



Hasbro Fact Sheet

Company Overview

Hasbro is a leading game, licensing and toy company whose mission is to create joy and community through the magic of play. With over 100 years of expertise, Hasbro delivers groundbreaking play experiences for fans of all ages around the world, through physical and digital games, video games, toys, licensed consumer products, location-based entertainment, film, TV and more.

Through its franchise-first approach, Hasbro unlocks value from both new and legacy IP, including MAGIC: THE GATHERING, DUNGEONS & DRAGONS, MONOPOLY, HASBRO GAMES, NERF, TRANSFORMERS, PLAY-DOH and PEPPA PIG, as well as premier partner brands. Powered by its portfolio of thousands of iconic brands and a diversified network of partners and subsidiary studios, Hasbro brings fans together wherever they are, from tabletop to screen.

For more than a decade, Hasbro has been consistently recognized for its corporate citizenship, including being named one of the 100 Best Corporate Citizens by 3BL Media, a 2025 JUST Capital Industry Leader, one of the 50 Most Community-Minded Companies in the U.S. by the Civic 50, and a Brand that Matters by Fast Company. For more information, visit corporate.hasbro.com or @Hasbro on LinkedIn.



Executive Leadership

Chris Cocks

Chief Executive Officer and Director

Gina Goetter

Chief Financial Officer and
Chief Operating Officer

Holly Barbacovi

Chief People Officer

Stephanie Beal

Chief Supply Chain Officer

Jason Bunge

Chief Marketing Officer

John Hight

President, Wizards of the Coast

Tim Kilpin

President, Toys, Licensing and
Entertainment

Dan Shull

Chief Digital Information Officer

Tarrant Sibley

Executive Vice President, Chief Legal
Officer and Corporate Secretary

Roberta Thomson

Executive Vice President and
Chief Communications Officer



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- 1923** Hasbro founded by Henry and Hillel Hassenfeld. The Company first sold textile remnants before manufacturing pencil boxes and school supplies
- 1940s** Hasbro's first toys — doctor and nurse kits are created
- 1952** POTATO HEAD created and revolutionized toy industry as first toy advertised on TV
- 1964** Launches first action figure; G.I. JOE becomes an American icon
- 1968** Becomes publicly traded company
- 1977** Pays first dividend to shareholders
- 1983** MY LITTLE PONY brand is born
- 1984** TRANSFORMERS brand is born; Acquires Milton Bradley, including its PLAYSKOOL division
- 1991** Acquires Tonka Corporation, including its Kenner and Parker Brothers divisions
- 1999** Acquires Wizards of the Coast and its MAGIC: THE GATHERING and DUNGEONS & DRAGONS franchises
- 2007** TRANSFORMERS movie is released, launching one of the highest-grossing film series ever
- 2008** Establishes the Brand Blueprint Strategy
- 2015** Hasbro Pulse direct-to-consumer platform launched
- 2018** Launched *Magic: The Gathering Arena*
- 2018** Acquires Saban's Power Rangers
- 2019** (Fiscal 2020) Acquires eOne, a global entertainment studio
- 2021** Hasbro's Total Games Category tops \$2B; Wizards of the Coast tops \$1B in revenue
- 2021** Divested eOne Music business
- 2022** Acquires D&D Beyond
- 2023** Divested eOne film and TV business

1923
founded

5,000 employees
worldwide

**Iconic Brand
Portfolio**

\$5.0B annual
revenue
(FY 2023)



operating in

35
countries



headquartered in
Pawtucket, RI

Our Purpose

At Hasbro, our Purpose is to create joy and community for all people around the world, one game, one toy, one story at a time. We feel privileged to create products and experiences that bring joy and spark human connectivity across generations, cultures and lifetimes. Our Purpose motivates our employees, engages our consumers, impacts our communities, and sits at the heart of our vision and business strategy. We play with purpose and strive to inspire a more inclusive, sustainable and connected world. ESG at Hasbro is the framework for translating our Purpose into action — getting from “why” we exist to “how” we deliver sustainable long term value for our business and stakeholders.

