



November 8, 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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of the Corporate Planning Division

Notice Regarding Revisions to Consolidated Projections for the Full Fiscal Year

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces the decision, made at a Board of Directors meeting held on November 8, 2016, to revise the consolidated projections for the fiscal year ending March 31, 2017 (April 1, 2016 to March 31, 2017) that were announced on May 11, 2016 as described below.

1. Revisions to consolidated projections for the fiscal year ending March 31, 2017
(April 1, 2016 to March 31, 2017)

	Net sales (¥ million)	Operating income (¥ million)	Recurring income (¥ million)	Profit attributable to owners of parent (¥ million)	Basic earnings per share
Previous projections (A)	580,000	50,000	51,000	35,000	¥159.32
<u>Revised projections (B)</u>	<u>590,000</u>	<u>57,000</u>	<u>57,000</u>	<u>39,000</u>	<u>¥177.53</u>
Change in amount (B-A)	10,000	7,000	6,000	4,000	—
Change (%)	1.7	14.0	11.8	11.4	—
(Reference) Results for the previous fiscal year (The full fiscal year ended March 31, 2016)	575,504	49,641	50,774	34,583	¥157.43

2. Reasons for revisions

In the second quarter (six months) of the fiscal year ending March 31, 2017, all businesses have exceeded the profit plan set out at the beginning of the fiscal year. The Toys and Hobby Business performed steadily, generally in line with the plan. In addition, the Network Entertainment Business and Visual and Music Production Business outperformed the plan as their highly profitable products and services gained popularity.

On the business front, for home video game software in the Network Entertainment Business, sales were favorable for the new title *DARK SOULS III* in North America and Europe. In network content such as

game applications for smartphones and PC online games, key titles already existing in Japan such as *The iDOLM@STER Cinderella Girls: Starlight Stage* retained stable popularity, and titles marketed overseas, including in the Asian region, such as *DRAGON BALL Z DOKKAN BATTLE* continued to attract popularity. In the Visual and Music Production Business, sales were favorable in the *GIRLS und PANZER* series for visual and music package software, and related products amid escalated popularity, especially for products themed around a movie release. Also, the *LoveLive!* series, which is IP for which visual content was developed in conjunction with music content and live events, retained popularity. Moreover, visual package software of the *Mobile Suit Gundam* series sold favorably.

In light of the actual results for the second quarter (six months) and recent business trends of each business segment described above, the consolidated projections for the full fiscal year are expected to exceed the consolidated projections announced on May 11, 2016. As such, the consolidated projections have been revised as stated in the table.

* 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