%	29.9%	0.0%	0.4%	0.0%	0.0%	0.5%	2.9%	9.7%	0.1%	0.5%	0.1%
Art	1.3%	3.3%	1.1%	0.3%	0.3%	0.0%	0.2%	1.4%	3.2%	0.3%	5.0%	7.4%	1.1%	7.3%	0.0%	5.3%	0.2%	2.0%	0.2%	0.0%	0.0%	0.5%	0.1%	1.3%
Celebrity	0.9%	0.9%	1.7%	0.0%	0.2%	0.1%	0.1%	4.0%	0.2%	2.7%	0.7%	0.1%	1.7%	0.3%	2.0%	0.2%	4.1%	0.3%	2.4%	0.1%	0.8%	0.7%	0.2%	3.6%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.3%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **UNITED KINGDOM ROYALTY**

# Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																					Lawn/								Software				
							C	Casino													Garden/								/ Video		Theme	l	
		Acc	essories			Auto	G	aming/		Food &				He	ealth &	Но	me	House-			Tools/	Music/		Paper	Pet				Games/	Sporting	Entertai	ı <b>-</b>	
Property	Total	- F	ashion	Ap	parel	Parts	Lo	otteries	CE	Beverage	Footwe	ar	Gifts	В	eauty	Dé	cor	wares	Infan	t	Hardware	Video	Pi	roducts	Products	Publishin	g	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 733.1	\$	39.7	\$	117.8	\$ 0.	8 \$	1.9	\$ 8.6	\$ 7.0	\$ 9	.7	\$ 17.7	\$	19.6	\$	23.6	\$ 8.4	\$ 12	.3	\$ 0.6	\$ 30.8	\$	20.3	\$ 2.4	\$ 29	.6 \$	\$ 2.6	\$ 101.0	\$ 8.2	\$ 20	3 \$ 249.0	\$ 1.2
Sports	\$ 123.3	\$	10.8	\$	47.6	\$ 0.	1 \$	4.1	\$ 1.6	\$ 0.0	\$ 3	3.2	\$ 9.6	\$	0.3	\$	1.6	\$ 2.9	\$ 1	.6	\$ 0.2	\$ 3.6	\$	2.5	\$ 0.1	\$ 3	.1 \$	\$ 0.0	\$ 9.0	\$ 13.8	\$ 2	6 \$ 3.7	\$ 1.3
Corporate/Brand	\$ 77.1	\$	9.7	\$	13.2	\$ 1.	6 \$	0.2	\$ 11.3	\$ 3.8	\$ 1	.8	\$ 2.7	\$	2.2	\$	4.6	\$ 1.6	\$ 1	.7	\$ 0.5	\$ 0.2	\$	2.8	\$ 0.0	\$ 2	.1 \$	\$ 2.9	\$ 1.6	\$ 2.1	\$ 3	1 \$ 2.8	\$ 4.6
Fashion	\$ 60.9	\$	14.7	\$	18.3	\$ 1.	2 \$	0.4	\$ 0.1	\$ 1.6	\$ 2	2.6	\$ 2.3	\$	11.0	\$	3.8	\$ 0.0	\$ 0	.2	\$ 0.0	\$ 0.0	\$	1.6	\$ 0.3	\$ 0	.1 \$	\$ 0.2	\$ 0.1	\$ 1.1	\$ 0	9 \$ 0.5	\$ 0.0
Music	\$ 25.2	\$	2.9	\$	9.8	\$ -	\$	1.1	\$ 1.0	\$ 0.9	\$ 1	.4	\$ 2.0	\$	0.0	\$	1.0	\$ 0.0	\$ 0	.0	\$ 0.0	\$ 1.1	\$	0.7	\$ -	\$ 0	.1 \$	\$ 0.5	\$ 0.8	\$ 0.1	\$ 0	6 \$ 0.1	\$ 0.9
Publishing	\$ 13.8	\$	2.6	\$	3.7	\$ 0.	1 \$	0.0	\$ 0.1	\$ 0.2	\$ 0	1.4	\$ 0.4	\$	0.5	\$	0.9	\$ 0.5	\$ 0	.2	\$ 0.2	\$ 0.2	\$	0.7	\$ 0.0	\$ 1	.0 \$	\$ 0.0	\$ 0.0	\$ 0.3	\$ 0	3 \$ 1.4	\$ 0.0
Collegiate	\$ 17.9	\$	2.4	\$	4.1	\$ 0.	) \$	0.0	\$ 0.1	\$ 0.0	\$ 0	1.2	\$ 0.7	\$	0.0	\$	0.5	\$ 0.3	\$ 1	.5	\$ 0.7	\$ -	\$	0.1	\$ 0.0	\$ 0	.0 \$	\$ 0.0	\$ 3.3	\$ 2.8	\$ 0	0 \$ 1.0	\$ 0.0
Art	\$ 9.2	\$	2.0	\$	1.8	\$ 0.	) \$	0.0	\$ 0.0	\$ 0.0	\$ 0	1.2	\$ 0.8	\$	0.0	\$	1.2	\$ 0.8	\$ 0	.2	\$ 0.1	\$ 0.0	\$	1.2	\$ 0.0	\$ 0	.5 \$	\$ -	\$ 0.0	\$ 0.0	\$ 0	1 \$ 0.1	\$ 0.1
Celebrity	\$ 9.7	\$	0.9	\$	3.7	\$ -	\$	0.0	\$ 0.0	\$ 0.0	\$ 0	1.8	\$ 0.1	\$	0.9	\$	0.4	\$ 0.0	\$ 0	.3	\$ 0.0	\$ 0.7	\$	0.1	\$ 0.1	\$ 0	.1 \$	\$ 0.2	\$ 0.1	\$ 0.3	\$ 0	2 \$ 0.5	\$ 0.3
Non-Profit	\$ 0.1	\$	-	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -		\$ -	\$	-	\$	-	\$ -	\$ 0	.0	\$ -	\$ -	\$	-	\$ -	\$ -	\$	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.1	. \$ -
TOTAL	\$ 1,070.4	\$	85.8	\$	220.1	\$ 3.	7 \$	7.8	\$ 22.9	\$ 13.7	\$ 20	.3	\$ 36.2	\$	34.6	\$	37.6	\$ 14.5	\$ 18	.0	\$ 2.3	\$ 36.8	\$	29.9	\$ 2.9	\$ 36	.6	\$ 6.5	\$ 115.8	\$ 28.6	\$ 28	2 \$ 259.3	\$ 8.5

# Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	5.4%	16.1%	0.1%	0.3%	1.2%	1.0%	1.3%	2.4%	2.7%	3.2%	1.1%	1.7%	0.1%	4.2%	2.8%	0.3%	4.0%	0.4%	13.8%	1.1%	2.8%	34.0%	0.2%
Sports	100%	8.8%	38.6%	0.1%	3.3%	1.3%	0.0%	2.6%	7.7%	0.3%	1.3%	2.3%	1.3%	0.2%	3.0%	2.0%	0.1%	2.5%	0.0%	7.3%	11.2%	2.1%	3.0%	1.1%
Corporate/Brand	100%	12.6%	17.2%	2.0%	0.3%	14.6%	5.0%	2.3%	3.5%	2.8%	5.9%	2.0%	2.2%	0.6%	0.3%	3.6%	0.0%	2.7%	3.8%	2.1%	2.7%	4.0%	3.7%	5.9%
Fashion	100%	24.1%	30.0%	1.9%	0.6%	0.2%	2.7%	4.3%	3.8%	18.0%	6.3%	0.1%	0.3%	0.0%	0.1%	2.7%	0.4%	0.1%	0.3%	0.1%	1.7%	1.5%	0.8%	0.0%
Music	100%	11.6%	38.9%	0.0%	4.6%	4.1%	3.7%	5.5%	8.1%	0.1%	4.0%	0.0%	0.1%	0.0%	4.3%	2.6%	0.0%	0.3%	2.1%	3.2%	0.3%	2.6%	0.3%	3.7%
Publishing	100%	18.6%	26.7%	0.4%	0.0%	0.9%	1.6%	2.8%	2.6%	3.5%	6.5%	3.4%	1.7%	1.5%	1.8%	5.2%	0.3%	7.4%	0.2%	0.0%	2.1%	2.1%	10.4%	0.1%
Collegiate	100%	13.7%	23.1%	0.1%	0.0%	0.8%	0.0%	0.9%	4.0%	0.0%	2.8%	1.9%	8.5%	3.7%	0.0%	0.7%	0.0%	0.0%	0.2%	18.2%	15.4%	0.2%	5.7%	0.0%
Art	100%	21.5%	19.7%	0.0%	0.2%	0.0%	0.0%	2.4%	8.4%	0.5%	13.5%	8.5%	1.8%	1.3%	0.0%	12.6%	0.1%	5.9%	0.0%	0.0%	0.0%	0.9%	1.4%	1.3%
Celebrity	100%	9.7%	37.6%	0.0%	0.2%	0.2%	0.2%	8.3%	1.1%	9.6%	4.1%	0.2%	2.9%	0.1%	7.1%	0.6%	1.1%	1.1%	1.5%	0.9%	2.8%	2.1%	5.2%	3.3%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	23.5%	0.0%	51.3%	0.0%
TOTAL	100%	8.0%	20.6%	0.3%	0.7%	2.1%	1.3%	1.9%	3.4%	3.2%	3.5%	1.4%	1.7%	0.2%	3.4%	2.8%	0.3%	3.4%	0.6%	10.8%	2.7%	2.6%	24.2%	0.8%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	68.5%	46.3%	53.5%	21.7%	24.4%	37.5%	51.1%	47.8%	48.8%	56.7%	62.7%	58.0%	68.3%	25.7%	83.8%	67.8%	81.9%	80.7%	39.8%	87.2%	28.7%	72.2%	96.1%	14.1%
Sports	11.5%	12.6%	21.6%	2.7%	52.5%	6.9%	0.3%	16.0%	26.4%	0.9%	4.2%	19.8%	8.6%	9.0%	9.9%	8.3%	3.1%	8.5%	0.3%	7.8%	48.3%	9.3%	1.4%	15.7%
Corporate/Brand	7.2%	11.3%	6.0%	41.7%	3.1%	49.2%	28.0%	8.8%	7.4%	6.3%	12.2%	10.8%	9.6%	20.5%	0.7%	9.4%	1.1%	5.8%	45.4%	1.4%	7.3%	11.0%	1.1%	53.8%
Fashion	5.7%	17.1%	8.3%	31.9%	4.7%	0.6%	11.9%	12.8%	6.3%	31.8%	10.2%	0.3%	1.1%	0.1%	0.1%	5.4%	8.8%	0.2%	3.0%	0.1%	3.7%	3.1%	0.2%	0.0%
Music	2.4%	3.4%	4.5%	0.0%	14.8%	4.5%	6.9%	6.8%	5.6%	0.0%	2.7%	0.0%	0.1%	0.1%	3.0%	2.2%	0.0%	0.2%	8.1%	0.7%	0.2%	2.3%	0.0%	11.1%
Publishing	1.3%	3.0%	1.7%	1.6%	0.0%	0.5%	1.7%	1.9%	1.0%	1.4%	2.4%	3.3%	1.3%	9.4%	0.7%	2.4%	1.4%	2.8%	0.4%	0.0%	1.0%	1.0%	0.6%	0.1%
Collegiate	1.7%	2.9%	1.9%	0.5%	0.0%	0.6%	0.1%	0.8%	2.0%	0.0%	1.3%	2.3%	8.4%	29.5%	0.0%	0.4%	0.0%	0.0%	0.5%	2.8%	9.7%	0.1%	0.4%	0.1%
Art	0.9%	2.3%	0.8%	0.1%	0.3%	0.0%	0.0%	1.1%	2.1%	0.1%	3.3%	5.4%	0.9%	5.1%	0.0%	3.9%	0.2%	1.5%	0.0%	0.0%	0.0%	0.3%	0.0%	1.4%
Celebrity	0.9%	1.1%	1.7%	0.0%	0.2%	0.1%	0.1%	4.0%	0.3%	2.7%	1.1%	0.1%	1.6%	0.6%	1.9%	0.2%	3.6%	0.3%	2.3%	0.1%	1.0%	0.7%	0.2%	3.8%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **JAPAN RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																			Lawn/								Software/					
							Casino	,											Garden/								Video		Them	ed		
		Acc	cessories		F	Auto	Gaming	g		Food &			Healt	h &	Home	Hou	ıse-		Tools/	Music	c/	Paper	Pet				Games/	Sporting	Enterta	ain-		
Property	Total	-1	Fashion	Appare	el P	Parts	Lotterie	S	CE	Beverage	Footwear	Gifts	Beau	ıty	Décor	war	res	Infant	Hardware	Vide	0	Products	Products	Publishin	g S	Services	Apps	Goods	men	t	Toys	Other
Character/Entertainment	\$ 12,559.7	\$	1,087.0	\$ 1,272	.2 \$	37.1	\$ 34.	.6 \$	87.2	\$ 322.1	\$ 183.7	\$ 274.2	\$ 1	84.5	505.4	\$	80.1	417.4	\$ 2.9	\$ 389	9.3 \$	\$ 484.1	\$ 73.9	\$ 872	.5 \$	59.7	\$ 2,653.2	\$ 79.1	\$ 64	6.2	2,801.2	\$ 12.1
Corporate/Brand	\$ 2,513.5	\$	296.6	\$ 435	.6 \$	30.2	\$ 1	.2 \$	104.4	\$ 273.1	\$ 221.1	\$ 118.6	\$ 1	49.1	115.7	\$	4.5	37.9	\$ 27.3	\$ 1	1.3 \$	\$ 33.5	\$ 0.2	\$ 13	.7 \$	16.9	\$ 244.1	\$ 192.6	\$ 7	5.2	112.0	\$ 8.6
Fashion	\$ 1,077.9	\$	190.6	\$ 302	.7 \$	23.2	\$ 16.	.2 \$	5.4	\$ 68.0	\$ 13.6	\$ 53.7	\$ 1	82.2	105.8	\$	1.8	0.3	\$ 0.2	\$ 1	1.8 \$	\$ 29.7	\$ 4.8	\$ 0	.6 \$	5.9	\$ 2.3	\$ 17.6	\$ 2	3.4	28.3	\$ 0.0
Sports	\$ 280.7	\$	35.3	\$ 21	.5 \$	-	\$ 13	.6 \$	13.6	\$ -	\$ 26.8	\$ 15.9	\$	0.8	\$.0	\$	13.2	13.1	\$ -	\$ 1	1.6 \$	\$ 17.6	\$ -	\$ 9	.4 \$	0.1	\$ 16.6	\$ 25.0	\$ 1	8.6	\$ 28.0	\$ 9.4
Publishing	\$ 198.1	\$	31.7	\$ 27	.2 \$	1.4	\$ 0.	.0 \$	3.1	\$ 2.8	\$ 7.5	\$ 8.4	\$	10.2	\$ 16.8	\$	7.4	5.2	\$ 3.9	\$ 2	2.7 \$	\$ 9.2	\$ 1.1	\$ 10	.6 \$	0.1	\$ 0.3	\$ 8.5	\$	0.1	39.8	\$ 0.1
Art	\$ 159.6	\$	26.8	\$ 37	.5 \$	0.0	\$ 0	.4 \$	0.0	\$ 4.2	\$ 0.8	\$ 16.4	\$	4.4	\$ 26.3	\$	15.3	0.0	\$ 3.0	\$ (	0.0	\$ 10.8	\$ 0.0	\$ 2	.4 \$	0.0	\$ 0.0	\$ 0.0	\$	2.0	9.1	\$ 0.0
Music	\$ 106.5	\$	8.6	\$ 19	.3 \$	-	\$ 2	.0 \$	0.0	\$ 5.2	\$ 6.2	\$ 0.4	\$	1.1	\$ 0.9	\$	0.0	1.0	\$ 0.2	\$ 29	9.2 \$	\$ 6.5	\$ -	\$ 3	.7 \$	0.1	\$ 4.7	\$ 3.4	\$	1.3	\$ 5.0	\$ 7.7
Celebrity	\$ 81.8	\$	6.1	\$ 41	.5 \$	-	\$ 0	.4 \$	0.0	\$ 0.0	\$ 10.5	\$ 0.9	\$	3.0	\$ 4.1	\$	0.1	0.9	\$ 0.2	\$ (	0.5 \$	\$ 0.0	\$ 0.9	\$ 0	.0 \$		\$ 1.0	\$ 5.9	\$	1.3	3.4	\$ 1.1
Non-Profit	\$ 0.7	\$	-	\$ 0	.1 \$	-	\$ -	45	- 8	\$ 0.0	\$ -	\$ 0.1	\$	- ;	\$ -	\$	- 5	0.1	\$ 0.0	\$ -	. \$	\$ -	\$ -	\$ -	\$		\$ -	\$ 0.1	\$	- 5	0.1	\$ 0.1
Collegiate	\$ -	\$	-	\$ -	\$	-	\$ -	9	-	\$ -	\$ -	\$ -	\$	- ;	\$ -	\$	- 3	-	\$ -	\$ -	\$	\$ -	\$ -	\$ -	\$	-	\$ -	\$ -	\$	- 5	\$ -	\$ -
TOTAL	\$ 16,978.4	\$	1,682.6	\$ 2,157	.5 \$	91.9	\$ 68.	.4 \$	213.7	\$ 675.6	\$ 470.1	\$ 488.6	\$ 5	35.3	\$ 775.8	\$ 1	122.4	476.0	\$ 37.8	\$ 426	6.4 \$	\$ 591.5	\$ 81.0	\$ 912	.9 \$	82.8	\$ 2,922.1	\$ 332.1	\$ 76	8.1	3,026.9	\$ 39.0

# Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	8.7%	10.1%	0.3%	0.3%	0.7%	2.6%	1.5%	2.2%	1.5%	4.0%	0.6%	3.3%	0.0%	3.1%	3.9%	0.6%	6.9%	0.5%	21.1%	0.6%	5.1%	22.3%	0.1%
Corporate/Brand	100%	11.8%	17.3%	1.2%	0.0%	4.2%	10.9%	8.8%	4.7%	5.9%	4.6%	0.2%	1.5%	1.1%	0.1%	1.3%	0.0%	0.5%	0.7%	9.7%	7.7%	3.0%	4.5%	0.3%
Fashion	100%	17.7%	28.1%	2.2%	1.5%	0.5%	6.3%	1.3%	5.0%	16.9%	9.8%	0.2%	0.0%	0.0%	0.2%	2.8%	0.4%	0.1%	0.6%	0.2%	1.6%	2.2%	2.6%	0.0%
Sports	100%	12.6%	7.6%	0.0%	4.9%	4.9%	0.0%	9.6%	5.7%	0.3%	0.3%	4.7%	4.7%	0.0%	0.6%	6.3%	0.0%	3.3%	0.0%	5.9%	8.9%	6.6%	10.0%	3.3%
Publishing	100%	16.0%	13.7%	0.7%	0.0%	1.6%	1.4%	3.8%	4.3%	5.1%	8.5%	3.7%	2.6%	2.0%	1.3%	4.6%	0.6%	5.4%	0.0%	0.1%	4.3%	0.0%	20.1%	0.0%
Art	100%	16.8%	23.5%	0.0%	0.3%	0.0%	2.6%	0.5%	10.3%	2.7%	16.5%	9.6%	0.0%	1.9%	0.0%	6.8%	0.0%	1.5%	0.0%	0.0%	0.0%	1.2%	5.7%	0.0%
Music	100%	8.0%	18.2%	0.0%	1.9%	0.0%	4.9%	5.8%	0.4%	1.1%	0.9%	0.0%	0.9%	0.2%	27.4%	6.1%	0.0%	3.5%	0.1%	4.5%	3.2%	1.2%	4.7%	7.2%
Celebrity	100%	7.4%	50.7%	0.0%	0.5%	0.0%	0.0%	12.8%	1.1%	3.7%	5.0%	0.1%	1.1%	0.3%	0.7%	0.0%	1.1%	0.0%	0.0%	1.2%	7.2%	1.6%	4.1%	1.3%
Non-Profit	100%	0.0%	20.5%	0.0%	0.0%	0.0%	2.9%	0.0%	8.8%	0.0%	0.0%	0.0%	13.4%	2.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	17.5%	0.0%	22.3%	11.7%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	9.9%	12.7%	0.5%	0.4%	1.3%	4.0%	2.8%	2.9%	3.2%	4.6%	0.7%	2.8%	0.2%	2.5%	3.5%	0.5%	5.4%	0.5%	17.2%	2.0%	4.5%	17.8%	0.2%

												<u> </u>												
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	74.0%	64.6%	59.0%	40.4%	50.6%	40.8%	47.7%	39.1%	56.1%	34.5%	65.2%	65.4%	87.7%	7.8%	91.3%	81.8%	91.3%	95.6%	72.1%	90.8%	23.8%	84.1%	92.5%	31.1%
Corporate/Brand	14.8%	17.6%	20.2%	32.9%	1.7%	48.8%	40.4%	47.0%	24.3%	27.9%	14.9%	3.7%	8.0%	72.4%	0.3%	5.7%	0.2%	1.5%	20.4%	8.4%	58.0%	9.8%	3.7%	22.1%
Fashion	6.3%	11.3%	14.0%	25.2%	23.7%	2.5%	10.1%	2.9%	11.0%	34.0%	13.6%	1.4%	0.1%	0.4%	0.4%	5.0%	6.0%	0.1%	7.2%	0.1%	5.3%	3.0%	0.9%	0.0%
Sports	1.7%	2.1%	1.0%	0.0%	20.0%	6.4%	0.0%	5.7%	3.2%	0.1%	0.1%	10.8%	2.7%	0.0%	0.4%	3.0%	0.0%	1.0%	0.1%	0.6%	7.5%	2.4%	0.9%	24.0%
Publishing	1.2%	1.9%	1.3%	1.5%	0.0%	1.5%	0.4%	1.6%	1.7%	1.9%	2.2%	6.1%	1.1%	10.4%	0.6%	1.6%	1.4%	1.2%	0.1%	0.0%	2.6%	0.0%	1.3%	0.2%
Art	0.9%	1.6%	1.7%	0.0%	0.6%	0.0%	0.6%	0.2%	3.4%	0.8%	3.4%	12.5%	0.0%	7.9%	0.0%	1.8%	0.0%	0.3%	0.0%	0.0%	0.0%	0.3%	0.3%	0.1%
Music	0.6%	0.5%	0.9%	0.0%	3.0%	0.0%	0.8%	1.3%	0.1%	0.2%	0.1%	0.0%	0.2%	0.4%	6.8%	1.1%	0.0%	0.4%	0.1%	0.2%	1.0%	0.2%	0.2%	19.7%
Celebrity	0.5%	0.4%	1.9%	0.0%	0.5%	0.0%	0.0%	2.2%	0.2%	0.6%	0.5%	0.1%	0.2%	0.6%	0.1%	0.0%	1.1%	0.0%	0.0%	0.0%	1.8%	0.2%	0.1%	2.7%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **JAPAN ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																					Lawn/							Software/				
								Casino													Garden/							Video		Themed		
		Acc	essories			Auto	•	Gaming/		Food &				Н	lealth &	Home	ŀ	House-			Tools/	Music/	Paper	Pet				Games/	Sporting	Entertain-		
Property	Total	- F	ashion	Ap	parel	Part	s	Lotteries	CE	Beverage	F	ootwear	Gifts	E	Beauty	Décor		wares	Infant		Hardware	Video	Products	Products	Publishing	S	ervices	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 815.8	\$	69.1	\$	93.8	\$ 2	2.5	\$ 1.0	\$ 5.0	\$ 11.0	\$	12.3	\$ 16.3	3 \$	11.1	\$ 27.	7 \$	4.9	\$ 27.	.4 \$	0.2	\$ 23.0	\$ 31.8	\$ 4.9	\$ 52.	8 \$	3.4	\$ 180.6	\$ 4.8	\$ 46.6	\$ 184.9	\$ 0.6
Corporate/Brand	\$ 136.7	\$	17.6	\$	28.5	\$ 1	1.1	\$ 0.0	\$ 4.9	\$ 9.1	. \$	11.9	\$ 5.8	в \$	8.7	\$ 6.	0 \$	0.2	\$ 2	.2 \$	1.2	\$ 0.1	\$ 1.9	\$ 0.0	\$ 0.	7 \$	0.8	\$ 13.6	\$ 11.1	\$ 4.8	\$ 6.0	\$ 0.4
Fashion	\$ 67.4	\$	13.1	\$	20.6	\$ 1	1.4	\$ 0.4	\$ 0.3	\$ 2.1	. \$	1.0	\$ 2.9	9 \$	11.1	\$ 6.	3 \$	0.1	\$ 0.	.0 5	0.0	\$ 0.1	\$ 1.8	\$ 0.3	\$ 0.	0 \$	0.3	\$ 0.1	\$ 1.1	\$ 2.0	\$ 2.4	\$ 0.0
Sports	\$ 18.0	\$	2.2	\$	1.5	\$ -		\$ 0.4	\$ 0.7	\$ -	\$	1.9	\$ 1.:	1 \$	0.1	\$ 0.	0 \$	0.8	\$ 0.	.9 \$	-	\$ 0.1	\$ 1.1	\$ -	\$ 0.	6 \$	0.0	\$ 1.1	\$ 1.6	\$ 1.2	\$ 2.2	\$ 0.6
Publishing	\$ 9.8	\$	1.6	\$	1.7	\$ (	0.0	\$ 0.0	\$ 0.1	\$ 0.1	. \$	0.5	\$ 0.4	4 \$	0.2	\$ 1.	0 \$	0.3	\$ 0.	.3 \$	0.1	\$ 0.1	\$ 0.5	\$ 0.0	\$ 0.	5 \$	0.0	\$ 0.0	\$ 0.3	\$ 0.0	\$ 2.0	\$ 0.0
Art	\$ 4.8	\$	1.0	\$	1.0	\$ (	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.5	5 \$	0.0	\$ 0.	8 \$	0.6	\$ 0.	.0 5	0.1	\$ 0.0	\$ 0.4	\$ 0.0	\$ 0.	1 \$	-	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.1	\$ 0.0
Music	\$ 7.1	\$	0.7	\$	1.7	\$ -		\$ 0.1	\$ 0.0	\$ 0.2	\$	0.5	\$ 0.0	0 \$	0.1	\$ 0.	1 \$	0.0	\$ 0.	.1 5	0.0	\$ 1.5	\$ 0.5	\$ -	\$ 0.	2 \$	0.0	\$ 0.3	\$ 0.2	\$ 0.1	\$ 0.4	\$ 0.5
Celebrity	\$ 6.0	\$	0.5	\$	3.1	\$ -		\$ 0.0	\$ 0.0	\$ 0.0	\$	0.7	\$ 0.:	1 \$	0.2	\$ 0.	3 \$	0.0	\$ 0.	.1 5	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.	0 \$	-	\$ 0.1	\$ 0.4	\$ 0.1	\$ 0.3	\$ 0.1
Non-Profit	\$ 0.0	\$		\$	0.0	\$ -		\$ -	\$ -	\$ 0.0	\$	-	\$ 0.0	0 \$	-	\$ -	\$	-	\$ 0.	.0 5	0.0	\$ -	\$ -	\$ -	\$ -	\$	-	. \$	\$ 0.0	\$ -	\$ 0.0	\$ 0.0
Collegiate	\$ -	\$	-	\$	-	\$ -		\$ -	\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$		\$ -		-	\$ -	\$ -	\$ -	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -
TOTAL	\$ 1,065.5	\$	105.7	\$	151.9	\$ 5	5.1	\$ 1.9	\$ 11.0	\$ 22.5	\$	28.9	\$ 27.0	0 \$	31.5	\$ 42.	1 \$	6.9	\$ 30.	.8	1.7	\$ 24.9	\$ 38.0	\$ 5.2	\$ 55.	0 \$	4.5	\$ 195.9	\$ 19.5	\$ 54.9	\$ 198.5	\$ 2.1

## Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

											<del>, ,,</del>					•	<del>, ,,</del>	<u>,                                      </u>						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	8.5%	11.5%	0.3%	0.1%	0.6%	1.4%	1.5%	2.0%	1.4%	3.4%	0.6%	3.4%	0.0%	2.8%	3.9%	0.6%	6.5%	0.4%	22.1%	0.6%	5.7%	22.7%	0.1%
Corporate/Brand	100%	12.9%	20.8%	0.8%	0.0%	3.6%	6.6%	8.7%	4.3%	6.4%	4.4%	0.2%	1.6%	0.9%	0.1%	1.4%	0.0%	0.5%	0.6%	10.0%	8.1%	3.5%	4.4%	0.3%
Fashion	100%	19.4%	30.6%	2.0%	0.6%	0.4%	3.1%	1.5%	4.3%	16.4%	9.3%	0.1%	0.0%	0.0%	0.2%	2.7%	0.4%	0.0%	0.4%	0.2%	1.7%	2.9%	3.6%	0.0%
Sports	100%	12.2%	8.2%	0.0%	2.2%	4.2%	0.0%	10.4%	5.8%	0.3%	0.2%	4.2%	4.7%	0.0%	0.6%	6.3%	0.0%	3.4%	0.0%	6.1%	8.8%	6.9%	12.4%	3.2%
Publishing	100%	16.2%	17.1%	0.4%	0.0%	0.8%	0.8%	5.1%	3.8%	2.4%	9.9%	3.0%	3.0%	1.5%	1.4%	4.7%	0.3%	5.5%	0.0%	0.2%	3.3%	0.1%	20.6%	0.0%
Art	100%	20.2%	21.6%	0.0%	0.2%	0.0%	0.5%	0.8%	9.7%	1.0%	15.8%	12.5%	0.0%	2.3%	0.0%	9.2%	0.0%	2.0%	0.0%	0.0%	0.0%	1.5%	2.6%	0.0%
Music	100%	9.5%	24.1%	0.0%	1.0%	0.0%	3.1%	7.2%	0.4%	0.9%	0.9%	0.0%	0.8%	0.2%	21.6%	6.4%	0.0%	3.0%	0.1%	4.0%	3.0%	1.5%	5.9%	6.4%
Celebrity	100%	7.8%	51.5%	0.0%	0.2%	0.0%	0.0%	11.8%	1.2%	3.1%	5.4%	0.1%	0.9%	0.4%	0.5%	0.0%	0.8%	0.0%	0.0%	1.0%	6.9%	2.0%	5.3%	0.9%
Non-Profit	100%	0.0%	27.9%	0.0%	0.0%	0.0%	1.8%	0.0%	9.8%	0.0%	0.0%	0.0%	9.6%	3.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	17.6%	0.0%	16.3%	13.4%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	9.9%	14.3%	0.5%	0.2%	1.0%	2.1%	2.7%	2.5%	3.0%	4.0%	0.6%	2.9%	0.2%	2.3%	3.6%	0.5%	5.2%	0.4%	18.4%	1.8%	5.2%	18.6%	0.2%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	76.6%	65.4%	61.8%	49.9%	51.7%	45.5%	49.0%	42.7%	60.4%	35.2%	65.8%	71.4%	88.8%	10.5%	92.1%	83.6%	93.2%	96.1%	75.1%	92.2%	24.5%	84.9%	93.2%	27.4%
Corporate/Brand	12.8%	16.7%	18.8%	22.3%	1.3%	44.5%	40.4%	41.3%	21.5%	27.7%	14.2%	3.4%	7.1%	71.7%	0.3%	5.0%	0.2%	1.2%	17.8%	7.0%	56.6%	8.7%	3.0%	20.4%
Fashion	6.3%	12.4%	13.6%	26.9%	22.0%	2.4%	9.2%	3.5%	10.6%	35.2%	14.9%	1.3%	0.1%	0.8%	0.4%	4.8%	5.0%	0.1%	6.7%	0.1%	5.9%	3.6%	1.2%	0.0%
Sports	1.7%	2.1%	1.0%	0.0%	20.4%	6.8%	0.0%	6.5%	3.9%	0.2%	0.1%	10.9%	2.8%	0.0%	0.4%	3.0%	0.0%	1.1%	0.1%	0.6%	8.1%	2.3%	1.1%	27.5%
Publishing	0.9%	1.5%	1.1%	0.8%	0.0%	0.7%	0.3%	1.7%	1.4%	0.8%	2.3%	4.3%	0.9%	8.4%	0.5%	1.2%	0.6%	1.0%	0.1%	0.0%	1.6%	0.0%	1.0%	0.1%
Art	0.4%	0.9%	0.7%	0.0%	0.4%	0.0%	0.1%	0.1%	1.7%	0.2%	1.8%	8.6%	0.0%	6.3%	0.0%	1.2%	0.0%	0.2%	0.0%	0.0%	0.0%	0.1%	0.1%	0.1%
Music	0.7%	0.6%	1.1%	0.0%	3.6%	0.0%	1.0%	1.8%	0.1%	0.2%	0.1%	0.0%	0.2%	0.8%	6.1%	1.2%	0.0%	0.4%	0.2%	0.1%	1.1%	0.2%	0.2%	21.6%
Celebrity	0.6%	0.4%	2.0%	0.0%	0.6%	0.0%	0.0%	2.5%	0.3%	0.6%	0.8%	0.1%	0.2%	1.4%	0.1%	0.0%	0.9%	0.0%	0.0%	0.0%	2.1%	0.2%	0.2%	2.7%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **CHINA RETAIL**

## Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																			Lawn/								Software/					
							Casino												Garden/								Video		The	emed		
		Ace	cessories		Auto	G	Gaming/		Foo	od &			Health &	Home	•	House-			Tools/	Music/	P	aper	Pet				Games/	Sporting	Ente	ertain-		
Property	Total	-1	Fashion	Apparel	Parts	: Lo	otteries	CE	Beve	erage	Footwear	Gifts	Beauty	Déco	7	wares	Infant	H	lardware	Video	Pro	oducts	Products	Publish	ing	Services	Apps	Goods	m	nent	Toys	Other
Character/Entertainment	\$ 6,719.7	\$	679.5	\$ 861.9	\$ 18	.4 \$	31.8	\$ 118.7	\$ 4	454.9	\$ 139.1	\$ 165.1	\$ 198.9	\$ 339	.9 \$	156.1	\$ 194.	9 \$	7.5	\$ 89.0	\$	155.7	\$ 35.5	\$ 23	32.1	\$ 32.1	\$ 758.7	\$ 94.8	\$	338.1	\$ 1,557.7	\$ 59.5
Corporate/Brand	\$ 3,775.4	\$	580.3	\$ 948.9	\$ 105	.8 \$	16.9	\$ 297.2	\$	60.2	\$ 251.1	\$ 158.5	\$ 137.8	\$ 70	.7 \$	49.8	\$ 60.	.1 \$	109.5	\$ 8.3	\$	65.7	\$ 29.1	\$ 4	0.4	\$ 9.2	\$ 123.6	\$ 300.9	\$	57.9	\$ 149.9	\$ 143.7
Fashion	\$ 1,759.0	\$	644.6	\$ 473.2	\$ -	\$	0.0	\$ 7.5	\$	20.7	\$ 140.4	\$ 12.1	\$ 275.1	\$ 97	.7 \$	0.2	\$ 2.	2 \$	0.2	\$ 0.7	\$	1.1	\$ 3.2	\$	1.7	\$ 11.0	\$ 0.9	\$ 39.9	\$	1.4	\$ 25.2	\$ 0.0
Sports	\$ 775.4	\$	36.7	\$ 311.9	\$ -	\$	-	\$ 49.5	\$	0.8	\$ 24.5	\$ 10.8	\$ 0.1	\$ 2	.8 \$	10.0	\$ 3.	6 \$	-	\$ 4.1	\$	0.7	\$ -	\$	2.6	\$ 5.4	\$ 174.8	\$ 130.3	\$	4.2	\$ 2.4	\$ 0.1
Art	\$ 169.6	\$	17.2	\$ 28.1	\$ 0	.1 \$	1.0	\$ 1.0	\$	1.0	\$ 22.1	\$ 7.7	\$ 36.0	\$ 18	.3 \$	6.3	\$ 0.	7 \$	1.6	\$ 0.1	\$	5.9	\$ 0.1	\$	1.0	\$ 0.1	\$ 0.1	\$ 0.1	\$	1.1	\$ 19.5	\$ 0.5
Non-Profit	\$ 149.4	\$	38.7	\$ 45.5	\$ -	\$	-	\$ 1.8	\$	4.6	\$ 4.3	\$ 7.5	\$ 3.6	\$ 20	.5 \$	7.4	\$ 7.	3 \$	0.6	\$ -	\$	1.6	\$ 0.1	\$	0.3	\$ -	\$	\$ 0.0	\$	-	\$ 5.8	\$ -
Publishing	\$ 136.4	\$	35.1	\$ 12.3	\$ 0	.0 \$	0.0	\$ 0.1	\$	3.4	\$ 4.4	\$ 5.6	\$ 2.8	\$ 10	.3 \$	1.6	\$ 4.	8 \$	0.0	\$ 1.4	\$	7.5	\$ 0.0	\$	9.0	\$ 0.7	\$ 0.3	\$ 5.5	\$	0.0	\$ 31.3	\$ 0.1
Collegiate	\$ 133.8	\$	-	\$ 46.6	\$ -	\$	0.0	\$ 3.9	\$	- :	\$ -	\$ -	\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$	- :	\$ 0.0	\$	-	\$ 0.8	\$ 49.8	\$ 32.8	\$	-	\$ -	\$ -
Celebrity	\$ 128.3	\$	28.1	\$ 41.6	\$ -	\$	0.6	\$ 0.0	\$	0.4	\$ 13.2	\$ 1.1	\$ 8.3	\$ 3	.4 \$	0.1	\$ 1.	8 \$	0.4	\$ 0.5	\$	0.0	\$ 1.4	\$	0.3	\$ 4.4	\$ 0.9	\$ 4.1	\$	2.4	\$ 7.2	\$ 8.1
Music	\$ 25.5	\$	5.9	\$ 3.5	\$ -	\$	0.1	\$ 0.0	\$	0.9	\$ 1.4	\$ 0.1	\$ 0.4	\$ 0	.1 \$	0.0	\$ 0.	2 \$	0.0	\$ 3.1	\$	0.7	\$ -	\$	1.2	\$ 0.0	\$ 0.5	\$ 1.0	\$	0.2	\$ 1.6	\$ 4.4
TOTAL	\$ 13,772.5	\$	2,066.1	\$2,773.4	\$ 124	.3 \$	50.4	\$ 479.6	\$ 5	546.9	\$ 600.4	\$ 368.6	\$ 662.9	\$ 563	.9 \$	231.5	\$ 275.	6 \$	119.7	\$ 107.2	\$	239.1	\$ 69.4	\$ 28	8.6	\$ 63.7	\$ 1,109.5	\$ 609.4	\$	405.2	\$ 1,800.6	\$ 216.5

### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	10.1%	12.8%	0.3%	0.5%	1.8%	6.8%	2.1%	2.5%	3.0%	5.1%	2.3%	2.9%	0.1%	1.3%	2.3%	0.5%	3.5%	0.5%	11.3%	1.4%	5.0%	23.2%	0.9%
Corporate/Brand	100%	15.4%	25.1%	2.8%	0.4%	7.9%	1.6%	6.7%	4.2%	3.7%	1.9%	1.3%	1.6%	2.9%	0.2%	1.7%	0.8%	1.1%	0.2%	3.3%	8.0%	1.5%	4.0%	3.8%
Fashion	100%	36.6%	26.9%	0.0%	0.0%	0.4%	1.2%	8.0%	0.7%	15.6%	5.6%	0.0%	0.1%	0.0%	0.0%	0.1%	0.2%	0.1%	0.6%	0.0%	2.3%	0.1%	1.4%	0.0%
Sports	100%	4.7%	40.2%	0.0%	0.0%	6.4%	0.1%	3.2%	1.4%	0.0%	0.4%	1.3%	0.5%	0.0%	0.5%	0.1%	0.0%	0.3%	0.7%	22.5%	16.8%	0.5%	0.3%	0.0%
Art	100%	10.2%	16.6%	0.0%	0.6%	0.6%	0.6%	13.0%	4.5%	21.2%	10.8%	3.7%	0.4%	0.9%	0.1%	3.5%	0.1%	0.6%	0.1%	0.1%	0.0%	0.6%	11.5%	0.3%
Non-Profit	100%	25.9%	30.4%	0.0%	0.0%	1.2%	3.1%	2.9%	5.0%	2.4%	13.7%	4.9%	4.9%	0.4%	0.0%	1.0%	0.1%	0.2%	0.0%	0.0%	0.0%	0.0%	3.9%	0.0%
Publishing	100%	25.7%	9.0%	0.0%	0.0%	0.1%	2.5%	3.2%	4.1%	2.0%	7.5%	1.2%	3.5%	0.0%	1.0%	5.5%	0.0%	6.6%	0.5%	0.2%	4.1%	0.0%	23.0%	0.1%
Collegiate	100%	0.0%	34.8%	0.0%	0.0%	2.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.6%	37.2%	24.5%	0.0%	0.0%	0.0%
Celebrity	100%	21.9%	32.4%	0.0%	0.4%	0.0%	0.3%	10.3%	0.9%	6.5%	2.6%	0.0%	1.4%	0.3%	0.4%	0.0%	1.1%	0.3%	3.4%	0.7%	3.2%	1.9%	5.6%	6.3%
Music	100%	23.0%	13.6%	0.0%	0.4%	0.0%	3.6%	5.3%	0.5%	1.4%	0.6%	0.0%	0.8%	0.1%	12.2%	2.8%	0.0%	4.8%	0.1%	2.0%	4.1%	0.9%	6.3%	17.4%
TOTAL	100%	15.0%	20.1%	0.9%	0.4%	3.5%	4.0%	4.4%	2.7%	4.8%	4.1%	1.7%	2.0%	0.9%	0.8%	1.7%	0.5%	2.1%	0.5%	8.1%	4.4%	2.9%	13.1%	1.6%

													_											
		Accessories		Auto	Casino Gaming/		Food &			Health &	Home	House-		Lawn/ Garden/ Tools/	Music/	Paper	Pet			Software/ Video Games/	Sporting	Themed Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	48.8%	32.9%	31.1%	14.8%	63.0%	24.7%	83.2%	23.2%	44.8%	30.0%	60.3%	67.4%	70.7%	6.3%	83.1%	65.1%	51.2%	80.4%	50.4%	68.4%	15.6%	83.4%	86.5%	27.5%
Corporate/Brand	27.4%	28.1%	34.2%	85.1%	33.5%	62.0%	11.0%	41.8%	43.0%	20.8%	12.5%	21.5%	21.8%	91.5%	7.7%	27.5%	41.9%	14.0%	14.4%	11.1%	49.4%	14.3%	8.3%	66.4%
Fashion	12.8%	31.2%	17.1%	0.0%	0.0%	1.6%	3.8%	23.4%	3.3%	41.5%	17.3%	0.1%	0.8%	0.2%	0.6%	0.5%	4.7%	0.6%	17.3%	0.1%	6.5%	0.3%	1.4%	0.0%
Sports	5.6%	1.8%	11.2%	0.0%	0.0%	10.3%	0.2%	4.1%	2.9%	0.0%	0.5%	4.3%	1.3%	0.0%	3.8%	0.3%	0.0%	0.9%	8.5%	15.8%	21.4%	1.0%	0.1%	0.0%
Art	1.2%	0.8%	1.0%	0.0%	2.0%	0.2%	0.2%	3.7%	2.1%	5.4%	3.2%	2.7%	0.3%	1.3%	0.1%	2.5%	0.1%	0.3%	0.2%	0.0%	0.0%	0.3%	1.1%	0.2%
Non-Profit	1.1%	1.9%	1.6%	0.0%	0.0%	0.4%	0.8%	0.7%	2.0%	0.5%	3.6%	3.2%	2.6%	0.5%	0.0%	0.7%	0.2%	0.1%	0.0%	0.0%	0.0%	0.0%	0.3%	0.0%
Publishing	1.0%	1.7%	0.4%	0.0%	0.1%	0.0%	0.6%	0.7%	1.5%	0.4%	1.8%	0.7%	1.8%	0.0%	1.3%	3.1%	0.0%	3.1%	1.1%	0.0%	0.9%	0.0%	1.7%	0.1%
Collegiate	1.0%	0.0%	1.7%	0.0%	0.0%	0.8%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	1.2%	4.5%	5.4%	0.0%	0.0%	0.0%
Celebrity	0.9%	1.4%	1.5%	0.0%	1.1%	0.0%	0.1%	2.2%	0.3%	1.3%	0.6%	0.0%	0.6%	0.3%	0.5%	0.0%	2.0%	0.1%	6.8%	0.1%	0.7%	0.6%	0.4%	3.8%
Music	0.2%	0.3%	0.1%	0.0%	0.2%	0.0%	0.2%	0.2%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	2.9%	0.3%	0.0%	0.4%	0.0%	0.0%	0.2%	0.1%	0.1%	2.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



# **CHINA ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																					Lawn/								Software					
							Cas	ino													Garden/								/ Video			Themed		
		Acc	essories-			Auto	Gam	ing/		Food &				- 1	Health &	Но	me	House-			Tools/	Music/	Paper		Pet				Games/	Sportin	ig E	Entertain-		
Property	Total	F	ashion	Apparel	l	Parts	Lotte	ries	CE	Beverage	Footwea	r	Gifts		Beauty	Dé	cor	wares	Infant		Hardware	Video	Products	Pro	ducts	Publishing	Serv	ices	Apps	Goods	S	ment	Toys	Other
Character/Entertainment	\$ 417.5	\$	40.5	\$ 59.5	\$	1.5	\$	0.9	\$ 6.9	\$ 15.1	\$ 8	9 :	\$ 9.	3 \$	11.6	\$	17.4	\$ 9.1	\$ 12.3	1 \$	\$ 0.8	\$ 5.4	\$ 10.7	\$	2.5	\$ 14.2	\$	1.8	\$ 51.3	\$ 5	.9 \$	25.0	\$ 103.4	\$ 3.6
Corporate/Brand	\$ 208.0	\$	34.3	\$ 61.6	\$	4.5	\$	0.4	\$ 12.8	\$ 1.9	\$ 14	0 :	\$ 8.	0 \$	8.0	\$	3.7	\$ 1.5	\$ 3.4	4 \$	\$ 3.6	\$ 0.5	\$ 3.5	\$	1.6	\$ 2.0	\$	0.5	\$ 7.1	\$ 17	.3 \$	3.6	\$ 7.5	\$ 6.8
Fashion	\$ 109.5	\$	41.3	\$ 30.7	7 \$	-	\$	0.0	\$ 0.4	\$ 0.6	\$ 9	1 :	\$ 0.	6 \$	15.7	\$	5.3	\$ 0.0	\$ 0.3	1 \$	\$ 0.0	\$ 0.0	\$ 0.1	\$	0.2	\$ 0.1	\$	0.6	\$ 0.1	\$ 2	.4 \$	0.1	\$ 2.2	\$ 0.0
Sports	\$ 50.5	\$	2.3	\$ 21.2	\$	-	\$	-	\$ 2.7	\$ 0.0	\$ 1	7 :	\$ 0.	6 \$	0.0	\$	0.1	\$ 0.6	\$ 0.2	2 \$	\$ -	\$ 0.3	\$ 0.0	\$	÷	\$ 0.2	\$	0.3	\$ 11.7	\$ 8	.2 \$	0.3	\$ 0.2	\$ 0.0
Art	\$ 6.9	\$	0.6	\$ 1.4	\$	0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 1	1 :	\$ 0.	3 \$	1.4	\$	0.5	\$ 0.3	\$ 0.0	0 \$	\$ 0.1	\$ 0.0	\$ 0.3	\$	0.0	\$ 0.0	\$	-	\$ 0.0	\$ 0	.0 \$	0.0	\$ 0.7	\$ 0.0
Non-Profit	\$ 3.7	\$	1.0	\$ 1.2	\$	-	\$	-	\$ 0.0	\$ 0.1	\$ 0	1 :	\$ 0.	2 \$	0.1	\$	0.5	\$ 0.2	\$ 0.2	2 \$	\$ 0.0	\$ -	\$ 0.0	\$	0.0	\$ 0.0	\$	-	\$ -	\$ 0	.0 \$	-	\$ 0.1	\$ -
Publishing	\$ 7.1	\$	1.8	\$ 0.8	3 \$	0.0	\$	0.0	\$ 0.0	\$ 0.1	\$ 0	3	\$ 0.	3 \$	0.1	\$	0.6	\$ 0.1	\$ 0.3	3 \$	\$ 0.0	\$ 0.1	\$ 0.4	\$	0.0	\$ 0.5	\$	0.0	\$ 0.0	\$ 0	.2 \$	0.0	\$ 1.6	\$ 0.0
Collegiate	\$ 8.5	\$	-	\$ 3.2	\$	-	\$	0.0	\$ 0.2	\$ -	\$ -	-	\$ -	\$	-	\$	-	\$ -	\$ -	9	\$ -	\$ -	\$ -	\$	0.0	\$ -	\$	0.0	\$ 3.2	\$ 1	.9 \$	-	\$ -	\$ -
Celebrity	\$ 9.2	\$	2.2	\$ 3.1	\$	-	\$	0.0	\$ 0.0	\$ 0.0	\$ 0	9 :	\$ 0.	1 \$	0.5	\$	0.3	\$ 0.0	\$ 0.3	1 \$	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.1	\$ 0.0	\$	0.2	\$ 0.1	\$ 0	.3 \$	0.2	\$ 0.7	\$ 0.4
Music	\$ 1.8	\$	0.5	\$ 0.3	\$	-	\$	0.0	\$ 0.0	\$ 0.0	\$ 0	1	\$ 0.	0 \$	0.0	\$	0.0	\$ 0.0	\$ 0.0	0 \$	\$ 0.0	\$ 0.2	\$ 0.0	\$	-	\$ 0.1	\$	0.0	\$ 0.0	\$ 0	.1 \$	0.0	\$ 0.1	\$ 0.3
TOTAL	\$ 822.7	\$	124.4	\$ 183.0	\$	6.0	\$	1.4	\$ 23.1	\$ 17.8	\$ 36	2	\$ 19.	4 \$	37.4	\$	28.4	\$ 11.6	\$ 16.4	4 \$	\$ 4.5	\$ 6.5	\$ 15.0	\$	4.4	\$ 17.1	\$	3.4	\$ 73.5	\$ 36	.1 \$	29.2	\$ 116.6	\$ 11.1

#### Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

												_	r è			_				0.0				
														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories-		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	9.7%	14.3%	0.4%	0.2%	1.7%	3.6%	2.1%	2.2%	2.8%	4.2%	2.2%	2.9%	0.2%	1.3%	2.6%	0.6%	3.4%	0.4%	12.3%	1.4%	6.0%	24.8%	0.9%
Corporate/Brand	100%	16.5%	29.6%	2.1%	0.2%	6.2%	0.9%	6.7%	3.9%	3.8%	1.8%	0.7%	1.6%	1.7%	0.2%	1.7%	0.8%	1.0%	0.2%	3.4%	8.3%	1.7%	3.6%	3.3%
Fashion	100%	37.7%	28.1%	0.0%	0.0%	0.3%	0.6%	8.3%	0.6%	14.3%	4.8%	0.0%	0.1%	0.0%	0.0%	0.1%	0.1%	0.1%	0.5%	0.0%	2.1%	0.1%	2.0%	0.0%
Sports	100%	4.6%	41.9%	0.0%	0.0%	5.3%	0.0%	3.3%	1.3%	0.0%	0.3%	1.1%	0.5%	0.0%	0.5%	0.1%	0.0%	0.3%	0.6%	23.1%	16.1%	0.6%	0.4%	0.0%
Art	100%	9.1%	20.6%	0.0%	0.3%	0.7%	0.2%	16.7%	3.7%	20.4%	6.8%	3.7%	0.5%	0.9%	0.0%	3.8%	0.1%	0.6%	0.0%	0.1%	0.0%	0.6%	10.7%	0.4%
Non-Profit	100%	25.9%	33.2%	0.0%	0.0%	1.1%	1.6%	2.8%	4.6%	2.2%	13.0%	4.5%	5.0%	0.6%	0.0%	1.1%	0.1%	0.3%	0.0%	0.0%	0.0%	0.0%	4.0%	0.0%
Publishing	100%	25.4%	11.0%	0.0%	0.0%	0.0%	1.6%	4.1%	3.9%	1.0%	8.7%	1.0%	3.8%	0.0%	1.0%	5.3%	0.0%	6.7%	0.7%	0.3%	3.0%	0.0%	22.6%	0.0%
Collegiate	100%	0.0%	37.0%	0.0%	0.0%	2.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	37.9%	22.1%	0.0%	0.0%	0.0%
Celebrity	100%	23.4%	33.4%	0.0%	0.2%	0.0%	0.2%	9.6%	1.0%	5.6%	2.9%	0.1%	1.1%	0.4%	0.3%	0.0%	0.8%	0.3%	2.4%	0.6%	3.2%	2.4%	7.4%	4.7%
Music	100%	26.0%	17.2%	0.0%	0.2%	0.0%	2.2%	6.4%	0.5%	1.1%	0.6%	0.0%	0.7%	0.1%	9.2%	2.8%	0.0%	3.8%	0.1%	1.7%	3.8%	1.0%	7.6%	14.8%
TOTAL	100%	15.1%	22.2%	0.7%	0.2%	2.8%	2.2%	4.4%	2.4%	4.5%	3.4%	1.4%	2.0%	0.6%	0.8%	1.8%	0.5%	2.1%	0.4%	8.9%	4.4%	3.6%	14.2%	1.4%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories-		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	50.7%	32.5%	32.5%	25.6%	68.5%	29.9%	84.4%	24.5%	47.9%	31.1%	61.5%	78.2%	73.7%	16.9%	84.2%	71.3%	56.9%	83.1%	52.1%	69.8%	16.3%	85.4%	88.7%	32.4%
Corporate/Brand	25.3%	27.6%	33.7%	74.4%	28.4%	55.5%	10.7%	38.6%	41.3%	21.4%	13.0%	12.7%	20.5%	80.0%	7.2%	23.1%	37.5%	11.8%	13.6%	9.7%	47.8%	12.3%	6.5%	61.0%
Fashion	13.3%	33.2%	16.8%	0.0%	0.0%	1.6%	3.5%	25.2%	3.3%	42.0%	18.6%	0.1%	0.8%	0.4%	0.6%	0.5%	3.7%	0.5%	16.2%	0.1%	6.5%	0.4%	1.8%	0.0%
Sports	6.1%	1.9%	11.6%	0.0%	0.0%	11.7%	0.1%	4.6%	3.3%	0.0%	0.5%	4.8%	1.4%	0.0%	3.9%	0.3%	0.0%	0.9%	9.0%	15.9%	22.6%	1.0%	0.2%	0.0%
Art	0.8%	0.5%	0.8%	0.0%	1.4%	0.2%	0.1%	3.2%	1.3%	3.8%	1.6%	2.2%	0.2%	1.4%	0.0%	1.7%	0.1%	0.3%	0.0%	0.0%	0.0%	0.1%	0.6%	0.2%
Non-Profit	0.4%	0.8%	0.7%	0.0%	0.0%	0.2%	0.3%	0.3%	0.9%	0.2%	1.7%	1.4%	1.1%	0.5%	0.0%	0.3%	0.1%	0.1%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%
Publishing	0.9%	1.4%	0.4%	0.0%	0.1%	0.0%	0.6%	0.8%	1.4%	0.2%	2.2%	0.6%	1.6%	0.0%	1.1%	2.5%	0.0%	2.8%	1.4%	0.0%	0.6%	0.0%	1.4%	0.0%
Collegiate	1.0%	0.0%	1.7%	0.0%	0.0%	0.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	1.3%	4.4%	5.2%	0.0%	0.0%	0.0%
Celebrity	1.1%	1.7%	1.7%	0.0%	1.3%	0.0%	0.1%	2.5%	0.5%	1.4%	1.0%	0.0%	0.6%	0.8%	0.5%	0.0%	1.6%	0.2%	6.4%	0.1%	0.8%	0.7%	0.6%	3.9%
Music	0.2%	0.4%	0.2%	0.0%	0.2%	0.0%	0.2%	0.3%	0.0%	0.1%	0.0%	0.0%	0.1%	0.1%	2.5%	0.3%	0.0%	0.4%	0.1%	0.0%	0.2%	0.1%	0.1%	2.4%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **GERMANY RETAIL**

## Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																			Lawn/							Software/				
								Casino											Garden/							Video		Themed		
			Acces	sories		A	luto	Gaming	/		Food &			Health	&   I	Home	House-		Tools/	Mı	usic/	Paper	Pet			Games/	Sporting	Entertain-		
Property	To	tal	- Fas	hion	Apparel	. Р	arts	Lotterie	s	CE	Beverage	Footwear	Gifts	Beauty	۱ ا	Décor	wares	Infant	Hardware	Vi	ideo	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 6	6,455.2	\$	294.4	\$ 521.4	\$	9.8	\$ 35.0	0 \$	211.0	\$ 237.5	\$ 127.9	\$ 159.7	\$ 219	.1 \$	365.3	\$ 136.1	\$ 319.3	\$ 7.0	\$	325.7	\$ 283.3	\$ 28.1	\$ 330.7	\$ 279.4	\$ 1,179.4	\$ 243.0	\$ 199.4	\$ 933.2	\$ 9.2
Corporate/Brand	\$ 2	2,758.0	\$	316.3	\$ 475.3	\$	98.2	\$ 9.:	2 \$	301.7	\$ 191.3	\$ 102.8	\$ 119.6	\$ 43	.0 \$	163.1	\$ 198.3	\$ 32.2	\$ 33.8	\$	0.9	\$ 42.8	\$ 5.8	\$ 49.2	\$ 190.7	\$ 76.3	\$ 71.7	\$ 53.7	\$ 85.7	\$ 96.4
Sports	\$ 2	2,631.7	\$	276.7	\$ 385.8	3 \$	1.0	\$ 17.	7 \$	23.5	\$ 41.5	\$ 60.3	\$ 384.0	\$ 3	.8 \$	5.6	\$ 74.2	\$ 37.1	\$ 3.8	\$	205.2	62.1	\$ 1.0	\$ 183.8	\$ 3.0	\$ 240.1	\$ 410.5	\$ 68.0	\$ 52.3	\$ 90.6
Fashion	\$	600.7	\$	168.2	\$ 195.3	\$	- :	\$ 0.	1 \$	5.5	\$ 5.5	\$ 54.3	\$ 13.3	\$ 63	.7 \$	44.9	\$ 0.9	\$ 2.5	\$ 0.1	\$	2.1	\$ 2.9	\$ 1.1	\$ 1.7	\$ 6.8	\$ 2.9	\$ 17.4	\$ 1.6	\$ 10.0	\$ 0.0
Music	\$	387.0	\$	39.8	\$ 117.4	\$	- :	\$ 35.4	4 \$	15.8	\$ 31.4	\$ 18.2	\$ 28.4	\$ 0	.3 \$	15.5	\$ 0.0	\$ 0.3	\$ 0.0	\$	24.6	\$ 10.1	\$ -	\$ 1.1	\$ 7.7	\$ 14.2	\$ 1.0	\$ 8.4	\$ 1.0	\$ 16.4
Publishing	\$	179.8	\$	23.4	\$ 24.2	\$	0.1	\$ 0.0	0 \$	0.4	\$ 3.2	\$ 2.7	\$ 5.8	\$ 4	.5 \$	12.5	\$ 5.3	\$ 8.9	\$ 0.2	\$	3.9	\$ 19.2	\$ 0.0	\$ 13.0	\$ 0.0	\$ 0.5	\$ 7.4	\$ 0.7	\$ 43.4	\$ 0.5
Collegiate	\$	167.2	\$	25.3	\$ 34.0	\$	0.2	\$ 0.0	0 \$	1.2	\$ 0.1	\$ 1.1	\$ 6.1	\$ 0	.0 \$	6.2	\$ 3.4	\$ 13.8	\$ 7.2	\$	- 9	\$ 0.7	\$ 0.0	\$ 0.0	\$ 0.3	\$ 30.5	\$ 29.5	\$ 0.1	\$ 7.4	\$ 0.1
Celebrity	\$	124.6	\$	5.3	\$ 61.8	\$	- :	\$ 0.	5 \$	0.0	\$ 0.0	\$ 24.9	\$ 0.7	\$ 8	.8 \$	2.2	\$ 0.0	\$ 2.4	\$ 0.1	\$	1.4	0.1	\$ 1.9	\$ 0.0	\$ -	\$ 2.9	\$ 6.1	\$ 1.4	\$ 1.4	\$ 2.4
Art	\$	16.9	\$	0.8	\$ 3.9	\$	0.0	\$ 0.	1 \$	0.0	\$ 0.0	\$ 0.4	\$ 0.2	\$ 1	4 \$	1.3	\$ 0.6	\$ 2.8	\$ 0.1	\$	0.0	\$ 0.5	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.3	\$ 0.0	\$ 0.9	\$ 3.3	\$ 0.2
Non-Profit	\$	0.3	\$	-	\$ -	\$	- :	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$	-	\$ -	\$ 0.1	\$ -	\$	- \$	- \$	\$ -	\$ -	\$ -	\$ -	\$ 0.1	\$ -	\$ 0.1	\$ -
TOTAL	\$ 13	3,321.4	\$	1,150.2	\$ 1,819.1	L \$	109.4	\$ 98.	1 \$	559.0	\$ 510.5	\$ 392.5	\$ 717.9	\$ 344	7 \$	616.6	\$ 418.7	\$ 419.3	\$ 52.5	\$	563.9	\$ 421.8	\$ 37.9	\$ 579.6	\$ 488.1	\$ 1,546.9	\$ 786.8	\$ 334.3	\$ 1,137.8	\$ 215.8

## Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

																		7. /						
					Casino									Lawn/ Garden/						Software/ Video		Themed		
							F10			11					Montal	B	D-4				0			
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	4.6%	8.1%	0.2%	0.5%	3.3%	3.7%	2.0%	2.5%	3.4%	5.7%	2.1%	4.9%	0.1%	5.0%	4.4%	0.4%	5.1%	4.3%	18.3%	3.8%	3.1%	14.5%	0.1%
Corporate/Brand	100%	11.5%	17.2%	3.6%	0.3%	10.9%	6.9%	3.7%	4.3%	1.6%	5.9%	7.2%	1.2%	1.2%	0.0%	1.6%	0.2%	1.8%	6.9%	2.8%	2.6%	1.9%	3.1%	3.5%
Sports	100%	10.5%	14.7%	0.0%	0.7%	0.9%	1.6%	2.3%	14.6%	0.1%	0.2%	2.8%	1.4%	0.1%	7.8%	2.4%	0.0%	7.0%	0.1%	9.1%	15.6%	2.6%	2.0%	3.4%
Fashion	100%	28.0%	32.5%	0.0%	0.0%	0.9%	0.9%	9.0%	2.2%	10.6%	7.5%	0.2%	0.4%	0.0%	0.3%	0.5%	0.2%	0.3%	1.1%	0.5%	2.9%	0.3%	1.7%	0.0%
Music	100%	10.3%	30.3%	0.0%	9.1%	4.1%	8.1%	4.7%	7.3%	0.1%	4.0%	0.0%	0.1%	0.0%	6.4%	2.6%	0.0%	0.3%	2.0%	3.7%	0.3%	2.2%	0.2%	4.2%
Publishing	100%	13.0%	13.4%	0.1%	0.0%	0.2%	1.8%	1.5%	3.2%	2.5%	7.0%	2.9%	5.0%	0.1%	2.2%	10.7%	0.0%	7.2%	0.0%	0.3%	4.1%	0.4%	24.1%	0.3%
Collegiate	100%	15.1%	20.4%	0.1%	0.0%	0.7%	0.0%	0.6%	3.7%	0.0%	3.7%	2.0%	8.3%	4.3%	0.0%	0.4%	0.0%	0.0%	0.2%	18.2%	17.7%	0.1%	4.4%	0.0%
Celebrity	100%	4.2%	49.6%	0.0%	0.4%	0.0%	0.0%	20.0%	0.5%	7.1%	1.8%	0.0%	1.9%	0.1%	1.2%	0.1%	1.5%	0.0%	0.0%	2.3%	4.9%	1.1%	1.1%	1.9%
Art	100%	5.0%	22.9%	0.1%	0.6%	0.0%	0.1%	2.2%	1.3%	8.4%	7.5%	3.3%	16.5%	0.7%	0.1%	3.0%	0.1%	0.4%	0.1%	1.5%	0.1%	5.3%	19.7%	1.0%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	32.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	30.4%	0.0%	37.0%	0.0%
TOTAL	100%	8.6%	13.7%	0.8%	0.7%	4.2%	3.8%	2.9%	5.4%	2.6%	4.6%	3.1%	3.1%	0.4%	4.2%	3.2%	0.3%	4.4%	3.7%	11.6%	5.9%	2.5%	8.5%	1.6%

					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	48.5%	25.6%	28.7%	9.0%	35.7%	37.7%	46.5%	32.6%	22.3%	63.6%	59.2%	32.5%	76.1%	13.4%	57.8%	67.2%	74.3%	57.1%	57.3%	76.2%	30.9%	59.7%	82.0%	4.3%
Corporate/Brand	20.7%	27.5%	26.1%	89.8%	9.4%	54.0%	37.5%	26.2%	16.7%	12.5%	26.4%	47.4%	7.7%	64.3%	0.2%	10.2%	15.3%	8.5%	39.1%	4.9%	9.1%	16.1%	7.5%	44.7%
Sports	19.8%	24.1%	21.2%	0.9%	18.1%	4.2%	8.1%	15.4%	53.5%	1.1%	0.9%	17.7%	8.8%	7.3%	36.4%	14.7%	2.6%	31.7%	0.6%	15.5%	52.2%	20.3%	4.6%	42.0%
Fashion	4.5%	14.6%	10.7%	0.0%	0.1%	1.0%	1.1%	13.8%	1.8%	18.5%	7.3%	0.2%	0.6%	0.1%	0.4%	0.7%	2.8%	0.3%	1.4%	0.2%	2.2%	0.5%	0.9%	0.0%
Music	2.9%	3.5%	6.5%	0.0%	36.1%	2.8%	6.1%	4.6%	4.0%	0.1%	2.5%	0.0%	0.1%	0.1%	4.4%	2.4%	0.0%	0.2%	1.6%	0.9%	0.1%	2.5%	0.1%	7.6%
Publishing	1.3%	2.0%	1.3%	0.1%	0.0%	0.1%	0.6%	0.7%	0.8%	1.3%	2.0%	1.3%	2.1%	0.5%	0.7%	4.6%	0.1%	2.2%	0.0%	0.0%	0.9%	0.2%	3.8%	0.2%
Collegiate	1.3%	2.2%	1.9%	0.2%	0.0%	0.2%	0.0%	0.3%	0.9%	0.0%	1.0%	0.8%	3.3%	13.8%	0.0%	0.2%	0.0%	0.0%	0.1%	2.0%	3.8%	0.0%	0.6%	0.0%
Celebrity	0.9%	0.5%	3.4%	0.0%	0.5%	0.0%	0.0%	6.3%	0.1%	2.6%	0.4%	0.0%	0.6%	0.2%	0.3%	0.0%	5.0%	0.0%	0.0%	0.2%	0.8%	0.4%	0.1%	1.1%
Art	0.1%	0.1%	0.2%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	0.4%	0.2%	0.1%	0.7%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.3%	0.3%	0.1%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **GERMANY ROYALTY**

#### Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																						Lawı	n/							Softwa	re					
								Casino														Garde	en/							/ Vide	0		Themed	1 /		
			Accessori	es		A	uto	Gaming/		Food	ž.				Hea	ilth &	Home	- H	House-			Tool	s/	Music/	Pape		Pet			Game	s/ S	Sporting	Entertain-	1 /		
Property	1	Total	- Fashior	1	Apparel	Pa	arts	Lotteries	CE	Bevera	ge	Footwear	(	Gifts	Be	auty	Déco	. ,	wares	In	fant	Hardw	are	Video	Produc	ts	Products	Publishing	Services	Apps	;	Goods	ment	Toys		Other
Character/Entertainment	\$	396.8	\$ 18	3.4	\$ 37.8	\$	0.8	\$ 1.0	\$ 12.0	\$	7.9	\$ 8.2	\$	9.0	\$	12.6	\$ 19	3 \$	7.9	\$	20.3	\$	0.6	\$ 18.2	\$ 1	7.9	\$ 1.9	\$ 19.5	\$ 14.3	\$ 78	.5 \$	14.6	\$ 14.1	\$ 61	1.5 \$	0.5
Corporate/Brand	\$	145.0	\$ 18	3.3	\$ 30.2	\$	4.4	\$ 0.2	\$ 13.5	\$	7.3	\$ 5.8	\$	5.9	\$	2.4	\$ 7	9 \$	9.3	\$	1.8	\$	1.6	\$ 0.0	\$	2.4	\$ 0.3	\$ 3.0	\$ 9.2	\$ 4	.5 \$	4.0	\$ 3.5	\$ 4	4.6 \$	4.8
Sports	\$	153.1	\$ 16	3.2	\$ 25.1	\$	0.1	\$ 0.5	\$ 1.3	\$	1.2	\$ 3.7	\$	20.6	\$	0.2	\$ 0	3 \$	4.1	\$	2.3	\$	0.3	\$ 10.6	\$	4.0	\$ 0.1	\$ 10.5	\$ 0.2	\$ 15	.4 \$	23.8	\$ 4.4	\$ 3	3.5 \$	5.0
Fashion	\$	36.6	\$ 10	0.3	\$ 12.8	\$	-	\$ 0.0	\$ 0.3	\$	0.2	\$ 3.3	\$	0.7	\$	3.6	\$ 2	4 \$	0.0	\$	0.1	\$	0.0	\$ 0.1	\$	0.2	\$ 0.1	\$ 0.1	\$ 0.3	\$ 0	.2 \$	1.0	\$ 0.1	\$ (	0.8 \$	0.0
Music	\$	26.1	\$ 2	2.9	\$ 10.0	\$	-	\$ 1.2	\$ 1.0	\$	1.3	\$ 1.4	\$	2.0	\$	0.0	\$ 1	0 \$	0.0	\$	0.0	\$	0.0	\$ 1.3	\$	0.7	\$ -	\$ 0.1	\$ 0.5	\$ 0	.9 \$	0.1	\$ 0.7	\$ (	0.1 \$	1.0
Publishing	\$	8.2	\$ (	8.0	\$ 1.5	\$	0.0	\$ 0.0	\$ 0.0	\$	0.1	\$ 0.1	\$	0.3	\$	0.1	\$ 0	4 \$	0.2	\$	0.5	\$	0.0	\$ 0.2	\$	0.9	\$ 0.0	\$ 0.7	\$ 0.0	\$ 0	.0 \$	0.2	\$ 0.0	\$ 2	2.2 \$	0.0
Collegiate	\$	10.0	\$	1.5	\$ 2.2	\$	0.0	\$ 0.0	\$ 0.1	\$	0.0	\$ 0.1	\$	0.3	\$	0.0	\$ 0	3 \$	0.2	\$	0.8	\$	0.4	\$ -	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 2	.0 \$	1.7	\$ 0.0	\$ (	).4 \$	0.0
Celebrity	\$	7.9	\$ (	).4	\$ 4.1	\$	-	\$ 0.0	\$ 0.0	\$	0.0	\$ 1.5	\$	0.0	\$	0.5	\$ 0	2 \$	0.0	\$	0.1	\$	0.0	\$ 0.1	\$	0.0	\$ 0.1	\$ 0.0	\$ -	\$ 0	.2 \$	0.4	\$ 0.1	\$ (	0.1 \$	0.1
Art	\$	0.8	\$ (	0.0	\$ 0.2	\$	0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$	0.1	\$ 0	0 \$	0.0	\$	0.1	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0	.0 \$	0.0	\$ 0.0	\$ (	0.1 \$	0.0
Non-Profit	\$	0.0	\$ -		\$ -	\$	-	\$ -	\$ -	\$ .	. [	\$ -	\$	-	\$	-	\$ -	\$	-	\$	0.0	\$	-	\$ -	\$		\$ -	\$ -	\$ -	\$ -	\$	0.0	\$ -	\$ (	0.0 \$	-
TOTAL	\$	784.4	\$ 68	3.7	\$ 123.9	\$	5.3	\$ 2.9	\$ 28.1	\$ 1	3.0	\$ 24.1	\$	38.9	\$	19.5	\$ 31	8 \$	21.8	\$	26.2	\$	3.0	\$ 30.4	\$ 2	6.2	\$ 2.4	\$ 33.9	\$ 24.6	\$ 101	.6 \$	45.7	\$ 23.0	\$ 73	3.4 \$	11.4

## Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

					Casino									Lawn/ Garden/						Software / Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	4.6%	9.5%	0.2%	0.3%	3.0%	2.0%	2.1%	2.3%	3.2%	4.9%	2.0%	5.1%	0.2%	4.6%	4.5%	0.5%	4.9%	3.6%	19.8%	3.7%	3.6%	15.5%	0.1%
Corporate/Brand	100%	12.6%	20.8%	3.0%	0.1%	9.3%	5.1%	4.0%	4.1%	1.7%	5.4%	6.4%	1.3%	1.1%	0.0%	1.7%	0.2%	2.1%	6.3%	3.1%	2.7%	2.4%	3.2%	3.3%
Sports	100%	10.6%	16.4%	0.0%	0.3%	0.8%	0.8%	2.4%	13.4%	0.1%	0.2%	2.7%	1.5%	0.2%	6.9%	2.6%	0.0%	6.8%	0.1%	10.0%	15.5%	2.9%	2.3%	3.2%
Fashion	100%	28.1%	34.9%	0.0%	0.0%	0.7%	0.4%	9.0%	1.9%	9.8%	6.7%	0.1%	0.4%	0.0%	0.3%	0.5%	0.1%	0.3%	0.9%	0.5%	2.7%	0.3%	2.1%	0.0%
Music	100%	11.3%	38.2%	0.0%	4.4%	4.0%	4.9%	5.4%	7.8%	0.1%	3.9%	0.0%	0.1%	0.0%	4.9%	2.7%	0.0%	0.2%	2.0%	3.3%	0.3%	2.5%	0.3%	3.8%
Publishing	100%	9.3%	18.4%	0.0%	0.0%	0.1%	1.3%	1.1%	3.4%	1.0%	4.3%	2.7%	6.2%	0.1%	2.3%	11.5%	0.0%	8.3%	0.0%	0.4%	3.0%	0.5%	26.1%	0.1%
Collegiate	100%	14.6%	22.5%	0.1%	0.0%	0.6%	0.0%	0.6%	3.2%	0.0%	3.0%	1.7%	8.1%	4.0%	0.0%	0.4%	0.0%	0.0%	0.2%	19.7%	16.7%	0.1%	4.4%	0.0%
Celebrity	100%	4.6%	51.7%	0.0%	0.2%	0.0%	0.0%	18.9%	0.5%	6.2%	2.1%	0.0%	1.8%	0.2%	0.9%	0.1%	1.2%	0.0%	0.0%	2.2%	5.0%	1.3%	1.4%	1.6%
Art	100%	4.5%	29.7%	0.0%	0.3%	0.0%	0.0%	2.3%	1.0%	7.1%	4.9%	2.8%	18.3%	0.7%	0.1%	3.0%	0.1%	0.4%	0.0%	1.0%	0.2%	4.6%	17.7%	1.2%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	33.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	28.8%	0.0%	38.2%	0.0%
TOTAL	100%	8.8%	15.8%	0.7%	0.4%	3.6%	2.3%	3.1%	5.0%	2.5%	4.0%	2.8%	3.3%	0.4%	3.9%	3.3%	0.3%	4.3%	3.1%	12.9%	5.8%	2.9%	9.4%	1.5%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	50.6%	26.8%	30.5%	15.8%	36.4%	42.5%	43.9%	34.0%	23.1%	64.7%	60.8%	36.4%	77.5%	21.6%	59.6%	68.4%	77.6%	57.7%	58.3%	77.3%	31.9%	61.5%	83.8%	4.6%
Corporate/Brand	18.5%	26.6%	24.3%	82.8%	5.9%	48.0%	40.9%	24.0%	15.2%	12.6%	24.7%	42.8%	7.0%	52.7%	0.1%	9.2%	13.8%	8.9%	37.4%	4.4%	8.7%	15.1%	6.3%	41.9%
Sports	19.5%	23.6%	20.3%	1.2%	16.6%	4.5%	6.5%	15.5%	52.9%	1.1%	0.9%	18.7%	8.8%	11.0%	34.8%	15.1%	2.3%	30.9%	0.7%	15.1%	52.0%	19.1%	4.8%	43.6%
Fashion	4.7%	14.9%	10.3%	0.0%	0.1%	1.0%	0.9%	13.7%	1.8%	18.3%	7.7%	0.2%	0.5%	0.2%	0.4%	0.7%	2.3%	0.3%	1.4%	0.2%	2.2%	0.5%	1.1%	0.0%
Music	3.3%	4.3%	8.0%	0.0%	40.3%	3.7%	7.2%	5.8%	5.3%	0.1%	3.2%	0.0%	0.1%	0.1%	4.2%	2.7%	0.0%	0.2%	2.2%	0.8%	0.2%	2.9%	0.1%	8.6%
Publishing	1.1%	1.1%	1.2%	0.0%	0.0%	0.0%	0.6%	0.4%	0.7%	0.4%	1.1%	1.0%	1.9%	0.3%	0.6%	3.6%	0.0%	2.0%	0.0%	0.0%	0.5%	0.2%	2.9%	0.1%
Collegiate	1.3%	2.1%	1.8%	0.2%	0.0%	0.2%	0.0%	0.3%	0.8%	0.0%	0.9%	0.8%	3.1%	13.5%	0.0%	0.2%	0.0%	0.0%	0.1%	1.9%	3.6%	0.0%	0.6%	0.0%
Celebrity	1.0%	0.5%	3.3%	0.0%	0.5%	0.0%	0.0%	6.2%	0.1%	2.5%	0.5%	0.0%	0.5%	0.4%	0.2%	0.0%	4.0%	0.0%	0.0%	0.2%	0.9%	0.4%	0.2%	1.1%
Art	0.1%	0.0%	0.2%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	0.3%	0.1%	0.1%	0.5%	0.2%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.2%	0.1%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **CANADA RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																						Т	Lawn/							Softv	vare/				
								Casino															Garden/							Vid	eo		Themed		
			Accessorie	s		Aut	ю !	Gaming/			Food &					Hea	lth &	Hon	1е	House-			Tools/	M	usic/	Paper	Pet			Gan	ies/	Sporting	Entertain-		
Property	To	tal	- Fashion		Apparel	Par	ts I	Lotteries		CE	Beverage	F	ootwear	Gi	fts	Bea	uty	Déc	or	wares	Infant	ı	Hardware	V	ideo	Products	Products	Publishing	Services	Ap	ps	Goods	ment	Toys	Other
Character/Entertainment	\$ 5	,304.7	\$ 347.	.6 \$	412.1	\$	4.8	\$ 24.1	. \$	105.9	\$ 261.9	\$	72.5	\$ 1	118.5	\$ :	267.2	\$ 14	47.9	\$ 117.3	\$ 155.4	\$	87.3	\$	483.0	\$ 201.0	\$ 21.0	\$ 344.0	\$ 62.3	\$ !	561.2	\$ 137.5	\$ 310.3	\$ 1,035.4	\$ 26.9
Corporate/Brand	\$ 3	3,039.3	\$ 297.	.1 \$	374.1	\$ 6	55.7	\$ 21.9	\$	250.7	\$ 394.7	\$	181.0	\$	92.2	\$	134.3	\$ 20	04.2	\$ 168.8	\$ 38.2	\$	108.8	\$	4.6	\$ 31.9	\$ 38.2	\$ 25.7	\$ 78.0	\$	66.3	\$ 112.5	\$ 17.0	\$ 100.7	\$ 232.5
Fashion	\$	732.3	\$ 226.	.6 \$	209.6	\$	- \$	\$ 0.0	\$	1.5	\$ 6.7	\$	67.0	\$	6.0	\$	129.1	\$ :	33.3	\$ 1.6	\$ 2.2	\$	1.6	\$	0.7	\$ 1.3	\$ 4.4	\$ 0.9	\$ 1.3	\$	0.9	\$ 25.1	\$ 5.4	\$ 6.7	\$ 0.3
Celebrity	\$	460.8	\$ 51.	.6 \$	78.4	\$	- \$	\$ 1.6	\$	2.2	\$ 2.3	\$	17.1	\$	40.6	\$	164.3	\$	11.3	\$ 0.7	\$ 11.4	\$	0.5	\$	6.3	\$ 0.3	\$ 5.5	\$ 6.9	\$ 7.4	\$	9.5	\$ 11.6	\$ 9.8	\$ 15.8	\$ 5.7
Sports	\$	419.9	\$ 139.	.4 \$	83.1	\$	3.8	3.7	\$	4.5	\$ 0.1	. \$	18.8	\$	7.6	\$	3.2	\$	4.7	\$ 9.5	\$ 5.4	\$	0.5	\$	0.5	\$ 17.9	\$ 0.3	\$ 2.0	\$ 0.4	\$	44.3	\$ 29.2	\$ 11.3	\$ 27.6	\$ 1.9
Music	\$	361.7	\$ 32.	.8 \$	31.6	\$	- \$	\$ 16.7	\$	13.7	\$ 92.8	\$	25.8	\$	5.1	\$	1.8	\$	2.0	\$ 12.0	\$ 1.1	\$	9.8	\$	31.1	\$ 5.2	\$ -	\$ 5.0	\$ 1.5	\$	5.1	\$ 14.3	\$ 1.5	\$ 29.1	\$ 23.8
Collegiate	\$	228.4	\$ 63.	.7 \$	17.1	\$	0.5	\$ 0.0	\$	0.1	\$ 0.1	\$	4.3	\$	22.1	\$	0.1	\$	18.7	\$ 9.1	\$ 35.9	\$	15.3	\$	-	\$ 3.1	\$ 0.3	\$ 0.1	\$ -	\$	1.1	\$ 21.7	\$ 0.1	\$ 14.4	\$ 0.5
Publishing	\$	64.9	\$ 3.	.7 \$	12.9	\$	3.6	\$ 0.0	\$	1.2	\$ 1.2	\$	5.2	\$	1.9	\$	2.1	\$	3.9	\$ 2.4	\$ 1.9	\$	17.1	\$	1.8	\$ 0.2	\$ 0.5	\$ 1.3	\$ 2.5	\$	0.4	\$ 0.0	\$ 0.1	\$ 1.0	\$ 0.2
Art	\$	55.5	\$ 18.	.9 \$	5.0	\$	0.1	\$ 0.3	\$	0.0	\$ 9.8	\$	1.1	\$	1.8	\$	3.5	\$	3.5	\$ 1.3	\$ 1.2	\$	0.4	\$	0.0	\$ 2.7	\$ 0.0	\$ 2.1	\$ 0.1	\$	0.1	\$ 0.0	\$ 1.2	\$ 2.3	\$ 0.1
Non-Profit	\$	0.6	\$ -	4	-	\$	- \$	\$ -	\$	-	\$ -	\$	-	\$	-	\$	-	\$	-	\$ -	\$ 0.1	\$	-	\$	-	\$ -	\$ -	\$ -	\$ -	\$	- '	\$ 0.1	\$ -	\$ 0.3	\$ -
TOTAL	\$ 10	,668.1	\$ 1,181.	.3 \$	1,223.9	\$ 7	78.4	\$ 68.3	\$	379.9	\$ 769.5	\$	392.6	\$ 2	296.0	\$	705.6	\$ 42	29.4	\$ 322.7	\$ 253.0	) \$	241.1	\$	528.1	\$ 263.6	\$ 70.4	\$ 388.0	\$ 153.4	\$ (	688.8	\$ 352.1	\$ 356.9	\$ 1,233.3	\$ 291.9

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

											<u> </u>	•				p - 1 - 1 - 1								
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.6%	7.8%	0.1%	0.5%	2.0%	4.9%	1.4%	2.2%	5.0%	2.8%	2.2%	2.9%	1.6%	9.1%	3.8%	0.4%	6.5%	1.2%	10.6%	2.6%	5.9%	19.5%	0.5%
Corporate/Brand	100%	9.8%	12.3%	2.2%	0.7%	8.3%	13.0%	6.0%	3.0%	4.4%	6.7%	5.6%	1.3%	3.6%	0.2%	1.1%	1.3%	0.8%	2.6%	2.2%	3.7%	0.6%	3.3%	7.7%
Fashion	100%	30.9%	28.6%	0.0%	0.0%	0.2%	0.9%	9.1%	0.8%	17.6%	4.5%	0.2%	0.3%	0.2%	0.1%	0.2%	0.6%	0.1%	0.2%	0.1%	3.4%	0.7%	0.9%	0.0%
Celebrity	100%	11.2%	17.0%	0.0%	0.4%	0.5%	0.5%	3.7%	8.8%	35.7%	2.4%	0.1%	2.5%	0.1%	1.4%	0.1%	1.2%	1.5%	1.6%	2.1%	2.5%	2.1%	3.4%	1.2%
Sports	100%	33.2%	19.8%	0.9%	0.9%	1.1%	0.0%	4.5%	1.8%	0.8%	1.1%	2.3%	1.3%	0.1%	0.1%	4.3%	0.1%	0.5%	0.1%	10.6%	7.0%	2.7%	6.6%	0.4%
Music	100%	9.1%	8.7%	0.0%	4.6%	3.8%	25.6%	7.1%	1.4%	0.5%	0.5%	3.3%	0.3%	2.7%	8.6%	1.4%	0.0%	1.4%	0.4%	1.4%	4.0%	0.4%	8.0%	6.6%
Collegiate	100%	27.9%	7.5%	0.2%	0.0%	0.0%	0.0%	1.9%	9.7%	0.0%	8.2%	4.0%	15.7%	6.7%	0.0%	1.3%	0.1%	0.0%	0.0%	0.5%	9.5%	0.1%	6.3%	0.2%
Publishing	100%	5.6%	19.8%	5.5%	0.0%	1.9%	1.8%	7.9%	3.0%	3.2%	6.0%	3.7%	3.0%	26.3%	2.8%	0.3%	0.8%	2.0%	3.8%	0.6%	0.0%	0.1%	1.6%	0.4%
Art	100%	34.0%	9.1%	0.1%	0.6%	0.0%	17.7%	1.9%	3.3%	6.4%	6.2%	2.3%	2.2%	0.7%	0.0%	4.8%	0.1%	3.8%	0.2%	0.1%	0.1%	2.2%	4.2%	0.1%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	50.0%	0.0%
TOTAL	100%	11.1%	11.5%	0.7%	0.6%	3.6%	7.2%	3.7%	2.8%	6.6%	4.0%	3.0%	2.4%	2.3%	4.9%	2.5%	0.7%	3.6%	1.4%	6.5%	3.3%	3.3%	11.6%	2.7%

									_		_						, ,,							
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	49.7%	29.4%	33.7%	6.1%	35.2%	27.9%	34.0%	18.5%	40.0%	37.9%	34.5%	36.3%	61.4%	36.2%	91.5%	76.2%	29.9%	88.7%	40.6%	81.5%	39.0%	87.0%	84.0%	9.2%
Corporate/Brand	28.5%	25.2%	30.6%	83.8%	32.1%	66.0%	51.3%	46.1%	31.2%	19.0%	47.6%	52.3%	15.1%	45.1%	0.9%	12.1%	54.3%	6.6%	50.8%	9.6%	32.0%	4.8%	8.2%	79.7%
Fashion	6.9%	19.2%	17.1%	0.0%	0.0%	0.4%	0.9%	17.1%	2.0%	18.3%	7.7%	0.5%	0.9%	0.7%	0.1%	0.5%	6.3%	0.2%	0.9%	0.1%	7.1%	1.5%	0.5%	0.1%
Celebrity	4.3%	4.4%	6.4%	0.0%	2.4%	0.6%	0.3%	4.4%	13.7%	23.3%	2.6%	0.2%	4.5%	0.2%	1.2%	0.1%	7.9%	1.8%	4.8%	1.4%	3.3%	2.8%	1.3%	2.0%
Sports	3.9%	11.8%	6.8%	4.8%	5.4%	1.2%	0.0%	4.8%	2.6%	0.5%	1.1%	2.9%	2.2%	0.2%	0.1%	6.8%	0.4%	0.5%	0.2%	6.4%	8.3%	3.2%	2.2%	0.6%
Music	3.4%	2.8%	2.6%	0.0%	24.4%	3.6%	12.1%	6.6%	1.7%	0.2%	0.5%	3.7%	0.4%	4.1%	5.9%	2.0%	0.0%	1.3%	1.0%	0.7%	4.1%	0.4%	2.4%	8.2%
Collegiate	2.1%	5.4%	1.4%	0.6%	0.0%	0.0%	0.0%	1.1%	7.5%	0.0%	4.4%	2.8%	14.2%	6.3%	0.0%	1.2%	0.5%	0.0%	0.0%	0.2%	6.2%	0.0%	1.2%	0.2%
Publishing	0.6%	0.3%	1.1%	4.6%	0.0%	0.3%	0.2%	1.3%	0.7%	0.3%	0.9%	0.7%	0.8%	7.1%	0.3%	0.1%	0.7%	0.3%	1.6%	0.1%	0.0%	0.0%	0.1%	0.1%
Art	0.5%	1.6%	0.4%	0.1%	0.5%	0.0%	1.3%	0.3%	0.6%	0.5%	0.8%	0.4%	0.5%	0.1%	0.0%	1.0%	0.1%	0.5%	0.1%	0.0%	0.0%	0.3%	0.2%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **CANADA ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																						Lawn/								Software					
									Casino													Garden/								/ Video		Theme			
			Acce	essories			Aut	0	Gaming/		Food &				- 1	Health &	Home	H	House-			Tools/	Music/	Paper	.	Pet				Games/	Sporting	Entertai	ı <b>-</b>		
Property	To	tal	- Fa	ashion	Ap	pparel	Part	s	Lotteries	CE	Beverage	Foot	wear	Gifts		Beauty	Décor		wares	Infa	nt	Hardware	Video	Produc	ts	Products	Publishing	gS	ervices	Apps	Goods	ment	To	/s	Other
Character/Entertainment	\$	326.2	\$	21.5	\$	29.6	\$	0.4	\$ 0.7	\$ 5.8	\$ 8.7	\$	4.6	\$ 6.	5 \$	15.5	\$ 7.7	\$	6.9	\$ 1	0.0	\$ 6.1	\$ 27.3	\$ 12	2.8	\$ 1.4	\$ 20.	1 \$	3.3	\$ 37.2	\$ 8.3	\$ 22	1 \$ 6	38.1	\$ 1.5
Corporate/Brand	\$	149.4	\$	17.6	\$	23.4	\$	2.7	\$ 0.4	\$ 11.1	\$ 12.7	\$	9.6	\$ 4.	3 \$	7.5	\$ 10.0	\$	6.8	\$	2.1	\$ 4.0	\$ 0.2	\$ :	1.8	\$ 1.9	\$ 1.	6 \$	3.8	\$ 3.9	\$ 6.3	\$ 1	1 \$	5.7	\$ 11.0
Fashion	\$	41.6	\$	13.0	\$	12.7	\$		\$ 0.0	\$ 0.1	\$ 0.2	\$	3.7	\$ 0.	3 \$	6.8	\$ 1.7	\$	0.1	\$	0.1	\$ 0.1	\$ 0.0	\$ (	0.1	\$ 0.2	\$ 0.	0 \$	0.1	\$ 0.1	\$ 1.4	\$ 0	5 \$	0.5	\$ 0.0
Celebrity	\$	28.2	\$	3.5	\$	5.7	\$	-	\$ 0.0	\$ 0.1	\$ 0.1	\$	1.2	\$ 2.	2 \$	8.7	\$ 0.6	\$	0.0	\$	0.7	\$ 0.0	\$ 0.3	\$ (	0.0	\$ 0.3	\$ 0.	4 \$	0.4	\$ 0.6	\$ 0.8	\$ 0	9 \$	1.5	\$ 0.3
Sports	\$	26.3	\$	8.1	\$	5.4	\$	1.0	\$ 0.1	\$ 0.2	\$ 0.0	\$	1.2	\$ 0.	4 \$	0.2	\$ 0.2	\$	0.5	\$	0.3	\$ 0.0	\$ 0.0	\$ 1	1.1	\$ 0.0	\$ 0.	1 \$	0.0	\$ 2.8	\$ 1.7	\$ 0	7 \$	1.9	\$ 0.1
Music	\$	19.3	\$	2.1	\$	2.6	\$	-	\$ 0.5	\$ 0.7	\$ 2.9	\$	1.7	\$ 0.	4 \$	0.1	\$ 0.1	. \$	0.6	\$	0.1	\$ 0.6	\$ 1.6	\$ (	0.3	\$ -	\$ 0.	3 \$	0.1	\$ 0.3	\$ 1.0	\$ 0	1 \$	1.9	\$ 1.3
Collegiate	\$	13.0	\$	3.7	\$	1.1	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.3	\$ 1.	1 \$	0.0	\$ 0.9	\$	0.5	\$	2.1	\$ 0.9	\$ -	\$ (	).2	\$ 0.0	\$ 0.	0 \$	-	\$ 0.1	\$ 1.2	\$ 0	0 \$	0.9	\$ 0.0
Publishing	\$	2.5	\$	0.3	\$	0.8	\$	0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.3	\$ 0.	1 \$	0.1	\$ 0.0	\$	0.1	\$	0.1	\$ 0.2	\$ 0.1	\$ (	0.0	\$ 0.0	\$ 0.	1 \$	0.0	\$ 0.0	\$ 0.0	\$ 0	0 \$	0.1	\$ 0.0
Art	\$	2.1	\$	0.9	\$	0.2	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$	0.0	\$ 0.	1 \$	0.1	\$ 0.1	. \$	0.1	\$	0.1	\$ 0.0	\$ 0.0	\$ (	0.2	\$ 0.0	\$ 0.	1 \$	-	\$ 0.0	\$ 0.0	\$ 0	0 \$	0.1	\$ 0.0
Non-Profit	\$	0.0	\$	-	\$	-	\$		\$ -	\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$	-	\$	0.0	\$ -	\$ -	\$ -		\$ -	\$ -	\$	-	\$ -	\$ 0.0	\$ -	\$	0.0	\$ -
TOTAL	\$	608.6	\$	70.6	\$	81.6	\$ .	4.2	\$ 1.8	\$ 18.0	\$ 24.6	\$	22.6	\$ 15.	5 \$	39.0	\$ 21.4	\$	15.6	\$ 1	5.6	\$ 11.9	\$ 29.6	\$ 16	6.5	\$ 3.9	\$ 22.	6 \$	7.7	\$ 44.9	\$ 20.7	\$ 25	4 \$ 8	30.6	\$ 14.3

## Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	6.6%	9.1%	0.1%	0.2%	1.8%	2.7%	1.4%	2.0%	4.7%	2.4%	2.1%	3.1%	1.9%	8.4%	3.9%	0.4%	6.2%	1.0%	11.4%	2.5%	6.8%	20.9%	0.5%
Corporate/Brand	100%	11.8%	15.7%	1.8%	0.3%	7.4%	8.5%	6.4%	2.9%	5.0%	6.7%	4.5%	1.4%	2.7%	0.2%	1.2%	1.3%	1.0%	2.6%	2.6%	4.2%	0.7%	3.8%	7.4%
Fashion	100%	31.1%	30.6%	0.0%	0.0%	0.2%	0.5%	9.0%	0.8%	16.4%	4.0%	0.2%	0.3%	0.2%	0.1%	0.2%	0.5%	0.1%	0.2%	0.1%	3.3%	1.1%	1.2%	0.0%
Celebrity	100%	12.4%	20.2%	0.0%	0.2%	0.3%	0.2%	4.1%	7.6%	30.9%	2.1%	0.1%	2.4%	0.2%	1.2%	0.1%	1.0%	1.3%	1.3%	2.0%	3.0%	3.1%	5.2%	1.1%
Sports	100%	30.9%	20.5%	3.7%	0.4%	0.9%	0.0%	4.6%	1.7%	0.7%	0.9%	1.9%	1.3%	0.1%	0.1%	4.1%	0.1%	0.5%	0.1%	10.5%	6.5%	2.8%	7.2%	0.4%
Music	100%	11.0%	13.6%	0.0%	2.6%	3.8%	14.8%	8.6%	1.9%	0.5%	0.7%	3.2%	0.3%	2.9%	8.5%	1.7%	0.0%	1.5%	0.5%	1.6%	5.0%	0.6%	10.1%	6.7%
Collegiate	100%	28.3%	8.8%	0.3%	0.0%	0.0%	0.0%	1.9%	8.8%	0.0%	7.0%	3.7%	16.2%	6.6%	0.0%	1.4%	0.2%	0.0%	0.0%	0.5%	9.3%	0.1%	6.7%	0.2%
Publishing	100%	10.8%	32.0%	5.4%	0.0%	1.3%	0.7%	13.0%	3.1%	3.3%	1.7%	4.1%	4.5%	8.9%	3.7%	0.4%	0.7%	2.4%	0.8%	0.9%	0.0%	0.2%	2.1%	0.2%
Art	100%	42.8%	11.6%	0.0%	0.3%	0.0%	3.2%	0.6%	4.0%	3.5%	6.9%	3.0%	3.4%	0.8%	0.0%	7.4%	0.1%	4.8%	0.0%	0.2%	0.1%	1.7%	5.3%	0.2%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	23.5%	0.0%	51.3%	0.0%
TOTAL	100%	11.6%	13.4%	0.7%	0.3%	3.0%	4.0%	3.7%	2.5%	6.4%	3.5%	2.6%	2.6%	2.0%	4.9%	2.7%	0.6%	3.7%	1.3%	7.4%	3.4%	4.2%	13.2%	2.4%

												,		Lawn/			0			Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	53.6%	30.4%	36.2%	9.5%	39.0%	32.3%	35.5%	20.5%	42.3%	39.7%	36.0%	44.4%	64.4%	51.3%	92.1%	77.7%	36.5%	88.7%	42.8%	82.9%	40.2%	87.0%	84.5%	10.6%
Corporate/Brand	24.6%	25.0%	28.7%	63.5%	24.3%	61.3%	51.5%	42.4%	28.1%	19.3%	46.8%	43.5%	13.3%	33.6%	0.8%	11.0%	49.3%	6.9%	49.7%	8.7%	30.3%	4.2%	7.0%	77.1%
Fashion	6.8%	18.4%	15.6%	0.0%	0.0%	0.4%	0.8%	16.6%	2.1%	17.5%	7.7%	0.5%	0.8%	0.6%	0.1%	0.5%	5.3%	0.2%	0.8%	0.1%	6.7%	1.8%	0.6%	0.1%
Celebrity	4.6%	4.9%	7.0%	0.0%	2.5%	0.4%	0.2%	5.2%	13.9%	22.4%	2.7%	0.2%	4.3%	0.4%	1.1%	0.1%	7.3%	1.7%	4.8%	1.3%	4.1%	3.5%	1.8%	2.1%
Sports	4.3%	11.5%	6.6%	23.0%	5.9%	1.3%	0.0%	5.4%	2.8%	0.5%	1.1%	3.3%	2.2%	0.3%	0.1%	6.6%	0.4%	0.6%	0.3%	6.2%	8.2%	2.9%	2.4%	0.8%
Music	3.2%	3.0%	3.2%	0.0%	27.8%	4.0%	11.6%	7.3%	2.4%	0.3%	0.6%	4.0%	0.4%	4.7%	5.5%	2.0%	0.0%	1.3%	1.3%	0.7%	4.7%	0.5%	2.4%	9.1%
Collegiate	2.1%	5.2%	1.4%	0.8%	0.0%	0.0%	0.0%	1.1%	7.4%	0.0%	4.2%	3.1%	13.5%	7.2%	0.0%	1.1%	0.6%	0.0%	0.0%	0.2%	5.8%	0.0%	1.1%	0.2%
Publishing	0.4%	0.4%	1.0%	3.1%	0.0%	0.2%	0.1%	1.4%	0.5%	0.2%	0.2%	0.6%	0.7%	1.9%	0.3%	0.1%	0.4%	0.3%	0.2%	0.0%	0.0%	0.0%	0.1%	0.0%
Art	0.3%	1.3%	0.3%	0.0%	0.4%	0.0%	0.3%	0.1%	0.5%	0.2%	0.7%	0.4%	0.4%	0.1%	0.0%	0.9%	0.0%	0.4%	0.0%	0.0%	0.0%	0.1%	0.1%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **FRANCE RETAIL**

## Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																			Lawn/							Software/				
							Casino												Garden/							Video		Themed		
		Acce	essories		A	uto	Gaming	/		Food &				Health &	Home	Ho	ouse-		Tools/		Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- F	ashion	Apparel	Pa	arts	Lotterie	s	CE	Beverage	Footwear	Gift	s	Beauty	Décor	w	ares	Infant	Hardware	•	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 3,402.6	\$	360.1	\$ 371.7	7 \$	6.0	\$ 42.	8 \$	60.5	\$ 94.5	\$ 51.9	\$ 9	6.8 \$	100.0	\$ 136.	9 \$	53.9	\$ 82.5	\$ 6.9	9 \$	228.1	\$ 109.5	\$ 14.3	\$ 175.4	\$ 34.7	\$ 499.4	\$ 57.4	\$ 99.7	\$ 710.3	\$ 9.5
Corporate/Brand	\$ 2,124.9	\$	257.3	\$ 303.2	\$	116.5	\$ 1.	5 \$	408.2	\$ 110.7	\$ 121.3	\$ 2	7.2 \$	52.2	\$ 86.	0 \$	158.3	\$ 23.5	\$ 65.	5 \$	0.9	\$ 38.5	\$ 13.2	\$ 10.3	\$ 67.1	\$ 61.3	\$ 78.8	\$ 35.9	\$ 50.4	\$ 37.2
Fashion	\$ 1,276.6	\$	311.7	\$ 371.5	\$	21.6	\$ 14.	9 \$	4.1	\$ 64.6	\$ 40.1	\$ 4	4.0 \$	223.9	\$ 95.	0 \$	0.4	\$ 2.5	\$ 0.3	1 \$	0.7	\$ 25.7	\$ 5.3	\$ 1.2	\$ 4.6	\$ 1.0	\$ 25.1	\$ 13.4	\$ 5.3	\$ 0.0
Sports	\$ 322.0	\$	15.3	\$ 18.3	\$	2.0	\$ 35.	6 \$	14.7	\$ 0.1	\$ 51.7	\$ 4	4.8 \$	1.6	\$ 1.	2 \$	3.9	\$ 48.5	\$ 0.0	0 \$	3.4	\$ 1.3	\$ 0.0	\$ 4.9	\$ 1.4	\$ 17.6	\$ 7.6	\$ 8.2	\$ 15.3	\$ 64.6
Publishing	\$ 256.8	\$	76.8	\$ 47.9	\$	0.6	\$ 0.	0 \$	0.7	\$ 0.2	\$ 19.8	\$ (	0.0 \$	25.8	\$ 55.	0 \$	2.7	\$ 3.8	\$ 0.3	2 \$	1.3	\$ 0.2	\$ 0.0	\$ 3.7	\$ 0.1	\$ 0.0	\$ 13.0	\$ 1.6	\$ 0.3	\$ 2.9
Celebrity	\$ 86.2	\$	7.5	\$ 39.0	\$	-	\$ 0.	4 \$	0.0	\$ 0.0	\$ 17.5	\$ (	0.5 \$	4.7	\$ 1.	4 \$	0.0	\$ 3.1	\$ 0.	1 \$	0.7	\$ 0.1	\$ 1.3	\$ 0.0	\$ -	\$ 1.4	\$ 5.3	\$ 0.8	\$ 1.1	\$ 1.3
Art	\$ 58.1	\$	6.4	\$ 11.0	\$	0.1	\$ 0.	3 \$	0.0	\$ 0.0	\$ 1.3	\$ ;	5.8 \$	8.0	\$ 1.	2 \$	0.5	\$ 4.0	\$ 0.4	4 \$	0.0	\$ 9.7	\$ 0.0	\$ 9.5	\$ 0.3	\$ 0.1	\$ 0.0	\$ 0.6	\$ 2.9	\$ 3.0
Music	\$ 19.6	\$	1.3	\$ 1.4	\$	-	\$ 0.	1 \$	0.0	\$ 0.4	\$ 0.4	\$ (	0.0 \$	0.2	\$ 0.	1 \$	0.0	\$ 0.5	\$ 0.0	0 \$	6.6	\$ 2.0	\$ -	\$ 1.5	\$ 0.0	\$ 1.1	\$ 1.2	\$ 0.:	\$ 1.0	\$ 1.5
Collegiate	\$ 6.1	\$	1.0	\$ 1.0	\$	0.0	\$ 0.	0 \$	0.0	\$ 0.0	\$ 0.0	\$ (	0.2 \$	0.0	\$ 0.	2 \$	0.1	\$ 0.5	\$ 0.3	3 \$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 1.2	\$ 1.1	\$ 0.0	\$ 0.3	\$ 0.0
Non-Profit	\$ 0.1	\$	-	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -	- \$	-	\$ -	\$	-	\$ 0.0	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.1	\$ -
TOTAL	\$ 7,553.0	\$	1,037.4	\$ 1,164.9	\$ :	146.7	\$ 95.	7 \$	488.3	\$ 270.5	\$ 304.1	\$ 179	9.4 \$	409.3	\$ 377.	1 \$	219.8	\$ 169.0	\$ 73.4	4 \$	241.8	\$ 186.9	\$ 34.2	\$ 206.5	\$ 108.2	\$ 583.0	\$ 189.5	\$ 160.3	\$ 786.8	\$ 120.1

## Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	10.6%	10.9%	0.2%	1.3%	1.8%	2.8%	1.5%	2.8%	2.9%	4.0%	1.6%	2.4%	0.2%	6.7%	3.2%	0.4%	5.2%	1.0%	14.7%	1.7%	2.9%	20.9%	0.3%
Corporate/Brand	100%	12.1%	14.3%	5.5%	0.1%	19.2%	5.2%	5.7%	1.3%	2.5%	4.0%	7.4%	1.1%	3.1%	0.0%	1.8%	0.6%	0.5%	3.2%	2.9%	3.7%	1.7%	2.4%	1.8%
Fashion	100%	24.4%	29.1%	1.7%	1.2%	0.3%	5.1%	3.1%	3.4%	17.5%	7.4%	0.0%	0.2%	0.0%	0.1%	2.0%	0.4%	0.1%	0.4%	0.1%	2.0%	1.1%	0.4%	0.0%
Sports	100%	4.7%	5.7%	0.6%	11.1%	4.6%	0.0%	16.1%	1.5%	0.5%	0.4%	1.2%	15.1%	0.0%	1.0%	0.4%	0.0%	1.5%	0.4%	5.5%	2.4%	2.5%	4.7%	20.1%
Publishing	100%	29.9%	18.7%	0.2%	0.0%	0.3%	0.1%	7.7%	0.0%	10.1%	21.4%	1.1%	1.5%	0.1%	0.5%	0.1%	0.0%	1.4%	0.0%	0.0%	5.1%	0.6%	0.1%	1.1%
Celebrity	100%	8.8%	45.3%	0.0%	0.4%	0.0%	0.0%	20.3%	0.6%	5.4%	1.7%	0.0%	3.6%	0.1%	0.8%	0.1%	1.5%	0.0%	0.0%	1.6%	6.1%	0.9%	1.2%	1.5%
Art	100%	11.0%	19.0%	0.1%	0.5%	0.0%	0.0%	2.3%	10.0%	1.5%	2.1%	0.9%	6.9%	0.7%	0.0%	16.7%	0.1%	16.4%	0.5%	0.2%	0.0%	1.0%	4.9%	5.1%
Music	100%	6.8%	6.9%	0.0%	0.6%	0.0%	2.1%	2.0%	0.1%	1.1%	0.7%	0.0%	2.6%	0.2%	33.7%	10.4%	0.0%	7.8%	0.0%	5.6%	6.1%	0.4%	5.0%	7.9%
Collegiate	100%	15.7%	16.9%	0.0%	0.0%	0.8%	0.0%	0.7%	4.0%	0.0%	3.4%	1.8%	8.9%	4.3%	0.0%	0.5%	0.0%	0.0%	0.2%	19.7%	18.8%	0.1%	4.2%	0.0%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	23.7%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	17.5%	0.0%	58.8%	0.0%
TOTAL	100%	13.7%	15.4%	1.9%	1.3%	6.5%	3.6%	4.0%	2.4%	5.4%	5.0%	2.9%	2.2%	1.0%	3.2%	2.5%	0.5%	2.7%	1.4%	7.7%	2.5%	2.1%	10.4%	1.6%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	45.1%	34.7%	31.9%	4.1%	44.7%	12.4%	34.9%	17.1%	53.9%	24.4%	36.3%	24.5%	48.8%	9.3%	94.4%	58.6%	41.9%	84.9%	32.0%	85.7%	30.3%	62.2%	90.3%	7.9%
Corporate/Brand	28.1%	24.8%	26.0%	79.4%	1.5%	83.6%	40.9%	39.9%	15.2%	12.8%	22.8%	72.0%	13.9%	89.2%	0.4%	20.6%	38.7%	5.0%	62.0%	10.5%	41.6%	22.4%	6.4%	31.0%
Fashion	16.9%	30.0%	31.9%	14.7%	15.6%	0.8%	23.9%	13.2%	24.5%	54.7%	25.2%	0.2%	1.5%	0.1%	0.3%	13.7%	15.4%	0.6%	4.2%	0.2%	13.2%	8.4%	0.7%	0.0%
Sports	4.3%	1.5%	1.6%	1.3%	37.2%	3.0%	0.0%	17.0%	2.7%	0.4%	0.3%	1.8%	28.7%	0.0%	1.4%	0.7%	0.0%	2.4%	1.3%	3.0%	4.0%	5.1%	1.9%	53.8%
Publishing	3.4%	7.4%	4.1%	0.4%	0.0%	0.1%	0.1%	6.5%	0.0%	6.3%	14.6%	1.2%	2.3%	0.3%	0.6%	0.1%	0.1%	1.8%	0.1%	0.0%	6.9%	1.0%	0.0%	2.4%
Celebrity	1.1%	0.7%	3.3%	0.0%	0.4%	0.0%	0.0%	5.8%	0.3%	1.1%	0.4%	0.0%	1.8%	0.1%	0.3%	0.0%	3.8%	0.0%	0.0%	0.2%	2.8%	0.5%	0.1%	1.1%
Art	0.8%	0.6%	0.9%	0.0%	0.3%	0.0%	0.0%	0.4%	3.2%	0.2%	0.3%	0.2%	2.4%	0.6%	0.0%	5.2%	0.1%	4.6%	0.3%	0.0%	0.0%	0.3%	0.4%	2.5%
Music	0.3%	0.1%	0.1%	0.0%	0.1%	0.0%	0.1%	0.1%	0.0%	0.1%	0.0%	0.0%	0.3%	0.1%	2.7%	1.1%	0.0%	0.7%	0.0%	0.2%	0.6%	0.0%	0.1%	1.3%
Collegiate	0.1%	0.1%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.0%	0.3%	0.4%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.6%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## FRANCE ROYALTY

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																				Lawn	/							Softw	are/				
								Casino												Garde	n/							Vid	eo		Themed		
			Accessories	;		A	uto	Gaming/		Food &				Health 8	S.	Home	Hous	e-		Tools	/	Music/	Paper	Pet				Gam	es/	Sporting	Entertain-		
Property	Tot	al	- Fashion	I	Apparel	Pa	arts	Lotteries	CE	Beverage	Footwear		Gifts	Beauty		Décor	ware	s I	Infant	Hardwa	are	Video	Products	Product	s I	Publishing	Services	Ар	os	Goods	ment	Toys	Other
Character/Entertainment	\$ 2	12.2	\$ 22.1	\$	26.2	\$	0.6	\$ 1.2	\$ 3.6	\$ 3.2	\$ 3.5	5 \$	5.4	\$ 5.	9 \$	7.4	\$ 3	.4 \$	5.4	\$	0.6	\$ 12.1	\$ 7.3	\$ 1	.0 \$	10.6	\$ 1.	B \$ 3	33.5	\$ 3.6	\$ 7.5	\$ 45.9	\$ 0.5
Corporate/Brand	\$ 1	.07.9	\$ 15.4	\$	19.6	\$	4.8	\$ 0.0	\$ 17.4	\$ 3.6	\$ 6.3	3 \$	1.4	\$ 3.	.0 \$	4.2	\$ 6	.8 \$	1.4	\$	2.7	\$ 0.0	\$ 2.2	\$ 0	.7 \$	0.6	\$ 3.	2 \$	3.6	\$ 4.5	\$ 2.3	\$ 2.6	\$ 1.7
Fashion	\$	75.5	\$ 19.3	3	24.4	\$	1.3	\$ 0.4	\$ 0.2	\$ 2.0	\$ 2.5	5 \$	2.4	\$ 12.	7 \$	5.2	\$ 0	.0 \$	0.1	\$	0.0	\$ 0.0	\$ 1.6	\$ 0	.3 \$	0.1	\$ 0.	2 \$	0.1	\$ 1.5	\$ 1.0	\$ 0.4	\$ 0.0
Sports	\$	18.3	\$ 0.9	\$	3 1.2	\$	0.1	\$ 1.0	\$ 8.0	\$ 0.0	\$ 3.2	2 \$	0.3	\$ 0.	1 \$	0.1	\$ 0	.2 \$	3.0	\$	0.0	\$ 0.2	\$ 0.3	\$ 0	.0 \$	0.3	\$ 0.	1 \$	1.2	\$ 0.5	\$ 0.5	\$ 1.0	\$ 3.6
Publishing	\$	5.9	\$ 1.4	\$	2.9	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.3	3 \$	0.0	\$ 0.	3 \$	0.3	\$ 0	.0 \$	0.2	\$	0.0	\$ 0.1	\$ 0.0	\$ 0	.0 \$	0.1	\$ 0.	0 \$	0.0	\$ 0.2	\$ 0.1	\$ 0.0	\$ 0.0
Celebrity	\$	5.5	\$ 0.5	5 \$	3 2.6	\$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 1.1	L \$	0.0	\$ 0.	3 \$	0.1	\$ 0	.0 \$	0.2	\$	0.0	\$ 0.0	\$ 0.0	\$ 0	.1 \$	0.0	\$ -	\$	0.1	\$ 0.3	\$ 0.1	\$ 0.1	\$ 0.1
Art	\$	2.6	\$ 0.3	3 \$	0.6	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	1 \$	0.2	\$ 0.	.0 \$	0.0	\$ 0	.0 \$	0.2	\$	0.0	\$ 0.0	\$ 0.4	\$ 0	.0 \$	0.4	\$ -	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.2
Music	\$	1.2	\$ 0.1	1 \$	0.1	\$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	) \$	0.0	\$ 0.	.0 \$	0.0	\$ 0	.0 \$	0.0	\$	0.0	\$ 0.3	\$ 0.3	\$ -	\$	0.1	\$ 0.	0 \$	0.1	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.1
Collegiate	\$	0.4	\$ 0.1	\$	0.1	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	) \$	0.0	\$ 0.	.0 \$	0.0	\$ 0	.0 \$	0.0	\$	0.0	\$ -	\$ 0.0	\$ 0	.0 \$	0.0	\$ 0.	0 \$	0.1	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0
Non-Profit	\$	0.0	\$ -	\$	· -	\$	-	\$ -	\$ -	\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$	0.0	\$	-	\$ -	\$ -	\$ -	\$	-	\$ -	\$	-	\$ 0.0	\$ -	\$ 0.0	\$ -
TOTAL	\$ 4	29.5	\$ 60.1	\$ \$	77.7	\$	6.8	\$ 2.6	\$ 22.0	\$ 8.8	\$ 17.0	) \$	9.6	\$ 22.	3 \$	17.4	\$ 10	.5 \$	10.5	\$	3.4	\$ 12.8	\$ 11.5	\$ 2	.1 \$	12.1	\$ 5.	3 \$ ;	8.5	\$ 10.7	\$ 11.4	\$ 50.3	\$ 6.1

#### Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	10.4%	12.4%	0.3%	0.6%	1.7%	1.5%	1.6%	2.5%	2.8%	3.5%	1.6%	2.6%	0.3%	5.7%	3.3%	0.5%	5.0%	0.8%	15.8%	1.7%	3.6%	21.6%	0.3%
Corporate/Brand	100%	14.3%	18.2%	4.4%	0.0%	16.1%	3.3%	5.9%	1.3%	2.8%	3.9%	6.3%	1.3%	2.5%	0.0%	2.0%	0.7%	0.5%	3.0%	3.3%	4.2%	2.1%	2.4%	1.6%
Fashion	100%	25.5%	32.3%	1.7%	0.5%	0.3%	2.6%	3.3%	3.1%	16.8%	6.9%	0.0%	0.2%	0.0%	0.0%	2.1%	0.4%	0.1%	0.3%	0.1%	1.9%	1.3%	0.5%	0.0%
Sports	100%	5.0%	6.7%	0.7%	5.3%	4.4%	0.0%	17.6%	1.4%	0.5%	0.3%	1.2%	16.6%	0.0%	1.0%	0.5%	0.0%	1.6%	0.4%	6.4%	2.5%	2.9%	5.7%	19.4%
Publishing	100%	24.6%	48.8%	0.1%	0.0%	0.1%	0.1%	5.9%	0.0%	4.4%	5.7%	0.1%	2.6%	0.1%	1.1%	0.2%	0.0%	1.5%	0.0%	0.0%	3.2%	1.0%	0.3%	0.1%
Celebrity	100%	9.5%	47.0%	0.0%	0.2%	0.0%	0.0%	19.1%	0.6%	4.7%	2.0%	0.0%	3.3%	0.2%	0.6%	0.1%	1.2%	0.0%	0.0%	1.5%	6.2%	1.1%	1.5%	1.3%
Art	100%	10.0%	23.1%	0.0%	0.3%	0.0%	0.0%	2.4%	7.9%	1.2%	1.4%	0.7%	7.5%	0.7%	0.0%	17.0%	0.1%	16.3%	0.0%	0.1%	0.0%	0.8%	4.3%	6.0%
Music	100%	8.1%	9.5%	0.0%	0.3%	0.0%	1.4%	2.5%	0.1%	1.0%	0.7%	0.0%	2.5%	0.3%	28.1%	11.6%	0.0%	7.0%	0.0%	5.5%	7.0%	0.5%	6.4%	7.6%
Collegiate	100%	15.1%	18.9%	0.0%	0.0%	0.7%	0.0%	0.7%	3.4%	0.0%	2.8%	1.5%	8.8%	4.0%	0.0%	0.5%	0.0%	0.0%	0.2%	21.3%	17.8%	0.1%	4.2%	0.0%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	23.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	16.4%	0.0%	60.0%	0.0%
TOTAL	100%	14.0%	18.1%	1.6%	0.6%	5.1%	2.1%	4.0%	2.2%	5.2%	4.0%	2.4%	2.5%	0.8%	3.0%	2.7%	0.5%	2.8%	1.2%	9.0%	2.5%	2.7%	11.7%	1.4%

				_				, - <b>,</b> -		, ,,							- 4110	• 1						
														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	49.4%	36.7%	33.7%	8.6%	46.5%	16.3%	36.6%	20.4%	55.8%	26.7%	42.3%	32.6%	51.4%	18.6%	94.5%	61.5%	49.7%	87.6%	33.5%	87.0%	33.9%	66.0%	91.3%	8.8%
Corporate/Brand	25.1%	25.7%	25.2%	70.6%	1.2%	79.1%	41.0%	37.4%	14.2%	13.5%	24.4%	64.8%	12.9%	79.6%	0.4%	18.8%	33.6%	4.6%	60.7%	9.3%	42.0%	19.7%	5.2%	27.9%
Fashion	17.6%	32.1%	31.4%	18.8%	15.0%	0.9%	22.2%	14.5%	24.6%	56.9%	30.1%	0.2%	1.4%	0.1%	0.3%	13.8%	13.4%	0.5%	4.3%	0.2%	13.6%	8.4%	0.8%	0.0%
Sports	4.3%	1.5%	1.6%	1.8%	36.5%	3.6%	0.0%	18.9%	2.7%	0.4%	0.3%	2.1%	28.7%	0.0%	1.4%	0.7%	0.0%	2.3%	1.5%	3.0%	4.2%	4.7%	2.1%	58.0%
Publishing	1.4%	2.4%	3.7%	0.1%	0.0%	0.0%	0.1%	2.0%	0.0%	1.1%	1.9%	0.1%	1.5%	0.2%	0.5%	0.1%	0.0%	0.7%	0.1%	0.0%	1.7%	0.5%	0.0%	0.1%
Celebrity	1.3%	0.9%	3.3%	0.0%	0.4%	0.0%	0.0%	6.2%	0.3%	1.2%	0.6%	0.0%	1.7%	0.3%	0.3%	0.0%	3.2%	0.0%	0.0%	0.2%	3.2%	0.5%	0.2%	1.2%
Art	0.6%	0.4%	0.8%	0.0%	0.3%	0.0%	0.0%	0.4%	2.2%	0.1%	0.2%	0.2%	1.9%	0.6%	0.0%	3.9%	0.1%	3.5%	0.0%	0.0%	0.0%	0.2%	0.2%	2.6%
Music	0.3%	0.2%	0.1%	0.0%	0.1%	0.0%	0.2%	0.2%	0.0%	0.1%	0.0%	0.0%	0.3%	0.1%	2.7%	1.2%	0.0%	0.7%	0.0%	0.2%	0.8%	0.1%	0.2%	1.5%
Collegiate	0.1%	0.1%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%	0.1%	0.3%	0.4%	0.0%	0.0%	0.0%	0.0%	0.0%	0.2%	0.6%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **BRAZIL RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																	Lawn/							Software/				
							Casino										Garden/							Video		Themed		
		Access	ories		Aut	0	Gaming/		Food &				Health &	Home	House-		Tools/	Music	:/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fash	ion	Apparel	Par	ts	Lotteries	CE	Beverage	Footwear	Gift	s	Beauty	Décor	wares	Infant	Hardware	Video	0	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 2,915.0	\$	139.8	\$ 336.4	\$	5.6	\$ 11.2	\$ 74.4	\$ 219.0	\$ 48.8	\$ 2	9.5 \$	165.2	\$ 166.4	\$ 75.6	\$ 106.6	\$ 5.7	\$ 190	0.3 \$	\$ 79.9	\$ 13.4	\$ 138.0	\$ 14.0	\$ 287.1	\$ 105.0	\$ 201.7	\$ 494.2	2 \$ 7.1
Corporate/Brand	\$ 2,048.1	\$	324.4	\$ 358.8	\$ 2	7.8	\$ 2.4	\$ 151.4	\$ 269.9	\$ 121.2	\$ 9	1.8 \$	85.5	\$ 120.0	\$ 65.3	\$ 17.8	\$ 52.5	\$ 3	3.3 \$	\$ 30.2	\$ 6.0	\$ 6.2	\$ 22.0	\$ 71.6	\$ 95.7	\$ 19.6	\$ 65.4	\$ 39.5
Sports	\$ 919.6	\$	58.5	\$ 155.7	\$	0.3	\$ 26.9	\$ 37.7	\$ 0.8	\$ 40.7	\$ 5	5.7 \$	0.1	\$ 0.5	\$ 41.0	\$ 27.8	\$ 1.4	\$ (	0.3 \$	\$ 47.7	\$ 0.3	\$ 16.0	\$ 2.3	\$ 125.4	\$ 103.2	\$ 42.4	\$ 44.8	\$ 90.1
Fashion	\$ 910.7	\$	298.1	\$ 262.6	\$	-	\$ 0.4	\$ 0.6	\$ 5.8	\$ 84.9	\$	1.6 \$	156.0	\$ 58.9	\$ 0.1	\$ 2.8	\$ 0.4	\$ (	0.4 \$	\$ 2.8	\$ 2.4	\$ 0.2	\$ 3.6	\$ 0.4	\$ 28.5	\$ 0.0	\$ 0.2	\$ 0.0
Art	\$ 139.3	\$	19.1	\$ 11.9	\$	0.0	\$ 1.0	\$ 0.1	\$ 0.5	\$ 3.7	\$ 1	8.0 \$	4.6	\$ 29.7	\$ 8.1	\$ 1.5	\$ 1.2	\$ (	0.3 \$	\$ 18.7	\$ 0.1	\$ 3.7	\$ 0.0	\$ 0.2	\$ 0.1	\$ 1.0	\$ 14.8	\$ 1.0
Collegiate	\$ 16.0	\$	1.4	\$ 4.8	\$	0.0	\$ 0.0	\$ 0.2	\$ 0.0	\$ 0.1	\$	0.4 \$	0.0	\$ 0.4	\$ 0.2	\$ 0.8	\$ 0.4	\$ -	- \$	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 3.3	\$ 3.0	\$ 0.0	\$ 0.8	\$ 0.0
Music	\$ 11.1	\$	0.4	\$ 0.4	\$	-	\$ 0.1	\$ 0.3	\$ 3.4	\$ 0.3	\$	0.0 \$	0.0	\$ 0.0	\$ 0.3	\$ 0.0	\$ 3.3	\$ (	0.8 \$	\$ 0.2	\$ -	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0	\$ 1.1
Celebrity	\$ 5.7	\$	1.1	\$ 3.0	\$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.3	\$	0.0 \$	0.4	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0	0.1 \$	\$ 0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.1	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.2
Publishing	\$ 0.2	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.0 \$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ (	0.1 \$	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Non-Profit	\$ 0.1	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	- \$	-	\$ -	\$ -	\$ 0.0	\$ -	\$ -	- \$	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.0	\$ -
TOTAL	\$ 6,965.8	\$	842.7	\$ 1,133.7	\$ 3	33.8	\$ 42.1	\$ 264.8	\$ 499.4	\$ 299.9	\$ 19	7.1 \$	411.7	\$ 376.0	\$ 190.6	\$ 157.5	\$ 64.9	\$ 195	5.5 \$	179.7	\$ 22.3	\$ 164.5	\$ 42.0	\$ 488.2	\$ 335.5	\$ 264.8	\$ 620.3	\$ \$ 139.0

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	4.8%	11.5%	0.2%	0.4%	2.6%	7.5%	1.7%	1.0%	5.7%	5.7%	2.6%	3.7%	0.2%	6.5%	2.7%	0.5%	4.7%	0.5%	9.8%	3.6%	6.9%	17.0%	0.2%
Corporate/Brand	100%	15.8%	17.5%	1.4%	0.1%	7.4%	13.2%	5.9%	4.5%	4.2%	5.9%	3.2%	0.9%	2.6%	0.2%	1.5%	0.3%	0.3%	1.1%	3.5%	4.7%	1.0%	3.2%	1.9%
Sports	100%	6.4%	16.9%	0.0%	2.9%	4.1%	0.1%	4.4%	6.1%	0.0%	0.0%	4.5%	3.0%	0.1%	0.0%	5.2%	0.0%	1.7%	0.2%	13.6%	11.2%	4.6%	4.9%	9.8%
Fashion	100%	32.7%	28.8%	0.0%	0.0%	0.1%	0.6%	9.3%	0.2%	17.1%	6.5%	0.0%	0.3%	0.0%	0.0%	0.3%	0.3%	0.0%	0.4%	0.0%	3.1%	0.0%	0.0%	0.0%
Art	100%	13.7%	8.5%	0.0%	0.7%	0.1%	0.4%	2.7%	12.9%	3.3%	21.3%	5.8%	1.1%	0.9%	0.2%	13.4%	0.1%	2.7%	0.0%	0.1%	0.0%	0.7%	10.6%	0.7%
Collegiate	100%	9.1%	30.1%	0.3%	0.0%	1.4%	0.0%	0.4%	2.3%	0.0%	2.5%	1.5%	4.7%	2.7%	0.0%	0.3%	0.0%	0.0%	0.3%	20.8%	19.0%	0.0%	4.7%	0.0%
Music	100%	4.0%	3.5%	0.0%	0.5%	2.8%	30.9%	2.9%	0.0%	0.1%	0.1%	2.3%	0.0%	29.9%	7.5%	1.9%	0.0%	1.9%	0.0%	1.2%	0.0%	0.0%	0.2%	10.3%
Celebrity	100%	19.3%	53.3%	0.0%	0.6%	0.0%	0.1%	5.4%	0.3%	6.5%	3.5%	0.1%	1.3%	0.7%	1.1%	0.1%	0.5%	0.8%	0.0%	1.4%	0.0%	1.3%	0.1%	3.5%
Publishing	100%	1.4%	20.1%	1.1%	0.1%	10.9%	5.9%	11.2%	0.0%	3.5%	0.0%	0.6%	0.0%	0.0%	29.9%	0.0%	0.0%	0.7%	0.0%	0.0%	1.4%	0.0%	0.0%	13.1%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	21.8%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	34.0%	0.0%	44.2%	0.0%
TOTAL	100%	12.1%	16.3%	0.5%	0.6%	3.8%	7.2%	4.3%	2.8%	5.9%	5.4%	2.7%	2.3%	0.9%	2.8%	2.6%	0.3%	2.4%	0.6%	7.0%	4.8%	3.8%	8.9%	2.0%

										<u> </u>	-	<u> </u>												
					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	41.8%	16.6%	29.7%	16.5%	26.6%	28.1%	43.9%	16.3%	15.0%	40.1%	44.3%	39.7%	67.7%	8.7%	97.4%	44.5%	60.0%	83.9%	33.3%	58.8%	31.3%	76.2%	79.7%	5.1%
Corporate/Brand	29.4%	38.5%	31.7%	82.3%	5.8%	57.2%	54.0%	40.4%	46.6%	20.8%	31.9%	34.2%	11.3%	80.8%	1.7%	16.8%	27.0%	3.8%	52.5%	14.7%	28.5%	7.4%	10.5%	28.4%
Sports	13.2%	6.9%	13.7%	0.9%	64.0%	14.3%	0.2%	13.6%	28.3%	0.0%	0.1%	21.5%	17.7%	2.1%	0.1%	26.6%	1.4%	9.8%	5.4%	25.7%	30.8%	16.0%	7.2%	64.8%
Fashion	13.1%	35.4%	23.2%	0.0%	1.0%	0.2%	1.2%	28.3%	0.8%	37.9%	15.7%	0.1%	1.8%	0.7%	0.2%	1.6%	10.9%	0.1%	8.6%	0.1%	8.5%	0.0%	0.0%	0.0%
Art	2.0%	2.3%	1.0%	0.1%	2.5%	0.0%	0.1%	1.2%	9.1%	1.1%	7.9%	4.3%	1.0%	1.9%	0.1%	10.4%	0.6%	2.3%	0.1%	0.0%	0.0%	0.4%	2.4%	0.7%
Collegiate	0.2%	0.2%	0.4%	0.1%	0.0%	0.1%	0.0%	0.0%	0.2%	0.0%	0.1%	0.1%	0.5%	0.7%	0.0%	0.0%	0.0%	0.0%	0.1%	0.7%	0.9%	0.0%	0.1%	0.0%
Music	0.2%	0.1%	0.0%	0.0%	0.1%	0.1%	0.7%	0.1%	0.0%	0.0%	0.0%	0.1%	0.0%	5.1%	0.4%	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.8%
Celebrity	0.1%	0.1%	0.3%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	0.1%	0.1%	0.0%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
Publishing	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **BRAZIL ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																							Lawn	/						Software				
								Casir	10														Garde	n/						/ Video		Themed		
			Accessories			A	uto	Gamir	ng/		Fo	od &					Healti	h &	Home	Hous	se-		Tools	/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	To	tal	- Fashion	A	pparel	Pa	arts	Lotter	ies	CE	Bev	erage	Foot	wear	Gif	fts	Beau	ity	Décor	war	es	Infant	Hardwa	are	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$	187.3	\$ 9.3	\$	25.1	\$	0.4	\$	0.3	\$ 4.3	\$	7.8	\$	3.3	\$	1.7	\$	9.8	\$ 9.3	\$	4.7	\$ 7.0	\$	0.4	\$ 11.3	\$ 5.2	\$ 0.9	\$ 8.3	\$ 0.8	\$ 20.2	\$ 6.6	\$ 15.0	\$ 35.2	\$ 0.4
Corporate/Brand	\$	110.9	\$ 20.4	\$	24.2	\$	1.2	\$	0.1	\$ 7.1	. \$	8.6	\$	6.5	\$	4.7	\$	5.4	\$ 6.3	\$	2.7	\$ 1.1	\$	2.1	\$ 0.2	\$ 1.7	\$ 0.3	\$ 0.3	\$ 1.0	\$ 4.2	\$ 6.0	\$ 1.3	\$ 3.7	\$ 1.8
Sports	\$	56.2	\$ 3.5	\$	10.5	\$	0.0	\$	0.8	\$ 2.1	. \$	0.0	\$	2.7	\$	3.1	\$	0.0	\$ 0.0	\$	2.3	\$ 1.8	\$	0.1	\$ 0.0	\$ 3.0	\$ 0.0	\$ 1.0	\$ 0.1	\$ 8.1	\$ 6.3	\$ 2.7	\$ 3.1	\$ 5.0
Fashion	\$	54.3	\$ 18.2	\$	16.3	\$	-	\$	0.0	\$ 0.0	\$	0.2	\$	5.1	\$	0.1	\$	8.6	\$ 3.4	\$	0.0	\$ 0.2	\$	0.0	\$ 0.0	\$ 0.2	\$ 0.1	\$ 0.0	\$ 0.2	\$ 0.0	\$ 1.7	\$ 0.0	\$ 0.0	\$ 0.0
Art	\$	6.6	\$ 0.9	\$	0.6	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$	0.2	\$	8.0	\$	0.2	\$ 1.2	\$	0.4	\$ 0.1	\$	0.1	\$ 0.0	\$ 1.1	\$ 0.0	\$ 0.2	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.8	\$ 0.1
Collegiate	\$	1.0	\$ 0.1	\$	0.3	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.2	\$ 0.2	\$ 0.0	\$ 0.0	\$ 0.0
Music	\$	0.6	\$ 0.0	\$	0.0	\$	-	\$	0.0	\$ 0.0	\$	0.1	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.2	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1
Celebrity	\$	0.5	\$ 0.1	\$	0.3	\$	-	\$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Publishing	\$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$	0.0	\$	0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Non-Profit	\$	0.0	\$ -	\$	-	\$	-	\$	- ;	\$ -	\$		\$	-	\$	-	\$	-	\$ -	\$	-	\$ 0.0	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.0	\$ -
TOTAL	\$	417.4	\$ 52.5	\$	77.4	\$	1.6	\$	1.2	\$ 13.5	\$	16.7	\$	17.7	\$	10.5	\$ 2	4.0	\$ 20.3	\$ :	10.1	\$ 10.2	\$	2.9	\$ 11.6	\$ 11.2	\$ 1.4	\$ 9.8	\$ 2.1	\$ 32.7	\$ 20.7	\$ 19.1	\$ 42.9	\$ 7.4

## Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	4.9%	13.4%	0.2%	0.2%	2.3%	4.1%	1.8%	0.9%	5.2%	5.0%	2.5%	3.7%	0.2%	6.0%	2.8%	0.5%	4.4%	0.4%	10.8%	3.5%	8.0%	18.8%	0.2%
Corporate/Brand	100%	18.4%	21.8%	1.1%	0.0%	6.4%	7.8%	5.8%	4.2%	4.8%	5.7%	2.5%	1.0%	1.9%	0.2%	1.6%	0.3%	0.3%	0.9%	3.8%	5.4%	1.2%	3.4%	1.7%
Sports	100%	6.3%	18.6%	0.0%	1.3%	3.6%	0.0%	4.7%	5.5%	0.0%	0.0%	4.0%	3.2%	0.2%	0.0%	5.3%	0.0%	1.8%	0.2%	14.5%	11.2%	4.9%	5.5%	8.8%
Fashion	100%	33.6%	30.0%	0.0%	0.0%	0.1%	0.3%	9.3%	0.2%	15.8%	6.3%	0.0%	0.3%	0.1%	0.0%	0.3%	0.2%	0.0%	0.3%	0.0%	3.1%	0.0%	0.0%	0.0%
Art	100%	13.2%	9.2%	0.0%	0.3%	0.1%	0.2%	2.4%	12.4%	3.1%	18.0%	6.2%	1.4%	0.9%	0.2%	16.1%	0.1%	3.0%	0.0%	0.2%	0.0%	0.7%	11.7%	0.8%
Collegiate	100%	8.6%	32.7%	0.3%	0.0%	1.2%	0.0%	0.3%	2.0%	0.0%	2.0%	1.2%	4.5%	2.4%	0.0%	0.2%	0.0%	0.0%	0.3%	21.9%	17.6%	0.0%	4.7%	0.0%
Music	100%	5.4%	5.6%	0.0%	0.3%	3.0%	21.3%	4.0%	0.0%	0.1%	0.1%	2.3%	0.0%	32.3%	7.6%	2.5%	0.0%	2.1%	0.1%	1.4%	0.0%	0.0%	0.2%	11.4%
Celebrity	100%	20.4%	56.6%	0.0%	0.2%	0.0%	0.1%	5.3%	0.3%	5.5%	3.2%	0.1%	0.9%	0.8%	0.8%	0.1%	0.3%	0.8%	0.0%	1.0%	0.0%	1.4%	0.1%	2.1%
Publishing	100%	2.3%	27.8%	0.7%	0.1%	6.0%	2.2%	13.3%	0.0%	5.7%	0.0%	0.6%	0.0%	0.0%	34.6%	0.0%	0.0%	1.0%	0.0%	0.0%	1.5%	0.0%	0.0%	4.2%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	22.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	32.2%	0.0%	45.7%	0.0%
TOTAL	100%	12.6%	18.5%	0.4%	0.3%	3.2%	4.0%	4.2%	2.5%	5.7%	4.9%	2.4%	2.4%	0.7%	2.8%	2.7%	0.3%	2.4%	0.5%	7.8%	5.0%	4.6%	10.3%	1.8%

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	44.9%	17.7%	32.5%	26.2%	26.8%	31.6%	46.4%	18.6%	16.3%	40.9%	45.8%	46.3%	68.9%	12.8%	97.6%	46.4%	66.3%	84.6%	37.4%	61.6%	32.1%	78.5%	82.1%	5.8%
Corporate/Brand	26.6%	38.8%	31.3%	72.4%	4.6%	52.7%	51.6%	36.6%	45.0%	22.4%	31.1%	27.1%	10.4%	72.1%	1.5%	15.6%	22.9%	3.0%	47.8%	12.8%	28.8%	6.9%	8.7%	25.1%
Sports	13.5%	6.7%	13.5%	1.1%	65.1%	15.2%	0.1%	15.0%	29.8%	0.0%	0.1%	22.3%	17.7%	4.4%	0.2%	26.7%	1.3%	10.0%	6.1%	24.8%	30.3%	14.3%	7.2%	67.4%
Fashion	13.0%	34.7%	21.1%	0.0%	1.2%	0.2%	1.1%	28.6%	0.8%	35.7%	16.8%	0.1%	1.6%	1.3%	0.2%	1.6%	8.9%	0.1%	8.6%	0.1%	8.0%	0.0%	0.0%	0.0%
Art	1.6%	1.7%	0.8%	0.1%	2.0%	0.0%	0.1%	0.9%	7.8%	0.9%	5.9%	4.0%	0.9%	2.1%	0.1%	9.5%	0.5%	2.0%	0.0%	0.0%	0.0%	0.2%	1.8%	0.7%
Collegiate	0.2%	0.2%	0.4%	0.2%	0.0%	0.1%	0.0%	0.0%	0.2%	0.0%	0.1%	0.1%	0.4%	0.8%	0.0%	0.0%	0.0%	0.0%	0.1%	0.7%	0.8%	0.0%	0.1%	0.0%
Music	0.1%	0.1%	0.0%	0.0%	0.1%	0.1%	0.7%	0.1%	0.0%	0.0%	0.0%	0.1%	0.0%	6.4%	0.4%	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.9%
Celebrity	0.1%	0.2%	0.4%	0.0%	0.1%	0.0%	0.0%	0.2%	0.0%	0.1%	0.1%	0.0%	0.0%	0.1%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
Publishing	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **ITALY RETAIL**

## Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																						Lawn/								S	Software/						
								Casi	ino													Garden/	1								Video			Themed			
		Ac	cessories			Α	uto	Gami	ing/		Fo	ood &				Health &	Ho	me	House	-		Tools/	- 1	Music/	Paper	Pet					Games/	Sport	ting	Entertain			
Property	Total	-	Fashion	A	Apparel	Pa	arts	Lotte	ries	CE	Bev	/erage	Footwear	Gi	fts	Beauty	Dé	cor	wares	5	Infant	Hardwar	е	Video	Products	Produ	cts	Publishing	Service	es	Apps	Goo	ds	ment		Toys	Other
Character/Entertainment	\$ 2,341.9	\$	294.6	\$	287.9	\$	0.6	\$ .	41.0	\$ 28.3	\$	46.5	\$ 28.3	\$	94.3	\$ 42.4	\$	45.6	\$ 27	7.8 \$	50.5	\$ 0.	7 \$	378.7	\$ 56.0	\$	8.7	\$ 60.2	\$ 17	7.3 \$	180.9	\$ 2	25.8	\$ 61.	9 \$	561.2	\$ 2.7
Corporate/Brand	\$ 1,087.0	\$	184.0	\$	185.8	\$	9.6	\$	0.6	\$ 139.5	\$	39.6	\$ 45.0	\$	27.7	\$ 29.3	\$	27.2	\$ 90	0.6 \$	27.6	\$ 9.	5 \$	0.5	\$ 18.1	\$	1.4	\$ 3.3	\$ 8	1.7 \$	35.7	\$ 4	45.2	\$ 44.	5 \$	27.7	\$ 13.1
Fashion	\$ 1,050.7	\$	249.4	\$	286.5	\$	17.0	\$	11.8	\$ 1.5	\$	48.6	\$ 65.6	\$	36.6	\$ 199.7	\$	66.9	\$ 0	0.5 \$	2.3	\$ 0.	0 \$	0.8	\$ 20.8	\$	4.5	\$ 0.7	\$ :	3.6 \$	1.0	\$	17.1	\$ 10.	9 \$	4.9	\$ 0.0
Sports	\$ 284.0	\$	38.0	\$	50.8	\$	0.0	\$	0.3	\$ 4.5	\$	0.0	\$ 24.6	\$	2.0	\$ 0.8	\$	1.5	\$ 21	1.7 \$	18.7	\$ 0.	0 \$	1.3	\$ 27.1	\$	0.0	\$ 1.0	\$ (	0.8 \$	18.1	\$ :	14.8	\$ 8.	8 \$	17.7	\$ 31.4
Celebrity	\$ 46.8	\$	3.2	\$	21.4	\$	-	\$	0.2	\$ 0.0	\$	0.0	\$ 11.8	\$	0.2	\$ 2.8	\$	0.4	\$ 0	0.0 \$	1.4	\$ 0.	0 \$	0.3	\$ 0.0	\$	0.7	\$ 0.0	\$ -	- \$	0.6	\$	2.1	\$ 0.	4 \$	0.4	\$ 0.8
Art	\$ 30.4	\$	2.5	\$	8.4	\$	0.0	\$	0.2	\$ 0.0	\$	0.4	\$ 0.8	\$	2.7	\$ 0.8	\$	0.3	\$ 0	0.3 \$	1.6	\$ 0.	2 \$	0.0	\$ 6.1	\$	0.0	\$ 2.1	\$ (	0.0 \$	0.0	\$	0.0	\$ 0.	2 \$	1.8	\$ 1.8
Music	\$ 9.1	. \$	0.6	\$	0.7	\$	-	\$	0.0	\$ 0.0	\$	0.2	\$ 0.3	\$	0.0	\$ 0.1	\$	0.0	\$ 0	0.0 \$	0.2	\$ 0.	0 \$	3.1	\$ 1.1	\$	-	\$ 0.4	\$ (	0.0 \$	0.5	\$	0.5	\$ 0.	0 \$	0.4	\$ 0.9
Publishing	\$ 4.0	\$	0.0	\$	0.7	\$	0.0	\$	0.0	\$ 0.1	\$	0.0	\$ 1.4	\$	0.0	\$ 0.0	\$	0.0	\$ 0	0.1 \$	0.7	\$ 0.	1 \$	0.3	\$ 0.0	\$	0.0	\$ 0.1	\$ (	0.0 \$	0.0	\$	0.0	\$ 0.	2 \$	0.0	\$ 0.2
Non-Profit	\$ 0.1	. \$	-	\$	-	\$	-	\$	-	\$ -	\$	-	\$ -	\$	- :	\$ -	\$	-	\$ -	\$	0.0	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	- \$	-	\$	0.0	\$ -	\$	0.0	\$ -
Collegiate	\$ -	\$	-	\$	-	\$	-	\$	-	\$ -	\$	-	\$ -	\$	- :	\$ -	\$	-	\$ -	\$	-	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	. \$	-	\$	-	\$ -	\$	-	\$ -
TOTAL	\$ 4,854.1	. \$	772.3	\$	842.3	\$	27.2	\$	54.2	\$ 173.8	\$	135.4	\$ 177.9	\$	163.6	\$ 275.9	\$ 1	41.9	\$ 141	1.0 \$	103.0	\$ 10.	6 \$	384.9	\$ 129.2	\$	15.3	\$ 67.8	\$ 103	3.4 \$	236.8	\$ 10	05.5	\$ 126.	8 \$	614.3	\$ 50.9

## Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	12.6%	12.3%	0.0%	1.8%	1.2%	2.0%	1.2%	4.0%	1.8%	1.9%	1.2%	2.2%	0.0%	16.2%	2.4%	0.4%	2.6%	0.7%	7.7%	1.1%	2.6%	24.0%	0.1%
Corporate/Brand	100%	16.9%	17.1%	0.9%	0.1%	12.8%	3.6%	4.1%	2.6%	2.7%	2.5%	8.3%	2.5%	0.9%	0.0%	1.7%	0.1%	0.3%	7.5%	3.3%	4.2%	4.1%	2.5%	1.2%
Fashion	100%	23.7%	27.3%	1.6%	1.1%	0.1%	4.6%	6.2%	3.5%	19.0%	6.4%	0.0%	0.2%	0.0%	0.1%	2.0%	0.4%	0.1%	0.3%	0.1%	1.6%	1.0%	0.5%	0.0%
Sports	100%	13.4%	17.9%	0.0%	0.1%	1.6%	0.0%	8.6%	0.7%	0.3%	0.5%	7.7%	6.6%	0.0%	0.5%	9.5%	0.0%	0.4%	0.3%	6.4%	5.2%	3.1%	6.2%	11.0%
Celebrity	100%	6.9%	45.6%	0.0%	0.4%	0.0%	0.0%	25.3%	0.4%	5.9%	0.9%	0.0%	2.9%	0.1%	0.7%	0.1%	1.5%	0.0%	0.0%	1.4%	4.5%	0.8%	0.9%	1.7%
Art	100%	8.2%	27.7%	0.1%	0.5%	0.0%	1.4%	2.6%	9.0%	2.7%	1.1%	1.0%	5.1%	0.7%	0.0%	19.9%	0.1%	6.9%	0.0%	0.1%	0.0%	0.6%	6.0%	6.0%
Music	100%	6.2%	8.1%	0.0%	0.0%	0.0%	2.0%	2.9%	0.1%	1.4%	0.4%	0.0%	2.5%	0.1%	34.3%	12.1%	0.0%	4.2%	0.0%	5.7%	5.2%	0.4%	4.3%	9.9%
Publishing	100%	1.0%	18.4%	0.4%	0.0%	2.4%	0.6%	35.0%	0.0%	0.4%	0.0%	1.9%	17.8%	1.8%	6.7%	0.5%	0.6%	2.8%	0.1%	0.2%	0.0%	4.4%	1.0%	4.1%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	25.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	13.4%	0.0%	61.5%	0.0%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	15.9%	17.4%	0.6%	1.1%	3.6%	2.8%	3.7%	3.4%	5.7%	2.9%	2.9%	2.1%	0.2%	7.9%	2.7%	0.3%	1.4%	2.1%	4.9%	2.2%	2.6%	12.7%	1.0%

														Lawn/						Software/				
					Casino									Garden/						Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	48.2%	38.1%	34.2%	2.4%	75.7%	16.3%	34.4%	15.9%	57.6%	15.4%	32.1%	19.7%	49.1%	6.7%	98.4%	43.3%	56.9%	88.8%	16.7%	76.4%	24.5%	48.8%	91.4%	5.4%
Corporate/Brand	22.4%	23.8%	22.1%	35.1%	1.1%	80.3%	29.2%	25.3%	16.9%	10.6%	19.1%	64.3%	26.8%	89.7%	0.1%	14.0%	8.8%	4.9%	79.0%	15.1%	42.8%	35.1%	4.5%	25.7%
Fashion	21.6%	32.3%	34.0%	62.3%	21.8%	0.9%	35.9%	36.9%	22.4%	72.4%	47.1%	0.3%	2.2%	0.3%	0.2%	16.1%	29.2%	1.0%	3.5%	0.4%	16.2%	8.6%	0.8%	0.0%
Sports	5.9%	4.9%	6.0%	0.0%	0.6%	2.6%	0.0%	13.8%	1.2%	0.3%	1.1%	15.4%	18.2%	0.0%	0.3%	21.0%	0.0%	1.5%	0.8%	7.6%	14.0%	6.9%	2.9%	61.7%
Celebrity	1.0%	0.4%	2.5%	0.0%	0.4%	0.0%	0.0%	6.7%	0.1%	1.0%	0.3%	0.0%	1.3%	0.5%	0.1%	0.0%	4.7%	0.0%	0.0%	0.3%	2.0%	0.3%	0.1%	1.5%
Art	0.6%	0.3%	1.0%	0.1%	0.3%	0.0%	0.3%	0.4%	1.7%	0.3%	0.2%	0.2%	1.5%	2.1%	0.0%	4.7%	0.1%	3.1%	0.0%	0.0%	0.0%	0.2%	0.3%	3.6%
Music	0.2%	0.1%	0.1%	0.0%	0.0%	0.0%	0.1%	0.2%	0.0%	0.0%	0.0%	0.0%	0.2%	0.1%	0.8%	0.9%	0.0%	0.6%	0.0%	0.2%	0.5%	0.0%	0.1%	1.8%
Publishing	0.1%	0.0%	0.1%	0.1%	0.0%	0.1%	0.0%	0.8%	0.0%	0.0%	0.0%	0.1%	0.7%	0.7%	0.1%	0.0%	0.1%	0.2%	0.0%	0.0%	0.0%	0.1%	0.0%	0.3%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **ITALY ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

																				Lav	vn/						Software				
								Casino												Gard	den/						/ Video		Themed		
			Acces	sories		Αι	uto	Gaming/			Food &				Health &	Hom	e H	louse-		Too	ils/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	To	tal	- Fas	hion	Apparel	Pa	irts	Lotteries	(	E	Beverage	Footwear	Gift	s	Beauty	Déco	r i	wares	Infant	Hard	ware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$	136.4	\$	16.8	\$ 18.5	\$	0.1	\$ 1.0	\$	1.6	\$ 1.6	\$ 1.8	\$ 4	4.7	\$ 2.4	\$ 2	.4 \$	1.8	\$ 3.2	\$	0.0	\$ 19.0	\$ 3.5	\$ 0.6	\$ 3.7	\$ 0.9	\$ 12.4	\$ 1.6	\$ 4.7	\$ 33.8	\$ 0.2
Corporate/Brand	\$	59.1	\$	11.0	\$ 12.2	\$	0.4	\$ 0.0	\$	6.3	\$ 1.3	\$ 2.5	\$	1.4	\$ 1.7	\$ 1	.3 \$	4.2	\$ 1.6	\$	0.4	\$ 0.0	\$ 1.0	\$ 0.1	\$ 0.2	\$ 3.9	\$ 2.1	\$ 2.6	\$ 2.8	\$ 1.5	\$ 0.6
Fashion	\$	62.4	\$	15.5	\$ 18.9	\$	1.0	\$ 0.3	\$	0.1	\$ 1.5	\$ 4.0	\$ 2	2.0	\$ 11.3	\$ 3.	.7 \$	0.0	\$ 0.1	\$	0.0	\$ 0.0	\$ 1.3	\$ 0.2	\$ 0.0	\$ 0.2	\$ 0.1	\$ 1.0	\$ 0.8	\$ 0.4	\$ 0.0
Sports	\$	15.5	\$	1.8	\$ 2.4	\$	0.0	\$ 0.0	\$	0.2	\$ 0.0	\$ 1.4	\$ (	0.1	\$ 0.0	\$ 0	.1 \$	1.2	\$ 1.1	\$	0.0	\$ 0.1	\$ 1.7	\$ 0.0	\$ 0.1	\$ 0.0	\$ 1.2	\$ 0.5	\$ 0.6	\$ 1.2	\$ 1.7
Celebrity	\$	3.0	\$	0.2	\$ 1.4	\$	-	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.7	\$ (	0.0	\$ 0.2	\$ 0.	.0 \$	0.0	\$ 0.1	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ -	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0
Art	\$	1.4	\$	0.1	\$ 0.4	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ (	0.1	\$ 0.0	\$ 0	.0 \$	0.0	\$ 0.1	\$	0.0	\$ 0.0	\$ 0.3	\$ 0.0	\$ 0.1	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.1
Music	\$	0.6	\$	0.0	\$ 0.1	\$	-	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0.	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.2	\$ 0.1	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1
Publishing	\$	0.2	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0	.0 \$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0
Non-Profit	\$	0.0	\$	-	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -		\$ -	\$ -	\$	-	\$ 0.0	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 0.0	\$ -	\$ 0.0	\$ -
Collegiate	\$	-	\$	-	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -	. :	\$ -	\$ -	\$	-	\$ -	\$	-	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$	\$ -	\$ -	\$ -
TOTAL	\$	278.5	\$	45.4	\$ 53.9	\$	1.5	\$ 1.4	\$	8.3	\$ 4.4	\$ 10.6	\$ 1	8.3	\$ 15.6	\$ 7.	.6 \$	7.3	\$ 6.3	\$	0.5	\$ 19.3	\$ 8.0	\$ 0.9	\$ 4.1	\$ 5.1	\$ 15.8	\$ 5.7	\$ 8.9	\$ 37.1	\$ 2.7

### Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

														Lawn/						Software				
					Casino									Garden/						/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	12.3%	13.6%	0.0%	0.7%	1.2%	1.2%	1.3%	3.5%	1.8%	1.8%	1.3%	2.4%	0.0%	13.9%	2.6%	0.4%	2.7%	0.7%	9.1%	1.1%	3.5%	24.8%	0.1%
Corporate/Brand	100%	18.5%	20.6%	0.7%	0.0%	10.7%	2.2%	4.2%	2.4%	2.8%	2.3%	7.1%	2.7%	0.7%	0.0%	1.8%	0.1%	0.3%	6.7%	3.5%	4.3%	4.7%	2.6%	1.1%
Fashion	100%	24.8%	30.2%	1.6%	0.5%	0.1%	2.4%	6.5%	3.1%	18.1%	5.9%	0.0%	0.2%	0.0%	0.1%	2.1%	0.4%	0.1%	0.3%	0.1%	1.6%	1.3%	0.6%	0.0%
Sports	100%	11.8%	15.8%	0.0%	0.1%	1.6%	0.0%	9.0%	0.7%	0.3%	0.5%	7.9%	7.1%	0.0%	0.4%	11.2%	0.0%	0.4%	0.3%	7.5%	3.0%	3.7%	7.7%	11.1%
Celebrity	100%	7.5%	47.7%	0.0%	0.2%	0.0%	0.0%	23.9%	0.4%	5.2%	1.0%	0.0%	2.7%	0.2%	0.6%	0.1%	1.3%	0.0%	0.0%	1.3%	4.5%	0.9%	1.1%	1.4%
Art	100%	8.5%	28.4%	0.0%	0.3%	0.0%	0.2%	2.7%	7.1%	1.7%	0.8%	1.0%	6.6%	0.7%	0.0%	22.9%	0.1%	7.1%	0.0%	0.1%	0.0%	0.7%	4.1%	7.0%
Music	100%	7.3%	11.1%	0.0%	0.0%	0.0%	1.3%	3.6%	0.1%	1.3%	0.4%	0.0%	2.3%	0.2%	28.3%	13.4%	0.0%	3.7%	0.0%	5.5%	5.9%	0.5%	5.5%	9.5%
Publishing	100%	0.6%	25.5%	0.2%	0.0%	1.2%	0.4%	25.8%	0.0%	0.1%	0.0%	1.7%	22.1%	1.4%	7.3%	0.4%	0.3%	3.2%	0.1%	0.2%	0.0%	6.6%	1.0%	1.8%
Non-Profit	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	24.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	12.5%	0.0%	62.5%	0.0%
Collegiate	100%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100%	16.3%	19.4%	0.5%	0.5%	3.0%	1.6%	3.8%	3.0%	5.6%	2.7%	2.6%	2.3%	0.2%	6.9%	2.9%	0.3%	1.5%	1.8%	5.7%	2.1%	3.2%	13.3%	1.0%

		Accessories		Auto	Casino Gaming/		Food &			Health &	Home	House-		Lawn/ Garden/ Tools/	Music/	Paper	Pet			Software / Video Games/	Sporting	Themed Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	49.0%	36.9%	34.3%	3.8%	74.6%	19.6%	36.1%	17.2%	56.8%	15.5%	32.0%	24.9%	51.5%	9.6%	98.3%	44.3%	62.1%	90.3%	17.6%	78.6%	27.2%	53.0%	91.2%	5.7%
Corporate/Brand	21.2%	24.1%	22.6%	27.3%	1.0%	76.5%	29.8%	23.6%	16.8%	10.7%	17.7%	57.7%	25.4%	86.3%	0.1%	13.0%	8.4%	4.3%	77.9%	13.2%	44.5%	31.1%	4.2%	23.8%
Fashion	22.4%	34.1%	35.0%	68.9%	23.1%	0.9%	33.8%	38.2%	23.7%	72.3%	48.8%	0.3%	2.1%	0.6%	0.2%	16.1%	25.3%	0.9%	3.6%	0.4%	17.2%	8.9%	1.0%	0.0%
Sports	5.6%	4.0%	4.5%	0.0%	0.6%	2.9%	0.0%	13.2%	1.3%	0.3%	1.0%	16.8%	17.5%	0.0%	0.4%	21.6%	0.0%	1.4%	0.9%	7.4%	8.1%	6.4%	3.2%	63.3%
Celebrity	1.1%	0.5%	2.6%	0.0%	0.4%	0.0%	0.0%	6.7%	0.2%	1.0%	0.4%	0.0%	1.3%	0.9%	0.1%	0.0%	4.0%	0.0%	0.0%	0.2%	2.3%	0.3%	0.1%	1.5%
Art	0.5%	0.3%	0.7%	0.0%	0.3%	0.0%	0.1%	0.4%	1.2%	0.2%	0.1%	0.2%	1.4%	1.9%	0.0%	4.0%	0.1%	2.4%	0.0%	0.0%	0.0%	0.1%	0.2%	3.6%
Music	0.2%	0.1%	0.1%	0.0%	0.0%	0.0%	0.2%	0.2%	0.0%	0.0%	0.0%	0.0%	0.2%	0.2%	0.8%	1.0%	0.0%	0.5%	0.0%	0.2%	0.6%	0.0%	0.1%	2.0%
Publishing	0.1%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.4%	0.0%	0.0%	0.0%	0.0%	0.6%	0.5%	0.1%	0.0%	0.1%	0.1%	0.0%	0.0%	0.0%	0.1%	0.0%	0.1%
Non-Profit	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Collegiate	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **AUSTRALIA RETAIL**

#### Sales of Licensed Merchandise and Services, By Property Type and Product Category, 2023 (in millions of US\$)

																			Lawn/							S	oftware/				
						C	Casino											G	arden/								Video		Themed		
		Acces	ssories		Auto	G	aming/		Food &				Health &	Home	Ηοι	ıse-		1	Tools/	Music/	Paper		Pet			(	Games/	Sporting	Entertain-		
Property	Total	- Fa	shion	Apparel	Parts	Lo	otteries	CE	Beverage	Footwear	Gifts		Beauty	Décor	wa	res	Infant	Ha	ardware	Video	Products	Pro	ducts	Publishing	Service	es	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 2,086.1	\$	83.8	\$ 229.9	\$ 3.	3 \$	24.5 \$	20.6	\$ 54.5	\$ 28.6	\$ 50	0.4	\$ 36.3	\$ 55.6	\$	47.8	\$ 69.9	\$	1.8	\$ 87.6	\$ 43.9	\$	6.3	\$ 145.2	\$	1.8 \$	358.5	\$ 32.8	\$ 108.3	\$ 590.7	7 \$ 4.0
Corporate/Brand	\$ 1,042.6	\$	71.6	\$ 107.2	\$ 8.	5 \$	7.1 \$	26.6	\$ 279.1	\$ 35.9	\$ 25	5.8	\$ 55.2	\$ 45.0	\$	188.1	\$ 10.3	\$	3.8	\$ 9.3	\$ 6.0	\$	5.4	\$ 9.0	\$ 5	5.6 \$	27.8	\$ 29.8	\$ 14.0	\$ 18.	0 \$ 53.7
Sports	\$ 629.3	\$	18.0	\$ 190.2	\$ 1.	7 \$	3.2 \$	12.0	\$ 0.8	\$ 4.1	\$ 1:	1.9	\$ 1.2	\$ 0.4	\$	19.5	\$ 2.1	\$	1.3	\$ 0.1	\$ 12.3	L \$	0.0	\$ 0.4	\$ 2	2.0 \$	185.8	\$ 108.9	\$ 4.4	\$ 28.	7 \$ 20.3
Fashion	\$ 448.9	\$	29.8	\$ 233.4	\$ -	\$	0.6 \$	3.9	\$ 17.9	\$ 13.7	\$ 9	9.0	\$ 52.5	\$ 66.1	\$	1.6	\$ 1.1	\$	0.9	\$ 1.1	\$ 1.7	7 \$	2.1	\$ 1.6	\$ 2	2.5 \$	1.4	\$ 7.6	\$ 0.0	\$ 0.	2 \$ 0.0
Music	\$ 203.7	\$	13.6	\$ 69.7	\$ -	\$	26.4 \$	13.2	\$ 19.4	\$ 7.4	\$ 25	5.7	\$ 0.0	\$ 6.5	\$	0.0	\$ 0.0	\$	0.0	\$ 3.7	\$ 1.6	\$	-	\$ 0.2	\$ 6	6.4 \$	2.5	\$ 0.0	\$ 4.9	\$ 0.	0 \$ 2.6
Collegiate	\$ 133.9	\$	0.0	\$ 46.6	\$ 0.	0 \$	0.0 \$	3.9	\$ 0.0	\$ 0.0	\$ (	0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ -	\$ 0.0	\$	0.0	\$ 0.0	\$ (	0.8 \$	49.7	\$ 32.9	\$ 0.0	\$ 0.	0 \$ 0.0
Publishing	\$ 114.6	\$	5.7	\$ 18.6	\$ 1.	4 \$	0.1 \$	3.2	\$ 6.6	\$ 0.8	\$ 4	4.2	\$ 6.1	\$ 31.6	\$	3.8	\$ 1.4	\$	7.1	\$ 1.1	\$ 0.0	) \$	1.1	\$ 4.0	\$ (	0.7 \$	0.1	\$ 4.4	\$ 7.9	\$ 0.0	0 \$ 4.5
Non-Profit	\$ 75.2	\$	29.9	\$ 3.7	\$ 3.	7 \$	- \$		\$ -	\$ -	\$ -		\$ 33.6	\$ -	\$	-	\$ 0.2	\$	-	\$ -	\$ -	\$	-	\$ -	\$ -	\$	-	\$ 0.1	\$ -	\$ 0.	3 \$ 3.7
Celebrity	\$ 22.0	\$	1.3	\$ 9.0	\$ -	\$	0.1 \$	0.0	\$ 0.0	\$ 2.5	\$ (	0.2	\$ 2.8	\$ 1.9	\$	0.2	\$ 0.9	\$	0.1	\$ 0.5	\$ 0.0	) \$	0.2	\$ 0.1	\$ -	\$	0.8	\$ 0.8	\$ 0.1	\$ 0.	0 \$ 0.5
Art	\$ 16.7	\$	1.2	\$ 5.5	\$ 0.	0 \$	0.1 \$	0.0	\$ 0.7	\$ 0.1	\$	1.2	\$ 1.1	\$ 1.0	\$	0.6	\$ 0.8	\$	0.1	\$ 0.0	\$ 0.5	\$	0.0	\$ 0.2	\$ (	0.0 \$	0.0	\$ 0.0	\$ 0.2	\$ 3.	3 \$ 0.0
TOTAL	\$ 4,773.0	\$	254.9	\$ 913.8	\$ 18.	7 \$	62.2 \$	83.3	\$ 379.0	\$ 93.1	\$ 128	3.5	\$ 188.8	\$ 208.3	\$	261.7	\$ 86.6	\$	15.2	\$ 103.4	\$ 65.9	\$	15.2	\$ 160.6	\$ 19	9.8 \$	626.6	\$ 217.4	\$ 139.7	\$ 641.	2 \$ 89.3

#### Sales of Licensed Merchandise and Services, By Product Category, 2023 (as a percentage of Property Type)

					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	100%	4.0%	11.0%	0.2%	1.2%	1.0%	2.6%	1.4%	2.4%	1.7%	2.7%	2.3%	3.4%	0.1%	4.2%	2.1%	0.3%	7.0%	0.1%	17.2%	1.6%	5.2%	28.3%	0.2%
Corporate/Brand	100%	6.9%	10.3%	0.8%	0.7%	2.6%	26.8%	3.4%	2.5%	5.3%	4.3%	18.0%	1.0%	0.4%	0.9%	0.6%	0.5%	0.9%	0.5%	2.7%	2.9%	1.3%	1.7%	5.2%
Sports	100%	2.9%	30.2%	0.3%	0.5%	1.9%	0.1%	0.7%	1.9%	0.2%	0.1%	3.1%	0.3%	0.2%	0.0%	1.9%	0.0%	0.1%	0.3%	29.5%	17.3%	0.7%	4.6%	3.2%
Fashion	100%	6.6%	52.0%	0.0%	0.1%	0.9%	4.0%	3.1%	2.0%	11.7%	14.7%	0.4%	0.2%	0.2%	0.2%	0.4%	0.5%	0.4%	0.6%	0.3%	1.7%	0.0%	0.0%	0.0%
Music	100%	6.7%	34.2%	0.0%	13.0%	6.5%	9.5%	3.6%	12.6%	0.0%	3.2%	0.0%	0.0%	0.0%	1.8%	0.8%	0.0%	0.1%	3.1%	1.2%	0.0%	2.4%	0.0%	1.3%
Collegiate	100%	0.0%	34.8%	0.0%	0.0%	2.9%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.6%	37.2%	24.6%	0.0%	0.0%	0.0%
Publishing	100%	4.9%	16.2%	1.2%	0.1%	2.8%	5.8%	0.7%	3.7%	5.3%	27.6%	3.4%	1.3%	6.2%	1.0%	0.0%	0.9%	3.5%	0.6%	0.1%	3.9%	6.9%	0.0%	3.9%
Non-Profit	100%	39.7%	5.0%	5.0%	0.0%	0.0%	0.0%	0.0%	0.0%	44.7%	0.0%	0.0%	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.3%	5.0%
Celebrity	100%	6.0%	40.9%	0.0%	0.5%	0.0%	0.0%	11.1%	1.1%	12.7%	8.8%	1.0%	3.9%	0.3%	2.1%	0.1%	1.1%	0.3%	0.0%	3.6%	3.7%	0.5%	0.0%	2.3%
Art	100%	7.5%	32.7%	0.0%	0.4%	0.0%	4.2%	0.6%	7.3%	6.9%	6.1%	3.6%	4.6%	0.7%	0.1%	3.1%	0.0%	0.9%	0.0%	0.2%	0.1%	1.2%	19.6%	0.2%
TOTAL	100%	5.3%	19.1%	0.4%	1.3%	1.7%	7.9%	2.0%	2.7%	4.0%	4.4%	5.5%	1.8%	0.3%	2.2%	1.4%	0.3%	3.4%	0.4%	13.1%	4.6%	2.9%	13.4%	1.9%

										<del>, ,,</del>							<u> </u>							
					Casino									Lawn/ Garden/						Software/ Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	43.7%	32.9%	25.2%	17.6%	39.4%	24.7%	14.4%	30.7%	39.2%	19.2%	26.7%	18.3%	80.7%	11.8%	84.7%	66.7%	41.8%	90.4%	9.0%	57.2%	15.1%	77.5%	92.1%	4.4%
Corporate/Brand	21.8%	28.1%	11.7%	45.7%	11.4%	31.9%	73.6%	38.5%	20.1%	29.2%	21.6%	71.9%	11.8%	24.9%	9.0%	9.1%	35.6%	5.6%	28.4%	4.4%	13.7%	10.0%	2.8%	60.1%
Sports	13.2%	7.0%	20.8%	9.4%	5.1%	14.4%	0.2%	4.4%	9.3%	0.6%	0.2%	7.5%	2.5%	8.8%	0.1%	18.4%	0.0%	0.2%	10.3%	29.7%	50.1%	3.1%	4.5%	22.7%
Fashion	9.4%	11.7%	25.5%	0.0%	1.0%	4.6%	4.7%	14.7%	7.0%	27.8%	31.7%	0.6%	1.2%	6.1%	1.1%	2.5%	13.8%	1.0%	12.6%	0.2%	3.5%	0.0%	0.0%	0.0%
Music	4.3%	5.3%	7.6%	0.0%	42.5%	15.8%	5.1%	8.0%	20.0%	0.0%	3.1%	0.0%	0.0%	0.0%	3.5%	2.4%	0.0%	0.1%	32.2%	0.4%	0.0%	3.5%	0.0%	2.9%
Collegiate	2.8%	0.0%	5.1%	0.0%	0.0%	4.6%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	3.9%	7.9%	15.1%	0.0%	0.0%	0.0%
Publishing	2.4%	2.2%	2.0%	7.3%	0.2%	3.9%	1.8%	0.9%	3.3%	3.2%	15.2%	1.5%	1.7%	47.2%	1.1%	0.0%	7.2%	2.5%	3.5%	0.0%	2.0%	5.6%	0.0%	5.0%
Non-Profit	1.6%	11.7%	0.4%	20.0%	0.0%	0.0%	0.0%	0.0%	0.0%	17.8%	0.0%	0.0%	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	4.2%
Celebrity	0.5%	0.5%	1.0%	0.0%	0.2%	0.0%	0.0%	2.6%	0.2%	1.5%	0.9%	0.1%	1.0%	0.4%	0.4%	0.0%	1.6%	0.0%	0.0%	0.1%	0.4%	0.1%	0.0%	0.6%
Art	0.3%	0.5%	0.6%	0.0%	0.1%	0.0%	0.2%	0.1%	1.0%	0.6%	0.5%	0.2%	0.9%	0.8%	0.0%	0.8%	0.0%	0.1%	0.0%	0.0%	0.0%	0.1%	0.5%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%



## **AUSTRALIA ROYALTY**

## Royalties from Licensed Merchandise, By Property Type and Product Category, 2023 (in millions of US\$)

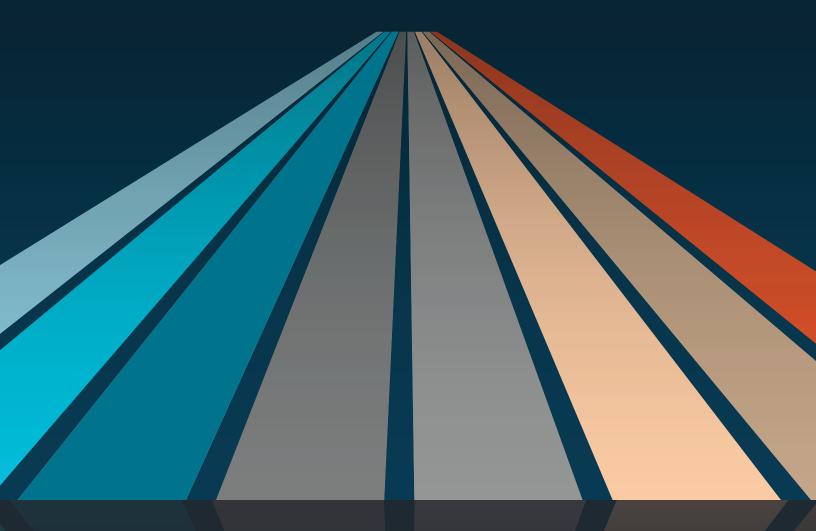
																				Lawn/								Software				
								Casino												Garden	1							/ Video		Themed		
		Α	ccessories			Αι	uto	Gaming/	'		Food &				Heat	h &	Home	House-		Tools/		Music/	Paper	Pet				Games/	Sporting	Entertain-		
Property	Total		- Fashion	A	parel	Pa	irts	Lotteries	;	CE	Beverage	Footy	vear	Gifts	Bea	ıty	Décor	wares	Infant	Hardwa	re	Video	Products	Products	Publishing	Ser	vices	Apps	Goods	ment	Toys	Other
Character/Entertainment	\$ 136.	1 \$	5.2	\$	17.2	\$	0.2	\$ 0.8	3 \$	1.2	\$ 1.9	\$	1.8	\$ 2.8	\$	2.0	\$ 2.9	\$ 3.0	\$ 4.5	\$ 0	.1	\$ 5.1	\$ 2.8	\$ 0.4	\$ 8.9	\$	0.1	\$ 24.6	\$ 2.0	\$ 8.0	\$ 40.6	\$ 0.2
Corporate/Brand	\$ 50.	8 \$	4.4	\$	7.1	\$	0.4	\$ 0.2	2 \$	1.2	\$ 9.3	\$	2.0	\$ 1.4	\$	3.2	\$ 2.3	\$ 8.6	\$ 0.6	\$ 0	.2	\$ 0.5	\$ 0.3	\$ 0.3	\$ 0.5	\$	0.3	\$ 1.7	\$ 1.7	\$ 0.9	\$ 1.0	\$ 2.6
Sports	\$ 41.	1 \$	1.1	\$	13.0	\$	0.1	\$ 0.1	\$	0.7	\$ 0.0	\$	0.3	\$ 0.7	\$	0.1	\$ 0.0	\$ 1.1	\$ 0.1	\$ 0	.3	\$ 0.0	\$ 0.8	\$ 0.0	\$ 0.0	\$	0.1	\$ 12.1	\$ 6.8	\$ 0.3	\$ 2.2	\$ 1.1
Fashion	\$ 28.	8 \$	2.1	\$	16.0	\$	-	\$ 0.0	\$	0.2	\$ 0.5	\$	1.0	\$ 0.5	\$	3.2	\$ 3.9	\$ 0.1	\$ 0.1	\$ 0	.1	\$ 0.1	\$ 0.1	\$ 0.1	\$ 0.1	. \$	0.1	\$ 0.1	\$ 0.5	\$ 0.0	\$ 0.0	\$ 0.0
Music	\$ 14.	2 \$	1.1	\$	6.1	\$	-	\$ 0.9	\$	0.9	\$ 0.8	\$	0.6	\$ 1.9	\$	0.0	\$ 0.4	\$ 0.0	\$ 0.0	\$ 0	.0	\$ 0.2	\$ 0.1	\$ -	\$ 0.0	\$	0.4	\$ 0.1	\$ 0.0	\$ 0.4	\$ 0.0	\$ 0.2
Collegiate	\$ 8.	5 \$	0.0	\$	3.2	\$	0.0	\$ 0.0	\$	0.2	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0	.0	\$ -	\$ 0.0	\$ 0.0	\$ 0.0	\$	0.0	\$ 3.2	\$ 1.9	\$ 0.0	\$ 0.0	\$ 0.0
Publishing	\$ 4.	9 \$	0.2	\$	1.1	\$	0.0	\$ 0.0	\$	0.1	\$ 0.1	\$	0.1	\$ 0.2	\$	0.1	\$ 1.4	\$ 0.1	\$ 0.1	\$ 0	.2	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.2	\$	0.0	\$ 0.0	\$ 0.2	\$ 0.6	\$ 0.0	\$ 0.1
Non-Profit	\$ 4.	0 \$	1.6	\$	0.2	\$	0.2	\$ -	\$	-	\$ -	\$	-	\$ -	\$	1.8	\$ -	\$ -	\$ 0.0	\$ -		\$ -	\$ -	\$ -	\$ -	\$	-	\$ -	\$ 0.0	\$ -	\$ 0.0	\$ 0.2
Celebrity	\$ 1.	6 \$	0.1	\$	0.7	\$	-	\$ 0.0	\$	0.0	\$ 0.0	\$	0.2	\$ 0.0	\$	0.2	\$ 0.2	\$ 0.0	\$ 0.1	\$ 0	.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	-	\$ 0.0	\$ 0.1	\$ 0.0	\$ 0.0	\$ 0.0
Art	\$ 0.	5 \$	0.1	\$	0.1	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$	0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0	.0	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.0	\$	-	\$ 0.0	\$ 0.0	\$ 0.0	\$ 0.1	\$ 0.0
TOTAL	\$ 290.	4 \$	15.8	\$	64.7	\$	0.9	\$ 2.0	) \$	4.4	\$ 12.7	\$	6.0	\$ 7.5	\$	10.7	\$ 11.2	\$ 12.9	\$ 5.5	\$ 0	.8	\$ 6.0	\$ 4.1	\$ 0.9	\$ 9.7	\$	1.2	\$ 42.0	\$ 13.1	\$ 10.2	\$ 43.9	\$ 4.4

## Royalties from Licensed Merchandise, By Product Category, 2023 (as a percentage of Property Type)

Property	Total	Accessories - Fashion	Apparel	Auto Parts	Casino Gaming/ Lotteries	CE	Food & Beverage	Footwear	Gifts	Health & Beauty	Home Décor	House- wares	Infant	Lawn/ Garden/ Tools/ Hardware	Music/ Video	Paper Products	Pet Products	Publishing	Services	Software /Video Games/ Apps	Sporting Goods	Themed Entertain- ment	Toys	Other
Character/Entertainment	100%	3.8%	12.6%	0.1%	0.6%	0.9%	1.4%	1.3%	2.1%	1.5%	2.1%	2.2%	3.3%	0.1%	3.8%	2.0%	0.3%	6.5%	0.1%	18.1%	1.4%	5.9%	29.8%	0.1%
Corporate/Brand	100%	8.6%	14.0%	0.7%	0.4%	2.5%	18.3%	4.0%	2.7%	6.3%	4.5%	16.9%	1.2%	0.3%	1.0%	0.7%	0.6%	1.0%	0.6%	3.4%	3.3%	1.8%	2.0%	5.2%
Sports	100%	2.6%	31.6%	0.3%	0.2%	1.6%	0.1%	0.7%	1.8%	0.2%	0.1%	2.8%	0.3%	0.6%	0.0%	1.9%	0.0%	0.1%	0.3%	29.6%	16.6%	0.7%	5.3%	2.7%
Fashion	100%	7.3%	55.4%	0.0%	0.1%	0.7%	1.9%	3.5%	1.7%	11.3%	13.7%	0.3%	0.2%	0.3%	0.2%	0.4%	0.4%	0.3%	0.4%	0.3%	1.8%	0.0%	0.1%	0.0%
Music	100%	7.5%	43.3%	0.0%	6.4%	6.2%	5.8%	4.3%	13.2%	0.0%	3.0%	0.0%	0.0%	0.0%	1.4%	0.8%	0.0%	0.1%	3.1%	1.0%	0.0%	2.8%	0.0%	1.1%
Collegiate	100%	0.0%	37.0%	0.0%	0.0%	2.5%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.5%	37.8%	22.2%	0.0%	0.0%	0.0%
Publishing	100%	5.0%	23.2%	0.8%	0.1%	1.7%	2.3%	1.1%	3.3%	2.8%	28.9%	2.9%	1.6%	3.7%	1.2%	0.0%	0.6%	3.8%	0.7%	0.1%	3.3%	11.6%	0.0%	1.3%
Non-Profit	100%	39.8%	5.0%	5.0%	0.0%	0.0%	0.0%	0.0%	0.0%	44.8%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.2%	5.0%
Celebrity	100%	6.5%	43.4%	0.0%	0.2%	0.0%	0.0%	10.6%	1.2%	11.1%	10.0%	1.2%	3.2%	0.4%	1.6%	0.1%	0.8%	0.3%	0.0%	3.1%	3.7%	0.6%	0.0%	1.7%
Art	100%	9.9%	28.0%	0.0%	0.2%	0.0%	0.8%	1.0%	5.2%	5.7%	6.0%	5.2%	8.6%	0.9%	0.1%	5.0%	0.1%	1.4%	0.0%	0.4%	0.1%	1.7%	19.4%	0.3%
TOTAL	100%	5.4%	22.3%	0.3%	0.7%	1.5%	4.4%	2.1%	2.6%	3.7%	3.9%	4.5%	1.9%	0.3%	2.1%	1.4%	0.3%	3.4%	0.4%	14.4%	4.5%	3.5%	15.1%	1.5%

					Casino									Lawn/ Garden/						Software / Video		Themed		
		Accessories		Auto	Gaming/		Food &			Health &	Home	House-		Tools/	Music/	Paper	Pet			Games/	Sporting	Entertain-		
Property	Total	- Fashion	Apparel	Parts	Lotteries	CE	Beverage	Footwear	Gifts	Beauty	Décor	wares	Infant	Hardware	Video	Products	Products	Publishing	Services	Apps	Goods	ment	Toys	Other
Character/Entertainment	46.9%	32.8%	26.6%	21.4%	38.7%	26.3%	14.7%	30.0%	37.7%	19.0%	26.0%	22.9%	82.5%	12.3%	85.5%	67.2%	47.1%	91.2%	6.8%	58.6%	15.1%	78.6%	92.4%	3.9%
Corporate/Brand	17.5%	27.7%	11.0%	40.5%	9.3%	28.1%	73.5%	34.1%	18.5%	30.0%	20.5%	66.2%	10.6%	21.5%	8.7%	8.1%	34.8%	5.5%	26.6%	4.1%	12.7%	8.8%	2.4%	60.1%
Sports	14.1%	6.9%	20.0%	12.0%	4.6%	14.7%	0.2%	4.7%	9.7%	0.8%	0.2%	8.8%	2.5%	32.4%	0.1%	18.9%	0.0%	0.3%	10.0%	28.9%	52.2%	2.9%	5.0%	25.6%
Fashion	9.9%	13.3%	24.7%	0.0%	0.9%	4.3%	4.2%	17.1%	6.4%	30.3%	35.1%	0.6%	1.1%	9.7%	1.1%	2.5%	13.1%	0.9%	10.9%	0.2%	3.9%	0.0%	0.0%	0.0%
Music	4.9%	6.8%	9.5%	0.0%	46.1%	19.9%	6.5%	10.3%	24.9%	0.0%	3.9%	0.0%	0.0%	0.0%	3.2%	2.7%	0.0%	0.1%	38.7%	0.4%	0.0%	3.9%	0.0%	3.6%
Collegiate	2.9%	0.0%	4.9%	0.0%	0.0%	4.7%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	3.8%	7.7%	14.4%	0.0%	0.0%	0.0%
Publishing	1.7%	1.5%	1.8%	4.5%	0.2%	1.9%	0.9%	0.9%	2.2%	1.3%	12.7%	1.1%	1.4%	22.7%	1.0%	0.0%	3.5%	1.9%	3.2%	0.0%	1.3%	5.6%	0.0%	1.5%
Non-Profit	1.4%	10.1%	0.3%	21.6%	0.0%	0.0%	0.0%	0.0%	0.0%	16.7%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	4.6%
Celebrity	0.5%	0.6%	1.0%	0.0%	0.2%	0.0%	0.0%	2.8%	0.3%	1.6%	1.4%	0.1%	0.9%	0.8%	0.4%	0.0%	1.5%	0.1%	0.0%	0.1%	0.4%	0.1%	0.0%	0.6%
Art	0.2%	0.3%	0.2%	0.0%	0.1%	0.0%	0.0%	0.1%	0.4%	0.3%	0.3%	0.2%	0.8%	0.6%	0.0%	0.6%	0.0%	0.1%	0.0%	0.0%	0.0%	0.1%	0.2%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%





Licensing International is the leading trade organization for the global licensing industry. Licensing International's mission is to foster the growth and expansion of licensing around the world, raise the level of professionalism for licensing practitioners, and create greater awareness of the benefits of licensing to the business community at large. Founded in 1985, Licensing International members in over 40 countries enjoy access to an array of benefits, including extensive educational programming and worldwide networking events. Visit LicensingInternational.org for more information and to utilize licensing's definitive online resource.