

February 9, 2016

Name of listed company:
BANDAI NAMCO Holdings Inc.
Name of representative:
Mitsuaki Taguchi,
President and Representative Director
(Code Number: 7832 TSE 1st section)
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Notice Regarding Revisions to Consolidated Projections for the Full Fiscal Year

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces the following revisions made to the consolidated projections for the full fiscal year ending March 31, 2016 (April 1, 2015 to March 31, 2016) that were announced on November 5, 2015 in the “Consolidated Financial Report for the Second Quarter of the Fiscal Year Ending March 31, 2016.”

1. Revisions to consolidated projections for the full fiscal year

(1) Revisions to consolidated projections for the full fiscal year (April 1, 2015 to March 31, 2016)

	Net sales (¥ million)	Operating income (¥ million)	Recurring income (¥ million)	Profit attributable to owners of parent (¥ million)	Basic earnings per share
Previous projections (A)	560,000	50,000	52,000	34,000	¥154.77
Revised projections (B)	560,000	43,000	45,000	30,000	¥136.56
Change in amount (B-A)	0	(7,000)	(7,000)	(4,000)	–
Change (%)	0.0	(14.0)	(13.5)	(11.8)	–
Reference: Results for the previous fiscal year (The full fiscal year ended March 31, 2015)	565,486	56,320	59,383	37,588	¥171.10

(2) Reasons for revisions

During the fiscal year ending March 31, 2016, the first year of the Mid-term Plan created under the vision of “NEXT STAGE: Empower, Gain Momentum, and Accelerate Evolution,” the BANDAI NAMCO Group (“the Group”) has been implementing various measures. In addition to focusing on strengthening its “IP (Intellectual Property: intellectual property of characters) Axis Strategy” to expand the value of its IPs by providing IP as the best products and services at the best possible times, the Group has also been strengthening business development in the Asian region with high growth potential.

As a result, on the business front there were favorable sales in the Toys and Hobby Business, network content and overseas home video game software in the Network Entertainment Business, and the Visual and Music Production Business. The strong sales in the Toys and Hobby Business, particularly in the Asian region, as well as the strong sales in the overseas home video game software, indicate the various measures

of the Mid-term Plan are starting to bear fruit. However, sales from arcade game machines in the Network Entertainment Business struggled due to the effects of uncertainty in the market.

Concerning the outlook for the full fiscal year, in light of the results in the third quarter (nine months) and recent trends of each business segment, the Company expects operating income of the Network Entertainment Business to fall below the previously announced forecast due to struggling sales in arcade game machines, and the recording of a loss on valuation of inventories, etc. As a result, the Company has revised the forecast figures for the full fiscal year that were announced on November 5, 2015 as stated in the table. The Company will conduct more detailed investigation into strengthening business structure of the arcade game machines for the fiscal year ending March 31, 2017, and carry out a review of future business plans.

* The above forward-looking statements are based on management's estimates, assumptions and projections at the time of publication. A number of factors could cause actual results to differ materially from expectations.

End of notice